

Laconia Human Relations
Regular Monthly Meeting
March 9, 2021
3PM – 4:30 via Zoom

Agenda

Welcome and Roll Call

Review and Acceptance of January 9, 2021 Meeting Minutes

Old Business

- Homeless Task Force

New Business

- Looking ahead
- Community Engagement Program - Carol
- Other business
- Next Meeting March 13, 2021 at 3pm via Zoom

Public Comment – Except for their names public will not be visible until called upon by the Chair.

The public is invited to offer their opinions. Initially, they will be limited to four minutes until all have had an opportunity to speak. Each person is constrained to their time period or to ask questions of the committee.

The public will be visible but muted until unmuted by the chair. Members of the public wishing to speak will use the “raise hand” option.

Everyone is expected to speak respectfully of other people’s opinion.

The Chair, at their discretion, may mute someone if they begin getting off topic or speaking disrespectfully. The meeting will end at 4:30pm.

Note: The meeting will be held online through Zoom and will begin at 3pm although people are encouraged check in early. Contact David Stamps, 387-4382 or email at dbstamps@dbstamps.com if you are having trouble connecting.

You are invited to a Zoom webinar.

When: Mar9, 2021 3:00 PM Eastern Time (US and Canada)

Topic: Human Relations Commission

Please click the link below to join the webinar:

<https://us02web.zoom.us/j/81304412555?pwd=c0gxMUh1NTcyRTVrVlVlOVkNmSlI0dz09>

Passcode: 517690

Or iPhone one-tap :

US: +13126266799,,81304412555#,,,,*517690# or +16465588656,,81304412555#,,,,*517690#

Or Telephone:

Dial(for higher quality, dial a number based on your current location):

US: +1 312 626 6799 or +1 646 558 8656 or +1 301 715 8592 or +1 346 248 7799 or +1 669 900 9128 or +1 253 215 8782 Webinar ID: 813 0441 2555

Passcode: 517690

International numbers available: <https://us02web.zoom.us/j/81304412555?pwd=c0gxMUh1NTcyRTVrVlVlOVkNmSlI0dz09>

Phone info: *6 - Toggle mute/unmute. *9 - Raise hand.