

The Mayor and Commissioners of the Town of Elkton

WORKSHOP MEETING February 14, 2024

A workshop of the Mayor and Commissioners of the Town of Elkton scheduled for Wednesday, February 14, 2024 at 12:00 P.M., in the Elkton Municipal Building Meeting Room, 100 Railroad Avenue, Elkton, Maryland 21921.

NOTICE

The public is invited to participate in this meeting in person or virtually. Participants can join by calling 1-312-626-6799 or via the web by visiting www.zoom.com and choosing "join a meeting".

When prompted, enter Meeting ID 897 6373 6312 and Passcode 833191

Please turn off TV's and other audio-producing devices prior to connecting with meeting

- Discussion Resolution R2-2024-Establishing a Financial Policy Pertaining to the Unassigned General Fund Balance
- Discussion Republic Services 90-day Update
- Overview Department of Public Works

Americans with Disabilities Act (ADA) NOTICE

The Mayor and Commissioners of the Town of Elkton are committed to ensuring that individuals with disabilities are able to participate in public meetings. A disabled person who wishes to attend a public meeting announced by the Mayor and Commissioners, or any other public body of the Town of Elkton, and who requires auxiliary aids, services, or other reasonable accommodations is asked to contact the Town of Elkton's Administration Office at least forty-eight (48) hours in advance by telephone at (410) 398-0970 (Monday – Friday 8:00 A.M. – 4:30 P.M.), by facsimile at (410) 392-6633, or by email at administration@elkton.org. TTY users should contact the Maryland Relay Service by dialing 711.

NOTICE

Please be advised that all regular, special and workshop meetings of the Town of Elkton are recorded and may be posted online at www.elkton.org; and may be recorded and/or posted on the Internet by others. Presence and/or participation at any Town meeting constitutes acknowledgement of said recording and online posting, and further constitutes consent to being recorded and electronically posted in conjunction therewith.