

TOWN OF WINDSOR, CONNECTICUT

PUBLIC BUILDING COMMISSION
July 12, 2022
6:30 PM
Hybrid Meeting – Via Zoom and In-person
Town Hall – Ludow Room – First Floor

Members please announce your name before making motions or offering comment. The general public is welcome to call into the meeting by phone.

Dialing in by Phone Only:

- 1. Please Dial (for higher quality, dial a number based on your current location):
- +1 646 931 3860 or +1 301 715 8592 or +1 312 626 6799 or +1 646 558 8656 or +1 669 900 9128 or +1 253 215 8782 or +1 346 248 7799 or +1 669 444 9171
- 2. When prompted for participant or meeting ID: 871 5144 3221 then press #
- 3. You will then enter the meeting muted. During Public Comment if you wish to speak press *9 To raise your hand.

Joining in by Computer:

- 1. Please go to the following link: https://us02web.zoom.us/j/87151443221
- 2. When prompted for participant or meeting ID: 871 5144 3221 then press #
- 3. Only if your computer has a microphone for two way communication then during Public Comment
- If you wish to speak press Raise Hand in the webinar control. If you do not have a microphone
- You will need to call in on a phone in order to speak.

AGENDA

- 1. Call to Order
- 2. Remarks of the Chairman
- 3. Public Communications
- 4. Clover Street Elementary School Roof Replacement Design 9549
- 5. Aquatic Facilities Improvements Design 9536
- 6. Fire & EMS Stations Additions & Renovations Project 9912
- 7. O'Brien Field House Evaluations Engineering Feasibility Study 9546
- 8. Clover Street School Restrooms Improvements Design 9552
- 9. LP Wilson Community Center BOE Restroom Improvements Design 9553
- 10. Sage Park Middle School HVAC Efficiency Upgrades Project 9519/9542
- 11. Milo Peck School HVAC Replacement Project 9538
- 12. 330 Windsor Ave. Community Center HVAC Improvements Design 9550
- 13. LP Wilson Community Center HVAC Improvements Design 9551
- 14. LP Wilson Social Services Project 9545
- 15. Staff Reports
- 16. Motions & Minutes of Preceding Meeting(s)
- 17. Adjournment