Trustees of the Trust Funds

Meeting Location: New Ipswich Town Office, 661 Turnpike Road, New Ipswich

Meeting Date: April 20, 2023

Attendees: Bentti Hoiska, Jim Coffey, and Robert Zinsmeister

Meeting was called to order at 9:40 a.m.

Old Business:

The minutes of the March 7 and April 5, 2023 were read and approved.

New Business:

We discussed the repair and refacing of the town clock that resides in the New Testament church building for which the town is requesting roughly \$7,200 from the Building Maintenance CRF. We resolved that this is not appropriate since the fund, as established in 2007, was "for the purpose of repairing and maintaining town buildings". The clock is not a town building. The town is also looking for money to upgrade three buildings with automatic standby electric generators. We are unsure of where the money should come from.

We looked at a list of payments the BOS is expecting, some of which we have not received requests for.

They are still looking for two payments from the Stearns Burton fund; \$800.00 for the band that played at the 2021 Memorial Day parade and \$720.00 for fish for the subsequent fishing derby that year. These are items we specifically rejected as being improper use of the trust fund.

We have a meeting with the BOS on April 25<sup>th</sup> at which time we will discuss the above items. It was suggested we meet with the town administrator beforehand.

We received a check number 60618 from the town in the amount of \$348,500. This is \$343,000 to be deposited into the several capital reserve funds according to article 6 of the town meeting of March 28, 2023 plus \$5,000 for the newly created (article 16) Fire Department Communications CRF. Deposit documentation was created and the check endorsed for mailing to TBFA.

We received requests for payment from the Highway Department CRF (\$151,000 for a new CAT backhoe) and Fire Protection CRF (\$2,300 for turnout gear). Disbursement documents were prepared and faxed to TBFA.

Meeting was adjourned at 11:44 a.m.