

THE BOROUGH OF ALLENDALE

N E W J E R S E Y

500 West Crescent Avenue, Allendale, NJ 07401 <u>www.allendalenj.gov</u>

## SUNSHINE NOTICE BOROUGH OF ALLENDALE MAYOR AND COUNCIL FEBRUARY 9, 2022 WORK & REGULAR SESSIONS

The <u>February 9, 2023</u> meeting of the Mayor and Council of the Borough of Allendale will be held in-person at the Allendale Municipal Building, 500 West Crescent Avenue, Allendale, New Jersey 07401. The Work Session will begin at 7:30 p.m. followed by the Regular Session at 8:00 p.m. in the Council Chambers located on the second floor.

There will be opportunities for public comment at designated times during both the Work and Regular Sessions. Those in the public who wish to comment must attend in person or submit written comments in advance, for reading during the meeting, via email to <u>LindaCervino@AllendaleNJ.gov</u> or to Linda Cervino, Municipal Clerk, Borough of Allendale, 500 West Crescent Avenue, Allendale, NJ 07401. The deadline to submit advance, written comments is Thursday, <u>February 9, 2023</u> by 4:00 pm.

The Borough of Allendale will also livestream the Work and Regular Sessions. Those in the public wishing to view these meetings only should take the following steps:

- From a computer, tablet or smartphone, enter the website <u>https://zoom.us/j/95236146732</u>
- From a phone, dial (301) 715-8592 and then enter Webinar ID: 952 3614 6732.
  \*\*\*Alternate phone numbers to dial: (312) 626-6799; (929) 205-6099
  (346) 248-7799; (669) 900-6833 or (253) 215-8782

The public is advised that there will be no opportunity for comment by those viewing the livestreamed Work and Regular Session meetings. Public wishing to comment must attend in person or submit advance, written comments by <u>February 9, 2023</u> by 4:00 pm.

The Agenda, to the extent known, can be viewed 48 hours prior to the meeting at <u>https://www.allendalenj.gov/node/496/agenda</u>. Formal action may be taken.

Linda Louise Cervino, RMC Municipal Clerk

## THIS IS A PUBLIC NOTICE, NOT A PAID LEGAL AD