

TOWN OF DENNIS
FINANCE COMMITTEE
MEETING NOTICE

Received
Dennis Town Clerk
Date: January 23, 2026
Time: 3:52 PM



CARL MONROE
RACHEL BARONI
BOB MEZZADRI

PAT STONE
CHUCK CAREY
NATHAN SALLEY Y

MEETING NOTES

A) The time frames listed are intended to guide the Finance Committee in their work. It should be understood that the times are approximate and therefore, may occur earlier than noted; and may be taken out of order.

B) The items listed are those reasonably anticipated by the Chair, which may be discussed at the meeting. Not all items listed may in fact be discussed and other items not listed may also be brought up for discussion to the extent permitted by law.

C) As required by Open Meeting Law and Mass. General Law, we are informing you that this meeting will be video and audio recorded, as well as rebroadcast. Anyone intending to video or audio tape this meeting is required to inform the Chair.

This is to formally advise that, as required by G.L. Chapter 30A §§18-25, and pursuant to Chapter 2 of the Acts of 2023, amended on March 28, 2025,

the Dennis Finance Committee will hold a public meeting on Tuesday February 10, 2026 at 5:15pm

in in the Police Department Training Room, Dennis Police Station, 90 Bob Crowell Road, South Dennis, MA 02660.

ZOOM Meeting information for alternative public access

To join on a computer: <https://www.zoom.us/join> meeting id 662 630 3621#.
OR to join by telephone: call 646-558-8656. When prompted enter meeting id 662 630 3621#.

AGENDA

I. CALL TO ORDER: 5:15 PM

II. FY27 DEPARTMENTAL BUDGET REVIEW

1. GENERAL GOVERNMENT

- 155 - MIS
- 161 - TOWN CLERK
- 162 – ELECTIONS
- 171 – DEPT. OF NATURAL RESOURCES

2. CULTURE AND RECREATION

- 610 - LIBRARY
- 630 – RECREATION
- 630 – BEACHES
- 640 - GOLF
- 295 - HARBORMASTER

3. PUBLIC SAFETY

- 210 - POLICE
- 220 – FIRE
- 241 – BUILDING INSPECTOR
- 295 - HARBORMASTER

4. PUBLIC WORKS

- 192 - PROPERTY/BUILDINGS
- 422 – DPW
- 411 - ENGINEERING
- 423 - SNOW AND ICE
- 424 - STREET LIGHTING
- 433 - WASTE COLLECTION

III. ADJOURNMENT