CORPORATION OF THE TOWNSHIP OF MCKELLAR

March 23, 2021 - 6:30 p.m.

IMPORTANT NOTICE

Due to the ongoing State of Emergency related to the Covid-19 pandemic this Special Meeting of Council will not be physically open to the public. The public can attend the meeting via Zoom. Council Meetings will be audio recorded and the recordings will be posted on the municipal website. The minutes will remain the official record of meetings. Instructions to join the meeting are on the last page of the Agenda.

Join Zoom Meeting

https://zoom.us/j/97752587537

Meeting ID: 977 5258 7537

Dial by your location

+1 647 374 4685 Canada +1 647 558 0588 Canada

Meeting ID: 977 5258 7537

Find your local number: https://zoom.us/u/ad97Z7y2dg

21-133 1st resolution 21-18 1st by-law

1. CALL TO ORDER

2. RESPECT AND ACKNOWLEDGEMENT DECLARATION

We would like to begin by acknowledging that the land on which we gather is the traditional territory of the Anishnaabe and the Mississauga People

- 3. ROLL CALL
- 4. DECLARATIONS OF CONFLICT OF INTEREST
- 5. ADOPTION OF THE AGENDA
- 6. WPS POOL AND WELLNESS CENTRE DISCUSSION
 - 5.1 Wellness Centre Pool Committee (WCPC) Draft Minutes of October 22, 2020 (with proposed recommendations)
- 7. NEXT MEETING DATE
- 8. CONFIRMING BY-LAW
 - 7.1 Confirming By-law 2021-18
- 9. ADJOURNMENT

Special Council Meeting Agenda, March 23, 2021

Instructions for Joining the Council Meeting

- 1. Please try to sign in between 6:20 to 6:30 if possible; you are still welcome to sign in after 6:30 if necessary
- 2. Please wait to be let in the 'meeting room'; this won't take long
- 3. Please have your mic on mute and your video turned off unless you are speaking; this ensures there are no distractions or background noise to disrupt the meeting
- 4. When you sign in please sign in with your full name (first and last), not a company name.
- Please respect meeting protocol and do not interrupt the meeting.
 The Municipality reserves the right to remove attendees who are disruptive or disrespect meeting protocol.