

**From:** Charles Sumner [mailto:CSUMNER@town.brewster.ma.us]  
**Sent:** Thursday, March 06, 2014 1:32 PM  
**To:** John Kelly  
**Subject:** RE: Tri Town Funding Article

*Hi John*

*Let me know if you have any question. CLS*

**DRAFT**

**ARTICLE NO. 33:** To see if the Town will vote transfer from available funds the **ONE HUNDRED THOUSAND AND 00/100 DOLLARS (\$100,000.00)** for costs associated with the engineering, design, operation, repair, maintenance and/or demolition under the Intermunicipal Agreement between the Towns of Orleans, Brewster and Eastham for the Construction, Management and Operation of a Septage Treatment Facility, and to authorize the Town Administrator, with the permission of the Board of Selectmen, to solicit bids and/or proposals, enter into a contract or contracts and expend said funds for this purpose, or to take any other action relative thereto.

(Majority Vote Required or a Two-thirds vote if funds are transferred from the Special Purpose Stabilization Fund)

(Board of Selectmen)

**SUMMARY**

The original Tri-Town Septage Treatment plant was constructed in 1985 under an inter-municipal agreement between the Towns of Orleans, Eastham and Brewster; this agreement will expire on May 30, 2015. The member communities have recently been engaged in discussions concerning the extension of the agreement. In addition this facility is operated under a permit issued by the Commonwealth of Massachusetts which will expire on December 20, 2016. This article will provide funding for a wide variety of costs associated with engineering, design, operation, repair, maintenance and/or demolition expenses related to Tri-Town Septage facility.

**Selectmen: Yes 0, No 0, Abs 0**

**Finance Committee: Yes 0, No 0, Abs 0**

**From:** John Kelly [mailto:jkelly@town.orleans.ma.us]  
**Sent:** Thursday, March 06, 2014 11:30 AM  
**To:** Charles Sumner  
**Subject:** Tri Town Funding Article

Charlie,

Can you send me a copy of the draft article that you started working on last week?

Thanks.

John