

West Windsor Township
Township Council Meeting of
Zoom Electronic Participation Instructions
January 11, 2021
Start Time 7:00 P.M. Eastern Standard Time

Township Council meetings are now open to the public, however for those who do not want to come during this health emergency we will be continuing the electronic and e-mail process for public comment as well as listening to the meeting. West Windsor Township Council encourages residents to participate in the upcoming Township Council meeting through one of the methods below using your phone or computer.

Join Zoom Meeting

<https://zoom.us/j/96890601929?pwd=NFRjd2JjdVYzNko0a1RMS0ZYRU03QT09>

Meeting ID: 968 9060 1929

Passcode: 612903

One tap mobile

+13126266799,,96890601929#,,,,*612903# US (Chicago)

+16465588656,,96890601929#,,,,*612903# US (New York)

Dial by your location

+1 312 626 6799 US (Chicago)

+1 646 558 8656 US (New York)

+1 301 715 8592 US (Washington D.C)

+1 346 248 7799 US (Houston)

+1 669 900 9128 US (San Jose)

+1 253 215 8782 US (Tacoma)

Meeting ID: 968 9060 1929

Passcode: 612903

DURING ALL PUBLIC COMMENT PERIODS YOU CAN:

Spoken comments:

- Via computer or mobile device, click on “Participants” then in the dialog box, click “raise hand”. The Clerk will unmute you when it’s your turn to speak. Comments are limited to three minutes.
- Via telephone press *9. When it is your turn to speak, the Clerk will unmute you and advise you it’s your turn to speak. Comments are limited to three minutes.

Email Prior to Meeting Public Comments to be read at meeting

You can e-mail the Township Clerk at gghuber@westwindsortwp.com by 11:00 a.m. the day of the meeting and your comments will be read into the record. Please include your name and address and that this is to be read at the public comment portion of the meeting. These comments will be limited to the three minutes just like if you were in person at the meeting.

Comments containing offensive, profane or indecent language or language constituting hate speech, will not be accepted.