









#### **Government Overview**

The Town of Caswell Beach is chartered under North Carolina General Statutes, and operates as a Mayor/Council form of government. The governing body consists of the Mayor and a fivemember Board of Commissioners elected at-large within the Town to staggered four-year terms.

The Mayor is the Chief Executive Officer of the Town, presides over Governing Body meetings, represents the Town at various business and ceremonial events, and votes in order to break a tie. In addition, the Mayor appoints the various citizen advisory boards, commissions and ad hoc committees.

As a legislative body, the Board of Commissioners is responsible for the enactment of local laws, the adoption of the annual Town Budget and Capital Improvement Program, and the review and adoption of proposed policies, agreements, contracts and other Town business items.

Any person wishing to address the Governing Body on any matter, whether on the agenda or not, may request to do so during the Public Comment Period at the end of each regular meeting. Individuals are encouraged to contact the Town Administrator or Mayor in advance. No action will be taken on any items not on the agenda.

# **Town Meetings**

Second Thursday of each month 5:00 p.m. Town Hall

View Slideshow

# **Administration**

Joseph (Joe) Pierce
Town Manager
910-278-5471 Email
Joy Guin
Office Manager / Inspections Clerk
910-278-5471 Email
Joseph Pierce



Town Clerk
910-278-5471 Email
Katie Atkins
Finance Officer / Assistant Town Clerk
910-278-5471 Email

## **Public Works**

**Brian Cohan** 

Public Works Operations Manager 910-523-8373 Email Patrick McGowan Public Works Operations Staff 910-278-5471 Email

## **Police**

Samuel (Sam) Massey

Chief of Police

Julie Taylor

Sergeant

Paul DeMello

Officer

**Steve Wood** 

Officer

Danny Cook

Part-Time / Reserve Officer

Jack Huntsman

Part-Time / Reserve Officer

Mike Williams

Part-Time / Reserve Officer

View PDF

1100 Caswell Beach Road Caswell Beach, NC 28465 United States

View in Google Maps