

Visalia Environmental Committee informs and advises the Visalia City Council and Citizens on preserving and improving environmental quality for the benefit of the community.

CITY OF VISALIA ENVIRONMENTAL COMMITTEE MEETING TRANSIT BUILDING –  $2^{nd}$  FLOOR CONFERENCE ROOM

**May 14, 2014** 5:45 PM

## **AGENDA**

- Welcome & Introductions
- 2. Public Comment
- 3. Approval of April 9 Minutes
- 4. Natural Resource Conservation Division Monthly Report Monthly report by K. Loeb
- 5. Earth Day Committee discussion of Earth Day event
- 6. Develop Water Conserving Landscape Award Program
  Subcommittee report and consideration of adoption by Committee
- 7. Other Committee Goal Implementation Planning
- 8. Announcements / Good of the Order
- 9. Adjourn

425 EAST OAK AVENUE VISALIA, CA 93292 (559) 713-4531

CITY OF VISALIA

**ENVIRONMENTAL** 

COMMITTEE

FAX (559) 713-4817

BRIAN NEWTON - CHAIR
PATRICIA GALLIMORE - VICE CHAIR

RODNEY BLACO

CRAIG HARTMAN

LONNIE MILLER

JOSE SAENZ

**RAY SAITO** 

2014 Meetings

January 08

February 12

March 12

April 09

May 14

June 11

July 09

August 13

September 10

October 08

November 12

December 10

**Public Comment:** Public comment is the time set aside for the public to address the Committee on any item that is not on the agenda. The Committee cannot legally act on a matter raised that is not on the agenda; however, the Committee will look into the request and respond within a reasonable time.

In compliance with the American Disabilities Act, if you need special assistance to participate in meetings call (559) 713-4530 forty-eight (48) hours in advance of the meeting. For Hearing-Impaired - Call (559) 713-4900 (TDD) 48-hours in advance of the scheduled meeting time to request signing services.

Any written materials relating to an item on this agenda submitted to the Environmental Committee after distribution of the agenda packet are available for public inspection at City Hall North, 425 E. Oak Avenue, Suite 301, Visalia, CA 93291, during normal business hours.