MISSION VALLEY PLANNING GROUP AGENDA

March 05, 2014 / 12 Noon

Mission Valley Public Library, Community Room 2123 Fenton Parkway, San Diego, CA 92108

A. Call to Order

- 1. Verify Quorum (22 current members)
- B. Pledge of Allegiance Select Leader

C. Introductions:

- 1. Opening Remarks/Introductions
- D. Approval February 05, 2014 Meeting Minutes

E. Public Input – Non-Agenda Items

F. Membership Business – John Nugent

- 1. Report on removing item from MVPG agenda
- 2. Adjourn Board meeting
- 3. Convene Membershipl Meeting and Election
- 4. Verify Quorum
- 5. Present Ballot
- 6. Nominations from Floor
- 7. Election
- 8. Results of Election
- 9. Adjourn Membership Meeting and Election
- 10. Reconvene Board meeting
- 11. Announce April meeting for election of officers

G. Treasurer's Report – Bob Doherty

H. Public Safety Reports

I. Governmental Staff Reports:

- 1. Mayor's Office
- 2. State Representatives
- 3. Federal Representatives

J. New Business

- 1. Application for Great Neighborhood Grant Program Funds for MVPG Community Survey –John Carson- Action Item (15 minutes)
- 2. Alpha Project-Amy Gonyeau- Information Item (15 minutes)

K. Old Business:

- 1. City Planning Update Brian Schoenfisch
- 2. City Council Office Lx Fangonilo
- 3. Mission Valley Survey-John Carson
- 4. Subcommittee Reports:
 - a. Design Advisory Board Randy Dolph
 Meet the Monday prior to the general meeting at 3:30 p.m. at the Mission Valley Library.
 - b. Stadium Committee Randy Dolph
 - c. San Diego River Coalition Alan Grant Meet the third Friday of each month from 3:00–4:30 p.m. at the Mission Valley Library.
 - d. Community Planning Chairs Meeting Marla Bell, alternate
 - e. Parks Subcommittee Jason Broad Meets as needed at Sharp Healthcare, 8695 Spectrum Center Blvd.
 - f. Uptown Regional Bike Corridor Advisory Group Brittany Ruggels
 - g. Public Health, Safety and Welfare Subcommittee Elizabeth Leventhal
- 5. Miscellaneous Mail
- L. Adjournment: Next Meeting Date Wednesday, April 02, 2014 at the *Mission Valley Library, Community Room.*