



NOTICE

Development Services Department

CITY OF SAN DIEGO - 1222 FIRST AVENUE, M.S. 501, SAN DIEGO, CALIFORNIA 92101

DATE: October 17, 2011
TO: Distribution
FROM: Jeffrey D. Strohminger, Assistant Deputy Director
SUBJECT: Industry Meeting

This is to inform you that a meeting has been scheduled for the Civil Engineering Industry to meet with Development Services Staff to share recent or proposed changes in the city organization, regulations and procedures.

DATE: Thursday October 27, 2011
TIME: 2:00 to 4:00 p.m.
LOCATION: Balboa Park Club, Santa Fe Room (map attached)

AGENDA

- Organizational Changes
- Regulation Changes
- Engineering Fee Study
- Process Changes
- Q&A
- Future Meetings

It has been several years since we have had regular meetings with the industry due to fiscal and economic issue. There have been many changes in the City organization structure with many new faces or new roles. New regulations have been adopted at the state and local level and we are continually working to improve our review and inspection processes. We are reestablishing these regular meetings as a way to improve our communication with industry and to receive feedback and encourage participation in the change process.

We appreciate your participation in these meetings and your feedback as we strive to make the development process as efficient and predicable as possible. Please RSVP to Sharon Sumlin (619) 446-5202, SSumlin@sandiego.gov.

Jeffrey Strohminger, PE
Assistant Deputy Director



Balboa Park Club

Directions & Parking

- Take Hwy 163 south to Park Blvd, go left at the stop light then left onto President's Way, which is the next stop light. Continue to the stop sign where you can go straight to park in the Pan American Plaza parking lot or make a right and park in the Organ Pavilion lot.
- The Balboa Park Club is located in the South Palisades area of Balboa Park, just north of the Puppet Theatre.
- More parking is available in the adjacent lots that are located behind the Hall of Champions and the Starlight Bowl.