

# **PUBLIC NOTICE**

## **AGENDA**

### **CITY OF SAN DIEGO PARK AND RECREATION BOARD BALBOA PARK COMMITTEE'S WEST MESA SUBCOMMITTEE MEETING**

**Tuesday, January 19, 2016, 6:00 p.m. to 7:00 p.m.**

**San Diego Lawn Bowling Club, San Diego, CA 92101**

#### **CALL TO ORDER:**

**APPROVAL OF MINUTES:** Approval and ratification of unapproved meeting minutes.

**NON-AGENDA PUBLIC COMMENTS:** This part of the agenda provides an opportunity for members of the public to address the Subcommittee on items of interest within the jurisdiction of the Balboa Park Committee. (Comments relating to items on today's agenda are to be taken at the time the item is heard.) (Limited to items not on the agenda. Each item will be limited to three minutes and is not debatable.)

**CO-CHAIR REPORT:** Don Liddell

#### **ACTION ITEMS:**

1. Request that the City establish a decibel limit for a buffer area along Sixth Avenue.

#### **DISCUSSION ITEMS:**

1. Lawn Bowling Club Lighting Project
2. Follow-up on Meeting with Balboa Park staff on December 10<sup>th</sup>; Proposed Actions

## **ADJOURNMENT**

**Notice of Next Scheduled Meeting: Tuesday, February 16, 2016**

**Notice Posted: Notices of the Balboa Park West Mesa Subcommittee are posted at the Balboa Park Administration Building: 2125 Park Blvd, San Diego, CA 92101**

**Notices can also be found online at:**

**<http://www.sandiego.gov/park-and-recreation/general-info/brc.shtml>**

**Please Note:** If there are any questions regarding this agenda, please contact Susan Lowery-Mendoza, at (619) 235-1106. This information is available in alternative formats upon request. To request an agenda in Braille, large print or cassette or to request a sign language or oral interpreter for the meeting, call Susan Lowery-Mendoza, at (619) 235-1106 at least five (5) working days prior to the meeting to ensure availability. Alternative Listening Devices (ALD's) are also available for the meeting, if requested at least five (5) working days prior to the meeting to ensure availability.

