

# La Selva Beach Recreation District

## REGULAR MEETING

Wednesday, April 8, 2020

7:00 p.m.

Online Meeting via Zoom

Members of the Public can attend by contacting Eden Serano at [manager@lsbrd.org](mailto:manager@lsbrd.org)

- Meeting procedures follow Rosenberg's Rules of Order (2011).
- During discussion of each agenda item, public comment on that item will be limited to 3 minutes per person.
- These rules may be suspended at any time by a majority vote of the Board.
- All District business will be conducted pursuant to the Ralph M. Brown Act, CA Government Code §54950 et seq.as modified by emergency order of Governor

## AGENDA

- 1.0 MEETING AND ORGANIZATION
  - 1.1 Establish Quorum & Roll Call
  
- 2.0 PUBLIC FORUM
  - 2.1 Public Comment on any item not listed on the agenda (limited to 3 minutes per person)
  - 2.2 Possible Library Update and Request re Outside Lighting and related issues (Cindy Jackson, Library representative)
  - 2.3 Landscaper Report
  - 2.4 Add items on agenda
  
- 3.0 REGULAR BUSINESS
  - 3.1 Approve Minutes
  - 3.2 Accept General Ledger Fund Balance
  - 3.3 Accept Revenue & Expense totals from Financial Summary
  - 3.4 District Manager Report (see issues below as well)
  - 3.4 New email address issues for board members
  - 3.5 Prop P issues—grant issues and related matters
  - 3.6 Form 700 reminders
  - 3.7 County audit
  - 3.8 Clubhouse Locks and Keys (defer to later meeting?)
  
- 4.0 CONTINUING BUSINESS
  - 4.1 Update on Bluff tree work (defer?)
  - 4.2 Emergency/Essential County worker day care status
  - 4.2 Website (Eden, Tony and Ashley)
  - 4.3 Playground and basketball closure per order
  - 4.4 Rental Policy (Committee – defer?)
  - 4.5 Further extension of rental deferments pending emergency health crisis and orders
  - 4.6 Robin's Park Committee issues
  
- 5.0 NEW BUSINESS
  - 5.1 Agenda items for May meeting
  
- 6.0 DIRECTORS' REPORTS
  
- 7.0 RECAP AND ACTION ITEMS
  
- 8.0 FUTURE MEETINGS (Next regular meeting, May 6, 2020)
  
- 9.0 ADJOURN REGULAR MEETING