

PUBLIC MEETING AGENDA



Neighborhood Advisory Commission (NAC)

Wednesday, November 7, 2007

5:30 p.m. – 7:00 p.m.

3rd Floor City Manager's Conference Room

City Hall, 31 East 5th Street

Tempe, Arizona

AGENDA

* = background material provided

- 5:30 p.m.**
- 1. Call to Order**
 - 2. Public Comment** - According to the Arizona Open Meeting Law, the Commission may only discuss matters listed on the agenda. Matters brought up by the public under public appearances that are not agendaized cannot be discussed by the Commission. A 3-minute limit per person will be in effect. Anyone wishing to agendaize an item for an upcoming meeting should contact the chair.
 - *3. Consideration of Minutes: October 3, 2007**
 - 4. Open Meeting Law Update**
 - 5. Review of Proposition 207**
 - *6. Rental Housing Task Force Update**
 - *7. Discussion of Neighborhood Workshop Topics**
 - *8. Proposed Zoning and Development Code Amendments**
 - *9. Committee Structure & Reports**
 - A. Business Committee**
 - B. Codes Committee**
 - C. Outreach Committee**
 - D. Transportation Committee**
 - 10. Neighborhood Quality of Life, Public Safety and Parks and Recreation Council Committee**
 - 11. Proposed Agenda Items for December 5, 2007**
 - **Committee Reports**
 - **Discussion of Neighborhood Workshop**
 - **City Demographics – Who's Moving to Tempe?**
 - **Nominations for Officers**
 - **Recognition of Outgoing Commissioners**
- 7:00 p.m.**
- 12. Adjournment**

The City of Tempe endeavors to make all public meetings accessible to persons with disabilities. With 48 hours advance notice, special assistance is available at public meetings for sight and/or hearing-impaired persons. Please call 350-8241 (voice) or 350-8400 (TDD) to request an accommodation to participate in a public meeting. Back-up information for agenda items is available in the City Clerk's Office.

NOTE: If you arrive after 5:30 p.m. and the City Hall entry doors are locked, please hit "Call" button and x8222 on exterior phone pad (or dial 480-350-8222 on your cell phone).

