



WATERFRONT COMMITTEE REGULAR MEETING

City Council Chambers
October 4, 2007 – 7:30 pm.

1. CALL TO ORDER

2. ROLL CALL

3. APPROVAL OF MINUTES

3-1. Approve minutes from September 6th meeting

4. PUBLIC COMMENT

For persons desiring to address the Commission/Committee/Board on an item that is not on the agenda please note that each speaker is limited to three (3) minutes. The Brown Act limits the Commission/Committee/Board ability to take and/or discuss items that are not on the agenda; therefore, such items are normally referred to staff for comment or to a future agenda.

5. REPORTS

5-1. Burrowing Owl Habitat – Update

5-2. Beach Restoration - Update

5-3. Bulb Cleanup – Update

5-4. Soil Reuse from GGF Track resurfacing

**6. DISCUSSIONS AND POSSIBLE ACTION ON MATTERS RELATED TO
THE FOLLOWING ITEMS, WHICH COULD INCLUDE REPORTS
AND/OR PROPOSED RESOLUTIONS IF ANY:**

6-1. Waterfront Committee Agenda Packet – determine whether Committee supports transmittal of agenda packets electronically instead of hard copy

6-2. Waterfront Planning Process – review of letter to City Council (to be forwarded to Committee October 1st)

7. ANNOUNCEMENTS/COMMUNICATIONS

7.1. Committee, Commission, Board Training – October 29th 6:30-9PM

8. FUTURE AGENDA ITEMS

(Commission/Committee/Board Member announcement of requests for future agenda items. No public comment will be taken on announcement of future agenda items).

8-1. Next meeting October 16th (if deemed necessary), otherwise November 1st.

9. ADJOURNMENT

The Commission/Committee/Board agenda is available for public inspection at the Albany Library/Community Center, Fire Department and City Hall. The agenda and supporting reports, if available, can be found on our web page.

Please note that if you provide your name and address when speaking before the Commission/Committee/Board it will become part of the official public record, which will be posted on the Internet.

Attachments

1. Draft Minutes September 6th
2. Committee, Commission, Board Training Staff Report