

BUDGET AND FINANCE COMMISSION

Monday, September 20, 2021 6:00 P.M.

REGULAR MEETING AGENDA

Teleconference Location Only

City Hall/Council Chambers, 635 S. Highway 101, Solana Beach, California

No In-Person Attendance

This meeting will be conducted in accordance with Governor Newsom's Executive Order N-29-20 and N-08-21 related to the COVID-19 virus.

MEETING LOCATION WILL NOT BE OPEN TO THE PUBLIC

Due to the Executive Orders in place, in-person participation at City meetings will not be allowed at this time. In accordance with the Executive Orders, there will be no members of the public in attendance at Meetings. Alternatives to in-person attendance for viewing and participating in City meetings are being provided below.

AGENDA MATERIALS

A full Agenda packet including relative supporting documentation is posted online www.cityofsolanabeach.org under Public Meetings / Citizen Commissions.

PUBLIC COMMENTS

- Written correspondence (supplemental items) regarding an agenda item at an open session
 meeting should be submitted to rsmith@cosb.org with a) Subject line to include the meeting date
 b) Include the Agenda Item # as listed on the Agenda.
- Correspondence received after the official posting of the agenda, but at least 2 hrs. prior to the
 meeting start time) on the meeting day, will be distributed to the Members and made available online
 along with the agenda posting. All submittals received before the start of the meeting will be made
 part of the record.
- Written submittals will be added to the record and not read out loud.
- The designated location for viewing supplemental documents is on the City's website http://www.cityofsolanabeach.org on the posted Citizen Commission Agenda under the relative Agenda Item.

OR

 Verbal comment participation: If you wish to provide a live verbal comment during the meeting, attend the virtual meeting via your computer or call in.

Before Meeting

- Sign-up (register) to speak at the virtual meeting for the Zoom webinar as early as possible and at least 3 hours prior to the start of the meeting so that Staff can manage the speaker list.
 Public Participation Link:
 - https://cosb-org.zoom.us/webinar/register/WN Uh92qWSkTLerjcKXUmHgig
- o Follow the prompts to enter your name and email address and identify the item you are speaking on.
- Join the meeting by locating your confirmation email, that was sent immediately following registration, which will provide your log-in link.
- Join/Log-In to the meeting at least 15 minutes prior to the start time so that Staff can verify you are ready to speak before the meeting begins.

- If your computer does not have a mic to speak or you have sound issues, you can use the callin audio information (Zoom ID, Participant ID) from a landline or cell phone to join the meeting for the audio accessibility.
- If you call in as well for better audio, mute your computer's speakers to eliminate feedback so that you do not have two audios competing when you are speaking.

During Meeting:

- Choose Gallery View to see the presentations, when applicable.
- Participants will be called upon from those who have Registered, and their name is identified by Staff calling from the registration list. You will be called on by name and unmuted by the meeting organizer and then you may provide comments for the allotted time. Allotted speaker time are 3 minutes.

SPECIAL ASSISTANCE NEEDED - AMERICAN DISABILITIES ACT TITLE 2

In compliance with the Americans with Disabilities Act of 1990, persons with a disability may request an agenda in appropriate alternative formats as required by Section 202. Any person with a disability who requires a modification or accommodation in order to participate in a meeting should direct such request to Staff (858) 720-2434 at least 72 hours prior to the meeting.

- 1. Call to Order
- 2. Oral Communications Public
- 3. Oral Communications Commission Members
- 4. Approval of Commission Minutes August 23, 2021
- 5. June 30, 2021 Investment Report
 - A. PARS/Highmark Capital
- 6. City Manager Roundtable
- 7. Adjournment