

Beverly Hills City Council Liaison / BHUSD Committee will conduct a Special Meeting, at the following time and place, and will address the agenda listed below:

> CITY OF BEVERLY HILLS 455 N. Rexford Drive Municipal Gallery Beverly Hills, CA 90210

IN-PERSON / TELEPHONIC / VIDEO CONFERENCE MEETING

Beverly Hills Liaison Meeting https://beverlyhills-org.zoom.us/my/committee Meeting ID: 516 191 2424 Passcode: 90210

> You can also dial in by phone: +1 669 900 9128 US +1 833 548 0282 (Toll-Free)

One tap mobile +16699009128,,5161912424# US +18335480282,,5161912424# US (Toll-Free)

> Thursday, August 24, 2023 4:00 PM

Please be advised that pre-entry metal detector screening requirements are now in place in City Hall. Members of the public are requested to plan visits accordingly.

In the interest of maintaining appropriate social distancing, members of the public can view this meeting through live webcast at <u>www.beverlyhills.org/live</u> and on BH Channel 10 or Channel 35 on Spectrum Cable, and can participate in the teleconference/video conference by using the link above. Written comments may be emailed to <u>mayorandcitycouncil@beverlyhills.org</u> and will also be taken during the meeting when the topic is being reviewed by the Beverly Hills City Council Liaison / BHUSD Committee. Beverly Hills Liaison meetings will be in-person at City Hall.

AGENDA

- 1) Public Comment
 - a. Members of the public will be given the opportunity to directly address the Committee on any item listed on the agenda.
- 2) JPA Agreement / Negotiations

3) Adjournment

Huma Ahmed **City Clerk**

Posted: August 17, 2023

Pursuant to the Americans with Disabilities Act, the City of Beverly Hills will make reasonable efforts to accommodate persons with disabilities. If you require special assistance, please call (310) 285-1014 (voice) or (310) 285-6881 (TTY). Providing at least forty-eight (48) hours advance notice will help to ensure availability of services. City Hall, including the Municipal Gallery is wheelchair accessible.