

**AGENDA
SPECIAL MEETING OF THE
CITY OF KING CITY COUNCIL**

**SATURDAY, OCTOBER 16, 2021
11:00 A.M.**

**CITY HALL
212 S. VANDERHURST AVENUE
KING CITY, CALIFORNIA 93930**

*The City Council meeting will be conducted in hybrid in-person/virtual format.
To join the meeting virtually, please use the link below to join the Zoom meeting:*

bit.ly/3ogsZlR

Meeting ID: 817 3818 7011

Or by telephone: 1 669 900 9128

Passcode: 249841

In compliance with the Americans with Disabilities Act, if you need special assistance to participate in a City meeting, Please contact the City Clerk's Office (831-386-5925) at least 48 hours prior to the Meeting to ensure that reasonable arrangements can be made to provide accessibility to the meeting.

** Please submit all correspondence for City Council PRIOR to the meeting with a copy to the City Clerk.*

1. CALL TO ORDER

2. ROLL CALL: Darlene Acosta, Robert Cullen, Carlos DeLeon, Mayor Pro Tem Carlos Victoria, and Mayor Mike LeBarre

3. FLAG SALUTE

4. SPECIAL PRESENTATIONS

None

5. PUBLIC COMMENT

Any member of the public may address the Council for a period not to exceed *three minutes* total on any item of interest within the jurisdiction of this Council that is not on the agenda. The Council will listen to all communications; however, in compliance with the Brown Act, the Council cannot act on items not on the agenda. Comments should be directed to the Council as a whole and not to any individual Council Member. Slanderous, profane or personal remarks against any Council Member, staff member or member of the audience is not permitted.

6. PUBLIC HEARINGS

A. Consideration: City Council Redistricting Maps and Boundaries

Recommendation: 1) receive a presentation from the City's demographic consultant on the redistricting map boundary alternatives and issues; 2) open the public hearing and allow for public testimony; 3) close the public hearing; and 4) provide initial feedback regarding alternative map boundaries.

The City of King is an equal opportunity provider and employer.

7. ADJOURNMENT