## CITY OF LONG BEACH PERSONNEL AND CIVIL SERVICE COMMITTEE AGENDA

TUESDAY, JUNE 19, 2012 333 W. OCEAN BOULEVARD COUNCIL CHAMBER, 3:00 PM

Gerrie Schipske, R.N.P./J.D., Chair Dee Andrews, Vice Chair Dr. Suja Lowenthal, Vice Mayor, Member



CALL TO ORDER

ROLL CALL

1. <u>12-0449</u> Recommendation to receive and file the minutes of the Personnel and Civil Service Committee meeting held Thursday, October 13, 2011.

Suggested Action: Approve recommendation.

2. <u>12-0450</u> Recommendation to receive Charter Commission appointments and reappointments pursuant to Section 509 of the City Charter and Section 2.03.065 of the Long Beach Municipal Code.

**Suggested Action:** Approve recommendation.

3. <u>12-0451</u> Recommendation to receive an update on Proposition L findings for Civic Center security and towing.

**Suggested Action:** Approve recommendation.

PUBLIC PARTICIPATION: Members of the public are invited to address the Committee.

## ADJOURNMENT

I, Carolyn Harris, City Clerk Specialist, certify that the agenda was posted not less than 72 hours prior to the meeting \_\_\_\_\_ Date: \_\_\_\_\_

NOTE: An agenda may be obtained from the City Clerk Department prior to the meeting or can be mailed if the City Clerk is provided self-addressed, stamped envelopes mailed to: City Clerk Dept., City Hall Plaza Level, 333 W. Ocean Blvd., Long Beach CA 90802. You may view the agenda on the Internet at www.longbeach.gov. E-Mail correspondence can be directed to cityclerk@longbeach.gov. Agenda items may be reviewed in the City Clerk Department or the Plaza Level Information Desk at the Main Library. Communicate through the Telephone Device for the Deaf (TDD) at (562) 570-6626. If a special accommodation is desired pursuant to the Americans with Disabilities Act, or if you need the agenda provided in an alternate format, please phone the City Clerk Department at (562) 570-6101 by 12 noon Monday, the day prior to the meeting. Inquire at the City Council Chamber Audio-Visual Room for an assistive listening device.