

# CITY OF NEWARK DISASTER COUNCIL

Police Department, Training Room

37077 Newark Boulevard, Newark, CA 94560 | (510) 578-4821

AGENDA

Monday, August 05, 2024 5:00 P.M.

## I. Approval of October 26, 2023, minutes (Motion)

## II. Newark Activities

- a. Emergency Services Update
  - i. Local Hazard Mitigation Plan PPT overview
  - ii. Vote to approve plan be recommend to City Council for adoption

## III. Public Comments

IV. Adjourn

#### MEETING INFORMATION

No question shall be asked of a Disaster Council member, city staff, or an audience member except through the Chair. No person shall interrupt the meeting. Any person who refuses to carry out instructions given by the Chair for the purpose of maintaining order may be guilty of an infraction and may result in removal from the meeting.

#### Meeting Access/Materials:

The agenda packet is available for review at <u>Agendas and Minutes</u>. The packet is typically posted to the City website the Friday before the meeting, but no later than 72 hours before the meeting.

Pursuant to Government Code 54957.5, supplemental materials distributed less than 72 hours before this meeting, to a majority of the Disaster Council, will be made available for public inspection at this meeting and will be posted at <a href="https://www.newark.org/departments/city-manager-s-office/agendasminutes">https://www.newark.org/departments/city-manager-s-office/agendasminutes</a> and will concurrently be made available for public inspection during regular business hours at the David W. Smith City Hall, 37101 Newark Boulevard, Newark, CA. Materials prepared by City staff and distributed during the meeting are available for public inspection at the meeting or after the meeting if prepared by some other person. Documents related to closed session items or are exempt from disclosure will not be made available for public inspection. For those persons who require special accommodations, please contact the Emergency Coordinator at least two days prior to the meeting at 510-578-4899.