TRAFFIC & SAFETY COMMISSION

CITY OF BELL GARDENS

City Council Chambers 7100 Garfield Avenue Bell Gardens, CA 90201

Meeting Tuesday, December 3, 2019 5:30 p.m.

NOTE: The City of Bell Gardens has various resources to accommodate disabled persons attending a City Meeting. The Council Chamber is equipped with an electronic system for persons needing assistance with hearing, as well as for persons requesting a Spanish translation of the meeting. The Public Works Department will make a large print agenda or have a sign language interpreter available, with a one working day advance notice prior to the date of the meeting.

The City Hall facility of the City of Bell Gardens complies with the requirements of the Americans with Disabilities Act. If other accommodations are needed, please contact the office of the Public Works Department, or the ADA Coordinator in the Personnel Office.

COMPLETE AGENDA PACKETS ARE AVAILABLE FOR PUBLIC INSPECTION AT THE FOLLOWING LOCATIONS: City Hall and Public Works Department.

TRAFFIC & SAFETY COMMISSION

Chairperson Jayson Gavilanes Vice-Chairperson David Heredia Commissioner Victor Barbosa Commissioner Rosa Galvan

CITY STAFF

Chau Vu, Director of Public Works Cesar Roldan, Associate Engineer Veronica Sanchez, Secretary

AGENDA

Meeting TRAFFIC & SAFETY COMMISSION

7100 Garfield Avenue Bell Gardens, CA 90201 December 3, 2019 5:30 p.m.

- 1. CALL TO ORDER
- 2. ROLL CALL
- 3. INVOCATION
- 4. PLEDGE OF ALLEGIANCE
- 5. REPORT FROM SECRETARY ON POSTING AGENDA
- 6. PUBLIC COMMENTS ON AGENDA AND NON-AGENDA ITEMS
- 7. APPROVAL OF MINUTES OF OCTOBER 1, 2019
- 8. REQUEST FOR FOUR-WAY STOP AT PURDY AVENUE AND LUBEC STREET
- 9. REQUEST FOR ON STREET DISABLED PERSON PARKING AT SUVA ELEMENTARY
- 10. COMMENTS FROM STAFF
- 11. COMMENTS FROM COMMISSIONERS
- 12. ADJOURNMENT TO NEXT SCHEDULED MEETING, TUESDAY, JANUARY 7, 2020

Staff Reports or other documentation regarding agenda items may be inspected by the public during regular business hours in the office of the Department of Public Works.