



COMMISSION MEETING AGENDA

June 23, 2020 ● 4:00 P.M. Join Zoom Meeting <u>https://us02web.zoom.us/j/82169105477</u> Meeting ID: 821 6910 5477 Find your local number: <u>https://us02web.zoom.us/u/kdUIVohNs</u>

One tap mobile +16699006833,,82169105477# US (San Jose) +13462487799,,82169105477# US (Houston) Dial by your location +1 669 900 6833 US (San Jose) +1 346 248 7799 US (Houston) +1 253 215 8782 US (Tacoma) +1 312 626 6799 US (Chicago) +1 646 876 9923 US (New York) +1 301 715 8592 US (Germantown)

- 1. Welcome & Introductions
- 2. Pledge of Allegiance
- 3. Announcement of Recusals¹
- 4. Presentation
- 5. Public Comment Period (Limit of 5 minutes per person)
- 6. Consent Calendar
 - A. Miscellaneous
 - 1. Approval of the May 26, 2020 Commission Meeting Minutes
 - 2. Approval of the June 8, 2020 Administrative Committee Meeting Minutes
 - 3. Approval of the June 11, 2020 Operations Committee Meeting Minutes
 - a. Result Area Fiscal Report as of April 30, 2020
 - b. Third Quarter Financial Report 2019-2020
 - 4. Approval of the June 17, 2020 Executive Committee Meeting Minutes
- 7. Public Hearing
 - A. Public Hearing to Consider Adoption of the Policies and Procedures Revisions

¹ Commissioners may publicly announce the item(s) or recommendation(s) from which he/she will recuse himself or herself due to an actual or perceived conflict of interest. The Commissioner will excuse himself or herself from the meeting and leave the room when the specific agenda item comes up for discussion and voting.

8. Discussion

- A. Acceptance of the Report on the Stanislaus County Children and Families Commission 2018-2019 Annual Program Evaluation.
- B. Approval to Commit \$1 Million Dollars of Fund Balance for Implementation of the First 5 Stanislaus 2019-2024 Strategic Plan
- C. Approval to Accept \$100,000 Grant Award from Sunlight Giving
- D. Approval to Accept and Distribute \$35,000 Emergency Funding Grant from Sunlight Giving
- 9. Correspondence
- 10. Commissioner Reports
- 11. Staff Reports
- 12. Adjournment