



## REGULAR BOARD MEETING

Teleconference

December 19, 2022 / 5 PM

**Google Meet joining info:**

**Video call link:** <https://meet.google.com/etu-rbcb-owi>

**Or dial: (US) +1 859-780-2654 PIN: 618 073 896#**

- I. CALL TO ORDER
- II. ROLL CALL
- III. ADOPTION OF AGENDA
- IV. MWPA Executive Director Mark Brown
- V. APPROVAL OF MINUTES OF PREVIOUS MEETINGS\*
  - A. Regular Meeting, November 28, 2022
  - B. Closed Session, December 6, 2022
- VI. PUBLIC EXPRESSION
- VII. REPORTS
  - A. Bookkeeper Report
  - B. Fire Chief Report
  - C. EMS (Emergency Medical Services)
  - D. Stinson Beach Disaster Corps
  - E. Water Safety
  - F. Maintenance
  - G. Standing Committees
    1. Personnel Committee (R. Guidi, J. Walsh)
      - a) Summary from 12/6/22 Closed Board session
    2. Facilities Committee (R. Guidi, OPEN)
    3. Budget Committee (J. Walsh, OPEN)
      - a) Designation of one member of the budget committee to be an administrator on District Investment accounts\*
      - b) Updates on CAMP and LAIF accounts
    4. MWPA Board (M. White, J. Peri)
    5. MERA Board (J. Peri, R. Guidi alternate)
  - H. Ad-hoc Committees
    1. Motel Committee (J. Ritchie, J. Walsh)
    2. Parking and Traffic Committee (J. Walsh, M. White)
    3. Marin Clean Energy (T. Bisson)
    4. Strategic Plan Committee (M. White, J. Ritchie)
    5. Firehouse Advisory Committee (R. Guidi, OPEN)
- VIII. UNFINISHED BUSINESS
- IX. NEW BUSINESS
  - A. Oath of office for returning Board Member, Mark White, and new Board Member, Sean Greene.
  - B. Reassign open Committee positions\*
  - C. Resolution 2022-16\*
    1. Authorizing the continuation of remote teleconference meetings for the legislative bodies of SBFPD, pursuant to Brown Act Provisions
- X. ANNOUNCEMENTS

- XI. DATE/TIME OF NEXT MEETING
  - A. January 23, 2023. 5PM
- XII. MEETING ADJOURNMENT

*\*Action Item*

Agenda is posted at the Stinson Beach Market, Stinson Beach Post Office, Station #1, [stinsonbeachfire.org](http://stinsonbeachfire.org) and sent to the editor at the Point Reyes Light.

*\*Action item*