

# Council Committee Meeting Agenda



## Workforce Readiness and Livable Communities

Council Committee Meeting Agenda  
*Virtual and In-Person Meeting in City Council Chambers*  
31 East 5<sup>th</sup> Street  
November 28, 2022  
3:00 pm

Members of the City Council will attend both virtually and in-person

Ways to connect:

1. On your computer/tablet (*Recommended*)
  - a. Click this [link](#) to register; or
  - b. Click this link <http://www.tempe.gov/wrlc> or copy and paste into your browser
  - c. Click "Join the Virtual Meeting"
  - d. Enter "WRLC" in the prompt "enter the meeting password"
2. On your phone - Dial in at 408-418-9388, Event number is 24920192200

Register to speak during Public Comments agenda item:

At least two hours prior to the start of the meeting you must submit a public comment card at [link](#).

For further accommodations or information please contact, Annie Mazzarella, Council Aide at [annie\\_mazzarella@tempe.gov](mailto:annie_mazzarella@tempe.gov) or 480-350-8545, or Cepand Alizadeh, Council Aide, at [cepand\\_alizadeh@tempe.gov](mailto:cepand_alizadeh@tempe.gov) or 480-350-8597.

**Members of the public may attend the meeting virtually through Cisco WebEx Events or view the meeting recording by visiting <http://www.tempe.gov/wrlc> for more information.**

1. **CALL TO ORDER/ROLL CALL**
2. **REVIEW MEETING MINUTES**
  - A. October 24, 2022
3. **PUBLIC COMMENTS** - The committee welcomes public comment. According to the Arizona Open Meeting Law the Committee may only discuss matters listed on the agenda. Matters brought up by the public under public appearances that are not listed on the agenda cannot be discussed by the Committee. A 3-minute limit per person will be in effect.
  - A. Comment Cards Submitted
4. **COMMITTEE SESSION ITEMS**
  - A. Current Items and Updates
    1. Presentation on Tempe Public Library
    2. Presentation from Tempe Chamber of Commerce
  - B. New Items for Consideration
    1. TBD

C. Announcements  
1. TBD

5. **NEXT MEETING DATE: To Be Announced**

6. **ADJOURN**