

# **Notice about Economic Development Advisory Board Meetings**

Economic Development Advisory Board meetings operate on a hybrid system. Public participants are welcome to attend in person or listen via telephone.

We believe that providing access for citizens to communicate with the board is vital for a strong representative local government.

### Members of the public can address the Board in the following ways:

- **Speak in person** Participants may complete a blue comment upon arrival at the meeting or download a copy of comment card [PDF] and hand in at the meeting.
- Speak telephonically Members of the public who attend a regular meeting telephonically
  are welcome and encouraged to participate by speaking on a specific agenda item;
  however, the opportunity to address the Board during "Items from Citizens Present" will not
  be available telephonically as it is reserved for those who are present at the meeting,
  attending in person.
  - Submit an online comment card at least 1 hour prior to the start of the meeting.
  - Phone number is required on the form. Participants who want to speak can attending a meeting by calling 888-788-0099 or 877-853-5247 (toll free) using meeting ID 5301232921 prior to the start of the meeting. Participants will be unmuted when it is their turn to speak.

For help with the online comment card, or for any other technical difficulties, please call 480-644-2099.



# **Economic Development Advisory Board**

Tuesday, April 4, 2023

7:30 AM

## **Meeting Notice & Agenda**

City Council Chambers 57 E. 1st Street, Lower Level Mesa, Arizona 85201

#### (Advisory Board members participate in person or by electronic means.)

- 1. Chair's Call to Order
- 2. Items from Citizens Present
- 3. Approval of Minutes from March 7, 2023, Meeting (Action Item)
- 4. Hear from Councilmember Julie Spilsbury regarding economic development in District 2
- 5. Hear an update on the City of Mesa 2050 General Plan
- 6. Director's Report
- 7. Other Business
  - Next EDAB Meeting May 2, 2023
- 8. Adjournment