

BEAUMONT CHERRY VALLEY RECREATION & PARK IMPROVEMENT CORPORATION REGULAR MEETING OF THE BOARD OF DIRECTORS Wednesday, January 12, 2022 MINUTES

PUBLIC PARTICIPATION BY TELECONFERENCE ONLY

Due to the spread of COVID-19 and the fact that there is a Governor-declared state of emergency, the Beaumont Cherry Valley Recreation & Park Improvement Corporation conducted this meeting by teleconference.

CLOSED SESSION – None.

REGULAR SESSION: Regular Session to Begin at 5:00pm.

Regular session began at 5:00pm

Roll Call:

Director Tinker: Absent

Director Valdivia: Present, via teleconference

Director De La Cruz: Absent Director Ward: Absent

Treasurer Flores: Present, via teleconference

Vice-Chair/Secretary Diercks: Present

Chairman Hughes: Present

Albert Maldonado of Best, Best & Krieger attended and General Manager, Duane Burk attended via

teleconference.

Adjustments to Agenda: None.

Presentations: None

1. PUBLIC COMMENT: None.

Chairman Hughes opened for public comment at 5:04 pm. Hearing none, public comment closed at 5:04pm.

2. CONSENT CALENDAR:

- 2.1 Minutes of December 8, 2021
- 2.2 Approve Special Provision Allowing for Teleconference Meetings during a Governor-Declared State of Emergency Pursuant to AB 361

Motion made to accept the consent calendar items 2.1 and 2.2.

Initial Motion: Vice Chair/Secretary Diercks

Second: Director Valdivia Result of Motion: Carried 4-0

Director Valdivia: Aye Treasurer Flores: Aye

Vice-Chair/Secretary Diercks: Aye

Chairman Hughes: Aye

3. ACTION ITEMS/BIDS & PUBLIC HEARING/REQUESTS: None

3.1 Nomination and/or Appointment of two (2) "Elected" Board Members by Ex-Officio Board The two seats up for nomination are Christy Valdivia and Bob Tinker.

Motion made to move item 3.1 to the February 9, 2022 board meeting

Initial Motion: Vice Chair/Secretary Diercks

Second: Treasurer Flores Result of Motion: Carried 4-0

Director Valdivia: Aye Treasurer Flores: Aye

Vice-Chair/Secretary Diercks: Aye

Chairman Hughes: Aye

4. ADJOURNMENT: Meeting adjourned at 5:09pm