

City of San Diego Park & Recreation Department

Tierrasanta Open Space Maintenance Assessment District (TOSMD)

Tierrasanta Open Space Committee

Tierrasanta Recreation Center • 11220 Clairemont Mesa Blvd.

Agenda for 7 pm Wednesday, October 4, 2017 Meeting

The Tierrasanta Open Space Committee is advisory to the City of San Diego Open Space Division on matters related to the Tierrasanta Open Space Maintenance Assessment District.

Voting members: Deanna Spehn* (Chair), Jennifer Schultz*, Jerry Bierman, Lee Campbell, Teresa Clowes, John Hopper, Dawn Lostritto-Nielsen* (Secretary), Russ May*, Bob Muldrew, Betty Ogilvie, Mike Ogilvie*, Dick Rees, James Sanders, Rich Thesing*.

City Open Space Staff: Lorenzo Boerboom and Ray Garcia

IMPORTANT NOTICE: The City is installing solar in the parking lot for Tierrasanta Community Park/Tierrasanta Recreation Center therefore parking is extremely limited. Do not park on Clairemont Mesa Blvd. because you will be ticketed for parking in the bike lanes. You may park at De Portola and walk towards the side of the Recreation Center where there is a gate between the school and the park.

Agenda

7 pm Chair Deanna Spehn will call the meeting to order and establish that a quorum is present, followed by introductions of those present and agenda review.

1. Non-agenda public comment
2. Chair's Report – Deanna Spehn
 - A. Status of Bylaws for Tierrasanta Community Council – approved by the City Attorney and City Planning Department!
 - B. Tierrasanta Scour Project – Presentation by the contractor at the November 1st meeting of the Tierrasanta Open Space Maintenance Assessment District Committee
 - C. Changes proposed for Recreation Councils in the City of San Diego
3. Staff Report for the October 4, 2017 meeting – Lorenzo Boerboom
4. Update from Friends of Tierrasanta Canyons
5. New Business: to be referred to a future meeting of the Tierrasanta Open Space Committee

Adjournment

Next meeting: Wednesday, November 1, 2017 at 7 pm, Tierrasanta Recreation Center
11220 Clairemont Mesa Blvd