NOTICE AND CALL OF A SPECIAL MEETING OF THE CITY OF INDUSTRY PROPERTY AND HOUSING MANAGEMENT AUTHORITY

NOTICE IS HEREBY GIVEN that a Special Meeting of the City of Industry Property and Housing Management Authority is hereby called to be held on February 7, 2024, commencing at 10:30 a.m. in the City Council Chambers at 15651 Mayor Dave Way, City of Industry, California 91744, for the purpose of discussing the following matters:

6.	1	Consideration of the Register of Demands submitted by the Finance Department

for February 8, 2024

RECOMMENDED ACTION:

Approve the Register of Demands.

6.2 Consideration of the minutes of the December 13, 2023 and the January 10, 2024 regular meetings

7. **BOARD MATTERS**

CONSENT CALENDAR

RECOMMENDED ACTION:

6.

7.1 Discussion and direction regarding rent increases for existing tenants

RECOMMENDED ACTION:

Provide direction to Staff.

The public will be provided an opportunity to comment on these items.

Dated: February 5, 2024

<u>/s/</u>	
Ken Calvo, Chair	

Approve as submitted.

STATE OF CALIFORNIA)
COUNTY OF LOS ANGELES) SS
CITY OF INDUSTRY

AFFIDAVIT OF POSTING

I, Julie Robles, Secretary of the City of Industry Property and Housing Management Authority hereby certify that a copy of the Notice of the Special Meeting of the City of Industry Property and Housing Management Authority to be held on February 07, 2024 at the hour of 10:30 a.m., was posted at the Council Chambers, City Hall, and City's website, and delivered not less than twenty-four hours before the time of the meeting to the following:

Ken Calvo, Chair Tim Seal, Vice-Chair Phil Cook, Board Member Timothy O'Gorman, Board Member Josh Nelson, Executive Director Bing Hyun, Assistant City Manager Sam Pedroza, Assistant City Manager James M. Casso, General Counsel Jason Henry, Southern California News Group

I declare under penalty of perjury that the foregoing is true and correct. Dated this 5th day of February 2024.

Julie Robles, Secretary

DO NOT REMOVE FROM BULLETIN BOARD UNTIL AFTER FEBRUARY 7, 2024