



NOTICE OF REGULAR MEETING AGENDA Santee Park and Recreation Committee (SPARC)

MEETING INFORMATION

Thursday, January 4, 2024

6:30 p.m.

Council Chambers

10601 Magnolia Ave • Santee, CA 92071

TO WATCH LIVE:

www.cityofsanteeca.gov | AT&T U-verse channel 99 (SD County) | Cox channel 117 (SD County)

IN-PERSON ATTENDANCE

Please be advised that current public health orders recommend that attendees wear a face covering while inside the Council Chambers.

LIVE PUBLIC COMMENT

Members of the public who wish to comment on matters on the SPARC agenda or during Non-Agenda Public Comment may appear in person and submit a speaker slip before the item is called. Your name will be called when it is time to speak.

PLEASE NOTE: Public Comment will be limited to 3 minutes. The timer will begin when the participant begins speaking.

MEETING AGENDA

1. Call to Order, Roll Call
2. Approval of Agenda
3. Approval of Minutes – November 2, 2023
4. Staff Report/Park Development Update
5. Committee Reports/General Announcements and Handouts
6. Non-Agenda Public Comment
7. Future Agenda Items:
Next Meeting: February 1, 2024
Brews & Bites event report
8. Adjournment

State of California)
County of San Diego) ss.
City of Santee)

AFFIDAVIT OF POSTING AGENDA

I, Margie Dice, Admin. Secretary of the City of Santee, hereby declare, under penalty of perjury, that a copy of this Agenda was posted in accordance with the Brown Act and Santee Resolution 61-2003 on December 28, 2023, at 2:00 p.m.

Margie Dice 12/28/2023
Signature Date



The City of Santee complies with the Americans with Disabilities Act. Upon request, this agenda will be made available in appropriate alternative formats to persons with disabilities, as required by Section 12132 of the American with Disabilities Act of 1990 (42 USC § 12132). Any person with a disability who requires a modification or accommodation in order to participate in a meeting should contact the Community Services at (619) 258-4100, ext. 222 at least 48 hours before the meeting, if possible.