

INVESTMENT ADVISORY BOARD

THURSDAY, JANUARY 16, 2020 AT 6:30 PM

AT HUNTINGTON BEACH CITY HALL, MEETING ROOM B-7, LOWER LEVEL

Investment Advisory Board (IAB) Members and City Staff Contact: Alisa Backstrom, City Treasurer at (714) 536-5299 Contact: Linda Wine, Administrative Assistant, at (714) 536-5200 Agenda Items

Call to Order

- Roll Call
- Pledge of Allegiance

• MEETING ASSISTANCE NOTICE - AMERICANS WITH DISABILITIES ACT

In accordance with the Americans with Disabilities Act, the following services are available to members of our community who require special assistance to participate in Investment Advisory Board meetings. If you require special assistance, 48-hour prior notification will enable the city to make reasonable arrangements. To make arrangements for an assisted listening device (ALD) for the hearing impaired, American Sign Language interpreters, a reader during the meeting and/or large print agendas, please contact the Finance Department at (714) 536-5200.

• Public Comments

The Investment Advisory Board welcomes public comments on all items on this agenda or of community interest. We respectfully request that this public forum be utilized in a positive and/or constructive manner. Please focus your comments on the issue or problem that you would like to bring to the attention of the Investment Advisory Board. This is the time to address the Investment Advisory Board regarding items of interest or on agenda items. Three minutes per person, time may not be donated to others. No action can be taken by the Investment Advisory Board on this date unless agendized.

Old Business

• Review of October 17, 2019 Investment Advisory Board Minutes

New Business

- Welcome new Investment Advisory Board member Casey McKeon
- Distribution of IAB Beach Parking Passes
- Review December 2019 Quarterly Investment Report
- Review Investment Policy for 2020
- Discuss IAB Annual Report to be presented to City Council on February 3, 2020

Adjournment to Thursday, April 16, 2020, 6:30 PM, Meeting Room B-7