

**CITY OF FORT LAUDERDALE
COMMUNITY SERVICES BOARD
AUGUST 12, 2019 - 4:00 PM
CITY COMMISSION CHAMBERS – CITY HALL**

- I. CALL TO ORDER / ROLL CALL / PLEDGE OF ALLEGIANCE
 - Quorum Requirement – As of July 19, 2019 there are 8 appointed members to the board which means 5 constitutes a quorum
- II. WELCOME / BOARD AND STAFF INTRODUCTIONS
- III. APPROVAL OF MINUTES – JUNE 10, 2019
- IV. HOPWA
 - Discussion on Uncommitted HOPWA Funds
- V. CDBG
 - Updates
- VI. CSB BUSINESS
 - Update on Meeting with Commission
- VII. GOOD OF THE ORDER
- VIII. PUBLIC COMMENTS
- IX. ITEMS FOR THE NEXT AGENDA
- X. COMMUNICATIONS TO CITY COMMISSION
- XI. ADJOURNMENT

Purpose: The Board shall review and recommend applications to the City Commission for Community Block Grant allocations for public service activities and for Housing Opportunities for Persons with HIV/AIDS (HOPWA) funds for housing related services based upon a budget provided to the Board by the City Commission; and act as the advisory board for HOPWA grant activities and report their findings and recommendations to the City Commission.

Rachel Williams, Liaison 954-828-5391 Housing and Community Development Division.

HOPWA and CDBG programs do not discriminate based on race, color, sex, sexual orientation, gender identity, religion, familial status, or disability.

Two or more City of Fort Lauderdale Commissioners or members of a Fort Lauderdale Advisory Board or Committee may be in attendance at this meeting. If a person decides to appeal any decision made with respect to any matter considered at this public meeting or hearing, he/she will need to ensure that a verbatim record of the proceedings is made, which record includes the testimony and evidence upon which the appeal is to be based. If you desire auxiliary services to assist in viewing or hearing the meeting or reading agendas and minutes for the meetings, please contact the City Clerk's Office at 954-828-5002 and arrangements will be made to provide these services to you.

Next meeting September 9, 2019