

INTERAGENCY COMMUNICATIONS INTEROPERABILITY SYSTEM JOINT POWERS AUTHORITY MEETING OF THE GOVERNANCE BOARD GLENDALE CITY HALL 613 E. BROADWAY, GLENDALE, CA 91206

PLEASE TURN OFF CELLULAR

MAY 5, 2016

1. BUSINESS AGENDA – 1:00 pm

a. Roll Call

b. Report of Staff, re: Posting of Agenda. The Agenda for the May 5, 2016 Governance Board Meeting was posted on May 2, 2016 on the I-C-I System Web Site and the Bulletin Board outside Glendale City Hall.

2. ORAL COMMUNICATIONS

Discussion is limited to items NOT a part of this agenda. Each speaker is allowed five minutes. Members may question or respond to the speaker but there will be no debate or decision.

3. REPORTS - INFORMATION

- a. Reports Regarding Changes in Project Status from Previous Month
- b. Report from Technical Committee
- e. Report on Status of Torrance/South Bay/Area G System Cell
- f. Report on Washington, D.C., Delegation for 2016

4. CONSENT ITEMS

a. Approval of the Minutes for the April 7, 2016 Regular Meeting

5. CLOSED SESSION

a. Public Employee/Independent Contractor Duties and Performance

6. ACTION ITEMS

- a. Election of Vice Chair to Complete Term Ending June 30, 2016
 - 1. Motion to Elect Vice Chair
- b. Discussion of Amended Agreement with RAE Consulting effective July 1, 2016
 - 1. Motion to Approve Amended Agreement
- c. Discussion of Amended Agreement with Motorola Solutions effective July 1, 2016
 - 1. Motion to Approve Amended Agreement
- d. Discussion of Amended Agreement with David Turch & Associates effective July 1, 2016
 - 1. Motion to Approve Amended Agreement
- e. Discussion of Amended Agreement with VTD & Co. Auditors effective July 1, 2016
 - 1. Motion to Approve Amended Agreement
- f. Discussion on Proposed 2016-2017 Fiscal Year Budget
 - 1. Motion to Approve and Adopt 2016-2017 Fiscal Year Budget
- g. Discussion Regarding 5 Year Budget Projection 2017-2021 Fiscal Years
 - 1. Motion to Receive and File 5 Year Budget Projection 2015-2019 Fiscal Years

7. BOARD MEMBER COMMENTS

- 8. STAFF COMMENTS
- 9. ADJOURNMENT