



**CITY OF PLEASANT HILL
CITY COUNCIL AGENDA
SPECIAL MEETING
CITY MANAGER'S CONFERENCE ROOM
NOVEMBER 16, 2015
6:30 P.M.**

100 Gregory Lane, Pleasant Hill, CA 94523-3323

Telephone (925) 671-5267

MAYOR KEN CARLSON
VICE MAYOR DAVID DURANT

COUNCILMEMBER TIM FLAHERTY
COUNCILMEMBER MICHAEL HARRIS
COUNCILMEMBER SUE NOACK

WELCOME TO THE CITY COUNCIL MEETING

Members of the audience may speak on any matter on this Special Meeting agenda. Comments are generally limited to three minutes.

Agenda Packets Available for Review: At City Hall - City Clerk's Office (100 Gregory Lane); Pleasant Hill Library (1750 Oak Park Boulevard); and the Pleasant Hill Police Department (330 Civic Drive).

Attention Hearing Aid Wearers: The City has Assistive Listening devices. A receiver with headphone or Tel Coil antenna is available from the ADA Coordinator.

Materials related to an item on this Agenda submitted to the Council after distribution of the agenda packet are available for public inspection in the City Clerk's office during normal business hours. Such documents are also available on the City of Pleasant Hill's website at <http://www.pleasanthillca.org> subject to staff's ability to post the documents before the meeting.

1. ROLL CALL

2. PUBLIC COMMENT: The public is welcome at this time to address the City Council on items on the Closed Session Calendar. Comments are limited to three minutes per speaker.

3. CLOSED SESSION

3.1 CONFERENCE WITH LABOR NEGOTIATORS
(Government Code Section 54957.6)

Agency Designated Representatives:

June Catalano, City Manager
Janet Coleson, City Attorney
Andrew Murray, Assistant City Manager
Cyndi Kasten, Interim Human Resources Manager
Bruce Heid, IEDA
Darrell Murray, IEDA

Employee Organizations:

Professional and Confidential Employees (PACE)
Management Group
Public Employees Union, Local One
Police Officers Association (POA)

4. ADJOURNMENT

Adjournment to Regular Meeting on November 16, 2015 at 7:30 p.m. in City Council Chambers, 100 Gregory Lane, Pleasant Hill, CA 94523-3323.