

TOWN OF PORTOLA VALLEY

Special Meeting of the Town Council Wednesday, March 8, 2023 4:00 P.M. Jeff Aalfs, Mayor Sarah Wernikoff, Vice Mayor Judith Hasko, Councilmember Mary Hufty, Councilmember Craig Taylor, Councilmember

SPECIAL MEETING

HISTORIC SCHOOLHOUSE - 765 Portola Road, Portola Valley, CA 94028

Remote Public Comments: The public body will take questions using the Raise Hand button for those who attend the meeting online or by phone. Phone callers may provide comments by pressing *9 on your phone to "raise your hand" and *6 to mute/unmute yourself. The meeting Chair will call on people to speak by the phone number calling in.

Assistance for People with Disabilities: In compliance with the Americans with Disabilities Act, if you need special assistance to participate in this meeting, please contact the Town Clerk at (650) 851-1700 or by email at towncenter@portolavalley.net. Notification 48 hours prior to the meeting will enable the Town to make reasonable arrangements to ensure accessibility to this meeting.

Judith Hasko will be attending the meeting remotely at the following public location:

JW Marriott Grosvenor House London, Boardroom 86-90 Park Ln Mayfair, London, W1K 7TN

VIRTUAL PARTICIPATION VIA ZOOM - PUBLIC COMMENT ONLY

To access the meeting by computer:

https://us06web.zoom.us/j/88926937476?pwd=ekE3U1loaE5IY1NqMVIvUnNQWIJhdz09

Webinar ID: 889 2693 7476

Passcode: 295310

To access the meeting by phone:

1-669-900-6833 or 1-888-788-0099 (toll-free) Mute/Unmute – Press *6 / Raise Hand – Press *9

1. CALL TO ORDER

2. ORAL COMMUNICATIONS

Persons wishing to address the Town Council on any subject may do so now. Please note, however, that the Council is not able to undertake extended discussion or action on items not on the agenda. *Speakers' time is limited to three minutes*.

3. CLOSED SESSION

a. **PUBLIC EMPLOYEE** –Pursuant to Government Code Section 54957 **Title**: Town Manager

4. ADJOURNMENT

The next Regular Town Council meeting will be held on March 8, 2023 at 7:00 p.m.