

YERBA BUENA GARDENS
CONSERVANCY

Board of Directors Meeting
Wednesday, 05 June 2024, Noon
Community Room

All Yerba Buena Gardens Conservancy Board and Committee Meetings are open to the public. Attendees may address the Board or Committee on items appearing on the agenda during the discussion of those items and may also address the Board or Committee on items not on the agenda during the General Public Comment period, so long as the matters addressed fall within the scope of the Board or the Committee's authority. Each speaker shall have up to 2 minutes to address the Board or Committee.

Please note that the Conservancy reserves the right to take up any agenda item in any order, at the discretion of the Chair or by vote of majority of the members present.

AGENDA:

- A. Call to Order and Review of Public Comment Guidelines.**
- B. Introductions.**
- C. General Public Comment on Items Not on the Agenda.**
- D. Review/Discuss/Approve** minutes from 08 May 2024 Board Meeting.
- E. Board Chair's Report.**
- F. Review/Discuss/Approve CCM 13th Amendment agreement.**
- G. Finance Committee Report.**
- H. Review/Discuss/Approve FY 2025 Budget.**
 - Discuss/Recommend Cultural Entities Funding Criteria
 - FY 2025 Operational Budget
 - FY 2025 Capital Budget and Plan
- I. Nominating Committee Report**
 - **REVIEW/DISCUSS/APPROVE** new Board Members.
 - **REVIEW/DISCUSS/APPROVE** new Board Officers.
 - **REVIEW/DISCUSS/APPROVE** new Committee Chairs.
 - o Operations Committee

- Audit Committee
- Nominating Committee
- Capital Committee
- Finance Committee

The Chairs of the above-listed five Committees, along with the Board Officers, will make up the Executive Committee.

J. Operations Committee Report.

K. Audit Committee Report.

L. Executive Director Report.

M. Review/Discuss/Approve Executive Director Employment Agreement, and Performance Review in Closed Session.

N. Announcements and Requests for Information and Future Agenda Items.

O. Adjourn.

Next Board Meeting: Wednesday, 04 September 2024 at Noon, Community Room