NOTICE

NOTICE IS HEREBY GIVEN that the City Council of the City of Barstow will be holding Public Hearing(s) / Meeting(s) on the following dates for the purpose of receiving public comment regarding the Implementation of a District-Based Electoral System. These meetings are required to implement the City Council's November 6, 2017 adoption of the Resolution of Intent to transition from at-large to district based elections.

Persons wishing to be heard on this matter are invited to appear and give testimony. *The City Council Chambers are handicapped accessible and have handicapped restrooms.* Any questions relative to this hearing may be directed to City Clerk Cousino, at (760) 255-5122

LOCATION: City Council Chambers

220 E. Mountain View Street, Suite A

Barstow, CA 92311

TIMELINE FOR THE CONSIDERATION & IMPLEMENTATION OF A DISTRICT-BASED ELECTORAL SYSTEM

DATES AND TIME:

12/02/2017: SATURDAY @ 10:00 A.M. (PUBLIC HEARING #1)

Community Workshop to seek community input on "communities of interest" and the composition of districts.

12/04/2017: MONDAY @ 7:00 P.M. (PUBLIC HEARING #2)

City Council Meeting to seek community input and to provide direction on "communities of interest" and the composition of districts.

12/16/2017: SATURDAY @ 10:00 A.M. (COMMUNITY WORKSHOP)

Tentative: Community Workshop to seek community input on the content of the proposed draft district maps and sequence of elections.

01/05/2018: FRIDAY @ 6:00 P.M. – (PUBLIC HEARING #3)

Community Workshop to seek community input and to provide direction on the content of the proposed draft maps and sequence of elections.

01/16/2018: TUESDAY @ 7:00 P.M. (PUBLIC HEARING #4)

City Council Meeting to select a preferred district map and to introduce an ordinance to transition to district-based elections.

01/29/2018: MONDAY @ 7:00 P.M. (SPECIAL CITY COUNCIL MEETING)

Special City Council Meeting to adopt an ordinance to transition to district-based elections.

/s? JoAnne V Cousino, City Clerk

Please publish on November 21 and November 28