

ADMINISTRATIVE MOTION

DIRECTOR: Honda and Wheeler

TITLE: Poster Design for the MVCC Area at the Mar Vista Library

PURPOSE: Encourage stakeholder participation by placing a poster informing stakeholders of the MVCC at the MVCC Area at the Mar Vista Library

BACKGROUND:

If the MVCC approves an expenditure for a foam/poster board at the Mar Vista Library, then a design will need to be approved.

The initial foam/poster board would introduce and provide information as to what the MVCC is, what it does, does it hold meetings, what types of meetings/committees, when do they meet, and why should stakeholders attend, e.g., we're their link to City government and they get to vote/decide, submit motions, and provide input to City motions via a Community Impact Statement (CIS) and letters to their city government.

As the City Charter states, MVCC's job is "to promote more [stakeholder] participation in government and government more responsive to local needs..."

This initial poster would encourage people to "get involved" by coming to meetings and participating. We need their input.

The printed foam/poster board could be replaced as needed (e.g., promote a MVCC event) with the initial poster being returned to the Area afterwards.

THE MOTION:

The MVCC approves the design for placement at the Mar Vista Library



**GET INVOLVED
AT:
MARVISTA.ORG**

**WE NEED
YOU!**

WHAT DOES THE MAR VISTA COMMUNITY COUNCIL DO?

The Mission of MVCC is to:

Provide a forum for discussion of issues that affect the quality of life of MVCC Stakeholders

Facilitate stakeholder communication

Serve as the advocate for the Council area with officials of the City of Los Angeles and other governmental and non-governmental entities.

MVCC does a lot of work through Committees.

The committees include:

ELECTION & BYLAWS

EXECUTIVE BUDGET & FINANCE

OUTREACH

PHS & HOMELESS

PLANNING AND LAND USE MANAGEMENT

TRANSPORTATION & INFRASTRUCTURE

GET INVOLVED

To learn more about our committees and meeting dates and times, visit marvista.org