PROPOSED 2013 CITY CO	UNCIL WORK SESSION SC	SHEDULE rev. 2/26/13
<u>JANUARY</u>	FEBRUARY	MARCH
<ul> <li>Jan 14:</li> <li>Maintenance and Operations         Pacific Sports Complex and         Burrell Field [PW/RHS]</li> <li>City Hall Space Planning         [PD/RHS]         Jan 28:</li> <li>Update from Federal         Government Liaison Len Simon</li> <li>CIP – City Council Project         Priorities [E/T]</li> </ul>	Feb 12 (Tue):  Special meeting: Proposed Medical Marijuana Dispensaries Ordinance [CD/CAO/PD]  Feb 25:  Pension and Other Post Employment Benefit Review [FIN/FIRE]	Mar 11: _**  • 2013-15 Budget Work Session - General Fund, Projections and Capital Improvement Program (CIP) [FIN]  Mar 25: • Ethics Training [CAO]  Mar 28: Mayor's State of the City
<u>APRIL</u>	MAY	JUNE
<ul> <li>Apr 8:</li></ul>	May 13:  • ( <i>Tentative</i> ) General Plan/ Housing Element Update Overview [CD]  • Discussion re: Priorities for Economic Development/ Innovation [BD]	<ul> <li>Jun 10:</li></ul>
Apr 22:  City/SLUSD/SLzUSD Joint Work Session (in Main Library)  Burrell Field/Sports Complex  CC/School Bd Liaison Coms  Safety in Schools  Coordinated Disaster Prep.	May 28 (Tue):  Revenue Generation  SL Social Service Providers [CD/RHS]	Jun 24:  • (Tentative) District Town Hall Meeting
JULY	AUGUST	<u>SEPTEMBER</u>
<ul> <li>Jul 8:         <ul> <li>Communications Programs and Activities [CMO]</li> <li>Discussion re: Homelessness in San Leandro [CD]</li> </ul> </li> <li>Jul 22:         <ul> <li>AB 1825 Sexual Harassment Training [CAO/Samantha Zutler]</li> </ul> </li> </ul>	NO MEETINGS	Sep 9:  • Presentation on Major Development Projects Underway in San Leandro [CD/BD/ET]  Sep 23: •
<u>OCTOBER</u>	<u>NOVEMBER</u>	<u>DECEMBER</u>
Oct 14:	Nov 11:  Police Dept Presentation on Public Safety [PD]	Dec 9:  • Shoreline Draft EIR [PW]
Oct 28:  • (Tentative) District Town Hall Meeting	Nov 25:  NO MEETING	

Regular City Council meetings are scheduled on the 1<sup>st</sup> and 3<sup>rd</sup> Mondays 5<sup>th</sup> Mondays not included on this schedule
\*\*Conflict—may need to move