



**CITY OF CARPINTERIA
5775 CARPINTERIA AVENUE
CARPINTERIA, CALIFORNIA 93013**

**NOTICE OF VACANCIES ON APPOINTED
COMMISSION, BOARDS AND COMMITTEES**

Notice is hereby given that the terms of all appointed commissioners, committee members and board members expire on January 31, 2023 pursuant to Section 2.24.010 of the Carpinteria Municipal Code as follows:

<u>Appointed Advisory Body</u>	<u>Vacancies</u>
Planning Commission	5
Architectural Review Board	5
Mobile Home Park Rent Stabilization Board	5
Carpinteria Open Space Management Advisory Board	7
Integrated Pest Management Advisory Committee	5
Tree Advisory Board	5
Downtown "T" Business Advisory Board	10
Environmental Review Committee	2
Community Development Block Grant Committee	3
Library Advisory Commission	5

The City Council invites any interested person who wishes to serve on any of the above advisory bodies, for a two-year term beginning February 1, 2023 and ending January 31, 2025, to complete an application. The application and any supplementary information should be filed with the City Clerk no later than Tuesday, January 3, 2023.

Except in special circumstances, appointees must be City residents. Other qualifications are as determined by the Mayor and City Council.

It is anticipated that the Mayor and City Council will consider all appointments at their regular meeting on January 23, 2023. At that time they may re-appoint current members or appoint new members or any combination thereof as determined by the Mayor and City Council.

An application may be obtained on the City's website at <http://www.carpinteriaca.gov> by navigating to the City Clerk's page then scrolling to the section Boards Commissions and Committee or by contacting the City Clerk's office during normal business hours between 8:00 AM to 5:00 PM, (805) 755-4403. Applications may be returned to brianb@carpinteriaca.gov or by US Postal Service to the address on the application.

Brian C. Barrett, CMC, CPMC, City Clerk
Posted: November 14, 2022
Publish: December 1 & 15, 2022