MAYOR AND COUNCIL COMMUNICATION

DATE: June 04, 2024

TO: Mayor and Council

FROM: Saundra Passailaigue, City Secretary

THROUGH: Dr. Crystal Caldera, City Manager

SUBJECT: Discussion and Possible Action on a Resolution Appointing Commissioners and

Alternates to the Planning & Zoning Commission

SPONSOR(S): (N/A)

PURPOSE

The purpose of this item is to present to City Council all City of Leon Valley applications for boards/commissions/committees that have been submitted to fill vacancies or to re-apply for expired terms. City Council would need to appoint members to the various boards/commissions/committees.

THE FOLLOWING APPLICATIONS WERE SUBMITTED:

Linda Barker – Received 03-25-2024 Andrea Roofe – Received 04-11-2024 Mary Ruth Fernandez – Received 04-24-2024 Pat Martinez – Received 04-29-2024 Erick Matta – Received 05-21-2024

RECOMMENDATION

City Council Discretion

The following information is provided for City Council consideration. The following information is provided for City Council consideration. Names highlighted in yellow have terms that are expiring.

PLANNING & ZONING COMMISSION

PLANNING & ZONING COMMISSION			
Name	Position	Term	
David Perry	Commissioner (1)	Term Expires:	
		6/30/2025	
Andrea Roofe	Commissioner (2)	Term Expires:	
	2nd Vice-Chair	5/31/2024	
Hilda Gomez	Commissioner (3)	Term Expires:	
		6/30/2025	
Pat Martinez	Commissioner (4)	Term Expires:	
		5/31/2024	
Vacant	Commissioner (5)	Term Expires:	
		6/30/2025	
Erick Matta	Commissioner (6)	Term Expires:	
	1st Vice-Chair	5/31/2024	
Richard Blackmore	Commissioner (7)	Term Expires:	
		6/30/2025	
Thomas Dillig	1st Alternate	Term Expires:	
		6/30/2025	
Mary Ruth Fernandez	2nd Alternate	Term Expires:	
		6/30/2024	
Cynthia Koger	3rd Alternate	Term Expires:	
		6/30/2025	
Councilor Benny Martinez	Council Place 1	Term Expires:	
	Council Liaison	56/30/2025	
Mindy Teague	Planning/Zoning Director	Term Expires:	
	Staff Liaison	N/A	

APPROVED:	DISAPPROVED:	
APPROVED WITH THE FOLLOWIN	IG AMENDMENTS:	
ATTEST:		
SAUNDRA PASSAILAIGUE, TRMC City Secretary		