## CITY OF FOLSOM LIBRARY COMMISSION AGENDA REGULAR MEETING CITY COUNCIL CHAMBERS 50 NATOMA STREET, FOLSOM, CA MAY 25, 2011 6:30 PM

1)	Call to Order:					
2)	Roll Call:	<b>Commission Members:</b>	Feinberg Marks		· ·	
			Marks		Dolut	
3)	Approval of Minutes		Reinking		Ryan	
			Sessarego		_	
	<b>a.</b> April 27, 2011					
4)	Business from the Floor					
5)	Reports and Prese	<u>ntations</u>				
	a. Café Einstein Op	ening				

- 6) Old Business
  - **a.** Fiscal Year 2011/12 Budget Update
- 7) Library Supervisor's Report
- 8) Director's Report
- 9) Commissioner Comments

## 10) Adjournment:

<u>Notice:</u> Members of the Public are entitled to directly address the Commission concerning any item that is described in the notice of this meeting, before or during consideration of that item. If you wish to address Commission on an issue which is not on this agenda, when the Chair asks if there is any "Business from the floor," you may address the Commission at this time. Please limit your comments to three minutes or less.

As presiding officer, the Library Commission Chair has the authority to preserve order at all Library Commission meetings, to remove or cause the removal of any person from any such meeting for disorderly conduct, or for making personal, impertinent, or

slanderous remarks, using profanity, or becoming boisterous, threatening or personally abusive while addressing said Commission, and to enforce the rules of the Commission.

In compliance with the Americans with Disabilities Act, if you are a disabled person and need a disability – related modification or accommodation to participate in this meeting, please contact the Library at (916) 355-7375. Requests must be made as early as possible and at least one-full business day before the start of the meeting.

Any documents produced by the City and distributed to the Library Commission regarding any item on this agenda will be made available at the Folsom Public Library located at 411 Stafford Street, Folsom, California during normal business hour.