



**CITY COUNCIL
SPECIAL MEETING NOTICE AND AGENDA**

**Monday, November 2, 2020
1:15 p.m.**

On March 3, 2020 Governor Newsom proclaimed a State of Emergency as a result of the COVID-19 pandemic and subsequently issued Executive Order N-29-20 suspending provisions of the Brown Act allowing meetings via teleconferencing and members of the public offer comments telephonically or electronically.

If you wish to speak on an item listed on this agenda, please complete and submit a [speaker card here](#) or <https://forms.cityofpleasantonca.gov/f/SpeakerCard> by 1:00 p.m. the day of the meeting.

NOTICE IS HEREBY GIVEN, pursuant to section 54956 of the California Government Code, a special meeting of the City Council of the City of Pleasanton is hereby called.

CALL TO ORDER

ROLL CALL

PUBLIC COMMENT – *Comments are limited to items listed on this agenda.*

ADJOURN TO CLOSED SESSION FOR THE FOLLOWING:

Public Employee Performance Evaluations pursuant to Government Code §54957
Titles: City Manager and City Attorney

Conference with Labor Negotiators pursuant to Government Code Section 54957.6
City's designated representatives: Mayor Thorne and Councilmember Narum

ADJOURNMENT

Dated: October 26, 2020

NOTICE

Under Government Code §54957.5, any writings/documents regarding an open session item on this agenda provided to a majority of the City Council after distribution of the agenda packet will be available for public inspection by emailing the City Clerk' Office at pleasantoncityclerk@cityofpleasantonca.gov.

ACCESSIBLE PUBLIC MEETINGS

The City of Pleasanton can provide special assistance for persons with disabilities to participate in public meetings. To make a request for a disability-related modification or accommodation (e.g., an assistive listening device), please contact the City Clerk's Office at pleasantoncityclerk@cityofpleasantonca.gov or (925) 931-5027 at the earliest possible time. If you need sign language assistance, please provide at least two working days' notice prior to the meeting date.
