CITY OF LA VERNE Special Meeting

Litigation Committee Meeting

Mayor Pro Tem Muir Davis
Council Member Charlie Rosales



www.cityoflaverne.org. (909) 596-8726 - Phone (909) 596-8740 - Fax City Hall Council Chamber 3660 D Street La Verne, CA 91750

Wednesday, September 26, 2018, 1:00 p.m. City Hall Conference Room 3660 D Street, La Verne, CA 91750

Attendance and participation at the City of La Verne Council meetings are welcomed and appreciated. Community engagement provides the City Council with valuable information. Regular Meetings are held on the 1st and 3rd Monday of every month. In compliance with the American Disabilities Act, any person with a disability who requires a modification or accommodation in order to participate in a meeting should contact the City Clerk's Office at (909) 596-8726 at least 48 hours prior to the meeting.

Materials related to an item on this agenda, submitted to the Council after distribution of the agenda packet, are available for public inspection at the meeting or in the City Clerk's Office during normal business hours. All Agenda items and back-up materials are available for public review at the front counter of the City Clerk's Office, on the City's website at www.cityoflaverne.org and the La Verne Public Library located at 3640 D Street, La Verne, CA 91750.

- 1. ALL TO ORDER and ROLL CALL
- 2. PUBLIC COMMENT
- 3. CLOSED SESSION

The City Council will meet in closed session for the following purpose:

Conference with Legal Counsel – Existing Litigation, (Government Code Section 54956.9

La Verne Firefighters Association v. City of La Verne, Civil Action No. 2:17-cv-08743 - GW (AFMx)

Conference with Legal Counsel to discuss Pending Litigation (Government Code Section 54956.9 (d) (1).

Meritage Homes of California, Inc., v. City of La Verne, 8:18 cv00929 JFW (AGRx)

4. ADJOURNMENT

Posting Statement: On September 18, 2018, a true and correct copy of this Agenda was posted on the bulletin board at La Verne City Hall, 3660 D Street, La Verne, CA 9-24-18 Karla Herrera