



**DOWNTOWN
LONG BEACH
ALLIANCE**

MEMBERS:

Johnny Tully– Chair

Shane Young - Vice Chair

Ashleigh Stone

Courtney Chatterson

Dr. Karen Semien-McBride

Isabelle Bart

Holly Boutelle

Josh Rockwell

Aaron Palmer

STAFF:

Stephanie El Tawil,
Economic Development &
Policy Manager

Stewart Stephens
Programming Assistant

ECONOMIC DEVELOPMENT COMMITTEE AGENDA
Wednesday, December 13, 2023
4:00 PM

DLBA Conference Room
100 W Broadway, Ste 120
Long Beach, CA 90802

1. CALL TO ORDER & INTRODUCTIONS – Johnny Tully, Chair
2. **ACTION ITEM: Approve minutes from October 11, 2023, Economic Development Committee Meetings**
3. Staff Report – Stephanie El Tawil, Econ. Development & Policy Manager 10 mins
4. CHAIRPERSON'S REPORT – Johnny Tully, Chair 50 mins
 - A. Review homework:
 - I. Aaron Palmer – District Wine, Financial Specialists
 - II. Aaron Palmer – RightMealz
 - B. Reports & discussion:
 - I. Pop-up program
 - C. Assign homework:
 - I. Shane Young – Padres, Public Works
 - II. Zuzu Petals – John Tully; tbd – Dr. Karen Semien-McBride
5. Old Business
6. New Business
7. Public Comment (Three minutes on all non-agenda items)
8. Adjournment

NEXT ECONOMIC DEVELOPMENT COMMITTEE MEETING

Wednesday, February 7, 2024
4:00 PM

Mission: Cultivate, preserve and promote a healthy, safe and prosperous Downtown all

All meetings held by the Downtown Long Beach Alliance shall be conducted in compliance with the Brown Act, California Government Code Section 54950 et seq., and its requirement that public commissions, boards, councils, and public agencies conduct business openly. The agenda and supporting documents are available on the Internet at <http://downtownlongbeach.org>. E-Mail correspondence regarding agenda items can be directed to info@dlba.org. Agenda items may also be reviewed as posted in public view at the DLBA offices or at City Hall. If special accommodation is desired pursuant to the Americans with Disabilities Act, please make your request by phone to (562) 436-4259, by noon the day prior to the meeting.

