

## HUMAN RELATIONS COMMISSION MEETING THURSDAY JANUARY 14, 2021 at 4:30 P.M.

## THIS MEETING WILL BE HELD VIRTUALLY. LIVE STREAM AVAILABLE AT: www.cityblm.org/live

Prior to 15 minutes before the start of the meeting, 1) those persons wishing to provide public comment or testify at the meeting must register at <a href="www.cityblm.org/register">www.cityblm.org/register</a>, and/or 2) those persons wishing to provide written comment must email their comments to <a href="mailto:publiccomment@cityblm.org">publiccomment@cityblm.org</a>.

Due to current COVID-19 mitigations, the public will not be allowed to physically attend the meeting at City Hall.

The rules for participation and attendance may be subject to change due to changes in law or to executive orders relating to the COVID-19 pandemic occurring after the publication of this agenda. Changes will be posted at <a href="https://www.cityblm.org/register.">www.cityblm.org/register.</a>

- I. Call to Order -Roll Call of Attendance:
- II. Public Comment-
- **III.** Approval of Minutes:
- IV. Agenda Items
  - a. Welcome new member Commissioner Nibandhini Kinikar
  - b. Accessibility issues in COB Discussion with Conan Calhoun
  - c. Discussion & Approval of Juneteenth Document of Understanding
  - d. Discussion of contract compliance community partners
  - e. Consideration for routine meeting between Deputy City Manager Tyus & HRC

## V. Old Business

- a. Discuss potential for a virtual version of the training session for commissioners (to replace the training that was scheduled prior to the pandemic)
- b. Update on follow up with Deputy City Manager Tyus regarding contract compliance, language and diversity initiatives



## VI. New Business

- a. Welcoming City Discussion of HRC support for this effort
- b. Discuss potential efforts to enhance awareness of the BHRC resources such as the procedure and form to submit an ordnance concern/complaint, minority business directory, etc
- VII. Next Scheduled Meeting Date: February 11, 2021
- VIII. Adjournment: