

HUMAN RELATIONS COMMISSION MEETING THURSDAY FEBRUARY 11, 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 www.cityblm.org/register, and/or 2) those persons wishing to provide written comment must email their comments to publiccomment@cityblm.org.

Members of the public may also attend the meeting at City Hall.

Attendance will be limited to 10 people including staff and Board/Commission

Members and will require compliance with City Hall COVID-19 protocols and social
distancing. Participants and attendees are encouraged to attend remotely.

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 www.cityblm.org/register.

- I. Call to Order -Roll Call of Attendance:
- II. Public Comment-
- **III.** Approval of Minutes:
- IV. Agenda Items
 - a. Juneteenth Status Update
 - b. 2021 Juneteenth Budget Review & Approval
 - c. Jule Foundation Proposal Discussion & Consideration for Approval
 - d. Human Relations Commission Awareness Plan
 - e. Discussion & Approval of HRC 2021 planning topics
 - f. The City of Bloomington's 2021 Black History Month Essay Contest
 - g. Discussion regarding meeting with the Town of Normal's HRC to plan 2022 MLK Awards, and Racial Equity Summit



V. Old Business

- a. Contract compliance follow up
- b. Invitation to Deputy City Manager Tyus to attend HRC meeting
- c. Consideration to draft Welcoming City Ordinance Statement of Support
- d. Discussion regarding second police reform forum

VI. New Business

- a. Presentation by Dr. Doris Houston Assistant to the President for Diversity and Inclusion at Illinois State University for the March meeting.
- VII. Next Scheduled Meeting Date: March 11, 2021
- VIII. Adjournment: