



## Legislation Details (With Text)

**File #:** 18-125      **Version:** 1      **Name:**  
**Type:** Appointment      **Status:** Agenda Ready  
**File created:** 3/12/2018      **In control:** Town Council  
**On agenda:** 3/22/2018      **Final action:**  
**Title:** Confirmation of Appointments and Reappointments to Paradise Valley Committees, Commissions, and Boards

**Sponsors:**

**Indexes:**

**Code sections:**

**Attachments:** 1. ATTACHMENT Appointments and Reappointments

| Date      | Ver. | Action By    | Action  | Result |
|-----------|------|--------------|---------|--------|
| 3/22/2018 | 1    | Town Council | Adopted | Pass   |

**TO:** Mayor Collins and Town Council Members

**FROM:** Kevin Burke, Town Manager  
Duncan Miller, Town Clerk

**DATE:** March 22, 2018

**DEPARTMENT:** Town Manager

### AGENDA TITLE:

Confirmation of Appointments and Reappointments to Paradise Valley Committees, Commissions, and Boards

### Town Value(s):

- ☐ Primarily one-acre, residential community
- ☐ Limited government
- ☒ Creating a sense of community
- ☐ Partnerships with existing schools and resorts to enhance recreational opportunities
- ☐ Improving aesthetics/creating a brand
- ☐ Preserving natural open space

Approximately 120 residents volunteer their time and expertise to the Town by serving on one of the many Town committees, commissions, and boards.

### Council Goals or Statutory Requirements:

Town Code Article 2-5

Volunteers in Paradise Strategy 2018

**RECOMMENDATION:**

Confirm the appointments to various committees, commissions, and boards as listed in the Action Report

**SUMMARY STATEMENT:**

In January, the Town invited residents to submit applications to fill vacancies and potential vacancies on eight committees. The deadline was February 8, 2018. The Council held interviews on February 22 and March 8. Attachment A lists the recommended appointments and terms of office.

**BUDGETARY IMPACT:**

There is no budget impact.

**ATTACHMENT(S):**

2018 VOLUNTEERS IN PARADISE APPOINTMENTS / RE-APPOINTMENTS