

CITY OF MENDOTA

"Cantaloupe Center Of The World"

CITY OF MENDOTA NOTICE OF COMMISSION VACANCY

Maddy Act Compliance - California Government Code Sections 54970-54974

Notice is hereby given that there is one (1) vacancy on the Planning Commission of the City of Mendota. The City of Mendota encourages residents to apply for the available position on the Commission. For any questions regarding this notice, please contact the City Clerk's office at (559) 655-3291.

<u>PLANNING COMMISSION</u> (Applications are due by 5:00 p.m. on Tuesday, July 16, 2024)

Commissioner Albert Escobedo	Appointed: January 2023	Expires: January 31, 2027
Commissioner Alex Garcia	Appointed: January 2023	Expires: January 31, 2027
Commissioner Jose Gutierrez	Appointed: December 2023	Expires: January 31, 2025
Commissioner Alicia Escobedo	Appointed: June 2024	Expires: January 31, 2025
Commissioner Jessica Sanchez	Appointed: January 2021	Expires: January 31, 2025
Alt. Commissioner - VACANT		Expires: January 31, 2025

Planning Commission Qualifications

- 1. Applicants must be a Mendota resident or live within the boundaries of the Mendota Unified School District; and
- 2. Applicants shall <u>not</u> be a salaried employee of the City; and
- 3. Applicants must submit a completed **Application for Membership on a City of Mendota Commission** to the City Clerk (*Applications are available at City Hall, 643 Quince Street, Mendota, CA 93640 or the City's website at www.cityofmendota.com*).
- 4. Applicants will complete the term of the vacant seat on the Commission.

Dated: June 25, 2024

I, Celeste Cabrera-Garcia, City Clerk of the City of Mendota, do hereby declare that the foregoing Special Public Notice, was posted on the outside bulletin board located at City Hall, 643 Quince Street on Tuesday, June 25, 2024 at 11:30 a.m.

Celeste Cabrera-Garcia, City Clerk

643 Quince Street Mendota, California 93640 Telephone: (559) 655-3291 Fresno Line: (559) 266-6456 Fax: (559) 655-4064 TDD/TTY 866-735-2919 (English) TDD/TTY 866-833-4703 (Spanish)