



BELL BOULEVARD PUBLIC WORKSHOP

**NOTICE OF POSSIBLE QUORUMS OF THE CITY COUNCIL,
PLANNING & ZONING COMMISSION,
THE CEDAR PARK COMMUNITY DEVELOPMENT (TYPE B) CORPORATION,
THE CEDAR PARK ECONOMIC DEVELOPMENT SALES TAX (TYPE A) CORPORATION,
PARKS, ARTS, AND COMMUNITY ENRICHMENT ADVISORY BOARD (“PACE”)**

*Cedar Park Recreation Center
1435 Main Street, Cedar Park TX 78613
November 14, 2017 at 6:00 P.M.*

Notice is hereby given that possible quorums of the City of Cedar Park City Council, Planning & Zoning Commission, Community Development (Type B) Corporation, Economic Development Sales Tax (Type A) Corporation, and the PACE Advisory Board, may be in attendance during the City of Cedar Park Bell Boulevard Public Workshop on the 14th day of November, 2017. Discussions include presentations, project updates, and interactive public feedback on the plans for redeveloping a portion of Bell Boulevard.

The Public Workshop is a Come-and-Go/Open House Format with brief presentations at 6:15 p.m., 7:00 p.m., and 8:00 p.m.

No action will be taken by the Cedar Park City Council, Boards or Commissions at this event.

CERTIFICATE

I certify that the above Notice Of Possible Quorums of the City Council, Planning & Zoning Commission, Corporation, Type A Corporation, Type B Corporation, and the PACE Advisory Board of the City of Cedar Park, Texas was posted on the bulletin board of the City of Cedar Park City Hall Campus, 450 Cypress Creek Road, Building Four, Cedar Park, Texas. This notice was posted on:

17 NOV 9 AM 11:46

Date Posted: _____ '17 NOV 9 AM 11:46
Date Stamped (Month, Day, Year, AM/PM, Time)

LeAnn M. Quinn, TRMC
City Secretary

The Cedar Park High School Cafeteria is wheelchair accessible and accessible parking spaces are available. Requests for accommodations or interpretative services must be made 48 hours prior to this meeting. Please contact the City Secretary’s Office at (512) 401-5002 or FAX (512) 401-5003 for further information.

Notice Removed: _____
Date Stamped (Month, Day, Year, AM/PM, Time)