

STATE OF LOUISIANA
RESILIENT LOUISIANA COMMISSION
ECONOMIC AND COMMUNITY DEVELOPMENT TASK FORCE
NOTICE & AGENDA

MEETING

Wednesday, May 20th, 10:00 AM CDT

This meeting will be available via **Zoom** and members of the public are encouraged to provide comments to resilientlouisiana@la.gov and/or the Zoom chat function.

Zoom link:

<https://gnoinc.zoom.us/j/89991367910?pwd=NGJhVnNxMVNjSWF1SlpYRWVqTGlyQT09>

Meeting ID: 899 9136 7910

Password: 577069

One tap mobile: +13126266799, 89991367910# US (Chicago) or +19292056099, 89991367910# US (New York)

Agenda

- | | |
|--|-------------------------------|
| 1. Call to Order and Roll Call | Scott Martinez, Michael Hecht |
| 2. Certification for Lack of Quorum | Martinez, Hecht |
| 3. Adoption of 5/15 Minutes | Martinez, Hecht |
| 4. Updates from Resilient Louisiana Commission | Secretary Don Pierson |
| 5. Draft Reports Review | |
| - Legislative Matrix | Mackenzie Ledet |
| - Pre-coronavirus issues | Michael Olivier |
| - Post-coronavirus opportunities | Camille Manning-Broome |
| 6. Open Discussion | RLC ECD Members |
| 7. Next Steps | Martinez, Hecht |
| 8. Public Comment | Martinez, Hecht |
| 9. Adjournment | Martinez, Hecht |

CERTIFICATION OF INABILITY TO OPERATE DUE TO LACK OF QUORUM

In accordance with Executive Proclamation JBE 2020-59, issued by Governor John Bel Edwards on May 14, 2020, the Resilient Louisiana Commission (“RLC”) is providing for attendance at essential commission and task force meetings via teleconference or video conference as allowed during the pendency of the COVID-19 health emergency. Pursuant to Section 2C of JBE 2020-59, the RLC Economic and Community Development Task Force will provide attendance for the 10:00AM meeting on Wednesday, May 20 via Zoom and in a manner that allows for observation and input by members of the public, as set forth in the Notice posted on May 19. The Economic and Community Development Task Force would otherwise be unable to operate due to quorum requirements.



Secretary Don Pierson
RLC Co-Chair