

Council Meeting
June 2, 2009

PUBLIC HEARING

(Companion Item to Redevelopment Item)

Honorable Mayor and Members
of the City Council
City Hall
Torrance, California

Members of the Council:

**Subject: Finance - 1st Public Hearing and Budget Workshop on the Proposed Budget for
Fiscal Years 2009-11**

RECOMMENDATION

Recommendation of the Finance Director that Your Honorable Body open the first public hearing and budget workshop on the City of Torrance proposed two-year operating budget for fiscal years 2009-11.

BACKGROUND

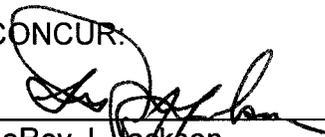
This public hearing/budget workshop was advertised and scheduled for the Council meeting this evening. This is the first of two public hearings/budget workshops scheduled for the 2009-11 operating budget. These hearings and workshops should offer the opportunity for public discussion on the budget before you tonight. At tonight's meeting, no formal action is requested.

The second and final public hearing will be held on June 9. Adoption of the proposed 2009-11 operating budget is scheduled for June 16.

Respectfully submitted,



Eric E. Tsao
Finance Director

CONCUR:


LeRoy J. Jackson
City Manager

Attachment: A. Copy of Daily Breeze advertisement

Copy of Daily Breeze advertisement:

DB 5-99

**CITY OF TORRANCE
NOTICE OF BUDGET WORKSHOPS/
PUBLIC HEARINGS**

NOTICE IS HEREBY GIVEN that two budget workshops/public hearings will be held before the City Council on the proposed 2009-11 operating budget on Tuesday, June 2, 7:00 p.m., and Tuesday, June 9, 7:00 p.m., or as soon thereafter as Council business will permit, in the Council Chambers, 3031 Torrance Boulevard, Torrance.

Anyone with an interest in the matter may appear and be heard in person, or they may submit written material for Council consideration as long as it is delivered to the City Clerk, 3031 Torrance Boulevard, Torrance, CA, 90503, prior to the hearing.

This notice is given pursuant to the order of the City Council by order of LeRoy J. Jackson, City Manager, City of Torrance.

Pub: May 23, 28, 2009