

**CONTRA COSTA COUNTY
HAZARDOUS MATERIALS COMMISSION**

**Thursday, January 26, 2017
4:00 p.m. – 6:00 p.m.**

**The County Connection
2477 Arnold Industrial Way, Board Room
Concord CA 94520**

COMMISSION ACTION MAY BE TAKEN ON ANY ISSUE IDENTIFIED IN THIS AGENDA

The Contra Costa County Hazardous Materials Commission will provide reasonable accommodations for persons with disabilities planning to attend the Hazardous Materials Commission meetings who contact Michael Kent, Hazardous Materials Commission Executive Assistant, at least 24 hours before the meetings, at (925) 313-6587

AGENDA

- 1. CALL TO ORDER, ANNOUNCEMENTS AND INTRODUCTIONS**
- 2. APPROVAL OF MINUTES:** December 1, 2016
- 3. PUBLIC COMMENT**
- 4. HAZARDOUS MATERIALS PROGRAMS REPORT** *Randy Sawyer*
- 5. OPERATIONS COMMITTEE REPORT** *Committee Chair*
- 6. PLANNING AND POLICY DEVELOPMENT COMMITTEE REPORT** *Committee Chair*
- 7. OLD BUSINESS:**
 - a) Update on the Pharmaceutical Disposal Ordinance
- 8. NEW BUSINESS:**
 - a) Election of Commission Chair and Vice Chair
 - b) Consider recommendations to the Board of Supervisors from the Planning and Policy Development committee concerning implementation of the Adapting to Rising Tides Study conducted by the Bay Conservation and Development Commission
 - c) Presentation of the Annual Industrial Safety Ordinance Performance Review and Evaluation by Randy Sawyer, Hazardous Materials Program Director
 - d) Consider recommendation from the Operations Committee concerning educating Contra Costa businesses about cybersecurity
- 9. REPORTS FROM COMMISSIONERS ON MATTERS OF COMMISSION INTEREST** *Members*
- 10. PLAN NEXT AGENDA**
- 11. ADJOURNMENT**

Attachments

Questions: Call Michael Kent (925) 313-6587

Any disclosable public records related to an open session item on a regular meeting agenda and distributed by Contra Costa Health Services to a majority of members of the Hazardous Materials Commission less than 72 hours prior to that meeting are available for public inspection at 597 Center Avenue in Martinez