



**COMMISSION ON VETERANS AFFAIRS  
SPECIAL CALLED MEETING**

**Wednesday, May 30, 2018 at 7:00 p.m.  
301 West Second Street  
City Hall Council Chambers Room 1001  
Austin, TX 78701**

**AGENDA**

**COMMISSION MEMBERS:**

Jason Denny (Chair) Ann Kitchen: District 5      Josephine Hinds – Jimmy Flannigan: District 6  
Pete Salazar (Vice Chair) Leslie Pool: District 7      Manuel Jimenez – Sabino Renteria: District 3  
Daarel Burnette – Mayor Steve Adler      Adrenne Mendoza – Delia Garza: District 2  
Chris Ehlinger – Alison Alter: District 10      Molly Potter – Greg Casar: District 4  
Zach Goldstein – Kathie Tovo: District 9      David Thomas – Ora Houston: District 1  
Phillip Gutierrez – Ellen Troxclair: District 8

**CALL TO ORDER**

**1. CITIZEN COMMUNICATION**

The speakers signed up prior to the meeting being called to order will each be allowed a three-minute allotment to address items not posted on the agenda.

**2. APPROVAL OF MINUTES**

Discussion and possible action regarding approval of the minutes from the Commission on Veterans Affairs regular meeting on May 16, 2018.

**3. OLD BUSINESS**

- a) Discussion and possible action regarding a recommendation for the FY 2018-19 council budget process.

**4. FUTURE AGENDA ITEMS**

**ADJOURNMENT**

The City of Austin is committed to compliance with the Americans with Disabilities Act. Reasonable modifications and equal access to communications will be provided upon request.

Meeting locations are planned with wheelchair access. If requiring Sign Language Interpreters or alternative formats, please give notice at least 2 days (48 Hours) before the meeting date.

Please call Allen Bergeron at the Veterans Program Department at 512-974-3459 or [Allen.Bergeron@austintexas.gov](mailto:Allen.Bergeron@austintexas.gov) for additional information; TTY users route through Relay Texas at 711.

For more information on the Veterans Commission, please contact Tina Lee at 512-974-3306 or visit <http://www.austintexas.gov/content/commission-veterans-affairs-1>