

City of CHARLOTTE

MEMORANDUM

TO: Mayor Ridge and City Council Members

FROM: Gregg Guetschow, City Manager

SUBJECT: City Manager Report

DATE: March 6, 2020

Council Policy Calendar. Mayor Ridge and I have been working to develop a schedule of major issues requiring Council discussion and action during 2020. I have begun work on a calendar using Google Sheets for this purpose. The intent is to ensure that the most significant matters are addressed in a timely manner while spreading the work out to avoid taking on too much at one time. After the calendar is refined, I will be sharing it with Council.

Council Meeting Location. You will recall that Monday's Council meeting will not be held in the Council Chambers. We will meet instead in the Mayor's office across the hall. The Fire Department has evaluated the location as to capacity. It should work well assuming the typical number of citizens that attend the meetings. The meeting will not be shown on cable TV, however, nor will a video recording me made.

Special Meetings. You should be aware of two Council work sessions scheduled during March. The first will be held on March 16 at 6:00 p.m. This is the second of two meetings for the purpose of receiving updates from staff about their department operations and goals. The second will be held on March 25 at 6:00 p.m. This work session will feature an update on the Vision 2025 strategic plan and a facilitated goal setting process.

High School Class Presentation. I had the opportunity last week to make a presentation to Crystal Quintanilla-Howard's Project Success class at Charlotte High School. Students are spending time this term designing and building models of ideal cities. My role was to provide some background information at the start of their project on why cities are designed the way they are, how the natural environment affects the built environment, what infrastructure cities need, and the like. There were a number of good questions from students. I look forward to seeing their finished models.