

**CITY OF GALT  
PUBLIC SAFETY COMMITTEE MEETING**

**MINUTES**

**ANTHONY PESCETTI COMMUNITY ROOM  
455 INDUSTRIAL DRIVE, GALT, CALIFORNIA  
WEDNESDAY, January 27, 2010, 7:30 PM**

---

Mayor Shelton called the meeting to order at 7:50pm.

The roll call found Shelton, Goethel, Horton, Lagge, Magnuson, Singleton and Michelini present. Haines and Vuinovic were absent.

We saluted the flag.

The minutes of the meeting of September 23, 2009 meeting were read.

The presenters for the Social Host Ordinance were not present. Dana agreed to attempt contact and try to arrange another try.

We discussed future meeting dates and times. We agreed on the fourth Monday of every other month at 6pm.

We discussed the possibility of having sub committees in the future if the need were to arise.

Michelini introduced the CERT program and described it's function in the community. He also talked about disaster preparedness, ICS training, an upcoming Tabletop EOC training event and State Contract pricing on equipment needed during emergencies/training.

Singleton requested we look into increased security at private gatherings to prevent a repeat of the Estrellita Ballroom murders. Shelton assured us this was being pursued by a committee, including the building owner, already.

Singleton inquired about the join effort with the Neighborhood Watch groups to increase street lighting. Lt. Erickson advised the lights have been purchased, unsure if all have been installed.

Goethel inquired when the traffic signal at Carrillion and Twin Cities Roads would be functional. Mr. Kavanaugh advised At&T had moved their pole this week. The next step is to move a property owners driveway before the light can be turned on.

Mr. Kavanaugh gave an update on Speed Surveys being conducted as well as up to 500 trees to be removed for the Central Galt interchange project.

Mr. Solis said Special Events will pick up in May starting with the Shriner's Truck Rodeo which promised to be even bigger than last year.

The meeting was adjourned at 8:45pm