

OKNA/Overlook Neighborhood Association General Meeting Agenda 02/16/15

6:30 PM Intro.

6:40 PM Grant Morehead – PBOT Parking SAC Committee

6:55 PM Jay Rogers – Special Projects Coordinator

7:15 PM Lynette Brown – Parking Enforcement Supervisor

7:30 PM Gary Davenport - Overlook Representative, Parking SAC Committee

7:45 PM Sgt. Greg Stewart - Crime data and changes in patrols for the neighborhood

8:00 PM Committee Reports

8:15 PM Old & New Business

8:30 PM Close

Feb. 16, 2016, General Meeting: Kaiser Town 6:30-8:30 PM 3704 N. Interstate Ave.

Land –Use:

NPLUG Feb 25th 7-8:30 pm Historic Kenton Firehouse

Citywide Land Use Group Meeting - Feb. 22- 7:00 to 9:00 pm Room 2500 b; 1900 Building; 1900 SW Fourth Avenue *This month we will discuss two different aspects of resident participation in development proposals from their beginning*

Public Safety

Next Meeting 7pm Feb 24th at the Historic Kenton Firehouse

Livability Team:

Volunteers meet once a month for 2-hours to remove graffiti and clean-up trash. This volunteer activity is task-specific, so you can see the results of your labor. Interested incoming to the next meeting? Email graffiti@overlookneighborhood.org with your name and address.

Sustainability

Next Meeting Feb 18th, 6:30-8:30 pm, New American, 2103 N. Killingsworth

<u>Newsletter</u>

Next Meeting March 9th 10th 7 – 9pm at Alibi Tiki Lounge

Neighborhood Emergency Team (NET- Overlook)

- 1. Preparedness Summit Feb 20th 10 am 3 pm Beach School
- 2. Ham Radio License course on Fri. Mar. 4 7-10pm & Sat Mar. 5 8am-5pm
 - a. Piedmont NET hosts this intensive prep class at Peninsula Park Community Center. Limited seating. Check with Michael Colvin (teamlead@pdxpiedmont.net) for more details.
- 3. Upcoming Meetings
 - a. March 11th 6:30-8:30pm Lucky Lab on Killingsworth
 - i. 2nd Monday of every other month
 - b. Skills 'n Drills March 8th, 6:30 8 pm Patton Park Walkaround

Check it out: www.noponet.org.

Please email <u>overlookprepares@gmail.com</u> for information on upcoming events.