



City of Port Moody

Agenda

Special Meeting of Council

Council Chambers

March 12, 2019

6:15pm

**Resolution to Go into
Committee of the
Whole**

1. Call to Order

1.1 Recommendation:

THAT Council go into Committee of the Whole.

2. Public Input

3. General Matters

**Delegation –
Coalition of Child Care
Advocates of BC**

3.1 Presentation: Lynell Anderson
Delegation Request: Sharon Gregson
Files: 01-0230-01

Pages 3-4

Options:

1. ***THAT the delegation be received for information and the delegates thanked for their presentation.***
2. ***THAT the delegation request be placed on a subsequent Council agenda for consideration.***
3. ***THAT the delegation request be considered immediately.***

Council's Vision: *Port Moody, City of the Arts, is a unique, safe, vibrant waterfront city of strong neighbourhoods; a complete community that is sustainable and values its natural environment and heritage character.*

Please note that Committee of the Whole meetings are recorded and streamed live to the City's website. Any comments you make at the meeting as well as your image may appear on the City's website.

**Delegation –
Climate Accountability**

Pages 5-22

3.2 Presentation: Gordon Cornwall, Mike Galliford, and Elaine Golds
Delegation Request: Mike Galliford
Files: 01-0230-01

Options:

1. ***THAT the delegation be received for information and the delegates thanked for their presentation.***
2. ***THAT the delegation request be placed on a subsequent Council agenda for consideration.***
3. ***THAT the delegation request be considered immediately.***

Minutes

Pages 23-30

4. Adoption of Minutes

4.1 Recommendation:

THAT the minutes of the Special Council (Committee of the Whole) meeting held on Tuesday, February 26, 2019 be adopted.

5. Unfinished Business

6. New Business

7. Rise and Report

7.1 Recommendation:

THAT the recommendations approved at the Committee of the Whole meeting of March 12, 2019 be ratified.

**Adoption of
Committee of the
Whole Report**

8. Legislative Matters

9. Adjournment