

# NOTICE OF OFFICE OF PUBLIC SCHOOL CONSTRUCTION STAKEHOLDER MEETING

Stakeholder Meeting Information:

Tuesday, November 30, 2021  
Department of General Services  
Ziggurat Building  
707 3<sup>rd</sup> Street, 6<sup>th</sup> Floor, Conference Room 6-300  
West Sacramento, CA 95605  
4:00 p.m. to 6:00 p.m.

**This meeting will be webcast.**

Facilitators:

Barbara Kampmeinert, Deputy Executive Officer  
Michael Watanabe, Chief of Program Services  
Brian LaPask, Operations Manager, Program Services

## AGENDA

- Convene Meeting;
- Discuss and receive stakeholder input regarding potential changes to the Facility Inspection Tool as a result of Senate Bill 129, Chapter 69, Statutes of 2021 (Skinner).

The upcoming Office of Public School Construction stakeholder meeting will be conducted by way of Zoom meeting and teleconference. This is consistent with Assembly Bill 361 (Chapter 165, Statutes of 2021) to improve and enhance public access to state and local agency meetings during the COVID-19 pandemic and future state of emergencies by allowing broader access through teleconferencing options. The physical, publicly accessible teleconference location from which members of the public may observe and offer public comment is reflected above.

Additionally, interested persons may observe the meeting by going to Zoom Meeting at:

Join Zoom Meeting

<https://us06web.zoom.us/j/82545349563?pwd=SVNVcnZXQ3BtbW44ak80K1VEclJ4QT09>

Password: 131495

Or Telephone:

Dial:

USA 213 787 0529

USA 8888086929 (US Toll Free)

Conference code: 991990

General Information

(916) 376-1771

For further information, please contact Michael Watanabe, Chief of Program Services, at (916) 376-1646 or Brian LaPask, Operations Manager, at (916) 375-4667.

A copy of this Notice can be found on OPSC's website at

<https://www.dgs.ca.gov/OPSC/Meetings>.

Individuals who need auxiliary aids for effective participation are invited to make their requests and references known to Ms. Lisa Jones at (916) 376-1753 five days prior to the meeting.