CITY OF FORT LAUDERDALE ECONOMIC DEVELOPMENT ADVISORY BOARD (EDAB)

February 13, 2013 3:45 pm – 5:15 pm CITY HALL

100 NORTH ANDREWS AVENUE 8th FLOOR COMMISSION CONFERENCE ROOM FORT LAUDERDALE, FLORIDA

I. Call to Order & Determination of Quorum Chair Sheryl Dickey

II. Introductions Chair Sheryl Dickey

III. Approval of January 9, 2013 Minutes Chair Sheryl Dickey

IV. Marina Lofts Asi Cymbal, Pres., Cymbal Dev.

V. Development Projects Cary Goldberg, Board Member

VI. Marine Strategy Report

Karen Reese, EDV Representative
Al Battle, EDV & Comm. Reinv. Mgr

VII. Old/New Business EDAB Members

• Communications to City Commission

PLEASE NOTE: Our next meeting is scheduled for March 13, 2013 @ 3:45 PM

Purpose:

Provide the City with the benefit of knowledge, experience and business resources of the members in order to further the efforts of the Economic Development Department in business attraction, retention and development; to serve as business ambassadors by promoting the City to the business community throughout the country and the world; advise the City Commission on specific issues regarding local, national and international business recruitment, retention and expansion. Advisory on types of cultural activities that would best appeal to the City of Fort Lauderdale, that provide support for the cultural community, and simultaneously promote economic development in the City.

Note:

Two or more City Commissioners and/or Advisory Board members may be present at this meeting. If any person decides to appeal any decision made with respect to any matter considered at this public meeting or hearing, he/she will need to ensure that a verbatim record of the proceedings is made, which record includes the testimony and evidence upon which the appeal is to be based. If you desire auxiliary services to assist in viewing or hearing the meetings, or reading meeting agendas and minutes, please contact the City Clerk's Office at 954-828-5002 and arrangements will be made to provide these services for you. Thank you.