



CITY OF LAWDALE
AGENDA
SPECIAL MEETING OF THE
LAWDALE CITY COUNCIL

Saturday, June 20, 2026, 8:00 AM
City Hall Main Conference Room
14717 Burin Avenue
Lawndale, CA 90260

Any person who wishes to address the City Council regarding any item listed on this agenda is invited, but not required, to fill out a Public Meeting Speaker Card and submit it to the City Clerk. The purpose of the card is to ensure that the speaker's name is correctly recorded in the meeting minutes and, where appropriate, to provide contact information for staff follow-up.

Copies of this agenda are available prior to the meeting in the Lawndale City Hall foyer or on the City website. Interested parties may contact the City Clerk's Department at (310) 973-3213 for clarification regarding any individual agenda item.

This Agenda is subject to revision up to 24 hours before the meeting.

A. CALL TO ORDER AND ROLL CALL

B. CEREMONIALS (Flag Salute)

C. CLOSED SESSION

1. Public Employee Appointment

— The City Council will conduct a closed session, pursuant to Government Code section 54957(b), regarding the appointment of a City Manager.

D. ADJOURNMENT

It is the intention of the City of Lawndale to comply with the Americans with Disabilities Act (ADA) in all respects. If, as an attendee or a participant at this meeting, you need special assistance beyond what is normally provided, we will attempt to accommodate you in every reasonable manner. Please contact the City Clerk Department (310) 973-3213 prior to the meeting to inform us of your particular needs and to determine if accommodation is feasible. Please advise us at that time if you will need accommodation to attend or participate in meetings on a regular basis.

I hereby certify under penalty of perjury under the laws of the State of California that the agenda for the special meeting of the City Council to be held on Saturday, June 20, 2026, was posted no less than 24 hours prior to the meeting.

/s/ Yvette Palomo
Yvette Palomo, Assistant City Clerk

Date Posted: June 17, 2026