



CITY OF SPARKS
REQUEST TO ADDRESS THE CITY COUNCIL



Date 1/27/20
Name MAC ROSSI
Address (Optional) 3260 DIAMOND RIDGE DR-
City/State/Zip Code (Optional) RENO, NV 89523
Phone (Optional) (775) 410-3062

I represent (Optional)
I am in attendance concerning: PIRKEL BALL

[ ] I do not wish to speak, but wish to note my position in favor or in opposition
[ X ] I wish to speak YES (for use by city: comment was in favor X or in opposition)

Rules - Addressing the Council - The meetings conducted by the Sparks City Council in the City of Sparks Legislative Building are not public forums. The presiding officer will enforce viewpoint neutral procedural rules to ensure orderly conduct during that portion of the Agenda set aside for Public Comment.

Manner of Addressing the Council - In order to conduct orderly, efficient, effective and dignified meetings that promote a governmental purpose with a governmental process, public comment may address any agenda item or other public issue that the City Council has the authority to effectuate or exercise control over.

Sound Amplification - The City of Sparks Provides sound amplification during its public meetings for the convenience of the speakers and the audience. Sound amplification, if enhanced by yelling or shouting can cause hearing and equipment damage.

Disruptive Conduct - Any person who willfully disrupts a meeting to the extent that its orderly conduct is made impractical may be removed from the meeting by order of the presiding officer. A person willfully disrupts a meeting when he/she (1) uses physical violence, or threatens the use of physical violence or (2) continues to use loud, boisterous, unruly or provocative behavior after being asked to stop, which behavior is determined by the presiding officer, or a majority of the Council present, to be disruptive to the orderly conduct of the meeting or (3) fails to comply with any lawful decision or order of the presiding officer or of a majority of the Council relating to the orderly conduct of the meeting.