

Commissioner Dan Ryan's Calendar September 26 – October 2, 2022

▲ Mon, Sep 26

9:30 AM – 12:00 PM	Supportive Housing Services Oversight Committee
12:30 PM – 1:30 PM	Housing Bureau Interim Director Molly Rogers, Matt Tschabold, and Leslie Goodlow
1:30 PM – 2:00 PM	City Budget Office Director Kinard - Fall BMP Briefing
3:00 PM – 4:00 PM	Development Services Director Esau
4:00 PM – 4:30 PM	Prep for Town Hall on Housing
4:30 PM – 5:20 PM	City/County - JOHS Executive Leadership Group
5:30 PM – 6:00 PM	Joint Town Hall Planning Meeting
6:00 PM – 6:15 PM	Chariti Montez, Safe Rest Villages Manager
6:15 PM – 6:30 PM	Margaux Weeke (Commissioner's Staff)

▲ Tue, Sep 27

9:00 AM – 9:30 AM	Communications Team
9:30 AM – 11:30 AM	Smart Cities: Surveillance Policy Work Session
12:30 PM – 1:00 PM	Karen Guillen-Chapman (Commissioner's Staff)
1:00 PM – 2:00 PM	Council Prep
2:00 PM – 2:30 PM	Mayor Wheeler
3:00 PM – 4:30 PM	Trillium Board of Trustees September Meeting
5:30 PM – 7:30 PM	Andrew Colas

▲ Wed, Sep 28

9:00 AM – 9:30 AM	Council Prep
9:30 AM – 1:30 PM	City Council Meeting
1:30 PM – 2:00 PM	Commissioner Mapps
2:00 PM – 4:30 PM	City Council Meeting
5:30 PM – 7:00 PM	Joint Town Hall on Housing and Homelessness with Representative Reynolds

▲ **Thu, Sep 29**

9:30 AM – 10:00 AM Commissioner Rubio
10:00 AM – 10:40 AM Representative Dexter
11:00 AM – 11:30 AM Permit Improvement Project check-in
11:30 AM – 12:00 PM Dr. Roger Gertenrich
12:00 PM – 12:30 PM Joint Office of Homeless Services Audit Briefing
1:00 PM – 1:30 PM County Commissioner Vega Pederson
1:30 PM – 2:00 PM Gillian Rose
3:30 PM – 4:00 PM Brooke Gardner (Commissioner's Staff)
4:00 PM – 4:20 PM Brian McCarter (Design Commission)
4:30 PM – 5:00 PM Interview with Portland Monthly
7:00 PM – 9:00 PM Thomas Lauderdale Event

▲ **Fri, Sep 30**

9:30 AM – 10:00 AM Safe Rest Villages Weekly
11:00 AM – 12:30 PM 911 Call Center Tour / Bob Cozzie
1:00 PM – 4:00 PM Fire Ride Along / Chief Boone

▲ **Sat, Oct 1**

▲ **Sun, Oct 2**

5:00 PM – 8:00 PM Oregon Historical Society Event
