



Livable Community for Successful Aging Policy Board

Meeting date: Tuesday, August 8, 2023 1-2:30 PM

Health and Human Services Building, Room 203 (2nd Floor, 855 S. Dubuque St., Iowa City)
or attend via Microsoft Teams: [Click here to join the meeting](#)

Meeting ID: 214 227 329 285

Passcode: LbmYok

Or call in (audio only)-[773\)352-2004](tel:7733522004),[909511851](tel:909511851)# Phone Conference ID: 909 511 851#

AGENDA

- 1) Welcome & Introductions – Untiedt
- 2) Public Comments – Comments on items not on the agenda
- 3) Approval of Minutes from Meetings of June 13th
- 4) Update from Aging Specialist – Kellbach
- 5) Finances – Jacoby
 - a) Bills
 - b) Finance update
 - c) Endowment Money
 - d) Charitable Giving Account
 - e) FY24 JCLC Funding Available to Action Teams/ Committees
 - a. OIL Membership Request \$250
- 6) AARP Decades Dinner Update
- 7) Legislative Policy Agenda
- 8) Nominations Committee
- 9) AARP Age-Friendly Action Team Update
- 10) Housing Action Team Update
 - a) AARP ADU Overview- Bill Gorman
 - b) ADU Building Challenge
 - c) ADU Policy Statement Update
- 11) Future Meeting Topics
- 12) Announcements
 - a) Facebook Page Link: <https://www.facebook.com/JCSocialServices>
 - b) Latest Newsletter: <https://www.johnsoncountyiowa.gov/livable-community/newsletter>
 - c) Other
- 13) Adjournment

Packet- Agenda for August 8th Meeting, June 13th meeting minutes, Aging Specialist Report, ADU Policy Statement, ADU slides, Policy Board Member List

NOTE: ALL AGENDA ITEMS ARE FOR PURPOSES OF DISCUSSION AND ACTION. *In order to provide for most efficient use of our limited meeting time, the Exec Committee requests that any “handouts” or written materials other than the financial report should be provided in advance only. Such handouts will be e-mailed to the board members in order that people have an opportunity to read these in advance of the meeting.*

Johnson County Livable Community Mission Statement:
Help Johnson County become a livable community where everyone can age successfully.