La Collina Community Development District

Board of Supervisors

Christopher Karapasha, Chairman Mark DePlasco, Vice Chairperson Scott Tatum, Secretary Daniel Goon, Assistant Secretary Michael Sumnick, Assistant Secretary Jayna Cooper, District Manager Scott Steady, District Counsel Phil Chang, District Engineer

Public Hearing & Regular Meeting Agenda

Monday, August 07, 2023, at 6:00 p.m.

The Public Hearing & Regular Meeting of the La Collina Community Development District will be held on Monday, August 07, 2023, at 6:00 p.m. at The Bloomingdale Regional Library located at 1906 Bloomingdale Ave, Valrico, FL 33596. Please let us know at least 24 hours in advance if you are planning to call into the meeting. Following is the Agenda for the Meeting:

Join Zoom:

Call In Number: 1 305 224 1968 Meeting ID: 867 3752 1932 Passcode: 290987 https://us06web.zoom.us/j/86737521932?pwd=M0srbS9Pd0JnaGF6dlRaQjhFWEJpUT09

All cellular phones and pagers must be turned off during the meeting:

- 1. CALL TO ORDER/ROLL CALL
- 2. PUBLIC COMMENTS ON AGENDA ITEMS
- 3. RECESS TO PUBLIC HEARINGS
- 4. PUBLIC HEARING ON ADOPTING FISCAL YEAR 2024 FINAL BUDGET
 - A. Open Public Hearing on Adopting Fiscal Year 2024 Final Budget
 - B. Public Comments
 - C. Consideration of Resolution 2023-06; Adopting Final Fiscal Year 2024 BudgetTab 01
 - D. Close Public Hearing on Adopting Fiscal Year 2024 Final Budget
- 5. PUBLIC HEARING ON LEVYING O&M ASSESSMENTS
 - A. Open Public Hearing on Levying O&M Assessments
 - C. Public Comment

 - E. Close Public Hearing on Levying O&M Assessments
- 6. RETURN TO REGULAR MEETING
- 7. BUSINESS ITEMS
 - A. Consideration of Resolution 2023-08; Setting Fiscal Year 2024 Meeting Schedule......Tab 03 B. Consideration of First Amendment to the Inframark Management

 - D. General Matters of the District
- 8. CONSENT AGENDA
- 8. STAFF REPORTS
 - A. District Counsel
 - B. District Engineer
 - C. District Manager
 - i. Financials Statement 101 Presentation
- 9. ADJOURNMENT

Sincerely,

Jayna Cooper, District Manager