**FLINT PROMISE ZONE AUTHORITY**

**AMENDED PUBLIC NOTICE**

**Flint Promise Zone Authority Public Meeting**

Per the Executive Order 2020-154: Alternative means to conduct government business during the COVID-19 pandemic (<https://www.michigan.gov/whitmer/0,9309,7-387-90499_90705-535099--,00.html> ).

**The Flint Promise Zone Authority Meeting**

**12:00pm on Wednesday, September 2, 2020**.

1. The public may listen to the meeting online at or <https://teams.microsoft.com/l/meetup-join/19%3ameeting_NzNmZWViNDUtNjBkZi00YjEwLThmYTktMzRmNWY4NWY4YjQ0%40thread.v2/0?context=%7b%22Tid%22%3a%22253e7787-672d-4071-9290-fc3db5246db7%22%2c%22Oid%22%3a%22fc5cea9c-1342-4742-b999-9ecd41c2a124%22%7d> or click [Join Microsoft Teams Meeting](https://teams.microsoft.com/l/meetup-join/19%3ameeting_NzNmZWViNDUtNjBkZi00YjEwLThmYTktMzRmNWY4NWY4YjQ0%40thread.v2/0?context=%7b%22Tid%22%3a%22253e7787-672d-4071-9290-fc3db5246db7%22%2c%22Oid%22%3a%22fc5cea9c-1342-4742-b999-9ecd41c2a124%22%7d). You may also dial into the meeting at [+1 810-337-8953](tel:+1%20810-337-8953,,444612337# )   United States, Flint (Toll) / Conference ID: 444 612 337#
2. In order to speak during the meeting:
   1. All callers will be muted until the Public Hearing portion of the agenda;
   2. Public speakers will be unmuted in order and asked if they wish to address the Flint Promise Zone Authority;
   3. Public speakers should state and spell their name for the record and will be allowed three (3) minutes to speak during the public hearing;
   4. The public speaker will be returned to mute after the 3 minutes have expired.
3. The public may send public comments by email to [msteffen@flintandgenesee.org](mailto:msteffen@flintandgenesee.org) no later than 60 minutes prior to the meeting start time of 12:00pm
4. Person with disabilities may participate in the meeting by the above-mentioned means or by emailing [msteffen@flintandgenesee.org](mailto:msteffen@flintandgenesee.org) to request accommodation.

If there are any questions, please contact (810)610-3268.