



**MINUTES OF THE REGULAR MEETING
OF THE
PENSION BOARD OF THE CITY OF ALAMEDA
HELD 4:30 P.M., JULY 26, 2021
ALAMEDA CITY HALL
2263 SANTA CLARA AVENUE, ALAMEDA
CONFERENCE ROOM 391**

1. The meeting was called to order by Nancy Bronstein at 4:41 p.m.

2. **ROLL CALL:**

Present: Mayor Marilyn Ezzy Ashcraft (joined at 4:45 p.m.), Secretary Nancy Bronstein, Trustee Bill Soderlund via teleconference.

Absent: Trustee Nancy Elzig

Staff: Annie To, Finance Director, Grace Li, Finance Accountant, Chad Barr, Human Resources Technician.

3. **MINUTES:**

The minutes of the Regular Meeting of January 25, 2021 were moved for acceptance by Trustee Soderlund and seconded by Secretary Nancy Bronstein. Passed by roll call vote, 3-0.

4. **AGENDA ITEMS:**

4-A. Pension Payroll and Financial Reports – Quarters Ending June 30, 2021 and City of Alameda Police & Fire Pension Funds Financial Reports for the Period Ending June, 2021.

Finance Accountant Li presented the quarterly reports. The total pension expenses for Plan 1079 remained the same in April and May. June's total pension expenses included the quarterly uniform allowance payout. Expenses for Plan 1082 remained the same in the fourth quarter.

Trustee Soderlund moved to accept the financial statements as presented and Secretary Bronstein seconded. Passed by roll call vote, 3-0.

5. ORAL COMMUNICATIONS, NON-AGENDA (PUBLIC COMMENT):

There were no oral communications from the public.

6. PENSION BOARD COMMUNICATIONS (COMMUNICATIONS FROM BOARD):

Trustee Soderlund asked for an update on finding a police representative for the board. Secretary Bronstein stated Human Resources had identified current police employees qualified to serve on the pension board, one being the Chief of Police. That reach out is going on. Chair Aschaft said surely we will have one committed for the next meeting.

7. ADJOURNMENT:

There being no additional items to come before the board, the meeting was adjourned at 4:53 p.m.

Respectfully submitted,



Nancy Bronstein
Human Resources Director