



# De Luz

## Community Services

### District

#### Board Of Directors

Charles Bowman  
Paula Carroll  
Robert D'Alessandri  
Gina Rawson  
Debbie Roberts

#### General Manager

James E. Emmons

**MINUTES**  
**REGULAR MEETING**  
**DE LUZ COMMUNITY SERVICES DISTRICT**  
**ENGINEERING COMMITTEE**  
**Tuesday, November 12, 2024**  
**12:00 p.m.**

**A. CALL TO ORDER AND ROLL CALL**

Chairman Bowman called this regular meeting of the Engineering Committee to order at 12:00 p.m. at the DLCSD office, 41606 Date Street, Suite 205, Murrieta, CA on November 12, 2024.

Committee Members Charles Bowman and Gina Rawson were present. Also present were: General Manager Emmons(Via Zoom); Project Engineer Crim(Via Zoom); Field Maintenance Gieseman and Carroll; Administrative/IT Manager Richards and Administrative Assistant Gavidia.

**B. PUBLIC COMMENT**

There was no public comment.

**C. MINUTES**

Minutes of the October 08, 2024, meeting were approved.

**D. ROADWAY REHABILITATION**

General Manager Emmons discussed future projects for 2025. Engineering Committee agreed in to review information and photographs on Asphalt Repairs in the District that will be considered at the next Engineering meeting along with pipe projects.

**E. FIELD CREW REPORT**

Maintenance Crew Gieseeman reported graffiti removal and repainted the curb on Camino Gatillo. He reported sign maintenance on Tierra Rica Drive and reported a washout/asphalt repair on Los Gatos and Madero Way. He also reported a tree down on El Calamar and reported shoulder grading on Sandra Creek.

**F. PERMITS, SUBDIVISION MAPS AND COUNTY ISSUES**

General Manager Emmons reported FEMA will be meeting December 4 at the District. Also reported that Nick Gieseeman was promoted to Field Supervisor. Permit increases are still in progress and Gas Tax is still pending.

**ADJOURNMENT**

There being no further business, the meeting was adjourned at 1:05 p.m.

  
Charles Bowman, Chair  
Engineering Committee

**ATTEST**

  
James E. Emmons, General Manager  
Engineering Committee