



## Airport Noise Hearing Board

The Airport Noise hearing Board, established pursuant to TMC 51.7.4, is charged with adjudicating alleged violations of the Torrance Municipal Code related to Airport noise.

Staff reports are available for review at the Community Development Department and the City Clerk's Office. Direct questions or concerns to Deputy Community Development Director Linda Cessna at 310.618.5930. Agendas and Minutes are posted on the City of Torrance Home Page – [www.TorranceCA.Gov](http://www.TorranceCA.Gov).

Decisions by the Airport Noise Hearing Board may be appealed to the City Council. Such appeals shall be in writing, accompanied by a filing fee and shall be filed with the City Clerk within fifteen (15) calendar days following the decision of the Airport Noise Hearing Board.

In compliance with the Americans with Disabilities Act, if special assistance is needed to participate in this meeting, please contact the City Manager's Office at 310.618.5880. Notification 48 hours prior to the meeting will enable the City to make reasonable arrangements to ensure accessibility to this meeting. [28CFR 35.102-104 ADA Title II].

### HOURS OF OPERATION

Monday through Friday from  
7:30 a.m. to 5:30 p.m.

**Offices are closed alternate Fridays.  
City Hall will be closed Monday July 4,  
Friday, July 8, and Friday, July 22.**

# AIRPORT NOISE HEARING BOARD

WEST ANNEX COMMISSION MEETING ROOM  
CITY HALL, 3031 TORRANCE BOULEVARD  
TORRANCE, CALIFORNIA 90503

THURSDAY, July 28, 2016  
2:00 P.M.

## AGENDA

1. **CALL TO ORDER**
2. **ROLL CALL**
3. **ACCEPT AND FILE REPORT ON POSTING OF AGENDA**
4. **ORAL COMMUNICATIONS FROM THE PUBLIC**
5. **APPROVAL OF MINUTES**  
June 9, 2016
6. **HEARINGS**
  - A. Reconsideration for N9787E, Serial #76-30846, Pilot/Owner Thomas W. Lagrelius, violation of Daytime noise limits December 11, 2015 and adoption of Facts and Findings for aircraft N9787E and Pilot/Owner Thomas W. Lagrelius.
7. **ORAL COMMUNICATION**
8. **ADJOURNMENT**

Adjournment to August 11, 2016