

AGENDA
REGULAR MEETING OF THE CITY OF GOSHEN
COMMUNITY RELATIONS COMMISSION
Monday, April 12, 2021 – 7 p.m.
Goshen City Council Chamber - **111 East Jefferson St.**
This meeting will be held via zoom.
Public link: <https://us02web.zoom.us/j/87204396911>



The CRC serves Goshen by developing programs and policies that aim for a city without racism or discrimination of any kind, and build capacity for creative problem solving, resiliency, understanding, and compassion among the diverse people in our community.

CRC Principles:

- *Honor the dignity of each person and each person's rights*
- *Listen to the diverse voices of the community*
- *Constructive communication and engagement*
- *Honesty, truthfulness, and integrity*
- *Promote a community that is safe for all*
- *Acknowledge and accept the challenge of change—that it may have both positive and negative consequences*
- *Promote the acceptance of differences*
- *Promote equality and freedom from discrimination*

CRC members

Commissioners: Don Brown, Judith Davis, Cathie Cripe, Ed Groff, Glenn Null, Sreekala Rajagopalan, Michele Fanfair-Steury

Youth Advisor: Mislenny Guzman 2020-21

Community Relations Director: AJ Delgadillo

City Council Liaison: Megan Eichorn

Call to Order & Opening

Review Minutes from March 8, 2021

Review of the CRC Mission and Principles

Introduction of CRC members and visitors

Review the agenda

Getting Comfortable: CRC Community Building - AJ

Getting Uncomfortable: Discussing a Contentious Term - Chair

Unfinished Business

Sundown Town Marker

Reports and Statistics

1. Treasurer's report – AJ
2. Council Liaison Report
3. Director's Report - AJ
 - Thinking about restarting public meetings
 - Revising language and procedures of complaint response
 - Building a DEI Coalition
4. Subcommittee Reports

New Business

1. Treasurer Nomination
2. Biannual Diversity Statement
3. Active Bystander Follow-up

For the Good of CRC- Community Comment

Announcements by CRC members, closing comments, reflections on the meeting

Adjourn