

To empower all Lodi Crush District 11 winegrowers and serve their common interests to enhance the profitability of winegrape production through promotion, research, and education.

LODI WINEGRAPE COMMISSION MEETING NOTICE & AGENDA Sent and posted Friday, October 21, 2022

The Lodi Winegrape Commission will hold a public meeting as follows:

Date:Wednesday, November 2, 2022Time:2:00pm (PST)Place:Barrel Room, Grape Festival Grounds
413 E. Lockeford St. Lodi, CA 95240

The agenda for the meeting is as follows:

- 1. Call to order
- 2. Roll call and establishment of quorum
- 3. Review and Approval of the July 26, 2022 Minutes
 - Action Item
- 4. Public Comment on Items Appearing on the Agenda (two minutes maximum per person)
- 5. Financial Report
- 6. Chairman's Report
 - Committee Assignments
- 7. Consideration of Agreements between LWC and CWEF
 - Action Item Approve Agreement for Management Services (Visitor Center)
- 8. Executive Director's Report
- 9. Reports of Committees
 - Executive Committee
 - Grower Marketing
 - Lodi Rules
 - Research/Education/Communication

- Winery Marketing
- 10. Reports of Other Organizations
 - California Wine Education Foundation
 - San Joaquin County Farm Bureau
 - Lodi District Grape Growers Association
 - Lodi Grape Festival
 - California Association of Winegrape Growers
- 11. Public Comment on Items Not Appearing on the Agenda (two minutes maximum per person)
- 12. Agenda Items for Future Meetings
- 13. Set Next Meeting Date
- 14. Adjourn

All agenda items are subject to discussion and possible action. All interested parties are invited to attend the meeting. Questions regarding the meeting should be directed to Chairman Aaron Shinn (209-747-9595) or Stuart Spencer (209-367-4727). Persons with disabilities needing special accommodation should contact Stuart Spencer, Executive Director at 209-367-4727 or stuart@lodiwine.com at least five days prior to the meeting. This notice and agenda is available on the internet in Upcoming Meetings and Events on www.lodigrowers.com.