

MIAMI BEACH

2020 CITY COMMISSION MEETING DATES

Commission Meetings
Start at 8:30 a.m. (unless noted)

Presentations & Awards/Commission Meetings
Start at 5:00 p.m. (unless noted)

January 15

P&A will be heard in the January 15 meeting

January 27 @ 8:55 a.m. Special Commission Meeting
January 27 @ 9:00 a.m. City Commission Retreat

February 12

February 26

March 5 @ 9:00 a.m. Commission Goals Conference

March 13 @ 1:00 p.m. Special Commission Meeting

March 18

P&A will be heard in the March 18 meeting

March 25 @ 10:30 a.m. Special Commission Meeting

April 22

P&A will be heard in the April 22 meeting

May 1 @ 9:00 a.m. Special Commission Meeting

May 8 @ 9:00 a.m. Special Commission Meeting

May 13

May 22 @ 9:00 a.m. Special Commission Meeting

~~May 27~~ Cancelled

May 28 @ 9:00 a.m. Special Commission Meeting

June 5 @ 9:00 a.m. Special Commission Meeting

June 12 @ 9:00 a.m. Special Commission Meeting

June 24

June 29th @ 10:00 a.m. Special Commission Meeting

July 17 @ 9:00 a.m. Special Commission Meeting

July 24 @ 1:00 p.m. Special Commission Meeting

July 29

August - City Commission in recess

September 16

September 29 @ 5:00 p.m. 2nd Budget Meeting

October 14

October 28

November 18

P&A will be heard in the November 18 meeting

December 9

P&A will be heard in the December 9 meeting

In those cases where the Regular Commission Meeting is combined with the P&A Meeting, Presentations will start at 5:00 p.m., unless noted otherwise.

Meetings are held in the City Commission Chambers, Third Floor, City Hall, 1700 Convention Center Drive, Miami Beach, Florida, unless noticed otherwise.

The Dr. Stanley Sutnick Citizens' Forum will be held during the first Commission meeting each month. The Forum will be split into two (2) sessions, 8:30 a.m. and 1:00 p.m. Approximately thirty (30) minutes will be allocated per session, with individuals being limited to no more than three (3) minutes. No appointment or advance notification is needed in order to speak to the Commission during this Forum.