

# Visions in Progress Youth Advisory Committee

## 2010 Meeting Schedule



### Mission Statement

The focus of Visions in Progress (VIP) is to actively advise the City and community on activities, issues, and decisions relating to the teens in the Santa Clarita Valley.

### Additional Information:

Phone: 661-250-3708  
Fax: 661-250-3730

SC Activities Center  
20880 Centre Pointe Parkway  
Mezzanine  
Santa Clarita, CA 91350



[santa-clarita.com](http://santa-clarita.com)

**Wednesday, January 20, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Wednesday, February 3, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Wednesday, February 17, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Wednesday, March 3, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Wednesday, March 17, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Wednesday, April 14, 2010**  
4:00 to 6:00 p.m.  
Hall—Century Room

**Wednesday, April 28, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Thursday, May 20, 2010**  
**Recognition Ceremony**  
4:00 to 6:00 p.m.  
**Activities Center**

**Wednesday, June 23, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Wednesday, July 28, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Wednesday, August 25, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Wednesday, September 8, 2010**  
4:00 to 6:00 p.m.  
City Hall—Council Chambers

**Wednesday, September 22, 2010**  
4:00 to 6:00 p.m.  
City Hall – Century Room

**Wednesday, October 13, 2010**  
4:00 to 6:00 p.m.  
City Hall – Century Room

**Wednesday, October 27, 2010**  
4:00 to 6:00 p.m.  
City Hall – Century Room

**Wednesday, November 10, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Wednesday, December 8, 2010**  
4:00 to 6:00 p.m.  
City Hall – Council Chambers

**Wednesday, December 22, 2010**  
4:00 to 6:00 p.m.  
City Hall—Century Room

**Address of meetings: City of Santa Clarita City Hall**  
**23920 Valencia Boulevard, Century Room**  
**Santa Clarita, CA 91355**