QUESTIONS FOR HOUSING COMMISSION APPLICANTS-BUSINESS REPRESENTATIVE

- 1. Have you attended any Housing Commission or other City meetings during the past year?
- 2. Do you have any work experience in the following fields: community development, finance, urban planning, non-profit work, public policy, or government/public sector? If not, what personal qualities do you possess which make you the right candidate for this commission?
- 3. What experiences do you have either working with or living in affordable housing? Any experiences working with or receiving assistance from a non-profit organization?
- 4. As a member of the commission, how would you respond if a personal acquaintance came to you voicing their opinion on a proposed affordable housing development in their neighborhood?
- 5. What new ideas or creative approaches to the development of affordable housing can you bring to the commission?
- 6. If you could accomplish one thing next year on this commission, what would it be?
- 7. What is your connection to the City of Cupertino?

The Housing Commission is subject to the Political Reform Act and members are required to submit Statements of Economic Interest upon appointment and annually thereafter.

QUESTIONS FOR PUBLIC SAFETY COMMISSION APPLICANTS

- 1. Have you attended a Public Safety Commission meeting? If so, have you attended within the last six months?
- 2. Most people look at public safety as pertaining to police and fire. What other matters do you feel are included in public safety? Describe them.
- 3. Describe what you feel to be the City's role in emergency planning and co-ordination with other agencies.
- 4. What steps have you taken at home to prepare for emergencies?
- 5. Please describe any interactions you have had with a police or fire agency.
- 6. If you could accomplish one thing next year on this commission, what would it be?

The Public Safety Commission is subject to the Political Reform Act and members are required to submit Statements of Economic Interest upon appointment and annually thereafter.