

**Portland Development Commission (PDC)
Executive Director Calendar**

These weekly calendars represent Executive Director, Bruce Warner's, regular schedule of meetings plus any additional special meetings. The Director is often double-booked and his calendar may change on short notice.

Week of June 15 – 19, 2009

Monday	Tuesday	Wednesday	Thursday	Friday
Vacation	Vacation	8:30 – 9:30 a.m. Bruce Warner & Executive Asst 1:1 10:00 – 11:00 a.m. City Council: River District Remand 1:00 – 2:00 p.m. Warner/Commissioner Leonard 1:1 2:30 – 3:00 p.m. Project Meeting	8:00 – 8:30 a.m. Warner/Staff 1:1 9:00 – 11:00 a.m. Managers Meeting 2:00 – 3:00 p.m. Mayor Meeting Streetcar Corridor 4:00 – 4:30 p.m. Warner/Staff 1:1 6:00 – 8:00 p.m. PMLR CAC Meeting	8:30 – 9:00 a.m. Warner Project Meeting 9:00 – 9:30 a.m. Brown Bag Presentation Dry Run 9:30 – 10:30 a.m. Warner/Staff 1:1 11:00 – 11:30 a.m. Block 49 Meeting

Week of June 22 - 26, 2009

Monday	Tuesday	Wednesday	Thursday	Friday
8:00 – 9:00 a.m. Warner/Commissioner Briefings 9:30 – 10:30 a.m. Warner/Commissioner Briefings 12:00 – 1:00 p.m. Brown Bag 1:00 – 2:00 p.m. City of Dallas Visit 2:00 – 4:00 p.m. PMLR Steering Committee Meeting 4:00 – 4:30 p.m. Benefit Discussion 5:00 – 6:00 p.m. Staff Presentation Briefing	7:30 – 8:30 a.m. Warner/Chair Andrews 1:1 9:00 – 11:30 a.m. Executive Team Meeting 11:00 – 2:30 p.m. Warner Remarks & Mayor Event, The Nines 3:00 – 3:30 p.m. Warner & Commissioner Wilhoite 4:00 – 5:00 p.m. Warner & Mayor Adams Weekly 1:1	8:00 a.m. – Noon Commission Meeting 12:00 – 1:00 p.m. Warner Brown Bag, China Trip 3:00 – 3:30 p.m. Vanport III 4:00 – 5:00 p.m. Auditors Office	8:30 – 10:30 a.m. All Employee Staff Meeting 10:30 – Noon Planning and Development Directors Meeting 1:30 – 2:00 p.m. Warner/Staff 1:1 2:30 – 3:30 p.m. UDD Project/Program Forum	8:00 a.m. – Noon Manager Training Session II 12:00 – 1:00 p.m. Warner with Chair Andrews & Commissioner Straus 2:00 – 2:30 p.m. Project Phone Meeting 3:00 – 4:00 p.m. Warner/Staff 1:1 4:00 – 5:00 p.m. Personal Appointment