



BOARD OF SUPERVISORS  
COUNTY OF VENTURA  
GOVERNMENT CENTER, HALL OF ADMINISTRATION  
800 SOUTH VICTORIA AVENUE, VENTURA, CALIFORNIA 93009

## MEETING INVITATION

County Supervisor Steve Bennett and the Friends of the Ventura River invite you to attend a presentation on the creation of a Ventura River Parkway.

Across California and the United States, communities have created river parkways with great success. River parkways can achieve multiple objectives- enhancing tourism, business, and recreation while reducing flood risks, protecting water quality, and conserving valuable fish and wildlife habitat.

In Ventura, our river is "so close, yet so far away." A river parkway would re-establish the historic connection between the community and the river, and bring with it the many benefits that other river parkways have provided.

We are fortunate that a number of local and state agencies have started the process to create a Ventura River Parkway, and presentations will be provided by the California Coastal Conservancy, The Trust for Public Lands, Cal Poly Pomona Studio 606, and local organizations. Please join us in learning about and discussing river parkways and the plan for creation of a Ventura River Parkway:

**Wednesday, July 18<sup>th</sup> at 4:00 PM**

**Board of Supervisors Meeting Room**

**Ventura County Government Center, Hall of Administration**

**800 S. Victoria Ave., Ventura 93009**

The meeting will be preceded by a demonstration of the new stormwater infiltration retrofit of a parking lot at the County Government Center. The demonstration will take place at 3:30 PM; meet in front of the Hall of Administration, near fountain.

For more information, call Supervisor Steve Bennett's Office at 654-2703, or email [steve.bennett@ventura.org](mailto:steve.bennett@ventura.org) or Diane Underhill of the Friends of the Ventura River at [dunderhill@sbcglobal.net](mailto:dunderhill@sbcglobal.net)

Steve Bennett  
Supervisor First District

Diane Underhill  
President, Friends of the Ventura River