



BRONX COMMUNITY BOARD 8

JUNE 2026 MEETINGS



SOME MEETINGS WILL BE HELD ON ZOOM AND CAN BE ACCESSED VIA THIS LINK:

<https://us02web.zoom.us/j/2114033690>

+16465588656, 2114033690#

PLEASE CHECK WEBSITE FOR UPDATES (www.nyc.gov/bronxcb8)

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
1 <u>LAND USE</u> BXC8 Office 5676 Riverdale Ave, Suite 100 7:00 PM (Zoom)	2 <u>ECONOMIC DEVELOPMENT</u> BXC8 Office 5676 Riverdale Ave, Suite 100 7:00 PM	3 <u>BUDGET</u> BXC8 Office 5676 Riverdale Ave, Suite 100 6:30 PM (Zoom) <u>EXECUTIVE</u> BXC8 Office 5676 Riverdale Ave, Suite 100 7:00 PM	4 <u>SPECIAL COMMITTEE ON RACIAL EQUITY</u> <i>No Meeting</i>	5
8 <u>Nominating Committee</u> BXC8 Office 5676 Riverdale Ave, Suite 100 6:30 PM <u>LAW, RULES & ETHICS</u> BXC8 Office 5676 Riverdale Ave, Suite 100 7:30 PM (Zoom)	9 NY Philharmonic at Van Cortlandt Park	10 <u>HEALTH, HOSPITALS & SOCIAL SERVICES</u> BXC8 Office 5676 Riverdale Ave, Suite 100 7:00 PM (Zoom)	11 <u>AGING</u> BXC8 Office 5676 Riverdale Ave, Suite 100 4:00 PM (Zoom)	12
15 <u>YOUTH</u> BXC8 Office 5676 Riverdale Ave, Suite 100 6:30 PM (Zoom)	16 <u>PUBLIC SAFETY</u> NYPD 50th Precinct 3450 Kingsbridge Ave 7:00 PM (No Zoom)	17 <u>ENVIRONMENT & SANITATION (E&S)</u> BXC8 Office 5676 Riverdale Ave, Suite 100 7:00 PM (Zoom)	18 <u>TRAFFIC & TRANSPORTATION</u> BXC8 Office 5676 Riverdale Ave, Suite 100 7:00 PM (Zoom)	19 JUNETEENTH OFFICE CLOSED
22 <u>HOUSING</u> BXC8 Office 5676 Riverdale Ave, Suite 100 6:30 PM (Zoom)	23 <u>PARKS & RECREATION</u> BXC8 Office 5676 Riverdale Ave, Suite 100 7:00 PM (Zoom) <u>EDUCATION, LIBRARIES & CULTURAL AFFAIRS</u> No Meeting	24 <u>REGULAR BOARD MEETING</u> Wave Hill Public Garden and Cultural Center Armor Hall – 675 West 252 nd Street Entrance at W. 249 th St and Independence Ave 7:00 PM (Zoom)	25	26
29	30			

*Dates & locations are subject to change. If you do not receive a meeting notice, please verify with the Board Office 718-884-3959

*Zoom– Due to space limitations, the public is highly encouraged to attend via the Zoom link above