

6. Consider Resolution Setting Forth its Intention Regarding Percolation of San Felipe Project Water
 - a. Water Contract Year 2014-2015
7. Consider Resolution Establishing a Policy For Zone 6 Inter-Subsystem Water Transfers for the 2014-2015 Water Contract Year
8. Review Project Update for Recycled Water Facilities Planning & Implementation Project
9. Staff Report on the Hollister Urban Area Water and Wastewater Master Plan Update and Lessalt Water Treatment Plant Update
10. Committee/Agency Representative Reports:
 - a) San Luis Delta Mendota Water Authority (Tobias/Tonascia)
 - b) Pajaro River Watershed Flood Prevention Authority (Bettencourt/Flores)
 - c) Finance Committee (Bettencourt/Torquato)
 - d) Rural Water Systems Committee (Flores/Tonascia)
 - e) Zone 6 Water Supply Committee (Tobias/Torquato)
 - f) City of San Juan Bautista Water Softening Project Ad Hoc Committee (Tonascia/Torquato)
 - g) City of Hollister RDA Advisory (Tobias)
11. District Manager/Engineer's Report:
 - a) Reach 1 Operations
 - b) Zone 3 Operations
 - c) Zone 6 Operations
 - d) San Luis Delta Mendota Authority Activities
12. Adjournment

Adjournment - Unless there is a special meeting prior to that time, the next regular meeting of the Board will be Wednesday, March 26, 2014. Meetings are held at the District office, 30 Mansfield Road, Hollister, California. **LAST DAY TO FILE CLAIMS** against the District is the second Friday of each month, except in November and December. Usually meeting dates change in those months because of holidays. The Board may hold a closed session to discuss personnel matters, litigation or employee negotiations as authorized by the Ralph M. Brown Act, Evidence Code #950-962 or other appropriate State law.

All public records relating to an agenda item on this agenda are available for public inspection at the time the record is distributed to all, or a majority of all, members of the Board. Such records shall be available at the District office located at 30 Mansfield Road, Hollister, California.