From: **James Wright** ████████████████████
Date: Sun, Apr 17, 2011 at 10:50 AM
Subject: PUBLIC COMMENT -- Commission sessions with your line drawer
To: votersfirstact@crc.ca.gov

Commissioners,

If your discussion after the input session in Merced on 16 April is any example, you are going to need many more and much longer sessions with your line drawer to hammer out the elements of your maps. It is clear to me that this process is going to be long and tedious for all.

First, you should agendize meetings beyond the one day in Northridge on 27 May and a couple of days in the following two weeks. Even though that is Memorial day weekend, you should resume those discussions on Tuesday 31 May and remain in session through Friday 10 June when you intend to release your first pass maps. If you should happen to complete the process early, then congratulations, that would be a good thing.

Second, you might consider using some of the open time earlier in May to work out some of the issues raised in Merced. Any agreement on structure can and will enable agreement on the details and more rapid progress.

Third, the same may be true starting on 29 June. You simply have not allowed enough time for the necessary discussions among yourselves to resolve your differences and accommodate the newer testimony on conflicts and hurt feelings that you will be receiving.

You will need a venue for these discussions which permits you to start no later than 0900 and continue into the evening.

SUGGESTION: You might establish two or three new Advisory Sub-Committees of three to five Commissioners each to sift through the information received from selected regions and craft suggested solutions for the full Commission to review and accept/modify/reject.

I'm with you all the way and fully support the processes you will design. BUT, ... you simply have not allowed yourselves enough meeting time to accomplish the task.

Jim Wright
a voter from San Jose

P.S.:
When I was managing projects for IBM, I took the unusual step of assigning and using overtime AT THE BEGINNING of the project so that it was not necessary to do so at the end. One of my philosophies is: "a fast start is never wasted".

JCW