

Contra Costa County

County Administrator's Office • 651 Pine Street • Martinez, CA 94553 • www.contracosta.ca.gov

Media Release

FOR IMMEDIATE RELEASE Monday, October 28, 2024 Contact: Julie DiMaggio Enea Phone: (925) 655-2056 Email: julie.enea@cao.cccounty.us

WOULD YOU LIKE TO SERVE ON THE CONTRA COSTA MOSQUITO & VECTOR CONTROL DISTRICT BOARD OF TRUSTEES ?

The Contra Costa Mosquito & Vector Control District was established in 1926. The boundaries of the current District are all of Contra Costa County. The District provides Countywide public health services through the control of mosquitoes, rats, skunks, yellowjackets and other vectors. This is important to prevent the transmission of disease and to minimize vector population outbreaks, which would interfere with recreational, residential, agricultural, and industrial activities. The District Board of Trustees meets on the second Monday of every other month at 7 p.m. in Concord.

The County is recruiting volunteers to fill two vacancies. The initial term of office is two years, beginning on January 6, 2025 and ending on January 1, 2027, while subsequent terms can be approved for four years. The County Board of Supervisors will make the appointment. Contra Costa residents 18 or older are encouraged to apply. The District provides an expense stipend of \$100 per month conditioned upon meeting attendance.

Application forms can be obtained from the Clerk of the Board of Supervisors by calling (925) 655-2000 or by visiting the County webpage at https://www.contracosta.ca.gov/3418. Applications should be returned to the Clerk of the Board of Supervisors, County Administration Building, 1025 Escobar St., Martinez, CA 94553 no later than 5 p.m. on Friday, November 22, 2024.

Applicants should plan to be available for public interviews to be held virtually via Zoom on Monday, December 9, 2024. More information about the Contra Costa Mosquito & Vector Control District can be obtained by visiting the District's website at http://www.contracostamosquito.com/.