



Livable Community for Successful Aging Policy Board Meeting Agenda

Meeting date: Tuesday, December 9, 2025; 4:00pm – 5:30pm
In-Person- Room 203C -855 S. Dubuque Street, Iowa City, IA 52240

Microsoft Teams: [Join the meeting now](#)

Meeting ID: 281 847 335 134

Passcode: AZ7RV2jQ

Or call in (audio only)- [+1 773-352-2004,582467355#](#)

Phone Conference ID: 582 467 355#

AGENDA

- 1) Welcome & Introductions – Kalohn
- 2) Public Comment – Comments on items not on the agenda
- 3) Approval of November 2025 Meeting Minutes
- 4) Update from Aging Specialist – Kellbach
- 5) Finance Updates – Smith
 - a) Endowment
 - b) FY26 Budget
- 6) Age Friendly University Update
- 7) Community Survey Results
 - a) Action Planning 1-4 Recap
 - b) Action Planning 5-8
 - c) Increasing JCLC Awareness
 - i. FilmScene- “I Like it Here”
 - ii. Riverside Theatre’s “The Fiancé”
- 8) Meeting dates for future meetings
 - a) Policy Board Meeting- Tuesday, January 13, 2026, 4:00pm, hybrid
 - b) Executive Committee Meeting- December 17, 2025, 4:00pm, virtual
 - c) Policy Board Meeting- Tuesday, February 10, 2026, 4:00pm, hybrid
- 9) Future Meeting Topics
- 10) Announcements
 - a) Facebook Page Link: <https://www.facebook.com/JCSocialServices>
 - b) Latest Newsletter: <https://www.johnsoncountyiowa.gov/livable-community/newsletter>
 - c) Other
- 11) Adjournment

Packet

Agenda for November 18, 2025 Meeting
November 2025 Drafted Meeting Minutes
Aging Specialist Report
Community Survey Data- Tables and Charts

NOTE: ALL AGENDA ITEMS ARE FOR PURPOSES OF DISCUSSION AND ACTION. *In order to provide for most efficient use of our limited meeting time, the Exec Committee requests that any “handouts” or written materials other than the financial report should be provided in advance only. Such handouts will be posted on Teams in order that people have an opportunity to read these in advance of the meeting.*

Johnson County Livable Community Mission Statement:
Help Johnson County become a livable community where everyone can age successfully.