

SENATE AGENDA
for the
COMMITTEE OF THE WHOLE

Day Tuesday Date July 14, 2020 Start Time Call of Chair Room Senate Chamber

Because of the COVID-19 pandemic and the need to prevent the potential spread of the virus, access to the Legislative Building during the 31st Special Session will be limited to Legislators and essential staff. This meeting can be viewed live over the internet on the Nevada Legislature website at <http://www.leg.state.nv.us>.

We are pleased to make reasonable accommodations for members of the public with a disability. If accommodations for the meeting are necessary. Please notify the Senate at (775) 684-1402 or at SenCOW@sen.state.nv.us as soon as possible.

Documents and visual presentations to be used as exhibits in support of your testimony must be submitted electronically in PDF format no later than 5 p.m. the day before the meeting to the Committee of the Whole Committee Manager at SenCOW@sen.state.nv.us

WORK SESSION

[S.B. 4](#) Revises provisions governing public borrowing. (BDR 30-19)

Public Comment (On other matters not related to Work Session):

Under this item, public testimony may be presented by phone. Because of time considerations, each caller offering testimony during this period of public comment will be limited to not more than 2 minutes. A person may also have written comments added to the meeting on the Legislative website in lieu of testifying.

After the Chair announces the opening of Public Comment during the meeting, on Tuesday, July 14, please follow the call-in directions below to testify:

- Dial: **(669) 900-6833**
- When prompted to provide your Meeting ID, enter **999 2203 0793**, then press #
- When prompted for a Participant ID, enter #
- To resolve any issues related to dialing for this meeting, please call (775) 684-6990

Written comments may be submitted, in lieu of testifying, by email at:

[SenateCOW- PublicComments@sen.state.nv.us](mailto:SenateCOW-PublicComments@sen.state.nv.us) of facsimile at: (775) 684-6522, during or after the meeting.

