

SENATE AGENDA
for the
COMMITTEE ON TRANSPORTATION

Day Thursday Date March 10, 2011 Time 3:30 p.m. Room 2135

If you cannot attend the meeting, you can listen to it live over the Internet. The address for the legislative website is <http://www.leg.state.nv.us>. For audio broadcasts, click on the link "Listen to Live Meetings."

Note: We are pleased to make reasonable accommodations for members of the public who are disabled and wish to attend the meeting. If special arrangements for the meeting are necessary, please notify the Senate Committee on Transportation at (775) 684-1459.

(R#) Indicates the reprint number of the bill/resolution being considered.

ALL DOCUMENTS, HANDOUTS, AND EXHIBITS IN SUPPORT OF YOUR TESTIMONY MUST BE SUBMITTED ELECTRONICALLY NO LATER THAN 5 P.M. THE DAY BEFORE THE MEETING. ELECTRONIC DOCUMENTS, HANDOUTS, AND EXHIBITS SHOULD BE SUBMITTED IN PDF FORMAT. IN ADDITION, PLEASE BRING 25 COPIES OF YOUR DOCUMENTS AND NOTES TO THE MEETING FOR DISTRIBUTION TO THE PUBLIC. IF YOU ARE PLANNING ON PRESENTING A POWER POINT PRESENTATION OR OTHER TYPE OF ELECTRONIC PRESENTATION, YOU ARE RESPONSIBLE FOR BRINGING YOUR OWN FILE/COPY FOR PRESENTATION AT THE MEETING.

Opening Remarks.

[S.B. 49](#) Revises provisions governing the authority of a board of county highway commissioners regarding the establishment of certain rights-of-way. (BDR 35-341)

[S.B. 177](#) Revises provisions governing the wearing of protective headgear when operating motorcycles. (BDR 43-571)

Work session on measures previously considered.

Possible Introduction of Committee Bill Draft Requests.

Public comment.

Proposed amendments must be submitted in writing to the Committee along with the sponsor's name, contact information and the intent of the amendment.

Cellular telephones, pagers and laptops must be turned off or on silent mode while in committee room.

***Note: Interested parties may observe the proceedings through a simultaneous videoconference in Room 4412 of the Grant Sawyer State Office Building, Las Vegas.**