

ASSEMBLY AGENDA
COMMITTEE ON GOVERNMENT AFFAIRS

Day Friday Date April 3, 2015 Start Time 8 a.m.* Room 4100*
Room 4100 of the Legislative Building, 401 S. Carson St., Carson City, NV.
Videoconferenced to Room 4401 of the Grant Sawyer State Office Building, 555 E. Washington Ave., Las Vegas, NV.

***Please note time and room changes**

REVISED

- [A.B. 415](#) Revises provisions relating to the use of water in a federal reclamation project. (BDR 48-928)
- [A.B. 426](#) Revises provisions relating to the Public Employees' Benefits Program. (BDR 23-1103)
- [A.B. 430](#) Revises provisions governing channel clearing. (BDR 48-1130)

WORK SESSION

- [A.B. 162](#) Revises provisions governing the use of portable event recording devices by law enforcement. (BDR 23-443)
- [A.B. 170](#) Revises provisions governing general obligations. (BDR 30-917)
- [A.B. 236](#) Enacts provisions related to the promotion of public engagement by state agencies. (BDR 18-697)

Public comment.

Unless waived by the Chairman, proposed amendments, handouts and other exhibits for a hearing must be submitted electronically in PDF format to the Committee Manager at AsmGA@asm.state.nv.us no later than 9:00 a.m. on the business day prior to the meeting.

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

Matters continued from a previous meeting.

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 "Calendar of 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 Assembly Committee on Government Affairs at (775) 684-8868.

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

PLEASE PROVIDE 20 COPIES OF YOUR DOCUMENTS.

