

ASSEMBLY AGENDA
COMMITTEE ON GOVERNMENT AFFAIRS

Day Friday Date March 10, 2017 Start Time 8:30 a.m.* Room 4100*
Room 4100 of the Legislative Building, 401 S. Carson St., Carson City, NV.

***Please note time and room changes**

REVISED

[A.B. 153](#) Requires counties to pay impact fees to certain local governments for certain costs incurred as a result of projects of intercounty significance.
(BDR 22-796)

WORK SESSION

[S.B. 58](#) Revises various provisions relating to veterans. (BDR 37-124)

[S.B. 70](#) Revises provisions governing the management of certain abandoned or unclaimed property by the Department of Veterans Services. (BDR 37-166)

Public comment.

Possible matters continued from a previous meeting.

Possible Committee BDR introductions.

Proposed amendments must be submitted in writing to the committee along with the sponsor's name, contact information, and the intent of the amendment. Letters of support or opposition for particular measures should be directed to the individual members of the committee and are only entered into the record upon the request of the Chairman, or if the letter is read verbatim as testimony during committee meetings.

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

