

**2019**  
**State Game Commission**  
**Open Meetings Resolution**

# New Mexico Administrative Code

Title 19: NATURAL RESOURCES AND WILDLIFE  
Chapter 30: WILDLIFE ADMINISTRATION  
Part 3: GAME & FISH OPEN MEETINGS

## NMAC 19.30.3.8

At its first meeting each year, the Commission determines what is **reasonable notice** for all meetings as required by New Mexico's Open Meetings Act, Section 10-15-1(D).

# NMAC 19.30.3 Open Meetings

Today, the Commission adopts a resolution to either continue or amend its existing practices for **reasonable notice** of its meetings.

# EXISTING PRACTICES

## MEETING NOTICES:

- **Ten day** notice for **REGULAR** meetings
- **Three day** notice for **SPECIAL** meetings
- **24 hour** notice for **EMERGENCY** meetings

# EXISTING PRACTICES

## AGENDAS:

- Available at least **72 hours** before **REGULAR** meetings
- Available at least **72 hours** before **SPECIAL** meetings
- Available at least **24 hours** before **EMERGENCY** meetings

# PROPOSED CHANGES

Other than the annual dates, no changes are proposed

# PROPOSED CHANGES

## NEW MEXICO STATE GAME COMMISSION

January 2019 through January 2020

### OPEN MEETINGS RESOLUTION

**WHEREAS**, the New Mexico **State Game Commission** met in regular session on **January 10, 2019** in Santa Fe, New Mexico, as provided by law; and

**WHEREAS**, NMSA 1978, Section 10-15-1(B) of the Open Meetings Act states that, except as may be otherwise provided in the Constitution or the provisions of the Open Meetings Act, all meetings of a quorum of members of any board held for the purpose of formulating public policy, including the development of personnel policy, rules, regulations or ordinances, discussing public business or for the purpose of taking any action within the authority of or the delegated authority of such board, are declared to be public meetings open to the public; and

# RECOMMENDED MOTION

The New Mexico Attorney General's office recommends the Commission moves to adopt this proposed 2019 Open Meetings Resolution