



**New Mexico State Game Commission  
New Mexico Department of Game and Fish**

**AGENDA  
NEW MEXICO STATE GAME COMMISSION**

This agenda is available on the NMDGF Website  
<http://www.wildlife.state.nm.us/commission/meeting-agendas/>

**Friday, January 9, 2026**

**New Mexico State Library  
1209 Camino Carlos Rey  
Santa Fe, NM 87507**

**9:00 a.m. – 5:00 p.m.**

**VIRTUAL MEETING LOCATION**

<http://www.wildlife.state.nm.us/commission/webcast/>

The meeting will be adjourned upon completion of the Agenda. Any items not discussed at this meeting will be considered for the next meeting's Agenda. The Agenda is subject to change up to 72 hours prior to the scheduled meeting date and time as deemed necessary by the New Mexico State Game Commission Chair (NMSGC Chair). To inquire about Agenda changes, please contact the Office of the New Mexico Department of Game and Fish (DGF) 888-248-6866. If you are an individual with a disability who is in need of a reader, amplifier, qualified sign language interpreter, or any other form of auxiliary aid or service to attend or participate in the hearing or meeting, please contact Darren Vaughan at 505-476-8027 at least 3 working days before the meeting date. Public documents, including the Agenda and Minutes can be provided in various accessible forms. Please contact Mr. Vaughan if a summary or other type of accessible form is needed.

**Public testimony and comment:** All those interested in participating and providing comments but unable to attend in person are encouraged to pre-register to attend the meeting on the Zoom Webinar platform. When you register, you will be asked if you wish to provide public comment. This will assist the NMSGC Chair to manage more effective public communication. Comments may be allowed on each item at the NMSGC Chair's discretion. Anyone who desires to address the Commission and who claim to represent an organization must provide the following information: the number of members in the organization, frequency of the organization's meeting and either a signed statement from that organization's president that states the organization has discussed the topic and approved the position that the representative is presenting, or proof that they are a registered lobbyist for the organization. No props or costumes will be permitted.

**AT THEIR DISCRETION, THE COMMISSION MAY TAKE ACTION ON ANY AGENDA ITEM.**

<b>No.</b>	<b>Presented by</b>	<b>Discussion</b>
1.	Richard Stump Chair NMSGC	Meeting Called to Order
2.	Michael Sloane DGF Director	Roll Call
3.	Richard Stump Chair NMSGC	Introduction of Guests
4.	Richard Stump Chair NMSGC	Approval of Agenda (Action Item)
5.	Richard Stump Chair NMSGC	Election of Chair and Vice Chair (Action Item)
6.	Chair NMSGC	Approval of the Minutes from the November 7, 2025, Meeting in Los Alamos (Action Item)
7.	Chair NMSGC	Approval of Hunting and Fishing Privileges Revocations (Action Item)
8.	Michael Sloane DGF Director	Approval of the 2026 Open Meetings Act Resolution (Action Item)
9.	Michael Sloane DGF Director	Proposed Commission Meeting Dates and Locations for 2026
10.	Tim Cimbali DGF Chief	Rule Hearing: Manner and Method Rule 19.31.10 NMAC (Shed Hunting) (Action Item)
11.	Tim Cimbali DGF Chief	Revocation Trends
12.	Stewart Liley DGF Chief	Initial Discussion of the Javelina Rule 19.31.21 NMAC
13.	Stewart Liley DGF Chief	Initial Discussion of the Turkey Rule 19.31.16 NMAC
14.	Stewart Liley DGF Chief	Initial Discussion of the Migratory Bird Rule 19.31.6 NMAC

15. **Stewart Liley  
DGF Chief** **Initial Discussion of the Barbary Sheep, Oryx, and  
Persian Ibex Rule 19.31.12 NMAC**
16. **NMSGC Chair** **General Public Comment**
17. **State Game Commissioners** **Commissioner Comments**
18. **NMSGC Chair** **Executive Session**  
**A. Pursuant to Section 10-15-1(H) 7 NMSA 1978,  
Attorney-Client Privilege, Litigation Update**  
**a. In re Lester Grimmett, Record 26-100**  
**b. In re Daniel Pennington, Record 26-101**
19. **NMSGC Chair** **Action(s) From Executive Session (Action Item(s))**
20. **NMSGC Chair** **Adjourn**

**DRAFT**