

Governor Katie Hobbs



Director Ted Vogt Executive Director Danny A. Vella

NOTICE FOR A PUBLIC MEETING

Pursuant to Arizona Revised Statutes (A.R.S.) § 38-431.02, notice is hereby given to the members of the Arizona Boxing & Mixed Martial Arts Commission ("Commission") and to the general public that the Commission will hold a meeting open to the public on:

 Date:
 January 04, 2023

 Time:
 1:00 P.M.

The Commission will meet via video conference. The public may attend this meeting one of the following ways;

- 1. Listen-only telephone line: +1 505-738-2906 PIN: 879 932 478# (Participants who desire to address the Commission are encouraged to attend <u>via video conference</u>, as this line will remain muted throughout the meeting.)
- 2. Video conference <u>https://meet.google.com/cdx-vofv-rrk</u>

The agenda for this meeting will be posted in accordance with this notice. Any amendments or additions to the agenda will be made available at least 24-hours prior to the meeting. The Commission Chair reserves the right to change the order of items on the agenda, except for public hearings set for a specific time.

Pursuant to A.R.S. § 38-431.03(A)(3), the Commission may vote to go into Executive Session for the purpose of obtaining legal advice from its attorney on any matter listed on the agenda. Any such Executive Session will not be open to the public. The Commission may utilize a private video conference or tele-conference for an Executive Session.

Title 2 of the Americans with Disabilities Act ("ADA") prohibits the Commission from discriminating on the basis of disability in its public meetings. Persons with a disability may request a reasonable accommodation, such as a sign language interpreter, by contacting Danny Vella at (480) 340-1583 or <u>infobox@azgaming.gov</u>. Requests should be made as early as possible, to allow time to arrange the accommodation.

DATED AND POSTED this 3rd day of January 2023.

ARIZONA BOXING & MMA COMMISSION

by: <u>Danny H. Vella</u>

Danny A. Vella, Executive Director