



NOTICE/AGENDA

**STATE COUNCIL ON DEVELOPMENTAL DISABILITIES
ADMINISTRATIVE COMMITTEE MEETING
POSTED AT: www.scdd.ca.gov**

This meeting is being held via teleconference within the meaning of Government Code Section [11123.2](#). Members may be physically present at one or more teleconference locations. There may be members of the public body who are participating in today's meeting that were granted a reasonable accommodation per the Americans with Disabilities Act (ADA). Accessible formats of all agenda and materials can be found online at www.scdd.ca.gov

TELECONFERENCE LOCATION

SCDD HQ OFFICE
3831 N. Freeway Blvd., #125
Sacramento, CA 95834

JOIN BY TELECONFERENCE:

Call-In Number: (888) 475-4499
Meeting ID: 884 7394 1076

JOIN VIA ZOOM:

Meeting ID:
Password:

<https://bit.ly/ADMIN-MAY2024>
884 7394 1076
706318

DATE: May 30, 2024

TIME: 11:00 AM – 1:00 PM

COMMITTEE CHAIR:

Harold Fujita

Item 1. CALL TO ORDER

Item 2. ESTABLISH QUORUM

Item 3. WELCOME AND INTRODUCTIONS

Item 4. PUBLIC COMMENTS

This item is for members of the public to provide comments and/or present information to this body on matters not listed on the agenda. There will be up to 20 minutes allocated to hear from the public with each person allotted up to 3 minutes to comment.

Additionally, there will be up to 10 minutes allocated to hear from the public on each Council agenda item, with each person allotted up to 1 minute to comment.

Item 5. APPROVAL OF FEBRUARY 2024 MINUTES 

Item 6. REVIEW UPDATES TO COUNCILMEMBER ADMINISTRATIVE POLICIES 

Presented by Aaron Carruthers

Item 7. ADJOURNMENT

Accessibility:

Pursuant to Government Code Sections 11123.1 and 11125(f), individuals with disabilities who require accessible alternative formats of the agenda and related meeting materials and/or auxiliary aids/services to participate in this meeting should contact (916) 263-7919. Requests must be received by 5 business days prior to the meeting. *All times indicated and the order of business are approximate and subject to change.*