



AGENDA
STATE OF NEW MEXICO
PUBLIC EMPLOYEE LABOR RELATIONS BOARD
Mark Myers, Board Chair
Tuesday, February 1, 2022, 9:00 a.m.
Via videoconference

1. **Call to Order**
2. **Approval of Agenda**
3. **Approval of January 4, 2021 Meeting Minutes**
4. **Public Comments**
5. **Summary Dismissals**
 - a. *AFSCME 1782 & Santa Fe County*; PELRB 316-21
6. **Request for Exception to NMSA §10-7E-10(D)**
 - a. *In Re: CNM*; PELRB 206-20
7. **Consent Election Agreements**
 - a. *Macias & NMCP SO*; PELRB 315-21
 - b. *TECS-NEA*; PELRB 314-21
8. **Voluntary Dismissal**
 - a. *PFUSE v. Peñasco ISD*; PELRB 310-21
 - b. *Communications Workers of America v. State Personnel Office*; PELRB 131-21
 - c. *TFUSE et al. v. Taos Mun. School Dist.*; PELRB 130-21
9. **Director's Reports**
 - a. Budget report after House Appropriations Committee meeting
 - b. Senate Bill 41
 - c. *NMCP SO & SFCDSA v. Santa Fe County*; PELRB 133-21 (Decision on TRO)
10. **Pending Litigation**
 - a. *University of NM v. United Electrical Radio and Machine Workers of America*; D-202-CV-2021-06615 *
 - b. *SRMC v. PELRB et al.*; D-202-CV-2021-06067 *
11. **Personnel Matters re: staff compensation***
12. **Adjournment**

* Board will go into closed executive session if necessary.

Updated and amended Agendas may be picked up at the PELRB office up to seventy-two hours in advance or at the board meeting. If you are an individual with a disability 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 the Executive Director at the PELRB office located at 2929 Coors Blvd. NW Suite 303 Albuquerque, New Mexico, Telephone 505-831-5422 at least two weeks prior to the meeting or as soon as possible. Public documents, including the agenda and minutes, can be provided in various accessible formats. Please contact the Executive Director at the PELRB Office at the address and telephone number above if a summary or other type of accessible format is needed.