MINUTES

OF THE

APRIL 4, 2019 SPECIAL BUSINESS MEETING



OF THE

OKLAHOMA WORKERS' COMPENSATION COMMISSION (Dual Advisory Council Meeting)

STATEMENT OF OKLAHOMA OPEN MEETING LAW COMPLIANCE

Notice of this Special Meeting was filed with the Secretary of State's office on Wednesday, November 13, 2018 at 10:24 a.m., in compliance with the Open Meeting Act.

The Agenda was posted at least 24 hours in advance of the meeting, in compliance with the Open Meeting Act. It was posted on the Commission website and at 1915 N. Stiles Ave., Oklahoma City, Oklahoma, the Commission's principal office.

MINUTES OF THE APRIL 4, 2019 SPECIAL MEETING OF THE WORKERS' COMPENSATION COMMISSION FOR THE STATE OF OKLAHOMA

The members of the Workers' Compensation Commission for the State of Oklahoma met at 1915 N. Stiles Ave., Oklahoma City, Oklahoma, on April 4, 2019.

Members Present: Commissioner Russell and Commissioner Tilly.

Others in attendance on behalf of the Commission: Dana Esparza.

After roll was taken, Chairman Liotta announced the presence of a quorum. The meeting was called to order at approximately 2:00 p.m.

A. The Commissioners observed and participated in the Advisory Council's discussion of the following agenda items, but no action was taken by the Commission:

- 1. Call to order.
- 2. Roll call and determination of quorum present.
- 3. Announcements and Introductions.
- 4. Discussion and possible action concerning November 1, 2018, minutes for the regular meeting of the Advisory Council Committee.
- 5. Discussion & Possible action regarding the 2019 Legislative Session.
- 6. Discussion & Possible action regarding 2018 Annual Report.
- 7. Compiling an annual list of those workers killed on the job for the Workers Memorial Day at the Capitol.
- 8. New Business.

9. Adjournment.

B. ADJOURNMENT of the CommissionChairman Liotta.

Motion: Commissioner Tilly moved to adjourn.

Second: Commissioner Russell.

Those voting aye: Commissioner Russell and Commissioner Tilly.

The motion carried. The meeting adjourned.