

## STAFF SUMMARY FOR JUNE 22-23, 2016

**3. COMMITTEE ASSIGNMENTS****Today's Item**Information Action 

Consider and make FGC committee assignments.

**Summary of Previous/Future Actions**

At the Feb 10-11, 2016 FGC meeting in Sacramento, FGC appointed:

- E. Sklar as chair of Marine Resources Committee (MRC);
- A. Williams as chair of the Wildlife Resources Committee (WRC); and
- J. Hostler-Carmesin as chair of the Tribal committee (TC).

**Background**

FGC currently has three committees. FGC's two standing committees, the MRC and the WRC, were established in the Fish and Game Code (Sections 105 and 106) to provide FGC with recommendations regarding marine and non-marine wildlife-related issues, respectively. In addition, the TC was established by FGC in 2014 to provide recommendations relative to matters associated with California's Native American Tribes and tribal communities. Committees currently meet three times per year to address issues referred by FGC.

Committee chairs cannot take action independent of the full FGC. Instead, the chairs make recommendations to the full FGC at regularly scheduled meetings on resource matters being considered. Each committee is co-chaired by no more than two commissioners, and assignments are generally made annually at the first meeting of the year by a majority vote of FGC. Currently each committee has one chair as a result of vacancies in two commissioner seats at the beginning of 2016, leaving three active commissioners. FGC recognized that committee assignments should be revisited once vacancies were filled with new commissioners.

**Significant Public Comments (N/A)****Recommendation**

Consider assigning a second Commissioner to co-chair any or all committees depending on availability and interest.

**Exhibits (N/A)****Motion/Direction**

Moved by \_\_\_\_\_ and seconded by \_\_\_\_\_ that the Commission assigns:

1. \_\_\_\_\_ to the Marine Resources Committee,
2. \_\_\_\_\_ to the Wildlife Resources Committee, and
3. \_\_\_\_\_ to the Tribal Committee.