

# City of Las Vegas

## SPECIAL CITY COUNCIL MEETING

Council Chambers  
400 Stewart Avenue  
Las Vegas, Nevada

CITY OF LAS VEGAS INTERNET ADDRESS: <http://www.lasvegasnevada.gov>

May 20, 2009  
9:00 AM

All items on this agenda are scheduled for action unless specifically noted otherwise.

Duplicate CD/DVD's may be available at a cost of \$5.00 per CD/DVD through the City Clerk's office.

NOTE: Cellular phones are to be turned off during the City Council meeting.

THESE PROCEEDINGS ARE BEING VIDEO RECORDED AS WELL AS PRESENTED LIVE ON KCLV, CABLE CHANNEL 2, AND ARE CLOSED CAPTIONED FOR OUR HEARING IMPAIRED VIEWERS. THE COUNCIL MEETING, AS WELL AS ALL OTHER KCLV PROGRAMMING, CAN BE VIEWED ON THE INTERNET AT [www.kclv.tv](http://www.kclv.tv). THE PROCEEDINGS WILL BE REBROADCAST ON KCLV CHANNEL 2 AND THE WEB ON TUESDAY AT 3:00 PM, THURSDAY AT 12:00 PM, FRIDAY AT 6:00 PM AND SATURDAY AT 5:00 AM.

### Agenda

Closed Session - Upon duly carried Motion, a closed meeting is called in accordance with NRS 288.220 to discuss the upcoming labor negotiations

THIS MEETING HAS BEEN PROPERLY NOTICED AND POSTED AT THE FOLLOWING LOCATIONS:

Clerk's Bulletin Board, City Hall Plaza, 2<sup>nd</sup> Floor Skybridge  
Bulletin Board, City Hall Plaza (next door to Metro Records)  
Las Vegas Library, 833 Las Vegas Boulevard North  
Clark County Government Center, 500 S. Grand Central Parkway  
Grant Sawyer Building, 555 E. Washington Avenue

**AGENDA SUMMARY PAGE**  
**CITY COUNCIL MEETING OF: MAY 20, 2009**

---

**DEPARTMENT: HUMAN RESOURCES**  
**DIRECTOR: F. CLAUDETTE ENUS**

☐ Consent ☒ Discussion

**SUBJECT:**

Closed Session - Upon duly carried Motion, a closed meeting is called in accordance with NRS 288.220 to discuss the upcoming labor negotiations

**Fiscal Impact**

☒

No Impact

☐ Augmentation Required

☐

Budget Funds Available

**Amount:**

**Funding Source:**

**Dept./Division:**

**PURPOSE/BACKGROUND:**

To discuss the upcoming labor negotiations

**RECOMMENDATION:**

None

**BACKUP DOCUMENTATION:**

None

