



**WORKFORCE ARIZONA COUNCIL
EXECUTIVE COMMITTEE**

Thursday February 16th, 2023

1:00 pm – 3:00 pm

Virtual Meeting via Zoom

<https://azcommerce.zoom.us/j/94363305380>

- 1. Call to Order**
- 2. Welcome**
- 3. Call to the Public**
- 4. Approval of minutes from the November 15th, 2022 Executive Committee meeting**
- 5. Workforce Report Out - Discussion**
- 6. Bylaws- Discussion and Approval**
- 7. WAC Policies-Discussion and Approval**
 - a. Public Comment overview and policy changes**
- 8. Election Process and Nominations- Discussion**
- 9. Local Plan Modifications- Discussion and Approval**
- 10. NACOG - Yavapai County- Discussion and Approval**
- 11. Statewide Performance- Discussion**
- 12. Strategic Plan Workgroup Updates- Discussion And Approval**
 - a. Mission & Vision Statement**
 - b. Labor Market In-Demand Industries**
- 13. Full Council Agenda- Discussion and Approval**
- 14. Adjournment**

*Pursuant to A.R.S. § 38-431.02, notice is hereby given to members of the Workforce Arizona Council Executive Committee and to the general public that the Committee will hold a meeting, open to the public, on **Thursday February 16th, 2023 1:00pm**, via Zoom. For more information, please call (480) 798-4809.*

Persons with a disability may request reasonable accommodation, such as a sign language interpreter, by calling (480) 904-0826. Requests should be made as early as possible to allow time to arrange the accommodation. A copy of the material provided to Committee members (with the exception of material relating to possible executive sessions) is available for public inspection at the Office of Economic Opportunity, located at 100 N. 7th Avenue, Suite 400, Phoenix, AZ 85007.

Under A.R.S. § 38-431.03(A)(3), the Committee may vote to go into executive session, which will not be open to the public, for the purpose of obtaining legal advice on any item on the agenda.

At its discretion, the Committee may consider and act upon any agenda item out of order. Members of the Committee may appear by telephone.