NOTICE OF CONTINUATION MEETING CLOSED SESSION AGENDA #3533

The Commission announces that its September 21, 2023, Closed Session of its Business Meeting Agenda #3533 is being continued to consider Agenda Items described below:

Case No: CGC-20-588148 - Conference with Legal Counsel – Existing Litigation Gov. Code § 11126(e)(2)(A), allows this item to be considered in Closed Session.

Case No. B310811 - Conference with Legal Counsel - Existing Litigation Gov. Code § 11126(e)(2)(A), allows this item to be considered in Closed Session.

Case Nos. 20-1228 EK - Conference with Legal Counsel - Existing Litigation Gov. Code § 11126(e)(2)(A), allows this item to be considered in Closed Session.

Conference with Legal Counsel – Threatened Litigation

Gov. Code § 11126(e)(2)(B), allows this item to be considered in Closed Session.

Case No. 19-30088 - Conference with Legal Counsel - Existing Litigation Gov. Code § 11126(e)(2)(A), allows this item to be considered in Closed Session.

CDWR (EL02-60) - Conference with Legal Counsel - Existing Litigation Gov. Code § 11126(e)(2)(A), allows this item to be considered in Closed Session.

Conference with Legal Counsel – Initiation of Litigation Gov. Code § 11126(e)(2)(C)(i), allows this item to be considered in Closed Session.

Conference with Legal Counsel – Initiation of Litigation Gov. Code § 11126(e)(2)(C)(i), allows this item to be considered in Closed Session.

Closed Session - Administrative Matters

Consideration and discussion of administrative matters. Public Utilities Code section 1701.1(f) allows this item to be considered in Closed Session.

Closed Session - Personnel Matters

Discussion of a personnel matter. Gov. Code § 11126(a), allows this item to be considered in Closed Session.

The Continuation meeting will be held on September 26, 2023, at 2:00 p.m. Pacific Daylight Time

California Public Utilities Commission 505 Van Ness Ave, Room 5305 San Francisco, CA 94102

and

California Public Utilities Commission 300 Capitol Mall, Room 502 Sacramento, CA 95814