

**NEW YORK STATE COMMISSION
on Legislative, Judicial and
Executive Compensation**

**Hon. Eugene M. Fahey, Chair (Ret.)
Helene Blank
Theresa Egan
Nadine Fontaine
Victor Kovner
Robert Megna
Hon. Jeremy Weinstein (Ret.)**

Date: November 6, 2024

MEETING NOTICE

WHAT: The New York State Commission on Legislative, Judicial and Executive Compensation will hold a meeting to vote on the final report for Legislative and Executive compensation. This meeting is open to the public but is not a public hearing.

WHEN: Thursday, November 14, 2024

TIME: 11:00 A.M.

WHERE: New York City Bar Association
42 West 44th Street
New York, NY

Rockefeller Institute of Government
411 State Street, Second Floor
Albany, NY

Queens Supreme Court
88-11 Sutphin Boulevard
Jamaica, NY

Buffalo City Court
50 Delaware Avenue
9th Floor - Part 35
Buffalo, NY

This meeting will be viewable online via a live webcast. Information on remote reviewing will be posted at: <http://www.nyscommissiononcompensation.org> on the day of the meeting.

Please note that the meeting is open to the public, but the Commission will not be taking any public testimony.

The New York State Commission on Legislative, Judicial and Executive Compensation is an independent body tasked with examining, evaluating and making recommendations with respect to compensation for New York State's judges, members of the state legislature and state officials named in section 169 of the Executive Law. The recommendations shall have the force of law unless modified or abrogated by legislation prior to taking effect. The Commission must make a recommendation as to Executive and Legislative compensation by November 15, 2024.

Every four years, beginning June 2015, the Commission is established with seven appointed members - three designated by the Governor, one by the President Pro Tempore of the New York State Senate, one by the Speaker of the New York State Assembly and two by the Chief Judge of the New York State Court of Appeals, one of whom serves as chair of the Commission.