



CITY OF ALBUQUERQUE

CITY LABOR-MANAGEMENT RELATIONS BOARD

**IN PERSON MEETING LOCATION: PLAZA DEL SOL BUILDING, 600 2ND ST NW
BASEMENT HEARING ROOM, ALBUQUERQUE, NM 87102**

TO JOIN VIRTUALLY:

<https://cabq.zoom.us/j/81345417750>

Meeting ID: 813 4541 7750

Or by calling: (253) 205-0468

BOARD MEMBERS

CHAIRMAN TED BACA

JUAN MONTOYA

BRUCE PERLMAN

MONDAY, APRIL 6, 2026 FROM 9:00 A.M. TO 4:00 P.M.

AGENDA

- I. CALL TO ORDER.**
- II. REVIEW AND APPROVAL OF AGENDA FOR MONDAY, APRIL 6, 2026.**
- III. REVIEW AND APPROVAL OF THE MINUTES FOR MONDAY, MARCH 2, 2026.**
- IV. REVIEW AND APPROVAL OF THE MINUTES FOR MONDAY, MARCH 16, 2026.**
- V. PUBLIC COMMENTS *Limited to three (3) minutes total time per person.**
- VI. PRESENTMENT AND APPROVAL OF ORDERS:**
 - LB 22-40 ORDER GRANTING JOINT MOTION TO DISMISS.**
- VII. ADJOURNMENT.**

Notice is hereby given that the City Labor-Management Relations Board has scheduled a meeting for Monday, April 6, 2026 from 9:00 a.m. to 4:00 p.m. Except for any portion of the meeting that may be closed by the City Labor-Management Relations Board pursuant to the provision of the New Mexico Open Meetings Act, the meeting will be open to the public.

****NEXT SCHEDULED MEETING(S):** Monday, April 20, 2026 from 9 a.m. to 4:00 p.m. at the Plaza Del Sol Building, 600 2nd Street NW, Basement Hearing Room, Albuquerque, NM 87102 and by Virtual Zoom.

Any member of the public with a disability who wishes to attend the meeting and needs accommodations to attend or participate (such as sign language, interpretation, an amplifier, a reader, or other form of accommodation), may contact Domonique Limon at (505) 924-3657 as soon as possible, prior to the meeting. Also, people with disabilities who need public documents, such as meeting agendas, etc., in accessible formats, may contact Domonique Limon.

POSTED ON THE CITY OF ALBUQUERQUE OFFICE OF ADMINISTRATIVE HEARINGS WEBSITE:

<http://www.cabq.gov/clerk/administrative-hearings/labor-management-relations-board>

DATE POSTED: April 2, 2026