

COMMISSIONER'S PROPERTY & CASUALTY ADVISORY COMMITTEE AGENDA

The Commissioner's Property & Casualty Advisory Committee will conduct a public meeting via **WebEx on Thursday, January 28, 2021 beginning at 9:30am to 12:00pm**. The public is invited to attend.

Pursuant to the Governor's Emergency Directive 006, this meeting will be conducted online and there will be no physical location for the meeting. Accordingly, anybody planning to participate in the meeting must participate by using the following videoconference link or teleconference number:

Video Conference Meeting Information

Meeting Link: <https://doinv.webex.com/doinv/j.php?MTID=m0f1bbf428e64eae0b8b637045849a9da>

Meeting Number (access code): 132 374 8412

Meeting password: : eFCk4f5U6Bg

Teleconference Number

1-844-621-3956 United States Toll Free

Access code: 132 374 8412

Below is an agenda of all items scheduled to be considered by the Committee. Items on the agenda may be taken out of order. The Committee may combine two or more agenda items for consideration. The Committee may remove an item from the agenda or delay discussion relating to an item on the agenda at any time.

1. Call to order and roll call
2. Welcome and comments from the Commissioner
3. Overview: Division's 2021 Bills at the Nevada Legislature (Nick Stosic)
4. Race & Insurance (Commissioner Richardson)
5. Climate Resiliency (Commissioner Richardson)
6. Process for refunds pursuant to Regulation R087-20 – Prohibition on Adverse Credit Re-Scoring (Gennady Stolyarov II)
7. Disallowance of Surplus Lines – Non-Admitted Insurers Writing Primary Automobile Liability Coverage in Nevada (Gennady Stolyarov II)
8. Commissioner's Recommendation for P & C Insurers to Provide Further Accommodations (Tim Ghan)
9. Continued Non-Approval of Exclusions Referring to COVID-19, Viruses, Pandemics, etc. (Tim Ghan)
10. Potential for FAIR Plan in Nevada (Mike Menath)
11. Concerns Regarding Consumer-Requested Cancellations of Auto, Home & Workers' Compensation Policies
12. Public Comment
13. Adjournment