



MEDICAL BOARD OF CALIFORNIA
Executive Office



APPLICATION REVIEW
COMMITTEE

February 3, 2012

Action may be taken on
any item listed on the agenda.

MEMBERS OF THE COMMITTEE

Gerrie Schipske, R.N.P., J.D., Chair
Silvia Diego, M.D.
Reginald Low, M.D.

Embassy Suites-San Francisco Airport
Mendocino/Burlingame Room
150 Anza Blvd.
Burlingame, CA 94010
650-342-4600 (directions only)

AGENDA

8:30 a.m. – 9:00 a.m.
(or until conclusion of business)

ALL TIMES ARE APPROXIMATE AND SUBJECT TO CHANGE

Open Session:

1. Call to Order/Roll Call

Closed Session:

2. Application Review

A closed session will be held pursuant to Gov. Code §11126(c)(2) to consider applications for licensure.

Reconvene in Open Session:

3. Adjournment

The mission of the Medical Board of California is to protect healthcare consumers through the proper licensing and regulation of physicians and surgeons and certain allied healthcare professions and through the vigorous, objective enforcement of the Medical Practice Act, and to promote access to quality medical care through the Board's licensing and regulatory functions.

NOTICE: *The meeting is accessible to the physically disabled. A person who needs a disability-related accommodation or modification in order to participate in the meeting may make a request by contacting Tim Einer at (916)263-2389 or email Tim.Einer@mbc.ca.gov or send a written request to Mr. Einer at the Medical Board of California, 2005 Evergreen Street, Suite 1200, Sacramento, CA 95815. Providing your request at least five (5) business days before the meeting will help ensure availability of the requested accommodation.*

Meetings of the Medical Board of California are open to the public except when specifically noticed otherwise in accordance with the Open Meetings Act. The audience will be given appropriate opportunities to comment on any issue presented in open session before the Board, but the President may apportion available time among those who wish to speak. For additional information call (916) 263-2389.