Cooperative Light & Power

Board Policy

IV-36

SUBJECT: Board Meeting Member Attendance

ADOPTED: 08/25/2021

REVISED:

REVIEWED:

POLICY: Members may attend Board Meetings. Members wishing to speak at a Board Meeting shall contact the CEO prior to the Board meeting, indicating the topic, desired outcome, and estimated time required. Due to space and time limitations, the Board may limit the numbers in attendance and establish a time limit. The time for a member to speak shall be at the end of the meeting or another time as designated by the Board. If there are more than one (1) person present on a topic, a spokesperson shall be designated. Members who have prior arrangements to speak to the Board are asked to keep their comments between three-five (3-5) minutes unless asked to elaborate, as the Board agenda is usually full.

An item brought up that is determined to require additional discussion or action by the Board, will be discussed by the Board at the next regular Board Meeting. If a decision is made regarding the matter before the Board, the Board will communicate its decision to the member individual who expressed the suggestion, concern, and/or comment.

Any behavior that disrupts a meeting or creates an adversarial confrontation will be asked to leave the Board Meeting.

The Board reserves the right to hear or discuss any items/matters in Executive Session, as appropriate. The Executive Session is not open to Members.

It shall be the policy of the Cooperative to not allow recording of any type at any Board Meeting. This policy may be changed by majority vote of the Board of Directors.

All attendees shall comply with the following courtesies:

Sign the meeting attendance sheets as you enter the meeting.

Listen attentively.

Wait to be recognized by CEO or Board Chair. Limit yourself to one question with the opportunity to be recognized again if time permits.

Be respectful of others' opinions.

Notify the CEO and Board Chair if you are a member of the media or press.

Turn off cellular phones.