

Boulder Valley School District File: BEDB Adopted: March 9, 2010 Revised: June 8, 2021, April 26, 2022

AGENDA

To expedite the Board's proceedings and provide a framework for the orderly conduct of business, the superintendent in cooperation with the Board president, after consultation with the other board members, shall prepare an agenda outlining the matters to be brought to Board's attention at meetings.

The Board shall follow the order of business set by the agenda unless the order is altered or new items added by vote of the Board during the meeting. The Board may add to or take action on matters not appearing on the posted agenda at regular meetings only by majority vote of Board members present and in accordance with applicable law. The Board may add Items not appearing on the posted agenda of a special meeting only to the extent permitted by applicable law and when all Board members are present and cast a unanimous vote.

Consent grouping

A consent grouping on the agenda shall be used for those items which usually do not require discussion or explanation as to the reason for Board action. Any Board member may request the withdrawal of any item under the consent grouping for independent consideration.

Agenda format

The order of business at regular meetings shall be as follows:

- 1. Call to order
- 2. Roll call
- 3. Grounding activities
- 4. Land acknowledgement
- 5. Announcement of Board procedures
- 6. Approval of agenda
- 7. Superintendent's report
- 8. Public hearing and/or public participation
- 9. Committee reports (if needed)
- 10. Board communication

- 11. Information
- 12. Action items consent grouping
- 13. Action items
- 14. Study items
- 15. Future agenda requests
- 16. Adjournment

Executive session may be included at any time in the agenda in order to best meet the Board's needs and in accordance with applicable law.

LEGAL REF.: C.R.S. § 22-32-108(4) (board meetings)

C.R.S. § 24-6-402 (2)(c) (notice of meeting "shall include specific agenda information where possible")

End of File: BEDB