

## **PUBLIC PARTICIPATION AT BOARD MEETINGS**

### **Policy**

It is the policy of the board to encourage public participation at its meetings from all communities within the district.

### **Background**

Public participation is very important to the successful function of the Slate Valley Unified Union School District. The board wants to carry out its business with the benefit of public input and expertise.

### **Implementation**

Reasonable rules of participation may be used to insure that meetings are conducted in an orderly fashion using civil language and that the business at hand is completed in a timely manner. Such rules may take into consideration such things as length of each speaker's presentation and the number of times each speaker may comment.

The chair shall rule out of order any presentation to the board which breaches the privacy or other rights of students, parents or school employees, or which does not comply with Board policy on complaints.

### **Persons Who May Address the Board**

1. Any district resident.
2. School staff members, students and parents.
3. Individuals who have been requested by the superintendent or the board to present a given subject.
4. Persons who are directly affected by matters on the board agenda.
5. Others at the discretion of the board.

### **Public Comment**

1. The chair will ask for public comments at the appropriate time during the meeting.
2. When the number of people wishing to speak is large, the board chair may choose to use a speakers' list and impose parameters for public comment and/or use of a time constraint.
  - Parameters:
    1. Comments are limited to two minutes in length.
    2. May not be redundant in nature.
    3. No uncivil language.
    4. Board may or may not respond.

*Date Warned:* October 4, 2019

*Date Adopted:* October 14, 2019

*Legal Reference(s):* 1 V.S.A. §§310 et seq. (Public meetings)  
16 V.S.A. §554 (b) (School board meetings)

*Cross Reference:* Board Meetings Board Meeting Agenda Preparation and Distribution (A2)