

McCall-Donnelly School District #421
Board of Trustees Meeting
Public Participation Procedure

The Board of Trustees of the McCall-Donnelly Jt. School District #421 reminds members in the audience that though the board's meetings are public, there are limits to the scope of public participation regarding any item on the board's agenda. When an issue is to be discussed by the board, the board may allow the public to participate in accordance with the following procedures:

- a. The chair will announce the time limit for discussion of any item brought before the board if it appears there are many who wish to participate in that discussion.
- b. Each person should raise his/her hand to request permission to speak, and should not speak until recognized by the chair.
- c. Each person should first state his/her name for the clerk before making a statement.
- d. Each person will be given ____ minutes to conclude his/her comments.
- e. A person who has spoken will not be recognized a second time unless all other members in the audience who wish to speak to an issue have had their opportunity, and if time remains for a second statement.
- f. If a group of patrons wish to make similar or the same statements, they should appoint someone in the group to make the statement for them.
- g. To maintain the proper decorum, the board asks that patrons refrain from applauding, cheering, or making derisive remarks about anything said by anyone who has the floor.
- h. Board members may ask a speaker questions at the end of each statement, at the end of the time period for taking statements, or not at all. Board members who wish to ask questions or make statements of their own, should be recognized by the chair.
- i. At the conclusion of all discussion, the board may take the input under advisement, make a decision immediately, or postpone making a decision until more information is available.
- j. Failure to abide by the board's procedures could result in the immediate termination of all audience participation by the chair.