TO: Governance Committee

FROM: Dirk Petersen

RE: Notes for BOG Meeting on 2/13/25

1. Use Jan 30th Governance Committee Notes in lieu of Jan 6th notes.

2. Discuss side by side versions of Ends

- a. I like opening statement on Dirk version because besides students, it refers to business and community.
- b. The Governance Committee recommends using student in lieu of learners because our policies and publications refer to students and we think the word students incorporates learners too.
- c. I think #3 and #4 cover more in general #5 than in the Dirk version.
- d. The Gov Committee doesn't think we need to include #6 from Dirk version.
- 3. GP-10 Board of Conduct- The Governance Committee is still working on and will provide recommendations in the March BOG Meeting.
- 4. GP-15 Handling Operational Complaints- The Gov Committee wants to put revisions on hold until reviewing GP-10.
- 5. GP-16 Handling Alleged Policy Violations- The Gov Committee appreciates the input we got, but recommends we do not revise the existing policy.
- 6. GP-00 Global Governance Commitment- The policy was reviewed and no recommendations for revision.
- 7. GP-00 Global Governance Commitment BSE- Gov Committee recommends continued discussion of possible revisions to the Ends and Board Code of Conduct.
- 8. GP-03 Board Planning Cycle and Agenda Control BSE
 - a. Gov Committee recommends revision of the first line of the policy.
 - b. Gov Committee recommends in section 1.7 that relative to the Monitoring Reports that the Board focuses on substantive content especially relative to interpretation, rationale to accept the interpretation and evidence of compliance.

- c. Gov Committee recommends revision of section 3 to replace the words Required Approvals Agenda to Consent Agenda.
- 9. The Governance Committee will review action items from the Board Self Evaluations and Monitoring Reports on an ongoing basis to make sure we are taking necessary steps to deal with the issues. We will report back to the Board on our activities on this.