Activities Forum

7. Standing Orders for Culture, Community and Knowledge

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Decision(s): To **approve**

Union Notes

1. Under the Clubs, Societies and Projects (CSP) policy, there are a set of standard lines which all Management Group standing orders must include. Management Groups are welcome to add additional lines, so long as they do not contradict the standard lines or any higher Union policy or governing documents.
2. The Culture, Community and Knowledge Management Groups have no Standing Orders in public or internal records.
3. Under the CSP policy, changes to Management Group Standing Orders "should approved by the Management Group Board and Activities Forum".
4. The Culture, Community and Knowledge Management Groups currently have no Executive Committee.
5. On eActivities, the "Active" roles in the Culture, Community and Knowledge Management Group Executive Committees are:
    a. Culture:
        i. Chair
        ii. Treasurer
        iii. Secretary
        iv. Events Officer
        v. Sport Officer
        vi. International Night Chair
        vii. Vice Chair (North America, Europe, Australasia)
        viii. Vice Chair (Africa & Middle East)
        ix. Vice Chair (Asia)
    b. Community
        i. Chair
        ii. Treasurer
        iii. Secretary
        iv. Vice Chair (Community)
        v. Vice Chair (Faith)
        vi. Vice Chair (Charity)
        vii. Vice Chair (International Project)
    c. Knowledge

i. Chair
ii. Treasurer
iii. Secretary
iv. Vice Chair (Discussion)
v. Vice Chair (Education)
vi. Vice Chair (Careers)

Union Believes

1. With no Executive Committees for Culture, Community or Knowledge, it would be infeasible for their Management Group Boards to approve their Standing Orders prior to Activities Forum.
2. With no Executive Committees for Culture, Community or Knowledge, approval of their Standing Orders rests solely with Activities Forum.
3. Approved Standing Orders are both helpful and necessary to elect students to roles in the Culture, Community and Knowledge Management Groups.
4. Approved Standing Orders will best prepare incoming Culture, Community and Knowledge Executive Committees to run their Management Groups.
5. Culture
    a. The *International Night Chair*, *Sport Officer* and *Events Officer* roles should be removed from the Culture Executive Committee.
    b. The Vice Chair (North America, Europe, Australasia) should be renamed to Vice Chair (Americas, Europe, Australasia), to account for a missing continent.
6. Community
    a. The *Vice Chair (International Project)* role should be removed from the Community Management Group, as only one group (CFI Pass) falls under their remit.
    b. With the removal of Vice Chair (International Project), CFI PASS would be best served by the CF Community Mini-Management Group.
7. Knowledge
    a. A *Vice Chair (Technical)* role should be added to the Knowledge Management Group, to lead a corresponding Mini-Management Group.
    b. Technical societies, including Space Society, Cyber Security, Prosthetics, Prototyping and Hacking, Racing, Developer Student Club, and Robotics, would be best served by a Technical Mini-Management Group under Knowledge.

Union Resolves

1. Culture
    a. To approve the attached Culture Standing Orders.
    b. To make the *International Night Chair*, *Sport Officer* and *Events Officer* roles in the Culture Executive Committee inactive.
    c. To rename Vice Chair (North America, Europe, Australasia) to Vice Chair (Americas, Europe, Australasia).
2. Community
    a. To approve the attached Community Standing Orders.

    b. To make the *Vice Chair (International Project)* role in the Community Executive Committee inactive.
    c. To move CFI PASS to the CF Community Mini-Management Group.
3. Knowledge
    a. To approve the attached Knowledge Standing Orders.
    b. To create a *Vice Chair (Technical)* role under the Knowledge Management Group.
    c. To move the following societies to the Knowledge, under its "Technical" Mini-Management Group: Space Society, Cyber Security, Prosthetics, Prototyping and Hacking, Racing, Developer Student Club, and Robotics.