

# OSBA School Board Members of Color Caucus voting seat FAQs

## **What are school boards voting on?**

This resolution would establish a voting seat on the OSBA Board of Directors for a representative from the Oregon School Board Members of Color Caucus. If passed, it would take effect Jan. 1, 2019.

## **What is the Oregon School Board Members of Color Caucus and where did it come from?**

OSBA took steps to establish the Caucus in 2016 by inviting local school board members to join. Since then, they have come together to meet regularly, establish leadership, set goals and create bylaws.

## **What is the main goal of the Caucus?**

The group's core value, explained on an OSBA web page ([http://www.osba.org/About-OSBA/School Board Members of Color Caucus.aspx](http://www.osba.org/About-OSBA/School_Board_Members_of_Color_Caucus.aspx)), is to "promote quality education for all students, focusing on the needs of students of color."

## **Why is the Caucus seeking a seat on the OSBA Board?**

Caucus leaders have said that establishing a voting seat would allow them to meaningfully express their agenda and to begin to engage at the regional and national level through the National School Boards Association.

## **Does someone give up their seat as part of this?**

No. Adding a voting member from the Caucus to the OSBA Board does not "cost" any region a vote or individual a seat. This is a new position.

## **For more information about the Caucus**

OSBA's web page ([http://www.osba.org/About-OSBA/School Board Members of Color Caucus.aspx](http://www.osba.org/About-OSBA/School_Board_Members_of_Color_Caucus.aspx)) has information about the Caucus, including the adopted bylaws. You can also contact officers of the Caucus at the following email addresses.

President: Jessica Arzate at [jarzate@mesd.k12.or.us](mailto:jarzate@mesd.k12.or.us)

Secretary: Helen Ying at [hying@mesd.k12.or.us](mailto:hying@mesd.k12.or.us)

Treasurer: Bill Graupp at [bill.graupp@nmarion.k12.or.us](mailto:bill.graupp@nmarion.k12.or.us)