## THE BASICS of the TECHNICAL SESSION

ROBERTS' RULES of ORDER, parliamentary procedure, is used for the Technical Session. Below explains the basics of the process required of the ISI membership to participate in the decision-making process.

- A parliamentarian who has a strong working knowledge of Robert's Rules, and helps the process move forward smoothly, will be identified for the session.
- Everything presented has been to the Technical Committee, thus motions are not required to open discussion.
- Legislation must first be "pulled" to permit questions from or discussion by the House (membership).
  - To discuss a legislative item or review in depth loudly state "PULL" when the Technical Chair initially reads through list of legislation. This is done from the floor.
  - Anything not pulled will be passed by omnibus (packaged) vote at end of all discussion.
- For the purpose of this meeting, <u>votes are taken on the legislation</u> *NOT on the Technical Committee's recommendation*.
  - Legislation (CAG/P&P) requires simple majority
    - A vocal vote unless it is close
  - Bylaws require visual 2/3 vote
- All discussion, questions, motions, amendments, etc. must be done at the microphone
  - Please introduce yourself and let us know which club you represent
  - Those introducing the legislative item have first option at mic
  - State your opinion, point, etc.
    - If it has already been stated by someone else, then there is no need to restate.
- Discussion ceases
  - Either with no one approaching mic
  - Or by calling the question <u>from the mic</u>
    - The question may not be called from the floor
- The question **may not** be called by person who just had turn at mic
- Once the question is called
  - **First vote** is to cease discussion and **requires 2/3 to pass** as we are removing a right to continue discussion
  - Subsequent votes are on motions/amendments at simple majority unless Bylaw changes which are 2/3
- One motion on floor at time
  - $\circ \quad \text{Up to 2 amendments on floor at time} \\$
  - Friendly amendments are those accepted by proposer and do not require a vote
- Work from most recent amendment backwards to the motion
- For a 2/3 vote or visual vote voting cards are used
  - Hold them up until the end of the vote
  - Number of voters is tallied at registration