

Santa Barbara Unified School District

Board Bylaw

BB 9006

Board Bylaws

CODE OF ETHICS FOR SCHOOL BOARD MEMBERS

As a member of my Governing Board, I will strive to improve public education, and to that end and as consistent with existing law I will:

- Attend all regularly scheduled board meetings insofar as possible, and become informed concerning the issues to be considered at those meetings;
- Recognize that I should endeavor to make policy decisions only after full discussion at publicly held board meetings;
- Render all decisions based on the available facts and my independent judgment, and refuse to surrender that judgment to individuals or special interests groups;
- Encourage the free expression of opinion by all board members, and seek systematic communications between the board and students, staff, and all elements of the community;
- Work with other board members to establish effective board policies and to delegate authority for the administration of the schools to the superintendent;
- Communicate to other board members and the superintendent expression of public reaction to board policies and school programs;
- Inform myself about current educational issues by individual study and through participation in programs providing needed information, such as those sponsored by my state and national school boards association;
- Support the employment of those persons best qualified to serve as school staff, and insist on a regular and impartial evaluation of staff;
- Avoid being placed in a position of conflict of interest;
- Take no private action that will compromise the board or administration, and respect the confidentiality of information that is privileged under applicable law; and
- Remember always that my first and greatest concern must be the educational welfare of the students attending the public schools.

Source: National School Boards Association, November 10, 1999.

Bylaw: SANTA BARBARA UNIFIED SCHOOL DISTRICT
Adopted: May 23, 2006 Santa Barbara, California
Revised: July 13, 2010