

Old Code

Grass Valley School District

Resolution #14-01

RESOLUTION OF THE GRASS VALLEY SCHOOL DISTRICT ADOPTING AND INCORPORATING BY REFERENCE THE FAIR POLITICAL PRACTICES COMMISSION'S STANDARD MODEL CONFLICT OF INTEREST CODE AS SET FORTH IN 2 CALIFORNIA CODE OF REGULATIONS, SECTION 18730

WHEREAS, the Political Reform Act, Government Code Section 81000, et seq., requires state and local government agencies to adopt and promulgate conflict of interest codes; and

WHEREAS, the Fair Political Practices Commission has adopted a regulation, 2 California Code of Regulations Section 18730, which contains the terms of a standard model Conflict of Interest Code, which can be incorporated by reference, and which may be amended by the Fair Political Reform Act after public notice and hearings conducted by the Fair Political Practices Commission.

NOW THEREFORE, BE IT RESOLVED BY THE GRASS VALLEY SCHOOL DISTRICT OF THE COUNTY OF NEVADA AS FOLLOWS:

I

That the terms of 2 California Code of Regulations Section 18730 and any amendments to it duly adopted by the Fair Political Practices Commission are hereby adopted and incorporated by reference and constitute the Conflict of Interest Code for the Grass Valley School District.

II

That the designated employees who are required to file financial disclosure statements are: **Governing Board Members, District Superintendent, Director of Special Education, Business Manager, Purchasing Technician, Supervisor of Food Services, and the Director of Maintenance and Operations.**

III

All employees designated above shall file statements of economic interest with the District. The District will retain a copy and forward the original to the Clerk of the Board of Supervisors of the statements for the designated positions. The District shall retain all original statements for all other designated employees.

IV

That the disclosures, which are required of the designated employees, are the following:

- a. Interests in real property which are located in whole or in part: (1) within the boundaries of the District, (2) within two miles of the boundaries of the District, or (3) within two miles of any land owned or used by the District, including any leasehold, beneficial or ownership interest or option to acquire such interest in real property.
- b. Investments and business positions in business entities or income from sources which engage in land development, construction or the acquisition or sale of real property within the District.

- c. Investments and business positions in business entities or income from sources which: (1) are contractors or subcontractors engaged in the performance of work or services of the type utilized by the District, or (2) which provide, manufacture or sell supplies, materials, machinery or equipment of the type utilized by the District.

V

That in addition to the designated employees set forth above, consultants shall be included as designated employees subject to filing of financial disclosure statements subject to the following limitations:

The Government Board President may determine in writing that a particular consultant, although a "designated employee" is hired to perform a range of duties that is limited in scope and thus is not required to fully comply with the disclosure requirements described in this section. Such written determination shall include a description of the consultant's duties and, based upon that description shall be a public record and shall be retained for public inspection in the same manner and location as this Conflict of Interest Code.

VI

This Conflict of Interest Code shall become effective thirty (30) days after approval by the Board of Supervisors of the County of Nevada.

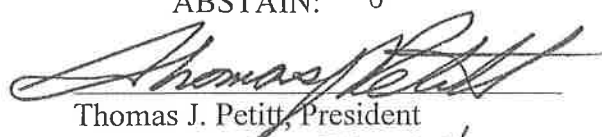
PASSED AND ADOPTED by the Grass Valley School District at a regular meeting of said District Trustees, held on the 12th day of **August, 2014** by the following vote:

AYES: 5

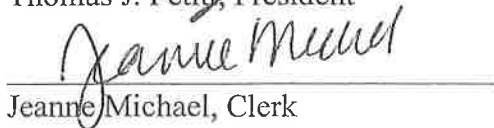
NOES: 0

ABSENT: 0

ABSTAIN: 0



Thomas J. Pettit, President



Jeanne Michael, Clerk

Add to Board Policy

Adopted: 03/1/97

Revised: 08/12/14 (Item O) Pending