

Russian River Watershed Community Council

Membership and Structure Workgroup

Workgroup Charge

This workgroup discussed a wide range of issues regarding council structure, type of organization, how many should sit on the council, how voting members are seated, voting by supervisors, who actually sits currently, a proposal from Supervisor Reilly, a proposal from John Calaprice and geographic distribution of council seats.

The workgroup eventually decided it had been charged with reviewing:

- 1) Geographic representation.
- 2) Accountability of the public members
- 3) County Supervisors having voting seats

Charge #1 was interpreted to address the question: “is there appropriate geographic representation within the current council?”

Recommendation:

Adopt a policy that within the Economic, Public and Environmental groups:

- There should be equal representation from Mendocino County and Sonoma County.
- That members representing organizations may have constituencies “at large” and may represent both counties (e.g., Trout Unlimited, North Bay Central Labor Council, and Sierra Club). (For example, a 16 seat caucus might have 5 or 6 members for each county and 4 or 6 at-large groups).
- The membership workgroup should verify the geographic coverage of member organizations and report back to council for ratification.

Charge #2 was interpreted to address the question: How do public members become voting members on the council?

Recommendation:

- No members of the public group will be validated by any Board of Supervisors.
- Public members will be approved as voting members by the council as a whole
- Each caucus may develop and suggest to the whole council criteria for acceptance and/or continued participation in the council.

Charge #3 was interpreted to address the question: What group should the supervisors belong to and should they be voting members?

Recommendation:

- Discuss moving the supervisors to the Public Group without changing their non-voting status established by previous council action.