Board Member Expectations

Bike Walk Wichita is a grassroots organization that relies on Board Members, volunteers and community partners to further our mission. We realize that everyone volunteers their time and expertise and your level of involvement will naturally ebb and flow due to life demands. By maintaining a healthy, active Board this allows individuals to engage when and how they can...as long as they communicate any major absences.

Time Commitment

The Board will meet twice annually in-person to review progress, address challenges, and fulfill Board responsibilities. The Board may hold additional conference calls, web meetings, and email discussions/votes in between meetings to maintain flexibility and respond quickly. Minutes will always be shared to ensure everyone has the opportunity to stay informed & engaged. It is not required to attend all meetings.

| 1-2 hours weekly | Respond to email discussions, votes, etc |
|---|--|
| 2 hours per month (3 rd Thursdays 5:30pm) | BWW Monthly Meetings (updates, high-level planning & new ideas presented for discussion) |
| 1+ hour(s) per month | Assisting a Workgroup and/or events |
| 2 Board Meetings annually | Semi-Annual in-person meetings (conference line available) |

Contribution

Each Board Member is expected to contribute to the organization through an annual financial donation of any size and/or donation of their time/skills.

Expected Involvement

- Stay up to date on BWW activities and discussions
- Make informed decisions that will benefit BWW and our community. Many Board
 Members serve other organizations. When engaging in Board discussions and votes,
 BWW needs to be the main priority. Board Members should identify their competing
 priorities in during discussions and can abstain from voting if necessary.
- Attend BWW meetings when possible. New ideas are generally presented & discussed during monthly meetings. New ideas then flow to the Board if needed or directed to Workgroups for implementation.
- Participate in at least one workgroup or project.