

CIVIL WORKS REVIEW BOARD

Key Points

Purpose: Facilitate timely completion of policy review and HQUSACE determination that the report is ready the release of the draft Report of the Chief of Engineers for State and Agency review and filing of the Final EIS.

Requirement: District Commanders briefings and establishment of the Civil Works Review Board (CWRB) are laid out in EC 1105-2-406 dated 31 March 2005.

Time: Target time for each project is 2 hours.

CWRB Members:

- Deputy Commanding General - Chair
- Director of Civil Works
- Community of Practice Leader for Planning
- CoP leader from Engineering, Operations, Real Estate, or other area
- RIT leader from non-presenting MSC

Presentations:

- District Commanders make presentations live (should be 30 minutes or less).
- Division Commanders may make presentations live or via VTC.

Other Participants:

- OMB & ASA(CW) are invited to attend at their discretion.
- Sponsors are invited to participate.
- All MSCs and Districts may view via VTC for their learning lessons.
- HQ community can view IPTV at their desks.

Seating Locations: Have been predetermined and nameplates will designate locations.

Conference Room: Is provided by HQUSACE.

Lunch: Timing is the at the Chairs discretion.

Questions and Answers, Discussions:

- During the presentation, questions should focus on clarity.
- More substantive discussions should be held after completion of all the presentations
- Each CWRB member will be given an opportunity to speak before the vote.

Voting:

- A formal vote in reaction to the recommendation by the Office of Water Project Review is taken after discussion is completed.
- Roberts Rules of Order is the guideline. Basic guidelines are:
 - CWRB member makes a motion about appropriateness of the draft Chiefs Report and EIS.
 - Another member seconds the motion.
 - Chairman states the question.
 - Debate.
 - Chairman puts the question to a vote.
 - Chairman announces the result of the vote.
 - Basic approval = majority vote (e.g., 3 CWRB member votes)