

Faculty Senate Vice-Chair Report
Dr. Rolfe Sassenfeld, Senate Vice-Chair
November 2017

During the month of October, I represented the faculty senate as senate vice chair at the following meetings: The Assignment Advisory Group (AAG) which met electronically on 10/4/17, Academic Deans Academic Council (ADAC) 10/9/17 and 10/23/17. The Senate Leadership Committee (SLC) met on 10/26/17.

Items from October 4, 2017 AAG Meeting:

1. **17.30 – Ticket Sales** [*Athletics Dept proposed revision- approved provisionally for fall 2017 pending formal review*]
A rule revision that adds DACC students enrolled in at least one course to the group of students who may be admitted to NMSU Athletic events free of charge.
2. **14.93 – Charitable Activities** [*UGC proposed; Univ Advancement has approved*]
A rule revision to repeal and replace current Rule 2.70 – United Way. The revision acknowledges more generally the various charitable activities that members of the university community are involved in, clarifies the restriction on NMSU as a state institution from donating or supporting private entities, and prohibits supervisors from asking their subordinates to support private charitable activities.
3. **14.94 – Aggie Cupboard** [*Health and Wellness and Univ Advancement have approved*]
A new rule proposal which formally recognizes the Aggie Cupboard as a NMSU system wide program supervised by the Health and Wellness Center.

All of these items were in the previous month's report and were assigned to the administrative review track. The next AAG meeting is scheduled for 11/3/17.

ADAC meetings contained discussions regarding: retroactive withdrawals, and W dates. Also introduced were the AAS in Game Development and the BA in Political Philosophy,

The SLC met on August 31st 2017. The committee approved the agenda for the September senate meeting. The SLC membership reviewed 18 nominees for recommendation to the regents for the chancellor's executive search committee. Five names were chosen to be presented to the regents.