

Classifications of Materials Legally Before Synod

Following is a list of **definitions** of matters legally before synod.

1. Appeal

An appeal is a procedure by which a decision or action of an assembly, board, agency, or committee is brought to the appropriate assembly for review in light of existing policies and standards of the church.

2. Communication

A communication is a document presenting information, ideas, thoughts, opinions, complaints, or objections for consideration of the assemblies. A communication is distinguished from an overture in that an overture proposes specific action, and a communication does not. One type of communication is a protest, which expresses a complaint or objection to a decision or course of action followed by an assembly. An assembly is not required to take any action with respect to a communication.

3. Overture

An overture is a formal written proposal sent to an assembly requesting adoption or amendment of a policy or other legislative action by the assembly.

4. Report

A report is a document of a board, committee, or agency of an assembly indicating the work performed in response to assembly mandates and presenting recommendations for assembly action.

Following is a list of topics addressed within the section titled "Matters Legally before Synod." Please see the *Rules for Synodical Procedure 2011*, pages 6-8, for synodical guidelines, only available online at: http://www.crcna.org/site/uploads/uploads/resources/2011_rules.pdf.

1. Gravamina
2. Reports
3. Overtures and Communications to Synod
4. Appeals in Which the Judicial Code Has Not Been Invoked
5. Appeals and Other Matters Properly Presented to Synod under the Provisions of the Judicial Code
6. Application for Candidacy by Persons Not Recommended by the Synodical Ministerial Candidacy Committee (SMCC)
7. Unprocessed Overtures or Communications
8. Late Reports and Overtures
9. The Printed *Agenda* and Study Committee Reports
10. Supplementary Reports
11. Other Matters
12. Nondenominational Organizations