

**RESOLUTION #1—2020  
Regular Winter Session**

Submitted by-  
Board of Directors

**POLICY ON USE OF TECHNOLOGY IN VETERINARY MEDICINE**

**RESOLVED**, that the American Veterinary Medical Association (AVMA) adopt the new policy on Use of Technology in Veterinary Medicine as noted in [Attachment 1](#), which if approved will supercede the policies on Use of Technology, Including Biotechnology, in Veterinary Medicine and Animal Agriculture and Use of Innovative Technologies in Development of Drugs, Vaccines and Diagnostic Modalities.

**Statement about the Resolution**

The Animal Agriculture Liaison Committee (AALC) reviewed the policy on Use of Technology, Including Biotechnology, in Veterinary Medicine and Animal Agriculture ([attachment 2](#)) in accordance with AVMA five-year review directive. The AALC recognized there was another AVMA policy, Use of Innovative Technologies in Development of Drugs, Vaccines and Diagnostic Modalities ([attachment 3](#)), which is overseen by the Council on Biologic and Therapeutic Agents (COBTA) and touches on similar issues. The AALC believed the two existing policies could be combined to provide a more comprehensive policy on the use of technology. The AALC and COBTA worked together to combine the policies.

Both policies to be superseded support the basic premise that AVMA supports and encourages the ethical use of innovative technologies in veterinary medicine.

Therefore, the new policy combined key concepts from the two policies to give the AVMA more latitude to advocate for the use of technology in veterinary medicine to benefit and protect public health, animal health and welfare, and environmental health.

**Financial Impact:** None.

	<b>Board of Directors</b>	<b>House Advisory Committee</b>	<b>Reference Committee #7</b>	<b>House of Delegates</b>
<b>Recommend Approval</b>	X	X	X	X
<b>Recommend Disapproval</b>				
<b>Recommend Referral to...</b>				
<b>No Recommendation</b>				
<b>Recommend Postpone Indefinitely</b>				
(use this space for additional narrative, if needed)				