**VLB: Board Resolution**

On April 03, 2024, Bien Hoa Building Materials Production and Construction Joint Stock Company announced Resolution No. 56/NQ-HDQT on approving the agenda, content and documents submitted to the Annual General Meeting of Shareholders 2024 as follows:

‎‎Article 1. The Board of Directors of Bien Hoa Building Materials Production and Construction Joint Stock Company approves the agenda, content and documents submitted to the Annual General Meeting of Shareholders 2024, including:

1. Agenda of the Annual General Meeting of Shareholders 2024.
2. Operational regulation of the Annual General Meeting of Shareholders 2024.
3. Report of the Executive Board of the Company on the production and business results in 2023; the production and business plan 2024.
4. Report on activities of the Board of Directors in 2023; the operational plan 2024.
5. Report on activities of the Supervisory Board in 2023
6. Audited Financial Statements 2023 of the Company.
7. Proposal on approving the plan on profit distribution and dividend payment in 2023; the plan on profit distribution and dividend payment in 2024.
8. Proposal on approving the Report on the Company manager's salary, remuneration and bonus in 2023 and the 2024 plan.
9. Proposal on approval of selecting an independent audit company to review the Semi-Annual Financial Statements and audit the Financial Statements 2024.
10. Draft of the Annual General Mandate 2024.

‎‎Article 2. The Board of Directors assigns members of the Board of Directors, the Company Manager, the Executive Board and specialized departments to complete reports, proposals, regulations and related documents to disclose information and submit them to the Annual General Meeting of Shareholders 2024 for consideration and approval in accordance with regulations.

‎‎Article 3. Member of the Board of Directors, the Supervisory Board, the Executive Board of the Company, and relevant individuals, units and departments of the Company are responsible for implementing this Resolution./.