



Summary of the Amendments to the Nomination and Remuneration Committee Charter

	Article	Current Text	Proposed Text
1.	<p>3. Meetings and Proceedings</p> <p>*Amendments have been made to the Arabic version are in form, and do not require any change to the English.</p>	<p>3.5. In order for meetings of the Committee to reach quorum, it shall be necessary for a majority of the Members to be present. All decisions and actions of the Committee shall be approved by a resolution passed by the affirmative vote of the majority of the Members attending the meeting of the Committee at which the resolution is approved. The Chairman shall have a casting vote in the event of a tie. No Member shall be entitled to vote on any matter in which he/she has a direct or indirect interest.</p>	<p>3.5. In order for meetings of the Committee to reach quorum, it shall be necessary for a majority of the Members to be present. All decisions and actions of the Committee shall be approved by a resolution passed by the affirmative vote of the majority (over 50%) of the Members attending the meeting of the Committee at which the resolution is approved. The Chairman shall have a casting vote in the event of a tie. No Member shall be entitled to vote on any matter in which he/she has a direct or indirect interest.</p>
2.	<p>6. Remuneration</p>	<p>6.1. Any remuneration to be granted to the Members shall be in the form and amount recommended by the Board and approved by the General Assembly in accordance with applicable laws, regulations, resolutions, and instructions to which the Company is subject.</p>	<p>6.1. Any remuneration to be granted to the Members shall be in the form and amount recommended determined by the Board <u>and approved by the General Assembly</u> in accordance with the Remuneration Policy and applicable laws, regulations, resolutions, and instructions to which the Company is subject.</p>
		-	<p>6.2. The Committee shall review the remuneration of Members and make recommendations thereon to the Board of Directors.</p>