

Notes regarding new Bylaws of June, 2021:

After many discussions and rewrites, we decided it was time to bring our Bylaws up to date and to add ways we are allowed to hold elections and meetings during situations like we just experienced when we cannot hold meetings face to face. We have also tried to rearrange the articles to be more easily read.

Article II: Purpose has been itemized and changed to include the fact that we are a non-profit under Section 501(c)(7) of the IRS Code, to clarify that the Club contributes to charities in compliance with IRS rules for 501(c)(7) organizations, and to match our purpose to our Articles of Incorporation.

Article III: Membership now distinguishes between a member and a voting member, and gives a definition of each category.

Article IV: Membership Meetings (was Article VII) added how meetings can be held if face-to-face meetings are not possible.

Article V: Board of Directors (was Article IV) broken down into sections with descriptions

Under Article V, Section B

1. added that Treasurer and Club Manager are officers who are non-voting members of the Board.

3. 4. added "independent contractors" to distinguish from being employees

Article V, Section C Added Conflict of Interest information

Article V, Section D Added Record Retention information

Deleted most of the information that described in detail how an election shall be conducted since that level of detail is not necessary

Article VI: Officers details what the officers do.

Article VII: Elections new article for Elections. Discusses who can vote and the way an election can be held.

Article VIII: Committees (was Article V) Deleted Appeals Committee since there is no such thing.

Article IX: Conduct and Ethics (was Article X) deletes details on a penalty

Article X: Amendments (was Article IX) changes how Amendments can be made and voted upon.

Article XI: Distribution of Assets upon Dissolution new Article added to explain distribution of assets in compliance with 501(c)(7) rules if dissolution occurs