#### **SWPO COMMITTEES 2014**

## ARCHITECTURAL CONTROL COMMITTEE

TONY LEE, CHAIRMAN 10/2015 JON SCHUSTER 10/2014 ROY DAVIS 10/2016

ALTERNATES: CODA RILEY

### LAND USE BOARD:

POSITION 1 David Mitchel, VP 10/2014 PRECINCT #1: Lots 46-72, Block 1, Section I, Lots 1-29, Block 2, Section I

Section IX, Section X

POSITION 2 Bob McCormick, Pres. 10/2014 PRECINCT #2: Lots 1-45, Block 1, Section I, Lots 30-61, Block 2, Section I

Section II

POSITION 3 Coda Riley 10/2015 PRECINCT #3: Section IV, Section VI, Section XIII

**POSITION 4** Leo Burkhalter, Sec 10/2015 <u>PRECINCT</u> #4: Section II, Section VII, Section VIII **POSITION 5** Bill Forbes 10/2016 <u>AT LARGE</u> (Must own property in SWPO)

# Term is for Three (3) Years

The presence of at least four (4) of the Land Use Board Members at any meeting of the Land Use Board shall constitute a quorum of the Land Use Board. The Land Use Board shall act by majority vote of the Land Use Board Members attending any meeting at which a quorum of the Land Use Board is present.

### **NOMINATING COMMITTEE 2014:**

Tony Lee, Chair Bill Forbes Charlie Messer

One Year Term. Nomination for election to the Board of Trustees shall be made by a Nominating Committee. Nominations may also be made from the floor at the annual meeting. The Nominating Committee shall consist of a Chairman, who shall be a member of the Board of Trustees, and two or more members of the Association. The Nominating Committee shall be appointed by the Board of Trustees prior to each annual meeting of the members, to serve from the close of such annual meeting until the close of the next annual meeting and such appointment shall be announced at each annual meeting. The Nominating Committee shall make as many nominations for election to the Board of Trustees as it shall in its discretion determine, but not less than the number of vacancies that are to be filled.

# **BOARD MEMBERS & TERMS:**

Tony Lee 9/2013 – 9/2016 Roy Davis 9/2012 –9/2015 Coda Riley 9/2011 – 9/2014

Three year terms per By-Laws