

Article 5. Directors

Section 1. Number of Directors

The number of Directors shall be as noted in the Bylaws, [Article 3, Section 1](#), above.

Section 2. Board Meeting Attendance

If a Director fails to attend regular meetings of the Board of Directors for three (3) consecutive meetings or otherwise fails to perform any of the duties required of him as Director, his office may be declared vacant by a two thirds (2/3) majority vote of the Board of Directors and the vacancy filled as herein provided.

Section 3. Board Vacancy

When a vacancy occurs on the Board of Directors, such vacancy may be filled by a two thirds (2/3) majority vote of the remaining Directors. The Directors, thus selected shall fill the unexpired term.

Section 4. Liability

The members of the Board of Directors shall not be liable to the Corporation for any negligent act or omission. The Corporation shall indemnify and hold harmless each member of the Board of Directors for any negligent act or omission on behalf of the Corporation unless such act shall have been done in bad faith or contrary to the provisions of these ByLaws. It is further intended that the members of the Board of Directors shall have no personal liability with respect to any routine or ordinary contract made by them on behalf of the Corporation if said contract was approved by the Board of Directors. The Board of Directors shall maintain property and liability insurance at levels they deem reasonable to protect the assets of the Club.

Article 6. Committees

Section 1. Appointing of Committees

The Board of Directors shall appoint such standing and special committees as may be deemed necessary. In addition, the President shall have the authority to appoint special committees as may be necessary. Examples of Committees include Operations, Social, Swim Team, Maintenance, Grounds, and Long Term Planning.

Section 2. Governance of Committees

All committees shall be under the supervision of the President, subject to the authority delegated by the Board of Directors.