VENC Bulletin – VENC Wants You



VENC activities may be on hold due to the COVID-19 crisis, but we want to be ready to resume when socializing becomes practical again.

To 'grease the wheels' of our club, VENC has an Executive Committee of 10 members which meets once/month. During the pandemic, we've been working together virtually.

Spring is the time of year when VENC prepares for the handover from the current Executive members to a new crop of volunteers. All Executive positions run from one Annual General Meeting until the next, typically in June. To ensure that cost of participation is not a barrier, in future each Executive member will be reimbursed for two events of her choosing. The job description for each position is available on the VENC members' website, under the <u>About VENC</u> tab. Feel free to contact the <u>current person</u> serving in a role if you have questions.

**The nomination period is open immediately.** Usually, we would call for nominations for any position from the floor at the AGM. This year, we will not be meeting in person so in lieu of taking nominations from the floor, **we invite** 

## any interested member to submit your nomination

to <u>VENCPresident@gmail.com</u> by no later than May 16th. If you wish to nominate a person other than yourself, please verify their willingness to serve before submitting the nomination.

**Vacant Positions**: These positions will be vacant as of the Annual General Meeting in June.

**President:** Leads the Executive and embodies the spirit of VENC. <u>VENCPresident@gmail.com</u>

**Vice President**: Assists the President with governance tasks, and serves as backup for the President at meetings and club-wide events. VENCVicePresident@gmail.com

**Events Coordinator**: Organizes special events for all members, notably the Fall Kickoff, Holiday Season, and the Annual General Meeting. <u>VENCEvents@gmail.com</u>

Serving on the VENC Executive is a rewarding and enjoyable task. Please consider lending your talents to the Executive team.

