

Modified
12/9/07 to reflect
2 year term

Nominating Committee

Mission

The Nominating Committee presents a slate of officers for vote at the annual meeting. In recruiting nominees, the committee considers experience related to the position, commitment to the church, demonstrated interest in the specific office, and maintaining diversity in age, gender, length of church membership, skills, philosophy, etc. The Board, may also ask the Nominating Committee to seek chairs for some committees.

Ideal size 5 members.

Term 2 years, elected

Qualifications

The committee functions best with a balance of experience and backgrounds. It is helpful to have one member who has recently served as an officer or Board member. Both long time members, and more recent members who are active on committees can be effective.

The Nominating Committee needs at least two more members for this church year.

Meetings and Time Commitment

Most of the work of the Nominating Committee is done in the spring. There is usually an organizational meeting in the winter. Then members gather suggestions, communicating by phone and email. The committee meets to decide potential candidates, to start calling potential candidates, and to plan the future sequence of calls. Because nominees need time to decide, possibly to talk with the present office-holder, the elapsed time to complete the slate is usually 4-5 weeks.

How Committees work with the Nominating Committee

The Board, officers and committees can help by developing position descriptions of the elected offices; suggesting candidates, based on better knowledge of their skills and interests; and suggesting skills that are needed on a specific committee or on the Board.

Offices to be Nominated

President (2 years)

Vice-President (2 years, term expires in alternate year with President)

Moderator (1 year)

Clerk (1 year)

Board Member (2 year term, four members, two terms expire each year)

Endowment Board (3 years, 1 term expires each year)

Nominating Committee (2 years, 3-5 members)