



## PORT MOODY PUBLIC LIBRARY BOARD POLICY

Section:	<b>Board governance &amp; operation</b>	Policy number:	<b>B2</b>
Policy title:	<b>Board appointments</b>	Approval date:	<b>March 12, 1987</b>
		Revision date:	<b>Jan 21, 2010 Sept 16, 2010 August 23, 2018</b>

1. Board appointments are in accordance to the Library Act Part 2, Section 5.
2. Regular appointments to the Library Board shall be made each November at the first regular meeting of the Municipal Council.
3. The Library Board will consist of an uneven number of members, not fewer than five or more than thirteen, selected as follows:
  - 3.1 One from the municipal council.
  - 3.2 The remainder from people who are residents or electors of the City of Port Moody and who are not members of the municipal council or employees of the municipality or Library Board.
4. The member appointed from Municipal Council shall hold office for one year, or for the remainder of the year during which he/she is appointed and that member is eligible for reappointment. (See also policy B.3.1)
5. Before selecting anyone under the Library Act Part 2, Section 5, subsection 2 (b), the municipal council must invite applications for membership by publishing a notice in the newspaper.
6. A vacancy arising during the term of an appointment is to be filled, for the remainder of the term, by an appointment made at the first meeting of the municipal council after the vacancy occurs or as soon as convenient.
7. Upon appointment to the Board, trustees shall receive materials relating to the policies and administration of Port Moody Public Library together with background material concerning library trusteeship. Trustees will receive reports, minutes, and policy statements from time to time. Upon termination of office, trustees must return items of a confidential nature, unpublished plans and policy manuals.
8. Library Board members serve without remuneration but may be paid travel and other expenses that are incurred in connection with their duties and are approved by the board.