



It's time to think about the Annual General Meeting

The Guild's Annual General Meeting, or AGM, will be held on **Wednesday, August 19, 2026**, at our Unit. The proceedings will proceed at 7:30 p.m., with light refreshments available prior to and during the event. As a member you are entitled to join the meeting, vote on any resolutions that arise, and you can also run for the Board of Directors and have a say in the way the Guild operates in this ever-changing Community Theatre environment,

As you recall, the Guild membership ratified a new version of the By-Laws of the Corporation at the last AGM. The most significant change was the way we will conduct our elections for the Board going forward.

The old way was:

- Elect 10 board members
- Let them figure out the positions each board member will assume.
- Announce the results to the crowd

In a nutshell, the new way is:

- Hold separate elections for the positions of President, Vice President, Treasurer and Secretary
- Next, hold a separate election for the other 4 to 6 at-large members of the board; as specified by our By-Laws, there must be a minimum of eight board members and a maximum of ten.
- Unsuccessful candidates for the four positions specified above can also run for one of the at-large positions.
- Nominations can be made in advance of the AGM. If you wish to run for any of the four specified positions above, or for an at-large position, contact our Nominations Chair, Len Henderson, at lhenderson57@gmail.com. You can also send questions to Len at this e-mail.
- Nominations can also made from the floor at the AGM.
- Members who wish to run for the Board but who cannot be present at the AGM can indicate their interest by contacting the Nominations Chair at least 48 hours prior to the start of the AGM.

A copy of the new By-Laws will be posted on our website for your information

Come on out! Get involved and drive positive change, join our team, help us achieve our goals, help build the Guild and contribute meaningfully to the community.