## Article XIII: AMENDMENTS

Amendment of these Bylaws shall be in writing and shall follow one (1) of the following two (2) procedures:

- A. Amendment by Board of Officers: Requires a two-thirds (2/3) majority vote of the full Board of Officers. Any Board Member or Stakeholder may propose an amendment to these Bylaws. The Board shall forward all proposals to the Rules and Elections Committee to review and to provide recommendations to the Board.
- B. Amendment by Stakeholders: Stakeholders may amend these Bylaws by presenting a petition to the Secretary with no less than two-hundred (200) signatures of Stakeholders supporting the motion. All revisions to the Bylaws shall use strikethroughs to denote deletions from the Bylaws and underlines to denote additions to the Bylaws.
  - 1. Receipt of the completed petition by the Secretary shall trigger the item being scheduled as an action item on the Agenda at a separate meeting to be held not less than thirty (30) days nor more than ninety (90) days following receipt of the completed petition.
  - 2. Passage of the Amendment requires a two-thirds (2/3) majority vote of the full Board of Officers.
- C. Any proposal to amend the Bylaws shall be formalized in writing.
- D. An Amendment amendment to these bylaws requires by Board of Officers: Requires a two-thirds (2/3) majority vote of the full Board of Officers at a duly noticed general or special meeting.
- E. Amendments shall not be valid, final, or effective until approved by the Department and/or the Commission. Once approved, any changes in the Bylaws shall become effective immediately. Boundary Changes or Board structure changes will require the Board of Neighborhood Commissioner's approval.
- F. No amendment shall operate to alter the eligibility of any Board Member to serve on the Council for the remainder of that Board Member's term in which the amendment is approved.
- G. Amendment of the Bylaws passed by either of the above methods is subject to approval by the Department of Neighborhood Empowerment.