

Elect JC by Regions

ARTICLE 8: JUDICIAL COMMITTEE

1. The Judicial Committee shall be composed of ~~seven~~ Party members ~~-elected at each Regular Non-Presidential Convention~~, and any five members shall constitute a quorum. Each National Committee region shall elect, in the same manner as Regional Representatives, one Judicial Committee member for each Regional Representative to which the region is entitled. No member of the National Committee may be a member of the Judicial Committee. The members of the Judicial Committee shall select the Chair of the Judicial Committee. The Judicial Committee shall take office immediately upon the close of the Regular Non-Presidential Convention at which elected and shall serve until the final adjournment of the next Regular Non-Presidential Convention. All Judicial Committee members shall have been Party members at least four years at the time of their selection. The remaining members of the Judicial Committee shall appoint new members if vacancies occur, such appointees to serve until the final adjournment of the next Regular Non-Presidential Convention.

RULE 1: ORDER OF BUSINESS

~~7. Election of Judicial Committee (in appropriate years)~~ [re-number subsequent items]

RULE 2: VOTING PROCEDURE AND MOTIONS

1. On all matters, except the retention of platform planks, ~~the election of Judicial Committee Members~~, Party Officers and at-large members of the National Committee, and the nomination of Presidential and Vice-Presidential candidates, voting will be by either voice vote or rising vote. If any delegate objects to the Chair's ruling on the outcome of a voice vote, a rising vote shall be conducted. If 20 or more delegates object to the Chair's ruling on the outcome of a rising vote, a counted vote will be held.

~~RULE 9: ELECTION OF JUDICIAL COMMITTEE~~ [re-number subsequent rules]

~~Nominations and elections for members of the Judicial Committee shall be conducted in the same manner as specified for at-large members of the National Committee.~~

adopted 8-2-0

Key:

- ~~strike~~
- insert