

# MÉTIS NATION OF ONTARIO

## VETERANS COUNCIL POSTING OF VACANCY

May 15, 2017

MNO Citizens of the Metis Nation of Ontario Veterans Council,

### **RE: Posting of Vacancies for the Metis Nation of Ontario Veterans Council**

Pursuant to Article 32 and 33 of the Metis Nation of Ontario Veterans Council Community Code, which states;

32. In the event of a vacancy, Council shall within three (3) months appoint a replacement councilor who shall hold office until the next Veterans' council election and who:

- a. is an MNO citizen; and Verified Veteran;
- b. is resident in the geographic territory represented by the Veterans' Council; and
- c. is eligible to be nominated as a candidate pursuant to the *Electoral Code of the MNO, Part A*, as amended from time to time.

33. In appointing a new councilor pursuant to paragraph 31, the Council will ensure that:

- a. notice is given to the community that there is a vacancy on Council and that the Council will consider applicants;
- b. best efforts are made to establish a transparent and open process for the appointment of the new councilor;
- c. the appointment is made by a majority vote of the Veterans council.

Therefore council is serving notice of vacancies that currently need to be filled on council.

- **Sgt-At-Arms**

Interested candidates need to send either a Resume or Letter of Intent with recent address and MNO Citizenship number to the attention of the Metis Nation of Ontario Veterans Council. All candidates will be vetted through the Registry for verification and those verified will be sent to council for their consideration.

Please submit your interest to the council no later than 5:00pm on Wednesday May 31, 2017. Council will inform the successful candidates after their next council meeting preceding the deadline for nominations.

Any questions or concerns please contact the MNOVC President, Joseph Paquette at:

Email: [mnovc@rogers.com](mailto:mnovc@rogers.com)



**Métis Nation of Ontario**  
Chief Electoral Officer

Métis Nation  
of Ontario 