LOOKOUT LANDING PHASE III HOMEOWNERS ASSOCIATION

BOARD OF DIRECTORS RESOLUTION 2017-2

WHEREAS, the Lookout Landing Phase III Board of Directors finds it desirable to state policy regarding Board voting by email and

WHEREAS, Alaska State Statute AS 10.20.695. "Action By Members or Directors Without a Meeting" allows for the following:

- "(a) Action required by this chapter to be taken at a meeting of the members or directors of a corporation, or action that may be taken at a meeting of the members or directors, may be taken without a meeting if a consent in writing, setting out the action so taken, shall be signed by all of the members entitled to vote with respect to the subject matter or all of the directors.
- (b) The consent has the same effect as a unanimous vote, and may be stated as such in articles or documents filed with the commissioner." and

WHEREAS, Section 25.1. of the Lookout Landing III Declarations (Powers and Duties) states:

"Except as otherwise limited by the Documents or the Act, the Executive Board may act in all instances on behalf of the Association. The Executive Board shall have, subject to said limitations, the powers and duties necessary for the administration of the affairs, operations, and governance of the Association and of the Common Interest Community including, but not limited to, the power to: adopt and amend Bylaws, Rules, regulations, budgets for revenues, expenditures, and reserves;" and

WHEREAS, the Declaration and Bylaws of Lookout Landing Phase III do not prohibit voting by email; and

WHEREAS, it is common practice for Boards to conduct routine business by email;

BE IT RESOLVED, this 27 day of June, 2017, the Board of Directors of the Lookout Landing Phase III Homeowners Association finds it acceptable to conduct routine business by email and to vote by email on matters that have been duly presented to the homeowners for notice and comment as required by the governing documents of the Association.

Vicki Malone, President

Lookout Landing Phase III HOA

Date