ARTICLE II

PURPOSE AND FUNCTIONS

2. PURPOSE AND FUNCTIONS.

THE PURPOSE OF THIS TITLE IS TO CREATE A REGIONAL INSTRUMENTALITY, AS A COMMON AGENCY OF EACH SIGNATORY PARTY, EMPOWERED, IN THE MANNER HEREINAFTER SET FORTH, (1) TO PLAN, DEVELOP, FINANCE AND CAUSE TO BE OPERATED IMPROVED TRANSIT FACILITIES, IN COORDINATION WITH TRANSPORTATION AND GENERAL DEVELOPMENT PLANNING FOR THE ZONE, AS PART OF A PALANCEC REGIONAL SYSTEM OF TRANSPORTATION, UTILIZING TO THEIR BEST ADVANTAGE THE VARIOUS MODES OF TRANSPORTATION, (2) TO COORDINATE THE OPERATION OF THE PUBLIC AND PRIVATELY CWIED OR CONTROLLED TRANSIT FACILITIES, TO THE FULLEST EXTENT PRACTICABLE, INTO A UNIFIED REGIONAL TRANSIT SYSTEM WITHOUT UNNECESSARY DUPLICATING SERVICE, AND (3) TO SERVE SUCH OTHER REGIONAL PURPOSES AND TO PERFORM SUCH OTHER REGIONAL PURPOSES AND TO PERF

ARTICLE III

ORGANIZATION AND AREA

3. WASHINGTON METROPOLITAN AREA TRANSIT ZONE.

THERE IS HEREBY CREATED THE WASHINGTON METROPOLITAN AREA TRANSIT ZONE, WHICH SHALL EMBRACE THE DISTRICT OF COLUMBIA, THE CITIES OF ALEXANDRIA, FALLS CHURCH AND FAIRFAX AND THE COUNTIES OF ARLINGTON AND FAIRFAX AND POLITICAL SUBDIVISIONS OF THE COMMONWEALTH OF VIRGINIA LOCATED WITHIN THOSE COUNTIES, AND THE COUNTIES OF MONTGOMERY AND PRINCE GEORGE'S IN THE STATE OF MARYLAND AND POLITICAL SUBDIVISIONS OF THE STATE OF MARYLAND LOCATED IN SAID COUNTIES.

4. WASHINGTON METROPOLITAN AREA TRANSIT AUTHORITY.

THERE IS HEREBY CREATED, AS AN INSTRUMENTALITY AND AGENCY OF EACH OF THE SIGNATORY PARTIES HERETO, THE WASHINGTON METROPOLITAN AREA TRANSIT AUTHORITY WHICH SHALL BE A BODY CORPORATE AND POLITIC, AND WHICH SHALL HAVE THE POWERS AND DUTIES GRANTED HEREIN AND SUCH ADDITIONAL FOWERS AS MAY HEREAFTER BE CONFERRED UPON IT PURSUANT TO LAW.

5. BOARD MEMBERSHIP.

(A) NUMBER OF DIRECTORS; APPOINTMENT AND TERM; REMOVAL; ALTERNATE DIRECTORS; VACANCY IN OFFICE.

THE AUTHORITY SHALL BE GOVERNED BY A BOARD OF SIX DIRECTORS CONSISTING OF TWO DIRECTORS FOR EACH SIGNATORY. FOR VIRGINIA, THE DIRECTORS SHALL BE APPOINTED BY THE