# Agenda

for the Annual General Meeting of the Tasmanian Branch of the Australian Electric Vehicle Association Glenorchy Showgrounds 28<sup>th</sup> September 2022 7pm

## Welcome

Apologies

# Confirmation of minutes of previous AGM

## **Chair's Annual Report**

### Financial Statements

#### **Number of General Committee Members**

The number of "general committee" is decided anew each year by resolution. Considerations:

- Chair + Treasurer + Secretary + Director + General Committee = Branch Committee
- Branch Committee must total 4 people at a minimum, unless the Director is also the Chair, Treasurer or Secretary, in which case the minimum is 3.
- Last year we had 5 general committee members plus 4 executive.

...... proposed that the AEVA Tas branch elect ....... general committee members for the coming year.

# **Election of Branch Committee Members**

- Chairperson
- Treasurer
- Secretary
- Director to the National Council
- General Committee Members

Elections for each position are held separately, candidates are nominated, self- nomination is allowed. If only one person is nominated the chair will declare that person duly elected.

Director is a 3 year appointment, and nominations must be received in advance in writing.

Chair, Treasurer, Secretary & General Committee expire at next AGM, and nominations may be made verbally at the meeting.

If more than one person nominates for a position a Returning Officer (a member who is not nominated for any position) is appointed by the Chair. The Returning Officer conducts an election using a procedure agreed to by the meeting.

The new Chair presides over the meeting from this point.

Committee Roles (non-committee may also apply)

- Vice-Chair
- Meeting Setup (Zoom)
- Guest Speakers
- Website Content
- Facebook
- Events

#### **Financial Limitation**

...... proposed that the Treasurer be authorised to spend amounts not exceeding \$...... for any one transaction. Amounts above this value will require authorisation by a majority of the Branch Committee.

#### Close