#### MAPUA & DISTRICTS COMMUNITY ASSOCIATION INC.

#### **OBJECTIVES AND STRUCTURE**

Summary based on the Constitutional Document as amended and adopted May 2017

# **Objectives** To initiate and organise actions that:

- a) Promote and foster interest in the social, economic, environmental and cultural life of Mapua and surrounding districts
- Encourage public discussion on the development of Mapua and districts, commensurate with the preservation of its unique qualities and desired lifestyle of residents
- c) Serve as a channel of communication with the Tasman District Council (TDC) and any other statutory or interested organisations, in as much as they may affect those who live in the district (Clause 2a, b & c)

# Membership

Unlimited and open to any resident or ratepayer in Mapua, Ruby Bay or surrounding Moutere Hills Districts (Clause 4a & b)

### **Subcommittees**

Formed to address specific community issues from interested Association members and other individuals with the skills, knowledge and attributes to assist (Clause 11a & b)

Currently: (June 2017)

- Civil Defence
- Community AEDs ( Defibrillators) Maintenance and replacement
- Dominion Flats replanting
- Waterfront Park Upgrade

# Representatives of MDCA

Elected by members to represent the Assn on other community bodies

\*Currently (June 2017: Two reps. on Waterfront Advisory Group (convened by TDC)

#### **Executive Committee**

- Consists of Officers and not less than 4 nor more than 7 Financial Members elected at AGM (clause 10a)
- Meets monthly and manages the affairs of the Association (Clause 10b)

## Officers

Elected at the AGM – must be financial members and serve as part of Executive Committee (Clause 5)

- Chairperson- cannot serve more than 3 consecutive yearly terms (Clause 6c)
- Vice-Chairperson
- Secretary
- Treasurer
- Social Media Manager

# **Monthly Meetings**

Open to public participation but financial members may vote Three members of Executive Committee plus 4 members of the Association form a quorum (Clause 12c)