

Date	Governance Role	Topic	Purpose	Meeting
1/12/2016	Setting direction / priorities / budget	Freedom Camping Bylaw Review (RLB)	Provide direction on preferred approach	Workshop
1/12/2016	Setting direction / priorities / budget	Annual Plan	Agree priorities for consultation	Business Meeting
1/12/2016	Keeping informed	Introduction to Local Government Finances	Information dissemination	Workshop
1/12/2016	Local initiatives / Specific decisions	Annual Plan Workshop 2	Define opportunities/potential approach	Workshop
1/12/2016	Engagement	Draft Kumeu Huapai Greeneways Plan; consultation	Agree priorities for consultation	Workshop
1/12/2016	Keeping informed	Local Board Plan Scene Setting	Provide direction on preferred approach	Workshop
1/12/2016	Local initiatives / Specific decisions	Reserves Act - Leigh Hall	Provide direction on preferred approach	Workshop
1/12/2016	Keeping informed	Gifting of land - Algies Bay	Information dissemination	Workshop
1/12/2016	Local initiatives / Specific decisions	Quick Response Grants	Formal approval	Business Meeting
1/02/2017	Setting direction / priorities / budget	Upgrade of Kumeu Toilets	Formal approval	Business Meeting
1/02/2017	Input to regional decision making	Sports Facilities Investment Plan	Define board position and feedback	Workshop
1/02/2017	Input to regional decision making	Freedom Camping	Provide feedback on policy options	Workshop
1/02/2017	Input to regional decision making	Taakaro - Investing in play	Define board position and feedback	Workshop
1/03/2017	Input to regional decision making	Feedback input into Smokefree Policy Review (RLB)	Provide feedback on policy options	Business Meeting
1/03/2017	Input to regional decision making	Provide formal feedback on Gambling Venues Policy Review (RLB)	Provide feedback on policy options	Business Meeting
1/03/2017	Input to regional decision making	Gambling Venues Policy Review	Provide feedback on policy options	Workshop
1/03/2017	Input to regional decision making	Smokefree Policy Review	Provide feedback on policy options	Workshop