ORDINARY MEETING

OF

CITY STRATEGY COMMITTEE

MINUTE ITEM ATTACHMENTS

Time: 9.34am

Date: Thursday, 4 October 2018

Venue: Committee Room 1

Ground Floor, Council Offices

101 Wakefield Street

Wellington

Business Page No.

Confirmation of Minutes City Strategy Committee - 4/10/2018

1. Memorandum - Major item not on the agenda

2

Absolutely Positively Wellington City Council Me Heke Ki Pôneke

Memorandum

Date: 4 October 2018

To: **Mayor and Councillors**

Esther Hoskin, Democracy Advisor From:

Cc: David Chick, Chief City Planner

Phil Becker, Business Engagement Manager

Subject: Property Acquisition - 4 October 2018 Late Item

Property Acquisition

A public excluded report titled Property Acquisition is to be considered as a major late item at this meeting.

In accordance with section 46A(7) of the Local Government Official Information and Meetings Act 1987 and Standing Order 3.9.5, a procedural resolution is required before a major item that is not on the agenda for the meeting may be dealt with.

In accordance with section 46A(7)(b)(i) the reason why the item was not on the agenda is because it came to hand after the agenda had been distributed.

In accordance with section 46A(7)(b)(ii) the reason why discussion of this item cannot be delayed until a subsequent meeting of the City Strategy Committee is urgency is required to address a narrow window of opportunity for the property acquisition.

It is recommended that this item be considered as a public excluded item under the Local Government and Official Information and Meetings Act 1987 section 48(1) for the reasons stated in section 7(2)(h) and 7(2)(i).

Recommendation

That the City Strategy Committee:

Accept the public excluded item regarding Property Acquisition to be considered at this meeting as a major item not on the agenda, pursuant to Section 46A(7)(a) of the Local Government Official Information and Meetings Act 1987, to enable a decision to be made in the narrow window of opportunity.

Esther Hoskin Democracy Advisor

027 803 0373