

Overview of Community Powers – v4

	Spill the Board	Bylaws Challenge	Budget / Strategy Challenge	Golden bylaw (approve changes)	IRP (placeholder)
Standing	SO/AC	SO/AC	SO/AC	SO/AC	
Threshold to initiate	2 SO/ACs OR [Must have both SOs and ACs, and <u>three</u> at least between both categories]	Any SO/AC	Any two SOs/ACs	If change proposed, this process happens.	
Who gets voting powers	SO/AC	SO/AC	SO/AC	SO/AC	
Relative voting power	SOs: 5; ACs 2 OR SOs: 2; ACs 1	SOs: 5; ACs 2 OR SOs: 2 ; ACs 1	SOs: 5; ACs 2 OR SOs: 2 ; ACs 1	SOs: 5; ACs 2 OR SOs: 2; ACs 1	
Diversity requirements	(as per mechanism / independent advisors)	(as per mechanism / independent advisors)	(as per mechanism / independent advisors)	(as per mechanism / independent advisors)	
Conflicts of Interest	No Directors, Staff, SO/AC Officers; dependent contractors	(as per mechanism / independent advisors)	(as per mechanism / independent advisors)	No Directors, Staff, SO/AC Officers; dependent contractors	
Directed vote	Yes – agreed 23 Mar?	No	No	Yes – agreed 23 Mar?	
Quorum	Roll call – votes cast through SO/AC	2/3 of votes	2/3 of votes	Roll call – votes cast through SO/AC	
Decision threshold	24 in favour (of 29) 10 in favour (of 12)	2/3 of votes cast	½ plus 1 of votes cast	24 in favour (of 29) 10 in favour (of 12)	
Only once on Same Ground		Yes	Yes		
Other matters	Mandated discussion phase?			Mandated discussion phase?	