

Motions Submitted to 29 January 2025 Council

In accordance with Chapter 2, Part 2 (Rule 15) of the Council's Constitution

For those motions that pass and require an executive decision to be made, either a cabinet or officer decision, these will be actioned following the meeting.

Motion 1 – Councillor Speight

With the benefit of hindsight and experience and having reviewed the changes instigated to the council constitution O&S rules (Chapter 4), following the full council meeting on 30 October, this chamber seeks an immediate amendment to those changes. Namely that the right be restored to members of an O&S committee to extend the length of meetings if there is still important, appropriate and necessary business to be debated and decided. That decision would be made by a majority vote of eligible members present. It is my interpretation that this change can immediately be approved by the Monitoring officer who was delegated the authority to make agreed revisions that are clerical or minor changes into the Constitution, but that may be open to a different interpretation. I put it forward for speed of process. However, the matter can be referred to the executive (cabinet or GSC) for a final decision.

Legal Implications

The change to the constitution proposed by the motion can be achieved by one of the following options:

- (a) For Full Council to agree the motion and the constitutional change, instructing officers to make the required amendment; or
- (b) Refer the amendment to General Services Committee for consideration as constitution amendments are within its terms of reference.

When considering the motion Members may wish to consider the suitable forum and allow time for Members to fully debate and assess the impact of changing meeting lengths for future years on Member practice and decision-making.

Motion 2 – Councillor Rigby

Due to the current high energy costs, members call on the council to ensure that heating systems put into Council properties are the most cost effective for the tenants.