MEETING MINUTES



Meeting						
Team Name:	Team Name: Homelessness Stakeholder Advocacy Group					
Date:	31 July 2024	Time:	9:30- 11:30ai	m Venue:	Port Steph	ens Council Admin Building
Chairperson:	Councillor Anderso	n		Minutes:	Jessica M	cDonald
Purpose of Meeting:		To support a coordinated approach to addressing the impacts of homelessness in Port Stephens.				
File:		PSC2023-00263				
Attendance						
Jenna Nadiotis		Jandy McCandless		Ann Fletcher		Kim Latham
Housing Options Hume Housing	Manager	Hume Housing		Port Stephens Fami Neighbourhood Ser		Office of Meryl Swanson
Di Ball		Councillor Anderson	1	Amber Herrmann		Mel Burge
Wahroonga Abor	iginal Corporation	Port Stephens Cour	cil	Port Stephens Cour	ncil Officer	Salvation Army
Sue Ware Wendy Sharpe		Nicole Grgas		Cherie Salerno		
Community Repr	esentative	Hope Cottage		Hunter Tenants Adv Advocacy Service	vice and	NSW Department of Communities and Justice
Jennifer Underwo	ood	Mark Phillips		Jessica McDonald		
Port Stephens Council End Street Sleeping		Port Stephens Cour	ncil			

The following guests are invited to at	tend:		
Doug Lucas Hume Housing	Mattea McIntosh Hume Housing	Janelle Gardner Port Stephens Council	Mat Egan Port Stephens Council
Apologies			
Kate Washington Member for Port Stephens	Caitlin Macinante The Office of Kate Washington	Phillipa Lewis Salvation Army	Councillor Kafer Port Stephens Council
Rebecca Sturevski Senior Constable NSW Police	Andrew Smith Worimi Local Aboriginal Land Council	Dave Feeney Karuah Local Aboriginal Land Council	Clare Saunders Tomaree Neighbourhood Centr
Tony Cosentino NSW Department of Communities and Justice	Steven Peart Port Stephens Council	Jennifer Mackellin NSW Department of Communities and Justice	Kym Johnson Unique Life Services
Katrina Ridley Community Representative	Louise Simpson Yacaaba Centre	Shannon Ryan Unique Life Services	

ltem	Торіс	Time Required	Responsible Officer	Action	Status/Date to be Completed
1.0	WELCOME AND APOLOGIES				
1.1	Acknowledgement of country	2mins	Chairperson		
1.2	Chair Welcome	10mins	Chairperson		
1.3	Outstanding actions from previous minutes	10mins	Chairperson	Councillor Anderson provided an update on the action items and current status	

ltem	Торіс	Time Required	Responsible Officer	Action	Status/Date to be Completed
2.0	BUSINESS ITEMS				
2.1	Achievements for the Year	15mins	Chairperson	Councillor Anderson provided an update on achievements over the last year. Members provided an update on what was happening in their service – noting priority issues they were managing.	
3.0	DISCUSSION				
3.1	By-Name List Workshop Activity	60mins	Amber Herrmann	 Workshop summary notes attached ACTION 1: Investigate Northern Rivers model ACTION 2: Scope out the amount of funding required for a Port Stephens Zero project. ACTION 3: Finalise advocacy pieces to Government ACTION 4: Send out Advance to Zero video to the group 	
4.0	OTHER MATTERS				

MEETING CLOSED	AT: 11:30am		
NEXT MEETINGS			
Date: TBC	Time: TBC	Venue: TBC	
	Time. TBC	Venue. IBC	

MEETING CODE OF COOPERATION

We start on time and finish on time.	Respect for diversity of group and views.
No inappropriate language.	Chair has to maintain control.
Decisions will be ratified at the next meeting.	We will not threaten or intimidate each other.
Agenda is put out before meeting and followed.	Everyone has a voice.
Agreement by majority consensus.	Lateral thinking is encouraged.
No hidden agendas.	Do not speak over others.
Minutes distributed in 7 days by email.	Secret ballots can be called.
Share knowledge.	Publicly support the decisions of the Panel.
Actions will be completed on time.	Maintain our focus on the agenda item.
We will leave our personal conflicts at the door.	Stay within the boundary of our Purpose Statement.
Commit to attendance as a delegate.	Deputies will be briefed.
Meetings will be scheduled.	Minutes will have an "Action" sheet.
Meeting will not proceed with less than 4 Worimi community representatives.	Respect the decision of the Chair.
Panel members will be trained in cultural awareness.	Practice good listening – PLUS we will have fun