

Ice Skating Queensland Inc. Policy Document

INDIVIDUAL FUNDRAISING

Authority	Ice Skating Queensland Inc Council on 14TH November 2001 <i>Associations Incorporation Act 1981 (Qld)</i> <i>Associations Incorporation Regulations 1999 (Qld)</i>		
Application	ISQ Inc <u>and</u> all of its affiliates		
Effective: 14th November 2001	Review Date: 1st July 2015	Policy No: 001 / 2001	

POLICY OBJECTIVE

- Compliance with *Associations Incorporation Act 1981* and *Associations Incorporation Regulation 1999*.

POLICY

No person may fundraise for an individual, utilising the name of ISQ or any of its affiliates. No Member of ISQ or any of its affiliates may accept funding raised in this manner.

Any income generated in the name of Ice Skating Queensland Inc (ISQ) or its affiliated Member incorporated associations (clubs) must be used solely in promoting the stated objects of ISQ or the affiliated Member incorporated associations (clubs) (refer s33(11) of the Regulation).

Any fundraising in the name of ISQ or affiliated Member incorporated associations (clubs) constitutes income of that association (club) and as such must be kept in an account of that association (club) in a financial institution decided by the association or club management committee (refer s.33(1) of the Regulation).

ISQ or affiliated Member incorporated associations' (clubs) expenditures, including any allocation of funds to a particular athlete(s), must be approved or ratified at a management committee meeting in accordance with that association or clubs stated objects (refer s. 33(7) of the Regulation).

REASONING

If an incorporated association (club) was to be used as a front to raise money for individual member(s) - it may be viewed as misrepresentation and regardless of how it is presented, is arguably dishonest.

Ultimately, individual fundraising is inconsistent with the stated objects of ISQ Inc. and breaches the *Associations Incorporation Act 1981*.

Issued by authority of the Council of Ice Skating Queensland Inc. 14th November 2001