

Constitution of Fenland District Council

PARTS

- 1 Summary and Explanation
- 2 Articles of the Constitution
- 3 Responsibility for Functions
- 4 Rules of Procedure
- 5 Codes and Protocols
- 6 Members' Allowances Scheme
- 7 Management Structure



Fenland District Council Constitution Version Control Summary:

The Constitution was first adopted on the 16th May 2002 under minute 09/02. The Constitution changes frequently to reflect changes in legislation, policy and procedure.

In order to ensure the Public, Members and Officers have access to an up to date consolidated version and can reference this, with effect from the 1st August 2010 a file tracking form of Version Control has been introduced.

The full version of the Constitution has been broken into “Blocks” formed around the functional elements of the Constitution and the frequency of updates. These Blocks will be kept as electronic files and used to update sections of the Constitution.

Block	Part	Title	Version	Date
A	-	Cover & Version Control	15	14/12/2020
B	1	Summary and Explanation	10	07/05/2021
	2	Articles of the Constitution	10	07/05/2021
C	3	Responsibility for Functions, Table 1, Table 2, and Table 3.	13	07/05/2021
D	3	Table 4, Table 5	11	14/12/2020
E	4	Rules of Procedure 1, 2 and 3	13	07/05/2021
F	4	Rules of Procedure 4 and 5	10	07/05/2021
G	4	Rules of Procedure 6	2	26/7/2012
H	4	Rules of Procedure 7	3	20/11/2015
I	4	Rules of Procedure 8, 9 and 10	9	07/05/2021
Ia		Deleted		07/05/2021
J	5	Codes and Protocols 1, 2 and 3	5	07/05/2021
K	5	Codes and Protocols 4, 5 and 6	2	26/7/2012
L	6	Members Allowances Scheme	10	19/05/2021
M	7	Management Structure	3	23/5/2019

This version control does not list the history of amendments these can be identified based on the relevant reports and minutes.

The definitive version of the Constitution is held by the Monitoring Officer.

Documents produced by Fenland District Council are available on request in community languages, large print, Moon, Braille, on audio cassette and in electronic format upon request.