

Applicant	Te Kuiti Athletics Club
Project	The purchase of new equipment for the Club and the cost of the season affiliation fees to Athletics NZ.
Type of group or organisation	Informal Group or Committee
Community Benefit	Family, fun active environment where all ages and stages are welcome and encouraged.
Total cost	\$1,254.30
Funds raised	\$200.00
Amount requested	\$1,054.30
Previous Funding received from WDC within past 3 years	Nil
Comments	This application includes the cost of the membership affiliation fee which is ineligible under the CPF. The amount eligible for the funding which takes into account a 50% allocation for the capital items (equipment) is: \$760.00

RECEIVED

01 NOV 2018



WAITOMO DISTRICT COUNCIL

Community Development Fund
Community Partnership Fund Application

1. About your Organisation

Full Name

Te Kuiti Athletics Club

Postal Address

C/- 16 Tammadge St
Te Kuiti

Physical Location

Contact Numbers

021237 2995

Phone

Mobile

Fax

Email

monique@stjosephtk.school.nz

GST Number

N/A

Legal Status

Trust

Formally Constituted Society

Incorporated Society

Informal Group or Committee

Other (Please Describe)

Years of Operation

New committee - 2018/2019
Club itself - on and off
many years

Organisational Categories

Please identify which of the following areas your organisation supports. Tick as many, or as few, as appropriate.

Culture and Recreation

Environmental and Animal Protection

International Organisations, Aid and Relief

Education and Research

Development and Housing

Religious Congregations and Associations

Health

Civic and Advocacy Groups

Not elsewhere classified

Social Services and Emergency Relief

Philanthropic Organisation, Aid and Relief

Purpose - What is the organisations main purpose and objectives?

The main purpose of our club is to offer families in our area an opportunity to come together in a fun and friendly environment, to be active and learn, practise athletics skills and compete against others in their age groups.

Contact Persons

Two contact names are required. These must be the same people who make the declaration on behalf of your organisation on page 6 of the application.

Name Monique Needham
Position Committee Member
Phone(day) 0212372995
Email monique@stjosephhk.co.nz

Name Holly Korohēke
Position President
Phone(day) 0211735432
Email HK@tkhs.school.nz

Referee Details

Name Vicki Coll
Position Project Energise
Phone(day) 0210590041
Email vickic@sportwaitato.org.nz

Name Graeme Plenderleth
Position Athletics Coach
Phone(day) 0211407169
Email g1plendy@xtra.co.nz

Which of the following Community Categories will benefit from the project or initiative?
(Tick as many, or as few, as appropriate)

Urban

Rural

All of District

2. About your Project or Initiative

Describe your Project

For example; Will this grant fund capital expenditure? (i.e. purchase of equipment). Will this grant fund the development of existing facilities or services?

This grant would go towards the purchase of new equipment for our club and the cost of the season affiliation fees to Athletics NZ.
We are a new committee and are trying to resurrect our club, increase club numbers and get local kids active.

Length of Project - How long will your project or initiative continue for?

Term 4 and Term 1 every year

Community Benefit - How will the community benefit from your project or initiative?

Family, fun environment where all ages and stages are welcome. We will encourage parents and whānau to get involved and help run the sessions. We will encourage our athletes to compete at athletics meet outside our district as well.

Project Focus - Is your project or initiative focused within the Waitomo District?

Yes

No

Every Wednesday and Friday at Te Kuiti High School.

3. Community Outcomes and Funding Priorities

The basis of this Community Development Fund is to ensure recipients are undertaking projects that make a positive contribution to achieving the Council's Strategic Community Outcomes. Below is a list of Community Outcomes that contribute to the Community Development Group. Please identify which outcomes your project or activity will contribute to. Tick as many or as few as appropriate.

- CO1 Cultural Heritage**
A place where people are enriched by the multicultural values of all its people and, in particular, Maori heritage and culture are an inherent and valued part of decision making that affects community life.
- CO2 Recreation and Social Amenities**
A place where all age groups have the opportunity to enjoy social, cultural and sporting activities within our District.
- CO3 Youth**
 1. A place where young people have access to education, training and work opportunities.
 2. A place where young people feel valued and have opportunities for input into the District.
- CO4 Vibrant and Prosperous District**
 1. A place that attracts more people who want to live, work and play, and raise a family.
 2. A place where wealth and employment are created through local businesses and development of tourism opportunities.

4. Funding for this Project or Initiative

- If you are GST registered please do not include GST in these costs.
- Please round all figures to the nearest dollar.
- Please list separate costs (attached written estimates for verification) and not just a total figure.

see attached quotes

Expenditure		Income	
Cost of the project	\$	How do you plan to fund the project	\$
Equipment	729.30	Membership	see flyer
Athletics NZ affiliation	130.00	(Depends on numbers)	
Run, jump, throw Manual and cards combo	210.00	Approx	200
Ribbons for TK Club	185		
A Total Cost of Project/Service	1254.30	B Funds for Project/Service	200
Total amount applied for(A - B)	\$ 1054.30		

5. Funding from other Parties for this Project or Initiative

Have you applied to, do you intend to apply to, or will you receive funding from any other group for the project or initiative?

No Yes

If Yes, please detail below:

Name of Group	\$
Other local businesses	

6. Previous Council funding for this Project or any other Service

Have you received financial assistance from Waitomo District Council during the last three years for any purpose? (i.e. rates relief, reduced rental, Triennial Grant / Discretionary Grants)

No Yes

If Yes, please detail below:

What was the purpose of funding?	\$

7. Previous Funding for any other Projects or Initiative

Have you received financial assistance from any other body or organisation during the last three years for any purpose?

No Yes

If Yes, please detail below:

What was the purpose of funding?	\$

8. Financial Accounts

Please supply a copy of your organisations last Annual Financial Report, or, in the absence of the Financial Report, a statement of income and expenditure for the past 12 months. If neither of these documents is available, please explain why below and attach a copy of your organisations latest bank statement/s.

9. Volunteer Support

What level of volunteer support will this project or service receive from your organisation?

Number of volunteer workers involved?

7 - core group

Describe the work volunteers will undertake

Advertising, registrations, applying for funding, locating resources and expert support, running the athletics sessions

Resources supplied by volunteers

The club has some basic gear.
The volunteers have made activity cards to use as rotation for kids.

10. Further Information

Please add any further information you may wish to provide. This could include details of voluntary input towards the project or service and how you think the project will benefit our community, or what the impact would be on the community if the project is not provided. Letters of support from other organisations within the community would assist with defining the level of community benefit.

I have emailed our information flyer to all schools and early childhood centres in the Waitomo District. I asked if this could be emailed home, spoken about at assembly, put on their school facebook and in their newsletters. We have the support of experienced coaches Graeme Plender-loth and Inneke Cummings as well as our local sports Waikato - Dede Downs and Vicki Coll. We also have

Waikato Athletics coming on the 9th November to offer their support.

11. Declaration and Consent

In making this funding application I/we declare that:

1. I/We are authorised to do so and to the best of my/our knowledge the information contained herein is true and correct.
2. I/We have read the Community Development Funding Policy and understand and meet the criteria for applying to the Community Partnership Fund.
3. Any funding received will be used for the project/initiative for which is was approved.
4. If the application is successful, on completion of our project/initiative, I/we agree to provide an Accountability Report to the Waitomo District Council.
5. I/We also consent to the Waitomo District Council collecting, retaining and using the contact details of our organisation that have been listed in this application.
6. I/We agree to repay Waitomo District Council all funding that is not used for the purposes outlined in this application.

Name
Signature
Position
Date

Name
Signature
Position
Date

12. Checklist

Please read and complete the following before submitting your application. Incomplete or late applications will not be accepted.

Have you:

Office Use

Applicant Use

- Completed **ALL** sections of the application?
- Checked **ALL** figures within the application?
- Attached a copy of your Financial Report/Accounts?
- Attached a detailed Business Plan?
- Attached Referee Details - Letters of Support?
- Attached a Bank Deposit Slip (If a donation is approved, payment will be direct credited into your nominated account)

Please send completed applications to:

Waitomo District Council
PO Box 404
Te Kuiti 3941

Ph: 07 878 0800
Fax: 07 878 7771

Te Kuiti Amateur Athletics Club

C/o Holly Koroheke
 16 Tammadge St. Te Kuiti
 021173 5432

16-Oct-18

Customer	Project
Sports distributors Mount Maunganui	Te Kuiti Athletics Club new gear

Description	Qty		Amount
AT127 Primary Pvc discuss	5	\$11.95	\$59.75
AL163 Junior foam javelin	5	\$15.95	\$79.75
PG 170 Vortex mega howler	5	\$24.95	\$124.75
PG171 Vortex pocket	5	\$11.95	\$59.75
PG6452 Hula hoops	5	\$6.50	\$32.50
PG 6450 Hula Hoops	5	\$6.95	\$34.75
PG 073 Balls 3 pack	4	\$8.95	\$35.80
PG 039 Bean Bags 10 pack	1	\$19.95	\$19.95
PG 2131 Tenni Quoits 4pack	3	\$19.50	\$58.50
FD812 Foam discus 6 pack	1	\$35.95	\$35.95
KS111 Junior high jump set	1	\$36.95	\$36.95
PG2727 Elastics	3	\$9.95	\$29.85
AT 125 500gm foam discus	3	\$6.95	\$20.85
AT124 750gm foam discus	3	\$7.95	\$23.85
AT 156 shotput 1kg	3	\$12.50	\$37.50
AT157 shotput 1.5kg	3	\$12.95	\$38.85
All prices include GST			
Notes			\$729.30
			\$729.30

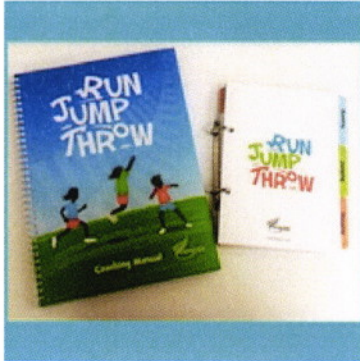


Home / Run Jump Throw

\$0.00

3 ITEMS FOUND

Sort by: Default ▼



Run Jump Throw Manual and Cards Combo

\$210.00



Run Jump Throw Coaching Manual

\$150.00



Run Jump Throw Activity Cards

\$110.00

Customer Service

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Gift Ideas

TE KUITI AMATUER ATHLETICS CLUB 2018

DO YOUR KIDS ENJOY RUNNING? JUMPING? THROWING?

- *Senior Athletics Skills for Year 7 & 8 THIS Wednesday 31st Oct 5pm - 6.30pm with Plendy.*
- *Open Evening THIS Friday 2nd November at Te Kuiti High School fields (next to the gym) with Vicki Coll from Project Energize.*



Registrations at 4.45pm Athletics Rotation starts at 5pm **Parents briefing at 5pm**

Children will learn how to Jump, Run and Throw in a fun and supportive environment for all!

INFORMATION ABOUT OUR SEASON

Our season will run for 6 weeks every Wednesday and Friday. The club nights are weather dependant and our final evening for 2018 will be Friday 7th December 2018. The season will recommence in Term 1, 2019.



COST TO JOIN

TE KUITI AMATUER ATHLETICS CLUB

Tiny Tots (4 years and under) - \$5

1 child - \$15

2 children (siblings only) - \$25

3 or more children (siblings only) - \$40

Youth 15+ years - \$25

Adult 18+ years - \$30

All costs are for Club Nights only. Registration for Ribbon Days are extra on top of club registration fees.

FIRST RIBBON DAY OF THE SEASON

Te Awamutu on Saturday 10th November 2018

*Please indicate at our open evening if you would like to join us at this Ribbon Day. Registrations are open for Tiny Tots as well. A super fun day for the whole family!



PARENT RUN ATHLETICS CLUB

Our club is run by volunteers and we need your help! We require parents to help run events and races. You will be briefed on all you need to know then all you have to do is go and have fun with your kids!

Club President - Holly Koroheke

Secretary - Bridie McKenna

Head Coaches - Graeme Plenderleth and Inneke Cummings

Committee Members - Monique Needham, Belinda Cammock and Amiria Wehi

Examples of two session plans to be run during club night at Te Kuiti Athletics club.

Friday 9th November

5 year olds: High jump, 60/80 sprints, Overarm throw

6 year olds: Overarm throw, High jump, 60/80

7 & 8 year olds: 100/200m sprints, Discuss, Long jump

5 Year olds:

1. High jump, 60/80m sprints, Overarm throw

High jump –

Warm up game: High 10's

Using cones, set out a marked space. Split group into pairs. Students move around within set space using differing locomotive patterns (run, hop, skip, jump, side step,) when coach calls a number – students find their partner – face each other and do a verticle jump and do a 'high 10' for the same number of times as the coach has called. **Purpose of game is to practice technique of height and driving arms up.**

Explore which leg is leading. Using skipping ropes either along the ground or a few inches off group (held by parents) have kids take turns at seeing which is their preferred leg – leg closest to the rope/bar goes first.

The electric fence

Using skipping ropes – (parents to hold the ropes), have students practice the scissor technique. Encourage the correct angle run up of 30 degrees, leading leg is closest to the rope – reinforce correct technique of driving arms up. Keep skipping ropes low to ensure everyone is able to have success.

2. Sprints – 60/80m then if time permits the following game

Train Stations – emphasises pumping your arms back and forth (CHEEK TO HIP)

In a set square space, have 4 different coloured hoops (train stations) in each corner. Students move around inside the space (can use different locomotive patterns – run, jump, hop, skip, slow motion running). On command (coach blowing whistle), students stop and wait for coach to call out which colour train station students are to run to (emphasis arm technique).

3. Overarm throw (side on stance, point finger and toe where they want it to go – big arm circle (uncoil the spring), step and throw.

Game to practice technique, then use circle to practice throwing.

Cone knock off!

Set up small mushroom cones with tennis balls sitting on top. Have students in a line approx. 5m away from cones. Using bean bags, on whistle signal children attempt to knock off the tennis balls using overarm throw.

6 Year olds:

1. Overarm throw (side on stance, point finger and toe where they want it to go – big arm circle (uncoil the spring), step and throw.

Game to practice technique, then use circle to practice throwing.

Cone knock off!

Set up small mushroom cones with tennis balls sitting on top. Have students in a line approx. 5m away from cones. Using bean bags, on whistle signal children attempt to knock off the tennis balls using overarm throw.

2. High Jump

High 10's

Using cones, set out a marked space. Split group into pairs. Students move around within set space using differing locomotive patterns (run, hop, skip, jump, side step,) when coach calls a number – students find their partner – face each other and do a verticle jump and do a 'high 10' for the same number of times as the coach has called. **Purpose of game is to practice technique of height and driving arms up.**

Explore which leg is leading. Using skipping ropes either along the ground or a few inches off group (held by parents) have kids take turns at seeing which is their preferred leg – leg closest to the rope/bar goes first.

The electric fence

Using skipping ropes – (parents to hold the ropes), have students practice the scissor technique. Encourage the correct angle run up of 30 degrees, leading leg is closest to the rope – reinforce correct technique of driving arms up. Keep skipping ropes low to ensure everyone is able to have success.

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Train Stations – emphasises pumping your arms back and forth (CHEEK TO HIP)

In a set square space, have 4 different coloured hoops (train stations) in each corner. Students move around inside the space (can use different locomotive patterns – run, jump, hop, skip, slow motion running). On command (coach blowing whistle), students stop and wait for coach to call out which colour train station students are to run to (emphasis arm technique).

3.

7/8 year olds:

- 1. Sprints – 100m, then 200m**
- 2. Discuss. Games as follows then practice discuss from circle.**

The swing

Set up a portable high jump upright (or use rugby posts if low enough). Split class into 2 teams. Object of the game is to get the quoit through the upright (using the side on low to high watch it fly technique). Award 5 points for any quoit that goes through and 2 points for any other sling.

Quoits – Low to high watch it fly

(side stance – long sling shot arms – low to high watch it fly – release when arms are in a T position)

Split class into small groups (approx. 3-4). Set up a space with zones 5m, 10m, 15m, 20m using different colour cones. First person slings the discus – points are awarded depending on which zone it lands in. First person goes to back of line and second person retrieved the quoit (to discourage walking out the front of circle). \

- 3. Long jump. Games as follows, then practice getting run up correct and jumping into pit with correct landing.**

Jump War!

In teams, jump with 2 feet from a line or cone and place a bean bag or cone where you land. The next person in your team runs to where the bean bag is – (where previous person landed) and takes a jump from there. First team to other marked end wins.

Practice jumping into the pit...

At the side of the long jump pit, set up three spots just at edge (will be take off point on one foot), then place a hoop in the pit, in line with the coordinating spot. Encourage students to land correctly on their motorbike, take off on one foot, fast run up with eyes forward and up, (can give a visual cue to look at), encourage jumping high (can place a small obstacle in front of them), use arms to propel forward (if appropriate).

Friday 16th November

5 year olds: Quoits, long jump, 40/60/80, sprints

6 year olds: 40/60/80m sprints, quoits, long jump

7 & 8 year olds: High jump, 100m/400m, shot put

5 Year olds: Quoits, long jump, 40/60/80m sprints

1. **Quoits – side stance – low to high watch it fly – arms are last and fast – release when body is in T position**

Hoop it! Set up hoops at varying distances away from where the quoit will be thrown. Aim is to use correct technique and see if children can have the quoit land in a hoop. (swing arm so that quoits goes upward when released).

Low to high watch it fly

(side stance – long sling shot arms – low to high watch it fly – release when arms are in a T position)

Split class into small groups (approx. 3-4). Set up a space with zones 5m, 10m, 15m, 20m using different colour cones. First person slings the discus – points are awarded depending on which zone it lands in. First person goes to back of line and second person retrieved the quoit (to discourage walking out the front of circle).

2. **Long jump (fast run up - no more than age in steps. Eyes up – head up, pump arms, take off on one – land on two on motorbike**

River Jump

Create a river using skipping ropes. One end is narrow and gradually widens. (Can make up a story – river has crocodiles in it and they don't want to fall in! Bridge has broken/banks are slippery so they don't want to fall in etc. Begin with 2 foot to 2 foot jump – then progress to 1 foot to 2 feet jump. (Reinforce correct landing). Give students opportunity to practice run up – short and fast with eyes up! See how wide students can jump over the river.

Jumping Relay Circuit.

3 – 4 teams. Spots and hoops marked out in a line (5 spots per group). Then after the spots put down hurdles or cones in a line (5 per group). The aim is for the children to perform a one foot jump from spot to spot, then land on two feet inside the hoop.. Then leap over the hurdle at the end. Once they reach the end they sprint back and tag the next person in the line.

Practice jumping into the pit...

At the side of the long jump pit, set up three spots just at edge (will be take off point on one foot), then place a hoop in the pit, in line with the coordinating spot. Encourage students to land correctly on their motorbike, take off on one foot, fast run up with eyes forward and up, (can give a visual cue to look at), encourage jumping high (can place a small obstacle in front of them), use arms to propel forward (if appropriate).

3. **40/60/80m sprints (eyes up head up – so to stay in right lane), pump arms – cheek to hip, light fast feet)**

Fast feet relay

Split group into teams of 3-4. Set up 5 cones approx. 1-2m apart with a cone at the end approx. 10m away in a straight line. On command, students have to run using light fast feet (and all other techniques) up and over the cones, sprinting to the end cone and running beside the cones on the return run before tagging next person in team. Encourage correct elements of technique.

6 Year olds: 40/60/80m sprints, quoits, long jump

1. **40/60/80m sprints (eyes up head up – so to stay in right lane), pump arms – cheek to hip, light fast feet)**

Fast feet relay

Split group into teams of 3-4. Set up 5 cones approx. 1-2m apart with a cone at the end approx. 10m away in a straight line. On command, students have to run using light fast feet (and all other techniques) up and over the cones, sprinting to the end cone and running beside the cones on the return run before tagging next person in team. Encourage correct elements of technique.

2. **Quoits – side stance – low to high watch it fly – arms are last and fast – release when body is in T position**

Hoop it! Set up hoops at varying distances away from where the quoit will be thrown. Aim is to use correct technique and see if children can have the quoit land in a hoop. (swing arm so that quoits goes upward when released).

Low to high watch it fly

(side stance – long sling shot arms – low to high watch it fly – release when arms are in a T position)

Split class into small groups (approx. 3-4). Set up a space with zones 5m, 10m, 15m, 20m using different colour cones. First person slings the discus – points are awarded depending on which zone it lands in. First person goes to back of line and second person retrieved the quoit (to discourage walking out the front of circle).

3. **Long jump (fast run up - no more than age in steps. Eyes up – head up, pump arms, take off on one – land on two on motorbike**

River Jump

Create a river using skipping ropes. One end is narrow and gradually widens. (Can make up a story – river has crocodiles in it and they don't want to fall in! Bridge has broken/banks are slippery so they don't want to fall in etc. Begin with 2 foot to 2 foot jump – then progress to 1 foot to 2 feet jump. (Reinforce correct landing). Give students opportunity to practice run up – short and fast with eyes up! See how wide students can jump over the river.

Jumping Relay Circuit.

3 – 4 teams. Spots and hoops marked out in a line (5 spots per group). Then after the spots put down hurdles or cones in a line (5 per group). The aim is for the children to perform a one foot jump from spot to spot, then land on two feet inside the hoop.. Then leap over the hurdle at the end. Once they reach the end they sprint back and tag the next person in the line.

Practice jumping into the pit...

At the side of the long jump pit, set up three spots just at edge (will be take off point on one foot), then place a hoop in the pit, in line with the coordinating spot. Encourage students to land correctly on their motorbike, take off on one foot, fast run up with eyes forward and up, (can give a visual cue to look at), encourage jumping high (can place a small obstacle in front of them), use arms to propel forward (if appropriate).

4.

7/8 year olds: High jump, 100m/400m sprints, shot put

Practicing scissor kick technique

1. **High jump** - Practice scissor kick on the spot – reinforce toes to the sky (like you are kicking a ball), fast scissor kick (knees should be slightly bent), drive arms up together, (upright trunk eyes forward), (leg closest to the 'bar' kicks first – 30 degree angle).

The electric fence

Using skipping ropes – (can use seniors to hold the ropes), have students practice the scissor technique. Encourage the correct angle run up, leading leg is closest to the rope – reinforce correct technique of driving arms up. Keep skipping ropes low to ensure everyone is able to have success.

Then move onto jumping onto the high jump mats and bar.

2. **100 m sprint**

Fast feet relay

Split group into teams of 3-4. Set up 5 cones approx. 1-2m apart with a cone at the end approx. 10m away in a straight line. On command, students have to run using light fast feet (and all other techniques) up and over the cones, sprinting to the end cone and running beside the cones on the return run before tagging next person in team. Encourage correct elements of technique.

400m sprint

3. **Shot put**

Beat the Ball

Set up a large square with cones set out at even intervals. Each team member stands at a cone. One member has a large ball which they pass in a clockwise direction. Once ball is passed student runs around the outside of all of the cones before the ball makes it back to the start. Aim for passers is to use a side on pass pushing across the body (as in shot put stance) and beat the runner back to start. Rotate through students as a starting runner.

Practice technique (side on stance – dirty fingers, clean palm, dirty neck, elbows up, power position – chin knee toe, whats the time Mr Wolf and watch it go.

On shot put circle – practice technique – others waiting can be pushing the soft shots in the opposite direction off the cricket pitch while waiting.

	Nov 2nd Registrations Fun/have a go night	Nov 9th	Nov 16th	Nov 23rd Points/PB Measure night	Nov 30th	Dec 7th	Xmas Break	Feb 8th	Feb 15th	Feb 22nd	Feb 29th Points/PB Measure night	Mar 1st Final night Ribbons	March 8th Prize giving / Break up night
5 Years	60m 80m Long jump Games	High jump 60m 80m Overarm throw	Quoits Long jump 60m 80m	60m 80m Overarm throw High jump	Long jump 60m 80m Quoits	High jump Overarm throw 60m 80m		60m 80m Quoits Long jump	Overarm throw 60m 80m High jump	Long jump Quoits 60m 80m	60m 80m Long jump Quoits	Overarm throw 60m 80m High jump	60m 80m Overarm throw High jump
6 Years	80m 100m Games Long Jump	Overarm throw High jump 60m 80m	80m 100m Quoits Long jump	High jump 60m 100m Overarm throw	Quoits Long jump 60m 80m	80m 100m High jump Overarm throw		Long jump 60m 200m Quoits	High jump Overarm throw 60m 100m	80m 100m Quoits Long jump	Quoits 80m 200m Long jump	High jump Overarm throw 80m 200m	80m 100m Quoits Long jump
7-8 Years	80m 100m Quoits Games	100m 200m Discuss Long jump	High jump 100m 400m Shot put	Long jump Discuss 100m 400m	100m 400m High jump Shot put	Discuss 80m 800m Long jump		High jump Shot put 100m 200m	100m 400m Long jump Discuss	Shot put 100m 200m High jump	200m High jump Shotput 800m	100m 400m Long jump Discuss	100m 200m Discuss Long jump

Example of overall plan for club nights for 2018/2019 season for Te Kūiti Athletics club.

Date: 31/10/2018

Account No: 0449-0143714-00

Account Name: Te Kuiti Amateur Athletic Club

Last Statement Date: 05/10/2018

Trading as

Date	From	Batch	Serial/Ref	Payee	Account Number	T/C	Amount	Source	Account Balance	
23/11/17	01:13	1255	0000	heath cody	CODY K M	03-0449-0143714-000	50	15.00	CR DC	
23/11/17	01:13	9300	2148	koroheke	H S KOROHE	03-0449-0143714-000	50	70.00	CR BP	194.83
02/02/18	01:19	1255	0000	028339	KCE	03-0449-0143714-000	50	180.00	CR DC	374.83
07/03/18	00:57	1251	8206	0000000100178		03-0449-0143714-000	00	15.00	DR MR	359.83
15/03/18	01:25	1251	8224	0000000100180		03-0449-0143714-000	00	25.00	DR MR	334.83
19/09/18	11:56	0047	0000	27187643	Athletics	03-0449-0143714-000	00	280.00	DR DE	54.83

Date: 31/10/2018

Account Name: Te Kuiti Amateur Athletic Club

Account No: 0449-0143714-01

Last Statement Date: 12/09/2018

Date	From Batch	Serial/Ref	Payee	Account Number	T/C	Amount	Source	Account Balance
17/10/18	14:43	0047 0000 27586688	Athletics	03-0449-0143714-001	00	130.00	DR DE	20.00 CR

Your account details

Date: 31 October 2018

A: Account number 03-0449-0143714-000 Non Profit Org

B: Account name Te Kuiti Amateur Athletic Club
Trading as

A: Account number 03-0449-0143714-001 Non Profit Org

B: Account name Te Kuiti Amateur Athletic Club



A handwritten signature in blue ink, consisting of a stylized, cursive letter 'J' or 'G' with a long tail.

Clowdy Ngatai

From: Monique Needham <monique@stjosephtk.school.nz>
Sent: Friday, 2 November 2018 9:32 AM
To: Clowdy Ngatai
Subject: Fwd: Quality Presentations "Athletics Day Ribbons"
Attachments: image001.jpg

----- Forwarded message -----

From: Info | Quality Presentations <info@qualitypresentations.com>
Date: Wed, 26 Sep 2018, 8:51 AM
Subject: RE: Quality Presentations "Athletics Day Ribbons"
To: monique@stjosephtk.school.nz <monique@stjosephtk.school.nz>

Hi Monique

We are delighted to submit our quotation to supply and print your lapel ribbons :

1	Artwork / plates	\$25.00 + GST
	(One off cost)	
100 – 200	50mm ribbons	.80c + GST
Over 200		.75c + GST

The above costings are for a ribbon with a one coloured print.

I am only a phone call away if we can assist further or that you may have any queries.

Hope to hear from you soon.

Kind regards

Jane Dear



From: Monique Needham <info@qualitypresentations.com>
Sent: Wednesday, 26 September 2018 7:20 a.m.
To: Info | Quality Presentations <info@qualitypresentations.com>
Subject: Quality Presentations "Athletics Day Ribbons"

Name:
Monique Needham

Email Address:
monique@stjosephk.school.nz

Phone Number:
0212372995

I'm interested in:
Ribbons

Message:
Hi,

How much are your small athletics day ribbons? We would buy first, second and third place ribbons.
What does it cost to have an athletics club name on the ribbon?

Thanks

Monique

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