Terms Of Reference

NAME OF COMMITTEE:

Engagement Team

MEMBERSHIP:

Church Council will appoint up to five members to the Engagement Team. The term of the appointment is expected to be concluded by the end of 2024. The Committee will select a Chair who will organize meetings and report back to the Council.

MANDATE:

Lutheran Church of the Cross has agreed to sell a portion of its property to Luther Court Society who will consolidate that parcel with a portion of its own land for the design, development, construction, and operation of a new 95-unit affordable, intergenerational housing supported by funding from BC Housing and operated by LCS.

The agreed sale price of the property is \$815,000. The church will receive a downpayment of \$350,000 and upon closing of the sale which is expected sometime in 2024.

A take-back mortgage will be issued by the church to Luther Court for the balance of \$465,000 at a fixed rate of 3.5% for a term of 13 years and 7 months. This will result in mortgage revenue of \$43,200 per year during the term.

The Church Council desires that a deliberate and thorough engagement process be performed to listen to members about how the proceeds of the sale should be used.

The Engagement Team will hold listening sessions with the church community to gather ideas, preferences and discussions about options.

REPORTING:

The Engagement Team is accountable to Church Council. The Chair will report back to the Council each month by written report or in person at the Council meetings.

RESPONSIBILITY:

- 1. Develop and approach and schedule to engage the congregation in a discussion about the use of the proceeds of the sale.
- 2. Seek to engage the entire church community through various methods to ensure all voices are heard and respected. Take advantage to various existing committees and groups where people are comfortable sharing.

3. Collate and analyse the feedback received and summarize the results in a report to the community and to the Church Council.

Effective Date: April 2024