

To all BCFA Members

**Re: 22nd Annual General Meeting**

The Annual General Meeting of Birmingham County Football Association Ltd will take place ‘online’ on **Thursday 24th September 2020 starting at 7pm**.

Because of the Covid-19 pandemic, we will be hosting the AGM remotely via Microsoft TEAMS – the first time in the Association’s history that a meeting of this kind will be held online.

Please note: as a consequence, the office will be closed that evening and no visitors will be allowed to enter the BCFA headquarters

Please see the meeting (link) details below:

A copy of the agenda, proxy form and Director reports and Financial Statements are available to download via the Birmingham County FA web site: [www.birminghamfa.com](http://www.birminghamfa.com)

The agenda, reports and audited accounts will be available to view ‘on screen’ throughout the meeting.

If you are unable to ‘attend’ remotely and wish to vote by Proxy, please return the proxy form FAO:

The Chief Executive

Birmingham County FA Ltd,

Ray Hall Lane,

Great Barr,

Birmingham

B43 6JF

Alternatively, email: [kevin.shoemake@birminghamfa.com](mailto:kevin.shoemake@birminghamfa.com)

Any proxy forms need to be received by 4pm on Wednesday 23rd September 2020.

Kind Regards



**Kevin Shoemake**

Chief Executive Officer

**NOTICE – AGM 2020**

**NOTICE IS HEREBY GIVEN** that the 22nd Annual General Meeting of the Birmingham County Football Association (BCFA) Limited will be held remotely online **on Thursday 24th September 2020 at 7.00pm** precisely, for the transaction of the Ordinary and any Special Business of the Company, an agenda of which accompanies this notice.

By Order of the Board



Kevin Shoemake

Chief Executive Officer

[kevin.shoemake@birminghamfa.com](mailto:kevin.shoemake@birminghamfa.com)

We look forward to ‘seeing’ you on the night and wish all Clubs, Leagues, players, volunteers, paid staff, spectators and match officials a good season ahead after what has been a difficult and very challenging period.

Thank you