

Parish Council Budget for 2006/2007

Under the Financial arrangements with Parish Councils (S136 Concurrent Functions), the Parish Council will receive the following allowances from Tonbridge & Malling BC:

1.	Playing Field)	
		£6,088
2.	Village Halls)	
3.	Holy Trinity Churchyard	£2,506
4.	St Michaels Churchyard	£1,803
5.	Street Lighting	£1,450

Total Financial Arrangements with TMBC **£11,847**

Note: Expenditure in respect of items 1–5 inclusive is met & fixed by TMBC (Section 136 Concurrent Functions) under the Scheme of Financial Arrangements with PC's.

A discussion took place regarding the Playing Fields and Sports Hall Grant, following which it was **RESOLVED** that a grant of £10,784 would be included in the Parish Councils budgetary requirements for 2006/07 subject to the following provisions:

- a) In future years the Committee of Sports Hall & Playing Field Management would provide the Parish Council with detailed financial information including budgeting and forward planning.
- b) The grant would be included in the Committee of Sports Hall & Playing Field Management Accounts as income and expenditure with a detailed explanatory note.

Parish Council Budgetary Requirements for the year 2006/07 :

6.	Playing Fields & Sports Hall	£10,784
7.	Lighting (Parish Council)	£3,735
8.	Grasscutting (Village)	£948
9.	Churchyard (in addition to TMBC funding)	£558
10.	Audit Fees	£600
11.	Insurance	£600
12.	Subscriptions	£950
13.	Hire of Hall	£277
14.	Administration	£4,000
15.	Clerks Salary	£14,000
16.	Clerks NI & Superannuation	£837
17.	Website	£2,000
18.	Free Resource	£1,600
19.	Village Litter Clearing	£1,500
20.	Contingency Fund	£3,500
21.	Allotments	£500
22.	Garden of Remembrance Grant	£300
23.	Community & Police Working Group	£50
24.	Chairman's Allowance	£100
25.	Members Expenses	£150
26.	Training	£200
27.	Contribution From Reserves	£2,500
28.	Festive Lighting	£2,000
29.	Holy Trinity War Memorial	£180

TOTALS

	Parish Council Precept	£46,869
	TMBC (S.136)	£11,847

TOTAL ESTIMATED EXPENDITURE **£58,716**