

ITEM 8.2

DATED 12th Nov '19 - Draft 2

DRAFT BUDGETS FOR AMENITIES 2019/20

Code number	Description	Actual 2017/18	Actual 2018/19	Existing Budget-19/20	Proposed 2020/2021	Notes
Income						
1001	Cleansing Grant	19,199	19,564	19,975	0	The contract is currently uncertain – If we went with Cleansing grant it is likely to be approx. £22,000 if we hand contract back, then we lose this income – however we lose similar amount in terms of expenditure
1004	Reimbursed charges and donations	458	500	500	500	No Change
1005	Allotment rents	3,590	4,040	4,000	4,400	Allotment rent could rise next year
TOTAL AMENITIES INCOME		£23,247	£24,104	£24,475	£4,900	
Expenditure						
4200	Street Light energy	558	640	650	785	This year's actual is £773
4201	Street Light Maintenance	1662	1728	1750	1920	This year's actual is £1873
4202	Street light testing	0	0	100	100	No Change although testing not always completed
4210	Sweeping / Litter	16,529	16,529	16,860	0	Change of contract should increase cost
4211	Town improvements	0	1000	1000	1500	Increase
4259	Grit	0	0	600	600	Small reduction as have stocks
4260	High street Power washing	494	684	700	700	No Change
4276	Tree / Hedge cutting	0	0	1,500	5,000	New code – To Inc £2k tree survey
4300	Grass cutting	0	0	5,400	7,000	Small increase – new contract
4310	Grounds Maintenance	15,832	7,539	4,850	8,500	Increase ? – possibly to include memorial gardens
4312	Waste removal	1,219	1,016	1025	1025	No Change
4320	Play equipment inspections	871	799	1000	1200	No Change
4341	Repairs and tree works	1,946	3,796	1,000	0	Increase due to more playground maintenance
4352	Litter and Bins	2,581	3,719	3,480	5,000	Increased contract price plus add Farmers bins etc
4360	Allotments Maintenance	910	1,674	3,600	3,800	Could include 'inc. water pressure' project & Staffing ?
4253	Water charges	564	625	600	600	Small Inc. in line with expectations
PROJECTS					£20,000?	Separate line
TOTAL AMENITIES EXPENDITURE		£43,166	£39,749	£44,115	£36,330	
BALANCE – {COST}		£19,919	£15,645	£19,640	£31,430	
TOTAL OVERALL INCREASE						60.00% increase