



BRECKLAND COUNCIL

DELEGATED DECISION RECORD

This records a key or other decision taken by an Executive Member, the Cabinet or Cabinet Sub-Committee in accordance with the Council's scheme of Delegations (as set out in Section D of Part 3 of the Council's Constitution).

Unless the Leader and the Chairman of the Overview and Scrutiny Commission certify that the matter is so urgent that the normal five-day scrutiny delay on action should not apply, then this decision will come into force and may then be implemented on the expiry of five working days after the publication of the decision, unless called in under the call-in procedures as set out in Section D of Part 3 of the Council's Constitution.

Portfolio/Cabinet	Cabinet
Report Title (& Reference No.)	Hardingham Memorial Hall Play Area Project
Summary Background	Proposal to award funding to Hardingham Memorial Hall Play Area project.
Author/Contact Officer	Laura Apps-Green, Pride & Grants Officer
Ward(s) Affected	Upper Yare
Urgent?	No
Key Decision?	No
In Forward Plan?	No
Date Decision Taken	Tuesday, 13 January 2015
Date Published	Thursday, 15 January 2015
Call-In Expiry	Thursday, 22 January 2015
Exempt Information?	No
Decision (Action Agreed)	That the Match Funding grant of £13,614 to Hardingham Memorial Hall towards the Hardingham Play Area Regeneration project be approved, subject to: <ul style="list-style-type: none"> a) confirmation that all other funding sources were in place; b) a maximum of £13,614 or 30% of the cost of the project, whichever is the lowest; and c) any other conditions arising from Member comment on Sharepoint.
Reasons(s)	The Grant Panel had looked at this funding application and

	the majority supported this funding request with an overall average score of 20.6 which was above the minimum required.
Options	<ul style="list-style-type: none">a) Fully fund the funding application request as set out in the report.b) Part fund the funding application request.c) Do nothing
Further Information	Cabinet report November 2014 B 140930 Hardingham Play Area Regeneration