## **Stratfield Mortimer Parish Council**

# Finances and General Purposes 05/05/2022 Reserves Transfers and Adjustments

Agenda item 21/087 2: To review the draft Reserve Transfers and Adjustments for the Financial Year 2022/23 and consider and agree any amendments.

#### **BACKGROUND**

Document  $21-087\ 2.1^1$  shows the reserve transfers and adjustments as agreed as part of the budget process. The current end of year balances reflects those in document  $21-087\ 2.2$ , which is the Balance Sheet at the  $31^{st}$  of March as per Rialtas.

Further consideration needs to be given to two EMRs as follows:

### EMR 329: Roads, Footpaths and Commons

This EMR was originally set up as part of the 2021/22 Budget process with amounts being maintained for general spend for the following:

Roads: £3,000Footpaths: £2,000

West End Road car park: £1,000

If agreed, this could be maintained to cover the current outstanding work as below, with the balance coming from the 2022/23 budget for Roads, Footpaths and Commons.

- West End Road car park fence £1,300 + VAT
- Windmill Common tree work £5,250 + VAT

## **EMR 351: Fairground Works**

This EMR was originally set up as part of the 2019/20 Budget process for outstanding Fairground works. The balance of £6,973 is made up of the following:

- Conservation boards £1,000
- Balance due to C&D for Fairground tree works £1,248
- Ditch work now to be undertaken by the Custodian so no cost £1,900
- Cancelled tree works & refund re Siberian Elm £2825

<sup>&</sup>lt;sup>1</sup> The column in the document 21-087 2.1 "Outstanding Predicted Spend From General Reserves and EMRs" is greyed out because all accruals and prepayments and creditors and debtors for the year ending 31<sup>st</sup> March have been accounted for.

The budget for the conservation boards and balance due to C&D is still required but the remaining balance could be maintained in this EMR for future Fairground/play area spend. Alternatively, it could be transferred back into General Reserve.

Clerk 29/04/2022