## Budget prep 2017-18 v5

2017-18 v5

		Budge	2017-18 VS Budget	
	Opening bank balance 1/4/16 Precept Tax base	118,658		
			20.80 1,897	
100 Income			39,45	
	Precept	39,457		
	Concurrent Allocation	4,690		
1090	Interest Received	-		
1100	Miscellaneous Income	-		
	S106 funding - LVH	10,000		
	S106 funding - War Memorial	570		
	VAT on receipts	2 000		
1107	Allocation for park repairs	3,000	57,717	
200 Staff costs			57,717	
4200 :	Salary	8,409		
	Tax & NI	3,046		
4210	Pension	3,195		
4215	Clerks Mileage	200		
			14,850	
300 Administration		005		
	Insurance	965 72		
	Bank Charges Membership Subscriptions	600		
	Postage	40		
	Stationery	200		
	Printer Ink	700		
4315	Office Equipment	167		
4316	Information Technology	1,000		
4320	Councillor Expenses	200		
	Councillor Training	1,000		
	Clerk Training	320		
	Conferences	450		
4340		445 150		
	Rent - meeting rooms Rent - office	5,400		
	Telephone & Broadband	360		
	Chain of Office	-		
4360	Chairmans Fund	200		
4365	Commemorative Boards	25		
4370	Website	226		
4385	Election Costs	7,000		
	Professional fees	300		
515 \	VAT on payments			
400 S137 Grants			19,820	
	S137 Grants inc Barradell Award	2,800		
4400 .		2,000	2,800	
500 Concurrent Exp	penditure			
4348	Langstone Village Hall improvements	82,500		
4349	Community Halls improvements	1,000		
	Concurrent Grants	2,500		
	Ground Maintenance	450		
	Park Lease	50		
	Playpark inspections	5,000		
	Defibrillators Litter picking	2,800 1,000		
	Playpark repairs	1,000		
	Street furniture maintenance	100		
	Annual Planting	1,000		
	Dog-fouling measures	1,000		
	Road safety	280		
4740 3	Street furniture purchase	1,000		
			99,680	
700 Community Ev		500		
	Village Plan/Consultations	500		
	War memorial Community Events	300 2,000		
	Community Events Christmas Concert	2,000 500		
	Remembrance Day	50		
	Village Fete	1,000		
	-	·	4,350	
900 Contingency				

## 999 VAT data

Total income	57,717
Total Expenditure	141,500
	-83,783
Opening bank balance	118,658
Surplus / Deficit	34,875
Contingency Amount / Closing bank balance	34,875