

## Anston Parish Council Reserves at July 2023

Anston Parish Council holds, as does any organisation, reserves for two reasons: The first reason, described as General Reserves, is to mitigate for any unforeseen events. The level of General Reserves set by the Anston Parish Council, based on its funding sources, is £80,000

The second reason, described as Allocated Reserves, is to build up funds for longer term projects or to build up funds to allow for repairs to or replacement of buildings, equipment etc.

The Anston Parish Council is currently holding the following Allocated Reserves:

|  | £       |
|--|---------|
| The Burial Ground extension            | 170,094 |
| Repairs to buildings                   | 34,096  |
| Replacement of play equipment          | 21,565  |
| Elections                              | 20,470  |
| Replacement of the council's van       | 2,101   |
| Replacement notice boards              | 9,000   |
| Repairs to the Burial Ground footpaths | 5,000   |
| Anston Stones Wood tree surgery        | 25,400  |
| Coronation/Welfare Park Centenary      | 1,869   |
| Car park resurfacing                   | 16,839  |
| Water pipe at Rackford Meadow          | 20,000  |
| Unallocated funds                      | -       |

Some of the reserves held by the Anston Parish Council are restricted in how they can be spent. The following is a list of these funds:

|   |         |
|---|---------|
| South Yorkshire Flood Disaster Recovery Grant * | 13,587  |
| Community Infrastructure Levy                   | -       |
| Curtain grant                                   | 951     |
| General Reserves (as explained above)           | 80,000  |
| Total Reserves                                  | 420,972 |

\* Please note that the SY Flood Disaster Recovery Grant was awarded by the South Yorkshire Community Fund in partnership with the National Lottery Community Fund after a successful flood resilience bid submitted collaboratively by Anston, Dinnington, Todwick and Woodsetts Parish/Town Councils.