

Administration

Hire of meeting venue	580
Insurance	2,350
IT Equip & Repairs	100
Light & Heat	309
Audit Fees	555
Remuneration	23,444
HMRC PAYE & NI	5,191
Payroll administration	513
Stationery & Office Exps/Postage	127
Newsletter / Printing	308
Travel Expenses	122
BT Telephone	1,000
BT Internet	299
Office Rental	2,200
Office Equipment	42
Subscriptions - Misc	213
Subscriptions - EALC	993
Subscriptions - SLCC	180
Subscriptions - CPRE	36
Subscriptions - RCCE	61
Administration - Totals	38,619

Section 137 Provision

Grass cutting - churchyard (Capped)	1,200
Newport News - Advert	500
Pond Common Trust (PF)	55
Home Start	100
Royal British Legion (PF)	50
Support 4 Sight	200
Community Heartbeat	126
CAB	500
NPC - Sports Committee Defib Machine	550
Section 137 Provision - Totals	3,281

Planning - Legal, Consultancy & other Experts

Neighbourhood Plan	5,425
Legal Expenses	63,194
Planning - Legal, Consultancy & other Experts	68,620

Facility Expenditure

Allotment Rents (2 years)	340
Gaces meadow rent	504
Allotment Water Rates	151
Grass Cutting	7,345
Caretakers/1st Responders Exps	294
Lighting Energy Charges	2,533
Equipment Purchases	593

Facility Expenditure - Totals	11,760
Facility Maintenance	
Maintenance Playground	5,241
Maintenance Allotments	1,156
Maintenance Trees	1,875
Lighting Maintenance	1,079
Ground Surfaces	7,885
Facility Maintenance	17,236
Facility Reserves	
Village enhancement general	0
Bins	833
War Memorial	0
Facility Reserves	833
Newport Fighting Fund	
Venue Hire	30
Printing	1,032
Internet Charges	260
Advertising	350
Facility Reserves	1,672
Newport PC - Sports Committee	
Purchases (Auto Roller/Goals)	4,602
Electricity	966
Water Rtaes	346
Professional Fees	2,250
Repairs	820
Donations	2,000
Sundry Expenses	41
Facility Reserves	11,024
Grand Totals	153,045
SUMMARY TOTALS	
Administration	38,619
Section 137	3,281
Panning Legal,Consultancy & other Experts	68,620
Facility Expenditure	11,760
Facility Maintenance	17,236
Facility Reserves	833
Fighting Fund	1,672
Sports Committee	11,024
Total Expenditure	153,045