

Revised Hall hire charges for Isle Abbotts Village Hall

Effective 1st February 2017, as agreed in minutes 16th November 2016

The loss of income from the village playgroup is a setback for our hall's finances and we must make adjustments to our budget. It costs £60 per week to run, insure and maintain the hall. We have not reviewed hall hire charges since 2013 but must do so now. We compared our charges with those of surrounding villages and propose the following changes:

1. The differential between 'winter' and 'summer' charges has been scrapped. Nobody else has such a 'two-tier' system.
2. There will now be (from Feb 1st 2017) two types of event chargeable as follows:
 - a) **Limited use of hall facilities:** timespan of approx 2 hours; light use of kitchen (teas and coffees); suitable for regular bookings like choir sessions, coffee and chat club, quiz evenings; but also occasional events like committee meetings, visiting speakers or workshops. **NEW RATE of £7.50 per hour** for villagers (£9.50 non-villagers).
 - b) **Extended use of hall:** for celebratory or fundraising events: timespan 4-8 hours; full use of kitchen, tables, crocks and cutlery and garden space too. A notional hourly charge of £10.50 was discussed (and this is comparable to other local halls) but in the end it was agreed that in practice big events usually need extra time to set up and decorate the room as well as clean up next morning. Such time is difficult to monitor and invoice, so it was agreed to level a **FLAT-RATE CHARGE OF £50 PER EVENT** and let people get on with it. The charge to non-villagers would be £75. If, however, people needed even more time for a full-day event, the charge would be £100 (villagers) and £150 (non-villagers).

We believe these proposals are fair in our new situation and we hope to continue to meet villagers' needs and enjoyment of the hall facilities. For booking details, please contact Emily Watts on 01460 282904 or emilywatts43@gmail.com

David Sutcliffe

Treasurer on behalf of the Village Hall committee