WILTSHIRE COUNCIL

COUNCIL 9 NOVEMBER 2010

COUNCILLORS' QUESTIONS

FROM COUNCILLOR SIMON KILLANE MALMESBURY DIVISION

TO COUNCILLOR LIONEL GRUNDY CABINET MEMBER FOR CHILDREN'S SERVICES

Question

Given the statement from MP Michael Gove about Playbuilder funding, can I be assured that those applicants that have been formally awarded grants will now receive the funding they were promised.

Letter from Michael Gove MP supplied by Cllr Killane attached as background information.

Response

Year 2 of the Playbuilder Programme was suspended by the Coalition Government in June 2010 and no further activity was allowed to be undertaken until the the outcome of the financial review was known. This was a significant delay of 5 months imposed by the Coalition Government. The financial review outcome was released the last week of October 2010 with permission to continue the programme but with a substantial reduction in the available capital from £595,684 - £372,235. As a result the bids for Year 2 had to be reviewed, using the original site selection prioritisation methodology and matrix, as approved by Cabinet on 22 September 2009. All Year 2 projects were also required to submit to the Playbuilder Project Board by 2 November 2010 detailed plans of the project progress to date, including consultation results. Where the required information was not supplied and/or the project did not have the capacity to deliver by the 31 March 2011 timeframe, the Board were unable to proceed with the projects.

Malmesbury were initially awarded £5k, as they were the last Parish on the matrix to meet the threshold of receiving support, due to another project not being viable this was then increased to £11K. Since being granted the funds In April 2010, despite numerous request for information and numerous requests for contact, Malmesbury Town Council have not engaged with us or provided the information required by the Project Board to assess the viability of their project. The Board were therefore unable to proceed with this project.