



**Belfast City Council**

<b>Report to:</b>	Parks and Leisure Committee
<b>Subject:</b>	Support for Sport Development Grants
<b>Date:</b>	16 June 2008
<b>Reporting Officer:</b>	Andrew Hassard, Director of Parks and Leisure
<b>Contact Officer:</b>	Claire Moraghan and Paddy McGrattan, Sports Development Officers

**Relevant Background Information**

To recommend appropriate levels of support for bids received through the Support for Sport scheme and to seek approval from Members in respect of Support For Sport Hospitality Applications received during May 2008.

Members will be aware that delegated authority was given to the Director of Parks and Leisure for development applications requesting up to £1,000.

The Small Development applications (delegated authority) are listed in Appendix A. Hospitality Applications are listed in Appendix B.

Detailed applications are held in the Parks and Leisure Department and can be forwarded to Members on request.

A copy of each application will be available at Committee.

**Key Issues**

Members will note that the Support for Sport Hospitality has reverted to Parks and Leisure from Development department as from 31 March 2008. A total of six hospitality applications were received during May for events in this financial year.

The Director and relevant officers met on Tuesday 10 June 08 to discuss development applications under delegated authority.

## **Resource Implications**

### Financial

The table below indicates the amounts allocated from the 2008/2009 budget.

<b>Area</b>	<b>Total available</b>	<b>Allocated to date</b>	<b>Proposed allocation for May</b>	<b>Remaining</b>
Development	£120,000	£28,952	£19,381	£91,048
Hospitality	£31,000	£12,051	£3,630	£15,319

## **Recommendations**

That Members note the content of this report with regard to Support for Sport Development Applications.

## **Documents Attached**

### **Table of Recommendations**

Appendix A: Development Applications Table 25 April -24 May 2008.

Appendix B: Hospitality Applications Table May 2008