

Record of operational decision

Decision title:	To fund pool lighting at Hereford Leisure Pool
Date of decision:	29 January 2021
Decision maker:	Director for Economy and Place
Authority for delegated decision:	The decision for 'Halo Energy Efficiency Programme' was passed on 21 September 2019: http://councillors.herefordshire.gov.uk/ieDecisionDetails.aspx?ID=6249
Ward:	Countywide
Consultation:	Consultation has taken place with representatives from Halo Leisure Trust, Finance, Property Services and Governance teams
Decision made:	To allocate a sum not exceeding £47,000 from the programme of energy efficiency measures on leisure facilities budget to improve the leisure pool lighting at Hereford Leisure Pool. The award is direct to the onsite contractors who are currently carrying out both insured and uninsured works
Reasons for decision:	The leisure pool remains closed due to flood damage. Both insured and uninsured re-instatement works are well underway however to ensure the leisure pool can be re-opened the leisure pool lighting requires replacing. The replacing lighting has been approved by Halo Leisure Trust and will generate energy efficiency saving of approximately £8k per annum
Highlight any associated risks/finance/legal/equality considerations:	Procuring the works through the encumbering contractor, using a framework procurement contract arrangement, minimises the legal risks. In addition competitive quotes are obtained to support obtaining value for money The pool lighting works are to be funded from the programme of energy efficiency measures on leisure facilities and subsequently refunded by Halo
Details of any alternative options considered and rejected:	To not approve the decision at this time. Any delay in approval would result is the inability to complete the required works in tandem with the on-going on site insurance funded works this would result in additional cost, time and delay
Details of any declarations of interest made:	None

Signed

Date: 29 January 2021

Richard Ball
Director for Economy & Place