

10th October 2017

**To: The Cathaoirleach and Each Member of the Municipal District
of Cappamore-Kilmallock**

Re: Draft Budgetary Plan 2018 - General Municipal Allocation

The Local Government Reform Act 2014 (which amends the Local Government Act, 2001) deals with the various issues in relation to Municipal Districts. One of the main items dealt with in the Act includes the General Municipal Allocation (GMA) which is the discretionary funding which is made available to municipal district members contained in the draft budgetary plan.

The Act requires that the Chief Executive in determining the resources to be made available to each municipal district in the draft budgetary plan shall have regard to :

- The needs and the resources available or likely to be available to the local authority and
- Resource needs of each municipal district including where feasible the population of each district.

The Act provides that the draft budgetary plan shall set out the GMA and shall be considered at a meeting no later than 10 days prior to the local authority budget meeting.

Section 102 (4) of the Local Government Act, 2001 (as amended) provides that it is a reserved function of the members of a municipal district to adopt the draft budgetary plan with or without amendment. If the members of a municipal district do not adopt a draft budgetary plan the Chief Executive may take account of the draft budgetary plan as presented to members of that municipal district without amendment.

The total provisional allocation for the General Municipal Allocation for 2018 is €1,203,000.

The total allocation for the Municipal District of Cappamore-Kilmallock is €250,000.

Set out below is the Draft Budgetary Plan 2018

Svc	General Municipal Allocation -2018	Cappamore-Kilmallock Municipal District
B04	Local Roads	130,000
D05	Tourism Development Recreation & Amenity	10,000
F04	Community Initiatives	10,000
	Special Projects – LA Infrastructure	100,000
Total	General Municipal Allocation	250,000

Sean Coughlan

A/Head of Finance