

Warham Clerk's Report – 20 November 2025

Playground : I have written to the Geoffrey Watling Charity who had originally offered us £7500 towards the major plan (80k). I have said that we are having great difficulty in obtaining the funds for the original plan and asking them if they would be prepared to contribute to a much smaller one – their £7,500 plus £10,000 from us. They have not said yes or no at present, but I get the impression that they would be sympathetic if we could come up with a reasonable plan using the lower total money.

New Clerk : It seems to be clear to me that I have been underpaying myself for many years! This is historical in that when I started WPC was in a very poor state financially, having to borrow extra funds from the District the year before. I started on a very low salary with a promise of more to come. It seems that the salary was not increased as much as it should have been over the years! I was not personally impressed with the lady who appeared at the September meeting, in that she made it clear in her CV that in addition to her salary WPC would need to employ an accountant to calculate her PAYE since she was unable or unwilling to do this herself. I have therefore decided that instead of aiming to retire at the end of the calendar year, I will extend this until at least the end of the financial year in March 2026. I have produced an advert for the noticeboard and website, on the principle that it would be preferable to find a local person to do the work if at all possible.

Local Government Reorganisation : Rumbles on! The various plans – one, two, or three Unity Councils (operating all services) have now been decided, and it will be up to central government to decide which will be the eventual format. The larger the number of Councils, the greater the cost will be, but equally the better representation. Hopefully the government will have made its choice by the time of the Mayoral election (Whole of Norfolk and Suffolk) which are rumored to be next May.

KL 13.11.20