Audit Committee 15 November 2022

42. Review of The Constitution - Financial Procedure Rules

Jaclyn Gibson, Chief Finance Officer:

- a) presented to Audit Committee the revised Financial Procedure Rules and associated amendments required to the Constitution, for consideration and recommendation for adoption by Council
- b) reported that the financial procedure rules provided a framework for officers to work within to ensure compliance with the need to secure proper administration of the Council's financial affairs as required by section 151 of the Local Government Act 1972
- c) stated that the last fundamental review took place in 2018, as approved by Council on 10th April 2018.
- d) advised that the Financial Procedure Rules must be reviewed at least every 3 years. The scheduled review in 2021 was delayed due to the impact of the Covid 19 Pandemic. The rules had been reviewed to ensure that they reflected best practice and for any amendments required in relation to changes in the environment in which the council operated.
- e) reported on key changes to the existing Financial Procedure Rules as detailed within paragraph 4 and Appendix A of the report
- f) explained that a new part had been included within the Financial Procedure Rules, called Part B Financial Approval Limits. This was intended to include the key elements of the rules that had specific approval limits attached to them, into a shorter, clearer document.
- g) requested members' consideration on the content of the report.

Question: Asked for clarification in the procedure for compensation for complaints that were upheld.

Response: Any compensation claim would be investigated through the Insurance Team before any compensation was awarded.

The Chair requested that the 2 sections of the Financial Procedure Rules be cross referenced to ensure that it was clear on Part B of the rules which it was referring to in Part A.

RESOLVED that Audit Committee recommended that the revised Financial Procedural Rules be referred to Council for approval.