ACCESS TO SINKING FUND FOR NEW BEACON GALLERY

EXECUTIVE MEMBER: Councillor Hugh Branney

LEAD OFFICER: Julie Betteridge, Head of Regeneration & Community **REPORT AUTHOR:** Sue Palmer, Beacon, Arts & Tourism Services Manager

WHAT BENEFITS WILL THESE PROPOSALS BRING TO COPELAND RESIDENTS?

In accordance with the Council- and funder-approved Beacon Business plan, a major gallery refit is required during this financial year. Funding for this improvement has been collecting in a sinking fund for this purpose only.

Ensuring that The Beacon displays remain fresh safeguards visitor numbers and income targets and results in additional visitor spend in the local economy.

This report is to request to access that funding and to approve commencement of this project.

WHY HAS THIS REPORT COME TO THE EXECUTIVE? (eg Key Decision, Policy recommendation for Full Council, at request of Council, etc.)

For permission to access the sinking fund.

RECOMMENDATIONS:

Members are requested to:

a) approve the use of up to £105,000 from The Beacon sinking fund; and

b) approve commencement of this project

1. INTRODUCTION

- 1.1 In February 2005, Copeland approved the Beacon Business Plan which set out income and expenditure targets for the first 5 years of operation following the museum's refit.
- 1.2 External grant funders set the condition that all surplus generated during the 5 year plan would be collected in a sinking fund to be used to refit the galleries, ensuring a fresh and changing display, maintaining or increasing visitor levels as

- there would always be something new to see without causing an additional cost to the Council.
- 1.3 The Beacon is embarking on its second of three gallery changes. The Medieval Life gallery is due to open in February 2012.

2. PROPOSALS

- 2.1 Costs to provide the new gallery on the Beacon's second floor will be £105,000 (including 5% contingency).
- 2.2 The sinking fund currently holds in excess of £140,000 which has been collected solely for the purpose of refreshing the galleries. Further funds will be added to the pot during 2011/12.
- 2.3 The Beacon will use up to a maximum of £105,000 from the sinking fund. Other external grant funds are currently being sought and could reduce the amount used from the sinking fund (e.g Copeland Community Fund, Heritage Lottery Fund). However, there is no guarantee that these applications would be successful.
- 2.4 Due to the timescales involved (gallery opening February 2012), it is important that the project begins promptly and it is not possible to wait for external funding decisions.
- 2.5 The gallery refit delivers the required Business Plan and funder conditions.
- 2.6 The Medieval Life theme will be appealing to both Copeland residents and visitors, engaging potential new audiences, and creating new community links.

3. ALTERNATIVE OPTIONS TO BE CONSIDERED

3.1 The sinking fund can not be used for any other purpose and so there are no other options to be considered.

4. **CONCLUSIONS**

- 4.1 Following redevelopment in 2007, The Beacon is meeting its targets according to the 5 year business plan.
- 4.2 Creating a new gallery represents an important commitment to the redevelopment funders and can be delivered using existing funds.

- 4.3 Over 71000 visitors to The Beacon last year generated an additional £2M spend in the local economy. Re-investment at this stage supports visitor levels and ongoing regeneration benefits.
- 4.4 In its first week of opening in February 2011, the Popular Culture gallery, the first in the series of three new galleries to be created using the Sinking Fund, attracted over 2000 visitors.

5. STATUTORY OFFICER COMMENTS

- 5.1 The Monitoring Officer's comments are: No comments on the report.
- 5.2 The Section 151 Officer's comments are: There are sufficient funds available to cover the cost of this project contained within the Beacon sinking fund.

 However, if the additional funding is not obtained to cover some of the costs, the sinking fund would not be sufficient to cover another refresh of this type.
- 5.3 EIA Comments: The new gallery will be fully up to date with all DDA requirements, will be written in Plain English and made suitable for a family audience.
- 5.4 Other consultee comments, if any: None

6. HOW WILL THE PROPOSALS BE PROJECT MANAGED AND HOW ARE THE RISKS GOING TO BE MANAGED?

- 6.1 The sinking fund can only be used to refresh the Beacon galleries in accordance with the Business Plan. Failure to use the monies in this way could involve external funder clawback of grants amounting up to £1.8M.
- 6.2 The project will be delivered in house using proven track record, experience and knowledge from the redevelopment in 2007 and the Pop Gallery in 2010/11.

 Other than the external design company, all services will be procured locally.
- 6.3 Project plans, design schemes and programme are available on request from The Beacon.

7. WHAT MEASURABLE OUTCOMES OR OUTPUTS WILL ARISE FROM THIS REPORT?

- 7.1 New gallery created in time for February half term 2012.
- 7.2 Visitor number figures to match or exceed Business Plan targets.

List of Appendices

Appendix A – Beacon Medieval Life Cost Breakdown

List of Background Documents:

THE BEACON MEDIEVAL LIFE GALLERY

Cost Code

	Original Planned Budget
TOTAL PROJECT COSTS	105,000
Conservation Works	
Conservation of display collection	1,500
Other conservation: Materials, transport, display mounts	1,500
	3,000
Building Works	
Joinery and installations	10,000
Flooring	10,000
Decoration	5,000
Electrics & lighting	10,000
Interpretive Works	35,000
Interpretive Works Artefact costs	3,000
Set dressing	4,500
Graphic production (Leach Colour)	4,000
Graphic design fees (Haley Sharpe)	8,000
Physical interactives (EDM)	7,000
Computer interactives software (Centrescreen)	10,000
Computer interactives hardware (Griffin Media)	10,000
	46,500
Professional Fees relating to costs shown above	0.500
Project Management @ 10% Building Works	3,500
Copyright & music Image & Film Research	3,000 3,000
Marketing & publicity	5,000
Expenses	1,000
	15,500
SUB TOTAL PROJECT	100,000
OTHER COSTS	
Contingency @ 5%	5,000
TOTAL PROJECT	105,000