

**Recommendations for Cabinet that will resolve in an action being taken:  
Budget Setting and Capital Allocations Panel 1 December 2020**

## **Minute 9 Capital Programme Financing and New Bids 2021/22**

### **RECOMMENDED:**

- 1. That the following items be added to the Capital Programme for 2020/21:**
  - a) Bridge repair works across East Devon £65,000;**
  - b) Budleigh Greenway Bridge repaint £66,000**
  - c) Honiton Willow Walk Bridge refurbishment £20,000**
  - d) Beer Cliff Top Car Park access road improvements £95,000**
  - e) Budleigh Lime Kilm Car Park total resurfacing £175,000**
  - f) Honiton Lace Walk Car Park partial resurfacing £20,000**
  - g) Sidmouth Mill Street Car Park resurfacing and relining £25,000**
  - h) Seaton Wetlands Car Park enhancements £25,000**
  - i) Jacob's Ladder, Sidmouth Void plus seawall £175,000**
  - j) Sidmouth Capping Wall £45,000**
  - k) Sidmouth East Beach access steps £27,000**
  - l) Exmouth Groyne concrete repair £85,000**
  - m) Seaton Hole revetment repairs £100,000**
  - n) Brixington Open Space enhancement £150,000 (less £23,000 s106 funding if granted)**
  - o) Cliff works (Beer, Seaton and Sidmouth) £25,000**
  - p) Footpath resurfacing of public open spaces (Phear Park, Gunfield Gardens, Madeira Walk and The Plantation) £50,000**
  - q) Budleigh Lime Kiln Play Area £80,000**
  - r) Exmouth Liverton Copse Play Area £80,000**
  - s) Honiton Jerrard Close Play Area £60,000**
  - t) Honiton Pale Gate Play Area £80,000**
  - u) Exmouth Phear Park Skatepark £240,000**
  - v) Sidmouth Baker Close Play Area £60,000**
- 2. That, in consultation with the Portfolio Holder, evidence is sought on level of use of Greenway Lane Footbridge, and an alternative solution to the existing bridge be researched;**
- 3. That the Brixington Open Space Enhancement amends the location of outdoor gym equipment to a cluster arrangement;**
- 4. That the Exmouth Phear Park shelter bid of £25,000 be rejected; and instruct officers to explore the use of anti-graffiti paint on the current structure.**