<u>Drinkstone Village Hall</u> Report to the Parish Council AGM 2017

During the year the Village Hall has gone from strength to strength and the Management and Fund Raising Committees have continued to offer an ongoing, varied programme of activities aimed to appeal to a wide range of people, whilst balancing the need to continue to raise funds for the Hall. The Sale Trail, the Fete, the Christmas Hamper Draw event and the Quiz, our annual major events, were all extremely successful, both with raising the funds necessary to manage and maintain the Hall, and with providing Drinkstone residents with opportunities to meet each other socially and to work together for the good of the community. The Hall continues to provide a warm and welcoming environment for a wide range of clubs and classes and the number of bookings for private parties, especially children's birthday parties, have significantly increased. During the last year the hall was used on no less than 460 occasions.

Regular Pub Nights have been introduced by popular demand and have now become a permanent fixture on the Village calendar. The weekly 'Tuesday Club' drop in for coffee, provides villagers with a popular forum for enhancing friendship and support, and is regularly attended by as many as 30 people . In addition we have staged several free evening events including a Tax planning session and a highly successful Antiques evening. As a Committee we remain open minded and always willing to consider organising any further activities which might be suggested.

The members of the Village Hall Management Committee remain a strong and enthusiastic group who are prepared to work hard for the benefit of the local community. As a result the Village Hall's finances are in a sound condition and income has again exceeded expenditure. The surplus is being used to create a reserve fund to cover major maintenance, redecoration etc. which will ensure that the Village Hall remains in first rate condition and can continue to be enjoyed by future generations.