## Matters outstanding from previous meetings

| Item   | Action  | Status/response  |
|--|---|--|
| Food Poverty – Report of the<br>Overview and Scrutiny Task<br>and Finish Group, 4 June<br>2019, Minute OS5 | Confirmation of whether the Council pays the real Living Wage or the national Living Wage. Plus, the number and percentage of Guildford Borough Council employees that are not paid the real Living Wage. | <ol> <li>A response from HR Manager was circulated to Committee members on 12 July 2019, summarised below.</li> <li>The percentage of staff earning below the Real Living Wage is 0.5 per cent. This equates to four employees: one employee transferred into employment with us under a TUPE arrangement and three Apprentices earning the National Minimum Wage.</li> <li>The percentage of casual workers earning below the Real Living Wage is 66 per cent [77 workers].</li> <li>An issue of accreditation with the Living Wage Foundation is that contractors we use are also required to pay at this level. This is understood to affect the Freedom Leisure contract and possibly G-Live, as well as all building and maintenance contracts. The FISH playscheme costs would also increase with any increase to</li> </ol> |
| G-Live and Leisure<br>Management Scrutiny<br>Working Group, 9 July 2019,<br>Minute OS11                    | Establish two working groups to scrutinise the Council's G-Live and Leisure Partnership Agreement (LPA) contracts monitoring.   | pay rates.  Membership of G-Live working group: Councillors Eyre, Hunt, J. Redpath, and Sheard. (G-Live Annual Report Presentation Meeting scheduled for November 2019, with Committee scheduled to consider 'Annual report and monitoring arrangements for operation of G-Live contract' in January 2020.)  Membership of Leisure Partnership Agreement working group: Councillors Booth, Manning, and Potter. (Freedom Leisure Annual Report Presentation Meeting scheduled for August 2019, with Committee scheduled to consider the 'Operation of the Leisure Management contract' in November 2019.)  |