Teignmouth models of summer entertainment for 2023-2025 by Prom-Prom

Assuming that TTC confirms funding for the next 3 years, these sums would be kept at this rate for 3 years. If only year-by-year can be agreed, then the costs will have to increase year-by year.

The following models are shown on the spreadsheet:

Model 1 shows the basic outline of 3 artists for 3 days per week for the 6 weeks of the summer holidays.

Model 1a shows the same basic outline PLUS animating The Triangle for 1 day per week (precise day TBA).

Model 1b shows the same as Model 1a PLUS the assumption of a successful ACE bid for project funding for the next years and therefore shows the use of the galleon for the trainees.

Also included is a separate budgets for P&J festival:

i. A 3-day, national Punch & Judy Festival (over an Autumn long weekend).

Model 1 (basic model without galleon or trainees)	Weekly rate	Number of weeks	Number of artists	Total	
3 days per week for 3 artists	700	6	3	12600	plus busking
Model 1a (basic model with 1 day in triangle and trainees)					
3 days per week for 3 artists	700	6	3	12600	plus busking
Including Triangle/streets for 1 day a week)	300	6	1	1800	plus busking
Total				14400	

Model 1b (this assumes a successful bid for training money)	Daily rate	Number of days	Number of artists				
3 days per week for 3 artists	700	6	3	12600	plus busking		
Including Triangle/streets for 1 day a week)	300	6	1	1800	plus busking		
Galleon hire	120	12		1440	only needed on those days when trainees are performing		
Total				15840			
NB Use of galleon assumes that there is suitable safe storage available nearby.							

National Punch & Judy Festival (over 1 long weekend or maybe a 1/2 term)	Rate	<u>Days</u>	Number	Total fees]
P&J Professors	300	3	5	4500	
Project Management fees	2400				Prom-Pro
Administration fees	250	5	1	1250	Prom-Pro
Accommodation	1500				5 people
Transport	800				
Publicity	750				
Contingency @ 5%	285				
Total including fees				10485	1

Prom-Prom - 4 weeks @ £600 Prom-Prom

5 people for 3 nights @ £100 each