The Asset Management Panel

The Housing Management Consultative Committee 4th November 2008

What is the role of the Asset Management Panel?

- To consider the repairs and improvements that are carried out to our homes.
- To work with officers to help shape the repairs and improvement programme.
- To assist with the choice of constructors for any strategic partnerships.
- To make recommendations to the cabinet member for housing.

How is the Panel made up?

- 12 tenants and leaseholders
- Senior officers
- Michelle Johnson, Community Participation Officer, takes the minutes and provides support to panel members.
- Membership can be up to a maximum of 4 years. Annual rotations
 provide other residents with the opportunity of being involved.
- There are 6 reserve panel members in place to take over if a member leaves the panel.
- The panel is made up of the following people,

Jerry Gilbert	Replacement for Simon Throp
Nick Hibberd	Assistant Director
Mbye	Albion Hill
Keith	Bristol Estate leaseholder
Pat	Clarke Court leaseholder
Ted	• Coldean
Josepha	Hangleton
Barney	Sylvan Hall
Roya	Albion Hill
Phillip	Knoll Estate
Theresa	Downland Drive
Edward	• Whitehawk
Sam	Woodingdean
Jenny	• Whitehawk



- We have received training and presentations.
- We are focusing on the procurement of the new repairs and improvement contracts.
- We are involved in the development of Key Performance

Indicators

which the constructors will use to measure their performance.

- We have met with Area Panels to develop relationships.
- The final decision from any recommendation we make ultimately lies with the cabinet member for housing.



Ted and Pat attended all of the Area Panel meetings.

They will briefly explain the feedback received from the meetings.



Next steps

- Sue Chapman will be delivering training on business planning and the Housing Revenue Account.
- We have been invited to attend the constructors evaluations and interviews.
- We will continue to strengthen our relationship with Area Panels.



Thank you for your time