

## **PROPOSED DISPOSAL OF FORMER GYMNASIUM AT COMMERCE STREET, BRECHIN**

### **Abstract**

This report advises the Committee that the former gymnasium is vacant and surplus to Angus Council requirements. It is recommended that the subjects be marketed for sale.

### **RECOMMENDATION**

The Resources and Central Services Services Committee is recommended to approve that the former gymnasium at Commerce Street be declared surplus to the requirements of Angus Council and be marketed for sale.

#### **1 INTRODUCTION**

The former gymnasium at Commerce Street has been vacant since July 2003. The property is held on the Brechin Common Good Account. ([Plan attached](#))

#### **2 CURRENT POSITION**

The availability of the property has been circulated to all Council departments to ascertain whether the property can be appropriately used by any other department. No department has notified an interest or identified a suitable alternative use and it is now proposed that the site be marketed for sale.

#### **3 FINANCIAL IMPLICATIONS**

The disposal will result in a capital receipt for the Brechin Common Good Account.

#### **4 CONSULTATION**

The Chief Executive, the Director of Law & Administration and the Director of Finance have been consulted in the preparation of this report. In addition, all Brechin councillors have been advised of the proposals and no adverse comments have been received.

## **5 CONCLUSION**

The former gymnasium at Commerce Street Brechin is now surplus to the requirements of Angus Council and its disposal on the open market will result in a capital receipt for the Brechin Common Good Account.

## **HUMAN RIGHTS ACT IMPLICATIONS**

There are no Human Rights Act implications specific to this report.

## **BACKGROUND PAPERS**

No background papers, as defined by Section 50D of the Local Government (Scotland) Act 1973 (other than any containing confidential or exempt information), were relied on to any material extent in preparing the above report.

M G Lunny  
Director of Property Services