

ARTICLE 14 - FINANCE, CONTRACTS AND LEGAL MATTERS

14.01 Financial management

The management of the Council's financial affairs will be conducted in accordance with the Financial Regulations set out in Part 4 of this Constitution and the Financial Procedure Rules maintained by the chief financial officer.

14.02 Contracts

Every contract entered into by the Council will comply with the Contracts Procedure Rules maintained by the chief financial officer.

14.03 Legal proceedings

The Director of Risk Management is authorised to institute, defend, participate in or settle any legal proceedings in any case where such action is necessary to give effect to decisions of the Council or in any case where the Director of Risk Management considers that such action is necessary to protect the Council's interests.

14.04 Authentication of documents

Where any document is necessary to any legal procedure or proceedings on behalf of the Council, it will be signed by the Director of Risk Management or other person authorised by him/her, unless any enactment otherwise authorises or requires, or the Council has given requisite authority to some other person.

Any contract with a value exceeding £50,000 entered into on behalf of the local authority in the course of the discharge of an executive function shall be made in writing. Such contracts must either be signed by at least two officers of the Council or made under the Common Seal of the Council.

14.05 Common Seal of the Council

The Common Seal of the Council will be kept in a safe place in the custody of the Director of Risk Management or other person authorised by him/her. A decision of the Council, or of any part of it, will be sufficient authority for sealing any document necessary to give effect to the decision. The Common Seal will be affixed to those documents which in the opinion of the Director of Risk Management should be sealed. The affixing of the Common Seal will be attested by the Director of Risk Management or some other person authorised by him/her.