- 5. Administration: cost of running EU Commission & institutions
- Types of Expenditure:
 - Commitment appropriations: wrt operations that can be carried out over long period
 - Payment appropriations: expenditure effectively incurred of past shit 0

III. **REVENUE**

Budget gotta be balanced every year Each MS pays a bit less than 1% of their GDP Pre-1970: annual MS contributions

1970: 'Own Sources' established by European Council:

- Common External Tariff: on imports w non-member nations
- 'Agricultural levies' aka tariffs on agricultural goods imported from non-members ii. (distinct from i. cuz not taken account for in CET)

these 2 sources existed before, they are 'traditional', but their importance have fallen: levels of CET lowered in WTO rounds

& EU enlargement, CAP reform, FTAs = large fraction of imports now duty free

Reformed VAT: 1% of VAT paid in each nation

→ 2 largest,

taxpayers ultimate iv. GNP-based tax: ensures that EU doesn't go in deficit, completes gap

Others: taxes paid by European institution employees (who do not pay national taxes), Financial Transaction & Common Corporate Income tax, Energy levy on CO2 emissions, fines & surpluses

ex : UK rebate - à l'époque v poor and small farms, so EU Budget didn't concern them a lot

→ discount on contribution, correction for UK redistributed to other MS (unfair)

These new 'own sources' would improve EU's fiscal autonomy

IV.

- new 'own sources' would improve EU's fiscal autonomy

 7. PROBLEMS

 UK Rebate: No longer provals corrections are limb not normal that the ones who receive compensation of they're poor have to the pensate for UK
 - → Clauging t requires unaning (Ac. K won't agree)
- Regressive VAT: poorest country bares relatively large share
- 20% of custom duty kept as collection fee, too much
- Countries with equivalent levels of prosperity have different levels of operating net balances to EU budget
- Accounting system is a zero-sum game, le malheur de l'un fait le bonheur de l'autre! → this contradicts EU political project of positive sum game