



NORTH WALSHAM TOWN COUNCIL

Development & Amenities Meeting – 10 January 2023

Published: 5th January 2023

Time: 19:00

Place: Council Offices, 18 Kings Arms Street

Councillors are hereby summoned to attend the above Committee meeting of the Council.

All members of the public and press are welcome to attend the meeting are allowed to address the Council during our Public Participation Forum (item 6) but are not permitted to take part in any of the debates.

Fi Collett

Assistant Town Clerk

AGENDA

1. **APOLOGIES FOR ABSENCE**

To receive apologies for absence

2. **DECLARATIONS OF INTEREST**

To receive declarations of pecuniary or personal interests and consider requests for dispensations

3. **TO APPROVE MINUTES OF PREVIOUS COUNCIL MEETING - emailed with Agenda**

(As per Standing Order 3t, to approve decisions/resolutions made as an accurate record)

To approve minutes of the meeting 8.11.22

4. **UPDATE ON MATTERS FROM PREVIOUS MINUTES**

Decision/Action Log (Report attached)

5. **PUBLIC FORUM**

(As per Standing Order 3e-Items on this agenda; Standing Order 3f-Total duration max 15mins; Standing Order 3g-Max 3mins per person; and Standing Order 3h-Questions do not require a response at this meeting)

6. **UPDATES**

To receive updates:

Cemetery (BW)

North Walsham Play (MS)

Grounds Team (DG)

7. **TENNIS COURTS**

To receive presentation from member of the public regarding Tennis Courts and discuss possibility of funding for 2023/2024

8. **VEHICLE FOR GROUNDS TEAM (DG)**

To agree purchase /lease of Vehicle for the Grounds Team following presentation of potential costs.

9. CORONATION

To set guidance and budget for Coronation working group

10. LETTER FOR GROUNDS TEAM

To agree content of letter asking residents to cut back overhanging foliage.

11. CONFIRMATION OF FENCING AND SIGNAGE FOR TRACKSIDE

To discuss placing of signage and signs within the whole trackside park area

12. ITEMS FOR THE NEXT AGENDA/LATE ITEMS FOR DISCUSSION ONLY

13. DATE OF NEXT MEETING

14th March 2023 6.30pm (or 7pm if back to back with M&I)