

MARSHLAND ST JAMES PARISH COUNCIL

I hereby give you notice that a Meeting of the Playing Field Management Partnership for the above named Parish Council will be held **at 7.00pm on Monday 13th July 2020.**

This meeting will be held virtually in accordance with The Local Authorities and Police and Crime Panels (Coronavirus) (Flexibility of Local Authority and Police and Crime Panel Meetings) (England and Wales) Regulations 2020.

All members of the Partnership are hereby summoned to attend for the purpose of considering and resolving upon the business to be transacted at the Meeting

Members of the public and press are welcome to attend.

To attend the meeting please use the link below:

<https://us02web.zoom.us/j/89267963371?pwd=RE8yRU5L3dQVjlyY3VMVksxYXQ1dz09>

AGENDA

1. To receive, consider and accept apologies for absence
2. To receive declarations of interest on agenda items
3. To approve the minutes of the meeting on 10th February
4. Matters arising
5. To consider appointing an additional member of the Partnership
6. To provide an update on the replacement of the Skate Ramp and refurbishment of the MUGA –
 - a. Planning application for flood lighting
7. To consider requests to use the playing field including:
 - a. Samurai Karate School
 - b. Farmers Market
8. To discuss issues at the playing field:
 - a. Litter and rubbish collection – to consider entering into a contract
 - b. Nitrous oxide canisters
 - c. Dogs and dog waste on the playing field
 - d. Purchase of steel notices for play equipment
9. To consider if it is possible to safely re-open the play area
10. Update on CCTV survey of the damaged culvert at the front of the playing field site
11. To discuss any issues connected to the Marshland Hall
12. To discuss maintenance of the football pitches
13. To discuss any general maintenance issues at the playing field – including spraying
14. Football
15. Reports from user groups
16. Receive members concerns and matters to be included on next agenda
17. Confirm date and time of next meeting – 14th September