

AREA NORTH COMMITTEE

15 December 2010

ITEMS FOR INFORMATION

The items for information do not form part of the agenda. Should members have questions regarding any of the items please contact the officer shown underneath the relevant report. If, after discussing the item with the officer and it is felt appropriate, a member may request an item to be considered at a future Committee meeting.

1. Action List From Area North Committee – November 2010

Note:

Highways matters arising from the Area North Committee meeting on 24 November 2010 will be reported in January 2011.

1. Action List From Area North Committee – November 2010

Action	By Whom	Outcome
Notification of proposed parish workshops regarding allocation of service enhancement budget	Area Development Manager	To be discussed with Leader / Area Chairs 13 th December.
Play days – request for member and parish consultation prior to confirmation of events	Community Play Officer	Request passed on to Community Play Officer (Stuart Talbott)
Information required Development Management / Engineering & Property Services regarding a report about parking for Great Bow Yard and in Langport.	Area Development Manager (North)	<p>Parking at Great Bow Yard will be included in the report clarifying land use consent and development management (as requested at August Committee).</p> <p>A wider report on car parking issues in Langport is noted for future consideration, as soon as staff resources available.</p>
Provide summary copy of asset register	Assistant Director (Finance and Corporate Services)	To be reported
From August Committee - Request publication of guidance for landowners regarding unauthorised incursions onto land.	Committee Administrator/ Area Development Manager (North)	To be advised. Existing published advice reviewed with Civil Contingencies Manager.
From August Committee - Great Bow Wharf – report which clarifies current situation with regard to land use consent and development management.	Adrian Noon (Area Lead - Development Management)	Report underway.