CLERK: Mr Michael Atherton ADDRESS: 53 Beechfields Way

Newport Shropshire TF10 8QA

Tel: 07581 454882

E. Mail: churchaston@gmail.com



## **Church Aston Parish Council**

You are summoned to attend a Regular Meeting of the Parish Council on Monday 9<sup>th</sup> January 2017 commencing at ~7.40pm

The meeting will be held at Church Aston Church Hall

# **AGENDA**

#### 1. Apologies

Apologies received from Councillors unable to attend the meeting

2. **Declarations of Interest:** Members to disclose any pecuniary and / or non-pecuniary interest in any matters contained in this agenda.

#### 3. Public Session

Members of the public in attendance may speak to express views on any matter relating to the Parish of Church Aston (Maximum 15 minutes)

# 4. Minutes of the Meeting Held on 5<sup>th</sup> December 2016

Minutes of last meeting to be agreed, amended if required, and signed.

- 5. **Matters Arising:** Matters carried forward or arising from previous meetings
  - a. Issues under former railway bridges
  - b. Millennium Stones maintenance
  - c. Wellington Road speed limit, signage & verge maintenance
  - d. Newport Library
  - e. Unstable Beech Tree

#### PARISH PROJECTS & COMMUNITY MATTERS

6. House next to the School (watching brief)

#### 7. Parish Projects

- a. Village planters
- b. Street lighting (LED upgrade)
- c. Web-site & Face-book updates

#### 8. Representative Reports

- a. Parish Newsletter (SS)
- b. Village Hall (BK)
- c. Newport Regeneration Partnership (JP)
- d. Rural Forum (PE)
- e. Bus Users Group (SS/PE)
- f. Telford & Wrekin (Cllr Andrew Eade)

### 9. Correspondence

o Summary of correspondence and related actions

#### **POLICY & PLANNING MATTERS**

- 10. Local Plan 2016 2031
- 11. Planning Applications (Schedule attached)

#### **FINANCE & GOVERNANCE**

- 12. Precept & Budget Setting for 2017/18 (Papers attached)
- 13. Accounts & Payments:
  - a. Account balance at 09/01/17
  - b. Accounts payable
- 14. Personnel Committee
- 15. Compliance Matters
  - a. Workplace Pension Regulations (Verbal update)

# **ROADS, HEDGES & DITCHES**