

Prosperous Communities Matters Arising Schedule

Purpose: To consider progress on the matters arising from previous Prosperous Communities Committee meetings.

Recommendation: That Members note progress on the matters arising and request corrective action if necessary.

Matters Arising Schedule

Status	Title	Action Required	Comments	Due Date	Allocated To
Black	Update to PC Committee re WL Markets	PC 30.05.23: Noted that the Cttee would receive an annual update re Markets in WL. To be added to the work plan	report on cttee work plan	30/06/23	Ady Selby
Green	Flowchart re DFGs for Councillors' Induction	Requested at Prosperous Communities Committee (31 Jan 2023) that the Member Induction Welcome Pack include a form of flowchart re DFGs process, for Members to have easy reference to.	Reallocated to Democratic Services to be loaded to library for quick access	01/09/23	Ele Snow
Green	Flow Chart re ASB Contacts	PC 07/03/23: ASB: The suggestion of a flow chart for Members to have as a quick reference guide was supported and it was hoped this could be included in the Member Welcome Pack for all Councillors after the elections in May 2023.	Reallocated to Democratic Services to be loaded to library for quick access	01/09/23	Ele Snow
Green	Further Education Task Force - future reporting	Extract from mins of mtg 19/7/22 (b) a quarterly update report from the Further Education Taskforce be received by the Prosperous Communities Committee on a quarterly basis;	Please ensure these reports are added to the Work Plan for PC Cttee First meeting of the group took place Feb 2023, updates to be scheduled accordingly	31/07/23	Grant White
Green	Parking Strategy - Future Considerations	Following discussions at PC Cttee meeting 19 July 2022, considerations for the refresh of the Parking Strategy should include details on opportunities to "green" the strategy as well as reconsidering options for motorhome and caravan parking, in relation to the visitor economy. Further details in minutes of meeting.		01/07/25	Sally Grindrod-Smith