

ARKESDEN PARISH COUNCIL – AGENDA

Monday 20 May 2024, 6pm in the Arkesden Village Hall

- 1. Apologies for Absence / Election of Meeting Chair
- 2. Public Speaking
- 3. Declaration of interests
- 4. Minutes of 15 April 2024 meeting
- 5. Matters arising from 15 April 2024 meeting
- 6. Ongoing Matters Cllr Areas of Focus Updates
 - 6.1 Village welcome pack (HG)
 - 6.2 Footpath Repair (AMcL)
 - 6.3 Website and Broadband (JB)
 - 6.4 Potholes (MN)
 - 6.5 Speed Limits (SG)
 - 6.6 Neighbourhood Watch

7. Planning Matters

- 7.1 New Applications
 - <u>UTT/24/1051/PAR3</u> Application to determine if prior approval is required for a proposed: Change of Use of Agricultural Buildings to a flexible use within Storage or Distribution (Use Class B8), Hotels (Use Class C1), Commercial/Business/Service (Use Class E). Buildings To The Rear Of Mulberry House, Wenden Road Comments due 13 May
 - <u>UTT/24/0895/FUL</u> Section 73A part retrospective application for conversion of an agricutural barn into 2 no. dwellings (amendments to UTT/15/3044/PAP3Q) Buildings To The Rear Of Mulberry House, Wenden Road Comments due 29 May
 - <u>UTT/24/1117/DOC</u> Application to discharge condition 7 (lighting scheme) of UTT/22/2534/FUL- Monks Cottage, Wood Hall – Comments due 20 May

7.2 Determinations

- <u>UTT/24/0587/CLP</u> Conversion of garage to living accommodation and change of use from Class C3 (residential) to Class C1 (use for Airbnb). - Parsonage Farm, Wenden Road – Refused
- <u>UTT/24/0657/PAM3</u> Prior Notification of change of use from commercial, business and service (Use Class E) to 1 no. dwelling (Use Class C3) - Nissen Hut At Morley Forge, Clodmore Hill – Refused
- 8. District councillor's report
- 9. County councillor's report

- 10. Playing Field report
- 11. Village Hall report
- 12. Highways and road closures
- 13. Finance
 - 13.1 Balances
 - 13.2 Invoices
- 14. Residents' Concerns / AOB
 - 14.1 Taking part in no mow may Arkesden stream
- **15. Date of the Next Meeting** 17 June 2024 at 7.30pm in the Village Hall.