

Roads and Footpaths

Wednesday, 24th February 2016

Present: Councillor Megan Taylor
Councillor Robert West
Councillor Maggie Miller
Councillor Julie Saxton

Apologies: None

A list of places and repairs required around the village was drawn up.

Street lighting:

Junction of Horseman Drive and Lynwood View; the tree in the garden there has grown up around the street light and is blocking the light.

The street light outside 1 Millers Croft is not working.

The street light near the tennis courts at the Rec Centre is not working.

Roads, footpaths:

The section of Church Street which runs past the butchers and the side of the Coop is badly eroded and is a priority for repair.

Footpath along the side of the Old Vicarage is breaking up.

Footpath between Millers Croft and Sutor Close is breaking up.

Sawyers Crescent footpath adjacent to railway line is being broken up, apparently by tree roots. (resident has been to P C meeting to mention it). Not sure if it's CYC or British Rail responsibility.

Footpath outside 2 Hallcroft is breaking up.

Footpath outside 21 Horseman Lane is breaking up.

Lower junction of Merchant Way and Flaxman is badly holed and rutted.

Footpath in Church Street side of Old Vicarage, 3 Main Street, is badly broken up.

Horseman Drive, near junction with Manor Heat, road breaking up again.

Potholes at:

College Road = opened up again after recent 'repairs'.

St Giles Way – both ends of the road

Station Road near St Giles junction

Large pot hole in Horseman Drive, outside No

Overhanging hedges:

22 Hallcroft Lane (junction with College Road)

15 Merchant Way

2 Millers Croft

20 St Nicholas Crescent - hedge cut back on one side of the entrance, but not the other!

21 Low Green, beech hedge.

21 Horseman Drive, St John's Wort spread across the pavement.

25 Station Road

Others:

The Link, near the junction with College Road, drains blocked.

The verges either side of the Manor Heath and Hallcroft Lane junction are deeply rutted and bare of grass, which need replacing after the work to install the island refuge and bollards.