## **QUADRING PARISH COUNCIL.**

"Rossett",
Towndam Lane,
Donington,
Nr Spalding,
Lincs. PE11 4TR.

The Annual Parish Council Meeting was held on Monday 10<sup>th</sup>. June under the Chairmanship of Coun. M. Clifft.

The problem with the parked taxi on Main Road had now been cleared up, and the Fire Hydrant marker in Casswells Drive would be repaired. The caravan in Sarahgate Lane was still there. The Clerk had received the new dog bin for the end of the footpath No:7 and he was to ask David Baxter to put this up. It was decided to keep in mind any needs the Parish may have so that a claim could be made on the 106 scheme. The Clerk was to speak to Broadgate Builders again to see what if anything was happening concerning the Salem Burial Site. The grass in Casswell's Drive had not been cut. The Clerk was to ask Sneath's to cut the Playing Field and the slip-road grass for the foreseeable future. With this in mind the Clerk was to terminate the contract with Dawsons.

Notices were to be put up asking for volunteers to form a Playing Field Committee. There was a need for some kind of markers at Mel Burrell's corner.

The Clerk was to try to contact Michael Faulkner regarding the dangerous state of the air-raid shelter on Sarahgate Lane. A quiz night for proceeds towards the bench on the Playing field raised £470. There had been a speeding motor bike going through the village but PCSO Abbotts knew the culprit. The bins on the Playing were not being emptied regularly and the new dog bin withh have to be emptied. Swings on the Playing Field had been thrown over the uprights, but the parents had been spoken to and was being sorted.

Janette Jameson thanked all concerned for their support with the 106 scheme. The new intake at the school had 31 applications and was now full for September with only 1 place left in the school. Quadring was now on the map for any 106 payments as the need for spaces will trigger expansion and plans were being passed for new classrooms.

M.V.Stacey (Clerk to Quadring Parish Council)