# Headlines from the September meeting of the Parish Council

# **Planning**

Councillors were pleased to hear that Surrey County Council has dropped the proposals for a play trail at Newlands Corner but we have since heard of a new consultation on the possible extension of car parking charges to other SCC Sites

We have joined with other neighbouring Parish Councils to object to the opening of the north facing slips roads to the A3 at Burnt Common due to concerns over the consequent increase in traffic on the A247. This is now being promoted by the developers at Wisley Airfield We have also objected to the conversion of a stable block in a field north of Lime Grove to residential accommodation is it would be outside the settlement area and in Green Belt.

#### **Recreation Ground**

The Play Area has successfully completed its annual inspection- no serious problems identified. We are looking at options for improving access to the 'Grassform' Car park extension

# **Footpaths**

The Parish Council has funded additional work on two local footpaths while Surrey County Council had completed work on the main paths in the area. Guildford Borough Council had undertaken work to clear the ditch alongside footpath 67, an important link in the surface water drainage network running through the village. The electrical fence erected across this path and the locked gate on footpath 69 have both been reported to Surrey County Council but no action had been taken as yet. We'll continue to chase.

#### **A247 Matters**

Following the withdrawal of funding for the A247 Safety Scheme councillors agreed in principle to explore lower cost options from within Parish Resources. The Chairman agreed to meet with the SCC Highways Officer to discuss a possible second VAS sign aimed at northbound traffic through the village

### **Clandon Good Neighbours Scheme**

The Council has confirmed a grant of £500 towards the start-up costs of the Clandon Good Neighbours Scheme due to be launched on Thursday 28<sup>th</sup> September.

#### John Stone