Guildford Borough Council approves draft Local Plan for Public consultation

The Guildford draft Local Plan draft local plan was approved by a meeting of the Borough Council at a special meeting held on 24th May 2016.

The full agenda and papers can be found at <u>http://www2.guildford.gov.uk/councilmeetings/ieListDocuments.aspx?CId=159&MId=545&Ve</u>r=4

A webcast of the meeting is available at <u>http://www.guildford.public-i.tv/core/portal/webcast_interactive/225042</u>

A six week consultation will start on Monday 6 June 2016

All comments submitted in writing during the consultation will be shared with the independent Planning Inspector. More information is available at www.guildford.gov.uk/newlocalplan

The Parish Council is organising its own consultation meeting on the Plan jointly with the Clandon Society on Tuesday 28th June at 8.00pm in the Village Hall

As part of the public consultation, there will also be three drop-in events:

Saturday 11 June 2016 at Guildford Council's Millmead offices between 10am and 5pm
Thursday 16 June 2016 at Tongham Community Centre between 12noon and 8pm
Tuesday 21 June 2016 at East Horsley Village Hall between 12noon and 8pm

The draft Local Plan and supporting documents will be available to view at the Council's Millmead office during weekday office hours and at Guildford Library, Ash Library, Shere Diamond Jubilee Library and Horsley Library. Further details, including the addresses and opening times of where the documents can be viewed, will also be on www.guildford.gov.uk/newlocalplan.

Feedback can be provided in a number of ways using a representation form. GBC encourage people to submit their comments online at www.guildford.gov.uk/newlocalplan or by email to localplan@guildford.gov.uk or send it through the post to the Council. Paper copies of the form are available from the Council's Millmead office reception, local libraries, at the drop-in events or by phoning 01483 444471.

All feedback must be received by the Council by 11.59pm on Monday 18 July 2016.