

CHIPPING NORTON TOWN COUNCIL

THE GUILDHALL, CHIPPING NORTON, OXFORDSHIRE OX7 5NJ

TEL: 01608 642341 Fax: 01608 645206 Email: cntc@btconnect.com Office Hours: Mon – Fri 9am – 1pm

TOWN CLERK: Louise Steele, Locum

26 February 2021

SUMMONS TO ATTEND A MEETING OF COMMUNITY COMMITTEE

- TO: All Members of the Community Committee
- VENUE: To be held by Video Conference due to Government Restrictions in line with The Local Authorities and Police and Crime Panels (Coronavirus) (Flexibility of Local Authority and Police and Crime Panel Meetings) (England and Wales) Regulations 2020.

This meeting will be held remotely, online. If any resident wishes to attend the meeting virtually please contact the Deputy Town Clerk at <u>cntc@btconnect.com</u> for the Zoom link by 12 noon on Wednesday.

- DATE: Wednesday 3 March 2021
- TIME: 7.15pm

Louise Steele Town Clerk

Cllr Coleman (Chairman), Cllr Poole (Vice Chairman), Cllr Carter, Cllr Graves, Cllr Mazower and Cllr Tuckwell

Recording of Meetings

Under the Openness of Local Government Bodies Regulations 2014 the council's public meetings may be recorded, which includes filming, audio-recording as well as photography.

<u>A G E N D A</u>

- 1. To approve the Minutes of the Committee meeting held on 3 February 2021 (Supporting Papers pp 1-3)
- 2. Apologies for absence.
- 3. Declaration of interests.
- 4. Public Participation.
- 5. Sports Awards 2021 to agree budget issues and consider plans
- 6. Annual Town Meeting to agree a date (8 April) and consider format and content of the meeting
- 7. Grants Policy to consider draft Grants Policy referred by Finance & Resources Committee (Supporting Papers pp 4-5)
- 8. Review of Cemetery Management including Cemetery Clean Up Day (10 April) and review of Fees & Charges (Current Fees & Charges Supporting Papers p 6, further papers to follow).
- 9. Committee Work Programme (Supporting Papers pp 7-10)
- 10. Lighting Scheme for Middle Row to agree budget and installation (papers to follow)
- 11. Date of next meeting 14 April 2021