

## ***Update for Tidworth Area Board***

<b>Name of Parish/Town Council</b>	<b>Everleigh Parish Council</b>
<b>Date of Area Board Meeting</b>	25 <sup>th</sup> January 2021

# ***Update for Tidworth Area Board***

## **Headlines/Key Successes**

- **Covid 19.** Covid-19 continues to dominate the headlines, with the situation constantly evolving. Village Area Co-ordinators remain in place and alert to the needs of parishioners as required in the face of an uncertain future.
- Wilts Council have agreed speed limit changes on Marlborough Road (MR) in Everleigh as follows: MR South: From the A342 up to and including Coombe Cottages – Reduce to 40 mph; MR North: From Coombe Cottages northwards – remains 50mph, and extend this zone to the KK tank crossing.

Wilts Council have approved Traffic Regulation Orders and have issued a works order to implement change in early January. We are hopeful that implementation may be completed in the Spring.

## **Projects**

- The enhancement of Everleigh Centre, opposite The Crown bus shelter, is currently our main focus. Roses have been planted and a bench is planned.
- The village playground has been closed since last March due to the Covid-19 situation. We intend to reopen it this Spring and are currently looking at the control measures necessary to achieve this.
- Right of Way (RoW) 6 is a route running south west from the village playground on to the Plain. It is a restricted byeway and as such it may be used as a footpath and a bridleway. At this time of year the track becomes very muddy and consequently we are examining options to improve the situation.

## **Forthcoming events/Diary dates**

- A village litter pick will take place on Saturday 6th March, meeting up at The Crown bus shelter at 11am and finishing by 1230pm. After issue of equipment, we will split into several groups to clean up the verges of all arterial roads approaching and running through the village.

Signed: **DENIS BOTTOMLEY, Chairman Everleigh Parish Council**

Date: 13<sup>th</sup> January 2021