

Angle Community Council Annual Report 2021-2022

Although Angle has a small Community Council with 6 seats serving a population of 337 (2011 census), the community is in an important strategic area for the Energy industry. We are seeing a growing number of project proposals that require input from the community about the impact each will have both positive and negative. This brings its own challenges let alone those relating to unfilled councillor vacancies. Our Clerk retired at the end of the summer, and sadly the post remains unfilled. We ended the year knowing that we would not have a minimum number of Community Councillors to make decisions, this leaves the community council in a very challenging position and may need to seek advice about how we can function.

Unfortunately COVID restrictions has continued to hamper some projects. Communication with Highway dept of PCC has been extremely limited, there has been no advancement regarding the passing places promised between Newton Farm and the realigned junction, speeding remains a problem and the growing volume of traffic in the village and roadside parking is becoming far more noticeable.

Activities.

- 1. On going communication with energy companies looking to bring Off shore electricity for off shore wind energy production via The Angle peninsula.
- 2. Stakeholder meeting re traffic volume and management on the Peninsula- Ongoing

Achievements

It feels as though we have had few positive outcomes this year,

Priorities for 2022-2023

- 1. Firstly the Community Council will have to seek clarity on co-opting in order to be able to make decisions and agree actions as currently only two individuals have submitted nomination forms and we require a minimum of 3 to be quorate.
- 2. Training plan has been devised and will be implemented in the coming year.
- 3. Installing WiFi and check compatibility of Audio equipment to the Village Hall to enable hybrid meetings.
- 4. Filling the Clerk vacancy
- 5. Ongoing communication and fund raising for the playpark