

Golant Quay Users Association Parish Council AGM 2017

Chair/Secretaries Report

Membership numbers. These are at similar number of 146 let berths as at 31st March 2017, with 10 member only people.

Ltd Company Report. I report that the Annual return and Company Accounts were submitted on time and that there were no trading activities in the year and therefore the Company remains dormant. It is essential that this is reported each year for you to be sure that nothing is changing regarding ownership of the land.

Health & Safety. I am happy to report that there were no reportable accidents in the year.

Maintenance Spends. We completed the planned spends on the track extension to the Pill, the concrete to the area alongside the road by the pub and the tarmac to the main slip with a total spend of £5376. We have installed a donation box by the slip and the good news is that it is still there and not in the river.

General.

The Parish Council kindly agreed for us to place a commemorative plaque and bench to Bruce Fletcher, our Treasurer for 15 years on the Village Green.

In return for us putting a new bench on the Green the Parish Council has donated an old bench seat and Robin has effected the repairs, cleaned it up and placed it at the end of the track, making a nice seat to take in a very nice and unusual view of the Pill and the village behind.

Golant Sports & Carnival

The flags that go up round the Green over Carnival got badly ripped in the high winds and we have employed Gwen Phillips to make the repairs, but will have to be a bit more careful about how long they stay up for in future years.

We had a good turnout last year after several years of declining attendance and we think that the letter box drop that we did to holiday homes helped. This advertised the events held over the summer, so we will repeat that again with the co-operation of other village organisations.

Due to the tides we will have to hold Carnival a little earlier this year on the 29th July with Madness on Sunday 20th August.