

# **Holybrook Parish Council**

Proudly serving the residents of Holybrook Parish since 2000

## Clerk's Written Report: Monday 13th March 2023

### **Beansheaf Centre/Parish Office**

#### Maintenance:

16/02/2023: Some minor repair works undertaken, as well as the lights upgrade and the floors being scrubbed and sealed, including the refixing of some window handles and the rehousing of the shutter boards in the Linear Hall.

#### Parish:

#### Playparks – RoSPA reports:

The RoSPA reports, in December, highlighted a few minor issues most of which have been addressed:

- new boards required around some of the bark in Underwood Road. Quote awaited;
- Some of the bolt missing cap covers still need replacing (very low risk score). They are larger than normal so need to order more;
- Bench repair, Underwood Road, GN Maintenance to complete repair. Confirmed one slat can be replaced;
- Sharp edges on bolts GN maintenance to shear flat and put silicone over end.
- Youth Shelter Timber smashed under seat (risk score medium). GN Maintenance has pulled and bolted wood back together.
- Multi-use Games Area (MUGA) Bolts missing (risk score medium) and some loose (risk score low). GN Maintenance replaced missing bolt and tightened loose ones. Reportedly loose bolts are common on MUGAs caused by frequent ball impact and winds.
- Rocker Chair. Slipped spring. Repaired. NOTE: this has been repaired a few times but continues to slip.
  Strongly recommend replacement.

#### Non-urgent items to note:

Swing set in Underwood Road: Chains showing wear (risk score low). Recommendation currently – monitor. Paintwork in poor condition. Needs descale and repaint (risk score low).

Youth shelter: Spilt timber is first sign of wear and tear. Consider this may need replacing in the next couple of years.

**Multiplay – Toddler:** Exposed metal rope core (risk very low). May need replacement but current recommendation is monitor.

#### Playparks – other

The field gate at Underwood Road came off its post. Repair complete. Monitor.