# Echt & Skene Community Council Minutes of AGM held 3<sup>rd</sup> June 2021 at 7.30 pm via Zoom

**Present:** Fiona Bick (chair), Nick Pilbeam (vice-Chair), George Glennie (Secretary), Niall McBeath, Klaus Wahle, Ian MacMaster, Sophie Byers, Chris Minchin, Cllr Iris Walker, Cllr Ron McKail.

Apologies: Cllr Alistair McKelvie, Guy Bromby, Paula Houston

**Minute of last A.G.M.** –Matters arising – ESCC posters are now up in the village noticeboards advertising the website and how people can make contact. Minute approved.

# **Chairman's Report:**

Since our last AGM in October 2020 we have continued to hold regular meetings online and to take action for our community although progress on several issues has been slow as a result of continuing COVID restrictions.

But we were pleased that the Council planning enforcement team were finally persuaded to take action to enforce the landscaping conditions attached to the Echt Forbes Park development planning permission. New tree planting is expected to take place in the next dormant season.

Crime rates in our area continue to be low but there have been a number of concerns expressed by residents about inconsiderate car parking in Dunecht and speeding vehicles in Garlogie, Echt and Dunecht. The Community Council has highlighted these concerns to the police who have been active this year in carrying out periodic spot checks.

A consultation exercise was carried out last year with the residents of Echt on how best to use the developer contributions available for sport and leisure facilities in the village. The Community Council then made representations to Aberdeenshire Council to request that the money be spent on additional play equipment for the Echt Pleasure Park. The equipment has been purchased and is now in storage awaiting an allocation of funding to allow installation to take place.

On the theme of community consultations, it is the Community Council's intention to develop Community Action Plans for Echt and Kirkton of Skene during the coming year. The process will provide an opportunity to find out what other improvements and new facilities residents would like to see. The CAP will be used to help people work better together and as an evidence base to apply for funding where projects require capital.

I would like to thank all of our members for their ongoing efforts and to welcome two new members to our number – Sophie Byers and Chris Minchin will represent Dunecht village going forward. Klaus Wahle will move to represent Kirkton of Skene.

# **Treasurer's Report:**

# Echt & Skene Community Council Accounts 2019-20

#### **Reserves Statement**

Total Funds	1716.24	1887.94
Cash in Hand	37.86_	39.89
Cash in Bank	1678.38	1848.05
	As at 31/03/2020	As at 31/3/2020

# **Income & Expenditure Statement**

Income

Aberdeenshire Council Grant 924.61

Total Income	_	924.61
Expenditure		
Annual Subscriptions	55.00	
Community Projects (See Note 1)	637.91	
Incidental Expenses	60.00	
Total	-	752.92

**Overall Surplus/Deficit** 

**Note 1 Community Projects** 

Total Projects Spend	637.91
Bedding plants for Echt & Lyne of Skene	237.91
Garlogie Hall Kitchen Refurbishment	400.00

### **Acceptance of Accounts:**

Proposed by Nick Pilbeam and seconded by Iain MacMaster. The accounts were unanimously accepted.

171.70

# **Election of Office Bearers/Co-Option of Members:**

George Glennie, Klaus Wahle, Sarah Byers, Chris Minchin and Ian McMaster were formally elected as members. Nick Pilbeam's term of office had also expired in 2021 but no Lyne of Skene vacancies were listed on the election poster prepared by Aberdeenshire Council so he didn't send a nomination for his re-election in 2021. A proposal to co-opt Nick onto the ESCC for the coming year is part of the agenda for the meeting to follow the AGM.

All of the Office Bearers are happy to continue in post until the next AGM:

Chair Fiona Bick

Vice-Chair Nick Pilbeam (subject to approval to co-opt)

Secretary George Glennie

Independent Treasurer Paula Houston

# A.O.C.B

No other business was raised and the meeting closed.