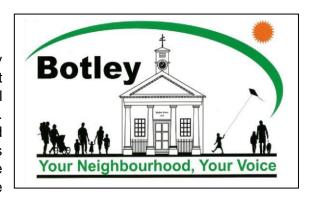
Update - December 2020

Christmas is soon to be with us so we can only hope that Coronavirus behaves itself and that lockdown has been residents and our local businesses have a good Christmas period. Volunteers providing help are still available and the details of how to get help, as were the details on how to volunteer help, can be found in the Spring edition of the Botley News, which can be seen using this link.



Tom Gurd has joined the Botley Neighbourhood Plan Committee (BNPC) as a non-Councillor member.

Revising the second draft of the Botley Neighbourhood Plan (BNP) has required more work than anticipated, because it meant developing more evidence about both housing and infrastructure. Hopefully, all the required information is now available, and we can complete the revision of the second draft of the BNP by the end of December. The BNP is based on the latest version of the Objectives, which were created using the comments you made in the surveys and at public meetings. The latest version of these can be seen using this Objectives link.

The Evidence Base used to underpin the policies in the BNP, which are how we will achieve through the planning process the Objectives we have agreed, can be seen on the Neighbourhood Plan page on the Botley web site.

The latest report of the BNPC to the BPC can be found using the Report link. There have been minor changes to the Economy and Education Papers in the Evidence Base, and details of these can be seen using the Changes link.

If at any time you want to comment on any aspect of the BNP please send your views to NP-feedback@botley-pc.gov.uk or in writing to the Parish Office.

If you would like information about becoming involved in the further development of the BNP please contact either David Weeden via david.weeden@botley-pc.gov.uk or the Parish Clerk (or by email to parish.clerk@botley-pc.gov.uk or by phoning the Parish Office on 01489 787181).

On behalf of Botley Parish Council

Councillor David Weeden

Chair Botley Neighbourhood Plan Committee

