

**ACTIONS FROM THE PLANNING POLICY COMMITTEE MEETING
HELD ON THURSDAY 14 SEPTEMBER 2023**

MIN NO:	ITEM:	ACTIONED BY:
15.	MINUTES:	
✓	The Minutes of the Meeting held on 22 June 2023 were agreed as a correct record.	<i>NOTED</i>
16.	ACTIONS:	
✓	The actions were noted as complete or in hand.	<i>NOTED</i>
17.	HOUSING DISTRIBUTION:	
	<u>Replacement Dwellings in the Countryside:</u>	
*	Further to the points raised in relation to this section, the Planning Policy and Research Manager to take this away and consult his team, following which this would be brought back as a separate item for a future meeting. UPDATE 31/10/2023: This new policy is still being considered and the wording drafted.	<i>SIMON MILSON</i>
	<u>Settlement pattern:</u>	
*	(a)The Planning Policy and Research Manager to give consideration whether a score could be applied for an individual Parish Council. UPDATE 31/10/2023: This is in the context of having each Parish Council check the results of the scoring in the first instance.	<i>SIMON MILSON</i>
✓	(b)The Planning Policy and Research Manager to check on how many people would need to be employed to score the points with regards to businesses in villages. UPDATE 31/10/2023: The employment points are intended to capture those settlements where there are a range of businesses which provide a choice of types of employment. Only businesses paying £10,000 and over in non-domestic rates have been included, as these are the ones with the greatest potential to employ several people. Businesses have been divided into 8 categories and there has to be a business paying £10,000 or more in non-domestic rates present in 5 or more categories to qualify for the points.	<i>SIMON MILSON</i>
*	RESOLVED: That the list of settlements that would determine Large, Medium and Small Villages remained the same until further consultation had been had with Parish Councils and Ward Members.	<i>SIMON MILSON</i>
18.	DATE OF NEXT MEETING:	
✓	The date and time of the next meeting was confirmed as 26 October 2023.	<i>NOTED</i>