

I hope that everyone has enjoyed a good summer and made the most of the beautiful weather. I had a lovely summer and while I was away Cllr Greg Butt resigned as Chair of Gargrave Parish Council leaving a vacancy on the council. When I returned to Gargrave I came back to reality with a bump when I was elected as Chair of Gargrave Parish Council. I would like to thank Greg on behalf of the council and the village for all the hard work he did over the last 15 months as Chair of Gargrave parish Council and previously as a Councillor.

Following in the footsteps of Greg Butt who moved the council forward, I have big shoes to fill and wish to maintain this momentum that he gained. Thanks to Greg for his work on the TGR development plan and for steering Council at a time when there was no clerk, ably assisted by Martin Banks who has done a sterling job as Acting Proper Officer and RFO.

As a longtime resident of Gargrave I am looking forward to the challenges that face council, working on behalf of residents and encouraging all councillors to focus their efforts together as we seek to improve our village. I aim to continue the outgoing chair's work of making the council more inclusive and I have plans to make the council even more accessible, introducing events such as coffee mornings and council surgeries. I will be outlining my plans at the next Council meeting on 1st October and look forward to working on your behalf.

There are outstanding issues of speeding, traffic, issues along the river, litter, and others which have been difficult to move forward but with a clerk in place and focussed effort I hope to be able to make progress in a number of areas.

We have a vacancy on the Parish Council and if you are interested in joining us please contact us for more information or to express an interest.

Please note that the PC Clerk, Jayne Dunlop, can be contacted via gargravepc@yahoo.com.

Jayne's office hours are:

Tuesday: 10am to 3pm

Wednesday: 10am to 12noon

Thursday: 12noon to 3pm

Claire E Cadman

Chair