

Environment and Regeneration Overview and Scrutiny Committee

Agenda

Date:	Monday, 12th February, 2018
Time:	10.30 am
Venue:	The Capesthorne Room - Town Hall, Macclesfield SK10 1EA

The agenda is divided into 2 parts. Part 1 is taken in the presence of the public and press. Part 2 items will be considered in the absence of the public and press for the reasons indicated on the agenda and at the foot of each report.

It should be noted that Part 1 items of Cheshire East Council decision making and Overview and Scrutiny meetings are audio recorded and the recordings will be uploaded to the Council's website

PART 1 – MATTERS TO BE CONSIDERED WITH THE PUBLIC AND PRESS PRESENT

1. Apologies for Absence

2. Minutes of the Previous Meeting (Pages 3 - 8)

To give consideration to the minutes of the meeting held on 23 January 2018

3. **Declarations of Interest**

To provide an opportunity for Members and Officers to declare any disclosable pecuniary and non-pecuniary interests in any item on the agenda.

4. Whipping Declarations

To provide an opportunity for Members to declare the existence of a party whip in relation to any item on the agenda.

5. Public Speaking/Open Session

A total period of 15 minutes is allocated for members of the public to make a statement(s) on any matter that falls within the remit of the Committee.

Individual members of the public may speak for up to 5 minutes, but the Chairman will decide how the period of time allocated for public speaking will be apportioned, where there are a number of speakers.

Note: In order for officers to undertake any background research, it would be helpful if members of the public contacted the Scrutiny officer listed at the foot of the agenda, at least one working day before the meeting to provide brief details of the matter to be covered.

6. **Performance update - Engine of the North** (Pages 9 - 18)

To receive the performance report for Engine of the North

7. Local Transport Plan Refresh (Pages 19 - 262)

To give consideration to the Local Transport Plan Refresh