Agenda item 8

For information - Health & Safety update

Author: Chris Stringer, Environment Manager

Summary

This standing report to the Council Matters Committee provides updates on the following:

- 1. Health & Safety (accidents and incidents)
- 2. Liability claims
- 3. Property claims
- 4. Risk management

Accidents and incidents.

There are no accidents to report at this time; but there has been a spate of vandalism across the town's parks and green spaces.

We've also received reports of incidents at the skatepark in Mary Baily; these have been reported on to partner organisations, including the Police.

2. Liability claims

Existing claims

The accident along the riverside path between Weylands and Welshmill that was reported in December 2017 remains open; and remains with Zurich (and Weightmans) on behalf of FTC.

As predicted in the previous update, we have now been served with legal papers relating to this; with FTC named as the First Defendant in the claim.

There remains a question about responsibility for a culvert in the riverbank, however; and this means there is still the possibility that other defendants will be named in the claim.

Lastly, we're awaiting confirmation of the reserve that has been set aside for this claim.

New claims

The Council hasn't received any new liability claims since the last Council Matters meeting on 23 September 2020.

3. Property claims

We are highly likely to be submitting a property damage claim (or claims) in respect of the vandalised stone wall near the pump track at Welshmill.

Presently, we're contacting local stonemasons so we can submit a set of quotes at the same time we submit the claim to our insurance company.

4. Risk management

We're continuing to write and update a variety of risk assessments as we respond to the coronavirus emergency and lockdown. This includes looking at activities and events happening in the parks and green spaces.

Site risk assessments are being updated now that we've resumed the review schedule of our management plans.