

## **Williton Pavilion Project**

### **Project Update.**

We have now past the halfway point in the construction programme and remain in budget and on schedule, The internal work has commenced and we are liaising with the contractor on the electrical installation plan, this includes the kitchen layout, hearing loop system, security, stage lighting and external lighting for the carpark and footpath. Recently we were able to take our first look inside the building, to view progress and obtain a better understanding of the floor layout and room sizes.

Although the building is key to the success of the pavilion project, the project extends beyond the building, it encompasses the development of more activities and events on the ground. Recently we have been approached by Somerset Sports Activity Partnership (SASP) about staging events, to encourage more people to take part in exercise and sports activities. The widening of the lane means that we are now able to consider hosting major events on the ground and later this year we will commence the initial work required to develop the Multi Use Games Area and seek funding opportunities.

The pavilion website is still a work in progress, we now have most of the information to include within the website but more work is needed in the layout, our new target date for completion is mid July. We have been contacted by Minehead Eye over the use of the building by the youth club and we are in contact with our local football team, Williton Rockets, on their requirements for next season.

There will be a tent at the Village Fete where we will have details of the floor plans and site layout, there will also be booking information available along with somebody to answer any questions you may have, relating to the building and other proposed developments. As a final note, we are still looking for a volunteer to tend the war memorial garden, this requires about one hour a month, just to tidy it up, if you are interested then drop in at the tent and let us know.

Councillor Bill Vaughan