

LEISURE AND CULTURE SUB COMMITTEE

2.00 PM THURSDAY, 23 SEPTEMBER 2021 VIA MICROSOFT TEAMS

All mobile telephones to be switched to silent for the duration of the meeting

PART 1

- 1. Welcome and Roll Call
- 2. Chairs Announcements
- 3. Declarations of Interest
- 4. Minutes of Previous Meeting (Pages 5 8)
- 5. Leisure and Culture Service update report Verbal Update
- 6. Quarterly Performance Management Data 2021-2022 Quarter 1 Performance (1st April 2021-30th June 2021) (Pages 9 14)
- 7. Christmas and New Year Opening Times 2021 (Pages 15 28)
- 8. Physical Activity and Sport Service (PASS) Update Presentation (Pages 29 44)
- 9. Forward Work Programme 2020/21 (Pages 45 46)
- 10. Urgent Items
 Any urgent items (whether public or exempt) at the discretion of the Chairperson pursuant to Section 100B (4) (b) of the Local

K.Jones Chief Executive

Civic Centre Port Talbot

Friday, 17 September 2021

Committee Membership:

Chairperson: Councillor S.H.Reynolds

Vice Councillor R.Mizen

Chairperson:

Councillors: D.Keogh, S.Miller, S.Renkes, J.Hale,

A.J.Richards, D.Whitelock and J.Jones

Notes:

- (1) If Committee Members or non-Committee Members wish to have relevant items put on the agenda for future meetings, then please notify the Chief Executive/Chair eight days before the meeting.
- (2) If non-Committee Members wish to attend for an item of interest, then prior notification needs to be given (by 12.00 noon on the day before the meeting). Non-Committee Members may speak but not vote, or move or second any motion.
- (3) For pre scrutiny arrangements, the Chair will normally recommend forthcoming executive items for discussion/challenge. It is also open to Committee Members to request items to be raised though Members are asked to be selective here in regard to important issues.
- (4) The relevant Cabinet Board Members will also be invited to be present at the meeting for Scrutiny/Consultation purposes.

(5)	Would the Scrutiny Committee Members please bring the Cabinet Board papers with them to the meeting.