

**Democratic Services Section
Legal and Civic Services Department
Belfast City Council
City Hall
Belfast
BT1 5GS**



**Belfast
City Council**

29 November 2024

MEETING OF THE PEOPLE AND COMMUNITIES COMMITTEE

Dear Alderman/Councillor,

The above-named Committee will meet in the Lavery Room - City Hall on Tuesday, 3rd December, 2024 at 5.15 pm, for the transaction of the business noted below.

You are requested to attend.

Yours faithfully,

John Walsh

Chief Executive

AGENDA:

1. **Routine Matters**

- (a) Apologies
- (b) Minutes
- (c) Declarations of Interest

2. **Presentations**

- (a) Bryson Charitable Group
- (b) Houses in Multiple Occupancy - HMO Unit

3. **Restricted Matters**

- (a) Reconsidered Item - (GLL) Annual Schedule of Charges 2025/26* (to be considered in conjunction with item 3b) (Pages 1 - 2)
- (b) GLL Single Parent Family Membership Category (Pages 3 - 8)
- (c) GLL Annual Leisure Customer Survey 2024 (Pages 9 - 50)

- (d) Quarter 2 - Finance Update (Pages 51 - 60)
- (e) Ending Violence Against Women and Girls - TEO Funding Update (Pages 61 - 84)

4. **Committee/Strategic Issues**

- (a) Community Support Plan (Pages 85 - 134)
- (b) Belfast City Youth Council - Recruitment (Pages 135 - 138)

5. **Operational Issues**

- (a) Resources and Fleet Waste - Update (Pages 139 - 150)
- (b) Resources and Fleet Pilot / Project - Update (Pages 151 - 162)
- (c) Pitch Partnership Agreements (Pages 163 - 166)
- (d) Advice Outreach - Update (Pages 167 - 190)
- (e) Air Quality Schools' Project - Update (Pages 191 - 202)
- (f) Air Quality Updating and Screening Assessment 2024 (Pages 203 - 208)
- (g) George Best Belfast City Airport - Request re: Rook Nests at Victoria Park (Pages 209 - 214)
- (h) Request for the Use of Ormeau Park Bowling Pavilion (Pages 215 - 218)
- (i) Proposals for Dual Language Street Signs (Pages 219 - 224)
- (j) Proposal to Name a New Street (Pages 225 - 226)

6. **Item Raised in Advance by Member**

- 6a Notice of Motion Update - Diversity in Council Parks and Open Spaces

