# Fore Street Public Realm Project

### For Decision:

Allocation of £40K of S106 funding towards the Fore Street Public Realm project from the £100K allocated funding.

# **Background**

Following the report to Saltash Town Team on Monday 11<sup>th</sup> November and the Saltash Town Council meeting on Thursday 5<sup>th</sup> December, further work has been progressed towards the Fore Street Public Realm Project.

#### This includes:

#### 1. Markets

Proposal to close the top end of Belle Vue Road on the third Saturday of each month during March to August 2025 (6 Saturdays). This proposal was agreed at Saltash Town Council and enables the following:

- 1a) 17 market stalls to be part of the trial rather than 7-10 as per previous proposal making the trial more viable with stronger impact
- 1b) Allows the notice board to remain in situ outside Superdrug and only the bench and litter bin to be relocated

Diverse Events have submitted their revised quote and have been appointed.

### 2. Planting/Signage/Wayfinding

Further discussions have taken place with Cornwall Council Highways and potential suppliers on the back of the visuals presented and endorsed at Saltash Town Team meeting.

Tender brief is currently being prepped to be circulated via contracts finder in line with Saltash Town Council financial regulations. Likely end date Friday 17<sup>th</sup> January 2025 with selection of successful contractor by Friday 24<sup>th</sup> January 2025. Technical data/drawings etc to be inserted by The Urbanists.

The Urbanists have been appointed and have been working alongside Mel Richardson on the above.

### 3. Communications

Trader communication is planned for early January 2025 with businesses visited along with a flyer to be designed.

### **Income and Expenditure Implications**

### Income from TDF and Vitality Funding

### £41,776 remaining as per Saltash Town Team Reporting

## <u>Indicative Expenditure (some items may vary depending upon tenders received)</u>

Contractor/Item	Detail	Cost Exc. VAT £
Diverse Events	Oversee Markets trial including sourcing market traders, road closures, stalls/gazebos and project management on each of the 6 Saturdays	£11,500

Saltash Town Council	Relocation to enable market stalls to be trialled in area outside Superdrug and Original Factory Shop	£1,000
The Urbanists	Liaison with Highways, interaction with potential suppliers, technical support with tender, CAD drawings, site visit, monitoring	£4,925
Planters/Living Pillars	Planters/living pillars as per priorities on the visuals presented. Some planters may incorporate seating. Further investigations need to take place on living pillars.	£30,000
Vertical Greening	Planters to soften the pillars from Bombshell to end of Fore Street	£8,000
Signage/Wayfinding	Exact signage style/interpretation to be agreed	£8,000
Plants and Small Trees	Exact planting to be agreed. Includes soil, bark etc	£10,000
Installation including any road closures	Potential for single lane closure requirement during installation	£4,000
Contingency		£4,351
Total Cost		£81,776

Funding Income remaining (TDF/Vitality Accelerator)	£41,776
Expenditure as above	£81,776
Funding Gap (S106 Ask)	£40,000

#### **S106 Vision Match**

The Fore Street Public Realm Project matches the S106 agreed document in the following ways:

- Fits with the vision 'to improve the profile of Saltash, *the gateway to Cornwall* creating a more prosperous, welcoming, green and attractive town centre for local people and visitors to enjoy'
- Fits with the mission to improve the economic, social and environmental revitalisation of the Town Centre with the aim of making Saltash a better place to live, work, visit and enjoy.
- Fits with each of the 5 aims in the S106 document:
  - 1. Raise the profile of Saltash promoting the Town to residents and visitors
  - 2. Create a vibrant town centre increasing footfall and visitor spend
  - 3. Maximise the benefits of events to town centre traders
  - 4. Create a more accessible and safer town centre (signage)
  - 5. Improve the town's physical appearance and trading environment