

RESTRUCTURE OF PUBLIC PROTECTION AND PUBLIC REALM

Report of the Corporate Director for Place Management & Regeneration

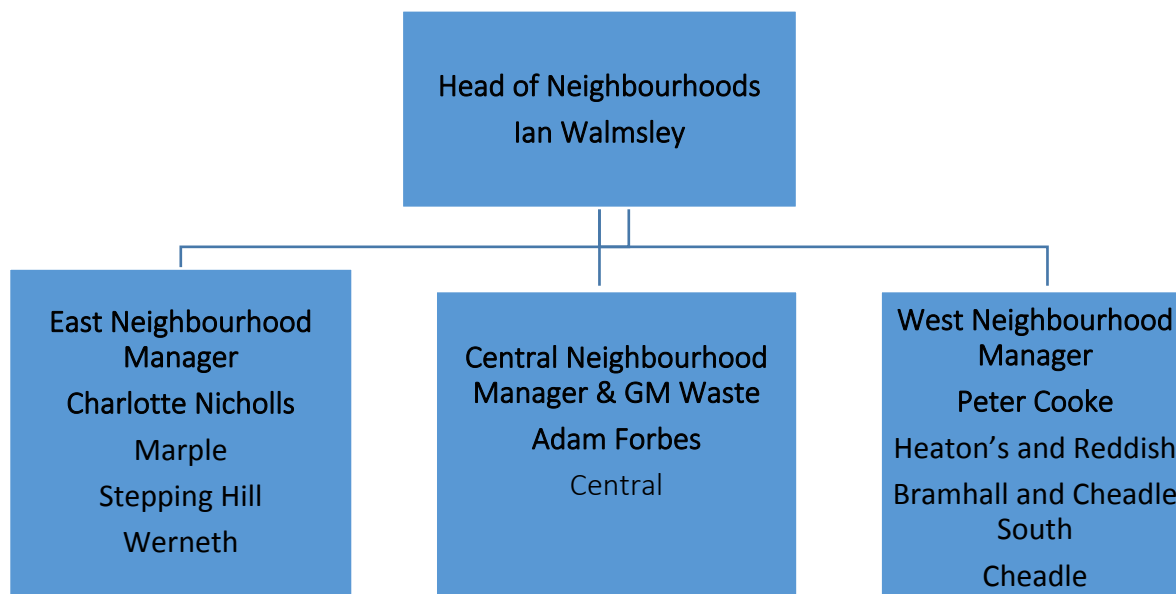
1. BACKGROUND

- 1.1 Place Management have implemented a new structure to bring together the Public Realm, Environmental Enforcement, Greenspace and Waste Management teams into a Neighbourhood Team.
- 1.2 The new Neighbourhood team enables a single team focus and responsibility for the quality of the environment at a local level. They will deliver proactive and targeted interventions, promoting greater resident and community environmental volunteering and tackling problem areas where there is significant littering or fly tipping.

2. NEW STRUCTURE

- 2.1 The management roles have been filled; Ian Walmsley is Head of Neighbourhoods, Adam Forbes, Charlotte Nicholls and Peter Cooke are the Neighbourhood Managers.

NEIGHBOURHOOD TEAM



- 2.2 There are interim arrangements in place to minimal impact on service delivery. Officers from the teams within scope of this review will continue to provide their current service, reporting to Adam, Charlotte and Peter, as part of a single team.
- 2.3 The interim arrangements will ensure that members continue to use existing contacts although they will be part of a single team with a new manager.

- 2.4 The next stage of the process will be to determine the permanent working arrangements. This will consider how we best combine the skillsets of different officers and will take place over the next few months.
- 2.5 The new Neighbourhood Team Managers will be attending Area Committee's in January to introduce themselves and outline how we hope to work closely with members to address those concerns that are of greatest concern to local residents.

3. RECOMMENDATION

- 3.1 The Area Committee is recommended to note the report.

BACKGROUND PAPERS

There are none

Anyone wishing to inspect the above background papers or requiring further information should contact Ian Walmsley on Tel: 0161 474 4382 or by email on ian.walmsley@stockport.gov.uk