

From:
Subject:

West Highlands and Islands Local Development Plan
FW: West Highland and Islands Local Development Plan [#131]

Section B Forshaw

**1: Your
personal
and
contact
details**

1.1

Name *

4.1 How do you want the West Highland and Islands area to change over the next 10–20 years?

Before you start building anywhere over here–check the roads are usable and not in permanent disrepair. My 'tiny' tarmac rd. Alongside the Shinty pitch– with a proper pavement – has been throwing up gravel since it was done at least 4–5 years ago. My car springs had to be renewed as have many folk in this area. The main road through the village is a disgrace. Its on an A road –main road North. £4,000,000–00 has been spent I read on a stretch of road outside the village which hasn't been a problem– the single track roads of the west coast are part of the charm of the area. We don't have monthly car crashes like the Aberdeenshire roads – count up the dead teenagers over the past 5 years its shocking. We have access to the Loch – where rock falls on the A road, demeaningly called a by-pass when it's the main A-road– again, which regularly cuts off the village for schools and business & has I&rs quo;ve just read over £1,000,000 spent on fiddling about with dangling rock climbers clearing bushes & shrubs which grow each year on the rock face. & REPAIRS – again & again AND HAS GONE ON GFOR OVER 25 YEARS. One councillor at a meeting had the gall to say @lets start from here' or words to that effect, when folk in the audience had been listening to the same rubbish year by year!!. All we want is our single track kept in good repair & the road / pathway made SAFE–the High School bus goes on that road each day!! Putting our children in danger .May I add–another comment by a councillor was I've not been involved and didn't know about it. I was under the impression 'Civil servants are there in any government to keep the coming and going members up to date as payment of their jobs permanent not coming and going by council rules.