## Report of the Axminster Cemetery Committee $18^{th}$ March 2019 for the year 2018 - 2019

Good Evening – I am Councillor Sue Spiller and I am Chairman of the Cemetery Committee.

I believe our Cemetery is amongst the best maintained in the area, and this of course is down to our staff. We now have two Caretakers who share respsonibilities and our Town Handyman who is always willing to help when needed. I thank these staff members for their commitment to their roles in keeping up these high standards.

For some members of the public this is a place only to be visited to attend a funeral, but for many others it is a place of solace and tranquillity whilst tending the grave of a loved one and perhaps to take time to sit and treasure personal memories.

Since last year we have had the grass grid laid into part of the Z section, and we hope that this will make the area easier to access on foot. Unfortunately the Cemetery does become waterlogged at times of bad weather as it has many natural springs running under the ground.

Our volunteer John Jeffery devotes a great deal of time to maintaining our machinery and I know the staff appreciate this, and I give him my personal thanks.

As I have mentioned in previous reports we do review our regulations annually. We adjust and amend these as deemed necessary and I thank the public for their support and understanding in these matters.

I would like to thank the volunteers from the Royal British Legion who in November each year give their time to place small wooden crosses on the graves of those service personnel who have given their lives in war time.

Finally, I will close by saying how lucky we are to have our own Cemetery that is kept in such good order, despite periodically suffering from vandalism in the form of broken windows, together with stones and debris being thrown around. I would like to thank my fellow Committee members for their support, and the administrative staff of the Town Council for their time, commitment, and continuous support.

Thank you.