## Council Meeting 30th November 2022

## Motion submitted by Councillor Leigh MBE under Council Procedure Rule 14

#### Absence of leisure facilities in Halifax

#### This Council notes:

- The discontinuity of the new Halifax Leisure Centre scheme at North Bridge will mean severe disruption to leisure provision in Calderdale
- The current economic climate means that further large-scale borrowing would be financially unsound
- The financial situation facing the Council requires an innovative approach to leisure provision in order to meet our responsibility as an authority to provide access to leisure services

### This Council acknowledges:

- The discontinuation of the new leisure centre at North Bridge will leave Halifax without leisure facilities for the foreseeable future and possibly for years to come
- The partial demolition of North Bridge Leisure Centre and the planned demolition of Halifax Swimming Baths will further limit the Council's options for leisure provision in Calderdale
- The closure of other facilities such as the Mixenden Activity Centre and Threeways Sports Facility further reduces access to leisure and future leisure options for residents

#### This Council accepts:

- The present degradation in leisure services leaves the council open to criticism for failing to deliver accessible leisure and sport facilities
- Building back healthier from the pandemic and delivering on 'Active Calderdale' are essential priorities which the Council has promised, and which must be delivered

# In order to fully meet our moral duty as a local authority to provide proper access to leisure facilities in Calderdale, this Council resolves to:

- Immediately stop the planned demolition of Halifax Swimming Baths to keep the Council's options open for leisure provision;
- Consider the repurposing of other assets for leisure provision in Halifax, such as the Mixenden Activity Centre;
  and
- Undertake a full review of leisure provision in Calderdale and reconsider the scope of existing schemes.

#### Seconded by Councillor