

(CCC) Playground inspection numbers and management

I am interested in knowing about the Council's digitisation of Playground inspections, as per Central Government's push for Councils to move to a digital approach for managing its assets and tasks.

I would like to know how many Playground and/or Play Area inspections are carried out each week for Playgrounds you are responsible for? Also, are these inspections completed by an in-house Council team or are they conducted by a contracted 3rd party company?

Does the Council use digital play inspection software for recording and managing these inspections? If yes, which software is used and how much does it cost the Council on an annual basis for this solution.

**Response:**

Q: How many Playground and/or Play Area inspections are carried out each week for Playgrounds you are responsible for?

A: We carry out on average 30 inspections per week.

Q: Are these inspections completed by an in-house Council team or are they conducted by a contracted 3rd party company?

A: Each site is inspected using in house operatives (all ROSPA qualified) but an annual inspection is undertaken by an external source provided by Munich Insurance

Q: Does the Council use digital play inspection software for recording and managing these inspections?

A: To date no, manually recorded, from early 2021 Yes.

Q: If yes, which software is used and how much does it cost the Council on an annual basis for this solution.

A: The Council is currently developing a Digital Management system for Grounds Maintenance, this includes Play Inspection and is due to be launched early in 2021.

The system we will be using is Alloy and we are developing this with a company called Yotta. The overall costs annually for this system for the Council which also includes street cleansing will be circa £41,000 pa, with the play inspection recording and management of this being a small element of this sum with grounds and street maintenance activities carried out by the Council also built in to the system.