

- The entrances have now been constructed and look great – we will soon adjust the gates so that they cannot open outwards and have already planted some more hedging to fill the gaps.
- There is a fully accessible pedestrian entrance at the Hunts Road end, with tactile paving and a drop kerb opposite. DPC will consult Highways on how to prevent cars parking in front of the drop kerb.
- The second pedestrian entrance is at the Elms Close end, where we have planted more hedging on the bank.
- Sadly, we have not been able to connect the Elms Close corner footpath to this entrance, as there was a risk of de-stabilising the adjacent telegraph pole and fencing, due to the considerable level difference. We hope to do this in the future, when funds are available.
- For those that are wondering why the central maintenance vehicle entrance gate isn't set back into the field, this was a specific instruction from Highways, who said there must be no possibility that the space will be used by school traffic.
- The central vehicle gate will remain locked, with keys held only by the appointed contractors and Duxford Parish Council.
- The spoils from the digging out have been left in the area of the proposed habitat mound.
- Two small trees that had to be removed have been left on site; these will be cut up and the materials stacked for the creation of habitat and bug/bee hotels.
- We hope to get the grass cut according to the design before the May airshow weekend.
- [Friends of Duxford Green Spaces \(FODGS\)](#) will shortly set a date for its AGM, to which all those that have expressed an interest in contributing practical skills or financial assistance will be invited. Everyone will be welcome, even if not a member of FODGS (*though please do consider joining and helping to preserve and enhance all of Duxford's green spaces*).
- Construction of paths and further landscaping will commence only towards the end of July, so although there are now safer entrances onto the field, **please note that there will be no connecting paths for a while yet.**