



Communities Working  
Together

## LANCASHIRE BEST KEPT VILLAGE COMPETITION

### Whole Village/Urban Community MARK SHEET 2024

Judges: \_\_\_\_\_ Dates of Visits: \_\_\_\_\_ Village: \_\_\_\_\_

**\*\* VILLAGE CORRESPONDENT** please put a line through any features not found in the village.

**JUDGES**, please award marks out of 10 using the full range of marks from 1 = very poor to 10 = Perfect

**N/A = not applicable should only be on items crossed out by the entering village.**

#### General Outdoor Features

		Mark
1	Litter	/10
2	Safety & Drainage of roads & pavements – including gutters, drains, pavements (including overhanging plants & weeds)	/10
3	Evidence of environmental /sustainability concerns e.g. wildflowers, bug hotels, green energy, recycling, re-used telephone box, electric charging points, etc.	/10
4	Paths, verges, boundaries, railings, fences, etc.	/10
5	Street furniture – Highway signs including street names, Litter bins, Post boxes	/10
6	Seats, benches & picnic tables	/10
7	Bus shelters / Bike racks	/10
8	Planting & Public garden areas including any floral displays,	/10
9	Water courses - streams, canals, ponds, rivers	/10

**Communal Facilities**

		<b>Mark</b>
9	Children's Playgrounds - including safety	/10
10	Outdoor Sports Facilities: recreation grounds, playing fields, Tennis, Bowling and Cricket Clubs, M.U.G.A (multi-use games area)	/10
11	Indoor Social Facilities: Scout and Guide Huts, WI Halls, British Legion / Working Men's Clubs & their car parks	/10
12	Public Buildings including Village Halls, Libraries, Health Centres	/10
13	Schools, Nurseries, and their grounds & their car parks	/10
14	Places of Worship, including graveyards & their car parks	/10
15	War Memorials and Public Monuments	/10
16	Shops	/10
17	Industrial Properties & their car parks	/10
18	Pubs, Restaurants, Hotels, Guest Houses & their car parks	/10
19	Notice Board – Public information for villagers and visitors	/10

**Private Property**

		<b>Mark</b>
20	Houses and Gardens, including fences, walls, hedges & gates	/10