



Gilston Area Strategic Landscape Masterplan

Community Working Group - Session 4

Rev 00, July 2024

AGENDA - CWG 04

- **Introductions to the Working Group & Workshop 04**
- **Presentation: Recap of Masterplan Context, CWG's, & findings from CWG 3**
- **Q&A from the Presentation**

- **Presentation: Design Code**

1. Introduction to the Design Codes & Regulatory Plans

- Part A - Overview
- Status and structure of the documents
- Regulatory Plans

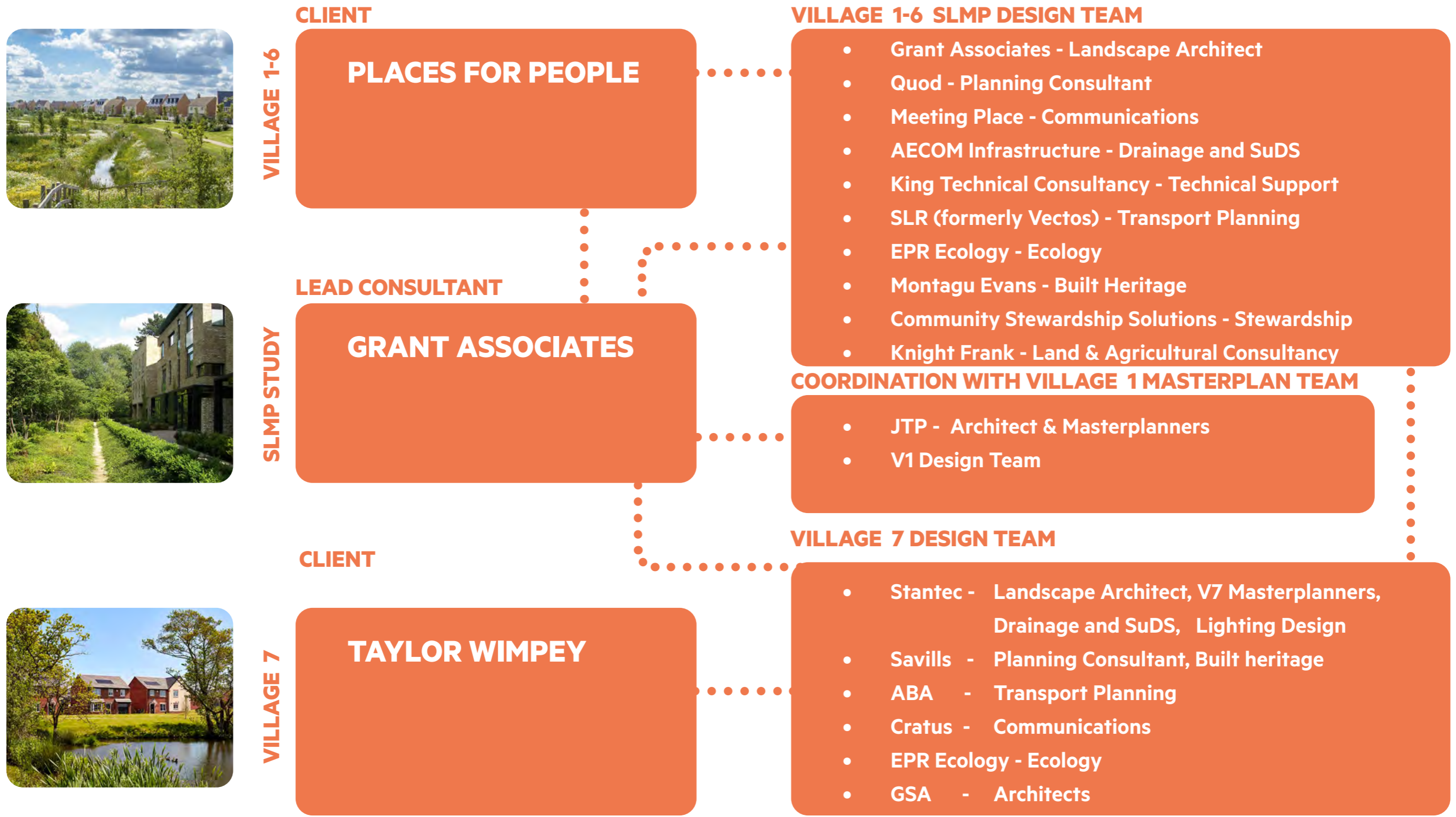
2. Part B - Design Code Examples

- Character Areas
 - Gilston Park
 - Hunsdon Community Park
 - Strategic Green Corridor Examples
 - Fiddler's Brook Corridor
 - Village Corridor Examples
 - Village 7 Greenway

• Detailing

- Access & Movement
 - Active Travel
 - Hard Materials Palette
 - STC Crossings
- Green Infrastructure
 - SuDS
- Activities & Use
 - Play
- Public Realm
 - Village Interfaces
 - Lighting

INTRODUCTIONS - STRATEGIC LANDSCAPE MASTERPLAN - TEAM



STRATEGIC LANDSCAPE MASTERPLAN ENGAGEMENT WORKSHOPS

KEY SLMP ENGAGEMENT SESSIONS

- **Working Group Site Tour** - 26th June 2021
- **Exhibition Consultation**
 - Eastwick and Gilston Village Hall 23/11/21
 - Our Lady of Fatima Harlow 27/11/21 in November 2021
- **Working Group - Workshop 1** - Introduction to study & consultation process, Wants and Worries, Early Wins, Site Stewardship, Online, 13/07/21
- **Working Group - Workshop 2** - Strategies, Eastwick & Gilston Village Hall, 16/09/21
- **Recap webinar**, Online, 19/09/23
- **Working Group Session 3** - Character Areas, Eastwick & Gilston Village Hall, 14/11/23
- **Working Group Session 4** - Presentation of Study & Design Code examples



Working Group Site Tour



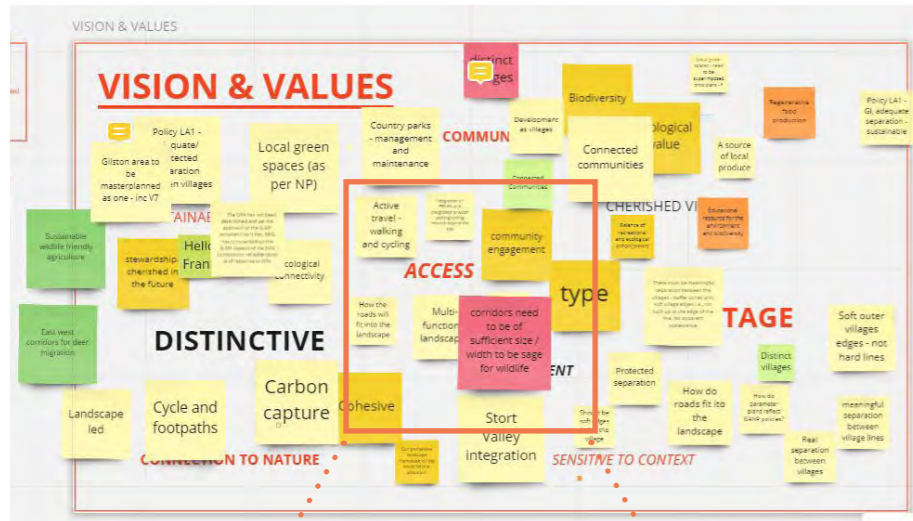
The consultation sessions were held in Gilston Village Hall in the same format as the parallel Village 01 Working Group as photographed here

SUMMARY OF PREVIOUS CWGS

SLMP WORKING GROUP - WORKSHOP 1

THESE SCREENSHOTS GIVE AN EXAMPLE OF THE LEVEL OF FEEDBACK AND COMMENTARY FROM THE WORKSHOP
FEEDBACK OF THE WORKSHOP IS RECORDED IN GSLM605-GA-PR-006_SLMP ENGAGEMENT SESSION RESULTS

VISION & VALUES



WANTS & WORRIES



REFERENCE IMAGES



WORKSHOP 2 OVERVIEW - DISCUSSIONS & ACTIVITIES

FEEDBACK OF THE WORKSHOP IS RECORDED IN GSLM605-GA-PR-012_SLMP ENGAGEMENT SESSION 2 RESULTS

GROUP 1

SESSION 1

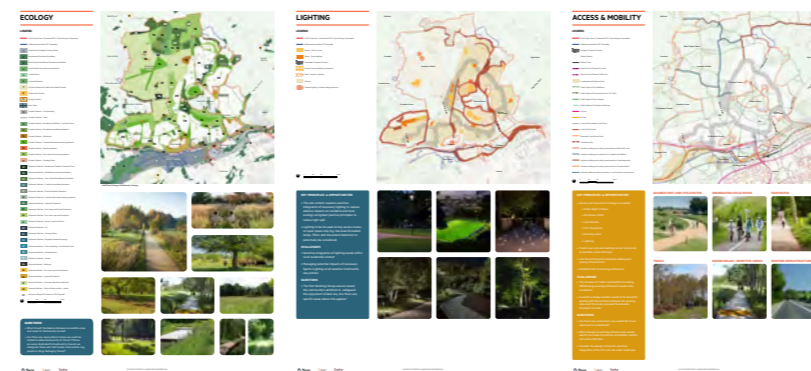
PUBLIC OPEN SPACE, SPORTS AND PLAY



GROUP 2

SESSION 1

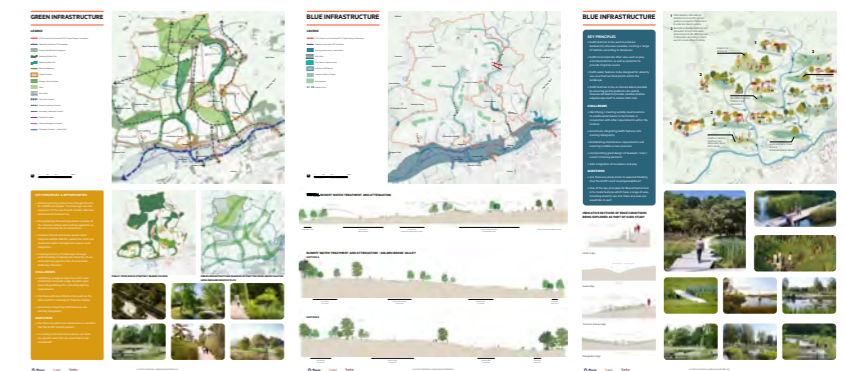
ECOLOGY, LIGHTING AND ACCESS



GROUP 3

SESSION 1

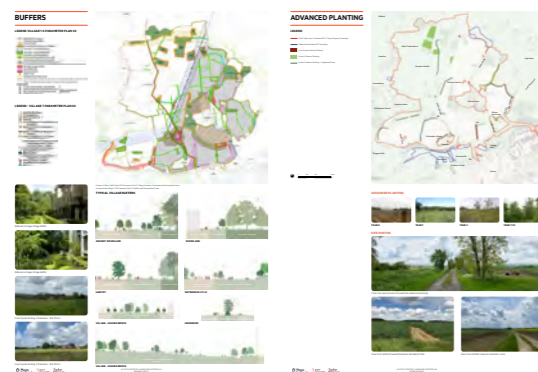
GREEN AND BLUE INFRASTRUCTURE



GROUP 1

SESSION 2

ADVANCED PLANTING AND BUFFERS



GROUP 2

SESSION 2

SPECIAL SITES (G&T&TS)



GROUP 3

SESSION 2

HERITAGE



Summary of Presentation boards used during workshop

WORKSHOP 2 OVERVIEW - EMERGING THEMES

SUMMARY OF THEMES THAT HAVE EMERGED DURING THE CWG SESSIONS

PUBLIC OPEN SPACE FUNCTIONS



KEY SUGGESTIONS INCLUDED CONSIDERATION OF THE PROVISION FOR CULTURAL SPACES (E.G. OPEN AIR THEATRE), COMMUNITY ORCHARDS, AND INFORMAL FORAGING/'INCIDENTAL ALLOTMENT' AREAS

SPORTS PROXIMITY & INTEGRATION



PREFERENCE TO LOCATE SPORTS PITCHES NORTH OF PYLONS DUE TO GOOD PROXIMITY TO V4 & STC. CONCERN OVER LIGHTING, NOISE & TRAFFIC IMPACTS OF FACILITIES ON EXISTING COMMUNITIES

SAFEGUARDING EXISTING SPECIES



IDENTIFY OPPORTUNITIES FOR HABITAT CORRIDORS AND NEW FEATURES (E.G. SUDS) TO SUPPORT EXISTING SPECIES INCLUDING DEER AND GREAT CRESTED NEWTS. CONSIDER APPROPRIATE LOCATIONS TO RESTRICT ACCESS TO HELP PRIORITISE WILDLIFE

CHARACTER OF ROUTES



INTEREST IN CHARACTER OF DIFFERENT ROUTES, ACTIVE TRANSPORT MODES WILL REQUIRE LESS LIGHTING. PREFERENCE FOR LOOSE SURFACE WHERE HORSE RIDING FACILITATES ARE PROVIDED, PARALLEL TO WALKING/CYCLING

LOCAL FLOODING, FUTURE WATER USE & QUALITY



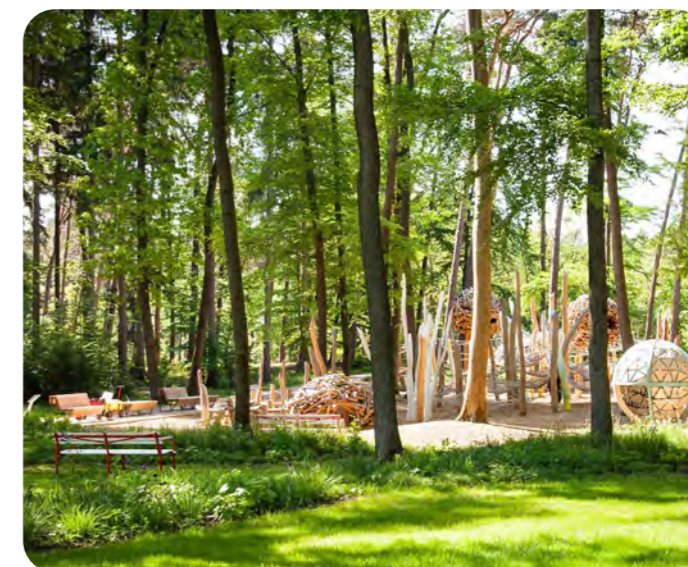
LOCALISED FLOODING OCCURS ON SITE. OPPORTUNITIES TO PROMOTE EFFICIENT FUTURE WATER USE & IMPROVE WATER QUALITY THROUGH NATURAL SYSTEMS SUCH AS REEDBEDS

BUFFER ZONE CHARACTER



PRINCIPLES OF EDGES TO DEVELOPMENT, WITH RESIDENTS EXPRESSING PREFERENCE FOR SOFT-EDGES TO VILLAGES & G&T SITES. NEED FOR BUFFERS TO HELP SCREEN NOISE & LIGHTING EFFECTS

PLAY FACILITIES THAT CONNECT WITH NATURE



PREFERENCE FOR NATURAL, NON-URBANISED, NON-COMMERCIAL PLAY AREAS INSPIRED BY THEIR SETTING. OPPORTUNITIES TO CONNECT CHILDREN WITH NATURE THROUGH PLAY

WORKSHOP 3 KEY THEMES OVERVIEW

FROM COMMENTS MADE BY PARTICIPANTS

PRODUCTIVE LANDSCAPES



SPORTS, PLAY & PUBLIC OPEN SPACE USES



MOVEMENT & THE STC



FLOODING & BLUE INFRASTRUCTURE



WORKING GROUP FEEDBACK

EXAMPLES OF HOW COMMENTS MADE DURING THE CW3 SESSION HAVE BEEN INCORPORATED TO THE SLMP PROPOSALS. FURTHER DETAILS ARE PROVIDED IN THE RELEVANT RESULT DOCUMENTS

YOU SAID

- What about water? More ponds are needed in the wood – Latton Woods given as an example

WE DID

- Ponds included in the regulatory plan in Eastwick Wood Countryside Park. A sustainable drainage strategy is being prepared for the SLMP area. This is required to be approved by EHDC.

YOU SAID

- Field to the east of Hunsdon – could this be looked at to help with flooding?

WE DID

- Nature priority zone included in regulatory plan to east of Hunsdon

YOU SAID

- Would like other facilities delivered sooner such as the bowls facility moving from village 4 to village 1.

WE DID

- Bowls facilities have been moved to Gilston Park, allowing potential for early delivery of the bowls facility

YOU SAID

- Important to include girls space for play areas/sports.

WE DID

- Specific mention to inclusive landscape design, including space for girls, included in the design code

YOU SAID

- What is meant by play areas?

WE DID

- Detail of different play typologies included in the design code, and reflected on regulatory plans



Detailing the Landscape
5.4.3 Inclusive Public Open Spaces

Designing for Safety and Diversity in Gilston's Public Open Spaces

The central theme of the Gilston landscape is access to and enjoyment of the countryside and it is essential that this is provided to all residents and visitors to the area. Inclusive design principles ensure that everyone can access and enjoy the landscape and public realm independently, safely, conveniently and with dignity.

Successful proposals will give consideration to a wide range of potential impairments including hearing, sight, mobility, cognitive, mental health, and neurodiversity. It is also important to consider how proposals may impact on different people, in particular in relation to protected characteristics, as defined under the Equality Act which include: age, gender reassignment, being married or in a civil partnership, being pregnant or maternally disabled, race, religion or belief, sex and sexual orientation.

In regards to public realm, focus on the needs of more vulnerable members of society can lead to improved design outcomes for all, ensuring a welcoming environment which ensures that causes of potential discomfort such as inaccessibility, conflicts with traffic, congested or dead-end spaces, lack of resting places or amenities are designed out as an integral part of the design process. Viewing specific elements of the public realm, such as road design, from the perspective of more vulnerable users such as the elderly or young children provides a good sense-check towards ensuring spaces are appropriately designed, and the input of both Accessibility specialists and representatives of different communities can be a beneficial contribution.

Additionally, the landscape and public realm design should make consideration of different preferences for outdoor recreation. Social, active spaces should be balanced with quieter areas, routes should provide both longer-distance treks and shorter circuits. Space for young people in particular should consider the need for variety of facilities, including ensuring there are spaces designed specifically to encourage use by girls.

Design Requirements

The landscape and public realm design **must** be developed in accordance with BS8300 requirements as appropriate, including:

1. Accessible key routes, including the design of key-routes and access to buildings and facilities, steps and level changes, pedestrian crossings, road design, lighting, gates and barriers where possible
2. Furniture provision, including the frequency and design of benches and resting places and provision of shelters. Locations of benches to accommodate those who may require privacy (such as breast-feeding mothers or those with neurodiverse conditions) may also be considered
3. Appropriate parking provision for key facilities
4. Cycle infrastructure, ensuring that cycle parking facilities include provision for accessible bike types
5. Inclusive design of play spaces to ensure these can be accessed and enjoyed by children and carers of all abilities.

Additionally design **must** consider:

6. Accessibility and inclusivity in regards to signage and wayfinding, ensuring information is clearly presented, reduces potential for confusion and considers appropriate provision for information in alternative formats. Proposals **must** ensure accessible routes, WC's and other facilities are indicated on signage and consider inclusion of meeting points and landmarks.
7. Provision of WC's within the landscape and public realm where possible including disabled WC's and changing facilities. WC's to be free, universally accessible, and gender and culturally appropriate
8. Provision of spaces to be designed following Male Space for Girls principles as a positive contribution to the public realm

WORKING GROUP FEEDBACK

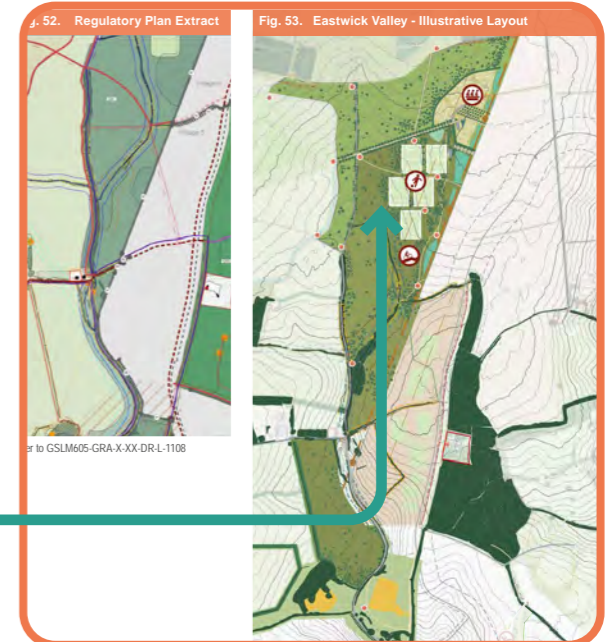
EXAMPLES OF HOW COMMENTS MADE DURING THE CW3 SESSION HAVE BEEN INCORPORATED TO THE SLMP PROPOSALS. FURTHER DETAILS ARE PROVIDED IN THE RELEVANT RESULT DOCUMENTS

YOU SAID

- Home Wood might be too sensitive for adventure play

WE DID

- Destination play shown in replanted areas of Home Wood, and reg plan shows opportunity for part of the destination play allocation in Gilston Park. This creates flexibility for RMA stage



YOU SAID

- General preference for sports pitches to be closer to the villages

WE DID

- Sports pitches that used to be located on the Airfield have been relocated to the boundary with Village 4



YOU SAID

- Planting should be carried out as early as possible to establish buffers early on

WE DID

- 1.2ha of early planting has been carried out to date around Channocks Farm and Pye Corner



YOU SAID

- Equestrian routes through Gilston Area are important

WE DID

- Equestrian routes providing connectivity through the area are being tested and if possible will be included on the Regulatory Plan

YOU SAID

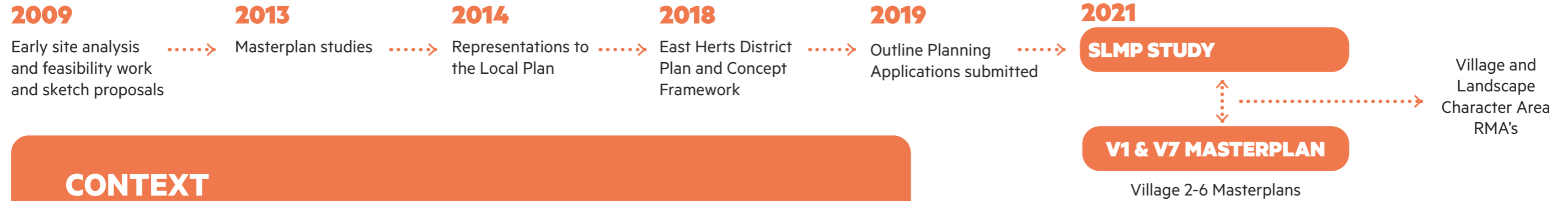
- Flooding issues around Fiddler's Brook were raised

WE DID

- Proposals to realign Fiddler's Brook included in Design Code and Regulatory Plan. This will reduce flooding and enhance habitats in this area

RECAP - MASTERPLAN CONTEXT

STUDY BACKGROUND & PLANNING CONTEXT



CONTEXT

The Gilston Area Concept Framework and Gilston Area Charter establish the requirement for a Strategic Landscape Masterplan (SLMP) for the Gilston Area. The resolutions to grant outline planning permission for V1-6 and V7 contain draft conditions which provide the mechanism to submit the SLMP

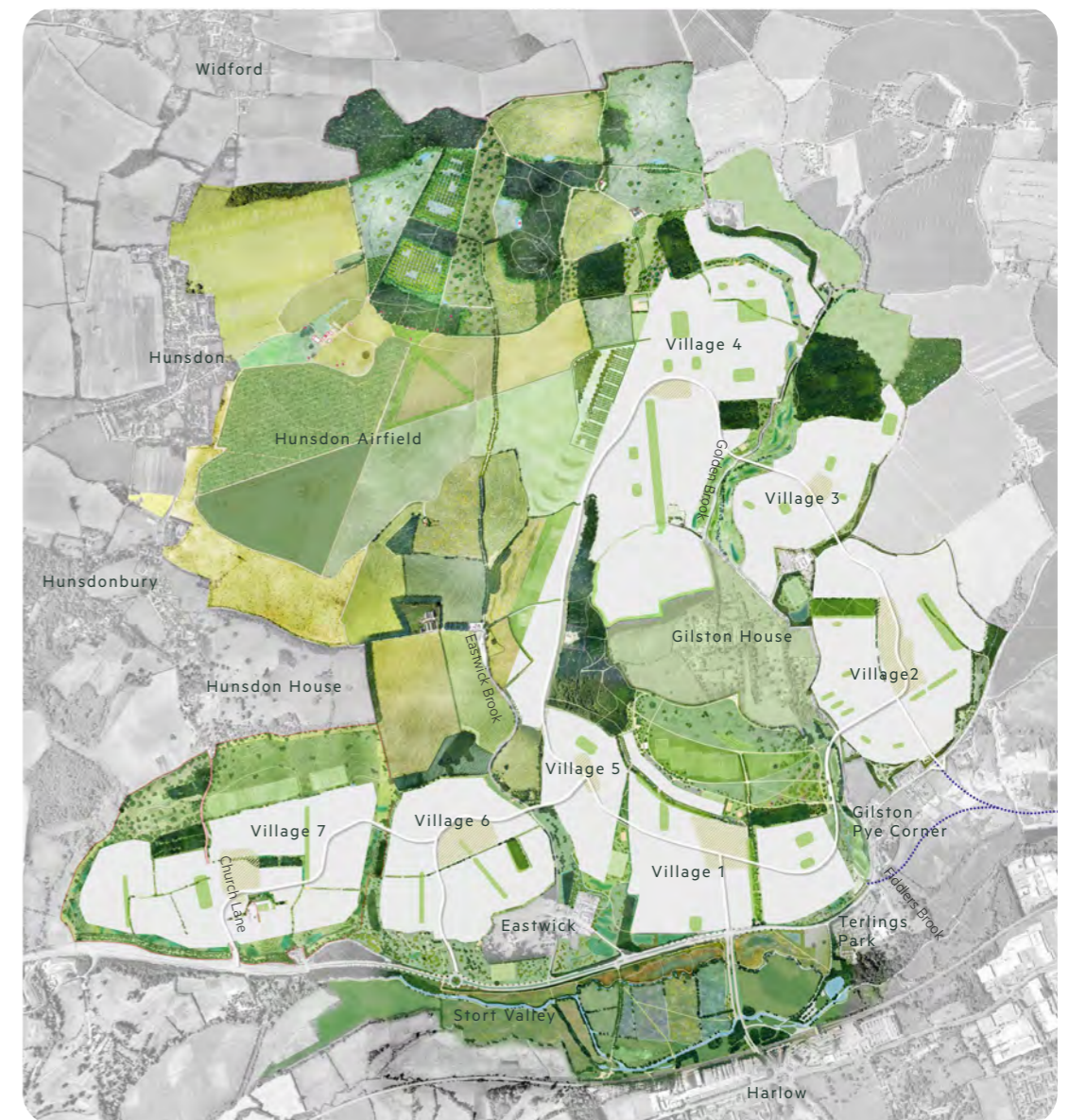
The SLMP expands upon the principles established in the:

- 2016 Gilston Area Concept Framework,
- 2018 Strategic Design Guide
- 2018 HGGT Vision & Design Guide
- 2018 East Herts District Plan
- 2020 Gilston Area Charter SPD
- 2021 Gilston Area Neighbourhood Plan
- 2022 OPA Parameter Plans, for both Villages 1-6 and Village 7

It will develop the framework created at OPA stage to prepare an illustrative document representing a single, holistic plan, covering the strategic landscape of the Gilston Area allocation.

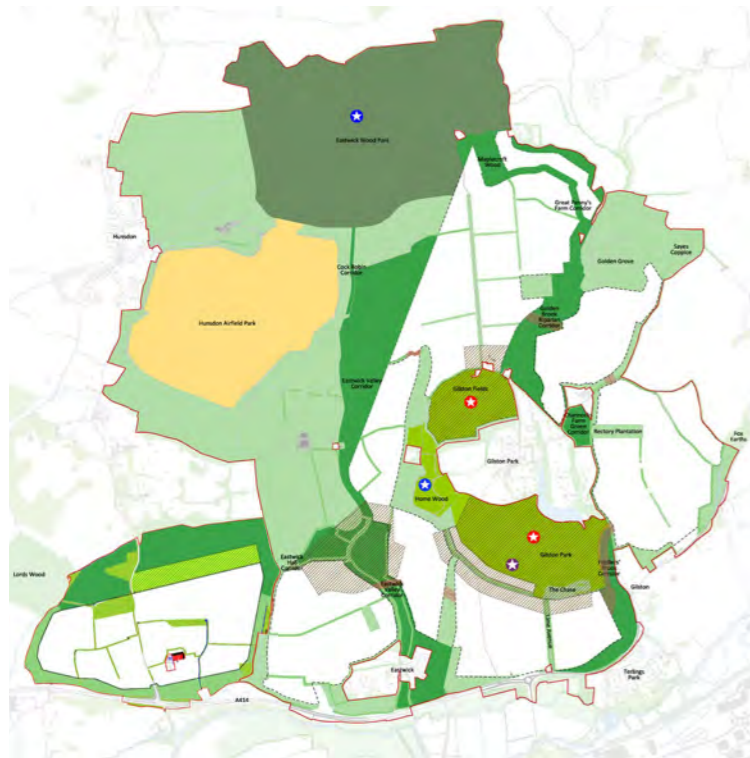
The Regulatory Plan and Design Code, prepared alongside the SLMP, will be for approval, and future reserved matters applications will need to be in accordance with them.

It will establish the key components & Character Areas of the comprehensive Green Infrastructure network, Community Trust Land, & Country Parks across & surrounding the Gilston site, ensuring the villages, green space & wider landscape function successfully together.

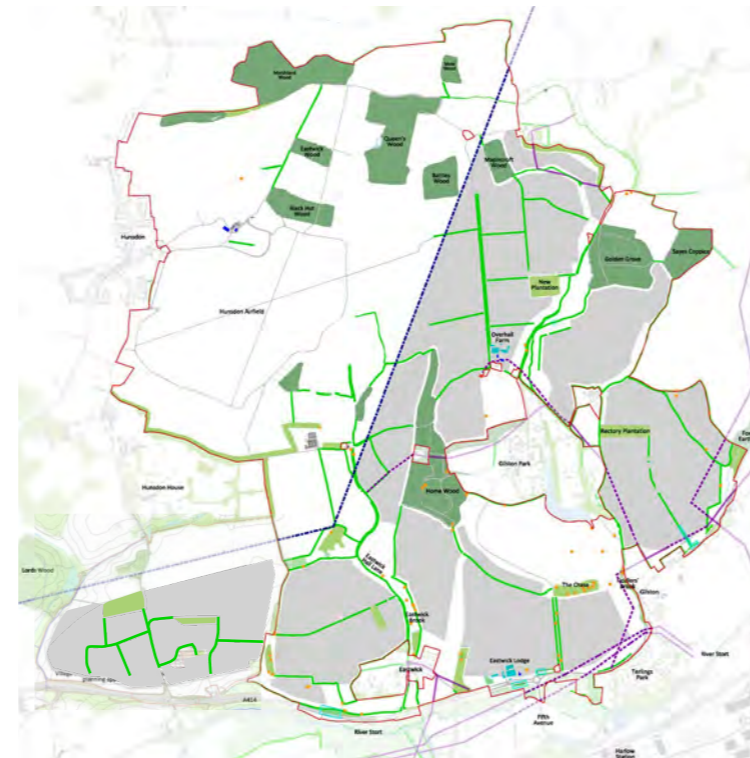


Concept Framework Landscape Masterplan, 2018

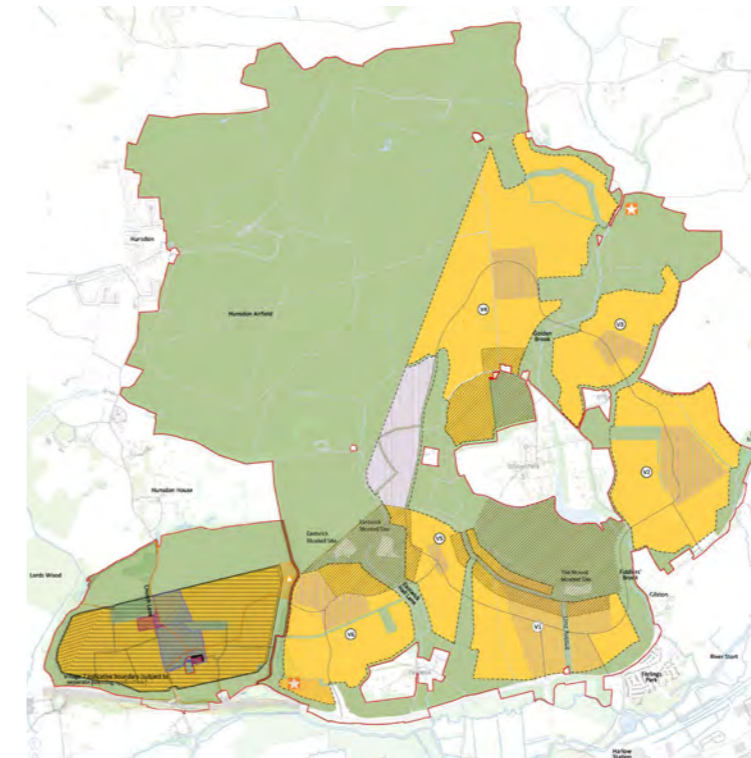
STUDY CONTEXT - OPA PARAMETER PLANS & DEVELOPMENT SPECIFICATIONS



Green Infrastructure & Open Space*



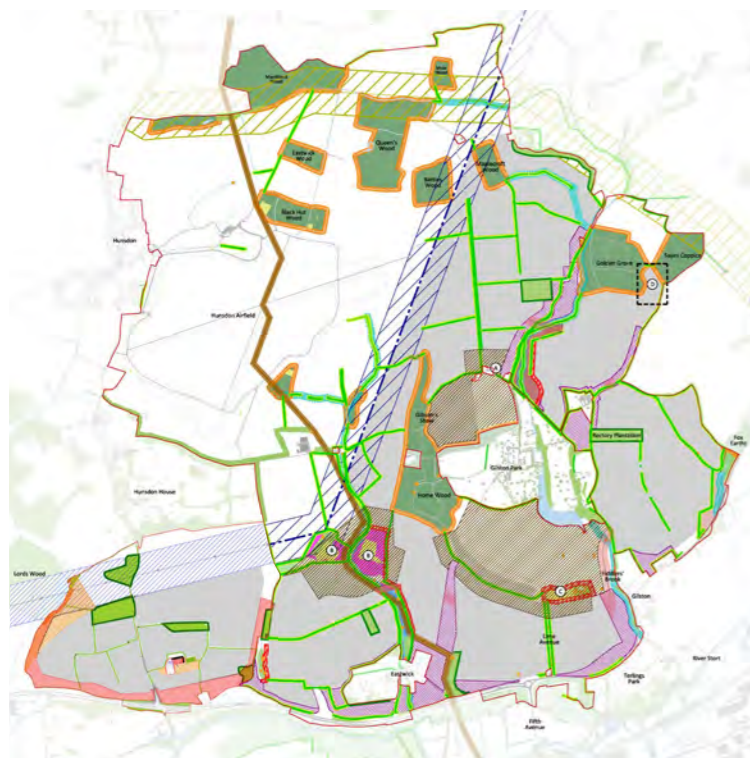
Existing Vegetation & Buildings*



Principal Land Uses*



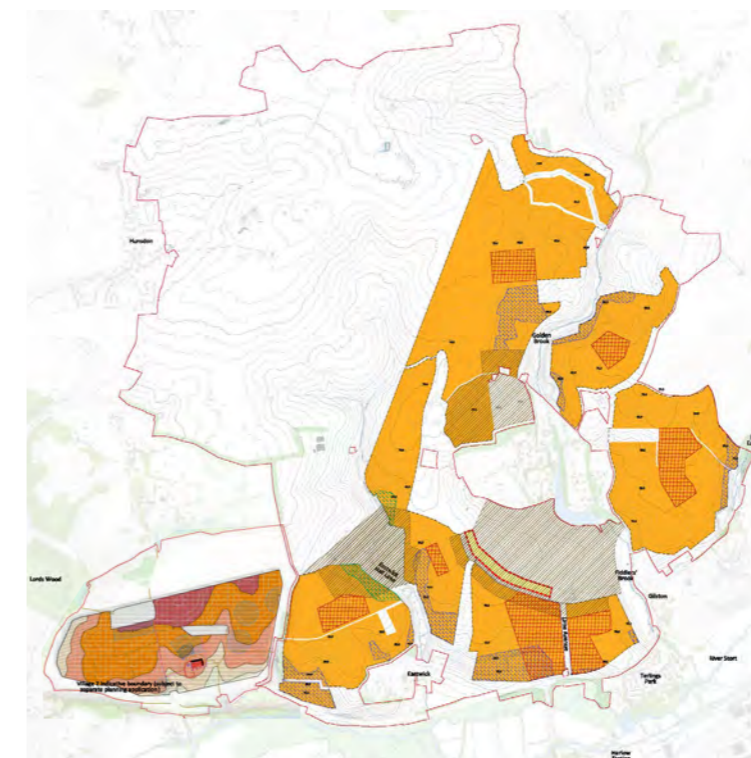
V1-6 Development Specification



Village Corridors, Constraints & Developable Areas*



Access & Movement*



Maximum Heights*



V7 Development Specification

*Illustrative Overlay of the combined OPA Parameter Plans for V1-6 and V7. Refer to outline planning apps for full details of Parameter Plans & Development Specification

SLMP - SCOPE

- STRATEGIC GREEN CORRIDORS
 - 1. Golden Brook Green Corridor
 - 2. Eastwick Valley Green Corridor
 - 3. Fiddler's Brook Green Corridor

- COUNTRYSIDE PARKS
 - 4. Eastwick Woodland Park
 - 5. Hunsdon Airfield Park

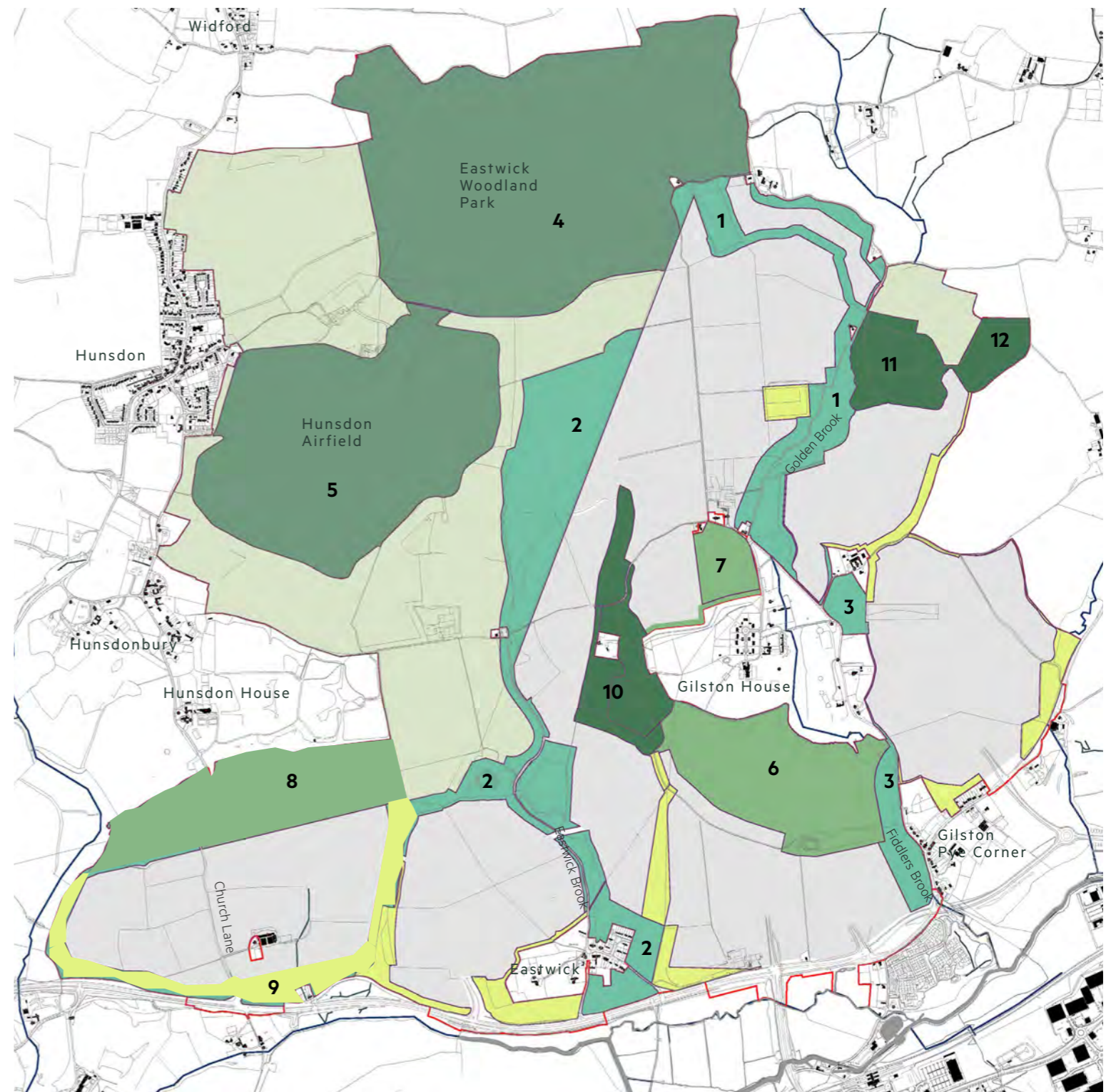
- COMMUNITY PARKS
 - 6. Gilston Park
 - 7. Gilston Fields
 - 8. Hunsdon Community Park / Northern Fields

- VILLAGE CORRIDORS
 - 9. Village 7 Greenway

- OTHER EXISTING WOODLAND WITHIN SLMP
 - 10. Home Wood & Gibson's Shaw
 - 11. Golden Grove
 - 12. Sayes Coppice

- AGRICULTURE

- VILLAGES (SUBJECT TO SEPARATE MASTERPLANS)



SLMP Landscape Typologies

SLMP STUDY WORKSTAGES & OUTPUTS



STAGE 1
PRINCIPLES AND COMMUNICATIONS / ENGAGEMENT PLAN

- Establish the key principles for the Strategic Landscape Masterplan based in the OPA commitments & relevant policy
- Create a plan for community and stakeholder involvement in accordance with the EHDC Gilston Area Community Engagement Strategy

STAGE 2
VISION

Establish the vision for the SLMP focusing on:

- Beauty & resilience of landscape
- Respecting & enhancing the existing landscape
- Creation of a sustainable & productive landscape
- Promoting healthy & sustainable lifestyles & a close contact with nature
- Addressing climate change & biodiversity emergencies

STAGE 3
OPPORTUNITIES & CONSIDERATIONS

- Establish a clear set of consolidated plans that capture the existing site opportunities & constraints
- Identify Opportunities including early wins such as advance planting

STAGE 4A
DEVELOPING A FRAMEWORK

Strategy for how key features of the landscape will contribute to supporting a sustainable community in accordance with the OPA, having regard to relevant policy & guidance:

- Heritage assets
- Access, leisure, sports and recreation
- Green and Blue infrastructure amenity
- SuDS infrastructure & watercourses
- Ecology & biodiversity
- Lighting strategy
- Locations of community amenities e.g schools, cemeteries
- Advance planting strategy & Land management

STAGE 4B
CHARACTER, PURPOSE AND USE & DESIGN CODE TESTING

Character Area proposals for key spaces:

- Gilston Park
- Gilston Fields
- Home Wood & Gibson's Shaw
- Eastwick Wood Country Park
- Hunsdon Airfield Park
- Strategic Green corridors
- Village corridors Village 7 strategic open space areas
- Integration of Primary infrastructure
- Stort Valley (*Strategic proposals only*)

STAGE 5
DESIGN CODING & DOCUMENTATION

Preparation of a definitive Design Code document covering all wide strategies and specific guides for the design of the Landscape Character Areas

Deliverables:

- Design Code Document
- Regulatory Plan at 1:2500 scale

CONTINUOUS STAGE
CURATION & STEWARDSHIP

- Through engagement with the local community and stakeholders the strategy for stewardship of the landscape spaces established as part of the OPA will be further developed
- This will be based in the commitments laid out at OPA stage, and focus on biodiversity, woodland management, agriculture, conservation, and building resilience against climate change.
- A Management and Maintenance Strategy will be prepared – sitting alongside the governance strategy

STAGE 7
IMPLEMENTATION PLAN

- Production of a consolidated Implementation Plan bringing together information defined through the Masterplan process.

SLMP - GILSTON AREA EXISTING SITE



KEY

— SLMP Study Area



SLMP - VISION PLAN

DRAFT - WIP



High Wych

Widford

Hunsdon

Hunsdonbury

Hunsdon House

VILLAGE 04

VILLAGE 03

VILLAGE 02

VILLAGE 05

VILLAGE 06

VILLAGE 07

VILLAGE 01

Eastwick

Gilston Pye Corner

Eastern Stort Crossing

Stort Valley

HARLOW

0 250 500 1000m



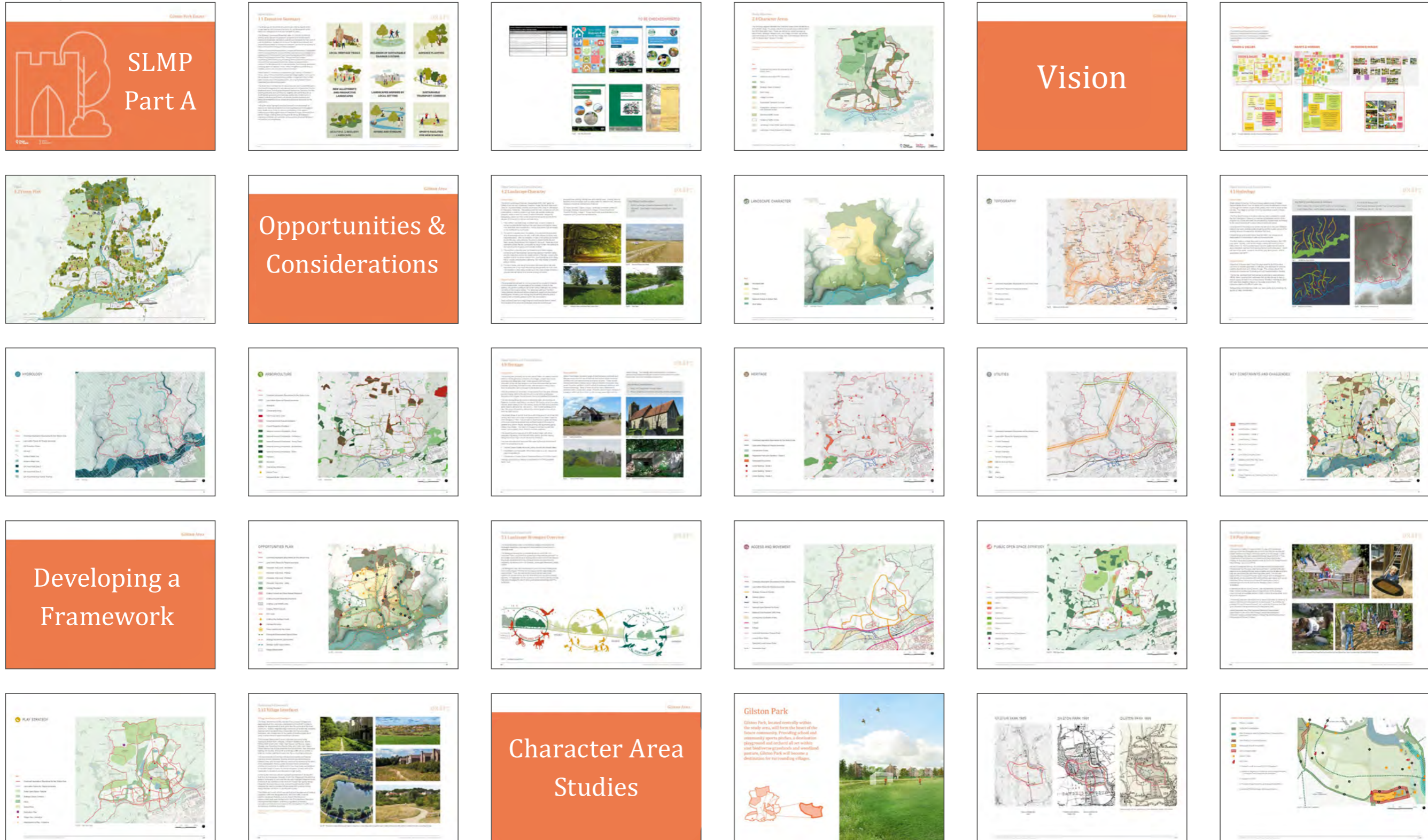


SLMP REPORT - PART A



SLMP REPORT PART A - CONTEXT & STRATEGIES

Example content extracts - Part A



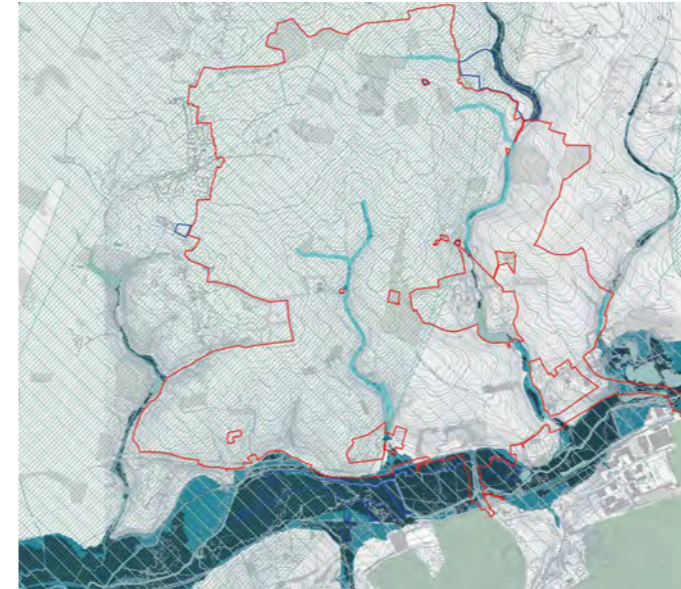
SLMP - ANALYSIS



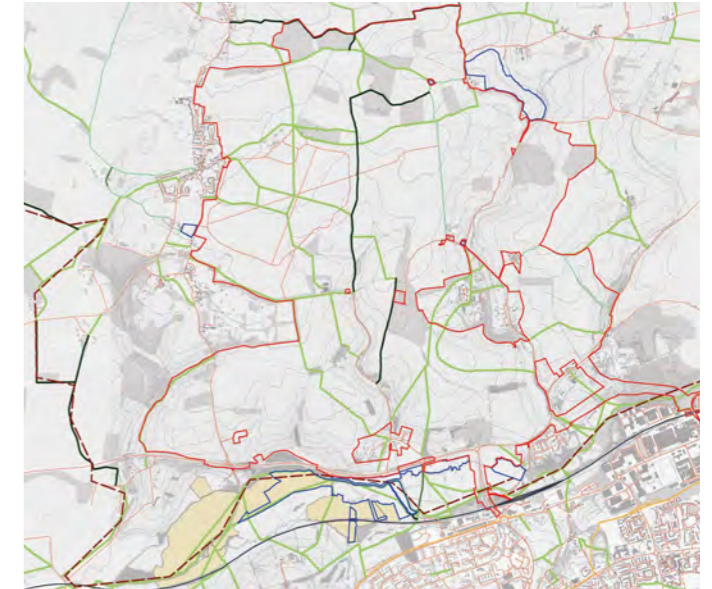
Site Features



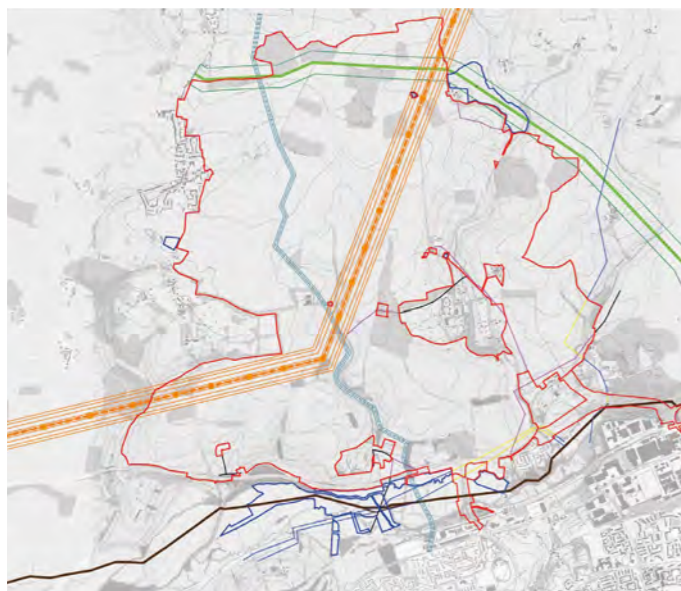
Landscape Character



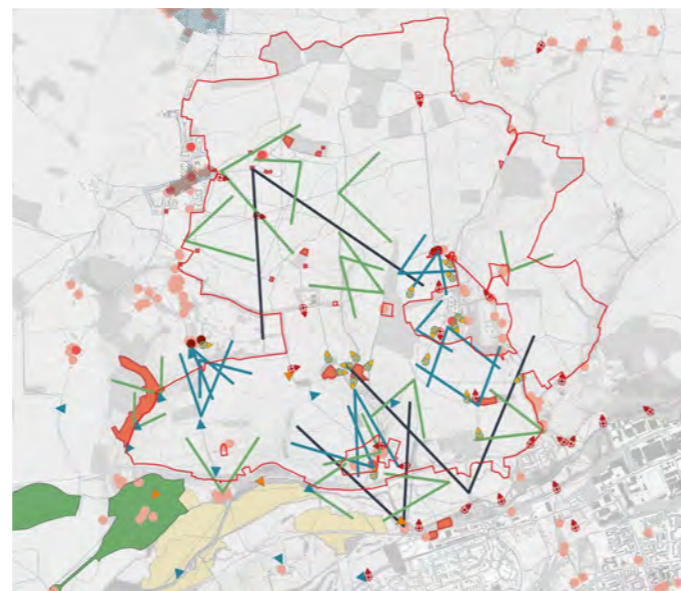
Hydrology



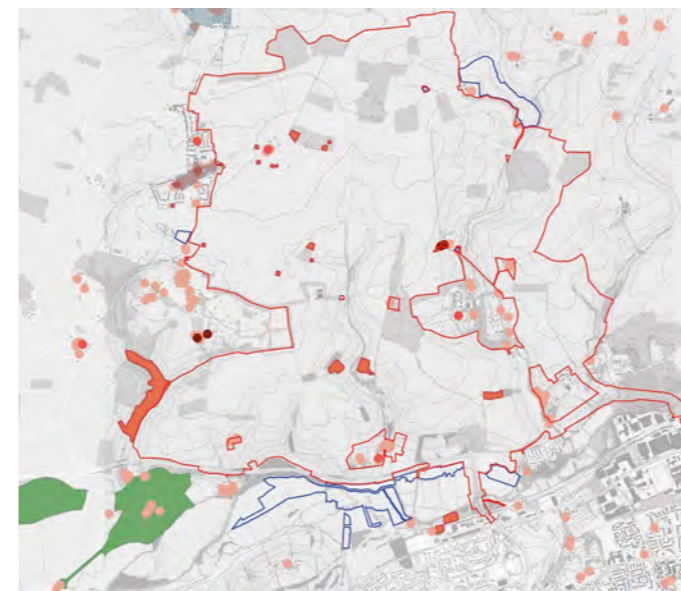
Existing Access & PROWs



Utilities



Views



Heritage



Habitats

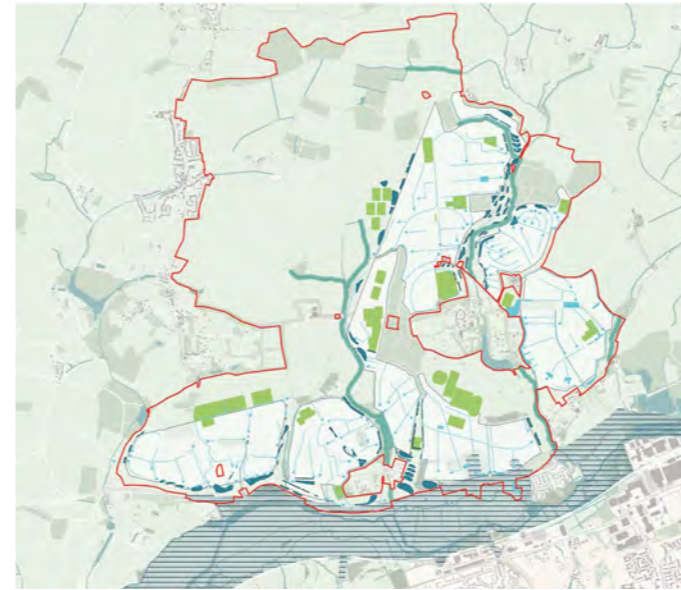
SLMP - STRATEGIES



Key Opportunities



Green Infrastructure



Blue Infrastructure



Open Space



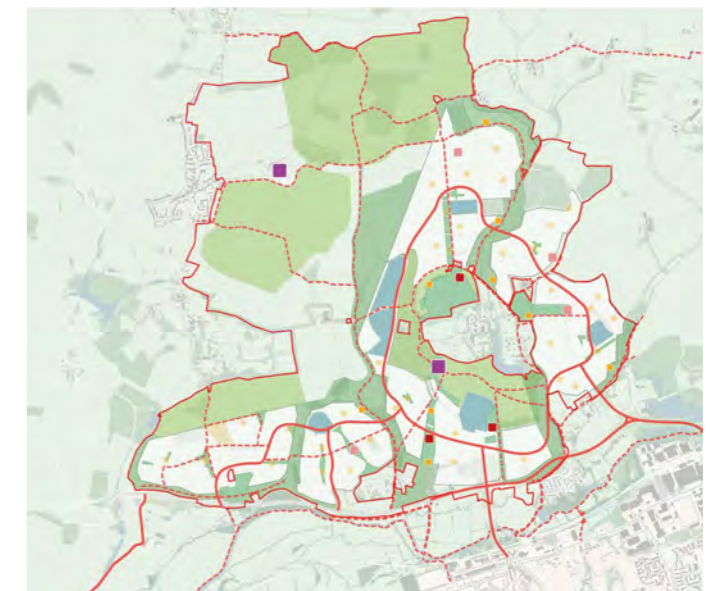
Sustainable Movement



Ecology and Biodiversity



Heritage



Play

INTRODUCTION TO DESIGN CODES AND REGULATORY PLANS



SLMP Report Contents

SLMP Part A

1. Introduction	
2. Study Objectives	
3. Vision	
4. Opportunities and Considerations	
5. Developing a Framework	
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7. A Connected Landscape	
8. Appendices	

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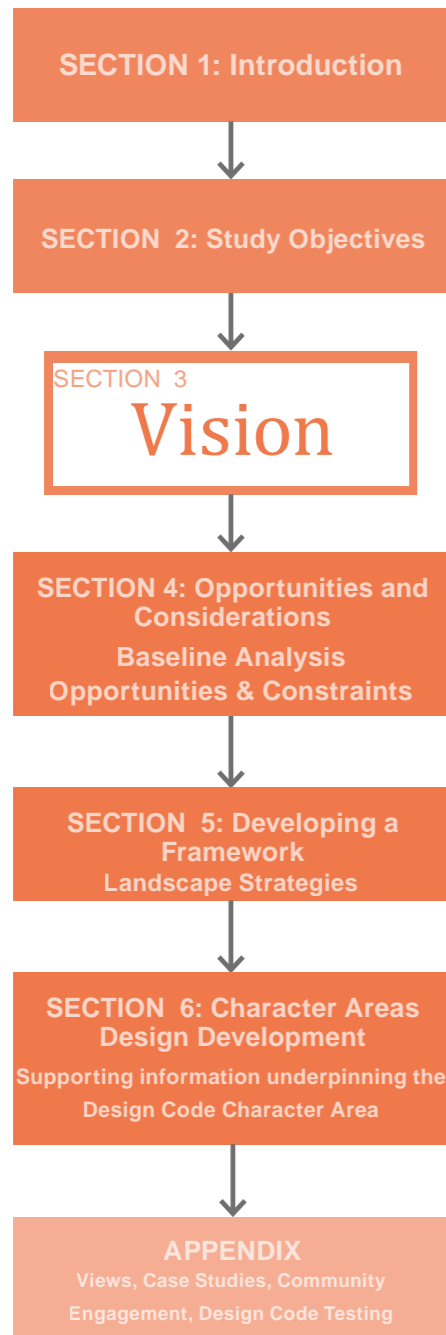
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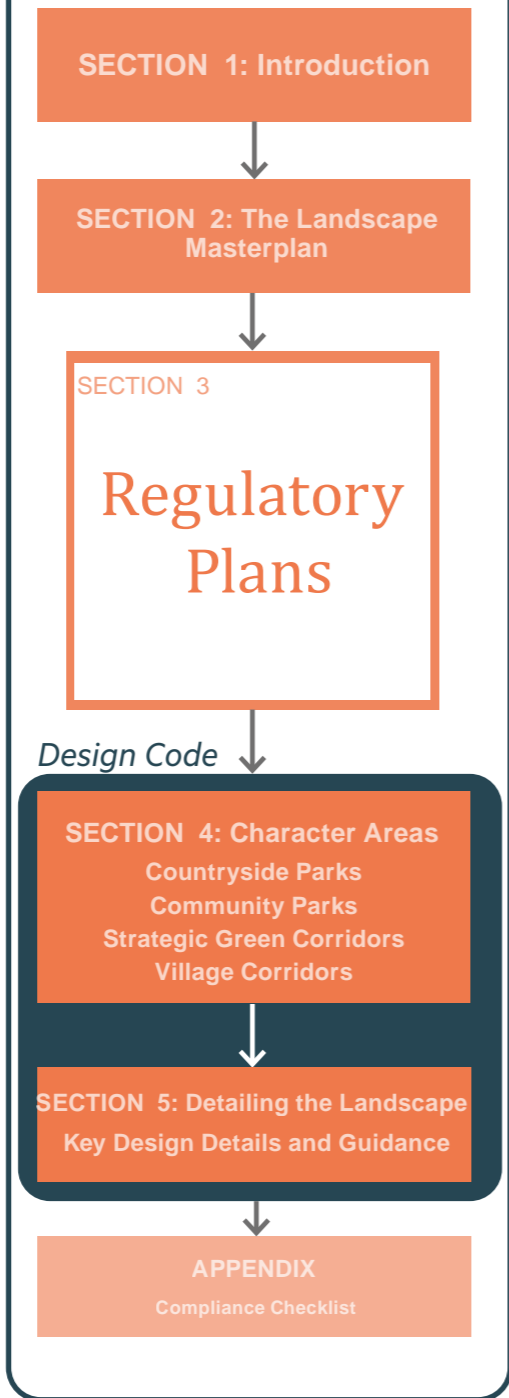
STATUS & STRUCTURE OF THE REGULATORY PLANS AND DESIGN CODES

SLMP REPORT

Part A



Part B



REGULATORY PLANS



DESIGN CODE CHARACTER AREAS EXAMPLES



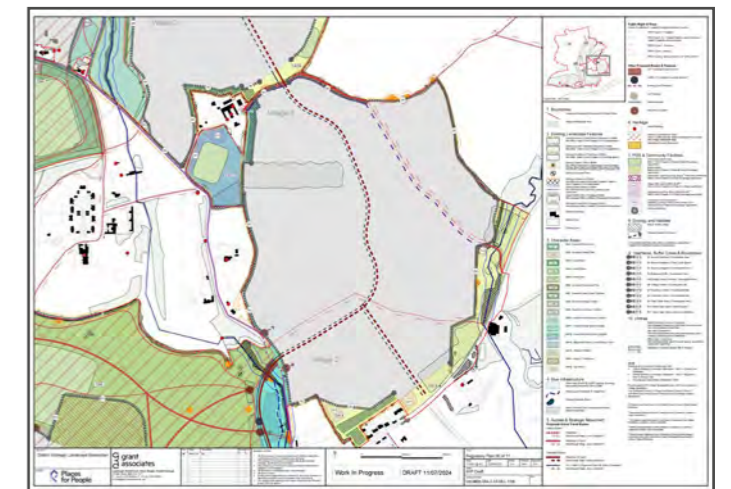
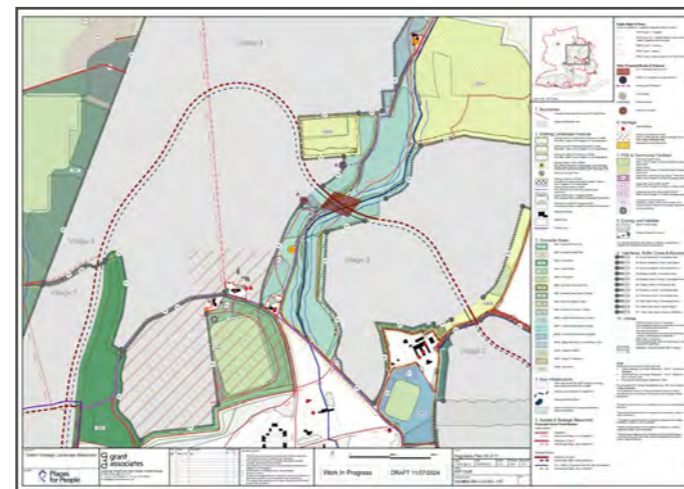
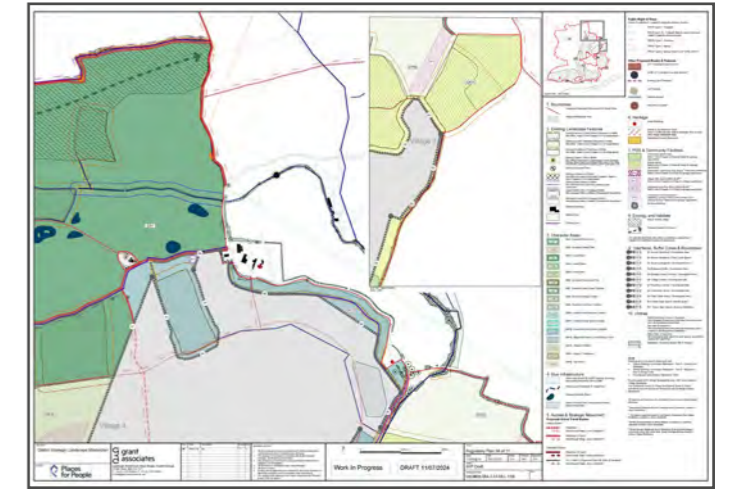
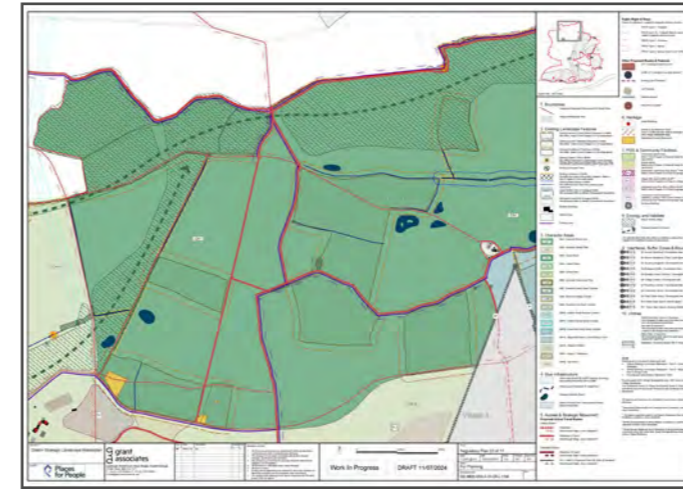
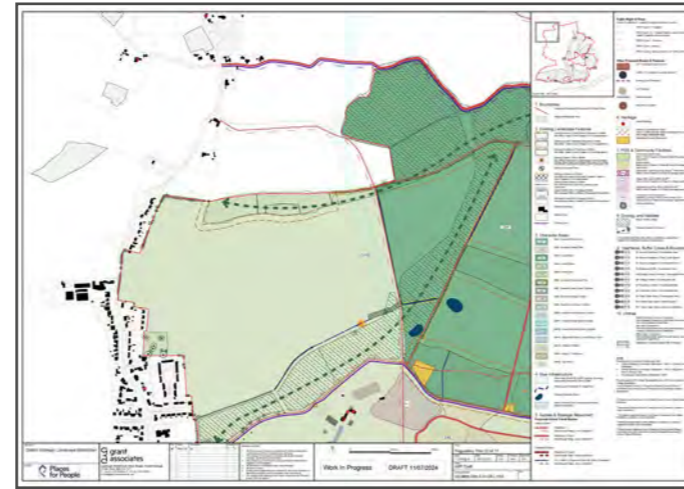
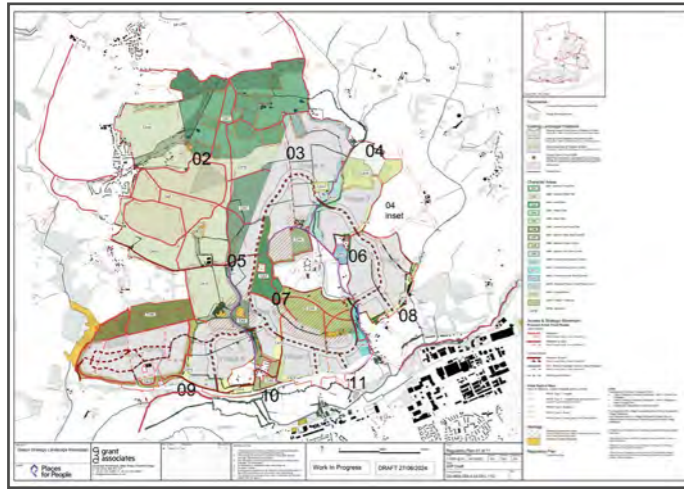
For Approval

For Information

REGULATORY PLANS



REGULATORY PLANS OVERVIEW



DRAFT WIP



- Public Right of Ways**
Shown for reference - subject to separate statutory process
- PROW Type 1 - [Symbol]
 - PROW Type 2 - Bridleway
 - PROW Type 3 - Byway
 - PROW Type 4 - Byway Open to All Traffic (BOAT)

- Other Proposed Routes & Features**
- STC Crossing to Watercourse*
 - SLMP STC indicative bus stop location*
 - Existing Lane Diversion*
 - Car Parking*
 - Vehicle Access*
 - Key Entrance Node*

- 6. Heritage**
- Listed Buildings
 - Sensitive Development Areas
Shown in SLMP area only. Refer to Parameter Plans for SDA within Village Developable Area
 - Scheduled Ancient Monument

- 7. POS & Community Facilities**
- Community Sports Zone
Refer to Part B Chapter 4 (Character Areas) for typology requirements
 - School Sports
Refer to Part B Chapter 4 (Character Areas) for typology requirements
 - Destination Community Play Space** Area shown inductively
Refer to Part B Chapter 4.5 (Play) for typology requirements
 - Village Play Space within SLMP**
Refer to Part B Chapter 4.5 (Play) for typology requirements
 - Neighbourhood Play Space Within SLMP**
Refer to Part B Chapter 4.5 (Play) for typology requirements
 - Community Food Production**
Alignment or Orchard. Refer to Part B Chapter 5.4.6 (Community Food Production) for typology requirements
 - Ancillary Building*

- 8. Ecology and Habitats**
- Nature Priority Areas*
 - Proposed Habitat Corridors*
- For Light-Sensitive Zones with Lighting Considerations refer to Part B Chapter 5.5.6 (Lighting) for extent and requirements

- 9. Interfaces, Buffer Zones & Boundaries**
- B1 Ancient Woodland / Developable Area
 - B2 Ancient Woodland / Public Open Space
 - B3 Existing Hedgerow / Developable Area
 - B4 Ecological Buffer / Developable Area
 - B5 Strategic Green Corridor / Developable Area
 - B6 Village Corridor / Developable Area
 - B7 Powerline Corridor / Developable Area
 - B8 Community Sports / Developable Area
 - B9 Public Open Space / Developable Area
 - B10 Public Open Space / School Sports
 - B11 Public Open Space / Existing Settlement

- 10. Utilities**
- 400kV Electricity Cables & Easement
15m Easement to either side of the 400kV power line as set out in the Development Specification
 - Gas Main & Easement
135m Easement to either side of the high pressure gas main as set out in the Development Specification
 - Water Main & Easement
15m Easement to either side of the water main as set out in the Development Specification
 - Substation / Pumping Station Site & Access*

NOTE
Drawings are to be read in conjunction with:
 • Gilston Strategic Landscape Masterplan - Part A - Context and Strategies
 • Gilston Strategic Landscape Masterplan - Part B - Regulatory Plan & Design Code
 • Development Specification (December 2022)

For proposals within Village Developable Area, refer to the relevant Village Masterplan
 Any information shown in Village Developable Areas is shown inductively and will be brought forward as part of relevant Village Masterplan

All features and locations are mandatory requirements unless stated otherwise:
 *Requirement of feature within the Character Area is mandatory. Location is shown inductively.
 **This feature is optional subject to confirmation of provision within Village Masterplans. Location is shown inductively.
 *Delivery of route typology to deliver strategic connectivity is mandatory. Alignment of route is shown inductively.
 **Routes through villages are shown inductively to demonstrate strategic connectivity across the Gilston Area. Design and alignment are subject to relevant Village Masterplans

1. Boundaries

- Combined Application Boundaries for Gilston Area
- Village Developable Area

2. Existing Landscape Features

- Existing Ancient & Semi-Natural Woodland & Buffer
20m buffer - Refer to Part B Chapter 5.2.3 for further details
- Existing Ancient Replanted Woodland & Buffer
20m buffer - Refer to Part B Chapter 5.2.3 for further details
- Existing Woodland & Plantation & Buffer
10m buffer - Refer to Part B Chapter 5.2.3 for further details
- Existing Veteran Tree & Buffer
NB: Veteran trees based on arboricultural survey & ecology findings. Not all trees have defined buffer zones at this stage but statutory requirements regarding buffer zones apply to all Existing Surveyed Trees
- Existing Hedgerow & Buffer
5m buffer from centre of the existing hedgerow - Refer to Part B Chapter 5.2.3 for further details
- Existing Watercourse & Buffer
20m buffer from each side of the centreline of the watercourse
- Local Wildlife Sites & Ecological Buffer
20m ecological buffer as defined in Development Specification
- Permanent Pasture & Ecological Buffer
20m ecological buffer as defined in Development Specification
- Existing Buildings
- Airfield Zone
- Existing Lane

3. Character Areas

- CA1 - Eastwick Wood Park
- CA2 - Hunsdon Airfield Park
- CA3 - Home Wood
- CA4 - Gilston Fields
- CA5 - Gilston Park
- CA6 - Hunsdon Community Park
- CA7 - Eastwick Valley Green Corridor
- CA8 - Eastwick Village Corridor
- CA9 - Eastwick Hill Green Corridor
- CA10 - Golden Brook Riparian Corridor
- CA11 - Fiddler's Brook Green Corridor
- CA12 - Channocks Farm Green Corridor
- CA13 - Maplecroft Wood & Great Pennys Farm
- CA14 - Village Corridors
- CA15 - Village 7 Greenway
- CA16 - Agriculture

4. Blue Infrastructure

- Watercourse restoration & realignment*
- Proposed Wildlife Ponds*
- Extent of Flood Plain Compensation Works
Shown inductively

5. Access & Strategic Movement

- Proposed Active Travel Routes**
- Leisure Routes**
- Pedestrian*
Route through Village - shown inductively**
 - Pedestrian & Cycle*
Route through Village - shown inductively**
- Commuter Routes**
- Pedestrian & Cycle*
Route through Village - shown inductively**
 - STC - Refer to Parameter Plans for Limits of Deviation*
Route through Village - shown inductively**



PROJECT
Gilston Strategic Landscape Masterplan

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E: info@grant-associates.co.uk

Rev	Date	Description	Drawn	Chk
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- GENERAL NOTES:**
- All dimensions and levels to be checked and verified on site before commencing any work or producing shop drawings
 - This drawing is to be read in conjunction with all other relevant drawings, specifications and schedules
 - Any discrepancy concerning the drawings should be referred to the originator / CA immediately
 - All dimensions in millimetres unless noted otherwise
 - All levels in metres
 - Existing service alignments to be checked on site by the contractor on site by the contractor prior to construction work commencing
 - The content of this drawing is to be read in conjunction with the latest project CDM risk register

Work In Progress

DRAFT 11/07/2024

0 125m 250m

TITLE
Regulatory Plan 11 of 11

Scale: 1:2500@A1 Date: 09/11/2023 Drawn: GV Checked: NW Approved: DN

Status: WIP Draft

Drawing Number: GSLM605-GR-A-XX-DR-L-1112

DRAFT WIP

Public Right of Ways
Shown for reference - subject to separate statutory process

- PROW Type 1 - [Symbol]
- PROW Type 1A - [Symbol] (subject to separate statutory process)
- PROW Type 2 - Bridleway
- PROW Type 3 - Byway
- PROW Type 4 - Byway Open to All Traffic (BOAT)

Other Proposed Routes & Features

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- SLMP STC indicative bus stop location*
- Existing Lane Diversion*
- Car Parking*
- Vehicle Access*
- Key Entrance Node*

6. Heritage

- Listed Buildings
- Sensitive Development Areas (Shown in SLMP area only. Refer to Parameter Plans for SDA within Village Developable Area)
- Scheduled Ancient Monument

7. POS & Community Facilities

- Community Sports Zone (Refer to Part B Chapter 4 (Character Areas) for typology requirements)
- School Sports (Refer to Part B Chapter 4 (Character Areas) for typology requirements)
- Destination Community Play Space** (Area shown inductively. Refer to Part B Chapter 5.4.5 (Play) for typology requirements)
- Village Play Space within SLMP** (Refer to Part B Chapter 5.4.5 (Play) for typology requirements)
- Neighbourhood Play Space Within SLMP** (Refer to Part B Chapter 5.4.5 (Play) for typology requirements)
- Community Food Production** (Allotment or Orchard. Refer to Part B Chapter 5.4.6 (Community Food Production) for typology requirements)
- Ancillary Building*

8. Ecology and Habitats

- Nature Priority Areas*
- Proposed Habitat Corridors*

For Light-Sensitive Zones with Lighting Considerations refer to Part B Chapter 5.5.6 (Lighting) for extent and requirements

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**Routes through villages are shown inductively to demonstrate strategic connectivity across the Gilston Area. Design and alignment are subject to relevant Village Masterplans

4. Blue Infrastructure

- Zones appropriate for SuDS Features (including associated earthworks) within SLMP
- Watercourse restoration & realignment*
- Proposed Wildlife Ponds*
- Extent of Flood Plain Compensation Works Shown Inductively

5. Access & Strategic Movement

Proposed Active Travel Routes

Leisure Routes

- Pedestrian* (Route through Village - shown inductively**)
- Pedestrian & Cycle* (Route through Village - shown inductively**)

Commuter Routes

- Pedestrian & Cycle* (Route through Village - shown inductively**)
- STC - Refer to Parameter Plans for Limits of Deviation* (Route through Village - shown inductively**)



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Work In Progress

DRAFT 11/07/2024

0 125m 250m

TITLE
Regulatory Plan 09 of 11

Scale: 1:2500 @ A1 Date: 22/06/2023 Drawn: GV Checked: NW Approved: DN

Status: WIP Draft

Drawing Number: GSLM605-GRA-X-XX-DR-L-1110

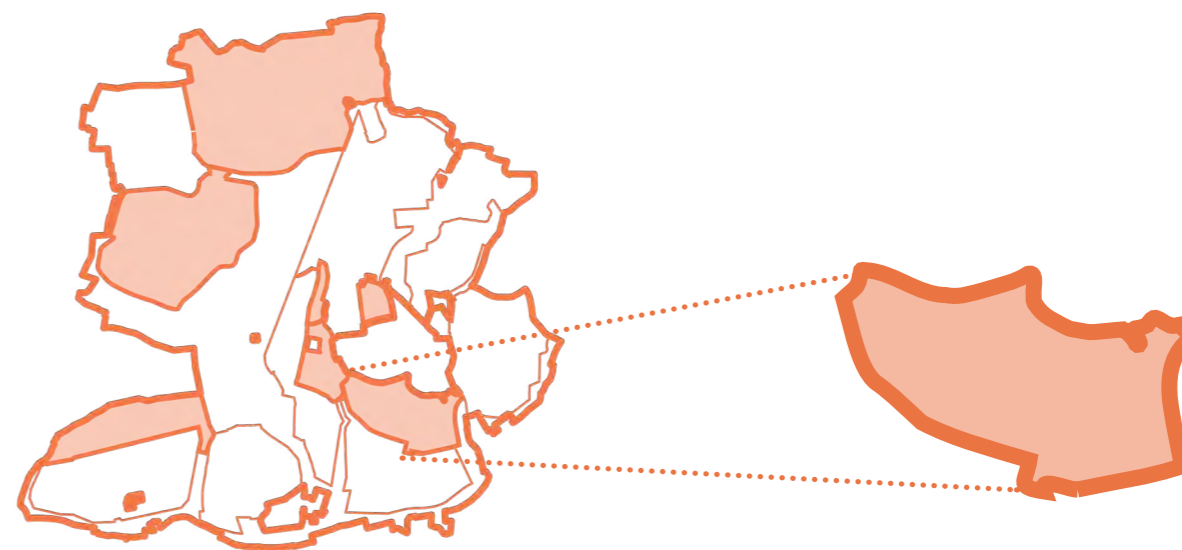
SLMP REPORT - PART B

CHARACTER AREAS



4.7 Gilston Park - CA5

Gilston Park, located centrally within the study area, will form the heart of the future community. Providing school and community sports pitches, a destination playground and community orchard all set within vast biodiverse grasslands and woodland pasture, Gilston Park will become a destination for surrounding villages.



Character Areas - Gilston Park - CA5

4.7.1 Character

Defining Characteristics

Section A of the SLMP presents analysis of the context, history and existing character of the Gilston Park area, which contribute towards defining the proposed character of this Community Park. Key characteristics which the design shall seek to protect, enhance and impart are:

Existing Characteristics

- Locally-listed historic landscape and context of listed Gilston House
- Views to and from Gilston House
- Parkland trees including Veteran trees
- Remnants of the avenue
- The Chase SAM moated feature and deer park pale
- Interface with the park lake, located outside of the study area

Proposals

- Open grassland and parkland character with legacy parkland trees
- Responding to desire lines and topography through sinuous pathways
- Football and cricket pitches and bowling green for community use, as well as school sport site
- Reinstatement of historic Lime Avenue
- Club house and changing rooms
- Destination Play in Home Wood and Village Play near to the southern entrance of Gilston Park
- Informal play such as softball, kite flying, running

Outline Planning Permission Context

OPP Development Specification Extract

- Parkland character - amenity grassland to centre & long grassland/ meadows/ woodland flora to edges.
- Formal tree planting to axis to Lime Avenue, & individual/grouped tree planting
- Preserve setting of the Mount SAM & Gilston Park House - through substantial area of open space
- Control built development within the SDA area as per principles in the dev spec
- Retain a relationship between Gilston Park House & Lime Avenue (to also be retained & improved as part of VMP)
- Preserve setting of heritage assets (Gilston Village & along Gilston Lane) through sensitive design



Fig.37 Precedent image for tertiary leisure route through an orchard with biodiverse grassland understory planting



Fig.38 Precedent images biodiverse grassland that allows informal recreation as a kickabout area



Fig.39 Precedent images for amenity lawn space in a parkland setting



Fig.40 Precedent image for informal tertiary pedestrian path through a grassland area

Character Areas - Gilston Park - CA5

4.7.2 Design Principles

Design Requirements

Activity & Use

1. Community sports facilities **must** form a focal point within the park. A network of proposed paths **should** centre around these proposed facilities. Refer to “5.4.4 Sports and Recreation” for the sports facilities that **must** be provided.
2. A pavilion **must** be provided - refer to “5.5.8 Ancillary Buildings within the Landscape”
3. Community facilities **must** be provided within Gilston Park to provide nodes of activity in key areas. These **must** be easily accessible via the active travel routes proposed throughout the park.
 - 1 no. Destination Play area - to be located on the border between Gilston Park and the area of ancient replanted woodland in Home Wood - refer to “5.4.5 Play”
 - 1No. Neighbourhood Play (minimum 2000sqm) - refer to “5.4.5 Play”
 - 1No. Community Orchard as part of Village 1 provision. **Must** be located to be easily accessed by active travel from Village 1. Refer to “5.4.6 Community Food Production”
 - Outdoor Performance Area
4. The school sport site, associated with the Village 1 secondary school, **must** be sensitively integrated into the landscape and include provision for suitably positioned access gates between the school sports site and Gilston Park.
 - Landforms **must** be sensitively integrated in accordance with “5.2.4 Topography and Levels”
 - A positive boundary treatment **must** be provided. This may include screening from tree planting or SuDS features

Access & Movement

5. A shared pedestrian and cyclist east-west leisure route linking the STC to Village 5 **must** be provided through the centre of the park, providing access from adjacent villages and providing activity through the centre of the park. Where feasible, this route **should** be designed to accessibility standards.
6. Access points **must** be clear, accessible and easily-identifiable
7. To deliver the design proposals for Gilston Park, the existing PROWs passing through Gilston Park **should** be diverted. The directness of the route **must** be maintained where possible
8. Interchange with STC corridor **must** be provided to encourage active modes of travel to the park. This **must** include cycle parking
9. A sensitive landscape interface **must** be created on the boundary of Gilston Park and the STC which supports use as a primary active travel route
10. All modes parking, including cycle parking, **must** be provided in strategic locations. This **must** be sensitively integrated into the design proposals to reduce the visual impact on the park design.

Green & Blue Infrastructure

11. SuDS infrastructure **must** be provided to drain the sports pitches
12. Buffer Zones **must** be provided to Home Wood, The Chase and existing hedgerows in line with the Regulatory Plans and the design guidance set out in “5.2.3 Existing Vegetation”
13. SuDS features **must** be provided within primary paths and STC corridor
14. Veteran trees **must** be protected and celebrated
15. Proposed trees and planting proposals **should** be reflective of the proposed parkland character and the existing locally listed historic landscape.

Public Realm

16. Sports pitch earthworks **must** be sensitively integrated into the existing topography
17. Sensitive boundary interface **must** be provided to the boundary between the Village 1 and Gilston Park. This **should** include active frontages and informal soft landscape buffers of parkland character
18. Sensitive lighting **must** be provided to key routes. Lighting proposals **must** consider safety of the park users whilst minimising ecological impact of the proposals
19. Seating **must** be provided in key locations, including seating associated with the proposed community sports pitches

Heritage & Views

20. The design proposals **should** sensitively respond to The Chase:
 - Access **should** be considered to avoid adverse impacts including potential sensitive fencing of an appropriate character
21. Heritage interpretation **must** be provided to The Chase
22. Lime Avenue **should** be extended into the park, following historic precedents
23. Design proposals **must** be sensitive to existing site topography. Significant alterations of topography **must** be avoided to avoid adverse impact on important views and **should** positively contribute to the views to and from Gilston House

Fig. 41. Gilston Park - Regulatory Plan Extract



Refer to GSLM605-GRA-X-XX-DR-L-1112

Fig. 42. Gilston Park - Illustrative Layout

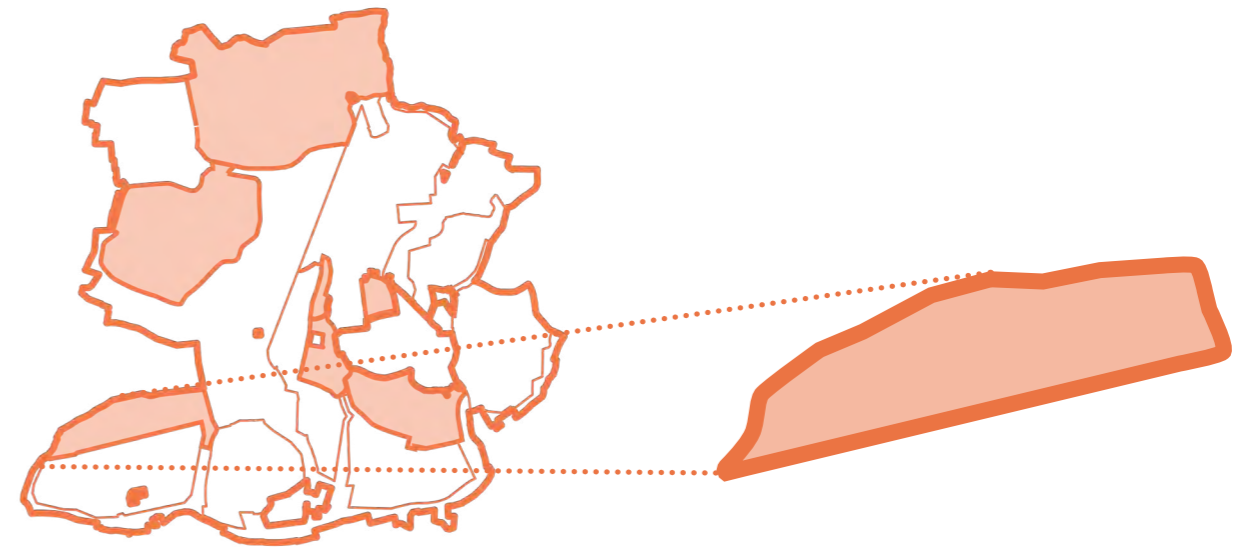


Gilston Park Illustrative Plan - Key

Existing Woodland	Community Orchard	Proposed tree planting	Destinations:
Existing Veteran Trees	Destination Play	Sports fencing	Key nodes - to include potential locations for seating areas and cycle parking (refer to "5.5.2 Public Realm Design") and interpretation (refer to "5.5.6 Wayfinding and Legibility")
Existing Lake	Scheduled Ancient Monument	School Sports	Publicly accessible cafe to Cricket Pavilion
Amenity Grassland	Cricket Pavilion	SuDS	Parking (Indicative)
Biodiverse Grassland	Cycle/pedestrian leisure route	Parking	Informal open space - kickabout
Sports Pitches	Pedestrian leisure route	Informal Path	Earthwork amphitheatre
Woodland Glade	Secondary leisure route		Community Growing

4.8 Hunsdon Community Park - CA6

Hunsdon Community Park will form the northern edge of Village 7, with Hunsdon House lying to the north. The Football Hub, providing key amenities, will be the main active use within the park.



Character Areas - Hunsdon Community Park

4.8.1 Character

Defining Characteristics

Key characteristics which the design shall seek to protect, enhance and impart are:

Existing Characteristics

- Plateau of relatively flat landscape at the topographical high point of Village 7
- Extensive views south over the Stort Valley and towards Harlow
- Adjacency to Hunsdon House to the north of the site
- Areas of established woodland
- Currently predominantly agricultural use
- Electricity pylons run east-west across the area

Proposals

- Football Hub for residents of the Gilston Area as a whole
- New east-west screening tree planting at the northern boundary and adjacent to the Football Hub
- New public access routes to link to existing and future routes to existing and future villages
- Part of Gilston Area Heritage Trail for appreciation of local heritage such as Hunsdon House and Hunsdon Fishponds
- 1.14ha of allotments
- Infill tree planting to enhance and join up existing areas of woodland

Outline Planning Permission Context

Village 7 OPA - Summary of Commitments relating to the Hunsdon Community Park

- Football Hub for the residents of the Gilston Area as a whole.
- Village Playing Field for Village 7 residents.
- The Football Hub has been indicatively designed to accommodate a Football Hub building; car parking area (with an indicative capacity for 60 car parking spaces); 2 x Adult Artificial Grass Pitches (AGPs); 1 x Adult Grass Pitch with shelters/dug-outs; 1 x Adult Grass Pitch (with 2 no U9/U10 pitches within); and 1 x U15/U16 Grass Pitch (with 2 no. U7/U8 pitches within).
- Lighting levels and the temporal extent of lighting serving the AGP's to be minimised and commensurate with operational requirements. This should include luminaires with narrow photometric curve. Mitigation measures to be designed into the facilities to minimise the potential for glare, light spill and sky glow (to include trees and woodland edges).
- The Village Playing Field is indicatively planned to provide 1 x Adult Grass Pitch and a pavilion building.
- Strategic woodland planting to be provided along the northern site boundary to provide a natural buffer and screening for heritage assets to the north as well as opportunities for enhanced habitat links along this northern corridor.
- Design and layout to respond to the constraints arising from the Pylon Easement Zone and having regard to relevant National Grid guidance, to include a 12m stand off from any tower base
- Reinforcement of existing vegetation along the eastern boundary to include additional hedge trees.



Fig.43 Precedent image for Playing Fields and Sports Pitches



Fig.44 Precedent image for allotments, affording community involvement



Fig.45 Precedent image for informal, natural play

Character Areas - Hunsdon Community Park - CA6

4.8.1 Design Principles

Design Requirements

Activity & Use

1. A Football Hub **must** be provided within the park. A network of proposed paths **should** centre around these proposed facilities. The facilities **must** be located on relatively flat area of land to avoid excessive earthworks and **must** include:
 - 2 x Adult Artificial Grass Pitches (AGPs)
 - 1 x Adult Grass Pitch with shelters/dug outs
 - 1 x Adult Grass Pitch (with 2no U9/U10 pitches within)
 - 1 x U15/U16 Grass pitch (with 2no U7/U8 pitches within)
 - A network of proposed paths to centre around these proposed facilities
2. A Village Playing Field **must** be provided alongside the Football Hub, with the Community Park as defined on Parameter Plan 3 (Green Infrastructure & Open Space) of the Village 7 Outline Planning Application, comprising of an Adult Grass Pitch and a pavilion building with changing facilities
3. An Allotment site **must** be provided within the Hunsdon Community Park (refer to section 6.4.5 for design code related to allotments).

Access & Movement

4. Access points **must** be clear, accessible and easily-identifiable.
5. The Football Hub **must** include a Parking area, having the capacity for the following indicative requirements:
 - 60 car parking spaces of which 3 are to be disabled bays.
 - Minimum Provision of 10 spaces for long-stay cycle parking (to be located near club house)
 - Minimum Provision of 100 spaces for short-stay cycle parking (20 to be located by club house and 80 spaces to be spread out)
 - 3 spaces for powered-two wheeler vehicles
6. The PRoW through the Hunsdon Community Park **must** be retained and enhanced with the addition of wayfinding elements to indicate proximity to local heritage features (refer to section 6.5.7 for design code related to wayfinding and signage).
7. A new footpath **must** be provided across the north east of the Park all the way to the north-eastern boundary of Village 7 to allow for the connection of Eastwick & Gilston Public Footpath 009 at the western boundary of the Village 1-6 site with this.

Green & Blue Infrastructure

8. The design proposals **must** deliver biodiversity net gain requirements by
 - Providing areas of long rough grassland and wildflower meadow
 - Increasing the tree canopy with tree planting of informal parkland character
 - Strengthening and linking the existing woodland blocks with infill tree planting away from the electricity pylons

9. A Buffer Zone to The Hunsdon Brook **must** be provided as defined in the Regulatory Plan.
10. Existing woodland **must** be protected, with the appropriate buffer and celebrated.
11. Planting proposals **should** be reflective of the proposed parkland character.
12. A heathland habitat of open grasses and scrub **must** be created beneath the power lines to deter recreational uses (such as kite flying) which would otherwise cause health and safety risks to users.

Placemaking

13. Football pitches **must** be sensitively integrated into the existing topography insofar as possible.
14. Sensitive boundary interface **must** be provided at the boundary of the Village 7 Developable Area and the Football Hub.
15. Sensitive lighting **must** be provided around the Football Hub. Lighting **should** be avoided elsewhere in the Park to minimise ecological impact.
16. Design proposals **should** be sensitive to existing site topography. Significant alterations of topography **should** be avoided to avoid adverse impact on important views.
17. Tree planting to include fruit and nut bearing species to provide foraging opportunities.
18. Play on the way opportunities **should** be included alongside new footpaths.
19. Tree planting to be omitted within buffer zone of electricity pylons (refer to section 6.5.8 for design code related to utilities)

Heritage & Views

20. Tree planting **should** be minimised on the alignment of Cherished Views identified in the Neighbourhood Plan.
21. Heritage interpretation **must** be provided concerning The Hunsdon Brook Fishponds and Hunsdon House as part of the Gilston Area Heritage Trail.
22. East -west linear trees **must** be planted prior to installation of the Football Hub and pitches along the boundary with Hunsdon House grounds to mitigate the future visual impact of the Football Hub on this nearby heritage asset.

Maintenance & Stewardship

23. A Landscape Management Plan **must** be developed for Hunsdon Community Park

Design Guidance

- Artwork could be provided within the Park as part of the Public Art for Village 7.
- 'Perching' or sitting places could be provided every 50m along new paths to facilitate a wide user base.
- Opportunities to link car park provision for the Football Hub and Village 7 Primary School should be explored to minimise hard standing for car parking.

Regulatory Plan - Key





Fig. 47. SLMP Regulatory Plan Excerpt (Hunsdon Community Park)



- Illustrative Plan - Key**
- Existing Woodland
 - Biodiverse Parkland
 - Woodland Pasture
 - Sports Pitches
 - Parking
 - Gypsy & Traveller site
 - Village development area
 - Secondary Leisure Route
 - Primary Leisure Route
 - Shared Commuter Route
 - Pylons
 - SLMP Boundary
 - Village 7 Developable Area
 - 👁️ Key Views
 - ⚽ Sports Pitches
 - 🌳 Allotments
 - Hedgerows
 - Trees
 - Veteran trees
 - Heritage route markers

4.9 Strategic Green Corridors - CA7-13

The Strategic Green Corridors each have a distinct character. Set between the villages, they will form important movement corridors for people and wildlife.



Character Areas - Strategic Green Corridors - CA7-13

4.9.3 Fiddler's Brook Corridor - CA11

Defining Characteristics

The Fiddler's Brook corridor, will provide a significant area of open space between Gilston Pye Corner and Village 1 and Gilston Park. The proposed open space will be designed as a multi-functional landscape, protecting the sense of openness between the existing and new villages. Together with the Golden Brook Riparian Corridor, this Corridor provides a key ecological connection through the Gilston Area. The riparian habitats will be significantly enhanced, and new opportunities for enjoyment of these features.

Existing Characteristics

- Fiddler's Brook - partially channelised along the existing Gilston Lane
- Veteran trees
- PROW linking Gilston House to Gilston Lane through proposed Gilston Park
- Existing trees and woodland along northern and southern parts of Fiddler's Brook
- Slope from Gilston Park and Village 1 towards Fiddler's Brook

Proposals

- Enhanced riparian habitats, including potential to restore channelised segments of Fiddler's Brook
- Sensitive integration of required infrastructure
- Allow for enhanced enjoyment of the riparian habitat
- Enhance pedestrian and cyclist connectivity, creating connections between Gilston Pye Corner, the STC, Village 1 and the Stort Crossings
- Entrance into Village 1

Outline Planning Permission Context

OPP Development Specification Extract

- Enhancement of existing riparian habitat Additional tree and hedgerow planting to enhance habitat value; and
- Incorporation of features to form part of the SuDS network.
- Cycle & pedestrian routes forming part of the active travel network

Green & Blue Infrastructure

1. Significant ecological improvements **must** be delivered within the flood plain of Fiddler's Brook
2. Strategic SuDS features to the eastern boundary of Village 1 **should** be sensitively integrated into the existing topography
3. Opportunities for the improvements along the channelised part of Fiddler's Brook **should** be explored. Proposals **should**:
 - Realign the watercourse to reverse the channelisation
 - Enhance the riparian habitat by creating a series of inset berms and floodplain scrapes to promote lateral connectivity and encourage wetland habitats.
 - Introduce tree planting of riparian typology in strategic locations

Access & Movement

4. High quality active travel connections **must** be created between:
 - Village 1 and Pye Corner, linking to Pye Corner at the Gilston War Memorial
 - Village 1 and the Stort Valley, linking to the proposed crossing and active travel routes of the Eastern Stort Crossing
5. Leisure routes **must** be created that allow for enjoyment of the riparian corridor and habitats

Activity & Use

6. Amenity green space **must** be provided within the Fiddler's Brook Corridor. This **must** be designed to preserve and accentuate key features of the valley as part of the strategy to actively engage people with the landscape.
7. The amenity space **should** be designed to complement flood mitigation proposals and provide interpretation to assist understanding as to this important function for the landscape.

Public Realm

8. Enjoyment of the riparian habitat **should** be encouraged by providing routes and seating with views of Fiddler's Brook.
9. The STC connection between Village 1 and 2 **must** create a positive interface with the Fiddlers Brook Corridor by creating a high quality soft landscaping proposals to the bank and local screening using tree planting in strategic locations. An ecologically sensitive lighting proposal **must** be developed as part of the STC proposals.
10. The foul water pumping station **must** be located to have sufficient distance from outdoor recreational facilities, including play areas, and **must** be sufficiently screened with significant areas of biodiverse planting



Fig.60 Precedent images Fiddler's Brook Corridor

Fig. 58. Fiddler's Brook Valley - Regulatory Plan Extract



Refer to GSLM605-GRA-X-XX-DR-L-1112

Fig. 59. Fiddler's Brook Valley - Illustrative Layout



Illustrative Plan - Key

	Existing Woodland		Existing Lane		Fiddler's Brook Enhancement:		Destinations:
	Existing Veteran Trees		Primary leisure route		Lowered berms		Play
	Amenity Grassland		Secondary leisure route		Floodplain scrapes		Key nodes - to include potential locations for seating areas and cycle parking (refer to "5.5.2 Public Realm Design") and interpretation (refer to "5.5.6 Wayfinding and Legibility")
	Biodiverse Grassland		Tertiary leisure route		Riparian tree planting		
	Sports Pitches		Tree planting				
	Allotment		SuDS				
	Play						

4.10 Village Corridors - CA14-CA15

The Village Corridors will create important landscape continuities and habitat connectivities between the strategic green infrastructure of the SLMP. Their design will build on the existing landscape features to provide separation and greenspace between the village developable areas.



Character Areas - Village Corridors - CA14

4.10.1 Village Corridors - General Principles

Defining Characteristics

The Village Corridors provide landscape separation between the village developable areas. They should be designed as multi functional landscapes, that provide amenity, ecological connectivity and provide a landscape setting to the villages.

As the Village Corridors extend across the Gilston Area, they contain existing landscape features that contribute to their unique character. These features, which maybe include existing woodland, springs or hedgerows, should inform the unique character of the landscape proposals.

The village Masterplans will be designed to create a positive interface with the Village Corridors as and when they come forward, providing active frontages and passive surveillance onto the landscape.

Activity and Use

- Village corridors **must** be designed as multi-functional landscapes. They must:
 - Provide permeability of active travel routes between villages
 - Create ecological connectivity between adjacent strategic green infrastructure assets & contribute to delivery of significant biodiversity net gain
 - Provide amenity space for surrounding villages. This may include play spaces, community growing spaces

Public Realm

- Village corridors **must** be designed to create semi natural landscape buffers that provide screening between villages. This **should** ensure:
 - Each respective village boundary is not defined or discernible
 - Views towards village built form is broken up by vegetation as to not form a continuous hard line
 - Green links/fingers are created between village and corridor
 - Corridor edge has soft, naturalistic planting character with undulating depth
 - Pedestrian routes and play are integrated into the corridor
 - Trees and scrub planting at varying heights to the boundary to provide partial screening of village built form
 - SuDS and planting beyond the village boundary are naturalistic in character
 - The design of each Village Corridor is undertaken in close partnership with the design of each corresponding Village interface in order to achieve a complementary design across the boundary area where possible. Village Masterplans will ensure Village Developable Areas provide a positive interface with SLMP as and when they come forward

Illustrative Plan - Key

- Village Developable Area Boundary
- Active streetscape*
- Pedestrian/cycle routes
- Trees and scrub planting at varying heights to the boundary to provide partial screening of village built form
- Design proposals should allow view between the village and the village corridor

* Design principles shown indicatively only. All proposals within the Village Developable Area are outside of the SLMP scope and are subject to respective Village Masterplans and subsequent RMAs

Outline Planning Permission Context

OPP Development Specification Extract

- Anticipated that they will include areas of structural planting especially around the perimeter of the development areas and SuDS features.
- Parts of Village Corridors will accommodate the STC



Fig.61 Village Corridor Location Plan

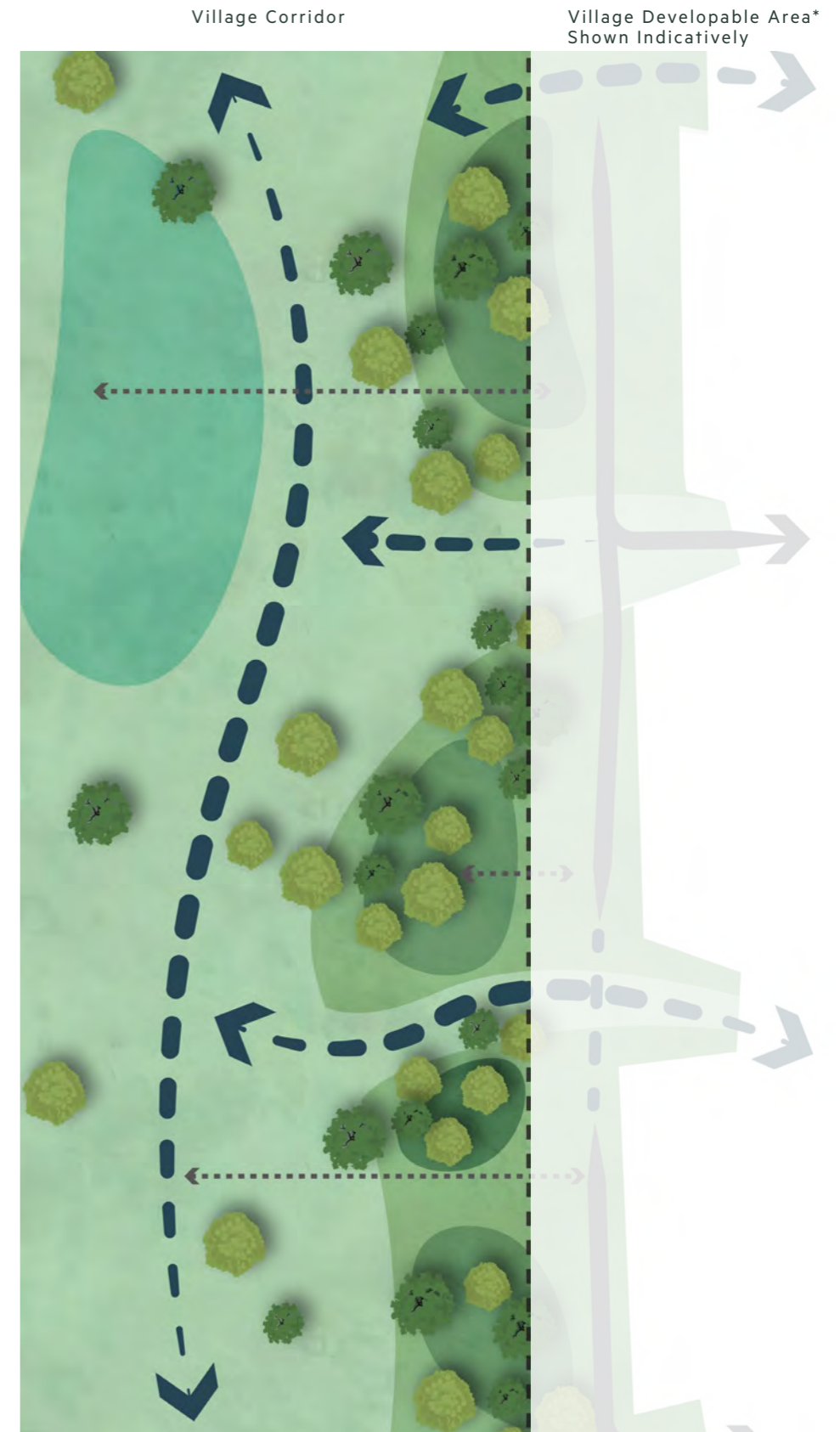


Fig.62 Indicative plan of Village Buffer design guidance and design requirements

Character Areas - Village 7 Greenway - CA15

4.10.5 Village 7 Greenway - CA15

Design Requirements

Access & Movement

1. Access points **must** be clear, accessible and easily-identifiable.
2. The Greenway **must** include an elevated pedestrian and cycle path along the top of the noise mitigation bund.
3. An access path (footpath) **must** be provided from residential parcels on to the pedestrian and cycle path along the Greenway bund, cycle paths being implemented where appropriate.
4. The south facing slope of the Greenway **should** be densely planted with trees and scrub species to deter pedestrian access down towards the A414.
5. The PRoW along the western boundary **must** be retained and enhanced.
6. Legibility of key routes from the Greenway to nearby places of interest **should** be signposted with wayfinding elements (refer to section 6.5.7 for design code related to wayfinding and signage).
7. A temporary pedestrian/ cycle link from Village 7 to Village 1 **must** be provided through the village buffer south of Village 6.
8. A pedestrian/ cycle link to Village 6 **must** be provided from the east of Village 7.
9. A connection **must** be provided from the existing dwellings south of Village 7 (adjacent to the A414/Brickhouse farm cottages) to the neighborhood centre within Village 7.

Green & Blue Infrastructure

10. The design proposals **must** deliver biodiversity net gain requirements by
 - Providing areas of long rough grassland and wildflower meadow
 - SuDS basins must be seeded with wildflower grass species mixes for wetlands
 - Increasing the tree canopy with tree planting of informal valley character
 - The south sloped aspect of the Greenway should be planted with trees and scrub species
 - Re-providing a minimum like for like linear meterage of Hedgerows where they need to be removed to facilitate development
11. Existing Veteran trees **must** be protected according to the buffer zones established in the OPA.
12. Noise mitigation bund to be constructed from site won soils subject to construction phasing, before additional material is brought on site.
13. Existing agricultural topsoil is of good quality and where it is excavated to facilitate development, it is to be retained, stored and reused across the proposed Greenway landscape, unless inappropriate to do so.
14. Where existing hedgerows are removed to facilitate the construction of the noise mitigation bund, the linear meterage of hedgerow lost **must** be replaced along the southern facing slope of the Greenway.

Placemaking

15. The extent of the earthworks to create the acoustic bund to be designed to avoid the existing alignment of the PRoW and the buffer zones to the Veteran trees.
16. Linear east-west tree planting along the southern slope of the noise bund **should** be planted early to help mitigate the visual impact of development.
17. The Greenway **must** connect to the Village 7 Neighbourhood Park to encourage active use of the semi-natural open space surrounding Village 7.
18. Lighting **must** only be provided along key cycle/pedestrian routes. Elsewhere lighting **should** be avoided to minimise ecological impact.
19. Play on the way opportunities to be included alongside new footpaths.

Heritage & Views

20. On the northern slope of the noise bund, trees in small groups or single specimens to be planted within open grassland. Dense blocks of trees to be avoided in this area to retain open views from the elevated pedestrian/ cycle path towards Village 7.
21. The tree and scrub planting on the southern slope of the noise bund to ensure screening is well established.

Maintenance & Stewardship

22. A Landscape Management Plan **must** be developed for the Greenway.

Greenway

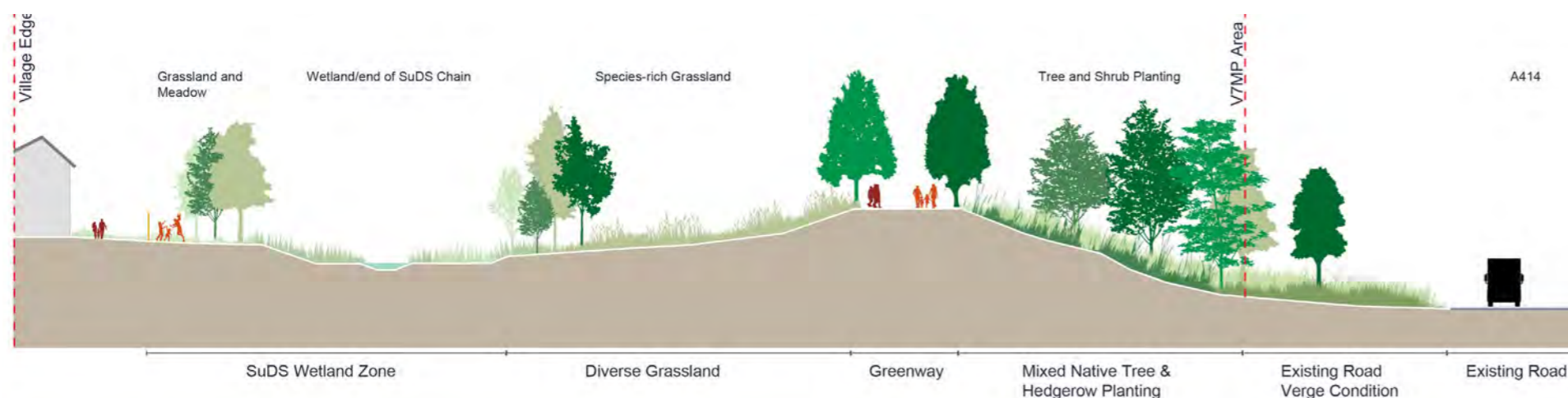


Fig. 74. Illustrative Layout

Illustrative Plan - Key

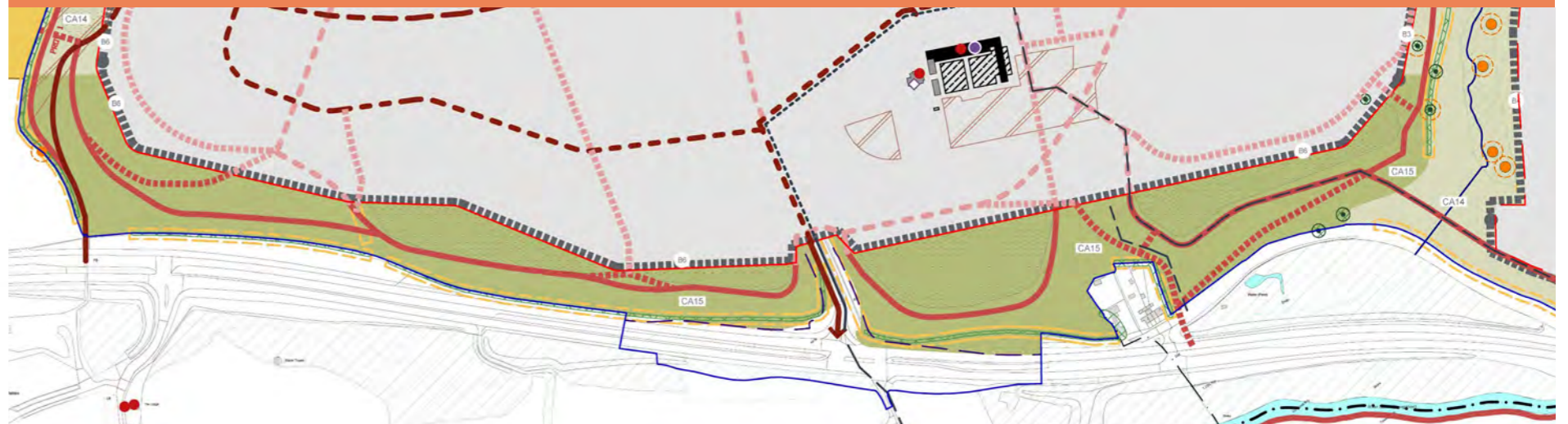
- Existing Woodland
- Biodiverse Parkland
- Wet/Dry Suds
- Village developable area
- Secondary Leisure Route
- Primary Leisure Route
- Shared Commuter Route
- SLMP Boundary
- Sustainable Travel Corridor
- Village 7 Developable Area
- Cycleways
- Hedgerows
- Trees
- Veteran trees



Regulatory Plan - Key

- V7 MP Site Boundary (65.14ha/160.96ac)
- SLMP Boundary
- V6 MP Site Boundary
- Existing Ancient & Semi-Natural Woodland & Buffer 20m buffer - Refer to Part B Chapter 5.2.3 for further details
- Existing Ancient Replanted Woodland & Buffer 20m buffer - Refer to Part B Chapter 5.2.3 for further details
- Existing Woodland & Plantation & Buffer 10m buffer - Refer to Part B Chapter 5.2.3 for further details
- Existing Veteran Tree & Buffer VTB - Veteran trees based on arboricultural survey & ecology findings. Not all trees have defined buffer zones at this stage but statutory requirements regarding buffer zones apply to all
- Existing Surveyed Trees
- Existing Hedgerow & Buffer 5m buffer from centre of the existing hedgerow - Refer to Part B Chapter 5.2.3 for further details
- Hunsdon Community Park
- Village Buffers
- Village 7 Greenway
- Community Sports Zone
- Sensitive Development Area
- Scheduled Monument (Source: Historic England)
- Community Food Production Allotment or Orchard. Refer to Part B Chapter 5.4.6. (Community Food Production) for typology requirements
- 400kV Electricity Pylons
- 400 Kv Electricity Pylons 118m Easement
- Residential Development Area
- Area safeguarded for Gypsy & Traveller and Travelling Showpeople
- Listed Buildings
- PROW Type 1 - Footpath
- Pedestrian-Leisure* Route through Village - shown indicatively**
- Pedestrian & Cycle-Leisure* Route through Village - shown indicatively**
- Pedestrian & Cycle-Commuter* Route through Village - shown indicatively**
- STC - Refer to Parameter Plans for Limits of Deviation* Route through Village - shown indicatively**
- V1-7 Temporary Pedestrian and Cycle Link (indicative Alignment)
- Retained Buildings
- Existing Brickhouse Farm House and Stable Range Retained in Current Use
- Zones appropriate for SuDS Features (including associated earthworks) within SLMP
- Existing Watercourse & Buffer - 20m buffer from each side of the centreline of the watercourse - Refer to Part B Chapter 5.2.3 for further details
- B1 Ancient Woodland / Developable Area
- B3 Existing Hedgerow / Developable Area
- B4 Ecological Buffer / Developable Area
- B6 Village Corridor / Developable Area
- B7 Powerline Corridor / Developable Area
- B8 Community Sports / Developable Area
- B9 Public Open Space / Developable Area

Fig. 73. SLMP Regulatory Plan Excerpt (The Greenway)



*Delivery of route typology to deliver strategic connectivity is mandatory. Alignment of route is shown indicatively.

**Routes through villages are shown indicatively to demonstrate strategic connectivity across the Gilston Area. Design and alignment are subject to relevant Village Masterplans

SLMP REPORT - PART B DETAILING THE LANDSCAPE



Detailing the Landscape

5.1.2 Active Travel Routes














Route Typologies

The SLMP will contribute to achieving the target of 60% of trips being by sustainable modes across the Gilston Area development. The active travel network is instrumental in delivering this. Encouraging people to walk and cycle across the development will reduce air pollution, lower carbon emissions and will provide health and well-being benefits.

To ensure the active travel network is accessible to all, a range of route typologies are to be delivered, catering to different abilities and levels of experience. The following pages set out the characteristics and design requirements for the various active travel routes proposed.

Further information on recreational routes provided in "5.4 Activity & Use"

Key

- | | | | | | |
|---|-----------------------------|---|---|---|--|
|  | Gilston Area |  | Pedestrian & Cycle Commuter Routes - STC* |  | Village Centres* |
|  | Village Developable Areas |  | Pedestrian & Cycle Commuter Routes* |  | Schools* |
|  | Railway Stations |  | Pedestrian & Cycle Leisure Routes* |  | PROWs in site context |
|  | Existing Lanes |  | Pedestrian Leisure Routes* |  | River Stort (indicative) |
|  | Hunsdon Airfield Park Track | | | | *Indicative and to be confirmed at Village Masterplan and RMA stages |

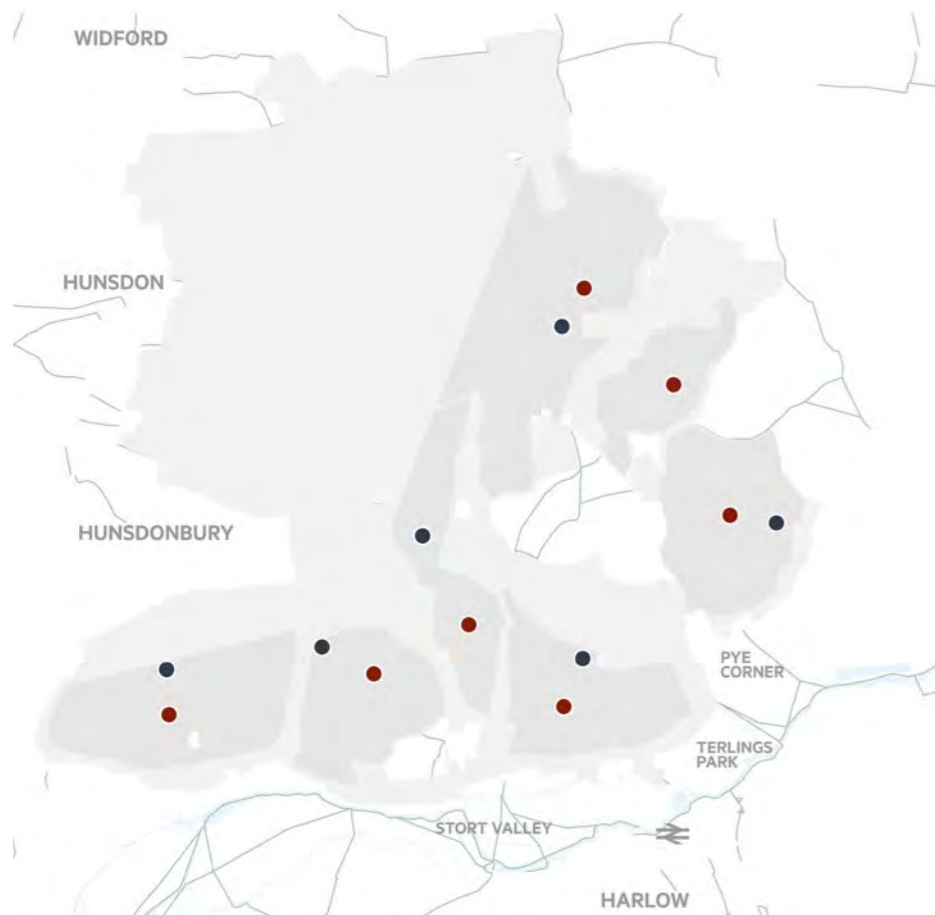


Fig.81 Active Travel Strategy - Routes and Key Destinations

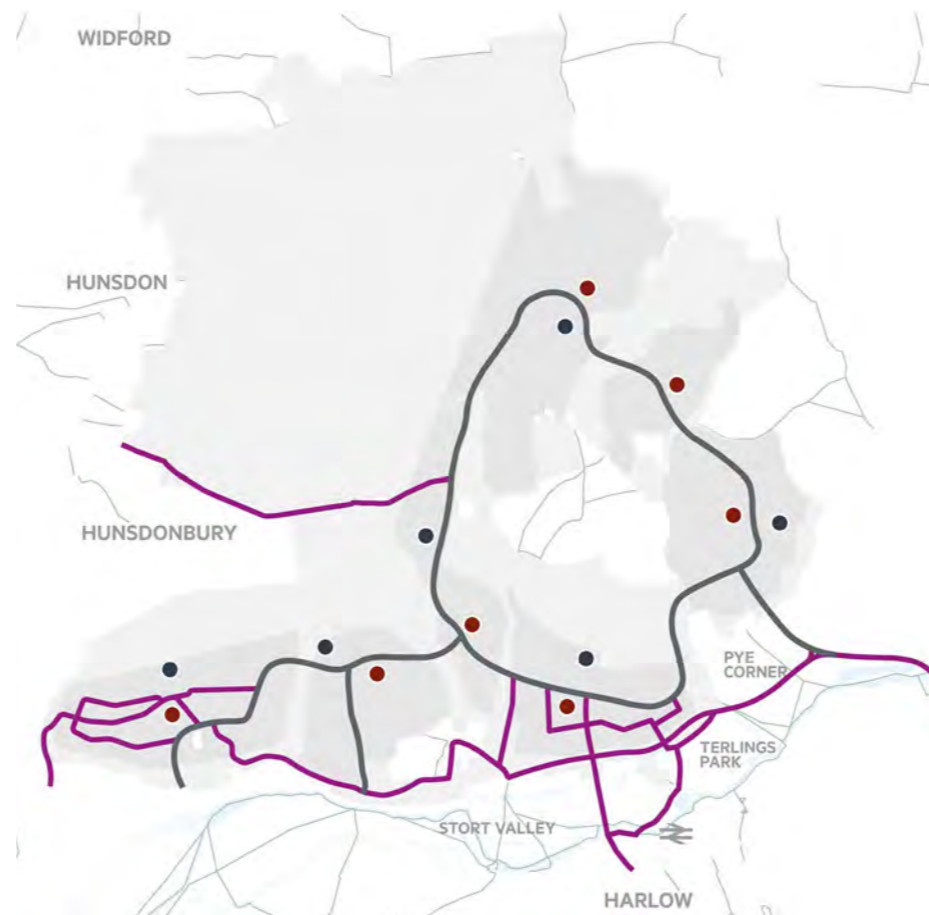

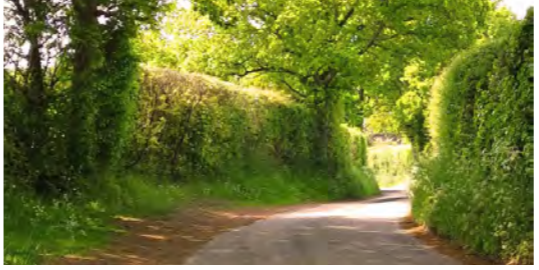



Fig.82 Active Travel Strategy - Commuter Routes



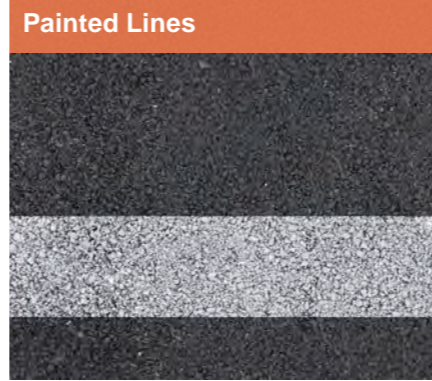
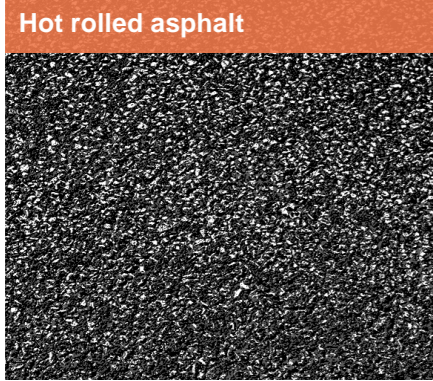
Fig.83 Active Travel Strategy - Commuter and Leisure Routes

Route Typology	Commuter Route - Pedestrian & Cycle Through SLMP		Existing Lanes* Shared	
<p>Reference image & Character</p>		<p>High quality pedestrian and cycle routes through areas of strategic landscape, with delineation of uses. Designed to standards set out in LTN1/20 or latest guidance</p>		<p>Shared route with rural character</p>
<p>Separation</p>	<p>This must be as follows: High colour contrast delineation between the cycle and footpath to reduce potential conflict between uses.</p>		<p>Shared surface route. Traffic calming measures may include:</p> <ul style="list-style-type: none"> • One-way priority 'gates' where only one-way working is possible - facilitated by areas of kerb/ verge build-outs • Narrow Road widths retained to keep speeds low 	
<p>Width</p>	<p>Minimum widths must be as follows: 5.0m minimum route width to include:</p> <ul style="list-style-type: none"> • 3.0m minimum width two way cycle path • 2.0m minimum footpath • To achieve a minimum width of 3m where shared 		<p>Existing width retained</p>	
<p>Material <small>(Refer to "5.1.6 Hard Landscape Details" for further details)</small></p>	<p>Materials must be as follows: Smooth, sealed, surface. Colour to provide high visual contrast to pedestrian routes</p>		<p>Materials may be as follows: Existing surfaces to be upgraded where needed to be smooth, sealed surface. To be suitable for vehicular use. Porous material to be used where suitable</p>	
<p>Lighting</p>	<p>Commuter routes may be lit as appropriate to level of use and landscape & ecological sensitivity. Refer to "5.5.5 Lighting"</p>			
<p>Other features</p>	<p>Shared commuter routes must:</p> <ul style="list-style-type: none"> • Provide direct, safe, legible connections between key destinations (e.g. schools, village centres etc.) <ul style="list-style-type: none"> • Be designed of sufficient capacity for shared active travel • Be sensitively designed to limit adverse impact on natural features such as trees where possible, hedgerows and watercourses <ul style="list-style-type: none"> • Be designed to universally accessible gradients where possible <ul style="list-style-type: none"> • Be well-surfaced & comfortable to use • Mitigate conflict between pedestrian and cyclist uses. This may be achieved through a range of measures, such as clear delineation of uses by providing contrasting colour surfaces • Be suited for 24hr use, utilising appropriate lighting for the anticipated level of use and environmental context <ul style="list-style-type: none"> • Incorporate SuDS features as appropriate • Include high quality signage and wayfinding 		<ul style="list-style-type: none"> • Any proposals for the existing lanes should be designed to encourage use of active modes of travel and reflect the rural character of the lanes. • Design proposals should avoid increased vehicular use of the existing lanes where possible • Vehicular access to existing properties currently accessed via the existing lanes must be maintained <ul style="list-style-type: none"> • Design proposals must ensure the rural character of the lane is maintained by maintaining existing vegetation adjacent to the lanes • Two no-through points on Gilston Lane must be delivered as located within the SLMP Regulatory Plans. These points must consider access needs of all modes including walking, cycling, equestrian and vehicular access to private residences along the lane, and be designed to be in keeping with the rural character of the historic lane • Seating areas with cycle parking could be provided for key resting points along the route where width allows 	

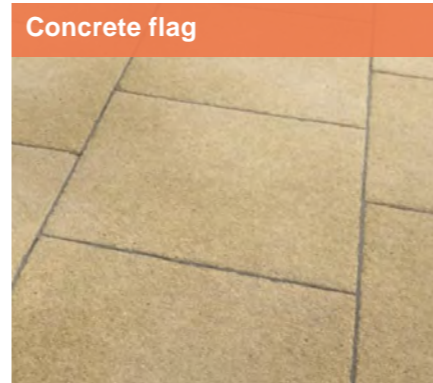
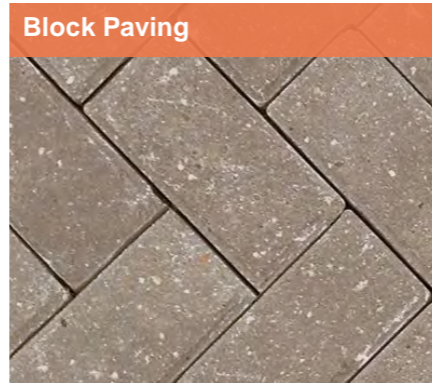
*Refer to "5.1.4 Sustainable Transport Corridor - Crossings" for description of new connections between existing lanes and the STC

Route Typology	Leisure Route - Pedestrian & Cycle Shared		Leisure Route - Pedestrian	
<p>Reference image & Character</p>		<p>High quality shared pedestrian and cycle routes through areas of strategic landscape. The encourage cyclists of all abilities</p>		<p>Leisure routes with countryside character, primarily focussed on pedestrian use</p>
<p>Separation</p>	<p>This should be as follows: High colour contrast delineation between the cycle and footpath may be required in areas where high volumes of users are expected in order to avoid conflict between uses.</p>			
<p>Width</p>	<p>Minimum widths must be as follows: 5.0m minimum route width to be include: <ul style="list-style-type: none"> • 3.0m minimum width two way cycle path <ul style="list-style-type: none"> • 2.0m minimum footpath • To achieve a minimum width of 3m where shared </p>		<p>Minimum widths should be as follows: Varies. Generally between 2-3m width</p>	
<p>Material <small>(refer to "Hard Landscape Material" for further details)</small></p>	<p>Materials should be as follows: Smooth, sealed, surface.</p>		<p>Materials should be as follows: Sealed surfaces in areas of higher footfall. Non-sealed surfaces may be acceptable subject to expected number of uses (e.g. self binding gravel)</p>	
<p>Lighting</p>	<p>Sensitive lighting may be provided in key areas, as appropriate to level of use and landscape & ecological sensitivity. Refer to "5.5.5 Lighting" Examples of suitable lighting include solar-powered surface mounted lighting and sensor activated lighting</p>		<p>Generally not lit, apart from sensitive lighting in key locations as appropriate to level of use and landscape & ecological sensitivity. Refer to "5.5.5 Lighting"</p>	
<p>Other features</p>	<p>Shared pedestrian and cycle leisure routes must be designed to:</p> <ul style="list-style-type: none"> • Be designed of sufficient capacity for shared active travel • Mitigate conflict between pedestrian and cycle uses, however shared use is acceptable <ul style="list-style-type: none"> • Encourage enjoyment of the strategic landscape areas • Limit adverse impact on natural features such as trees, hedgerows and watercourses <ul style="list-style-type: none"> • Include places to stop and rest • Provide a safe and attractive environment • Be well-surfaced & comfortable to use <p>Primary leisure routes should be designed to :</p> <ul style="list-style-type: none"> • Accommodate pedestrians and cyclists of all abilities wherever possible, using universally accessible gradients, with alternative accessible routes clearly signposted, and mitigations such as resting areas provided if unachievable. • Anticipate desire lines by providing convenient connections <ul style="list-style-type: none"> • High quality signage and wayfinding 		<p>Pedestrian leisure routes must be designed to:</p> <ul style="list-style-type: none"> • Accommodate pedestrians of all abilities • Be designed of sufficient capacity for their intended use • Mitigate conflict between pedestrian and cycle uses, where intersecting with cycle routes <ul style="list-style-type: none"> • Encourage enjoyment of the strategic landscape areas • Be well-surfaced & comfortable to use <p>Secondary leisure routes should be designed to :</p> <ul style="list-style-type: none"> • Universally accessible gradients wherever possible, with mitigations such as resting areas provided if unachievable <ul style="list-style-type: none"> • Anticipate desire lines by providing convenient connections 	

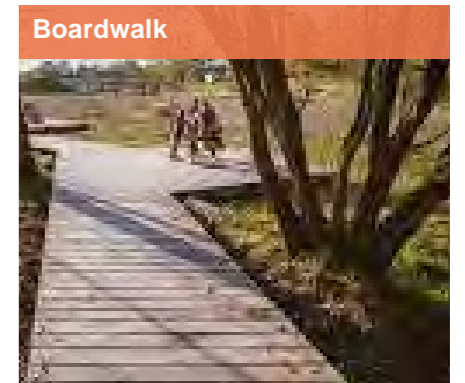
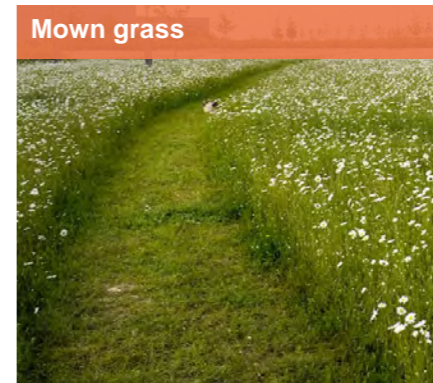
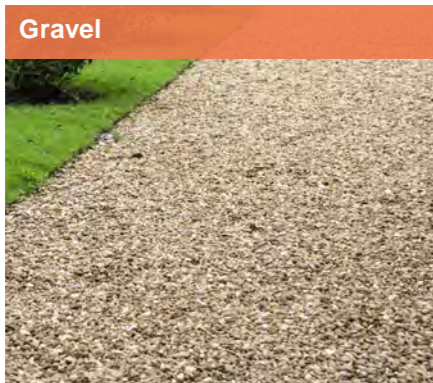
STC & Commuter Routes



Pedestrian/ Cycle Leisure Routes & Public Realm



Informal Public Realm



Detailing the Landscape

5.2.12 Sustainable Drainage Systems (SuDS)

SuDS in the SLMP

Water is a key theme in the landscape proposals of the SLMP and a sound drainage and surface water management strategy is integral to the layout and function of Gilston Area. The SLMP landscape will accommodate the majority of the strategic surface drainage features for the Villages and this open space plays a vital role in maintaining the water quality and flood mitigation commitments of the development.

The surface drainage infrastructure provide an opportunity to enhance the proposed high quality public realm and open green spaces by integrating a network of SuDS features such as rain gardens, swales, wet ponds and dry basins, that outfall to the tributary valleys. These features could be developed to have multi-functional benefits including enhancing amenity and biodiversity value.

The Regulatory Plans define the broad locations of SuDS features within the SLMP areas. Where necessary and appropriate it is possible to located associated earthworks outside of the defined SuDS areas. The following design requirements provide guidance on successful integration of SuDS features within the Gilston landscape context.

Technical specification and design, including capacity, is dealt with separately through the OPP condition discharges and the RMA detailed design.

The adjacent sections and plan illustrate indicatively the variety of ways in which SuDS features may be integrated, according to the specific character and constraints of their location.

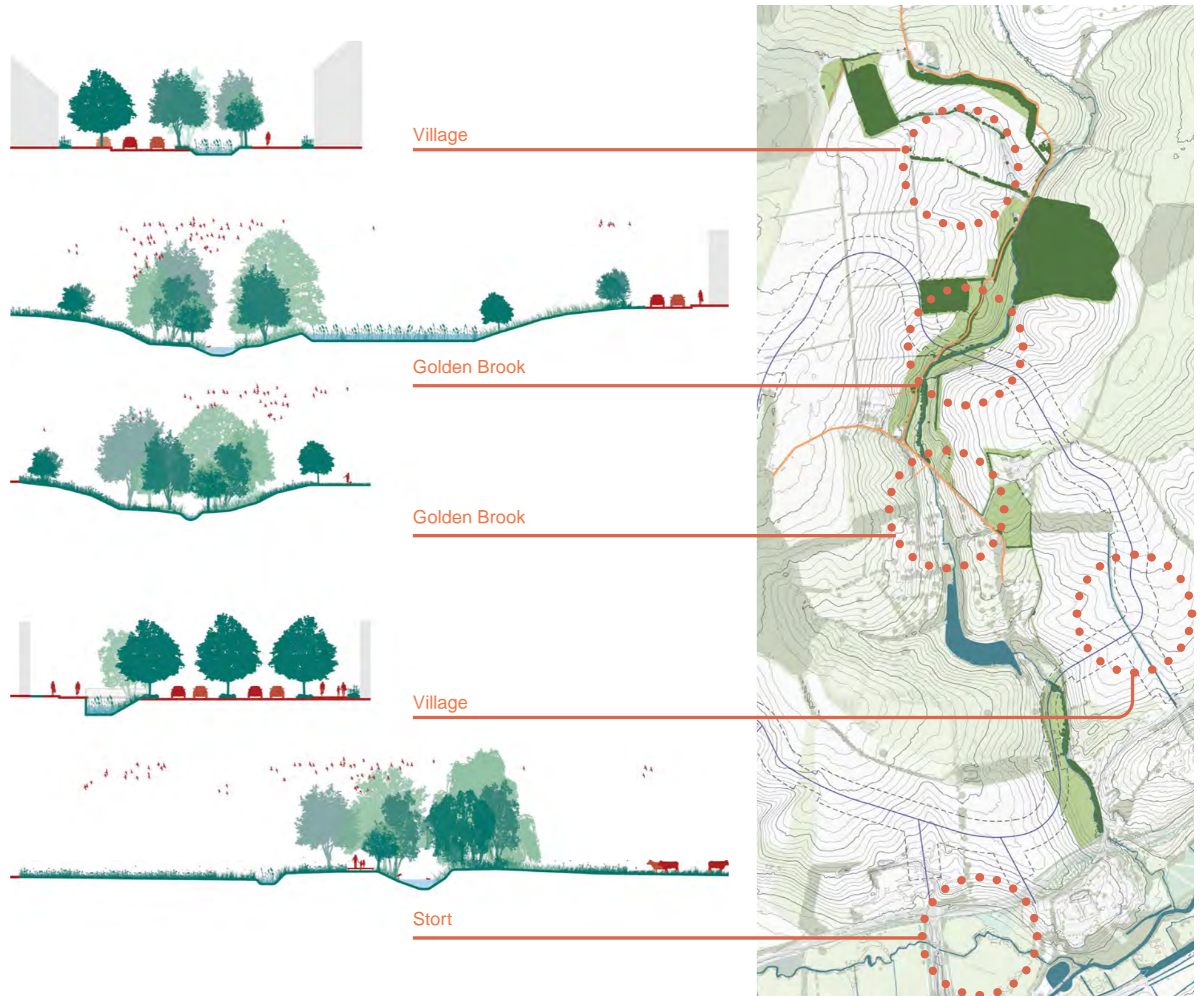


Fig.124 Illustrative sections exploring various SuDS feature characters along Golden Brook and Fiddler's Brook Valleys

Design Requirements

1. SuDS features **must** be designed in accordance with CIRIA guidance (or equivalent/replacement guidance), following the principles of designing multi-functional features for water quantity, water quality, amenity and biodiversity.
2. At RMA stage SuDS features **must** be designed holistically through coordination between the project drainage engineer, landscape architect and ecologist.
3. Wherever possible, SuDS features **must** be designed with sensitivity to their landscape context, including the wider landscape character of their setting, the existing natural environment (including topography, existing habitats, watercourses and vegetation), and their potential for amenity use and placemaking.
4. Designs **should** seek to create as shallow gradients as possible within the available space for the required volume of storage. The design **should** utilise methods such as inclusion of varying gradients of slopes, and adjusting basin profile at the base and top edges to achieve better integration, and where appropriate utilising low retaining elements in order to manage levels changes to achieve optimum gradients.
5. The relationship of the SuDS feature with areas of public access **must** be carefully considered in order to achieve benefits of successful integration. Extra space **should** be designed into the top and toe of slopes where these are to accommodate accessible routes so as to provide an appropriate width of path and adjacent landscape at a comfortable gradient, avoiding the need for protective features.
6. Appropriate locations for seating and other amenity features such as paths, pontoons, and appropriate play elements, **should** be considered as part of a holistic SuDS design, ensuring that visual appearance, aspect, accessibility, safety and proximity to routes are key considerations in the design process.
7. Vegetation **must** be carefully selected to provide both ecological and landscape character enhancements as well as, where possible, contribution to the technical performance of the SuDS feature, for example through water quality improvements, erosion protection, and their role in the treatment of pollutants. Mown amenity grass **should** only be used within SuDS features where this provides an amenity function
8. Fencing of SuDS features **should** be avoided where appropriate. Designs **must** be informed by appropriate health & safety reviews at RMA stage, and where protection for safety is required this **should** be incorporated through use of careful landform and planting, ensuring that the selected species and arrangement do not obscure necessary visual observation.
9. Hardworks components of SuDS features such as headwalls **must** be considered as visible elements of the public realm and designed to integrate well into landscaped slopes, utilising an appropriate palette of materials as set out within "5.5.2 Public Realm Design".



Provide slopes that are compliant with CIRIA guidance and create opportunities for people to safely interact with the water



Use engineered features such as headwalls and culverts as a design feature.



Design for biodiversity and provide a wide range of habitats



In spatially constrained areas, high quality vertical edges may be used to ensure attenuation volume requirements are met



To maximise amenity value and attenuation storage, multi-functional SuDS designs are preferable e.g. paths / recreational spaces that seasonally flood.



Where high quality vertical edges are used, the remaining edges may be planted to increase habitat and amenity value



Fig.125 Examples of successful suDS integration

SuDS Feature Detailing - Design Guidance

The detailed design of the edge condition of the SuDS basins makes an important contribution to the amenity and ecological value of the basin.

The adjacent sections set out design considerations intended to enhance potential ecological and amenity value of the basins. This includes:

- Creation of benches of varying depths to create a wide range of different habitat. This may include:
 - Dry bench
 - Damp bench that occasionally floods
 - Marginal benches that regularly flood
 - Aquatic benches that are permanently submerged (only applicable where SuDS basins permanently attenuate water)
- Use of shallow gradients, where possible, to create a wider range of habitats and to better visually integrate basins into the surrounding landscape
- In spatially constrained areas, it may be suitable to have a high quality retaining edge and handrails (as appropriate) in areas where there is a close proximity of paths. This may be used to create enhanced opportunities for people to engage with the SuDS features.

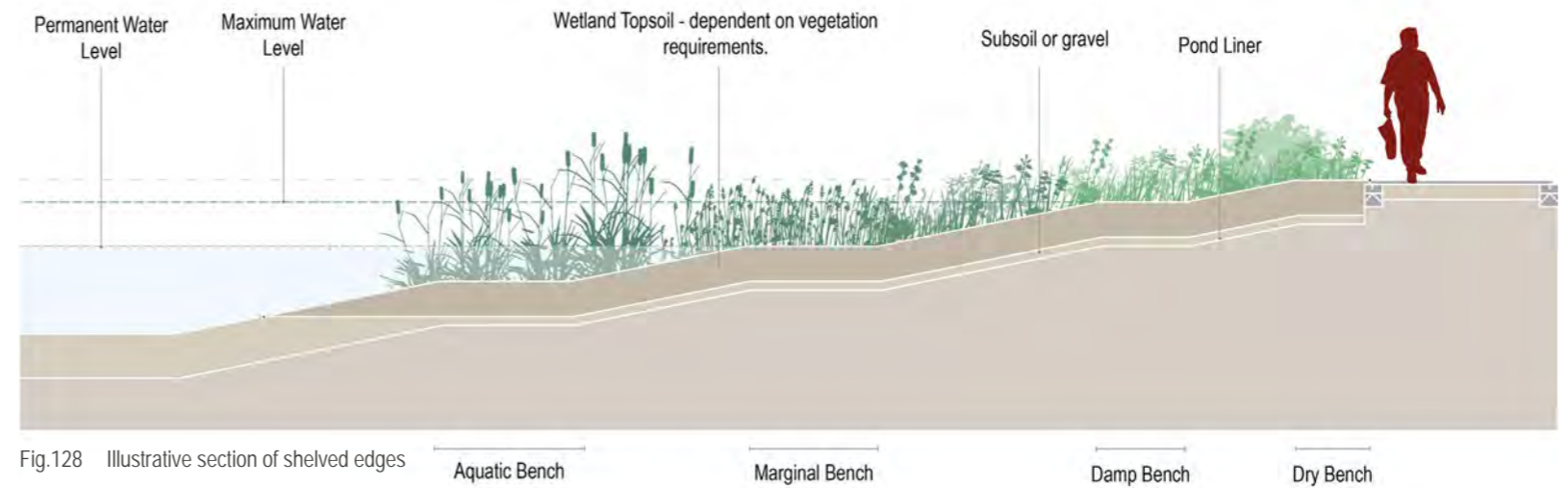


Fig.128 Illustrative section of shelved edges

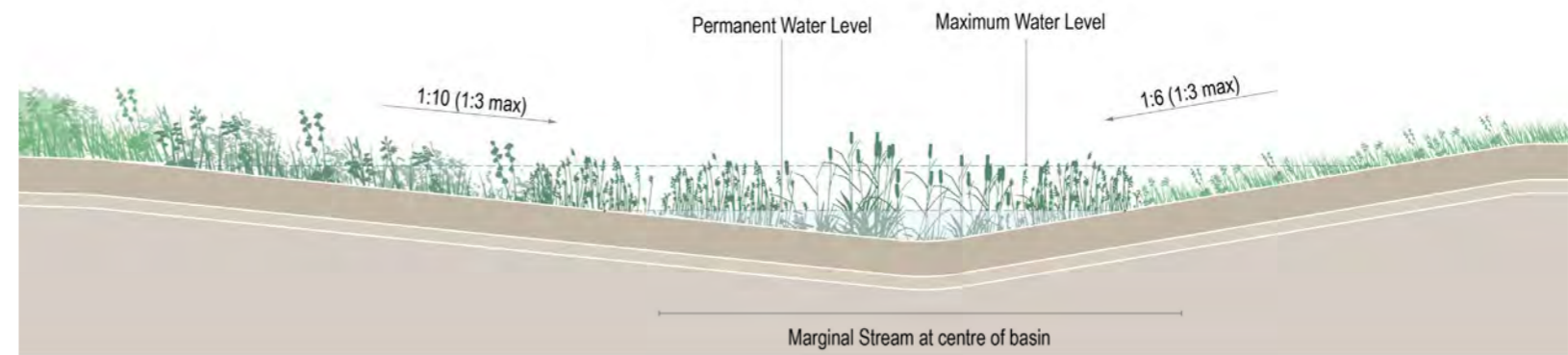


Fig.129 Illustrative section of a typical SuDS basin edge

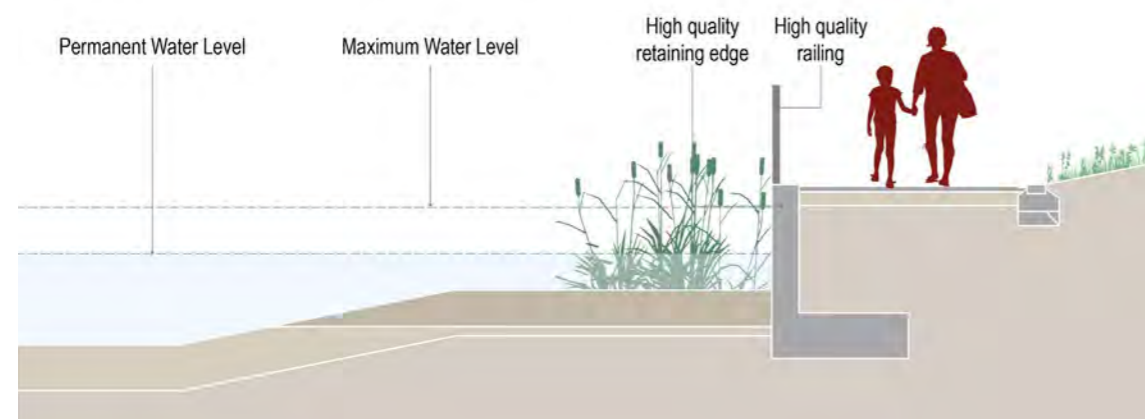


Fig.127 Illustrative section of a hard edge - suitable for use in spatially constrained situations

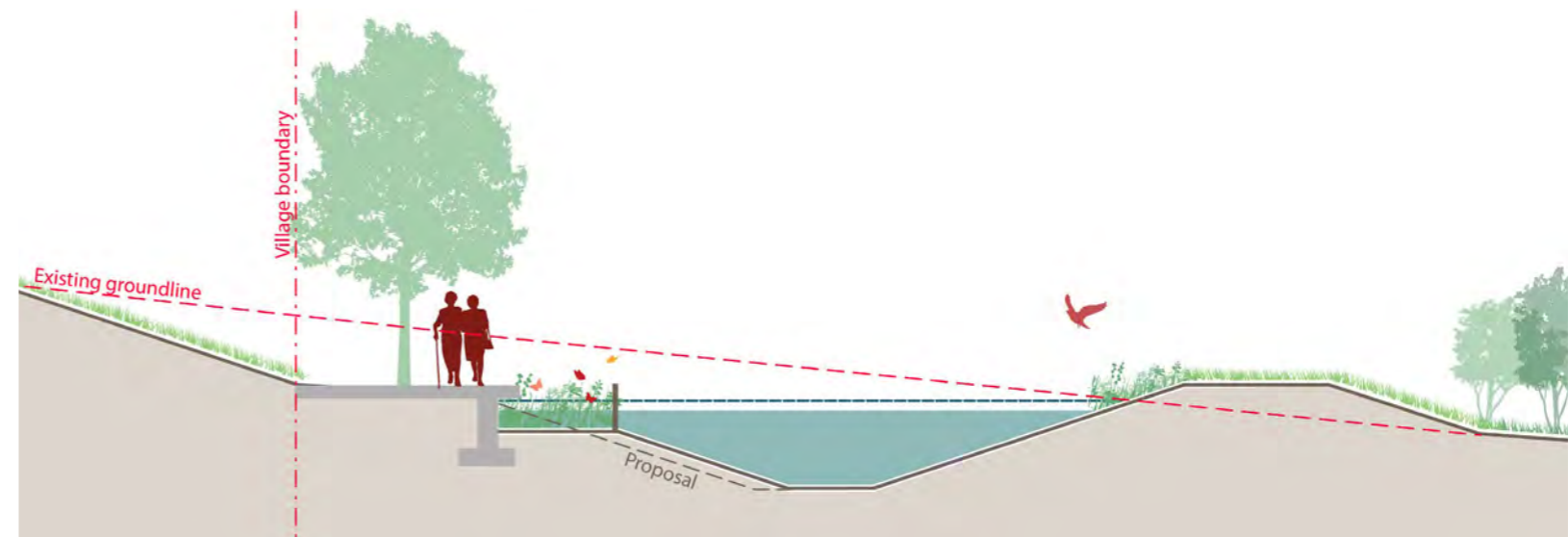


Fig.130 Illustrative section of hard edge to SuDS basin on Village 1 - Fiddler's Brook Corridor interface

Detailing the Landscape

5.4.5 Play

Key Principles of Play within the Gilston Landscape

The following sets out the design guidance and design requirements for play spaces to be provided within the SLMP landscape. The required areas and distances for play (informed by local policy and best practice guidance including EHDC Open Space, Sport and Recreation SPF 2020, Fields in Trust Guidance for Outdoor Sport and Play - Beyond the Six Acres Standard 2015) are defined within the OPP Development Specification.

The site-wide ambition for play is allow children to receive the full benefit of the countryside setting of Gilston with opportunities to experience play within the landscape.

The entire Gilston Area landscape is to be designed with children in mind as key users of the streets, paths, cycle routes, and open space and access to key destinations including schools, parks, community buildings and play areas will be designed as safe, inclusive and welcoming environments for children to experience from a young age, and as they begin to explore their neighbourhood independently.

The creation of a landscape which engages with children will not be limited to defined play areas, but part of a site-wide strategy to encourage spontaneous play through creating a stimulating environment which people of all ages can find joy in.

Design Requirements for all Play Spaces within the Gilston Landscape

1. Play spaces **must** occupy a well-drained site, with reasonably flat areas, surfaced with an appropriate surface, e.g. grass, bark chippings etc.
2. Play space design **should** take inspiration from the character of the landscape where it is located
3. Play elements **must** be constructed and located for minimal detrimental impact on sensitive trees, flora and fauna
4. Play spaces **must** be accessible and welcoming to disabled children and their carers and include play facilities designed to accommodate their needs. Facilities appealing to children with Special Educational Needs **must** also be provided
5. Play spaces **must** offer a wide variety of activities with facilities for younger and older children arranged together to promote interaction.
6. Play spaces **must** offer variety of physical movement and activity, and offer challenge to different ages and abilities Spaces **should** be designed to provide stimulating and challenging play experience that includes elements offering opportunities for balancing, rocking, climbing, overhead activity, sliding, swinging, jumping, crawling, rotating, imaginative play, social play, play with natural materials such as sand and water etc.
7. Play spaces **must** include an open area allowing children to be generally active and play 'chase' type games

8. Play spaces **must** be designed to be pleasant and comfortable places for children and carers to spend time. They **must** provide physical comfort through provision of shade and shaded seating.
9. **Must** include a variety of seating including those incorporating inclusive design features. Litter bins **must** also be provided.
10. Play spaces **should** be designed to allow for change and evolution
11. Play spaces **should** be designed to encourage imaginative play and interaction with the natural environment through inclusion of different sensory experiences through selection of materials and textures,

- planting, and inclusion of different media such as sand and water
12. Spaces **must** cater for the recreational needs of older children and teenagers, providing a variety of opportunities across the site for physical activity and social gathering. Particular consideration should be given to designing spaces which appeal to girls. Safety through design is an imperative, and engaging young people in the design process is encouraged.



Destination Community Play Spaces

Destination Community Play Spaces will serve the whole Gilston development and provide a destination for families and groups to visit. These spaces will be designed to the following requirements:

Design Requirements

Destination Community Play Spaces:

1. **Must** total a minimum of 2 ha across the two Destination Community Play Space sites within Home Wood/Gilston Park and Eastwick Woodland/Hunsdon Airfield
2. **Should** be located within natural settings such as woodland and meadow and to be designed to encourage early appreciation of nature. Spaces **must** be located in areas assessed as appropriate to receive Destination Community Play Spaces, such as the area of more recent plantation woodland in Home Wood.
3. **Must** be located adjacent to a primary walking and cycling route and include provision for convenient and secure cycle parking facilities.
4. **Must** be designed as an adventure playground/trail incorporating natural features such as trees and/or topography, as well as large play structures.
5. **Must** incorporate play and socialising opportunities to be aimed at children and young adults of all ages
6. **Must** include low-impact playable elements suited to a wide range of ages and play interpretations.
7. Designs **must** include areas for den-building etc. and organised activities such as Forest Schools, bushcraft activities etc
8. **Must** include a car-park (in Eastwick Wood Countryside Park only). Disabled parking access to Home Wood **must** be provided as part of the limited parking provision within Gilston Park
9. **Must** include a shelter and access to facilities including a cafe, WCs and storage (to be located outside of Ancient Woodland areas)
10. **Should** consider including provision of drinking water fountains
11. **Must** include provision of signage and interpretation for the landscape setting

Note: There is flexibility in the location of the Destination Community Play Space within the Eastwick Woodland Park / Hunsdon Airfield Park area. Refer to 'A Connected Landscape'



Village Play Spaces

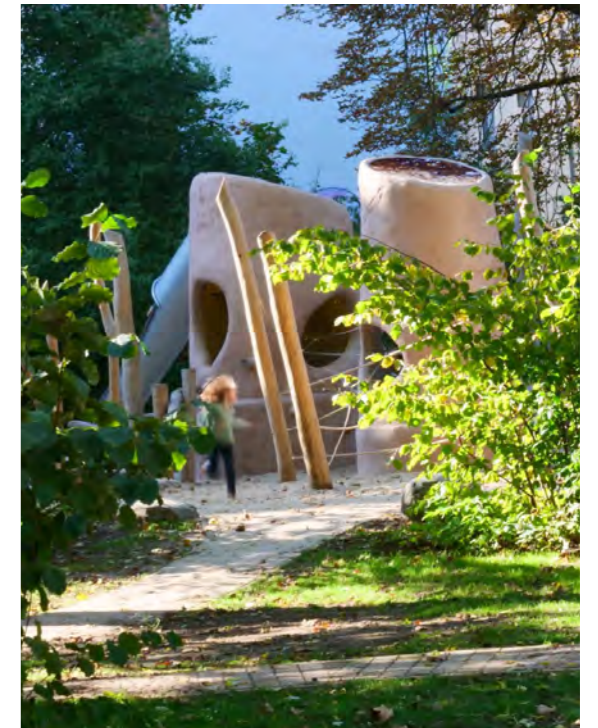
The following section describes the design requirements for the Village Play Spaces, where these are located within the SLMP. The OPP Development Specification sets out the following criteria for these spaces:

- Minimum area of 2,000m² (0.2 Hectares) per Village play Space and to incorporate Local Play Space provision
- Minimum of 1No. Village Play area provided per Village, located within an easily accessible location, preferably within the Village Park.

Design Requirements

Village Play Spaces:

1. **Should** be located a maximum distance of 1000m and 15 minutes walking distance from homes
2. **Must** be located adjacent to a primary walking and cycling route and include provision for convenient and secure cycle parking facilities.
3. **Must** be in an overlooked location to allow for passive surveillance and located alongside a well-used pedestrian route.
4. **Must** be located at a safe and reasonable distance from roads, particularly primary and secondary roads.
5. **Must** be focused on play for older children and young adults, but also provide opportunities for younger children (2-11 years old), allowing family groups to play together
6. **Must** incorporate play and socialising opportunities to be aimed at children and young adults of all ages
7. **Should** include hard surface informal sports area, e.g. basketball court and/or five-a-side football or skate park.
8. **Must** include recognisable boundaries, preferably not fencing unless necessary due to adjacent roads
9. **Must** include a sign indicating that the area is for children's play and that dogs are to be kept on a lead
10. **Must** include provision of signage and interpretation for the landscape setting



Detailing the Landscape

5.5.4 Interfaces

SLMP Interfaces

This section provides guidance on how key proposed features of the SLMP area, and protected existing features, as defined within the OPP Development Specification, are to be brought together to achieve a balanced and harmonious overall landscape where sensitive attributes are carefully considered, contributing positively to the character of each area.

Existing features include:

- Existing Ancient Woodland
- Existing Non-Ancient Woodland
- Existing Waterways
- Existing Hedgerows
- Existing Ecological Features (defined as those identified within the Development Specification as requiring an Ecological buffer-zone)
- Existing Heritage Features
- Existing Settlements

Proposed features include:

- Village Developable Areas
- Strategic Transport Corridor
- Public Open space
- School Sports
- Community Sports
- Allotments / Community Orchard
- Gypsy, Traveller & Travelling Show-persons sites

The following pages provide illustrative guidance for each interface type identified within the Regulatory Plan.

Refer also to "5.2.2 Green and Blue Infrastructure", "5.1.2 Active Travel Routes", "5.1.4 Sustainable Transport Corridor - Crossings", and "5.5.7 Integrating Utilities" sections for specific guidance on integration with Veteran Trees, Pedestrian and Cycle Routes, STC Bridge Structures, and Existing Utilities

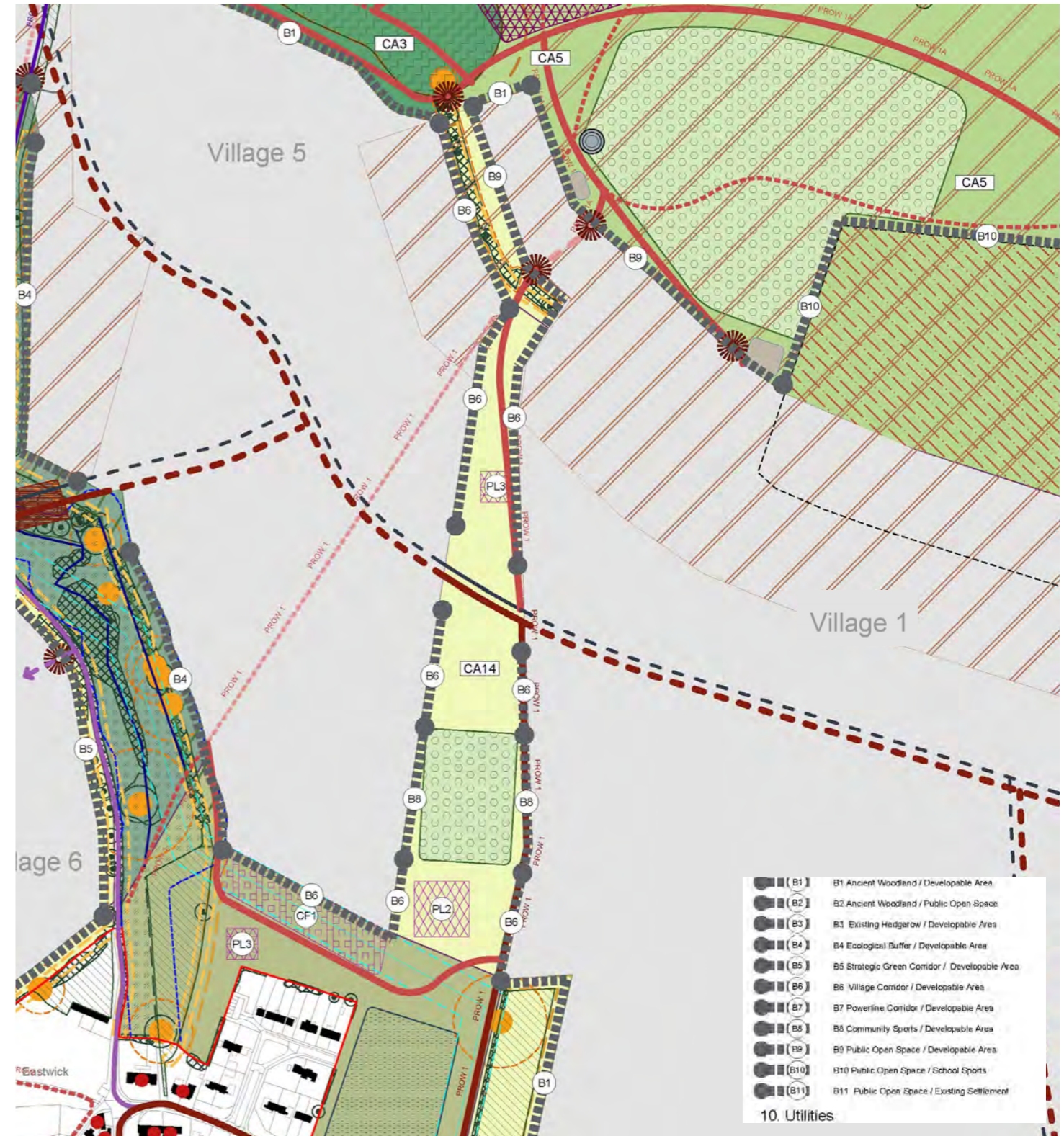


Fig.156 Regulatory Plan extract illustrating example of how interfaces are defined

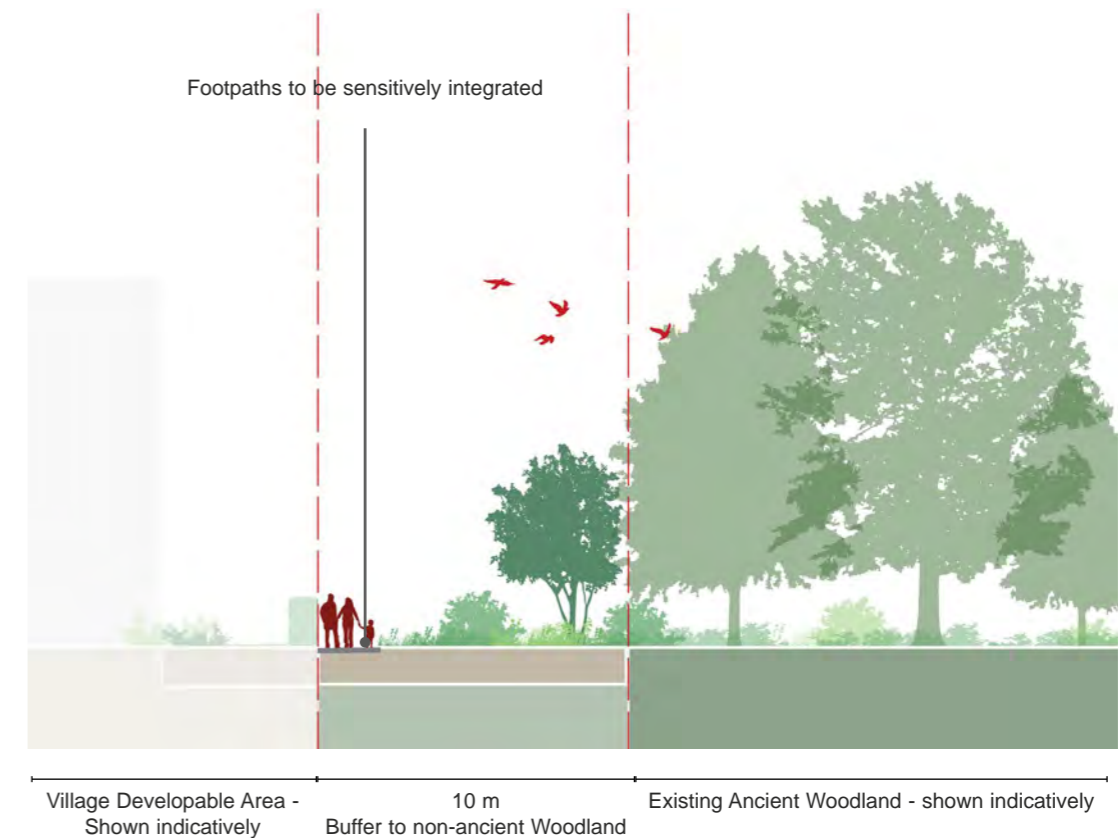
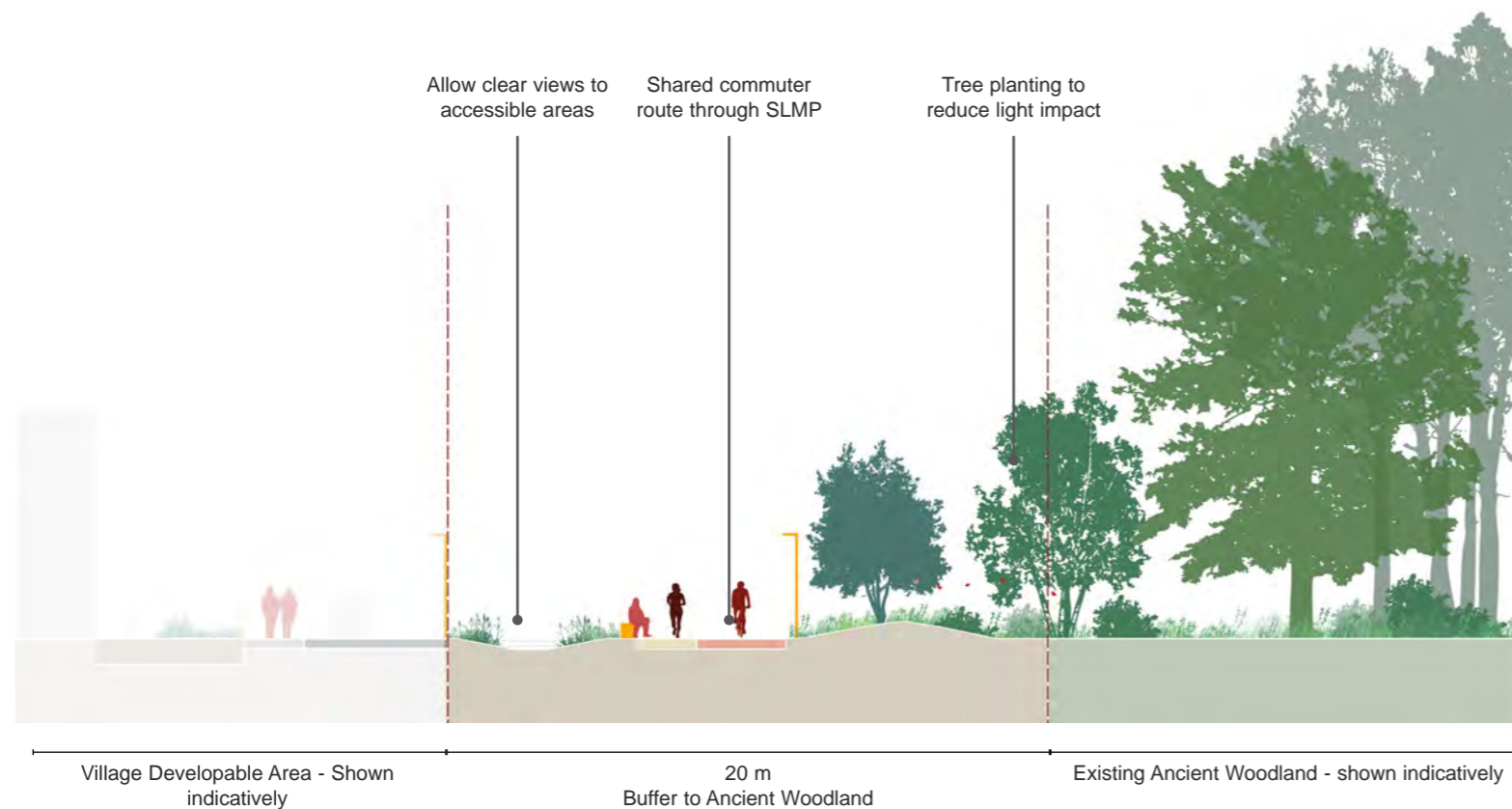
B1 Woodland / Developable Area

The following illustrations demonstrate the design requirements for interfaces with Ancient Woodland and other woodland

The interface will incorporate the buffer zones for ancient woodlands and non-ancient woodlands as described within the OPP Development Specification and follow requirements set out in "5.2.5 Existing Vegetation"

Design Requirements

1. The Woodland interface **must** be designed with the objective of maximising opportunities for ecological habitat and biodiversity enhancement
2. Nearby lighting proposals must follow requirements within "5.5.5 Lighting" and **should** consider inclusion of interim tree planting as necessary to reduce light impact on sensitive areas.
3. Clear views in and out of accessible areas **must** be provided. There **must** be no dead-end routes and multiple access points **should** be provided in order to create a safe environment
4. The interface zone **must** actively engage with the Developable Area frontage, facilitating permeability of movement between the Developable Area and areas designed and managed for access
5. The interface **should** be designed with consideration to specific informal uses such as incidental natural-play and seasonal foraging
6. Level changes within the Woodland Buffer **should** follow guidance set out in "5.2.4 Topography and Levels"



B2 Ancient Woodland / Public Open Space

Interfaces between Ancient Woodland and Public Open Space are anticipated to have a higher level of use than other areas of the Ancient Woodland buffer zone.

The interface will incorporate the buffer zones for ancient woodlands and as described within the OPP Development Specification and follow requirements set out in "5.2.5 Existing Vegetation"

Design Requirements

1. Potential increased levels of activity **must** be accommodated through suitable provision of paths and open space suited to informal recreation, particularly play as per the example at Gilston Park where Destination Play sits within this interface.
2. The overall character of the interface area as a woodland edge **should** be maintained and used as a placemaking characteristic for the open space design, with associated interpretation features
3. Designs **must** seek to mitigate potential adverse impacts of littering, drainage changes and dog fouling/wildlife disruption
4. Buffer zone areas **should** maximise opportunities for ecological habitat and biodiversity enhancement
5. Impact of any nearby lighting on the buffer zone **should** be minimized through appropriate analysis of requirements, design, product specification and inclusion of interim tree planting as necessary to reduce light impact on sensitive areas.
6. Clear views in and out of accessible areas required. No dead-end routes.
7. The buffer zone **must** be planted with native tree, shrub, herbaceous and grassland species typical of woodland edge habitats including:
 - A variety of species which must provide habitat value and seasonal interest
 - Tree planting including semi-mature/extra-heavy standard species to produce early impact for integration
 - Species selection should be informed by Arboriculturist and ecologist analysis of Ancient Woodland flora, fauna and enhancement opportunities.

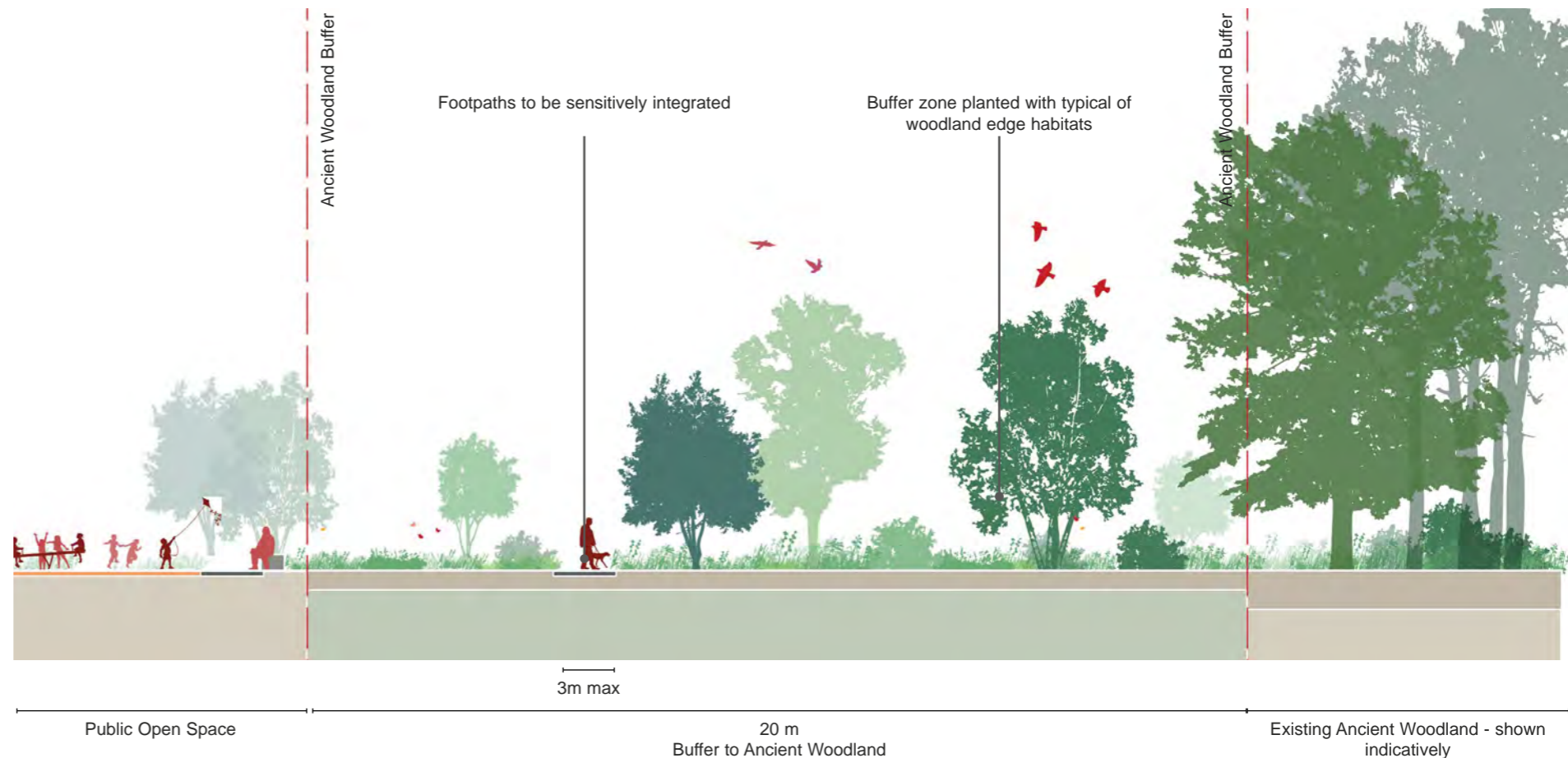


Fig.157 Example of seating, SuDS and information amenity space within natural planting area



Fig.158 Example of sensitive integration of paths















Detailing the Landscape

5.5.5 Lighting

The following sets out design guidance for lighting within the Gilston SLMP

- Lighting proposals **must** follow the zoning identified within the adjacent "Fig.169 Lighting strategy - Mandatory" diagram
- A comprehensive lighting strategy **must** be undertaken as part of each RMA and to demonstrate:
 - Safe use of public open spaces
 - Ecological impact of lighting **must** be minimised, especially in vicinity to bat roosts and dark corridors (see diagram adjacent)
 - Preservation of dark skies and darkness of the countryside, specifically within the Countryside Parks and the Strategic Green Corridors as set out in the Neighbourhood Plan
- Where lighting is required through the Strategic Landscape Masterplan areas, it **must** comply with latest guidance, including ILP Guidance Note 08/23, Bats and Artificial Lighting at Night. This includes:
 - Near bat supporting habitats, buffer zones **must** be created, subdivided into smaller zones of increasing illuminance limit to ensure light levels do not exceed defined limits.
 - LED luminaires **should** be used
 - Warm light sources **should** be used (2700 Kelvin or lower)
 - Light spill **should** be minimised
 - Luminaires **should** have negligible or zero Upward Light Ratio
- Sport pitches **must** not be flood lit, with the exception of:
 - 1 no. Artificial grass football pitches in the Village 1 and Village 5 Education and Mixed Use Zones respectively
 - 2 no. Adult Artificial Grass Pitches (AGPs) in Village 7 in the Football Hub
- The STC **must** limit light pollution through the SLMP areas considering position of features and direction of cast light, for example by utilising low level lighting or lighting integrated into balustrade of the STC crossings

KEY

	SLMP Study Area		Villages
	Dark corridors		Sport pitches - Unlit
	Dark corridor buffer (indicative)		Artificial sport pitches - Floodlighting
	Zones with restricted lighting		Bat roosts - Datasearch
	Unlit key routes through SLMP		Bat roosts - Survey (2005-2017)
	STC - Lit		Suspected bat roosts in vicinity
	STC - Lighting to limit ecological impact		
	Community Parks - Sensitive lighting		

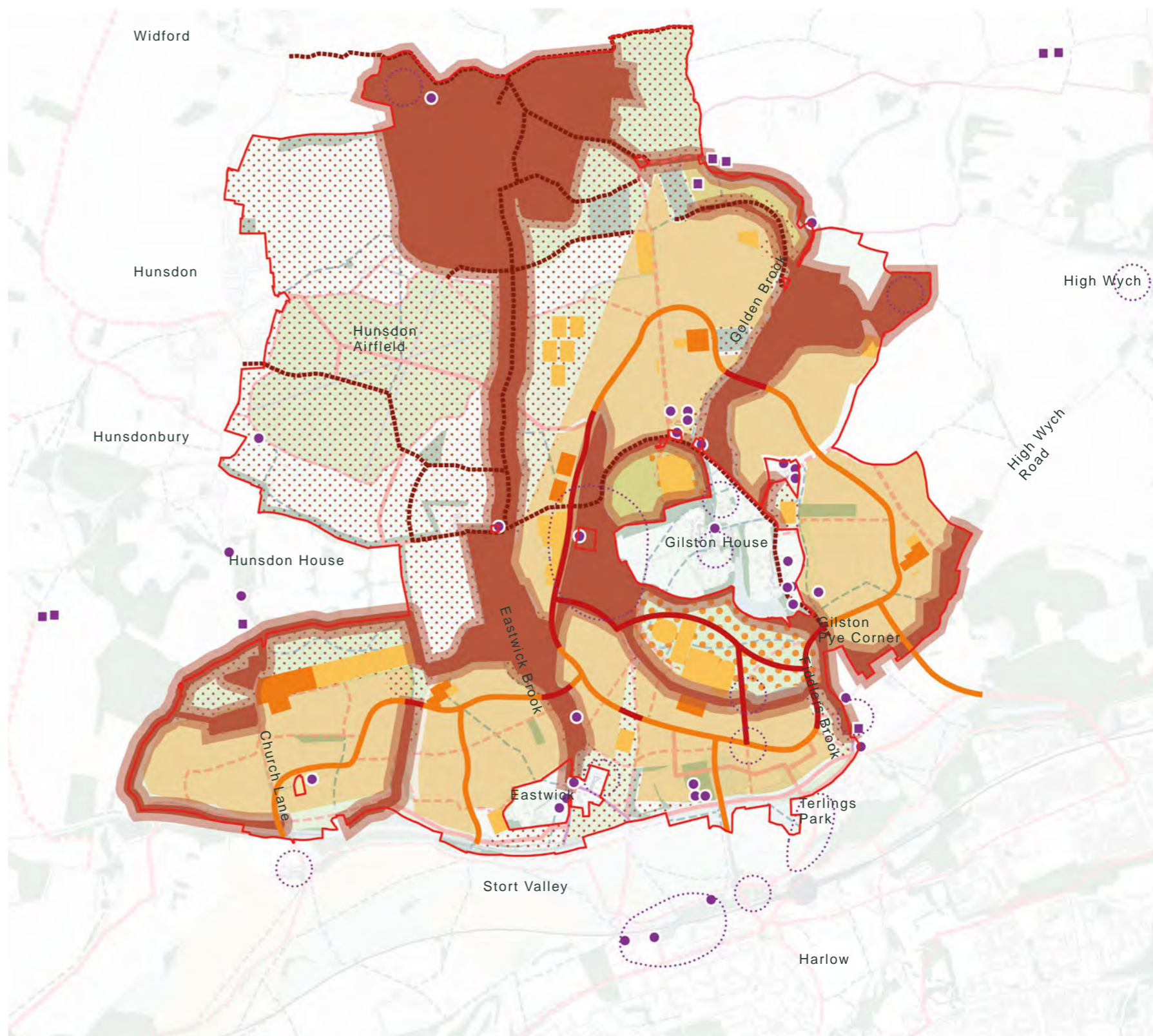


Fig.169 Lighting strategy - Mandatory

Q&A

