



THE GILSTON AREA
VILLAGE 1 - COMMUNITY WORKING GROUP 3 REPORT
FEBRUARY 2024

INTRODUCTION

To ensure the vision of a sustainable new community is met for the Village 1 Masterplan (V1MP), a series of collaborative Working Groups with local community representatives (CWGs) are programmed. The purpose of these sessions is to identify critical concerns and aspirations for the project in order to reach an aligned approach where possible.

Community Working Group 3 (CWG 3) was held at Eastwick Village Hall on Thursday 16 November 2023, from 6-8.30pm. The session provided a collaborative platform to discuss the latest updates to the Village 1 masterplan and emerging Design Code and its methodology.

This document summarises the output from the third round of engagement setting out who attended, the briefings and presentation content, workshop sessions, feedback and how this has helped shape proposals. The output of CWG3 will be combined with the results of previous and future Working Groups to provide a detailed record of this aspect of the V1MP engagement process, and its outcomes.



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WORKSHOP AGENDA

AGENDA

The session started with a presentation by the design team, followed by an opportunity for attendees to ask questions to the team. Following this, themed tables allowed focused grouped discussions on Design Code topics, which were then reported back to the wider group at the end of the workshop.



Agenda Gilston Area (V1MP) CWG 3 Places for People

Thursday 16 November 2023

Meeting details

Topic: Gilston Area Strategic Landscape Masterplan(V1MP) – Character Areas
Date: Thursday 16 November 2023
Time: 6.00-8.30pm
Venue: Eastwick & Gilston Village Hall, Pye Corner CM20 2RB

Agenda

Time	Topic	Facilitated by
18.00– 18.05 5 mins	Introductions to the Working Group & Workshop 3	Meeting Place
18.05– 18.15 10 mins	Presentation: recap of CWGs process	JTP
18.15– 18.45 30 mins	Presentation: masterplan update	JTP
18.45– 19.00 15 mins	Presentation: design code methodology	JTP
19.00– 19.10 10 mins	Q&A from presentations	Meeting Place/JTP
19.10– 19.15	Break	

10 mins		
19.15– 20.15 60 mins	Group Discussions <ul style="list-style-type: none"> Built Form Green Infrastructure Access & Movement 	JTP/DIA
20.15– 20.25 10 mins	Reporting back from each table	Meeting Place
20.25– 20.30 5 mins	General round up, next steps and a planning update, Q&A if possible	Meeting Place/Quod

The community working groups are designed to provide an opportunity for a selected group of local stakeholders to feedback on emerging proposals before wider public engagement. Approximately 300 individuals from a range of organisations, including schools, businesses, parish/town councils, district councils, the third sector and more, were invited.

In addition to 11 members of the developer project team, a total of 16 people attended Community Working Group 3, representing the following organisations:

- East Herts District Council executive
- East Herts District Council ward member
- St Mary's Church, Gilston
- Hundson Parish Council
- Hundson, Eastwick & Gilston Neighbourhood Planning Group
- Eastwick and Gilston Parish Council
- St Mary's Church, Little Parndon (Harlow)
- Sawbridgeworth Town Council
- Terlins Park Residents Management Company
- Harlow Town Park steering group

ATTENDEES

- **Councillor Vicky Glover-Ward** – East Herts Executive Member for Planning and Growth
- **Reverend Alison Jackson** – St Mary's Church, Gilston
- **Councillor Frank O'Shea** – Vice-Chair of Hundson Parish Council and Hundson, Eastwick and Gilston Neighbourhood Plan Group member
- **Councillor John Dunlop** – East Herts ward member for Hundson and Hundson, Eastwick and Gilston Neighbourhood Plan Group member
- **Councillor Linda Harvey** – Eastwick and Gilston Parish Council
- **Councillor Janine Bryant** – Eastwick & Gilston Parish Councillor and Hundson, Eastwick and Gilston Neighbourhood Plan Group member
- **Reverend Jokey Poyntz** – St Mary's Church, Little Parndon
- **Helen George** – Guest
- **Mark Orson** – Chairman of Eastwick & Gilston Parish Council and Hundson, Eastwick and Gilston Neighbourhood Plan Group member
- **Annelise Furnace** – Sawbridgeworth Town Council
- **Martina Javara** – Guest
- **Bob Toll** – Chair of Hundson Parish Council, Eastwick and Gilston Neighbourhood Plan Group member
- **Anthony Bickmore** – Chair of the Eastwick, Gilston and Hundson Neighbourhood Plan Group

PRESENTATION

INTRODUCTIONS

THE PRESENTATION

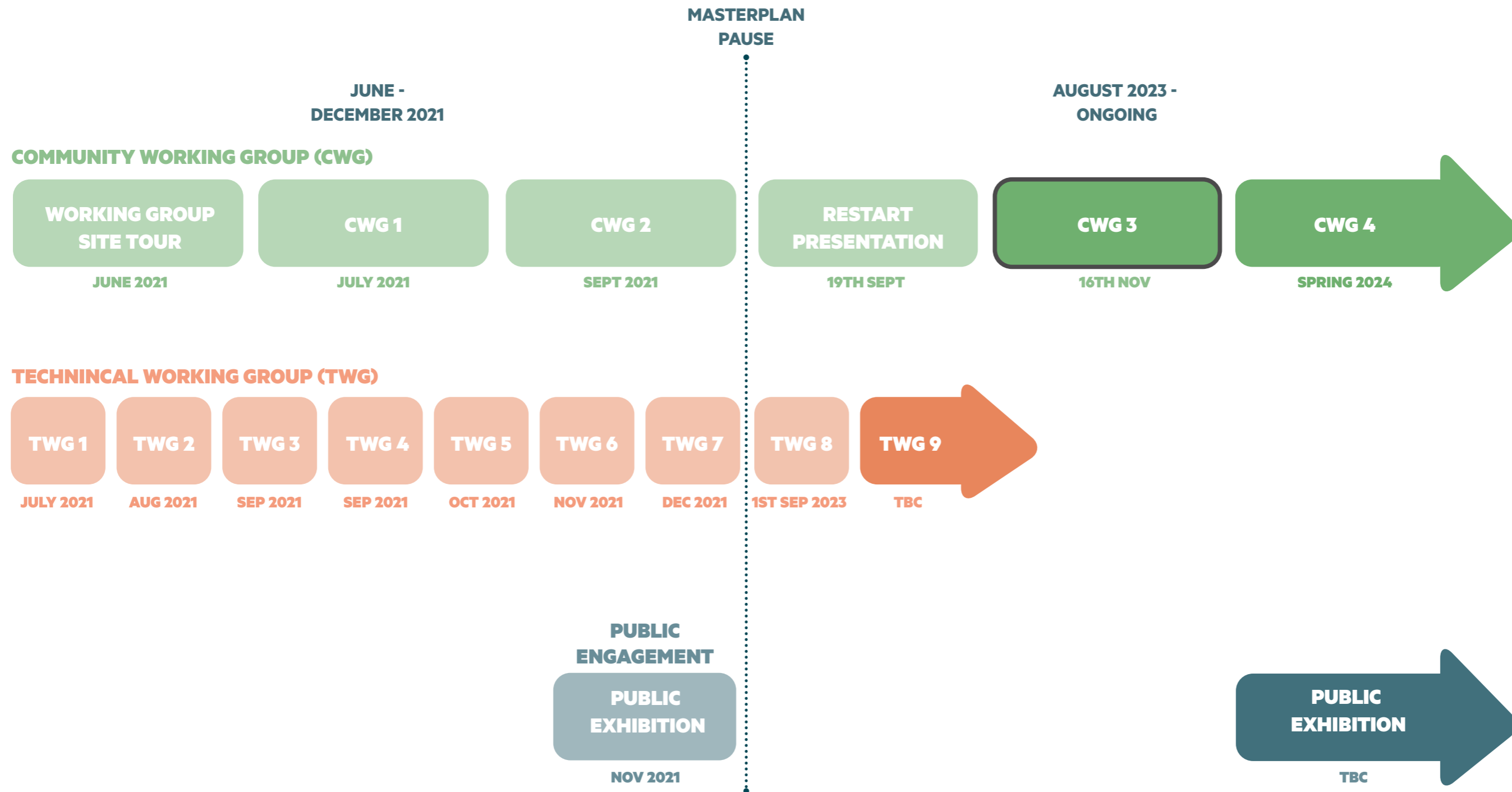
The workshop started with presentations by JTP, summarising the community working group process to date, providing an update on the Village 1 Masterplan progress and an overview of the methodology for the Design Codes. The key points presented were:

- This design process is being run in parallel with the SLMP, with coordination between the two workstreams to ensure the project comes forward as a cohesive proposition.
- This is a timely opportunity to meet as the Design Code is 'work in progress' and we have the opportunity to shape the code, adjust content, and create new content to respond to feedback and discussions as part of this session.



PRESENTATION

RECAP OF THE CWG PROCESS



PRESENTATION

VILLAGE 1 MASTERPLAN UPDATE

VILLAGE 1 MASTERPLAN UPDATE

A summary of the emerging vision for Village 1 was presented including the role of Village 1 as a critical part of the wider Garden Town project, and the village best connected to Harlow.

The emerging illustrative masterplan was presented, a drawing which has been developed to support the Design Code, which will continue to evolve and enable the team to test and develop proposals. The team also described the design development progressed over the last few months which has included looking in detail at the village centre as well as studying the site and proposal in 3d, to understand the site topography and building heights.



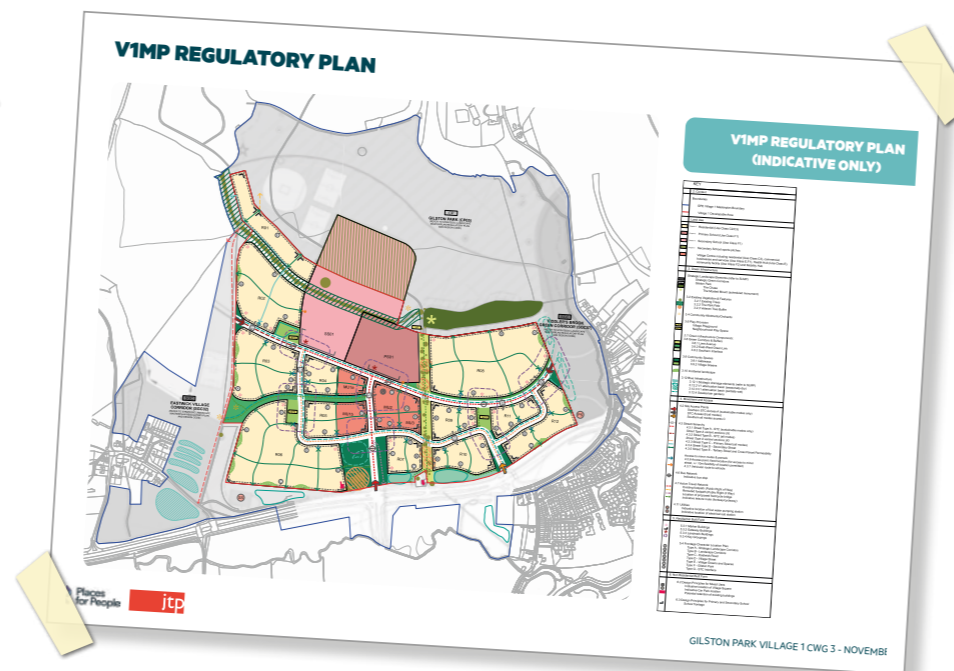
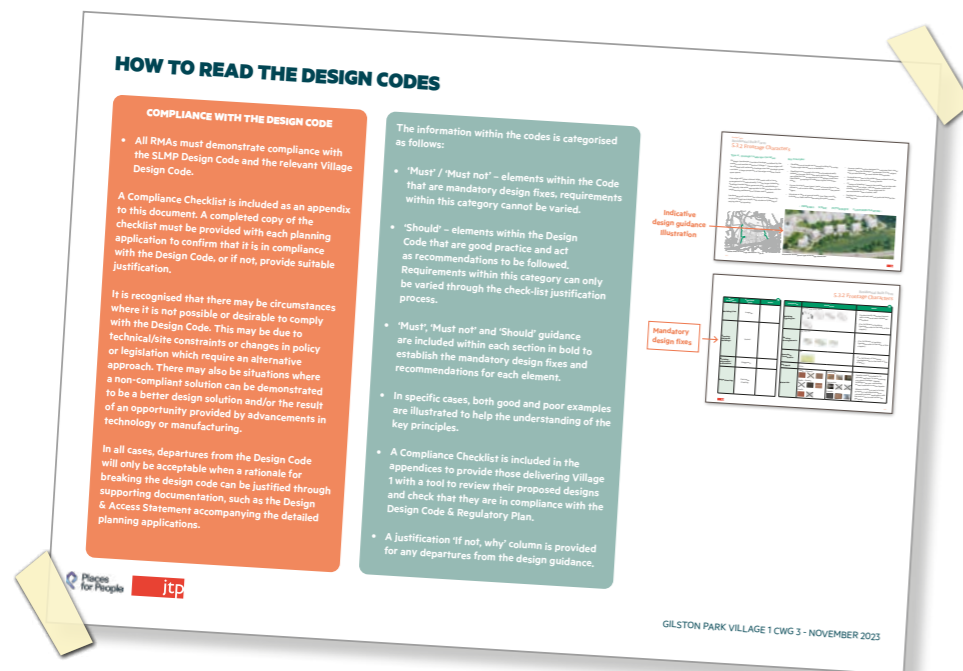
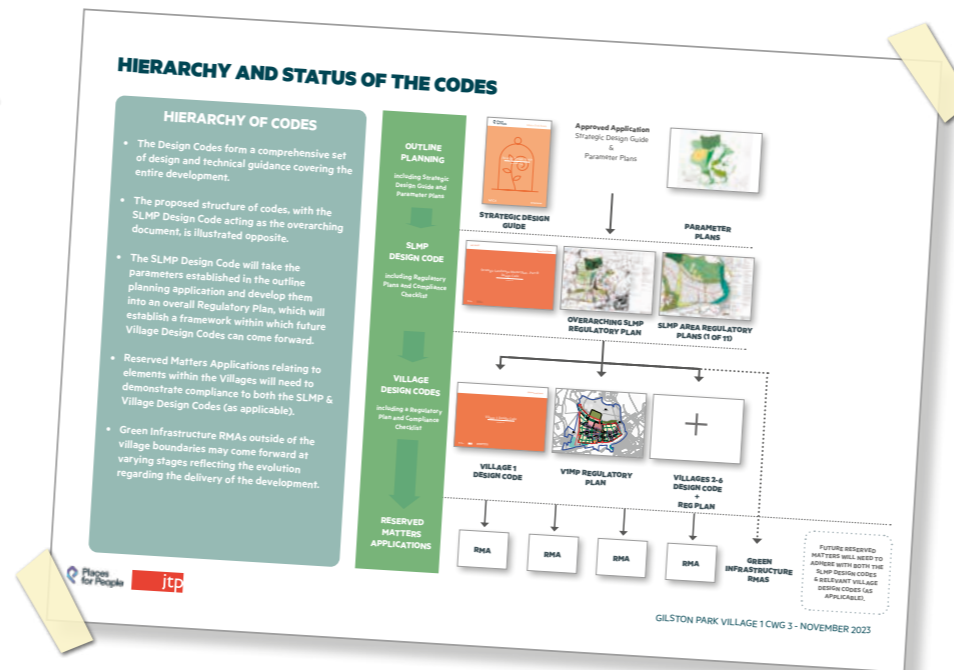
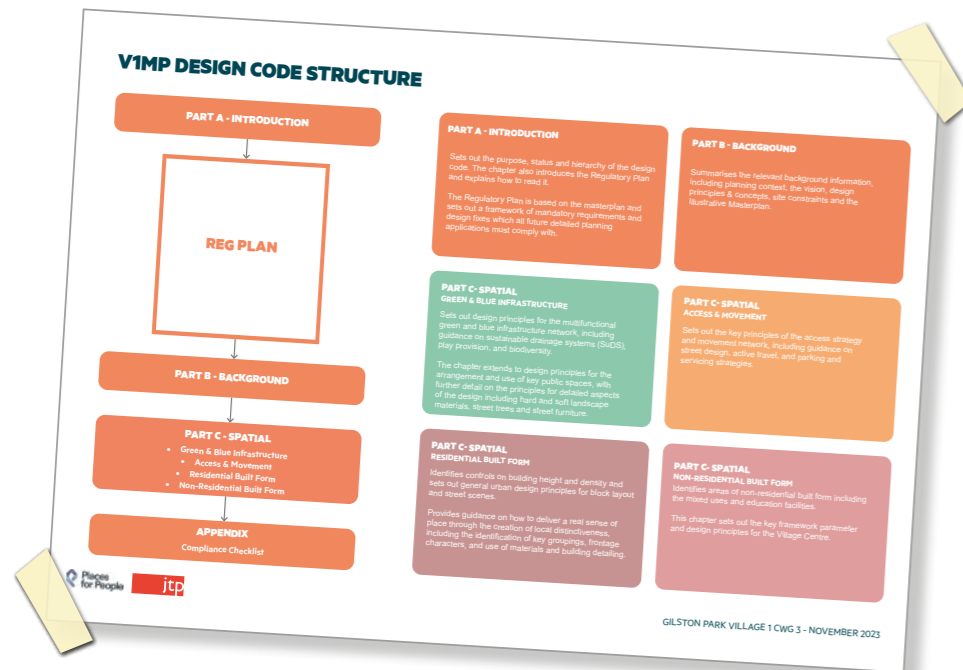
PRESENTATION

DESIGN CODE METHODOLOGY

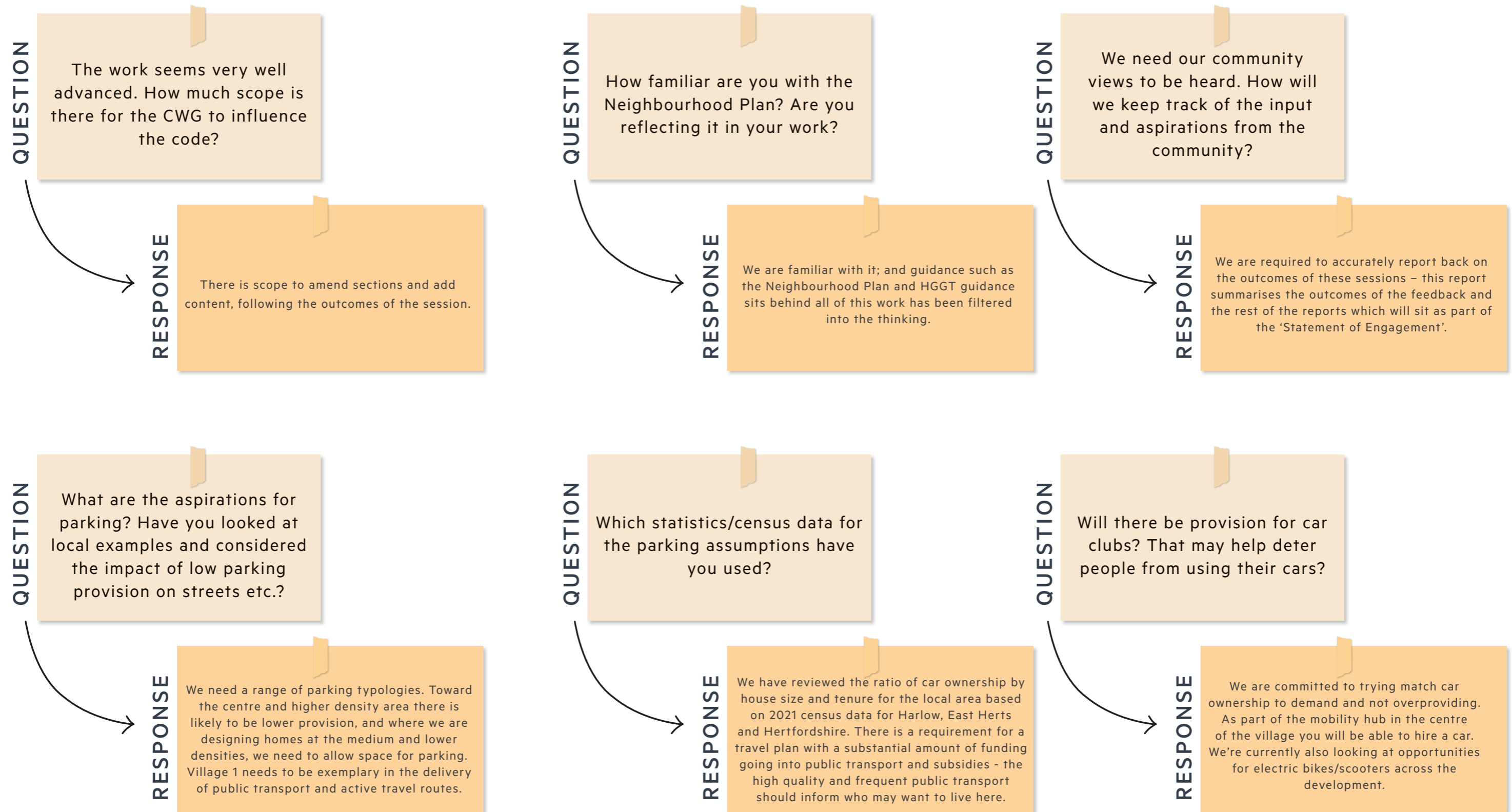
DESIGN CODE METHODOLOGY

The Design Code is an important step between outline planning and detailed design (defining what the buildings, streets, etc., are going to look like). The role of the Design Code is to ensure development comes forward in a coherent manner and ensure design quality, it will set the tone of the entire Gilston Area, and provide a level of community reassurance. There is a need for the Design Code to be approachable, legible, and something that the council can use to review development proposals.

The proposed structure of the Design Code was presented to attendees with a particular emphasis on four key chapters: green and blue infrastructure, movement and access, residential built form and non-residential built form. The Regulatory Plan, a plan that underpins the Design Code and fixes a number of elements, was also presented and described.



PRESENTATION Q&A



BREAK OUT GROUPS



BREAK OUT SESSION

Following a presentation by the project team and Q&A session, attendees were invited to sit down at one of three themed tables, each focusing on a particular topic and subject area key to the Design Code, where relevant members of the multi-disciplinary team were on hand to answer questions and facilitate discussion.

The purpose was for each attendee to provide thoughts on what each topic should include guidance on or set rules for in the Design Code. Each table had print-outs of the draft Regulatory Plan and sample extracts of the emerging Design Code and draft Regulatory Plan.

- Group 1: Landscape
- Group 2: Movement
- Group 3: Buildings

After 20 mins, attendees were offered the opportunity to move tables or continue their discussions. The feedback provided on each table is summarised on the following pages.



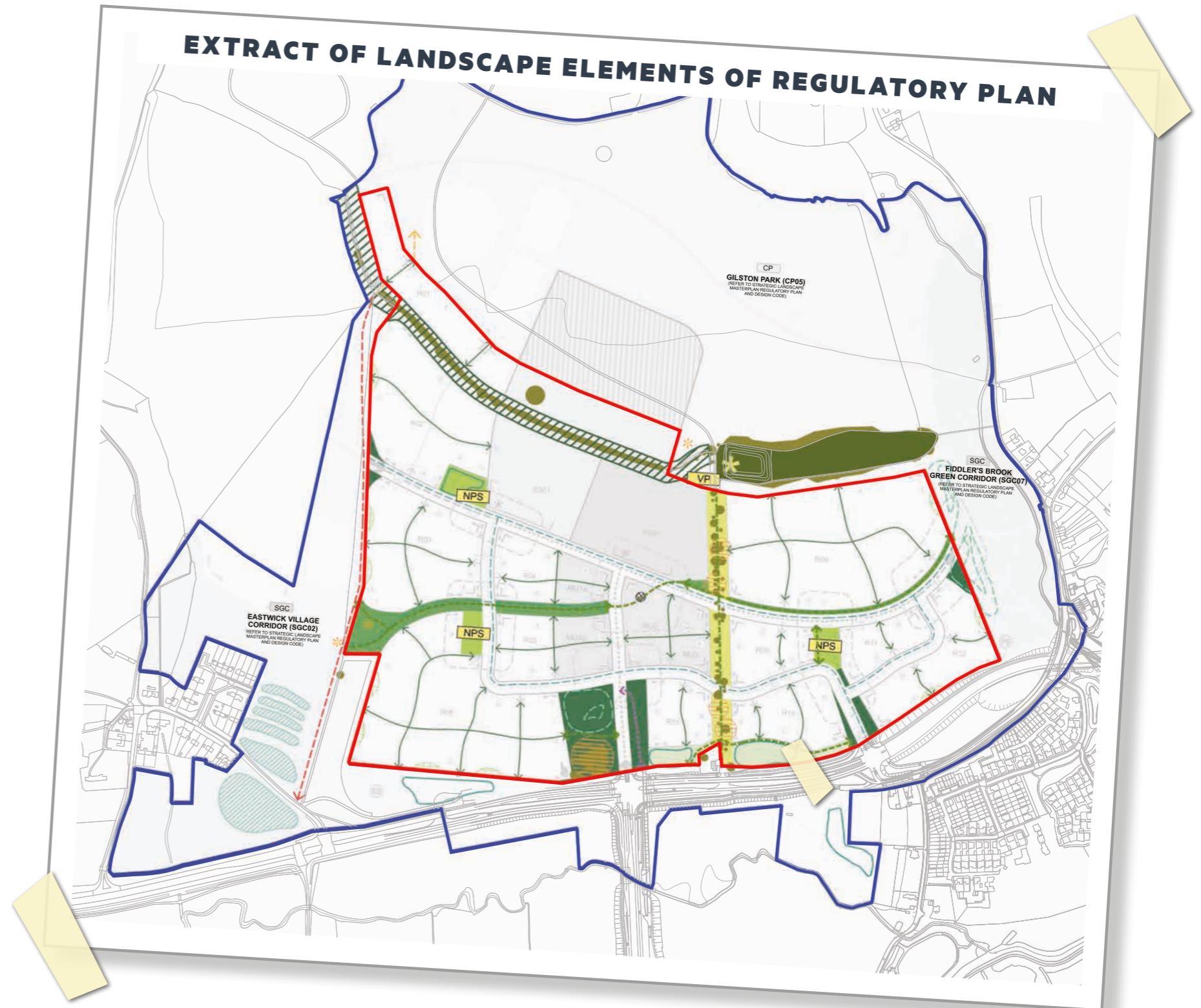
GROUP 1: LANDSCAPE

KEY OUTCOMES

GROUP 1: LANDSCAPE CONSENSUS

- Agreement that landscape features should reflect the local heritage/character.
- A desire for more naturalistic landscape features rather than predominance of formal planting.
- Agreement that the Design Code should emphasise accessible and safe public realm/open spaces through the specification of lighting etc.
- Importance of retaining existing trees/woodland especially between existing villages.
- Importance of water (sustainable drainage and water features) to encourage wildlife.
- Importance of play for various age groups and landscapes that promote health and wellbeing.

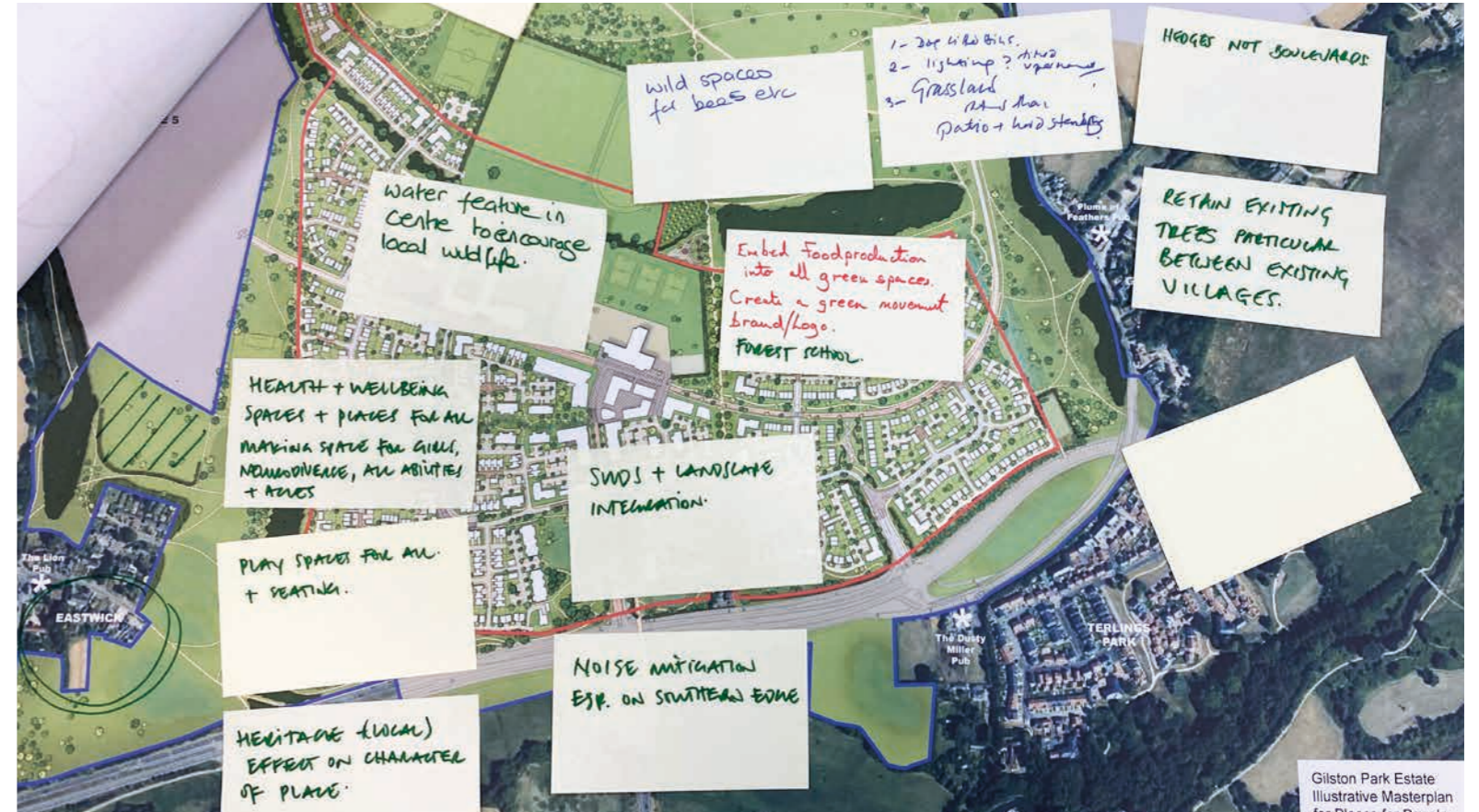
EXTRACT OF LANDSCAPE ELEMENTS OF REGULATORY PLAN



DRAFT LANDSCAPE CHAPTER OF DESIGN CODE

GROUP 1: LANDSCAPE

KEY OUTCOMES



GROUP 1: LANDSCAPE

KEY OUTCOMES



LANDSCAPE CHARACTER

Health & Wellbeing to be at the forefront of the village

Play space for all

Making space for girls, neurodiverse, all abilities/ ages

An opportunity to create a green movement brand/logo for the village

RESPONDING TO LOCAL CONTEXT

Retain existing trees/ woodland especially between existing villages

Landscape character to reflect local heritage

Noise mitigation along key village interfaces, especially on the southern edge

GROUP 1: LANDSCAPE

KEY OUTCOMES

DIVERSE LANDSCAPES

Incidental trees and hedgerows rather than boulevards of trees

Wild spaces for bees and pollinators

A water feature in the centre to encourage local wildlife

Opportunities for a forest school

Integration of landscape and sustainable drainage / ponds

Embed food production into all green spaces

DETAILED DESIGN

Grassland in gardens rather than patio and hardstanding

Green privacy screens through the use of trees etc. taking into account lighting needs

Consideration of 'timed' and sensor lighting

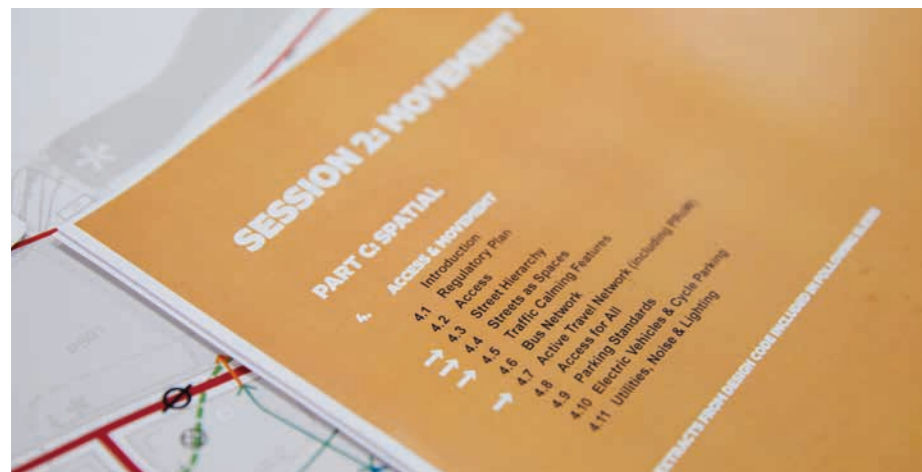
Provision of dog litter bins

GROUP 2: MOVEMENT

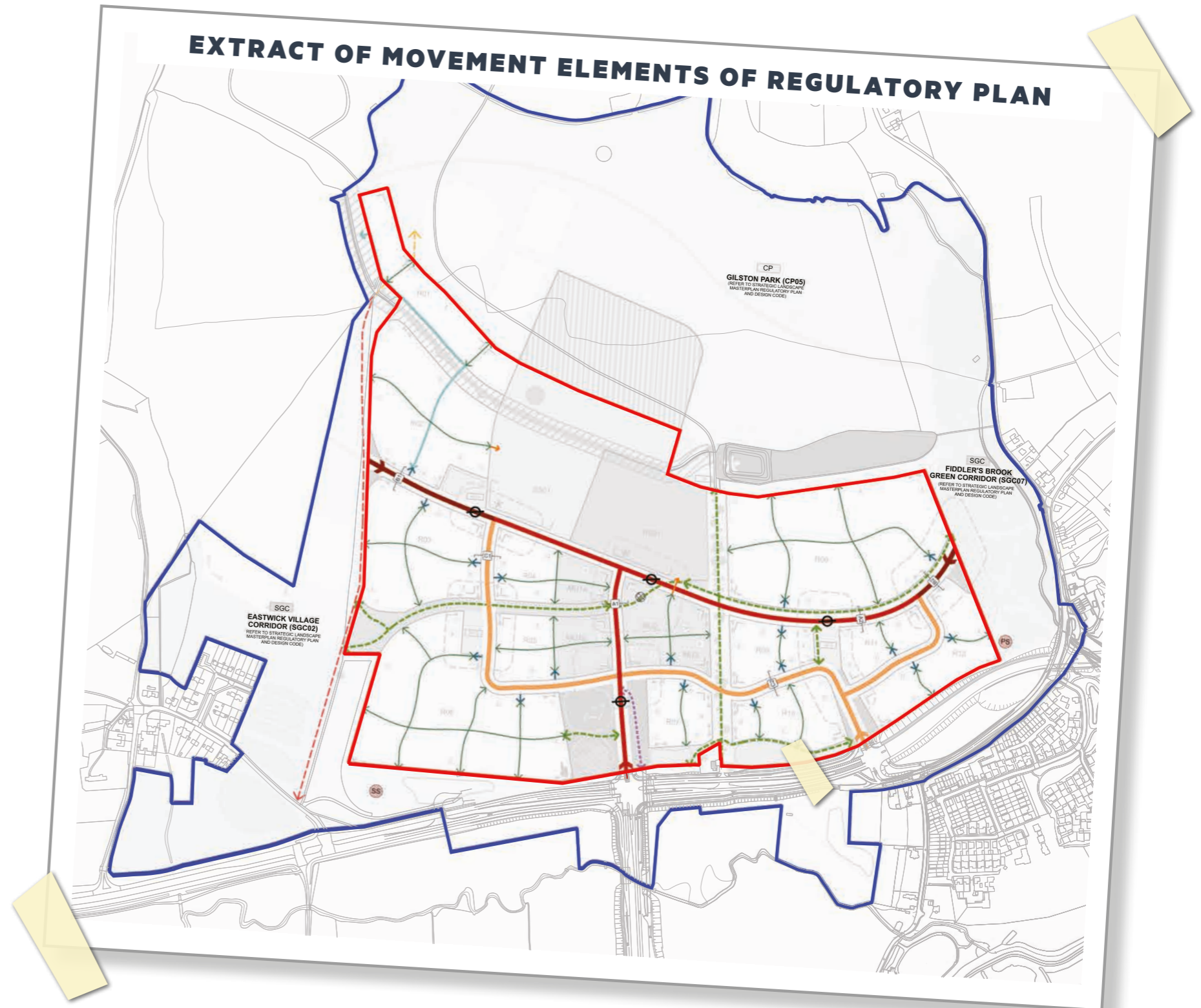
KEY OUTCOMES

GROUP 2: MOVEMENT CONSENSUS

- Attendees agreed the Design Code would benefit from a separate wider active travel plan.
- A desire for more variation in tertiary streets to be included in the Design Code, with streets including landscaping, through 3d drawings, sections and precedent imagery.
- A resistance to a more engineered 'Boulevard' type of configuration for the primary street and formal hedgerows, instead a clustering of trees in places was seen to be positive.
- The Design Code should specify that shelters, seats, and Real-Time Passenger Information (RTPI) should be a requirement for all bus stops.
- It was agreed that personal safety should be emphasised in the code, with specifications for lighting along commuter routes.



DRAFT MOVEMENT CHAPTER OF DESIGN CODE



GROUP 2: MOVEMENT

KEY OUTCOMES



STREETS AND LANDSCAPING

Road corridors to have a more 'naturalistic' environment

Variations in the alignment of corridors and overall width, with some asymmetry whereby both sides of the road would be different (e.g., verge on one side and adjacent footway on the other)

The Design Code should say something about the variability of the set-back distances between the highway corridor and buildings

Avoid an engineered 'Boulevard' type of configuration for the primary street. Instead, cluster trees in places along the primary street

The Design Code should be prescriptive about specifying design speed of 20mph as the criteria and standard for the design all roads

ACTIVE TRAVEL

Design Codes should be prescriptive by clearly setting the configuration (e.g., widths) and surface materials for footways and cycleways

Appreciate the difference between 'commuter' and 'leisure' routes and different less 'engineered' surfaces for the latter

Personal safety is a key consideration in the design of pedestrian infrastructure - ensure lighting is specified, with consideration of 'adaptive' lighting systems that are motion-triggered at night

The Regulatory Plan/Design Code would benefit from a separate wider active travel plan. This would help ensure consistency of routes through V1MP to ensure commonality of materials, etc.

Leisure routes to be more informal and an end-destination in themselves (e.g., exercise, dog walking)

GROUP 2: MOVEMENT

PARKING

BUS STOPS

Like the 'bleeding out' approach, whereby parking ratios adopt lower ratios and are more communal towards the centre and are greater and more private as one moves out to the edges

Commercial units should be double fronted to ensure over-looking

The Design Code should specify that shelters, seats, and Real-Time Passenger Information (RTPI) should be a requirement for all stops

The Design Codes should include a requirement to intersperse banks of car parking with landscaping

Local Centre parking, with commercial rear parking courts are difficult to design well

Bus stops to include a couple of Sheffield stands. If someone was cycling, they would cycle to their destination and are unlikely to use bicycles ...

The Design Code should ensure rear parking courts are close to homes and overlooked for safety

to then switch modes onto the bus unless they were doing so at the Mobility hub.



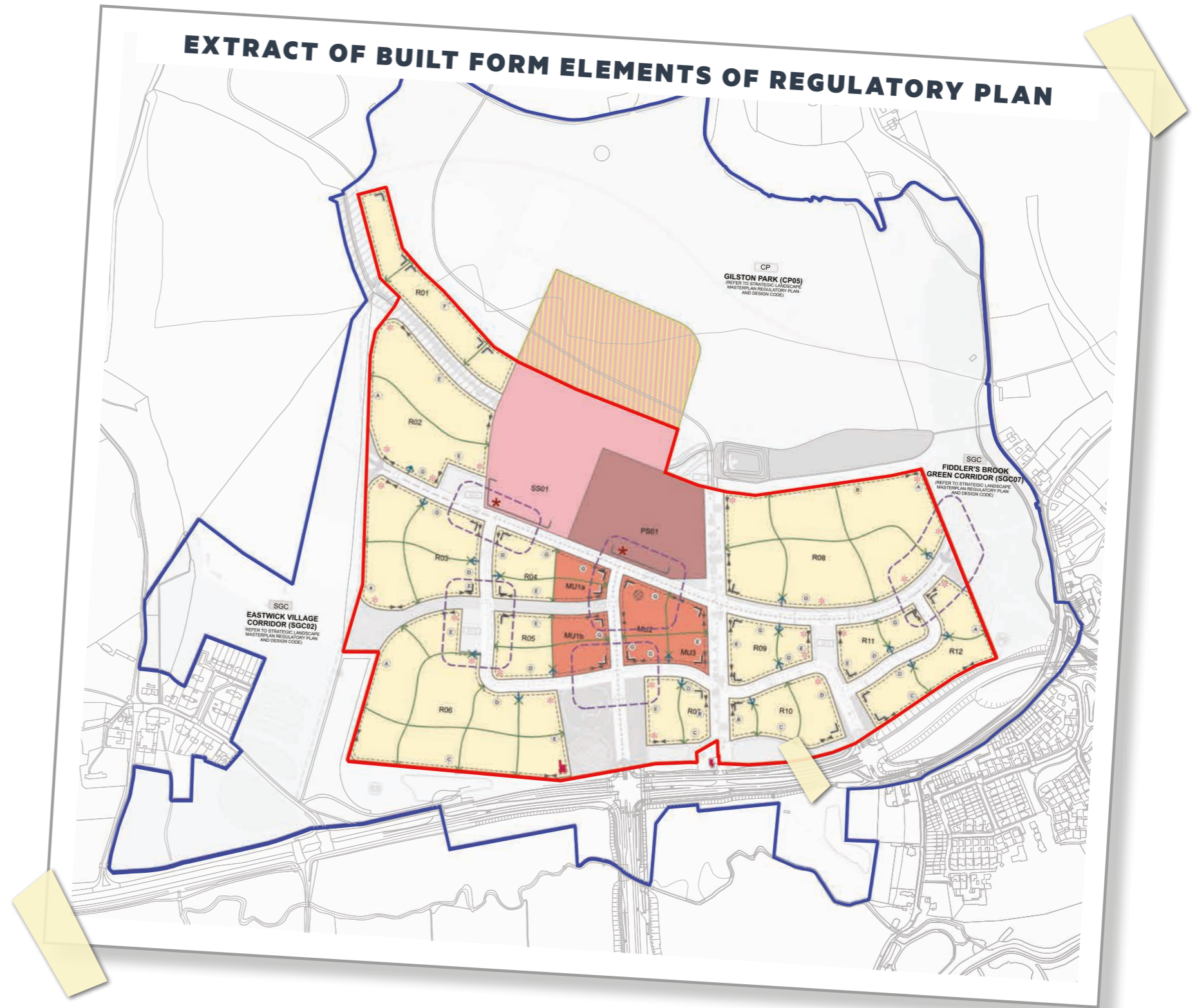
GROUP 3: BUILDINGS

KEY OUTCOMES

GROUP 3: BUILDINGS CONSENSUS

- Importance of a high quality public space in the village centre as a central meeting place.
- Agreement that there should be a clear hierarchy of public routes, so that developers can understand which routes are more significant.
- Design Code to set out requirements for front gardens and limit parking/hard surfacing as much as possible.
- Agreement that the Design Code needs to encourage building quality and use of high quality materials.
- A desire for the place to be the best it can be.

EXTRACT OF BUILT FORM ELEMENTS OF REGULATORY PLAN



DRAFT BUILT FORM CHAPTER OF DESIGN CODE

GROUP 3: BUILDINGS

KEY OUTCOMES



- Modern or traditional ... ? variety
 "but not twee, traditional"
 - It's the quality of the build that makes it!
 - front gardens ... not to be paved over for parking
 -> the brick stock
 - "a modern village needs careful thought - not defaulting to standard regulations."
 - UPVC windows
 - just look better quality
 - @ Terlings Park
 - townhouses with front gardens
 - (benefits from a mature landscape setting)
 - WHAT WE ALL WANT IS FOR THE PLACE TO BE THE BEST IT CAN BE ...
 - WHAT ABOUT ACCESSIBLE HOMES FOR PEOPLE WITH DISABILITIES?
 - consolidate from all the existing park spaces
 - VIEWS... dead grass at the end of a driveway ...!
 - community walks around Terlings ✓



GILSON VIMPC CNG | 16 NOV '23 | BUILT FORM

SUSTAINABLE HOUSING:

- SOLAR PANELS ~ by developer? or homeowners? → could = a wish-wash!
- SAFE, AFFORDABLE housing
- WINDOWS - and views! - are really important. → Building Regs ⇒ small mean windows!
- GREEN - visible, accessible.
- HEALTH CENTRE - will it be occupied??
- GP services, therapy provision, etc.
- X-RAY unit near the playing fields
- STC ... will it connect to the hospital in Harlow?
- centre: "doesn't look anything like a village!"
- a plaza / meeting space / next window seat
- how can community exploit the public space
- need benches! (the right sort !!)
- fountains where children can play!
- a destination ... coming down the hill.
- what about food shopping ... getting the bags home!
- robot deliveries and drones ... ✓
- great health centre delivered in Ware.
- 3D views "everything just looks grey!"
- will there be a care home?
- people are dying! 3 funerals a week...
- need a name - not "Village 1"
- BIN STORAGE (+ dogpoosters)

COMMUNITY INFRASTRUCTURE - A CENTRAL SQUARE

SHOPPING

SCHOOL SIZE ... extension capacity? will it fill up ... kids being bussed out??

[ANTHONY: see Poundbury solutions to street character... absorbing car parking e.g. courts "not 1970s style!"]

GROUP 3: BUILDINGS

KEY OUTCOMES



HOUSING PROVISION

- Need for new safe and affordable housing
- What about accessible homes for people with disabilities?

CHARACTER

- A modern village" needs careful thought – not defaulting to standard regulations
- Modern or traditional “but not twee, traditional”. Variety is needed
- Bloor & Miller Homes at Terlings Park – just look better quality. Benefits from a mature landscape setting
- 3D views everything just looks grey
- Townhouses with front gardens
- What we all want is for the place to be the best it can be

GROUP 3: BUILDINGS

KEY OUTCOMES

VILLAGE CENTRE

A plaza / meeting space / not windswept

Centre: 'doesn't look anything like a village'

A destination ... coming down the hill

School size ... is there expansion capacity? Will it fill up or will kids be bussed out?

Will there be a care home?

Health centre - will it be occupied? GP services, therapy provision; X-ray units near the playing fields; STC will it connect to the hospital in Harlow? Great health centre delivered in Ware.

STREETS, OPEN SPACE & PUBLIC REALM

Green - visible and accessible

Hierarchy of public routes. Developers need to understand which are most important, especially at the edge of Village 1

See Poundbury solutions to street character ... absorbing car parking e.g. courts not 1970s style!

Need benches (the right sort)

How can community exploit the public space?

DETAILED DESIGN

It's the quality of the build that makes it! E.g. brick stock

Windows and views are really important. Building Regs suggest small and mean windows

Solar panels - by developer or homeowners? Could = a wish-wash!

Front gardens... not to be paved over for parking

No uPCV windows

NEXT STEPS



NEXT STEPS

Following Community Working Group 3, the project team is continuing to build on the feedback received, evolve the emerging masterplan and compile all the relevant documents to accompany a submission to East Herts District Council.

In line with the community engagement plans for Gilston masterplanning, the following is due to happen:

- Agendas and presentations for the Community Working Group sessions will continue to be uploaded onto the Gilston Park Estate website Masterplan page.
- Community Working Group 4 will take place in Spring 2024 and will focus on a review of the developed Design Code.

NEXT STEPS

