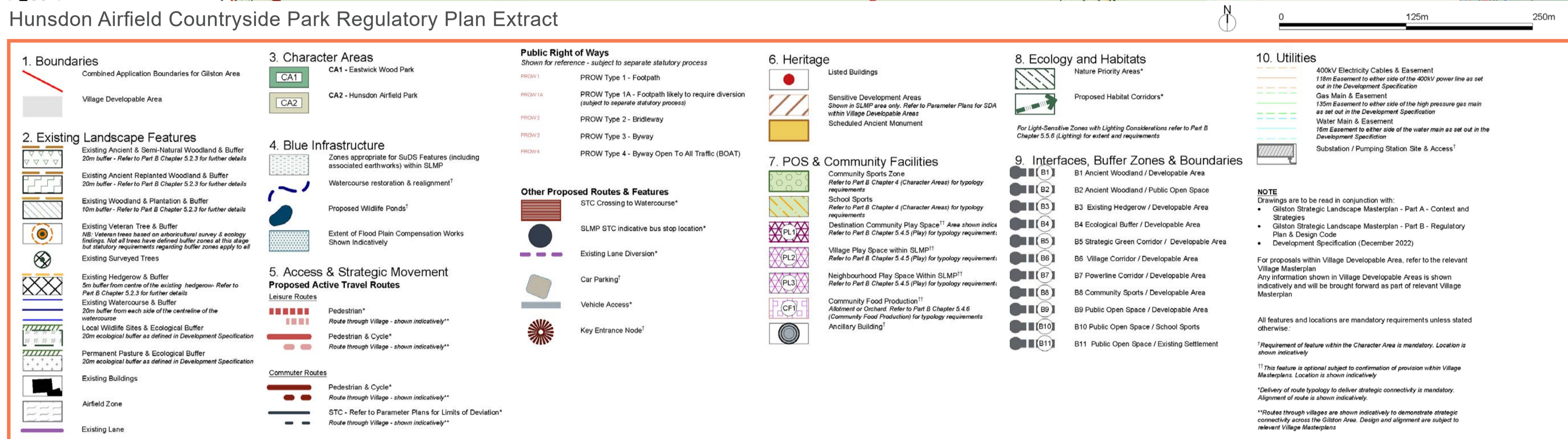
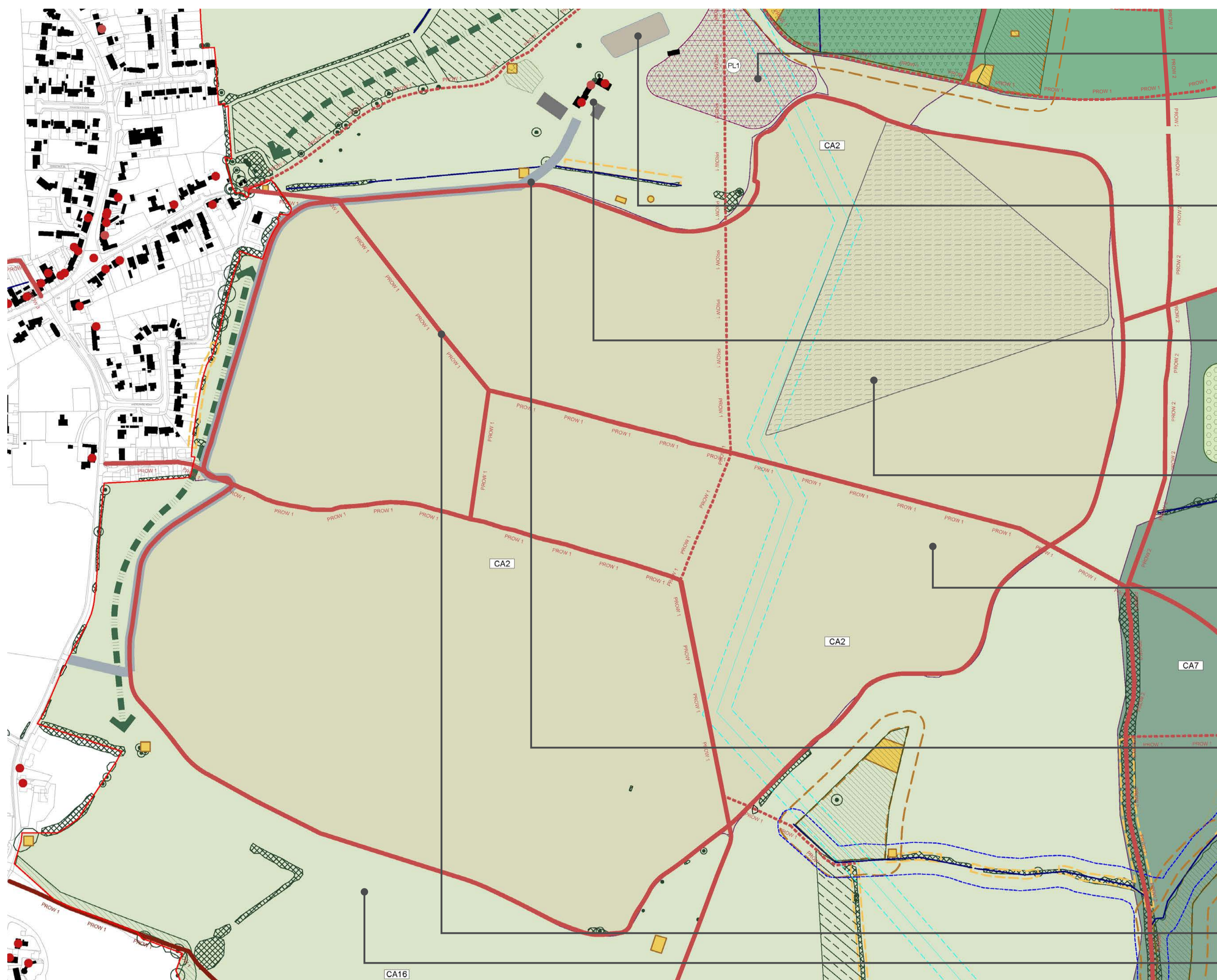


Hunsdon Airfield Countryside Park



Design Requirement Examples

- A Destination Play Area must be provided. The provision may be located in Eastwick Wood Countryside Park, in Hunsdon Airfield Countryside Park, or between the two Countryside Parks. The location is to be finalised at RMA stage
- Vehicular access and parking to the visitor and interpretation centre must be carefully integrated into the countryside park proposals to prioritise active travel. Accessible parking must be provided
- The park must include a visitor and interpretation centre. This may be combined with Eastwick Wood Countryside Park, and may be located in between the character areas
- The opportunity for the ongoing operation of the Microlight aircraft flying club should be considered for integration within the park
- Agricultural use should be retained in a significant area of Hunsdon Airfield Park. Opportunities for sustainable forms of agriculture, that contribute to soil health, enhanced biodiversity value and increased carbon sequestration should be considered.
- Design proposals must respond to and celebrate the heritage of the former Hunsdon Airfield. This must include:
 - The open character of the airfield
 - Enhanced interpretation of the existing Hunsdon WWII airfield defences Scheduled Ancient Monuments
- An enhanced network of routes and paths must be created to encourage enjoyment of the countryside parks. This must include:
 - A cycle and pedestrian Leisure Route linking Hunsdon to the Gilston Area through the countryside park.
 - Existing network of tracks and trails to be upgraded where required
 - Outdoor recreation trails
- Design proposal should consider creation of new habitats, including:
 - Biodiverse wild-flower field margins,
 - Areas of meadow and pasture
 - SuDS features
 - Low-density tree planting

4.3 Hunsdon Airfield Park - CA2

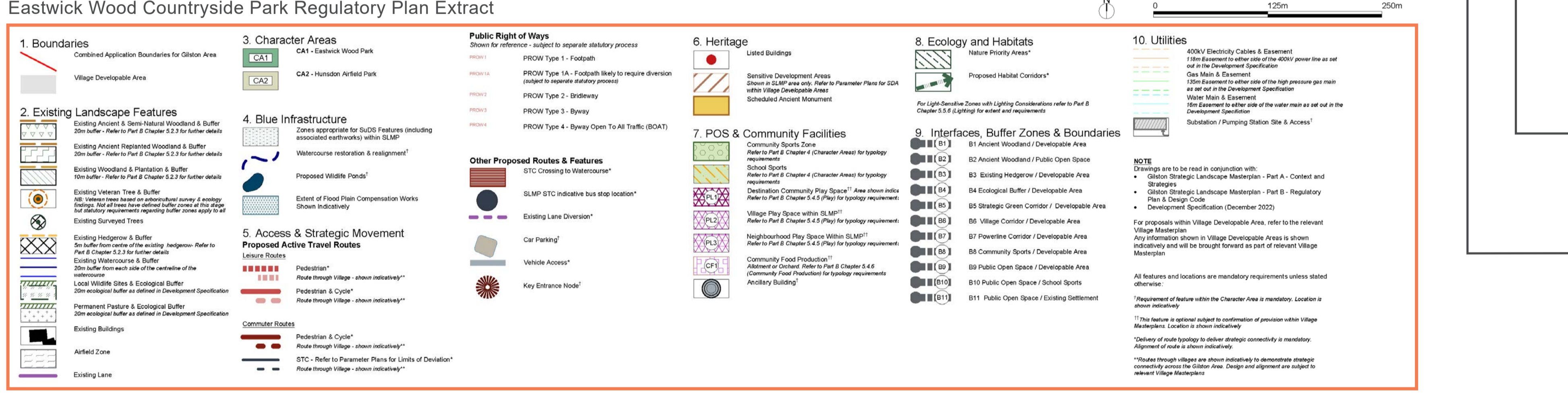
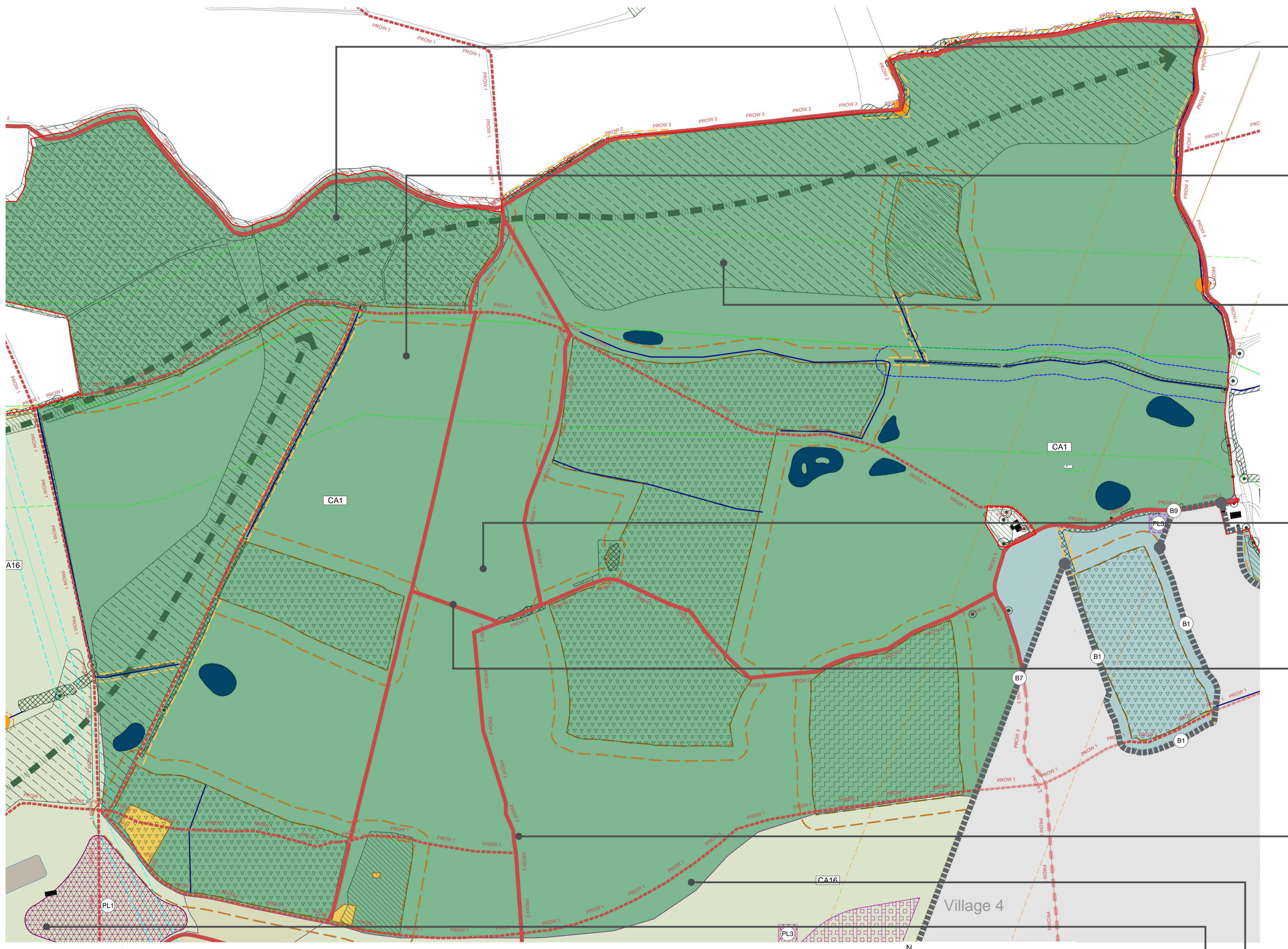
Hunsdon Airfield Park will provide a unique Countryside Park offer to the new community, celebrating the open and exposed landscapes of Hunsdon Plateau. A sustainable agricultural business will enhance the ecological value of the area and will engage people with food production and ecology.

Connected Landscape

The design of the Hunsdon Airfield Park and Eastwick Woodland Part must work seamlessly as a connected landscape. The SLMP provides flexibility for future RMA design development, such as determining the optimum location for Destination Play



Eastwick Wood Countryside Park

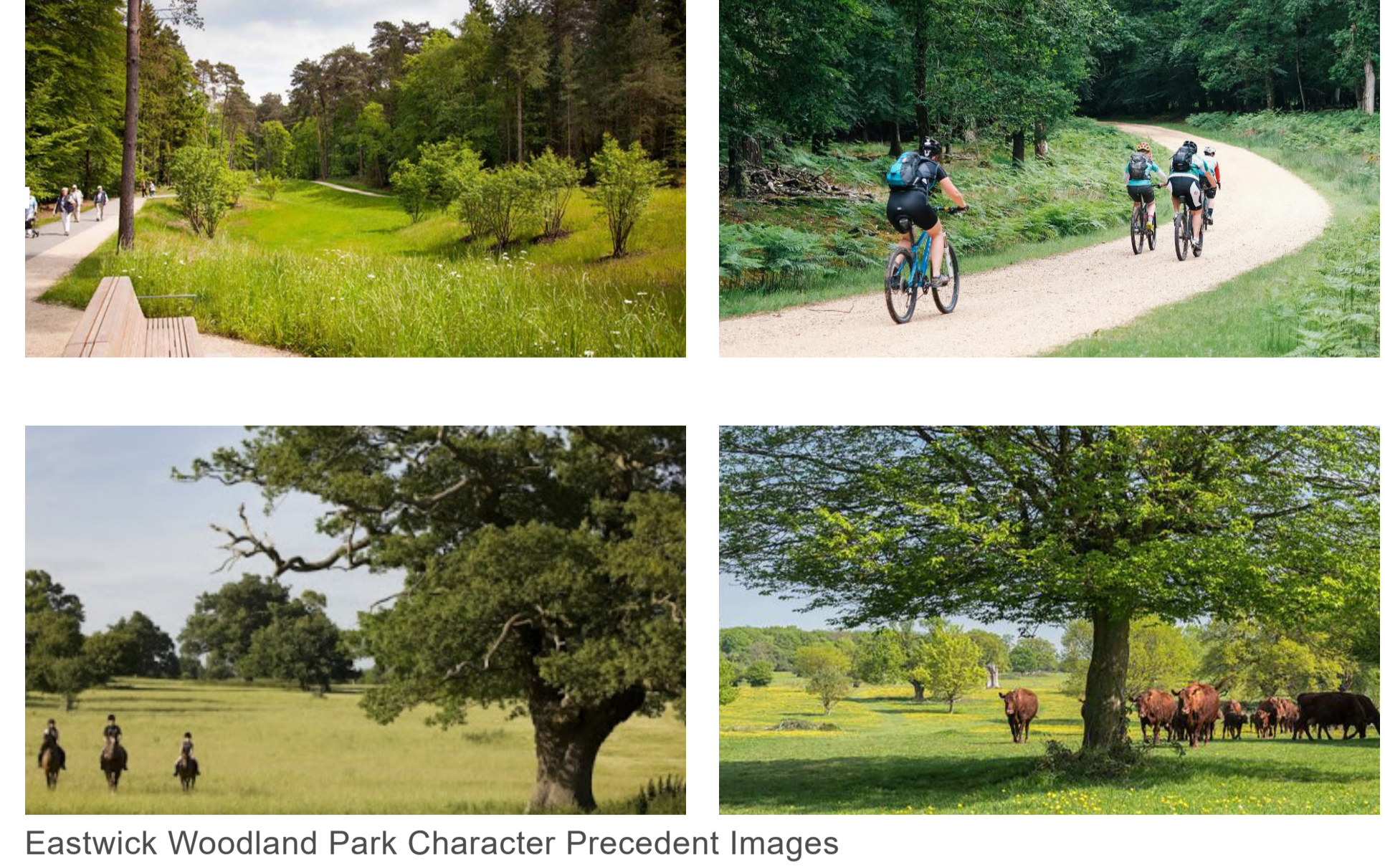
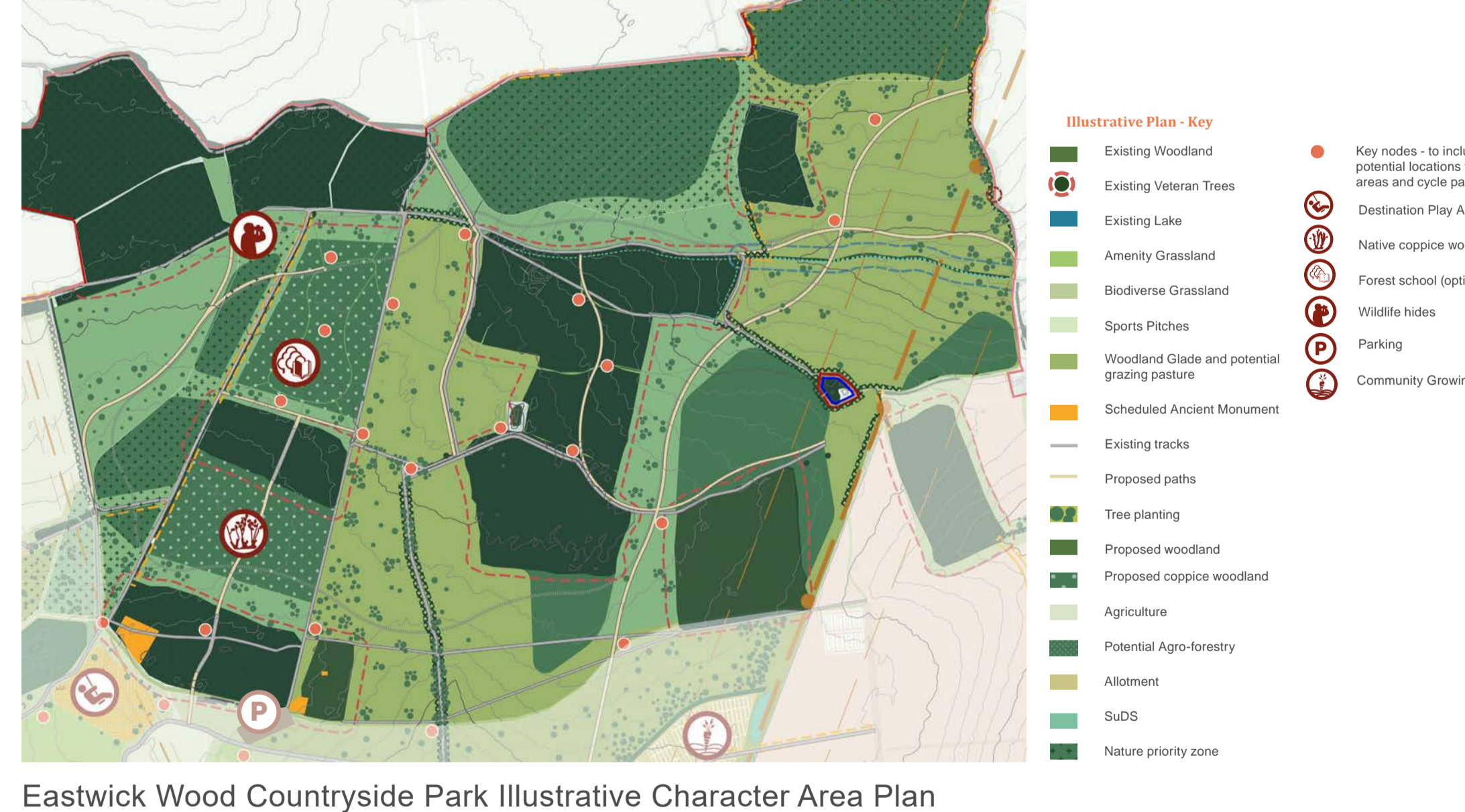


Design Requirement Examples

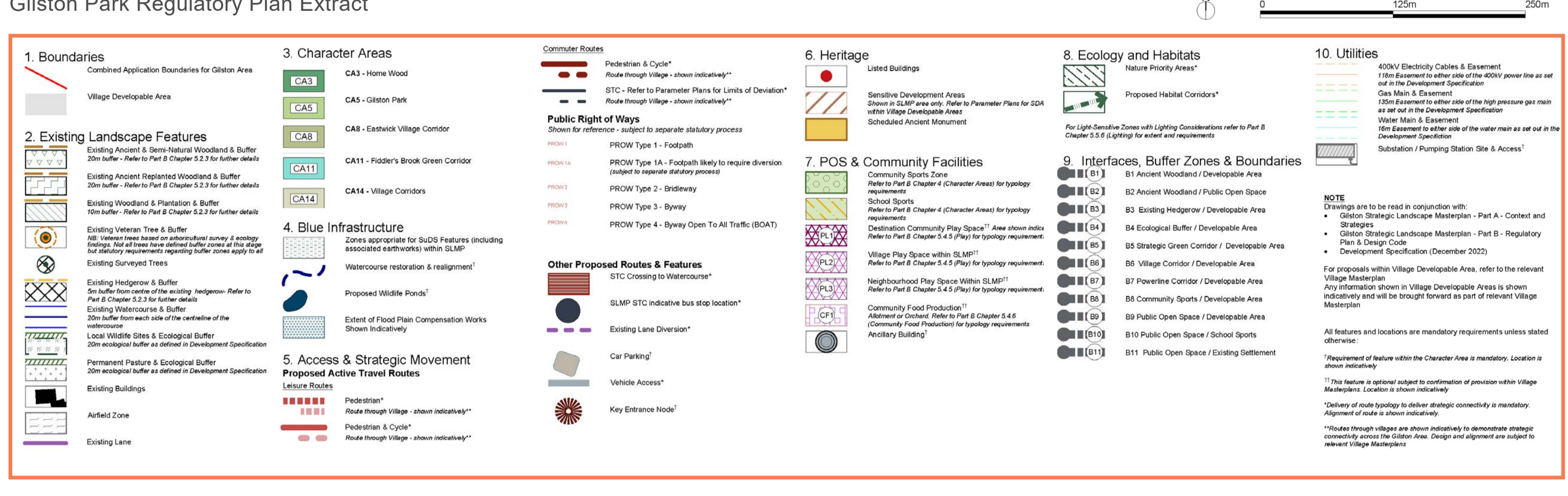
- Existing Ancient Woodlands must be retained and protected. Ecological enhancements must be made within the 20m buffer zone to Ancient Woodlands
- New areas of woodland and woodland pasture must be created, linking and enhancing existing habitats and increasing diversity. Overall tree canopy cover to be increased.
- Nature priority zones must be created to provide ecological connectivity across Hunsdon Airfield and Eastwick Wood Countryside Parks. In these zones:
 - New ponds and associated aquatic and marginal aquatic habitats must be created.
 - SuDS basins must allow for and create new aquatic and marginal aquatic habitats
- Management of the Countryside Park should consider productive landscapes as a multi-functional park providing estate productivity together with ecological and biodiversity value. This may include coppice woodland, or agro-forestry including silvo-pasture.
- An enhanced network of routes and paths must be created to encourage enjoyment of the countryside parks. This should include:
 - Existing network of tracks, trails and PROWs to be upgraded where required
 - Additional paths of varying characters promoting access to the countryside park whilst limiting negative ecological impact on existing sensitive habitats.
 - Nature and heritage trails with signage and interpretation points explaining the habitats and associated landscape management techniques, and the heritage sites
- Outdoor recreation trails must be created throughout the countryside park. These trails must avoid sensitive habitat areas
- Lighting should not be provided within the Countryside Park to protect dark skies and foraging habitats for fauna.
- A Destination Play Area and a Visitor and Interpretation Centre for the combined Countryside Parks must be provided as described in the Hunsdon Airfield Park information above

4.2 Eastwick Wood Countryside Park - CA1

The Eastwick Wood Countryside Park will provide opportunities for outdoor recreation in a semi-natural setting. The 14ha countryside park will encourage people to re-connect to productive landscapes and nature



Gilston Park



Design Requirement Examples

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.

Community sports facilities must form a focal point within the park. A network of proposed paths should centre around these proposed facilities.

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.

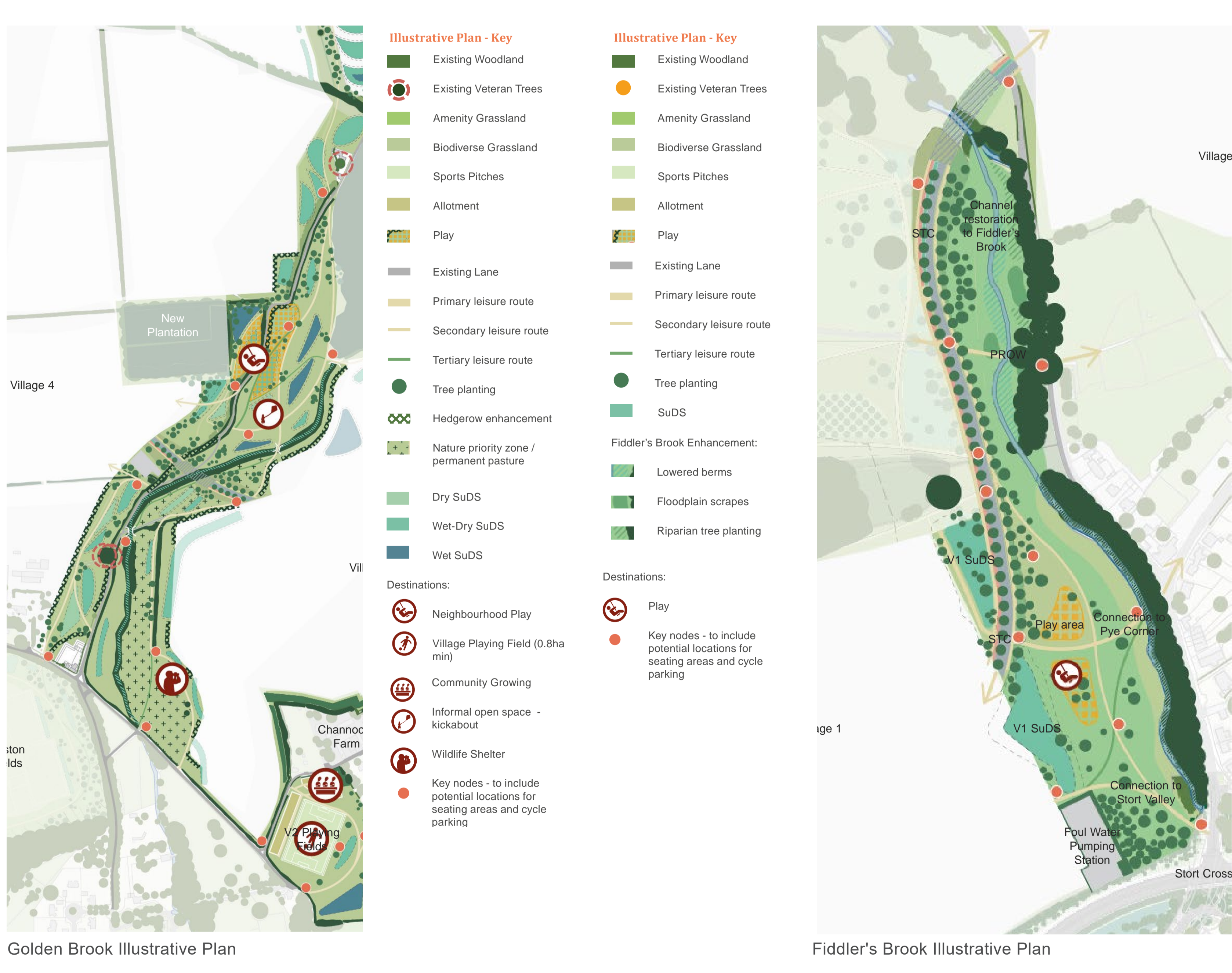
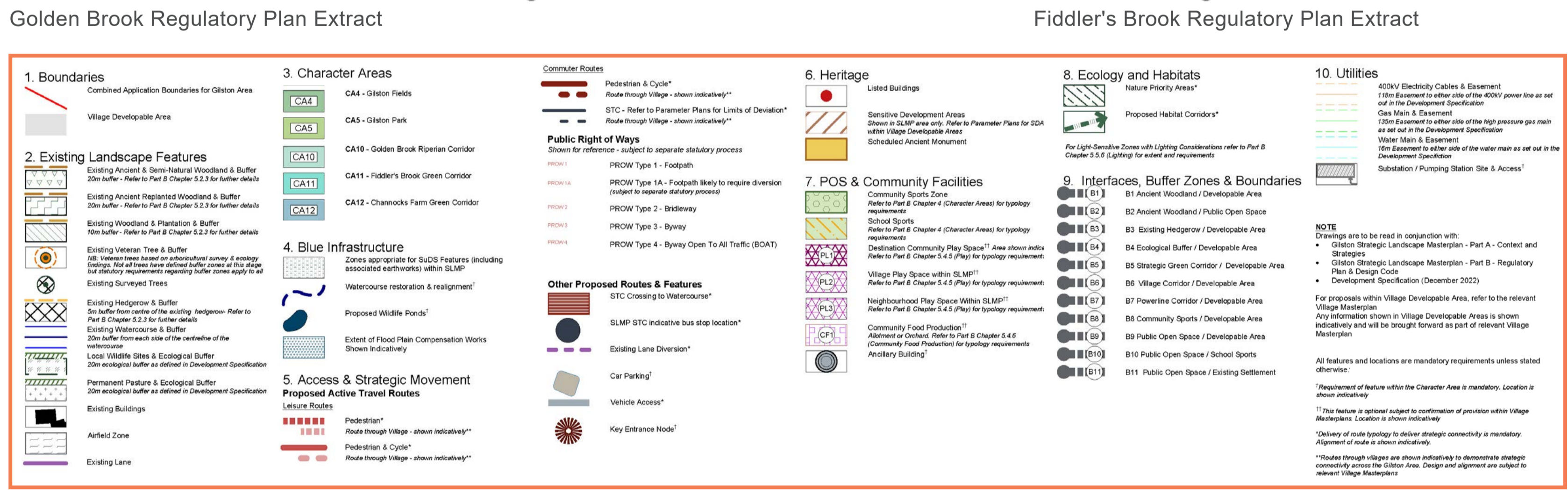
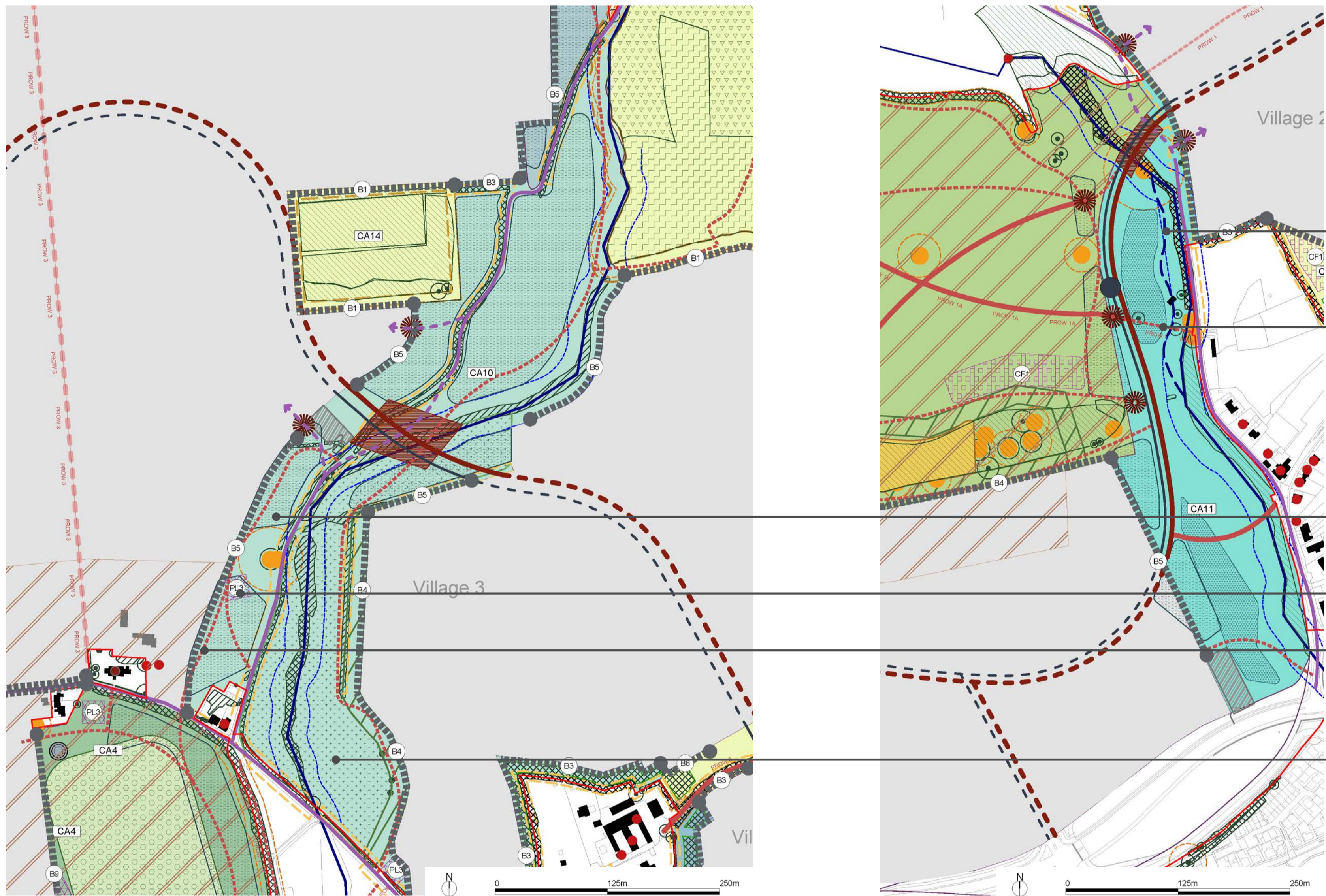
- 1 no. Destination Play area - to be located on the border between Gilston Park and the area of ancient replanted woodland in Home Wood
- 1No. Neighbourhood Play (minimum 2000sqm)
- 1No. Community Orchard as part of Village 1 provision. Must be located to be easily accessed by active travel from Village 1.
- Outdoor Performance Area

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

Buffer Zones must be provided to Home Wood, The Chase and existing hedgerows in line with the Regulatory Plans

Lime Avenue should be extended into the park, following historic precedents

Golden Brook & Fiddler's Brook Corridors



Fiddler's Brook Design Requirement Examples

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

Enjoyment of the riparian habitat should be encouraged by providing routes and seating with views of Fiddler's Brook.

Golden Brook Design Requirement Examples

A network of multi-functional SuDS features must be created throughout the riparian corridor. These must:

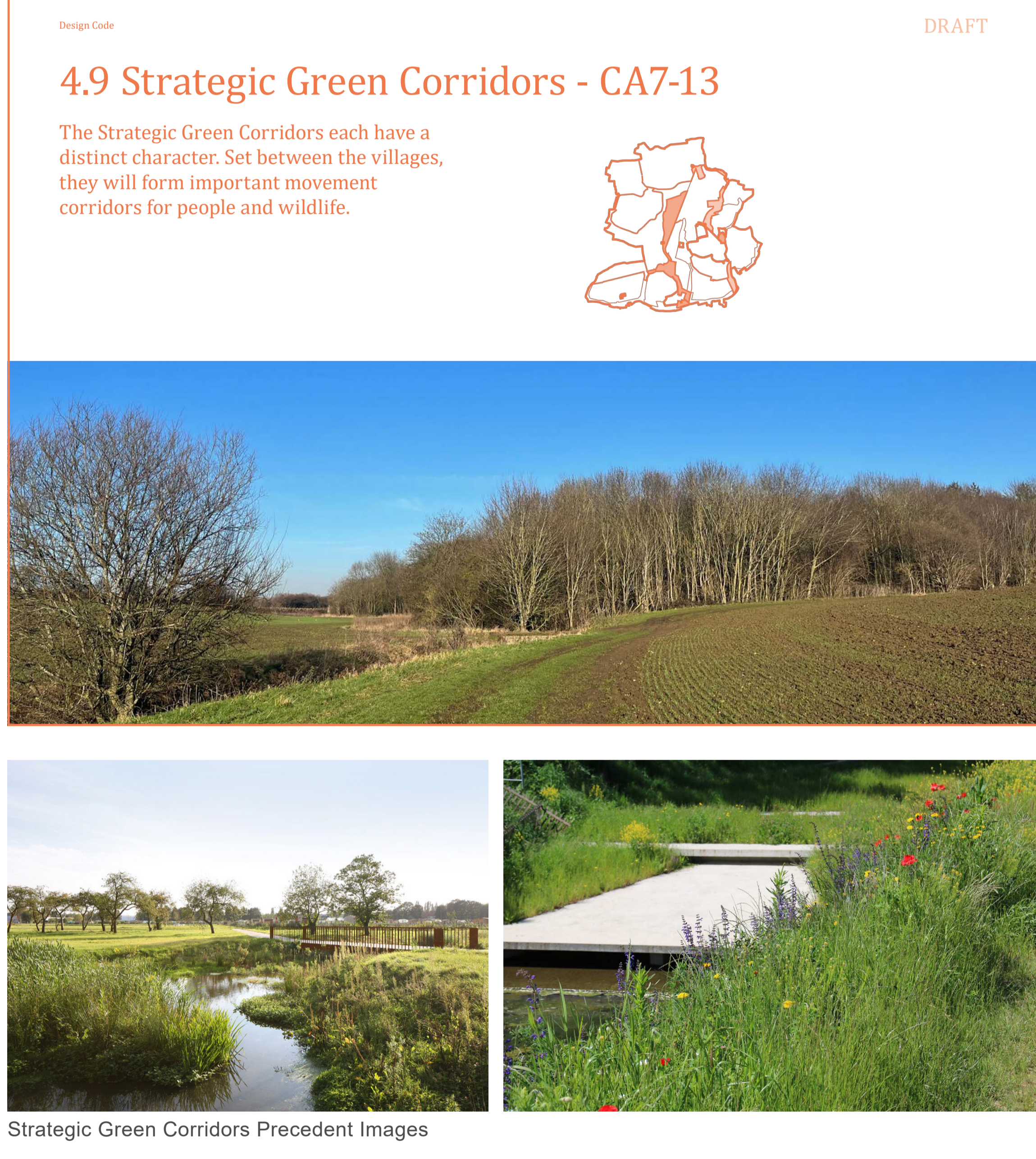
- Sensitively integrated into the existing topography
- Gentle gradients should be used where feasible to allow sensitive integration into existing levels

A neighbourhood play space must be provided.

A wide choice of active travel routes must be provided to provide access through the valley. This must include:

- Links between Village 3 and Village 4
- Links from Villages 3 and 4 to the existing lane for pedestrians and cyclists
- Leisure routes through the valley, including routes that allow for enjoyment of the riparian habitats

The sensitive permanent pasture habitat should be protected and enhanced. Access must be limited to avoid adverse human interference with this high diversity habitat. Fencing of an appropriate typology (e.g. Chestnut Pale/ plain wire fencing) may be used to avoid human access.



Strategic Green Corridors Precedent Images