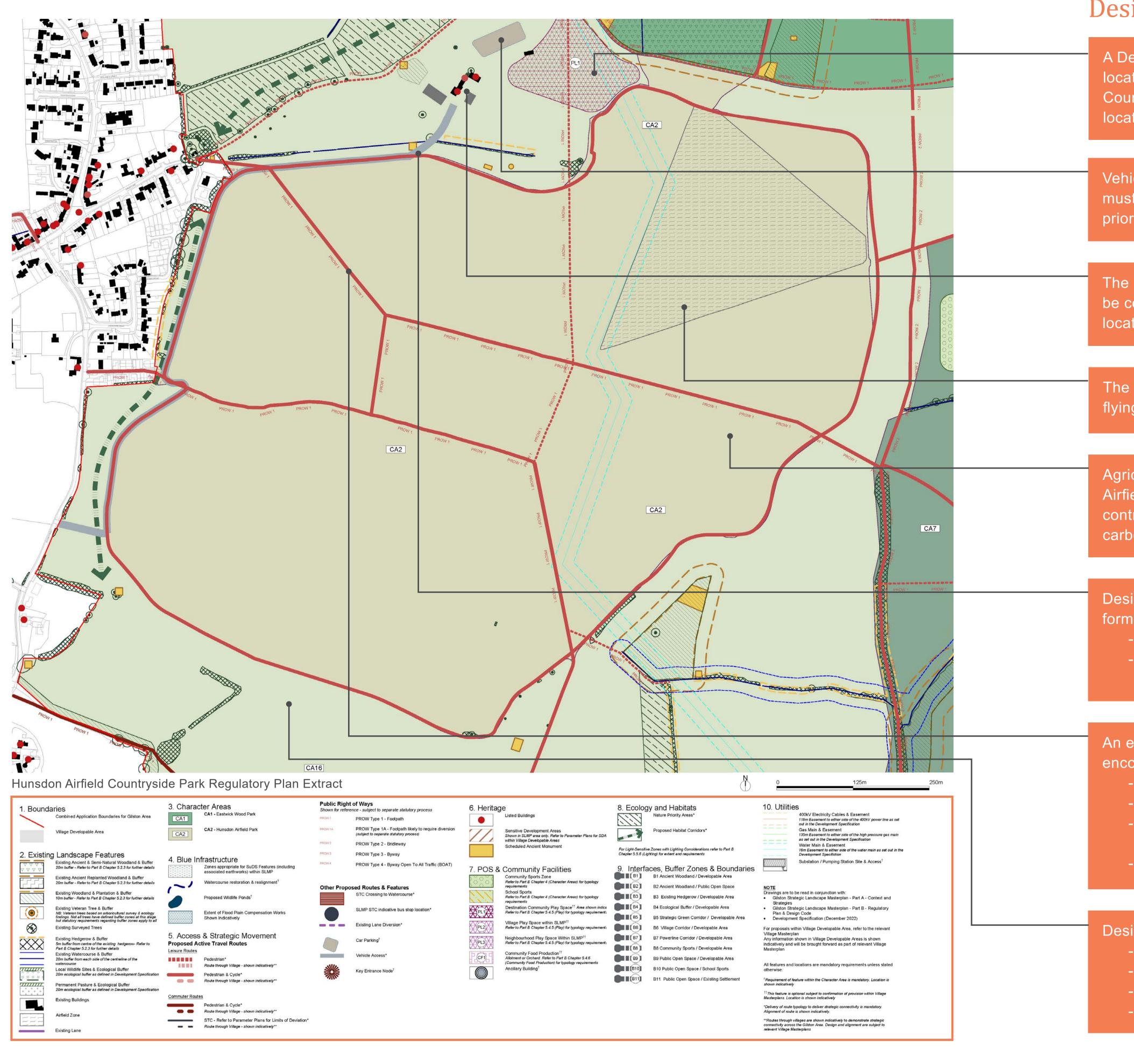
Hunsdon Airfield Countryside Park



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



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



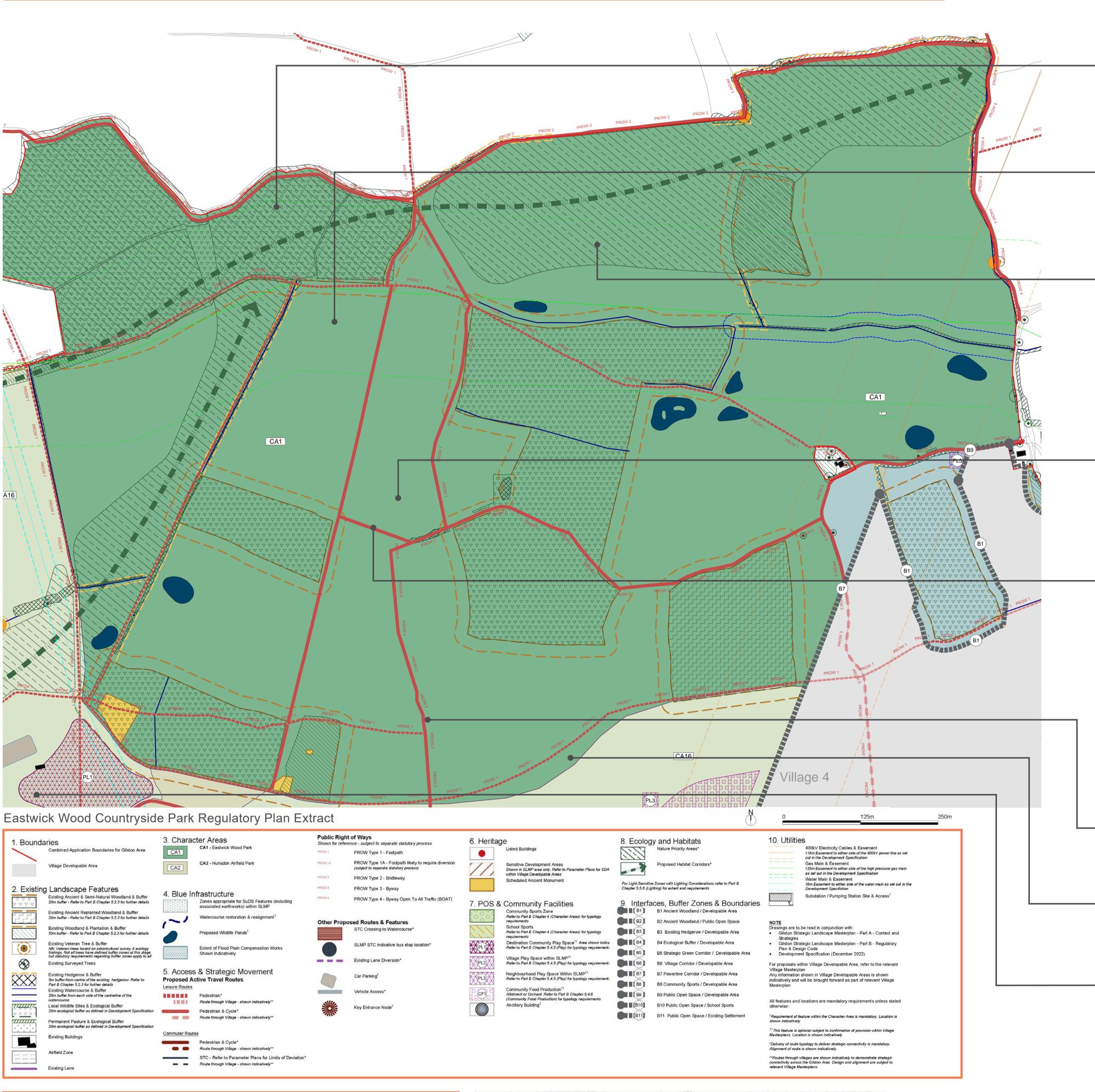








Eastwick Wood Countryside Park



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

landscapes as a multi-functional strategy providing estate productivity together with ecological and biodiversity value. This may include coppice woodland, or agro-forestry including silvo-pasture.

Management of the Countryside Park should consider productive

An enhanced network of routes and paths must be created to encourage enjoyment of the countryside parks. This should include:

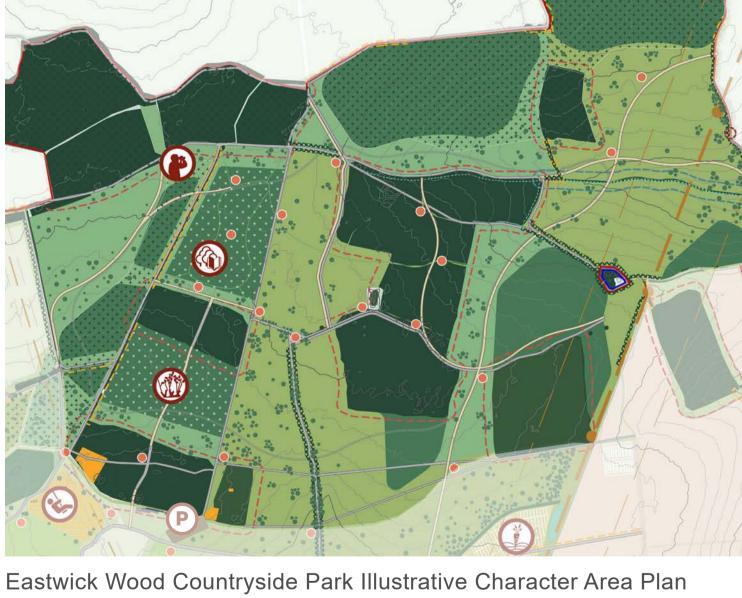
- Existing network of tracks, trails and PROWs to be upgraded where required
 - Additional paths of varying characters promoting access to
- the countryside park whilst limiting negative ecological impact on existing sensitive habitats. Nature and heritage trails with signage and interpretation
- points 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 Intrepretation Centre for the combined Countryside Parks must be provided as described in the Hunsdon Airfield Park information above













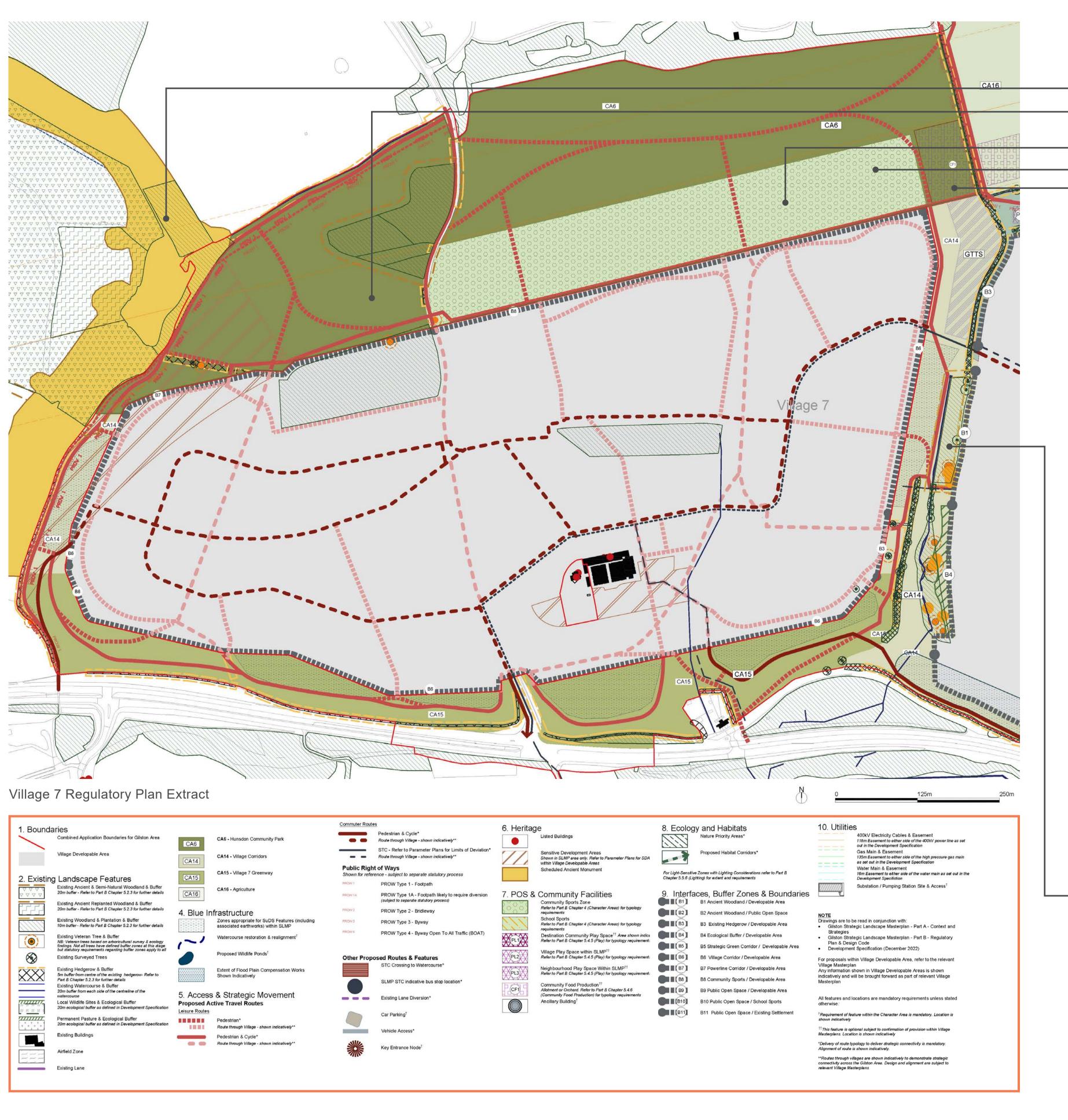


Places for People





Hunsdon Community Park





Design Requirement Examples

Heritage interpretation must be provided concerning The Hunsdon Brook Fishponds and Hunsdon House as part of the Gilston Area Heritage Trail.

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.

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

A Village Playing Field must be provided alongside the Football Hub, with the Community Park

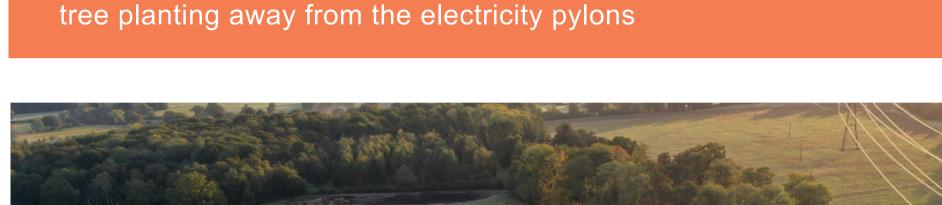
East -west linear trees must be planted prior to installation of the Football Hub and pitches along the boundary with Hunsdon House grounds to mitigate the future visual impact of the Football Hub on this nearby heritage asset.

An Allotment site must be provided within the Hunsdon Community Park

Existing woodland must be protected, with the appropriate buffer and celebrated.

The design proposals must deliver biodiversity net gain requirements

- Providing areas of long rough grassland and wildflower meadow
 Increasing the tree capony with tree planting of informal parkland
- Increasing the tree canopy with tree planting of informal parkland character
 Strengthening and linking the existing woodland blocks with infill







Hunsdon Community Park Precedent Images

Village 7 Greenway



Veteran trees

Design Requirement Examples

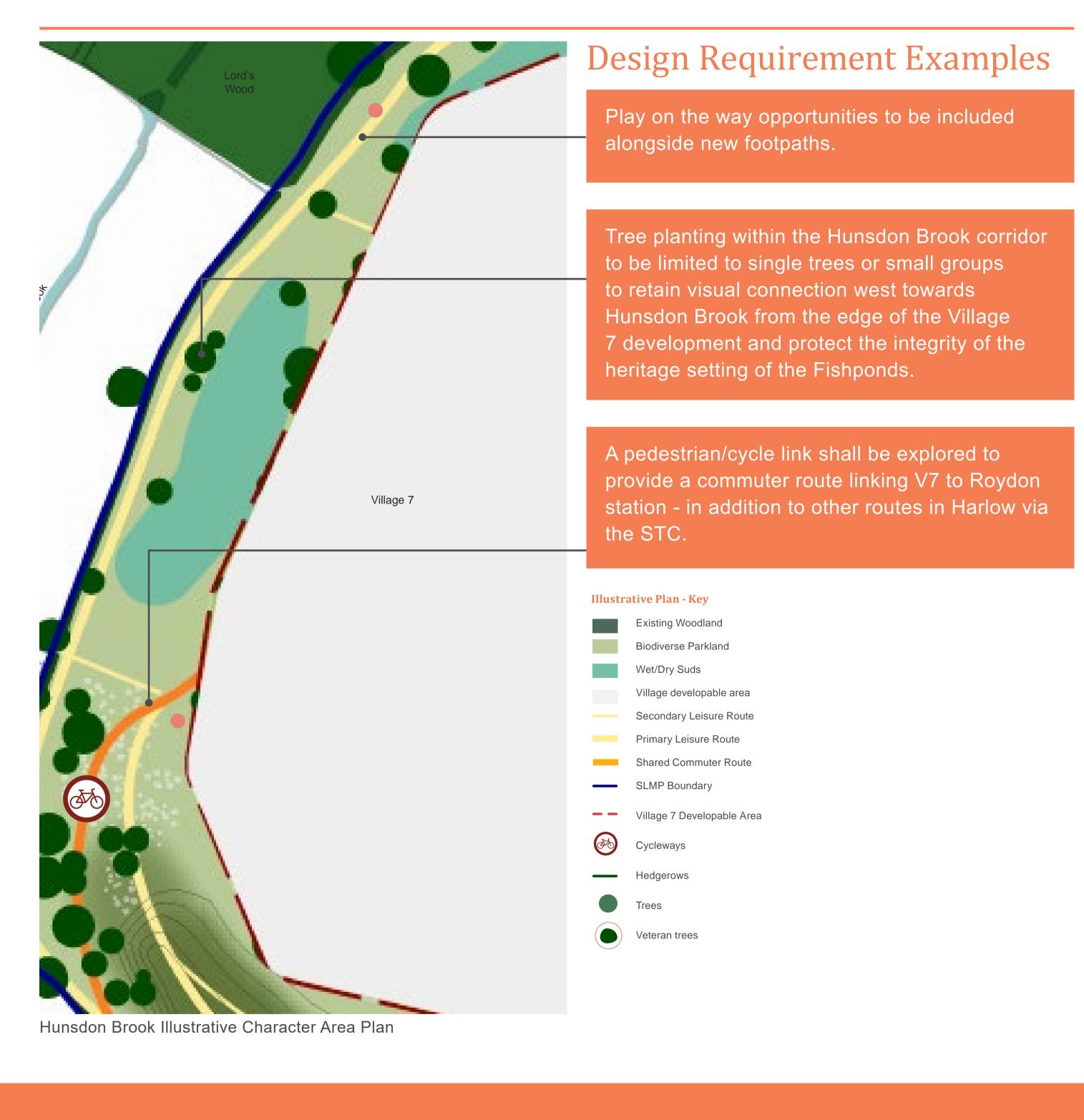
Noise mitigation bund to be constructed from site won soils subject to construction phasing, before additional material is brought on site.

A temporary pedestrian/ cycle link from Village 7 to Village 1 must be provided through the village buffer south of Village 6.

The Greenway must include an elevated pedestrian and cycle path along the top of the noise mitigation bund.

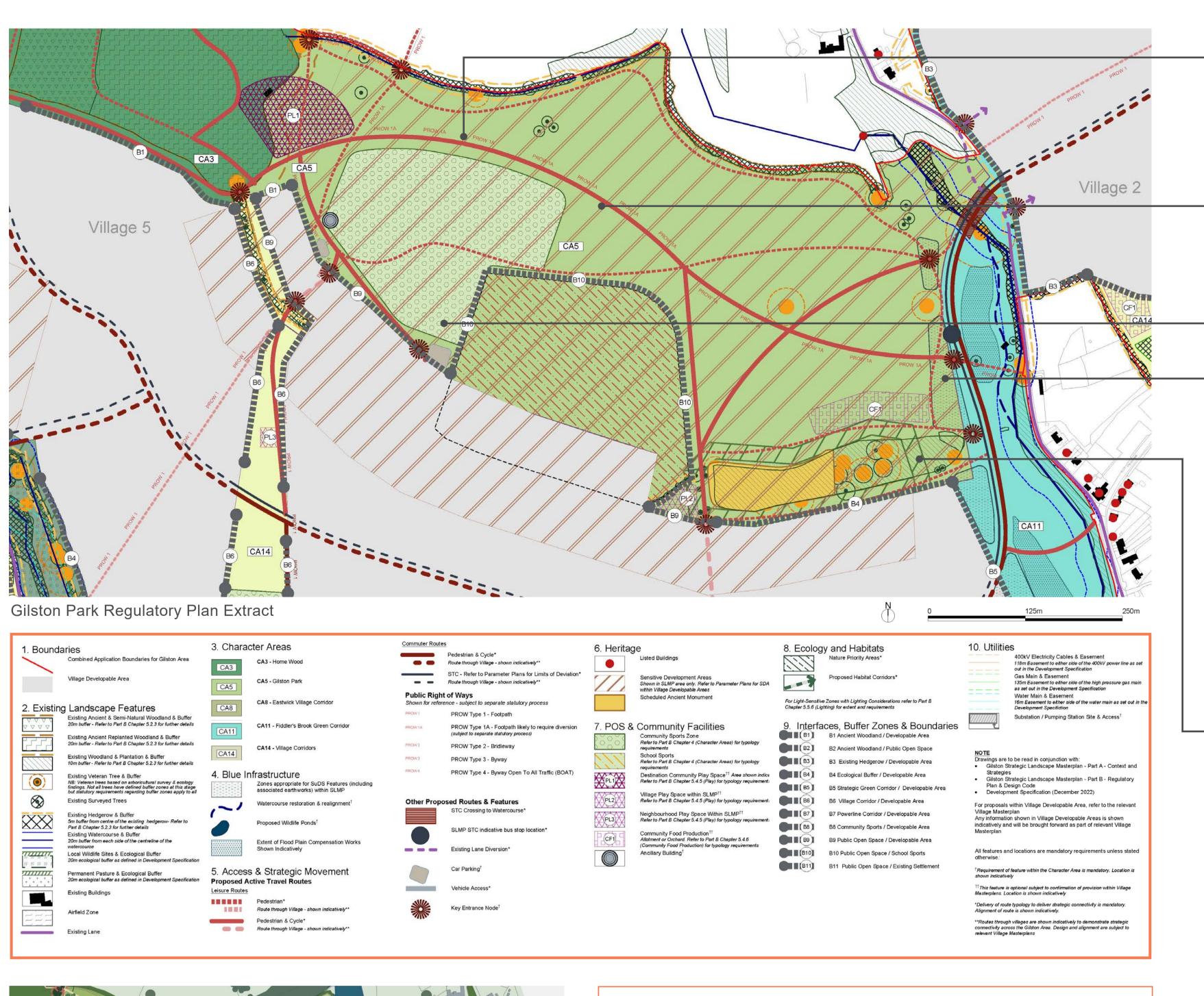
Linear east-west tree planting along the southern slope of the noise bund should be planted early to help mitigate the visual impact of development.

Hunsdon Brook



Stone Basin Spring





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)

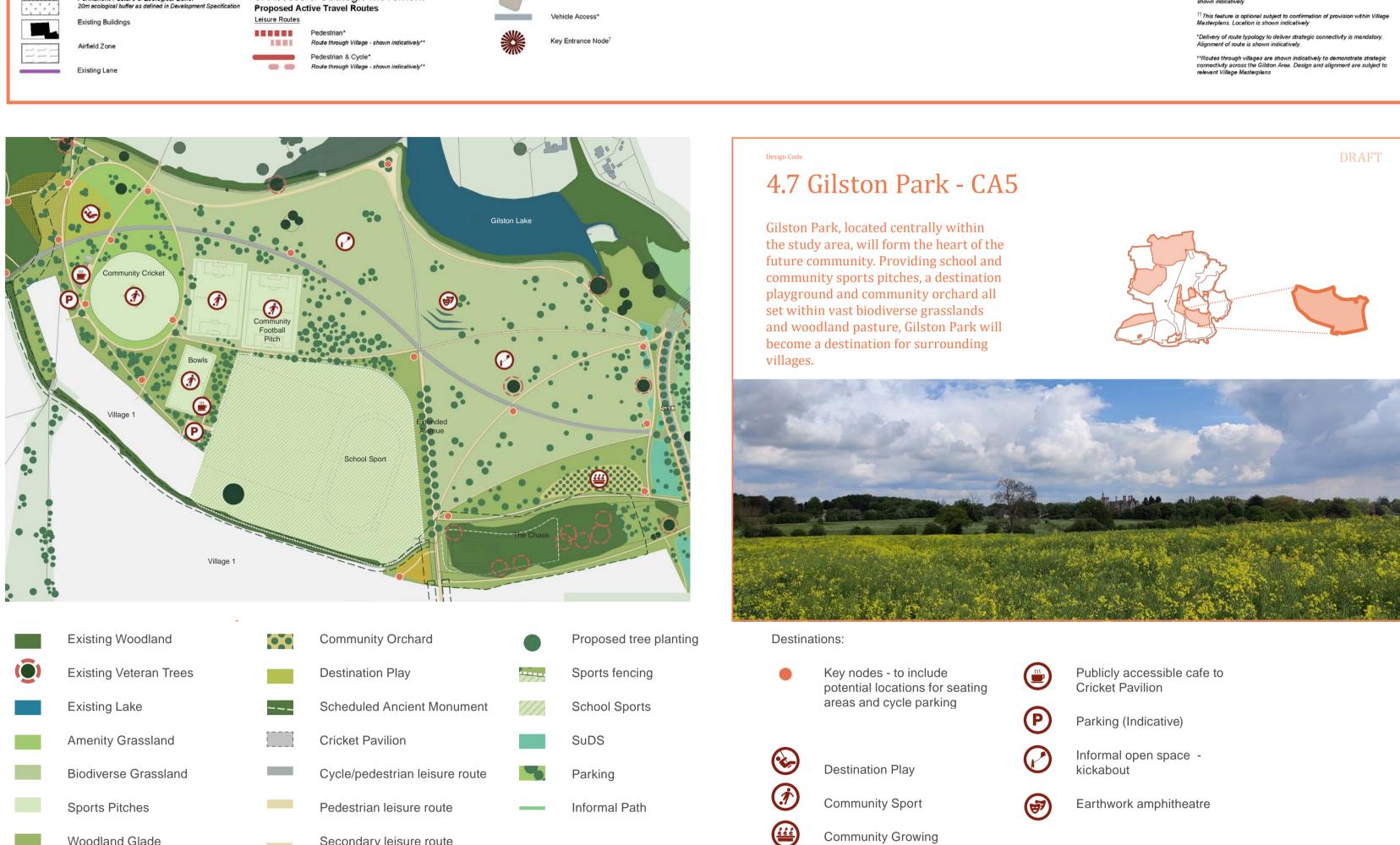
• 1No. Community Orchard as part of Village 1 provision. Must be located to be easily accessed by active travel from Village 1. Outdoor Performance Area

and the STC which supports use as a primary active travel route

A sensitive landscape interface must be created on the boundary of Gilston Park

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

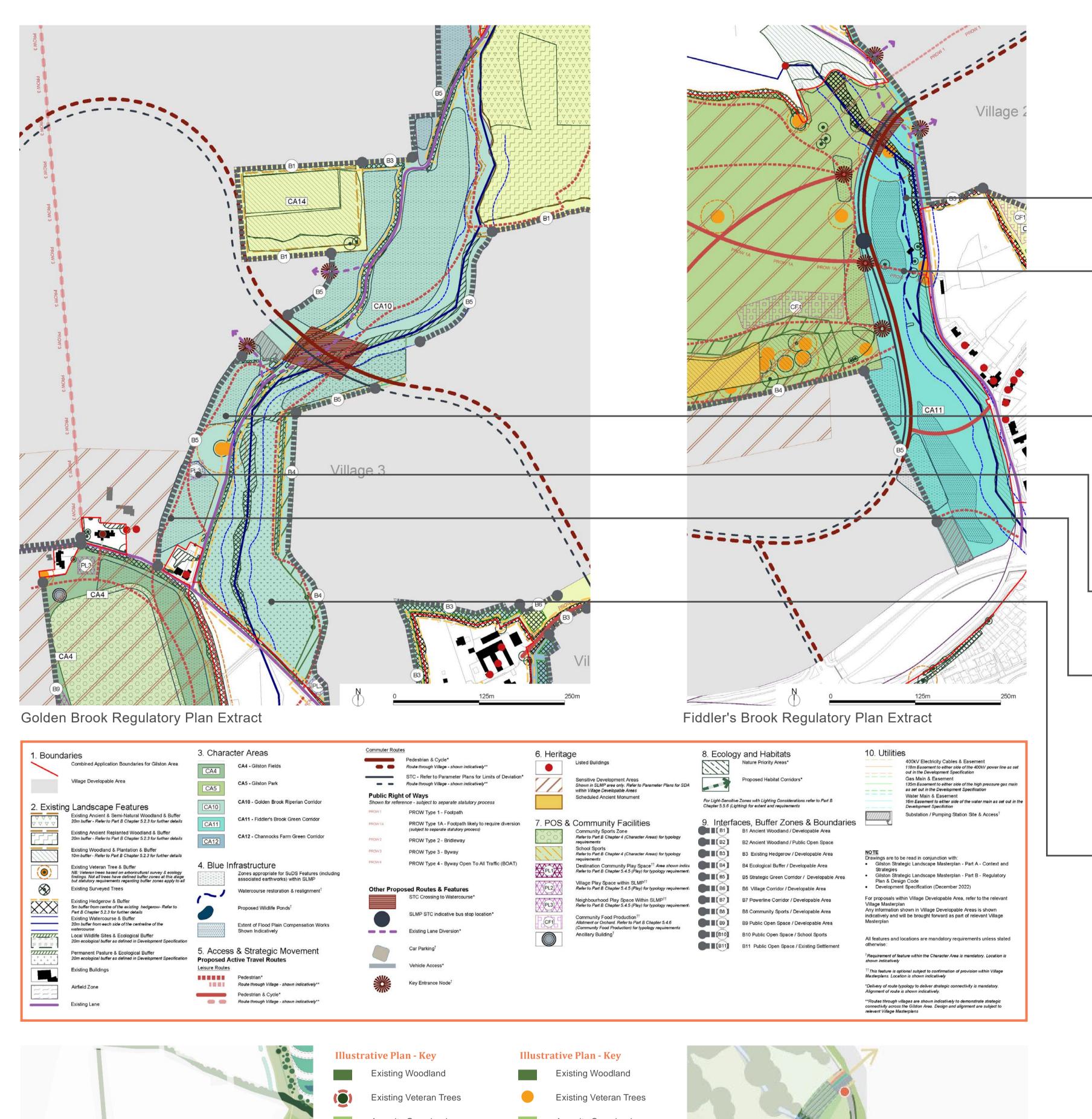


Secondary leisure route

Gilston Park Illustrative Plan



Golden Brook & Fiddler's Brook Corridors





Opportunities for the improvements along the channelised part of Fiddler's Brook

should be explored. Proposals should: Realign the watercourse to reverse the channelisation

Gilston Park Precedent Images

• 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

The Strategic Green Corridors each have a

distinct character. Set between the villages,

they will form important movement

Design Code

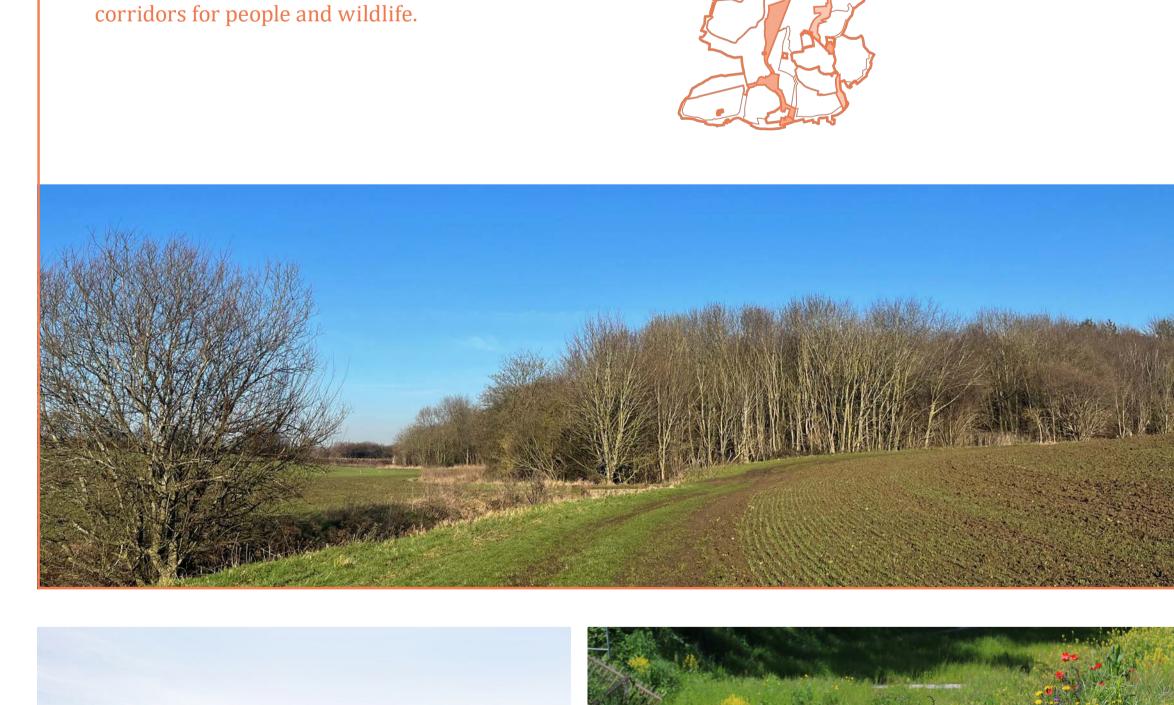
• Links from Villages 3 and 4 to the existing lane for pedestrians and cyclists Leisure routes through the valley, including routes that allow for enjoyment of the

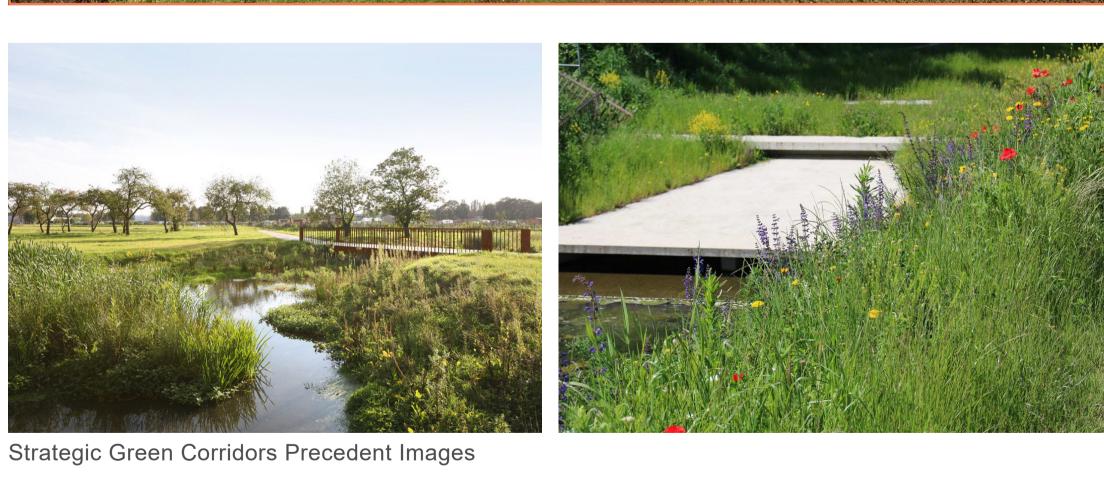
riparian habitats

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.

4.9 Strategic Green Corridors - CA7-13







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