GILSTON PARK ESTATE - VILLAGE 1
COMMUNITY WORKING GROUP 4

JANUARY 2025

VILLAGE 1 MASTERPLAN - TEAM
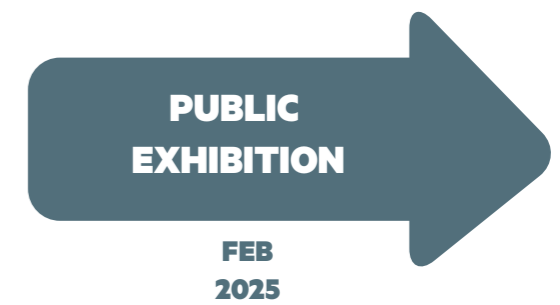
CLIENT

PLACES FOR PEOPLE

VILLAGE 1 MASTERPLAN DESIGN TEAM

- JTP - Architecture and Masterplanning
- Quod - Planning Consultant
- Ardent - Transport Planning
- David Jarvis Associates - Landscape Design
- AECOM - Civil Engineers
- EPR Ecology - Ecology
- Meeting Place - Communications
- Montagu Evans - Heritage
- Mola - Archaeology

LEAD CONSULTANT

JTP

COORDINATION WITH SLMP STUDY TEAM

- Coordination with SLMP Team, including Grant Associates (Lead Consultants)

V1MP ENGAGEMENT PROCESS

COMMUNITY WORKING GROUP (CWG)

WORKING GROUP SITE TOUR	CWG 1	CWG 2	RESTART PRESENTATION	CWG 3	CWG 4
JUNE 2021	JULY 2021	SEPT 2021	SEPT 2023	NOV 2023	30TH JAN 2025

TECHNINCAL WORKING GROUP (TWG)

TWG 1	TWG 2	TWG 3	TWG 4	TWG 5	TWG 6	TWG 7	TWG 8	TWG 9
JULY 2021	AUG 2021	SEP 2021	SEP 2021	OCT 2021	NOV 2021	DEC 2021	1ST SEP 2023	DEC 2024

PUBLIC ENGAGEMENT

PUBLIC EXHIBITION (2 DAYS)	PUBLIC EXHIBITION
NOV 2021	FEB 2025

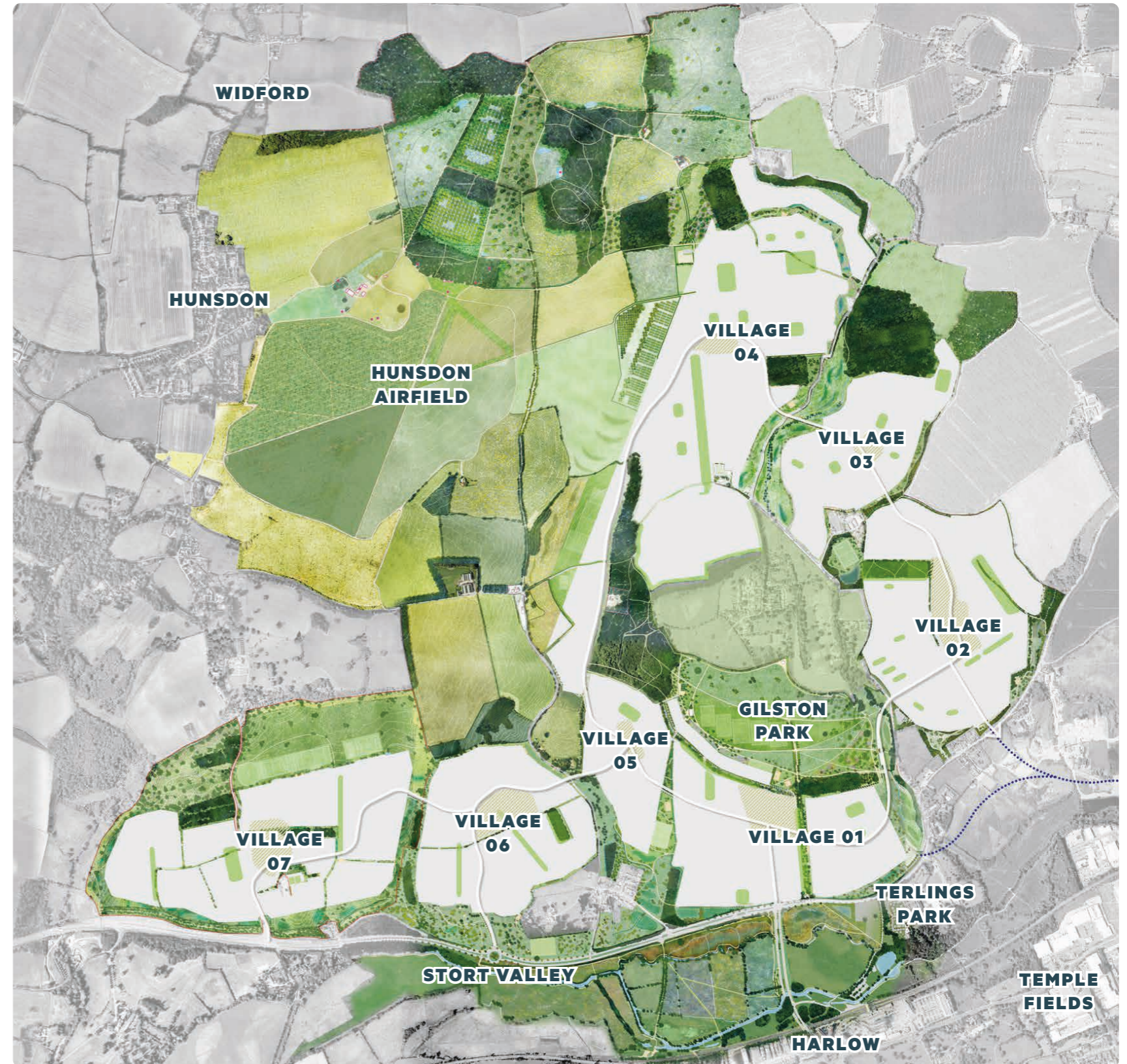Places for People   jtp

CWG 4 AGENDA

1. **Introductions to the Working Group & Workshop 4 (5 mins)**

2. **Presentation (25 mins)**
   - - Brief project background (recap)
   - - CWG 3 outcomes - report back (recap)
   - - Design code methodology (recap)
   - - Brief overview of the Design Code (selected extracts)

3. **Roundtable discussions** - review of Design Code sections
   - Session 1 (30 mins)
     [BREAK] (5 mins)
   - Session 2 (30 mins)
     [BREAK] (5 mins)
   - Session 3 (30 mins)

4. **General round up, Q&A and next steps (20 mins)**
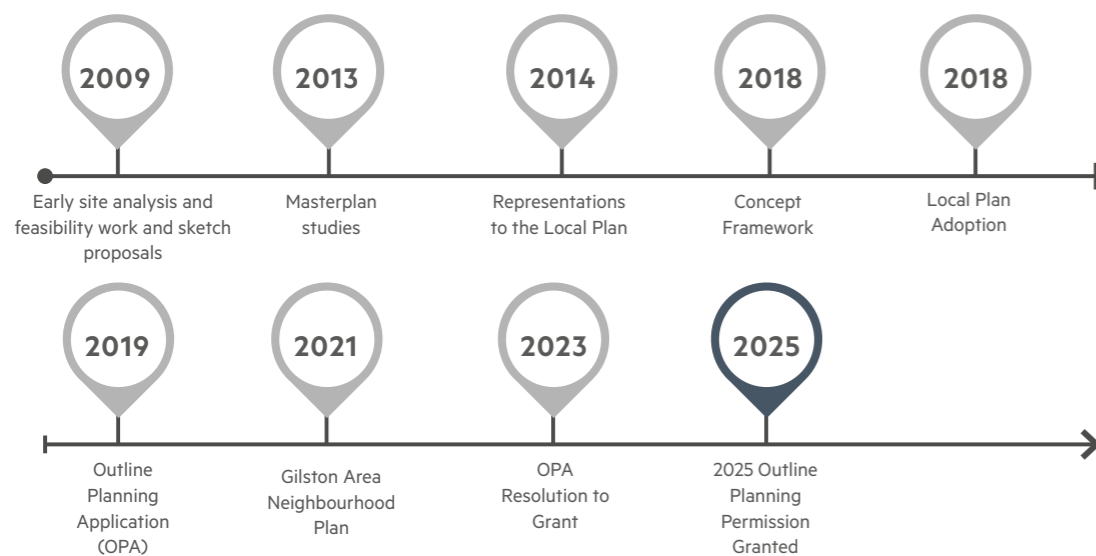
BRIEF PROJECT BACKGROUND
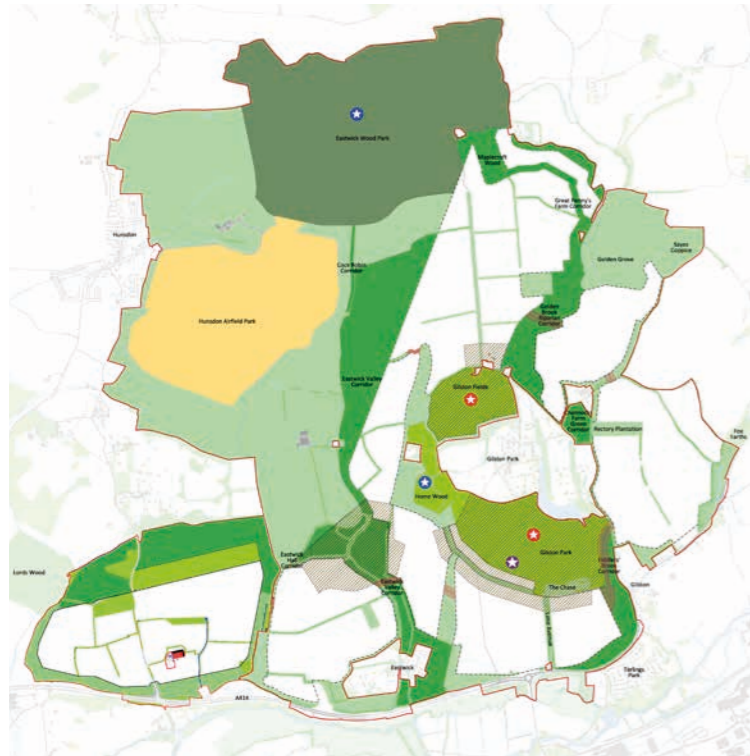
STUDY BACKGROUND & PLANNING CONTEXT

- The Village Development outline application submitted by PfP seeks permission for 8,500 residential homes, and mixed-use development (Villages 1-6). The outline application from Taylor Wimpey proposes a further 1,500 new homes and other supporting uses (Village 7).

- The proposals for Gilston Park Estate comprise six interlinking villages set into the landscape. Villages will sit within and reflect the topography of their surroundings, revealing the natural inherent beauty of the Hertfordshire countryside. Both outline applications successfully secured planning permission from East Herts Council in January 2025.

- In accordance with the Gilston Area Charter, the Village 1 Masterplan and the Village 7 Masterplan are now being developed. In parallel with this, the Strategic Landscape Masterplan is also being developed.

2009	2013	2014	2018	2018
Early site analysis and feasibility work and sketch proposals	Masterplan studies	Representations to the Local Plan	Concept Framework	Local Plan Adoption

2019	2021	2023	2025
Outline Planning Application (OPA)	Gilston Area Neighbourhood Plan	OPA Resolution to Grant	2025 Outline Planning Permission Granted

SLMP Study Area

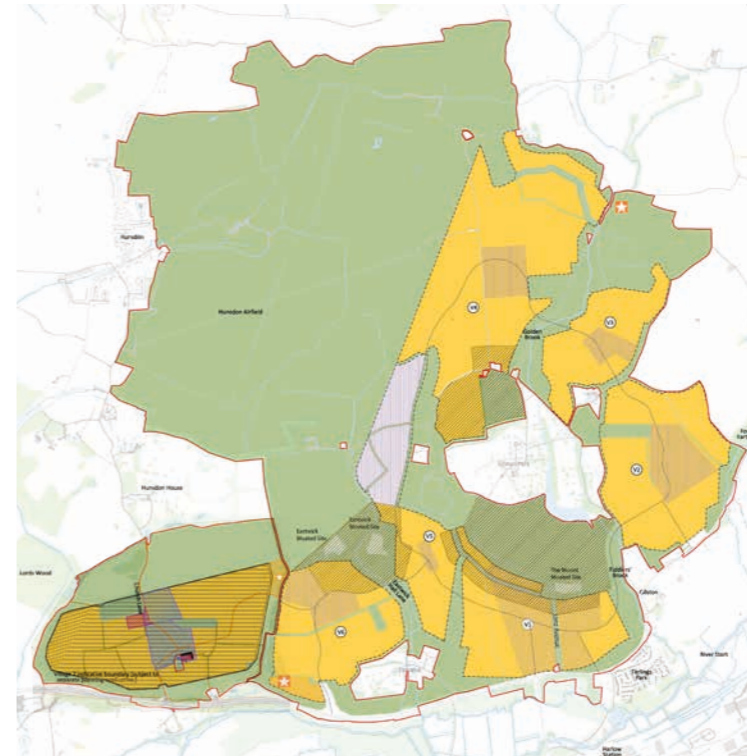Places for People   jtp

STUDY CONTEXT - OPP PARAMETER PLANS & DEVELOPMENT SPECIFICATIONS

Green Infrastructure & Open Space*
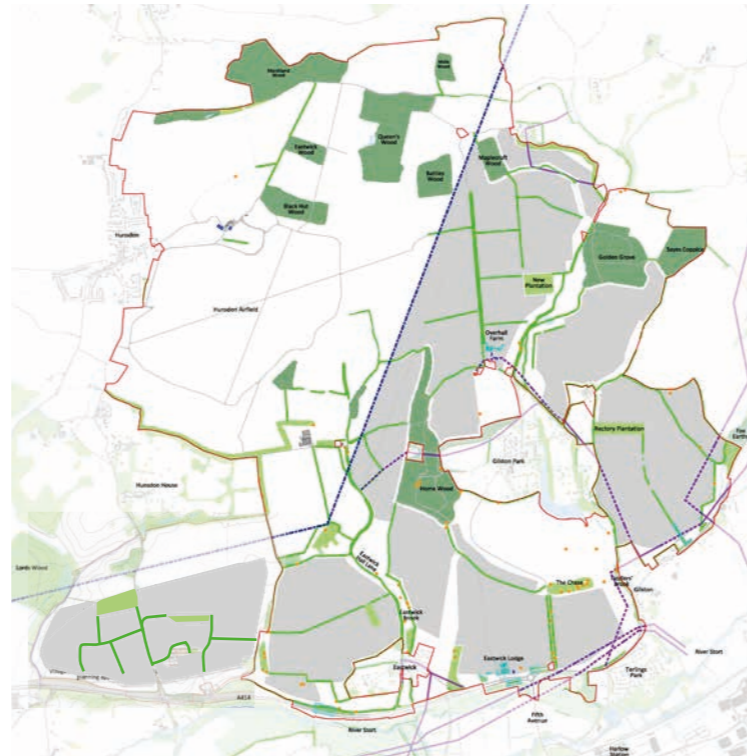
Existing Vegetation & Buildings*
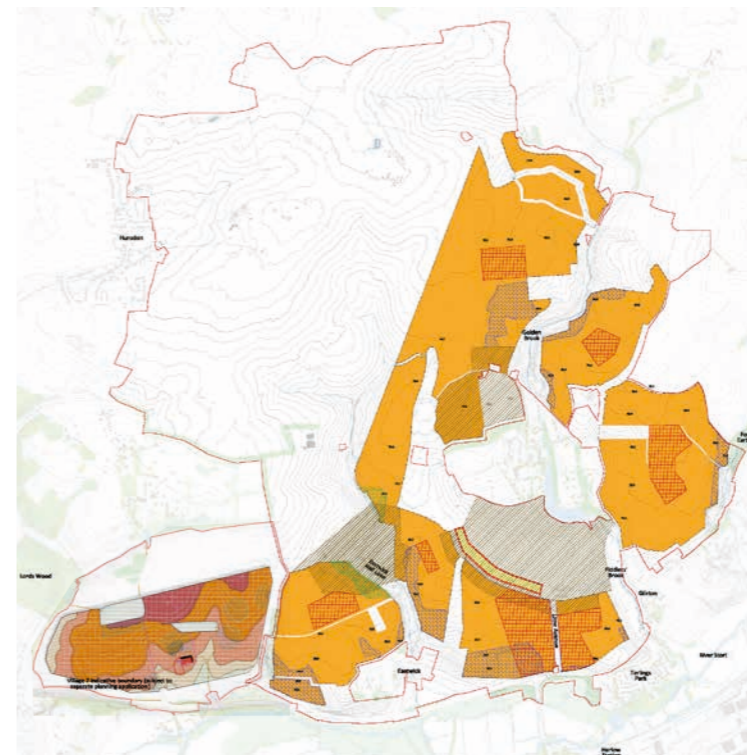

Principal Land Uses*

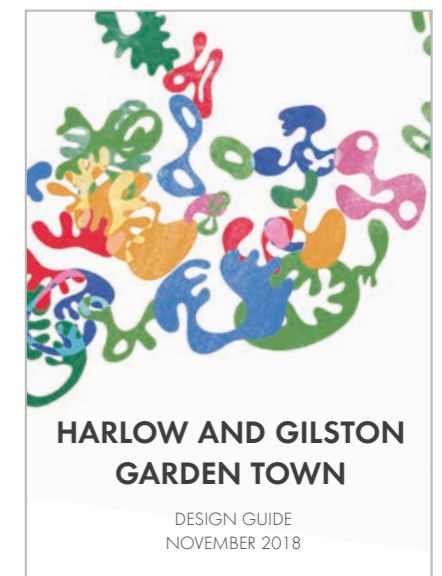V1-6 Development Specification

Village Corridors, Constraints & Developable Areas*

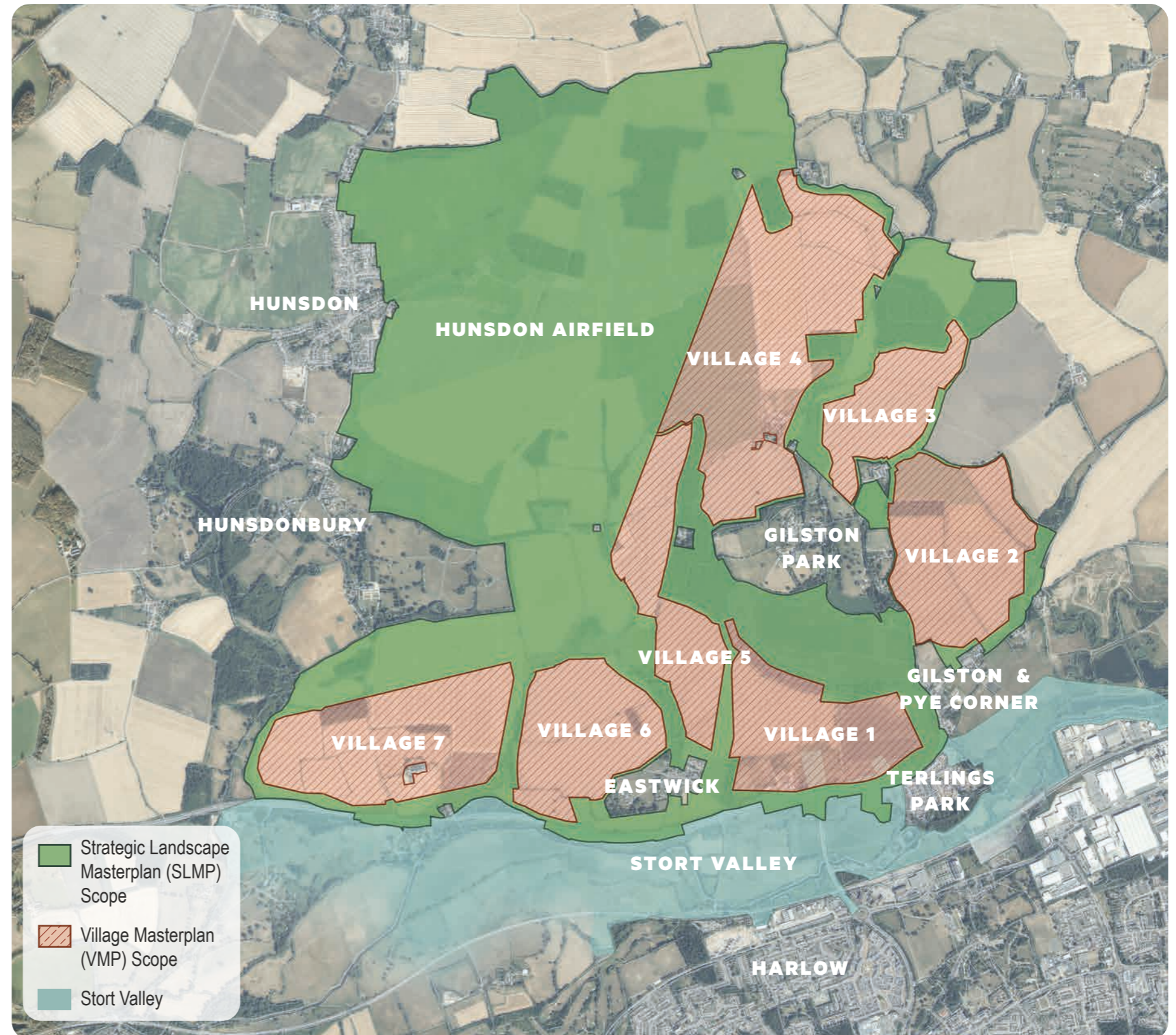Access & Movement*

Maximum Heights*

Strategic Design Guide

*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

STUDY CONTEXT - SLMP & VILLAGES RELATIONSHIP

- Village Masterplans will be required for each of the Gilston Area villages, together with an overarching Strategic Landscape Masterplan (SLMP) that will address the appropriate strategic elements of the development and the important network of green spaces that will play a key role in knitting the area together and integrating it into the wider context.

- Each Gilston Area Masterplan will be supported by a Design Code and together they will provide an added layer of detail to the evolving plans for the Gilston Area, building on the parameters and commitments included within the outline planning application stage and the work already undertaken in the Gilston Area Concept Framework which underpins these applications.

- The content of each Masterplan must align with any parameters established through the outline permissions, including the approved plans and documents, the statutory Development Plan documents and take account of relevant guidance, including the HGGT Design Guide and Sustainability Checklist, the Gilston Area Concept Framework and the Garden Town Vision.

Map legend:
- Strategic Landscape Masterplan (SLMP) Scope
- Village Masterplan (VMP) Scope
- Stort Valley

Map labels: HUNSDON, HUNSDON AIRFIELD, HUNSDONBURY, VILLAGE 4, VILLAGE 3, VILLAGE 2, GILSTON PARK, VILLAGE 5, GILSTON & PYE CORNER, VILLAGE 7, VILLAGE 6, VILLAGE 1, EASTWICK, TERLINGS PARK, STORT VALLEY, HARLOW

Places for People

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towards Hunsdon Airfield, Hunsdon & Widford

towards Gilston House

VILLAGE 2

towards High Wych

VILLAGE 5

GILSTON PARK

GILSTON & PYE CORNER

PARK PALE

THE MOUNT

THE CHASE

FIDDLERS' BROOK

LIME AVENUE

EASTWICK LODGE

towards Temple Fields

EASTWICK

EASTWICK ROAD

TERLINGS PARK

A414

towards Parndon Mill

STORT VALLEY

towards Harlow

towards Harlow

Village 1 Study Area

Village 1 Developable Area

CONSTRAINTS MAPPING

KEY:

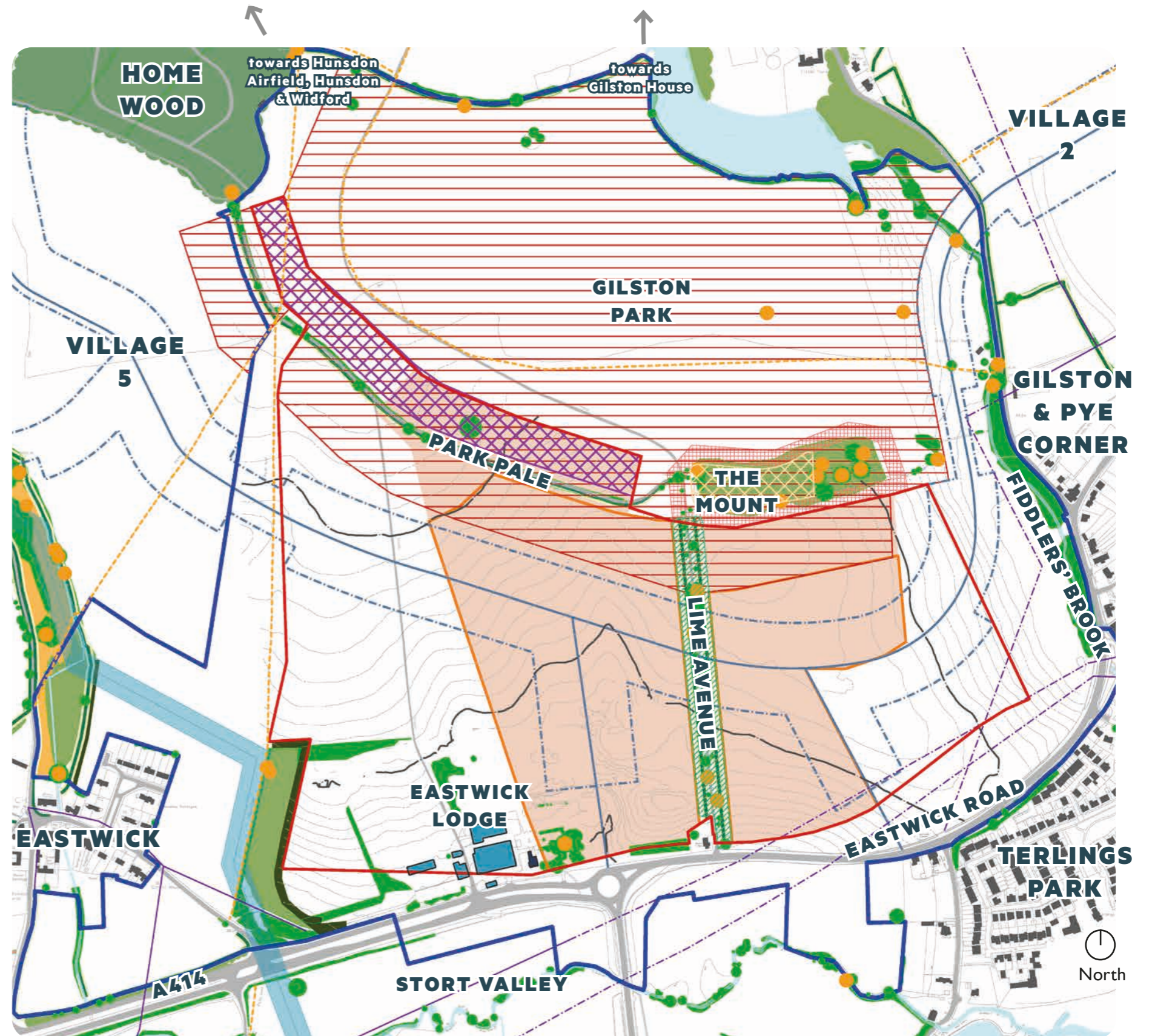|	
▬	Village Developable Area
▬	Village 1 Study Area

Built Form

▬	10m Contours
▬	1m Contours
■	Existing buildings retained
■	Existing buildings to be demolished
■	Existing buildings to be retained or demolished
▦	Scheduled Monument
▤	Sensitive Development Area
▬	16m easement either side for water main
▬	Education and Mixed Use Zones
▭	Zone with maximum height of 18.0+AOD (refer to Development Specification for proportion of buildings permitted to achieve maximum height of up to 5 storey
▦	Area of additional height control where building height is limited to 11m
▬	Other existing OHLE cables
▬	Other existing OHLE cables to be underground, subject to detailed design

Existing Landscape Features

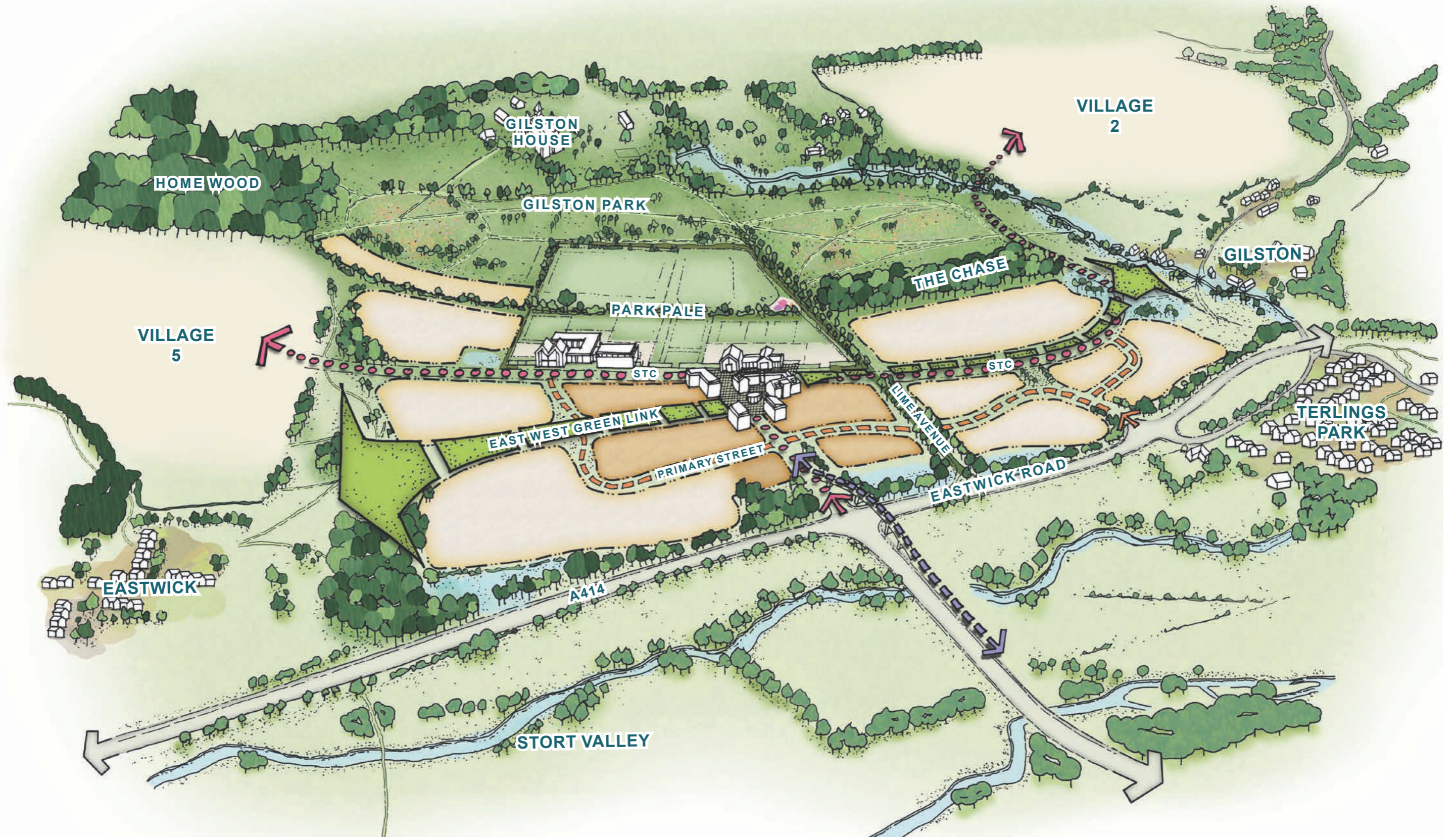|	
▨	Existing vegetation retained subject to detailed design development
●	Existing trees
●	Veteran trees
▬	Hedgerows
■	Woodlands
▬	5m Buffer to existing hedgerows (measured from centre of existing hedge)
■	10 Buffer to Existing Woodlands
■	Ancient woodlands - including Ancient and Semi-natural Woodlands and Ancient Replanted Woodlands
▦	20m wide ecological corridor
▬	Existing waterways
■	Local wildlife site

Site access and connectivity

┈	Public Right of Way (footpaths)
┋	Sustainable Transport Corridor (STC) Limit of Plan Deviation generally +/- 60m with variations * (*refer to Movement and Access Parameter Plan)

HOME WOOD

towards Hunsdon Airfield, Hunsdon & Widford

towards Gilston House

VILLAGE 2

GILSTON PARK

VILLAGE 5

GILSTON & PYE CORNER

PARK PALE

THE MOUNT

FIDDLERS' BROOK

LIME AVENUE

EASTWICK LODGE

EASTWICK ROAD

EASTWICK

TERLINGS PARK

A414

STORT VALLEY

North

Village 1 Constraints Mapping

VISION & MAPPING OF VILLAGE 1

GILSTON HOUSE

HOME WOOD

GILSTON PARK

VILLAGE 2

GILSTON

THE CHASE

PARK PALE

VILLAGE 5

STC

STC

LIME AVENUE

EAST WEST GREEN LINK

TERLINGS PARK

PRIMARY STREET

EASTWICK ROAD

EASTWICK

A414

STORT VALLEY

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ILLUSTRATIVE MASTERPLAN - DRAFT

VILLAGE 2

VILLAGE 5

GILSTON

Plumbe of Feathers Pub

TERLINGS PARK

The Dusty Miller Pub

The Lion Pub

EASTWICK

St Botolph's Church

KEY

1. Gilston Park
2. Park Pale
3. The Mount
4. The Chase
5. Lime Avenue
6. Village Green and Play
* Village Centre
7. Primary School
8. Secondary School
9. Primary Access (All Modes)
10. Pedestrian & Cycle Footbridge
11. STC Access (Sustainable Modes)
12. Retained Tree Belt
13. Fiddlers' Brook
14. Village Play Area
15. Community Growing
16. Community Sports Provision

CWG 3 REPORT BACK (RECAP)
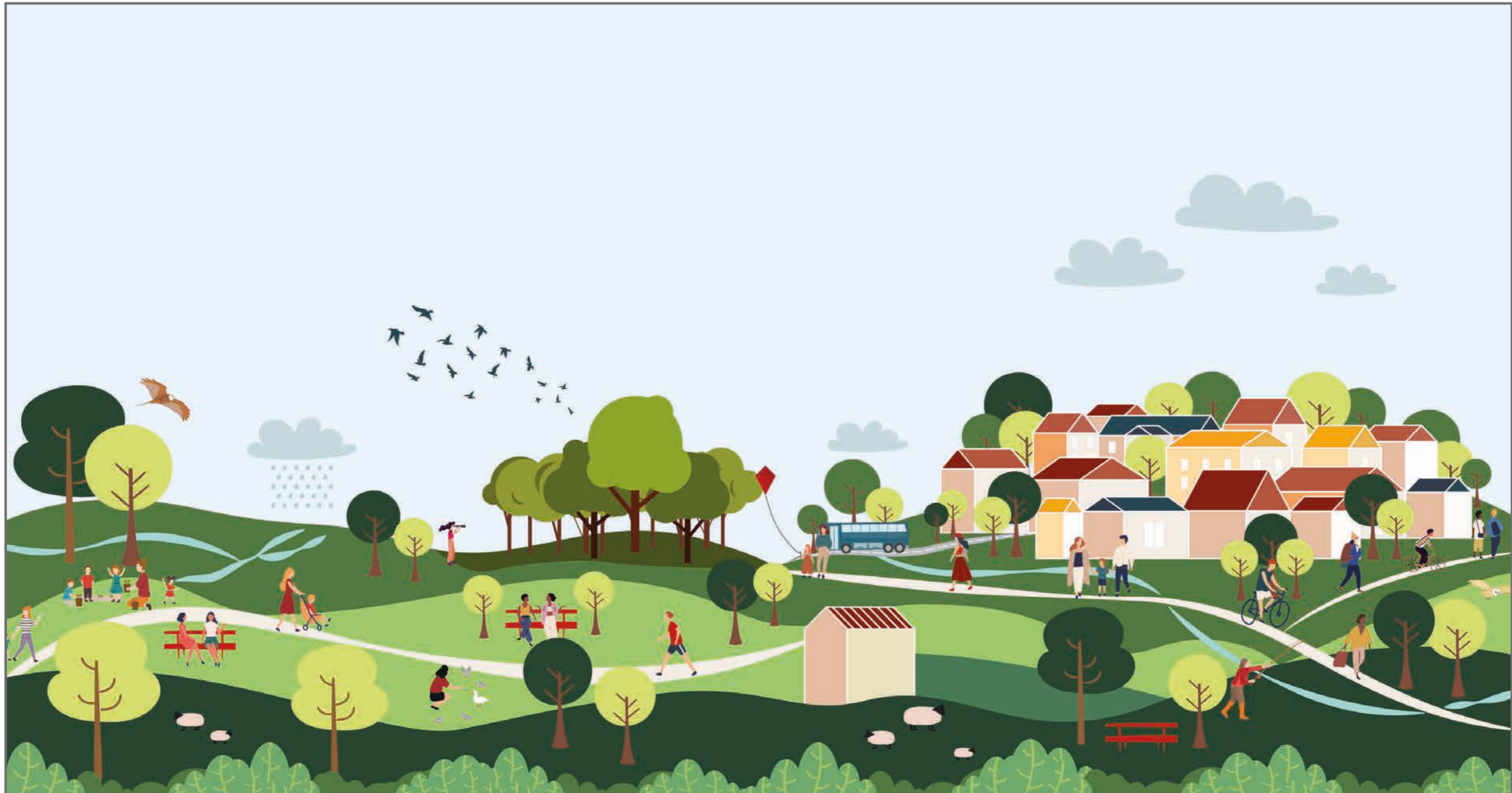
THE GILSTON AREA
VILLAGE 1 - COMMUNITY WORKING GROUP 3 REPORT
FEBRUARY 2024

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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.

Meeting Place

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	

Time	Topic	Facilitated by
10 mins		
19.15 – 20.15 60 mins	Group Discussions • Built Form • Green Infrastructure • Access & Movement	JTP/DJA
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

EXTRACTS FROM CWG 3 SUMMARY REPORT

Places for People   jtp

GILSTON PARK VILLAGE 1 CWG 4 - JANUARY 2025

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.

EXTRACTS FROM CWG 3 SUMMARY REPORT

Places for People   jtp

GILSTON PARK VILLAGE 1 CWG 4 - JANUARY 2025

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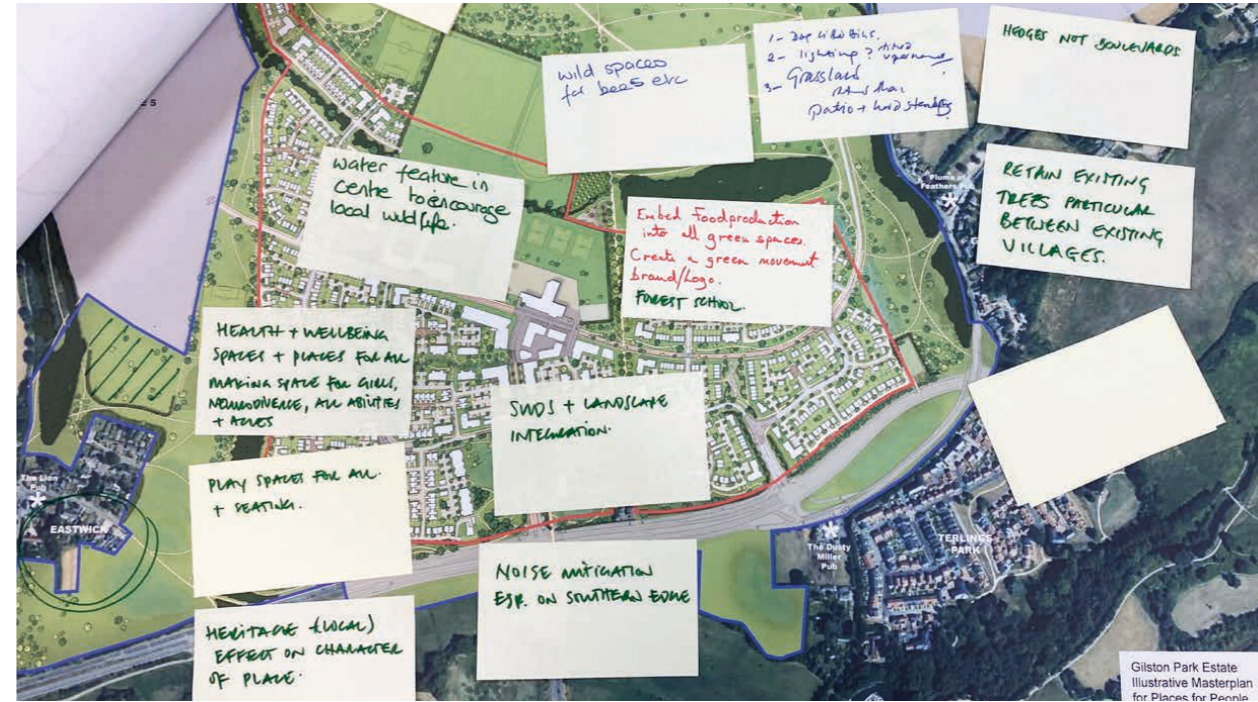
- Group 1: Landscape
- Group 2: Movement
- Group 3: Buildings

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.

EXTRACTS FROM CWG 3 SUMMARY REPORT

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GILSTON PARK VILLAGE 1 CWG 4 - JANUARY 2025

GROUP 1: LANDSCAPE
KEY OUTCOMES

Handwritten notes on aerial masterplan:
- wild spaces for bees etc
- 1 - Tree wild life. 2 - lighting ? wildlife. 3 - Grassland. Plant trees, patio + wild shrubby
- HEDGES NOT BOULEVARDS
- Water feature in centre to encourage local wildlife.
- Embed Food production into all green spaces. Create a green movement brand/logo. FOREST SCHOOL.
- RETAIN EXISTING TREES PARTICULAR BETWEEN EXISTING VILLAGES.
- HEALTH + WELLBEING SPACES + PLACES FOR ALL. MAKING SPACE FOR GIRLS, NON-GENDER, ALL ABILITIES + AGES.
- SUDS + LANDSCAPE INTEGRATION.
- PLAY SPACES FOR ALL. + SEATING.
- HERITAGE (LOCAL) EFFECT ON CHARACTER OF PLACE.
- NOISE MITIGATION ESP. ON SOUTHERN EDGE.

Gilston Park Estate Illustrative Masterplan for Places for People

EXTRACTS FROM CWG 3 SUMMARY REPORT

Places for People   jtp

GILSTON PARK VILLAGE 1 CWG 4 - JANUARY 2025

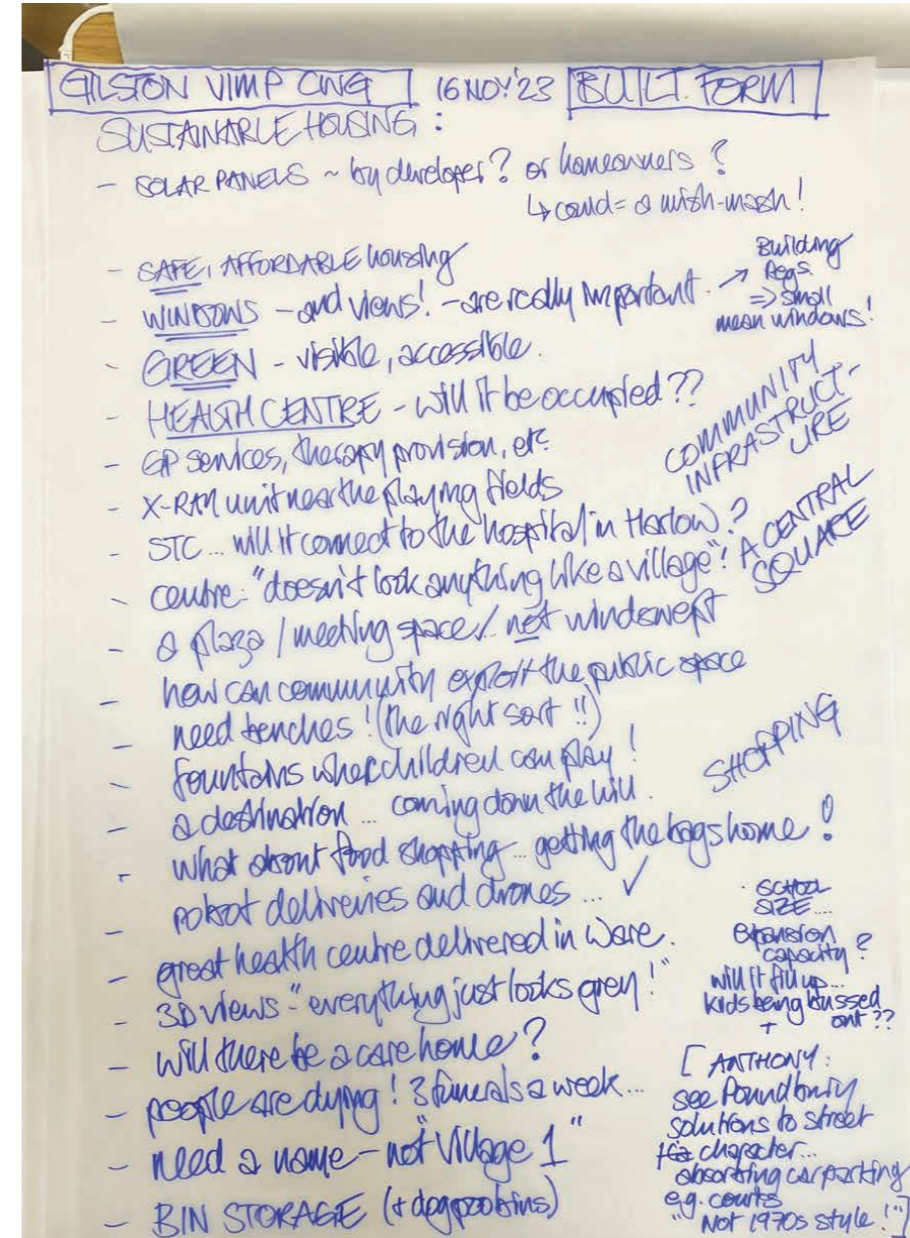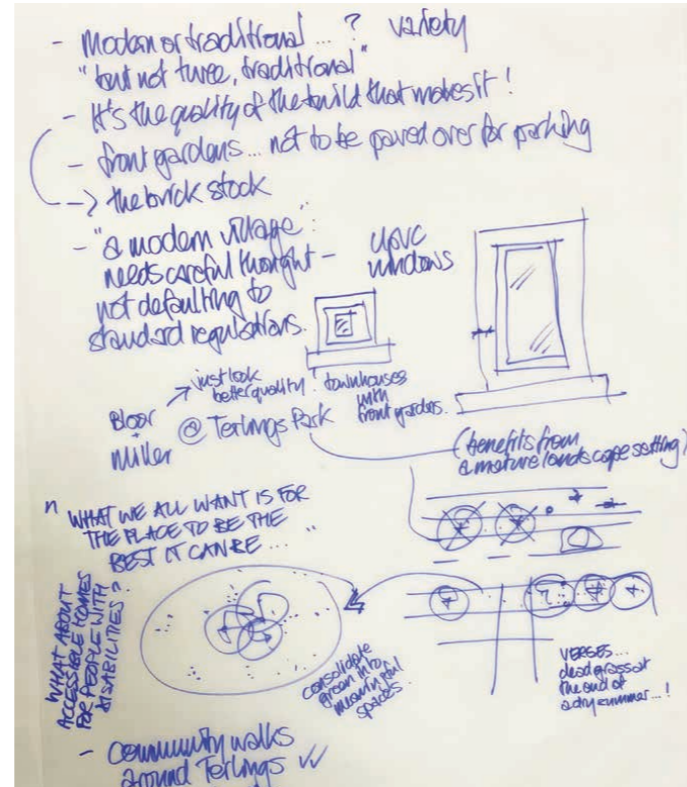# GROUP 2: MOVEMENT
KEY OUTCOMES

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)

EXTRACTS FROM CWG 3 SUMMARY REPORT

GILSTON PARK VILLAGE 1 CWG 4 - JANUARY 2025

GROUP 3: BUILDINGS
KEY OUTCOMES

EXTRACTS FROM CWG 3 SUMMARY REPORT

Places for People jtp

GILSTON PARK VILLAGE 1 CWG 4 - JANUARY 2025

RESPONDING TO FEEDBACK - MASTERPLAN

YOU SAID ...
'Soft edges to the villages are very important. Eastern and western edges are sensitive, and built form addressing these edges should reflect this.'

WE DID ...
The masterplan reflects a lower density towards the Village edges with a feathered edge of development to the east and west. The Regulatory Plan sets out a requirement for landscaping along these edges, and the Design Code contains guidance on suitable building lines and typologies (refer to section 5.3.1 - Frontage Characters).

YOU SAID ...
'Position the schools in the centre of the development so they are accessible.'

WE DID ...
Village 1 provides primary and secondary school provision, with both schools located in the centre of the village, adjacent to the Village Centre and well served by the STC.

YOU SAID ...
'The central area could accommodate elderly retirement homes, which can be integrated with nearby facilities. Nurseries/crèche should be integrated with older residents.'

WE DID ...
Extra Care and Nursery provision is proposed in close proximity to the village centre, close to the primary and secondary schools, bus stops, and mixed uses.

YOU SAID ...
'Parking ratios should be lower and more communal in the centre of the Village, with parking spaces increasing towards the edges.'

WE DID ...
This is included in the Design Code as a key strategy (section 4.10 - Parking Strategy). The Travel Plan includes requirements of the permissions.

YOU SAID ...
'There is an opportunity to enhance and extend Lime Avenue along the historic carriageway route, with significant planting of new trees.'

WE DID ...
The landscape proposals have been revised to include this proposal. Lime Avenue is included as a key 'Green Infrastructure Component' in the Design Code, with mandatory guidance including the restocking of trees along the avenue.

YOU SAID ...
'A clear hierarchy of public routes - developers need to understand which are most important, especially at the edge of Village 1. Appreciate the difference between 'commuter' and 'leisure' routes and different less 'engineered' surfaces for the latter.'

WE DID ...
The Movement and Access chapter includes guidance on the proposed active travel network and the hierarchy of routes, as well as how they connect into the wider network.

YOU SAID ...
'The Design Code would benefit from a wider active travel plan. This would help ensure consistency of routes through V1MP.'

WE DID ...
The Active Travel Plan (in the Movement and Access chapter) has been updated to include footpath / cycleway links within the SLMP, so it is clear what the V1MP routes are connecting to. The Travel Plan includes requirements of the permissions.

YOU SAID ...
'A water feature in the centre to encourage local wildlife.'

WE DID ...
This has been included in the design requirements for the central square in the Village Centre (Chapter 6).

Places for People

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RESPONDING TO FEEDBACK - DESIGN CODE

YOU SAID …

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

WE DID …

The Design Code defines a range of approaches to character and landscape along the STC and Primary Street. The design approach of clustering trees and landscaping along the Primary Street, and boulevard planting along the STC is set out in Chapter 4.

YOU SAID …

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

WE DID …

There is a requirement in the Design Code for a maximum of four spaces to be included before landscaping is included.

YOU SAID …

'The Design Code should specify that shelters, seats, and Real-Time Passenger Information (RTPI) should be a requirement for all stops. Bus stops to include a couple of Sheffield stands.'

WE DID …

This is included in the Design Code (Bus Network section of the Movement and Access chapter).

YOU SAID …

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

WE DID …

This is set out as guidance in the Parking Typologies section of the Design Code (Residential Built Form chapter).

YOU SAID …

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

WE DID …

This has been updated in the Design Code (Movement and Access chapter). The guidance includes the following: 'Whereas active travel and bus corridors are direct, legible and prioritised through the layout of Village 1, the comparable vehicular routes **must** be less direct, more sinuous in character and slower.'

YOU SAID …

'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.'

WE DID …

This is included in the Design Code.

YOU SAID …

'Will there be a provision for car clubs? That may help deter people from using their cars?'

WE DID …

We are committed to matching car ownership to demand and not overproviding car parking. References to car clubs close to the mobility hub and electric bikes/scooter hire across the development are included in the Design Code. There are opportunities to link to bike hire schemes being developed in the HGGT.

Places for People

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DESIGN CODE METHODOLOGY

INTRODUCTION

WHAT IS A DESIGN CODE?

- A Design Code is a set of illustrated design rules and requirements which instruct and may advise on the physical development of a site.

- The graphic and written components of the code are detailed and precise, and build upon a design vision.
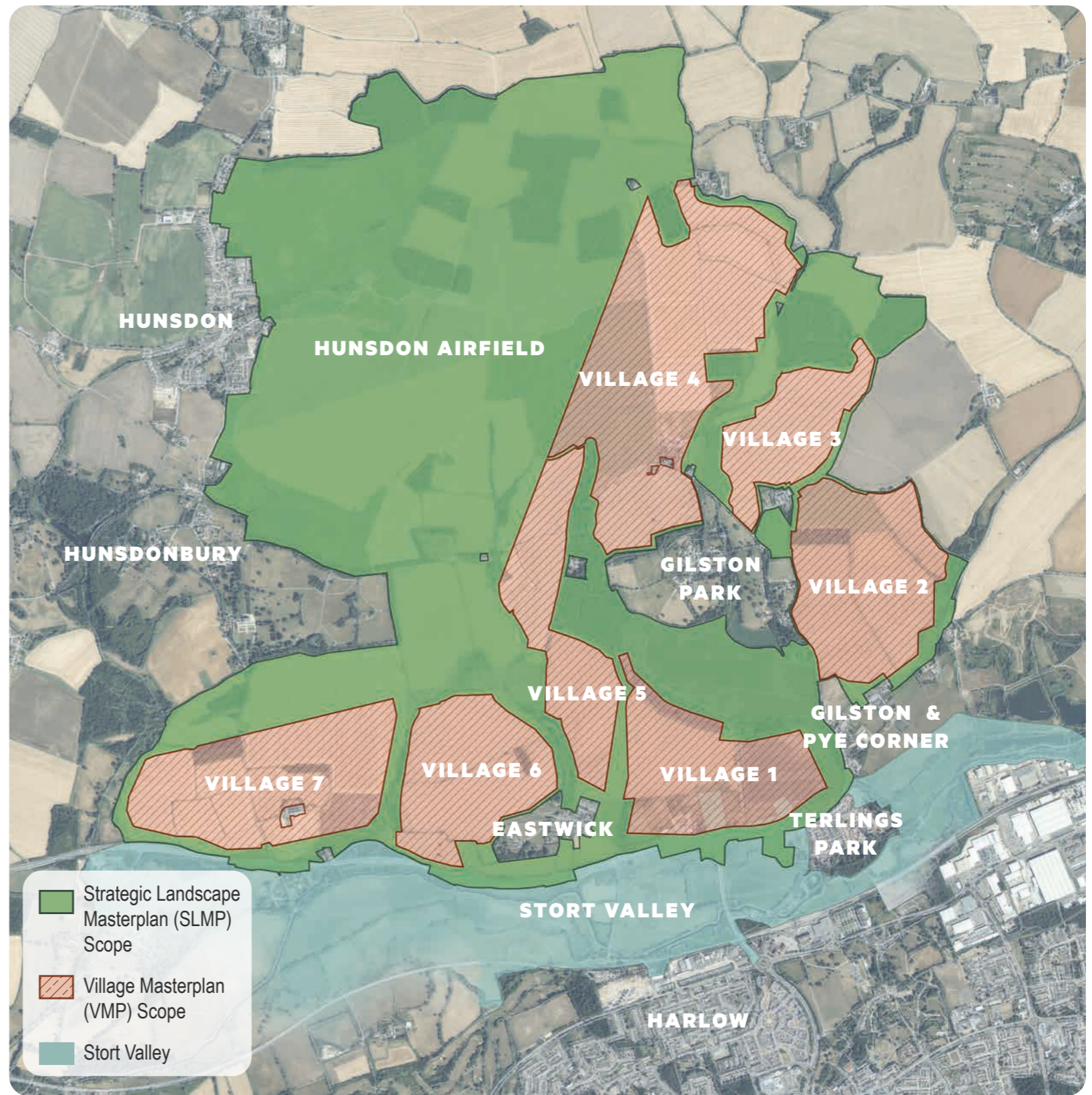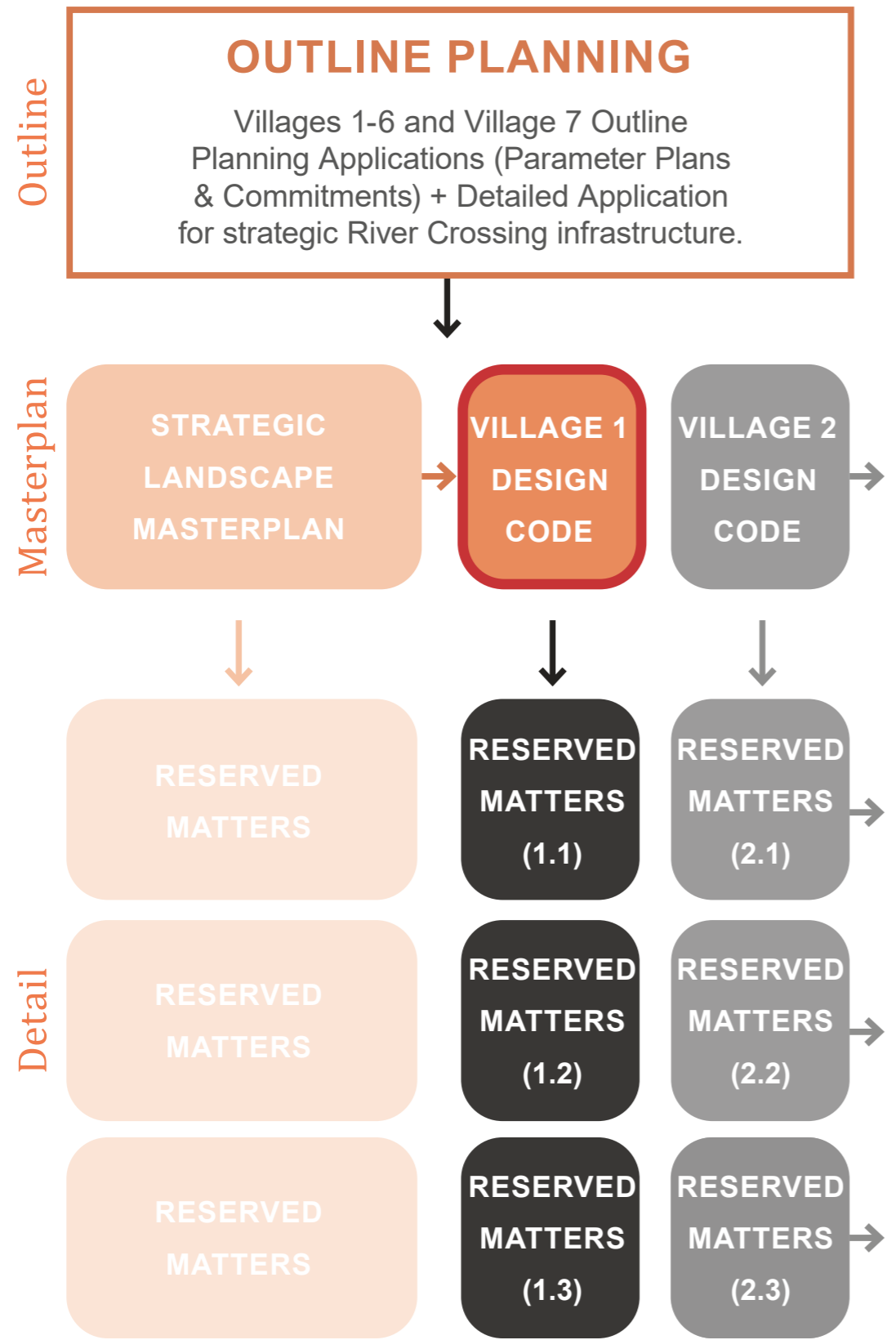
WHY ARE CODES NEEDED?

- Increased control
- The connecting thread between Outline Planning (establishes parameters and principles of development) and Reserved Matters (full detail)
- Coherence and placemaking
- Quality of development
- Creating a legacy
- Creating a development with character
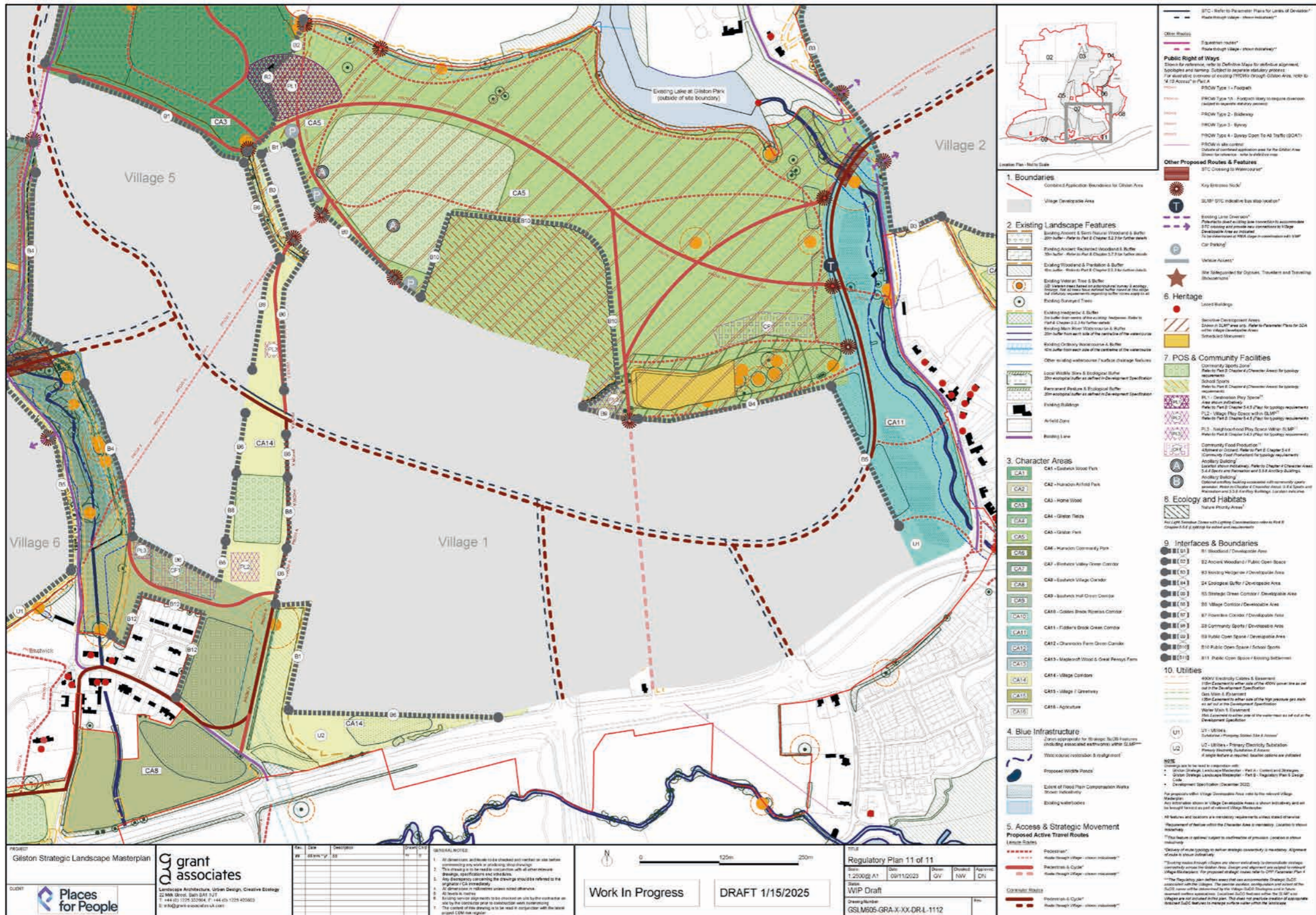- Community reassurance (new and existing residents)

Artist's impression looking towards the eastern gateway of Village 1 from Fiddler's Brook
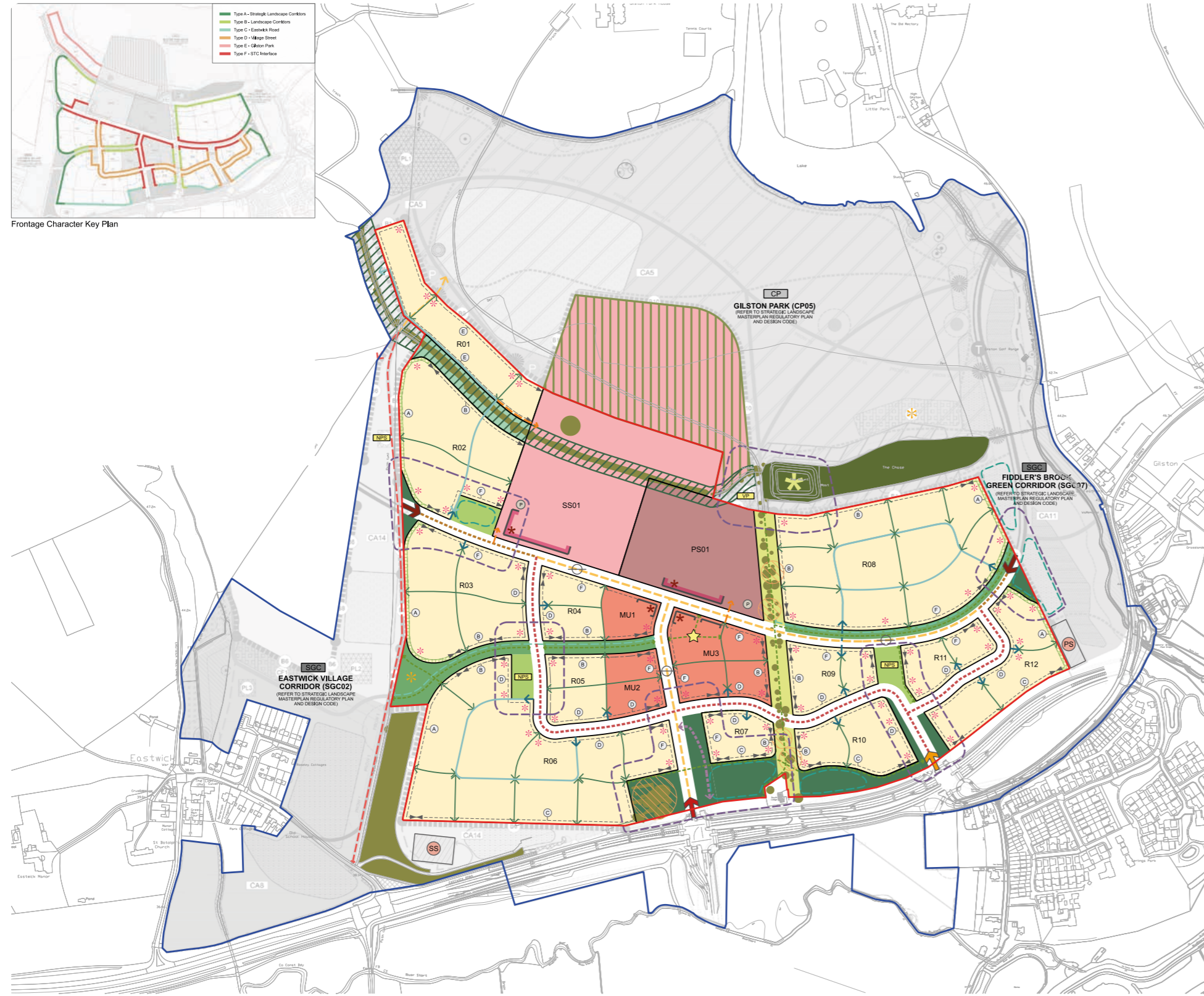
STATUS & DESIGN CODE EXTENTS

Outline

OUTLINE PLANNING

Villages 1-6 and Village 7 Outline
Planning Applications (Parameter Plans
& Commitments) + Detailed Application
for strategic River Crossing infrastructure.

Masterplan

STRATEGIC LANDSCAPE MASTERPLAN

VILLAGE 1 DESIGN CODE

VILLAGE 2 DESIGN CODE

Detail

RESERVED MATTERS

RESERVED MATTERS (1.1)

RESERVED MATTERS (2.1)

RESERVED MATTERS

RESERVED MATTERS (1.2)

RESERVED MATTERS (2.2)

RESERVED MATTERS

RESERVED MATTERS (1.3)

RESERVED MATTERS (2.3)

HUNSDON

HUNSDON AIRFIELD

VILLAGE 4

VILLAGE 3

HUNSDONBURY

GILSTON PARK

VILLAGE 2

VILLAGE 5

GILSTON & PYE CORNER

VILLAGE 7

VILLAGE 6

VILLAGE 1

EASTWICK

TERLINGS PARK

STORT VALLEY

HARLOW

Strategic Landscape
Masterplan (SLMP)
Scope

Village Masterplan
(VMP) Scope

Stort Valley

Places for People

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SLMP REGULATORY PLAN (EXTRACT OF VILLAGE 1) - DRAFT

V1MP REGULATORY PLAN - DRAFT

Frontage Character Key Plan

Type A - Strategic Landscape Corridors
Type B - Landscape Corridors
Type C - Eastwick Road
Type D - Village Street
Type E - Gilston Park
Type F - STC Interface

GILSTON PARK (CP05)
(REFER TO STRATEGIC LANDSCAPE MASTERPLAN REGULATORY PLAN AND DESIGN CODE)

FIDDLER'S BROOK GREEN CORRIDOR (SGC07)
(REFER TO STRATEGIC LANDSCAPE MASTERPLAN REGULATORY PLAN AND DESIGN CODE)

EASTWICK VILLAGE CORRIDOR (SGC02)
(REFER TO STRATEGIC LANDSCAPE MASTERPLAN REGULATORY PLAN AND DESIGN CODE)

Key

2. Context

Boundaries

— Gilston Park Estate Village 1 Masterplan Study Area

— Village 1 Masterplan Boundary (Village 1 Developable Area)

Land Use

- Village Centre including residential, commercial, businesses and services, health, community facility and mobility hub
- Primary School
- Secondary School
- Secondary School sports pitches
- Residential

3. Green Infrastructure

Strategic Landscape Elements (refer to SLMP)
- Strategic Green Corridors
- Gilston Park
- The Chase
- The Moated Mount (Scheduled Monument)

3.2 Existing Vegetation & Features
- 3.2.1 Existing Trees
- 3.2.2 The Park Pale
- 3.2.3 Veteran Tree Buffer

3.3 Green Infrastructure Components:

3.4 Gateways

3.5 Green Corridors & Buffers
- 3.5.1 Lime Avenue
- 3.5.2 East-West Green Link

3.6 Neighbourhood Greens

3.7 Indicative edge planting

3.8 Play Provision
- Village Playground
- Neighbourhood Play Space

3.9 Community Orchards

3.18 Blue Infrastructure
- Attenuation basin
- Indicative swales

4. Movement and Access

4.2 Site Access Points
- Access A: Southern STC (sustainable modes only)
- Access B: STC (all modes)
- Access C: Southern All Modes

4.3 Street Hierarchy
- 4.3.1 Street Type A - STC (sustainable modes only)
- 4.3.2 Street Type B - STC (all modes)
- 4.3.3 Street Type C - Primary Street (all modes)
- 4.3.4 Street Type D - Secondary Street (indicative)
- 4.3.5 Street Type E - Tertiary Street and Cross Parcel Permeability (indicative)
- Access point fixed location (for access to minor street, +/- 10m flexibility of location permitted)
- Vehicular route to schools (+/- 10m flexibility of location permitted)

4.6 Bus Network
- Indicative bus stop

4.7 Active Travel Network
- Existing footpath (Public Right of Way)
- Indicative rerouted footpath (Public Right of Way)
- Location of proposed foot/cycle bridge
- Indicative leisure route (footway/cycleway)

4.12 Utilities
- Indicative location of foul water pumping station
- Indicative location of electrical sub station

5. Residential Built Form

- Marker Buildings
- Landmark Buildings
- 5.3.1 Key Groupings

5.4 Frontage Character Location Plan
- Type A - Strategic Landscape Corridors
- Type B - Landscape Corridors
- Type C - Eastwick Road
- Type D - Village Street
- Type E - Gilston Park
- Type F - STC Interface

6. Non Residential Built Form

6.2 Design Principles for Mixed Uses
- Indicative location of Village Square
- Indicative mixed use frontage

6.3 Design Principles for Primary and Secondary School
- Indicative school frontage
- Indicative location of parking

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V1MP DESIGN CODE STRUCTURE

PART A - INTRODUCTION

REG PLAN

PART B - BACKGROUND

PART C - SPATIAL
- Green & Blue Infrastructure
  - Access & Movement
  - Residential Built Form
- Non-Residential Built Form

APPENDIX
Compliance Checklist
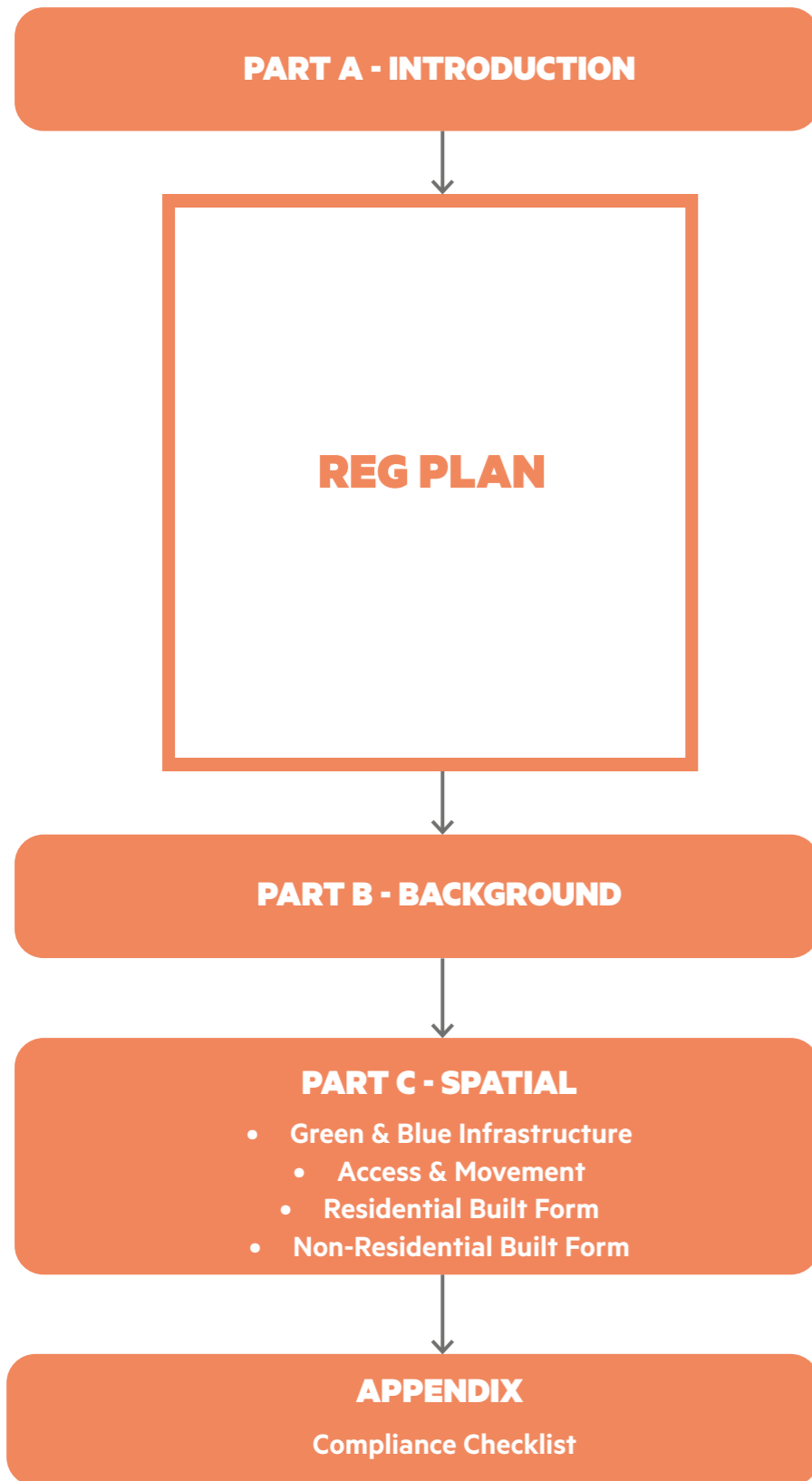
PART A - INTRODUCTION

Sets out the purpose, status and hierarchy of the design code. The chapter also introduces the Regulatory Plan and explains how to read it.

The Regulatory Plan is based on the masterplan and sets out a framework of mandatory requirements and design fixes which all future detailed planning applications must comply with.

PART B - BACKGROUND

Summarises the relevant background information, including planning context, the vision, design principles & concepts, site constraints and the Illustrative Masterplan.

PART C- SPATIAL
GREEN & BLUE INFRASTRUCTURE

Sets out design principles for the multifunctional green and blue infrastructure network, including guidance on sustainable drainage systems (SuDS), play provision, and biodiversity.

The chapter extends to design principles for the arrangement and use of key public spaces, with further detail on the principles for detailed aspects of the design including hard and soft landscape materials, street trees and street furniture.

PART C- SPATIAL
ACCESS & MOVEMENT

Sets out the key principles of the access strategy and movement network, including guidance on street design, active travel, and parking and servicing strategies.

PART C- SPATIAL
RESIDENTIAL BUILT FORM

Identifies controls on building height and density and sets out general urban design principles for block layout and street scenes.

Provides guidance on how to deliver a real sense of place through the creation of local distinctiveness, including the identification of key groupings, frontage characters, and use of materials and building detailing.

PART C- SPATIAL
NON-RESIDENTIAL BUILT FORM

Identifies areas of non-residential built form including the mixed uses and education facilities.

This chapter sets out the key framework parameter and design principles for the Village Centre.

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HOW TO READ THE DESIGN CODES

COMPLIANCE WITH THE DESIGN CODE

- All RMAs are required by planning condition to accord with the SLMP Design Code and the relevant Village Design Code.

A Compliance Checklist is included as an appendix to the Design Code. A completed copy of the checklist must be provided with each reserved matters application to confirm that it is in compliance with the Design Code, or if not, provide suitable justification.

It is recognised that there may be circumstances where it is not possible or desirable to comply with the Design Code. This may be due to technical/site constraints or changes in policy or legislation which require an alternative approach. There may also be situations where a non-compliant solution can be demonstrated to be a better design solution and/or the result of an opportunity provided by advancements in technology or manufacturing.

In all cases, departures from the Design Code will only be acceptable when the rationale can be justified through supporting documentation, such as the Design & Access Statement accompanying the reserved matters applications.

Throughout the Code, stipulations and recommendations are described as either 'Must / Must not' or 'Should / Should not'.

- 'Must' / 'Must not' – elements within the Design Code that are mandatory design fixes and/or requirements. These hold the same weight as items listed under 'M' (Mandatory) included on tables and illustrations.

- 'Should' / 'Should not' – requirements of the Design Code included to facilitate design quality and serve as recommendations to be followed.

- In specific cases, both good and poor examples are illustrated to help the understanding of the key principles.

- A Compliance Checklist is included in the Appendices to provide those delivering Village 1 with a tool to review their proposed designs and check that they are in compliance with the Design Code & Regulatory Plan.

Mandatory design fixes

Indicative design guidance Illustration