

VILLAGE 1 - COMMUNITY WORKING GROUP 3

WORKSHOP ATTENDEES

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
- Terlings 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

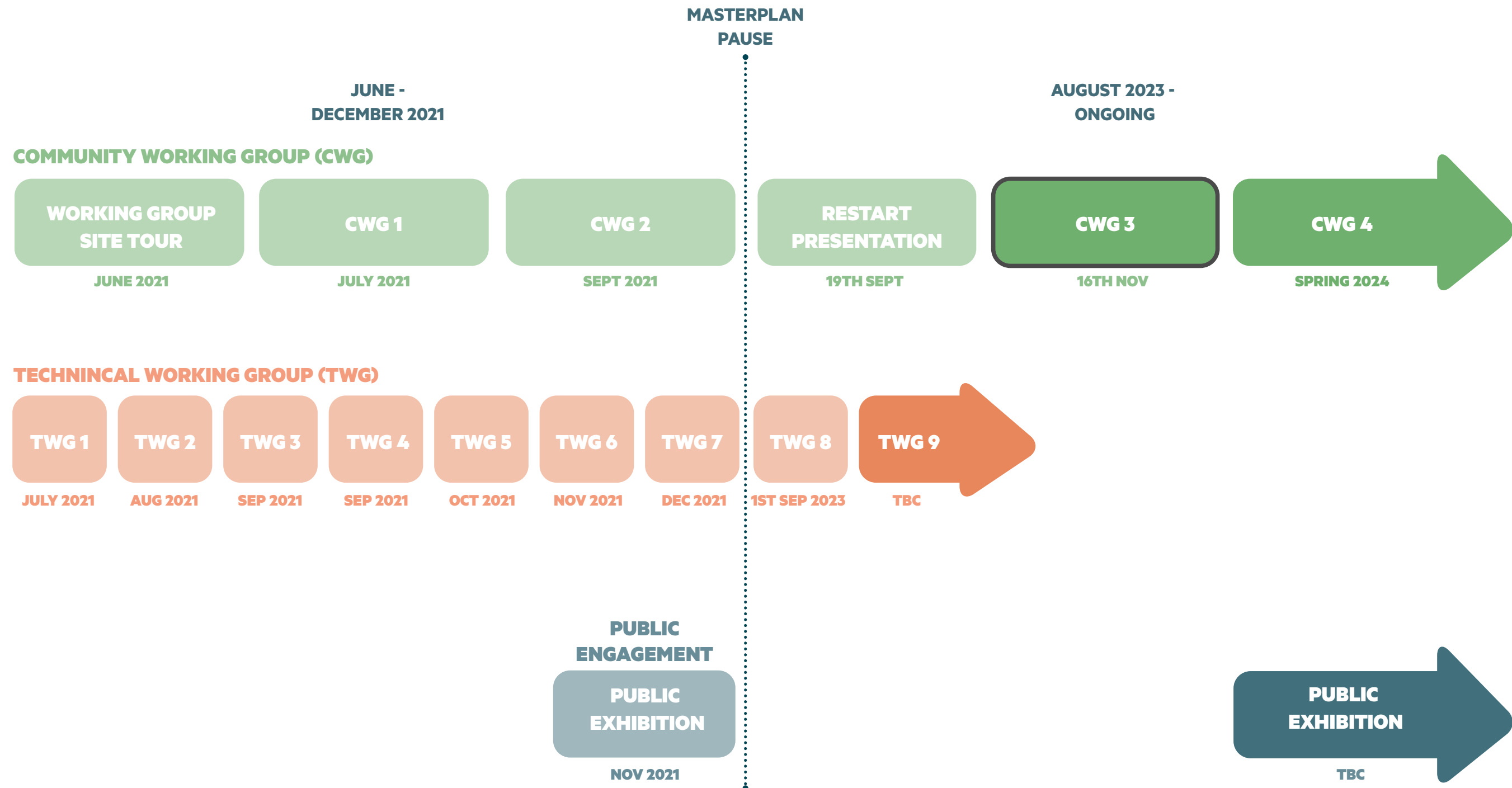
The workshop started with presentations by JTP, summarising the community working group process to date, providing an update on the Village 1 Masterplan progress and an overview of the methodology for the Design Codes. The key points presented were:

- 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



VILLAGE 1 - COMMUNITY WORKING GROUP 3

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.



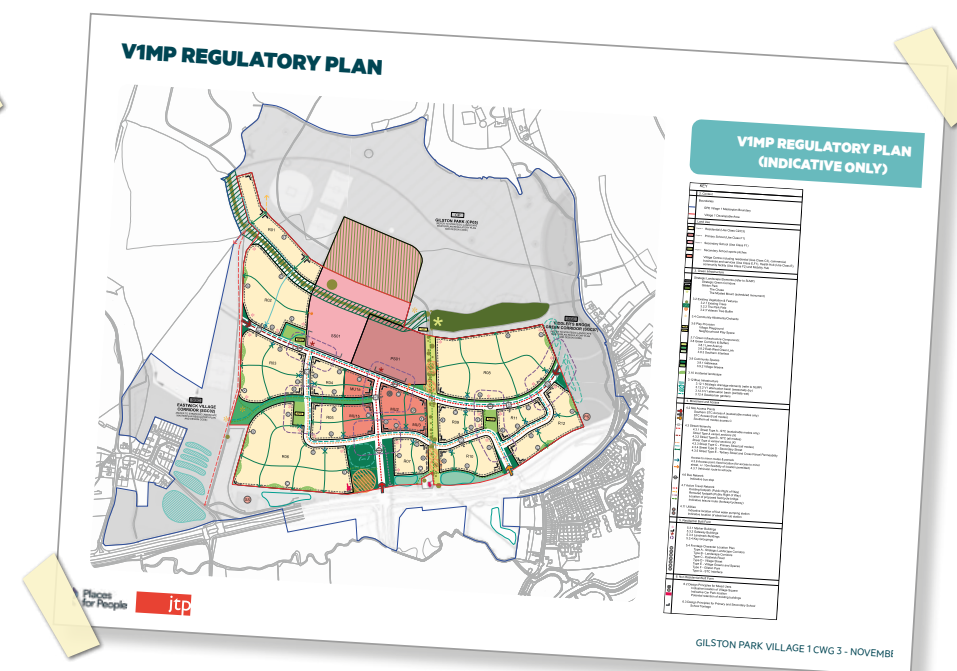
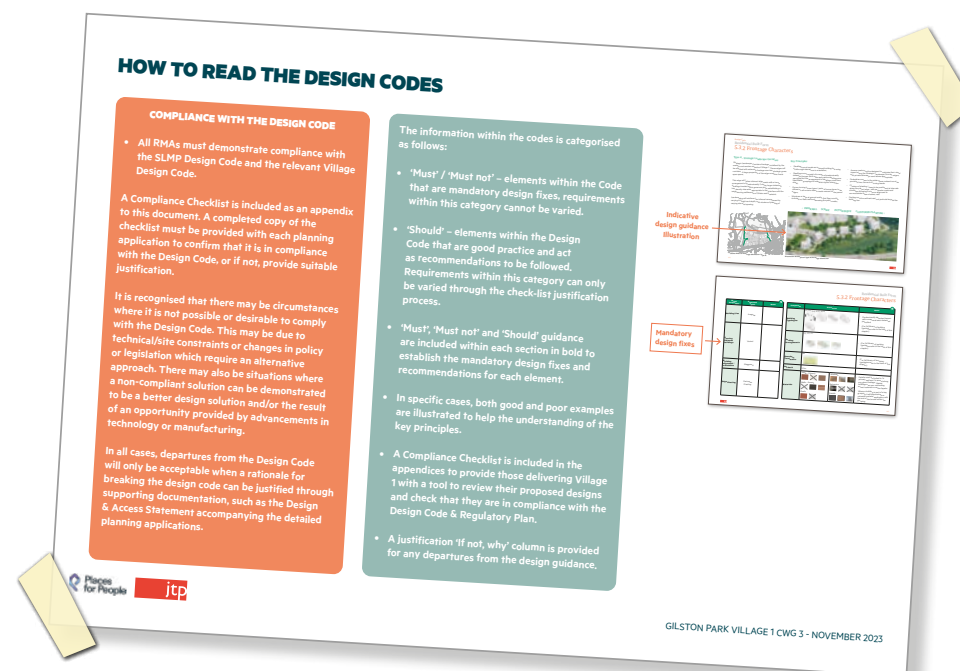
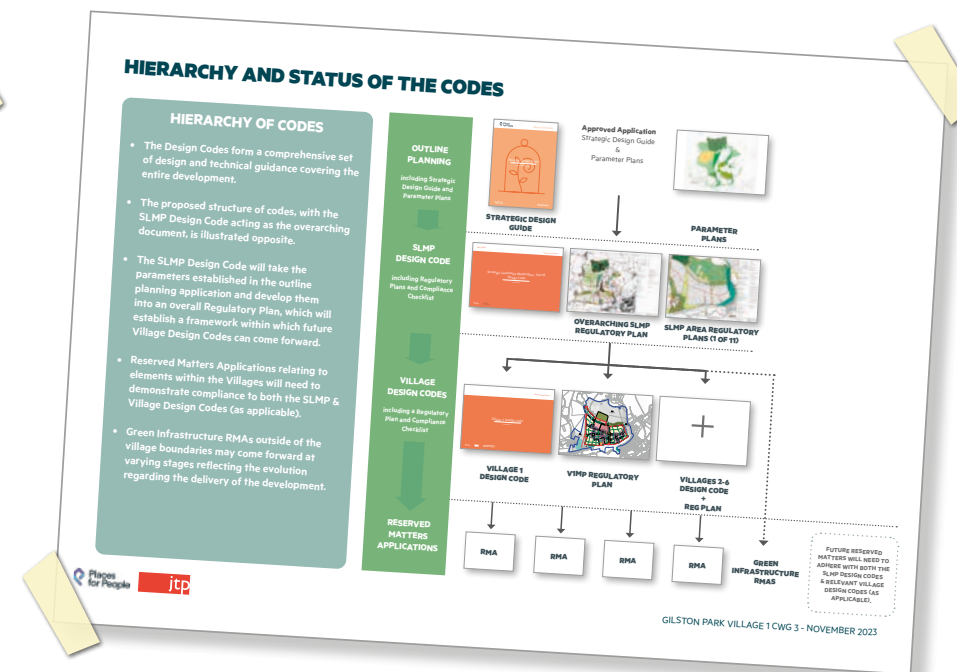
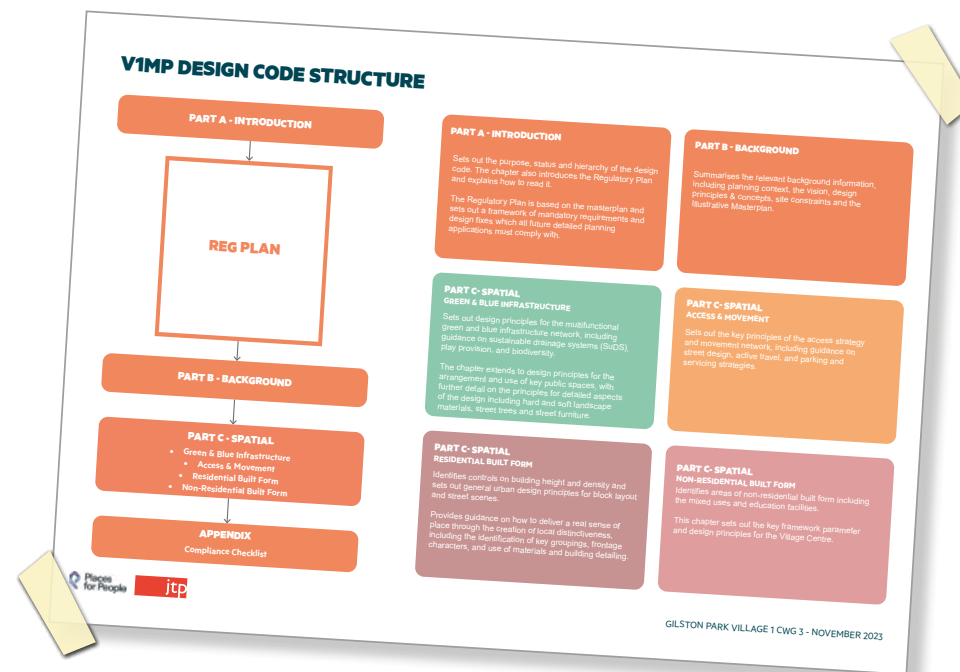
PRESENTATION

DESIGN CODE METHODOLOGY

DESIGN CODE METHODOLOGY

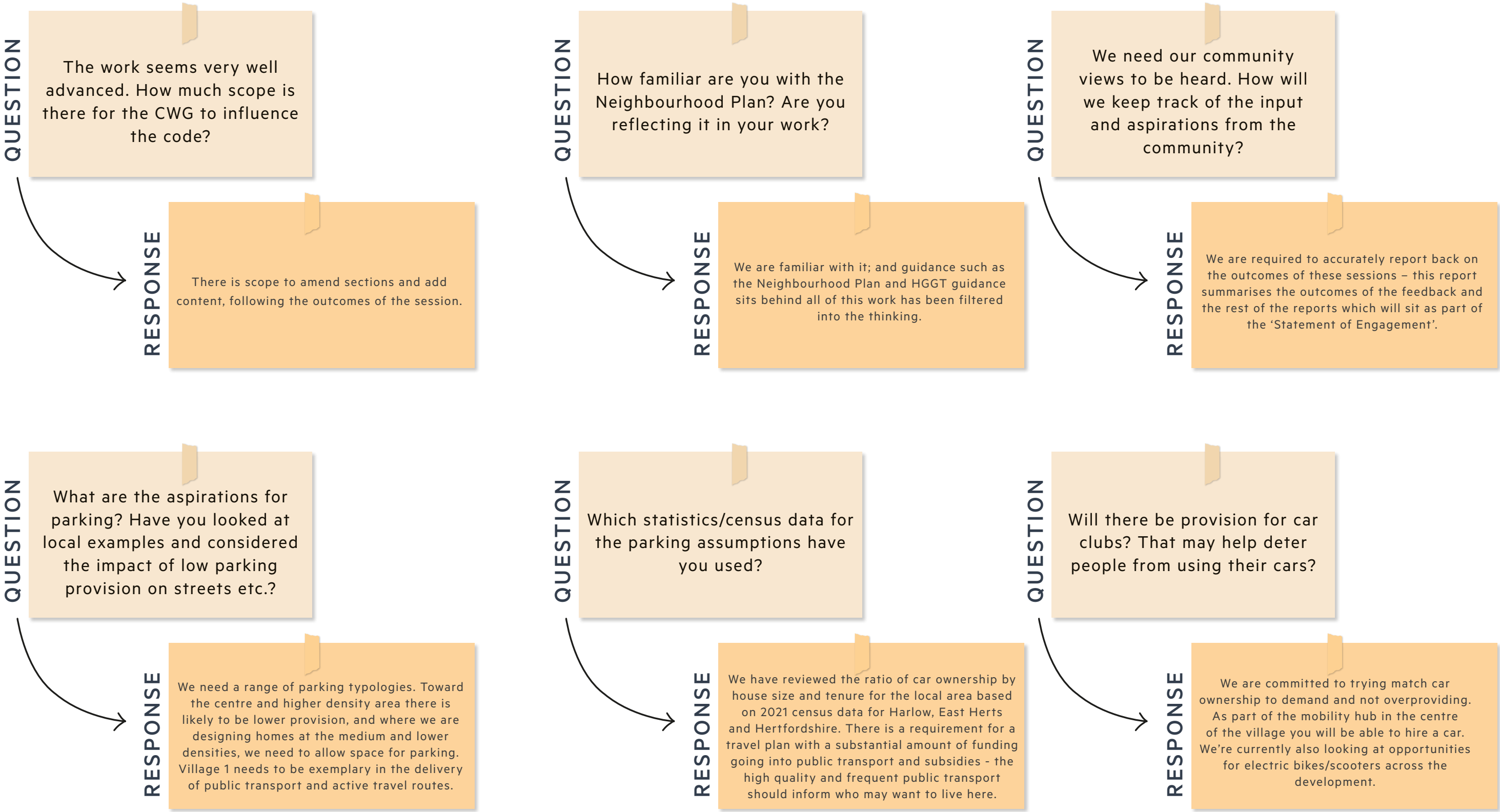
The Design Code is an important step between outline planning and detailed design (defining what the buildings, streets, etc., are going to look like). The role of the Design Code is to ensure development comes forward in a coherent manner and ensure design quality, it will set the tone of the entire 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.



VILLAGE 1 - COMMUNITY WORKING GROUP 3

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

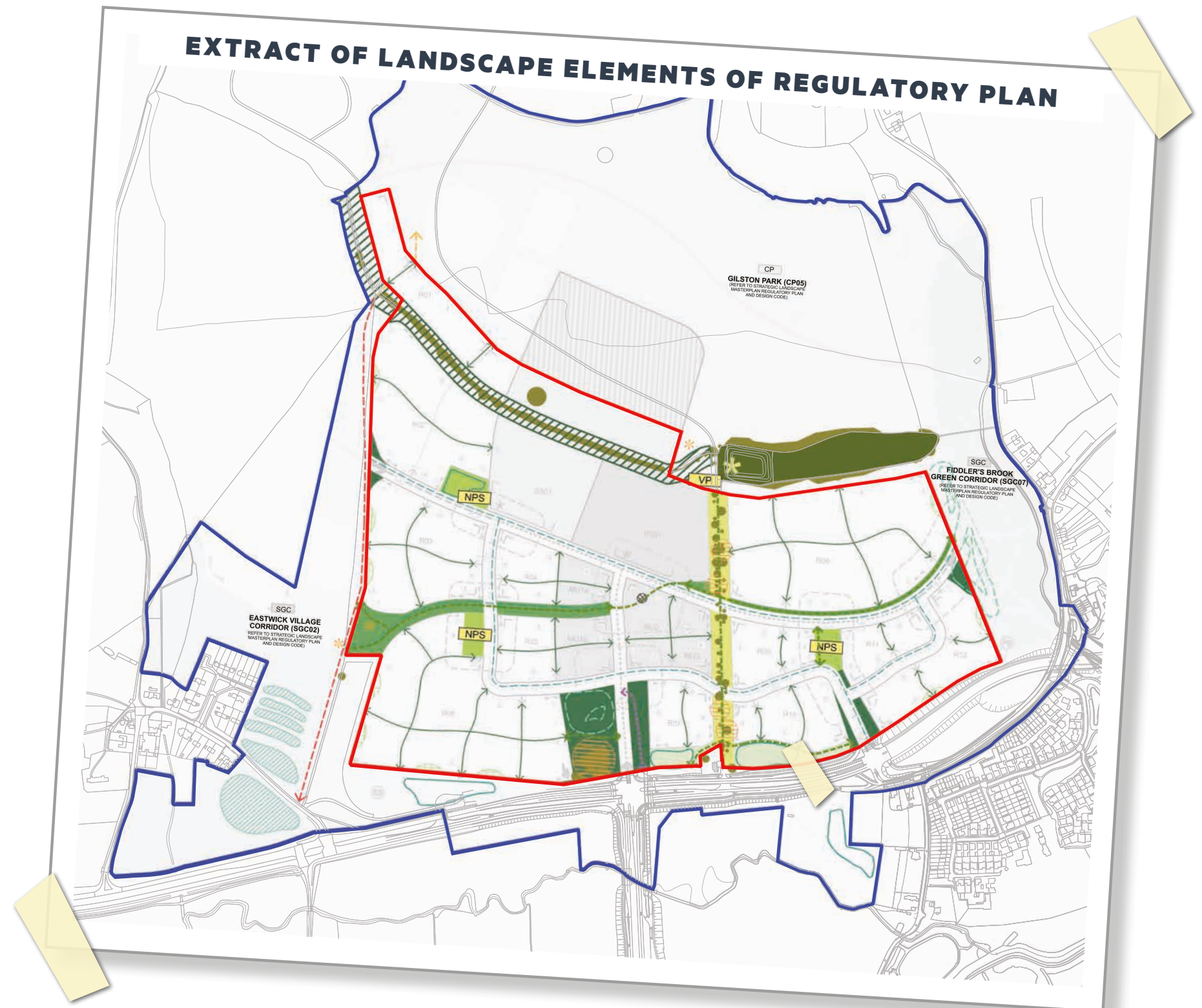
KEY OUTCOMES

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.

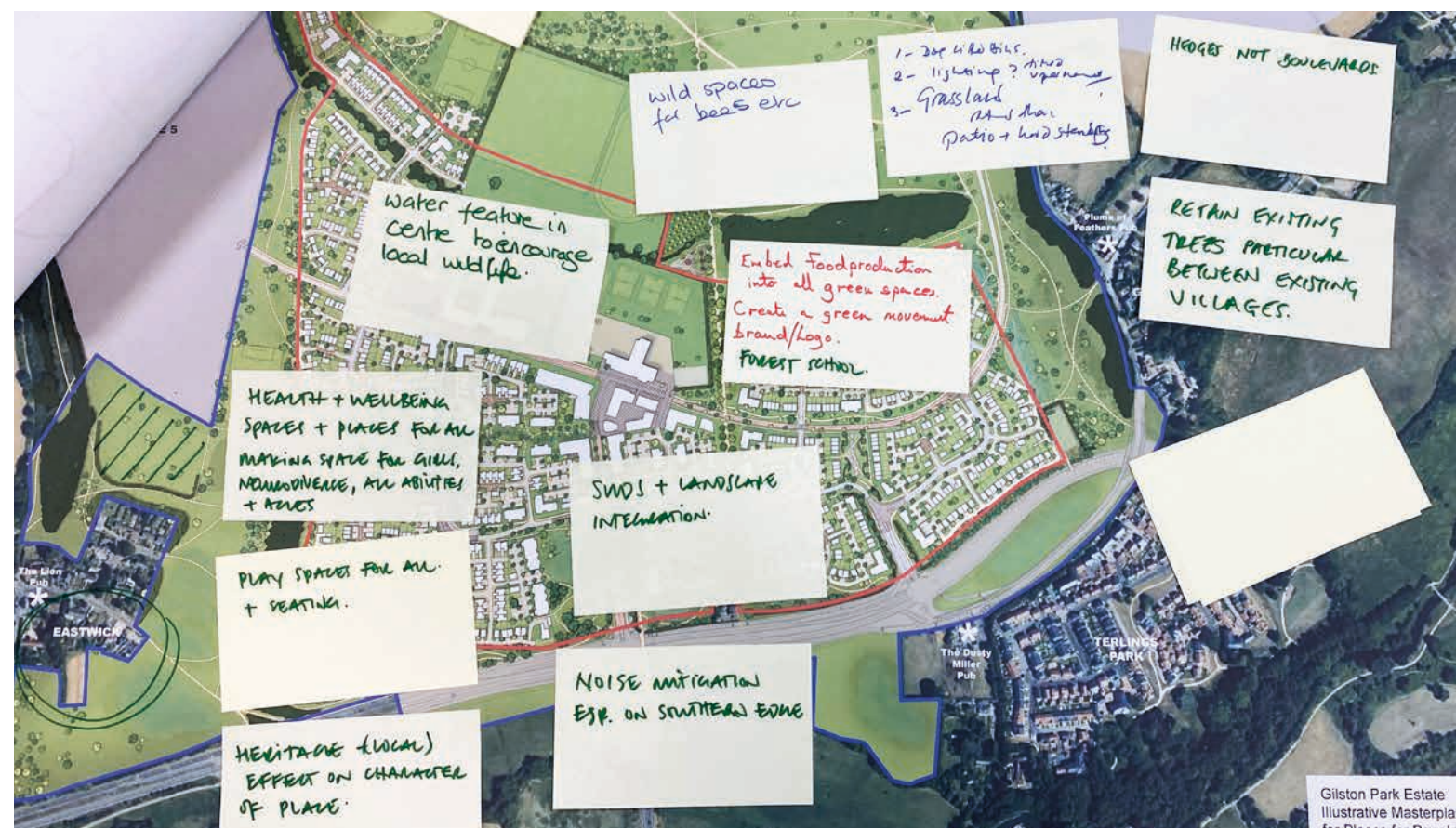


DRAFT LANDSCAPE CHAPTER OF DESIGN CODE



GROUP 1: LANDSCAPE

KEY OUTCOMES



VILLAGE 1 - COMMUNITY WORKING GROUP 3

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

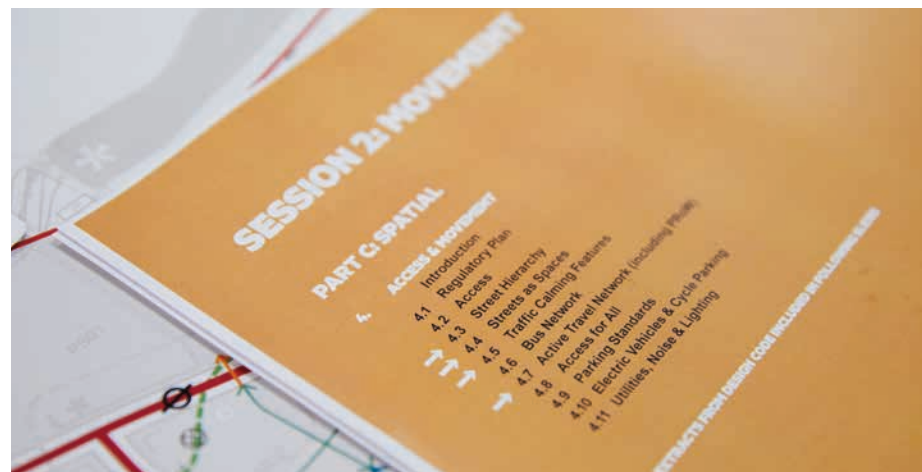
Provision of dog litter bins

GROUP 2: MOVEMENT

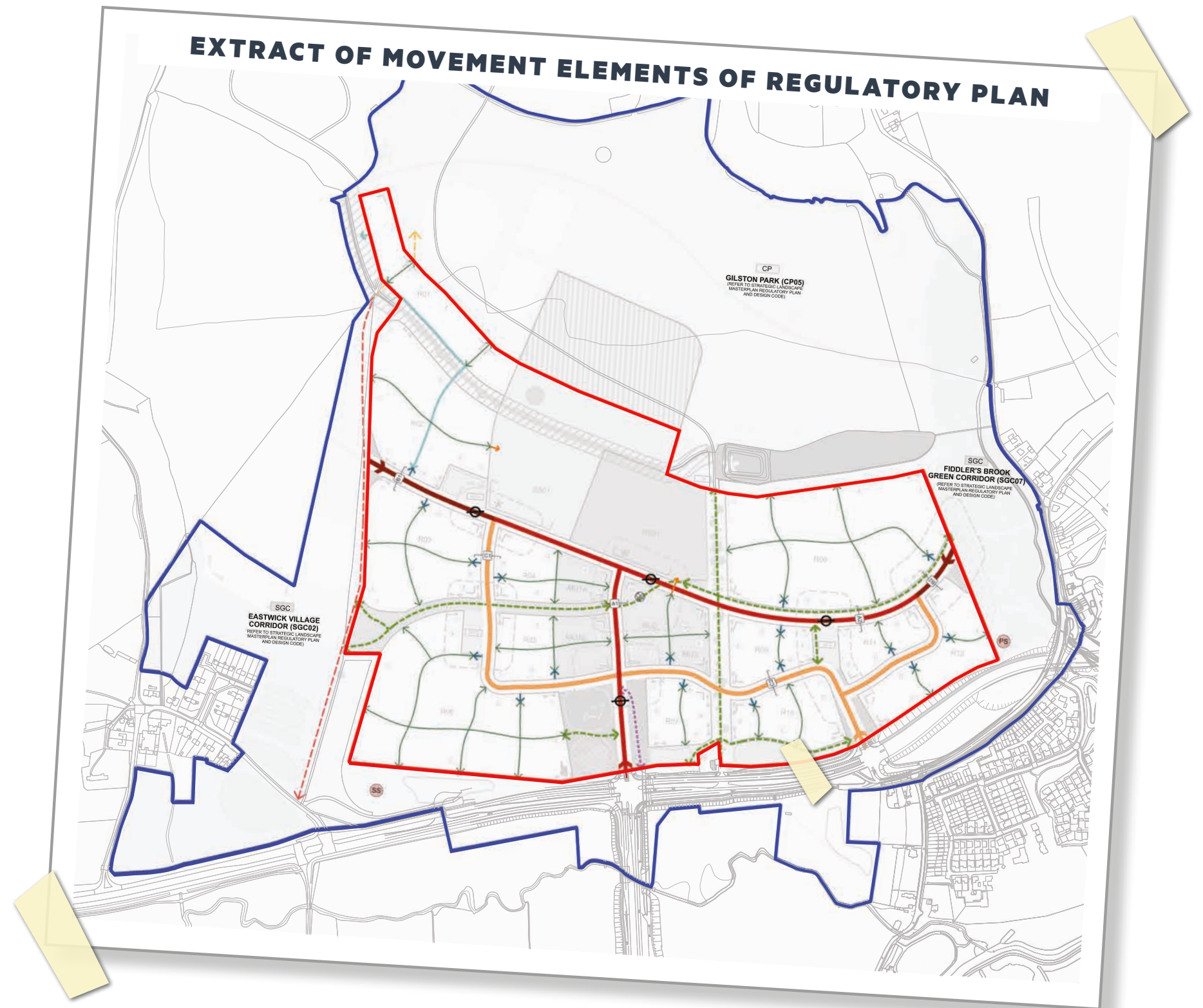
KEY OUTCOMES

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.



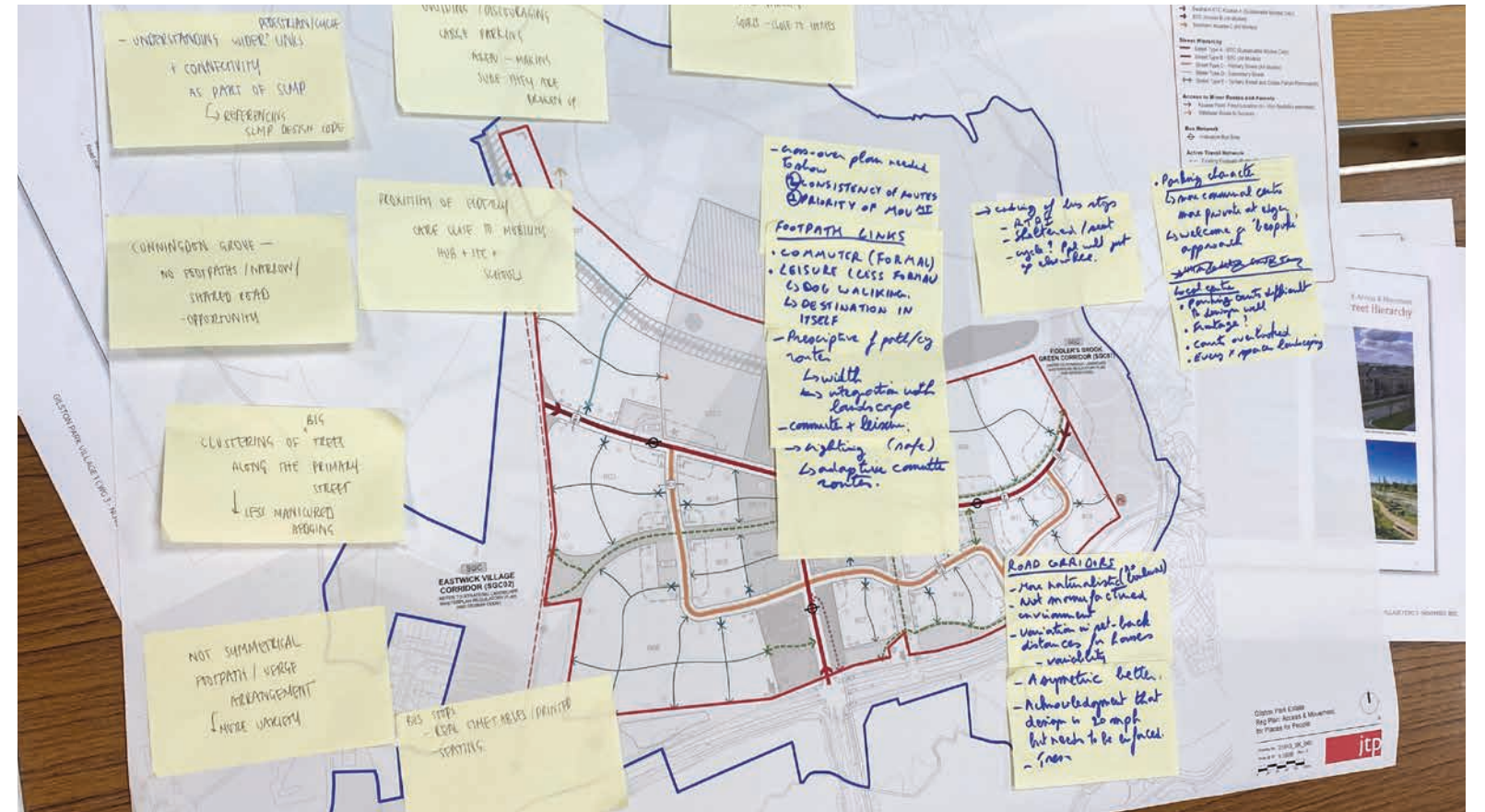
DRAFT MOVEMENT CHAPTER OF DESIGN CODE



VILLAGE 1 - COMMUNITY WORKING GROUP 3

GROUP 2: MOVEMENT

KEY OUTCOMES



VILLAGE 1 - COMMUNITY WORKING GROUP 3

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

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 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

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

BUS STOPS

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. If someone was cycling, they would cycle to their destination and are unlikely to use bicycles ...

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



GROUP 3: BUILDINGS

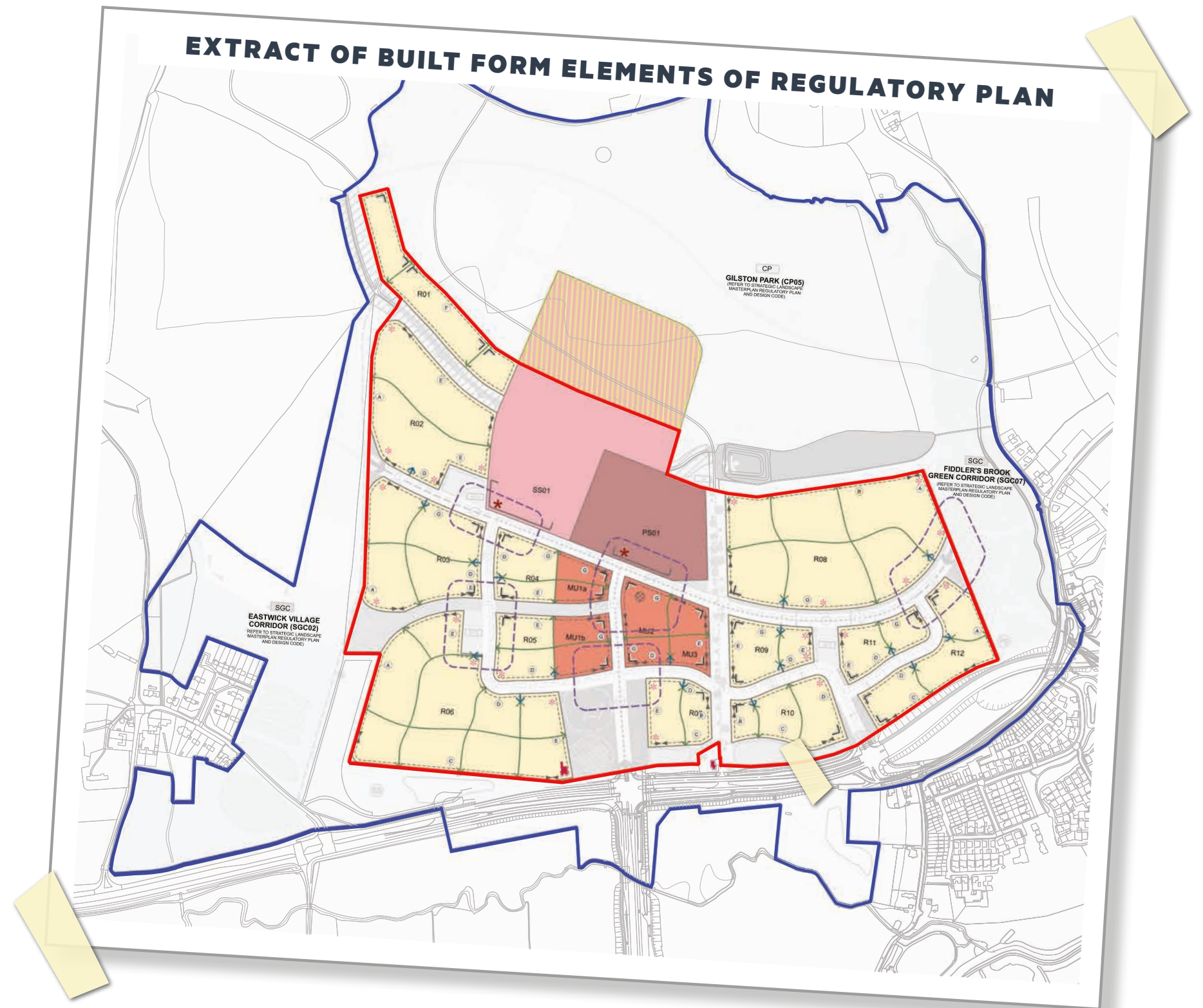
KEY OUTCOMES

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.

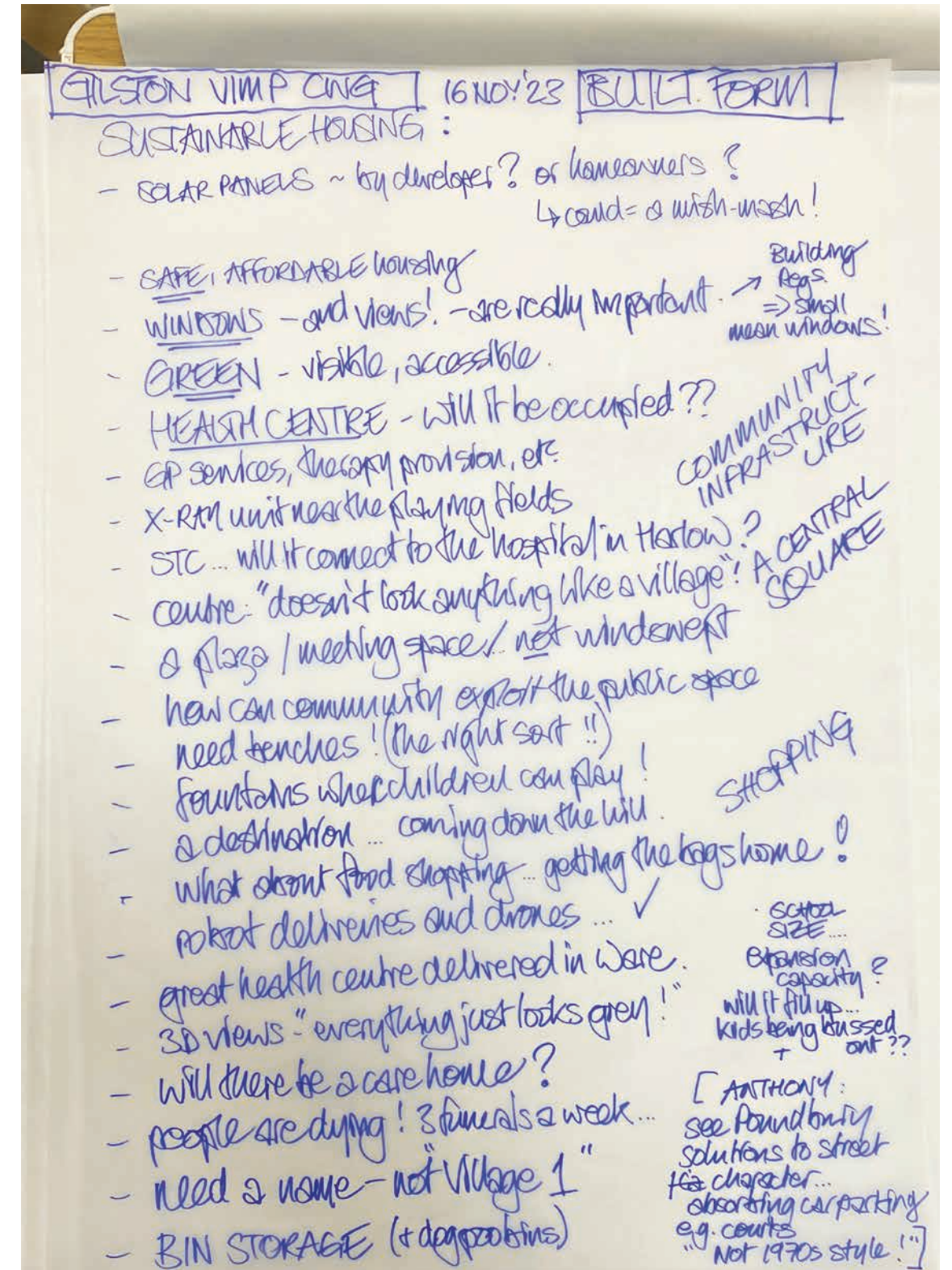
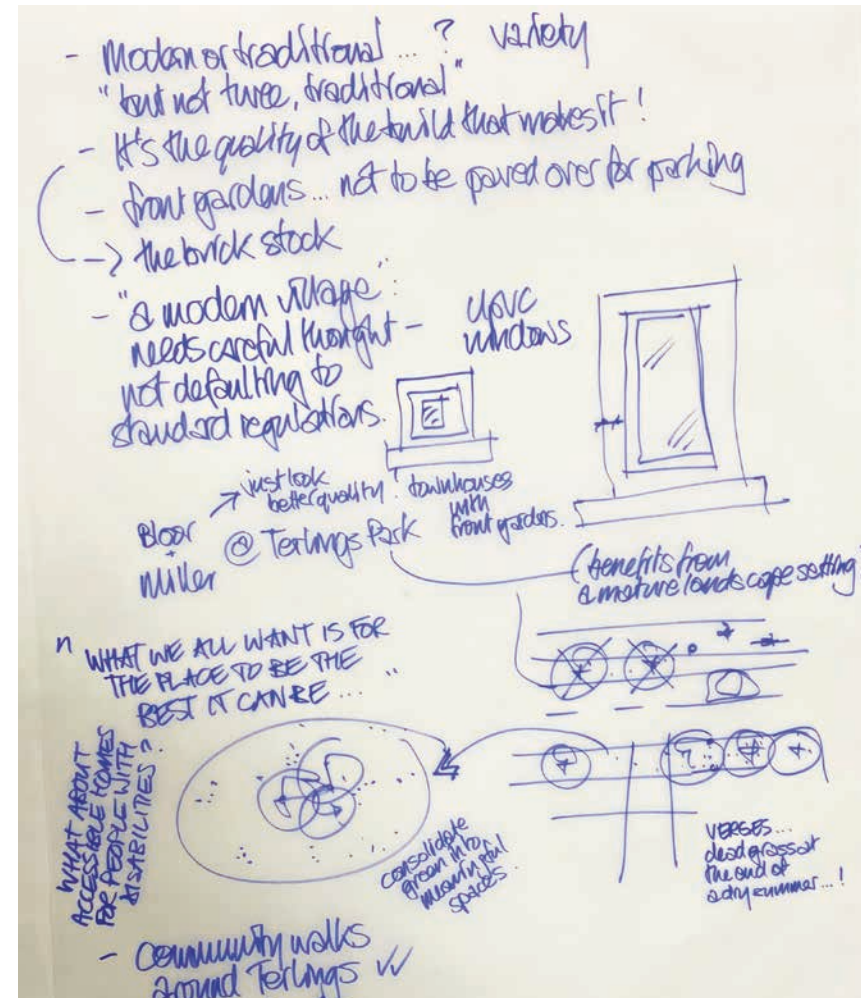


DRAFT BUILT FORM CHAPTER OF DESIGN CODE



GROUP 3: BUILDINGS

KEY OUTCOMES



VILLAGE 1 - COMMUNITY WORKING GROUP 3

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

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.

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

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



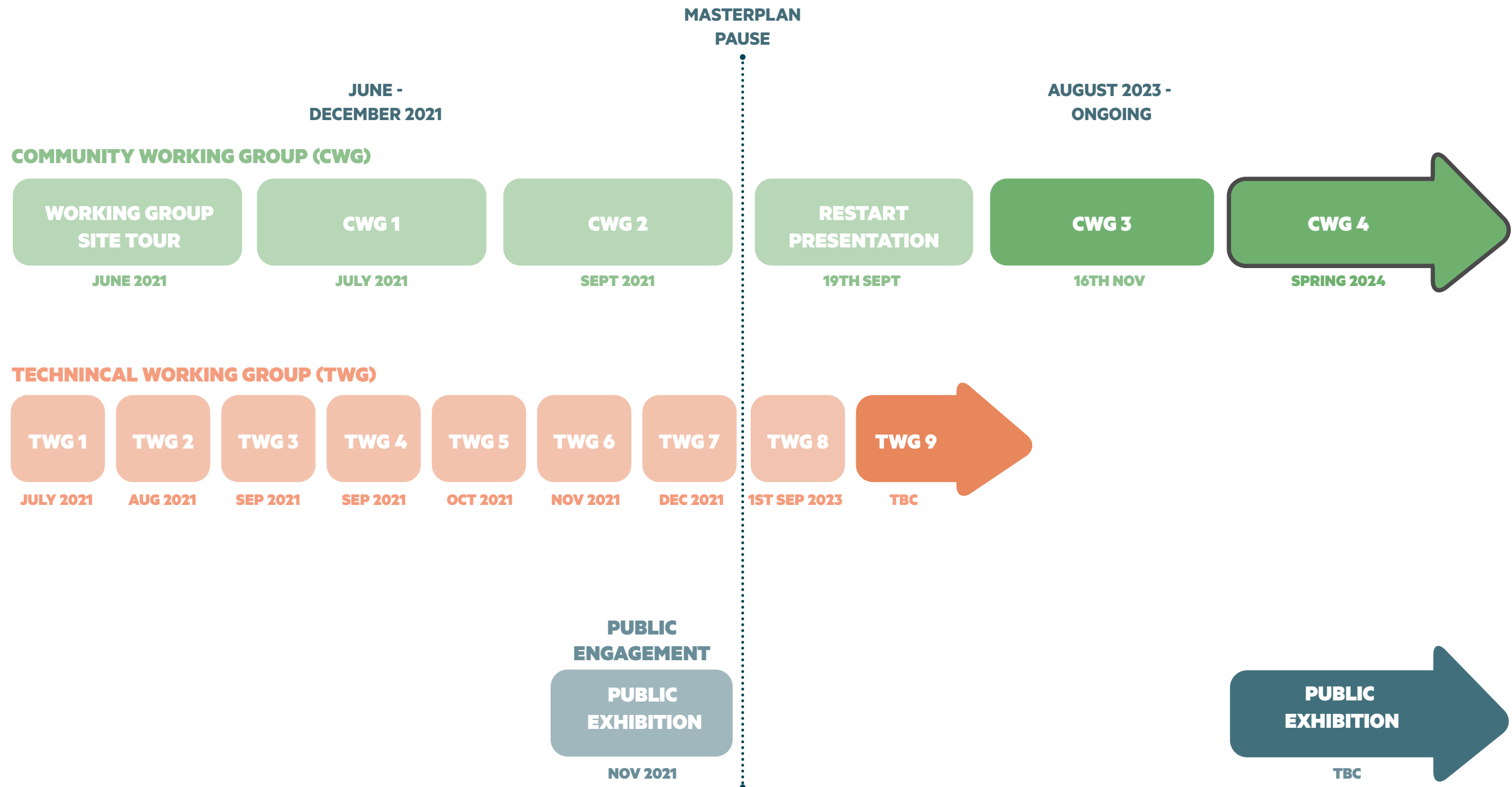
NEXT STEPS

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







Agenda

Gilston Area (V1MP) CWG 4 Places for People

Thursday 30 January 2025

Meeting details

Topic: Gilston Area Strategic Landscape Masterplan (V1MP)

Date: Thursday 30 January 2025

Time: 6.00-8.30pm

Venue: Eastwick & Gilston Village Hall, Pye Corner, CM20 2RB

Agenda

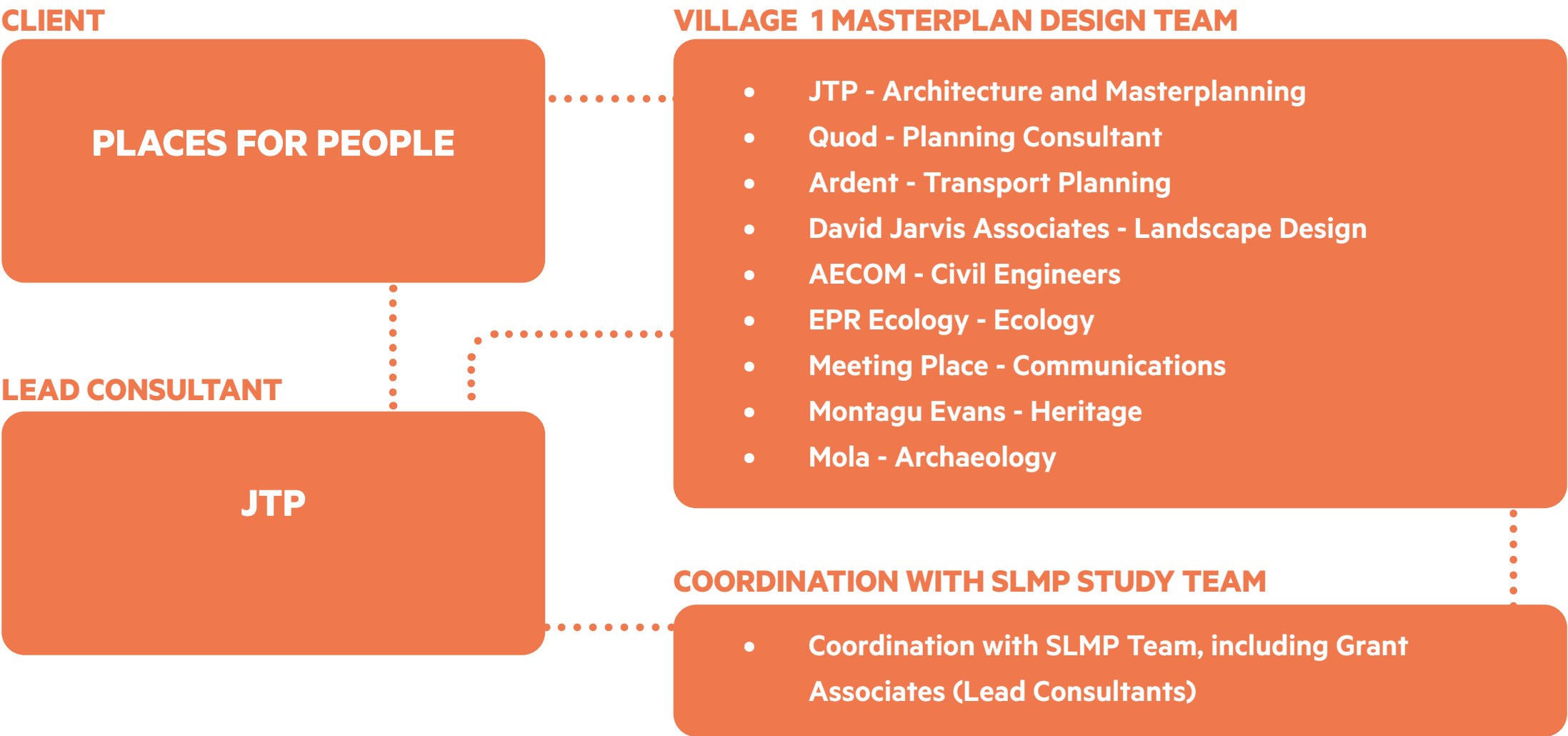
Time	Topic	Facilitated by
18.00 – 18.05 5 mins	Introductions to the Working Group & Workshop 4	Meeting Place/PfP
18.05 – 18.30 25 mins	Presentation	JTP
18.30 – 19.00 30 mins	Roundtable session 1	JTP
19.00 – 19.05 5 mins	Break	Meeting Place
19.05 – 19.35 30 mins	Roundtable session 2	JTP
19.35 – 19.40	Break	Meeting Place

5 mins		
19.40 – 20.10 30 mins	Roundtable session 3	JTP
20.10 – 20.30 20 mins	General round up, Q&A and next steps	All

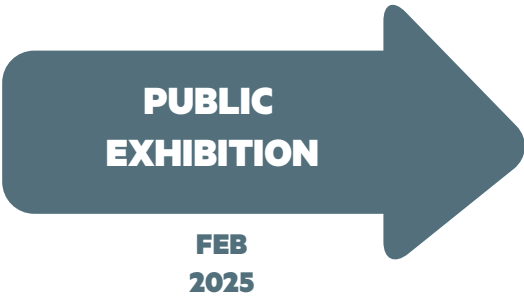
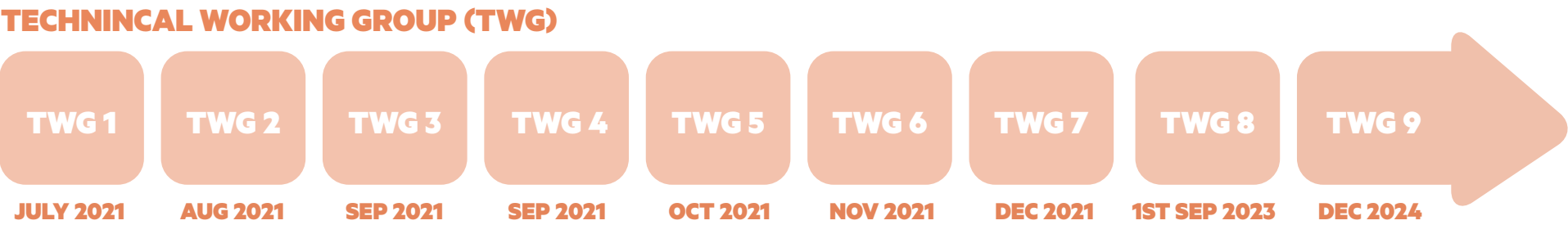


GILSTON PARK ESTATE - VILLAGE 1
COMMUNITY WORKING GROUP 4
JANUARY 2025

VILLAGE 1 MASTERPLAN - TEAM



V1MP ENGAGEMENT PROCESS



CWG 4 AGENDA

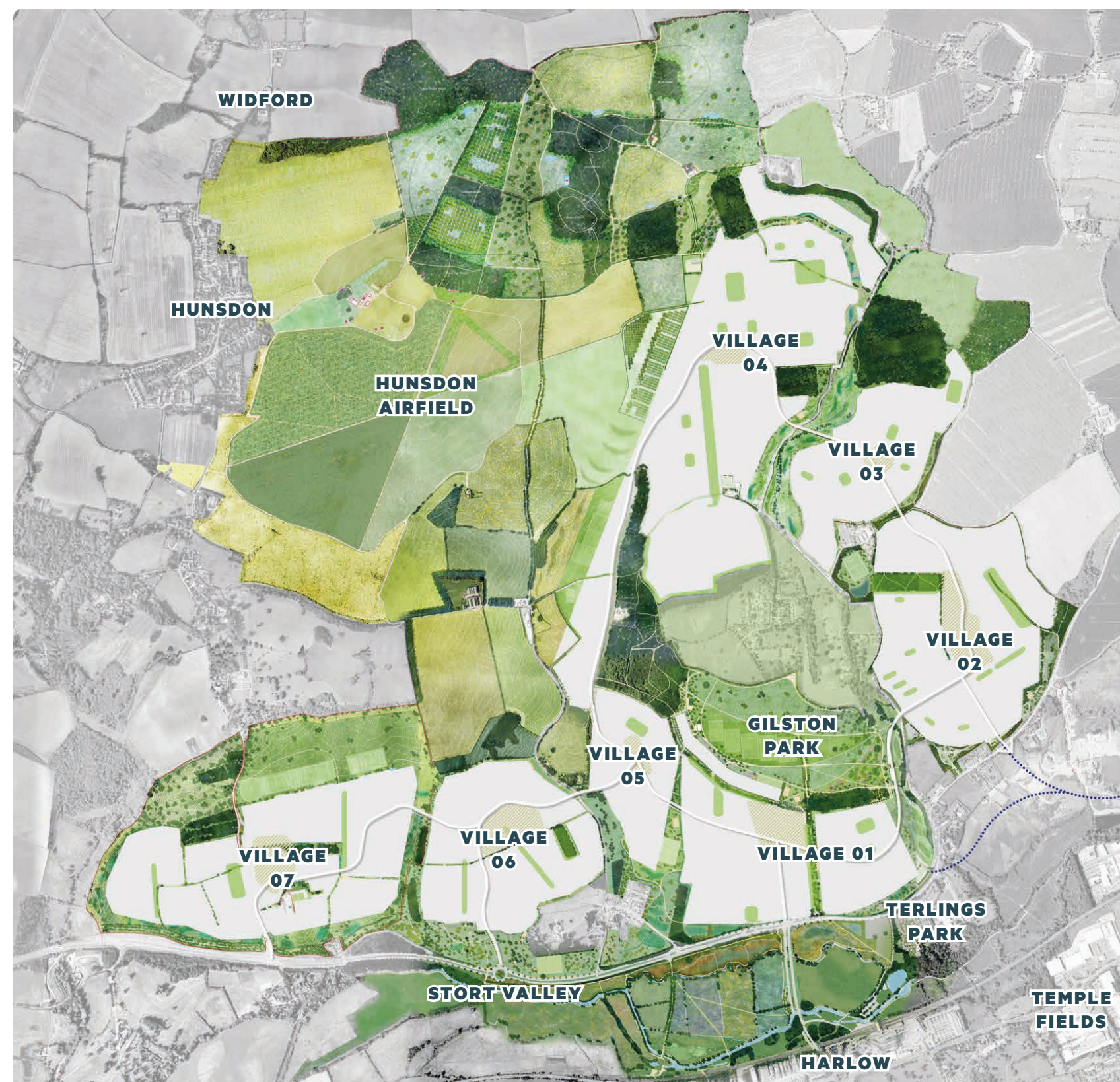
1. **Introductions to the Working Group & Workshop 4 (5 mins)**
2. **Presentation (25 mins)**
 - Brief project background (recap)
 - CWG 3 outcomes - report back (recap)
 - Design code methodology (recap)
 - Brief overview of the Design Code (selected extracts)
3. **Roundtable discussions - review of 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

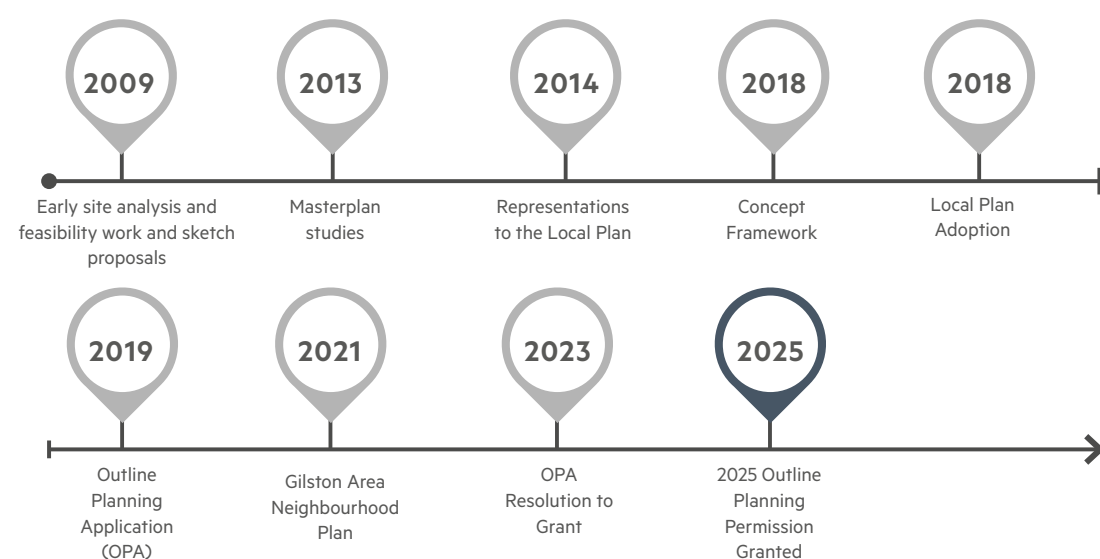


STUDY BACKGROUND & PLANNING CONTEXT

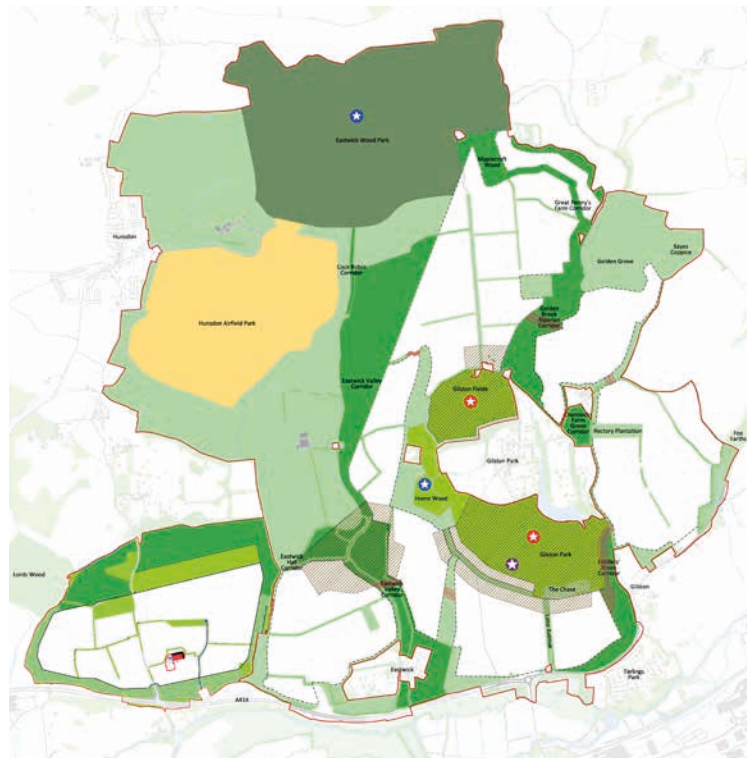
- The Village Development outline application submitted by PfP seeks permission for 8,500 residential homes, and mixed-use development (Villages 1-6). The outline application from Taylor Wimpey proposes a further 1,500 new homes and other supporting uses (Village 7).
- The proposals for Gilston Park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



SLMP Study Area



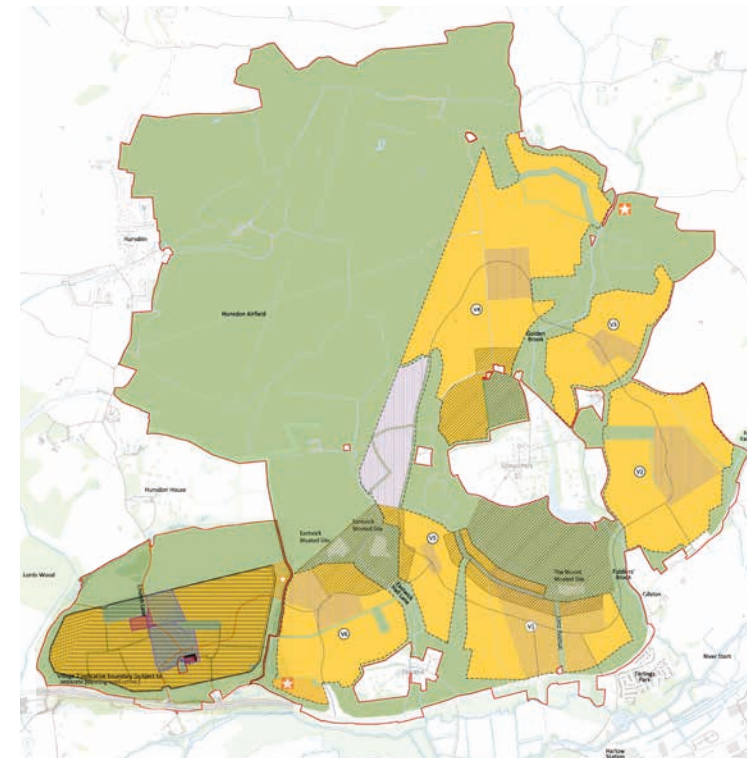
STUDY CONTEXT - OPP PARAMETER PLANS & DEVELOPMENT SPECIFICATIONS



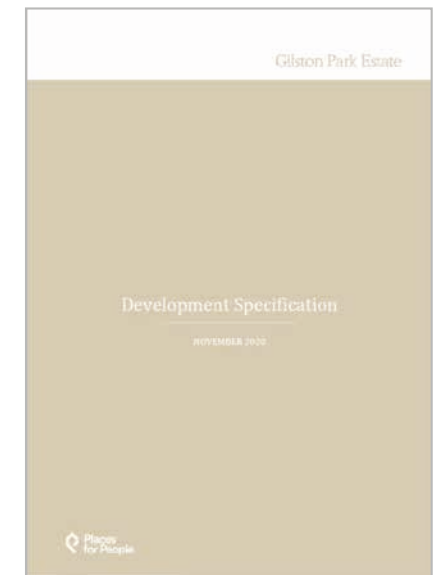
Green Infrastructure & Open Space*



Existing Vegetation & Buildings*



Principal Land Uses*



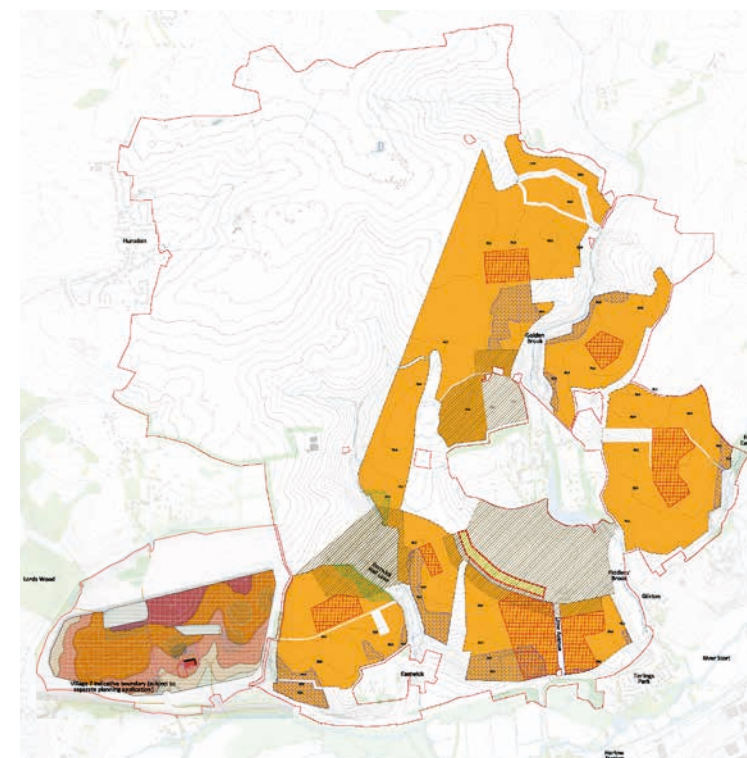
V1-6 Development Specification



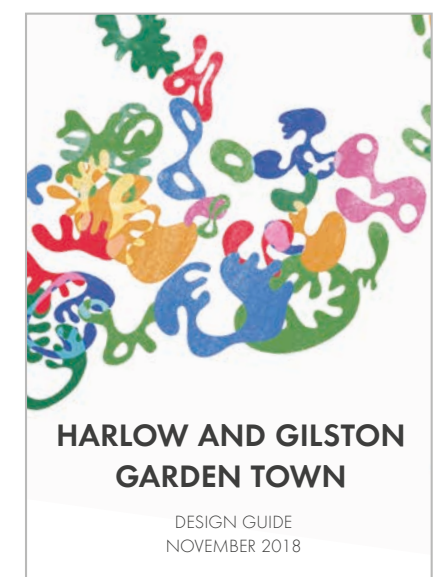
Village Corridors, Constraints & Developable Areas*



Access & Movement*



Maximum Heights*

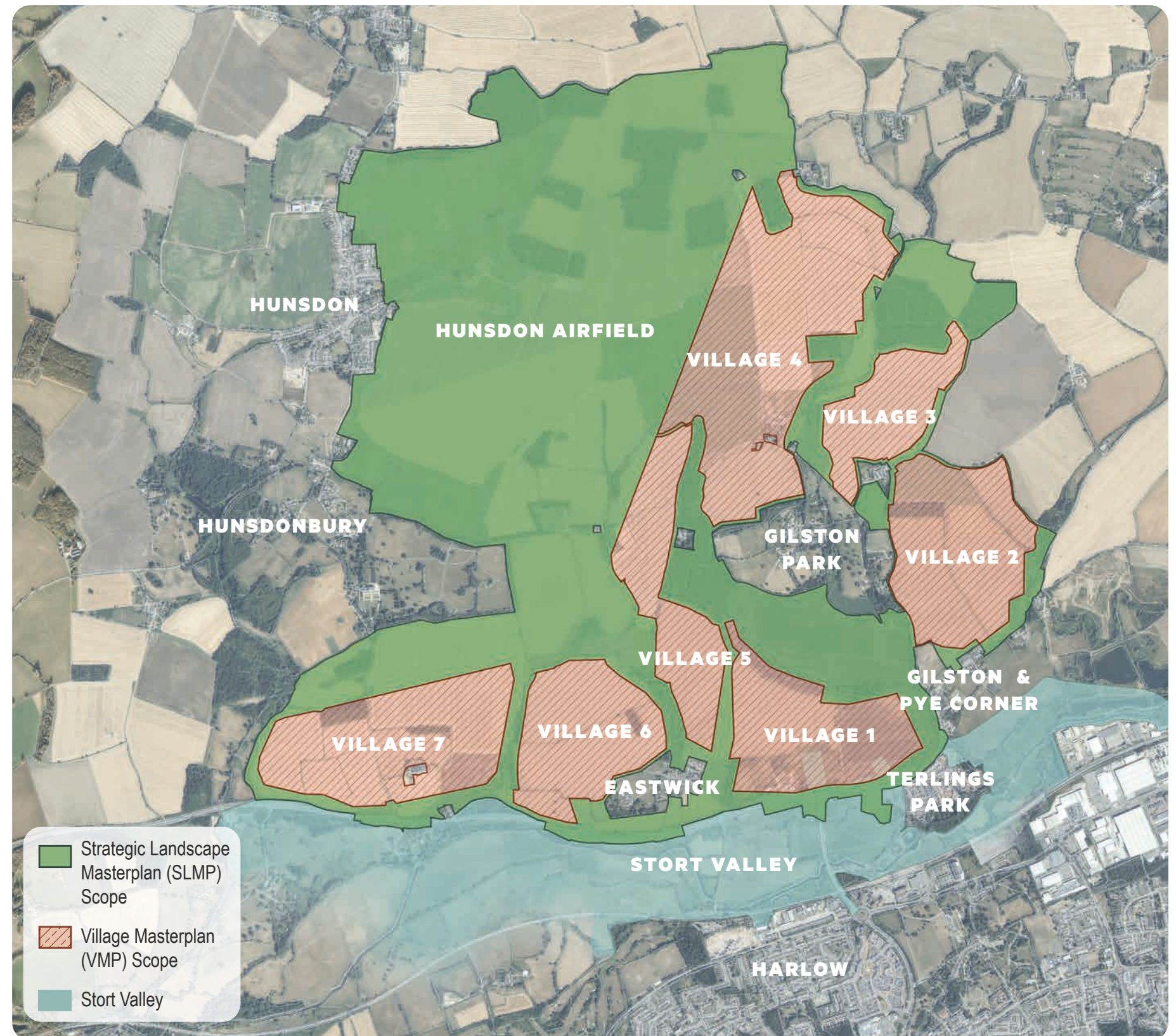


Strategic Design Guide

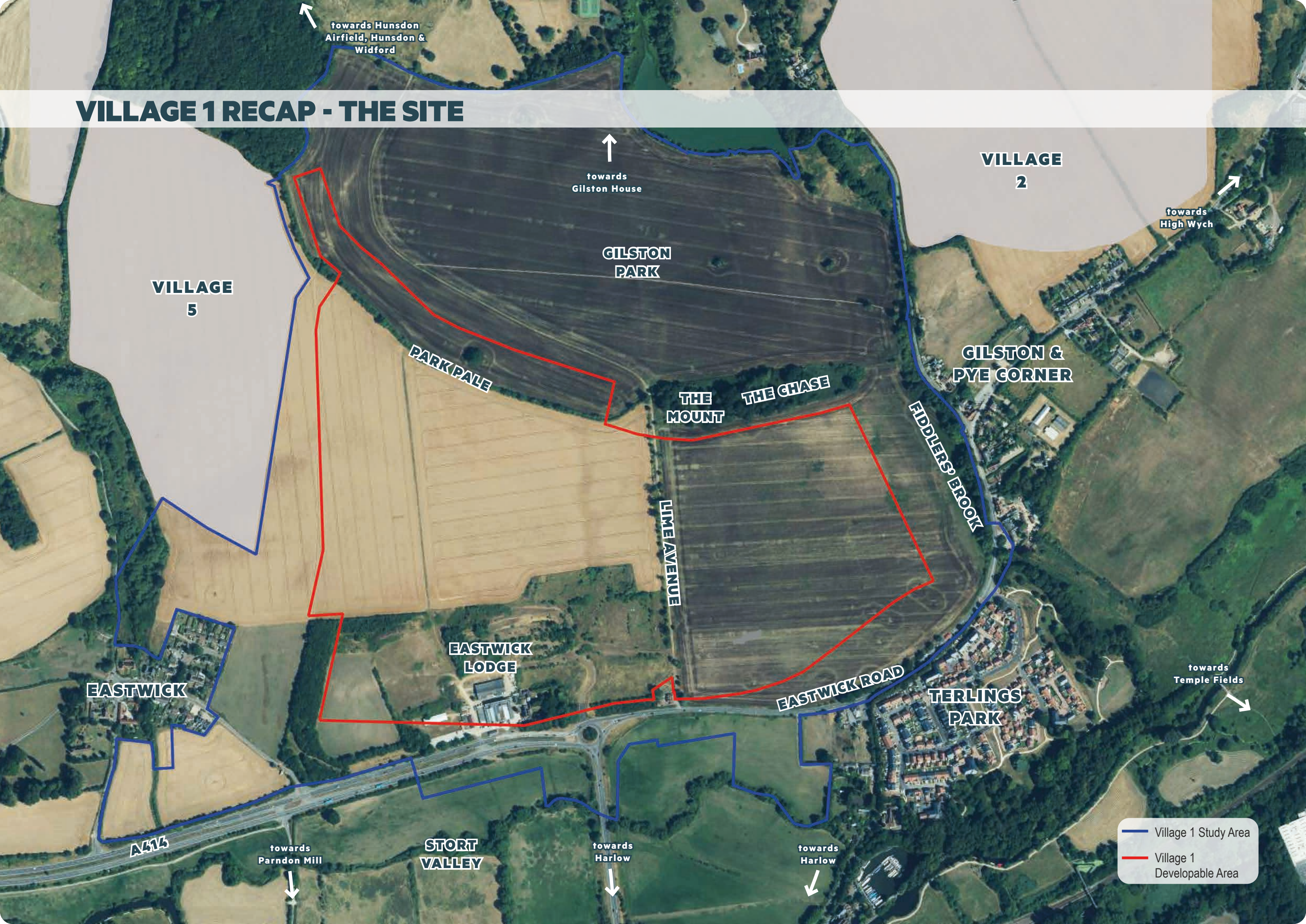
*Overlay of the combined OPA Parameter Plans for V1-6 and V7. Refer to outline planning apps for full details of Parameter Plans & Development Specification

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.



VILLAGE 1 RECAP - THE SITE



- Village 1 Study Area
- Village 1 Developable Area

CONSTRAINTS MAPPING

KEY:

- Village Developable Area
- Village 1 Study Area

Built Form

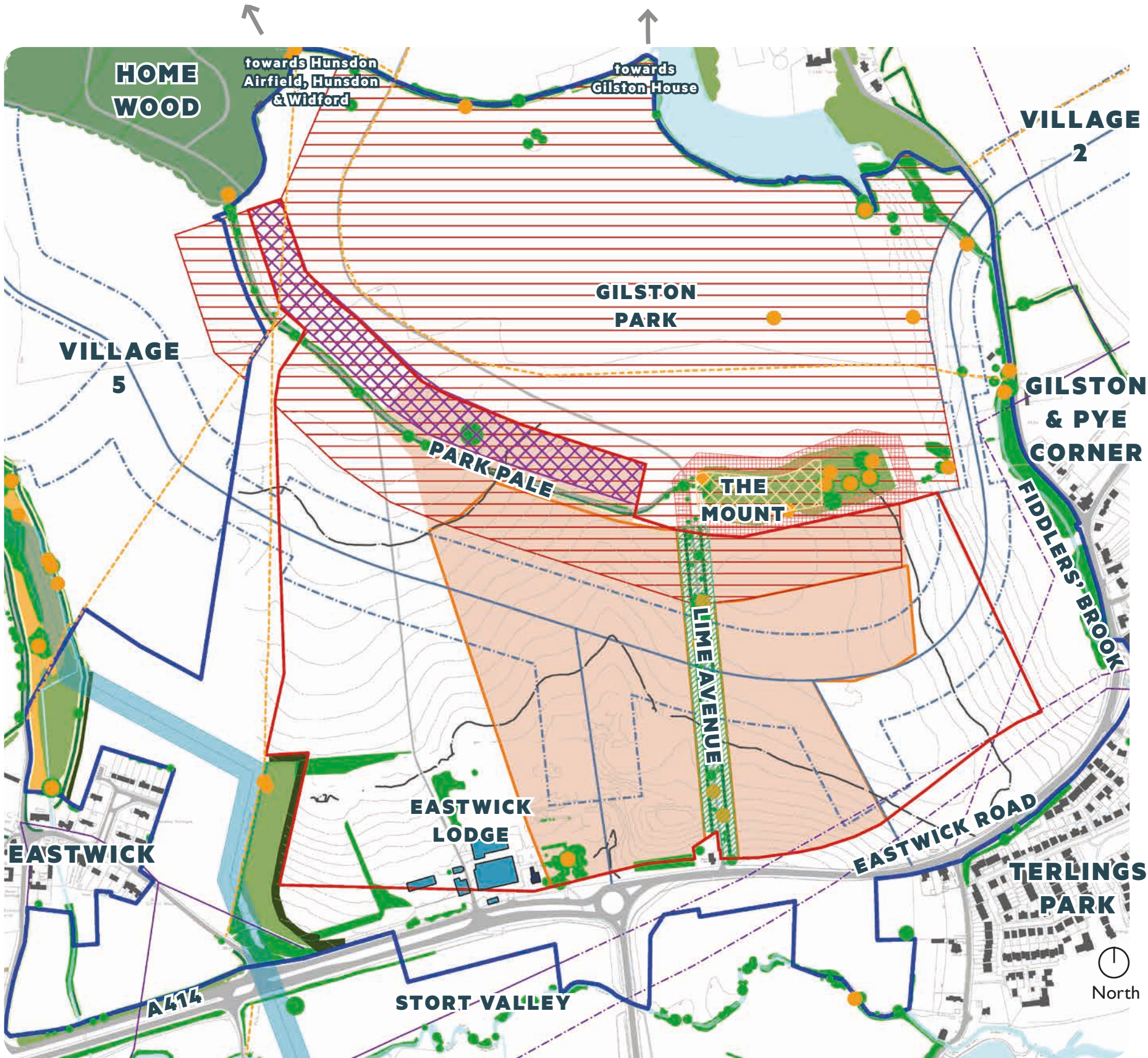
- 10m Contours
- 1m Contours
- Existing buildings retained
- Existing buildings to be demolished
- Existing buildings to be retained or demolished
- Scheduled Monument
- Sensitive Development Area
- 16m easement either side for water main
- Education and Mixed Use Zones
- Zone with maximum height of 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

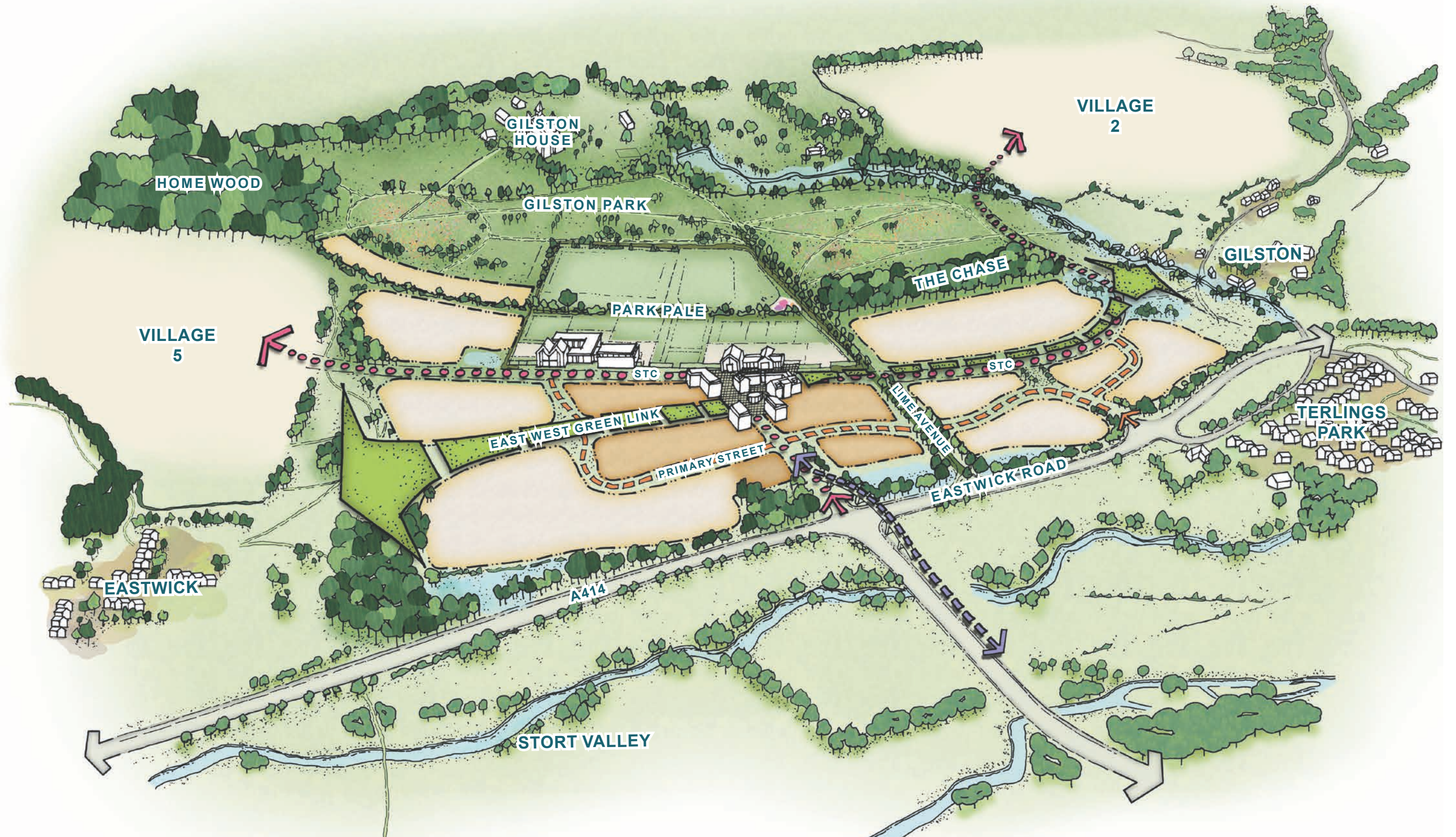
Site access and connectivity

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



Village 1 Constraints Mapping

VISION & MAPPING OF VILLAGE 1



ILLUSTRATIVE MASTERPLAN - DRAFT



VILLAGE 5

VILLAGE 2

Plumbe of
Feathers Pub

GILSTON

The Lion
Pub

EASTWICK

St Botolph's
Church

The
Dusty Miller
Pub

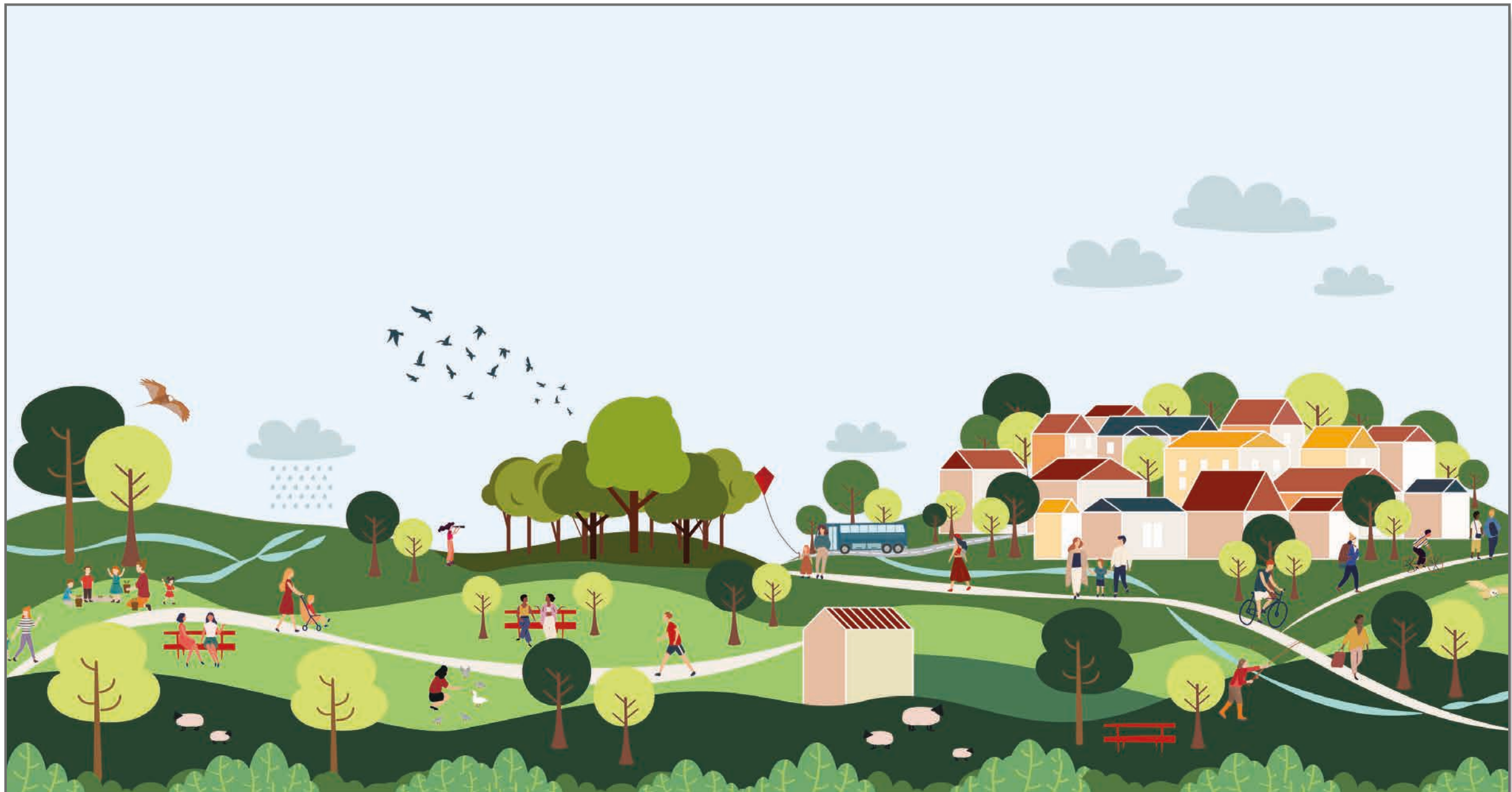
TERLINGS
PARK

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

EXTRACTS FROM CWG 3 SUMMARY REPORT

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	

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

PRESENTATION

INTRODUCTIONS

THE PRESENTATION

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- 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.



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.

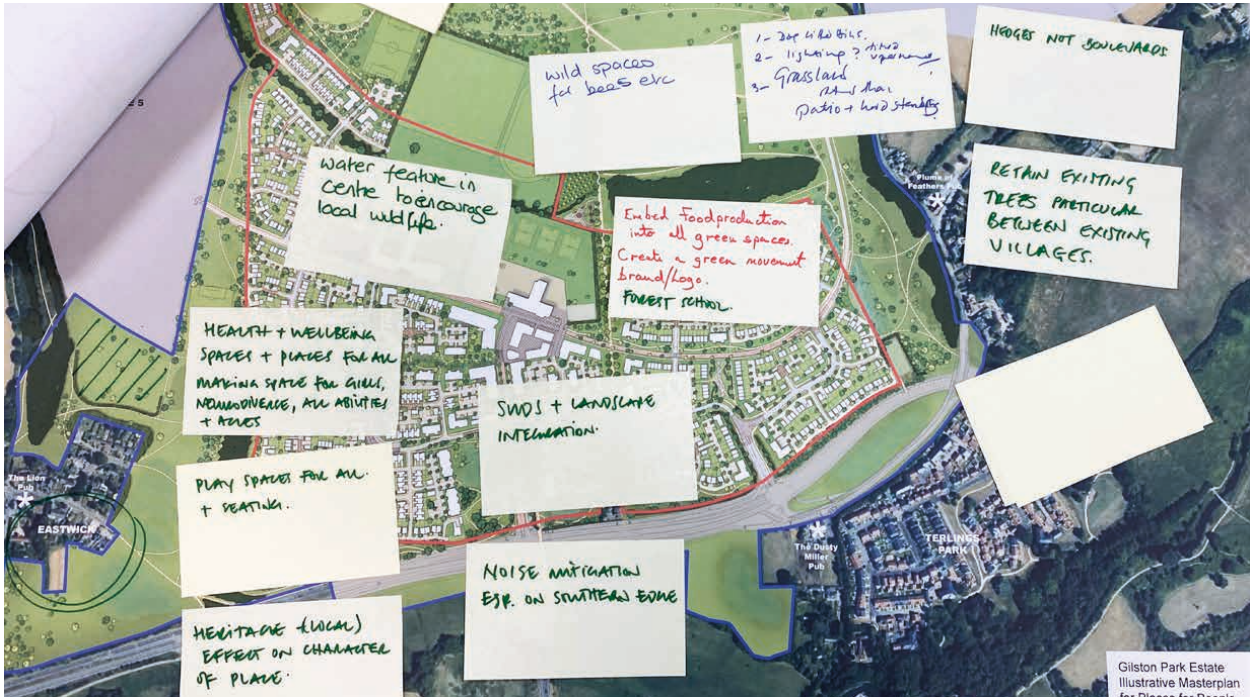
The purpose was for each attendee to provide thoughts on what each topic should include guidance on or set rules for in the Design Code. Each table had print-outs of the draft Regulatory Plan and sample extracts of the emerging Design Code and draft Regulatory Plan.

- 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 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

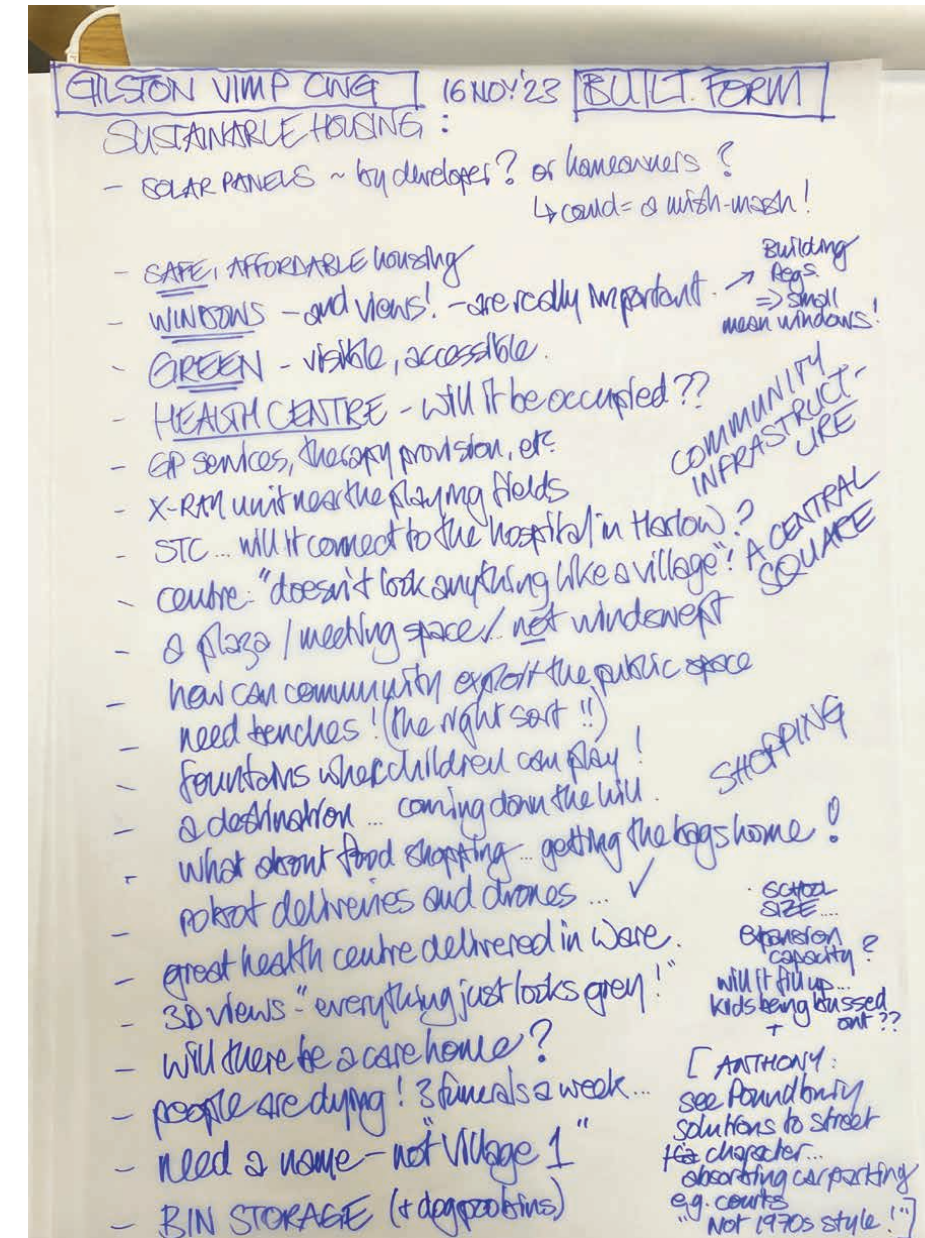
Design Codes should be prescriptive by clearly setting the configuration (e.g., widths) and surface materials for footways and cycleways

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)



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).

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.

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.

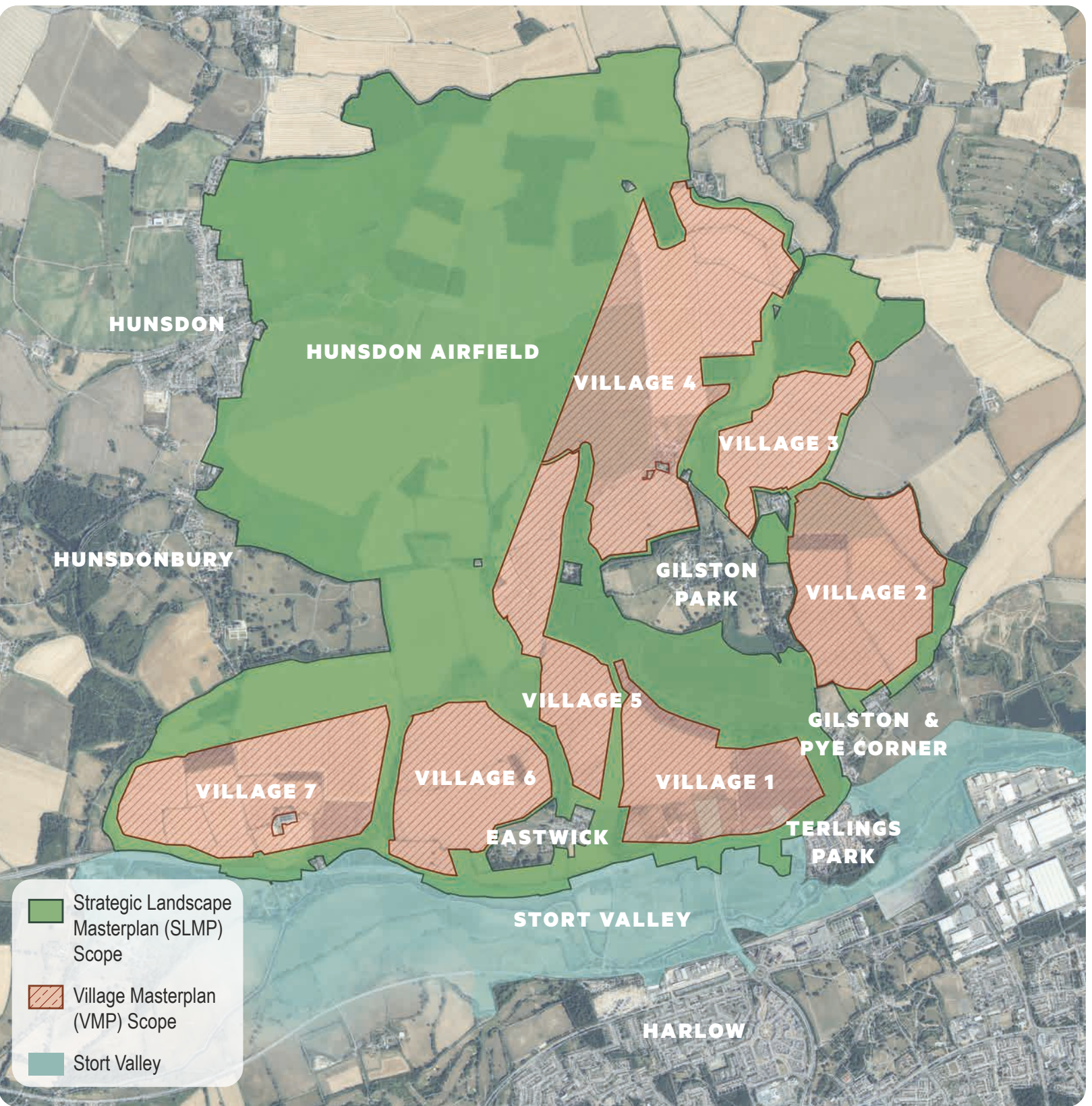
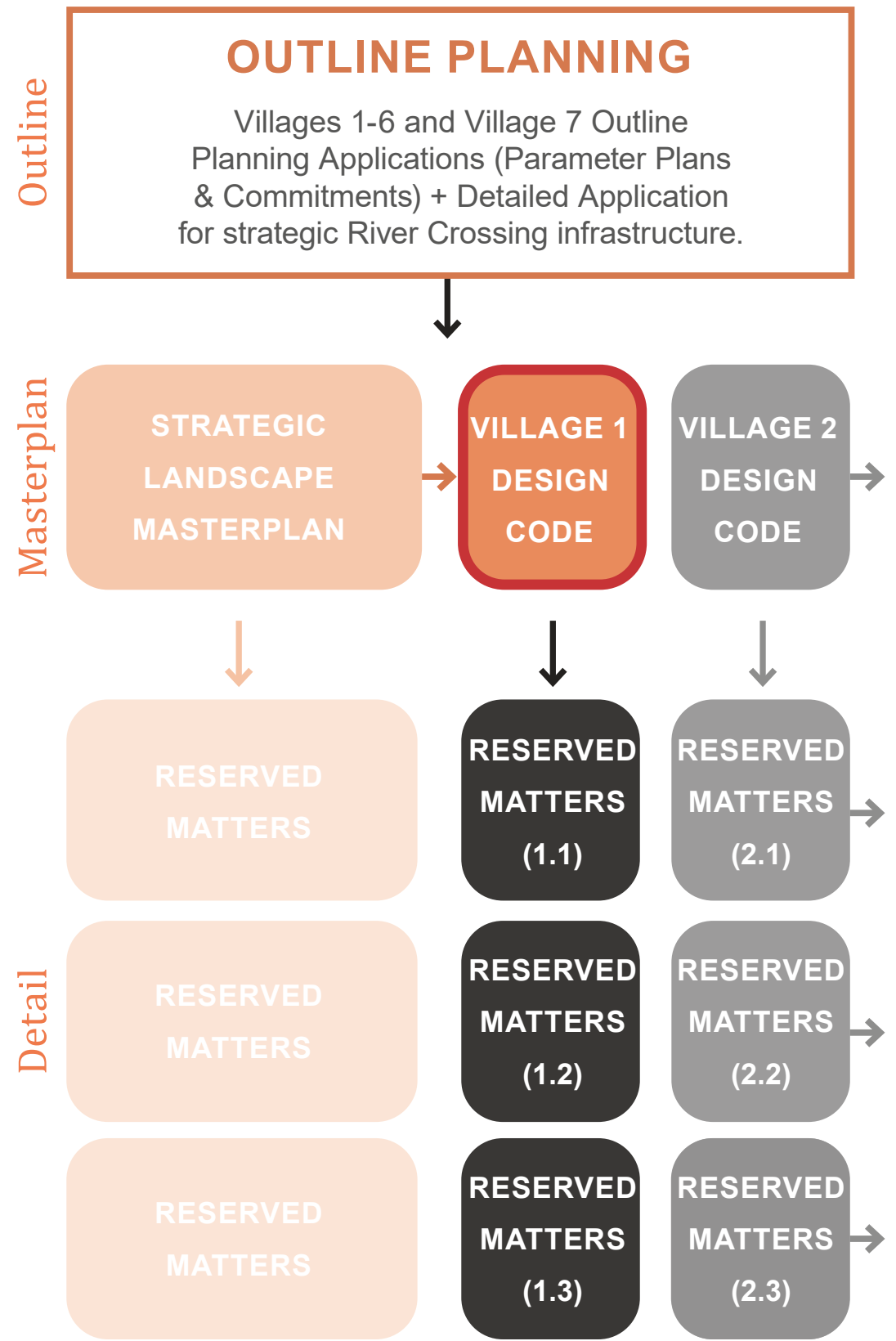
WHY ARE CODES NEEDED?

- 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)

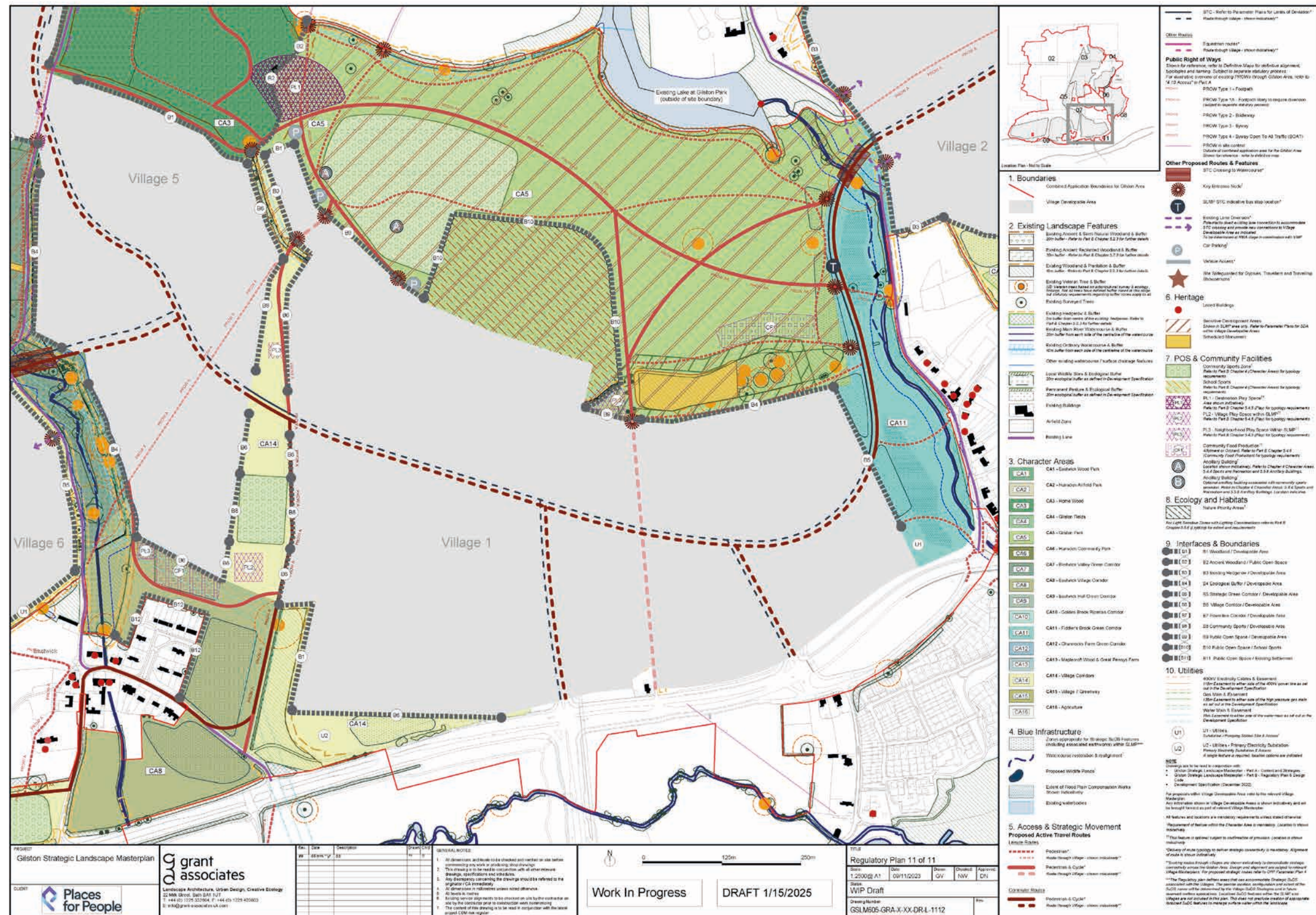


Artist's impression looking towards the eastern gateway of Village 1 from Fiddler's Brook

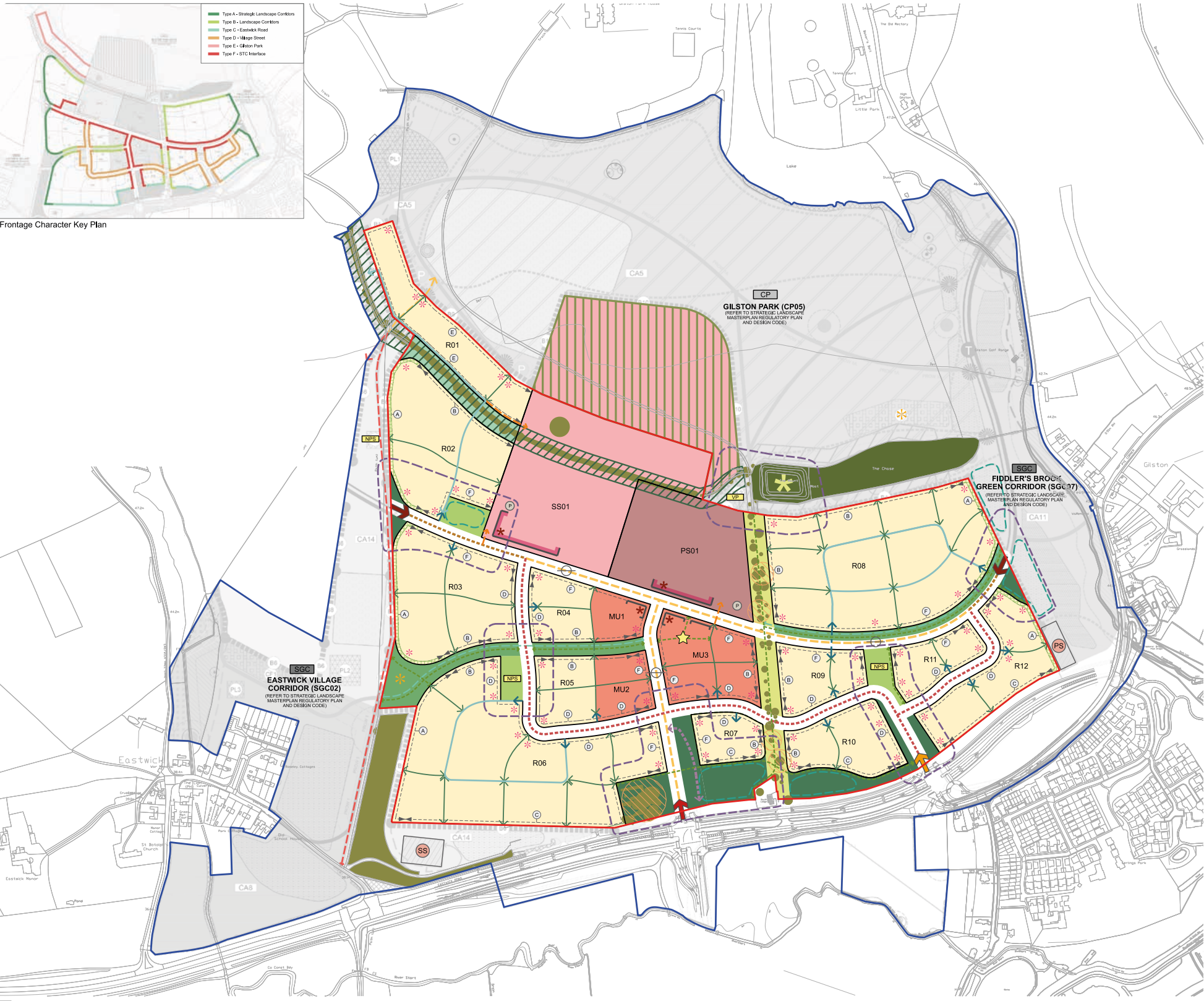
STATUS & DESIGN CODE EXTENTS



SLMP REGULATORY PLAN (EXTRACT OF VILLAGE 1) - DRAFT

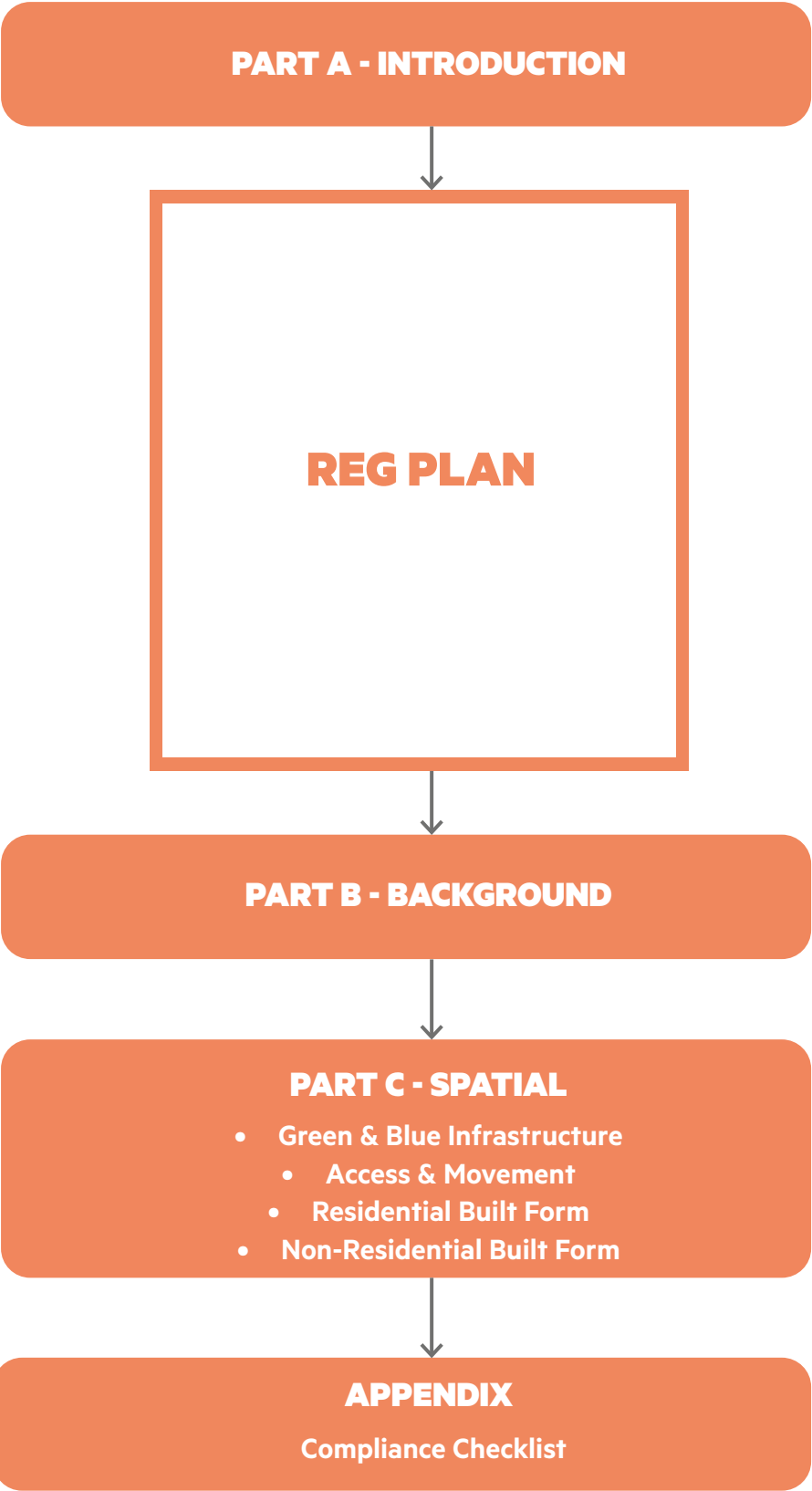


V1MP REGULATORY PLAN - DRAFT



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

V1MP DESIGN CODE STRUCTURE



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.

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.

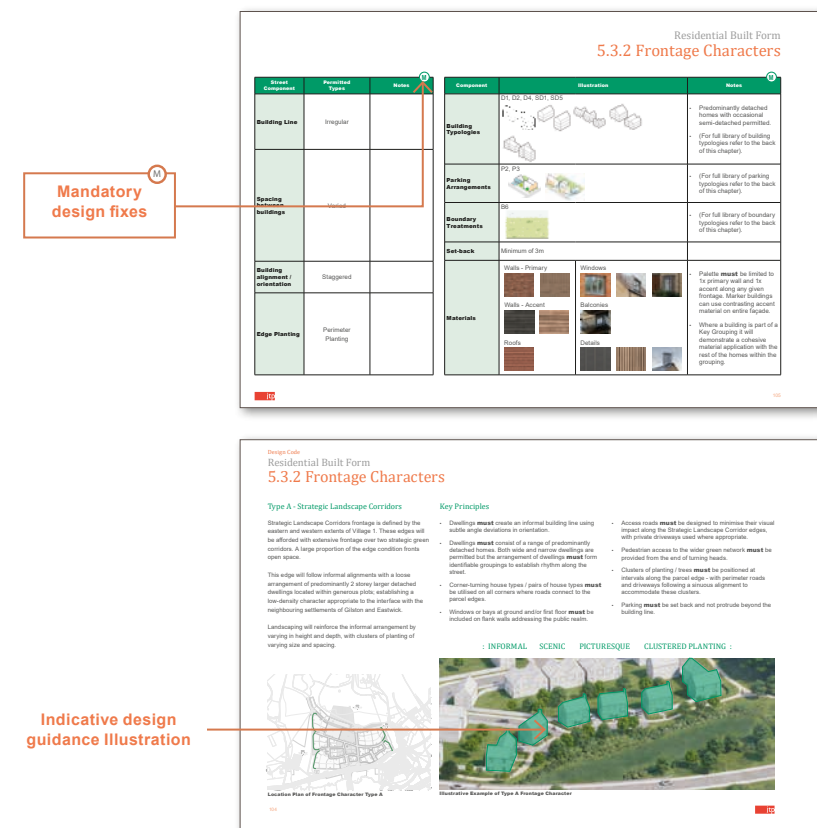
A Compliance Checklist is included as an appendix to the Design Code. A completed copy of the checklist must be provided with each reserved matters application to confirm that it is in compliance with the Design Code, or if not, provide suitable justification.

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.







Places for People

Gilston – Village 1 Masterplan (V1MP)

Community Working Group 4 - Interim
Report

February 2025

**Meeting
Place**

About

This interim report summarises the fourth and final round of engagement undertaken to support the masterplanning of Village 1 at Gilston.

Community Working Groups have been established to ensure emerging proposals are actively shaped by local stakeholders.

Community Working Group 4 was held at Gilston & Eastwick Village Hall on Thursday 30 January 2025, from 6pm-8.30pm.

A public drop-in session was held on Tuesday 11 February 2025, 3pm-8pm in Gilston & Eastwick Village Hall.

From this, a comprehensive report is being prepared to show who attended, the briefings and presentation content, workshop sessions, feedback and how this has helped shape proposals.

This interim report has been prepared to support the project team by evidencing the feedback received from stakeholders.

For more information regarding masterplan engagement for Gilston, please contact Joel Fayers - joelfayers@meeting-place.uk.

Working Group agenda

Time	Topic	Facilitated by
18.00 - 18.05	Introductions to the Working Group & Workshop 4	Meeting Place/PfP
18.05 – 18.30	Presentation	JTP
18.30 – 19.00	Roundtable session 1	JTP
19.00 – 19.05	Break	Meeting Place
19.05 – 19.35	Roundtable session 2	JTP
19.35 – 19.40	Break	Meeting Place
19.40 – 20.10	Roundtable session 3	JTP
20.10 – 20.30	General round up, Q&A and next steps	All

Attendees

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 10 members of the developer project team and East Herts Council, a total of 28 local stakeholders RSVP'd, with 15 attending Community Working Group 4, representing the following organisations:

- Hertfordshire County Council division member.
- East Herts District Council ward member.
- East Herts District Council.
- Harlow Council.
- Hunsdon Parish Council.
- Hunsdon, Eastwick & Gilston Neighbourhood Planning Group.
- Eastwick and Gilston Parish Council.

70 people attended the subsequent public drop-in session.

Workshop

The final community working group allowed the project team to present the near-final V1MP, inviting feedback before it is submitted to East Herts District Council.

Questions/comments during the workshop included:

Built form

- How will the density differ in village 1 compared to the others?
- A discussion around 'must have' and 'should have' in the Design Code.
- Focus on the layout, not wanting to see rows of 'shoeboxes' – street scene principles and strategic landscape corridors will help avoid this.
- Bin locations are important.
- Keen interest in the community facilities – types of shops, eateries, library etc.
- Questions about how the homes will be heated.
- Wish for high-quality materials and design of the buildings.
- Street lighting – understand why LED but can be bright when near bedrooms.
- Combine community facilities where possible – library/café/hall space.

Green infrastructure

- The type of material of footpaths was discussed – wanting them to look nice but also be usable with ice.
- How will the sustainable drainage features not be an eye sore and used when empty.
- Can the soil excavated from the SuDS be used on the bund?
- Community orchard was of interest.
- Questions about the maintenance of the open spaces, trees etc.
- The issue of flooding was flagged given the nearby location of the flood plains.
- A lot of questions and interest on the boundary treatments outside the redline – i.e. SLMP.
- Green corridors were appreciated for breaking up the built form and wayfinding.

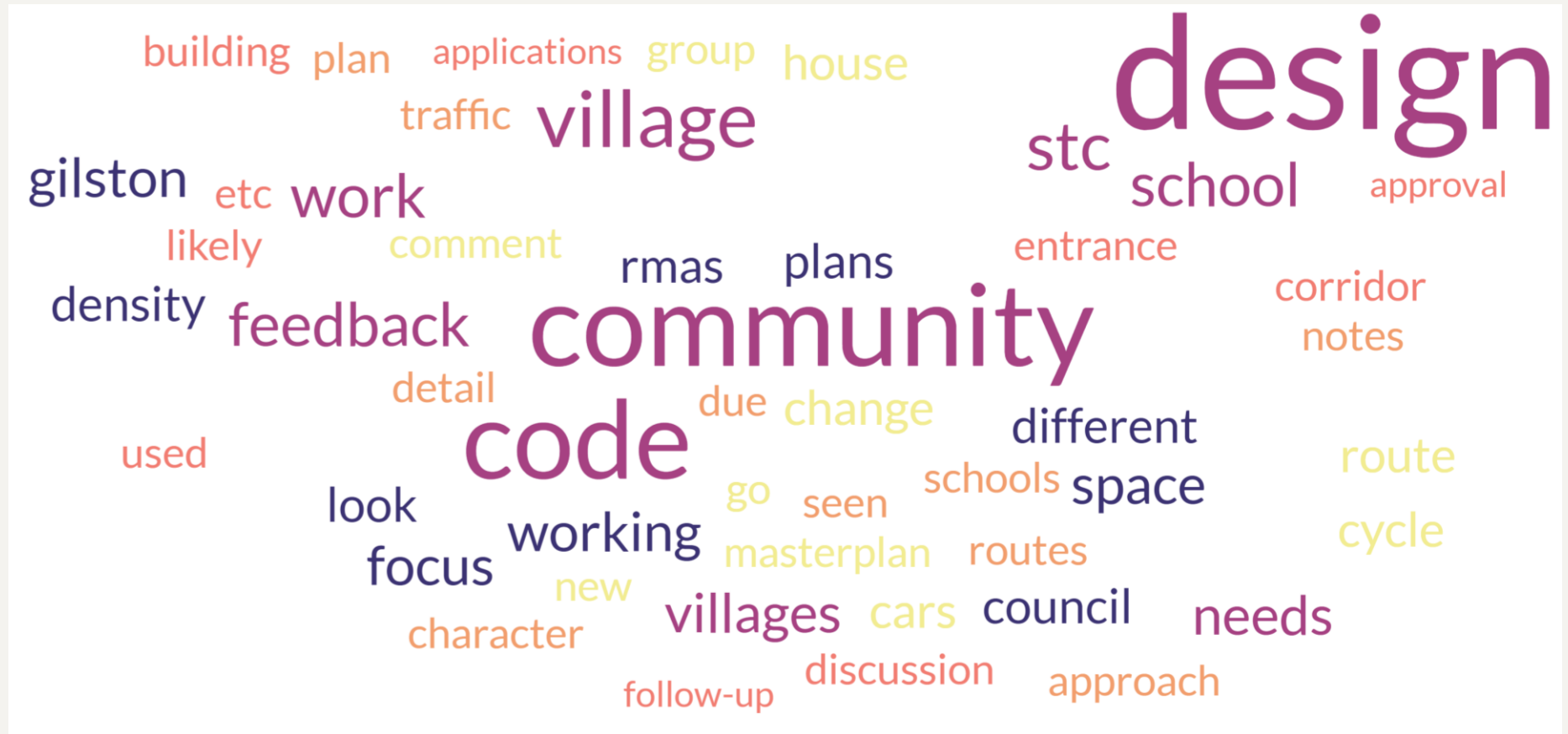
Access & movement

- Information wanted on the hierarchy of the new STC crossing at the A414.
- Cycle racks outside GP surgery is not as important as close-by parking.
- Construction traffic was raised, wanting to avoid the road from High Wych as it has a weight restriction.
- Reassurance was provided on the provision of ped/cycle routes to existing facilities such as the Plume of Feathers.
- Discussion about the change of speed limits on the existing roads.
- Glad to hear cars won't be dominant in the hub but where will they go?
- Cycle routes to the schools are important.
- Question about when the buses will start running.

Other

- Interest shown in the naming of the villages.
- Question about how the plans are being informed outside of the formal process.
- How do you maintain control if other developers build parcels?
- Question about broadband provision.
- More information requested about stewardship.
- Question focused on the school catchment area.
- The decision-making process of the masterplan applications was raised and answered by Jenny from EHDC - TBC.
- A request to see the 'you said, we did' responses from CWG3. It was pointed out that this has been circulated and is available online.

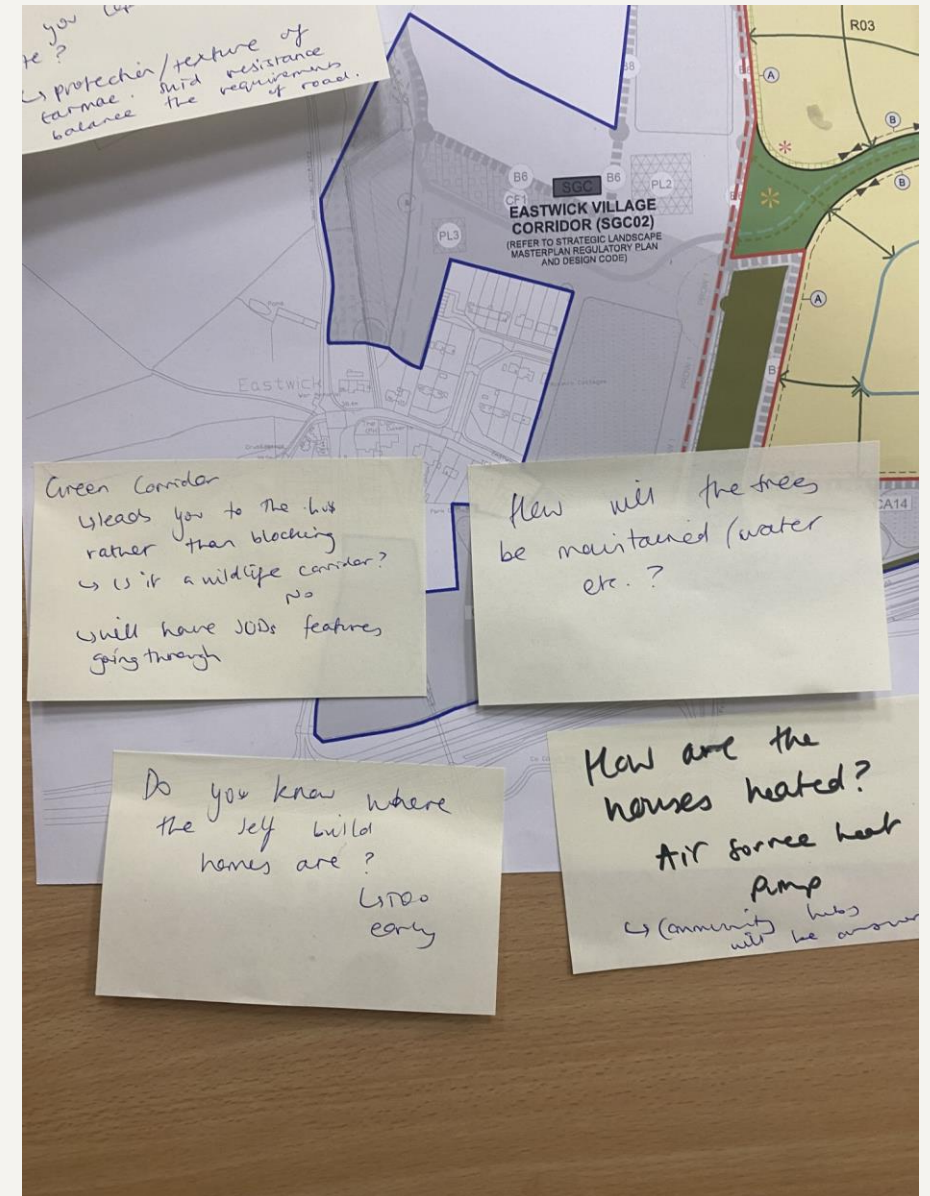
Feedback word cloud

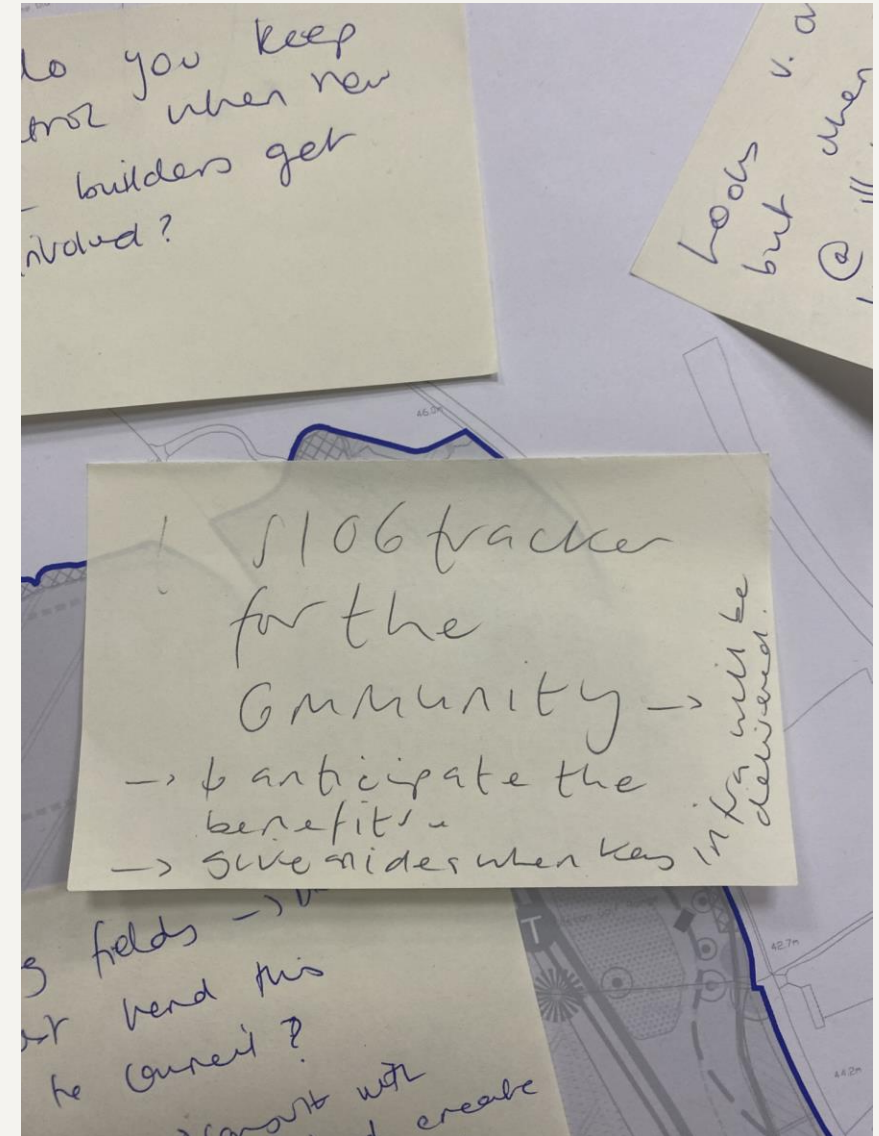


Photos (CWG4)

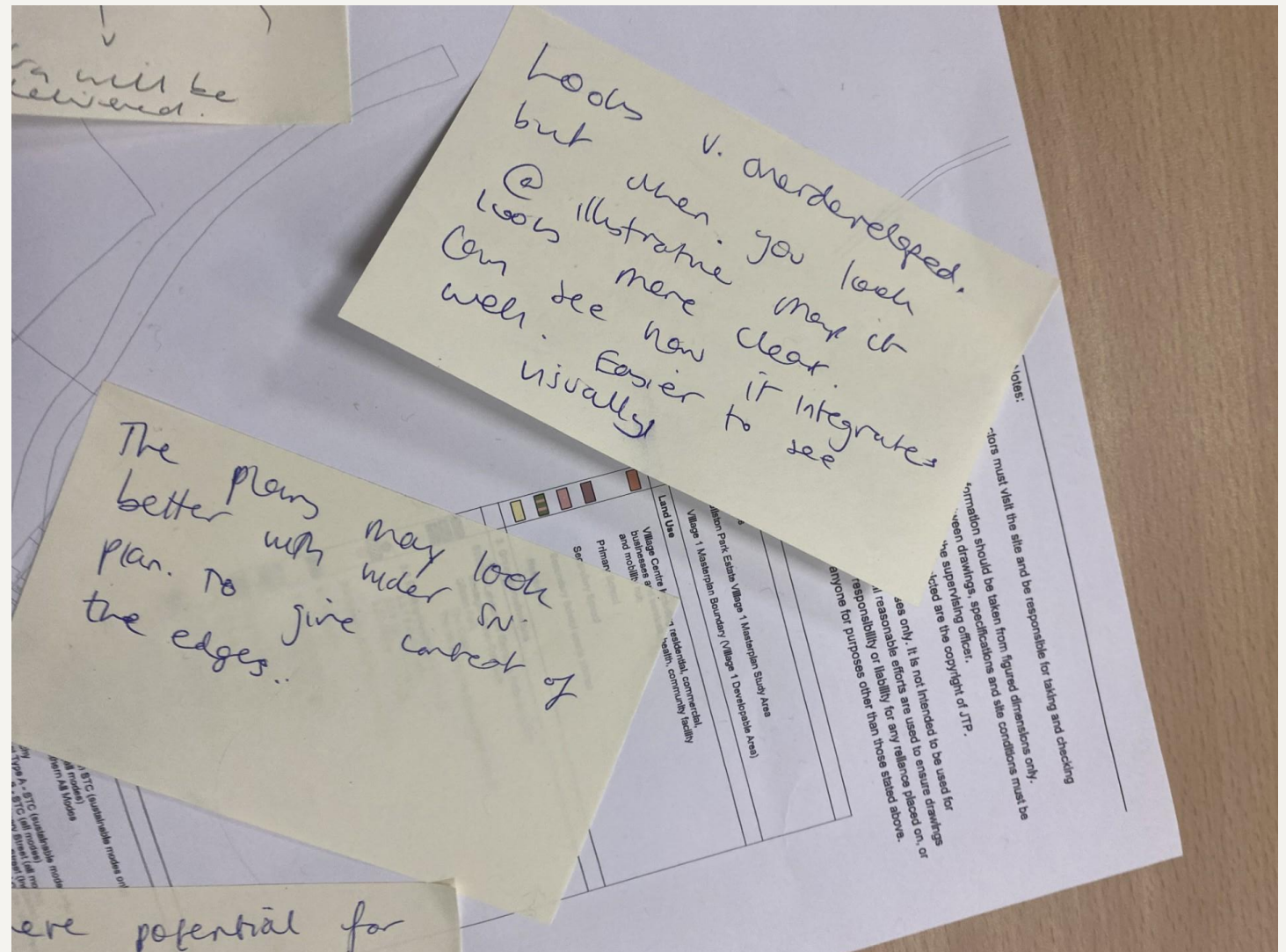
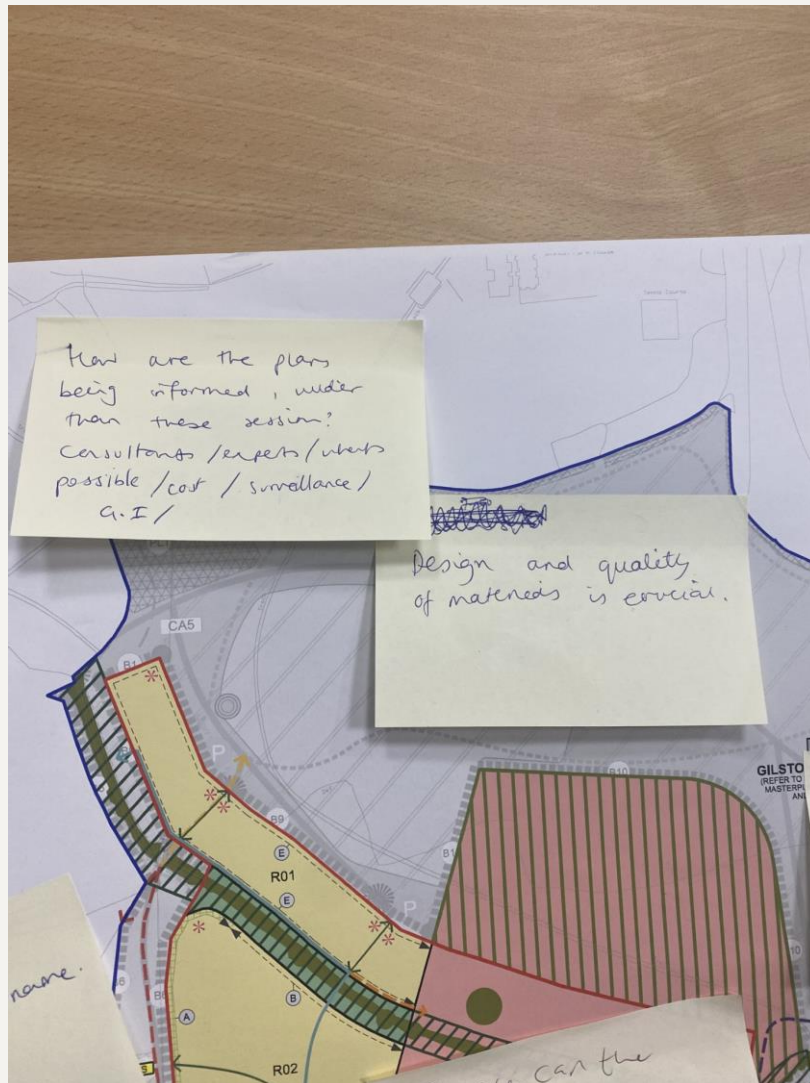


Notes (CWG4)

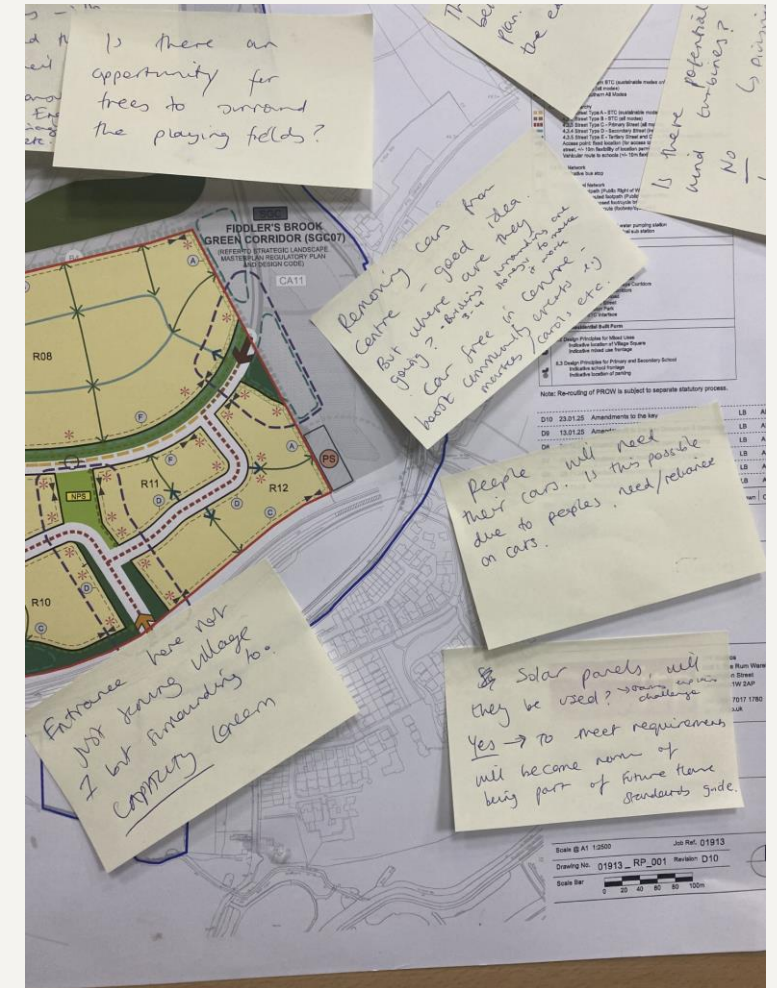
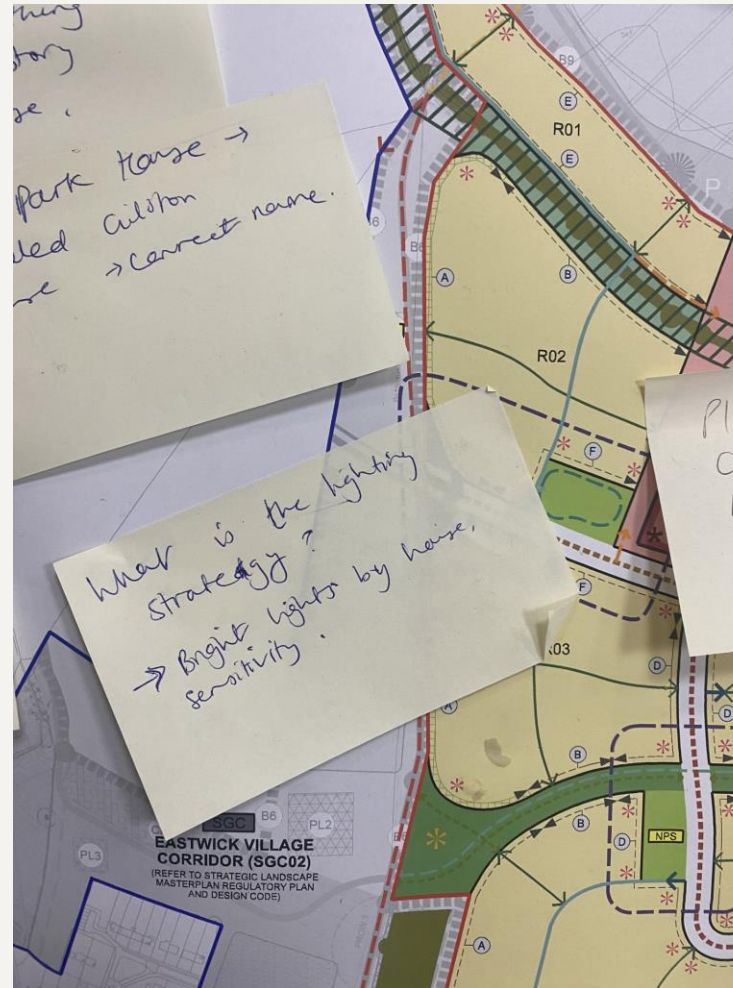
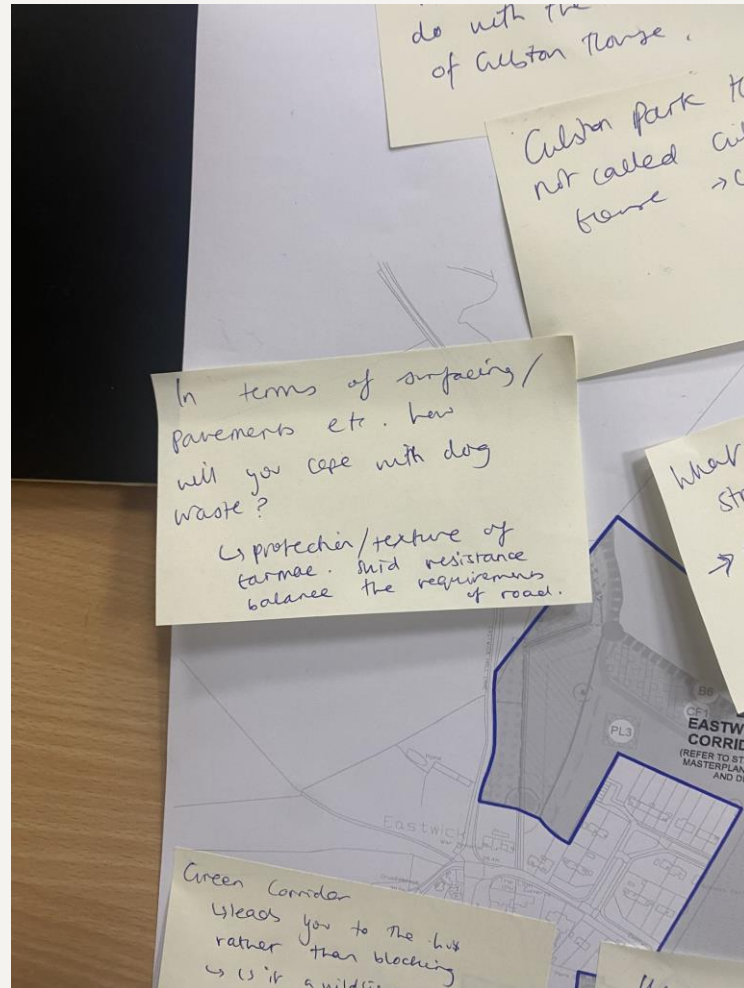




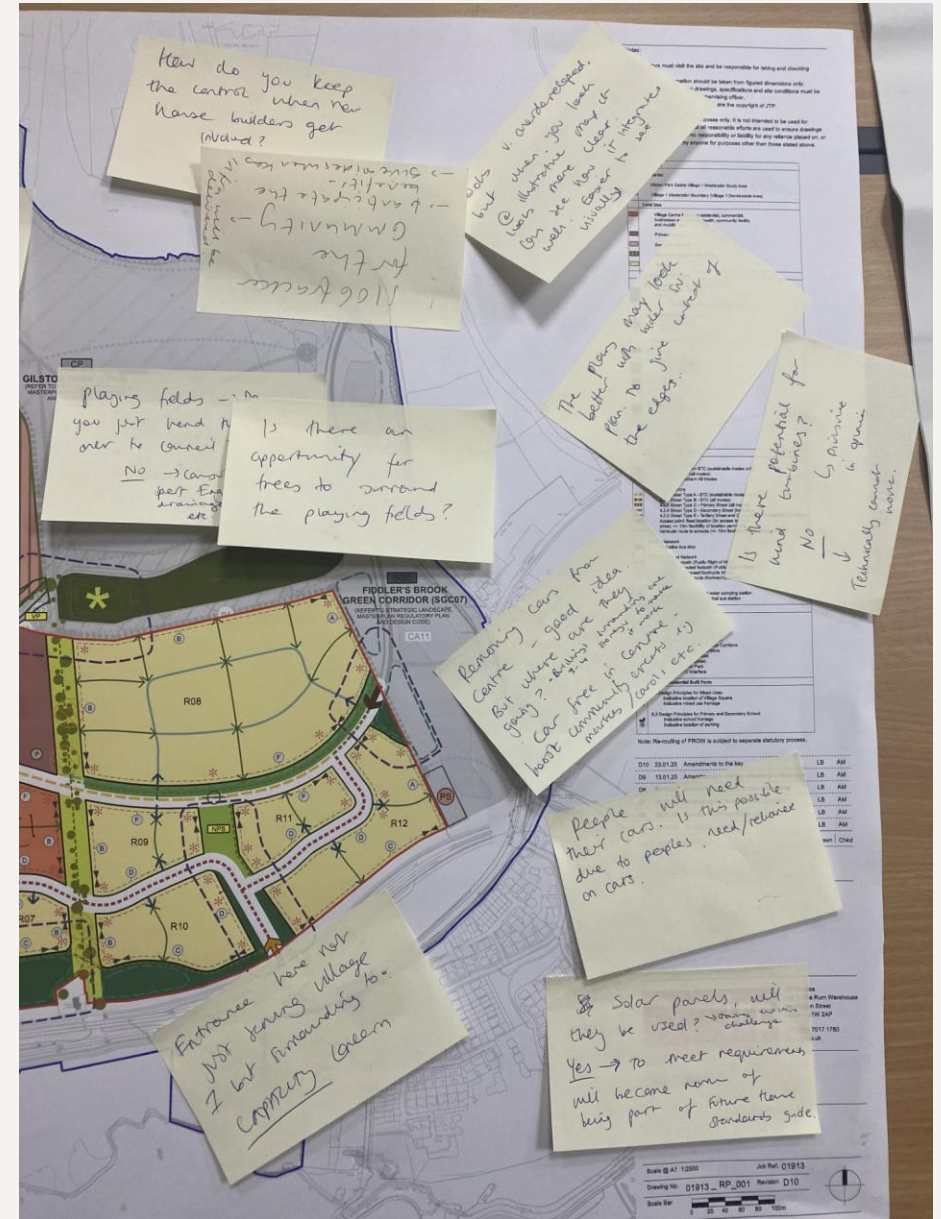
Notes (CWG4)



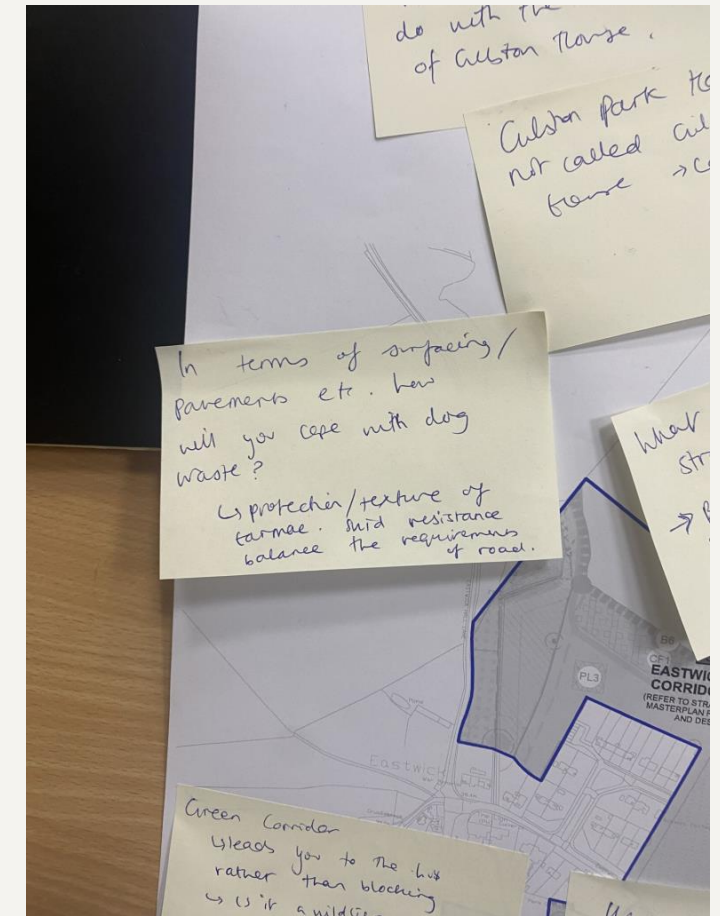
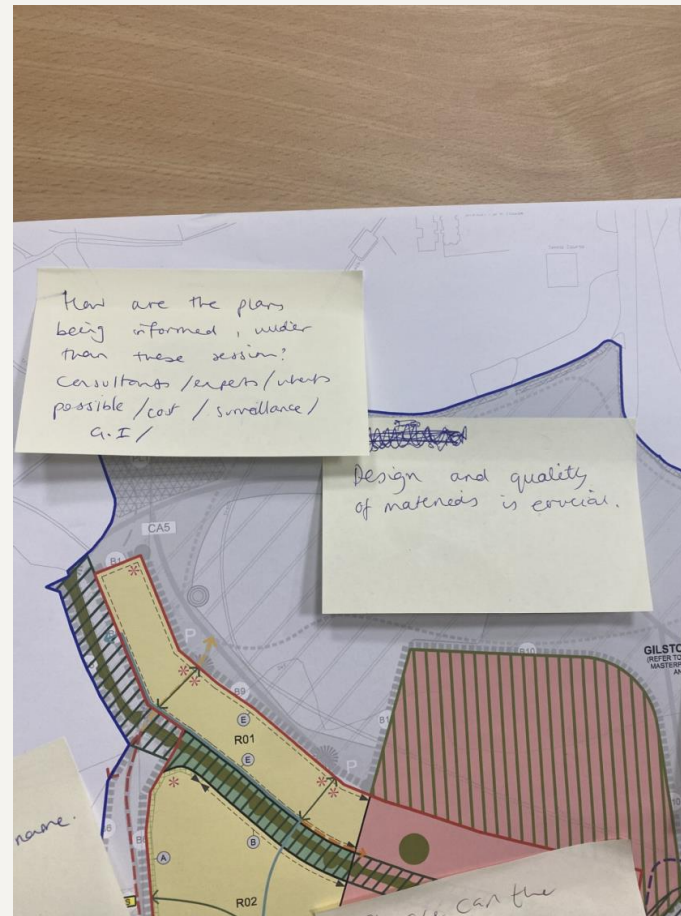
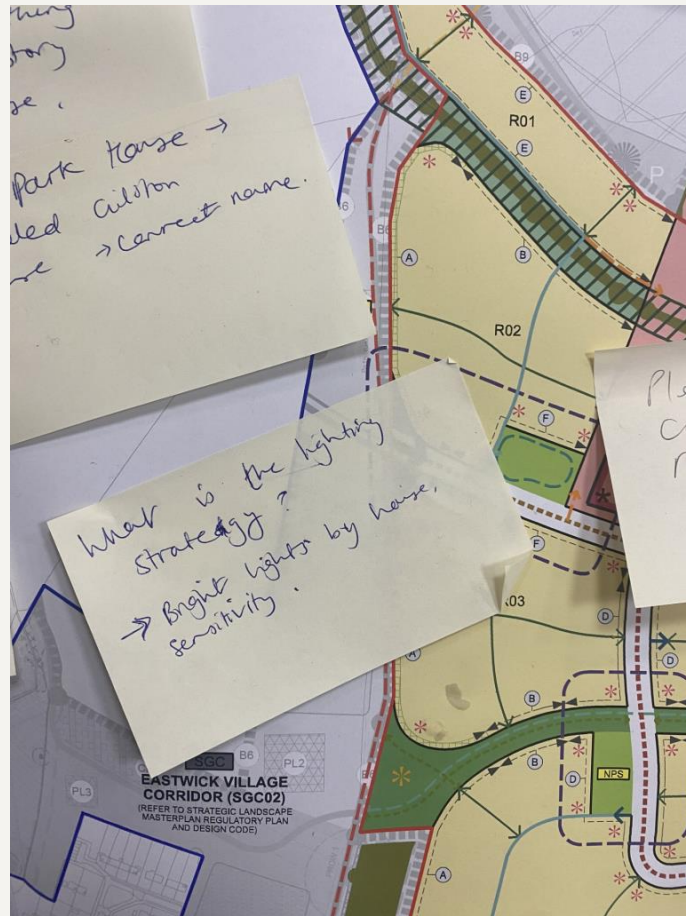
Notes (CWG4)



Notes (CWG4)



Notes (CWG4)



Public drop-in event

Following the conclusion of the final Community Working Group for the V1MP, a public drop-in event was held to present the near-final masterplan to the general public.

The event were held on Tuesday 11 February 2025 between 3.00pm–8.00pm at the Gilston & Eastwick Village Hall.

The event consisted of 14 A1 boards with extensive information covering the V1MP and enlarged copies of key plans for the public to view. For those wanting to leave written feedback, there were the opportunity to leave post-it note answers to the following two questions:

- Do you have any comments on what you have seen today?
- Do you have feedback on the proposals?

Written feedback received during the event is summarised on the next page.

Public drop-in event written feedback

Do you have any comments on what you have seen today?

- 1) People should give their address on feedback.
- 2) Glad to hear of cut off between Pye Corner and High Wych.
- 3) Please no construction traffic round Pye Corner as already dangerous.
- 4) Street names, no political names please. Plural if possible.

It would be great to see gardens as a feature within the plan - so many new housing areas lack front and reasonably sized back gardens - such small green spaces encourage more use of plastic turf which is not great for wildlife + biodiversity. Front gardens also hugely improve the aesthetics of the street scene.

Don't be under the impression that everyone travelling out will travel to Harlow. There is huge local snobbery re Essex v Herts. These residents are more likely to travel into Sawbo + Bishops Stortford I feel than Harlow.

Do you have feedback on the proposals?

I can well see there's not going to be buses for a long time in the Village 4 direction but could there be some kind of short-term solution so that a bus route could run on what would be an abridged version of the Sustainable Transport Corridor, and perhaps in the short term encompass Eastwick which seems to be outside the whole scheme. If people are to be encouraged to use busses, it seems sensible to encourage people by getting them used to seeing buses around - maybe Eastwick could be seen as an "experiment" as this is a Village which already has people living there.

It would be good to build a bus stop in Eastwick with a shelter (covered and appropriately built with maybe a tiled roof and a mixture of wood and brick). Timetables need to be provided and perhaps space to hire bicycles. Over the years those in charge can learn from what happens in Eastwick and fine-tune it for when the STC is completed. I'm guessing this won't happen till all the villages have been built.

The footpaths and cycle tracks need to be surfaced esp. the cycle tracks, while the "early" villages are being constructed, because those moving in will be learning straight away about sustainable transport, and if nothing is ready people will just cling to their cars and get used to their car use again that it will be hard to get them out of their cars.

Photos (public drop-in event)

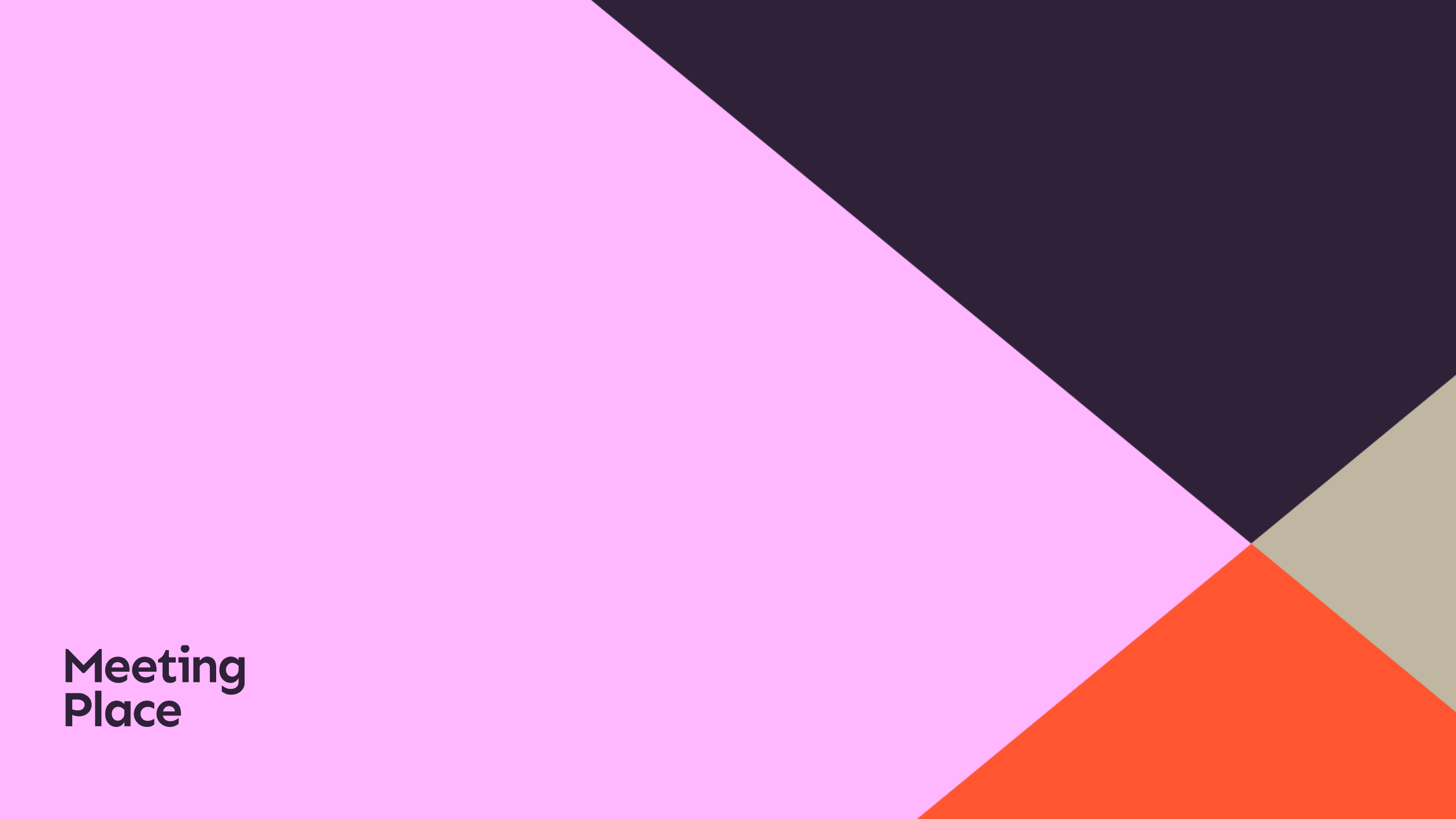


Next steps

Following Community Working Group 4, 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 be uploaded onto the Gilston Park Estate website [Masterplan page](#).
- A full report is being compiled by JTP which builds on this interim report but also sets out the ways in which feedback has been considered in design (example [here](#)).
- Submission of the Village 1 Masterplan to East Herts District Council.



**Meeting
Place**

Gilston Park Estate

January 2025

Illustrative aerial view of Gilston Park Estate, Villages 1-6



Dear resident,

Places for People received a resolution to grant planning permission from East Herts District Council in February 2023, for outline proposals to unlock the development of six new villages at Gilston, with the associated legal agreement signed in January 2025.

The next stage of the planning process is to produce a masterplan for Village 1. This sets out the design principles for the village, vision, and concepts. We want to hear from you, so feedback can be taken on board to evolve the masterplan prior to submitting to the Council.

As part of this process, we have been working with a community working group, made up of organisations such as the local parish councils, neighbourhood planning group, churches, Terlings Park Management Co and others to develop the masterplan for the site-wide strategic landscaping and Village 1. This has included site visits, presentations, workshops and more.

Places for People will be presenting the Village 1 Masterplan at a community event on Tuesday 11 February 2025, where you will have the opportunity to view the current proposals, speak to members of the project team, ask questions and provide feedback.

Join us at our community event

Details of our community afternoon and evening in Gilston can be found below:

Tuesday 11 February 2025

3:00pm – 8:00pm

**Eastwick and Gilston Village Hall,
Pye Corner, CM20 2RB**

**To find out more
about the events
and get involved**

Please scan the QR code (right)
on your mobile phone camera
or visit our website at
www.gilstonparkestate.com



 **Places
for People**