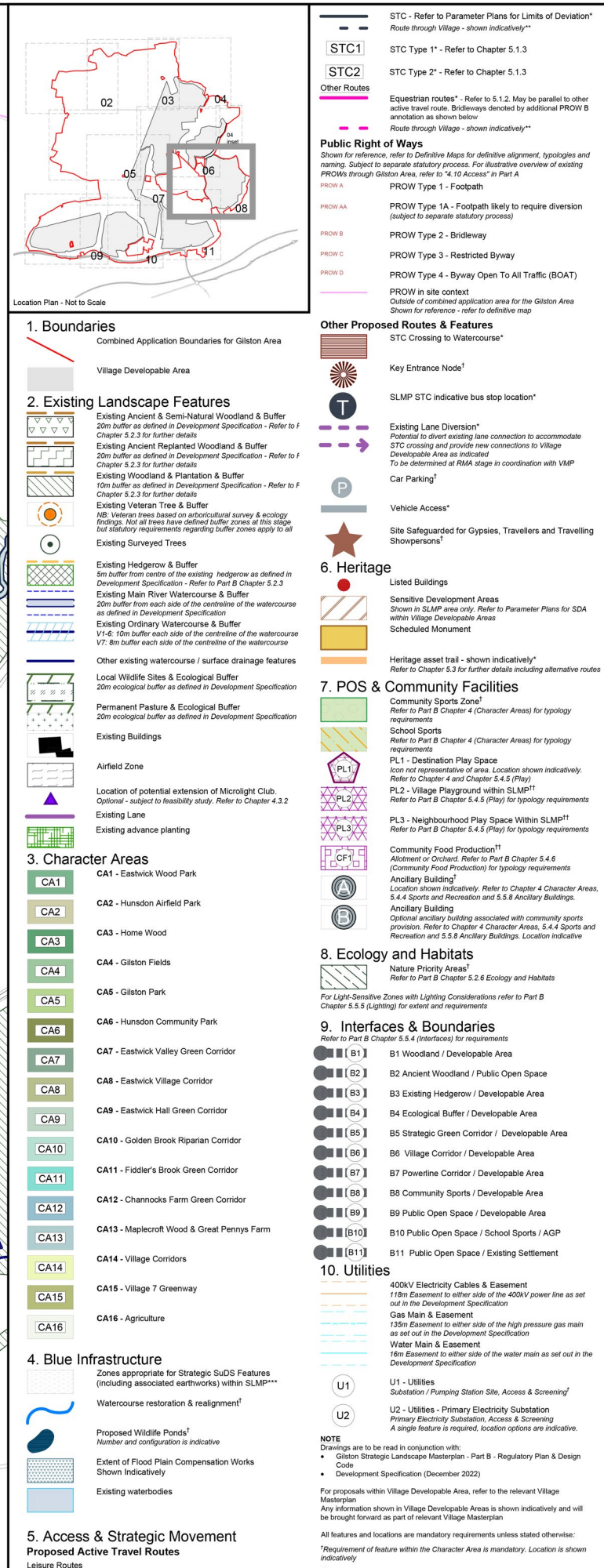
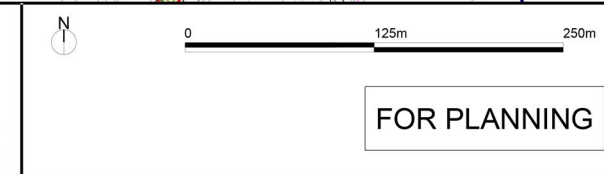




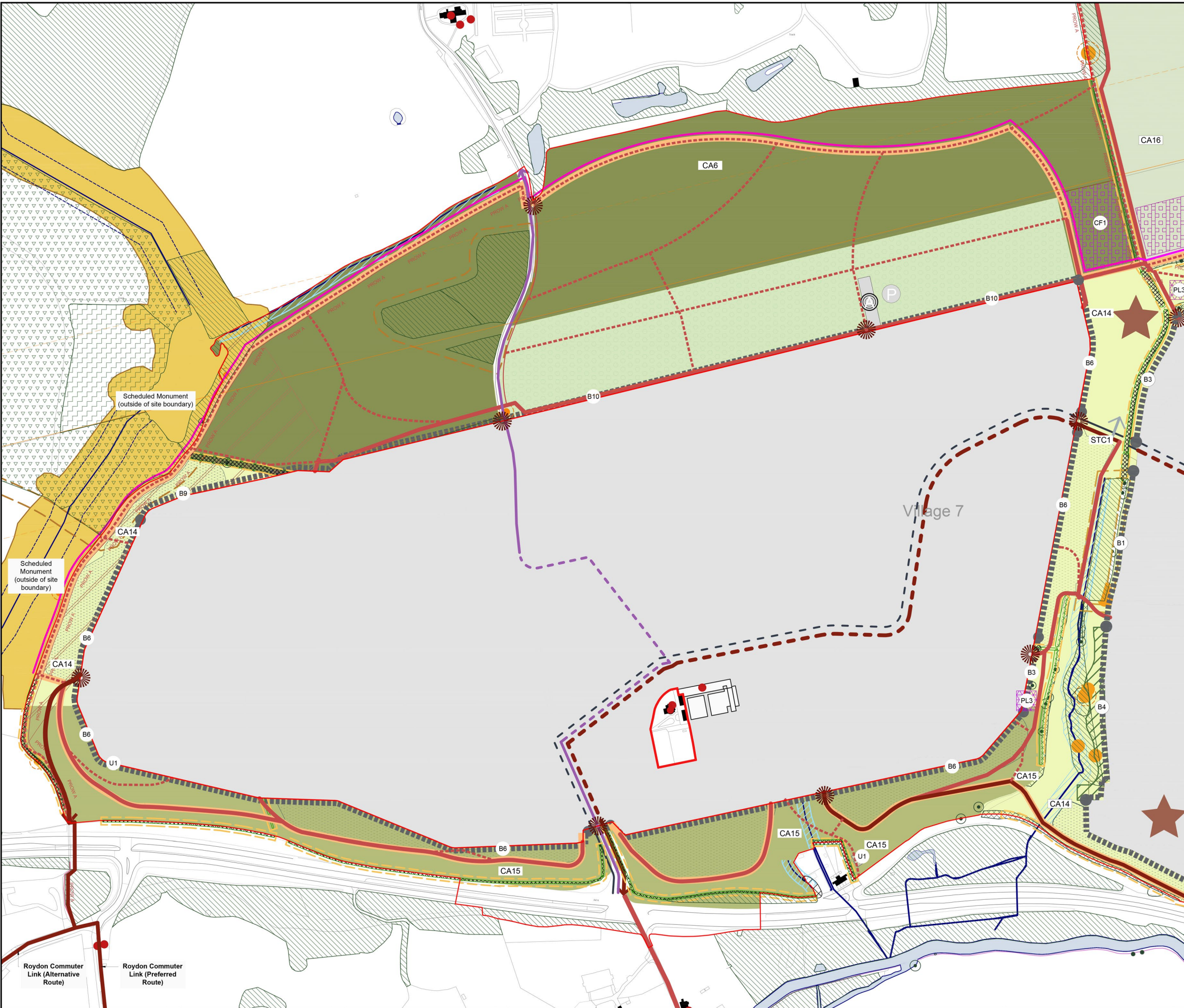
PROJECT			Rev.	Date	Description	Drawn	CHK'd
Gilston Strategic Landscape Masterplan			P00	25.03.2025	For Planning	GV	NW
			P01	05.12.2025	For Planning	GV	NW
			P02	12.02.2026	For Planning	GV	NW
CLIENT							
		Landscape Architecture, Urban Design, Creative Ecology 22 Milk Street, Bath BA1 1UT T: +44 (0) 1225 332654, F: +44 (0) 1225 420803 E: info@grant-associates.uk.com					

X	GENERAL NOTES: 1. All dimensions and levels to be checked and verified on site before commencing any work or producing shop drawings 2. This drawing is to be read in conjunction with all other relevant drawings, specifications and schedules. 3. Any discrepancy concerning the drawings should be referred to the originator / CA immediately 4. All dimensions in millimetres unless noted otherwise 5. All levels in metres 6. Existing service alignments to be checked on site by the contractor on or before the contractor prior to construction work commencing 7. The content of this drawing is to be read in conjunction with the latest project CDM risk register
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TITLE				
Regulatory Plan 08 of 11				
Scale:	Date:	Drawn:	Checked:	Approved:
1:2500 @ A1	25/03/2025	GV	NW	DN
Status:				
For Planning				
Drawing Number:				Rev:
GSLM605-GRA-X-XX-DR-L-1109				P02

  	Pedestrian* Route through Village - shown indicatively**	Pedestrian & Bicycle* Route through Village - shown indicatively**	Commuter Routes Pedestrian & Bicycle* Route through Village - shown indicatively**	†† This feature is optional subject to confirmation of provision. Location is shown indicatively ***Existing routes through villages are shown indicatively to demonstrate strategic connectivity across the Gilton Area. Design and alignment are subject to relevant Village Masterplans. For proposed strategic routes refer to OPP Parameter Plan 4 ****The Regulatory plan defines areas that can accommodate Strategic SuDS associated with the Villages. The precise location, configuration and extent of the SuDS zones will be determined by the Strategic and Village SuDS Strategies and in future reserved matters applications. Localised SuDS features within the SLMP and villages are not included in this plan. This does not preclude creation of appropriate localised SuDS features to manage surface water within the landscape
---	--	--	--	--



1. Boundaries

Combined Application Boundaries for Gilston Area

Village Developable Area

2. Existing Landscape Features

Existing Ancient & Semi-Natural Woodland & Buffer
20m buffer as defined in Development Specification - Refer to F Chapter 5.2.3 for further details

Existing Ancient Replanted Woodland & Buffer
20m buffer as defined in Development Specification - Refer to F Chapter 5.2.3 for further details

Existing Woodland & Plantation & Buffer
10m buffer as defined in Development Specification - Refer to F Chapter 5.2.3 for further details

Existing Veteran Tree & Buffer
NB: Veteran trees based on arboricultural survey & ecology findings. Not all trees have defined buffer zones at this stage but statutory requirements regarding buffer zones apply to all

Existing Surveyed Trees

Existing Hedgerow & Buffer
12m buffer from centre of the existing hedgerow as defined in Development Specification - Refer to Part B Chapter 5.2.3

Existing Main River Watercourse & Buffer
20m buffer from each side of the centreline of the watercourse as defined in Development Specification

Existing Ordinary Watercourse & Buffer
V1-6: 10m buffer each side of the centreline of the watercourse
V7: 8m buffer each side of the centreline of the watercourse

Other existing watercourse / surface drainage features

Local Wildlife Sites & Ecological Buffer
20m ecological buffer as defined in Development Specification

Permanent Pasture & Ecological Buffer
20m ecological buffer as defined in Development Specification

Existing Buildings

Airfield Zone

Location of potential extension of Microlight Club, Optional - subject to feasibility study. Refer to Chapter 4.3.2

Existing Lane

Existing advance planting

3. Character Areas

CA1 - Eastwick Wood Park

CA2 - Hunsdon Airfield Park

CA3 - Home Wood

CA4 - Gilston Fields

CA5 - Gilston Park

CA6 - Hunsdon Community Park

CA7 - Eastwick Valley Green Corridor

CA8 - Eastwick Village Corridor

CA9 - Eastwick Hall Green Corridor

CA10 - Golden Brook Riparian Corridor

CA11 - Fiddler's Brook Green Corridor

CA12 - Channocks Farm Green Corridor

CA13 - Maplecroft Wood & Great Pennys Farm

CA14 - Village Corridors

CA15 - Village 7 Greenway

CA16 - Agriculture

4. Blue Infrastructure

Zones appropriate for Strategic SuDS Features (including associated earthworks) within SLMP***

Watercourse restoration & realignment†

Proposed Wildlife Ponds‡
Number and configuration is indicative

Extent of Flood Plain Compensation Works
Shown Indicatively

Existing waterbodies

5. Access & Strategic Movement

Proposed Active Travel Routes

Leisure Routes

Pedestrian*
Route through Village - shown indicatively**

Pedestrian & Cycle*
Route through Village - shown indicatively**

Commuter Routes

Pedestrian & Cycle*
Route through Village - shown indicatively**

6. Heritage

Listed Buildings

Sensitive Development Areas
Shown in SLMP area only. Refer to Parameter Plans for SDA within Village Developable Areas

Scheduled Monument

Heritage asset trail - shown indicatively*
Refer to Chapter 5.3 for further details including alternative routes

7. POS & Community Facilities

Community Sports Zone†
Refer to Part B Chapter 4 (Character Areas) for typology requirements

School Sports
Refer to Part B Chapter 4 (Character Areas) for typology requirements

PL1 - Destination Play Space
Icon not representative of area. Location shown indicatively. Refer to Chapter 4 and Chapter 5.4.5 (Play)

PL2 - Village Playground within SLMP††
Refer to Part B Chapter 5.4.5 (Play) for typology requirements

PL3 - Neighbourhood Play Space Within SLMP††
Refer to Part B Chapter 5.4.5 (Play) for typology requirements

Community Food Production†††
Allotment or Orchard. Refer to Part B Chapter 5.4.6 (Community Food Production) for typology requirements

Ancillary Building†
Location shown indicatively. Refer to Chapter 4 Character Areas, 5.4.4 Sports and Recreation and 5.5.8 Ancillary Buildings.

Ancillary Building
Optional ancillary building associated with community sports provision. Refer to Chapter 4 Character Areas, 5.4.4 Sports and Recreation and 5.5.8 Ancillary Buildings. Location indicative

8. Ecology and Habitats

Nature Priority Areas†
Refer to Part B Chapter 5.2.6 Ecology and Habitats

For Light-Sensitive Zones with Lighting Considerations refer to Part B Chapter 5.5.5 (Lighting) for extent and requirements

9. Interfaces & Boundaries

Refer to Part B Chapter 5.5.4 (Interfaces) for requirements

B1 Woodland / Developable Area

B2 Ancient Woodland / Public Open Space

B3 Existing Hedgerow / Developable Area

B4 Ecological Buffer / Developable Area

B5 Strategic Green Corridor / Developable Area

B6 Village Corridor / Developable Area

B7 Powerline Corridor / Developable Area

B8 Community Sports / Developable Area

B9 Public Open Space / Developable Area

B10 Public Open Space / School Sports / AGP

B11 Public Open Space / Existing Settlement

10. Utilities

400kV Electricity Cables & Easement
11m Easement to either side of the 400kV power line as set out in the Development Specification

Gas Main & Easement
135m Easement to either side of the high pressure gas main as set out in the Development Specification

Water Main & Easement
16m Easement to either side of the water main as set out in the Development Specification

U1 - Utilities
Substation / Pumping Station Site, Access & Screening†

U2 - Utilities - Primary Electricity Substation
Primary Electricity Substation, Access & Screening
A single feature is required, location options are indicative.

NOTE
Drawings are to be read in conjunction with:
• Gilston Strategic Landscape Masterplan - Part B - Regulatory Plan & Design Code
• Development Specification (December 2022)

For proposals within Village Developable Area, refer to the relevant Village Masterplan
Any information shown in Village Developable Areas is shown indicatively and will be brought forward as part of relevant Village Masterplan

All features and locations are mandatory requirements unless stated otherwise:
*Requirement of feature within the Character Area is mandatory. Location is shown indicatively.
†Requirement of feature within the Character Area is mandatory. Location is shown indicatively.
††This feature is optional subject to confirmation of provision. Location is shown indicatively.
†††Delivery of route typology to deliver strategic connectivity is mandatory. Alignment of route is shown indicatively.

**Existing routes through villages are shown indicatively to demonstrate strategic connectivity across the Gilston Area. Design and alignment are subject to relevant Village Masterplans. For proposed strategic routes refer to OPP Parameter Plan 4

***The Regulatory plan defines areas that can accommodate Strategic SuDS associated with the Villages. The precise location, configuration and extent of the SuDS zones will be determined by the Strategic and Village SuDS Strategies and in future reserved matters applications. Localised SuDS features within the SLMP and Villages are not included in this plan. This does not preclude creation of appropriate localised SuDS features to manage surface water within the landscape

Rev.	Date	Description	Drawn	Chkd
P00	25.03.2025	For Planning	GV	NW
P01	05.12.2025	For Planning	GV	NW
P02	12.02.2026	For Planning	GV	NW

GENERAL NOTES:

- All dimensions and levels to be checked and verified on site before commencing any work or producing shop drawings
- This drawing is to be read in conjunction with all other relevant drawings, specifications and schedules.
- Any discrepancy concerning the drawings should be referred to the originator / CA immediately
- All dimensions in millimetres unless noted otherwise
- All levels in metres
- Existing service alignments to be checked on site by the contractor on site by the contractor prior to construction work commencing
- The content of this drawing is to be read in conjunction with the latest project CDM risk register

0 125m 250m

FOR PLANNING

TITLE
Regulatory Plan 09 of 11

Scale: 1:2500 @ A1 Date: 25/03/2025 Drawn: GV Checked: NW Approved: DN

Status
For Planning

Drawing Number: GSLM605-GR-X-XX-DR-L-1110 Rev: P02

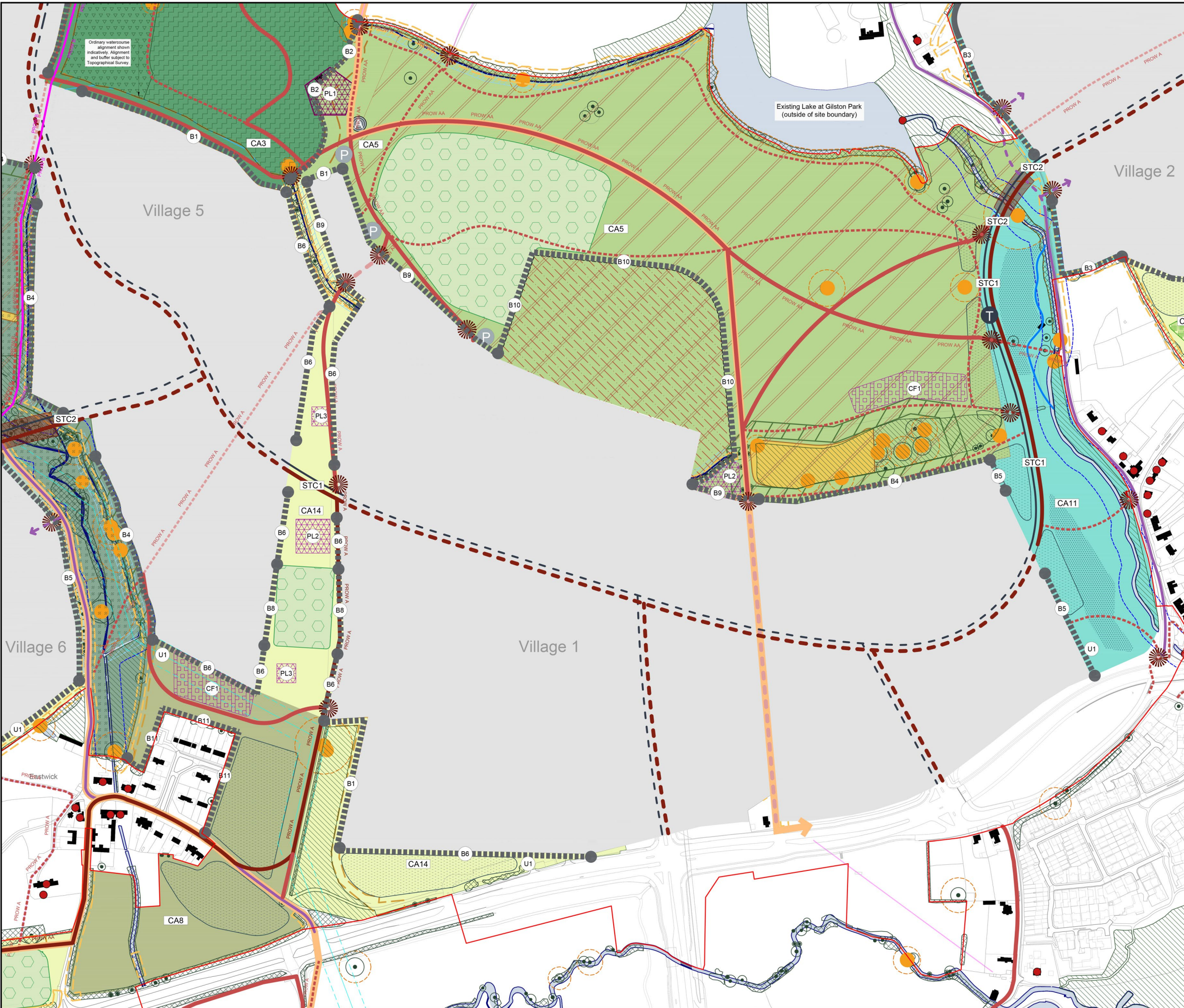
PROJECT
Gilston Strategic Landscape Masterplan

CLIENT
Places for People

grant associates
Landscape Architecture, Urban Design, Creative Ecology
22 Milk Street, Bath BA1 1UT
T: +44 (0) 1225 332664, F: +44 (0) 1225 420803
E: info@grant-associates.uk.com



PROJECT		Rev. Date Description Drawn Ch'd		GENERAL NOTES:		0 125m 250m		TITLE		Pedestrian* Route through Village - shown indicatively**		*This feature is optional subject to confirmation of provision. Location is shown indicatively		
Gilston Strategic Landscape Masterplan		grant associates		P00 25.03.2025 For Planning GV NW	1. All dimensions and levels to be checked and verified on site before commencing any work or producing shop drawings		FOR PLANNING		Regulatory Plan 10 of 11		Pedestrian & Cycle* Route through Village - shown indicatively**		**Delivery of route typology to deliver strategic connectivity is mandatory. Alignment of route is shown indicatively.	
		P01 05.12.2025 For Planning GV NW	2. This drawing is to be read in conjunction with all other relevant drawings, specifications and schedules.		Scale: 1:2500 @ A1 Date: 25/03/2025 Drawn: GV Checked: NW Approved: DN				***Existing routes through villages are shown indicatively to demonstrate strategic connectivity across the Gilston Area. Design and alignment are subject to relevant Village Masterplans. For proposed strategic routes refer to OPP Parameter Plan 4					
		P02 12.02.2026 For Planning GV NW	3. Any discrepancy concerning the drawings should be referred to the originator / CA immediately		Status:				Drawing Number: GSLM005-GRA-X-XX-DR-L-1111		Commuter Routes		****The Regulatory plan defines areas that can accommodate Strategic SuDS associated with the Villages. The precise location, configuration and extent of the SuDS zones will be determined by the Strategic and Village SuDS Strategies and in future are need matters applications. Localised SuDS features within the SLMP and Villages are not included in this plan. This does not preclude creation of appropriate localised SuDS features to manage surface water within the landscape	
CLIENT		Landscape Architecture, Urban Design, Creative Ecology 22 Milk Street, Bath BA1 1UT T: +44 (0) 1225 332664, F: +44 (0) 1225 420803 E: info@grant-associates.uk.com												



STC1

STC2

Other Routes

Public Right of Ways

Shown for reference, refer to Definitive Maps for definitive alignment, typologies and naming. Subject to separate statutory process. For illustrative overview of existing PROWs through Gilston Area, refer to '4.10 Access' in Part A

PROW A

PROW B

PROW C

PROW D

PROW Type 1 - Footpath

PROW Type 1A - Footpath likely to require diversion (subject to separate statutory process)

PROW Type 2 - Bridleway

PROW Type 3 - Restricted Byway

PROW Type 4 - Byway Open To All Traffic (BOAT)

PROW in site context

Outside of combined application area for the Gilston Area

Shown for reference - refer to definitive map

Other Proposed Routes & Features

STC Crossing to Watercourse*

Key Entrance Node[†]

SLMP STC indicative bus stop location*

Existing Lane Diversion*

Potential to divert existing lane connection to accommodate STC crossing and provide new connections to Village Developable Area as indicated

To be determined at RMA stage in coordination with VMP

Car Parking[†]

Vehicle Access*

Site Safeguarded for Gypsies, Travellers and Travelling Showpersons[†]

6. Heritage

Listed Buildings

Sensitive Development Areas

Shown in SLMP area only. Refer to Parameter Plans for SDA within Village Developable Areas

Scheduled Monument

Heritage asset trail - shown indicatively*

Refer to Chapter 5.3 for further details including alternative routes

7. POS & Community Facilities

Community Sports Zone[†]

Refer to Part B Chapter 4 (Character Areas) for typology requirements

School Sports

Refer to Part B Chapter 4 (Character Areas) for typology requirements

PL1 - Destination Play Space

Icon not representative of area. Location shown indicatively. Refer to Chapter 4 and Chapter 5.4.5 (Play)

PL2 - Village Playground within SLMP^{††}

Refer to Part B Chapter 5.4.5 (Play) for typology requirements

PL3 - Neighbourhood Play Space Within SLMP^{††}

Refer to Part B Chapter 5.4.5 (Play) for typology requirements

Community Food Production^{††}

Allotment or Orchard. Refer to Part B Chapter 5.4.6 (Community Food Production) for typology requirements

Ancillary Building[†]

Location shown indicatively. Refer to Chapter 4 Character Areas, 5.4.4 Sports and Recreation and 5.5.8 Ancillary Buildings.

Ancillary Building

Optional ancillary building associated with community sports provision. Refer to Chapter 4 Character Areas, 5.4.4 Sports and Recreation and 5.5.8 Ancillary Buildings. Location indicative

8. Ecology and Habitats

Nature Priority Areas[†]

Refer to Part B Chapter 5.2.6 Ecology and Habitats

For Light-Sensitive Zones with Lighting Considerations refer to Part B Chapter 5.5.5 (Lighting) for extent and requirements

9. Interfaces & Boundaries

Refer to Part B Chapter 5.5.4 (Interfaces) for requirements

B1 Woodland / Developable Area

B2 Ancient Woodland / Public Open Space

B3 Existing Hedgerow / Developable Area

B4 Ecological Buffer / Developable Area

B5 Strategic Green Corridor / Developable Area

B6 Village Corridor / Developable Area

B7 Powerline Corridor / Developable Area

B8 Community Sports / Developable Area

B9 Public Open Space / Developable Area

B10 Public Open Space / School Sports / AGP

B11 Public Open Space / Existing Settlement

10. Utilities

400kV Electricity Cables & Easement

11m Easement to either side of the 400kV power line as set out in the Development Specification

Gas Main & Easement

125m Easement to either side of the high pressure gas main as set out in the Development Specification

Water Main & Easement

16m Easement to either side of the water main as set out in the Development Specification

U1 - Utilities

Substation / Pumping Station Site, Access & Screening[†]

U2 - Utilities - Primary Electricity Substation

Primary Electricity Substation, Access & Screening

A single feature is required, location options are indicative.

NOTE

Drawings are to be read in conjunction with:

- Gilston Strategic Landscape Masterplan - Part B - Regulatory Plan & Design Code
- Development Specification (December 2022)

For proposals within Village Developable Area, refer to the relevant Village Masterplan

Any information shown in Village Developable Areas is shown indicatively and will be brought forward as part of relevant Village Masterplan

All features and locations are mandatory requirements unless stated otherwise:

- *Requirement of feature within the Character Area is mandatory. Location is shown indicatively
- †Requirement of feature is optional subject to confirmation of provision. Location is shown indicatively
- **Delivery of route typology to deliver strategic connectivity is mandatory. Alignment of route is shown indicatively
- ***Existing routes through villages are shown indicatively to demonstrate strategic connectivity across the Gilston Area. Design and alignment are subject to relevant Village Masterplans. For proposed strategic routes refer to OPP Parameter Plan 4
- ****The Regulatory plan defines areas that can accommodate Strategic SuDS associated with the Villages. The precise location, configuration and extent of the SuDS zones will be determined by the Strategic and Village SuDS Strategies and in future reserved matters applications. Localised SuDS features within the SLMP and Villages are not included in this plan. This does not preclude creation of appropriate localised SuDS features to manage surface water within the landscape

1. Boundaries

Combined Application Boundaries for Gilston Area

Village Developable Area

2. Existing Landscape Features

Existing Ancient & Semi-Natural Woodland & Buffer

20m buffer as defined in Development Specification - Refer to Part B Chapter 5.2.3 for further details

Existing Ancient Replanted Woodland & Buffer

20m buffer as defined in Development Specification - Refer to Part B Chapter 5.2.3 for further details

Existing Woodland & Plantation & Buffer

10m buffer as defined in Development Specification - Refer to Part B Chapter 5.2.3 for further details

Existing Veteran Tree & Buffer

NB: Veteran trees based on arboricultural survey & ecology findings. Not all trees have defined buffer zones at this stage but statutory requirements regarding buffer zones apply to all

Existing Surveyed Trees

Existing Hedgerow & Buffer

8m buffer from centre of the existing hedgerow as defined in Development Specification - Refer to Part B Chapter 5.2.3

Existing Main River Watercourse & Buffer

20m buffer from each side of the centreline of the watercourse as defined in Development Specification

Existing Ordinary Watercourse & Buffer

V1-6: 10m buffer each side of the centreline of the watercourse

V7: 8m buffer each side of the centreline of the watercourse

Other existing watercourse / surface drainage features

Local Wildlife Sites & Ecological Buffer

20m ecological buffer as defined in Development Specification

Permanent Pasture & Ecological Buffer

20m ecological buffer as defined in Development Specification

Existing Buildings

Airfield Zone

Location of potential extension of Microgolf Club, Optional - subject to feasibility study. Refer to Chapter 4.3.2

Existing Lane

Existing advance planting

3. Character Areas

CA1 - Eastwick Wood Park

CA2 - Hunsdon Airfield Park

CA3 - Home Wood

CA4 - Gilston Fields

CA5 - Gilston Park

CA6 - Hunsdon Community Park

CA7 - Eastwick Valley Green Corridor

CA8 - Eastwick Village Corridor

CA9 - Eastwick Hall Green Corridor

CA10 - Golden Brook Riparian Corridor

CA11 - Fiddler's Brook Green Corridor

CA12 - Channocks Farm Green Corridor

CA13 - Maplecroft Wood & Great Pennys Farm

CA14 - Village Corridors

CA15 - Village 7 Greenway

CA16 - Agriculture

4. Blue Infrastructure

Zones appropriate for Strategic SuDS Features (including associated earthworks) within SLMP***

Watercourse restoration & realignment[†]

Proposed Wildlife Ponds[†]

Number and configuration is indicative

Extent of Flood Plain Compensation Works

Shown Indicatively

Existing waterbodies

5. Access & Strategic Movement

Proposed Active Travel Routes

Leisure Routes

Pedestrian*

Route through Village - shown indicatively**

Pedestrian & Cycle*

Route through Village - shown indicatively**

Commuter Routes

Pedestrian & Cycle*

Route through Village - shown indicatively**

TITLE

Regulatory Plan 11 of 11

Scale: 1:2500@ A1

Date: 25/03/2025

Drawn: GV

Checked: NW

Approved: DN

Status

For Planning

Drawing Number:

GSLM605-GRX-X-DR-L-1112

Rev:

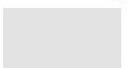
P02

FOR PLANNING

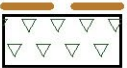
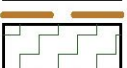
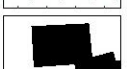
Introduction

3.1.1 Regulatory Plans Legend

1. Boundaries

-  Combined Application Boundaries for Gilston Area
-  Village Developable Area

2. Existing Landscape Features

-  Existing Ancient & Semi-Natural Woodland & Buffer
20m buffer as defined in Development Specification - Refer to Chapter 5.2.3 for further details
-  Existing Ancient Replanted Woodland & Buffer
20m buffer as defined in Development Specification - Refer to Chapter 5.2.3 for further details
-  Existing Woodland & Plantation & Buffer
10m buffer as defined in Development Specification - Refer to Chapter 5.2.3 for further details
-  Existing Veteran Tree & Buffer
NB: Veteran trees based on arboricultural survey & ecology findings. Not all trees have defined buffer zones at this stage but statutory requirements regarding buffer zones apply to all
-  Existing Surveyed Trees
-  Existing Hedgerow & Buffer
5m buffer from centre of the existing hedgerow as defined in Development Specification - Refer to Part B Chapter 5.2.3
-  Existing Main River Watercourse & Buffer
20m buffer from each side of the centreline of the watercourse as defined in Development Specification
-  Existing Ordinary Watercourse & Buffer
*V1-6: 10m buffer each side of the centreline of the watercourse
V7: 8m buffer each side of the centreline of the watercourse*
-  Other existing watercourse / surface drainage features
-  Local Wildlife Sites & Ecological Buffer
20m ecological buffer as defined in Development Specification
-  Permanent Pasture & Ecological Buffer
20m ecological buffer as defined in Development Specification
-  Existing Buildings
-  Airfield Zone
-  Location of potential extension of Microlight Club.
Optional - subject to feasibility study. Refer to Chapter 4.3.2
-  Existing Lane
-  Existing advance planting

3. Character Areas

-  CA1 - Eastwick Wood Park
-  CA2 - Hunsdon Airfield Park
-  CA3 - Home Wood
-  CA4 - Gilston Fields
-  CA5 - Gilston Park
-  CA6 - Hunsdon Community Park
-  CA7 - Eastwick Valley Green Corridor
-  CA8 - Eastwick Village Corridor
-  CA9 - Eastwick Hall Green Corridor
-  CA10 - Golden Brook Riparian Corridor
-  CA11 - Fiddler's Brook Green Corridor
-  CA12 - Channocks Farm Green Corridor
-  CA13 - Maplecroft Wood & Great Pennys Farm
-  CA14 - Village Corridors
-  CA15 - Village 7 Greenway
-  CA16 - Agriculture

4. Blue Infrastructure

-  Zones appropriate for Strategic SuDS Features (including associated earthworks) within SLMP***
-  Watercourse restoration & realignment†
-  Proposed Wildlife Ponds†
Number and configuration is indicative
-  Extent of Flood Plain Compensation Works Shown Indicatively
-  Existing waterbodies

Character Area Regulatory Plan Links

- CA 1 - Eastwick Wood Countryside Park Regulatory Plan Extract (not to scale)
- CA 2 - Hunsdon Airfield Park Regulatory Plan Extract (not to scale)
- CA 3 - Home Wood Regulatory Plan Extract (not to scale)
- CA 4 - Gilston Fields Regulatory Plan Extract (not to scale)
- CA 5 - Gilston Park Regulatory Plan Extract (not to scale)
- CA 6 - Hunsdon Community Park Regulatory Plan Extract (not to scale)
- CA7 - Eastwick Valley Green Corridor Regulatory Plan Extract 1 of 3 (not to scale)
- CA7 - Eastwick Valley Green Corridor and CA9 - Eastwick Hall Green Corridor Regulatory Plan Extract 2 of 3 (not to scale)
- CA7 - Eastwick Valley Green Corridor and CA8 - Eastwick Village Corridor Regulatory Plan Extract 3 of 3 (not to scale)
- CA10 - Golden Brook Riparian Corridor Regulatory Plan Extract (not to scale)
- CA11 - Fiddler's Brook Green Corridor Regulatory Plan Extract 1 of 2 (not to scale)
- CA11 - Fiddler's Brook Green Corridor Regulatory Plan Extract 1 of 2 (not to scale)
- CA12 - Channocks Farm Green Corridor - Regulatory Plan Extract (not to scale)
- CA14 - Pole Hole Brook Regulatory Plan Extract (not to scale)
- CA14 - Village 1-5 Corridor Regulatory Plan Extract (not to scale)
- CA 14 - Golden Grove & Sayes Coppice Regulatory Plan Extract (not to scale)
- CA 6 - Hunsdon Community Park Regulatory Plan Extract (not to scale)
- CA14 - Hunsdon Brook Regulatory Plan (not to scale)
- CA14 - Stone Basin Spring Regulatory Plan (not to scale)
- CA 16 - Agriculture Regulatory Plan Extract 1 of 3 (not to scale)
- CA 16 - Agriculture Regulatory Plan Extract 2 of 3 (not to scale)
- CA 16 - Agriculture Regulatory Plan Extract 3 of 3 (not to scale)

Continued on next page



5. Access & Strategic Movement

Proposed Active Travel Routes

Leisure Routes

-  Pedestrian*
-  Route through Village - shown indicatively**
-  Pedestrian & Cycle*
-  Route through Village - shown indicatively**

Commuter Routes

-  Pedestrian & Cycle*
-  Route through Village - shown indicatively**
-  STC - Refer to Parameter Plans for Limits of Deviation*
-  Route through Village - shown indicatively**

 STC Type 1* - Refer to Chapter 5.1.3

 STC Type 2* - Refer to Chapter 5.1.3

Other Routes

-  Equestrian routes* - Refer to 5.1.2. May be parallel to other active travel route. Bridleways denoted by additional PROW B annotation as shown below
-  Route through Village - shown indicatively**

Public Right of Ways

Shown for reference, refer to Definitive Maps for definitive alignment, typologies and naming. Subject to separate statutory process. For illustrative overview of existing PROWs through Gilston Area, refer to "4.10 Access" in Part A

-  PROW Type 1 - Footpath
-  PROW Type 1A - Footpath likely to require diversion (subject to separate statutory process)
-  PROW Type 2 - Bridleway
-  PROW Type 3 - Restricted Byway
-  PROW Type 4 - Byway Open To All Traffic (BOAT)
-  PROW in site context
Outside of combined application area for the Gilston Area
Shown for reference - refer to definitive map

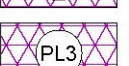
Other Proposed Routes & Features

-  STC Crossing to Watercourse*
-  Key Entrance Node†
-  SLMP STC indicative bus stop location*
-  Existing Lane Diversion*
Potential to divert existing lane connection to accommodate STC crossing and provide new connections to Village Developable Area as indicated
To be determined at RMA stage in coordination with VMP
-  Car Parking†
-  Vehicle Access*
-  Site Safeguarded for Gypsies, Travellers and Travelling Showpersons†

6. Heritage

-  Listed Buildings
-  Sensitive Development Areas
Shown in SLMP area only. Refer to Parameter Plans for SDA within Village Developable Areas
-  Scheduled Monument
-  Heritage asset trail - shown indicatively*
Refer to Chapter 5.3 for further details including alternative routes

7. POS & Community Facilities

-  Community Sports Zone†
Refer to Part B Chapter 4 (Character Areas) for typology requirements
-  School Sports
Refer to Part B Chapter 4 (Character Areas) for typology requirements
-  PL1 - Destination Play Space
Icon not representative of area. Location shown indicatively. Refer to Chapter 4 and Chapter 5.4.5 (Play)
-  PL2 - Village Playground within SLMP††
Refer to Part B Chapter 5.4.5 (Play) for typology requirements
-  PL3 - Neighbourhood Play Space Within SLMP††
Refer to Part B Chapter 5.4.5 (Play) for typology requirements
-  Community Food Production††
Allotment or Orchard. Refer to Part B Chapter 5.4.6 (Community Food Production) for typology requirements
-  Ancillary Building†
Location shown indicatively. Refer to Chapter 4 Character Areas, 5.4.4 Sports and Recreation and 5.5.8 Ancillary Buildings.
-  Ancillary Building
Optional ancillary building associated with community sports provision. Refer to Chapter 4 Character Areas, 5.4.4 Sports and Recreation and 5.5.8 Ancillary Buildings. Location indicative

8. Ecology and Habitats

-  Nature Priority Areas†
Refer to Part B Chapter 5.2.6 Ecology and Habitats
- For Light-Sensitive Zones with Lighting Considerations refer to Part B Chapter 5.5.5 (Lighting) for extent and requirements

9. Interfaces & Boundaries

Refer to Part B Chapter 5.5.4 (Interfaces) for requirements

-  B1 Woodland / Developable Area
-  B2 Ancient Woodland / Public Open Space
-  B3 Existing Hedgerow / Developable Area
-  B4 Ecological Buffer / Developable Area
-  B5 Strategic Green Corridor / Developable Area
-  B6 Village Corridor / Developable Area
-  B7 Powerline Corridor / Developable Area
-  B8 Community Sports / Developable Area
-  B9 Public Open Space / Developable Area
-  B10 Public Open Space / School Sports / AGP
-  B11 Public Open Space / Existing Settlement

10. Utilities

-  400kV Electricity Cables & Easement
118m Easement to either side of the 400kV power line as set out in the Development Specification
-  Gas Main & Easement
135m Easement to either side of the high pressure gas main as set out in the Development Specification
-  Water Main & Easement
16m Easement to either side of the water main as set out in the Development Specification
-  U1 - Utilities
Substation / Pumping Station Site, Access & Screening†
-  U2 - Utilities - Primary Electricity Substation
Primary Electricity Substation, Access & Screening
A single feature is required, location options are indicative.

NOTE

Drawings are to be read in conjunction with:

- Gilston Strategic Landscape Masterplan - Part B - Regulatory Plan & Design Code
- Development Specification (December 2022)

For proposals within Village Developable Area, refer to the relevant Village Masterplan

Any information shown in Village Developable Areas is shown indicatively and will be brought forward as part of relevant Village Masterplan

All features and locations are mandatory requirements unless stated otherwise:

†Requirement of feature within the Character Area is mandatory. Location is shown indicatively

††This feature is optional subject to confirmation of provision. Location is shown indicatively

*Delivery of route typology to deliver strategic connectivity is mandatory. Alignment of route is shown indicatively.

**Existing routes through villages are shown indicatively to demonstrate strategic connectivity across the Gilston Area. Design and alignment are subject to relevant Village Masterplans. For proposed strategic routes refer to OPP Parameter Plan 4

***The Regulatory plan defines areas that can accommodate Strategic SuDS associated with the Villages. The precise location, configuration and extent of the SuDS zones will be determined by the Strategic and Village SuDS Strategies and in future reserved matters applications. Localised SuDS features within the SLMP and Villages are not included in this plan. This does not preclude creation of appropriate localised SuDS features to manage surface water within the landscape



Fig.07 Site photo taken from existing Bridleway (Eastwick and Gilston 002) looking towards Black Hut Wood

Character Areas

Chapter 4

4.2 Eastwick Wood Countryside Park - CA1	44
4.3 Hunsdon Airfield Park - CA2	48
4.5 Home Wood & Gibson’s Shaw - CA3	54
4.6 Gilston Fields - CA4	58
4.7 Gilston Park - CA5	62
4.8 Hunsdon Community Park - CA6	66
4.9 Strategic Green Corridors - CA7-13	70
4.10 Village Corridors - CA14-CA15	82
4.11 Agriculture - CA16	96

4.1 Introduction

How to read the Character Area Design Codes

Chapter 4 of the Design Code sets out the vision, proposals and design principles for each of the Character Areas identified in the diagram on the adjacent page. As each Character Area has a distinct character and function, each requires a tailored set of design principles. This is supported by the site wide design principles that are set out in Chapter 5 - Detailing the Landscape.

The structure for each Character Area is as follows:

1. Character Area Vision
2. Existing Character and Overview of Proposals - This page gives a description of the existing character and features that should inform the design proposals. It lists key functions and proposals for the character areas and uses reference images to communicate the vision, look and feel of the proposals
3. Design Principles setting out the design requirements (**must**) and design guidance (**should**) that form the basis of the character area design
4. Regulatory Plan & Illustrative Layouts. This page shows an extract from the regulatory plan, showing the spatial design principles, building on the design principles on the preceding page. This is supported by an illustrative layout. The illustrative layouts are not mandatory design requirements and these diagrams illustrate how the design principles set out in previous pages might be applied spatially to form a design proposal for the character areas.

Character Area Vision

Design Code

4.7 Gilston Park - CA5

Gilston Park, located centrally within the study area, will form the heart of the future community. Providing school and community sports pitches, a destination playground and community orchard all set within vast biodiverse grasslands, Gilston Park will become a destination for surrounding villages.

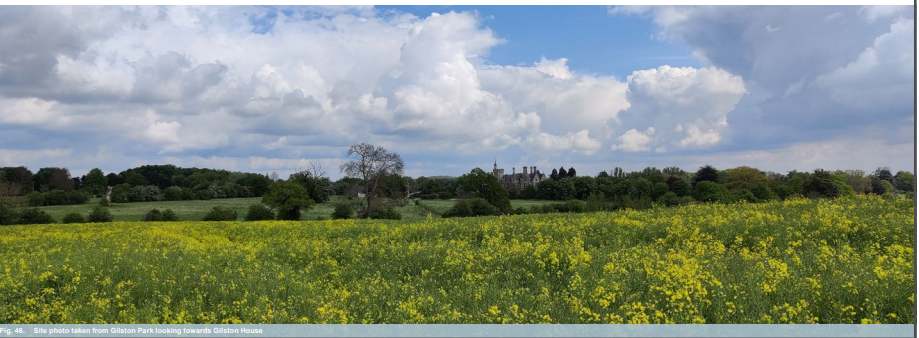
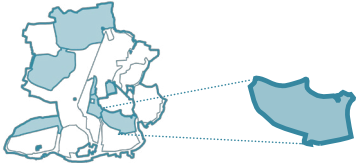


Fig. 46. Site photo taken from Gilston Park looking towards Gilston House

Character Area - Design Principles

Design Code

Character Areas - Gilston Park - CA5
4.7.2 Design Requirements

Design Requirements

Access & Movement

1. 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. This partially includes the diverted PROW (N.B. PROW diversion processes are subject to separate statutory procedures). Key connections **must** be designed to accessibility standards.
2. Access points **must** be clear, accessible and easily-identifiable.
3. To deliver the design proposals for Gilston Park, the existing PROW passing through Gilston Park **should** be diverted. The directness of the route **must** be maintained where possible. (N.B. PROW diversion processes are subject to separate statutory procedures).
4. Interchange with STC corridor **must** be provided to encourage active modes of travel to the park. This **must** include cycle parking.
5. A sensitive landscape interface **must** be created on the boundary of Gilston Park and the STC which supports use as a primary active travel route. Refer to Street Type 2 'S.1.3 Sustainable Transport Corridor'.
6. All modes parking, including cycle parking, **must** be provided in strategic locations. This **must** be sensitively integrated into the design proposals to reduce the visual impact on the park design. Refer to 'S.1.8 All Modes Parking'.

Landscaping & Urban Infrastructure

7. SuDS infrastructure **must** be provided to drain the sports pitches.
8. Buffer Zones **must** be provided to Home Wood, The Chase and existing hedgerows in line with the Regulatory Plans and the design guidance set out in 'S.2.8 Existing Vegetation'.
9. SuDS features **must** be provided within primary paths and STC corridor.
10. Veteran trees **must** be protected in line with 'S.2.5 Existing Vegetation'.
11. Proposed trees and planting proposals **should** be reflective of the proposed parkland character and the existing locally listed historic landscape.

Heritage & Views

12. The design proposals **must** sensitively respond to The Chase.
 - Access **should** be considered to avoid adverse impacts including potential sensitive fencing of an appropriate character.
13. Heritage interpretation **must** be provided to The Chase.
14. Lime Avenue **should** be extended into the park, following historic precedents.
15. Design proposals **must** be sensitive to existing site topography. Significant alterations of topography **must** be avoided to avoid adverse impact on important views and **should** positively contribute to the views to and from Gilston House.

Activity & Use

16. Community sports facilities **must** form a focal point within the park. A network of proposed paths **should** centre around these proposed facilities. Refer to 'S.4.4 Sports and Recreation' for the sports facilities that **must** be provided.
17. A clubhouse to the sports facilities **must** be provided - refer to 'S.5.8 Ancillary Buildings within the Landscape'.
18. The following 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 (PL1) - to be located on the border between Gilston Park and the area of ancient rippled woodland in Home Wood - refer to 'S.4.5 Play'.
 - 1 no. Village Playground (PL2) (minimum 200sqm) - refer to 'S.4.5 Play'.
 - 1 no. Community Orchard as part of Village 1 provision. **Must** be located to be easily accessed by active travel from Village 1. Refer to 'S.4.6 Community Food Production'.
19. The school site, associated with the Village 1 secondary school, **must** be sensitively integrated into the landscape and include provision for suitably positioned access gates between the school sports site and Gilston Park. Refer to 'S.2.4 Interfaces'.
 - Landforms **must** be sensitively integrated in accordance with 'S.2.4 Topography and Levels'.
 - A positive boundary treatment **must** be provided. This may include screening from tree planting or SuDS features. Refer to 'S.2.4 Interfaces'.

Public Realm

20. Sports pitch earthworks **must** be sensitively integrated into the existing topography (refer to 'S.2.4 Topography and Levels' and 'S.4.4 Sports and Recreation').
21. Sensitive boundary interface **must** be provided to the boundary between the Village 1 and Gilston Park. This **should** include active frontages and informal soft landscape buffers of parkland character. Refer to 'S.5.4 Interfaces'.
22. Sensitive lighting **must** be provided to key routes. Lighting proposals **must** consider safety of the park users whilst minimising ecological impact of the proposals.
23. Seating **must** be provided in key locations, including seating associated with the proposed community sports pitches.

Design Guidance

- An Outdoor Performance Area could be provided within the park, situated to take advantage of the natural topography to form a viewing area.
- Accessible car parking bays could be located in strategic locations in Gilston Park to provide parking at accessible distances from the clubhouses and the PL1 - Destination Play provision. This is to be provided in the locations highlighted in the regulatory plan and in line with the design requirements set out in 'S.1.8 All Modes Parking'.



Fig. 50. Proposed image for tertiary leisure route through an orchard with biodiverse grassland and secondary planting



Fig. 51. Proposed image for amenity open space in a parkland setting

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SLMP - Design code

grant associates

Character Area - Existing Character and Overview of Proposals

Character Areas - Gilston Park - CA5
4.7.1 Character

Defining Characteristics

Key characteristics which the design shall seek to protect, enhance and impart are:

Existing Characteristics

- Locally-listed historic landscape and context of listed Gilston House
- Views to and from Gilston House
- Parkland trees including Veteran trees
- Remains of Lime Avenue
- The Chase Scheduled Monument moated feature and deer park pale
- Interface with the park lake, located outside of the study area

Proposals

- Open grassland and parkland character with legacy parkland trees
- Responding to desire lines and topography through sinuous pathways
- Football and cricket pitches and bowling green for community use, as well as school sports site
- Reinstatement of historic Lime Avenue
- Club house and changing rooms
- Destination Play in Home Wood and Village Playground near to the southern entrance of Gilston Park
- Informal play such as softball, kite flying, running

Outline Planning Permission Context

OPP Development Specification Extract

The Gilston Park outline specification generally comprises:

- provision of amenity grassland in the centre of the park, with rough 'long' grassland, wildflower meadows or woodland flora to the edge of the park adjacent to Fiddlers' Brook to create an overall parkland character;
- formal tree planting along the axis of the historic Lime Avenue to approximately the centre of the park, and informal individual and small group tree planting to reinforce the parkland character;
- landscape works and boundary treatment to the Mount scheduled monument as appropriate;
- provision of formal sports pitches and clubhouse (for example, including changing room and WC, meeting room, cafe and storage), some of which may form part of the Village 1 education campus;
- provision of formal sports pitches and amenity grassland for use by schools;
- boundary treatment for sports pitches and amenity grassland for use by schools;
- provision of drainage-free sports pitches to form part of the SuDS network;
- provision of a new and upgraded framework of paths within the park based on connective desire lines between villages and facilities as well as a circuitous boundary path which includes views over Gilston lake; and
- provision of signage and interpretation for Gilston Park and the Mount (to form part of that provided for the wider site if appropriate).



Fig. 47. Gilston Park - Illustrative Layout



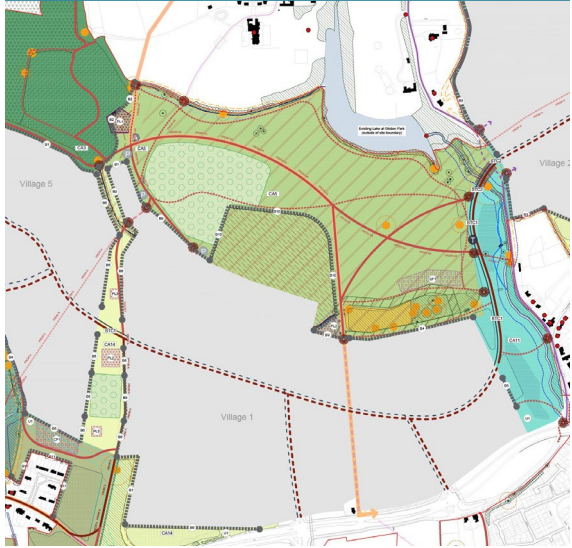
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SLMP - Design code

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Character Area - Regulatory Plan & Illustrative Layouts

Fig. 52. CA 5 - Gilston Park Regulatory Plan Extract (not to scale)



For legend refer to: "3.1.1 Regulatory Plans Legend"

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SLMP - Design code

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Key

COUNTRYSIDE PARKS

- CA1 - Eastwick Woodland Park
- CA2 - Hunsdon Airfield Park

COMMUNITY PARKS

- CA3 - Home Wood
- CA4 - Gilston Fields
- CA5 - Gilston Park
- CA6 - Hunsdon Community Park

STRATEGIC GREEN CORRIDORS

- CA7 - Eastwick Valley Green Corridor
- CA8 - Eastwick Village Corridor
- CA9 - Eastwick Hall Green Corridor
- CA10 - Golden Brook Riparian Corridor
- CA11 - Fiddler's Brook Green Corridor
- CA12 - Channocks Farm Green Corridor
- CA13 - Maplecroft Wood & Great Pennys Farm

VILLAGE CORRIDORS

- CA14 - Village Corridors
- CA15 - Village 7 Greenway

AGRICULTURE

- CA16 - Agriculture

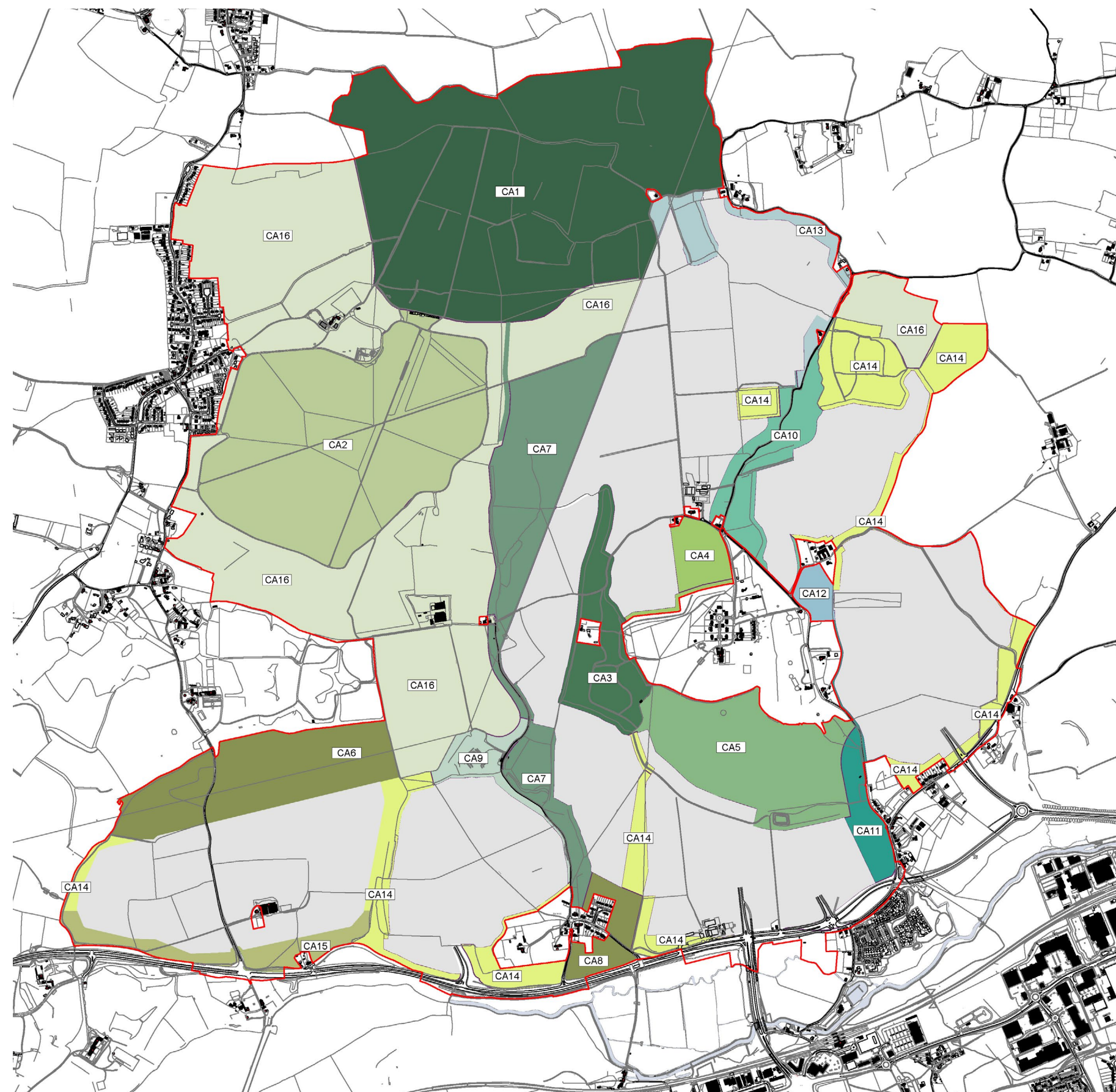


Fig.08 Plan showing character areas and village boundaries overlaid with existing features

4.2 Eastwick Wood Countryside Park - CA1

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

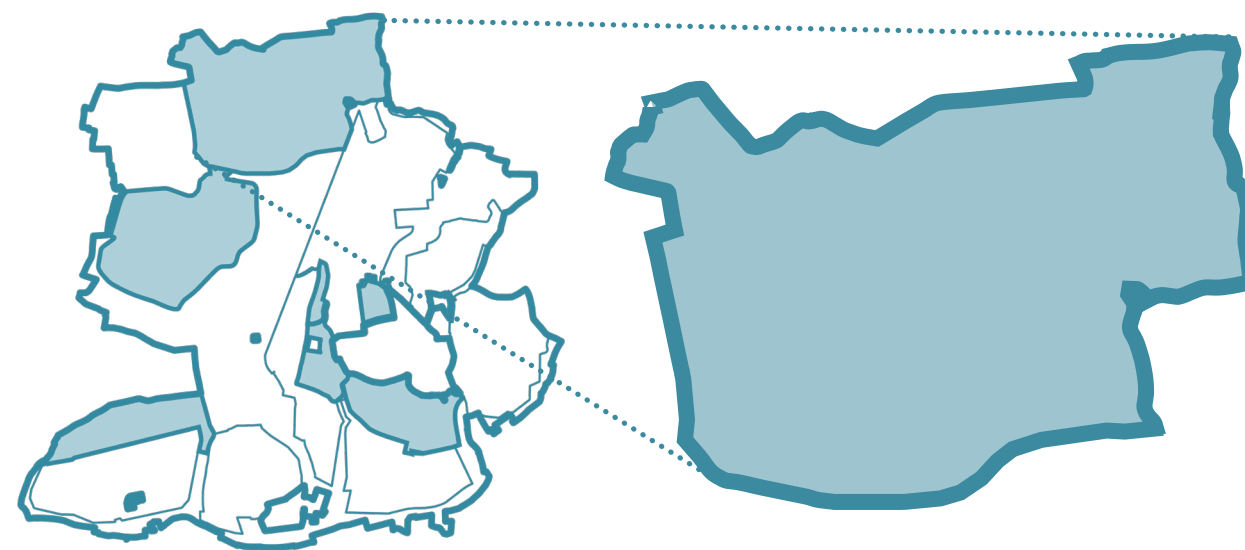


Fig. 9. Site photo taken from existing track in Eastwick Wood Countryside Park looking towards Eastwick Wood

4.2.1 Character

Defining Characteristics

Located in the north of the site, Eastwick Wood Countryside Park covers a vast area currently dominated by rectilinear blocks of woodland within agricultural land.

Existing Characteristics

- Rectilinear blocks of existing woodland within the arable setting of the Hunsdon Plateau, including:
 - Ancient Woodlands
 - Local Wildlife Sites
 - Area of coppiced hazel
- Network of tracks and paths across the plateau, including PROWs
- Heritage features including:
 - Medieval moated structure of a medieval farmstead adjacent to Lawn Wood
 - WWII military structures related to Hunsdon Airfield in Black Hut Wood

Proposals

- Create a rich diversity of habitats, including species rich woodland pasture, additional areas of native woodland planting and new buffer planting
- Enhance habitat connectivity by creating habitat and wildlife corridors
- Create areas with higher intensity of uses, contrasted by areas where biodiversity takes priority
- Create a productive landscape, to include woodland coppice
- Network of trails to provide outdoor recreation in a semi-natural countryside setting
- Create a destination play area

Outline Planning Permission Context

OPP Development Specification Extract

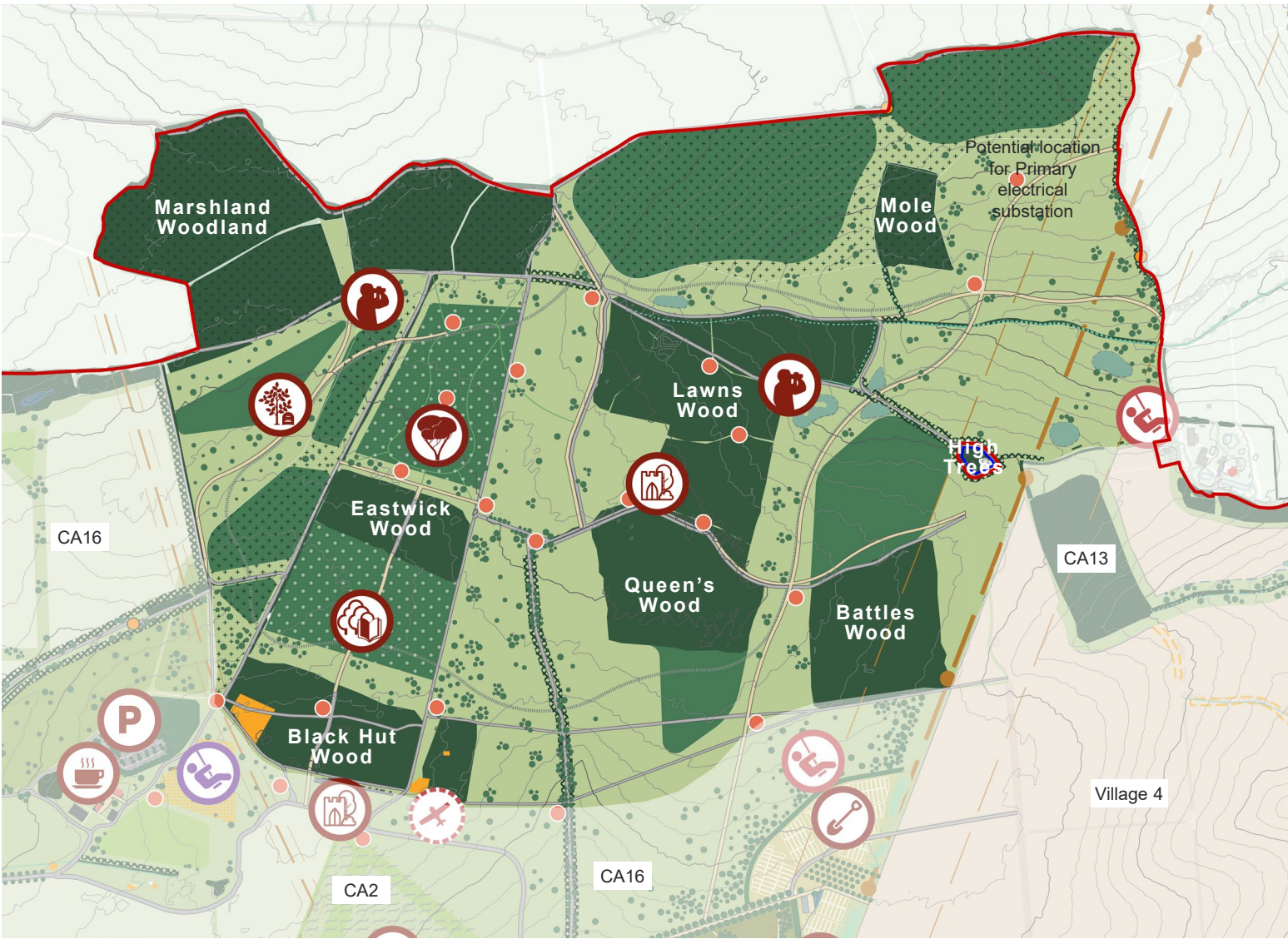
The outline specification for Eastwick Wood Park generally comprises:

- the sensitive management of existing ancient woodland blocks using traditional coppice techniques where appropriate and reduction of invasive tree species;
- planting of new woodland, woodland pasture, woodland coppice and woodland scrub;
- provision of new ponds and associated aquatic and marginal aquatic habitats to the north of the park;
- provision of a new and upgraded framework of trails for sporting and leisure activities (for example a fitness trail and/or an equestrian trail);
- provision of new hedgerow planting associated with the paths;
- creation of nature and/or heritage trails with signage and interpretation points and viewpoints explaining the habitats and

associated landscape and wildlife management techniques, and the listed and scheduled sites in the vicinity including the WWII airfield (linking to that provided for Hunsdon Airfield Park, and the wider site if appropriate);

- creation of a woodland destination community playspace (for example, including towers and ropewalks); and
- provision of an Eastwick Wood Park shelter and interpretation centre (for example, including learning space, orientation boards, WCs and storage) either within the park or as a single facility combined with Hunsdon Airfield Park; and
- enhancements to the existing vehicular access from Acorn Street and parking facilities, either dedicated or as a single facility combined with Hunsdon Airfield Park.

Fig. 10. Eastwick Wood Countryside Park - Illustrative Layout



Illustrative Plan - Key

- Existing Woodland
- Amenity Grassland
- Biodiverse Grassland
- Scheduled Monument
- Existing tracks
- Proposed paths
- Tree planting
- Proposed woodland
- Proposed coppice woodland
- Agriculture
- Allotment
- Nature priority zone

- Wildlife pond
- Hedgerow enhancements

Destinations (indicative):

- Key nodes - to include potential locations for seating areas and cycle parking (refer to "5.5.2 Public Realm Design") and interpretation (refer to "5.5.6 Wayfinding and Legibility")
- PL1 Destination Play
- PL3 Neighbourhood Play
- Native coppice woodland
- Forest school (optional)
- Wildlife hides (optional)

- Visitor and interpretation centre
- Parking
- Community Growing
- Non-designated heritage assets
- Woodland burial ground (optional)
- Location of potential extension of Microlight Club (optional)

4.2.2 Design Requirements

Design Requirements

Access & Movement

1. An enhanced network of routes and paths **must** be created to encourage enjoyment of the countryside parks in line with “5.1.2 Active Travel Routes”. This **should** include:
 - Existing network of tracks, trails and PROWs to be upgraded where required
 - Additional paths of varying characters to be created. Proposed paths should promote access to the countryside park but must limit or mitigate negative ecological impact on existing sensitive habitats.
 - Nature and or heritage trails with signage and interpretation points and viewpoints explaining the habitats and associated landscape and wildlife management techniques, and the listed and scheduled sites in the vicinity
 - Equestrian routes, in line with “5.1.2 Active Travel Routes”

Green & Blue Infrastructure

2. Existing Ancient Woodlands **must** be retained and protected,
3. Ecological enhancements **must** be made within the 20m buffer zone to Ancient Woodlands. This **should** include creating a planted buffer zone with a rich mosaic of habitats to reinforce and protect the landscape feature. Refer to “5.2.5 Existing Vegetation”
4. New areas of woodland, woodland pasture, woodland coppice and woodland scrub **must** be created, linking and enhancing existing habitats and increasing diversity. Overall tree canopy cover of the park to be increased.
5. Nature priority zones **must** be created to provide ecological connectivity across Eastwick Wood Countryside Parks.
6. New ponds and associated aquatic and marginal aquatic habitats **should** be created. SuDS basins **must** allow for and create new aquatic and marginal aquatic habitats, and connective habitats between ponds. Refer to “5.2.6 Ecology and Habitats” and “5.2.10 Sustainable Drainage Systems (SuDS)”
7. Management of the Countryside Park **should** consider productive 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.

Heritage & Views

8. The non-designated moated site located in the Countryside Park on the western edge of Lawns Wood and northern edge of Queens Wood **must** be retained and **should** celebrated by providing interpretation to the heritage feature.
9. Proposals **must** be sensitive to the setting of Grade II listed High Trees property outside of the site boundary.

Activity & Use

10. Outdoor recreation trails **must** be created throughout the countryside park as set out in Recreation Trails within “5.4.4 Sports and Recreation”. These trails **must** avoid sensitive habitat areas and **must** be designed with specialist input where required.
11. The Countryside Parks **must** include a visitor and interpretation centre. This may be combined with Hunsdon Airfield, and may be located in between the character areas - refer to “5.5.8 Ancillary Buildings within the Landscape” and “4.4 A Connected Landscape”
12. A Destination Play Area (PL1) **must** be provided. Refer to “5.4.5 Play” for further details. The provision may be located in Eastwick Wood Countryside Park, in Hunsdon Airfield Countryside Park, or between the two Countryside Parks within CA16 (refer to “4.4 A Connected Landscape”) The location is to be finalised at RMA stage and may be associated with the above visitor and interpretation centre. The location **must** be:
 - Easily accessible by foot & cycle
 - Overlooked / adjacent to primary routes
 - Avoid detrimental impact on ancient woodland & sensitive habitats
 - Avoid detrimental impact on heritage features and their setting
 - Integrate well into wider landscape setting
 - Accessible by car with parking provision accessed from Acorn Street but with design providing active travel as a preferable option. Accessible by emergency services
 - Suitable microclimate including areas of shade and shelter from strong winds
 - Close proximity to provision of WC’s, shelter, cafe, potentially as combined facility with Hunsdon Airfield Park
 - Landscape to form natural enclosure to area

13. The provision of a Woodland burial ground **should** be explored at RMA stage, including consideration of scale, funding, access requirements, and appropriate facilities such as WC’s and a shelter.

Public Realm

14. Lighting **should** not be provided within the Countryside Park to protect dark skies and foraging habitats for fauna. Localised, sensitive lighting may be provided in key locations, responding to key amenity features, in line with requirements in “5.5.5 Lighting”
15. Interpretation **should** be provided to:
 - Allow for enhanced appreciation of heritage assets, including Scheduled Monument associated with Hunsdon Airfield in Black Hut Wood & Medieval moated structure of a medieval farmstead adjacent to Lawn Wood
 - Interpretative signage to allow enhanced understanding of ongoing woodland management regimes and for species appreciation and understanding, especially where management needs result in closing off access
16. Any significant infrastructure, such as primary substations, **must** be located to have sufficient distance from outdoor recreational facilities, including play areas, and **must** be sufficiently screened with significant areas of biodiverse planting in line with requirements set out in “5.5.7 Integrating Utilities”.

Design Guidance

- A Neighbourhood Play Area (PL3) could be provided as shown on the Regulatory Plan. Refer to “5.4.5 Play” for further details.
- The primary electrical substation could be located to the northeast of the Woodland Park, with the final location to be considered in terms of feasibility, utilities constraints, topographical integration, character, ecology, access and visual amenity constraints
- A forest school, supporting opportunities for education and play, may be provided, associated with the proposed areas of coppice woodland

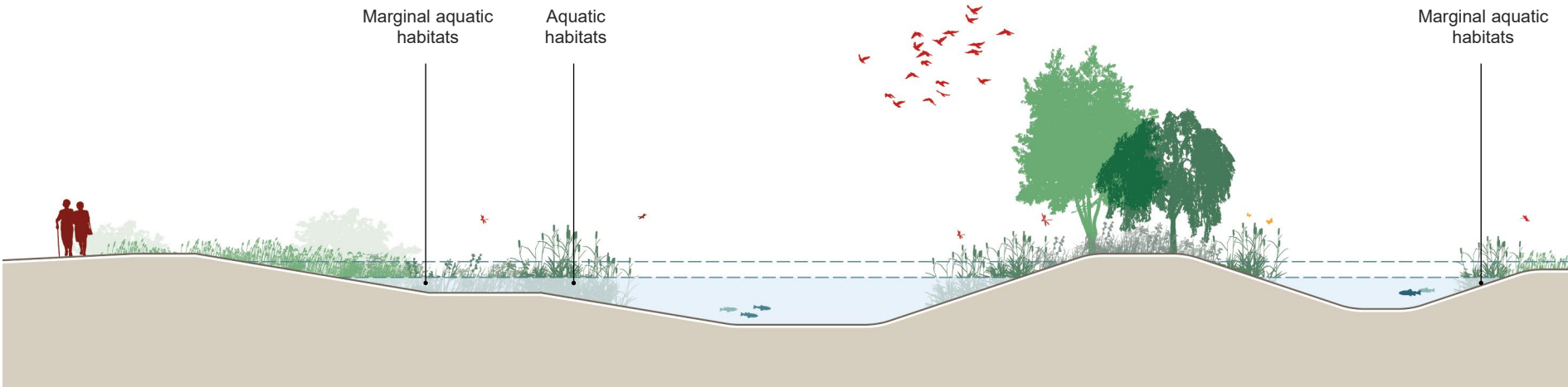
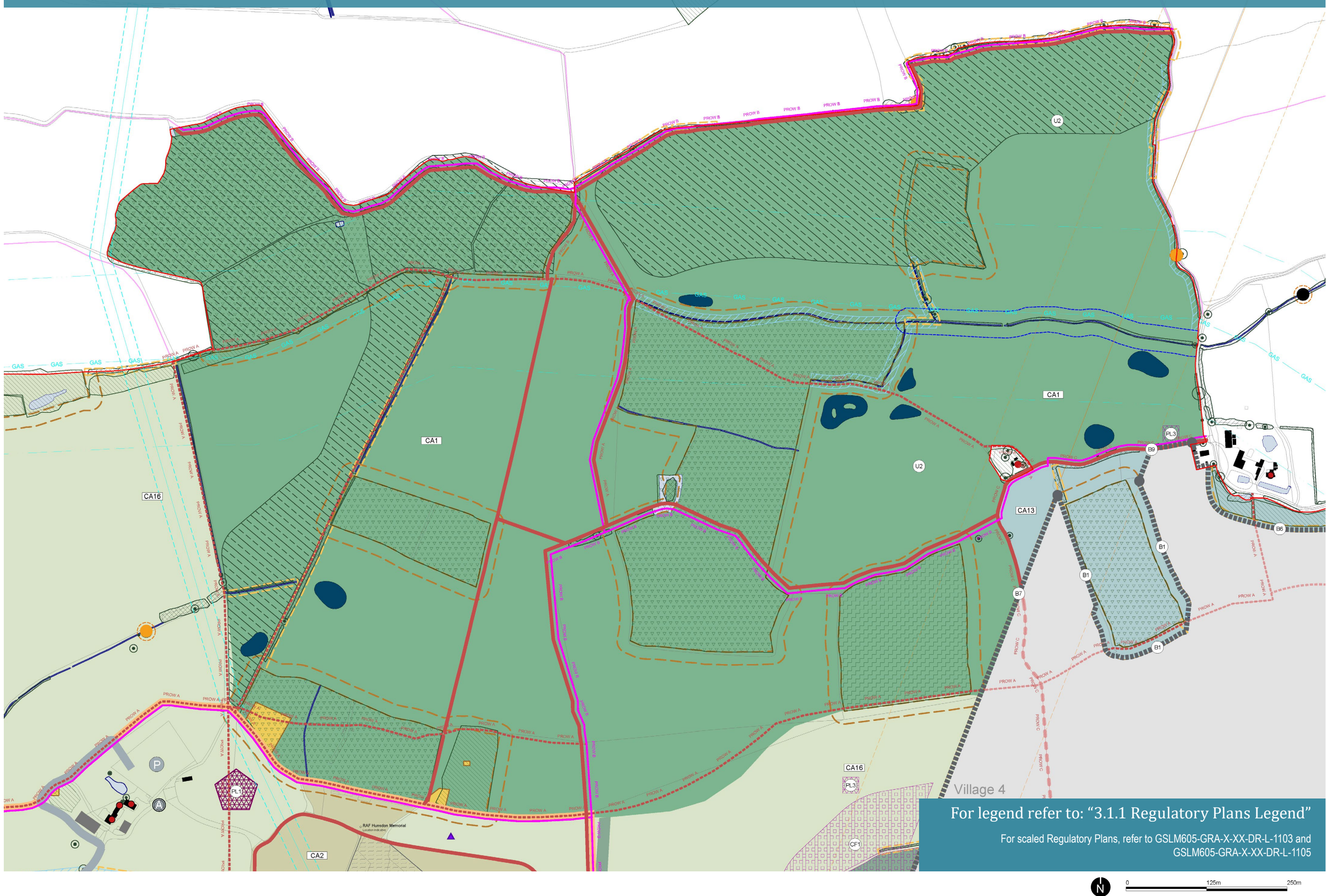


Fig.17 Illustrative section of a typical wildlife pond and associated aquatic and marginal aquatic habitats

Fig. 18. CA 1 - Eastwick Wood Countryside Park Regulatory Plan Extract (not to scale)



4.3 Hunsdon Airfield Park - CA2

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

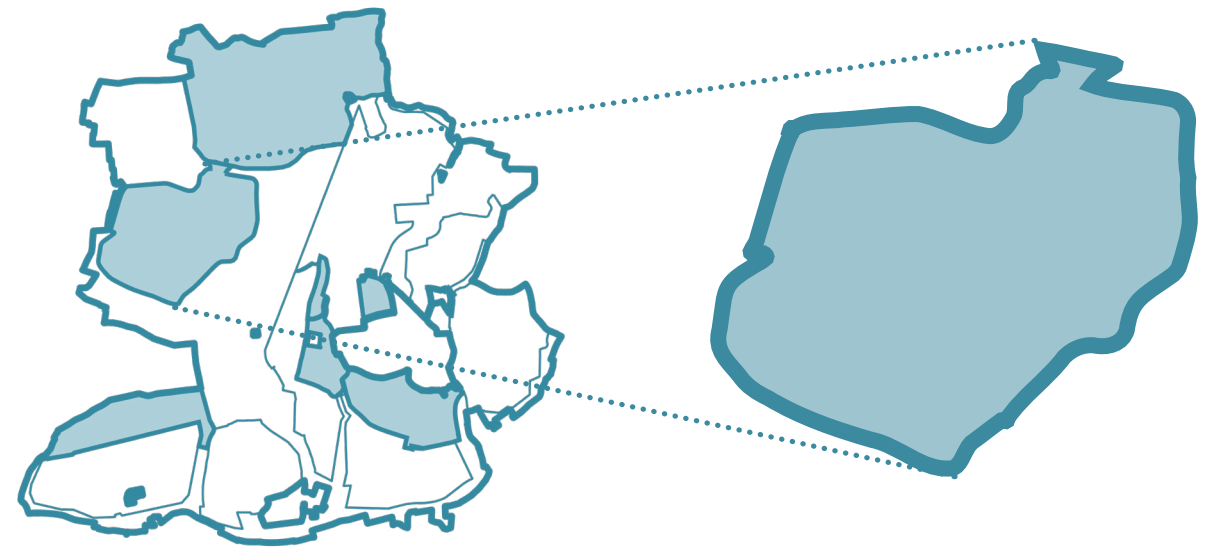


Fig. 19. Site photo looking towards the Black Barns

Character Areas - Hunsdon Airfield Park - CA2

4.3.1 Character

Defining Characteristics

Hunsdon Airfield Country Park comprises a vast area of agricultural land across the plateau character area. The landscape is characterised by the wide open views across the plateau, framed by the woodlands in adjacent areas. The history of Hunsdon Airfield as a World War II airfield is still visible today, with several defence structures remaining around the former airfield. These remnants are listed as Scheduled Monuments.

Existing Characteristics

- Plateau landscape character, with expansive view
- Remnants of the former function of the airfield, including:
 - Hunsdon World War II airfield defences Scheduled Monuments
 - Remnants of former runways
 - RAF Hunsdon memorial
- Historic Black Barns
- Existing tracks and public right of ways

Proposals

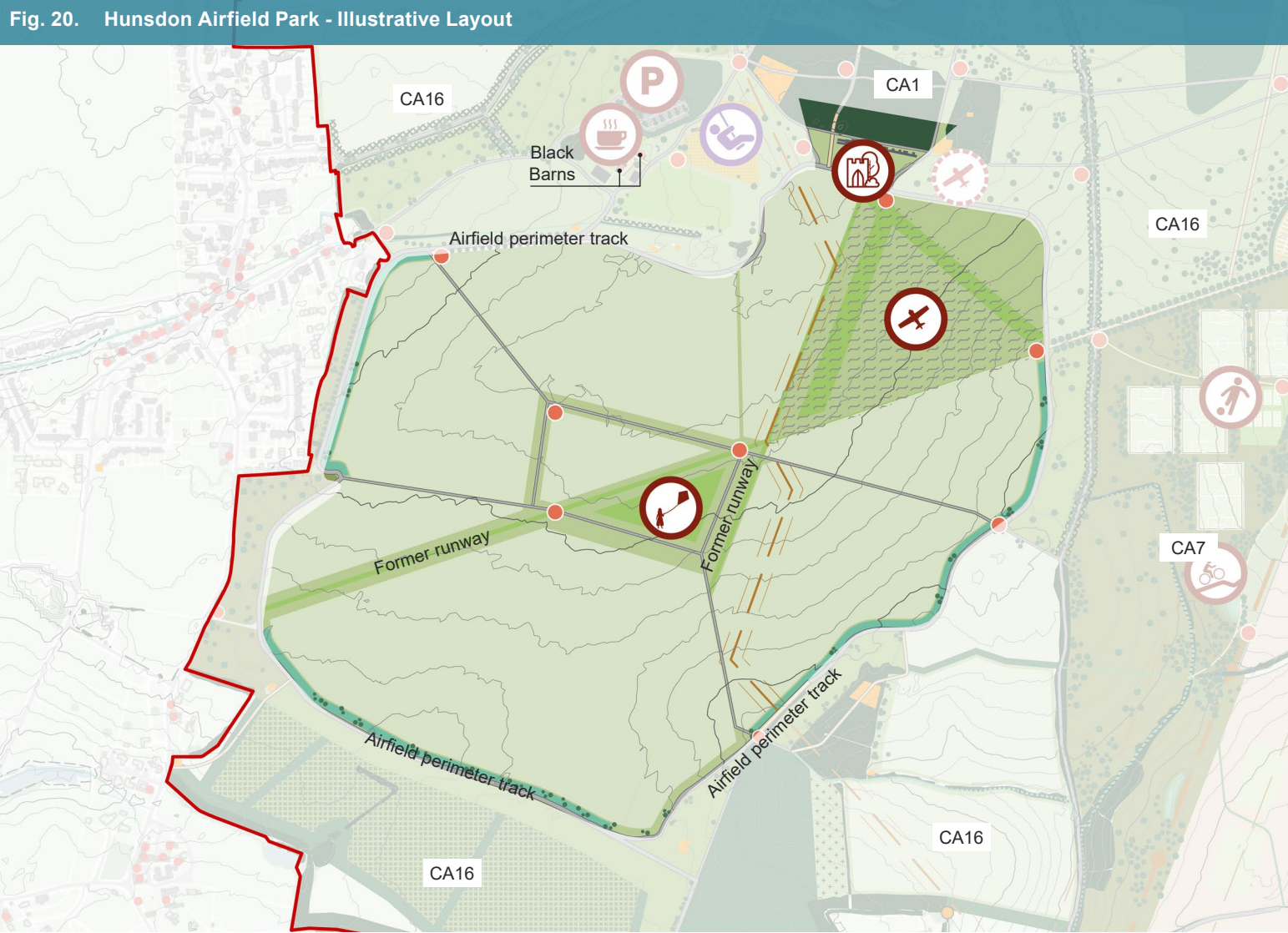
- Retain the agricultural function in a significant proportion of the area
- Provide enhanced access to the countryside setting
- Provide areas of amenity grassland to allow informal leisure activities

Outline Planning Permission Context

OPP Development Specification Extract
The Hunsdon Airfield Park outline specification generally comprises:

- provision of new low density native tree planting to the perimeter tracks;
- provision of areas of amenity grassland for informal leisure activities and grassland strips along the lines of the former Hunsdon Airfield runways;
- provision of a new and upgraded framework of trails for leisure activities, such as walking and cycling;
- potential for provision of grass sports pitches (subject to the final design of the education campus in Village 1 and the level of provision achieved within Gilston Park);
- potential for agricultural uses with greater biodiversity value;

- creation of a heritage trail with signage and interpretation points and viewpoints based on the listed and scheduled sites in the vicinity including the WWII airfield (linking to that provided for Eastwick Wood Park, and the wider site if appropriate); and
- provision of an Hunsdon Airfield Park visitor and interpretation centre (for example, including exhibition space, orientation boards, WCs and storage), either within the park or as a single facility combined with that at Eastwick Wood Park; and
- enhancements to the existing vehicular access from Acorn Street and parking facilities, either dedicated or as a single facility combined with Eastwick Wood Park.



Illustrative Plan - Key

Existing Woodland	Microlight club	Microlight aircraft flying club
Amenity Grassland	Area suitable for potential plant or tree nursery (indicative)	Village 4 Sport Hub
Biodiverse Grassland	Hedgerow enhancements	Visitor & interpretation centre
Sports Pitches	DESTINATIONS (indicative):	Parking
Scheduled Monument	Key nodes - to include potential locations for seating areas and cycle parking (refer to "5.5.2 Public Realm Design") and interpretation (refer to "5.5.6 Wayfinding and Legibility")	Community Growing
Existing tracks	PL1 - Destination Play	Non-designated heritage assets
Proposed paths	PL3 - Neighbourhood Play	Location of potential extension of Microlight Club (optional)
Tree planting	Pump Track (optional)	
Proposed woodland	Informal open space	
Agriculture		
Allotment		
SuDS		
Nature Priority Zone (within CA16)		

4.3.2 Design Requirements

Design Requirements

Access & Movement

- 1. An enhanced network of routes and paths **must** be created to encourage enjoyment of the countryside parks, in line with “5.1.2 Active Travel Routes”. This **must** include:
 - A cycle and pedestrian Commuter Route linking Hunsdon to the Gilston Area through the countryside park.
 - Existing network of tracks and trails to be upgraded where required
 - Equestrian routes, as set out in “5.1.2 Active Travel Routes”
- 2. 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.

Green & Blue Infrastructure

- 3. Low density tree planting **must** be provided along the perimeter track
- 4. Species-rich grassland planting **must** be provided to create a connected grassland habitat within and around the parkland and adjacent landscape
- 5. SuDS features **should** be created to provide localised surface water drainage. Refer to “5.2.10 Sustainable Drainage Systems (SuDS)”
- 6. Design proposal **should** consider creation of new habitats, including:
 - Biodiverse wild-flower field margins,
 - Areas of meadow and pasture

Heritage & Views

- 7. Design proposals **must** respond to and celebrate the heritage of the former Hunsdon Airfield. This **must** include:
 - Provision of amenity grassland for informal leisure activities and grassland strips along the lines of the former Hunsdon Airfield runways
 - Review interpretation to Hunsdon World War II airfield defences Scheduled Monument and the RAF Hunsdon memorial
 - Enhanced interpretation of the existing Hunsdon WWII airfield defences Scheduled Monument, including the pillboxes, sleeping shelters and other scheduled defence structures.
- 8. The open character of the airfield **must** be maintained, including:
 - Areas of amenity grassland for informal leisure activity along the lines of the former Hunsdon Airfield runways

Activity & Use

- 9. 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, in line with Policy AG7 of the Neighbourhood Plan, subject to specialist input.

- 10. Outdoor recreation trails **must** be created in line with the requirements set out in Recreation Trails within “5.4.4 Sports and Recreation” .
- 11. A Destination Play Space (PL1) **must** be provided. The provision may be located in Eastwick Wood Countryside Park, in Hunsdon Airfield Countryside Park, or between the two Countryside Parks within CA16 (refer to “4.4 A Connected Landscape” on page 52) The location is to be finalised at RMA stage and may be associated with the above visitor and interpretation centre. For further requirements on the location refer to “4.2.2 Design Requirements” on page 46.
- 12. The opportunity for the ongoing presence and operation of the Microlight aircraft flying club **should** be considered for integration within the park design and access management. Interface and management of the surrounding path, tracks and land uses should be considered at the next design stage to avoid conflict of uses.

Public Realm

- 13. 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 - refer to “5.5.8 Ancillary Buildings within the Landscape” and “4.4 A Connected Landscape”

Design Guidance

- An area may be safeguarded for the potential expansion of the Microlight aircraft flying club. Any such area, to be located to the east of the existing club (within CA 16) as shown in the Regulatory Plan, **must** follow the site constraints and parameters set out within the Regulatory Plan, subject to a feasibility study. Any such expansion **must** not obstruct visual axis and views between the two Countryside Parks between the woodland blocks of Black Hut Wood. An Ancillary Building to the Microlight Club may be proposed to support the potential expansion. Any such Ancillary Building **must** be appropriate in scale and character and must meet the design requirements set out in “5.5.8 Ancillary Buildings within the Landscape”.
- Designs could consider beneficial multi-functional purpose of fence lines (e.g. for agricultural purposes/off-lead dog walking)

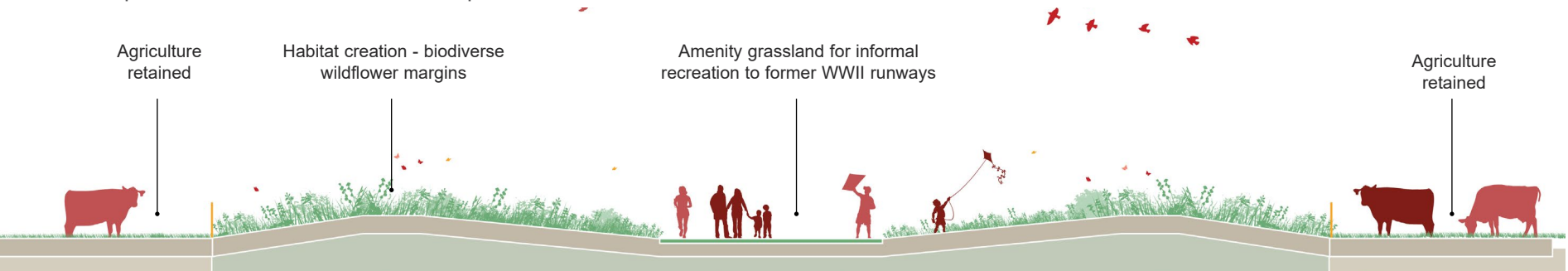


Fig.25 Illustrative section of the amenity grassland to the former WWII airfield runways

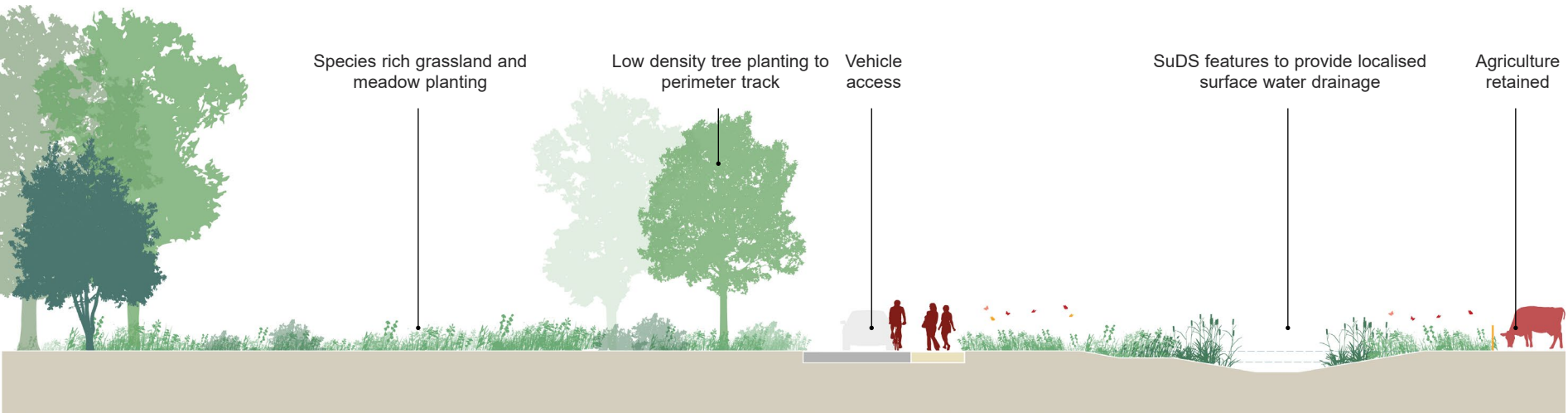
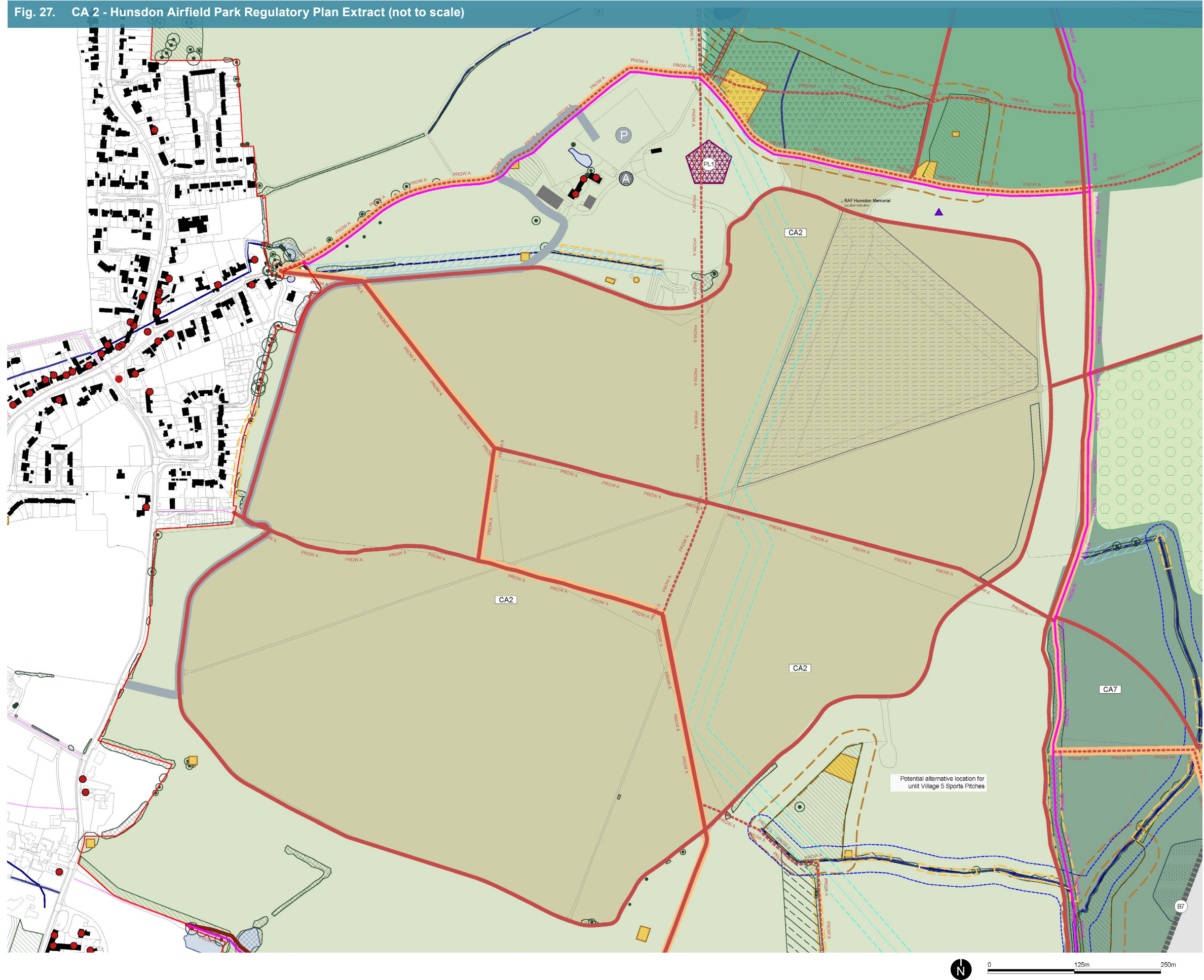


Fig.26 Illustrative section of vehicle access route

Fig. 27. CA 2 - Hunsdon Airfield Park Regulatory Plan Extract (not to scale)



For legend refer to: “3.1.1
Regulatory Plans Legend”

For scaled Regulatory Plans, refer to
GSLM605-GRA-X-XX-DR-L-1106

Character Areas

4.4 A Connected Landscape

Eastwick Wood Countryside Park (CA1), Hunsdon Airfield Park (CA2), (the Countryside Parks), Eastwick Valley Corridor (CA7) and the area of agricultural land (CA16) directly surrounding these, form an area of connected open space to the west of the Village Developable Areas. As these character areas will ultimately form part of one connected landscape, they will need to be considered holistically as part of the wider strategic landscape, albeit reserved matters application will be submitted separately. Due to their interconnectedness, certain landscape features and requirements need to be considered in the wider context of the strategic landscape, as described below.

Outdoor Recreation

The Countryside Parks will provide areas of public open space within a countryside setting and will provide opportunities for 'long-range' outdoor activities. This will be enabled by a range of trails and routes, including the Heritage Trail, as set out in "5.1.2 Active Travel Routes" and "5.3.2 Response to Heritage Assets". The activities that should be provided are set out in "5.4.4 Sports and Recreation".

Additionally, the following facilities may be provided (subject to detailed RMA design):

- Pump-track or equivalent alternative recreation activity

Destination Play Space (PL1) and Visitors & Interpretation Centre

As set out in "4.2 Eastwick Wood Countryside Park - CA1" and "4.3 Hunsdon Airfield Park - CA2", there is a requirement to deliver 1 no. Destination Play Space (PL1) and 1 no. Visitors and Interpretation Centre across both Countryside Parks. These features could form part of one facility, if feasible, and may be located in or adjacent to either Countryside Park. The Black Barns could be explored as a potential location for the shared facility. However, other locations may be considered at RMA stage, as demonstrated in the adjacent diagram.

There are potential benefits to each of the suggested locations

Eastwick Woodland Park (CA1)

- More potential for adventure play immersed in the existing natural landscape context
- More potential as a destination for the wider area
- Encourages exploration of the countryside
- No vehicle access will be provided - emergency access to be provided via active travel routes

- Agricultural land (CA16) north of Eastwick Valley Green Corridor (CA7)
- Located near to Village 4 and 3, enabling them to serve these new communities in particular
 - Close to STC, helping to promote Active Travel
 - Vehicular access could be created from the Villages

- Agricultural land (CA16) surrounding Black Barns
- Potential to be part of a destination hub around the black barns including interpretation.
 - Opportunity to combine interpretation centre with Destination Play Space (PL1) facilities
 - Increased opportunity to couple with a commercial venture to become self-supporting facility
 - Vehicle access could be provided from Acorn Street along the perimeter tracks

Key

Destination Play

Visitors & Interpretation Centre

Parking

Active Travel and Vehicle Access (including emergency access and servicing access)

Active Travel Only Access

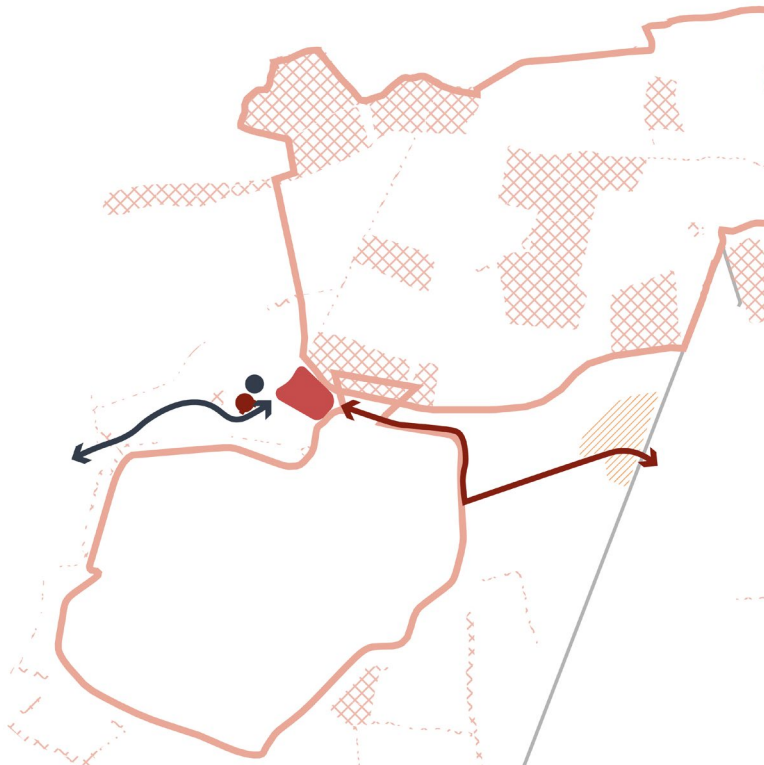


Fig.28 Location of the Destination Play Space and Visitor Centre - Black Barns Option



Fig.30 Location of the Destination Play Area as set out in OPP Parameter Plans



Fig.29 Location of the Destination Play Space and Visitor Centre - CA16 & CA7 option

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4.5 Home Wood & Gibson's Shaw - CA3

Home Wood and Gibson's Shaw are great environmental assets to the wider Gilston Area. Containing ancient and ancient replanted woodland, this character area will carefully balance human and ecological uses and requirements and will connect the future community with woodland habitats.

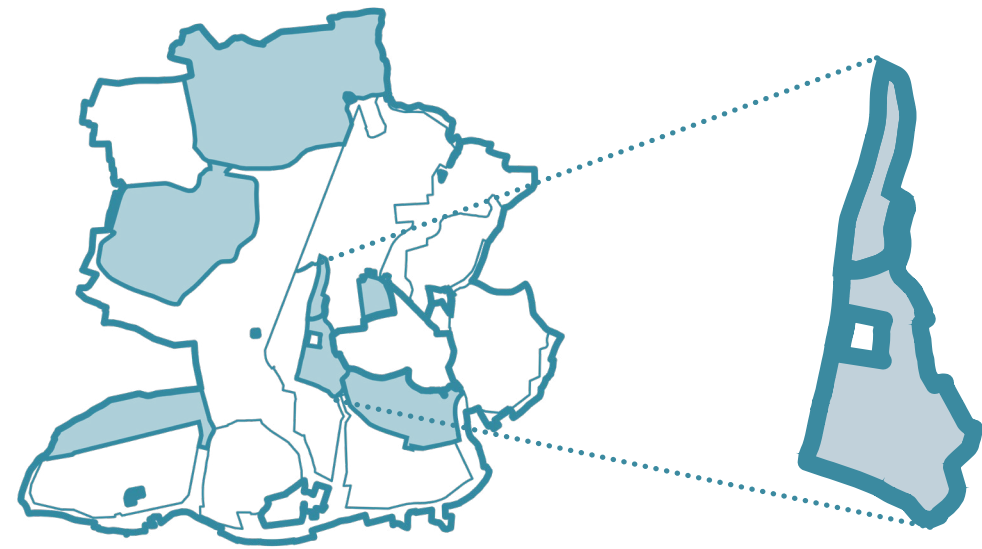


Fig. 31. Site photo of Home Wood

4.5.1 Character

Defining Characteristics

Home Wood is unique in the Gilston Area as the only community park set within an existing woodland. This dense, mature woodland offers a unique opportunity for recreation within a semi-natural setting. Proposals for Home Wood should encourage playful exploration and should provide opportunities for quiet reflection and enjoyment of nature.

Existing Characteristics

- Mature woodland - existing features include:
 - Ancient Semi-Natural Woodland
 - Replanted Ancient Woodland
 - Ponds that may support amphibian species including Great Crested Newts
- Existing network of paths and trails, including the existing Church Lane, linking to St Mary's Church and the existing bridleway abutting the woodlands
- Grade II listed Keeper's Cottage on the western boundary of Home Wood (outside of the SLMP Study area)

Proposals

- Maintain and enhance the biodiversity value of the existing woodland
- Create a 20m buffer zone to ancient woodlands. This zone is to create a biodiverse edge and transitional zone to the Community Park
- Develop the existing network of paths and trails to provide access through the woodland
- Create a destination play area, to be located on the boundary between Gilston Park and the area of ancient replanted woodland in Home Wood

Outline Planning Permission Context

OPP Development Specification Extract

The Home Wood outline specification generally comprises:

- the sensitive management of existing ancient woodland blocks using traditional coppice techniques where appropriate and reduction of invasive tree species, and the planting of new trees where appropriate;
- restoration of hedgerow between Gibson's Shaw to St Mary's Church where this is within Home Wood;
- provision of a new and upgraded framework of paths within the park based on connective desire lines between villages and facilities;
- creation of a woodland destination community playspace and associated shelter (for example, which may include a small café, WCs and storage) outside the ancient woodland area and within the more recent plantation woodland (which has been assessed as appropriate to receive a woodland play area); and
- provision of signage and interpretation for Home Wood (to form part of that provided for the wider site if appropriate).



Illustrative Plan - Key

- Existing Woodland
 - Ancient Woodland
 - Ancient Replanted Woodland
 - Existing Veteran Trees
 - Woodland Glade
 - Destination Play
 - Existing tracks (may include paths to be upgraded)
 - Proposed paths
 - Proposed clearing in woodland to create higher diversity of habitats- indicative, subject to input from project ecologist at RMA stage
 - Nature Priority Zone
 - Hedgerow enhancements
- Destinations:
- Key nodes - to include potential locations for seating areas and cycle parking (refer to "5.5.2 Public Realm Design") and interpretation (refer to "5.5.6 Wayfinding and Legibility")
 - PL1 - Destination Play

4.5.2 Design Requirements

Design Requirements

Access & Movement

1. An enhanced network of paths and trails **must** be created to provide access to Home Wood (refer to “5.1.2 Active Travel Routes”)
 - **Must** build on the existing network of paths and trails
 - **Must** include a high quality primary leisure route to link Gilston Park and Gilston Fields. The designs for the community parks must ensure the use of this route is encouraged to limit where possible an increase of footfall along the existing PROW footpaths through the private Gilston House estate
 - The existing lane (linking to St Mary’s Church) **must** be maintained as a quiet lane with countryside character and must encourage its use for active modes of travel
2. All paths and trails through Home Wood **must** be sensitively designed to limit adverse impacts on the existing habitats. This may include:
 - Path constructions that limit negative impacts on root protection areas of trees
 - Path boundary treatments to discourage people from leaving the paths in sensitive areas of woodland
 - Routes through the existing woodlands must not be lit
 - Appropriate planning of routes and woodland management inspections to ensure appropriate high risk tree safety is maintained near to routes.
3. Where the woodland interfaces with the STC, SuDS features **must** be incorporated to protect the woodland from associated run-off.
4. General car parking **should** not be provided for Home Wood in order to promote use of active travel. Emergency and disabled car parking access **should** be provided from Gilston Park.
5. The private residence of Keeper’s Cottage **must** not be impacted by proposed paths

Green & Blue Infrastructure

6. Ecological value and biodiversity of the existing woodland **must** be retained or enhanced through sustainable woodland management. This could include (subject to specialist input at RMA stage), where appropriate, opportunities for:
 - Coppicing
 - Silvopasture
7. Planting proposals **must** be sensitive to the existing ancient woodland habitat

8. Planting proposals **must** enhance the resilience of the existing woodland for the changing climate through strategies designed to establish a variety of species and age of trees within the woodland
9. Planting proposals **should** enhance the resilience of the woodland in terms of biosecurity. This **should** include a strategy to address changing composition of the woodland due to Ash Dieback and Oak Processionary Moth
10. Design proposals **should** seek to soften the edge between the ancient woodland and surrounding areas. The 20 metre buffer zone to the ancient woodland **should** be used to create a transitional zone with a rich mosaic of habitats
11. A Nature Priority Zone **should** be created in Gibson’s Shaw

Heritage and Views

12. The setting of the building listed as “Keeper’s Cottage” **must** be preserved in line with the principles set out the OPP Development Specification

Activity & Use

13. Areas of seating **must** be provided alongside the proposed path network. These seating areas **should** encourage enjoyment of and immersion in the forest habitat and may include interpretation
14. 1 no. Destination Play Space (PL1) **must** be provided - to be located on the border between Gilston Park and the area of ancient replanted woodland in Home Wood. The play area **must** be designed to retain the woodland character of its location and to preserve and accentuate key features of the woodland as part of a strategy to actively engage young people with the landscape. Refer to “5.4.5 Play”.

Public Realm

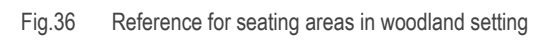
15. Signage and interpretation **should** be provided to Home Wood. This could be used to emphasise the ecological value of the existing woodland



Fig.33 Reference of path and seating areas that are sensitively integrated into a woodland setting



Fig.34 Reference for Destination Play in a woodland setting



For scaled Regulatory Plans, refer to GSLM605-GRA-X-XX-DR-L-1108

4.6 Gilston Fields - CA4

Gilston Fields will be framed by views of St Mary's Church and the existing tree lined lane abutting the park. The proposed cricket fields and club house, which will include community facilities, will be the focal point of the park.

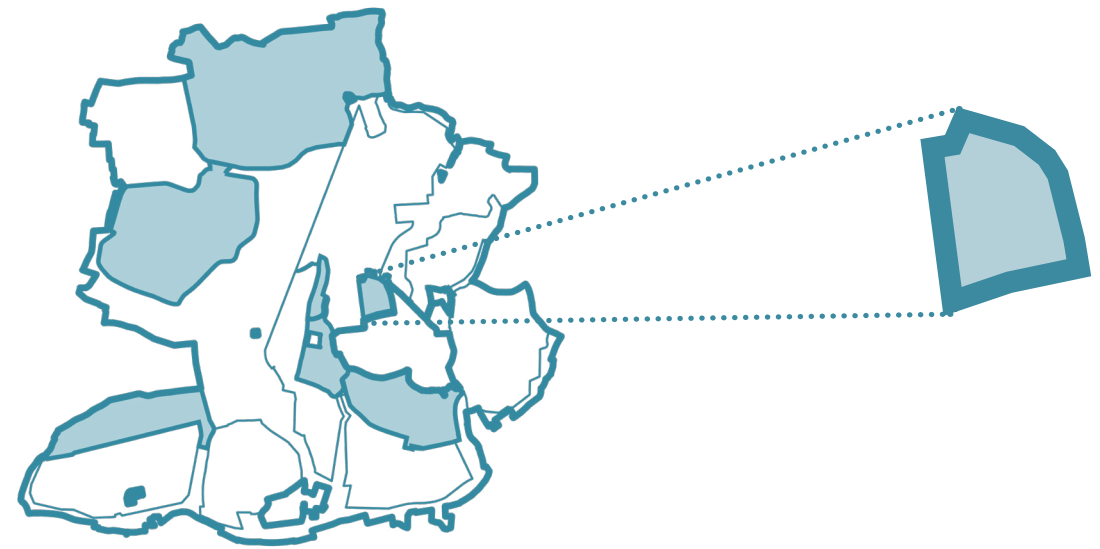


Fig. 38. Site photo taken from southern boundary of Gilston Fields, looking towards St Mary's Church

4.6.1 Character

Defining Characteristics

Key characteristics which the design shall seek to protect, enhance and impart are:

Existing Characteristics

- Views to and from St Mary's Church
- Woodland and hedgerow belt around perimeter
- Existing lane abutting Gilston Fields
- Topography slopes towards the west

Proposals

- Retain open character and incorporate key views
- Create parkland character with legacy trees
- Cricket and football pitches with a clubhouse

Outline Planning Permission Context

OPP Development Specification Extract

The Gilston Fields outline specification generally comprises:

- provision of amenity mown grassland in the centre of the park, with native wildflower planting to the edges;
- tree planting to integrate with residential development around the perimeter of the park;
- restoration of hedgerow between Gibson's Shaw to St Mary's Church where this is within Gilston Fields;
- residential development will be accommodated in the western portion of the Park integrated into the landscape setting, with careful consideration of views and setting of St Mary's Church, and retention of the landscape definition of the park's boundary;
- provision of formal pitches (potentially cricket) and clubhouse (for example, including changing rooms and WCs, meeting room, bar/café, terrace, function room and storage space) to the east, and associated car parking;
- provision of drainage from the pitches to form part of the SuDS network;
- provision of a new and upgraded framework of paths within the park based on connective desire lines between villages and facilities as well as a circuitous path which follows the tree-lined walkway; and
- provision of signage and interpretation for Gilston Fields (to form part of that provided for the wider site if appropriate).

Fig. 39. Gilston Fields - Illustrative Layout



Gilston Fields Illustrative Plan - Key



4.6.2 Design Requirements

Design Requirements

Access & Movement

1. A network of paths active travel routes **must** be provided to deliver access through the park, and to provide connectivity to surrounding strategic green infrastructure, including Golden Brook Valley and Home Wood. Refer to “5.1.2 Active Travel Routes”
2. Gilston Lane **must** be maintained as a quiet lane with countryside character and must encourage its use for active modes of travel
3. All modes parking, including cycle parking, **must** be provided in strategic locations. This **must** be sensitively integrated into the design proposals to reduce the visual impact on the park design. Refer to “5.1.8 All Modes Parking”

Green & Blue Infrastructure

4. The design **must** create biodiversity enhancements by:
 - Increasing the tree canopy with tree planting of informal parkland character on the perimeter of the park
 - Restoring and strengthening of the hedgerow between Gibson’s Shaw to St Mary’s Church
 - Strengthening the existing tree planting to the north of Gilston Fields
 - Providing areas of long rough grassland and wildflower meadow
 - Designing SuDS features to create biodiverse habitats

Heritage & Views

5. Existing landscape features **must** be maintained and strengthened to contribute to the character of the park. This includes:
 - Views to and from St Mary’s Church and Church Cottages
 - Woodland belt and hedgerows abutting Gilston Fields
6. Interfaces **should** be sensitive to existing properties within and adjacent to Gilston Fields

Activity & Use

7. A cricket club **must** be provided within Gilston Fields. Refer to “5.4.4 Sports and Recreation” for the sports facilities that **must** be provided.
8. A clubhouse to the sports facilities **must** be provided - refer to “5.5.8 Ancillary Buildings within the Landscape”
9. While regrading of the existing topography will be required to deliver sport pitches, the pitches **must** be sensitively integrated into the existing topography, by limiting the need for excessive earthworks (refer to “5.2.4 Topography and Levels”). See Fig.168 within section “5.4.4 Sports and Recreation” for illustrative section on the integration of sport pitches.
10. The sport pitches in Gilston Fields **must** not be floodlit.

11. A Village Playground (PL2) and Neighbourhood Play Space (PL3) **should** be provided (refer to “5.4.5 Play”) as identified in the regulatory plan. These play areas **should**:
 - Create a well overlooked play space by providing sufficient passive surveillance from surrounding development and from the adjacent network of paths
 - Provide play opportunities that are inclusive to everyone
 - Consider the visual integration of the play area to ensure views to and from heritage assets are not adversely impacted.
12. Where the village play area extends into root protection areas or buffer zones, intrusive play structures **should** be avoided to avoid adverse impact on tree health. Appropriate play typologies may include natural play features. Suitability of proposals **must** be informed by arboricultural advice at RMA stage.

Public Realm

13. A focal point **should** be created for the park and the community by creating a cluster of community uses to include:
 - Responding to existing location of St Mary’s Church
 - Gilston Fields Clubhouse, which **must** include a community facility. Refer to “5.5.8 Ancillary Buildings within the Landscape”
14. Lighting strategy (to be developed at RMA stage) **must** be designed to be sensitive to the existing and proposed context of Gilston Fields. Refer to “5.5.5 Lighting”. The proposed lighting strategy **should** consider:
 - Limited lighting in close proximity to sensitive habitat areas, including key bat habitats areas identified, to limit light pollution in these areas
 - Adjacent heritage features (outside of SLMP study area)

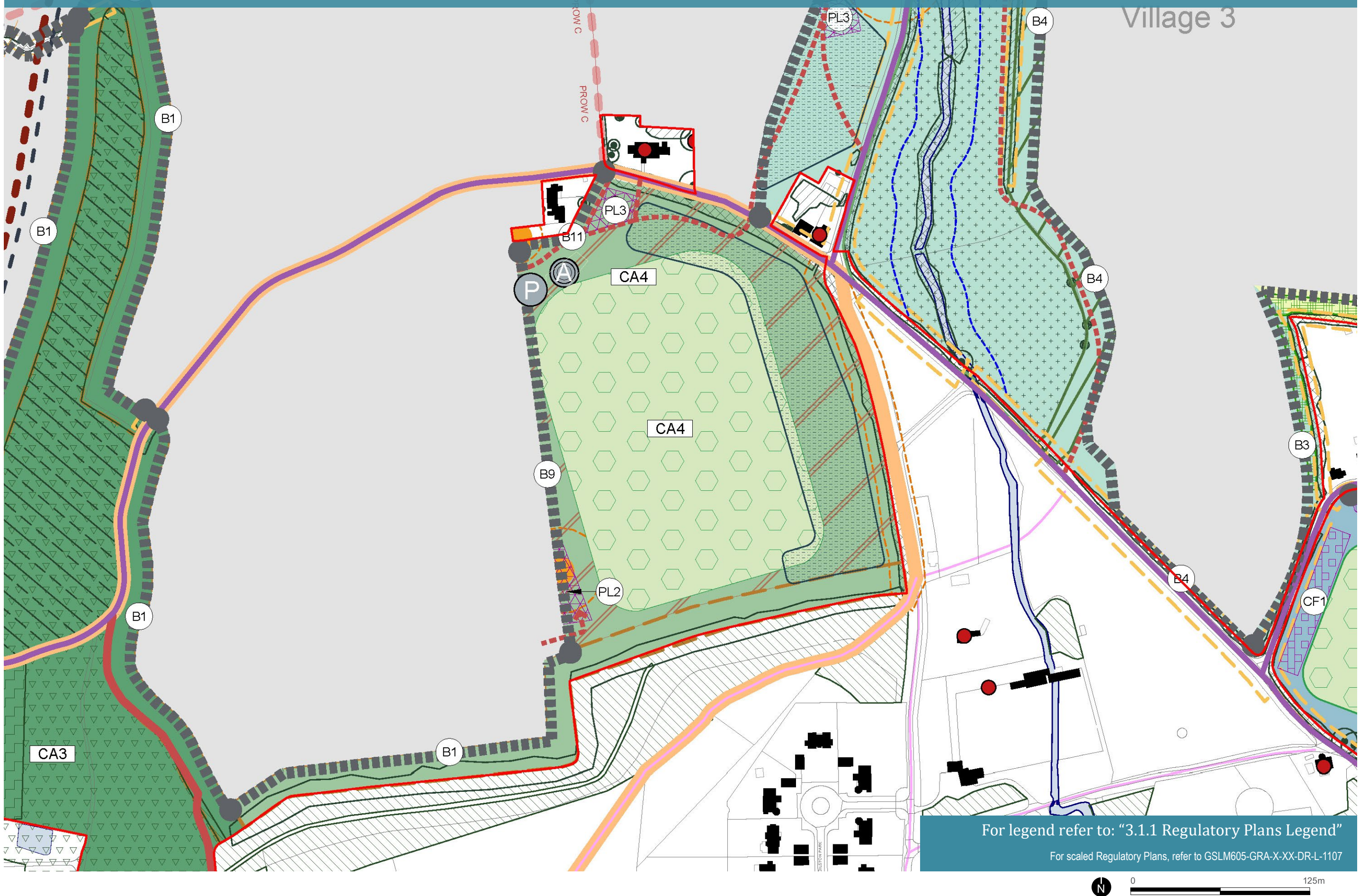


Fig.43 Reference image for Gilston Lane to be maintained as quiet lane, encouraging active travel



Fig.44 Reference image for integration of Cricket Club into parkland landscape, with ecological enhancement (areas of long rough grassland and wildflower meadow) to the perimeter of the sports pitches

Fig. 45. CA 4 - Gilston Fields Regulatory Plan Extract (not to scale)



4.7 Gilston Park - CA5

Gilston Park, located centrally within the study area, will form the heart of the future community. Providing school and community sports pitches, a destination playground and community orchard all set within vast biodiverse grasslands, Gilston Park will become a destination for surrounding villages.

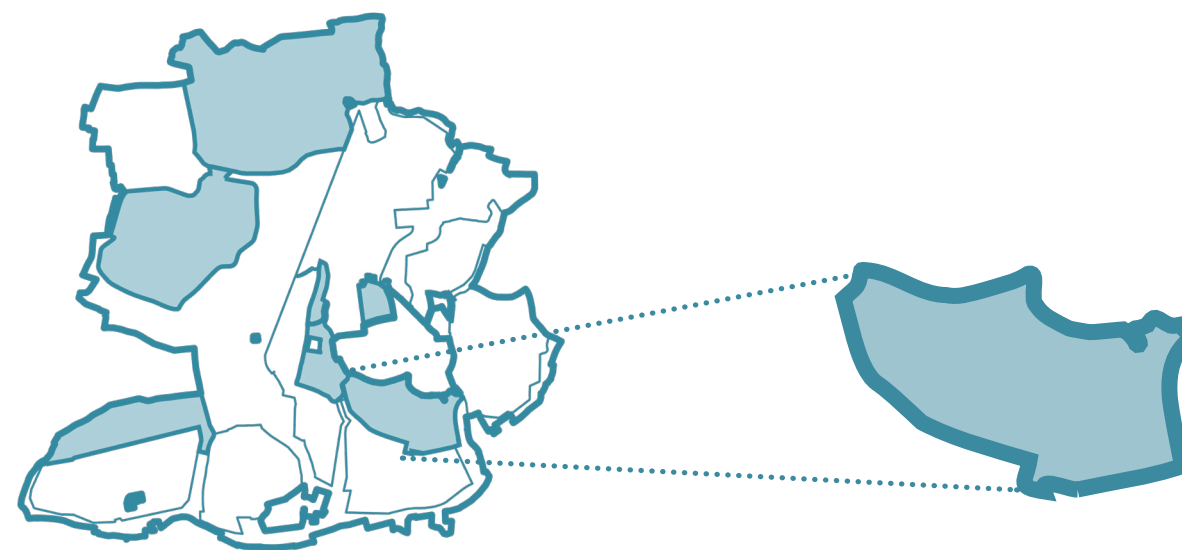


Fig. 46. Site photo taken from Gilston Park looking towards Gilston House

Character Areas - Gilston Park - CA5

4.7.1 Character

Defining Characteristics

Key characteristics which the design shall seek to protect, enhance and impart are:

Existing Characteristics

- Locally-listed historic landscape and context of listed Gilston House
- Views to and from Gilston House
- Parkland trees including Veteran trees
- Remnants of Lime Avenue
- The Chase Scheduled Monument moated feature and deer park pale
- Interface with the park lake, located outside of the study area

Proposals

- Open grassland and parkland character with legacy parkland trees
- Responding to desire lines and topography through sinuous pathways
- Football and cricket pitches and bowling green for community use, as well as school sport site
- Reinstatement of historic Lime Avenue
- Club house and changing rooms
- Destination Play in Home Wood and Village Playground near to the southern entrance of Gilston Park
- Informal play such as softball, kite flying, running

Outline Planning Permission Context

OPP Development Specification Extract

The Gilston Park outline specification generally comprises:

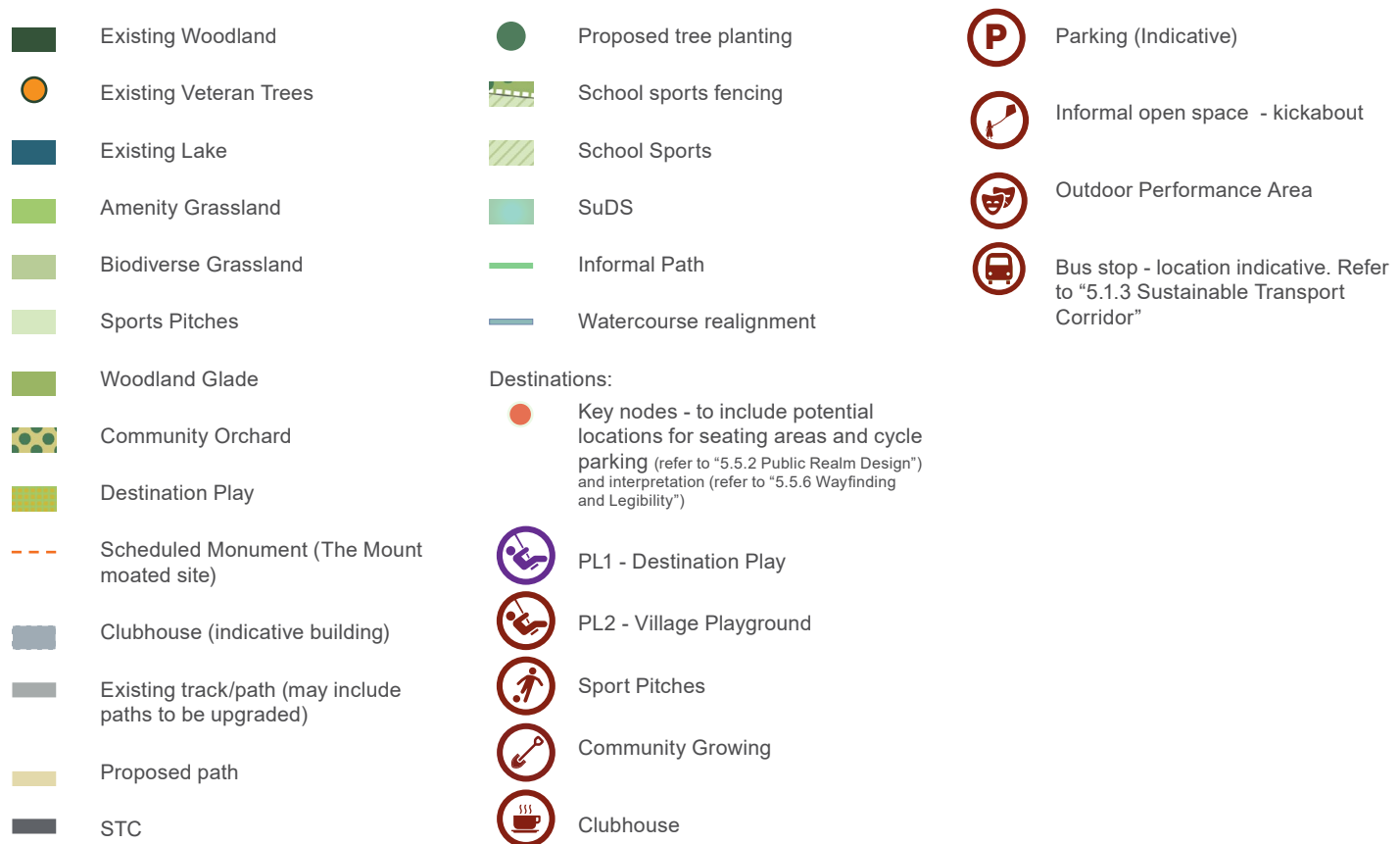
- provision of amenity grassland in the centre of the park, with rough 'long' grassland, wildflower meadows or woodland flora to the edge of the park adjacent to Fiddlers' Brook to create an overall parkland character;
- formal tree planting along the axis of the historic Lime Avenue to approximately the centre of the park, and informal individual and small group tree planting to reinforce the parkland character;
- landscape works and boundary treatment to the Mount scheduled monument as appropriate;
- provision of formal sports pitches and clubhouse (for example, including changing room and WCs, meeting room, café and storage), some of which may form part of the Village 1 education campus;

- provision of formal sports pitches and amenity grassland for use by school(s);
- boundary treatment for sports pitches and amenity grassland for use by school(s);
- provision of drainage from sports pitches to form part of the SuDS network;
- provision of a new and upgraded framework of paths within the park based on connective desire lines between villages and facilities as well as a circuitous boundary path which includes views over Gilston lake; and
- provision of signage and interpretation for Gilston Park and the Mount (to form part of that provided for the wider site if appropriate).

Fig. 47. Gilston Park - Illustrative Layout



Gilston Park Illustrative Plan - Key



4.7.2 Design Requirements

Design Requirements

Access & Movement

- 1. 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. This partially includes the diverted PROW (N.B. PROW diversion processes are subject to separate statutory procedures). Key connections **must** be designed to accessibility standards.
- 2. Access points **must** be clear, accessible and easily-identifiable
- 3. To deliver the design proposals for Gilston Park, the existing PROWs passing through Gilston Park **should** be diverted. The directness of the route **must** be maintained where possible. (N.B. PROW diversion processes are subject to separate statutory procedures)
- 4. Interchange with STC corridor **must** be provided to encourage active modes of travel to the park. This **must** include cycle parking
- 5. A sensitive landscape interface **must** be created on the boundary of Gilston Park and the STC which supports use as a primary active travel route. Refer to Street Type 2 “5.1.3 Sustainable Transport Corridor”.
- 6. All modes parking, including cycle parking, **must** be provided in strategic locations. This **must** be sensitively integrated into the design proposals to reduce the visual impact on the park design. Refer to “5.1.8 All Modes Parking”.

Green & Blue Infrastructure

- 7. SuDS infrastructure **must** be provided to drain the sports pitches
- 8. Buffer Zones **must** be provided to Home Wood, The Chase and existing hedgerows in line with the Regulatory Plans and the design guidance set out in “5.2.5 Existing Vegetation”
- 9. SuDS features **must** be provided within primary paths and STC corridor
- 10. Veteran trees **must** be protected in line with “5.2.5 Existing Vegetation”
- 11. Proposed trees and planting proposals **should** be reflective of the proposed parkland character and the existing locally listed historic landscape.

Heritage & Views

- 12. The design proposals **must** sensitively respond to The Chase:
 - Access **should** be considered to avoid adverse impacts including potential sensitive fencing of an appropriate character
- 13. Heritage interpretation **must** be provided to The Chase
- 14. Lime Avenue **should** be extended into the park, following historic precedents
- 15. Design proposals **must** be sensitive to existing site topography. Significant alterations of topography **must** be avoided to avoid adverse impact on important views and **should** positively contribute to the views to and from Gilston House

Activity & Use

- 16. Community sports facilities **must** form a focal point within the park. A network of proposed paths **should** centre around these proposed facilities. Refer to “5.4.4 Sports and Recreation” for the sports facilities that **must** be provided.
- 17. A clubhouse to the sports facilities **must** be provided - refer to “5.5.8 Ancillary Buildings within the Landscape”
- 18. The following 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 (PL1) - to be located on the border between Gilston Park and the area of ancient replanted woodland in Home Wood - refer to “5.4.5 Play”
 - 1No. Village Playground (PL2) (minimum 2000sqm) - refer to “5.4.5 Play”
 - 1No. Community Orchard as part of Village 1 provision. **Must** be located to be easily accessed by active travel from Village 1. Refer to “5.4.6 Community Food Production”
- 19. The school sport site, associated with the Village 1 secondary school, **must** be sensitively integrated into the landscape and include provision for suitably positioned access gates between the school sports site and Gilston Park. Refer to “5.5.4 Interfaces”
 - Landforms **must** be sensitively integrated in accordance with “5.2.4 Topography and Levels”
 - A positive boundary treatment **must** be provided. This may include screening from tree planting or SuDS features. Refer to “5.5.4 Interfaces”.

Public Realm

- 20. Sports pitch earthworks **must** be sensitively integrated into the existing topography (refer to “5.2.4 Topography and Levels” and “5.4.4 Sports and Recreation”)
- 21. Sensitive boundary interface **must** be provided to the boundary between the Village 1 and Gilston Park. This **should** include active frontages and informal soft landscape buffers of parkland character. Refer to “5.5.4 Interfaces”.
- 22. Sensitive lighting **must** be provided to key routes. Lighting proposals **must** consider safety of the park users whilst minimising ecological impact of the proposals
- 23. Seating **must** be provided in key locations, including seating associated with the proposed community sports pitches

Design Guidance

- An Outdoor Performance Area could be provided within the park, situated to take advantage of the natural topography to form a viewing area
- Accessible car parking bays could be located in strategic locations in Gilston Park to provide parking at accessible distances from the clubhouses and the PL1 - Destination Play provision. This is to be provided in the locations highlighted in the regulatory plan and in line with the design requirements set out in “5.1.8 All Modes Parking”

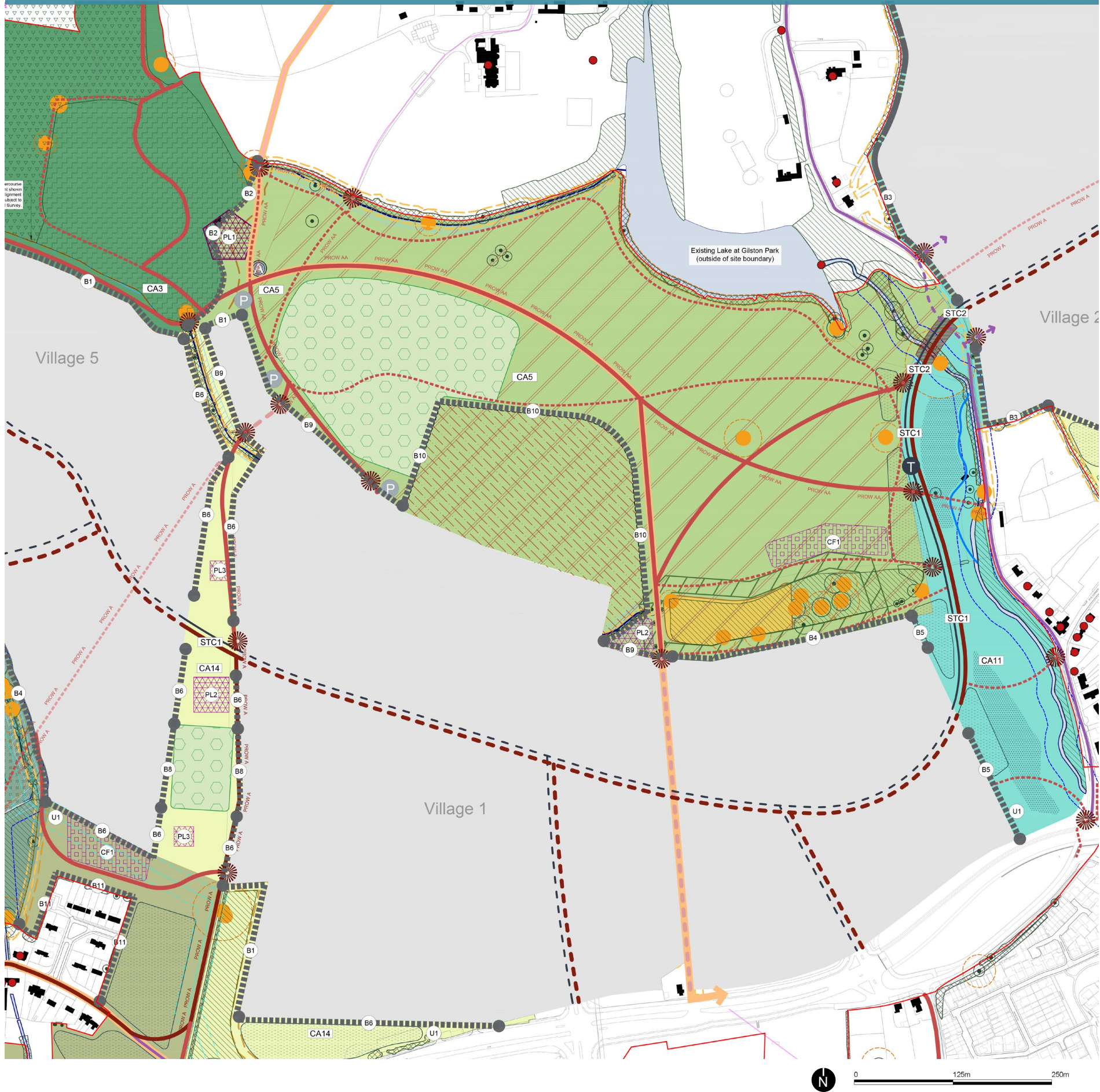


Fig.50 Precedent image for tertiary leisure route through an orchard with biodiverse grassland understory planting



Fig.51 Precedent images for amenity lawn space in a parkland setting

Fig. 52. CA 5 - Gilston Park Regulatory Plan Extract (not to scale)



For legend refer to: “3.1.1 Regulatory Plans Legend”

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