

Detailing the Landscape

5.5.1 Introduction

Placemaking

The Placemaking section addresses key elements of the SLMP public realm for which it is particularly important that a consistent quality of design and integration is achieved. This includes the following topics:

- Interfaces
- Boundary Treatments
- Lighting
- Wayfinding and Legibility
- Public Art
- Accommodating Utilities
- Waste and Recycling

The OPP Development Specification sets out the following Strategy Commitments in relation to the Placemaking Strategy:

- Embedding placemaking principles into the Strategic Design Guide to ensure the distinct character of each village is considered as part of the Village Masterplan process and in the preparation of Village Design Codes.
- Embodying key spatial parameters into the Parameter Plans to ensure the form of the villages, the response to existing context and provision of a comprehensive network of landscape and open spaces is considered in the preparation of the Strategic Landscape Masterplan and Village Masterplans.
- Delivery of flexible local employment space across specific villages as set out in section 3 of the Development Specification.
- Promote and encourage sustainable travel to achieve mode share targets.
- Deliver a wide range of housing types and sizes to meet the diverse housing need requirements.
- Curate and manage village centres to ensure early and continued vibrancy.
- Implementing the Governance Strategy that will empower existing and new residents to make decisions on the management of the new community.
- Maximising opportunities for local business, existing and new, within the development.
- Working with local communities and groups to develop a programme of events and interim uses.
- New buildings to be provided with good digital connectivity to allow for flexibility and adaptability.
- Maximising opportunities for existing communities including “early wins” initiatives.

The Gilston Area Neighbourhood Plan highlights in particular the importance of achieving well designed and sensitive interfaces between the built form of the Villages and the surrounding existing and new landscapes and communities.

5.5.2 Public Realm Design

Key Principles of Gilston Area Public Realm Design

The Public Realm is defined as the set of exterior spaces, linkages, street network and built elements that are physically or visually accessible regardless of ownership. These elements can include, but are not limited to: streets, pathways, rights of way, cycle paths, gateways, bridge structures, parks, natural features, view corridors, any accessible open space available to see and use for anyone without charge.

The public realm will be a unifying element across the Gilston Area, complementing the individual identities of the Villages and providing consistency of treatment which sits lightly within the landscape and emphasises the countryside character of the wider site.

Design Guidance for Public Realm within the SLMP

- All features **should** be designed to be appropriate to their rural context, displaying sensitive combination of material selection, form and functionality, and with careful consideration of the appearance of new features within existing views
- All features **should** be designed to prioritise the point of view of the end-user pedestrian and cyclist, in regards to physical accessibility, safety and comfort and visual experience. All spaces are to be designed as appropriate environments for children and young people.
- Features are designed to meet accessible and inclusivity best practice standards
- Features **should** be designed to maximise opportunities to create green and biodiverse movement corridors, with generous planting zones provided to ensure a substantial tree planting legacy. Embankment, deck and vertical surfaces **should** also be considered opportunities to incorporate planting.
- Features to be designed to best practice sustainability principles, incorporating SuDS features as appropriate, and low-carbon solutions.
- All features **should** be designed to meet required adoption standards where relevant, including requirements for maintenance as agreed with the local authority
- Features **should** typically be designed of durable, self-finishing materials e.g. natural timber, weathered steel etc reducing the need for maintenance. Opportunities to incorporate materials found in the local vernacular such as flint and brick **should** be explored
- Street furniture and other features within the landscape and public realm **must** be neatly arranged to avoid visual clutter and obstruction
- Special attention **must** to be paid to the interfaces between new areas of public realm and existing settlements and routes, providing a neat interface which complements both areas, providing wayfinding and visual gateways/ cues where appropriate.



Fig.179 Precedents illustrating well designed and integrated areas of public realm including steps, paths, fencing and tree staking, structural walls and crossings

Street Furniture

Street furniture is an important component of the public realm design and has the potential to positively contribute to the character of the Gilston Area.

Design Requirements

1. The design of all street furniture, including seating, signage, bins, bike stands, lighting etc. **must** contribute to the character of the public realm
2. There **must** be a consistent language of street furniture throughout the study area, this **should** respond to context and sense of place for example by using materials such as timber.
3. While there **should** be a consistent language of street furniture across the Gilston area, the proposals **should** respond to the following character areas:
 - Parkland: Finer grain furniture to be used in the community parks
 - Plateau, Woodland and Valley: In these areas a more rural character street furniture should be used. Examples include furniture made from large scale timber units
4. Street furniture **should** be of sustainable and low embodied carbon materials and **should** be resilient and durable to ensure longevity. In areas of adopted public realm, street furniture **should** additionally meet the latest EHDC standards on longevity.
5. Sufficient opportunities to stop and rest **must** be provided within the public realm. This **should** include a range of seating opportunities, from inclusive seats with backrests and arm rests to informal seating edges
6. Bins **should** be provided in line with requirements set out in "5.5.10 Waste & Recycling". Bins **should** be conveniently located; this may include located in close proximity to seating areas.
7. Lighting **should** be designed to complement the Gilston Area street furniture palette. Smart lighting columns may be used to reduce street clutter (e.g. integrated public Wi-Fi hotspots) and to minimise the impact on ecology. All lighting **must** follow the principles set out in "5.5.5 Lighting".
8. Cycle stands **should** be designed to complement the Gilston Area street furniture palette and **must** follow the principles set out in "5.1.8 All Modes Parking"
9. The use of bollards **should** be considered as part of wider public realm proposals. Excessive use of bollards **should** be avoided. Features **should** be designed as part of the wider street furniture palette, whilst meeting functional requirements.
10. All street furniture **should** be carefully sited to create welcoming spaces, avoid visual clutter and avoid blocking pedestrian flows and desire lines

Design Guidance

- Water refill points may be provided at key locations within the strategic landscape, such as the Community Parks. Any such feature **should** be designed to be consistent with the street furniture palette of the wider area.



Fig.180 Precedents of larger scale street furniture suitable for Plateau and Woodland characters



Fig.181 Precedents of larger scale street furniture suitable for Plateau and Woodland characters



Fig.182 Precedents of finer grain street furniture suitable for Parkland characters



Fig.183 Precedents of finer grain street furniture suitable for Parkland characters



Fig.184 Precedents for litter bin



Fig.185 Precedents for bollards



Fig.186 Precedents for cycle rack



Fig.187 Precedents for lighting

5.5.3 Boundary Treatments

Use of boundary treatments

The significant scale of continuous public open space within the SLMP landscape results in the benefit of minimal need for boundary treatments through the landscape and designers should seek to limit the introduction of such features where possible as these could be incongruous with the semi-natural character of the landscape. There are specific situations where use of boundary features would be acceptable for security and safety reasons or in order to increase protection of sensitive features:

- Fencing to school sports facilities and grounds
- Fencing required to control livestock
- Fencing used to protect sensitive ecological features. This may include temporary fencing to areas during breeding season
- Fencing used to control access to sensitive heritage features
- Walls or railings used to provide protection from falling. If located within a soft landscape element this should be incorporated into planting
- Temporary fencing used to protect planting during establishment
- Boundary treatments to define the perimeter of play spaces. This can be integrated into planting or other landscape elements such as landform or multi-functional hardworks features where possible
- Fencing to Community Allotments
- Fencing to the perimeter of Gypsy Traveller and Travelling Showpersons sites
- Boundary treatment to Infrastructure compounds
- Potential acoustic fencing

Design Requirements - Boundary Treatments

1. Boundary types **should** take inspiration from the discreet and practical typologies found in rural environments, such as cleft chestnut fencing and estate fencing, avoiding features that have a hostile appearance. In rural settings and context, hedges or biodiverse hedgerow planting may be used as a boundary treatment where this provides sufficient delineation.
2. Visual permeability is typically desirable and boundary types **must** be designed to integrate into their surrounding environment in terms of arrangement, scale, colour, and materiality
3. Wildlife movement **must** be a consideration and designs should incorporate sufficient permeability to avoid inhibiting this.
4. Self-finishing, robust materials that require minimal maintenance should typically be specified. Natural materials **should** be used as preference where appropriate and embodied carbon **should** be a consideration in selection. Designers **should** consider use of vernacular materials typical of the surrounding area.
5. Where fencing is used as a boundary treatment, the use of hedging or other soft landscaping **should** be considered to integrate into the wider environment

Railings & Fencing

Well designed fencing can form an attractive component of a landscape design, adding subtle texture, rhythm and structure to the overall composition

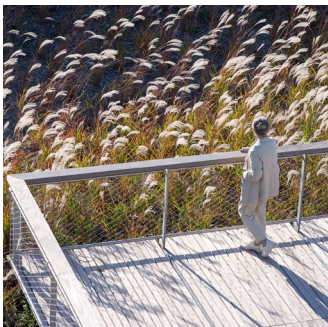
Design Requirements - Railing & Fencing

1. Fences **should** be designed to be low-key and unobtrusive.
2. Fences **must** be well integrated into the overall landscape design, with particular consideration to their presence within key views
3. The ratio of fence height to adjacent horizontal space **should** be considered and necessary higher fences set back from paths and integrated through use of planting. Opportunities to reduce the overall height through lowering localised ground levels should be explored.
4. Fencing to SuDS features **should** be avoided through sensitive design of gradients and relationship of slopes to pathways.
5. Proposals for acoustic fencing, if required, **should** consider vegetated options such as living willow screens

For school boundary fencing refer to "5.5.4 Interfaces"

AGP Fencing

1. Fencing **must** be provided for AGPs in line with Sports England guidance with an adequate landscape buffer to include a safe and integrated pedestrian route to avoid a hostile environment.



Retaining Walls

Retaining walls may be necessary elements within the public realm in order to address levels challenges of working within the existing undulating topography. In certain locations the use of a well-integrated low retaining wall could facilitate improved design outcomes in terms of integration and usability of spaces.

Design Requirements - Retaining Walls

These features:

- 1. **Should** be designed as a positive feature of the public realm, providing definition and where possible multi-functional benefits such as habitat enhancements or seating edges.
- 2. **Must** consider sight-lines and movement routes to ensure the feature does not form an undesirable obstacle within the public realm.
- 3. **Should** be designed to complement and enhance the surrounding landscape design and be detailed to enable successful integration of soft planted elements where desirable.



Fig.188 Examples of appropriate wall structures within the landscape

Softworks

Planting is a very suitable boundary treatment with the benefits of enhancing habitats, visual appearance, seasonal variety, microclimate improvements. Hedgerows in particular are a distinct feature of the existing landscape and opportunities for new hedgerow planting are to be promoted

Design Requirements - Softworks

Planted boundaries **should**:

- 1. Provide habitat benefits through use of a mix of native species. Within certain locations use of non-native species may be appropriate and these should continue to reflect the overall character of their location
- 2. Avoid non-native species which are of unsuitable scale, invasive or provide little habitat value. In particular leylandii, laurel and rhododendron must not be used.
- 3. Consider potential for additional landscape enhancements to hedgerows such as adjacent linear banks, ditches and shade-tolerant meadow grassland to enhance appearance and increase habitat value.

Agricultural boundaries & landscape protection

Agricultural boundaries **must** meet functional requirements for the associated land-use, including control of livestock, wildlife which may cause harm by over-grazing such as deer within sensitive new woodland planting, and undesirable incursion by people, particularly during wildlife breeding seasons.

Much of the agricultural and semi-natural landscape will be directly adjacent to publicly accessible routes, in particular at Hunsdon Airfield Park, and therefore any boundary treatments should also consider the experience of pedestrians and where possible incorporate integrated 'fence-less' solutions such as creation of drainage ditches and swales alongside paths



Fig.189 Examples of appropriate softworks and boundary types within the landscape

5.5.4 Interfaces

SLMP Interfaces

This section provides guidance on how key proposed features of the SLMP area, and protected existing features, as defined within the OPP Development Specification, are to be brought together to achieve a balanced and harmonious overall landscape where sensitive attributes are carefully considered, contributing positively to the character of each area.

Existing features include:

- Existing Ancient Woodland
- Existing Non-Ancient Woodland
- Existing Waterways
- Existing Hedgerows
- Existing Ecological Features (defined as those identified within the Development Specification as requiring an Ecological buffer-zone)
- Existing Heritage Features
- Existing Settlements

Proposed features include:

- Village Developable Areas
- Strategic Transport Corridor
- Public Open space
- School Sports
- Community Sports
- Allotments / Community Orchard
- Gypsy, Traveller & Travelling Show-persons sites

The following pages provide illustrative guidance for each interface type identified within the Regulatory Plan.

Refer also to "5.2.2 Green and Blue Infrastructure", "5.1.2 Active Travel Routes", "5.1.4 Sustainable Transport Corridor - Crossings", and "5.5.7 Integrating Utilities" sections for specific guidance on integration with Veteran Trees, Pedestrian and Cycle Routes, STC Bridge Structures, and Existing Utilities



Fig.190 Regulatory Plan extract illustrating example of how interfaces are defined

B1 Woodland / Developable Area

The following illustrations demonstrate the design requirements for interfaces with Ancient Woodland and other woodland

The interface will incorporate the buffer zones for ancient woodlands (20 meter) and non-ancient woodlands (10 meter) as described within the OPP Development Specification and follow requirements set out in "5.2.5 Existing Vegetation"

Design Requirements

- 1. The Woodland interface **must** be designed with the objective of maximising opportunities for ecological habitat and biodiversity enhancement
- 2. Nearby lighting proposals must follow requirements within "5.5.5 Lighting" and **should** consider inclusion of interim tree planting as necessary to reduce light impact on sensitive areas.
- 3. Clear views in and out of accessible areas **must** be provided. There **must** be no dead-end routes and multiple access points **should** be provided in order to create a safe environment
- 4. The interface zone **must** actively engage with the Developable Area frontage, facilitating permeability of movement between the Developable Area and areas designed and managed for access
- 5. The interface **should** be designed with consideration to specific informal uses such as incidental natural-play and seasonal foraging
- 6. Level changes within the Woodland Buffer **should** follow guidance set out in "5.2.4 Topography and Levels"

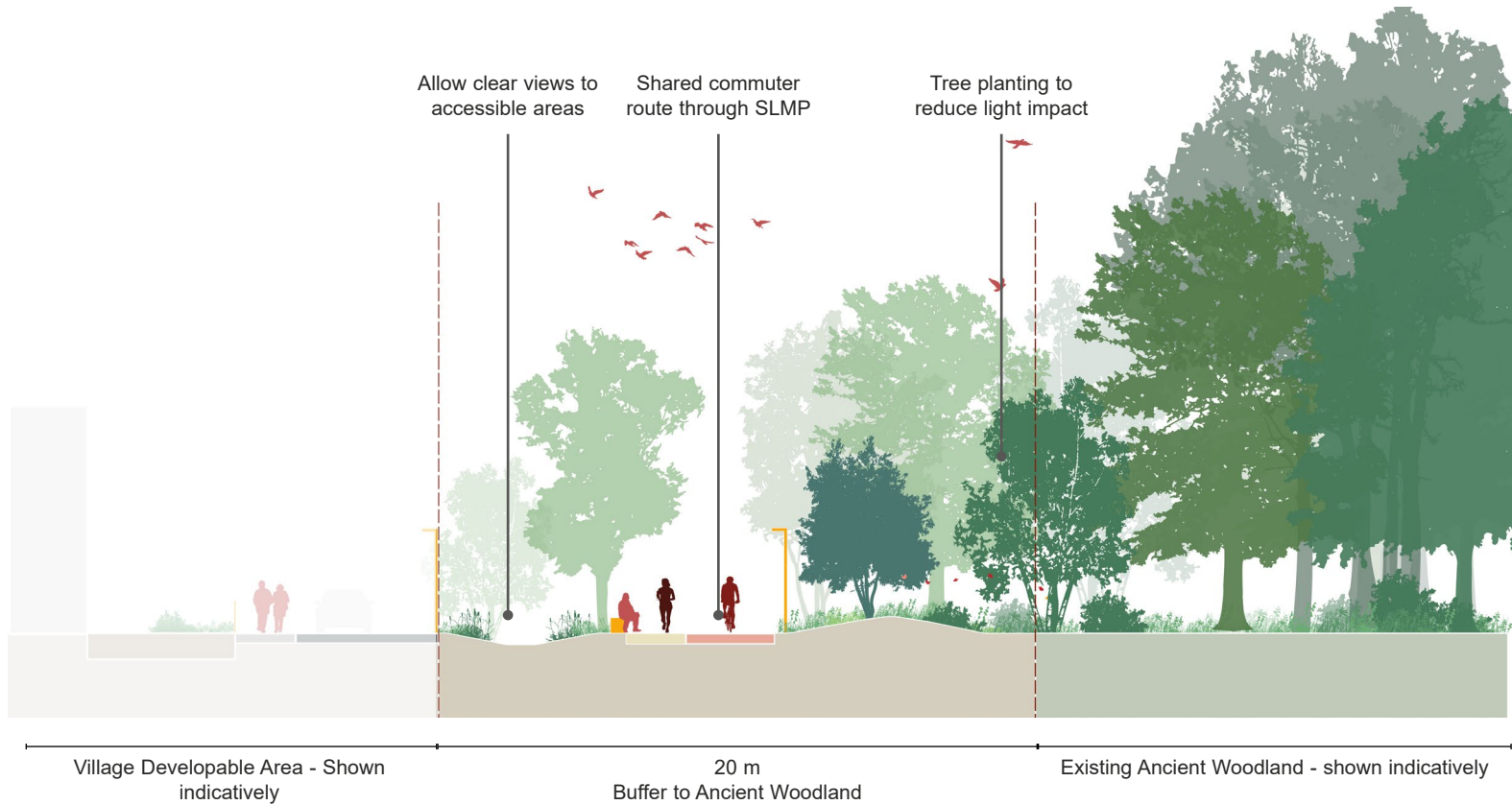


Fig.191 Illustrative section B1 interface

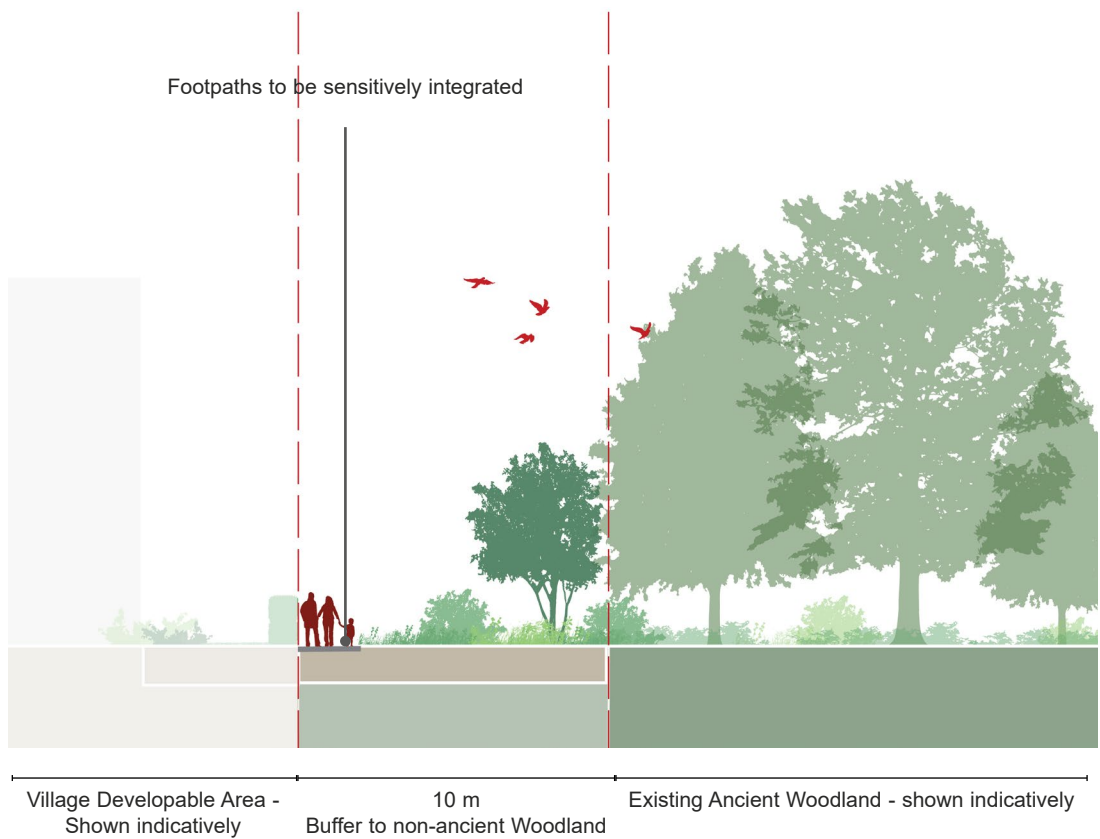


Fig.192 Illustrative section B1 interface

B2 Ancient Woodland / Public Open Space

Interfaces between Ancient Woodland and Public Open Space are anticipated to have a higher level of use than other areas of the Ancient Woodland buffer zone.

The interface will incorporate the 20m buffer zones for ancient woodlands and as described within the OPP Development Specification and follow requirements set out in "5.2.5 Existing Vegetation"

Design Requirements

1. All designs **must** comply with the requirements for Ancient Woodland buffers as established in "5.2.5 Existing Vegetation"
2. Potential increased levels of activity **must** be accommodated through suitable provision of paths and open space suited to informal recreation, particularly play as per the example at Gilston Park where Destination Play sits within this interface.
3. The overall character of the interface area as a woodland edge **should** be maintained and used as a placemaking characteristic for the open space design, with associated interpretation features
4. Designs **must** seek to mitigate potential adverse impacts of littering and dog fouling/wildlife disruption
5. Buffer zone areas **should** maximise opportunities for ecological habitat and biodiversity enhancement
6. Impact of any nearby lighting on the buffer zone **should** be minimized through appropriate analysis of requirements, design, product specification and inclusion of interim tree planting as necessary to reduce light impact on sensitive areas.
7. Clear views in and out of accessible areas required. No dead-end routes.
8. The buffer zone **must** be planted with native tree, shrub, herbaceous or grassland species typical of woodland edge habitats including:
 - A variety of species which must provide habitat value and seasonal interest
 - Tree planting including semi-mature/extra-heavy standard species to produce early impact for integration
 - Species selection should be informed by Arboriculturist and ecologist analysis of Ancient Woodland flora, fauna and enhancement opportunities.

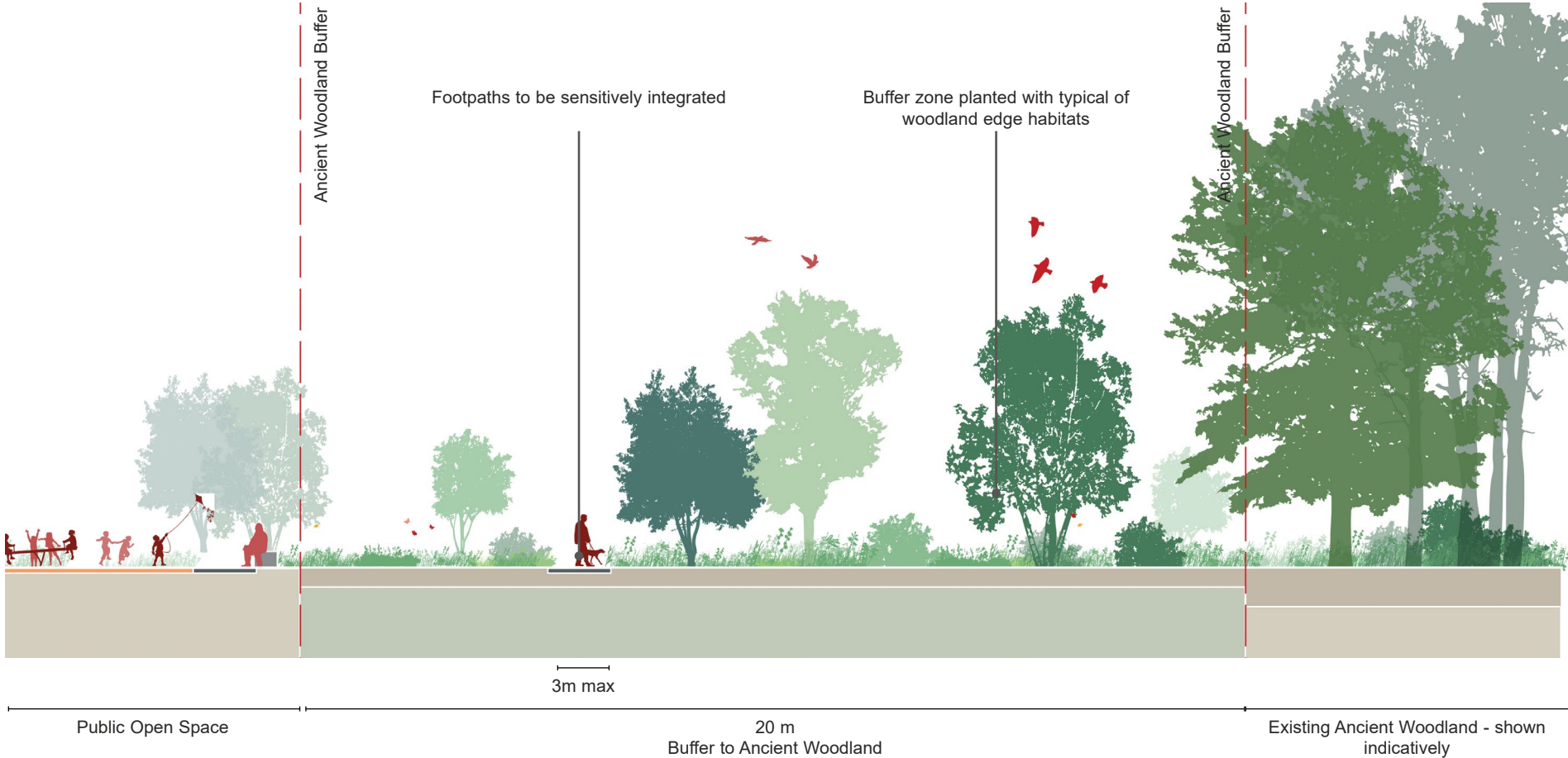


Fig.193 Illustrative section B2 interface



Fig.194 Example of seating, SuDS and information amenity space within natural planting area



Fig.195 Example of sensitive integration of paths

B3 Existing Hedgerow / Developable Area

This interface will incorporate the 5m buffer zones for hedgerows on either side of the centre of the existing hedgerow as described within the OPP Development Specification and follow requirements set out in "5.2.5 Existing Vegetation"

Design Requirements

1. Interface with existing hedgerows **should** utilise the linear feature to provide movement routes and habitat connectivity
2. Pathways within the root-protection area of hedgerows **should** be avoided and if necessary, these should employ no-dig construction techniques and follow guidance within "5.2.4 Topography and Levels"

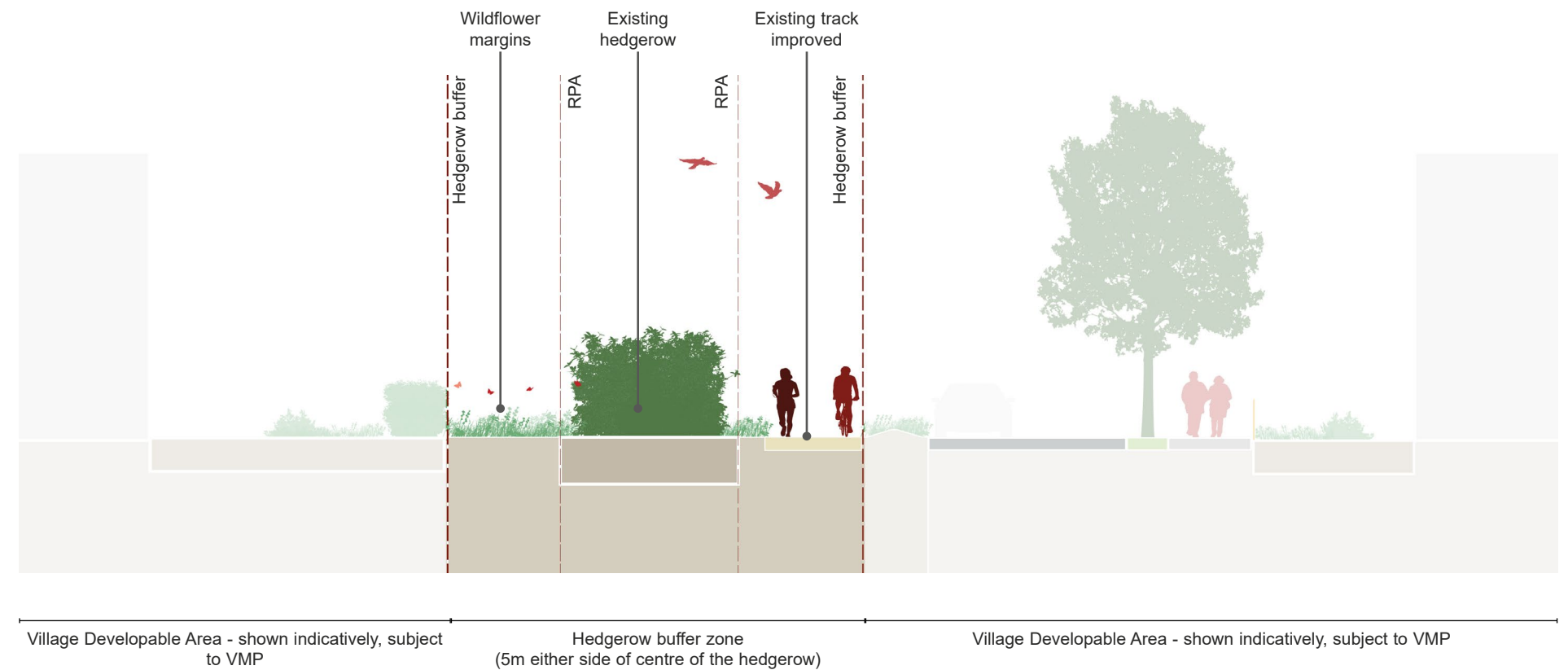


Fig.196 Illustrative section B3 interface



Fig.197 Site photo existing hedgerow east of Channoeks Farm



Fig.198 Site photo existing hedgerow west of St Mary's Church looking towards Home Wood

B4 Ecological Buffer / Developable Area

The following illustrations demonstrate the design requirements for interfaces with Ecological Buffers, as defined on OPP Parameter Plan 2. This includes the following ecological features:

- The Chase, protected with a 20m buffer zone
- Species-rich grassland within the Golden Valley Riparian Corridor
- Stone Basin Spring
- Local Wildlife Sites

Whilst each relevant ecological feature has different characteristics and requires different treatments as described within the Development Specification, with the key requirement being a gradual transition from the ecologically sensitive vegetation type to the proposed vegetation of the adjacent area.

Design Requirements

1. These interfaces **must** be designed with ecological conservation as the primary objective and seek to minimise activity within these zones. Where inclusion of pedestrian paths is desirable these **should** be of low-impact materials such as bark-mulch and employ appropriate no-dig construction techniques within sensitive areas.
2. Special attention **must** be paid to the potential impact of changes to the hydrology of the ecologically sensitive areas, particularly to Stone Basin Spring where this supports particularly sensitive flora.

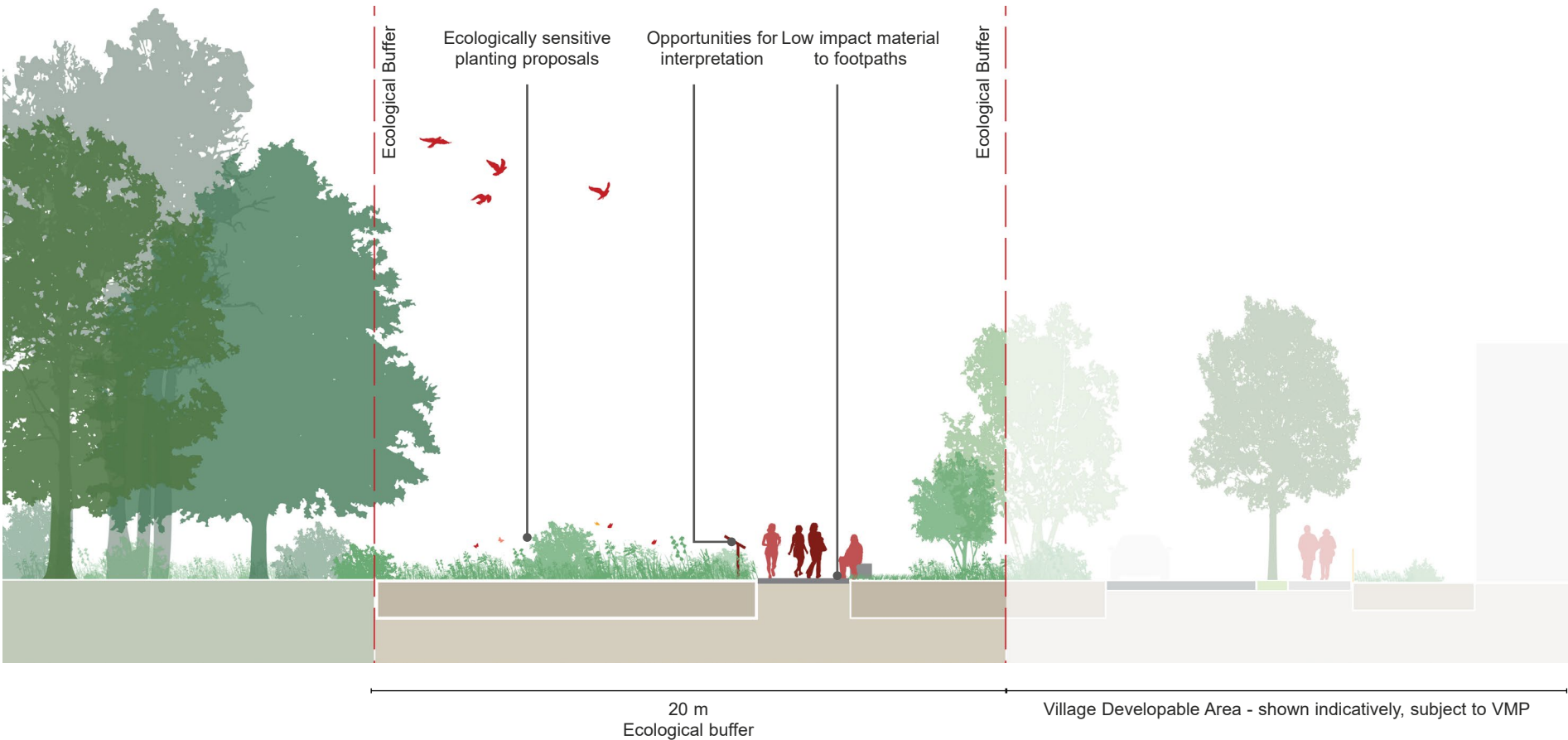


Fig.199 Illustrative section B4 interface



Fig.200 Site photo

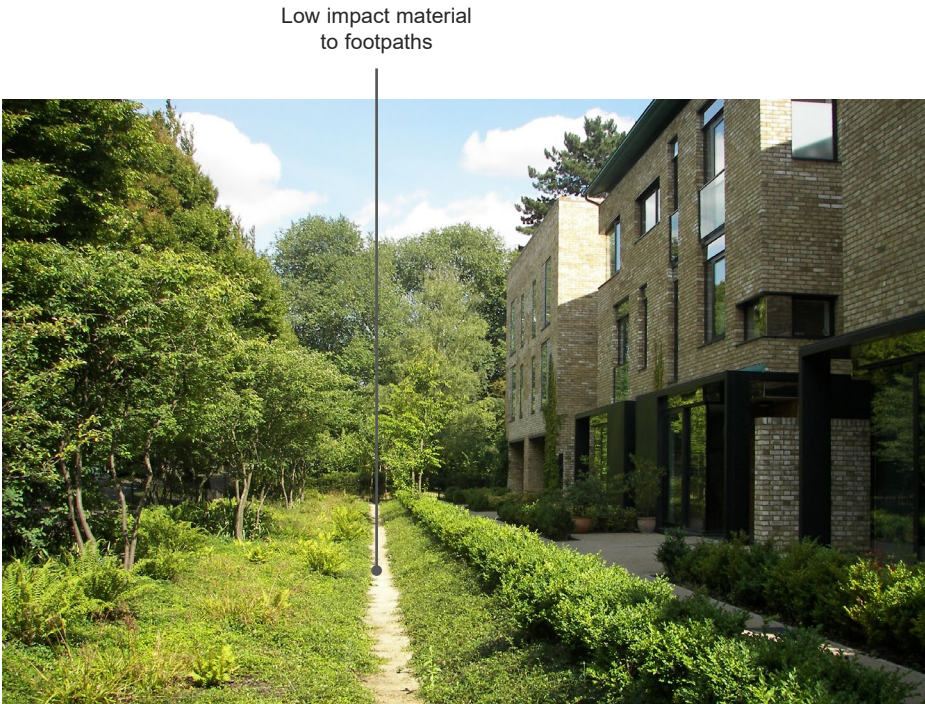


Fig.201 Precedent image

B5 Strategic Green Corridor / Developable Area

The Strategic Green Corridors function as key pieces of Green Infrastructure for the development including as movement corridors, linear habitats and as the location for Village SuDS features.

Design Requirements

1. The interface **must** be designed to incorporate permeability of pedestrian and cycle movement between Villages and the primary routes of the Strategic Green Corridor, linking key destination points and nodes.
2. The sloping valley character of the Strategic Green Corridors is an important characteristic of the landscape and alteration of topography **should** be kept to a minimum. Where achievable routes fall outside of accessible gradients, or require stepped access, alternative routes **should** be sign-posted.
3. The landscape **should** be designed with consideration to future views into and out of the adjacent Villages, using vegetation to frame views out across the valley and intermittent tree planting to provide a range of enclosed and open aspects along the interface zone, ensuring sensitivity to surrounding heritage assets where relevant
4. Planting **should** be of primarily native species and reinforce the riparian character of the Strategic Green Corridors, and may include native coppicing and/or advance planting in order to promote biodiversity and create early visual screening
5. Necessary infrastructure **must** be sensitively integrated in regards to topography, existing vegetation, views, movement routes, character and public realm.
6. Impact of any nearby street lighting on the Strategic Green Corridor **should** be minimized through appropriate analysis of requirements, design, product specification and inclusion of interim tree planting as necessary to reduce light impact on sensitive areas.
7. Clear views in and out of accessible areas **must** be provided. There **must** be no dead-end routes and multiple access points **should** be provided in order to create a safe environment

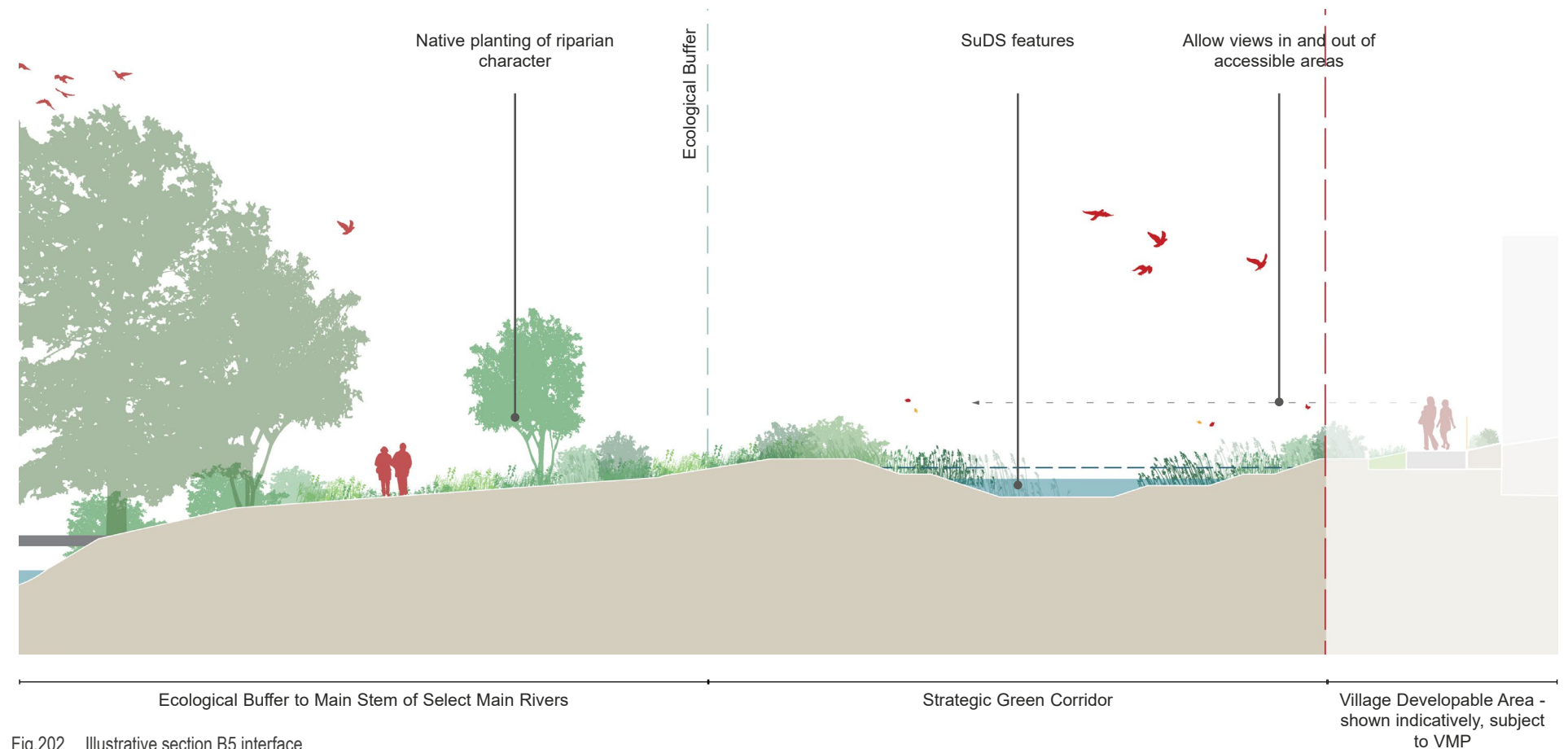


Fig.202 Illustrative section B5 interface



Fig.203 Example of soft landscape used to sensitively integrate built form



Fig.204 Example of sensitive interface of built form with the wider landscape

B6 Village Corridor / Developable Area

The following illustrations demonstrate the design requirements for interfaces with Village Corridors

Design Requirements

1. The interface **must** be designed to incorporate permeability of pedestrian and cycle movement between Villages and the primary routes of the Village Corridor, linking key destination points and nodes.
2. The landscape **should** be designed with consideration to future views into and out of the adjacent Villages, using vegetation to frame views out across the landscape and intermittent tree planting to provide a range of enclosed and open aspects along the interface zone
3. Necessary infrastructure **must** be sensitively integrated in regards to topography, existing vegetation, views, movement routes, character and public realm.
4. Clear views in and out of accessible areas **must** be provided. There **must** be no dead-end routes and multiple access points **should** be provided in order to create a safe environment. This may include utilising trees with significant clear stem, and low level understorey planting in strategic locations to allow inter-visibility.
5. Informal planting areas **should** be used to create a transition zone between the developable area and the more public areas of the Village Corridor. Groupings of trees, native coppicing, shrubs and herbaceous planting will break-up views into the Villages and the appearance of built-form.
6. The Village Corridors **must** be designed as accessible spaces which accommodate recreational activities including play, wildlife watching, informal exercise trails , community food growing and Village playing field sports pitches.
7. SuDS features **must** also be incorporated in a way which maintains the overall function and amenity value of the Village Corridor as an accessible area of landscape and public realm.
8. Level changes **should** be accommodated as smoothly as possible with shallow gradients utilised where possible, whilst also permitting modifications which facilitate access.
9. Predominantly native planting **should** be provided, away from the development edge, incorporating accent tree species and a variety of trees and shrubs selected for wildlife value and seasonal interest.
10. Tree planting **must** be proposed in a range of sizes for tree-stock including extra-heavy standard species to produce early impact for integration

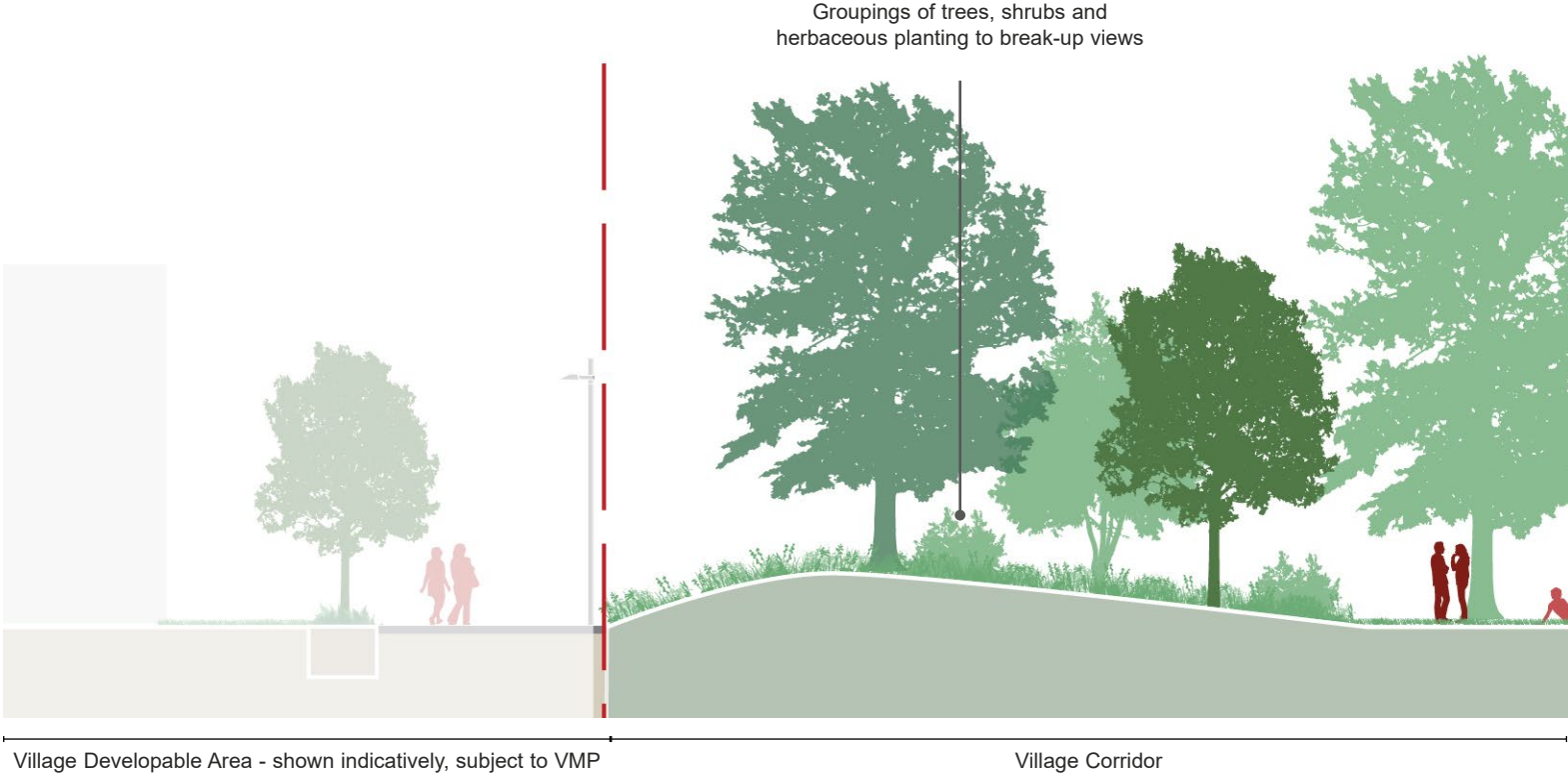


Fig.205 Illustrative section B6 interface

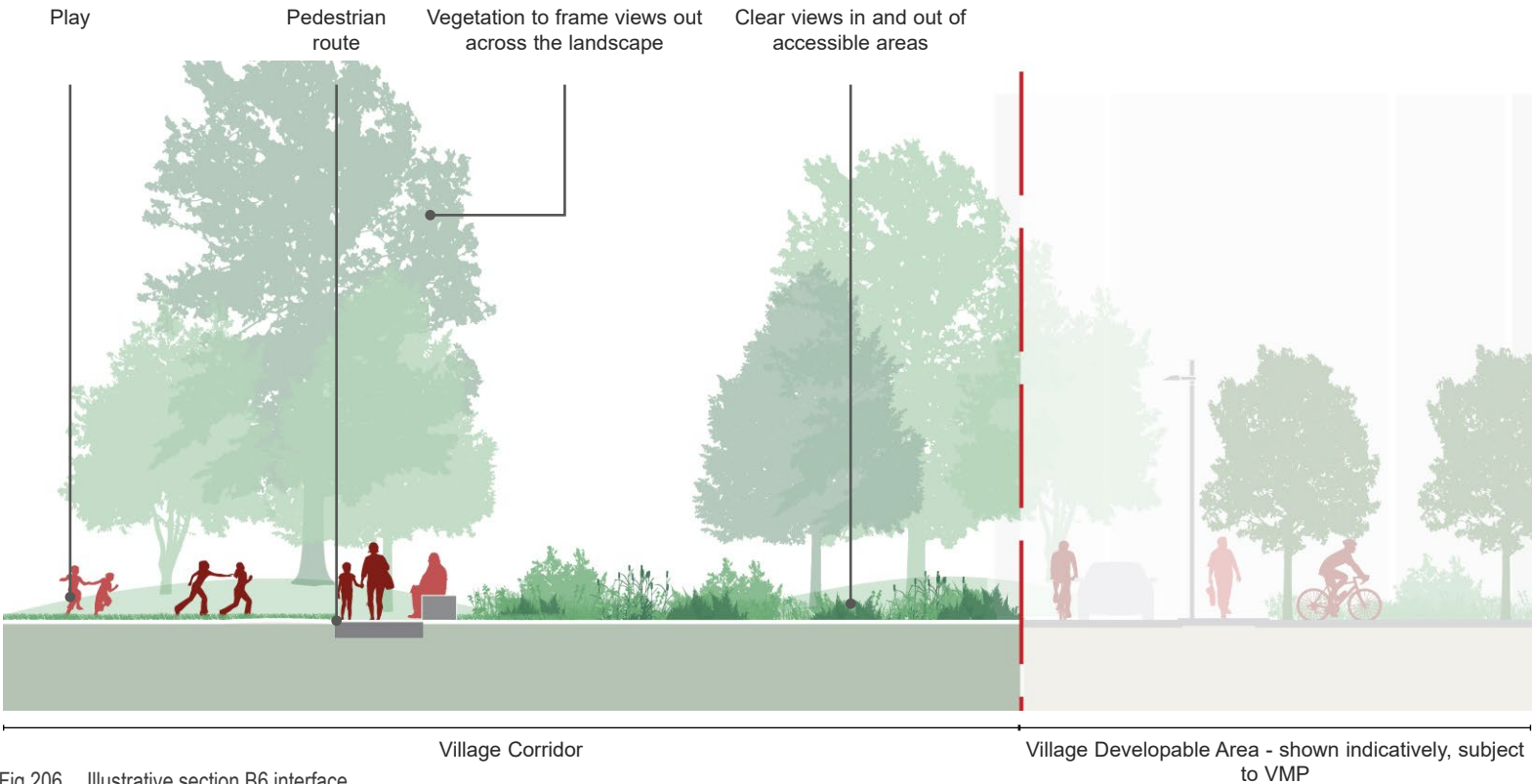


Fig.206 Illustrative section B6 interface

B7 Power Line Corridor / Developable Area

The following illustrations demonstrate the design requirements for interfaces with the Powerline Corridor. The OPP Development Specification identifies a 118m easement to either side of the corridor where no homes can be built.

Design Requirements

1. Utilise the space underneath the power lines as an area of habitat creation, with potential for SuDS to be integrated where conditions allow (in accordance with National Grid guidelines)
2. Any planting **must** be suitable for use underneath high voltage power overhead lines, ensuring mature height of trees in particular have sufficient clearance (in accordance with National Grid guidelines)
3. In the area directly beneath the powerline corridor and within the National Grid exclusion zone, a dense and varied mosaic habitat of scrub, long grassland, and potential wetland areas **should** be created in order to discourage undesirable access and recreational activities such as kite flying for safety reasons
4. A range of planting and landscape features, such as SuDS, sports pitches (in line with National grid Guidelines), species rich grassland, scattered trees, and woodlands (in line with National grid Guidelines), and heathland habitat of open grasses and scrub, **must** be used throughout the landscape interface to soften and break-down the linear nature of the powerline corridor into a more fragmented landscape which ensures the easement line is not distinct in the landscape adds variation to views into the adjacent Village. Where possible, landform may also be used to soften this interface
5. Tree planting **must** be of native species and specified in a range of sizes for tree-stock including semi-mature/extra-heavy standard species (where appropriate), and use of native coppicing and/or advance planting to promote biodiversity and produce early impact for integration
6. Clear views in and out of accessible areas **must** be provided. There **must** be no dead-end routes and multiple access points **should** be provided in order to create a safe environment
7. Impact of any nearby street lighting **should** be minimized through appropriate analysis of requirements, design, product specification and inclusion of interim tree planting as necessary to reduce light impact on sensitive areas.

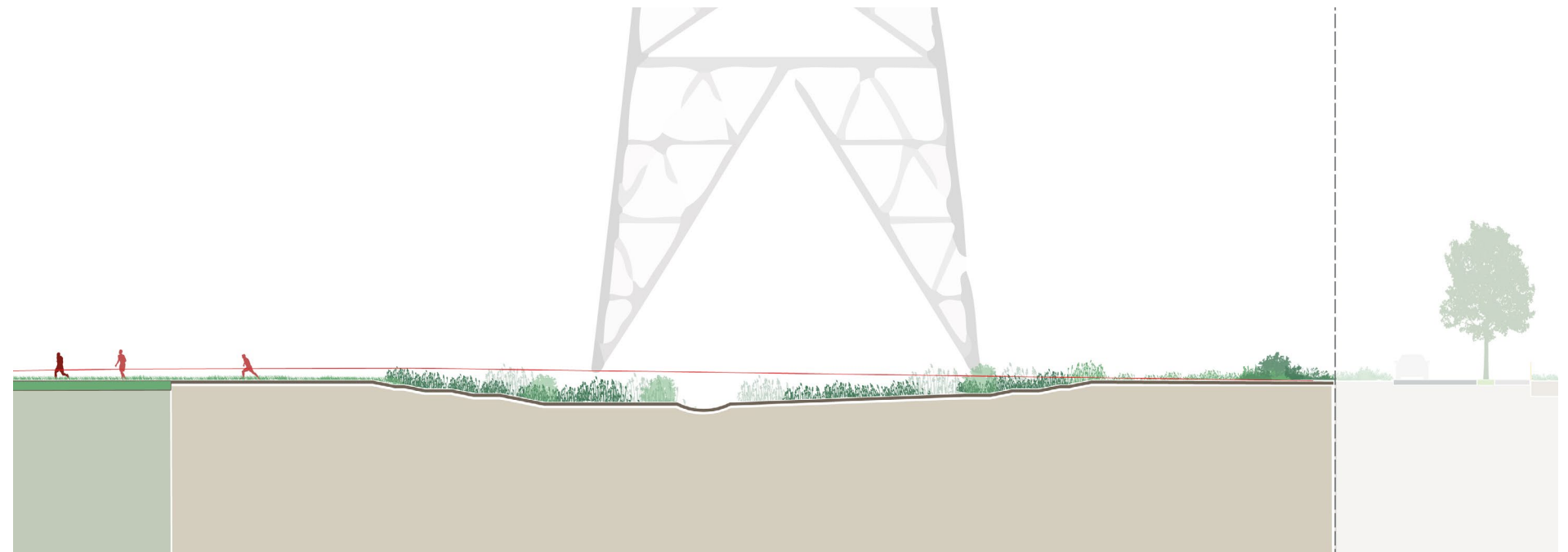


Fig.207 Illustrative section B7 interface

V4 Playing Fields

Areas between pylons have low level planting. Opportunities to include SuDS to be explored subject to coordination with National Grid

Village Developable Area - shown indicatively, subject to VMP

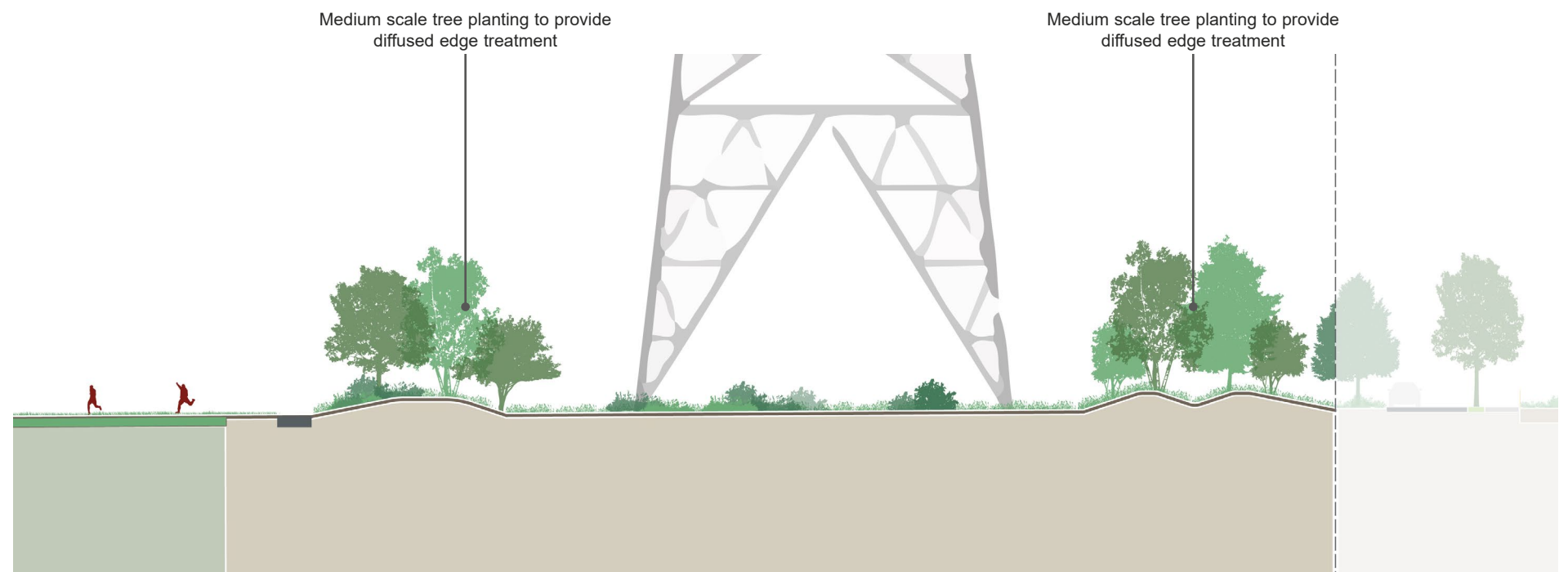


Fig.208 Illustrative section B7 interface

V4 Playing Fields

Areas close to pylons might include medium scale (garden and orchard) trees to the edges of the powerline corridor subject in line with National Grid guidelines

Village Developable Area - shown indicatively, subject to VMP

B8 Community Sports / Developable Area

The following illustrations demonstrate the design requirements for interfaces with Community Sports and should be read in conjunction with "5.4.4 Sports and Recreation"

Design Requirements

- 1. Planted edges of hedgerows, tree planting and or bunds (in line with "5.2.4 Topography and Levels") with meadow planting **should** be used to integrate sports features into the landscape and provide a transition zone into the Villages
- 2. Direct access from the Village to the sports facilities **must** be provided
- 3. Clear views in and out of accessible areas **must** be provided. There **must** be no dead-end routes and multiple access points **should** be provided in order to create a safe environment

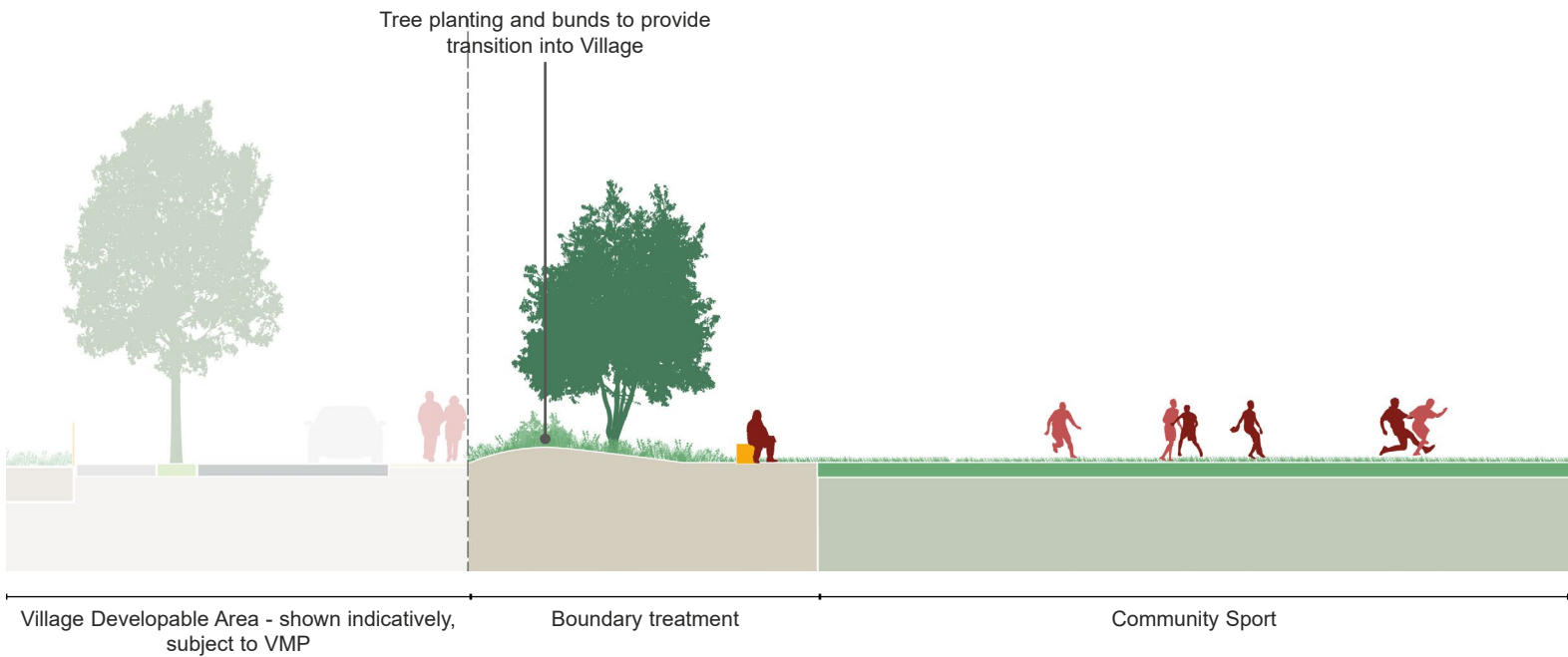


Fig.210 Illustrative section B8 interface



Fig.209 Example landscaped bund sown with meadow seed as ball stop and managing levels change

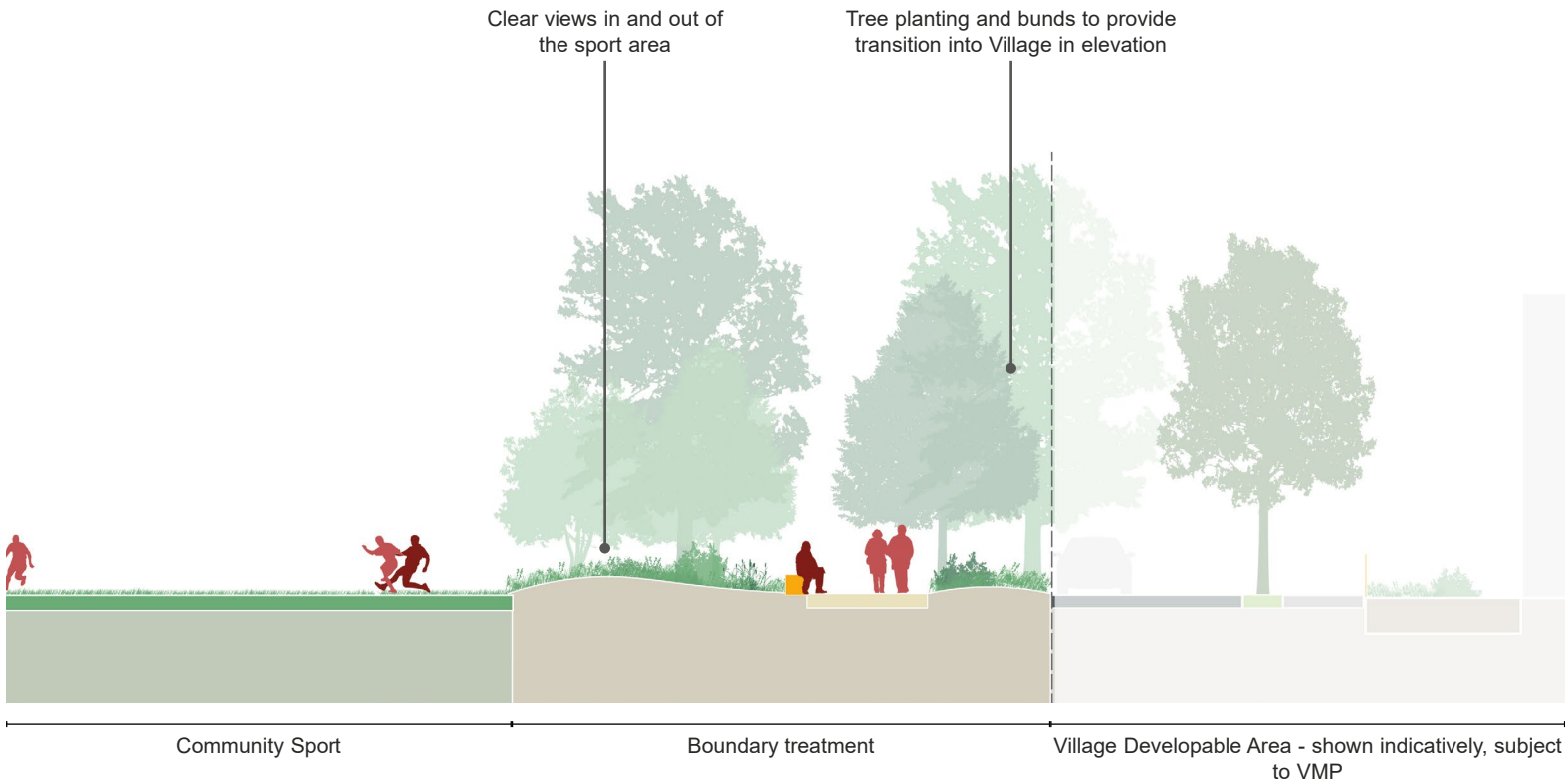


Fig.211 Illustrative section B8 interface

B9 Public Open Space / Developable Area

The following illustrations demonstrate the design requirements for interfaces between Public Open Space and Developable Areas

Design Requirements

- 1. Clear views in and out of accessible areas **must** be provided. There **must** be no dead-end routes and multiple access points **should** be provided in order to create a safe environment
- 2. The interface between public open space and developable area **must** be coordinated, considering lighting and treatment of edges, avoiding future demand for fencing whilst creating a safe and welcoming environment
- 3. Informal planting areas **should** be used to create a transition zone between the developable area and the Public Open Space. Groupings of trees, shrubs and herbaceous planting **should** be used to screen and frame views towards the built form of the Villages
- 4. Designs **should** consider ways to mitigate the potential for unplanned parking to routes adjacent to the Public Open Space

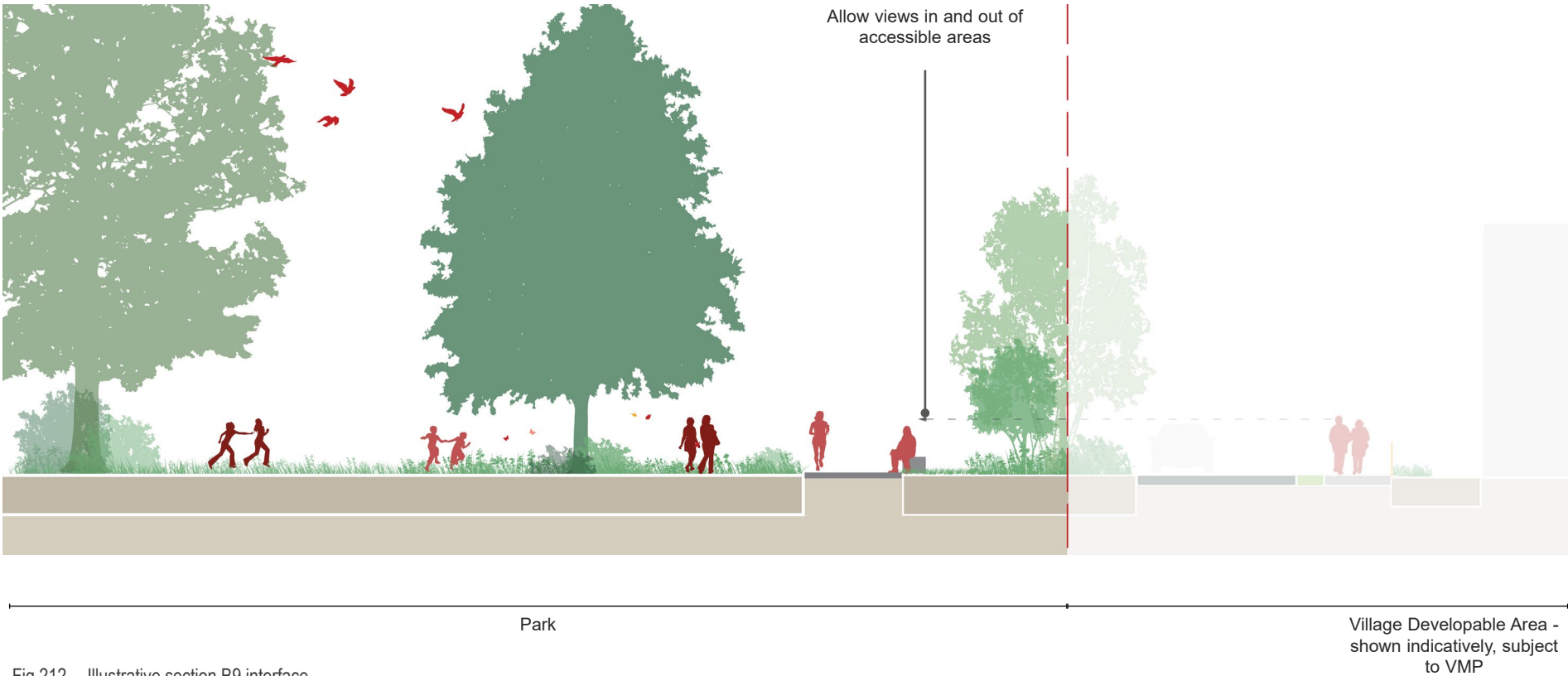


Fig.212 Illustrative section B9 interface



Fig.213 Precedent image showing Informal planting areas should be used to create a transition zone between the developable area and the Public Open Space



Fig.214 Precedent image showing how views can be provided in and out of accessible areas

B10 Public Open Space / School Sports/AGP

Design Requirements

1. The potential for visibility within key views **must** be a key consideration in determining the alignment, type and specification of the boundary treatment
2. Positive use of landforms **should** be considered to reduce the visual impact of the school site perimeter treatment (refer to "5.2.4 Topography and Levels"). This could include:
 - Retaining edge (e.g. gabion baskets) to limit height of fencing and create a ha-ha effect
 - SuDS boundary to the school site, with integrated perimeter fencing to limit the visual height of the fencing
 - Local grading within the park to screen the school site
 - Use of a landscaped bund to address and sensitively integrate levels changes
3. Planting proposals **should** contribute towards positive screening of the school sites.
4. School sites **must** be sensitively integrated into the surrounding landscapes. Required grading and fencing must consider visual impact and options for screening must be considered. Special consideration should be given to sensitive views (e.g. views to and from Gilston House)
5. School fencing **must** meet the functional requirement and latest relevant standards and guidance. Fencing specification **must** balance need of security measures against visual impact. The boundary treatments **should** be sensitive to the adjacent landscape design and **should** be unobtrusive. Appropriate fencing typologies include fencing with integrated vertical greening (i.e. plant trellis grating fences) or high quality timber fencing. Palisade fencing **should** not be used.
6. Planting proposals adjacent to perimeter fencing **must** consider distances between trees and fencing to avoid opportunities for climbing over the fence and to ensure adequate space for maintenance activities.
7. Fencing **must** be provided for AGPs in line with Sports England guidance. Adequate landscape buffer must be included to create a safe and integrated pedestrian route to avoid a hostile environment.

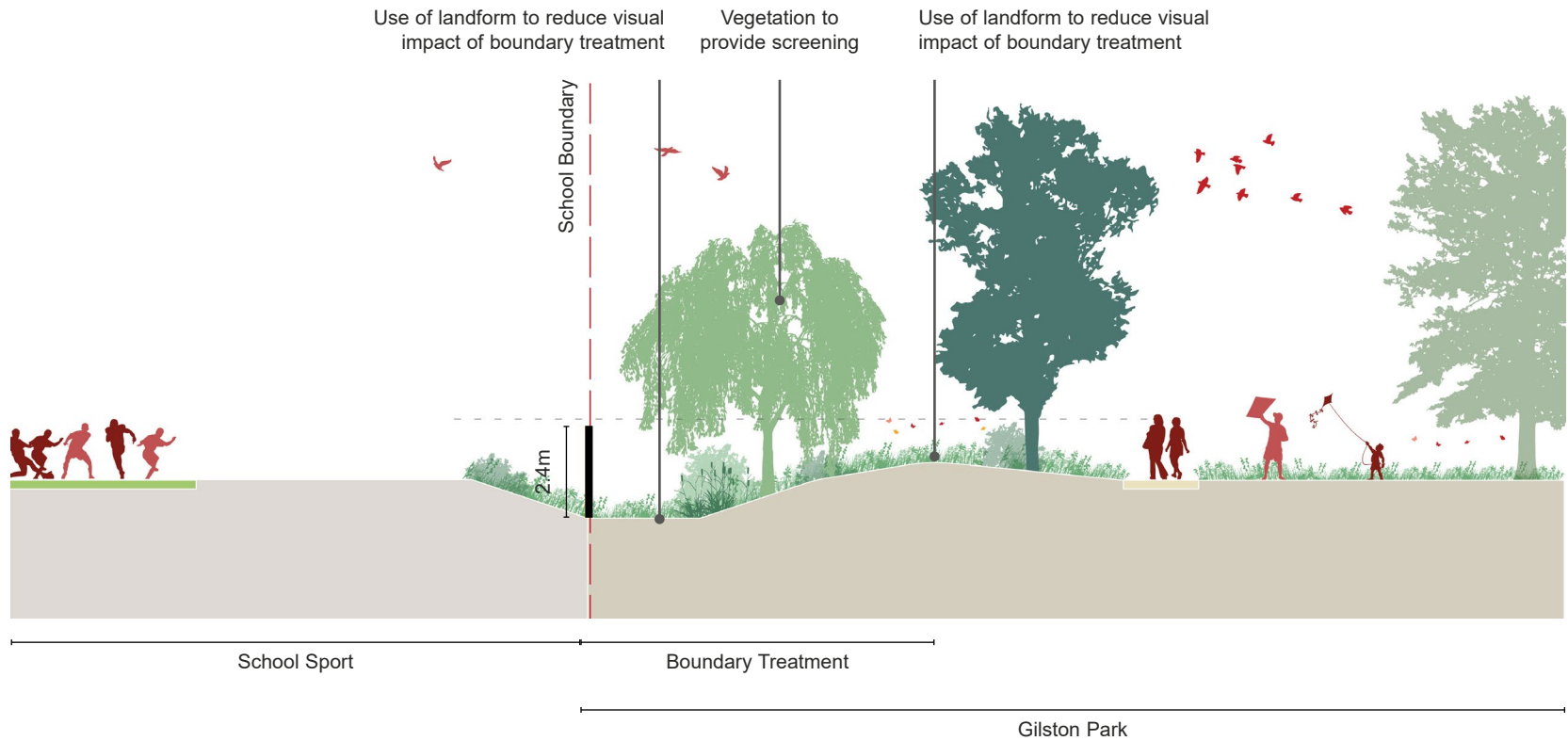


Fig.215 Illustrative section B10 interface

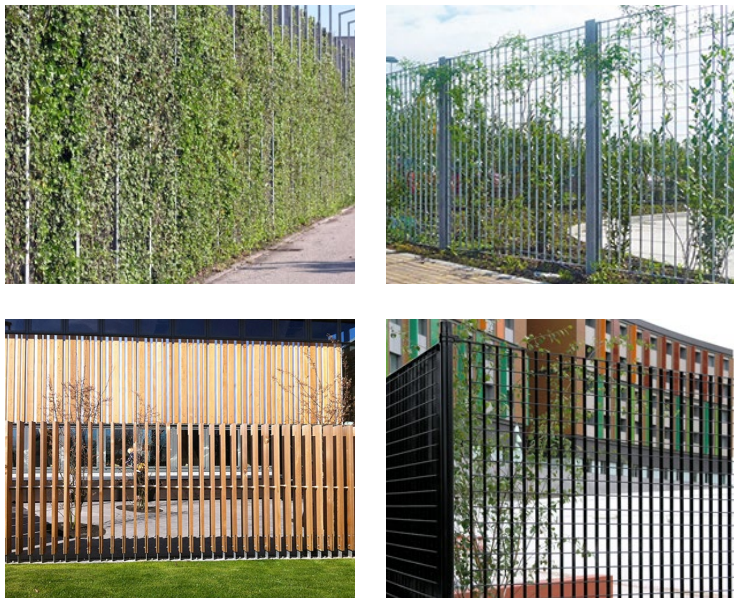


Fig.216 Examples of appropriate fencing types



Fig.217 Example of boundary treatment to sports, using level change to create spectator seating

B11 Public Open Space / Existing Settlement

The following illustrations demonstrate the design requirements for interfaces with Existing Settlements

Design Requirements

- 1. New woodland, spinney or hedgerow planting **should** be provided where screening to existing settlements is needed.
- 2. Woodland planting **should** incorporate native species planted at a range of sizes including semi-mature and extra-heavy standard sizes, native coppicing and advance planting at strategic locations, to promote biodiversity and provide immediate impact
- 3. Whilst new pedestrian and cycle connections between the new Villages and existing settlements **should** be incorporated into proposals the creation of new pathways close to individual existing residential properties is to be avoided
- 4. The design of the interface **should** encourage integration of the existing settlements and the proposed public open space. This may be achieved by careful arrangement of wayfinding and street furniture to create welcoming and inviting entrances into the public open space.

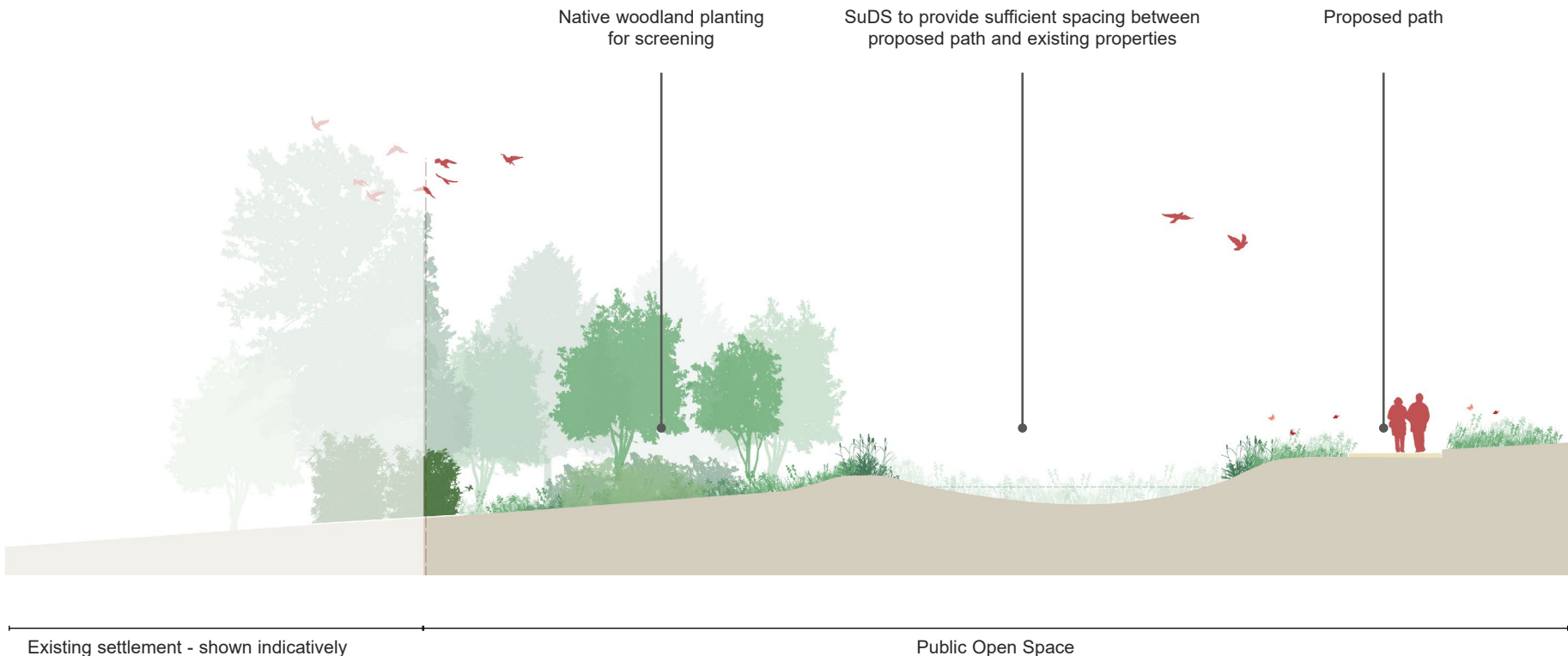


Fig.218 Illustrative section B11 interface



Fig.219 Site photo of Eastwick Village

5.5.5 Lighting

The following sets out design guidance for lighting within the Gilston SLMP

Design Requirements - General

1. A lighting proposal **must** be undertaken as part of each RMA and to demonstrate:
 - Safe use of public open spaces
 - Ecological impact of lighting **must** be minimised, especially in vicinity to bat roosts and dark corridors (see diagram adjacent)
 - Preservation of dark skies and darkness of the countryside, specifically within the Countryside Parks and the Strategic Green Corridors as set out in the Neighbourhood Plan
2. Where lighting is required through the Strategic Landscape Masterplan areas, it **must** comply with guidance, including ILP Guidance Note 08/23, Bats and Artificial Lighting at Night. This includes:
 - Near bat supporting habitats, buffer zones **must** be created, subdivided to into smaller zones of increasing illuminance limit to ensure light levels do not exceed defined limits.
 - LED luminaires **should** be used
 - Warm light sources **should** be used (2700 Kelvin or lower)
 - Light spill **should** be minimised
 - Luminaires **should** have negligible or zero Upward Light Ratio

Design Requirements - Lighting Strategy

Lighting proposals **must** follow the zoning identified within the adjacent "Fig.220 Lighting strategy" diagram. The design requirements for the zones identified are as follows:

3. **Sport pitches must** not be flood lit, with the exception of:
 - 1 no. Artificial grass football pitches in the Village 1 and Village 5 Education and Mixed Use Zones respectively
 - 2 no. Adult Artificial Grass Pitches (AGPs) in Village 7 in the Football Hub which **must** be lit at a minimum luminance level of 200 lux to meet FA Minimum standards for new installations for Grade B – G football (Steps 2-7), unless otherwise agreed with Sports England
 - 1 no. Artificial hockey pitch in the Village 5 Education and Mixed Use Zone

KEY

	Dark corridors		Sport pitches - Unlit*		Bat roosts - Survey (2005-2017)
	Dark corridor buffer (indicative)		Artificial sport pitches - Floodlighting*^		Suspected bat roosts in vicinity
	Zones with restricted lighting		Bat roosts - Datasearch		Gypsy, Travellers and Travelling Showpeople Sites (indicative)
	Unlit key routes through SLMP				
	STC - through VDA - subject to VMPs*				
	STC - Lighting to limit ecological impact				
	Key Route - Sensitive Lighting to limit ecological impact				
	Community Parks - Sensitive lighting				
	Villages*				

*Village provisions are shown indicatively only to demonstrate strategic site wide provision. All village provisions are subject to Village Masterplans and subsequent RMAs

^Siting for x2 Floodlit AGP's in V7 should be at eastern end, unless otherwise demonstrated through full options testing and resolved at RMA stage

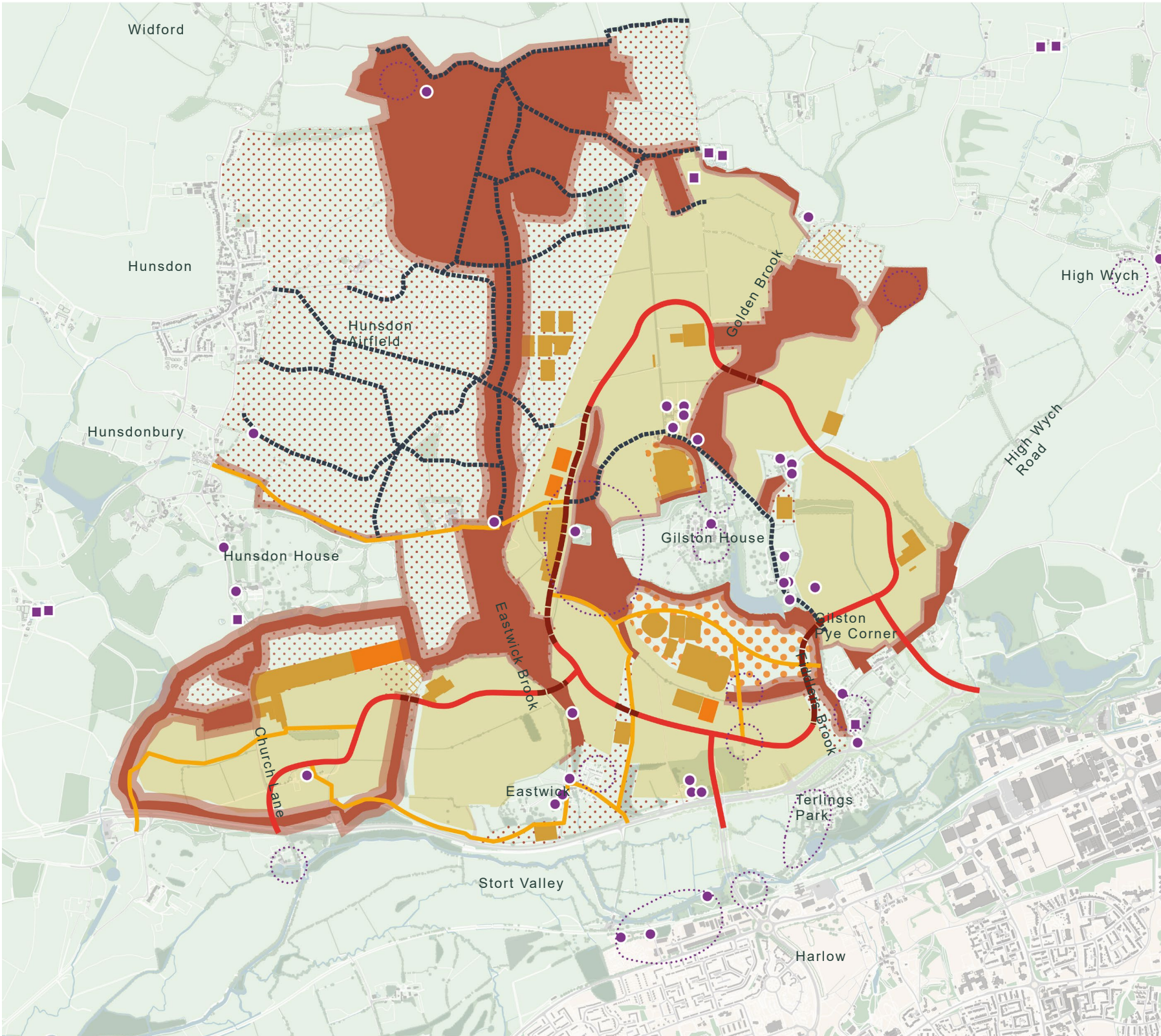


Fig.220 Lighting strategy



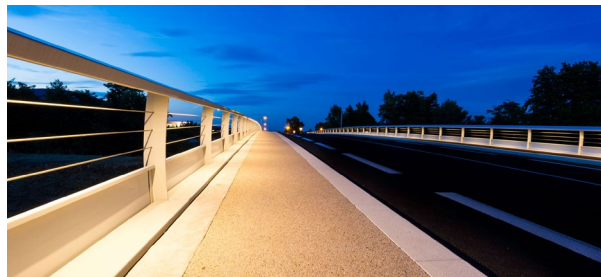
4. **Dark corridors must** be maintained around sensitive habitats and habitat corridors as identified in the Lighting Strategy plan. Lighting in these areas **must** be minimised and, if required for safety reasons, follow the latest guidance for bats and lighting.
5. **Dark corridors buffers** (shown indicatively in plan); within the buffer zone, all lighting design **must** be sensitive to the close proximity to the dark corridors, and keep light levels as low as practicable. This will create a transition zone between sensitive features in the dark corridors and surrounding areas
6. **Zones with restricted lighting**; in these zones, lighting **should** generally be limited in order to preserve dark skies
7. **Community Parks - Sensitive lighting**; Sensitive lighting **must** be considered for the Community Parks (Gilston Park and Gilston Fields) to balance ecological sensitivities and safe use and enjoyment of these public spaces particularly in regards to primary routes and club sports
8. Lighting of key routes **must** follow the lighting typologies identified in the Lighting Strategy plan adjacent, following the design requirements below:
 - **Key Route - Sensitive Lighting to limit ecological impact**; applies to commuter routes and to shared pedestrian and cycle routes. Lighting proposals **should** carefully balance considerations of safety against ecological and visual sensitivities. This may include low brightness lighting, low level lighting, lighting with ecologically sensitive temperatures or directional lighting to limit light spill. Lighting curfew hours may be used to minimise ecological impact.
 - **Unlit key routes through SLMP**; applies to shared pedestrian and cycle routes as identified in the Lighting Strategy. These routes **should** remain unlit to preserve the darkness of the countryside
 - **STC - Lighting to limit ecological impact**; light pollution **must** be limited through the SLMP areas considering position of features and direction of cast light, for example by utilising low level lighting or lighting integrated into balustrade of the STC crossings
9. **Gypsy and Travellers Sites** - lighting **should** be designed sensitively to allow safe and comfortable use of the GTTS sites whilst limiting adverse impacts on surrounding habitats. A buffer zone/transitional zone **should** be provided to further mitigate impact on ecology.

Design Guidance

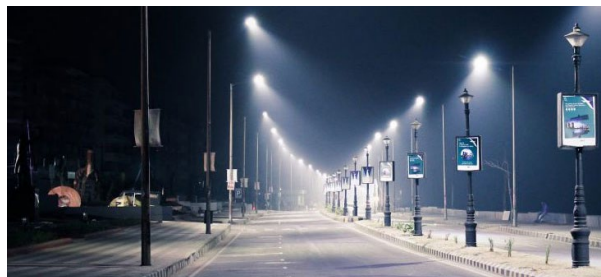
- Routes across Hunsdon Airfield Park and Eastwick Wood Countryside Park **should** not generally be lit to maintain darkness of skies and avoid excessive light pollution
- Opportunities for smart lighting solutions (e.g. programming, variable lighting colour and intensities) **should** be considered at RMA stage to limit ecological impact of lighting.



The STC crossings should use lighting typologies that limit light spill, such as directional lighting integrated into the balustrades (subject to adoptability)



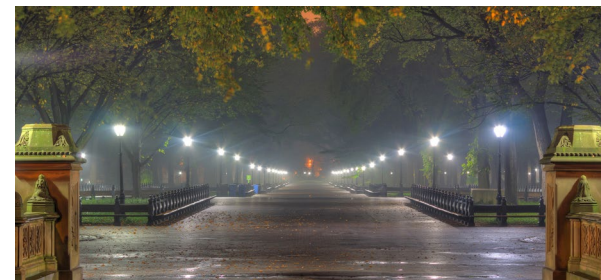
Lighting typologies that create light spill should be avoided in ecologically sensitive locations



Lighting of key routes may be provided within the Community Parks. Light pollution must be limited and ecological sensitivities must be considered.



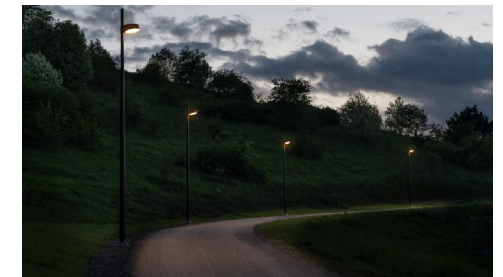
Lighting levels within the Community parks should be appropriate



Ensure lighting features are positioned to coordinate with other elements of the public realm include tree planting and to minimise visual clutter



Light pollution should be sensitively designed to limit impact on ecological sensitivities.



5.5.6 Wayfinding and Legibility

Design Requirements

- 1. A Gilston Area branding guideline **should** be developed. All signage, wayfinding and interpretation **should** be designed in accordance with this guidance to create a coherent network and contribute to placemaking.
- 2. The proposed signage elements **should** follow a clearly defined hierarchy, defined by location.
- 3. Signage elements **should** contribute to the character of spaces
- 4. Signage **should** be so designed where possible and appropriate as to be accessible and legible to all, e.g. sans serif fonts, high-contrast colours, globally recognised iconography (toilets, information, wheelchair accessible), audio capabilities, interactive digital signage capabilities.
- 5. Wayfinding proposals **should** take account of existing and proposed approaches to wayfinding of surrounding areas and infrastructure

Key

	Gilston Area		Existing Woodland
	Existing Lanes		SLMP Areas (Strategic Parks & Strategic Green Corridors)
	Pedestrian & Cycle Commuter Routes - STC*		Scheduled Monuments
	Pedestrian & Cycle Commuter Routes* (alternative Roydon commuter link)		Heritage Trail
			Heritage Trail (alternative route)
	Pedestrian & Cycle Leisure Routes*		Stort Valley
	Pedestrian Leisure Routes*		Listed Building - Grade I
	Railway Station		Listed Building - Grade II*
	Railway Track		Listed Building - Grade II
	Existing Roads and Lanes		

*Indicative and to be confirmed at Village Masterplan and RMA stages

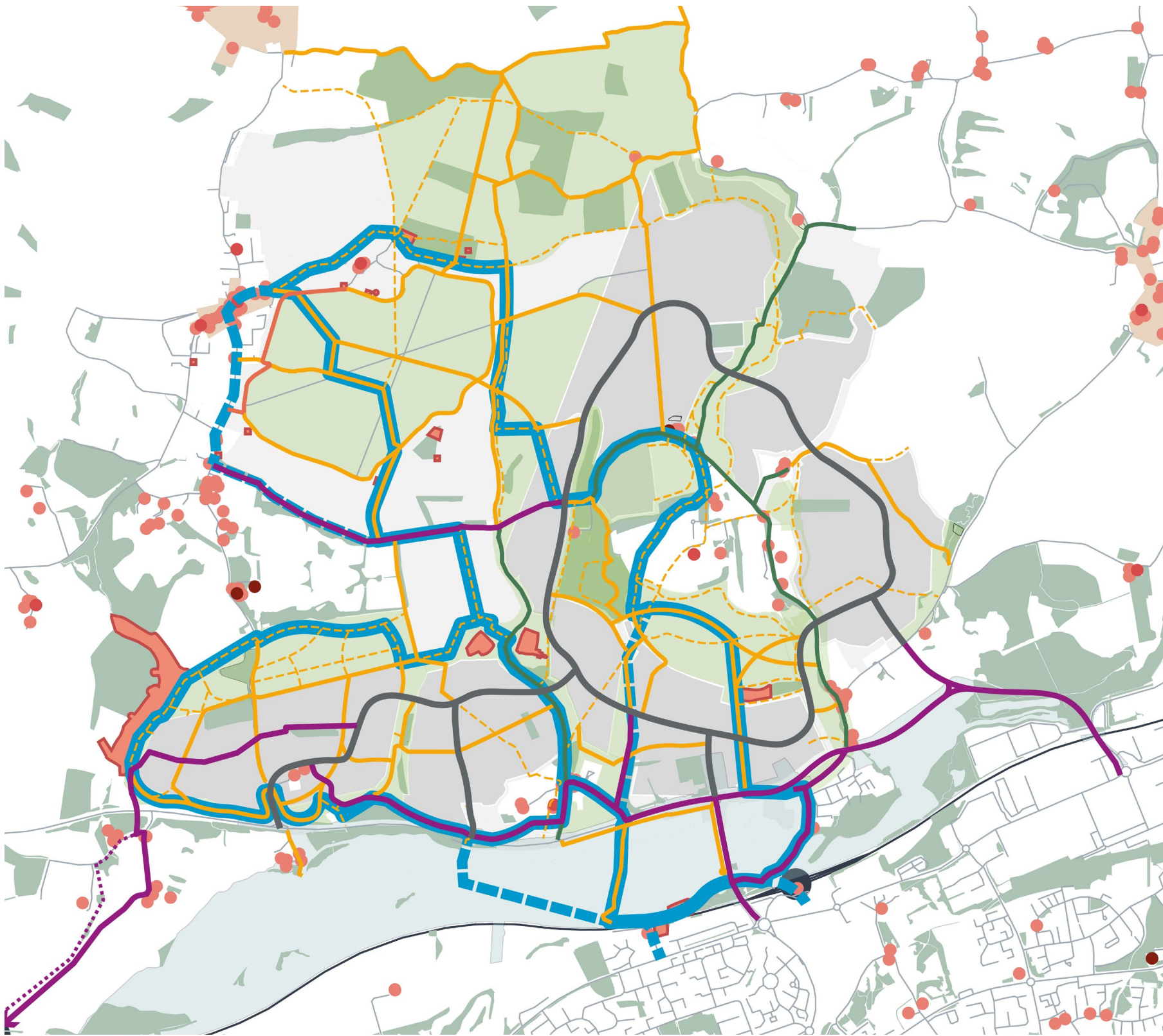


Fig.221 Wayfinding strategy



Fig.222 Examples of well-designed wayfinding and interpretation features

Design Requirement - Heritage

- Heritage Trail signage elements **should** have a unique character, whether for wayfinding or interpretation elements.
- Signage elements **should** be designed in accordance with branding principles developed for the Gilston Area.
- Heritage trail signage **should** ensure the construction of signage and interpretation does not negatively influence the heritage features.

Design Guidance - Leisure Routes

- Important routes, including commuter routes, should be clearly and comprehensively signposted.
- At key junctions and interfaces, especially where route choices must be made, information totems should be provided. These should include maps with key wayfinding points and isochrones showing typical walking/cycling times.
- Along PROWs through the Gilston Area, signage following the Gilston Area principles may be provided in addition to the HCC PROW signage. This could highlight the suitable and not suitable uses of the PROW.

Design Guidance - Commuter Routes

- Signage for cycle routes should follow LTN1/20 guidance

5.5.7 Integrating Utilities

Significant Utilities Features

The significant servicing requirements of the Gilston Area are to be accommodated within the development proposals, including key features within the SLMP landscape such as Foul Water Pumping Stations and a Primary Electrical substation. Locations for these are identified within the Regulatory Plans, although it is acknowledged further utilities may be required and not precluded from being located in the SLMP area where necessary.

Precedent examples demonstrate that designs which actively engage with their context achieve good integration both in terms of environmental outcome and public acceptance. The key design principles for their siting and integration include the following:

Design Requirements - Significant Utilities Features

- Locations for significant utilities structures and compounds **must** be determined with consideration to:
 - Avoiding key areas of ecological and heritage sensitivity where possible and designing with consideration of the impact of noise, odours, vibration, and electro-sensitivity.
 - Potential for integration into the existing topography where compounds require relatively level ground. Potential use of retaining structures may enable features to be partially concealed within the landscape
 - Public realm context. All features **should** be designed with acknowledgement of their potential visibility within the landscape and close proximity to used areas of public realm and outward-facing elements including boundary treatments, active frontages, access points, lighting, built form, paving, and planting **should** be of high quality design and finish utilising materials which are sensitive to their landscape context. Opportunities for education **should** also be considered.
 - Use of low carbon materials, technologies and resource opportunities (for example heat-capture), **should** be a key consideration in the design.
 - Where appropriate, the façades and finishes of structures and built-form **should** be considered potential opportunities for ecological enhancements (e.g. bug hotels), heritage interpretation or artwork.
 - Facility design **should** utilise vegetation and landform to provide integration, screening and habitat value within proposals.
- In addition to the requirements above, where significant utilities are proposed in close proximity to Village Interface, the design **must** consider sensitive integration of these features to ensure views, noise and scent are sufficiently screened, from the Village Developable Areas.
- If significant utilities structures and compounds are not required in the location highlighted in the regulatory plan and adjacent diagram, the land **should** be used for an alternative suitable use, for example, SuDS, community orchard, landscaping or noise mitigation

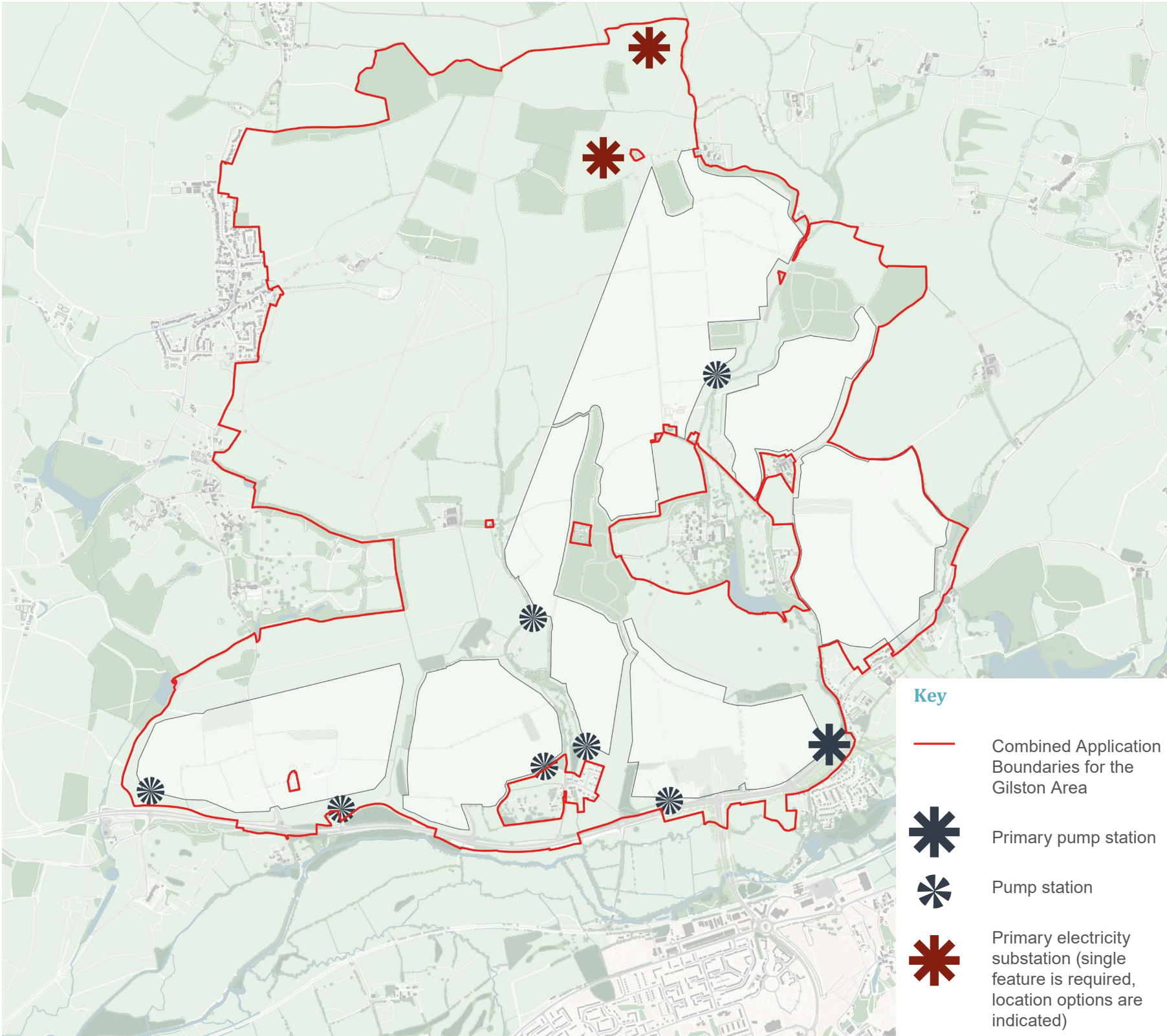


Fig.223 Illustrative plan of indicative utility locations

4. Any significant utilities structures **must** be carefully integrated into the landscape, ensuring visual screening is provided. This **should** include provision of biodiverse hedgerow planting (including tree planting where appropriate) of significant width. Consideration **should** be given to the size of the proposed vegetation at planting to ensure immediate screening impact along key views and vistas.



Design Requirements - Accommodating Utilities within the Public Realm

1. All utilities and drainage proposals **must** be fully coordinated with tree planting strategies to ensure adequate space is allocated for service runs and appropriately sized tree pits and root zones and there should be appropriate consideration of future proofing.
2. Where feasible access covers **should** be located away from pedestrian crossing points (both formal and informal) in order to reduce potential for trip hazards where dropped paving and kerbs are required.
3. Access covers **should** be aligned and orientated to correspond with adjacent paving and key public realm features.
4. Necessary components such as utility boxes **must** be coordinated with the landscape design to ensure these are situated in appropriate discrete locations in order to avoid creating visual clutter or impeding on pedestrian and cycle movement.
5. Any necessary security measures such as CCTV **should** be integrated discretely into the landscape design, utilising mounting onto features such as lighting, building façades etc where possible to ensure minimal clutter.



Fig.224 Examples of sensitive integration of substations and pumping stations within the landscape

5.5.8 Ancillary Buildings within the Landscape

Design Requirements - General

The following gives an overview of Ancillary Buildings that will be provided within the SLMP. Further details and specification about the facilities is set out on subsequent pages.

- The following ancillary buildings **must** be provided within the Strategic Landscape:
 - Countryside Parks:** visitor and interpretation centre either as a single combined facility, or one within each Eastwick Wood Park and Hunsdon Airfield Park
 - Gilston Park:** clubhouse to sport pitches
 - Gilston Fields:** clubhouse to sport pitches
 - Village 7:** A building of no more than 800 sq.m GEA and with appropriate car and cycle parking area is to be provided in the Football Hub. A Pavilion Building of around 245 sqm (gross internal floor area) associated with the Village 7 Playing Field will be provided
- The following ancillary buildings could be provided within the Strategic Landscape:
 - Village 4 playing fields/football pitches:** changing facilities and WC
 - Village 4 Tennis Club:** club house to tennis club. Opportunities for a shared club house facility with the Village 4 Playing Fields football pitch provision
 - Allotments and community growing spaces**
 - Eastwick Wood Countryside Park:** building to support the potential woodland burial ground, subject to further consideration, including views, at RMA stage.
- At RMA stage it may be appropriate to incorporate small-scale structures, such as cycle shelters and refuse storage or other specifically required uses, within the SLMP landscape where these support the function of SLMP buildings and open space. Any such structures **must**:
 - Be integrated sensitively into the public realm design with consideration of the character area, with refuse facilities screened from busy areas as appropriate
 - Consider use of low carbon materials and integration of features such as green-roofs and insect-hotels to benefit local biodiversity
 - Be situated to provide convenient access and follow safe-by-design principles
 - Be robust and easy to clean and maintain

Key

	Combined Application Boundaries for the Gilston Area		Village Playing Fields		All Modes Parking
	School Sport Zone		Allotment/Community growing facility		Publicly accessible WCs
	Club Sport Zone		Active Travel Routes connecting sport facilities		Changing room for sport facilities
	Community Sport Zone, includes shared facilities with School Sport		Exercise Trails		Publicly accessible cafe
			Club House Location		Community facility (i.e. bookable multi-purpose room and kitchen)

Village provisions illustrated are shown indicatively only to demonstrate strategic site wide provision. All village provisions are subject to Village Masterplans and subsequent RMAs

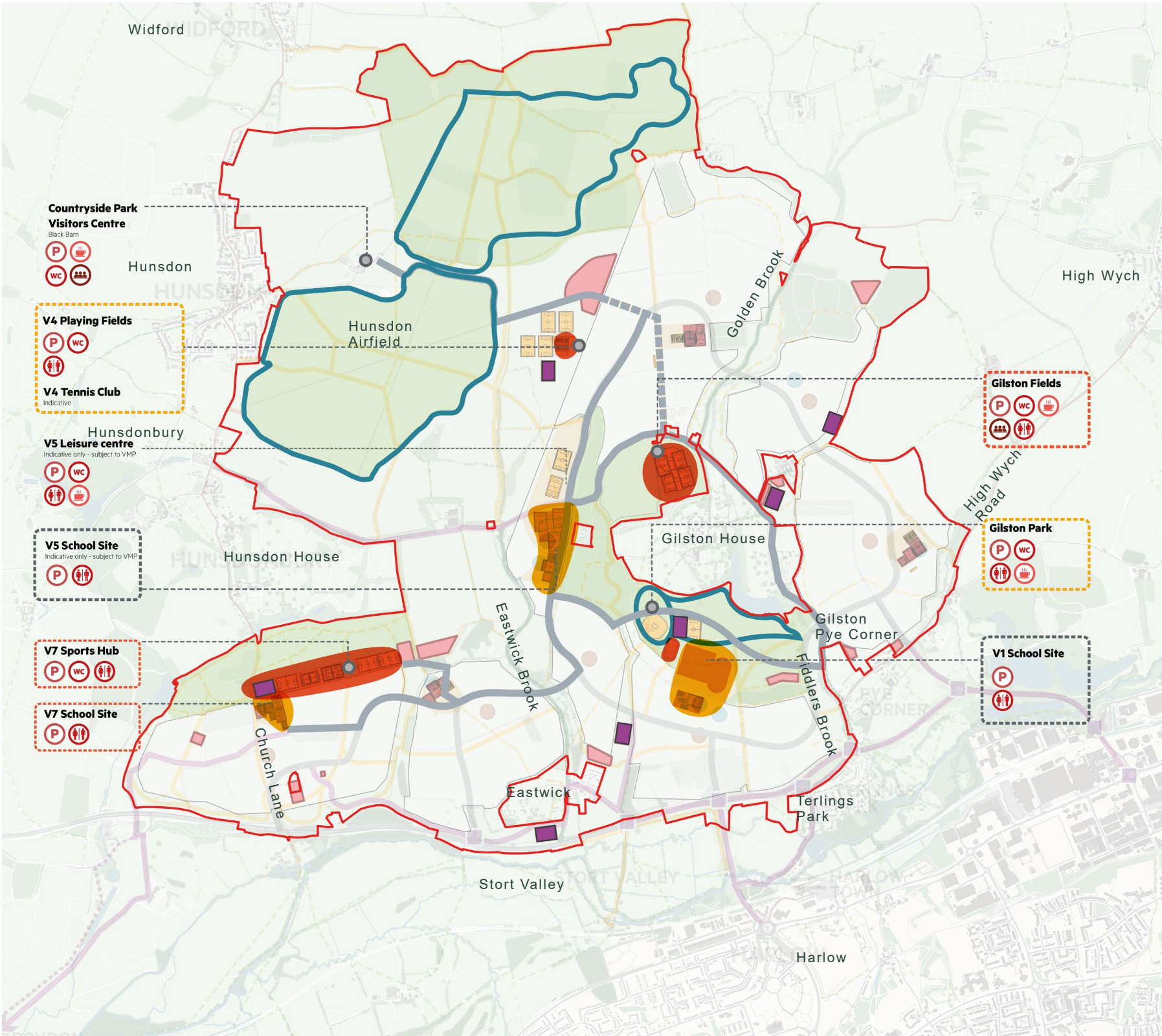


Fig.225 Sport facility strategy



Fig.226 Extract of illustrative plan Gilston Park

Design Requirement - Gilston Park

The following design requirements apply to the cricket clubhouse in Gilston Park, as well as the bowls clubhouse, should a separate facility be provided.

1. The clubhouse in Gilston Park **must** be designed to provide active frontages to the proposed sport pitches, as well as cricket clubhouse providing active frontage onto the destination play area. Its edges **should** be convivial and provide passive surveillance to the park.
2. The clubhouse in Gilston Park **should** provide facilities for the associated sport pitches in line with the Sport England Clubhouse Design Guidance Notes
3. The following facilities for use of the general public **should** be provided within Gilston Park. This may be one facility shared between the cricket and bowls clubhouses and the destination play area, or separate building as indicated on the regulatory plans
 - Publicly accessible cafe
 - Publicly accessible WCs to cater to the wider park and the destination play area. To be free, universally accessible, and gender and culturally appropriate.
 - Outdoor terrace/viewing area orientated towards the sport pitches
4. The clubhouse **should** be designed to limit impact on sensitive views to and from Gilston Park House.
5. The clubhouse **should** provide a parking facility in the vicinity of the clubhouse. To be sensitively screened. Number of parking spaces to be provided to be determined at RMA stage subject to specialist input.
6. The clubhouse **should** be easily accessible via strategic active travel routes that pass through Gilston Park. Pedestrian and cycle routes **should** link the pavilion to surrounding villages and nearby STC bus stops.
7. Appropriate number of cycle parking **should** be provided.



Fig.227 Extract of illustrative plan Gilston Fields

Design Requirement - Gilston Fields

1. The clubhouse in Gilston Fields **must** provide an active and convivial edge to the park and the sport pitches
2. The clubhouse in Gilston Fields **should** provide facilities for the associated sport pitches in line with the Sport England Clubhouse Design Guidance Notes
3. The clubhouse in Gilston Fields could provide the following facilities for use of the general public
 - Publicly accessible cafe and bar
 - Publicly accessible WCs. To be free, universally accessible, and gender and culturally appropriate.
 - Disabled parking facility in the vicinity of the clubhouse. To be sensitively screened. Number of parking spaces to be provided to be determined at RMA stage subject to specialist input.
 - Outdoor terrace/viewing area orientated towards the sport pitches
 - Community facility (i.e. bookable multi-purpose room and kitchen)
4. The clubhouse **should** be designed to limit impact on sensitive views to and from St Mary's Church
5. The clubhouse **should** provide a parking facility in the vicinity of the clubhouse. To be sensitively screened. Number of parking spaces to be provided to be determined at RMA stage subject to specialist input.
6. The clubhouse **should** be located to be easily accessed from Church Lane, with pedestrian and cycle connections from the Lane to the clubhouse.
7. Appropriate number of cycle parking **should** be provided.



Fig.228 Extract of illustrative plan Countryside Parks

Design Requirements - Countryside Parks

1. The visitors and interpretation centre to the Countryside Parks could be provided in the Black Barns, or as a standalone or joint facility, subject to surveys and further investigation at RMA stage.
2. The visitors and interpretation centre **must** include:
 - Exhibition space, orientation boards
 - Publicly accessible WCs. To be free, universally accessible, and gender and culturally appropriate.
 - Storage
3. The visitor and interpretation centre location **should** be considered in the context of the final determined locations for the Destination Play Space as well as potentially the microlight club facilities
4. A pedestrian and cycle link **should** be provided, linking the visitors and interpretation centre to the strategic pedestrian and cycle network.
5. Disabled parking facility **should** be provided in the vicinity of the visitors and interpretation centre. To be sensitively screened. Number of parking spaces to be provided to be determined at RMA stage subject to specialist input.
6. Appropriate number of cycle parking **should** be provided.

Design Guidance

- Opportunities for further use of the Barns are to be defined at RMA stage and could include (subject to feasibility study):
 - Community focussed use; to become a focal point for the countryside parks. E.g. visitor centre, cafe, play area, community facilities
 - Community agricultural use. E.g. farm shop with focus on local produce from estate.
 - Publicly accessible cafe and bar
 - Community facility (i.e. bookable multi-purpose room and kitchen)



Fig.229 Extract of illustrative plan Eastwick Valley Corridor

Design Requirement - Eastwick Valley Corridor

Subject to further consideration, a club-house could be provided to support the group of playing fields and football pitches and or tennis club to the west of Village 4, within Eastwick Valley Corridor. Any such feature:

1. **Must** limit impact on sensitive views from Hunsdon
2. **Must** be designed in accordance with National Grid guideline requirements

Design Guidance

- A clubhouse within the Eastwick Valley Corridor provides the opportunity to create an active and convivial edge to the sports pitches
- Subject to future design and feasibility, a clubhouse within the Eastwick Valley Corridor could provide the following facilities for the associated sport pitches:
 - Changing rooms with showers and toilets for the sports club
 - Storage (sport equipment, ground maintenance and waste storage)
 - The clubhouse in Eastwick Valley Corridor could provide the following facilities for use of the general public
 - Publicly accessible WCs. To be free, universally accessible, and gender and culturally appropriate.
 - Outdoor terrace/viewing area orientated towards the sport pitches
 - Car loading/unloading space and cycle parking provision
- The clubhouse could provide a disabled parking facility in the vicinity of the clubhouse. To be sensitively screened. Number of parking spaces to be provided to be determined at RMA stage subject to specialist input.



Fig.230 Extract of illustrative plan Hunsdon Community Park



Fig.231 Extract of illustrative plan Eastwick Valley Corridor

Design Requirement - Allotments and Community Growing Spaces

A community shed could be located at the largest Community Allotments and Orchard space within the Eastwick Valley Corridor, to the west of Village 4. Any such feature:

1. **Must** limit impact on sensitive views from Hunsdon
2. **Must** be designed in accordance with National Grid guideline requirements

Design Guidance

- A community shed within the Eastwick Valley Corridor may feature the following facilities
 - Meeting room
 - WC's and Storage
- Elsewhere on the site the provision of community sheds in association with Community Orchards and Allotments will be determined at RMA stage based on feasibility, the scale of facility, proximity to nearby facilities, and associated Stewardship proposals and requirements
- Use of renewable energy to power community sheds could be considered at RMA stage

Design Requirement - Hunsdon Community Park

1. The Football Hub building, and Pavilion **must** be designed to provide active frontages to the proposed pitches and Village 7 development edge.
2. The Football Hub **must** include a building of no more than 800 sq.m GEA.
3. The Football Hub **must** provide adequate parking provision for all modes based on policy requirements and the Gilston Area's mode share target.
4. The Football Hub and associate parking **must** be adjacent to the AGPs to meet Sports England requirements
5. The Pavilion in association with the Village Playing Field **must** be approximately 245 sqm (gross internal floor area, or as otherwise agreed in writing with the Council (in consultation with Sport England))
6. The Football Hub building, and Pavilion **should** be designed to minimise impact on sensitive views to and from Hunsdon House and St Dunstan's Church. The design of the built forms **should** make reference to local existing characteristics such as Brickhouse Farm.
7. The parking provision **must** include EV charging for vehicles and bicycles.
8. If a cycle or scooter hire scheme is implemented for the Gilston Area, a docking station **must** be provided at the Football Hub.
9. Cycle parking **must** be located closer to pavilions and amenities than car parking to shorten walking distances.
10. The detailed parking quantum for all modes **must** be agreed at the Reserved Matters stage.

Design Guidance

11. The Football Hub building, and Pavilion could be co-located to minimise extent of hard-standing including additional access.
12. The Football Hub building, and Pavilion could provide the following facilities for use of the general public:
 - Sheltered seating areas in the vicinity
 - Publicly accessible free toilets.
 - Sheltered cycle parking
13. Vehicular parking (especially for cars) **should** be minimised in terms of quantity and designed to accommodate average demand rather than match day peak demand.
14. Peak demand **should** be accommodated through a flexible approach, e.g. through an appropriate agreement for using the school car park as overspill parking.
15. The impact of car parking **should** be further reduced by the use of permeable parking bays and shielding views through thoughtful placement of planting
16. A community shed could be located within the allotments to be determined at RMA.
17. Use of renewable energy to power community sheds could be considered at RMA stage and facilities could include meeting room, WC's and storage.

General Precedents



Fig.232 Examples of sensitive design for ancillary buildings within the landscape



Precedent: Teddington Cricket Club, Richmond



Precedent: Merrion Cricket Pavilion Dublin



Precedent: Tree House - Elephant Park London

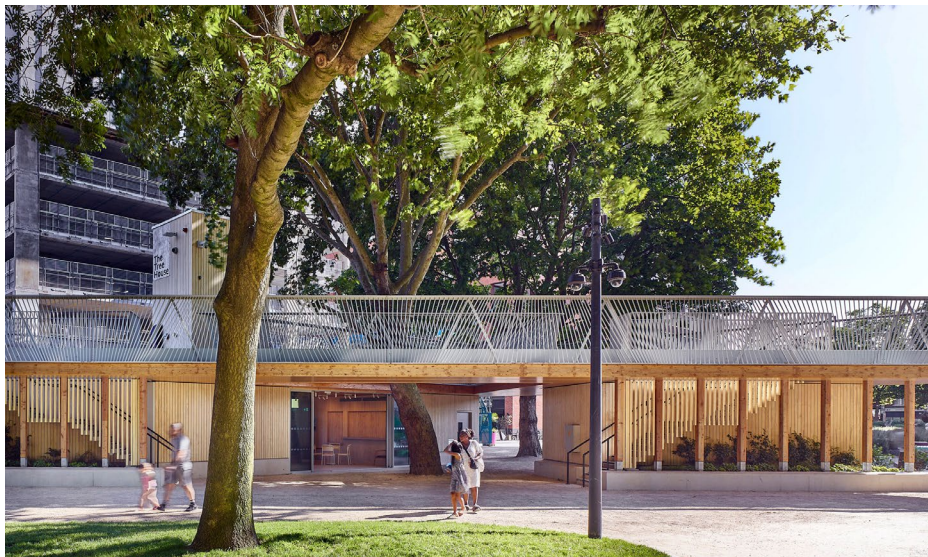


Fig.233 Examples of sensitive design for club-houses and community pavilions within the landscape



Detailing the Landscape

5.5.9 Art Strategy

The section 106 includes a commitment to funding public art within the Villages. It requires a Public Art Strategy which will integrate public art into the development as a way of contributing to distinctiveness and placemaking. The strategy should be consistent with the Approved Village Design Codes and should include a cost plan, the types of public art that shall be commissioned, the process for commissioning artists, and a focus on public art integration in locations to be agreed.

Vision

The Art Strategy for the SLMP focuses on art as tool for creative placemaking, and for building relationships and a sense of belonging within the existing and new community.

There is a strong history of artwork being integrated into the public realm within nearby Harlow and the Gilston development provides a special opportunity to similarly integrate high quality artwork into people's lives.

The Public Art Strategy will be key to place-making, celebrating local history and creating a distinctive sense of place for the Gilston Area. Public Art can serve as a powerful tool to engage local communities in the design process, and help foster a deep sense of identity and involvement.

The existing landscape assets which are being retained and celebrated through the SLMP, can be a source of inspiration for the Public Art Strategy. The Village 7 area has a rich history of Royal patronage and agricultural food production. Any public art installed within the SLMP area should be sensitive to the landscape and could draw upon the heritage of the site.

Locations and Public Art Proposals

Commitments to delivering public art within SLMP **should** look to explore the following locations:

- Introduce public art across all parts of the site, with art being focused on 3 main places:
 - Main areas of public realm.
 - Areas where art will have the most impactful presence.
 - Places where art can be seen/exposed to the most amount of people.

The following themes should be considered and used when creating Public Art:

- Historic significance: Looking at the history of the site and the surrounding area, including the site's relationship with Henry VIII and the Tudor period, and the site's distinctive heritage as a former World War II fighter defence station (RAF Hunsdon).
- Agricultural/rural heritage of the SLMP area and wider community: Referencing this past in various forms, techniques, and mediums, teaching people how agriculture has changed through history.
- Natural materials and styles, using these to mark key meeting points and footpaths, exploring the potential use of growing art.
- Sustainability, energy and climate change focussing on minimising resource consumption and maximising reuse and recycling.

Design Requirements

1. The Public Art Strategy **must** be informed by and developed alongside engagement with the local community, to inform the design process.
2. Public Art **must** promote the new development, celebrating local heritage, character, context and or people.
3. Public Art **must** explore a range of different opportunities, considering temporary, fixed and integrated artwork at all scales.
4. The use of natural materials, found within the landscape of the surrounding area **should** be encouraged.
5. Opportunities **must** be sought for public art which also supports local biodiversity.
6. Public Art **should** be embedded across the site and be focused at main areas of public uses within the SLMP to maximise interaction and enjoyment with the public.
7. Potential locations and themes for artwork **should** be defined through collaboration with the project designers, including landscape architects, architects, lighting designers, heritage consultants and wayfinding specialists as relevant.
8. Appropriate locations **should** be selected based on the anticipated use and frequency of activity, and with careful consideration of existing features including both the sensitivity of existing landscape and heritage features, as well as opportunities to celebrate the distinct qualities of the site.
9. Proposals **must** be site-specific and **should** seek to encourage curiosity and exploration of the landscape and **should** contribute to interpretation of the site's landscape and history, for example take inspiration from the natural history, craftsmanship and culture of the area.
10. Within CA2 Hunsdon Airfield Park, proposals **must** respond to the site's distinctive heritage as a former World War II fighter defence station (RAF Hunsdon).

11. Proposals **should** explore potential for multi-functional and integrated features such as art-work which also acts as landmarks/meeting points, contributing to the wayfinding strategy, or artwork which is integrated into landscape elements such as furniture, paving, play and lighting.
12. The potential to create a public art trail to complement the Harlow Sculpture Trail **should** be considered
13. A diversity of proposal types is encouraged in order that the programme reaches a wide variety of audiences. There **should** be an appropriate balance between features which encourage people to pause and spend time experiencing the artwork and features which are experienced in a more transient way, for example as part of a trail
14. Artwork **should** be approached as an opportunity to engage with the existing and future communities of the area, both through the process of creation of permanent works and as an ongoing resource for the community



Detailing the Landscape

5.5.10 Waste & Recycling

Waste management will be an important aspect of managing site resources, keeping the SLMP landscape in a clean and attractive condition and ensuring the natural landscape is kept healthy. A well-cared for landscape will be a source of neighbourhood pride and encourage good practices in everyone who uses it.

The considerable scale of the Gilston landscape requires a strategic approach to site-wide waste management.

Design Requirements

1. Due to the scale of the Gilston landscape, a strategic approach to site-wide waste management **must** be taken. This waste strategy **must** follow the waste hierarchy, prioritising reducing waste production and reusing materials on-site where possible.
2. The SLMP **must** follow the WRAP principles (Waste and Resources Action Programme) in order to reduce waste.
3. In line with Embodied Carbon and Circular Economy section of the SLMP Strategic Landscape Energy and Sustainability Strategy, proposals **should** consider minimising earthworks, designing for longevity and adaptability as well as material selection and local sourcing.
4. A Site-Wide Waste Strategy **must** be developed to plan for the management of waste from the landscape and public open space areas across Gilston. This **should** include:
 - Strategies for reducing the quantity of waste produced within the landscape and services including identifying opportunities for whole-life span efficiencies in design, for circular economy solutions, and for prioritising use of environmentally-friendly materials which biodegrade or are recyclable.
 - A Site-Wide Green Waste Strategy describing how green waste within the landscape can best be managed on site and utilised as a resource for composting, habitat features and biomass. This **should** also prescribe strict measures and practices in place regarding the control of invasive species.
 - Strategies for providing clear information on site-wide waste management to residents and visitors, so that important messaging regarding littering, recycling, composting, and dog waste are communicated clearly and everyone is encouraged to contribute to a clean and tidy environment.
 - Early-identification of the key types of activities and the machinery and equipment required for waste management, to ensure that designs make suitable provision for access requirements, and that sensitive locations such as near to schools or play areas for example are given particular consideration.
5. Public Open Space RMA designs **must** consider requirements for waste management, incorporating necessary space for operations to take place efficiently and discretely within the design and without obstruction of other functions. Refer to section "5.5.8 Ancillary Buildings within the Landscape" for further information on refuse storage areas.
6. All Community Parks and Countryside Parks within the SLMP **should** feature bins for general litter, recycling and dog waste.

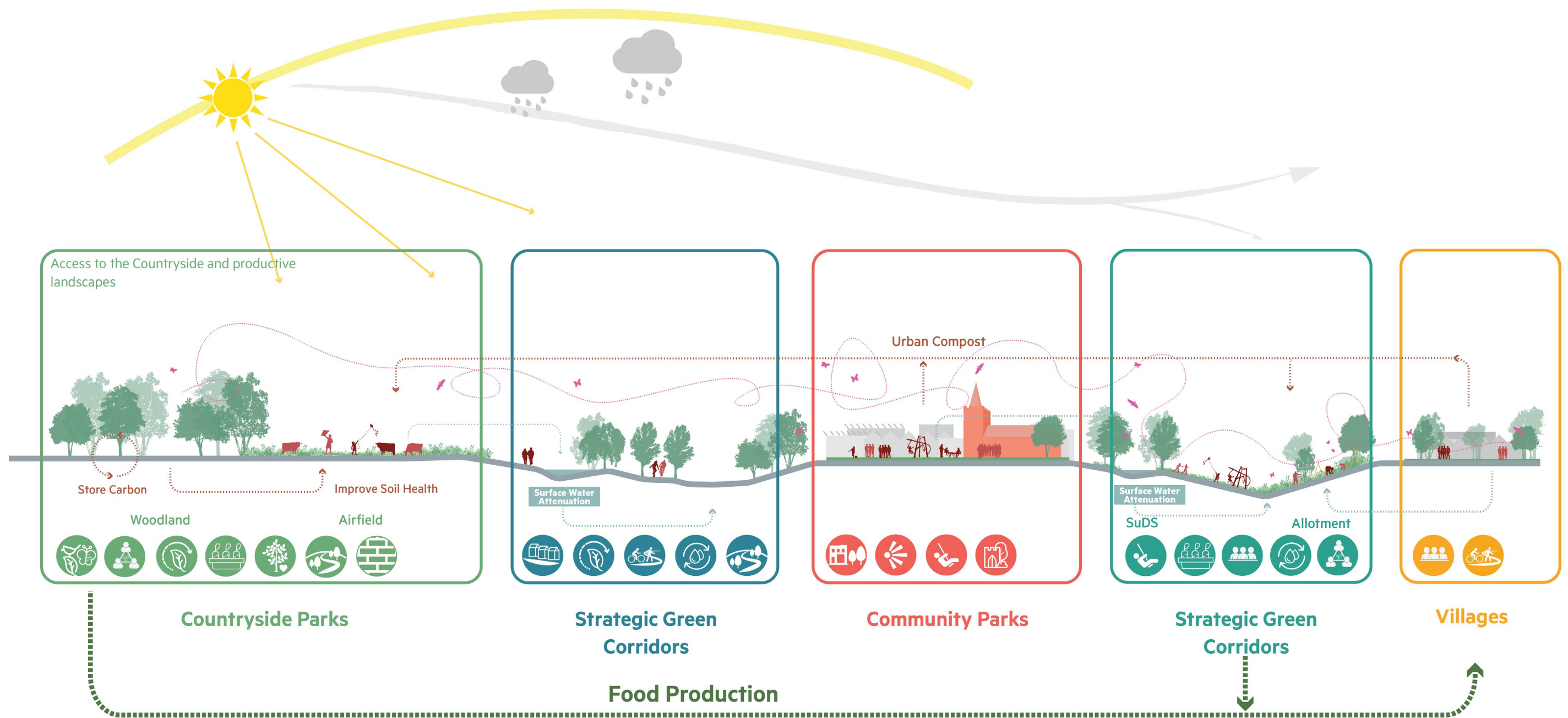


Fig.235 Concept diagram circular economy principles

5.5.11 Gypsy, Traveller & Travelling Showpeople Sites

The OPP Parameter Plan 05 identifies the safeguarded zones for Gypsies & Travellers / Travelling Showpeople within the Gilston Area. Section 106 specifies the number of pitches and plots to be delivered as well as their minimum area and the broad list of features which must be accommodated for example amenity building, space for touring/mobile caravans, car parking, and small garden etc. It also describes the meanwhile uses of the sites.

The detailed design of any gypsies and travellers and travelling showpeople sites will be subject to a reserved matters application.

Design Requirements

1. The site boundary to Gypsy, Traveller and Travelling Showpeople Sites **must** clearly demarcate the perimeter of the site and be designed with the safety of any children on the site in mind.
2. Where existing vegetation is present, this **should** be used as the boundary treatment to integrate sensitively into the existing landscape, providing that the requirements set out in "5.2.5 Existing Vegetation" are followed. Existing vegetation **should** be reinforced to provide a robust boundary.
3. Wherever feasible, planted hedgerows, reinforced with a clear fence-line **should** be incorporated into the boundary as a preferred treatment, in order to improve integration into the countryside setting and form an attractive feature from both within and outside the site.
4. Proposals **must** follow guidance and requirements set out within "5.2.4 Topography and Levels", "5.2.5 Existing Vegetation" and "5.5.3 Boundary Treatments" in regards to levels design, protection of existing vegetation, and suitable boundary treatments.
5. Designs **must** be designed in accordance with government guidance in regards to the design of the site and its boundary, including measures necessary for fire prevention. Refer to the Communities and Local Government 'Designing Gypsy and Traveller Sites - Good Practice Guide'

6. Designs **must** meet the appropriate requirements of the relevant community, in line with the following guidance:
 - "Travelling Showpeople's Sites - A Planning Focus Model Standard Package" by the Showmen's Guild of Great Britain for Travelling Showpeople, and;
 - "Designing Gypsy and Traveller Sites Good Practice Guide" by Communities and Local Government for Gypsies and Travellers
7. The design of the Gypsy and Traveller (G&T) site **must** be single storey, low density and landscape led.
8. Clear signage **must** be provided from STC to G&T site.
9. Vehicular access and gateways **must** be at least 3.1 metres wide and have a minimum clearance of 3.7 metres width and **should** have no overhead structure or cable less than 4.5 metres above the ground.
10. The density **should not** exceed 20 caravans per hectare.
11. Some recreation space **must** be provided around caravans or in a specially designated area for children's games and/or recreational purposes.
12. Vegetated screening **must** be included surrounding the site to provide privacy and visual and acoustic screening.
13. Dedicated space **should** be included within the site for the keeping and grazing of horses.
14. Lighting **should** be designed sensitively in line with the requirements in "5.5.5 Lighting"
15. Where possible, large areas of hard-standing **must** be avoided, and sites **should** incorporate soft landscape in addition to boundary treatments, in order to provide urban cooling. Designs **must** consider 'source control' options in relation to sustainable water management, for example through use of permeable paving, green and solar roofs, greywater recycling, and provision of water butts etc.

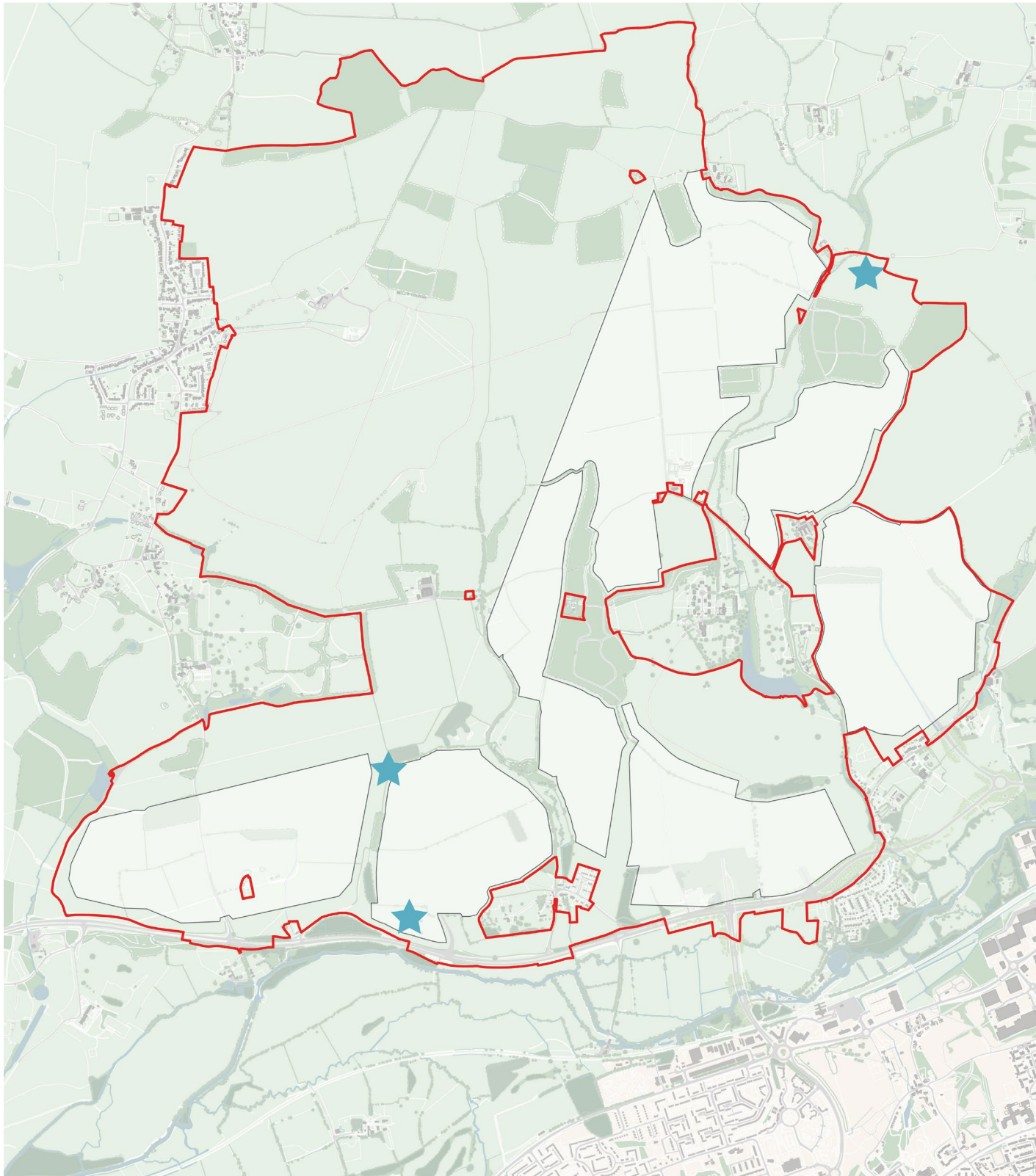


Fig.236 Location of Gypsy and Traveller Sites (indicative)

Design Guidance

- Where possible, designs could consider interim planting between plots as appropriate to the overall arrangement and use of the area.
- Proposals to develop a site **should** link in with other broader strategies in place for improving community cohesion.
- Privacy and security to be balanced with integration with surrounding settlements.
- Vehicle and pedestrian access points **should** ideally be separated.



Fig.237 Precedent image for Gypsy & Traveller site



Illustrative Plan - Key

Biodiverse Parkland	Sustainable Transport Corridor
Sports Pitches	Secondary Leisure Route
Gypsy/Traveller site	Primary Leisure Route
Village developable area	Village 6 Development boundary
Access Road	
Village 7 Boundary	Trees





Compliance Checklist

Chapter 6

6.1 Compliance Checklist - Part B

Reserved Matter Application Details	
Design Code	
Developer	
Landscape Architect	
Ecologist	
Transport	
Drainage	

	1. Introduction	Yes	Partial	No	N/A
1.1	Has the Applicant familiarised themselves with the structure of the Strategic Landscape Masterplan Study documents?	☐	☐	☐	☐
1.2	Has the Applicant familiarised themselves with the use of the Regulatory Plans?	☐	☐	☐	☐
1.3	Has the Applicant familiarised themselves with the structure and the use of the Code?	☐	☐	☐	☐
	Has the Applicant familiarised themselves with Part A of the Strategic Landscape Masterplan?	☐	☐	☐	☐
	Do the proposals fully comply with the OPP Parameter Plans and accompanying Development Specification?	☐	☐	☐	☐

	2. The Landscape Masterplan	Yes	Partial	No	N/A
2.1	Has the applicant familiarised themselves with the key design principles that apply to the Gilston Area?	☐	☐	☐	☐
	Describe how the application responds to and complies with the following key design principles that apply to the Gilston Area				
	Placemaking and Stewardship				
	Beauty & Resilience				
	Promoting healthy & sustainable lifestyles & a close contact with nature				
Respecting & enhancing the existing landscape					
Creation of a sustainable & productive landscape					
Addressing climate change & biodiversity emergencies					
2.3	Has the applicant familiarised themselves with the Illustrative Masterplan?	☐	☐	☐	☐

	3: Regulatory Plan	Yes	Partial	No	N/A
3.1	Has the applicant read the introduction to the Regulatory Plan Chapter to gain an understanding of the role and intended use of the Regulatory Plans?	☐	☐	☐	☐
	Do the proposals fully comply with the mandatory requirements set out in the Strategic Site Wide Regulatory Plan?	☐	☐	☐	☐
	Which Regulatory Plans have been referred to for this application?				
	Which of the below features, set out in the relevant Regulatory Plans, does the Applicaiton contain?				
	- Existing Landscape Features ☐ - Blue Infrastructure ☐ - Access & Strategic Movement ☐	- Heritage ☐ - POS & Community Facilities ☐ - Ecology and Habitats ☐ - Interfaces & Boundaries ☐ - Utilities ☐			
Do the proposals comply with the location, extent and the components and fixes set out in the relevant Regulatory Plans?	☐	☐	☐	☐	

4: Character Areas	Yes	Partial	No	N/A
Introduction				
Which Character Areas are applicable to this application?				
• CA1 Eastwick Wood Countryside Park • CA2 Hunsdon Airfield Park • A Connected Landscape • CA3 Home Wood & Gibson's Shaw • CA4 Gilston Fields • CA5 Gilston Park • CA6 Hunsdon Community Park • CA7-13 Strategic Green Corridor • CA14-15 Village Corridor • CA16 Agriculture				
Character				
Do the proposals take account of the existing characteristics and outline proposals for the Character Area?	☐	☐	☐	☐
Do the proposals comply with the proposals set out in the OPP Development Specification?	☐	☐	☐	☐
Design Principles				
Do the proposals comply with the design requirements for the relevant Character Area?				
• Access & Movement • Green & Blue Infrastructure • Heritage & Views • Activity & Use • Public Realm	☐	☐	☐	☐

	5: Detailing the Landscape	Yes	Partial	No	N/A
5.1	Access & Movement				
5.1.2	Which of the following route typologies apply to this application?				
	• Commuter Route - STC • Pedestrian & Cycle Commuter Routes • Existing Lanes • Leisure Routes - Pedestrian & Cycle • Leisure Route - Pedestrian • Leisure Route - Informal • Hunsdon Airfield Park Track • Equestrian Routes				
	Does the application comply with the design requirements relating to the above route typologies?				
5.1.3	Does the proposal comply with the overarching Sustainable Transport Corridor design requirements?				
	Which of the following STC typologies apply?				
	• STC Type 1: STC Park Edge • STC Type 4: Tributary Valley				
5.1.4	Does the proposal comply with the design requirements relating to the above STC typologies?				
	Does the proposal comply with the Sustainable Transport Corridor Crossing design requirements?				
	Does the proposal comply with the Gateway Nodes design requirements?				
5.1.5	Does the proposal comply with the Hard Landscape Materials design requirements?				
5.1.6	Does the proposal comply with the Hard Landscape Details design requirements?				
5.1.7	Does the proposal comply with the All Modes Parking design requirements?				
5.1.8					

	5: Detailing the Landscape	Yes	Partial	No	N/A
5.2	Green & Blue Infrastructure				
5.2.3	Has the Applicant applied the Landscape Management and Maintenance considerations set out in the Design Code.	☐	☐	☐	☐
5.2.4	Do the proposals comply with all design requirements relating to Topography and Levels?	☐	☐	☐	☐
5.2.5	Which of the following existing features apply to this application? - Existing Ancient & Non-Ancient Woodland ☐ - Existing Watercourses ☐ - Existing Hedgerows ☐ - Existing Veteran Trees ☐				
	Do the proposals comply with the design requirements relating to the above existing features?	☐	☐	☐	☐
5.2.6	Does the application comply with the buffer requirements set out in OPP Parameter Plan 2 and the Development Specification?	☐	☐	☐	☐
	Does the relevant Regulatory Plan(s) for the Application identify the requirement for a Nature Priority Zone?	☐	☐	☐	☐
	If yes, does the application comply with the design requirements relating to Nature Priority Zones?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to Habitat Enhancements?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to New Ponds?	☐	☐	☐	☐

	5: Detailing the Landscape	Yes	Partial	No	N/A
5.2.7	Do the proposals comply with the Planting design requirements?	☐	☐	☐	☐
	Which of the following Planting Typology Characters apply to the Application? - Woodland ☐ - Plateau ☐ - Parkland ☐ - Valley ☐				
	Do the planting proposals for the application respond to the Character Areas identified above?	☐	☐	☐	☐
5.2.8	Do the proposals comply with the Tree Palette design requirements?	☐	☐	☐	☐
	Do the proposals comply with the Tree Pit design requirements?	☐	☐	☐	☐
	Do the tree planting proposals for the application respond to the tree typologies identified in the Tree typology strategy?	☐	☐	☐	☐
5.2.9	Do the proposals for the application comply with the Softwork Palette design requirements?	☐	☐	☐	☐
5.2.10	Do the proposals for the application comply with the design requirements relating to Sustainable Drainage Systems?	☐	☐	☐	☐
	Has the Applicant applied a holistic approach to surface water attenuation and treatment as described in SuDS Treatment Network - Design Guidance?	☐	☐	☐	☐
	Has the Applicant applied the SuDS Feature Detailing - Design Guidance?	☐	☐	☐	☐

	5: Detailing the Landscape	Yes	Partial	No	N/A
	Heritage & Views				
5.3.1	Has the Applicant read and fully understood the Background Context?	☐	☐	☐	☐
5.3.2	Does the Application include sensitive development areas associates with any of the following heritage assets that are afforded specific protections within the OPP Development Specification? • Grade I listed Mary's Church, • Eastwick Moated Sites Scheduled Monument ☐☐	• The Mount Moated Site Scheduled Monument • The historic landscape, setting and views associated with Gilston House and Hunsdon House			☐☐
	Does the application comply with the requirements relating to the above features as set out in the OPP Development Specification?	☐	☐	☐	☐
	Does the application contain any of the following heritage assets? • Scheduled Monuments • Listed Buildings • Non-Designated Heritage Features ☐☐☐				
	Do the proposals comply with the design requirements relating to the above heritage assets?	☐	☐	☐	☐
5.3.3	Does the application include a section of the proposed site wide Heritage Trail?	☐	☐	☐	☐
	If yes, do the proposals comply with the design requirements relating to heritage trails?	☐	☐	☐	☐

	5: Detailing the Landscape	Yes	Partial	No	N/A
5.4	Activity & Use				
5.4.3	Describe how the proposals have actively designed for Safety and Diversity in Gilston's Public Open Spaces				
	Do the proposals comply with the design requirements relating to inclusive public open spaces?	☐	☐	☐	☐
	Do the proposals provide the sport provision requirements set out for the Character Area that applies to this Application?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to sport?	☐	☐	☐	☐
5.4.4	Do the proposals comply with the design requirements relating to recreational trails?	☐	☐	☐	☐
	Do the proposals comply with the design requirements for all play spaces within the Gilston landscape?	☐	☐	☐	☐
	Do the proposals provide the play provision set out in the Regulatory Plan?	☐	☐	☐	☐
	Which of the following play typologies are provided as part of the application? • PL1 - Destination Play Spaces • PL2 - Village Playgrounds within the SLMP • PL3 - Neighbourhood Play Spaces within SLMP • Incidental Play ☐☐☐☐				
5.4.5	Do the proposals comply with the design requirements that apply to the relevant play typologies selected above?	☐	☐	☐	☐

	5: Detailing the Landscape	Yes	Partial	No	N/A
5.4	Activity & Use				
5.4.6	Do the proposals provide the community growing provision set out in the Regulatory Plan?	☐	☐	☐	☐
	Which of the following play typologies are provided as part of the application?				
	- Allotments ☐ - Community Orchards ☐				
	Do the proposals comply with the design requirements that apply to the relevant community growing typologies selected above?	☐	☐	☐	☐

	5: Detailing the Landscape	Yes	Partial	No	N/A
5.5	Public Realm				
5.5.2	Has the Applicant applied the key principles and design guidance for public realm within the SLMP?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to street furniture?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to boundary treatments?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to railings and fencing?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to retaining walls?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to softworks?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to agricultural boundaries & landscape protection?	☐	☐	☐	☐
5.5.4	Which of the following Interface typologies apply to this application?				
	- 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 Power Line Corridor / Developable Area ☐ - B8 Community Sports / Developable Area ☐ - B9 Public Open Space / Developable Area ☐ - B10 Public Open Space / School Sports ☐ - B11 Public Open Space / Existing Settlement ☐				
	Do the proposals comply with the design requirements that apply to the relevant interface typologies selected above?	☐	☐	☐	☐

	5: Detailing the Landscape	Yes	Partial	No	N/A
5.5.5	Do the proposals for the application comply with the lighting typologies identified in the Lighting Strategy diagram?	☐	☐	☐	☐
	Do the proposals comply with the general design requirements relating to lighting?	☐	☐	☐	☐
5.5.6	Do the proposals comply with the design requirements relating to the lighting strategy?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to wayfinding and legibility?	☐	☐	☐	☐
5.5.7	Does the application area contain significant utility features?	☐	☐	☐	☐
	If yes, do the proposals comply with the design requirements relating to significant utilities features?	☐	☐	☐	☐
	Do the proposals comply with the design requirements relating to accommodating utilities within the public realm?	☐	☐	☐	☐
5.5.8	Does the regulatory plan or design code identify the requirement of an ancillary building within the application?	☐	☐	☐	☐
	Do the proposals comply with the general design requirements relating to ancillary buildings within the landscape?	☐	☐	☐	☐
	In addition to the above, do the proposals comply with the character area specific design requirements relating to ancillary buildings within the landscape?	☐	☐	☐	☐
5.5.9	Is public art being delivered in line with the public art vision?	☐	☐	☐	☐
	Do proposals comply with the design requirements relating to public art?	☐	☐	☐	☐
5.5.10	Do proposals comply with the design requirements relating to Waste & Recycling?	☐	☐	☐	☐
5.5.11	Does the regulatory plan or design code identify the requirement for a Gypsy, Traveller or Travelling Showpeople site within the application?	☐	☐	☐	☐
	Do proposals comply with the design requirements relating to Gypsy and Traveller Sites?	☐	☐	☐	☐



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Condition 6	Strategic Landscape Masterplan	Strategic Landscape Masterplan Part A - Context and Strategies <i>Appendix A - Statement of Engagement</i> <i>Appendix B – SLMP Quality Review Panel</i> <i>Appendix C - SLMP Design Code Testing</i> <i>Appendix D - Technical Appendix on Key Heritage Views in the Gilston Park Estate</i>
Condition 7	Strategic Landscape Masterplan Scope	
Condition 8	Strategic Landscape Design Code	
		Strategic Landscape Masterplan Part B - Regulatory Plan & Design Code <i>Appendix A - Conservation Management Plans for the Mount and Eastwick Moated Sites Scheduled Monuments</i> <i>Appendix B - Hunsdon Airfield Heritage Assets Feasibility Study</i>
Condition 9	Strategic Landscape Infrastructure Delivery Plan	Strategic Landscape Infrastructure Delivery Plan (ref. GSLM605-GRA-X-XX-DR-L-100) Strategic Landscape Infrastructure Delivery Plan – Transport infrastructure (ref. GSLM605-GRA-X-XX-DR-L-1009)
Condition 10	Strategic Green Space	Strategic Green Space with Masterplan
Condition 11	Strategic Landscape and Visual Appraisal Compliance Statement	Landscape and Visual Compliance Statement
Condition 12	Strategic SuDs Strategy	Strategic Sustainable Drainage System Strategy (ref.GIL06-ACM-MP-XX-RP-DR-PM5023-0001)
Condition 13	Supplementary Flood Risk Assessment	Supplementary Flood Risk Assessment (ref. GIL06-ACM-MP-XX-RP-CE-PM5023-0002)
Condition 14	Strategic Landscape Ecology Strategy	Strategic Landscape Ecology Strategy
Condition 15	Strategic Landscape Energy and Sustainability Strategy	Strategic Landscape, Energy and Sustainability Strategy

Guidance Document

- "21st Century Allotments in New Developments" by The National Allotment Society
- "Clubhouse Design Guidance Notes" by Sport England
- "Advice on Width, area and height on routes used by equestrians" by The British Horse Society
- "Advice on Non-motorised user routes" by The British Horse Society
- "On the right track: surface requirements for shared use routes" by The Countryside Agency Landscape Access Recreation
- "Non Motorised Routes: A Design Guide" Hertfordshire County Council
- "Advice of Surfaces for horses" by The British Horse Society
- "Highways Place and Movement Planning and Design Guide" Hertfordshire County Council
- "Designing Gypsy and Traveller Sites - Good Practice Guide" Communities and Local Government
- "Travelling Showpeople's Sites - A Planning Focus Model Standard Package" by the Showmen's Guild of Great Britain
- "Safer Parks Improving access for women and girls" by Keep Britain Tidy, Make Space for Girls, the University of Leeds and West Yorkshire Combined Authority

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Appendix A

*Conservation Management Plans for the
Mount and Eastwick Moated Sites Scheduled
Monuments*

Content

The Mount moated site and associated deer-pen enclosure and park pale,
Gilston Park - Conservation Management Plan

Moated site south of Eastwick Hall Farm – Conservation Management Plan

Moated site and associated earthworks south-west of Home Wood –
Conservation Management Plan

Appendix B

Hunsdon Airfield Heritage Assets Feasibility Study

Appendix C

Gilston Village 7 SLMP

Heritage Assessment: Lighting Impact

