



Gilston Area Strategic Landscape Masterplan

Community Working Group - Session 3

Rev 03, November 2023

AGENDA - CWG 03

- **Introductions to the Working Group & Workshop 03**
- **Presentation: Recap of Masterplan Context, CWG's, & findings from CWG 2**
- **Q&A from the Presentation**

- **Presentation: Introduction to the SLMP Character Areas**
- **Character Areas Session 1 Discussion:**
 - **Gilston Park & fiddler's Brook Corridor - Design Update.**
 - **Discussion on integration of new facilities within the historic and natural landscape**

- **Break**

- **Character Area Session 2 Discussion:**
 - **Airfield Park / Woodland Park / Powerline Corridor - Design Update.**
 - **Discussion on features and use of the landscape to the west of the powerline**

- **Reporting back from each table**
- **General Round-up, next steps, planning updates, Q&A**

INTRODUCTIONS - STRATEGIC LANDSCAPE MASTERPLAN - TEAM



VILLAGE 1-6

CLIENT

PLACES FOR PEOPLE

VILLAGE 1-6 SLMP DESIGN TEAM

- Grant Associates - Landscape Architect
- Quod - Planning Consultant
- Meeting Place - Communications
- AECOM Infrastructure - Drainage and SuDS
- King Technical Consultancy - Technical Support
- Vectos - Transport Planning
- EPR Ecology - Ecology
- Montagu Evans - Built Heritage
- Community Stewardship Solutions - Stewardship



SLMP STUDY

LEAD CONSULTANT

GRANT ASSOCIATES

COORDINATION WITH VILLAGE 1 MASTERPLAN TEAM

- JTP - Architect & Masterplanners
- V1 Design Team



VILLAGE 7

CLIENT

TAYLOR WIMPEY

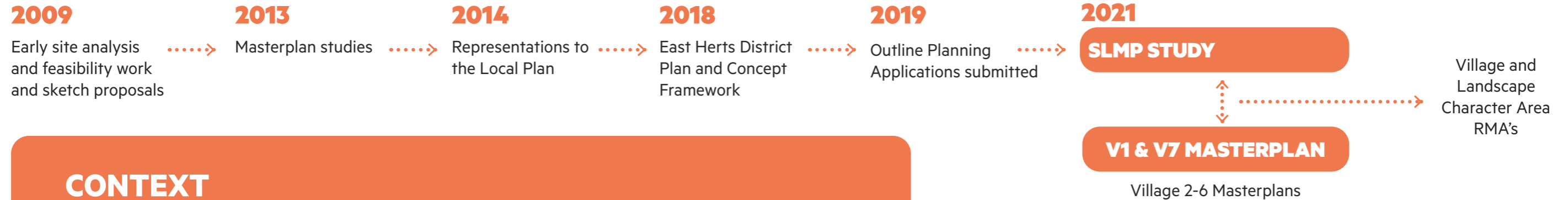
VILLAGE 7 DESIGN TEAM

- Stantec - Landscape Architect
- Stantec - V7 Masterplanners
- Savills - Planning Consultant
- Stantec - Drainage and SuDS
- Stantec - Lighting Design
- EPR Ecology - Ecology

SLMP PRESENTATION

RECAP - MASTERPLAN CONTEXT

STUDY BACKGROUND & PLANNING CONTEXT



CONTEXT

The Gilston Area Concept Framework and Gilston Area Charter establish the requirement for a Strategic Landscape Masterplan (SLMP) for the Gilston Area. The resolutions to grant outline planning permission for V1-6 and V7 contain draft conditions which provide the mechanism to submit the SLMP

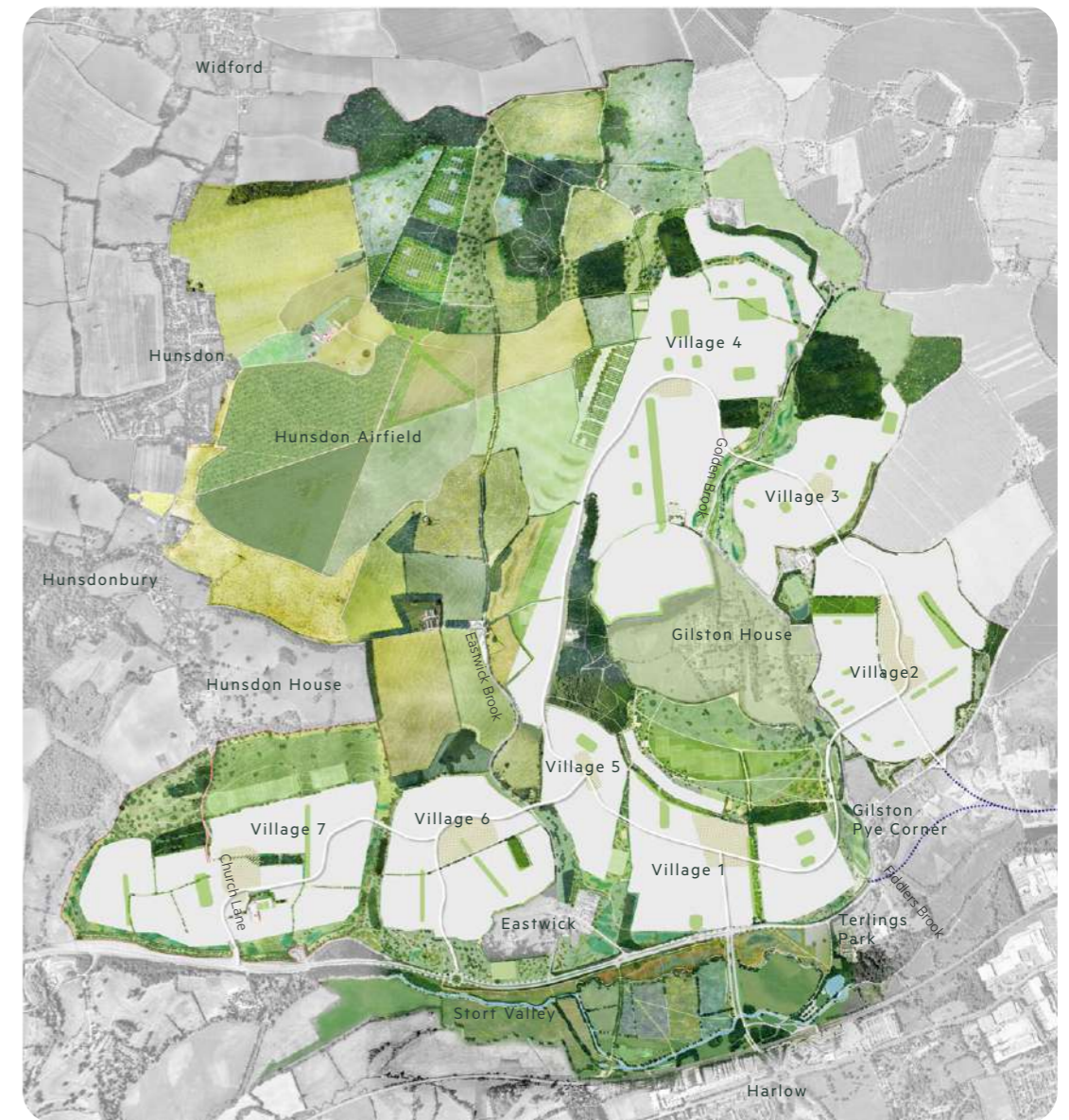
The SLMP expands upon the principles established in the:

- 2016 Gilston Area Concept Framework,
- 2018 Strategic Design Guide
- 2018 HGGT Vision & Design Guide
- 2018 East Herts District Plan
- 2020 Gilston Area Charter SPD
- 2021 Gilston Area Neighbourhood Plan
- 2022 OPA Parameter Plans, for both Villages 1-6 and Village 7

It will develop the framework created at OPA stage to prepare an illustrative document representing a single, holistic plan, covering the strategic landscape of the Gilston Area allocation.

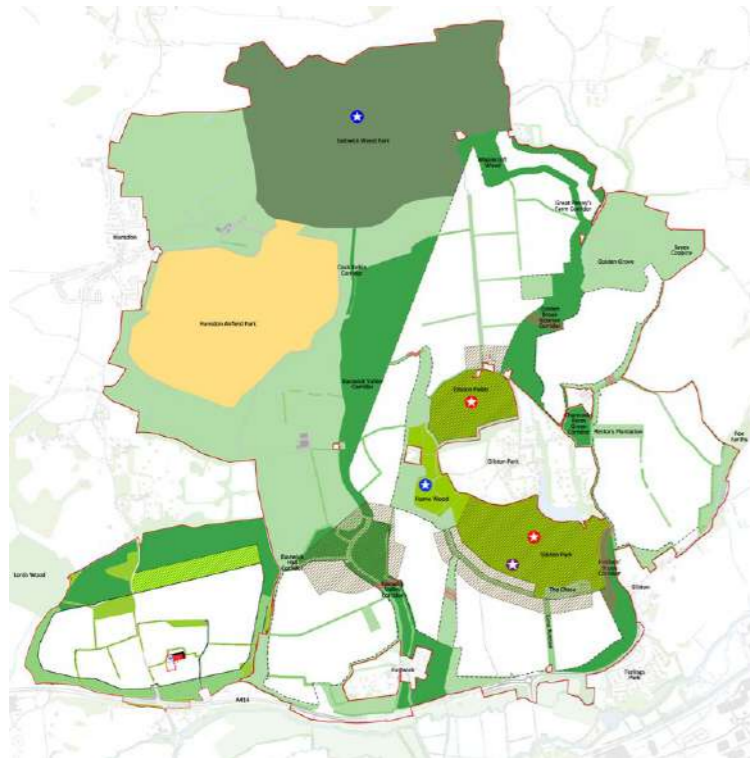
The Regulatory Plan and Design Code, prepared alongside the SLMP, will be for approval, and future reserved matters applications will need to be in accordance with them.

It will establish the key components & Character Areas of the comprehensive Green Infrastructure network, Community Trust Land, & Country Parks across & surrounding the Gilston site, ensuring the villages, green space & wider landscape function successfully together.

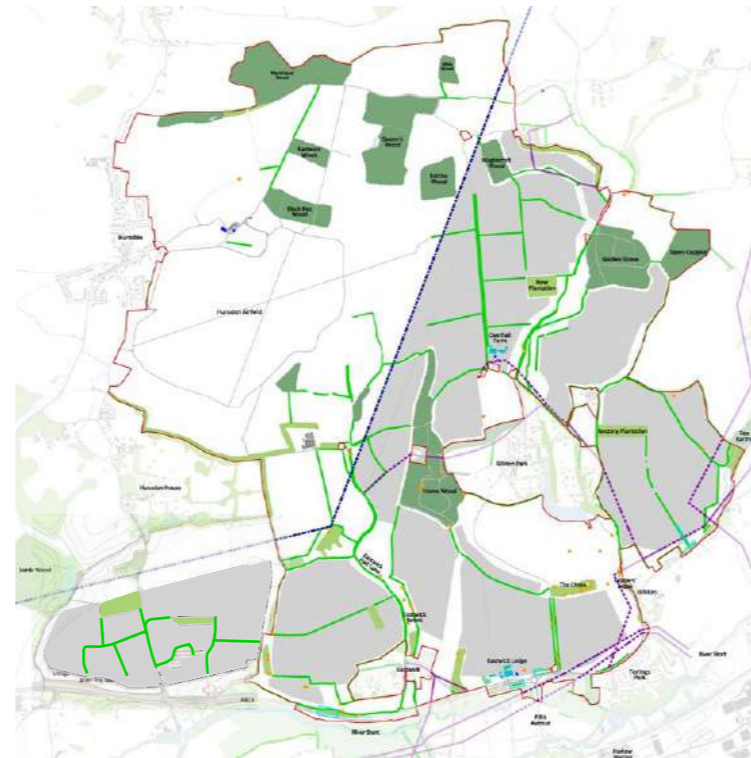


Concept Framework Landscape Masterplan, 2018

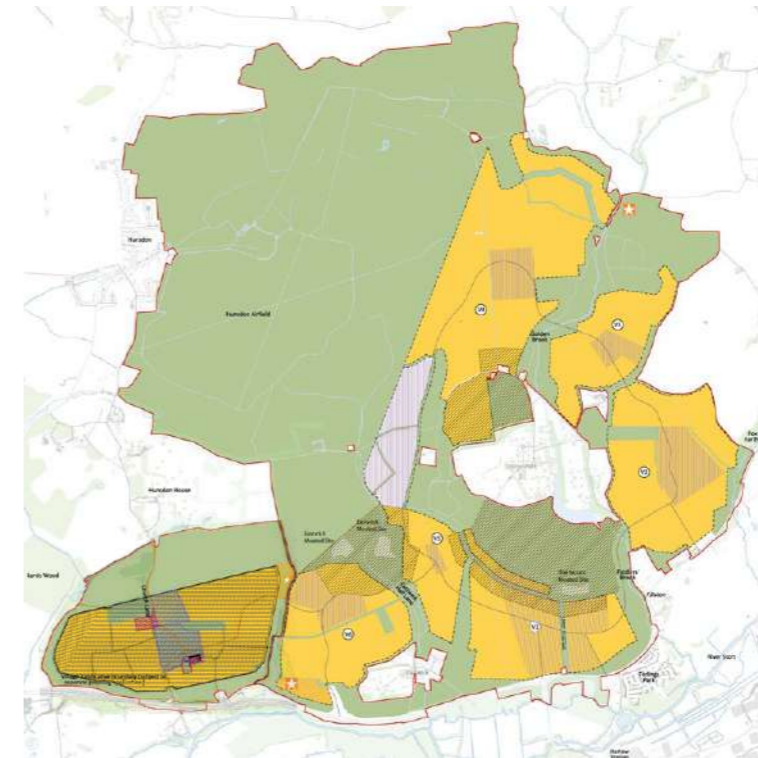
STUDY CONTEXT - OPA PARAMETER PLANS & DEVELOPMENT SPECIFICATIONS



Green Infrastructure & Open Space*



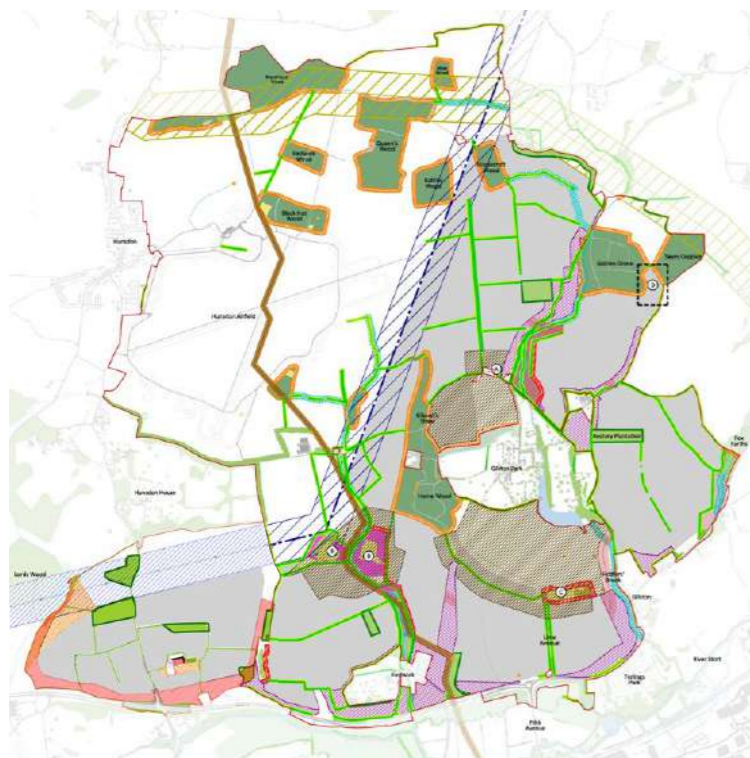
Existing Vegetation & Buildings*



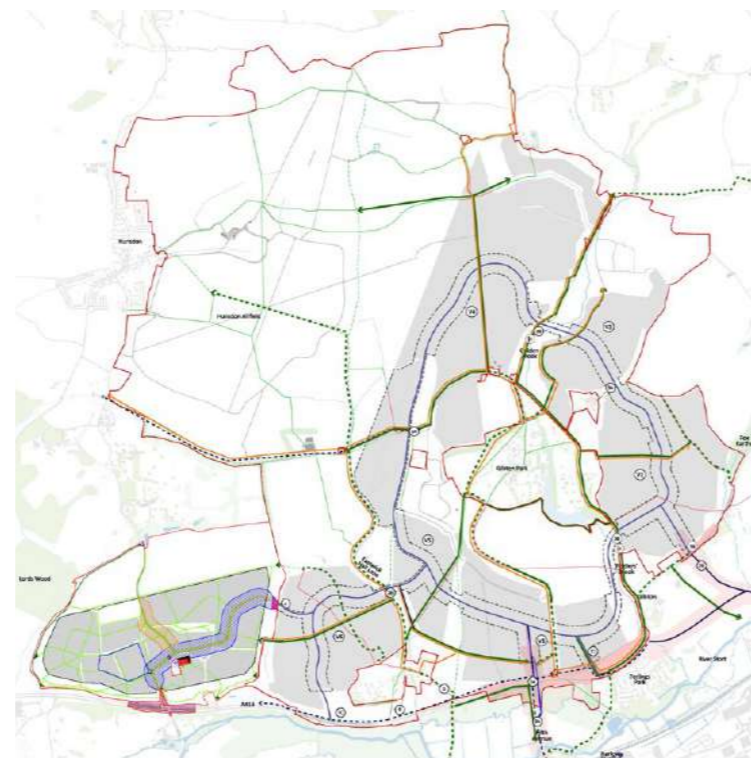
Principal Land Uses*



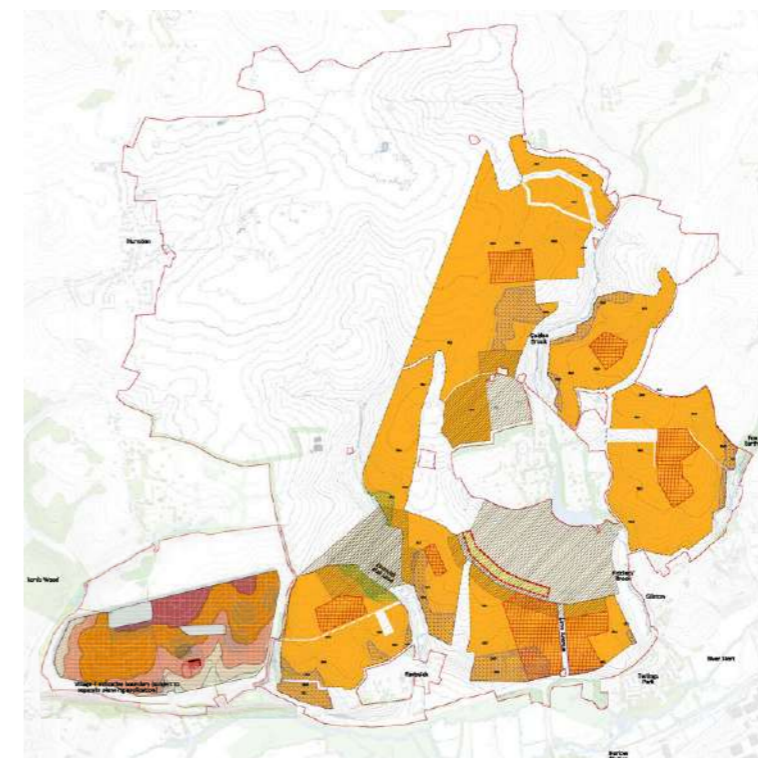
V1-6 Development Specification



Village Corridors, Constraints & Developable Areas*



Access & Movement*



Maximum Heights*



V7 Development Specification

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

SLMP - SCOPE

KEY



Strategic Landscape Masterplan Area.

Strategic Open Space, Green & Blue Infrastructure, Landscape Interfaces and adjacent agricultural estate for the Gilston Area, as defined within the OPA Parameter Plans for Village 1-6 & Village 7. SLMP establish Regulatory Masterplan and Design Codes to guide future detail of Village and Landscape Character Area RMA's.



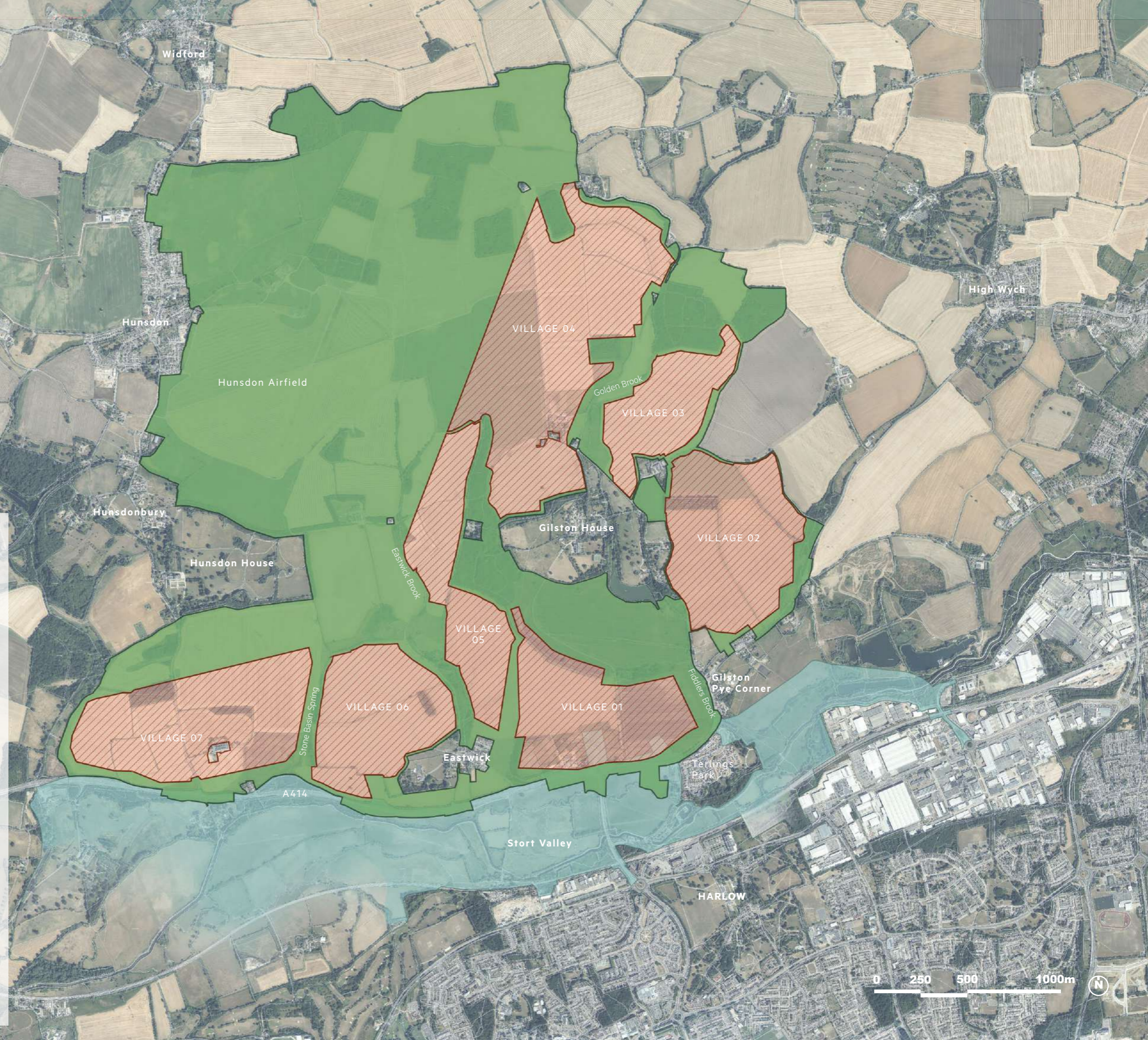
Gilston Area Villages.

Development Areas as set out within the OPA Parameter Plans for Village 1-6 & Village 7. To be subject to separate individual Masterplan studies establishing Regulatory Masterplan and Design Codes to guide delivery of future Village RMA's.



Stort Valley.

SLMP Landscape Strategies are to include consideration of the Stort Valley area at a strategic level. Stort Valley area is excluded from SLMP Design Codes scope.



SLMP - SCOPE

STRATEGIC GREEN CORRIDORS

1. Golden Brook Green Corridor
2. Eastwick Valley Green Corridor
3. Fiddler's Brook Green Corridor
4. Village 7 Greenway

COUNTRYSIDE PARKS

5. Eastwick Woodland Park
6. Hunsdon Airfield Park

COMMUNITY PARKS

7. Gilston Park
8. Gilston Fields
9. Hunsdon Community Park / Northern Fields

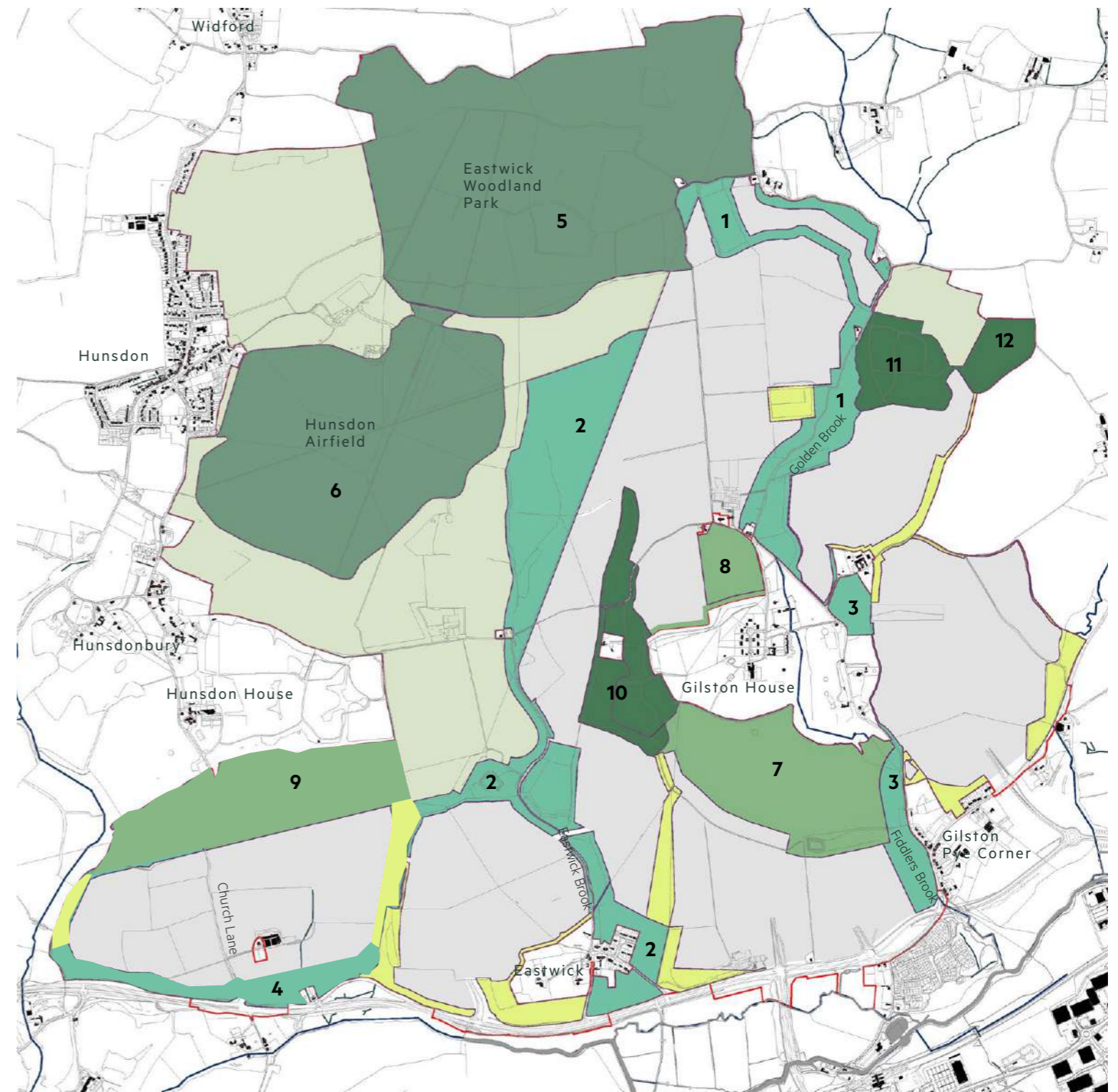
VILLAGE CORRIDORS

OTHER EXISTING WOODLAND WITHIN SLMP

10. Home Wood & Gibson's Shaw
11. Golden Grove
12. Sayes Coppice

AGRICULTURE

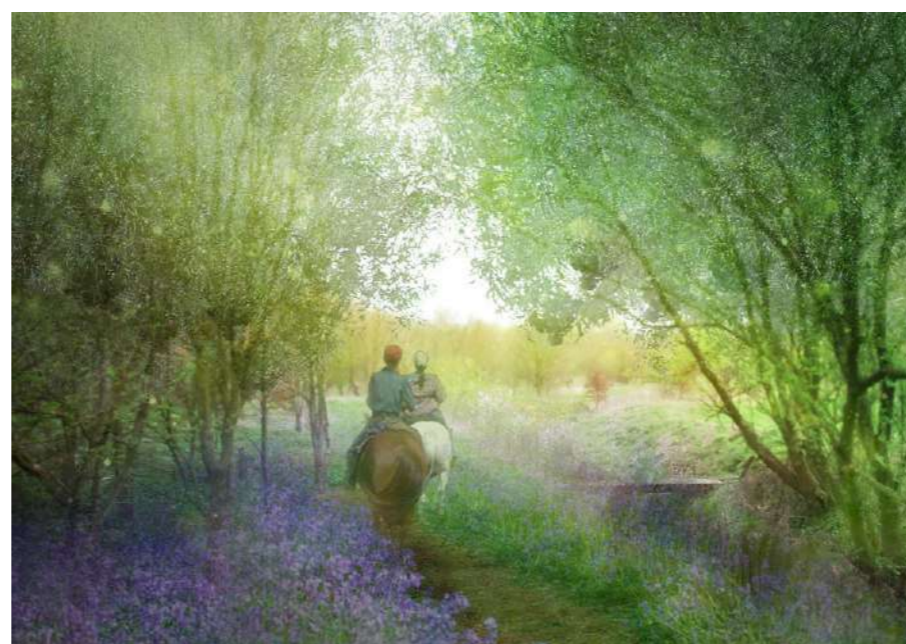
VILLAGES (SUBJECT TO SEPARATE MASTERPLANS)



SLMP Landscape Typologies

ENHANCING THE NATURAL ENVIRONMENT

OUR APPROACH IS BUILT ON SUPPORTING NATURAL CAPITAL AND MAKING A MEASURABLE CONTRIBUTION TOWARD IMPROVING THE NATURAL ENVIRONMENT. WE ARE BRINGING TOGETHER PARTNERS TO SET A VISION FOR THE SITE, CATALOGUE NATURAL ASSETS, IDENTIFY OPTIONS AND IMPLEMENT THE STRATEGIC LANDSCAPE MASTERPLAN PLAN.



SLMP STUDY WORKSTAGES & OUTPUTS

STAGE 1

PRINCIPLES AND COMMUNICATIONS / ENGAGEMENT PLAN

- Establish the key principles for the Strategic Landscape Masterplan based in the OPA commitments & relevant policy
- Create a plan for community and stakeholder involvement in accordance with the EHDC Gilston Area Community Engagement Strategy

STAGE 2

VISION

Establish the vision for the SLMP focusing on:

- Beauty & resilience of landscape
- Respecting & enhancing the existing landscape
- Creation of a sustainable & productive landscape
- Promoting healthy & sustainable lifestyles & a close contact with nature
- Addressing climate change & biodiversity emergencies

STAGE 3

OPPORTUNITIES & CONSIDERATIONS

- Establish a clear set of consolidated plans that capture the existing site opportunities & constraints
- Identify Opportunities including early wins such as advance planting

STAGE 4A

DEVELOPING A FRAMEWORK

Strategy for how key features of the landscape will contribute to supporting a sustainable community in accordance with the OPA, having regard to relevant policy & guidance:

- Heritage assets
- Access, leisure, sports and recreation
- Green and Blue infrastructure amenity
- SuDS infrastructure & watercourses
- Ecology & biodiversity
- Lighting strategy
- Locations of community amenities e.g schools, cemeteries
- Advance planting strategy & Land management

STAGE 4B

CHARACTER, PURPOSE AND USE & DESIGN CODE TESTING

Character Area proposals for key spaces:

- Gilston Park
- Gilston Fields
- Home Wood & Gibson's Shaw
- Eastwick Wood Country Park
- Hunsdon Airfield Park
- Strategic Green corridors
- Village corridors Village 7 strategic open space areas
- Integration of Primary infrastructure
- Stort Valley (*Strategic proposals only*)

STAGE 5

DESIGN CODING & DOCUMENTATION

Preparation of a definitive Design Code document covering all wide strategies and specific guides for the design of the Landscape Character Areas

Deliverables:

- Design Code Document
- Regulatory Plan at 1:1000 scale

CONTINUOUS STAGE

CURATION & STEWARDSHIP

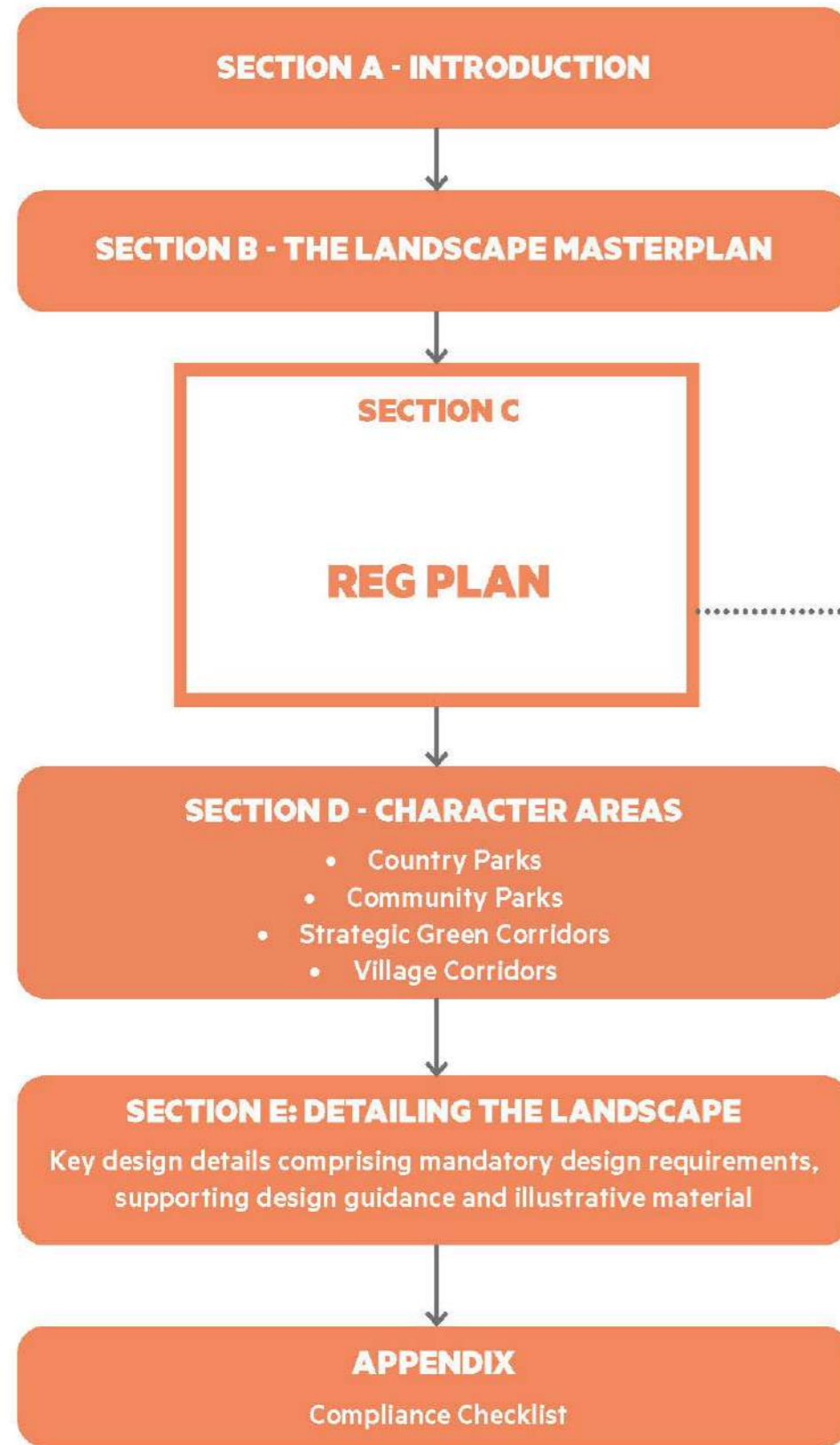
- Through engagement with the local community and stakeholders the strategy for stewardship of the landscape spaces established as part of the OPA will be further developed
- This will be based in the commitments laid out at OPA stage, and focus on biodiversity, woodland management, agriculture, conservation, and building resilience against climate change.
- A Management and Maintenance Strategy will be prepared – sitting alongside the governance strategy

STAGE 7

IMPLEMENTATION PLAN

- Production of a consolidated Implementation Plan bringing together information defined through the Masterplan process.

SLMP DESIGN CODE STRUCTURE AND CONTENTS



CONTENTS LIST

NOTE: ITEMS HIGHLIGHTED IN ORANGE BELOW = SAMPLE CONTENT FOR QRP2 PACK.

SLMP PART 1: ANALYSIS AND STRATEGIES

(This document is to be submitted for information and provides a record of the background analysis and strategies developed as part of the SLMP process which underpin the Design Code and Regulatory Plans)

SLMP PART 2: DESIGN CODE

SECTION A

1 INTRODUCTION

1.1 Purpose and Role of the Design Code	XX
1.2 Status & Hierarchy of the Design Code	XX
1.3 How to use the SLMP Design Code	XX
1.4 How to use the SLMP Regulatory Plans	XX

SECTION B

2 BACKGROUND

2.1 Introduction to the SLMP	XX
2.2 Planning Context	XX
2.3 Summary of Site Features & Constraints	
2.4 SLMP Vision and Key Design Principles	
2.5 SLMP Illustrative Masterplan	

SECTION C

3 REGULATORY PLANS

3.1 The SLMP Regulatory Plans	XX
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SECTION D

4. CHARACTER AREAS

4.1 Introduction	XX
4.2 Gilston Park	XX
- Key Design Requirements & Guidance	
- Landscape Character Area Plan	
- Focus areas	
4.3 Home Wood & Gibsons Shaw	XX
4.4 Gilston Fields	XX
4.5 Eastwick Wood Country Park	XX
4.6 Hunsdon Airfield Park	XX
4.7 Hunsdon Community Park	XX
4.8 Golden Brook Riparian Corridor	
4.9 Fiddler's Brook Corridor	
4.10 Eastwick Valley Corridor	
4.11 Village Corridors	XX
4.12 Landscape Areas and Agricultural Land	XX
4.13 Gypsy, Traveller & Travelling Show People Sites	XX

SECTION E

5. DETAILING THE LANDSCAPE

5.1 Introduction	XX
5.2 Public Realm Areas	XX
5.3 Pedestrian and Cycle Routes	XX
5.4 Street Hierarchy	XX
5.5 Sustainable Transport Corridor (STC)	XX
5.6 Landscape Structures (STC Crossings)	XX
5.7 Hard Landscape Materials	XX
5.8 Response to Heritage Assets	XX
5.9 Existing Vegetation	XX
5.10 Planting	XX
5.11 Tree Palette	XX
5.12 Soil Management	XX
5.13 Ecological Enhancements	XX
5.14 SuDS and Drainage	XX
5.15 Sports and Recreation	XX
5.16 Play Spaces	XX
5.17 Community Food Growing	XX
5.18 Interfaces (Village Edge Treatments)	XX
5.19 Boundary Treatments	XX
5.20 Lighting	XX
5.21 Street Furniture	XX
5.22 Wayfinding and Legibility	XX
5.23 Public Art	XX
5.24 All Modes Parking	XX
5.25 Accommodating Utilities	XX
5.26 Waste & Recycling	XX
5.27 Ancillary Buildings within the Landscape	XX

APPENDICES

Compliance checklist	XX
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SLMP - GILSTON AREA EXISTING SITE



KEY

— SLMP Study Area

0 250 500 1000m

N

SLMP - VISION PLAN



Widford

High Wych

Hunsdon

VILLAGE 04

Hunsdon Airfield Park

VILLAGE 03

Hunsdonbury

Gilston Fields

Hunsdon House

Gilston House

VILLAGE 02

Home Wood & Gibson's Shaw

VILLAGE 05

Gilston Park

VILLAGE 06

Gilston Pye Corner

Eastern Stort Crossing

VILLAGE 07

VILLAGE 01

Eastwick

Terlings Park

Stort Valley

HARLOW

0 250 500 1000m



SLMP - ANALYSIS



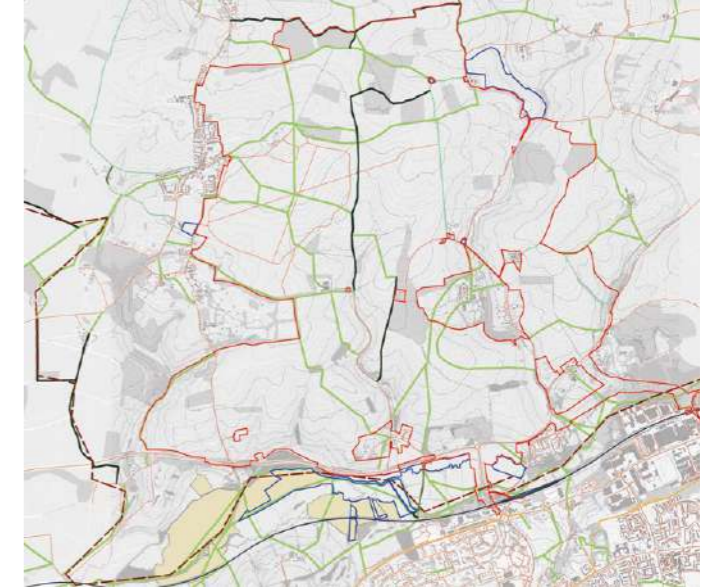
Key Constraints



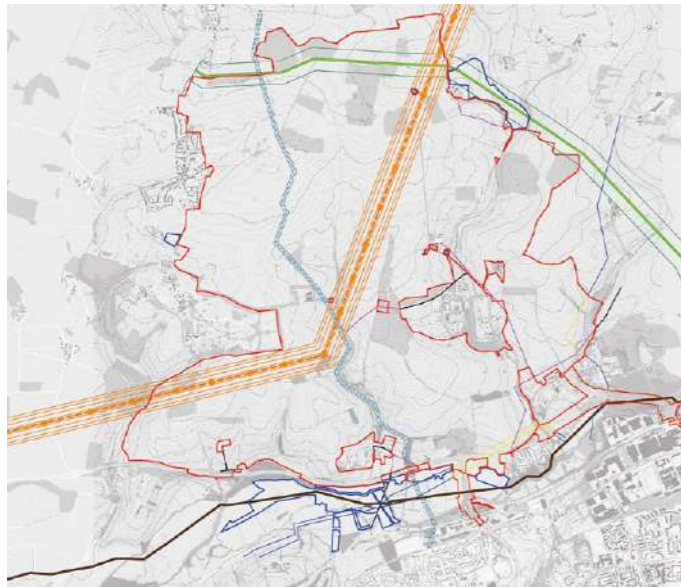
Landscape Character



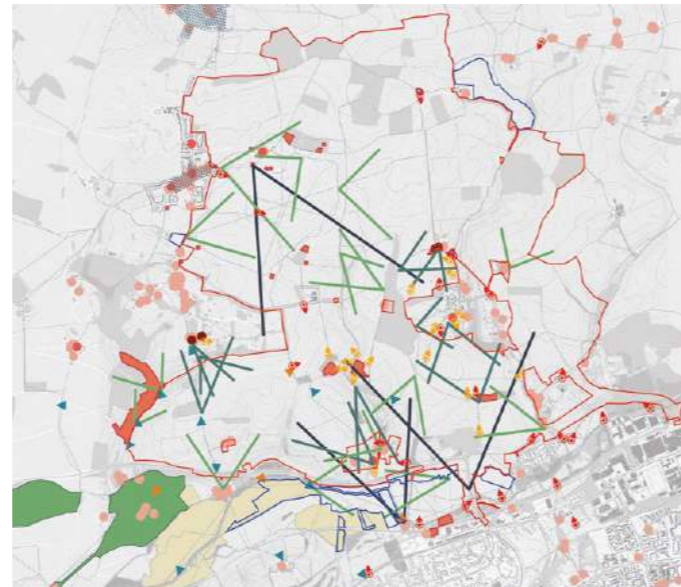
Hydrology



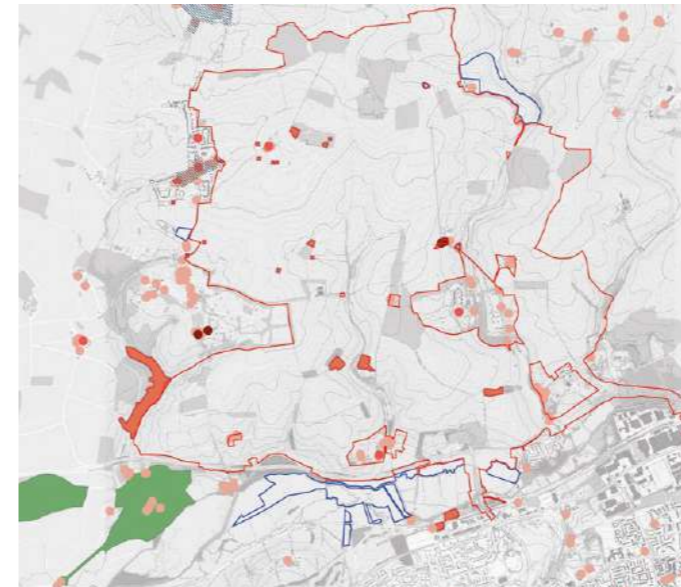
Existing Access & PROWs



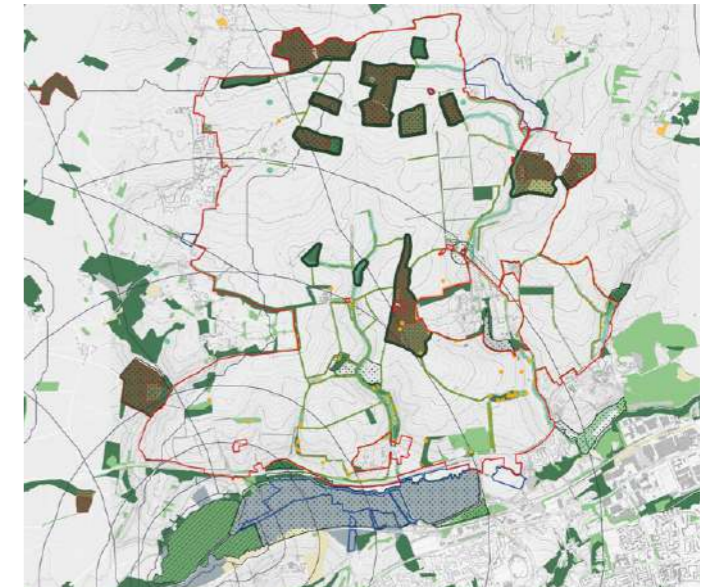
Utilities



Views

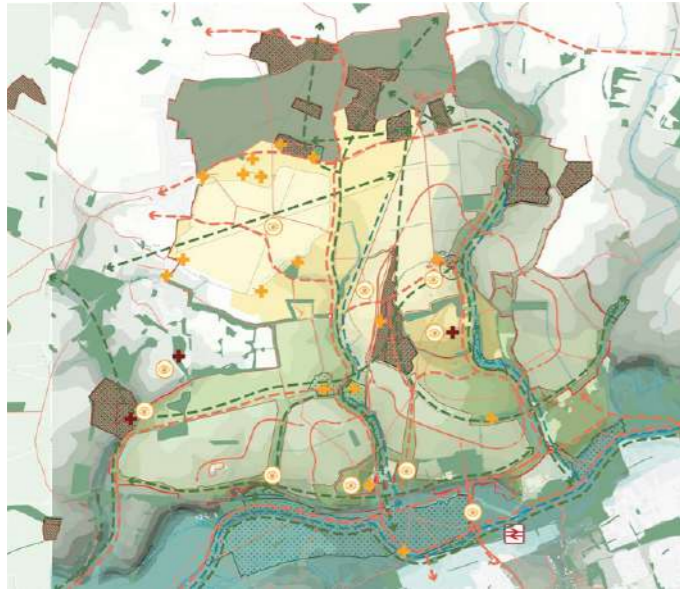


Heritage



Habitats

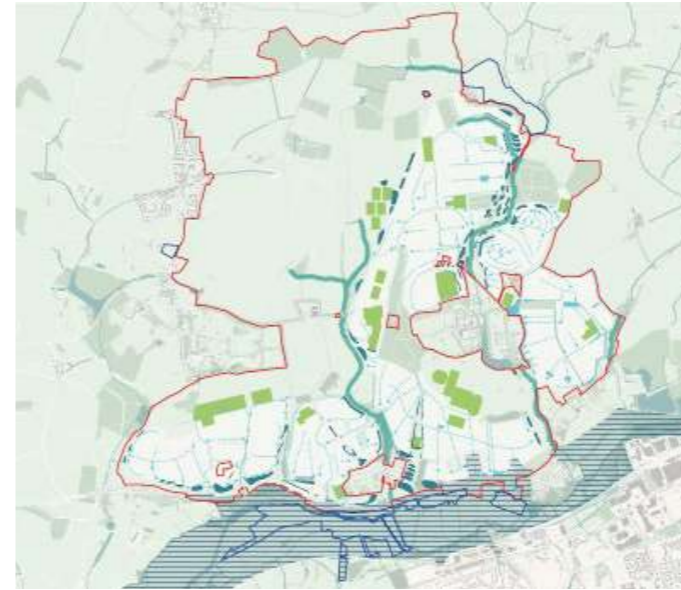
SLMP - STRATEGIES



Key Opportunities



Green Infrastructure



Blue Infrastructure



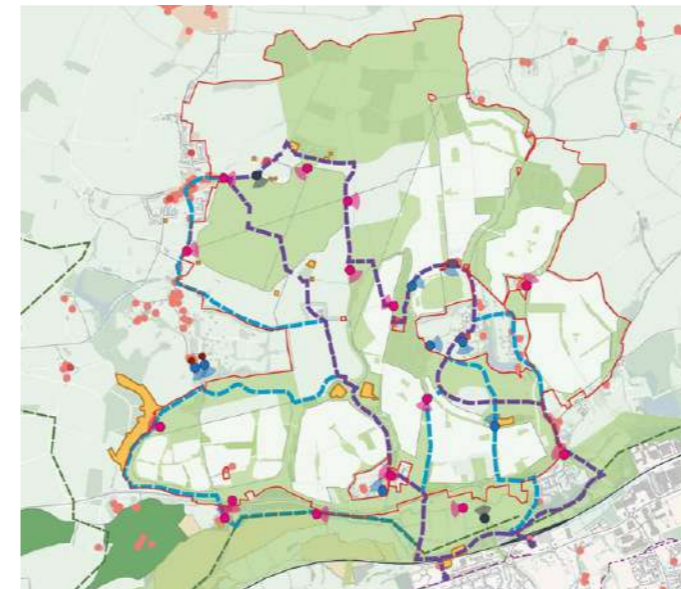
Open Space



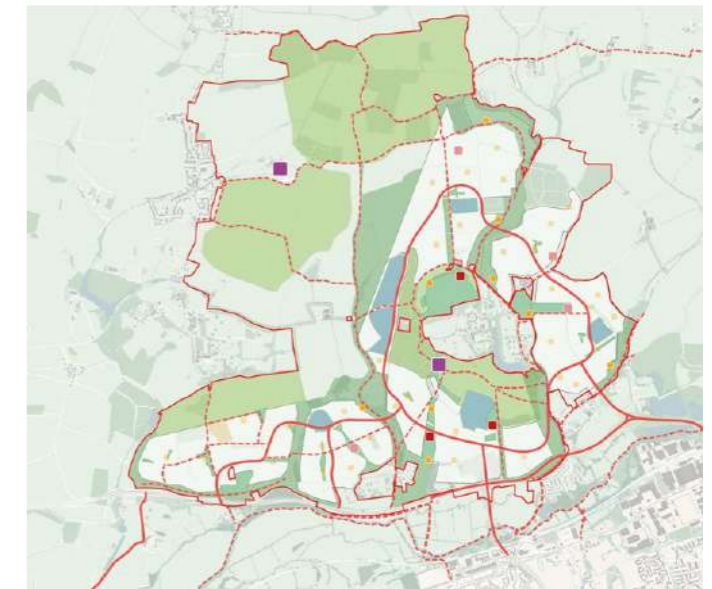
Sustainable Movement



Ecology and Biodiversity



Heritage



Play

SLMP MASTERPLAN UPDATE

Design Update

- Arrangement of amenity spaces provides soft edge condition and screening



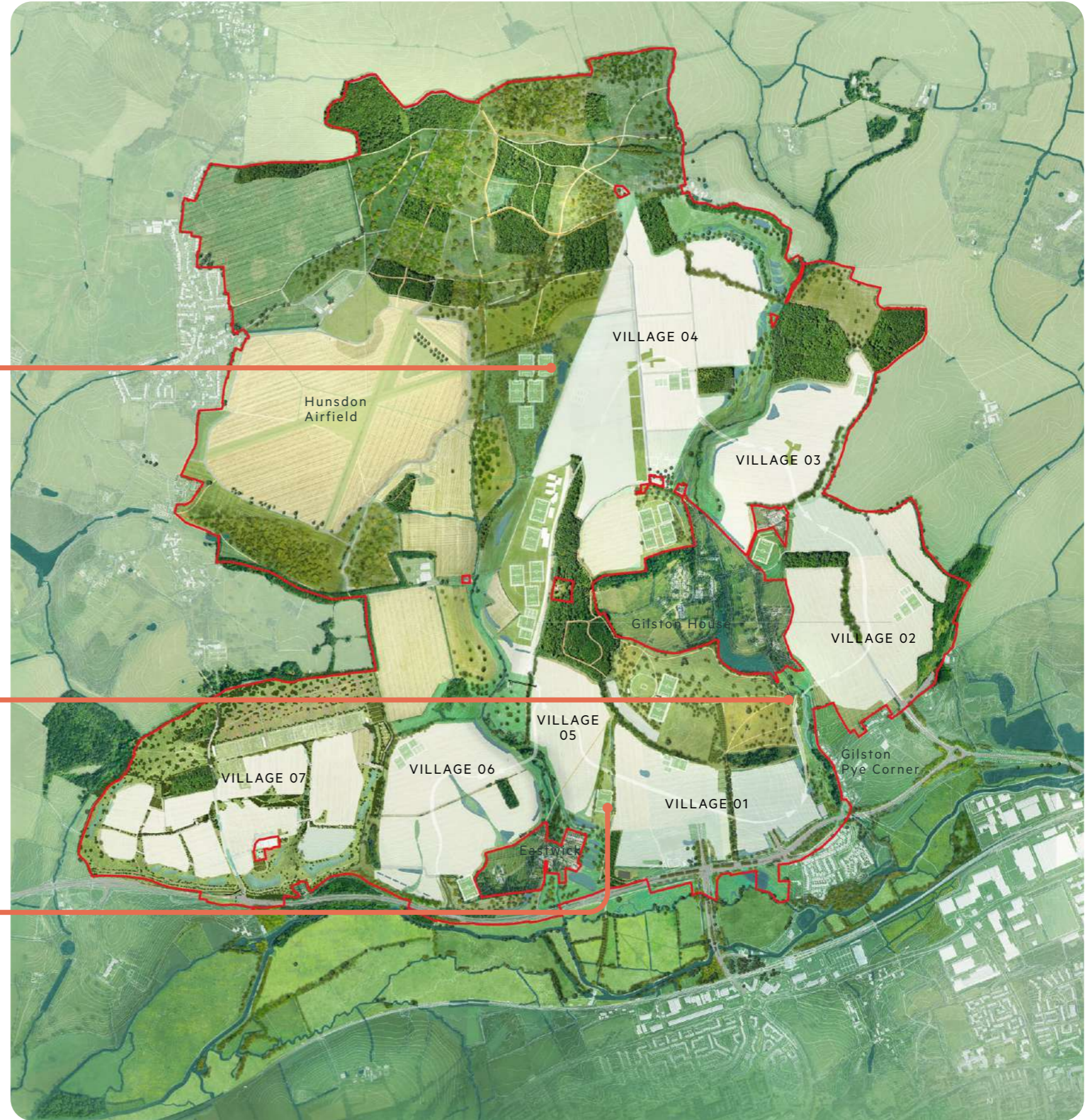
Design Update

- Technical and character studies undertaken for the STC to develop response to different conditions
- STC crossing proposals respond to environmental & public realm conditions



Design Update

- Illustrative design updated to create informal amenity space for use of both villages.
- Planting proposals provide soft edge and landscape buffer



SLMP MASTERPLAN UPDATE

LEGEND


-  Existing Woodland
-  Scheduled Ancient Monument
-  Proposed Woodland
-  Biodiverse Grassland
-  Amenity Grassland
-  Woodland Flora/ Shade Tolerant Grassland
-  Grazing Meadow
-  Sports Pitches
-  Allotments
-  Indicative SuDS Feature (Wet/Dry)
-  Indicative SuDS Feature (Dry)
-  Indicative SuDS Feature (Wet)
-  Orchard
-  Scrub/Heath
-  Agricultural Land - Typologies to be Confirmed
-  Water - Existing
-  Village Developable Area
-  Play Area
-  Nature Priority Zone
-  Existing Building
-  Gypsy and Travellers Site - Shown Indicatively
-  Utilities Infrastructure
-  Sealed Surface Path
-  Hoggin / Self Binding Gravel Path
-  Bark Mulch or similar Path
-  Mown Grass Path
-  Equestrian Trail / Bridleway
Grass or Gravel
-  Airfield Causeway
Mown Grass (Reinforced t/c)
-  Existing Public Right of Way
For designation of route refer to detailed drawing
-  Existing Trees Retained and Protected
-  Proposed Trees
-  Proposed Destination Play Area



SLMP GREEN INFRASTRUCTURE STRATEGIES

SUSTAINABLE MOVEMENT STRATEGY

KEY

- SLMP Study Area
-  Railway Track and Station
- - - Pedestrian Routes*
- - - Combined Pedestrian & Cycle Routes - Leisure*
- Combined Pedestrian & Cycle Routes - Commuter*
- Sustainable Transport Corridor*
- Existing Roads and Lanes
-  Existing Woodland
-  Strategic Parks
-  Strategic Green Corridors
-  Villages

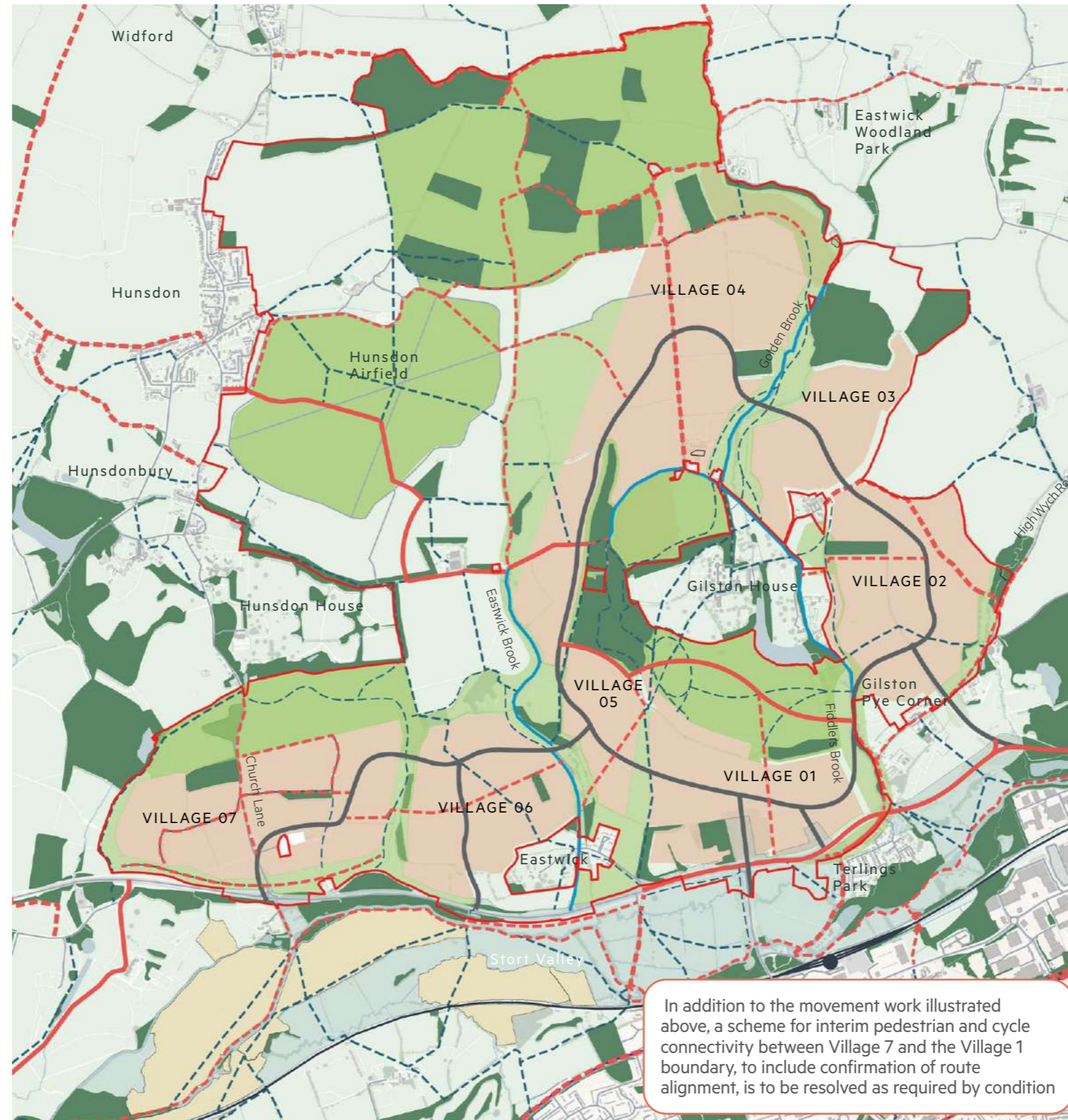
*Exact routes to be confirmed

NOTE: Detail of landscape features within village boundaries to be addressed by the respective VMPs, not the SLMP. Connections illustrated through villages are for indicative purposes only to show where routes will be linked.



CONSIDERATIONS

- Accessibility & Inclusivity
- Different user types
- Key destinations
- Supporting Active Travel (cycle parking, cycle hubs, shade, seating)
- Prioritising public transport



In addition to the movement work illustrated above, a scheme for interim pedestrian and cycle connectivity between Village 7 and the Village 1 boundary, to include confirmation of route alignment, is to be resolved as required by condition



Precedent examples - character

SLMP Draft Sustainable Movement Strategy

0 250 500 1000m



SLMP GREEN INFRASTRUCTURE STRATEGIES

OPEN SPACE STRATEGY

- Key
- Combined Application Boundaries for the Gilston Area
 - Sports
 - Sports - School
 - Allotment
 - Amenity Greenspace
 - Parks and Gardens
 - School
 - Natural and Semi-Natural Open Space
 - Destination Play
 - Village Play - Indicative
 - Neighbourhood Play - Indicative

NOTE: Landscape features within village boundaries shown indicatively and details to be addressed by the respective VMPs, not the SLMP.



SLMP Draft Open Space Strategy

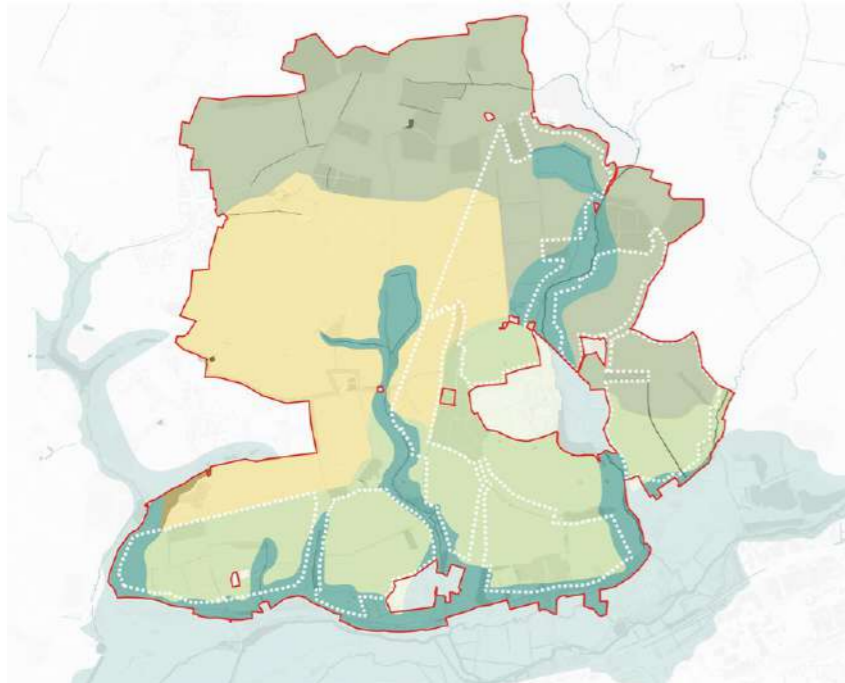


Precedent examples - character

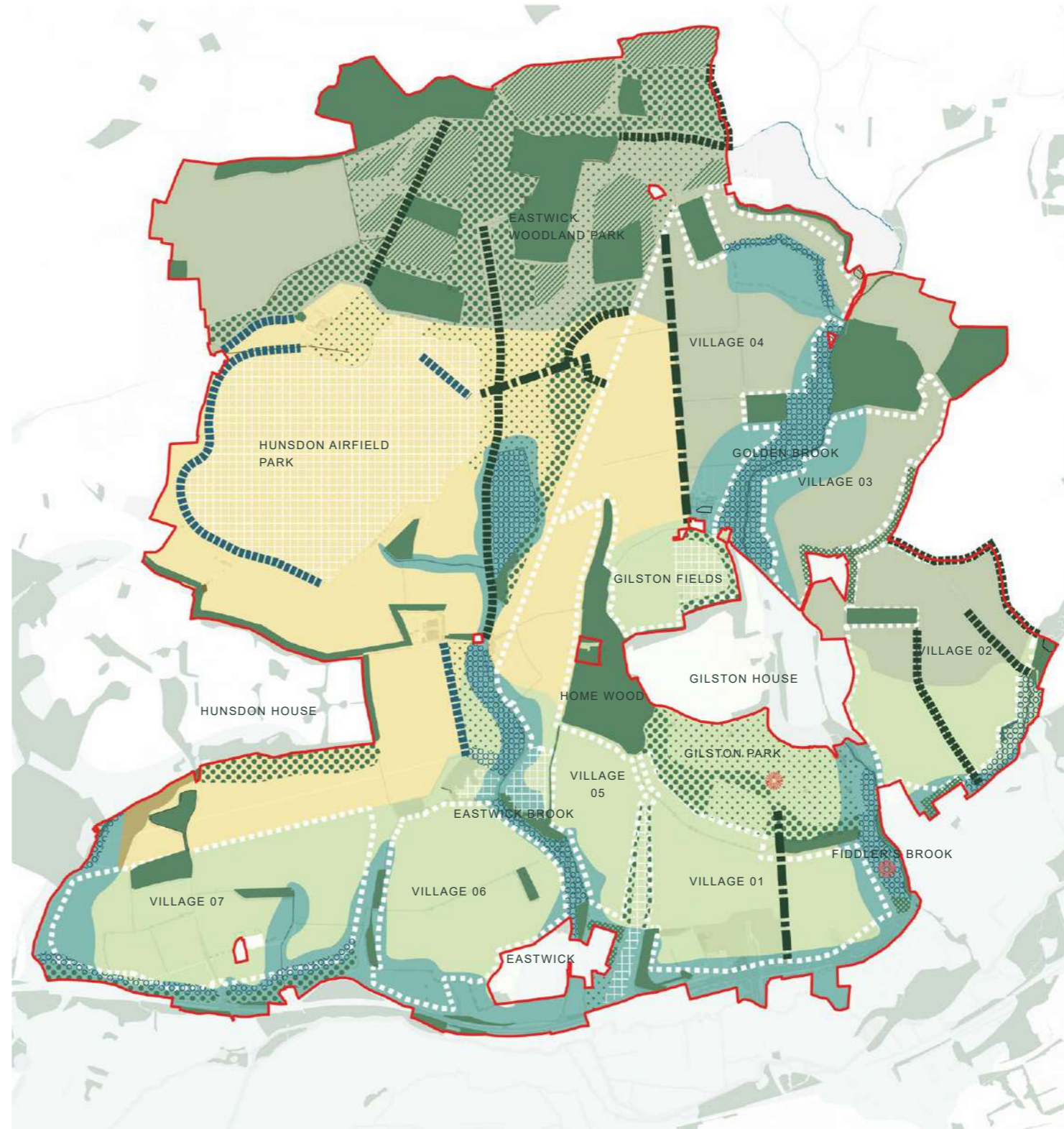
SITE CHARACTER ZONES & TREE FRAMEWORK



Character Areas & Topography



Planting Character Zones



Tree Framework

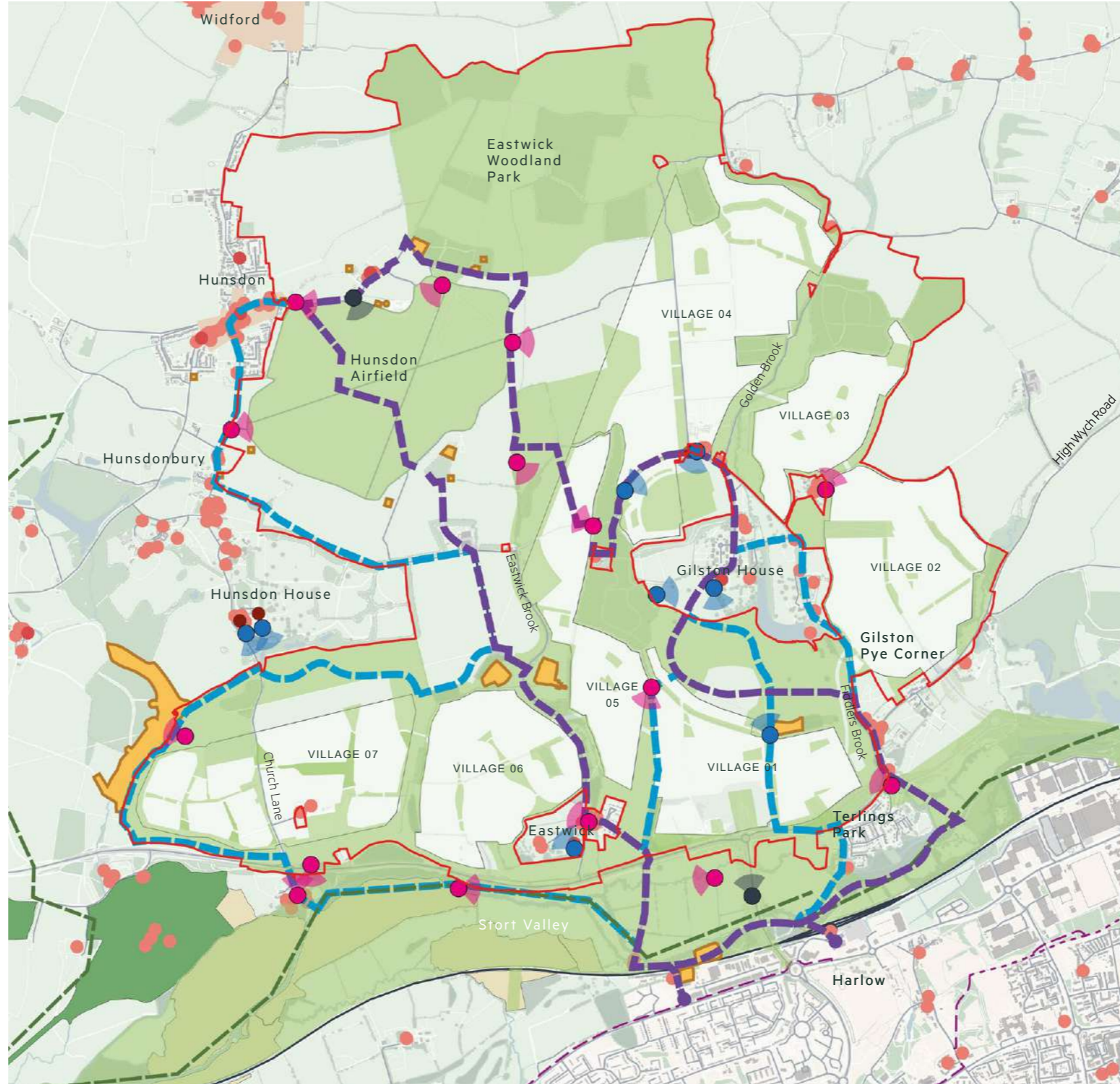
KEY

- SLMP Study Area
- Village Boundary
- Character Area Zones:
 - Woodland
 - Plateau
 - Parkland
 - Valley
 - Existing Woodland
 - Woodland
 - Hedgerow
 - Avenue
 - Windbreak
 - Woodland Pasture/Groves
 - Individual Trees (Accent/Legacy)
 - Valley

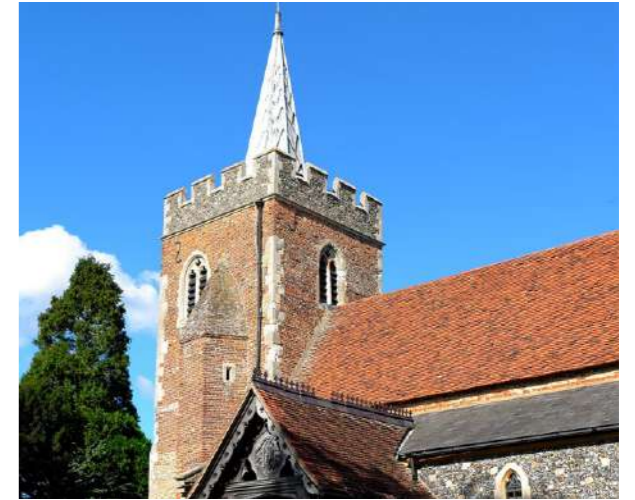
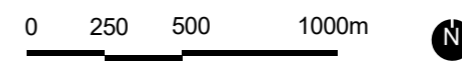
HERITAGE AND INTERPRETATION TRAILS

KEY

- Conservation Areas
- Registered Parks and Gardens - Grade II
- Scheduled Monuments
- Listed Building - Grade I
- Listed Building - Grade II*
- Listed Building - Grade II
- Railway Station
- Railway Track
- Existing Roads and PROWs
- Heritage Trail
- Alternative Heritage Trail
- Harcamlow Way
- Public Open Space
- Long Distance Views
- View Towards and From Distinctive Landmarks
- View of Open Countryside



Heritage Trails



St Mary's Church Gilston



Hunsdon Black Barns



St Botolph's Church Eastwick

INTRODUCTION TO CHARACTER AREAS

**EASTWICK
WOODLAND PARK**



GILSTON FIELDS



**HUNSDON
AIRFIELD PARK**



GILSTON PARK



**HUNSDON
COMMUNITY PARK
/ NORTHERN FIELDS**



**HOME WOOD &
GIBSON'S SHAW**

**STRATEGIC GREEN
CORRIDORS**

**VILLAGE
CORRIDORS**

SUMMARY OF CWGS

STRATEGIC LANDSCAPE MASTERPLAN ENGAGEMENT WORKSHOPS

KEY SLMP ENGAGEMENT SESSIONS

- Working Group Site Tour - 26th June 2021
- Exhibition Consultation
 - Eastwick and Gilston village hall 23/11/21
 - Our Lady of Fatima Harlow 27/11/21 in November 2021
- Working Group - Workshop 1 - Introduction to study & consultation process, Wants and Worries, Early Wins, Site Stewardship
- Working Group - Workshop 2 - Strategies
 - Public webinar Stage 2
- Recap webinar
- Working Group Session 3 - Character Areas
- Working Group Session 4 - Presentation of Study & Design Code examples



Working Group Site Tour

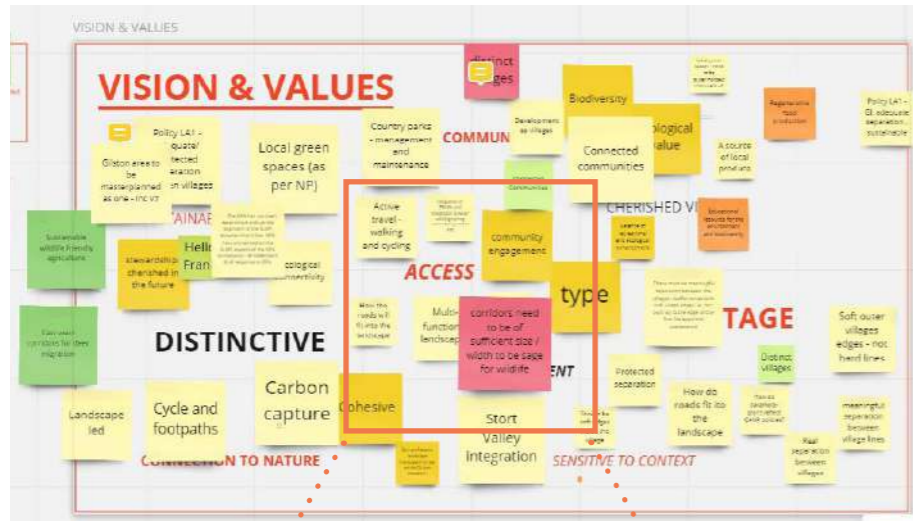


The consultation sessions were held in Gilston Village Hall in the same format as the parallel Village 01 Working Group as photographed here

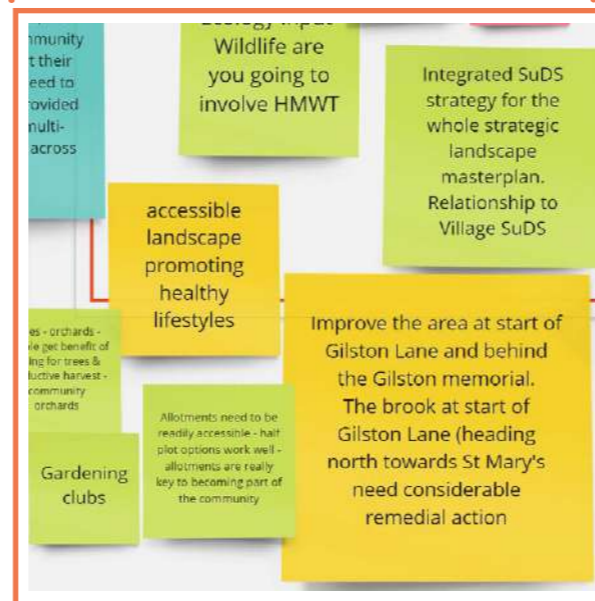
SLMP WORKING GROUP - WORKSHOP 1

THESE SCREENSHOTS GIVE AN EXAMPLE OF THE LEVEL OF FEEDBACK AND COMMENTARY FROM THE WORKSHOP
 FEEDBACK OF THE WORKSHOP IS RECORDED IN GSLM605-GA-PR-006_SLMP ENGAGEMENT SESSION RESULTS

VISION & VALUES



WANTS & WORRIES



REFERENCE IMAGES



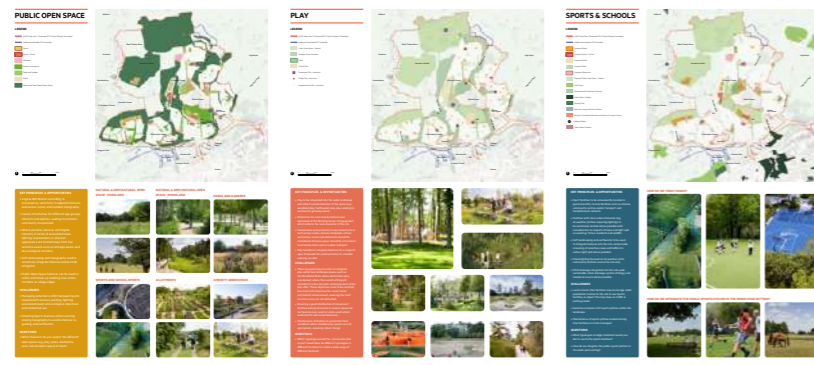
WORKSHOP 2 OVERVIEW - DISCUSSIONS & ACTIVITIES

FEEDBACK OF THE WORKSHOP IS RECORDED IN GSLM605-GA-PR-012_SLMP ENGAGEMENT SESSION 2 RESULTS

GROUP 1

SESSION 1

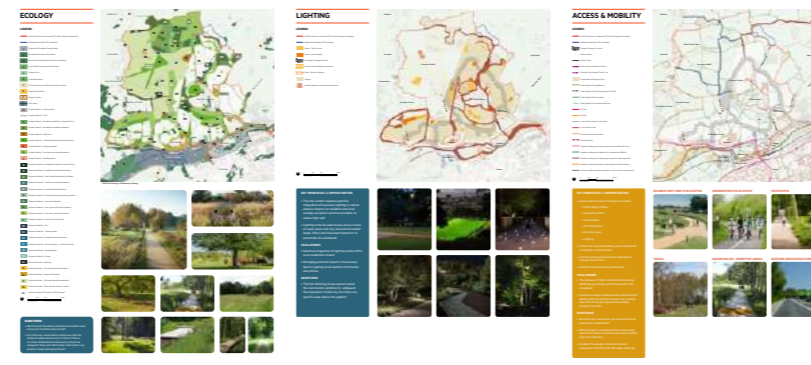
PUBLIC OPEN SPACE, SPORTS AND PLAY



GROUP 2

SESSION 1

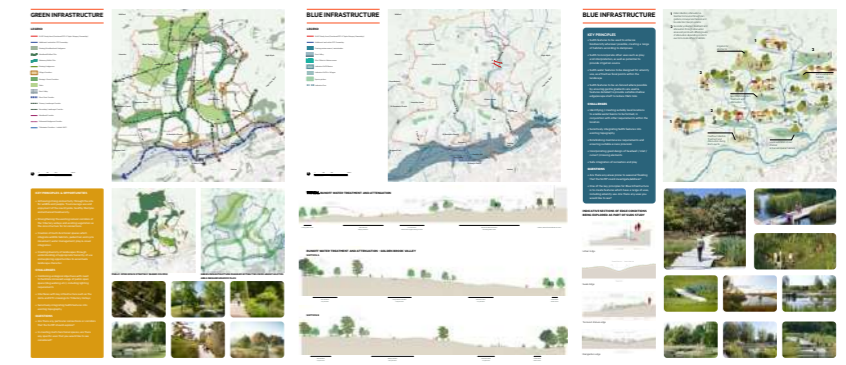
ECOLOGY, LIGHTING AND ACCESS



GROUP 3

SESSION 1

GREEN AND BLUE INFRASTRUCTURE



GROUP 1

SESSION 2

ADVANCED PLANTING AND BUFFERS



GROUP 2

SESSION 2

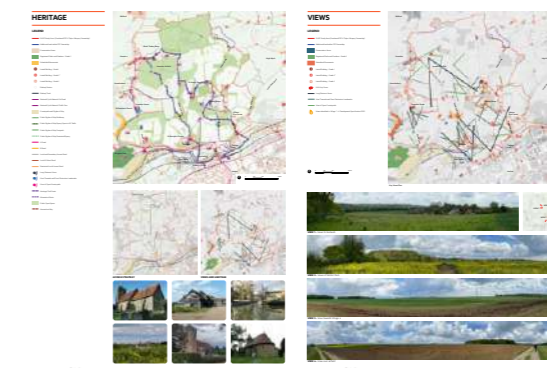
SPECIAL SITES (G&T&TS)



GROUP 3

SESSION 2

HERITAGE



Summary of Presentation boards used during workshop

CWG OVERVIEW - EMERGING THEMES

SUMMARY OF THEMES THAT HAVE EMERGED DURING THE CWG SESSIONS

PUBLIC OPEN SPACE FUNCTIONS



KEY SUGGESTIONS INCLUDED CONSIDERATION OF THE PROVISION FOR CULTURAL SPACES (E.G. OPEN AIR THEATRE), COMMUNITY ORCHARDS, AND INFORMAL FORAGING/'INCIDENTAL ALLOTMENT' AREAS

SPORTS PROXIMITY & INTEGRATION



PREFERENCE TO LOCATE SPORTS PITCHES NORTH OF PYLONS DUE TO GOOD PROXIMITY TO V4 & STC. CONCERN OVER LIGHTING, NOISE & TRAFFIC IMPACTS OF FACILITIES ON EXISTING COMMUNITIES

SAFEGUARDING EXISTING SPECIES



IDENTIFY OPPORTUNITIES FOR HABITAT CORRIDORS AND NEW FEATURES (E.G. SUDS) TO SUPPORT EXISTING SPECIES INCLUDING DEER AND GREAT CRESTED NEWTS. CONSIDER APPROPRIATE LOCATIONS TO RESTRICT ACCESS TO HELP PRIORITISE WILDLIFE

CHARACTER OF ROUTES



INTEREST IN CHARACTER OF DIFFERENT ROUTES, ACTIVE TRANSPORT MODES WILL REQUIRE LESS LIGHTING. PREFERENCE FOR LOOSE SURFACE WHERE HORSE RIDING FACILITIES ARE PROVIDED, PARALLEL TO WALKING/CYCLING

LOCAL FLOODING, FUTURE WATER USE & QUALITY



LOCALISED FLOODING OCCURS ON SITE. OPPORTUNITIES TO PROMOTE EFFICIENT FUTURE WATER USE & IMPROVE WATER QUALITY THROUGH NATURAL SYSTEMS SUCH AS REEDBEDS

BUFFER ZONE CHARACTER



PRINCIPLES OF EDGES TO DEVELOPMENT, WITH RESIDENTS EXPRESSING PREFERENCE FOR SOFT-EDGES TO VILLAGES & G&T SITES. NEED FOR BUFFERS TO HELP SCREEN NOISE & LIGHTING EFFECTS

PLAY FACILITIES THAT CONNECT WITH NATURE



PREFERENCE FOR NATURAL, NON-URBANISED, NON-COMMERCIAL PLAY AREAS INSPIRED BY THEIR SETTING. OPPORTUNITIES TO CONNECT CHILDREN WITH NATURE THROUGH PLAY

PRESENTATION Q&A

SLMP CHARACTER AREAS

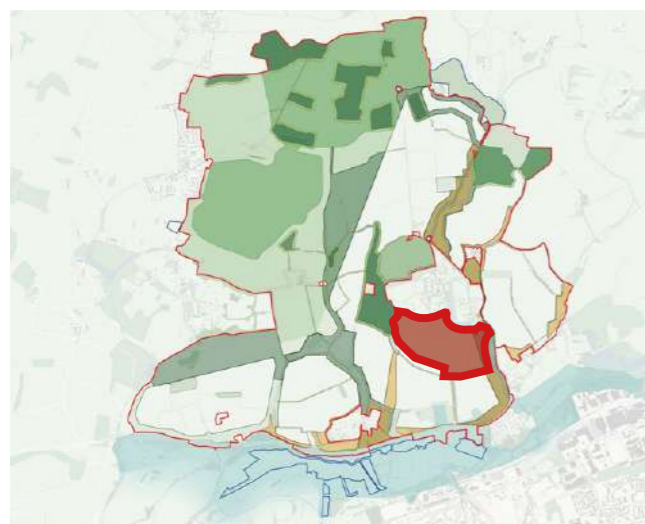
DISCUSSION 1

**GILSTON PARK & FIDDLER'S
BROOK CORRIDOR -
DESIGN UPDATE**

GILSTON PARKS - EXISTING & HISTORIC FEATURES



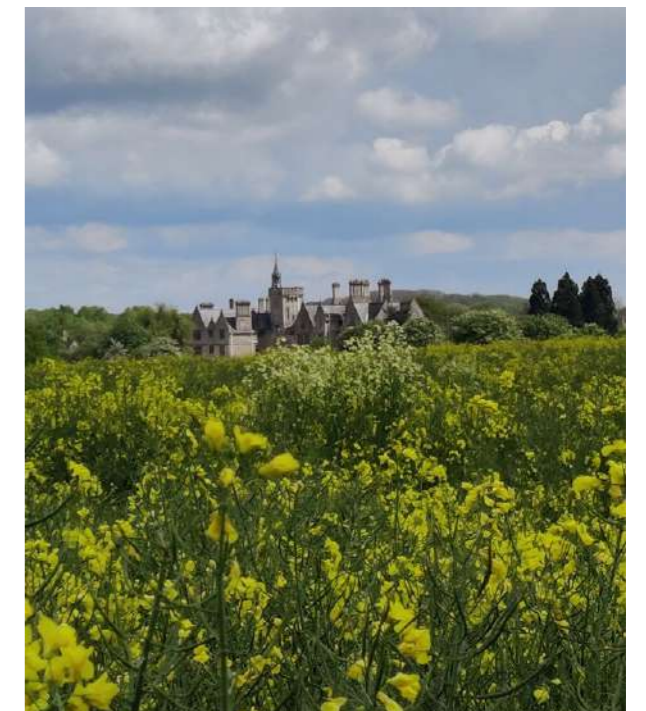
FORMER DRIVE HIGHLIGHTED ON 1849 MAP



- Existing Woodland
 - 5m Buffer to Hedgerows
 - 20m Ecological buffer to Fiddler's Brook - Measured from centre line
 - 20m Buffer to Ancient Woodlands
 - Veteran Trees
 - Ecological Buffer
 - Moated Site
- NOTE: Detail of landscape features within village boundaries to be addressed by the respective VMPs, not the SLMP



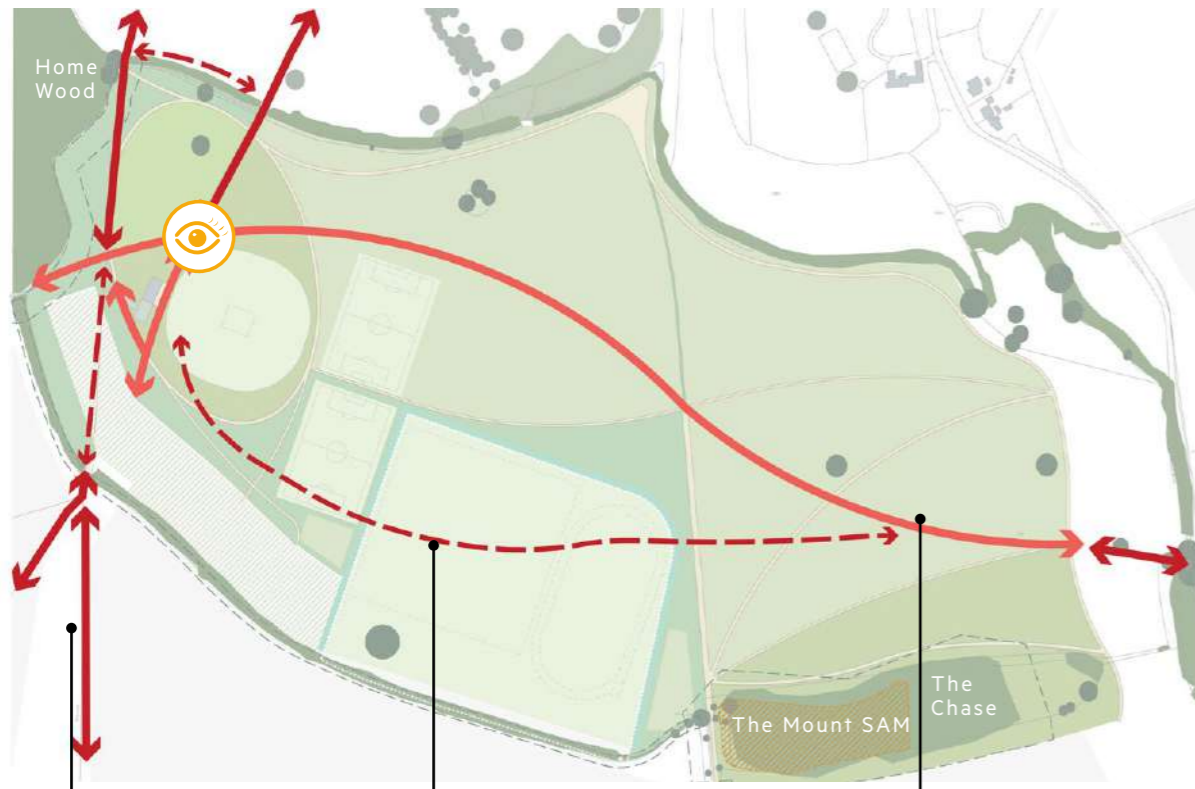
'LIME' AVENUE



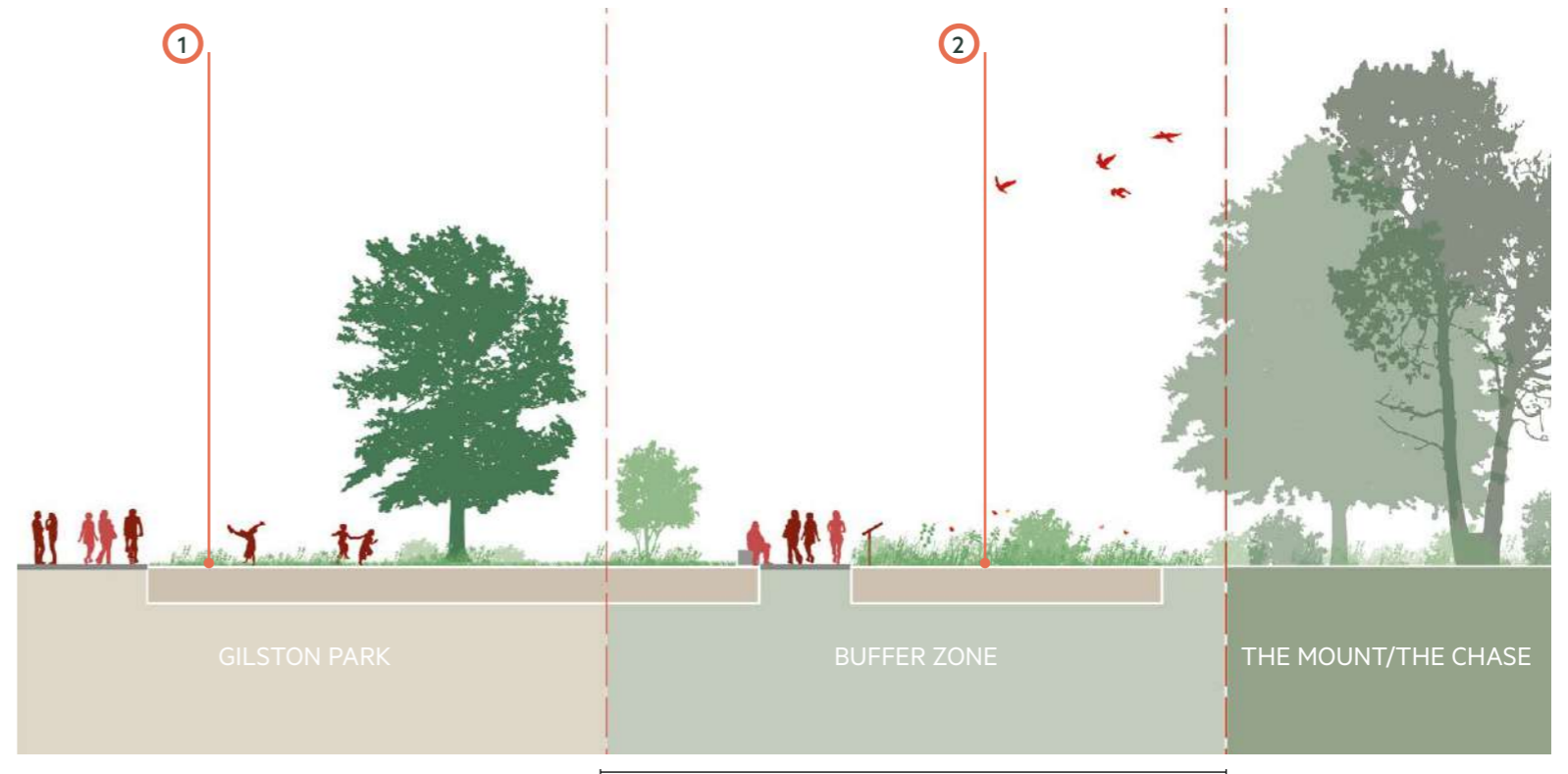
GILSTON PARK HOUSE FROM GILSTON PARK

CELEBRATING HERITAGE ASSETS

GILSTON PARK PROW

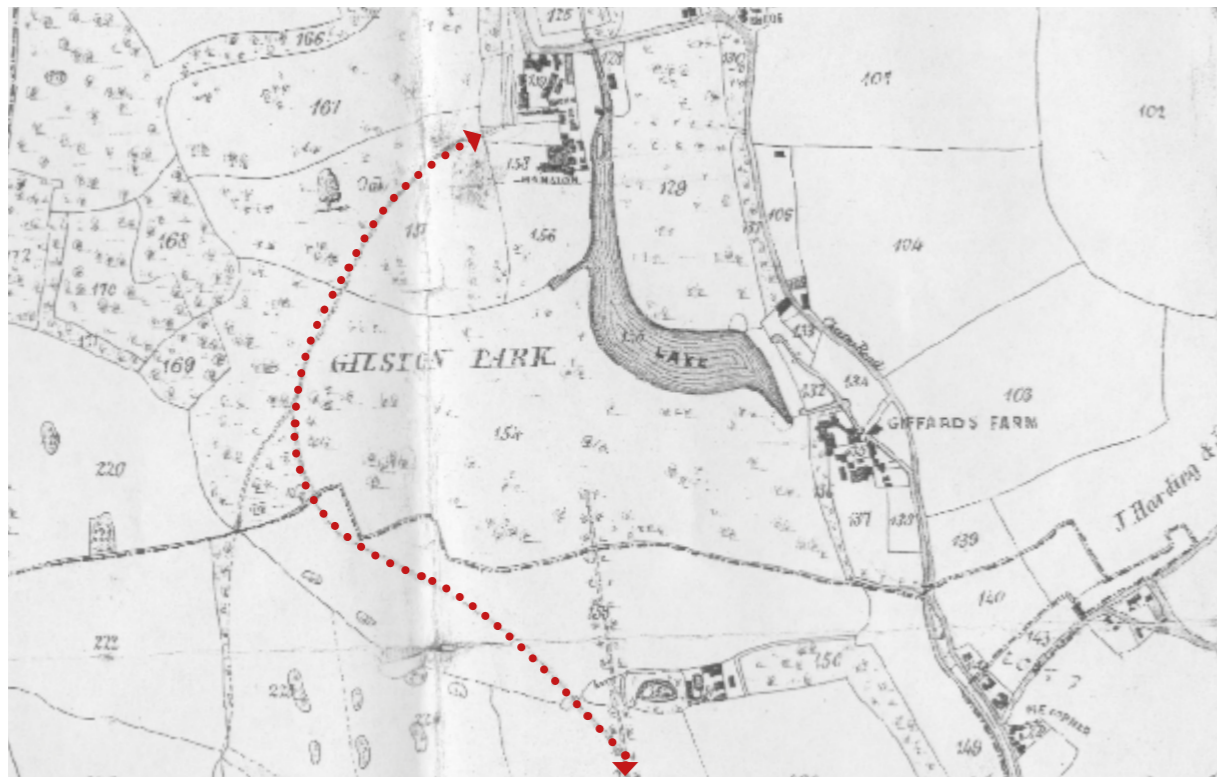


RETAINED PROW EXISTING PROW TO BE DIVERTED PROPOSED DIVERTED ROUTE

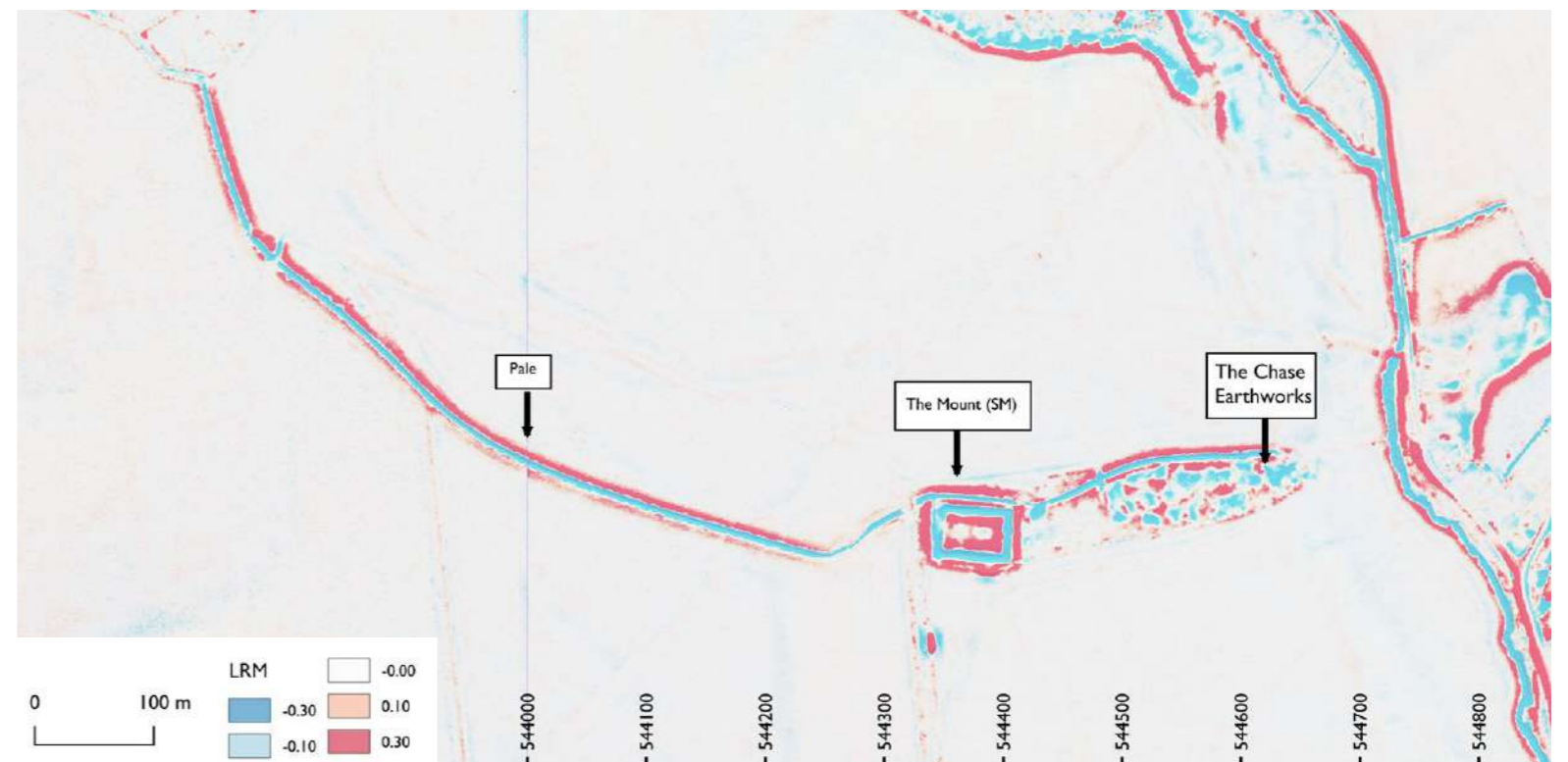


GILSTON PARK - INDICATIVE

20 m
















FORMER DRIVE HIGHLIGHTED ON 1849 MAP

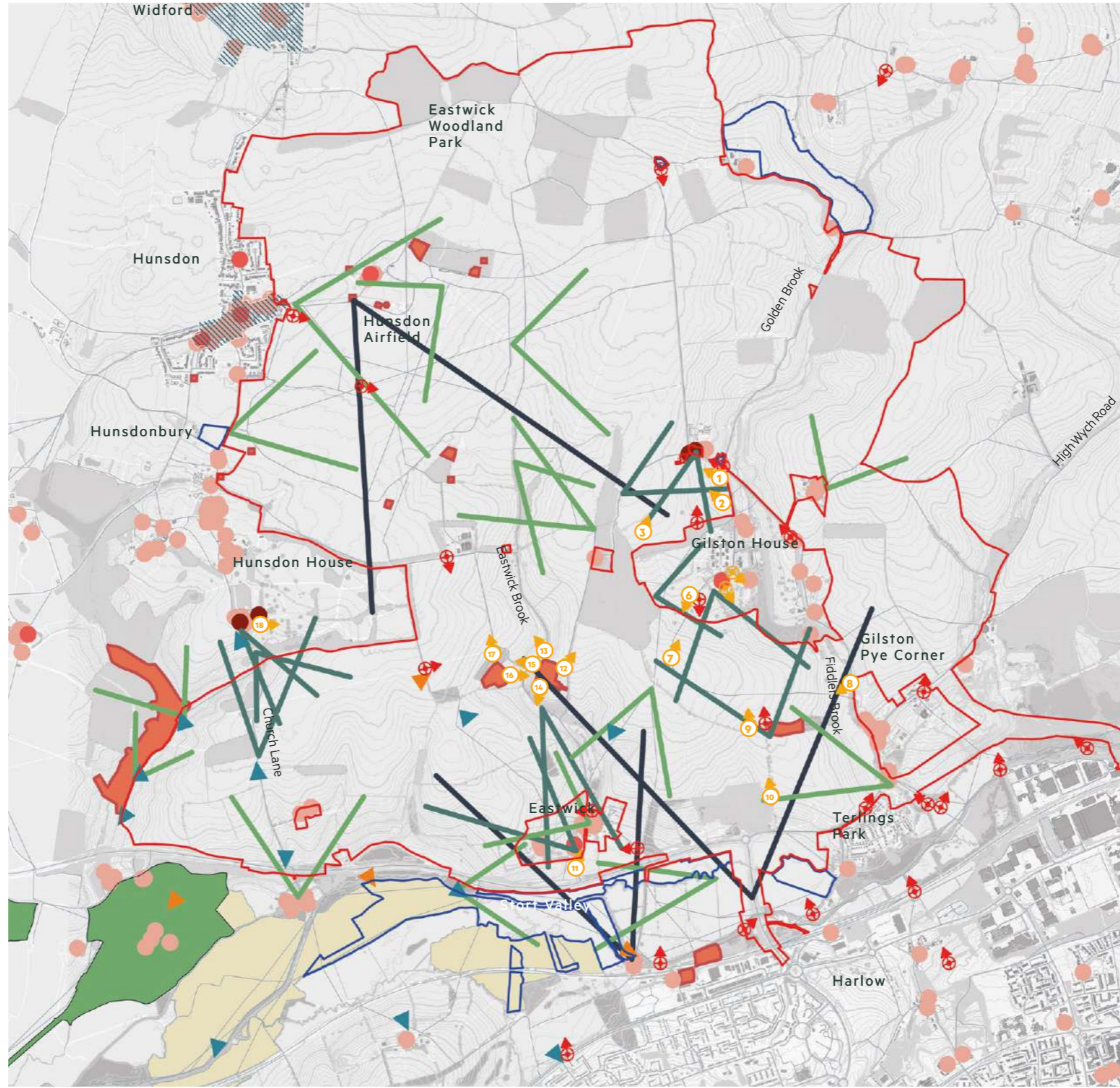


SITE WIDE VIEWS

VIEWS

KEY

-  SLMP Study Area
 -  Land within Places for People ownership
 -  Conservation Areas
 -  Registered Parks and Gardens - Grade II
 -  Scheduled Monuments
 -  Listed Building - Grade I
 -  Listed Building - Grade II*
 -  Listed Building - Grade II
 -  LVIA Key Views
 -  Long Distance Views
 -  View Towards and From Distinctive Landmarks
 -  View of Open Countryside
 -  Views identified in Development Specification 2020
1. View of St Mary's church from Gilston Lane
 2. View of St Mary's church from south-east
 3. View of St Mary's church from south west
 4. View from formal terrace of Gilston Park House across the gardens towards the lake
 5. View out from Gilston Park House looking south across the former park
 6. View out from Gilston Park footpath looking south-west along former drive
 7. View of Gilston Park House from the former drive within the park
 8. View of Mount from Gilston Lane
 9. View from near the Mount and Lime Avenue towards Gilston Park House
 10. View towards the Mount from the Lime Avenue
 11. View of Eastwick church from lane into Eastwick Village
 12. View out from the eastern moated site (Moated site and associated earthworks south-west of Home Wood) looking north west
 13. View out from the eastern moated site looking north
 14. View out from the eastern moated site looking south
 15. View out from the eastern moated site looking west towards the other moated site
 16. View out from the western moated site (Moated site south of Eastwick Hall Farm) looking east towards the other moated site
 17. View out from the western moated site looking north
 18. View from Hunsdon House looking east



VIEW 1- View towards Black Barns



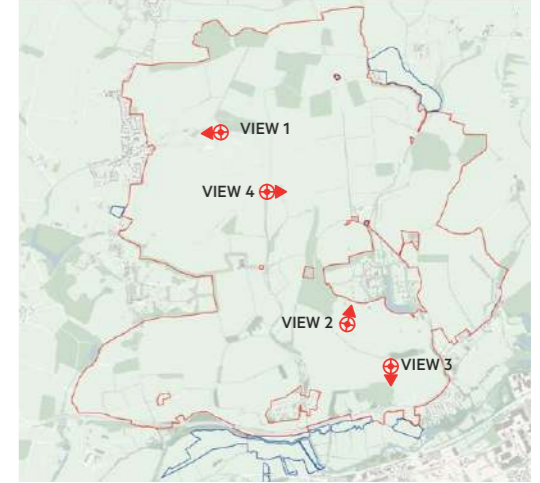
VIEW 2- Gilston Park to Gilston House / Home Wood



VIEW 3- 'Lime' Avenue



VIEW 4- Home Wood from Cockrobin Lane



Views Constraints Plan



GILSTON PARK - DESIGN FRAMEWORK

GILSTON PARK - DRAFT PROPOSAL

KEY

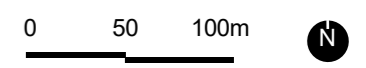
-  Existing Woodland / Hedgerows & buffer zones
-  Existing waterbodies / watercourse
-  Key gateway nodes
-  Primary footpaths/ cycle path
-  Secondary footpaths
-  Tertiary footpaths
-  Biodiverse Long Grassland & Meadow
-  Woodland glade grassland
-  Amenity grassland
-  Community Orchard
-  Play area
-  Proposed tree planting
-  Community Sports
-  School Sports site*
-  Key views (Combined existing and proposed)
-  Indicative V1 development
-  Paths / hard standing
-  Cricket pavilion & parking

Note: Refer to Views Constraints Plan for further detail of existing views

*School Sports Site proposal to be developed under Village 1 Masterplan



NOTE: Detail of landscape features and development within village boundaries to be addressed by the respective VMPs, not the SLMP



GILSTON PARK - DESIGN FEATURES

GILSTON PARK - DRAFT PROPOSAL



GILSTON PARK HOUSE

Design Requirements

Mandatory Features

1. 2No. Community football pitches (grass, U18-Senior)
2. 1No. Cricket pitch
3. 1No. Destination Play Area
4. 1No. Cricket pavilion
5. 1No. Community Orchard
6. Accessible primary routes with max gradient 1:21
7. Diverted PROW route
8. Biodiverse planting with minimum BNG of 10% (TBC)
9. Sustainable drainage systems to sports pitches
10. Ancient Woodland interface
11. Outdoor Performance Area
12. Heritage interpretation to The Chase
13. SuDS features to primary path and STC corridor
14. Interchange with STC corridor
15. Landscape Management Plan
16. Protection of Veteran trees
17. Clear, accessible and easily-identifiable access points
18. Circuitous exercise route



Gilston Park Character Area Plan

PUBLIC REALM & STC

WITHIN THE SLMP

STC

The Sustainable Transport Corridor (STC) provides a primary route for public transport, cyclists and pedestrians to travel between the new Villages and onwards to key linkages to Harlow. Within the SLMP areas between Villages, the STC will also provide a route for private vehicles. The Village Masterplans will define use and design parameters for the STC within villages.

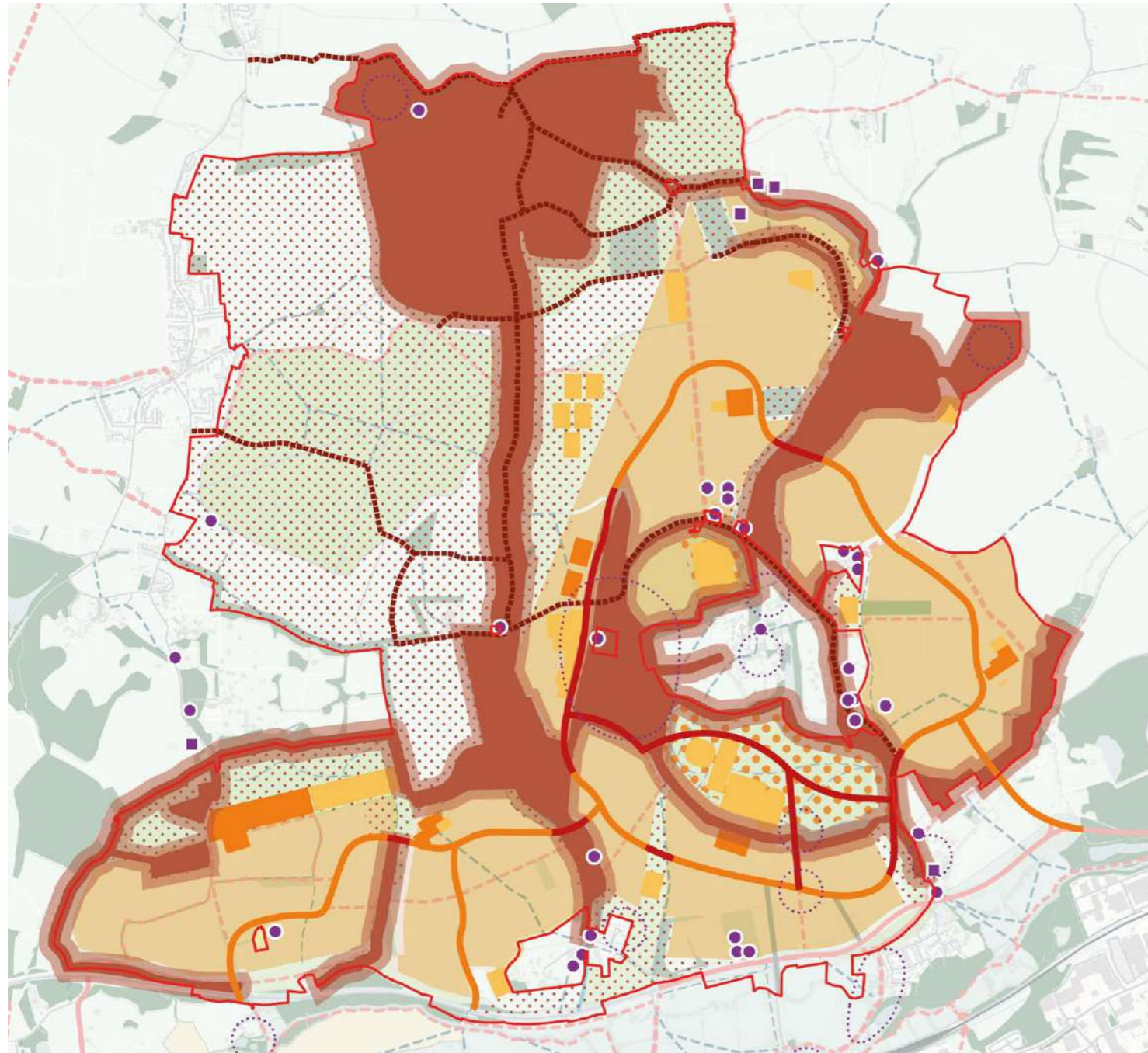
The SLMP provides an overview to establish the character of the STC and create design codes for the various scenarios where it features within the SLMP landscape, including the tributary valley crossings. These areas are identified in the adjacent plan. Early delivery of the STC between Village 1 and Village 7 will be important in supporting early establishment of an integrated and cohesive Gilston Area community



KEY

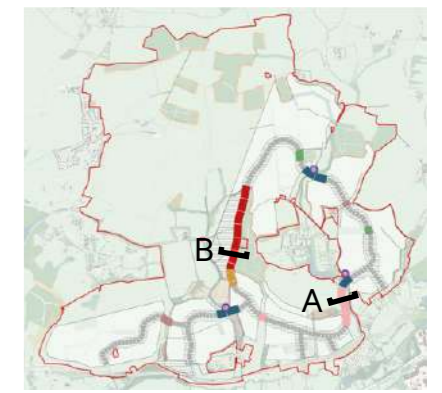
- Combined Application Boundaries for the Gilston Area
- STC INTERFACE WITH:
- Existing lane
- Park Edge
- Ancient Woodland
- Scheduled Monument
- Non-Ancient Woodland
- Tributary Valley (including crossings)
- Landscape Corridors

STC INTEGRATION AND SITE WIDE LIGHTING STRATEGY



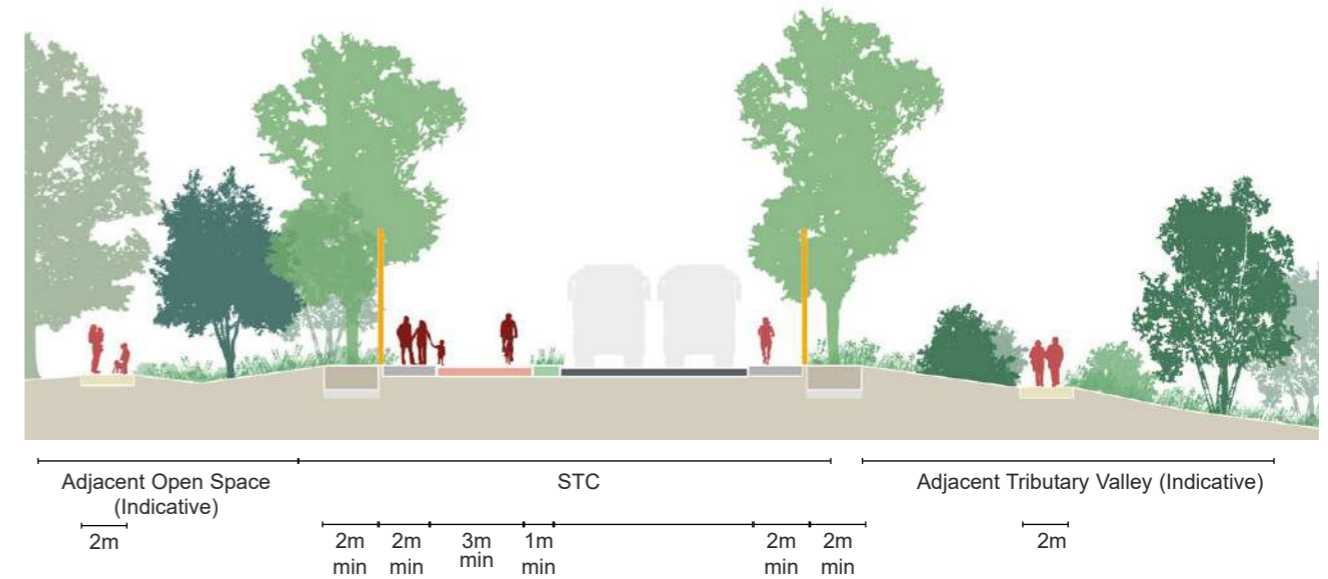
Lighting Strategy

- SLMP Study Area
- Dark corridors
- Dark corridor buffer (indicative)
- ⋯ Zones with restricted lighting
- - - Unlit key routes through SLMP
- STC - Lit
- STC - Lighting to limit ecological impact
- Villages
- ⋯ Community Parks - Sensitive lighting
- Artificial sport pitches - Floodlighting
- Sport pitches - Unlit
- Bat roosts - Datasearch
- Bat roosts - Survey (2005-2017)
- ⋯ Suspected bat roosts

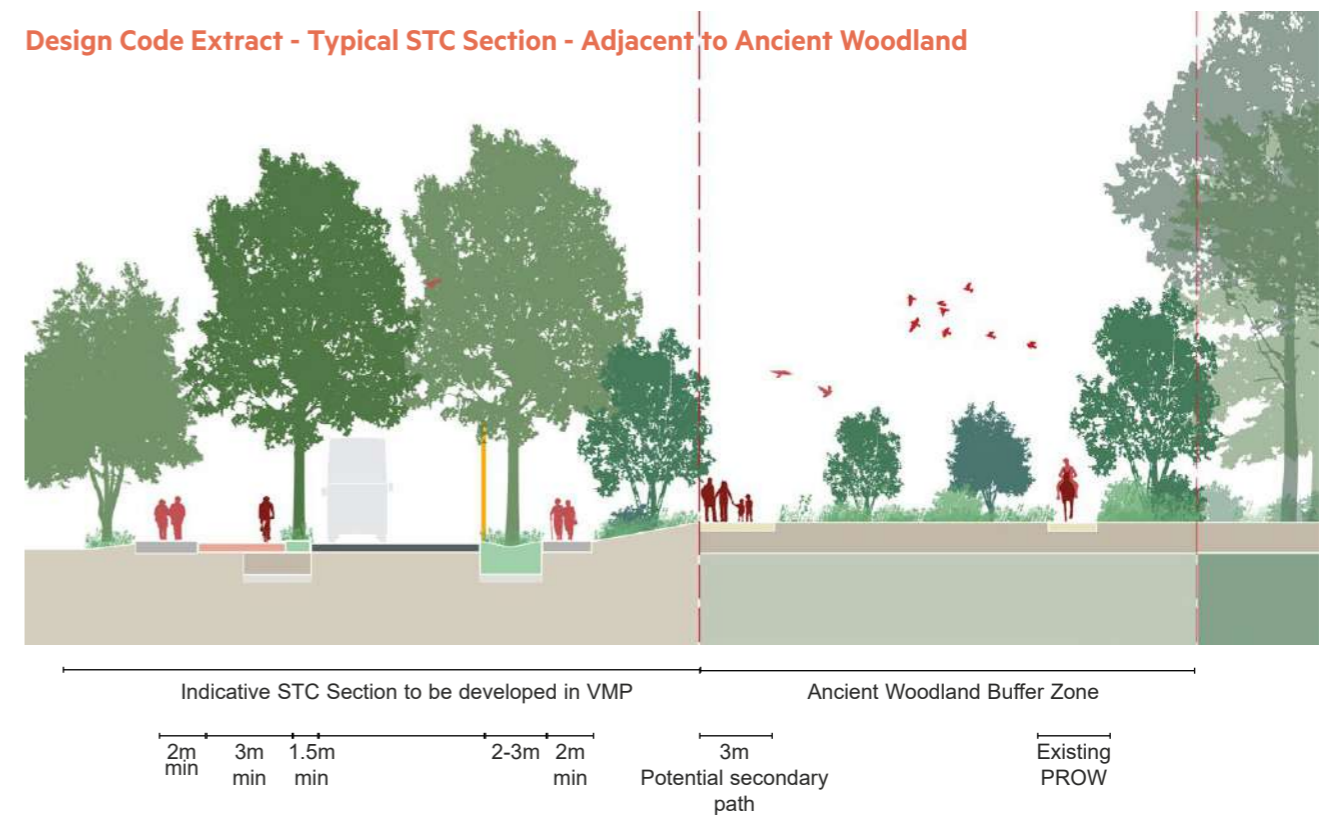


KEY PLAN

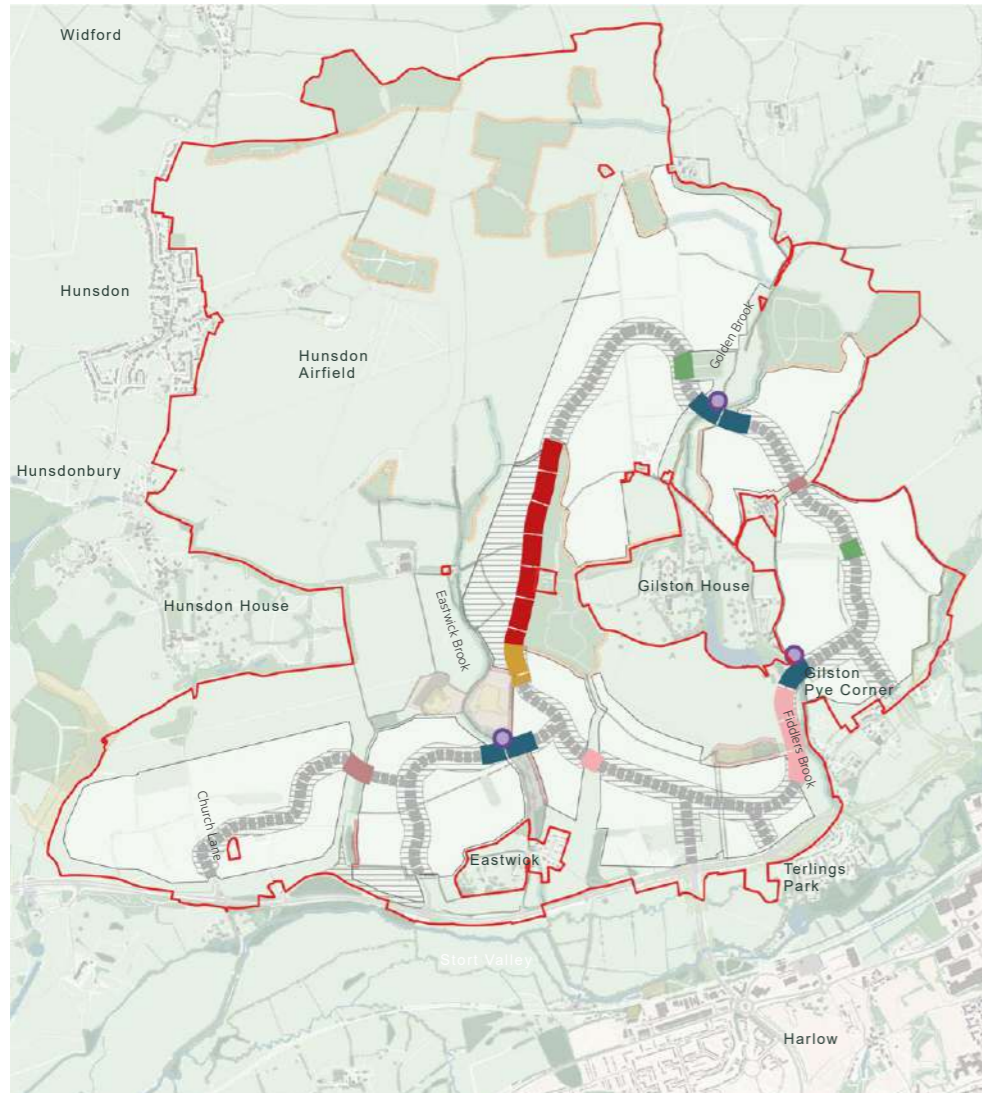
Design Code Extract - Typical STC Section - Adjacent to Public Open Space



Design Code Extract - Typical STC Section - Adjacent to Ancient Woodland










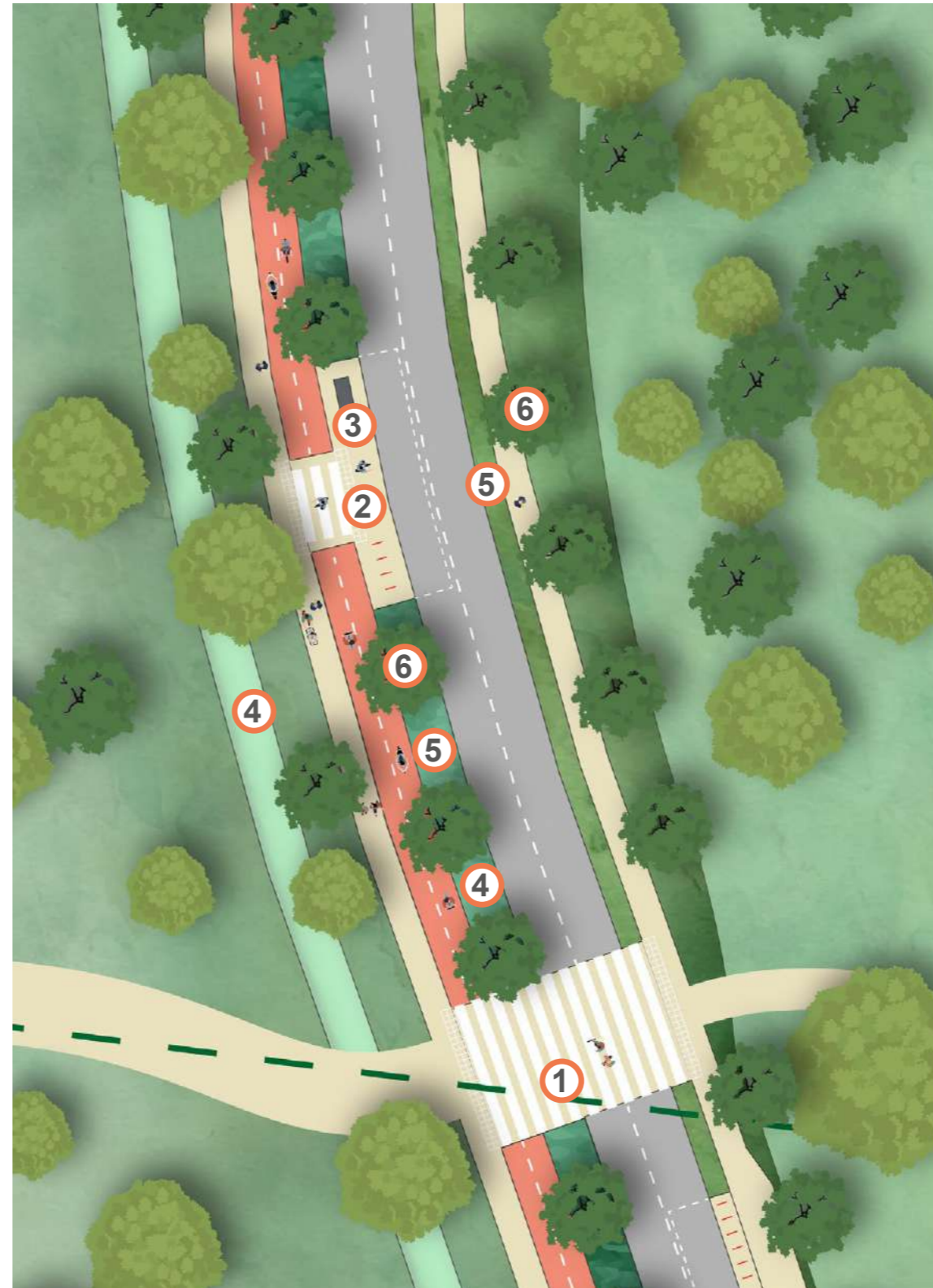
STC CORRIDOR



STC Conditions

KEY

	Combined Application Boundaries for the Gilston Area		Non-Ancient Woodland
STC INTERFACE WITH:			
	Existing lane		Tributary Valley (including crossings)
	Park Edge		Landscape Corridors
	Ancient Woodland		
	Scheduled Monument		



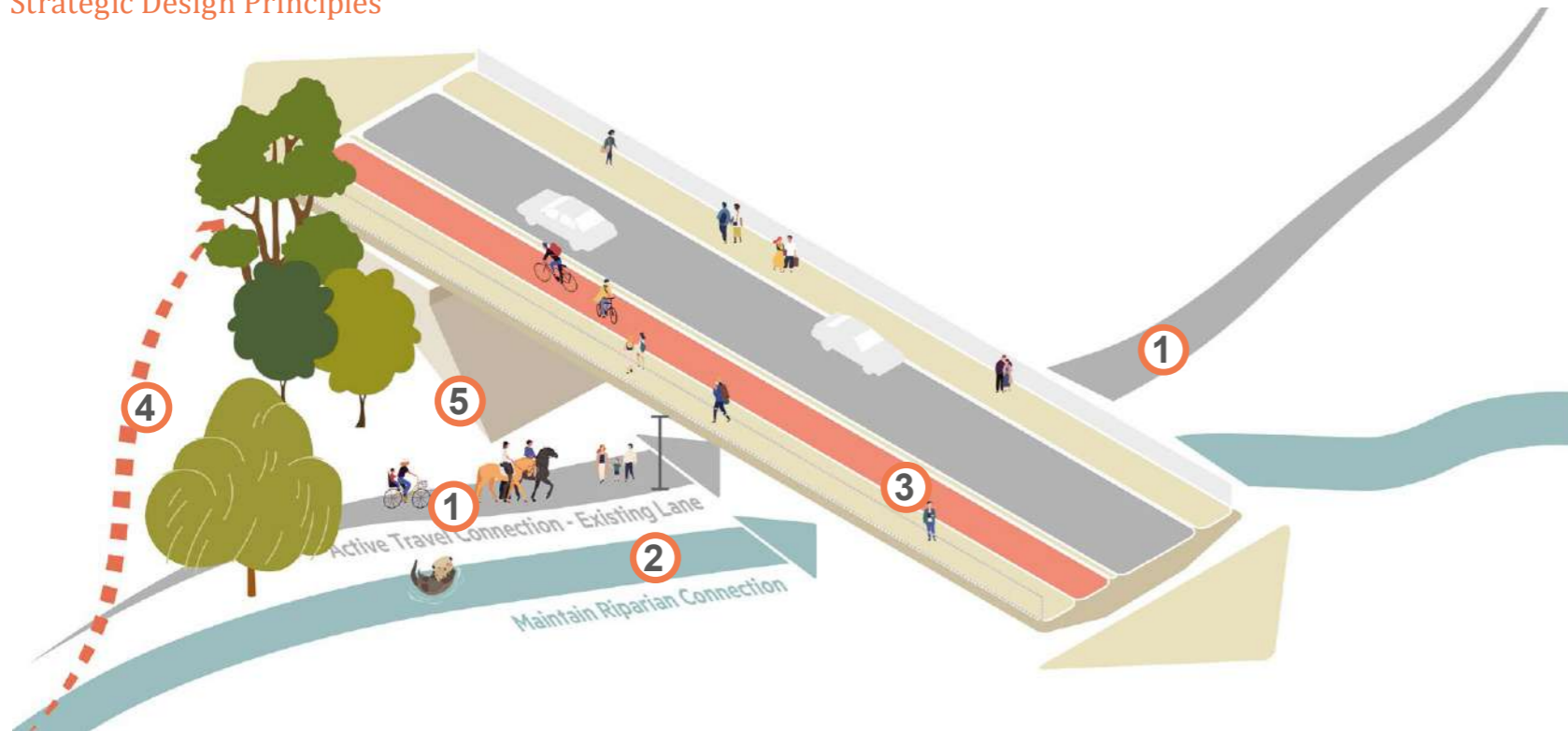
STC Park Edge Plan

Design Requirements

1. Where existing PROWs cross the STC, road design must give priority to pedestrian and cyclists
2. Bus stops at key nodes to be accommodated on-carriageway. Use of colour contrast and hazard warning to clearly demarcate route from bus-stop across cycleway to the pedestrian path.
3. Bus-stops to feature shelter, seating, e-bike hire, and wayfinding maps & signage for the location
4. Drainage strategy of the STC to follow SuDS principles and provide ecological and amenity benefits (e.g. by use of biodiverse raingardens)
5. Planted strips to provide separation between pedestrian/cycle routes and carriageway
6. Tree planting must be provided along the STC to enhance microclimate and enhance ecological value
7. Legacy tree planting of medium-large sized trees to be supported through provision of suitably sized root-zones
8. Planting to be low-level (max height 1.5m) to maintain clear sight-lines & visibility for pedestrians
9. Underground service corridor to be identified and coordinated with planting areas to avoid conflict
10. Associated road earthworks to be sensitively integrated with surrounding landscape and designed to accommodate pedestrian connectivity

STC CROSSINGS

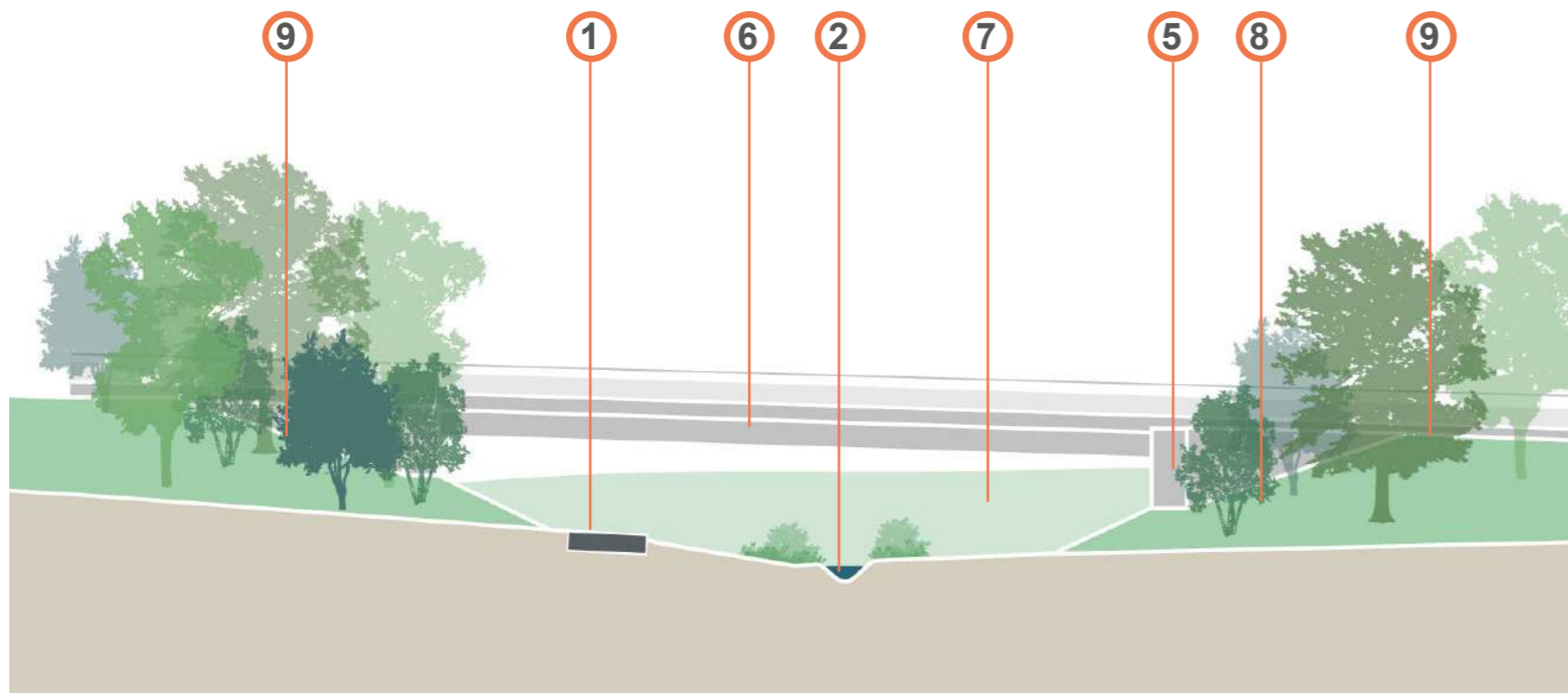
Strategic Design Principles



1. Maintain active travel connection along existing lane
2. Maintain riparian and ecological connections
3. Prioritise active travel along STC
4. Provide active travel connections between the existing lane and the STC - this may be integrated with the village masterplans at RMA stage
5. Abutments must make positive contribution to public realm, through sensitive integration of planted earthworks, surface materiality and screening



Visual Design Principles



6. Minimise visual profile of the bridge deck by
 - Minimising structural depth
 - Tapering edges of the bridge deck
7. Design solutions should seek to achieve an appropriate balance between the scale of structure within the wider landscape and the need for visual openness within the watercourse public realm below.
8. Large, visible wing walls are not acceptable. Sloped abutments with riprap appear a softer, more natural element in the landscape
9. Naturalistic planting should be incorporated at strategic points along the valley corridor to provide screening to views from the footway/cycleways and integration of the crossing structure in wider views across the valley. Planting should be positioned to frame and direct views towards the river and natural valley corridor

WATER FRAMEWORK DIRECTIVE

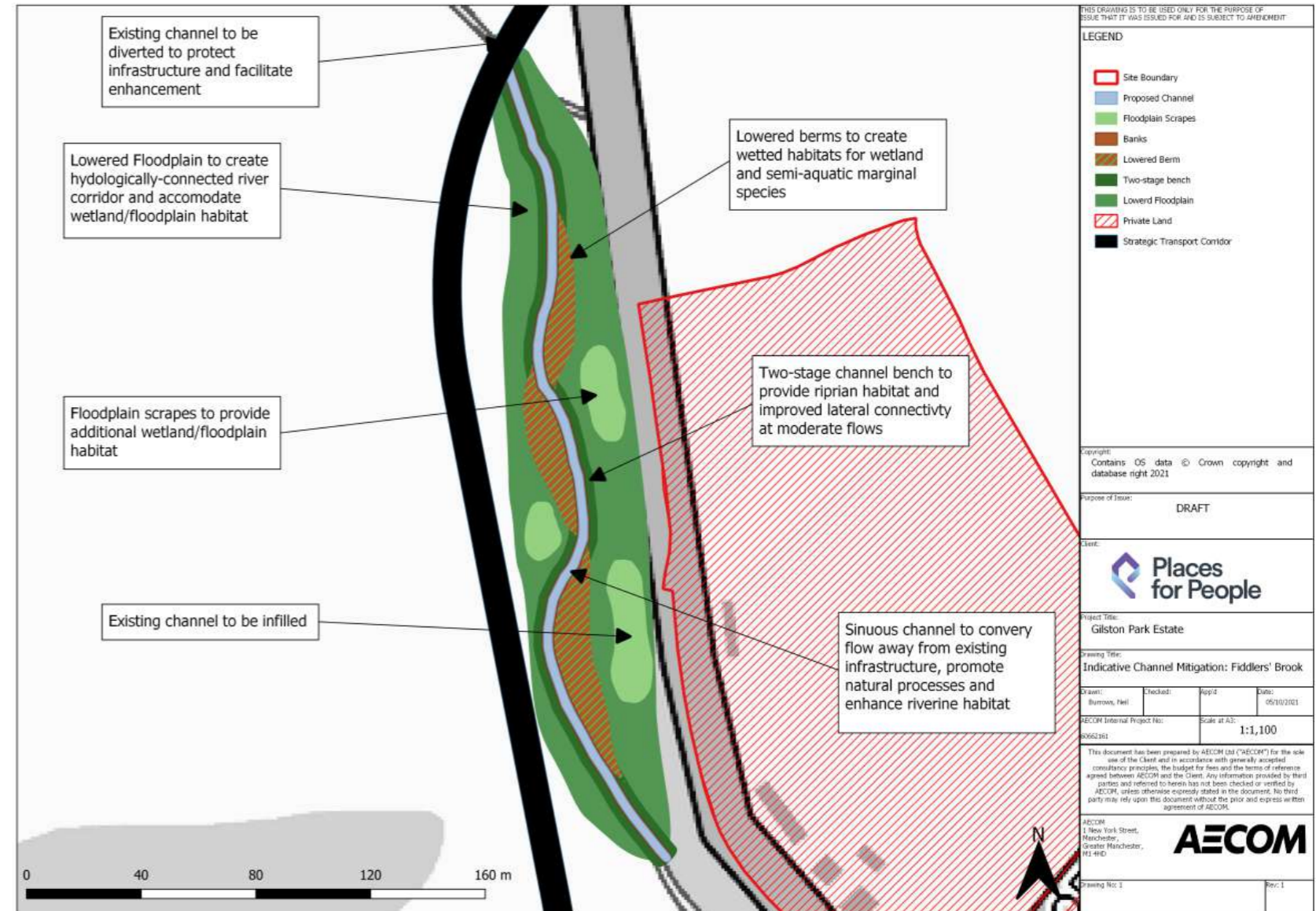
WFD MITIGATION AND ENHANCEMENT STRATEGY STAGE 1 & SLMP

STAGE 1 SCOPE:

- Review/update baseline / surveys
- Map low order drainage channels (Arc Hydro)
- Develop enhancement options long list & locs.
- High-level identification & appraisal of constraints
- Rank options (effectiveness and deliverability)
- Develop enhancement options short list & locs.
- Consultation on preferred suite of interventions per watercourse

STAGE 1 OUTPUTS:

- Opportunities plans for each watercourse
- Annotated enhancements map showing locations for short listed options
- Indicative sketches or photographs of analogous examples or suitable products to illustrate what each enhancement may look like
- At SLMP stage the output should be flexible



**DISCUSSION:
INTEGRATION OF NEW FACILITIES
WITHIN THE HISTORIC & NATURAL
LANDSCAPE**



BREAK

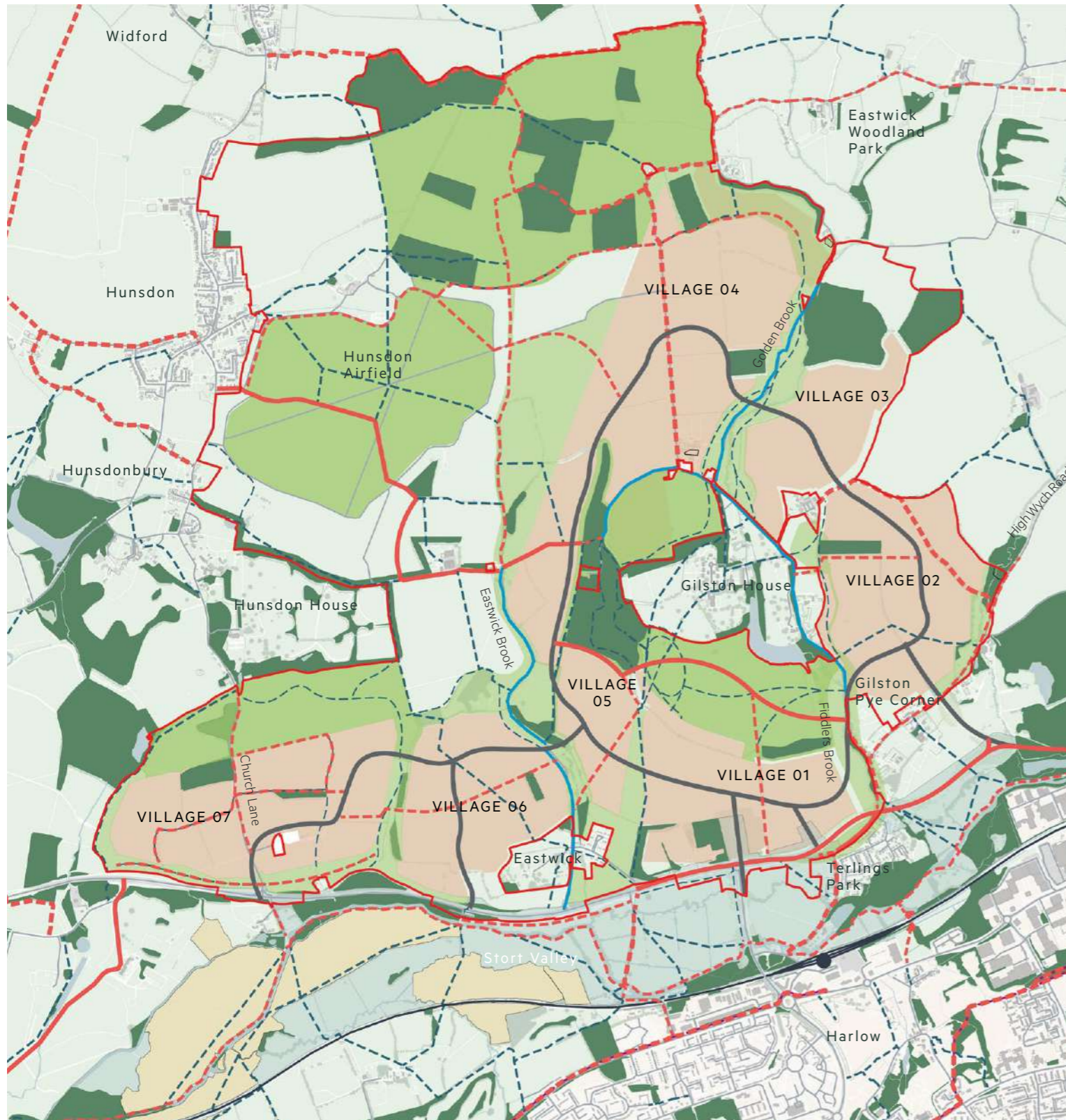
SLMP CHARACTER AREAS

DISCUSSION 2

**HUNSDON AIRFIELD PARK /
EASTWICK WOODLAND PARK /
POWERLINE CORRIDOR
- DESIGN UPDATE**

SLMP GREEN INFRASTRUCTURE STRATEGIES

SUSTAINABLE MOVEMENT STRATEGY



KEY

- SLMP Study Area
- Railway Track and Station
- Pedestrian Routes*
- Combined Pedestrian & Cycle Routes - Leisure*
- Combined Pedestrian & Cycle Routes - Commuter*
- Sustainable Transport Corridor*
- Existing Roads and Lanes
- Existing Woodland
- Strategic Parks
- Strategic Green Corridors
- Villages

*Exact routes to be confirmed

NOTE: Detail of landscape features within village boundaries to be addressed by the respective VMPs, not the SLMP. Connections illustrated through villages are for indicative purposes only to show where routes will be linked.

In addition to the movement work illustrated above, a scheme for interim pedestrian and cycle connectivity between Village 7 and the Village 1 boundary, to include confirmation of route alignment, is to be resolved as required by condition

MOVEMENT - SLMP LEISURE TRAILS

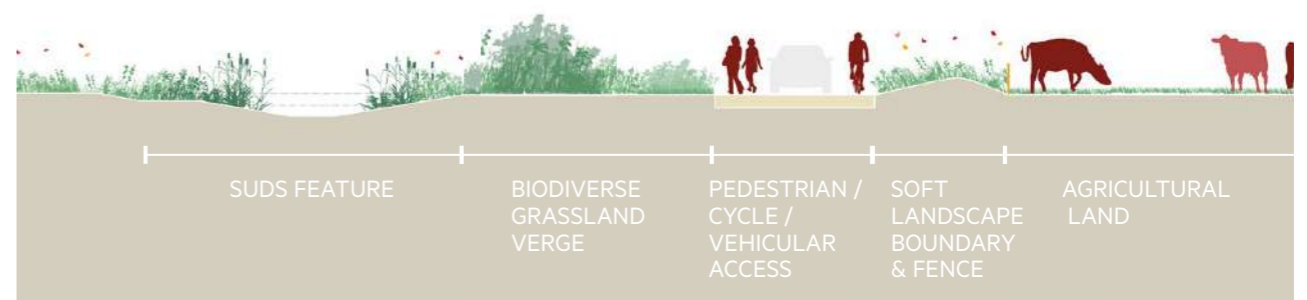


Heritage Trail and Leisure Routes Plan

- Combined Application Boundaries for the Gilston Area
- Strategic Landscape Areas
- Exercise Trails
- Mountainbike Trail
- Equestrian cross-country trail
- Equestrian routes
- Heritage routes
- Scheduled Ancient Monument
- Listed Building - Grade I
- Listed Building - Grade II*
- Harlow
- Listed Building - Grade II

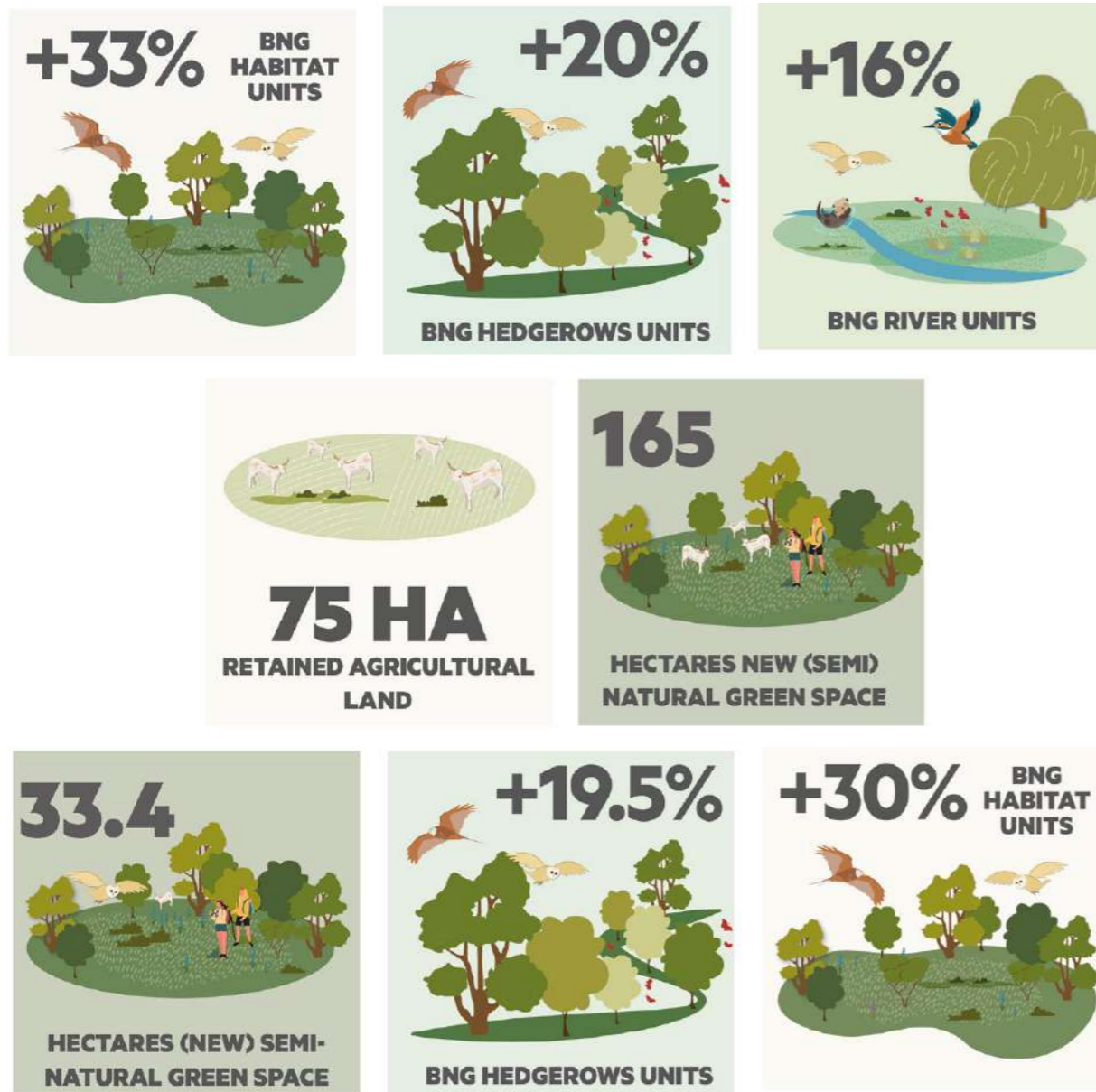
Swatch	Material	STC Carriageway	Commuter Route STC Cycle	Commuter Route STC Foot	Commuter Route SLMP Cycle Path	Commuter Route SLMP Pedestrian Path	Existing Lanes
	Hot rolled asphalt	✓					
	Coloured bitmac	✓		✓			✓
	Hot rolled asphalt with contrasting coated chippings	✓					✓
	Painted lines	✓					✓
	Block paving separation	✓					✓
	Colour contrast bitmac to cycle lanes		✓		✓		
	Exposed aggregate in-situ concrete						
	Block Paving	✓		✓		✓	
	Concrete flag			✓		✓	
	Clay Pavers			✓		✓	
	Grass-crete						
	Boardwalk						
	Mown Grass						
	Self binding gravel / Hoggin						
	Resin bound gravel			✓		✓	
	Wood/bark chip						
	Loose gravel						
	Resin Bound Rubber Crumb/ Mulch						

Design Code Extract - Hard Materials

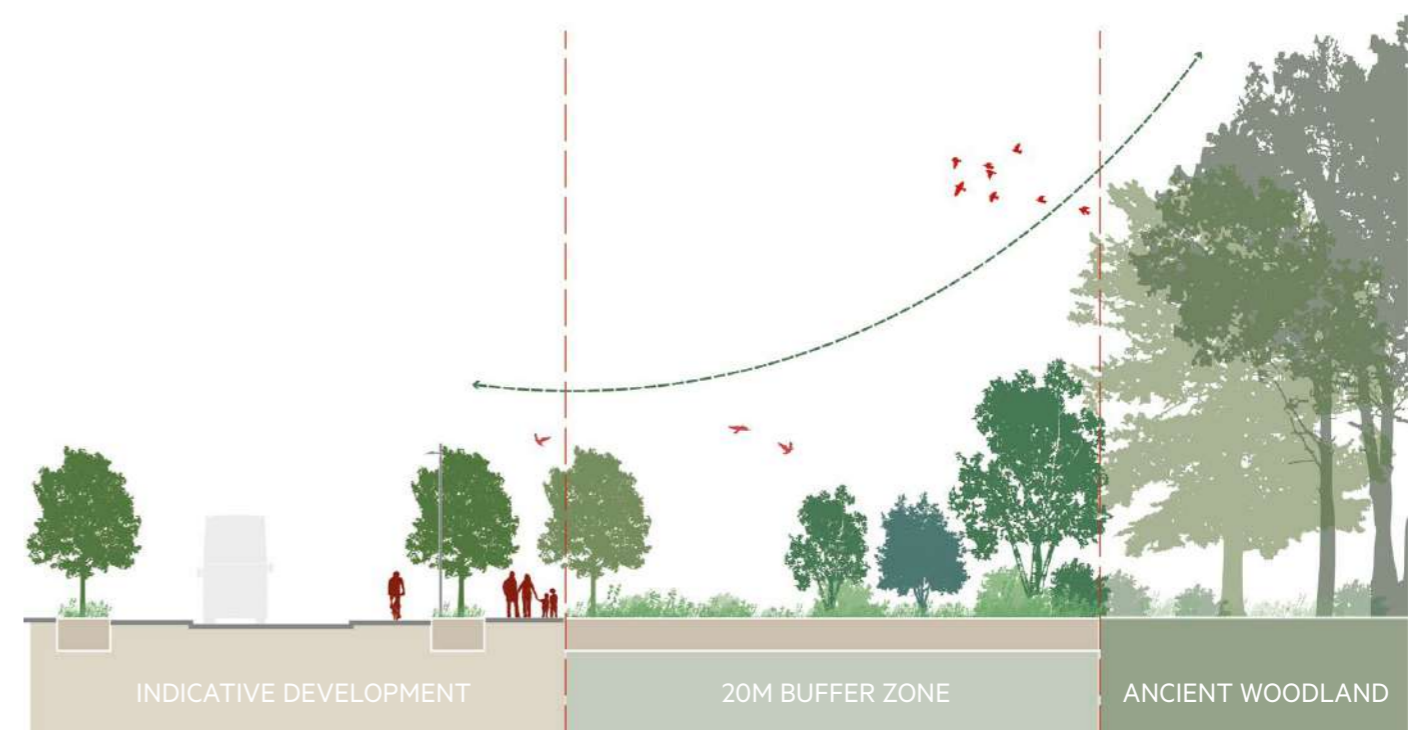


Design Code Extract - Typical Footpath/Cycle path Section - Airfield Park

SLMP - BIODIVERSITY NET GAIN & EXISTING HABITAT PROTECTION



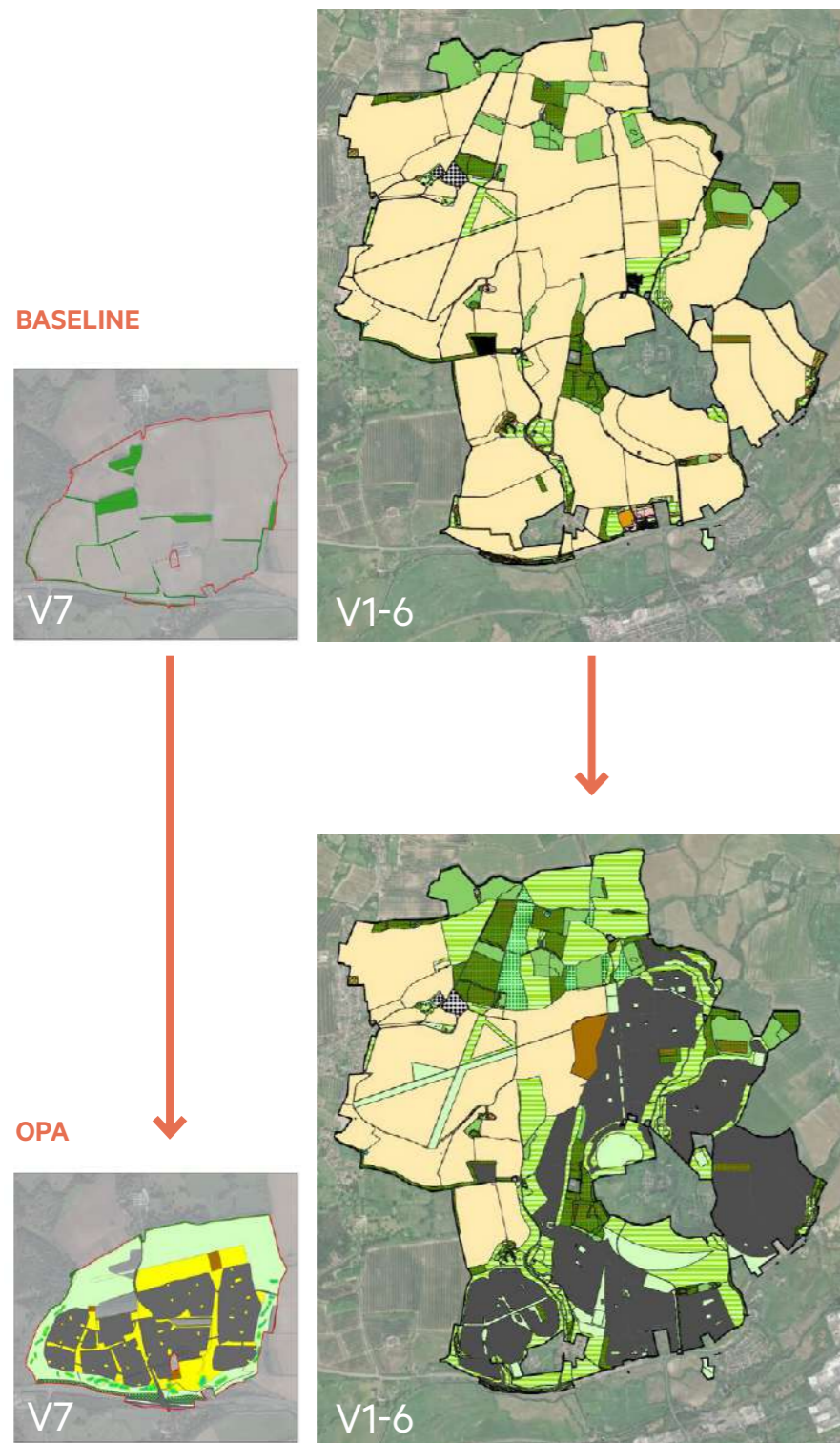
V1-V6
V7



SLMP Habitat Creation & BNG calculations for the OPA Submissions

Protection of Existing Habitats & Vegetation

BIODIVERSITY NET GAIN AND HABITAT CREATION

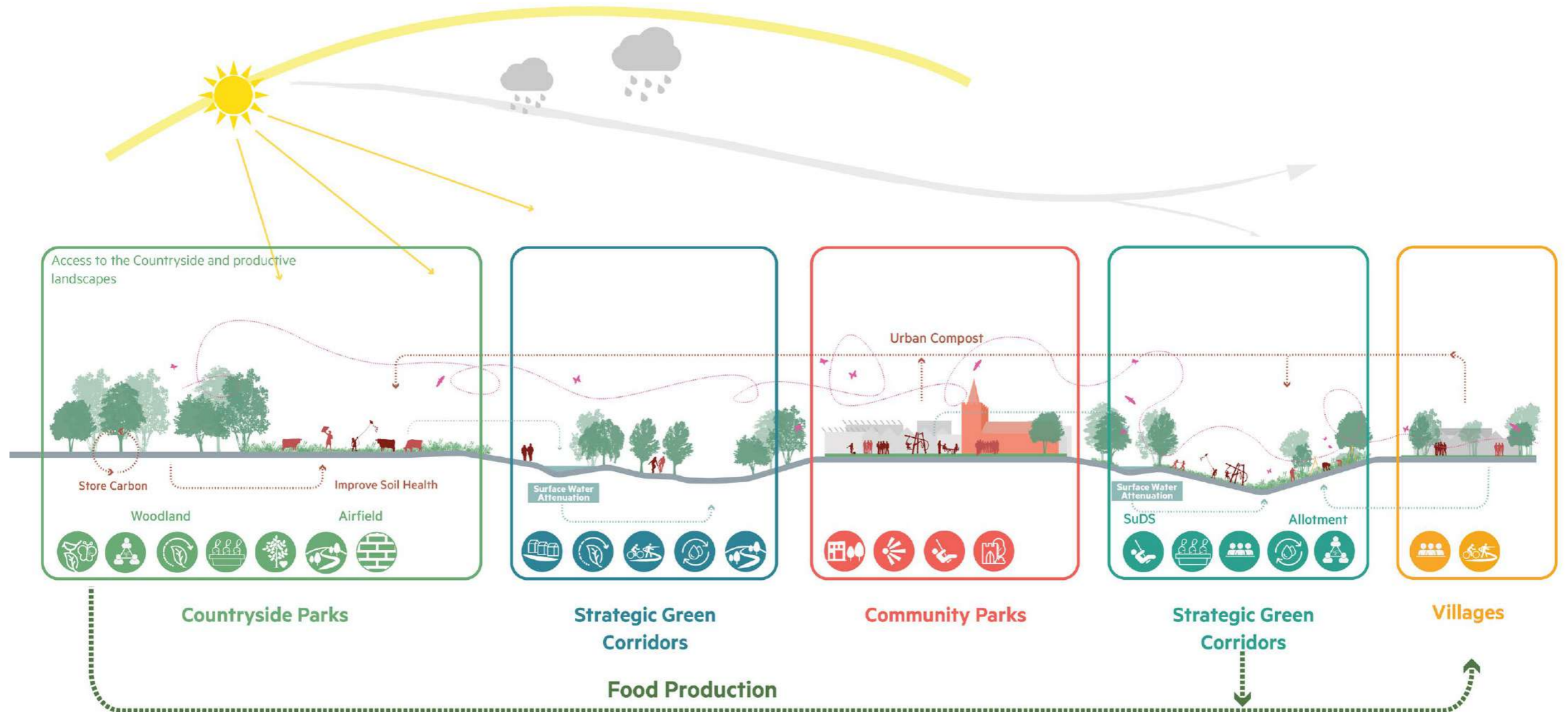


Increase in net biodiversity secured through the V1-V6 and V7 OPA's

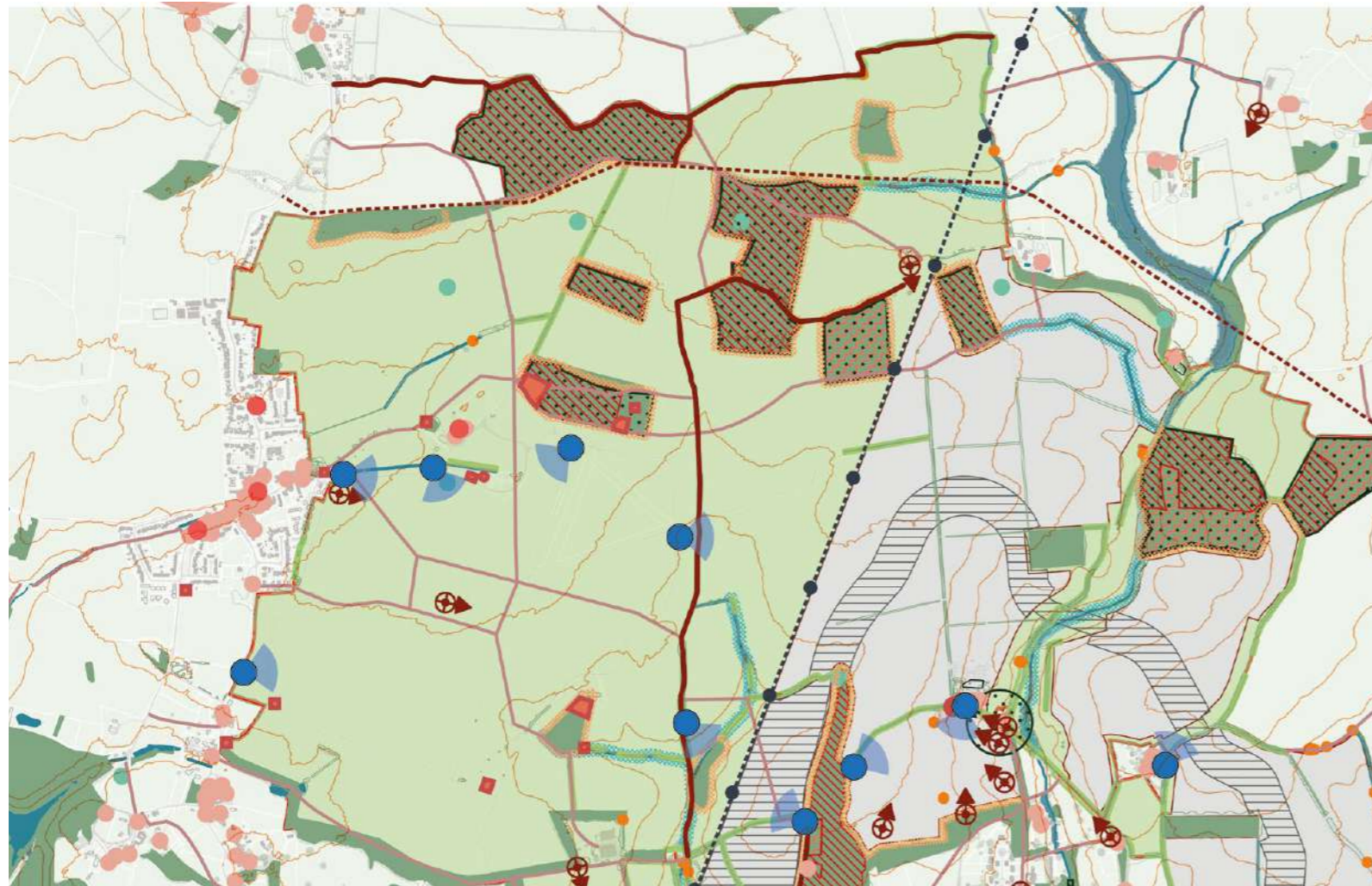


SLMP Masterplan illustrating proposed habitat diversity























SUSTAINABILITY AND CIRCULAR ECONOMY



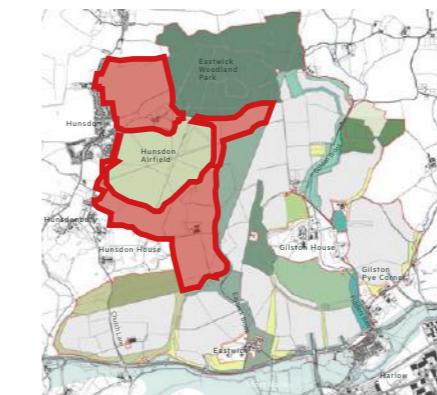
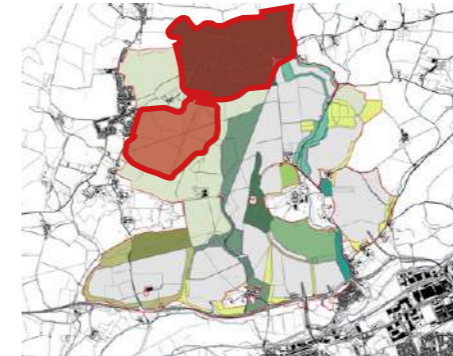
COUNTRYSIDE PARKS



Countryside Park Constraints Plan

	Existing watercourses & waterbodies		Veteran Trees		Listed Building - Grade II*
	EA Flood Risk Zone 2		Local Wildlife Site		Listed Building - Grade II
	EA Flood Risk Zone 3		Great Crested Newts		266 kV Grid and Pylons
	20m Ecological Buffer to key watercourses		Woodland Buffer		Gas
	Ancient and Semi-Natural Woodland		Hedgerow Buffer		LVIA & Dev Spec Key Views
	Ancient Replanted Woodland		PROW - Footpaths & Bridleways		Neighbourhood Plan Key Views
			Scheduled Monuments		Village Development
			Listed Building - Grade I		STC Corridor

NOTE: Detail of landscape features within village boundaries to be addressed by the respective VMPs, not the SLMP



BOUNDARIES



BLACK BARNS SEEN FROM AIRFIELD



VIEW TOWARDS EASTWICK WOOD COUNTRY PARK AND V4

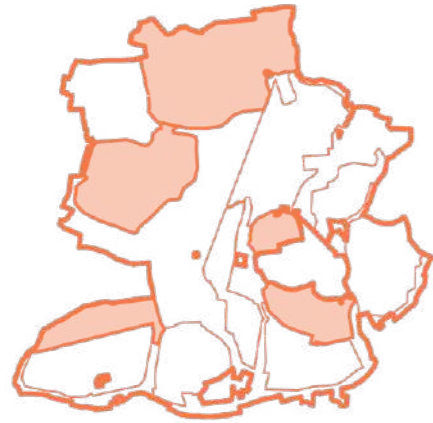


VIEW FROM EASTWICK WOOD COUNTRY PARK TOWARDS COCKROBIN LANE



VIEW TOWARDS EASTWICK WOOD COUNTRY PARK

COUNTRYSIDE PARKS



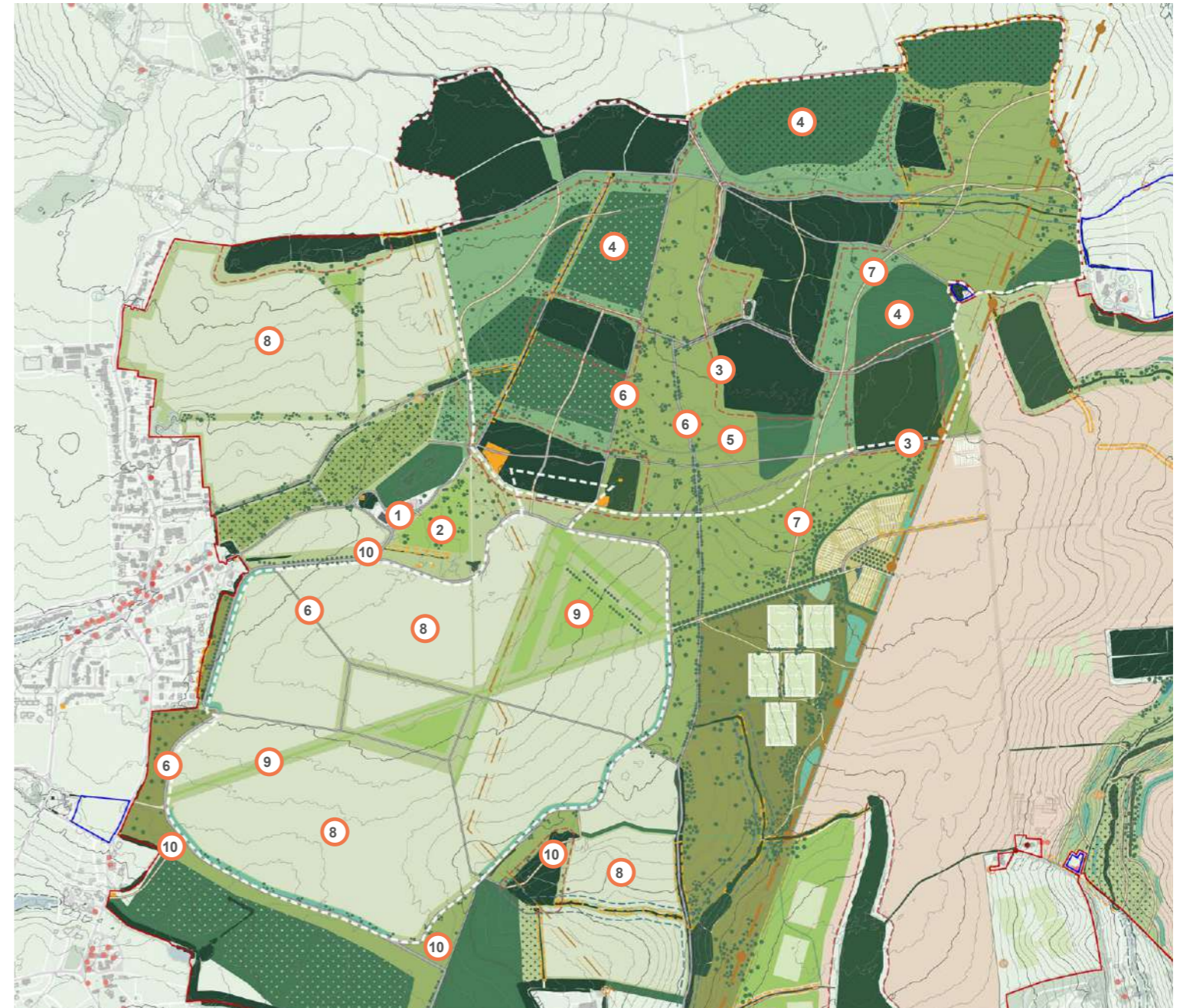
Design Requirements

Mandatory Features

1. A visitor and interpretation centre (may be shared between the Countryside Parks)
2. A Destination Play Area. The location is to be finalised at RMA stage and may be associated with the visitor and interpretation centre.
3. Ensure protection of the existing Ancient Woodlands, with ecological enhancements to be made within the 20m buffer zone to Ancient Woodlands
4. Creation of new areas of woodland and woodland pasture.
5. Creation of outdoor recreation trails. To avoid sensitive areas of woodland and to be designed with specialist input where required:
 - 1 no. circular cross-country equestrian routes
 - 1no. circular mountain-biking trail of approximately 4km length
6. Existing network of tracks and trails to be upgraded where required
7. Additional paths of varying characters to be created. Proposed paths should promote access to the countryside park but must limit or mitigate negative ecological impact on existing sensitive habitats.
8. Retain agricultural use within Hunsdon Airfield Park
9. Create areas of public open space for informal recreation, including grassland strips along the former Hunsdon Airfield runways
10. Improve interpretation and appreciation of heritage features within the park, including Hunsdon World War II airfield defences Scheduled Ancient Monuments

Design Guidance

- Foraging woodlands are to be created with close proximity to routes
- Woodland coppice to be created to increase diversity of habitats
- Creation of nature priority zones to guide design and management objectives



Countryside Parks - Character Area Plan

Existing Woodland	Biodiverse Grassland	Existing tracks	Proposed coppice woodland
Existing Veteran Trees	Sports Pitches	Proposed paths	Agriculture
Existing Lake	Woodland Glade	Tree planting	Allotment
Amenity Grassland	Scheduled Ancient Monument	Proposed woodland	SUDS

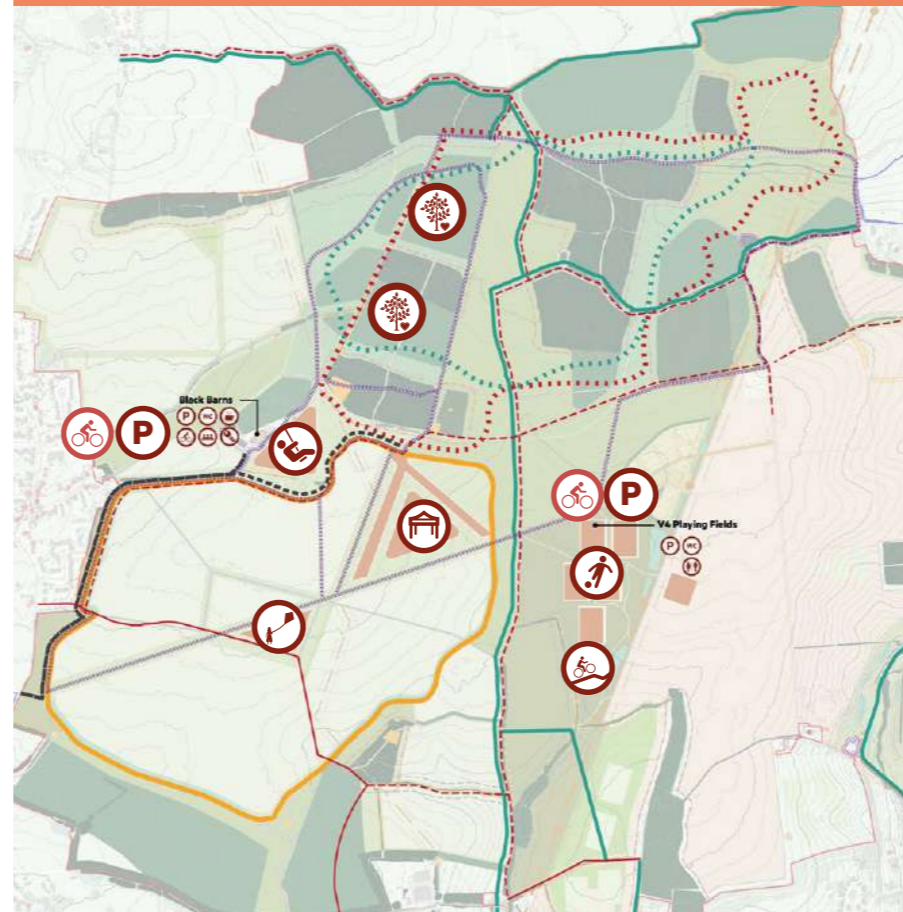
COUNTRYSIDE PARKS

Fig. 1. Agriculture



- Key**
- Existing Woodland
 - Existing Veteran Trees
 - Existing Lake
 - Amenity Grassland
 - Biodiverse Grassland
 - Sports Pitches
 - Woodland Glade and potential grazing pasture
 - Scheduled Ancient Monument
 - Existing tracks
 - Proposed paths
 - Tree planting
 - Proposed woodland
 - Proposed coppice woodland
 - Agriculture
 - Potential Agro-forestry
 - Allotment
 - SUDS

Fig. 2. Access & Outdoor Recreation Facilities



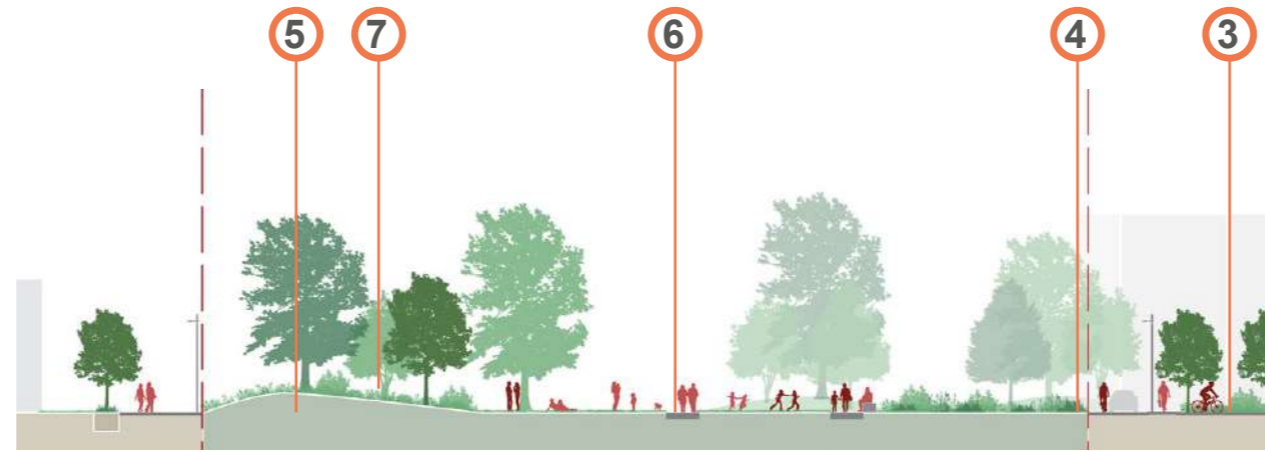
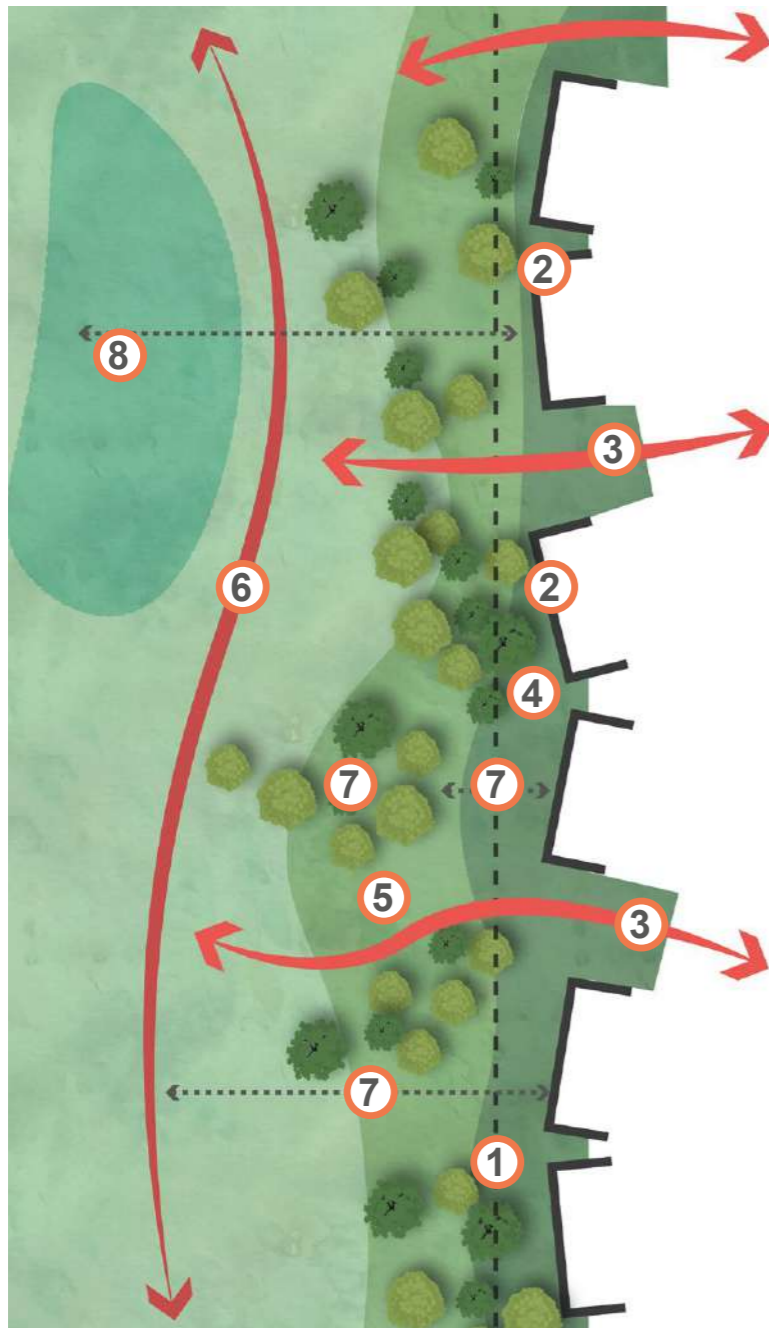
- Key**
- Pedestrian and cycle route
 - Pedestrian and cycle commuter route
 - Circular mountain-bike trail
 - Circular family cycle route
 - Equestrian route
 - Circular cross county equestrian trail
 - Circular pedestrian routes associates with the visitor and interpretation centre (in Black Barns)
 - Vehicle access
 - Pump Track
 - Destination Play Area
 - Informal open space - kickabout
 - Informal open space - event space
 - Village 4 Sport Hub
 - Native coppice woodland
 - Car Parking
 - Cycle Parking

Fig. 3. Habitat

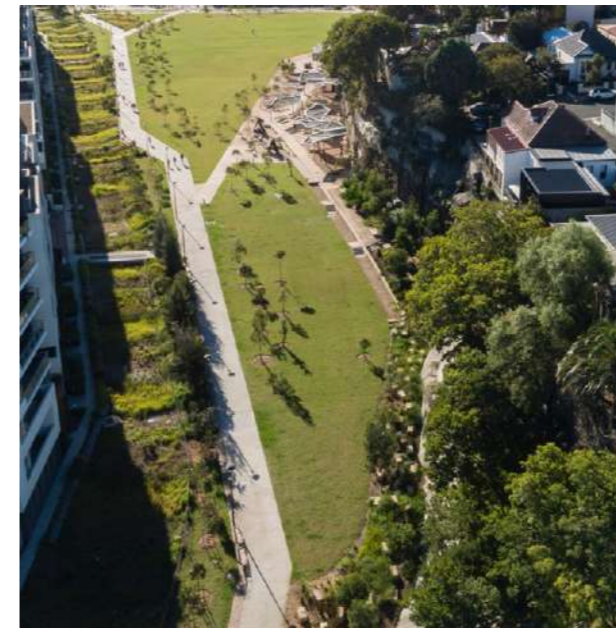


- Key**
- Existing woodland
 - Existing Local Wildlife Sites
 - Existing great crested newt sites
 - Veteran Tree
 - Proposed woodland
 - Proposed Biodiverse Grassland
 - Proposed Woodland Grade (woodland flora)
 - Key ecological connectivity

VILLAGE INTERFACES



Use planting to provide soft edges to developable area, appropriate to a village setting.

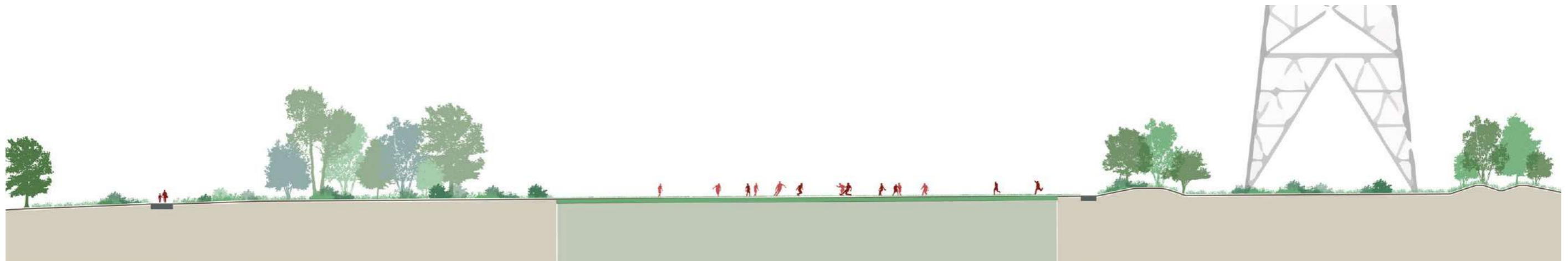


Where feasible, the buffers should be used to provide informal amenity spaces between villages. Soft edges should be created to the edges of Village Developable Areas.

Design Requirements

- | | | |
|---|--|---|
| 1. Boundary line is not defined or discernible | 4. Village frontage includes space for soft landscape | 7. Trees and scrub planting at varying heights to the boundary to provide partial screening of village built form |
| 2. Village built form is broken up and does not form a continuous hard line | 5. Corridor edge has soft, naturalistic planting character with undulating depth | 8. SUDS and planting beyond the village boundary are naturalistic in character |
| 3. Green links/fingers between village and corridor | 6. Pedestrian routes and play are integrated into the corridor | |

POWERLINE CORRIDOR



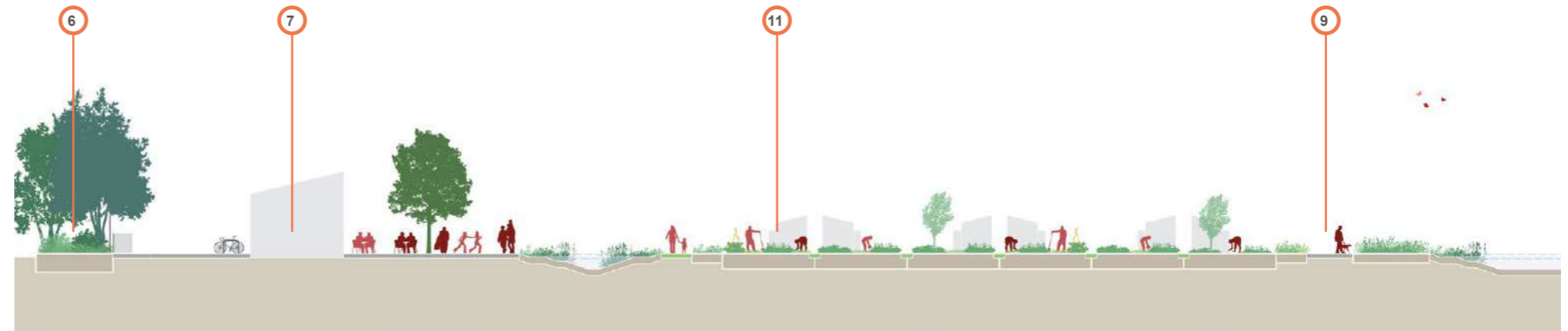
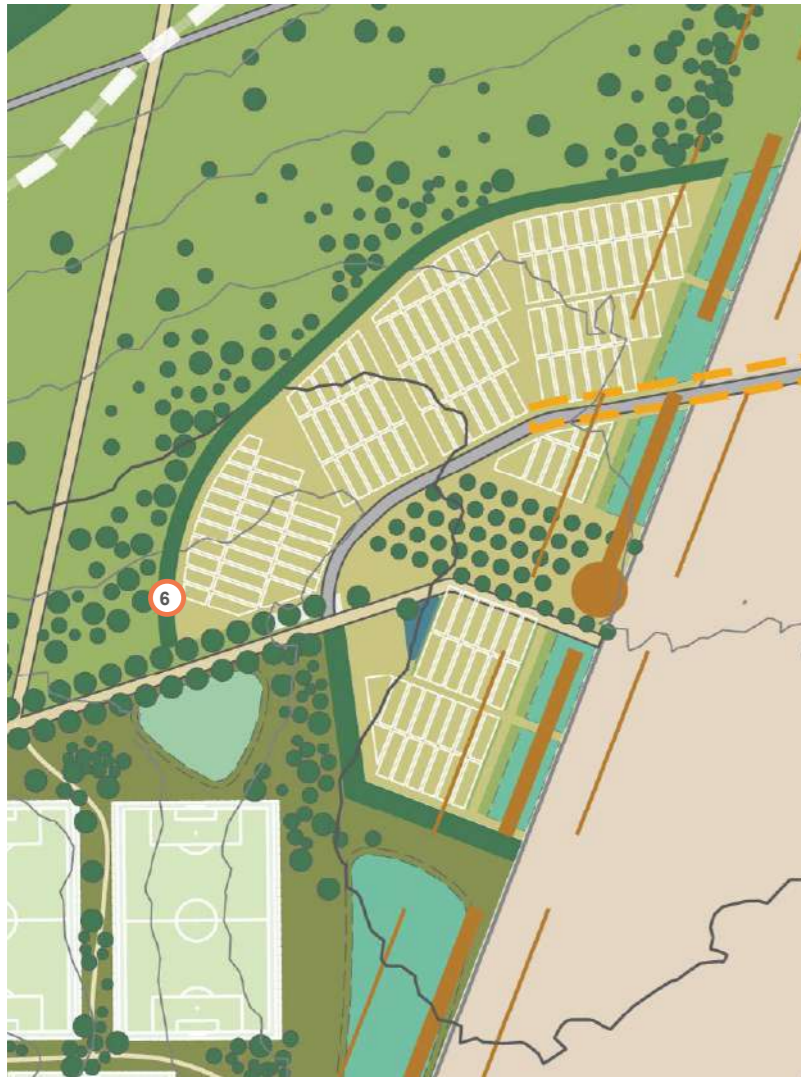
B

Community Parkland

64m
Community Football Pitch
64m overall playable area

B'

COMMUNITY GROWING SPACE



Design Guidance

- To enable use of the allotments by active travel modes, facilities such as bicycle trailer rental schemes should be provided
- A range of different beds should be provided, including raised beds. These should be used to positively overcome level changes on site.
- Allotments should provide capability for seedling protection & rainwater harvesting through a consistent approach which promotes sustainable horticulture practices.
- To enhance local ecosystem services, biodiversity features such as wildlife ponds should be provided. These should be associated with communal buildings and associated social areas.
- Soil health should be considered as part of the design process & where proposed on agricultural land, soil should generally be left untouched

Design Requirements

Mandatory Features Allotments

1. All allotment sites must be designed in accordance with best practice guidance.
2. A total of 6.35ha of allotments must be provided.
3. Each home within the Village Development must be within c 1000m of an allotment; the allotments should be well connected and easy to reach by active travel modes. Allotments must make provision for cycle parking to enable active travel to allotment sites.
4. Allotment gardens must be a minimum size of 8m width x 8m length, including boundary hedge planting of maximum 1.4m height.
5. Each allotment shall be offered with a boundary hedge, lockable gate, lockable store on plot, shared water point and a suitable growing medium.
6. Allotments must be sensitively integrated into the landscape by applying appropriate perimeter boundary treatments such as biodiverse hedgerow edges with foraging species. Species selection must prevent overshadowing. Perimeter fencing must be integrated into the boundary treatment to provide protection from animals.

7. Community facilities must be provided and must include:
 - Toilets, which are to be fully accessible and gender and culturally appropriate.
 - Communal building and associated social area, including opportunities for tool sharing, community work benches and site shops. These must include power sources.
8. Sustainable water collection and irrigation systems must be provided. This must include:
 - Water collection and retention from structures, for irrigation of allotment sites.
 - Shared rainwater collection and storage systems where feasible
 - Water supply from mains as secondary option
9. Allotments must be designed to best practice accessibility and inclusivity standards including:
 - Providing universally accessible routes via sealed surfaces to a range of conveniently located plots via key routes for each allotment site
 - Provide seating in communal areas
 - Provide accessible parking
10. Opportunities for community composting, donation of wood chips, leaf mould and manure must be provided.
11. Sheds and tool storage must be provided for each allotment plot. These structures should have a consistent design language and should collect and retain rainwater for irrigation purposes.
12. Controlled vehicular access shall be required for maintenance vehicles and deliveries, via the shared surface adjacent to the allotment gardens.
13. Shade analysis must form part of the allotment design process, as part of future RMA's. The distance between building facades and allotments shall be considered as part of this process, to ensure allotments are not case in excessive levels of shade.

STEWARDSHIP STRATEGY

INTRODUCTION

THE STRATEGY

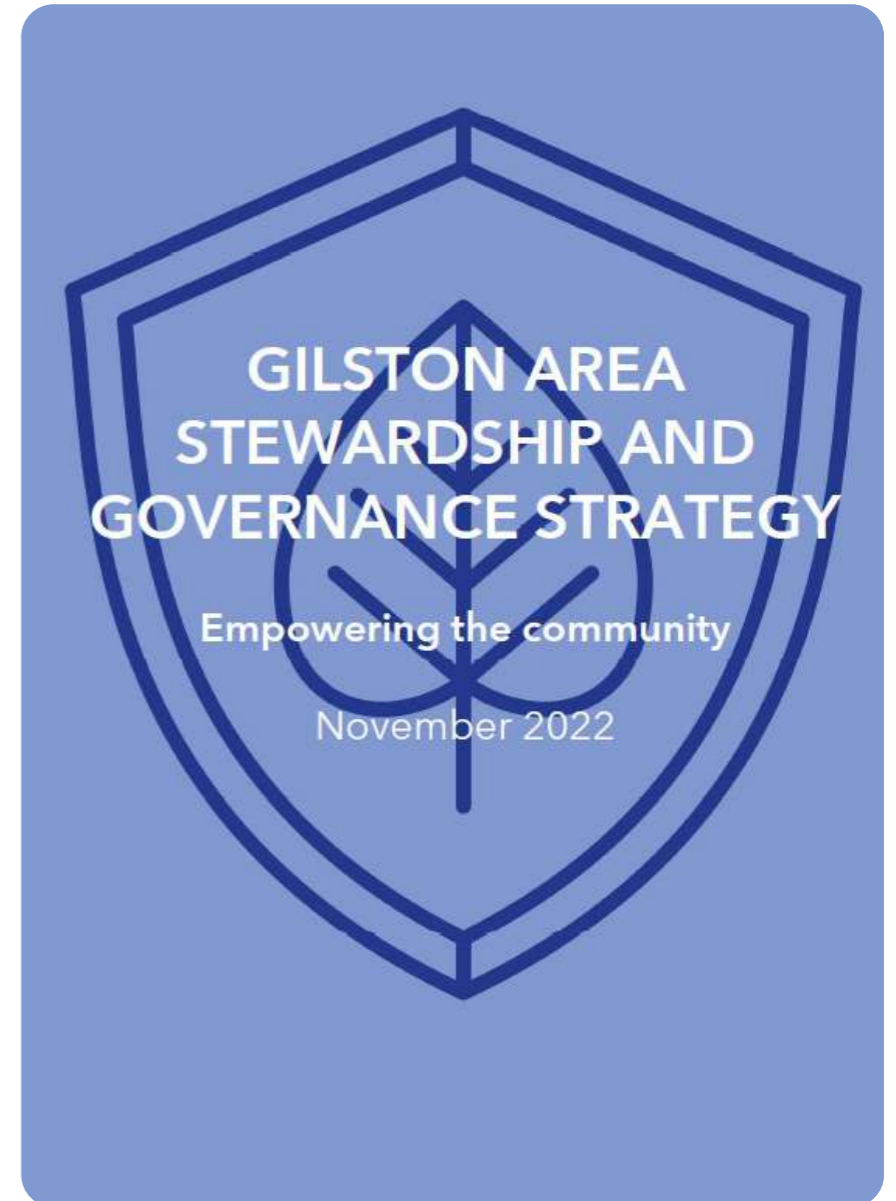
The Gilston Area Stewardship and Governance Strategy (November 2022) sets out the aspirations, key features and approach to the long-term management, maintenance, and community use of the community infrastructure within the proposed Gilston Area development.

FOUR PILLARS

Strategy summarises four key pillars of a successful stewardship solution:

1. **Scope of Community Infrastructure** that requires long term stewardship and maintenance;
2. Inclusive, diverse and cohesive **Placemaking and Community Development**;
3. Bespoke **Governance** structure for the creation of a new Gilston Area specific stewardship and legacy Trust for public benefit;
4. Principles for provision of **Finance and Resource** made available for start up and to support a self sustaining organisation.

The four pillars have evolved through the design and planning process, with S106 and supporting Business Plan to set out definitions, details, financial commitments, delivery and further approval gateways.



SUCCESSFUL STEWARDSHIP

The success of the community trust and delivering good stewardship depends on;

- Early access to spaces to manage and utilise for community action
- Demonstrable commitment to community ownership, engagement and involvement
- Interesting, accessible and exciting places and spaces for the community to access and be proud of
- Health and wellbeing and sustainability being at the core
- Innovation and creativity – creating places of interest which are unique to Gilston Park
- Well funded, high quality management and maintenance.

The Gilston Park development landscape provides all the base ingredients to achieve this



**DISCUSSION:
FEATURES AND USE OF THE
LANDSCAPE TO THE WEST OF THE
POWERLINE**



LEGEND

-  Existing Woodland
-  Scheduled Ancient Monument
-  Proposed Woodland
-  Biodiverse Grassland
-  Amenity Grassland
-  Woodland Flora/ Shade Tolerant Grassland
-  Grazing Meadow
-  Sports Pitches
-  Allotments
-  Indicative SuDS Feature (Wet/Dry)
-  Indicative SuDS Feature (Dry)
-  Indicative SuDS Feature (Wet)
-  Orchard
-  Scrub/Heath
-  Agricultural Land - Typologies to be Confirmed
-  Water - Existing
-  Village Developable Area
-  Play Area
-  Nature Priority Zone
-  Existing Building
-  Gypsy and Travellers Site - Shown Indicatively
-  Utilities Infrastructure
-  Sealed Surface Path
-  Hoggin / Self Binding Gravel P.
-  Bark Mulch or similar Path
-  Mown Grass Path
-  Equestrian Trail / Bridleway
Grass or Gravel
-  Airfield Causeway
Mown Grass (Reinforced Ibc)
-  Existing Public Right of Way
For designation of route refer to detailed on
-  Existing Trees Retained and Protected
-  Proposed Trees
-  Proposed Destination Play Area



**GENERAL ROUND-UP / NEXT STEPS
/ PLANNING UPDATES / Q&A**