

Gilston Park Estate Village 6
Community Working Group 03
June 2026





VILLAGE 03

Hunsdonbury

Hunsdon House

Gilston Fields

Gilston House

VILLAGE 02

Home Wood & Gibson's Shaw

Village 5

Village 1

Gilston Pye Corner

Village 7

Village 6

Eastwick

Terlings Park

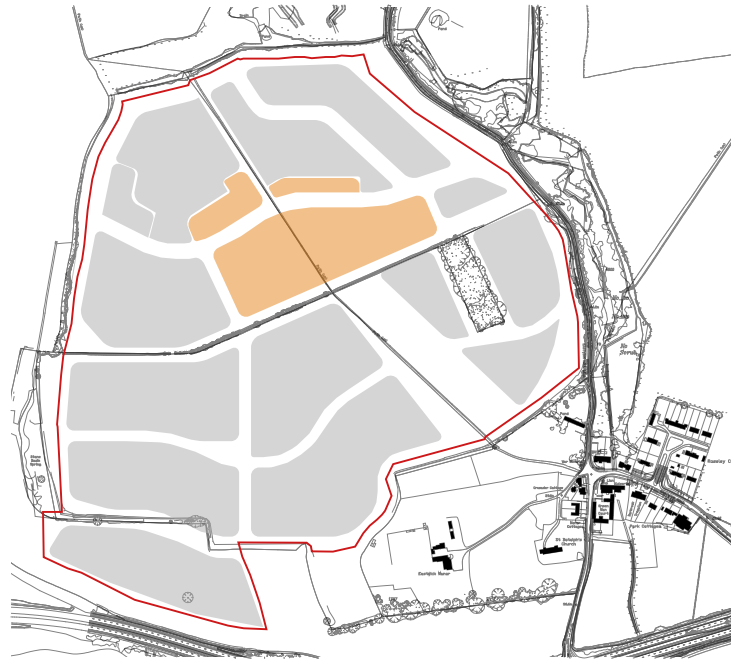
Eastwick Brook

Church Copse

Hill Box Woods

Cent Cr

Village Centre



Key plan



Village Centre

Non-residential uses

Non-residential uses located along key frontages to active public areas.

Flexibility of use classes will allow the ground floor to adapt to future needs.

Later living residents lounge could become another use if later living is not provided, or if additional commercial space is required.

Small community room located on the Village Green.

Village Square

Location of potential clock tower or public artwork is aligned to key routes and vistas.

Refer to following pages for potential uses of space and day-in-the-life scenarios.



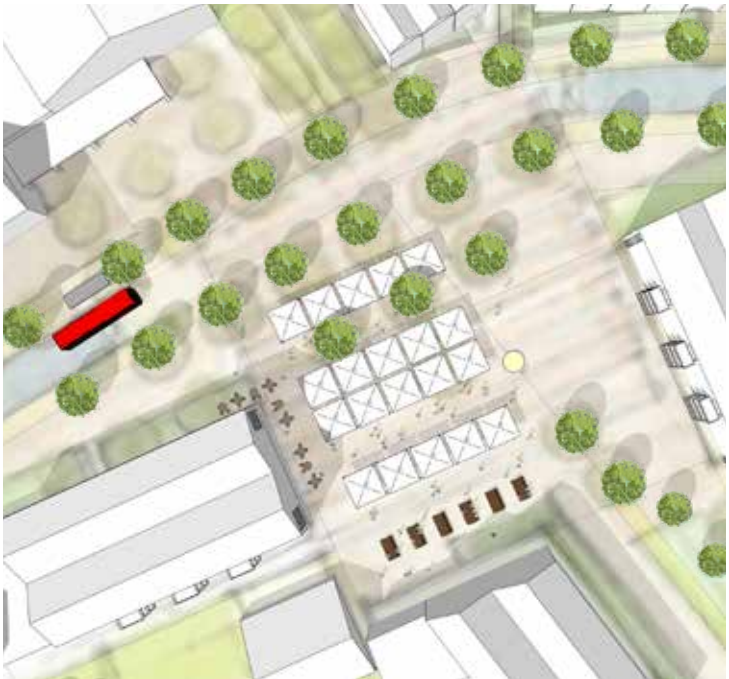
Village Centre

Weekday school drop-off



Autumn, 9am

Weekend markets



Spring, 1pm

Summer events



Summer, 6pm

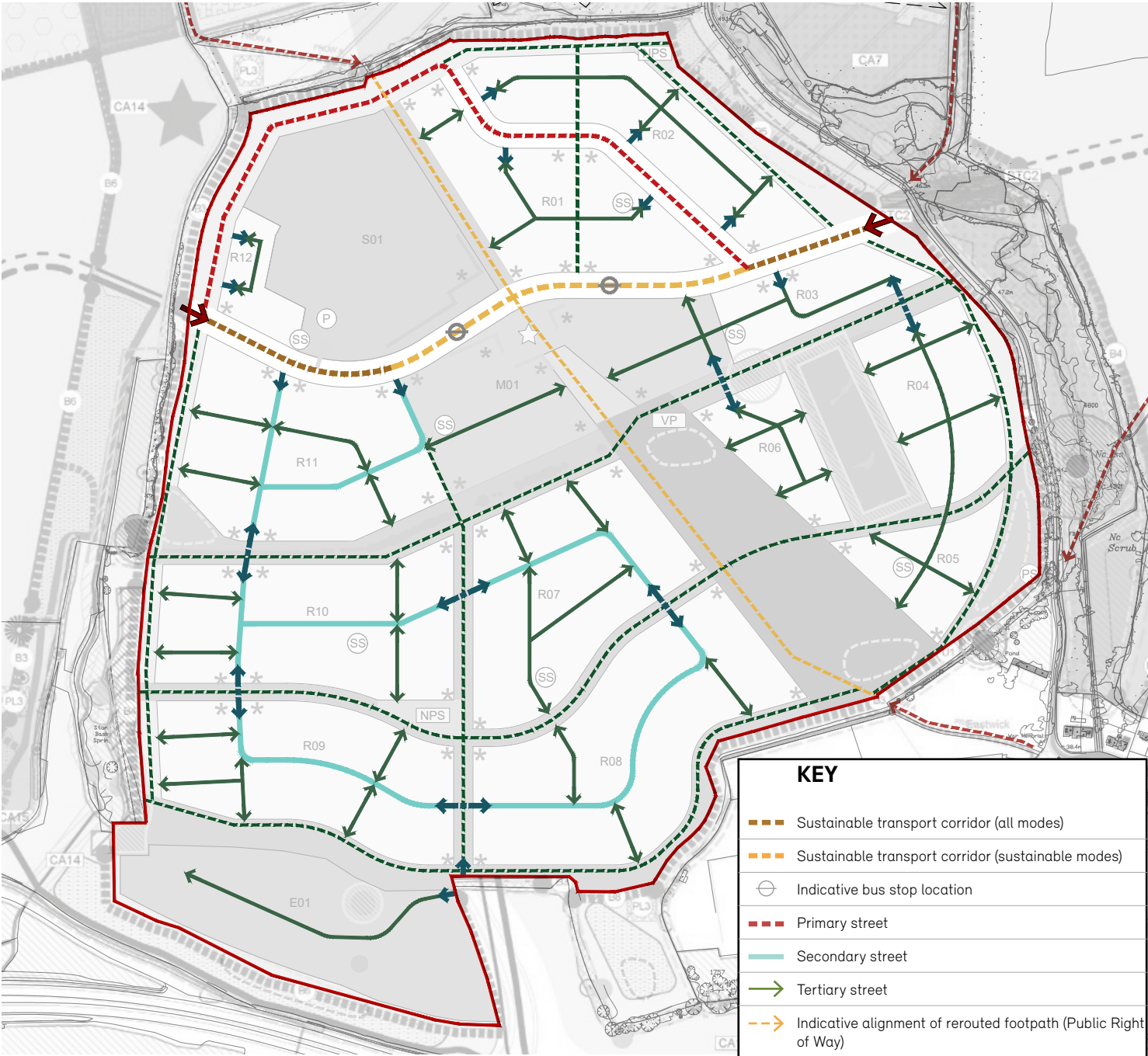
Christmas and seasonal celebrations



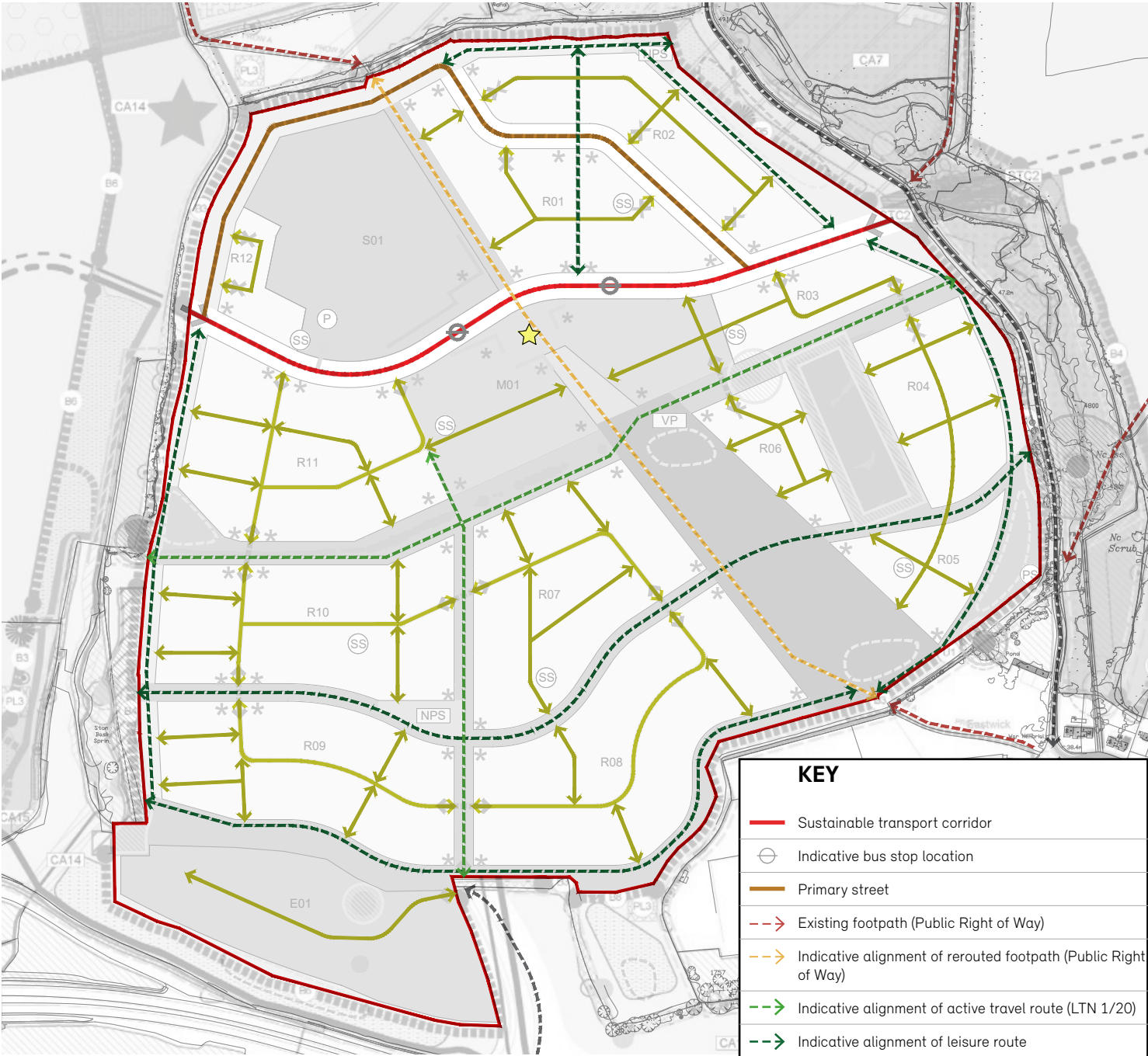
Winter, 6pm



Movement and connectivity

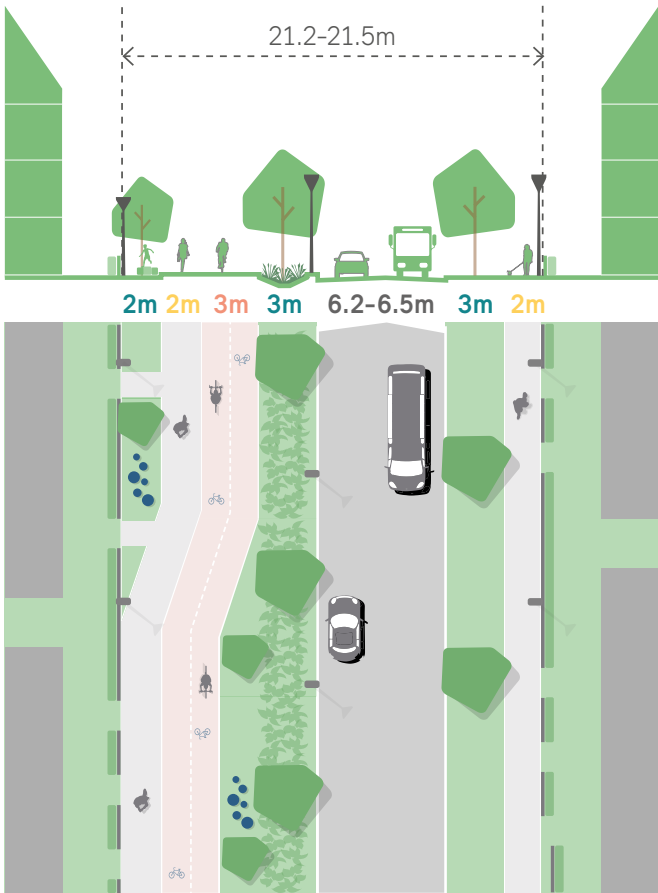


Street hierarchy

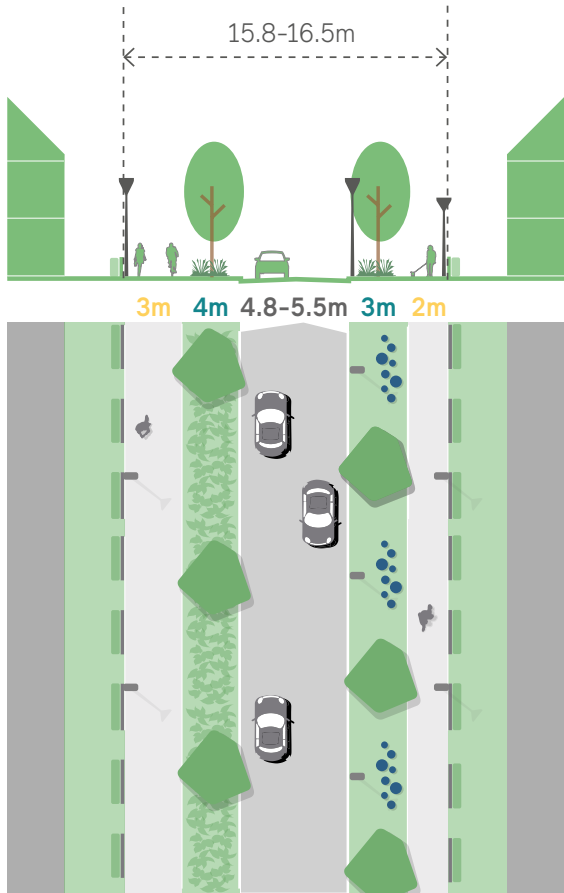


Active travel routes

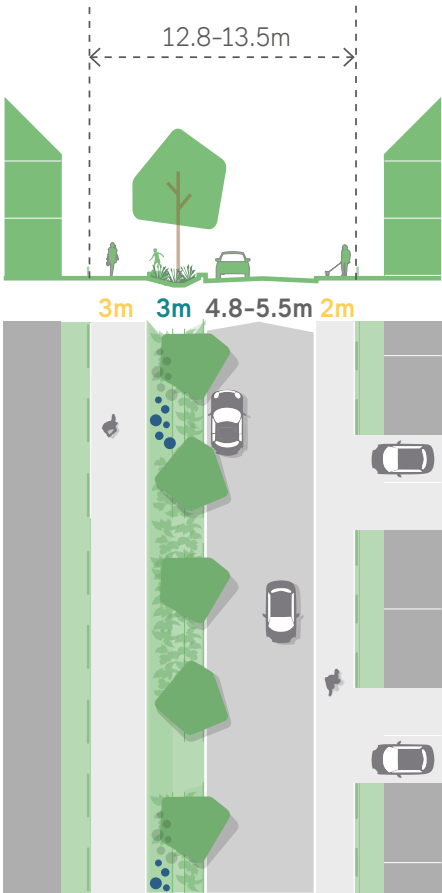
Movement and connectivity



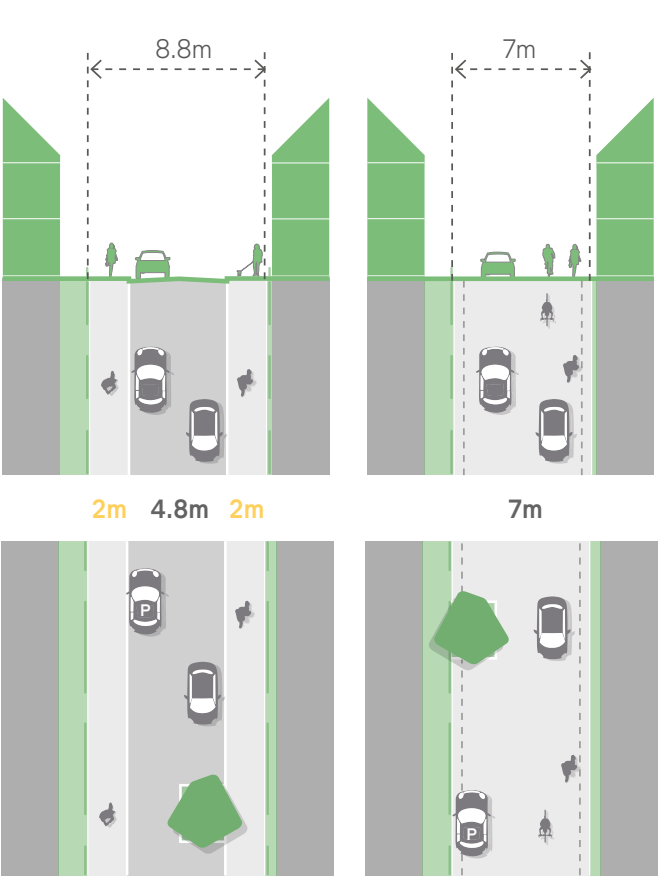
Sustainable transport corridor (STC)



Secondary street (Type 1)



Secondary street (Type 2)

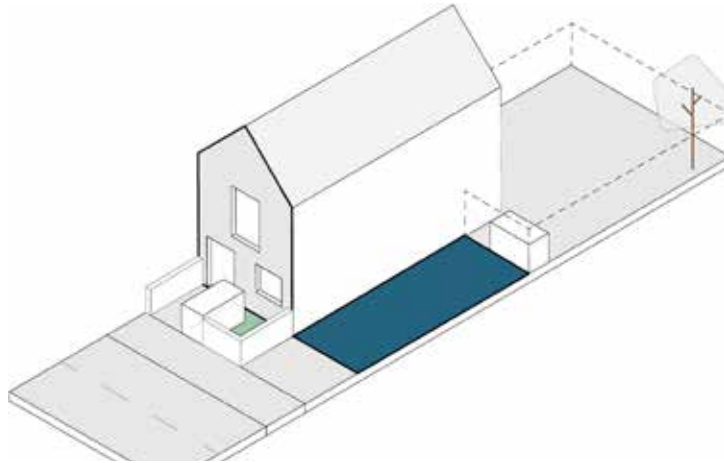


Tertiary street (Type 2 and 3)



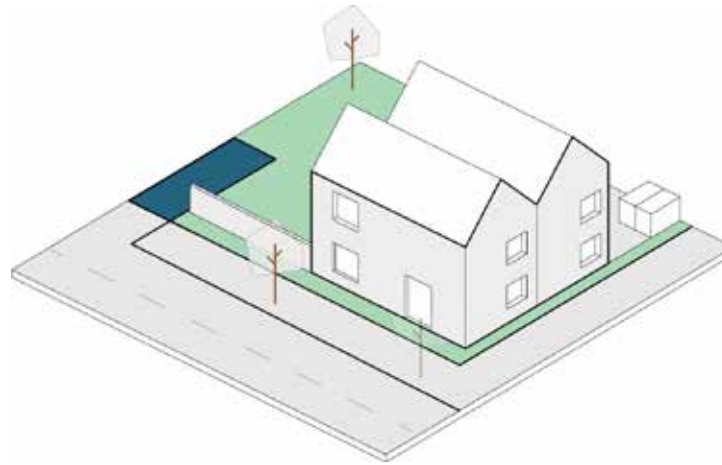
Parking and servicing

Parking Typology 1 - On-plot between dwellings



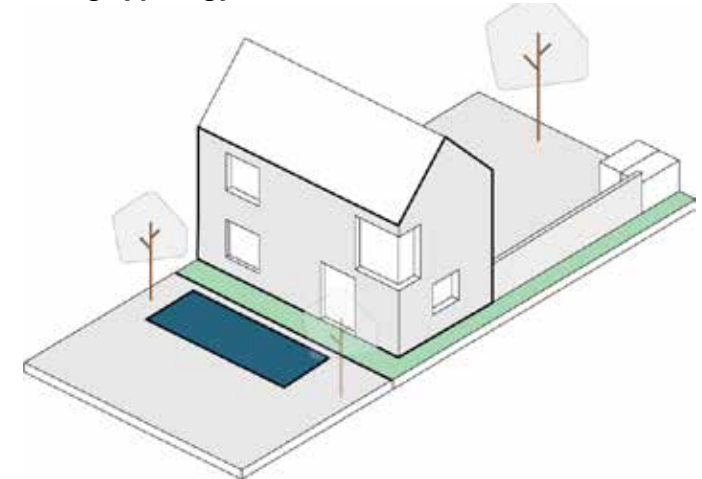
- May be uncovered, within a garage or a car port.
- Any structure must be behind the building line.
- Widths must allow circulation space past car/s

Parking Typology 2 - On-plot corner



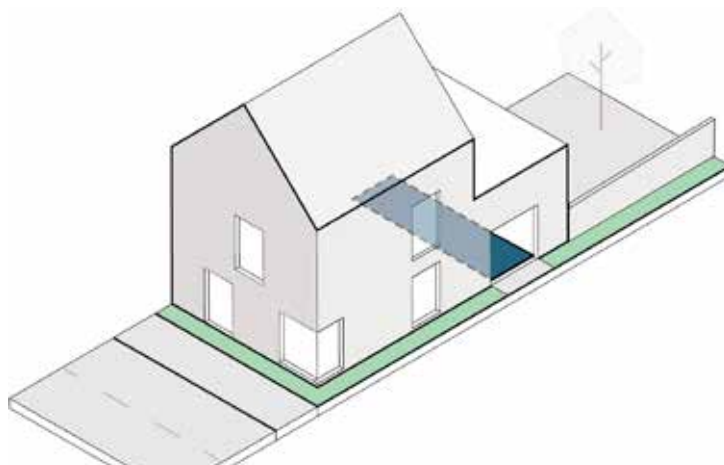
- Located on plot to the rear of the garden, enabling built form on the corners of development plots.
- May be uncovered, within a garage or a car port.

Parking Typology 3 - On-street



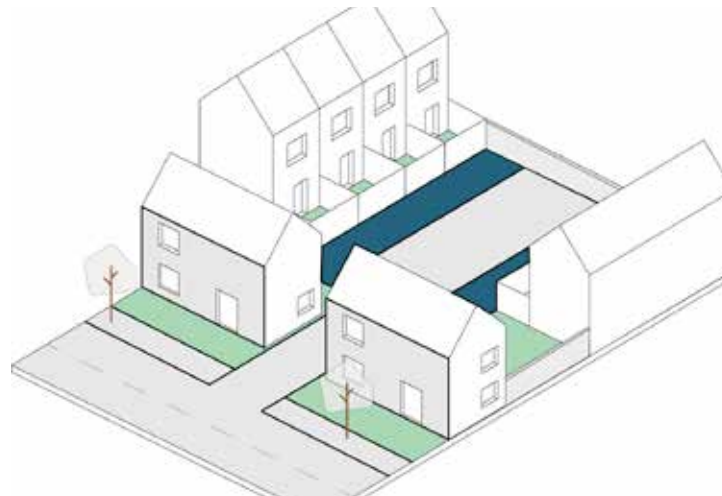
- A limited number of on street parking spaces may be acceptable but must be carefully integrated with landscaping.

Parking Typology 4 - On-plot integrated garage



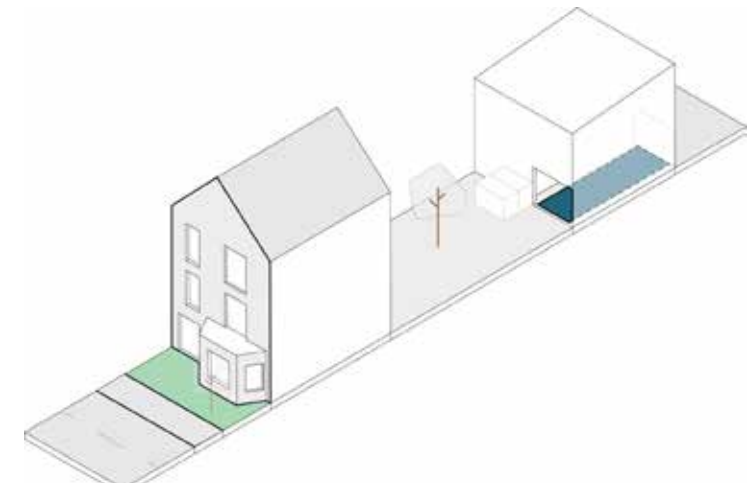
- Should be used in locations where continuous building frontage is required.
- Must meet minimum garage dimensions

Parking Typology 5 - Rear parking court



- Should be used in higher density areas where continuous street frontage is sought.
- Designs must ensure that parking courts are well overlooked by surrounding homes.

Parking Typology 6 - Rear Parking



- Must be accessed from mews street or concealed parking court to the rear of the property
- Must meet minimum garage dimensions

Parking and servicing

Approach to servicing

Where possible vehicle access and servicing is from the 'rear' via tertiary streets and resident parking areas.

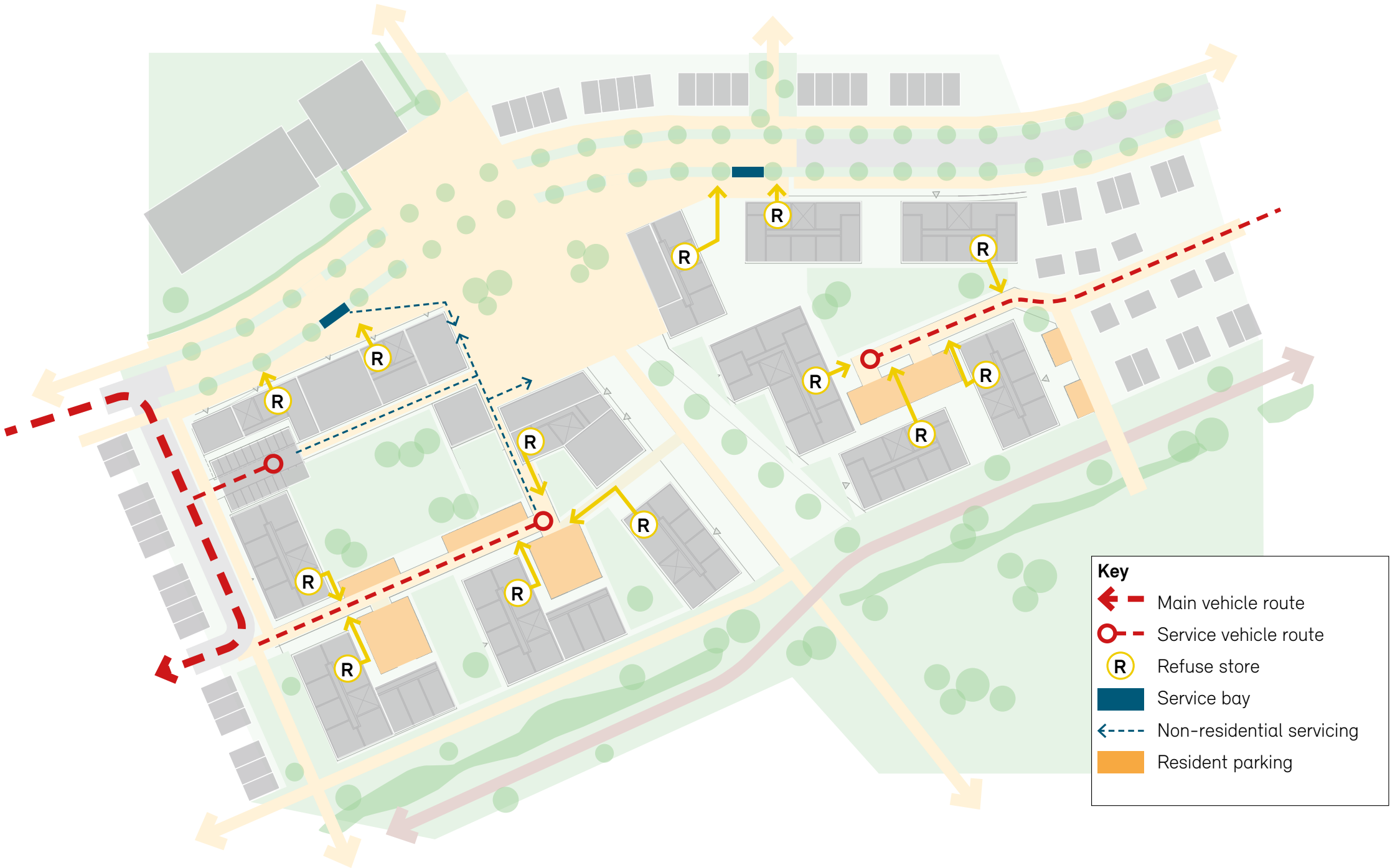
Turning heads to be integrated into parking courts.

Some blocks facing the STC require servicing from the STC through 'in-set' bays where access can be managed through signage, timed access and cameras.

Non-residential uses can be serviced in a range of ways :

- Rear parking courts
- Mobility hub parking / drop-off
- STC service bays

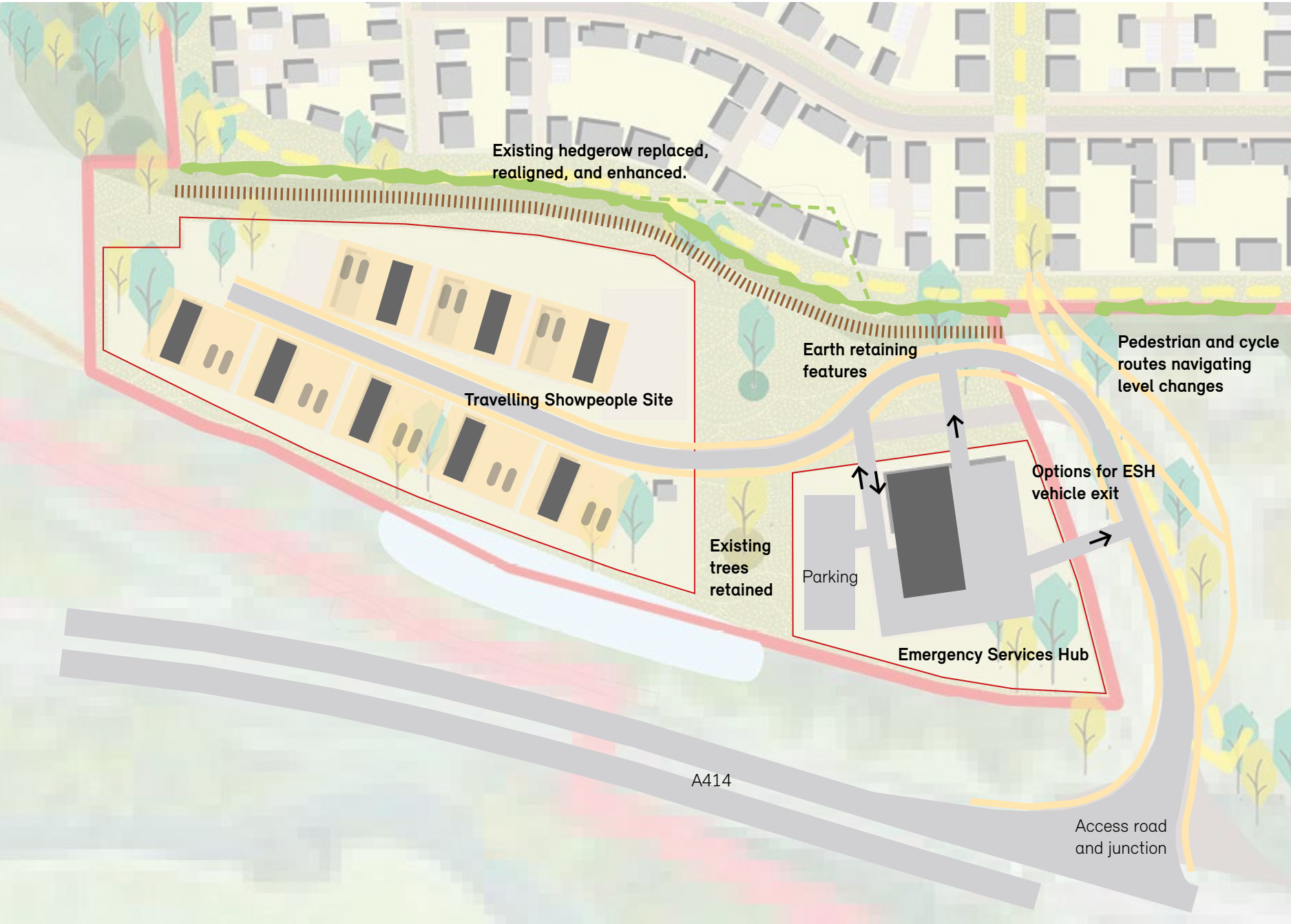
Managed vehicle access into the Village Square may be possible for set up of large events and maintenance.



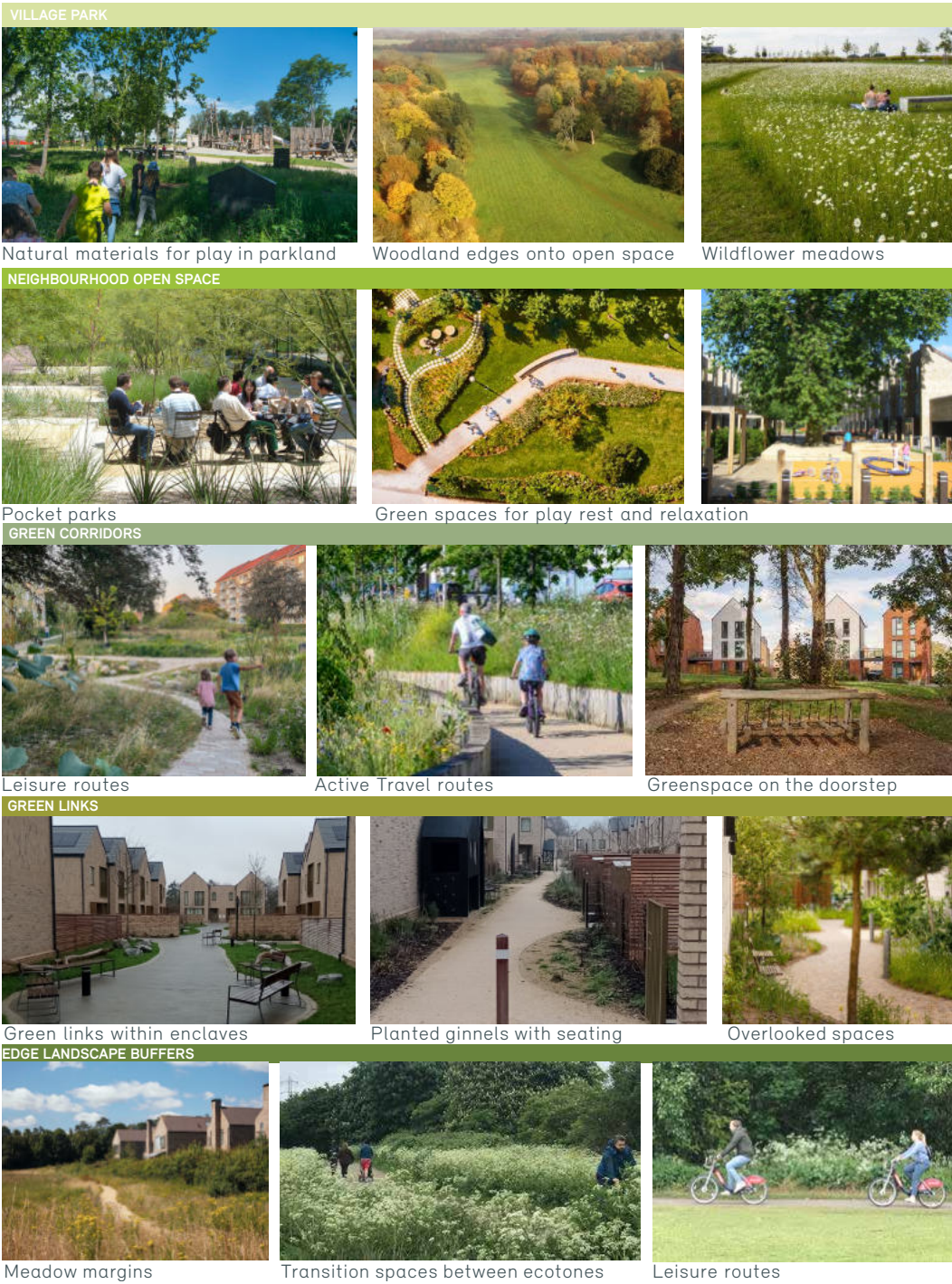
Employment zone

General

- Existing hedgerow replaced and enhanced, to reduce site level difference, and to rationalise parcels.
 - Ground retention required along northern edge of parcel.
 - Veteran tree and Cat A trees retained, and integrated into a landscaped setting.
 - Pedestrian and cycle routes connecting this parcel with the Village Centre and Stort Valley.
- ## Travelling Showpeople Site
- This layout shows the 1.5ha (8 plots) layout. Any reduction of this in future demand could allow for additional employment uses.
- Layout informed by “Travelling Showpoeple’s Sites - A Planning Focus” document by The Showman’s Guild of Great Britain.
- Minimum 6m spacing between caravans or mobile homes used for human habitation.
 - Area provided for the storage, maintenance and repair of fairground equipment.
 - Recreation area provided.
- ## Emergency Services Hub
- 0.6ha site with direct access to/from access road from the A414.
- Street-facing building, with staff parking separated from service vehicle yard.



Open space and play



Key

- Village Park
- Neighbourhood Parks
- Green Corridors
- Landscape Edge Spaces
- Central Civic Space
- Incidental Open Spaces
- Existing trees and vegetation
- Village Play
- Neighbourhood Play
- Play in SLMP Corridors



Village Park

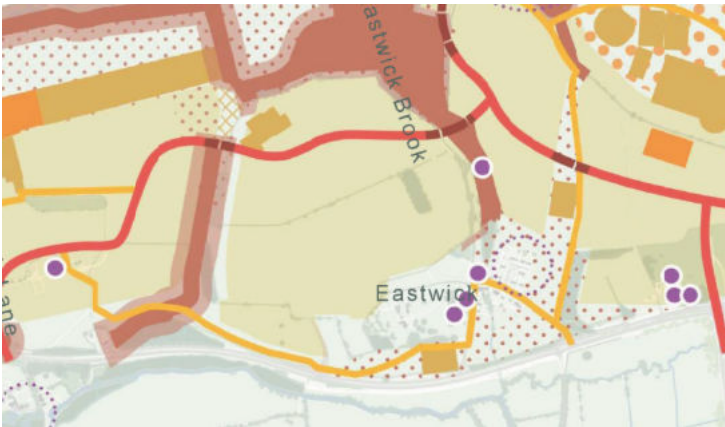
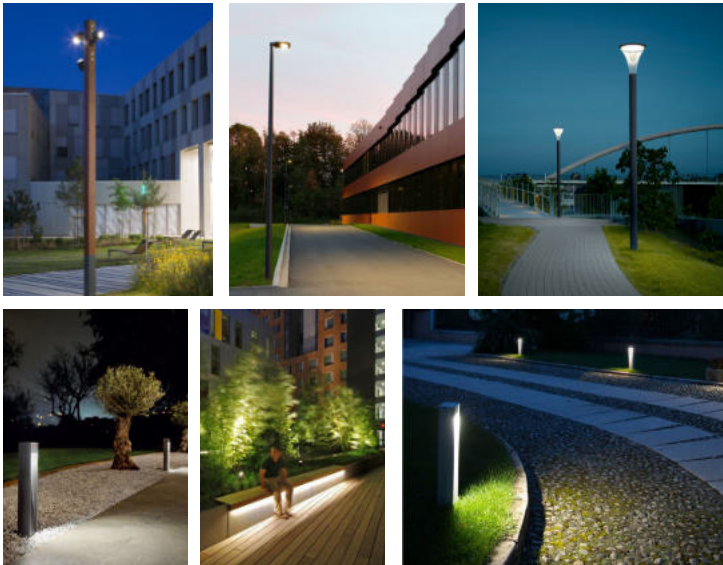
KEY
1. Belvedere viewing area
2. Water feature
3. SuDS basin
4. Village play zone
5. Realigned PROW
6. Active travel route
7. Hedges to residential frontages
8. Existing boundary hedgerow



Lighting strategy

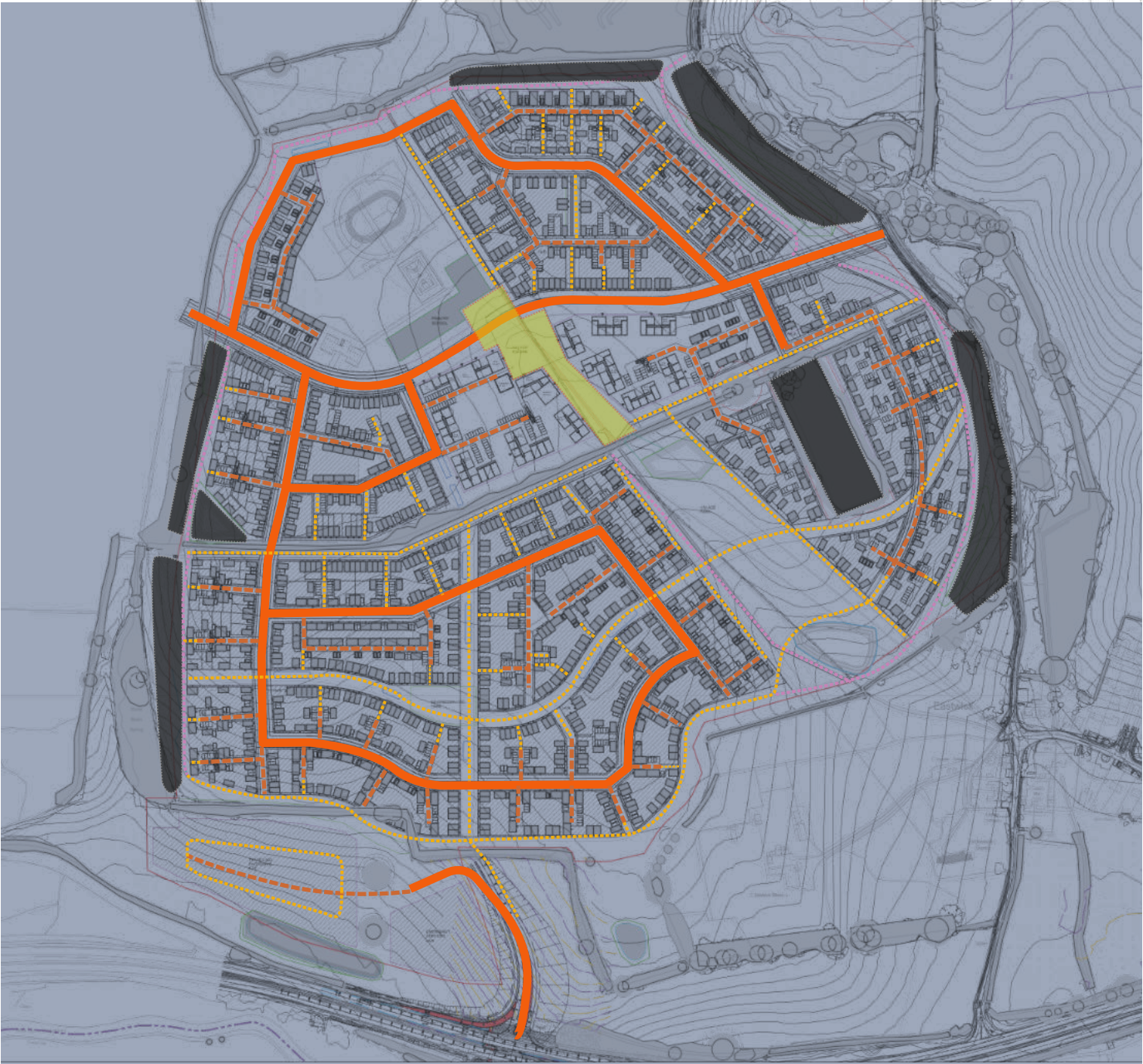
The proposed lighting strategy for the Village adopts a deliberately restrained approach, seeking to minimise the quantity, visual presence and environmental impact of public-realm lighting while fully complying with applicable safety standards and the Development Specification.

- The strategy will balance functional safety requirements with a commitment to protecting local character, reducing light pollution and safeguarding ecology.
- Street lighting supports safe movement while making a positive contribution to the Village’s public realm.
- Measures will be incorporated to limit glare, light spill and sky glow, ensuring compliance with recognised standards for obtrusive light.
- Lighting strategy will aim to reduce impacts on local ecology through appropriate light levels, controlled distribution, suitable colour temperatures and consideration of sensitive habitats and species.
- Lighting columns will be coordinated with other services to avoid unnecessary street clutter
- Artificial lighting will be excluded in locations where it is not essential for highway function, safety or user convenience



SLMP Lighting Strategy with dark corridors

- KEY
- Adopted STC and streets with column lights
 - Tertiary streets and connective routes with column light (adoption to be determined at RMA stage)
 - Connective routes with low level columns and bollard lights
 - Unlit routes
 - Public realm zone with feature lighting
 - Dark zones



Illustrative masterplan

KEY	
	Gilston Park Estate boundary
	Village 6 boundary
	Active travel route
	Green space (for detail refer to landscape plan)
	Pond
1	Village square
2	Village green
3	Primary school
4	Travelling Showpeople site
5	Emergency Services hub
6	Sustainable Transport Connection (STC)
7	Green link



Regulatory plan

KEY	
Context	
—	Village 6 masterplan boundary
Land Use	
 	Village centre including residential, commercial, nursery, community facility and mobility hub
 	Education - primary school
 	Residential
 	Employment parcel
Green Infrastructure	
 	Green corridor
 	Village park
 	Neighbourhood green
 	Landscape edge
 	Existing green infrastructure
Movement & Access	
➔	Site access points
- - ➔	Existing footpath (Public Right of Way)
- - ➔	Indicative alignment of leisure route (footway/ cycleway)
⊕	Indicative bus stop location
—	Street Type A - STC (sustainable modes only)
—	Street Type B - STC (all modes)
- - -	Street Type C - Primary street
—	Street Type D - Secondary street
↔	Street Type E - Tertiary street & cross parcel permeability (indicative alignment)
➔	Access point: fixed location (for access to minor street, +/- 10m flexibility of location permitted)
PS	Indicative location of foul water pumping station
SS	Indicative location of substation
P	Indicative school parking
Residential Built Form & Non-Residential Built Form	
✱	Marker buildings
✱	Landmark buildings
★	Village square
—	Indicative mixed use frontage
—	Indicative school frontage

