



Barratt
Redrow

Gilston Villages 5 & 6

CWG 3

16 June 2026



18:00 – 18:30 – Arrival

18:30 – 18:35 – Introductions

18:35 – 18:45 – Village 5 update

18:45 – 19:30 – Group discussion – Village 5

19:30 – 19:35 – Break

19:35 – 19:45 – Village 6 update

19:45 – 20:30 – Group discussion – Village 6

20:30 – 20:40 – Reporting back on key themes raised

20:40 – 20:45 – General round up, next steps and Q&A



The applicant



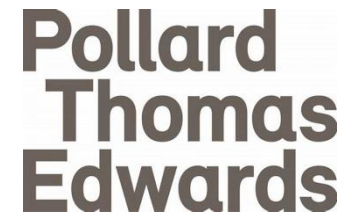
*Village 5 architect and
masterplanner*



Planning consultant



*Village 5 landscape
architect*



*Village 6 architect and
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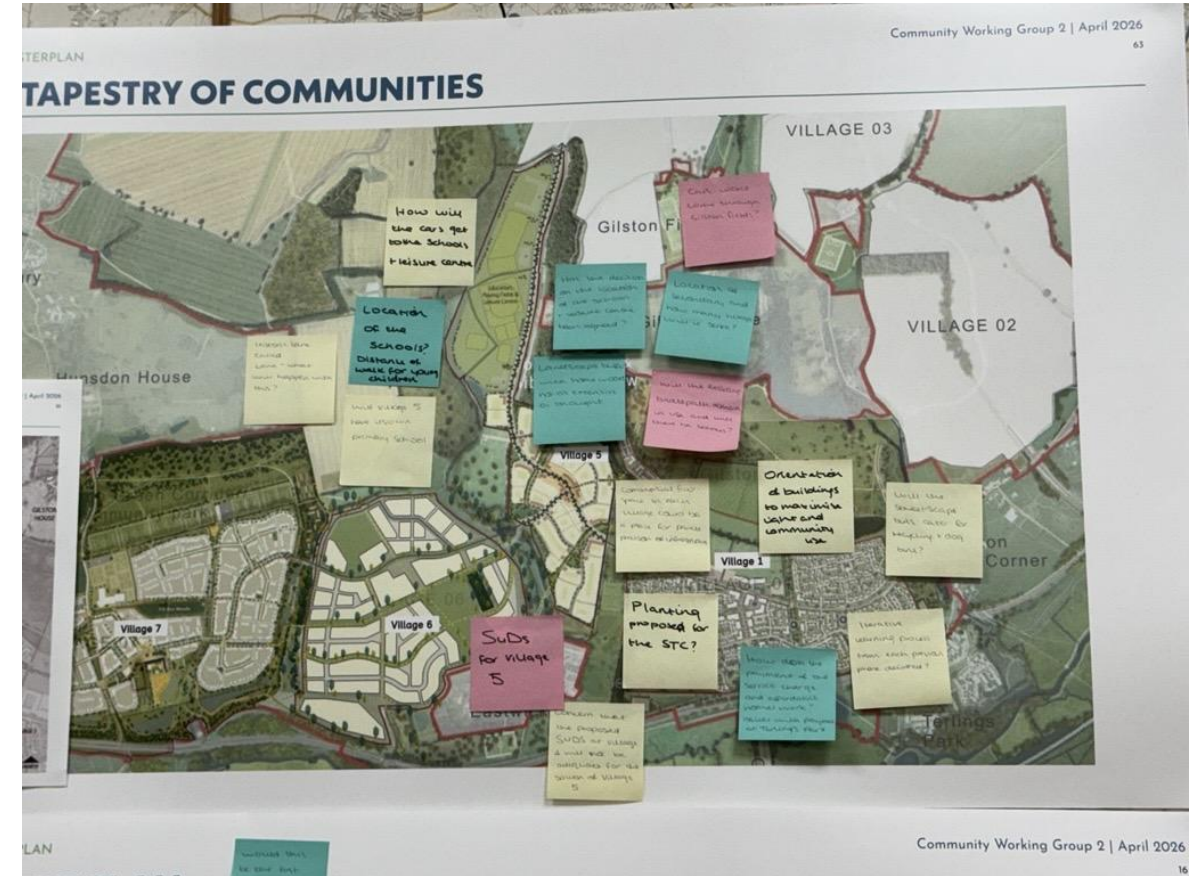
*Communications and
engagement consultant*



*Village 6 landscape
architect*

Village 5 update

FEEDBACK AND RESPONSE FROM CWG 2



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Strong positives

CWG mentioned the like:

- Variety of green spaces and landscaping that respond well to the existing landscape
- Good approach to connectivity and easy, pleasant walking routes between villages and to Eastwick, promoting community interaction and accessibility.
- Presence of community gathering spaces and village centre.
- Green corridors and natural shade for outdoor enjoyment.
- Emphasis on safety and accessibility
- Diversity of housing styles and open spaces
- Strategic future-proofing for schools and community facilities ensuring sustainable growth.
- Protection and celebration of unique features like Home Wood, moated sites, and historic landmarks, preserving local heritage.
- Maintaining existing footpaths and rights of way to support leisure and connectivity.

Further considerations

CWG asked:

- Village centre character could have more distinctive character and clearer articulation.
- Some questions about parking management and service charges for affordable homes.
- Attention needed on ensuring sustainable drainage and smooth traffic flow, particularly near schools and leisure centre.
- A few suggestions to further minimise building heights in central areas to avoid overshadowing.
- Consider youth facilities.

Our Response:

- The village centre is thoughtfully reshaped to introduce a vibrant civic space that foster community interaction.
- Provide opportunities for outdoor markets, seating areas, play zones, and other activities that encourage gathering and social engagement.
- A diverse mix of shops tailored to meet local needs
- A variety of parking arrangements and typologies will be provided to accommodate different users.
- Green and blue infrastructure will be integrated throughout the village centre, including SUDs.
- Building orientations will be strategically designed to maximise natural light while minimising overshadowing.
- Uses to consider different ages groups



Village 5 presentation and discussion

Village 5 – Updated Framework – Illustrative Masterplan



Village 5 – Draft regulatory plan

Key

Boundaries

- Village 5 Masterplan Boundary
- SLMP alternative location for secondary school sports pitches

Land Use

- Residential
- Village Centre including residential and minimum 500sqm commercial/employment uses and nursery / creche
- Secondary school
- Secondary school sports pitch expansion land
- Primary school with nursery
- Leisure Centre
- M Mobility hub indicative location

Green Infrastructure

Strategic Landscape Elements (refer to SLMP)

- Village Park – minimum 1,0ha
- Community Sports Zone
- SLMP Play Provision
- Community Food Production

Village 5 Green infrastructure

- Neighbourhood Greens – minimum 2,000sqm to be provided within c. 400m radial distance from homes.
- Neighbourhood Play Space – minimum 625sqm and within c. 250m walk distance from homes
- Green corridor west: From the Valley to the Woods
- Green corridor east: Active link
- Gateway green space
- Open green space with biodiversity focus

Blue Infrastructure

- Proposed attenuation feature (Indicative shape and size)
- Proposed swales (Indicative alignment)

Movement and Access

Access

- Site access points for_STC (all modes)
- Vehicular access point to minor street (fixed location with +/-10m flexibility of location permitted)
- Vehicular access point to school (fixed location with +/-10m flexibility of location permitted)

Street Hierarchy

- Street Type A - STC (sustainable modes only)
- Street Type B - STC (all modes)
- Street Type C - Primary Street (all modes)
- Street Type D - Secondary Street (Indicative alignment)
- Street Type E - Tertiary Street & Cross Parcel Permeability (Indicative alignment)
- Street Type F - Minor Streets & Off-Plot Parking Courts within Parcel (Indicative alignment)
- Filtered Pedestrian Movement within Parcels

Bus stops indicative location

Active Travel Network

- Existing footpath (Public Right of Way)
- Existing bridleway (Public Right of Way)
- Existing footpath (Public Right of Way) to be diverted
- Indicative alignment of rerouted footpath (Public Right of Way)
- Indicative alignment of rerouted track
- Indicative alignment of leisure route (footway/cycleway)
- Indicative alignment of secondary school sports route (restricted access for pedestrians and field maintenance vehicles)

Residential Built Form

- ✱ Landmark Buildings
- ✱ Marker Buildings
- Key Frontages
- Indicative Edge Planting - refer to Character Area 1

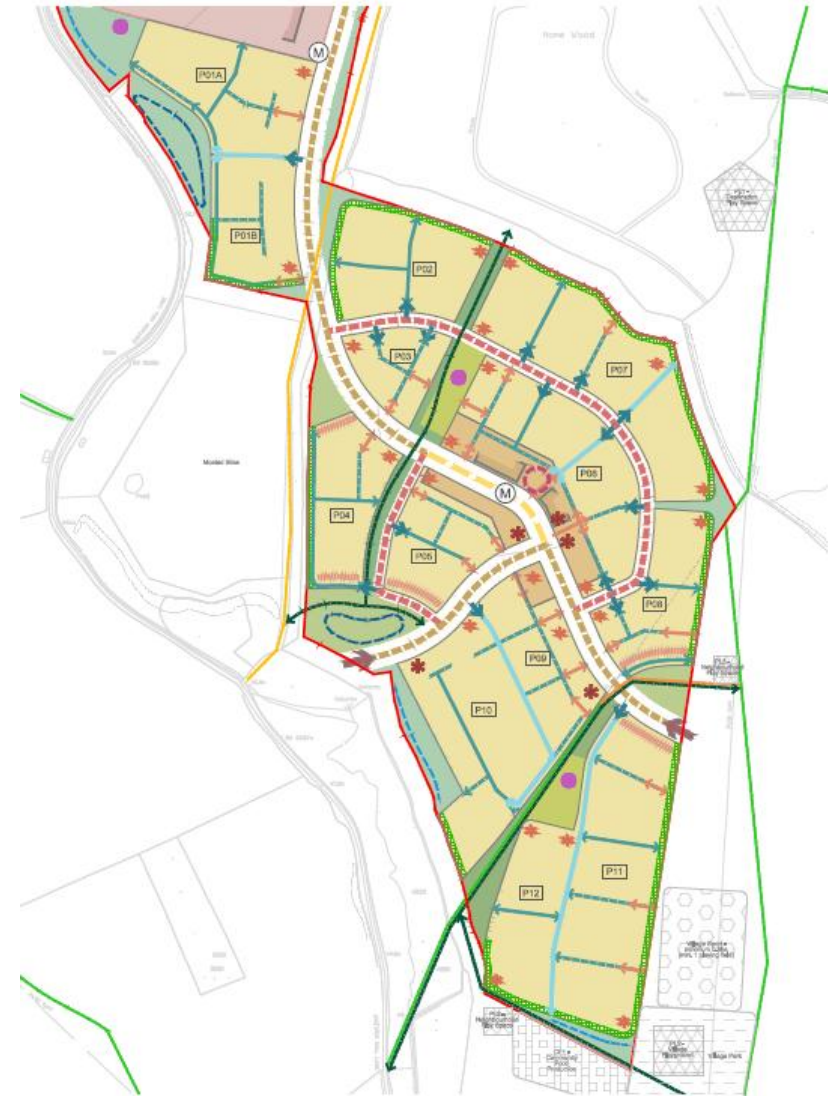
Non Residential Built Form

Design Principles for Mixed Uses

- V Village Square
- Indicative mixed use frontage

Design Principles for the Education and Leisure Land

- Indicative school frontage
- Indicative leisure centre frontage
- P Indicative parking location



Residential land to the south

Village 5 – Draft regulatory plan

Key

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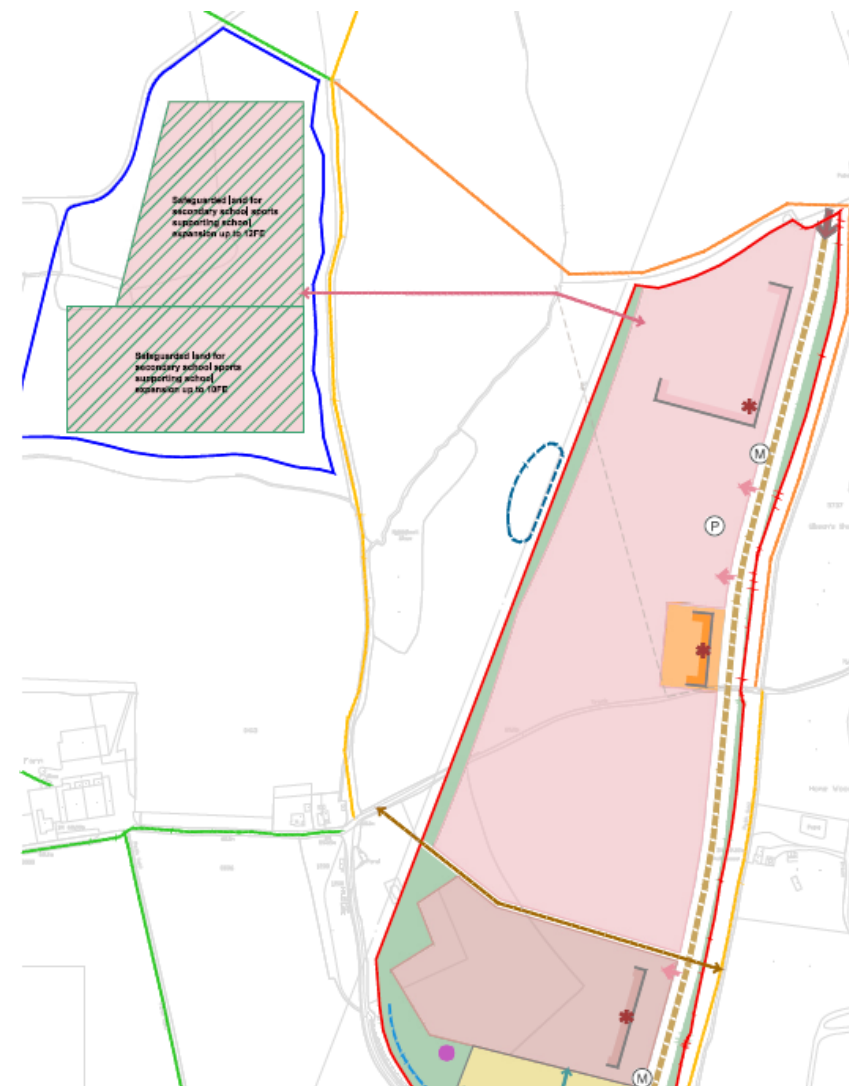
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Design Principles for the Education and Leisure Land

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- Indicative leisure centre frontage
- P Indicative parking location



Educational land to the north

Village 5 – Preferred approach – education and leisure land

SPORTS PROVISION

- The layout of the sports pitches is illustrative only and safeguards the maximum land take required to expand up to 12FE.
- The 8FE school requires a grass athletics track. With land around the school building safeguarded for expansion, a non-standard design approach is required to provide an athletics track at 8FE. This could be around a sports pitch or as a short track and running trail. (Please refer to the preferred option plan) ---->

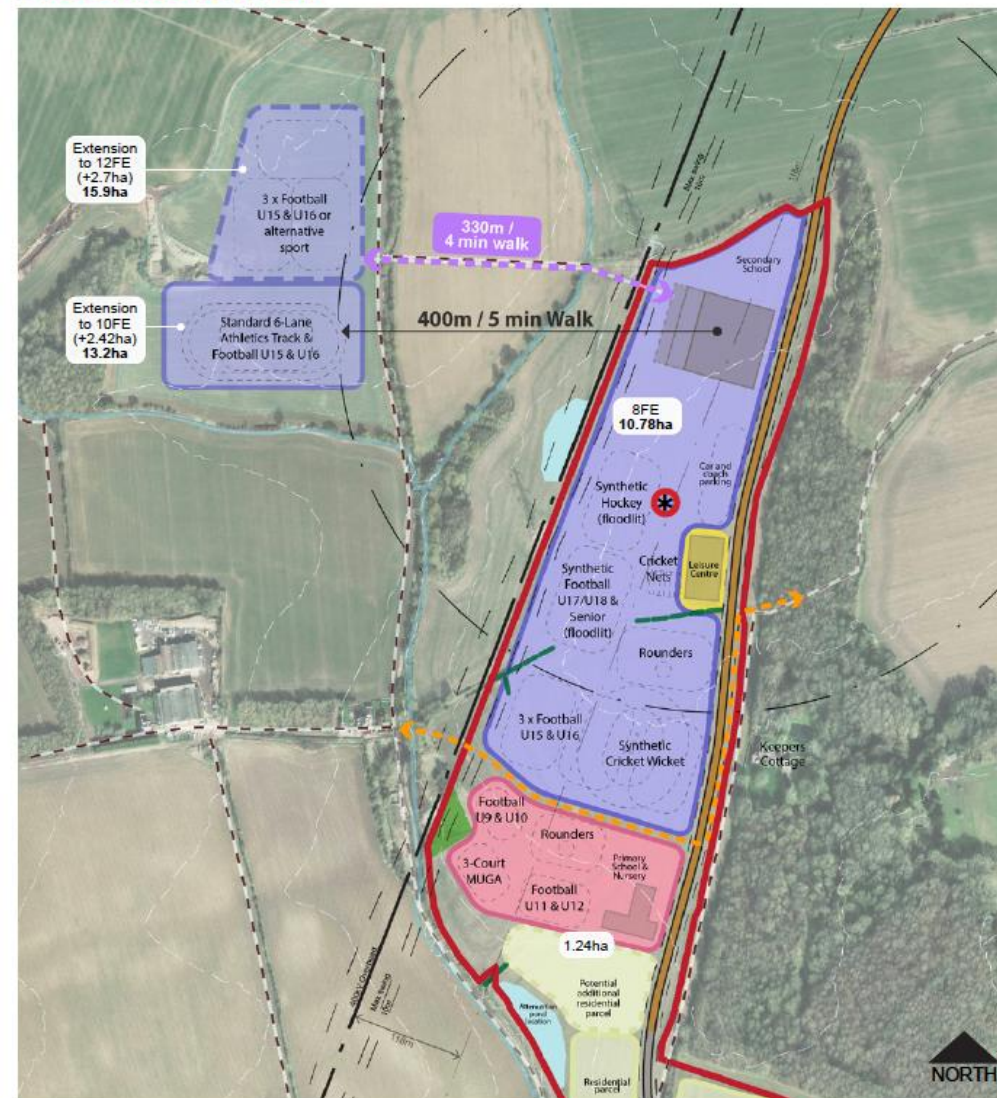
ILLUSTRATIVE MASTERPLAN



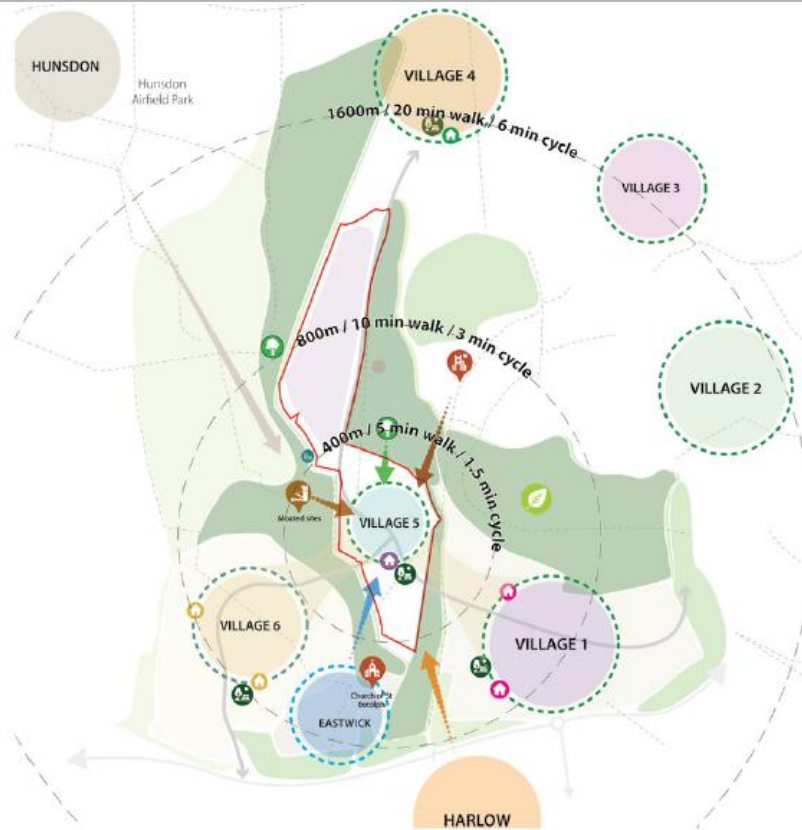
- 3FE Primary School + Nursery Site (2.92ha)
- Sports and Leisure Centre Site (0.4ha)
- Secondary School Site
- Potential additional residential parcel
- Proposed residential land
- Public Right of Way
- Active travel route (OPP)
- Proposed diverted access route
- Potential school sports access

Secondary School Size	Sixth form pupils	Total school capacity	Required built area - GIA	HCC site area
8FE	336	1536	12,858m ²	10.78 ha
10FE	480	1980	16,118m ²	13.2 ha
12FE	504	2304	18,436m ²	15.9 ha

PREFERRED OPTION

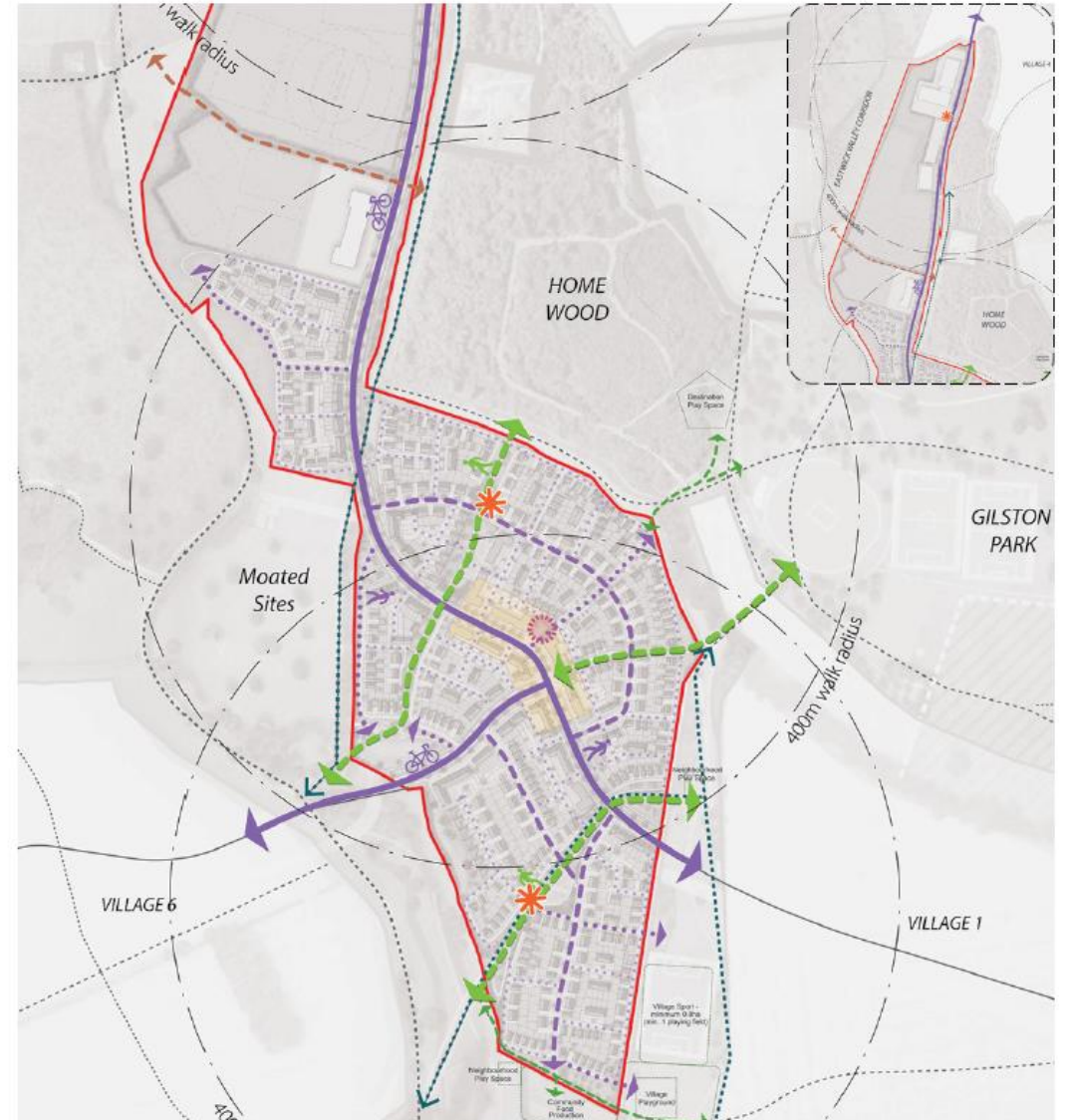


Village 5 – Active travel & leisure routes



KEY

- Boundary Line - Village 5
- Sustainable Transport Corridor - Key active travel
- Key green link - Key leisure routes
- Secondary movement
- ... Tertiary movement
- ... Parcel permeability
- Diverted track
- * Illustrative locations of local mobility hub
- Development within 400m walk distance



Village 5 – Emerging landscape plan

Village 5 Landscape Vision

- Distinctive framework that creates structure for the masterplan
- Provides opportunities for amenity and activity, facilitates connections and movement
- Enhances the natural environment through the integration of sustainable drainage, new habitats, and planted corridors.
- The character of Village 5 is heavily influenced by its landscape boundaries - Home Wood, the Eastwick Valley, established hedgerows, and the proposed landscape of the SLMP.
- Network of new landscape edges, corridors and spaces for development to orientate towards
- Naturalistic approach to planting rather than formal avenues and regular lines of trees.
- The landscape character will be influenced by the existing context, with the new green structure using a naturalistic approach to planting
- Corridors that will vary in width and function to create a continuous and dynamic framework
- The landscape through the Education Zone will provide an appropriate setting, community uses, new places for habitat and wildlife.



Village 5 – Green infrastructure

Green Infrastructure components

Existing Features

- Moated site 
- Existing Trees, hedges and woodland 
- Veteran Trees 
- Existing main watercourse 
- Existing minor watercourse 

SLMP Elements

- Play Areas 
- Allotments 

Village Corridors



- Corridor 1 - 'Eastwick Valley' to Home Wood
- Corridor 2 - Public Right of Way (PRoW)

Neighborhood Greens

- Home Wood Neighbourhood Green 
- Eastwick Valley Neighbourhood Green

Gateway Greens



- North Gateway - Woodland
- West Gateway - Wetland
- East Gateway - Edible

Tertiary Landscape Space



Sensitive Landscape Edges



- Home Wood
- Eastwick Valley

Edge to SLMP amenity



Green Streets



STC



Neighbourhood Play Area



Local Centre



Community growing space



Community orchard



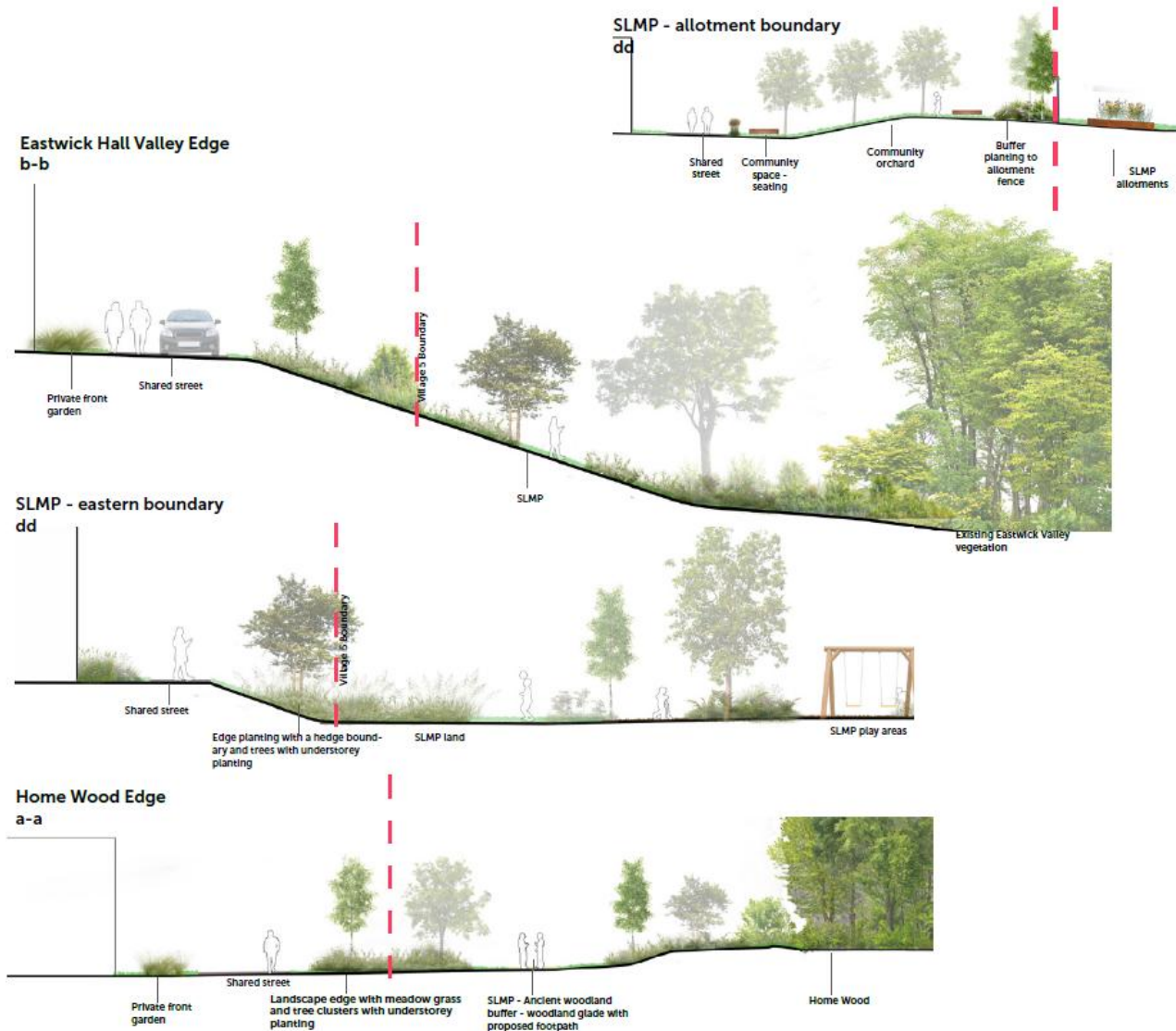
Existing Bridleway



Existing PROW



Village 5 – Edges and buffers



Village 5 – Home typologies

PRECEDENTS



DETACHED (EXAMPLE ALONG EDGES)



DETACHED WITH SIDE GARDEN (EXAMPLE ALONG EDGES)



SEMI-DETACHED (EXAMPLE ALONG PRIMARY ROAD)



Village 5 – Home typologies

PRECEDENTS



SEMI-DETACHED OR TERRACES (EXAMPLE ALONG MEWS)



SEMI-DETACHED OR TERRACES (EXAMPLE ALONG MEWS)



LINKED HOUSES/INTEGRATED GARAGE/PARKING



Village 5 – Home typologies

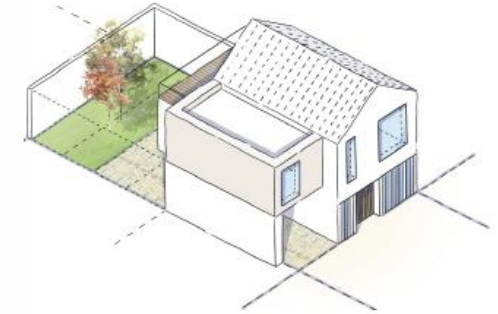
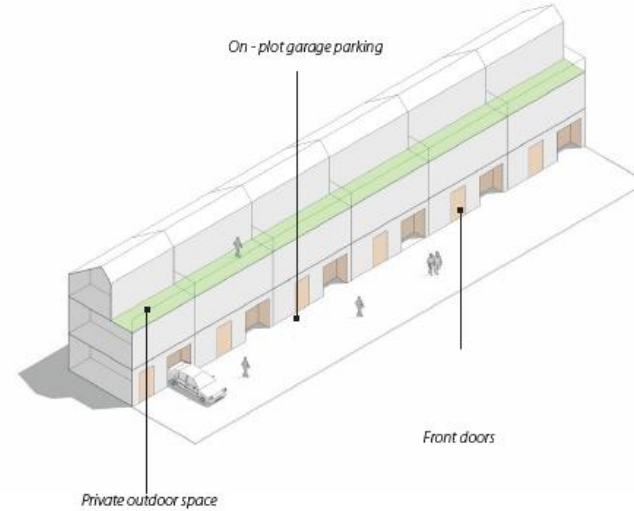
PRECEDENTS



APARTMENT BLOCKS - POTENTIAL FOR NON-RESIDENTIAL GROUND FLOOR IN VILLAGE CENTRE



VARIATION OF MEWS TYPOLOGIES



Village 5 – Character areas

Elements that define a character area

CHARACTER AREAS

BUILT FORM AND ARCHITECTURE



- Built form and massing.
- Homes typologies.
- Townscape approach.
- Colour palette.
- Block typology.

FRONTAGES AND EDGE TREATMENT



- Frontages
- Facade alignment.
- Overlooking and views

LANDSCAPE AND PUBLIC REALM



- Streetscapes
- Private amenity
- Public open space

Village 5 – Character areas

EDGES TO NATURE - HOME WOOD, EASTWICK VALLEY & VILLAGE CORRIDOR



Location plan

CHARACTER INFLUENCES / PRECEDENTS



Landscape edge treatment adjacent to nature

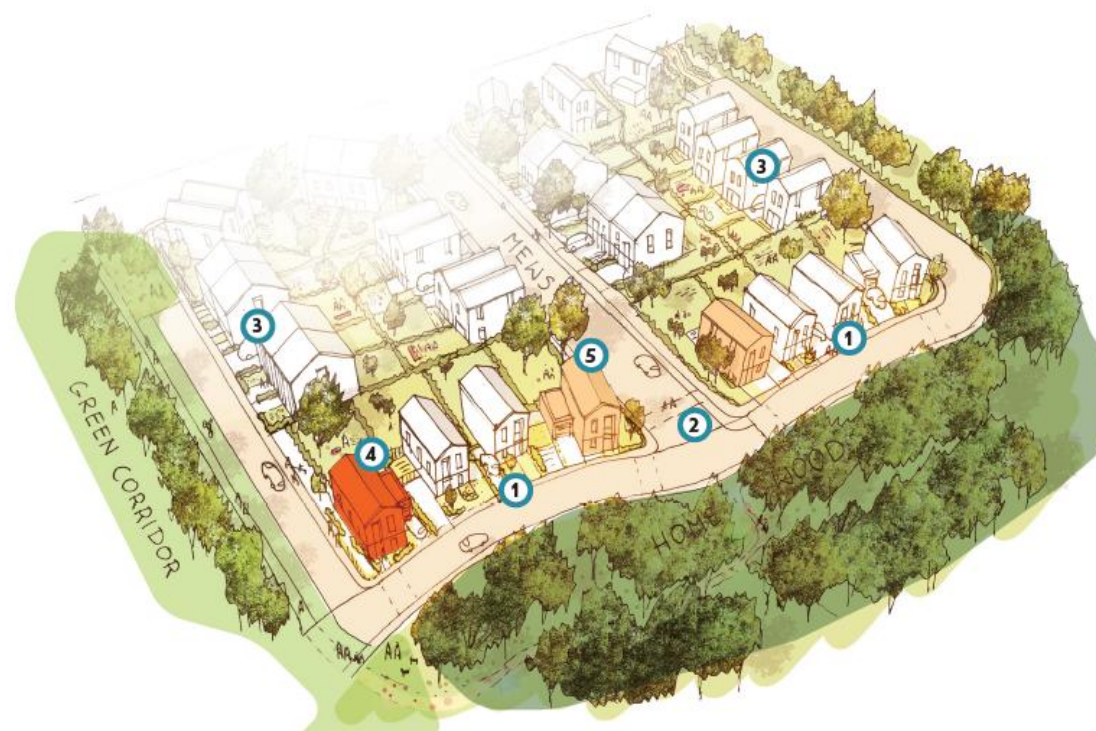


Landscape edge treatment with lane



Example of homes interfacing with an existing green edge.

- 1 **Maximise views** to surrounding woodland and open spaces from homes – **primary frontages towards landscape edges.**
- 2 **Pedestrian friendly mews and lanes** with access to **on-plot parking.**
- 3 **Organic and/or stepped frontage** character to ensure sensitive interface with landscape.
- 4 **Secondary focal points and marker buildings** along Green Corridor.
- 5 Buildings that **aim for wayfinding** with change of materiality and/or typology along the street – optimise active frontages in corner locations.



Village 5 – Character areas

VILLAGE CENTRE & STC



Location plan

CHARACTER INFLUENCES / PRECEDENTS



Illustrative sketch of village centre, plaza and STC



Kilnwood Vale local centre illustrative sketches



Keymer Tile Works (King's Weald)

- 1 Key marker buildings and focal points along key routes – aid for wayfinding and to define centre.
- 2 Opportunity for **spill out zone and extended public realm** around non-residential uses.
- 3 Majority of the **STC within local centre for sustainable modes only**.
- 4 Opportunity for **leisure route and pedestrian connectivity** to centre.
- 5 Rear parking courts to all buildings on STC – enclosed by built form and with landscape features. Potential limited visitors parking to local centre.



Village 5 – Character areas

VILLAGE CENTRE & STC



Illustrative plan of applied designed rules in the Village Centre

A VIBRANT COMMUNITY



GATHERING



RELAX & RECHARGE



CONNECT



ENJOY!



BUILT FORM

- Apartment blocks
- Non-residential ground floor
- Primary corner features
- Secondary corner features
- Non-residential active frontage
- Residential active frontage

LANDSCAPING

- Public Plaza
- Soft landscape buffer
- Proposed green corridor
- Residential front gardens/Defensible space

ACCESS & MOVEMENT

- STC - Sustainable modes only
- Footway
- Key pedestrian route
- Residential entrance
- Rear parking courts

Village 5 – Character areas

VILLAGE CENTRE & STC



Village 5 – Character areas

COMMUNITY STREETS



Location plan

CHARACTER INFLUENCES / PRECEDENTS



Illustrative sketch



Trumpington Meadows (Barratts Eastern Counties)



Alconbury Weald (Urban and Civic)

- 1 Apartment block marks **key corners** and strategic street junctions
- 2 Parking to be on-plot and parking court for apartment blocks to be kept off from primary road.
- 3 **Active frontages and alignment** from terraces and/or semi detached homes along primary road.
- 4 Access to mews and tertiary streets – could be combined with landscaping and leisure routes.



Village 5 – Character areas

VILLAGE ARRIVAL



Location plan

CHARACTER INFLUENCES / PRECEDENTS



Smaller Apartment building and houses framing a focal and memorable open space



Frontage framing the open space



A distinctive frontage overlooking vibrant and functional open space

- 1 Strong regular frontage (crescent style) of aligned homes to frame open spaces..
- 2 Apartment block as **marker building** that aid for wayfinding.
- 3 Front gardens and defensible spaces without car parking allow for **additional landscaping**.
- 4 Shared surface and/or safe crossing for **pedestrian priority** crossing STC.
- 5 Celebrate transition between the villages and celebrate entrance to Village 5 – **linkage with village corridor**.



Village 5 – Character areas

GREEN CORRIDORS



Location plan

CHARACTER INFLUENCES / PRECEDENTS



Houses overlooking an active green corridor



Active frontage and passive surveillance along a green corridor



Well overlooked narrow sections of green corridors

- 1 Marker buildings at green corridors traversing the STC **enhance wayfinding and signify transitions in character.**
- 2 Adjacent mews and farmsteads create direct **pedestrian access into the green corridors.**
- 3 **Active frontages** from homes overlooking the landscape and green routes.
- 4 Pedestrian and cycle movement, including PRoW set within the green corridors – **linking open spaces** within and outside the village.
- 5 Neighbourhood play provision and community gathering spaces.



Village 5 – Character areas

MICRO-COMMUNITIES



Location plan

CHARACTER INFLUENCES / PRECEDENTS



Creation of a homely feel and strong opportunities for social interaction



Sense of enclosure and built form variation



Shared space, green character and farmstead plot arrangement

- 1 Opportunity for stepped frontage and **setback** creating a more informal street scene.
- 2 Opportunity for **terminating vistas** to focal building or green landscape views.
- 3 Any side elevations should consider **positive frontage** onto mews/tertiary streets from corner typologies.
- 4 Opportunity for landscape and **pockets of open space** set within smaller parking arrangements.
- 5 Gardens and additional planting in the tighter urban form add to a **green street environment** and sense of community.



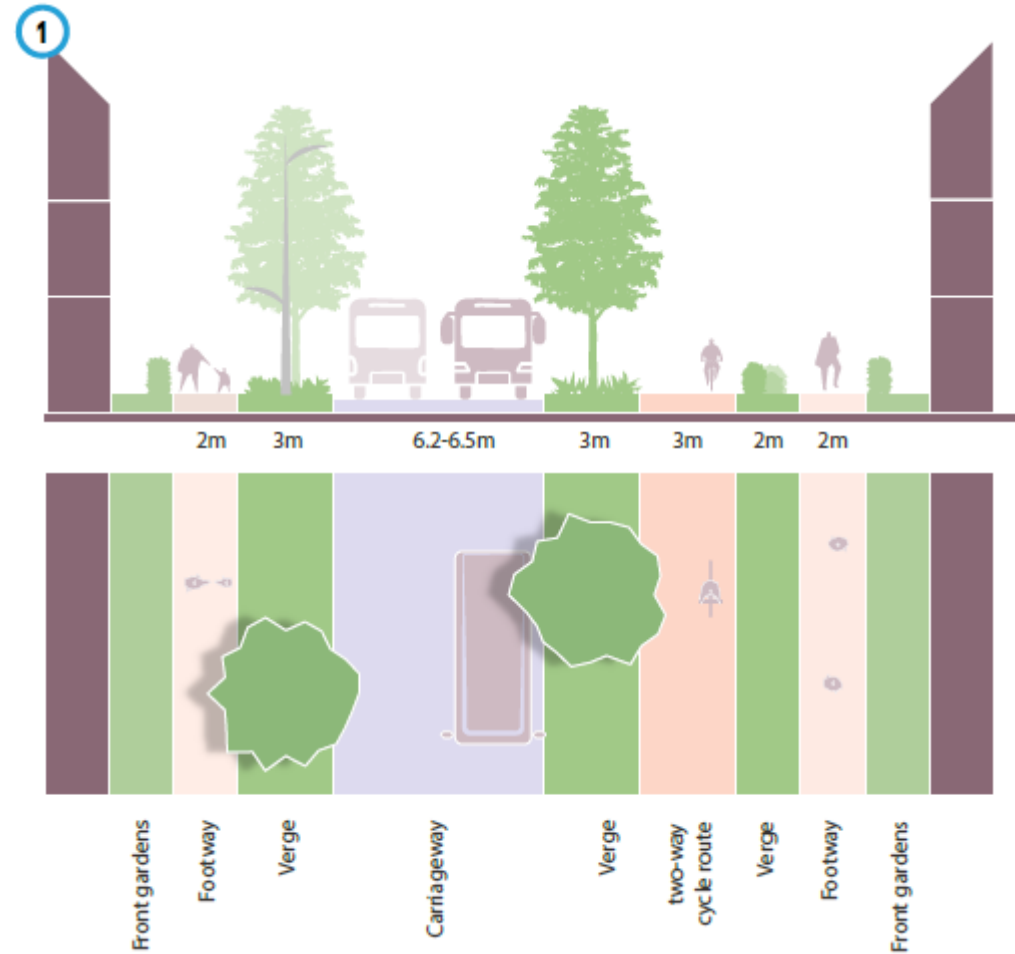
THE MEWS



THE FARMSTEAD

Village 5 – Movement & street types

STREET TYPE - STC ALL MODES



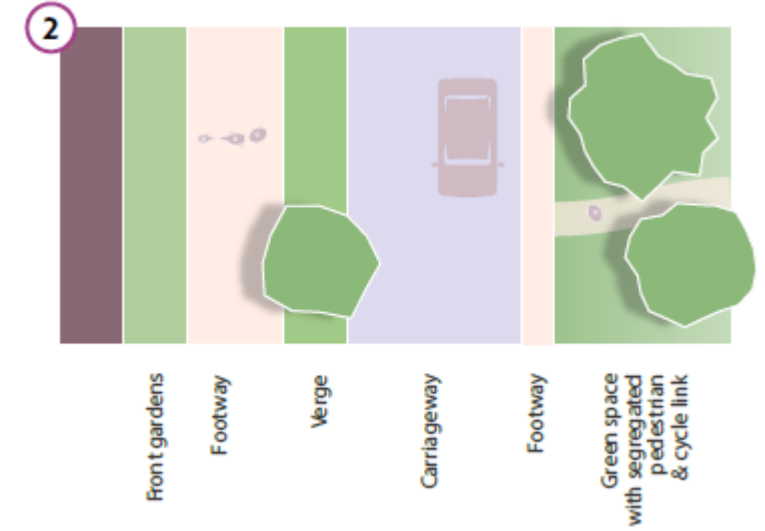
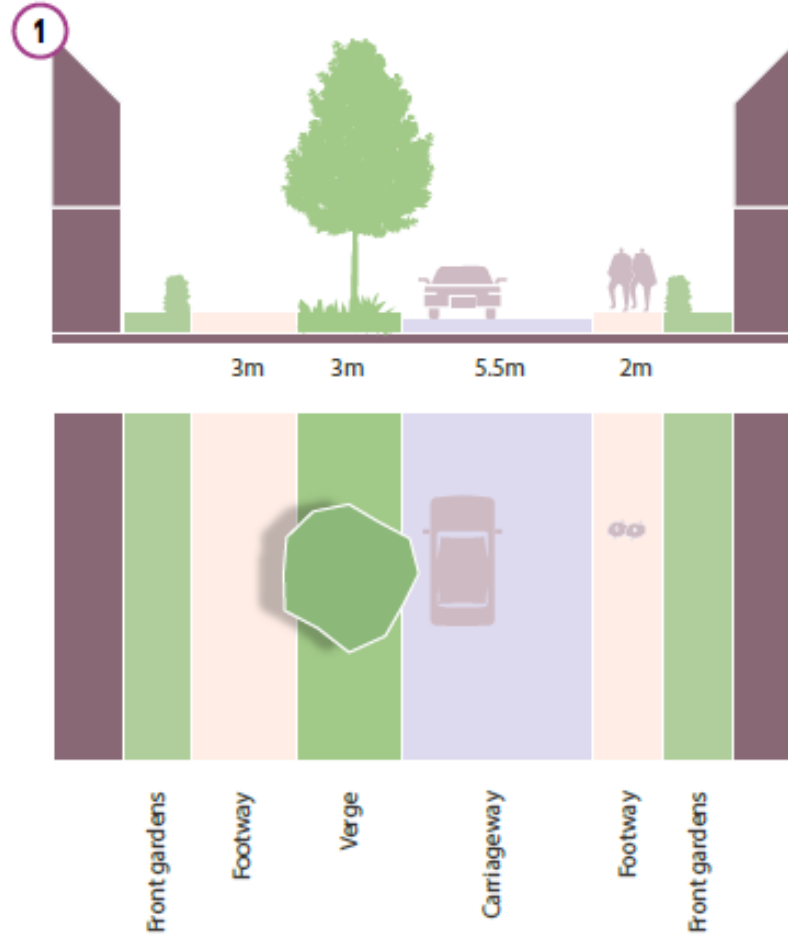
Village 5 – Movement & street types

STREET TYPE - STC SUSTAINABLE MODES



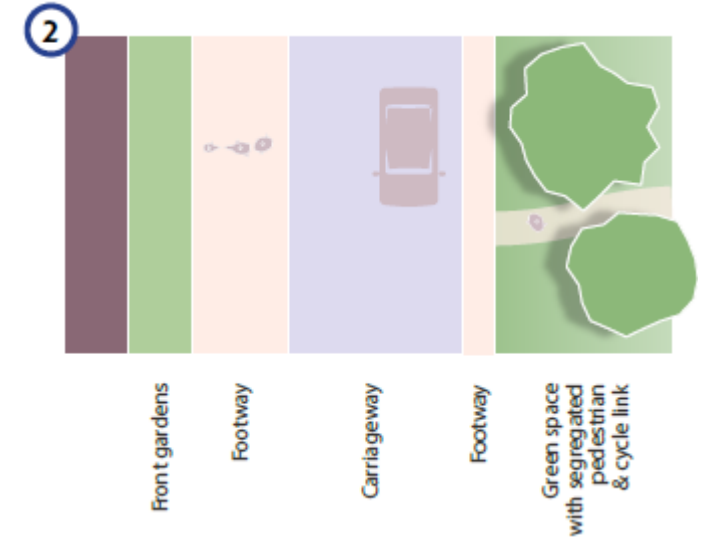
Village 5 – Movement & street types

STREET TYPE - PRIMARY



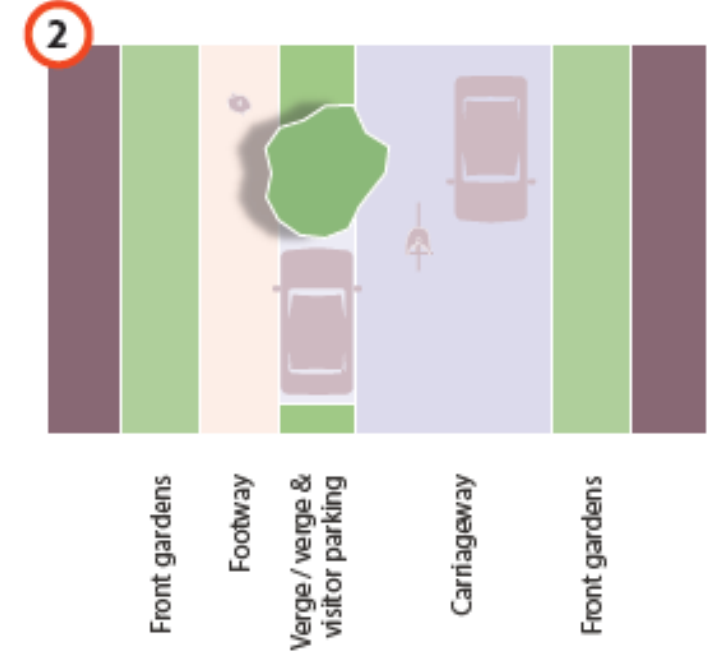
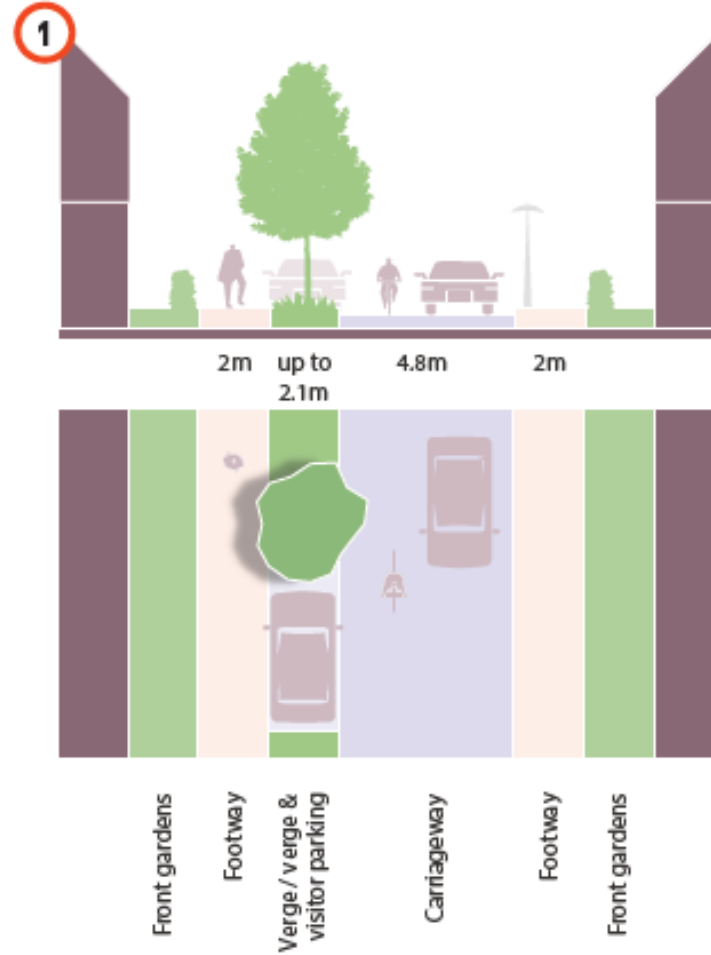
Village 5 – Movement & street types

STREET TYPE - SECONDARY



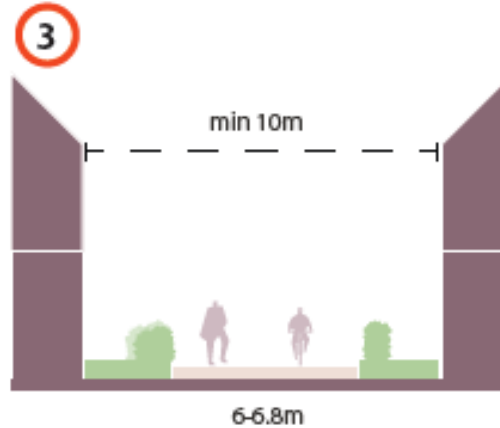
Village 5 – Movement & street types

STREET TYPE - TERTIARY



Village 5 – Movement & street types

STREET TYPE - TERTIARY SHARED SURFACE



Front gardens /
defensible space

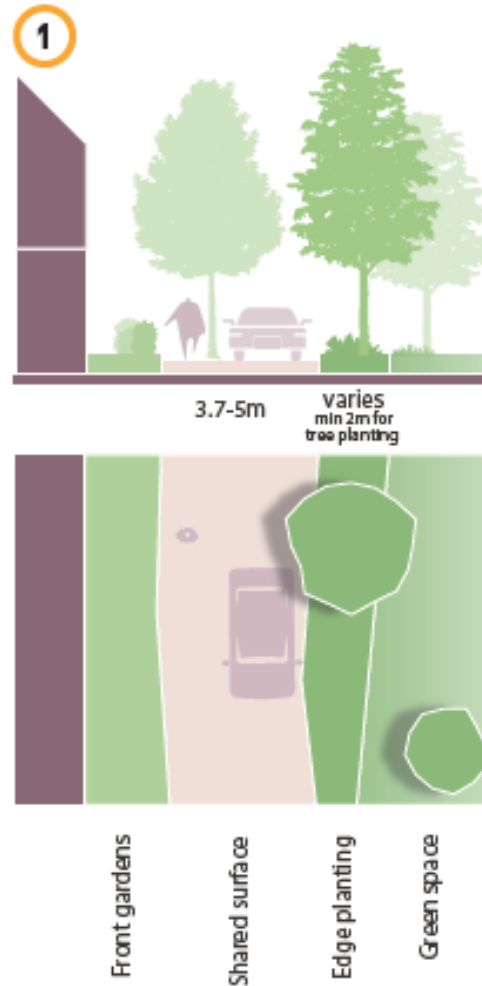
Shared surface

Front gardens /
defensible space



Village 5 – Movement & street types

STREET TYPE - TERTIARY LANES



Break

Village 6 update

CWG-02





Village 6

CWG-02



Village 6

CWG-02

Village centre, character and community life

Ensuring key spaces are appropriately scaled, well-designed and socially inclusive, with concern about height, density and maintaining a village character. There was also emphasis on community governance and stewardship.

Movement, connectivity and transport integration

How Village 6 connects internally and externally, with particular emphasis on the STC, road hierarchy and how movement between villages, employment areas and key destinations will function in practice.

Landscape, green infrastructure and drainage

Strong support for the landscape-led approach, with particular emphasis on drainage, multifunctional green infrastructure and integrating nature into everyday spaces. Concern raised about long-term resilience and maintenance.

Parking, servicing and everyday function

Concern about how everyday car use, parking and servicing needs will be accommodated within a more sustainable movement framework. Emphasis on the need for realism around car ownership and operational requirements.



Village 6 presentation and discussion

Village 6 – Village centre



Key plan



Village 6 – 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

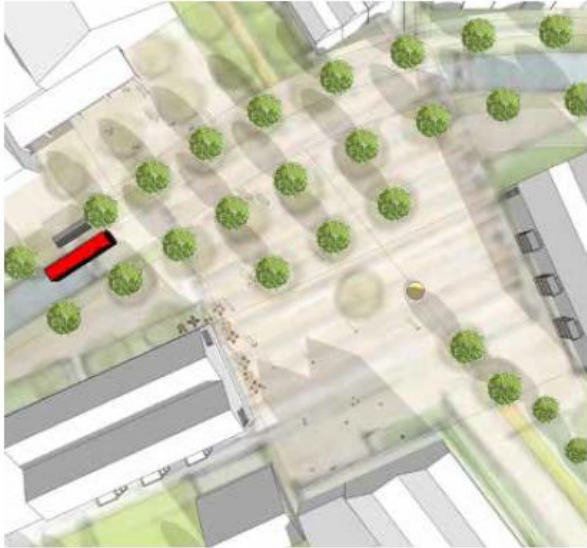
Location of potential clock tower or public artwork is aligned to key routes and vistas.

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



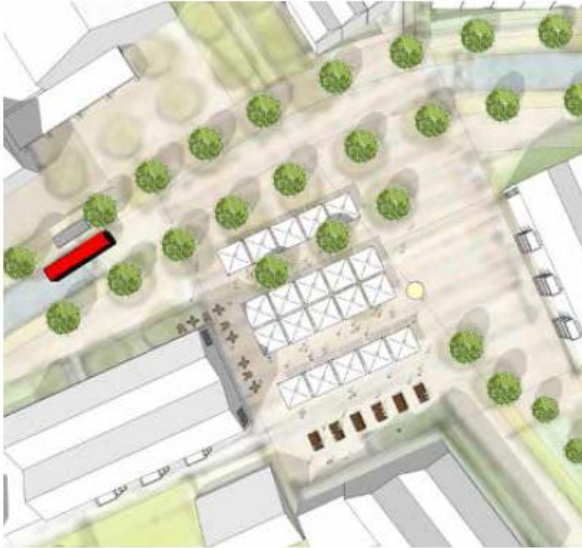
Village 6 – Village Centre

Weekday school drop-off



Autumn, 9am

Weekend markets



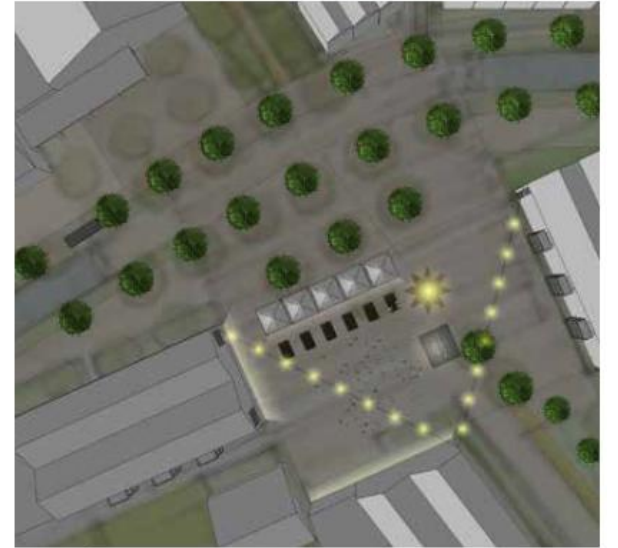
Spring, 1pm

Summer events



Summer, 6pm

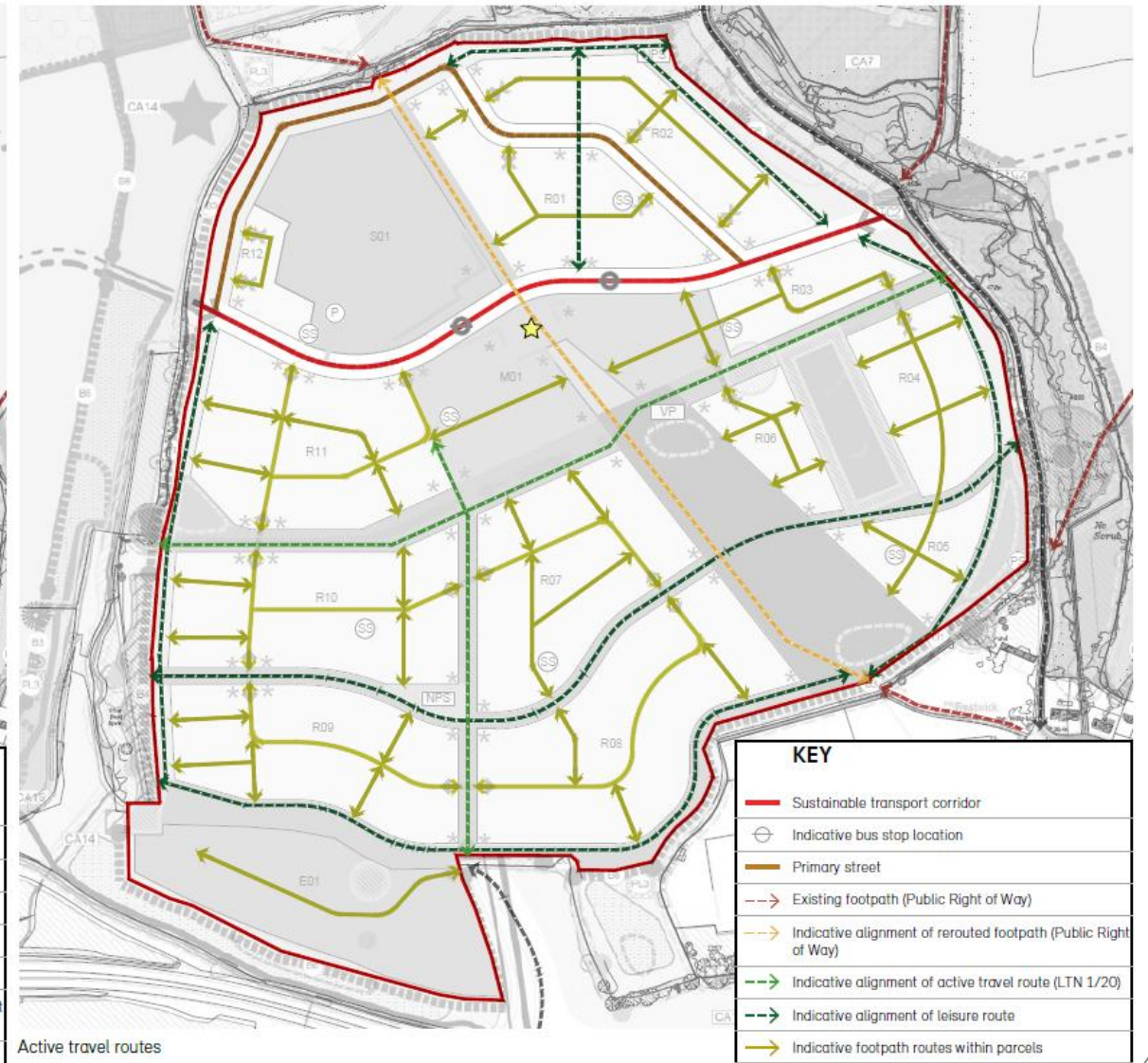
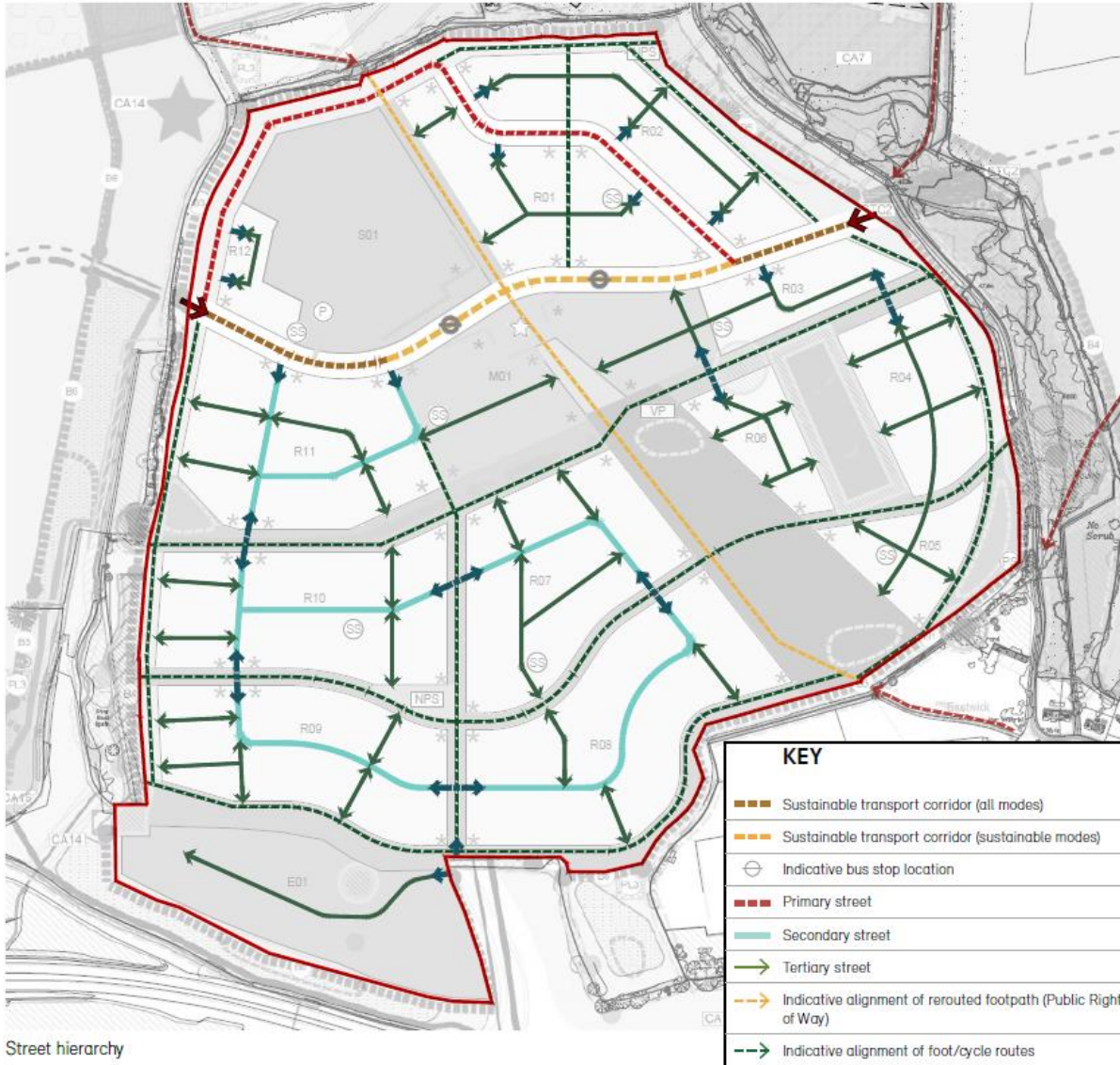
Christmas and seasonal celebrations



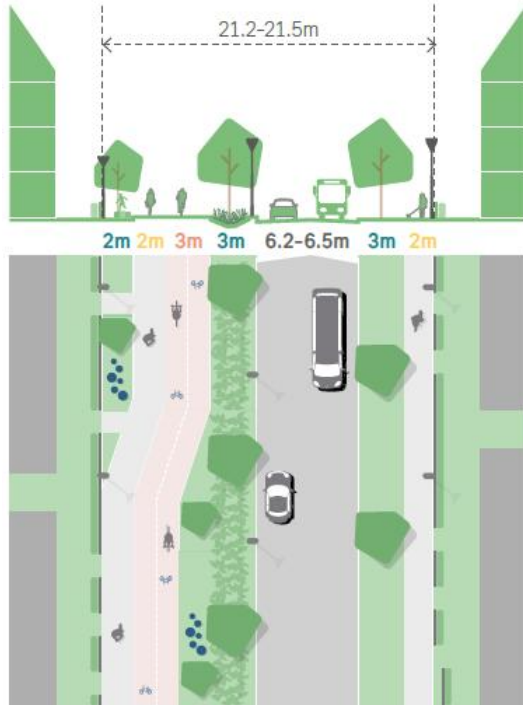
Winter, 6pm



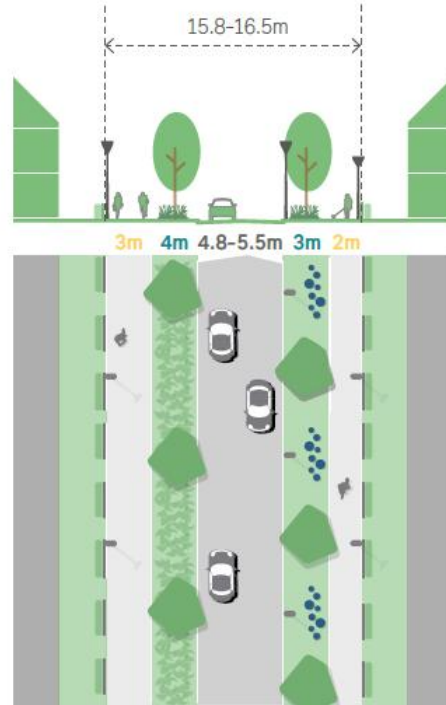
Village 6 – Movement and connectivity



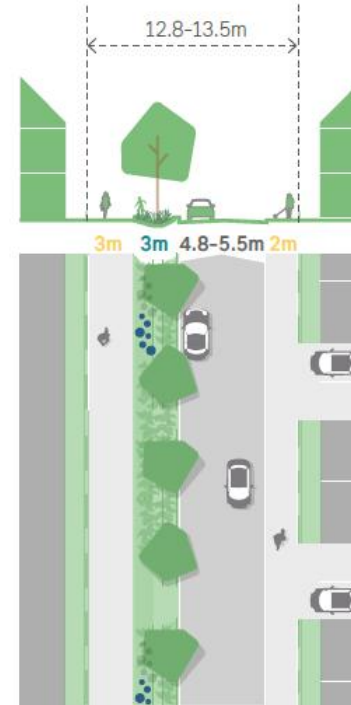
Village 6 – Movement and connectivity



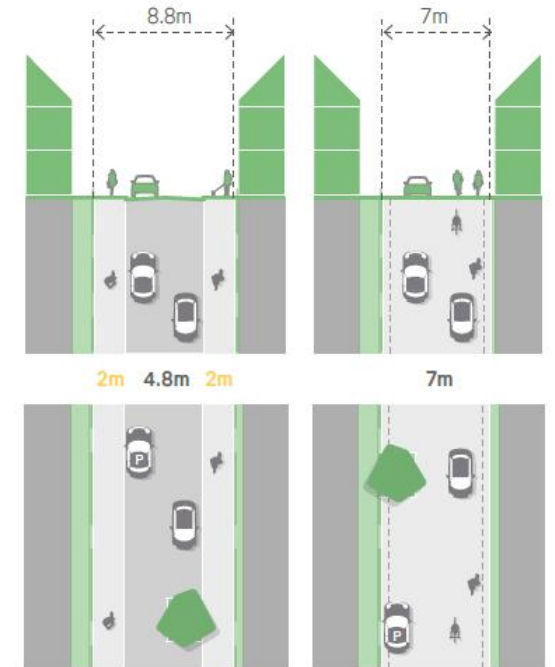
Sustainable transport corridor (STC)



Secondary street (Type 1)



Secondary street (Type 2)

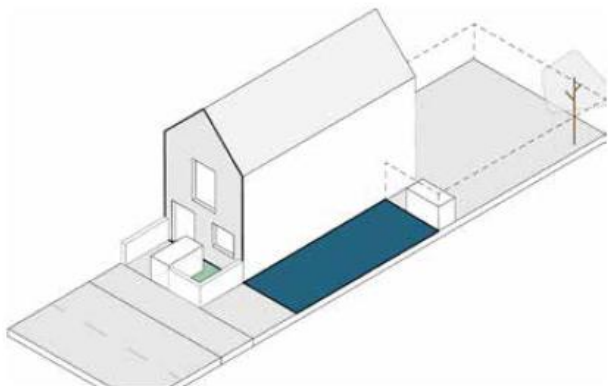


Tertiary street (Type 2 and 3)



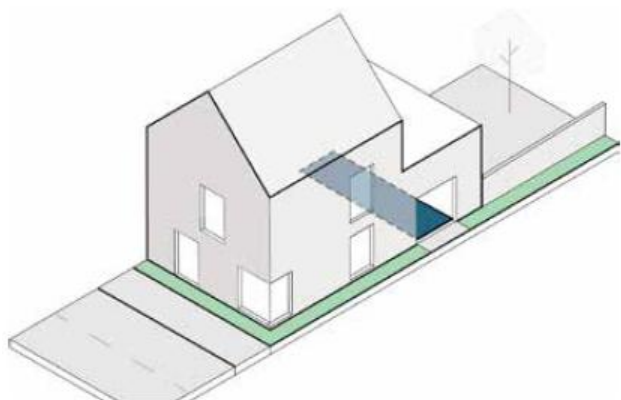
Village 6 – Parking and servicing

Parking Typology 1 - On-plot between dwellings



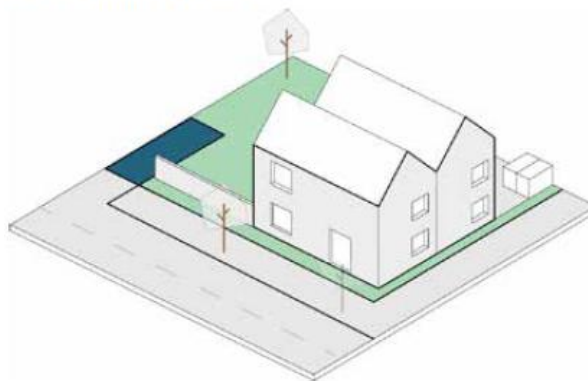
- May be uncovered, within a garage or a car port.
- Any structure must be behind the building line.
- Widths must allow circulation space past car/s

Parking Typology 4 - On-plot integrated garage



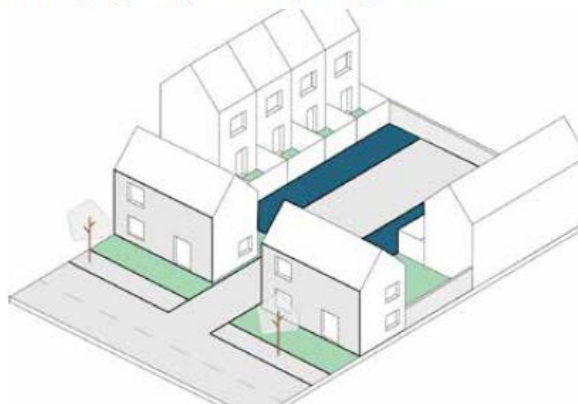
- Should be used in locations where continuous building frontage is required.
- Must meet minimum garage dimensions

Parking Typology 2 - On-plot corner



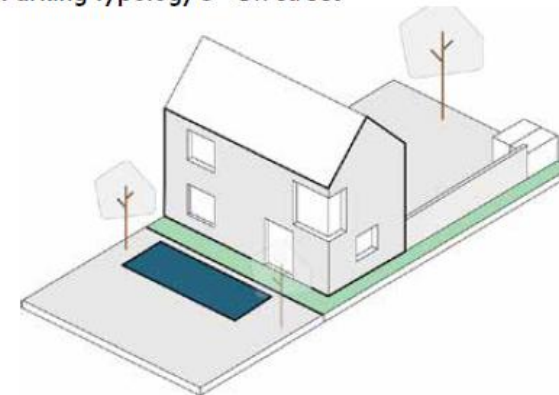
- Located on plot to the rear of the garden, enabling built form on the corners of development plots.
- May be uncovered, within a garage or a car port.

Parking Typology 5 - Rear parking court



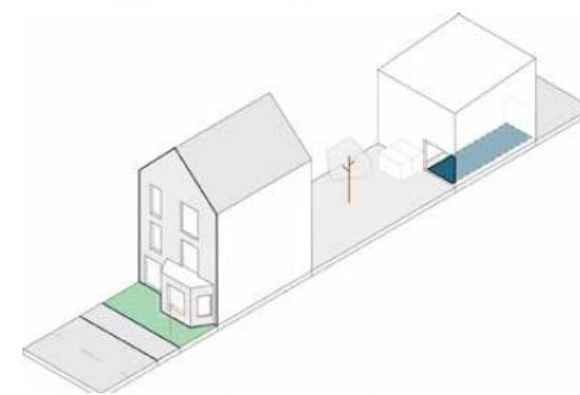
- Should be used in higher density areas where continuous street frontage is sought.
- Designs must ensure that parking courts are well overlooked by surrounding homes.

Parking Typology 3 - On-street



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

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

Village 6 – Parking and servicing

Approach to servicing

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

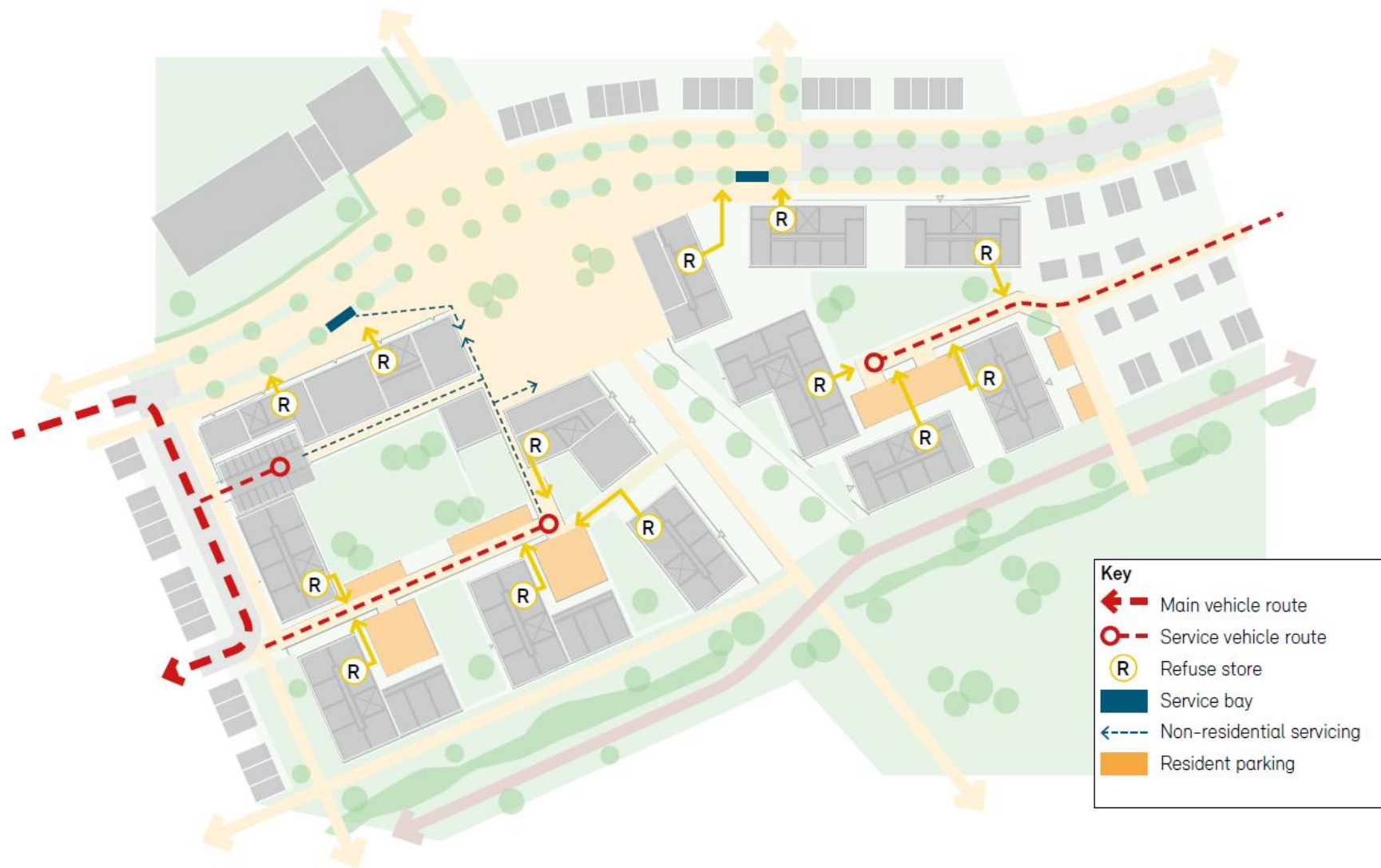
Turning heads to be integrated into parking courts.

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.



Village 6 – 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 Showpeople'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.

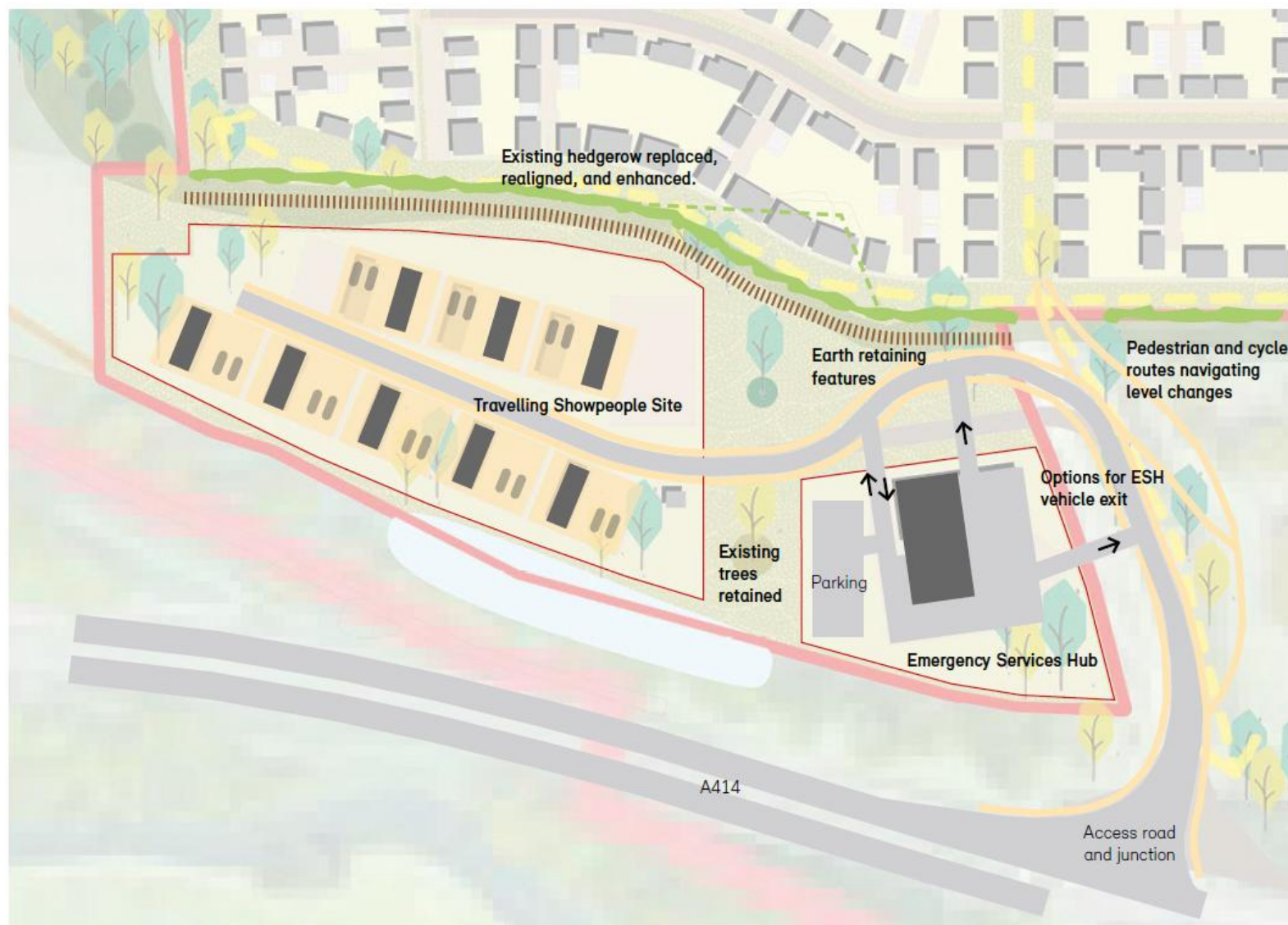
Area provided for the storage, maintenance and repair of fairground equipment.

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.

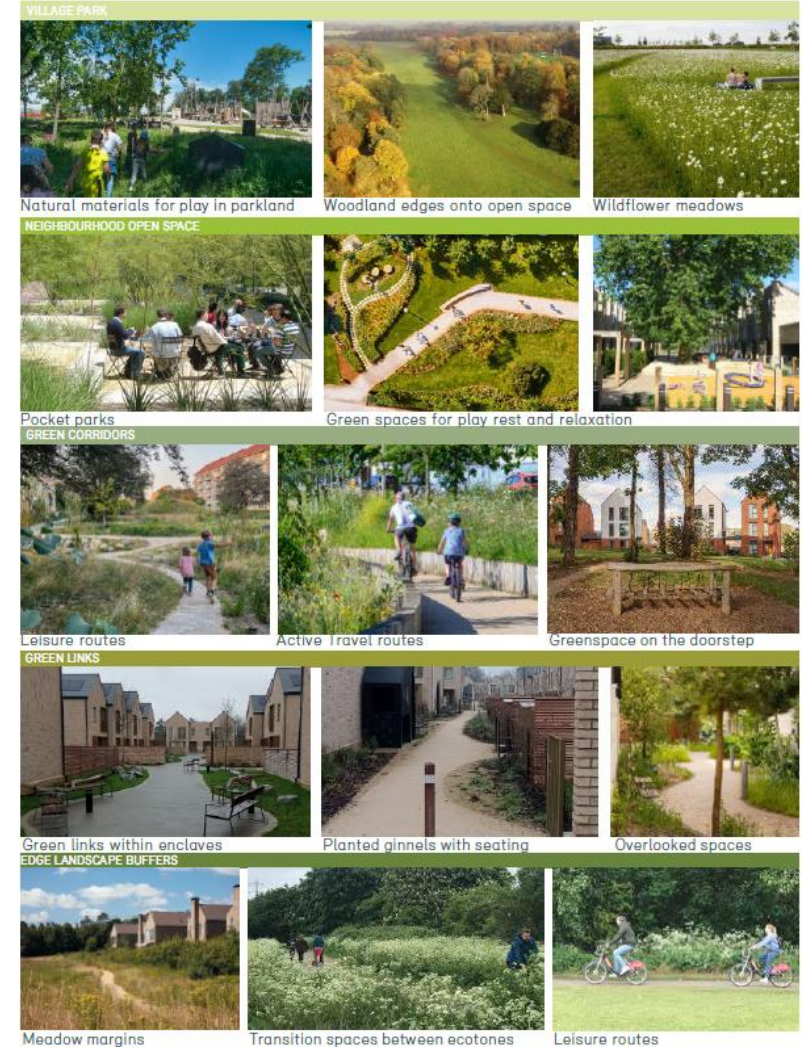


Village 6 – Open space and play



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 6 – Village park



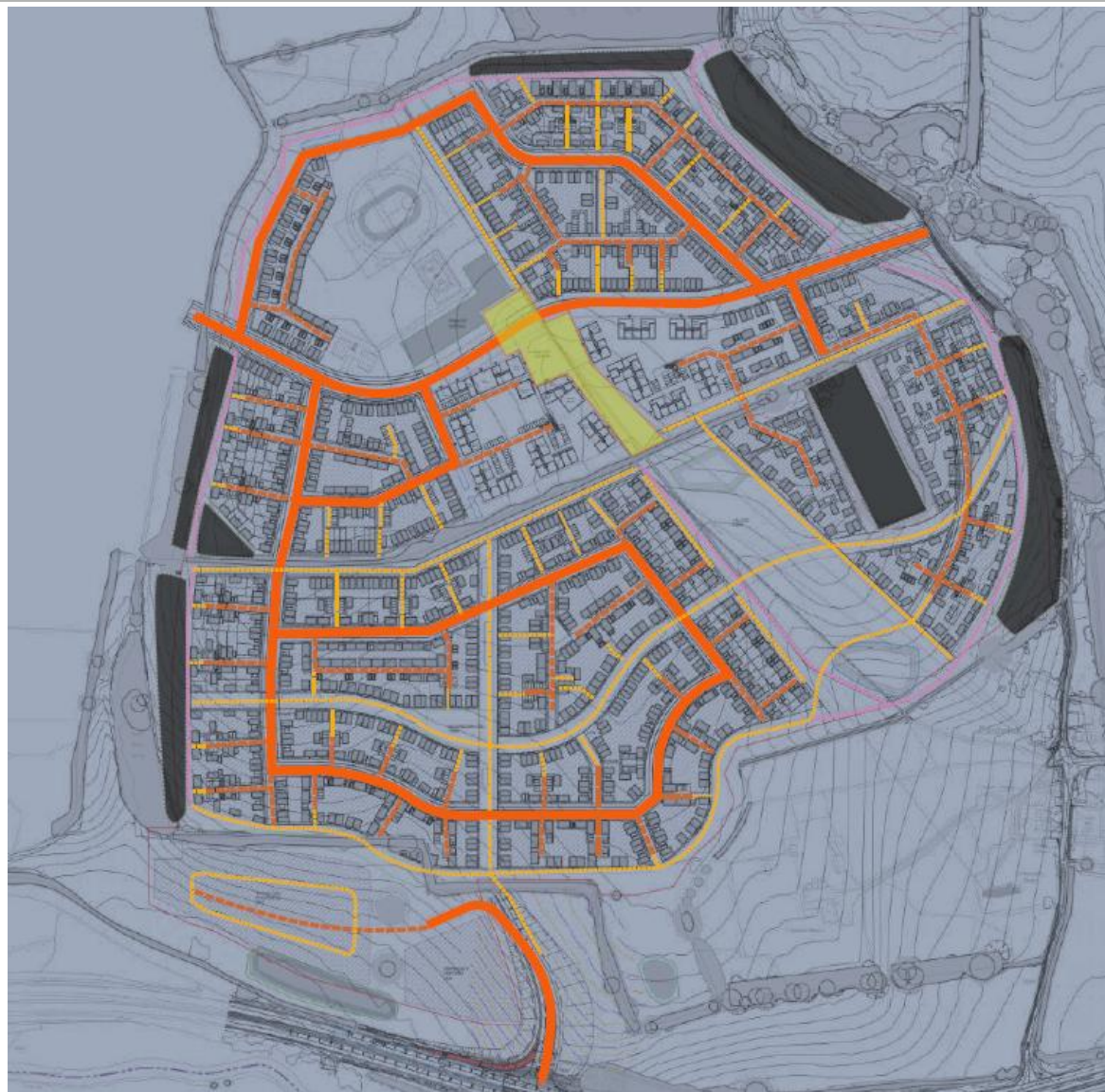
KEY

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

Village 6 – 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



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

Village 6 – 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



Village 6 – 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)

⊕ Indicative location of foul water pumping station

⊕ Indicative location of substation

⊕ Indicative school parking

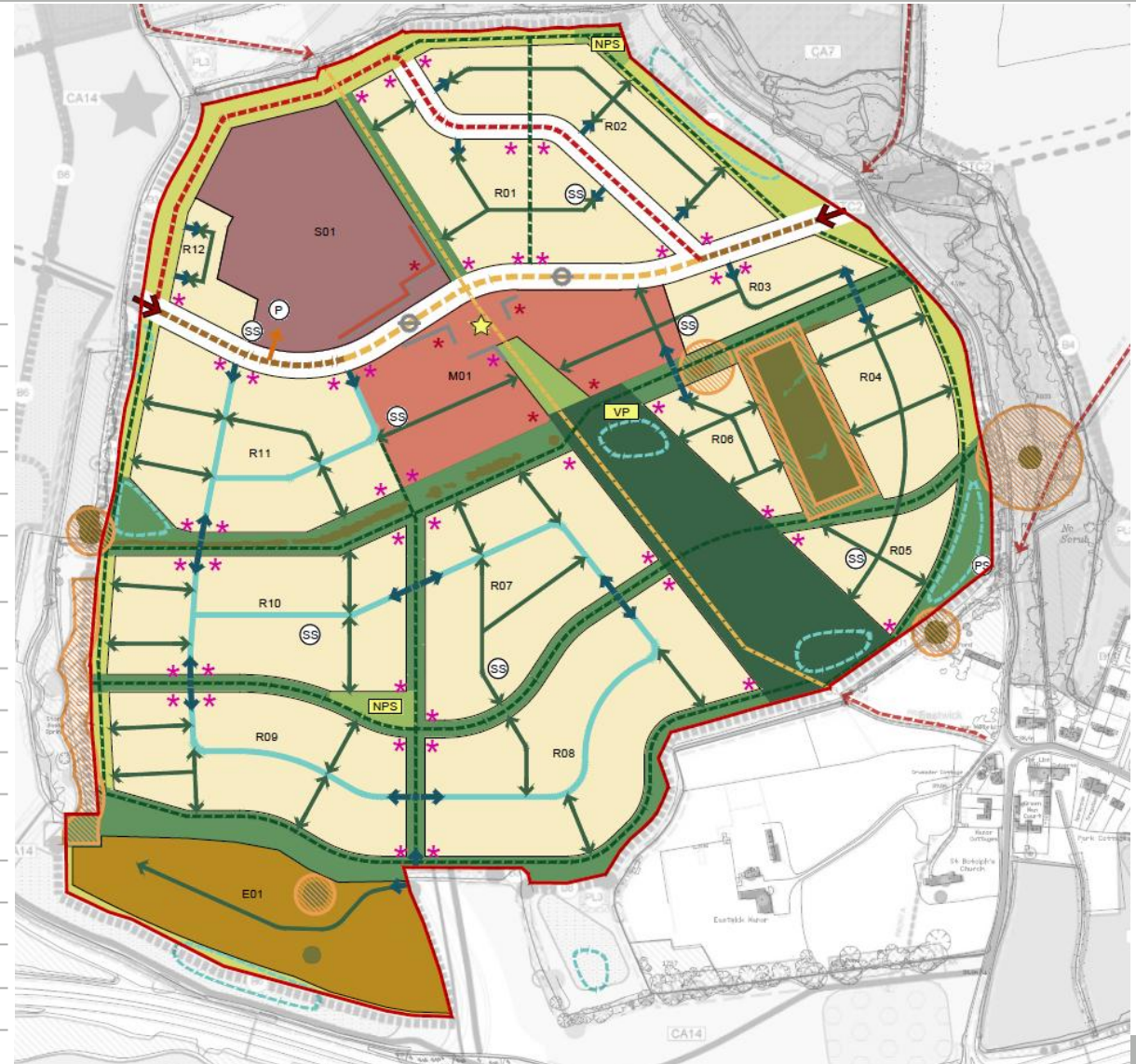
Residential Built Form & Non-Residential Built Form

* Marker buildings

* Landmark buildings

★ Village square

— Indicative mixed use frontage



Reporting back

Next steps + Q&A

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