BARCOMBE NEIGHBOURHOOD PLAN

PUBLIC ENGAGEMENT EVENT, SUNDAY 14 JANUARY 2018, 2PM & 3PM

DESIGN STATEMENT FEEDBACK

<u>Poster</u>. Public invited to consider and comment on draft Development Guidelines presented on poster. Comments were obtained on 23 Post-it notes.

<u>Village Map</u>. A large scale map of Barcombe Cross Village was displayed on a table and public invited to comment verbally or on Post-it notes. 21 Post it notes /free comments were taken from this map – photos were taken of the map to locate the comments.

<u>Display of Building Materials</u>. A table-top display of building materials (e.g. for roofing, external walls) was presented.

<u>Overview</u>. The guides were not presented alongside the predetermining themes that helped to shape them, so inevitably some of the guides did need explaining in terms of putting them into context. In the final document they would of course be presented together. General discussions relating to the proposed guidelines were to address the 'academic' terms and make the language more accessible. Discussion is on-going with our consultant on these points. This generally seeks clarification on the role and significance of the DS in relation to the wider NP.

Comments from the three presentations were combined and grouped into the five areas as given in the tables below.

Common comments relate to the impact of cars and car parking and water (sewage, flooding and storage) concerns over access to the 'Hillside' sites and traffic calming.

Housing - General

| Topic | Proposed Action/Response |
|--|--------------------------|
| The main site is the 'gateway' to the | |
| village, so whatever is built should be | |
| visually sympathetic – like the green roof | |
| idea | |
| Design needs to be sympathetic to | |
| village feel | |
| Not mock! | |
| Affordable and contemporary | |
| Why not have a land trust and self-build? | |
| Be more specific about what is about | |
| buildings and what is about landscape | |
| and surroundings | |
| Eco design | |
| Not too modern like the village hall has | |
| lovely views but many expensive bits | |
| that don't work. | |
| Carbon neutral! Incorporate really good | |
| insulation – use the notion of building | |

| harvesting Grey water storage to be integrated What about rainwater? | |
|---|--|
| The site needs to have rainwater | |
| access (To the track) | |
| New developments should have separate | |
| All new properties to have solar panels and water harvesting | |
| Eco, affordable, sympathetic to the village and landscape | |
| No Hill climbing. | |
| Size? Mix? Height? Layout? E.g. should take into account bin stores. Homes to down size to at top of hillside. | |
| as every other village | |
| Design should be modern and using local materials not standard houses the same | |
| for wheelchairs etcand priority to locals | |
| entrances, larger spaces within houses | |
| good home. Special adaptation such as raised beds in the garden, wider | |
| giving our elderly somewhere, which is a | |
| our young people affordable housing, to | |
| What about an old people's 'mini-village' so that we have continuity from giving | |
| development. | |
| small community spaces as part of new | |
| communities of small houses. Also more | |
| roofs. Geothermal heating for small | |
| into the earth, or mounding it for insulation. Some solar panels or tiles on | |

Infrastructure - Car Parking

| Topic | Proposed Action/Response |
|--|---|
| Ensure sufficient car park provision to | |
| prevent knock-on congestion on the High | |
| St | |
| Dwellings should have car park spaces | |
| and green spaces too. | |
| Transport and car parking a concern with | |
| increase in dwellings – this should be | |
| reflected in the policies. | |
| Impact of vehicle access to the proposed | |
| sites | |
| The impact of extra vehicles on the High | |
| St | |
| OVERALL RESPONSE | General Housing Policy 2.5 proposes 1-2 |
| | parking spaces per dwelling |

Infrastructure - Traffic

| Topic | Proposed Action/Response |
|---|--|
| Do not want traffic calming – parking on | , , |
| High St provides natural calming | |
| Barcombe is a rat-run and traffic calming | |
| is much needed children cross roads, | |
| meet the school bus and primary school | |
| Traffic calming on the Barcombe Mills | |
| Road, especially from village to Church | |
| Rd corner and down to Mills. (x2) | |
| Road access to proposed houses (track) | Same comments made on Comment |
| to be spate to existing track to Vine Sleed | Card |
| / Hillside. To include Traffic Calming into | |
| the village. To consider site access | |
| carefully. LDC plan 2 does not identify | |
| that this access already serves three | |
| properties not two as state. This could | |
| negatively impact current residents. | |
| Agreed (above comment) as could be | Same comments made on Comment |
| really positive step forward to traffic | Card |
| slowing / calming | |
| Access to sites could provide traffic | |
| calming | |
| Traffic calming here (school path) | |
| protecting our children walking to | |
| school! Access only for residents. | |
| Use C.I.L on traffic calming | |
| OVERALL RESPONSE | Majority of comments outside NP remit. |
| | Refer to Parish Council/ESCC |

Infrastructure - Footpaths

| Topic | Proposed Action/Response |
|--|---------------------------------------|
| More safe routes to school! | |
| Footpaths need making buggy friendly > | |
| safe route to school. | |
| Pedestrian route to school through site | |
| Path at back of Grange toward the school | |
| + rec | |
| A footpath from village hall to Barcombe | |
| Mills would be good | |
| Would be nice to have a safe path here | |
| (need to ref map) | |
| OVERALL RESPONSE | See comments in Social Spaces & Paths |

Other issues

| Topic | Proposed Action/Response |
|---|---|
| Impact of cars on development | ? meaning |
| Statement policies too 'academic' | Noted |
| language | |
| Elaborate on the design guides and show | Noted |
| more detail | |
| Consider flooding | Flooding issues acknowledged in Draft |
| | JCS Part 2 for BA02 (Hillside) and BA03 |
| | (Bridgelands) with recommended actions |