# EPNP Key Policy Issues

### **Settlement Boundary**

Are we agreed that we need to establish a settlement boundary to contain spread of the village footprint or do we wish to try and limit it with more general policies like RA14 of AVDLP?

If we do define a settlement boundary, we will need to ensure that we have identified sufficient sites within the boundary to accommodate the necessary growth.

## Safeguard Future Sites for Development

Are there any sites that need to be safeguarded to allow for expansion of existing facilities such as the School or the Surgery? These need to be identified and justified.

## **Define Edlesborough Village Centre to protect shops**

Do we need to identify the area where the shops are located as a retail centre and protect against any proposed change of use to non retail within that area? Are there any provisions that we could include in the Plan to enhance the viability of the existing shops?

#### Define a network of green infrastructure assets

What green spaces do we need to protect? Again these need to be identified and justified.

#### Propose new housing types and tenures

What types of houses do we need? 2 bed, 3 bed, 4 bed, terraced, detached, bungalows, affordable, open market etc etc? Should we identify what the housing mix should be for different sizes of development? Supportive evidence will be required for any needs that we specify.

#### Manage detail design for Edlesborough

Do we have a preference for the style of houses and the layout of developments? e.g. no 3 storey houses near the edge of settlement, no access to new developments via existing narrow cul-de-sacs, pedestrian links through new developments, limit the density of new developments, traditional or contemporary designs etc.

#### Establish car parking standards for new developments

Do we need to expand AVDC's parking guidelines to demand parallel off-street parking provision (as opposed to tandem parking) for new dwellings to limit on-street parking?

#### Identify and protect key views and landmark buildings

What are the important views, features, buildings etc that need to be protected? Do we have any ideas how that protection could be achieved?

#### Define existing community facilities to protect and support them

What are the community facilities that we now enjoy which need to be protected? How can they be enhanced going forward?

JMW 23/3/16