**Planning and Development Committee – urban Design Exercise 25/7/18**

Suffolk Design Guide (SDG) 2018

Councillor Carole Jones, Planning and Development Portfolio Holder requested that this exercise go to P&D Committee, having been involved in the original SDG workshop.

We presented this after planning committee on 25th July, along with member training on the planning system. There was limited time to go through the exercise and debate all the issues in detail.

* Generally there was conformity across the group on the importance of high quality public realm.
* Image G (not on the attached PDF) was the only picture of a back garden scenario where there was small private terraced areas for use, and a larger communal area. This generally ranked low, with some members saying it was the worst image. Concerns were raised about maintenance of the space, and how its use would be managed.
* Images A and C were considered to be the lowest rank images in terms of quality of the public realm. With limited visible POS and too much hardsurfacing with on street car parking dominating the image. It was felt image A was marginally better with defensible space, but parking the main issue. Image C lacked legibility and the exposed close boarded fence was criticised.
* The perception of Image D was similar to that of those involved in the original SDG workshop and it was felt that the image did not explain the context adequately. It was felt important that play areas were well equipped and accessible.
* Next rank was image B as it was felt that there was limited expression of place in the architecture, that the properties could be anywhere. The public realm was considered to be better than the earlier images, with potential for greenspace to mature over time.
* Images E, F, both ranked highest with there being positive comments about mature trees and allocated car parking areas, and a wide street. Use by pedestrians and cyclists also were considered important.

Notes by Carlos Hone