

# Newmill

## Hierarchy Status/Objectives/Issues

### 3rd tier settlement

- Low development rates
- No requirement for additional housing land
- Promote redevelopment and new housing on disused areas
- Some localised surface water flooding from hillsides has been experienced, but flood alleviation measures have been carried out to address the East side of the village.

## Infrastructure

### Water and Drainage

Developers are advised to contact Scottish Water as early as possible in order to confirm that there is sufficient drainage capacity and water supply available to accommodate proposals.

Scottish Water has advised that they will work with developers to ensure that new development can be accommodated.

### Roads

Comments on road access arrangements are provided in site designation texts. These are intended to be of assistance to developers and advise generally of improvements that are likely to be needed to service the site, along with the need for any off-site improvements. These requirements are not exhaustive, and do not pre-empt anything that might result through the Transport Assessment process. It is essential that developers contact Transportation at an early stage, especially where there is a requirement for a Transport Assessment identified in the site text.

## Developer Contributions

Contributions may be sought towards some public facilities (eg core paths; library; schools; sports/leisure facilities; transportation) and this will be confirmed at application stage. Developments over 4 houses will be required to make an affordable housing contribution.

## Layout and Design

High quality design and layouts in new development is an important aspect for “placemaking”, in order to achieve an attractive and interesting living environment . This is a priority objective of the Scottish Government (see Primary Policy 3).

Pre-application discussions and community consultation are only requirements for Major Applications (50 or more houses; or on sites exceeding 2 hectares). The Council would encourage early discussion pre-application on ALL proposals, and is willing to engage with developers to identify any aspects of site development that should be taken into consideration from the outset.

Some sites being proposed for development have had some “key design principles” identified for them, highlighting the key design elements that should be observed when layouts are being drafted.

## Housing

### R1 Isla Road

#### 0.36 ha Indicative capacity 6-10 houses

This is a gap site in the road frontage which could accommodate approximately 6 plots, although semi detached/terraced houses would also be acceptable, in which case the number of units should not exceed 10. Isla Road may need to be widened with a footway and service layby along the frontage of the site, and houses should be set back accordingly.

In light of previous surface water flooding experienced in Newmill, a flood risk assessment may be required. A drainage impact assessment will be required.

### **R2 : Gap Sites/Sub Divisions**

Within the settlement boundary, gap sites/subdivisions will be permitted as a means of providing house sites, and upgrading unused and overgrown areas. Sites should have their own road frontage, and shared access to backland sites will be discouraged.

Proposals for new development should respect the existing street pattern, and retain any stone boundary walls. Design and materials should be in keeping with surrounding properties.

### **Opportunity Sites (Policy ED5 applies)**

#### **OPP1 The Square**

There are a number of derelict buildings in the Square, which could be redeveloped for residential use and help to enhance the amenity of the Square as Newmill's main focal point.

### **Environment (Policy E5 applies)**

The following sites are identified as open spaces which contribute to the environment and amenity of Newmill. The over-riding policy E5 applies to these sites.

#### **ENV5 Sports Areas**

The playing field

#### **ENV7 Civic Space**

The Square

## NEWMILL

Population: 468

Households: 189

2011 Census

