

## INTRODUCTION

- *Background and context to the plan*
- *Very short history of the parish*
- *Brief summary of research findings*
- *Brief summary of community consultation*
- *[V] — Vision Statement*
- *[O] — Planning Policy Objectives*

## COMMUNITY SPIRIT

- *Description of what makes life in Nether Wallop special — parish activities, primary school, annual calendar of events, village hall etc.*
- *[P] — Protection of Existing Community Infrastructure*
- *[P] — Protection of Existing Employment Uses*
- *[P] — Support for Proposals that Promote Community Spirit*

## VILLAGE ECOLOGY

*suggest integration of 'built heritage' and 'landscape' into this single theme of 'village ecology'*

- *Description of landscape setting*
- *[P] — Protected Views (map)*
- *[P] — Local Green Spaces (map)*
- *Description of built form, typical house types, materials found in village etc*
- *[P] — Protected Built Heritage (map)*
- *[P] — Design Policy & Checklist*
- *[P] — Wilder Wallop Initiatives*

## HEALTH & WELLBEING

- *Description of life-affirming qualities of countryside living*
- *[P] — Access to Countryside (map)*
- *[P] — Better Walking & Cycling (map)*
- *[P] — Maintaining Tranquility*
- *[P] — Support for Green Energy*

## WALLOP BROOK

- *Description of the parish topography and the role the brook — the “blue thread” — plays in the life of the parish*
- *[P] — Technical: Protection of river banks, protection of wildlife habitats, keeping bridges and sluices clear of debris, avoiding harmful discharge etc*
- *[P] — Social / Cultural: Celebrating the importance of the stream to the culture of Nether Wallop e.g. the small ‘beach’ near the green, holding festivals near the water, the bank holiday duck races etc*

## PROJECTS

- *Recreation Ground Project (see supporting drawings)*
- *Wilder Wallop Parish-Wide Project*
- *Community Pub Project*
- *Community Shop Project (combine with pub?)*
- *Better Footpaths Project*