AIMS AND OBJECTIVES

1 — Character & Identity

Maintaining and enhancing the rural character of Nether Wallop, Jack's Bush and the wider parish area.

2 — Local Prioritisation

Coordinating all new development so that it prioritises the creation of safe, sustainable, and mixed communities with good access to jobs and essential services for everybody who lives and works in the parish.

3 — Choice of Movement

Maintaining a robust network of paths, streets, and roads appropriate for all modes of travel to support the needs of current and future residents, businesses, and visitors.

4 — Resource Efficiency

Using land and resources efficiently so that existing and new developments have a reduced demand for energy.

5 — Environmental Protection

Protecting and enhancing the natural and historic environment, the quality and character of the built environment and the wider countryside.

6 — Design Quality

Ensuring the quality of new development through the appropriate use of materials, details and inclusive design that responds to the Nether Wallop context.

7 — Managing Change

Ensuring that any land put forward for development will be developed in such a way as to improve people's quality of life, for both existing and future residents.

8 — Future Infrastructure

Delivering the community infrastructure necessary to support an evolving village in the 21st Century.