

Aberdeen Local Development Plan Pre-MIR Consultation Events

Cults Academy
22 April 2013 19:00 - 21:00
Approx. 20 participants

Workshop 1 – Local Area

What does ‘your local area’ make you think of? What does it feel / look like?

Semi rural area – good balance between access to the city centre and access to the countryside.

Doesn't feel like a commuter suburb – although appreciate that it is.

What do you like about your local area? What makes it a good place to live, work or visit?

Low crime rate.

Supportive community, good neighbours, village feel (however under threat by Oldfold / Friarsfield development).

Good activities for all generations.

Good relationships with the local schools. Church (and schools, health centres, village shops) all act as community hubs.

Locally important buildings manage to be retained.

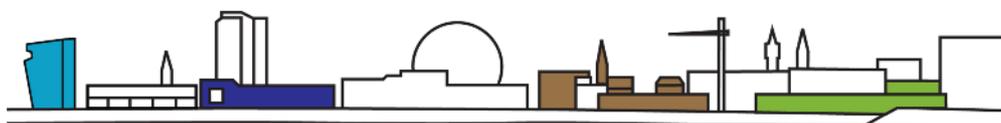
River Dee binds the Deeside communities together.

Greenness between the villages very important – but this is being eroded by development and Culter will feel isolated once the Aberdeen Western Peripheral Route is developed. Local green space within the villages also very important.

Wooded areas / North Deeside Line / other paths are good for recreation – must be protected and extended.

Easy access to lots of good local facilities.

Children can walk to school; it is safe and there are no major roads which could be a



aberdeen local development plan

hazard.

Local shops / high street feel – but parking can be an issue.

What's not so good about living, working or visiting here? What problems are there?

Lots of development pressure on Deeside because it is a nice place to live.

Roads congestion an issue – particularly on North Deeside Road.

Capacity issues at Cults Primary.

Roads to Friarsfield being torn up by HGVs.

Problem of people buying existing older (e.g. 1960s) houses then demolishing to build new larger homes – can often result in the local vernacular being lost.

Are there any opportunities for improvements?

Can get a bus direct into city centre, but not to local employment areas e.g. Westhill – could improve the bus service.

Cults Primary an old school which should be replaced – suggest redevelop on existing sports pitches.

Allan Park a potential area for improvements – there should be better links to the park and opportunity to restore the pond?

Shakkin' Briggie – opportunity to restore footbridge and reconnect Cults to Aberdeenshire?

Old Pumping Station beside Cults hotel – could be utilised for residential?

Old Railway Line – opportunity to extend tarmac to Peterculter?

What do you think is important when considering new development?

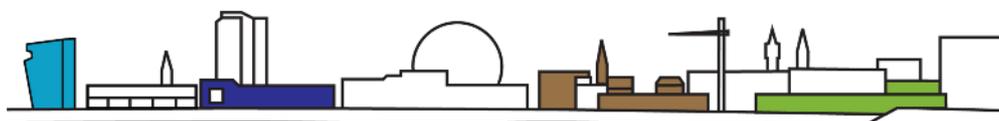
Important to keep separation between the settlements.

When considering new developments must consider schools and infrastructure.

Safe routes to schools must always be considered.

New building materials should better reflect the local vernacular (sandstone at Cults Hotel not appropriate).

Should be building buildings that last.



Infrastructure must be in place first.

Concerns about the impact of new development (Lower Deeside, Countesswells Aberdeenshire and the AWPR) on traffic on North Deeside Road- will it increase significantly? How will people from Countesswells get into Aberdeen?

AWPR is a drain on Council resources- when so much money is budgeted towards the construction of this new project, less will be available to go into refurbishment and construction of new schools, for example.

Schools for new developments need building before the homes themselves- because children will arrive and need to be schooled. Also concern about capacity at Culter Academy. There is also the belief that developers will not actually deliver all the infrastructure they have promised to.

It is easier to travel to Westhill to go to the supermarket than go down to Garthdee- roads to Garthdee are narrow and dangerous; people feel unsafe cycling down there. The South Deeside Road is sometimes an easier alternative.

Public transport links to Dyce and the North of the city are very poor- plenty of bus routes into and out of town but very few go North to South. Bus routes to Garthdee are also poor.

How can local communities be involved in new development areas?

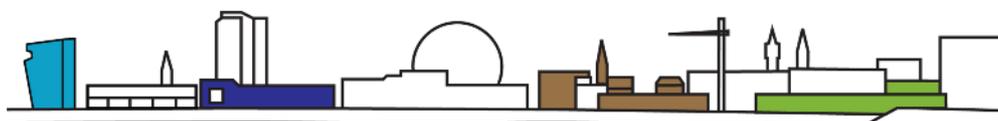
Better publicity – e.g. by emailing parent council to advertise consultation and engagement opportunities.

The issue of flooding has not been fully addressed by development proposals. There is a significant problem with run off from areas of hard standing that cause flash flooding and development will increase the risk and this has the potential to cause significant damage to existing residents.

There is a significant constraint on the capacity of the water and waste water infrastructure along Deeside and at times when there is an overflow the waste water is discharged into the River Dee SAC.

Scottish Water needs to invest in strategic improvements to accommodate growth and if their business model does not allow for this then it should change.

The community council boundary for Culter should be amended once the AWPR has been built to include the area between Culter and the AWPR.



If there is any development in Culter it should be to the east, in between the AWPR. Culter Community Council are working on a masterplan and this will be submitted through the Pre-Main Issues consultation.

Building a new supermarket in lower Deeside would have a negative impact on the local shops along the north Deeside road and the 'high street feel' it has, particularly in the villages. It would also produce even more traffic which would be a problem.

There is a need for more single person homes, especially as people are getting older. However there is a need to provide a mix of house types and sizes so when people want to upsize/downsize there are opportunities to do so and stay in the area.

Need to consider protected species when considering new development.

Workshop 2 – City Centre

What's not so good about the City Centre? What problems are there?

Anti Social behaviour (e.g. drinking) a problem at Mither Kirk.

General accessibility and way finding around the city centre.

Union Street very run down and dodgy in parts.

Lots of pop-up shops which are poor quality.

How do you think we should build on these strengths / address the problems?

More independent shops should be promoted.

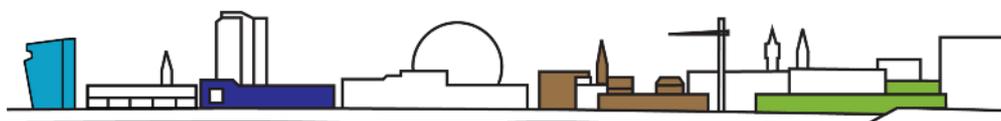
Steps to rear of Debenhams a big accessibility problem – where this pops out at Guild Street also a problem – not an attractive environment.

Harbour area needs attention if more fisheries move to Peterhead and more offices take their place – traffic congestion a big problem, as well as quality of urban environment and surface treatment of roads.

Better to have active uses on Union Street – but need a strategy so not just piecemeal approvals of non retail as and when they come up.

Mixture of uses on Union Street upper storey – uses that encourage activity 24hours.

Union Square has changed everything in the city centre.



The environment of Union Street with closed shops is not inviting.

The area around Broad Street should have a civic use.

We should be encouraging housing in the city centre especially housing that is attractive to young professionals.

More employment opportunities should be made in the city centre, as it is so much more accessible than the industrial estates around Aberdeen.

A cycle lane / other cycle infrastructure (though this may not be possible as the North Deeside Road is constrained on space) - cycle path down Kingswells Road or Craighton Road?

Bus connections to the main body of the villages rather than just north Deeside road- not convenient.

Extension/connection between North Deeside Line terminus at Duthie Park and the city centre.

Better pedestrian link between Hazlehead and the Hospital would be useful.

The scale of the City Centre is good.

Lacks inspiration and events.

Needs funding and action- small scale trial case studies.

Castlegate

Good potential; but there is no reason to go there; and no car park nearby.

Lacking in shops and facilities.

Good space for local fairs, festivals, markets, events etc.

Need to attract different ages to the area.

