Have your say!

Village Clusters Housing Allocation Plan Consultation

South Norfolk Council have opened a public consultation on a draft of its Village Clusters Housing Allocations Plan (VCHAP) that will allocate sites for new homes in smaller villages across South Norfolk. The consultation runs until **2 August 2021** and any public comments must be submitted by then. We would encourage you to comment on this important plan, which affects the future of our villages!

For the purposes of the VCHAP, Alpington, Yelverton and Bergh Apton form a Village Cluster. The VCHAP has identified one preferred site in Bergh Apton — all other sites in Bergh Apton have been rejected. The preferred site for over 25 dwellings is in Bergh Apton (SNO412) and is the former concrete blockworks on Church Road, which is a brownfield site. The Councillors are in favour of this site being developed but feel that there should be a good mix of housing which is appropriate to the needs of Bergh Apton, particularly smaller, more affordable houses and bungalows. The Parish Council are pleased that the decisions made recognised the value of the Parkland to the North of Cooke's Road and Threadneedle Street to Bergh Apton's heritage.

There are also two preferred and one shortlisted sites in Alpington. These are the field behind Church Meadow for up to 25 dwellings (numbered SN0400 in the VCHAP) and extending the Settlement Limit in Alpington on the western side of Nichols Road near the School (SN0529SL). Also shortlisted as a reasonable alternative site for up to 25 dwellings is land on Wheel Road near the Reeders Lane/Burgate Lane junction (SN0433).

If you would like to find out more about this important consultation which affects the future of our villages, there is a virtual exhibition about the Allocation Plan on the SNC website. You can also comment on the Plan on the website and we would encourage you to have your say!

If you have difficulty accessing the information online, you can contact the South Norfolk team on 01508 533805