PP0065

From: To: Cc:	LDP.
Subject:	LDP Midmar
Date:	04 June 2020 19:40:28

Response on LDP 2020 (2021-2031)

Cluny, Midmar, and Monymusk Community Council

Date: 4 June 2020

Local Development Plan (Midmar)

OP1: Roadside of Corsindae

It was totally wrong for the planning team to decide, without consultation, that the area specifically earmarked for community space (as a condition of the planning permission which was granted for the housing currently being built to the west of the Hall) should no longer be required and worse, that they recommend more houses close to Midmar Hall.

Midmar Hall is a very successful well used community facility, with many functions often with late licences. Pivotal to its acceptance in the community is having a suitable green buffer zone between it and local housing. The OP1, will destroy this, and if permitted will no doubt lead to curtailment and restrictions on the use of the Hall and Men's Shed.

Clearly the current builder of the houses in Midmar has breached his conditions by not planting the trees which were to enhance the buffer zone.

LDP Planning Bid GR054

The suggested housing development close to the school, which has been rejected, has been supported both by the school and members of the community. This planning bid, would provide housing more suited to the area, with a high percentage of affordable houses to encourage more local workers with young families. These houses would also help to support the Midmar Primary School, which is currently at risk with reducing pupil numbers and is very much at the beating heart of the Community functions.

In addition, replanting this area with trees will take the light away from the school playing field, millennium garden and Glenwood Cottages.

The Community Council therefor suggest that PO1 is rejected, and further consideration is given to Planning Bid GR054 as it better meets the requirements of the community.

We look forward to receiving your reply.

Secretary - Cluny, Midmar, and Monymusk Community Council

Mobile: