

APPENDIX XI - NP EVIDENCE BASE SPORT, LEISURE AND COMMUNITY FACILITIES

Paragraph 7 of the National Planning Policy Framework (NPPF) makes supporting healthy communities one of the key issues within the definition of sustainable development. In paragraphs 91 -92 of the role that the planning system has is made clear in facilitating social interaction and creating healthy, inclusive communities through the provision of safe and accessible green infrastructure... sports facilities... and layouts that encourage walking and cycling.

The DNPA in its Development Management Document 2012 states,

“High quality, well maintained open spaces, sport and recreation facilities, which are available and accessible, add greatly to people’s quality of life. Local networks of high quality and well managed and maintained open spaces, sports and recreational facilities help create places in built up areas that are seen as attractive, clean, safe and useable.”

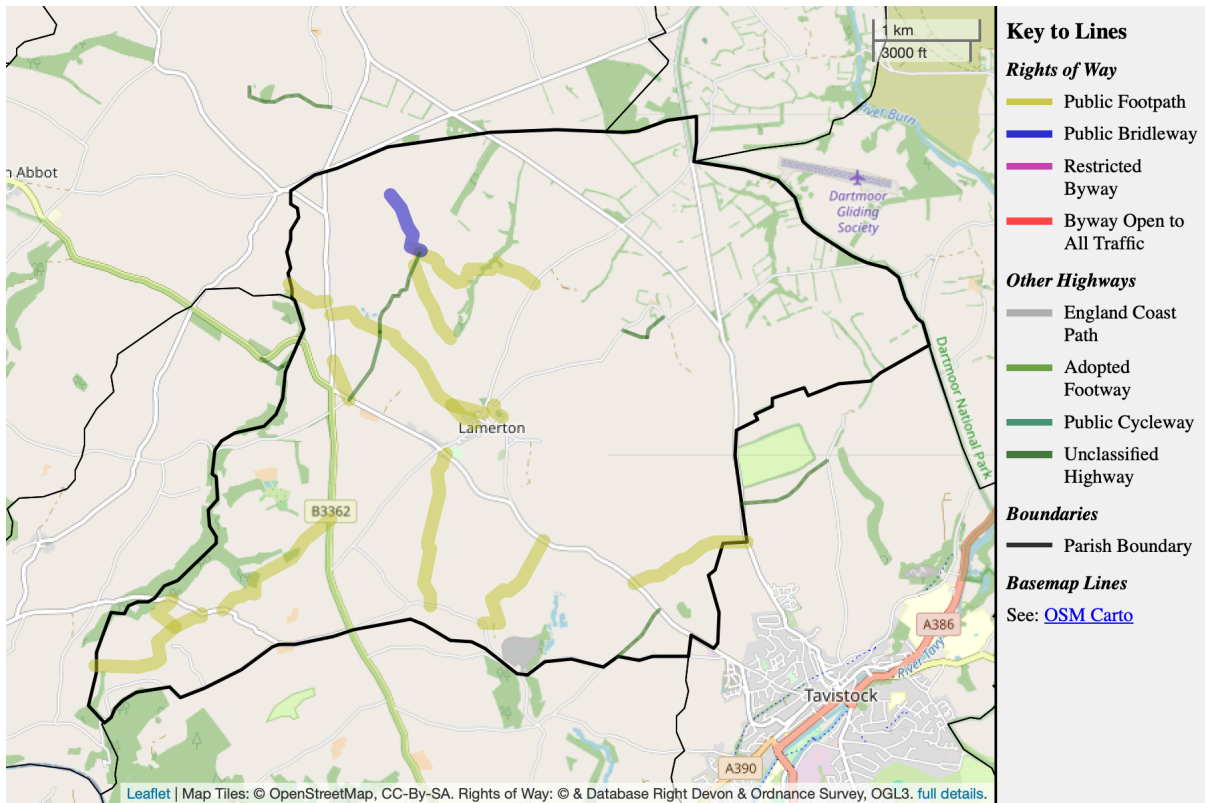
As a planning term, ‘open space’ is taken to mean all open space of public value, including not just land, but also inland bodies of water such as rivers, canals, lakes and reservoirs which offer important opportunities for sport and outdoor recreation and can also act as a visual amenity. The following typology illustrates the broad range of open spaces that are of public value:

- parks and gardens – including urban parks, country parks, forest parks and formal gardens;
- outdoor sports facilities (with natural or artificial surfaces and either publicly or privately owned) – including tennis courts, bowling greens, sport pitches, golf courses, athletic tracks, school and other institutional playing fields, and other outdoor sports areas;
- amenity green space (most commonly, but not exclusively in housing areas) – including informal recreation spaces, communal green spaces in and around housing, and village greens;
- provision for children and teenagers – including play areas, kickabout areas, skateboard parks and outdoor basketball hoops;
- green corridors – including river and canal banks, amenity footpaths and cycleways;
- natural and semi-natural urban green spaces – including woodlands, urban forestry, grasslands (eg. meadows), wetlands, open and running water, and rock areas (eg. cliffs);
- allotments and community gardens; cemeteries and churchyards; and
- civic spaces, including civic and market squares and other hard surface areas designed for pedestrians.

Lamerton village has a church yard and cemetery, a children’s play area and a sports field with MUGA adjacent to the community centre.

Open countryside is the dominating feature of the parish and many rights of way giving plenty of opportunities for walking.

Public Rights of Way Lamerton Parish



Opportunities for cycling around the lanes of the parish exist without any dedicated cycle trails or tracks.

Those wishing to participate in formal sports need to travel to Tavistock and nearby towns and lack of comprehensive public transport to Tavistock was mentioned as one of the limiting factors for teenagers wishing to access better sport facilities in the nearby towns. Within the village there are sports facilities at Lamerton Hall including badminton, and outside in the MUGA, including basketball, 5 a side football, tennis and full size grass football pitch.

Lamerton has good social play and recreational needs for children of all ages and were considered adequate by over 76% of those who responded to the March 2023 questionnaire (see Appendix V(a) and V(b) for results of March 2023 questionnaires). There was no significant requirement for additional facilities.

Existing community facilities:

Education

Primary School

Community building

Lamerton Hall with sports and leisure facilities

St Peters Church and Priest Room

Sport and Leisure

Play area, MUGA, football field

Business facilities:

(Illustrative but not exhaustive)

Lamerton Stores with petrol station

Blacksmiths Arms Public House

Campblehay Residential Home

Venn House Care Home

Wingletang Animal Rescue and Rehoming Centre