

Update sheet- 12th August 2020

2020/0171/FUL: 96 High Street



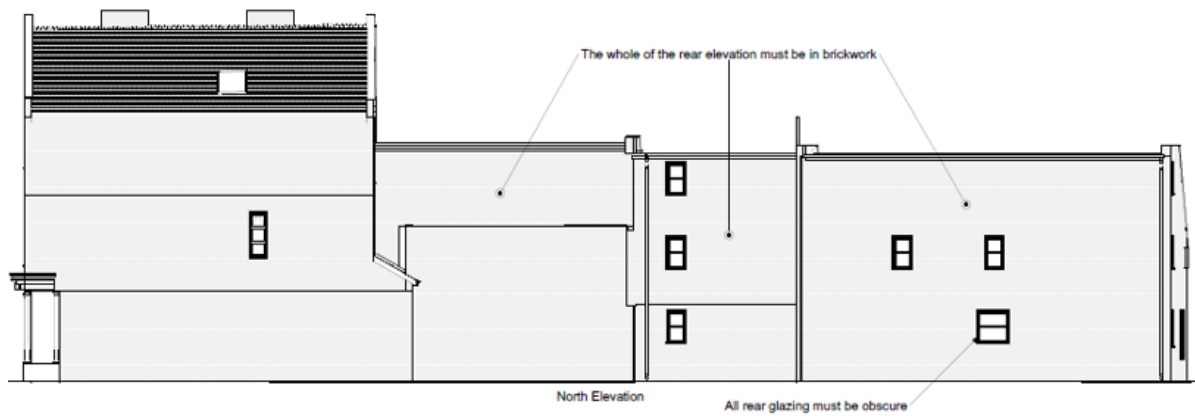
Front Elevation

High Street elevation

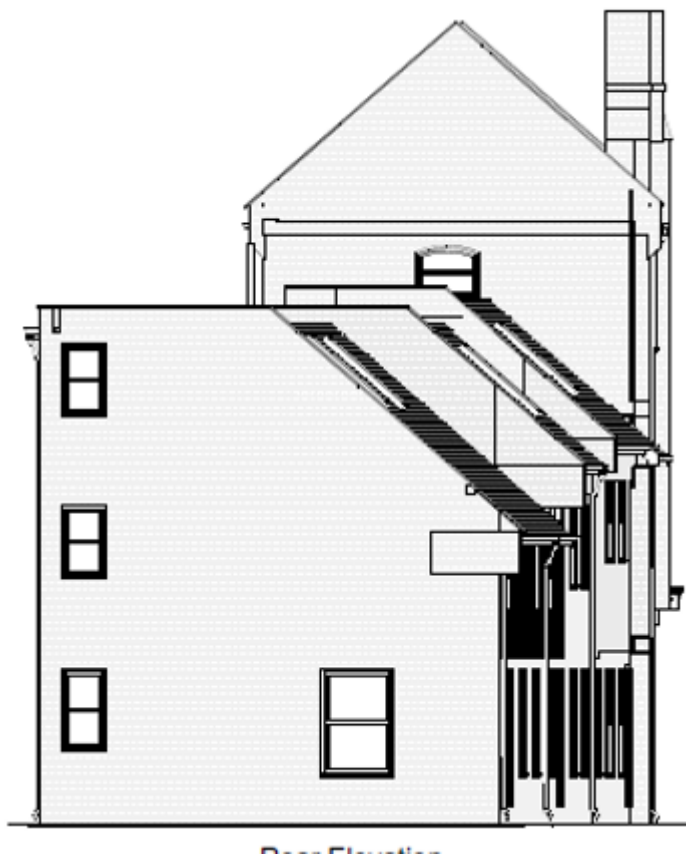


South Elevation

Proposed front, south elevation to Princess Street



Proposed rear, north elevation



Proposed end, west elevation

2020/0262/FUL: Land adjacent to 22 Saville Street

Additional comments received from member of the public on 8th August:

Customer Details

Name: Mr Alan Bavin

Address: 2 Saville Street Lincoln

Comment Details

Commenter Type: Neighbour

Stance: Customer made comments in support of the Planning Application

Comment Reasons:

Comment: Having seen the revised plans dated 10th July 2020, and seeing the addition of an adequate turning area for all residents of Saville Street I would fully approve this and have no objections for this revised plan. Thank you for taking into account the concerns of residents and the adaptations made.

Since writing the committee report the agent has submitted additional information to satisfy some of the suggested conditions. These includes the submission of a Construction Management Plan, land levels and boundary details. These are all acceptable to officers and the relevant consultees.

The following, revised recommendation is therefore proposed:

Recommendation

That the application is Granted Conditionally subject to the following conditions:

- Time limit of the permission
- Development in accordance with approved plans
- Contamination assessment and remediation
- Material samples, including hard surfacing
- Landscaping scheme
- Electric vehicle recharge points
- Development in accordance with approved Construction Management Plan
- Development in accordance with boundary details
- Development in accordance with submitted finished floor levels
- Kerbs to St. Catherines Court replaced with flush kerbs/blocks
- Obscure glazing to first floor, east facing windows
- Land adjacent to Saville Street to remain open and clear of obstructions
- Construction of the development (delivery times and working hours)
- All windows and doors set in reveal