

Three landscape designers presented their ideas to Duxford Parish Council and members of the public, just prior to the September DPC monthly meeting on 14th September 2017.

The shortlisted designers, all from the local area, were [Sarah Ashworth](#), [Rob Smit](#) and [Sophie Smith](#). More information can be found on each of them by clicking on their names.

It was an extremely difficult decision to make, with both Councillor and public preferences being very evenly split, but after much deliberation, Sarah Ashworth was selected to take the project forward.

The BFWG (Brewery Field Working Group) met with Sarah this week, to discuss how to kick start the project and particularly how to encourage local community involvement and engagement. We want to make sure that we have the support of the village for each element of the development before work begins.

We will be closely looking at how to raise the funds needed for the more expensive structural parts of the project, including a robust path for walkers and joggers, securing the perimeter boundary and a water feature of some description.

The detailed plan will include ideas from all sources and will remain fluid and flexible over the lifetime of the build – a project such as this is never really completed, but will be added to and will mature over many years.

The list below gives, in no particular order, a selection of points made and ideas taken from the presentations of all three designers as well as from the BF Working Group.

DPC would now like to receive *YOUR* input and ideas – either to offer new suggestions of your own, or to give constructive feedback on any of the ideas mentioned below.

1. We want to create a balance between a green 'park' and a wild space, a place that will encourage biodiversity and ensure interest, revealing 'hidden' views and areas as you walk around.
2. We want BF to be a space that every section of the community will use, a place to relax for single people, a safe place for the elderly or less able, a place where dog-walkers, teenagers and parents with young children feel equally comfortable.
3. Walking and jogging path:
 - a self-standing gravel path costs around £20 per meter (+/- £40K for whole length around field).
 - We need to ensure accessibility for all, in all weathers, decision will be financial whether to surface the whole path, or just a portion of it. Possibility to add more in later in phases if finance not initially available.
4. Water feature:
 - pond with dipping deck: problem is there is no water source. Solution could be to capture water from Elms Close roofs (with agreement and at no cost to residents) and maybe store in an underground storage tank, to sink a borehole, or to fill up the pond with a bowser from time to time.
 - Risk of drowning - planners have confirmed there are no rules against introducing water and agree it is the most important feature for attracting wildlife. Safety features will be ensuring very shallow edges, with lots of planting, which is also best for wildlife. Deeper area in the centre will allow wildlife to over-winter.
 - Possibility to have a solar driven pump.

5. Create a photo/time-lapse project
 - people upload their smartphone photos, which are then added to a database showing same view over time.
6. Create a separate, enclosed area away from the water for parents and toddlers for relaxation, meadow, low key play equipment (no need to duplicate Duxplay).
7. Create mounds and bowls for interest and wildlife habitat (hibernacula).
 - these could be created from the spoils from digging out a pond
 - if the project timings are linked, the spoils from excavation for the Village Hall on the Rec could be used. This would also save a considerable amount of money.
8. Wildflower meadow areas can easily be created by correct mowing and planting of plug plants (currently around 54 different species, nothing rare found to date).
9. Native fruit trees: create a small orchard, involve parishioners with planting, have apple days when they start to produce.
10. Trees: plant a small copse of native trees in a place where views are not compromised.
11. Reserve a flat, mown area big enough for village events that can take a large marquee.
12. All structures to be of natural timber where possible (gates, bicycle rack, information signs, play/nature trails, seating in picnic/relaxation areas, rubbish bins).
13. Areas for games and exercise (petanque, outdoor exercise equipment)
14. Skate-boarding area for older children at Hunts Road end, away from houses
15. Art installations: contributions from local artists and children – hold competitions
16. Ask local businesses for financial contributions
17. Funding is available for many diverse projects (to encourage sport, wildlife, community etc.)