

So what's different about access in an urban environment?

It's about:

- More people going to more places more quickly
- •Buildings and infrastructure going up, coming down, being planned
- Expectations for high-spec public realm



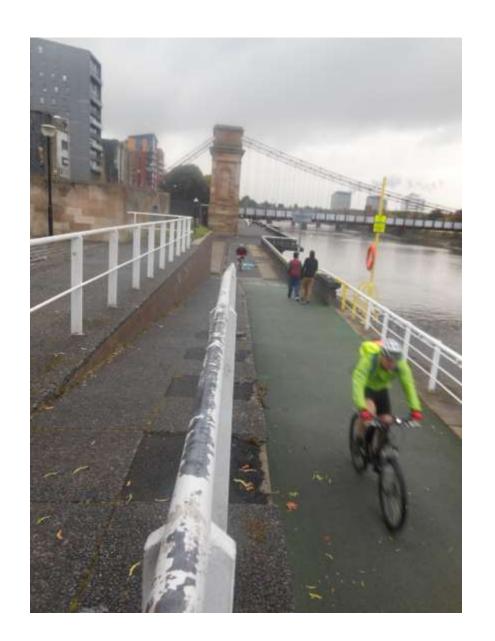
It's about:

- A complex patchwork of formal and informal spaces
- Urban-'flavoured' political agendas (e.g. health & active travel)
- Safety and security the impact of anti-social behaviour



Context:

- Spaces and places
- Paths and routes
- Stakeholders
- Pressures and impacts
- Tools of the trade



Spaces and places:

•Where do access rights apply – any open space or route?



- •What constitutes curtilage in a built up area? Is privacy a realistic expectation in a densely populated place?
- •Few sites are free of structures and some are vulnerable (cemeteries?)
- Derelict & vacant land; stalled sites (could be contaminated, or developed at any time)



Spaces and places.....

Parks and greenspaces - changing the control culture and updating park management rules:

- •Commercial activities (e.g. fitness classes, professional dog-walkers, etc) charging?
- Events management temporary closure orders?
- Night-time closures legal?
- Shared use paths what's responsible?
- Urban camping is it 'wild'?



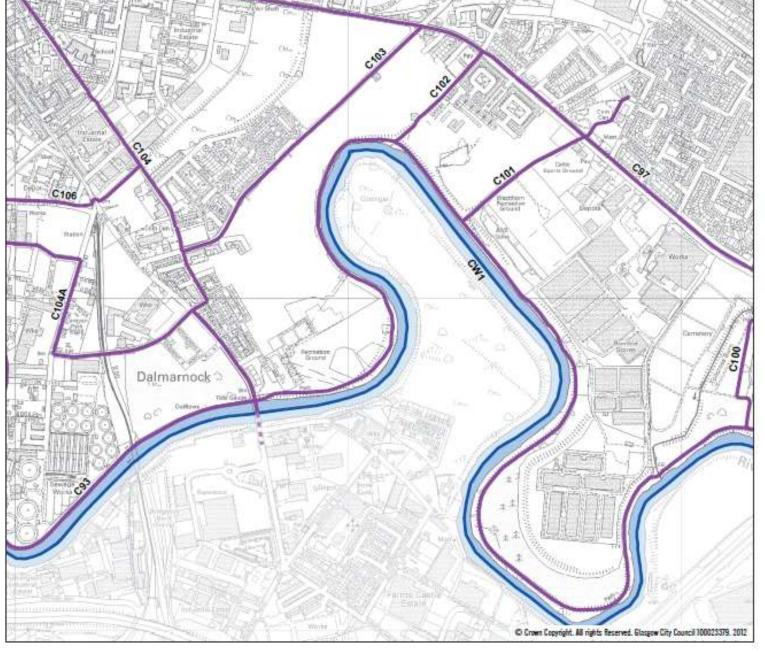


Paths and routes...

In addition to all the 'normal stuff':

- Roads, streets, footways, lanes, pends, underpasses, overpasses, tunnels
- Desire lines through vacant & derelict land
- Frequent temporary closures to facilitate development, civil engineering projects, utility & road works, on-street events (how?)
- Utilities under many paths
- Canalised/fenced waterways





CORE PATHS PLAN

Core Paths

Core Paths on water

Core Paths -Neighbouring Authority

Water access points

Overbridge or underpass

29	30	31
39	40	41
48	49	50

Paths and routes...

Core paths in urban areas:

- •May cross a number of different ownership boundaries in a short distance = inconsistencies of surface treatment, design, responsible behaviour, etc.
- On streets, footways, pedestrianised areas (accessible to cyclists & pedicabs)
- Potential for signage clutter
- Affected by stalled developments







Urban stakeholders:

- Access takers
- more functional than recreational different needs, e.g. more cycling pressure groups than ramblers
- Owners & occupiers
- Few farmers; mostly developers, businesse retail, housing associations/householders, public bodies, landlords, etc
- Not so aware of access rights
- Access Forum model doesn't fit
- Hard to reach/represent



Pressures and impacts...

- Pressure to close routes (esp. lanes and pends) to address anti-social behaviour issues – balancing access rights with amenity of residents – access can be the victim.... and the solution
- Planning decisions: job creation & economic growth can take precedence over 'environment'; the curse of the 'red-line' boundary
- Legislative complexity: e.g. multiple route designations; value/efficacy of closure orders
- Duty to 'keep open' in the face of major infrastructure failure









Tools of the trade.....

- National and local planning framework – and the planners who deliver it
- National and local guidance (e.g. Designing Streets, Cycling by Design)
- Local political agendas (if you're selective): e.g. active travel & health
- Creative use of legislation
- Negotiation & communication



Commonwealth Games Legacy?

New infrastructure

Public realm and key route upgrades

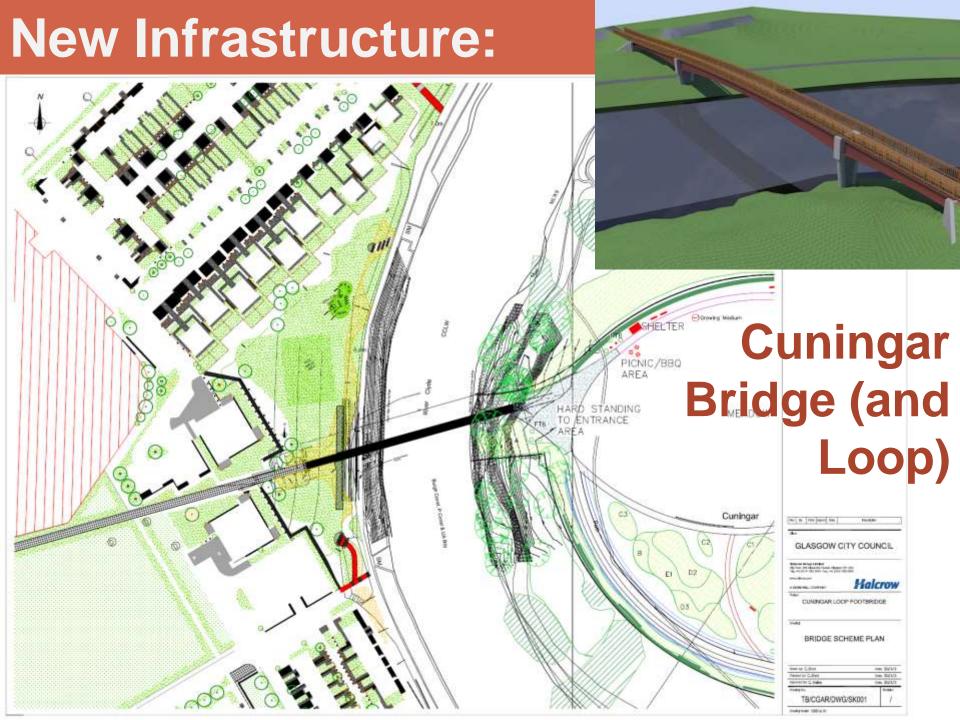
- 'Sustainable/Greener Legacy' branded projects
- Incidental improvements
- Unavoidable repairs





Cathkin Braes Mountain Bike Course

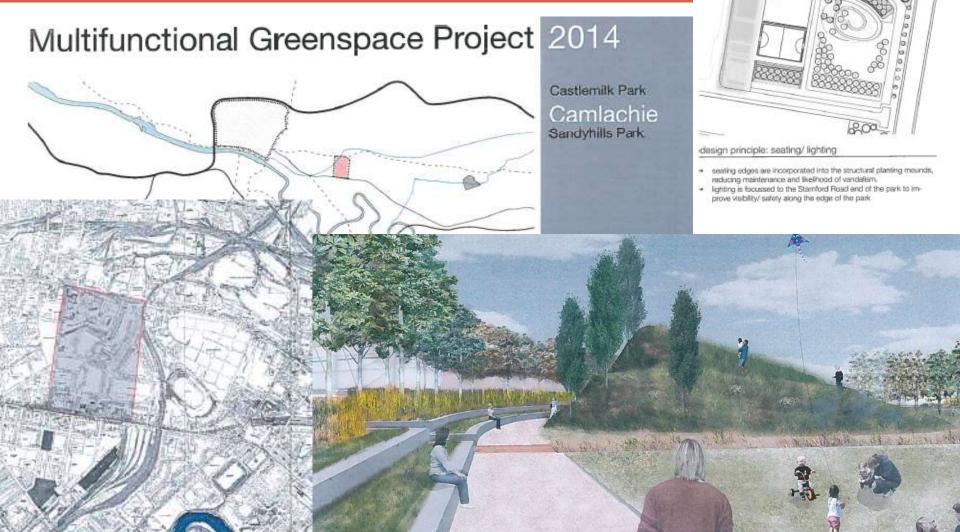




Public realm and key route upgrades:



'Greener Legacy' Projects:



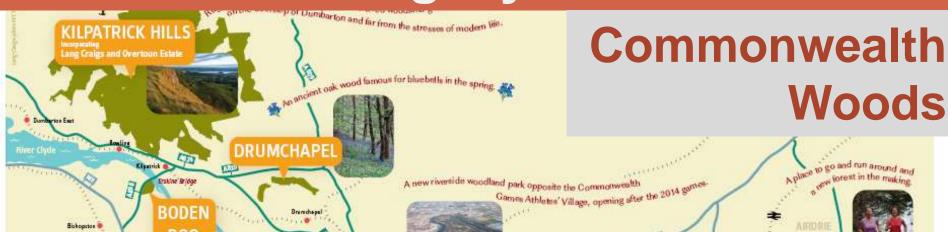
'Greener Legacy' Projects:



'Sustainable' Legacy Strand:

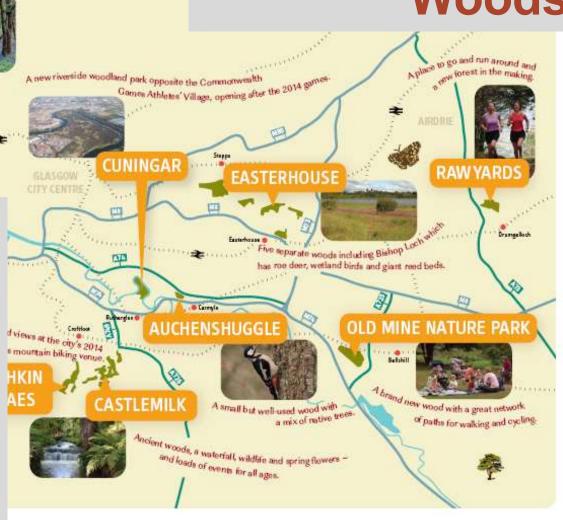


'Sustainable' Legacy Strand:



13 FCS woodlands providing a range of activities, including:

- sculpture trails
- walking routes
- •green routes to school
- woodland workouts
- to encourage local communities to enjoy their local green space and get active.



Incidental improvements:



