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**Sent:** 30/10/2020 6:04:08 PM  
**Subject:** Submission Re: DA 2020/1042 349 Barrenjoey Rd, Newport  
**Attachments:** DA2020-1042 submission PM 30 October 2020.pdf;

Attention The CEO, Northern Beaches Council

Please find attached, a pdf of my submission opposing the above DA, primarily because it goes against numerous tenets of the Newport Village Masterplan; most importantly that it proposes destruction of an existing arcade while the Masterplan requires retention of all existing arcades and development of new arcades.

Yours sincerely,

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30 October 2020

The CEO, Northern Beaches Council,  
PO Box 1336,  
Dee Why, NSW 2099

Dear Sir,

**Re: Submission re DA 2020/1042 349 Barrenjoey Rd Newport  
Destruction of Newport Arcade = Redundancy of Place Planning Concept**

As a Newport resident who has followed and endorsed the *Newport Village Masterplan*, since its initial public exhibition a decade ago, I cannot conceive how this DA can even be considered in its current form.

The Masterplan aim is to evolve our seaside village so that it continually enhances and advances the community embracing nature of this village, while making its commercial components progressively more relevant and therefore more effective in attracting residents, visitors and their resulting business. This DA proposal destroys an existing highlight of Newport (and its Masterplan) while offering nothing constructive in return. A significant factor would seem to be that the DA endeavours to cram too much into a site, which is not large enough to support it.

Core to the Masterplan concept is encouragement for developers to amalgamate sites, the inducement being that they can then achieve increased built area, while complying with requirements of set-backs, vehicle entry/exits, etc: the result being a win for all segments of the community.

I will not comment on smaller shortcomings of the current DA but limit my submission to two overwhelming flaws. This DA fails 1) because it **destroys an arcade** when the Masterplan requires the retention and expansion of arcades; and 2) it **increases traffic movements** to and through an area dedicated to evolving **into a public pedestrian plaza**.

Both these major flaws could readily be addressed by the consolidation of this site with the adjacent pharmacy site – a single retail frontage to Barrenjoey Rd with a rear access to the Council-owned segment of the Foamcrest Ave public carpark. Such an amalgamation would allow construction of **a larger, wider, modern arcade** with more retail space and natural light, keeping the pedestrian connection between Robertson Rd and Barrenjoey Rd. There would then be the additional option of pedestrian access direct from the Foamcrest Ave carpark. The removal of **vehicle entry/exit** from Robertson Rd could be then be readily achieved with a choice of design and placement **from the existing carpark** – and any future iteration of it.

The Newport Village Masterplan has many explicit references to the retention and expansion of arcades:

**Item 4.5 Pedestrian and Cycle Network:** *“The retention of arcades, and the extension of the arcade network to provide extra through-site linkages to Barrenjoey Road, are important strategies for reinforcing the existing character. Arcades, plaza areas and trafficable spaces fronting shops supplement the primary footpaths and add variety and interest to the pedestrian experience. Arcades that function as part of the pedestrian network should be publicly accessible day and night.”*

**Item 4.7 Public Domain Character:** *“Public domain strategies are intended to improve the usability, amenity and design quality of the public domain, thus contributing to well used streets,*

*arcades, plazas and park areas and enhancing the visibility of commercial enterprises. Public spaces that are well used and well overlooked create a stronger sense of safety and security for people."*

*Item 4.7.2 Plazas: "Design simple, uncluttered spaces that are intimate in scale and add to the ambience and the amenity of the village. These could be in the form of **small squares combined with arcade entries** or linear spaces associated with footpath widening and enlarged front setbacks. The **largest of these spaces is to be located on the south side of Robertson Rd.**"!!!*

*Item 5.2 Subdivision and Amalgamation: "Maintain and enhance the pattern of arcades and through-site links. **Avoid a situation where lots are isolated and unable to be developed to their full potential.**" !!!*

*Item 4.7.3 Arcades: "Design arcades to be wide and high enough for comfortable use. **Arcades should be as high and have as much natural light as possible**, either being open to the sky or with transparent roofs. Design the **entries to arcades as 'positive' spaces** that are inviting and well integrated with footpath and any plaza area. Maximise the transparency of arcades by wrapping shop windows around into the entry."*

For Council to progress the current DA any further is to deny the existence of the Newport Village Masterplan, the result of expert town planning, in concert with many months of community consultation input. Consequently, any further pursuance of community involvement in Northern Beaches 'Place Planning' would be a total waste of the community's time and effort and a waste of Council resources.

Please apply the tenets of the plan that already exists and has been there for developers to consult for a decade. Reject this DA on the totally valid basis of it not addressing the principles gazetted for this site.

Yours sincerely,

Peter Middleton  
32 Foamcrest Ave,  
Newport Beach