

**From:** Grigor, Paul <pgrigor@scotborders.gov.uk>  
**Sent:** 29 October 2020 15:17  
**To:** localreview <localreview@scotborders.gov.uk>  
**Subject:** RE: Local Review Body - Review of 20/00486/FUL

Good afternoon,

Having reviewed the additional information, I would comment as follows.

Moving the access further west is likely to achieve the required visibility, although the full visibility splays are not shown on the drawing. The inclusion of the service layby would allow the proposed dwelling to be serviced appropriately. Whilst these changes may result in an access which has appropriate visibility and geometrical layout, they would not change my original recommendation for refusal. The primary reason for recommending refusal of this application was not the precise detail of the access, it was the fact that the principle of a new access at this location is not supported when considering the guidance within the Design Manual for Roads and Bridges. New accesses onto B class roads outwith recognised settlements should not be supported unless there is economic justification or a road safety improvement, such as replacing a poor access. Furthermore, there is concern over this proposal in that it would contribute towards sporadic development in the Belses community without proper road infrastructure in place to justify it, particularly when considering pedestrian movement.

However, should the Local Review Body look to support this proposal, appropriate conditions relating to the formation of the access and visibility splays should be included. Access to be formed as per DC-3 standard detail and visibility splays of 2.4 by 120 metres in both directions onto the public road from the access. Suitable wording for these can be provided if required. The applicant should also be reminded that all works within the public road boundary must be undertaken by a contractor first approved by the Council.

Should you require any further information, please contact me.

Kind regards

Paul Grigor  
Roads Planning Officer