

Porthgain Masterplan: Concept Design Development - Introduction

The following public consultation has been prepared on behalf of Pembrokeshire County Council (PCC), Pembrokeshire Coast National Park Authority (PCNPA) and Pobol Porthgain. It aims to present a series of public realm, traffic management and highway intervention options for the village of Porthgain.

This work is a continuation of the Porthgain Masterplan project which was undertaken in 2023. The preparation of a masterplan for the village of Porthgain aimed to address local seasonal tourism-related operational challenges e.g. parking, safety, and accessibility; as identified during an initial place analysis and masterplan workshop with local residents in early-2023.

The options are presented today to allow members of the public to have their say, provide comments and feedback, and if possible to identify a preferred option. Within the proposed options consideration has been given to a series of different criteria, which we are again seeking individual feedback on. A summary of the themes are shown below, including:



Parc Cenedlaethol
Arfordir Penfro
Pembrokeshire Coast
National Park



Ariennir yn Rhannol gan
Lywodraeth Cymru
Part Funded by
Welsh Government

POBOL PORTHGAIN



Parking

All options propose formalised parking arrangements (including resident-only parking bays), except Option E which focuses on sustainable transport. As each option presents variations in the proposed parking layouts it results in different quantities of parking for each; however, no option is proposing less parking than what currently exists.

The aim of creating formalised parking bays is to alleviate parking issues within the village during the tourist season which can currently adversely affect the residents and have safety implications e.g. emergency access to the village.

The formalised public parking areas are listed below:

- Harbourside area
- Northern edge of the recreation area
- Village core area
- Village gateway
- Llanrhian Road edge parking bays



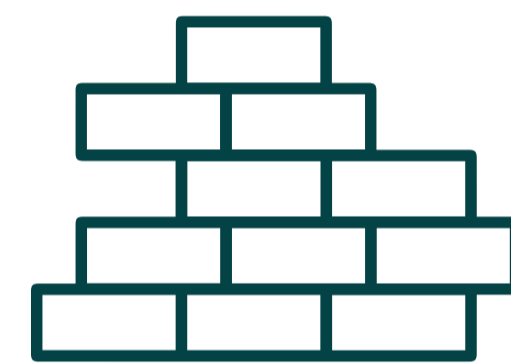
Traffic Flow

All options have shown the introduction of a new vehicle one-way system within the village core.

However, due to options showing different road and parking layouts the starting point for the one-way system can vary between options.

The aim of considering a new one-way system is to create a less car-dominated environment within the village core with emphasis instead being on providing wider pedestrian routes and the use of pedestrian-priority surface treatments.

Option E provides a different approach from the other 4 x options and presents a sustainable transport option with bus drop-off areas and public space in place of some formalised parking areas.



Materials

Porthgain is located in Pembrokeshire Coast National Park and within a conservation area, therefore it is proposed, that for any new interventions, materials used are in-keeping with the surroundings and Porthgain's existing materials palette. This would be reflected in all proposed options.

The aim of using a traditional and in-keeping palette of materials is to protect and enhance the existing character of the village setting. This can be achieved by using a range of natural materials e.g. stone and slate; instead of more urban style materials e.g. tarmac and painted lines to demarcate parking bays.

Additional information and examples of proposed materials can be seen on the materials board under the follow themes:

- Parking
- Seating
- Signage
- Landscape
- Public Realm



Signage

As part of any preferred option there is an opportunity to include new signage within the village which could address the following:

- Welcome to Porthgain signage at the village entrance
- Information boards and wayfinding village map
- Address overnight parking
- Highlight residents-only parking areas
- Identify village operational areas e.g. boat parking area

The signage would aim to be minimal and in-keeping with the village character. Additional information and examples of proposed sign styles can be seen on the materials board.



Public Realm

All options aim to provide improvements to the existing public realm within the village with narrowing of the existing road width and creation of more defined pavement spaces with landscaping e.g. coastal planting and use of natural materials to define separation.

Other considerations will include: seating, cycle infrastructure and pedestrian-priority and accessible surface treatments where applicable e.g. tactile surface at crossings and visual distinctions for those with visual impairments.

Additional information and examples of proposed public realm and landscaping materials and planting can be seen on the materials board.

Porthgain Masterplan: Concept Design Development - Options

Below, five preliminary design options have been displayed forming part of the Porthgain for All public consultation. Each option highlights key information such as formalised parking areas, parking bay quantities, areas of public space and new landscaping. These options form the long list of options designed and are based upon feedback obtained through the workshops in 2023.

Through internal discussions with the steering group, specialist key stakeholders (such as Accessibility, Ecology, Conservation) and through our own works with ground investigations, two options (B and E) have been withdrawn from further consideration at this time.

Option B presented a challenge in terms of traffic flow and was not considered in keeping with the village. The intensification of traffic movement, and required infrastructure, through the village core was thought to be too far outside what would look acceptable and fitting within the existing character.

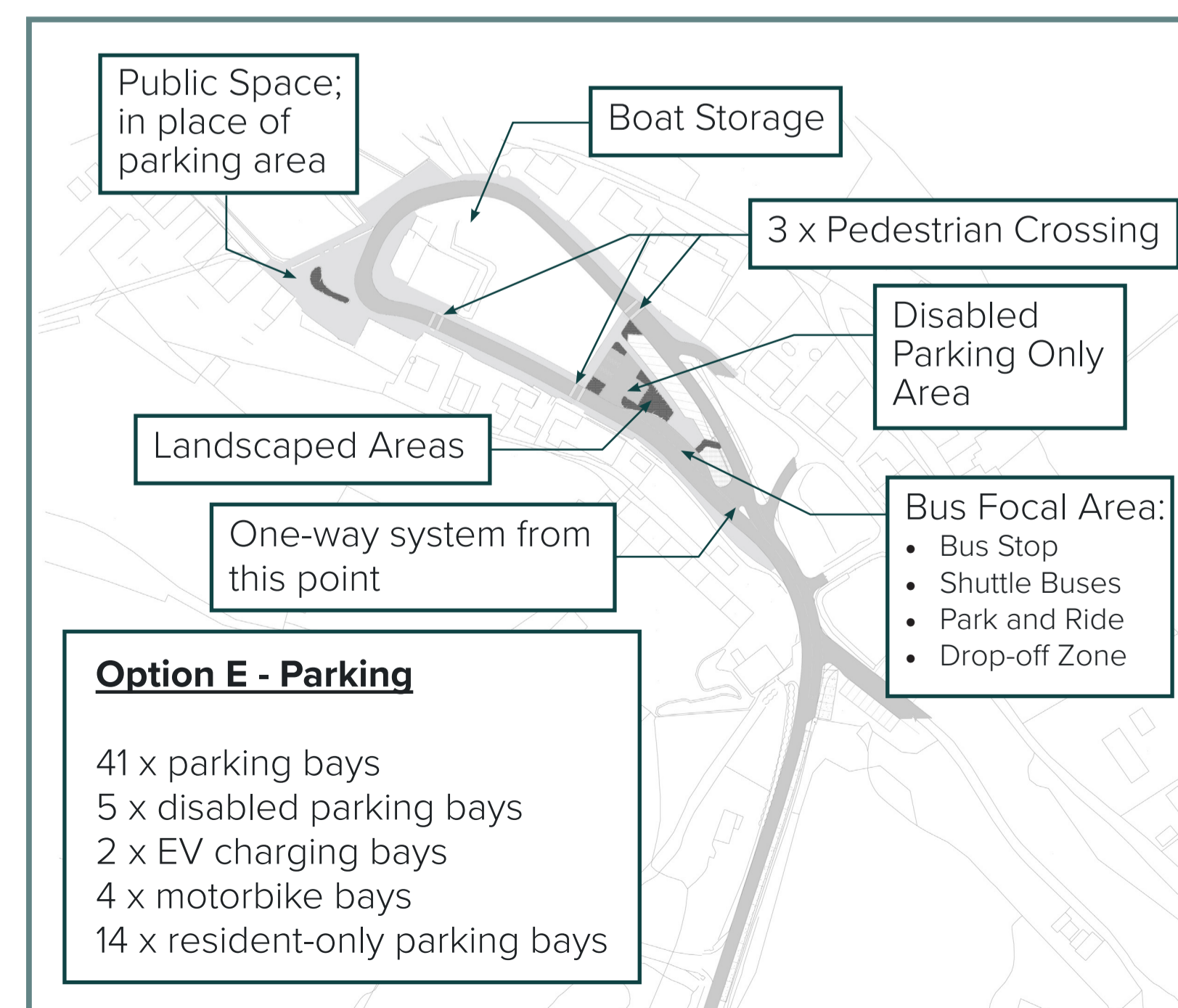
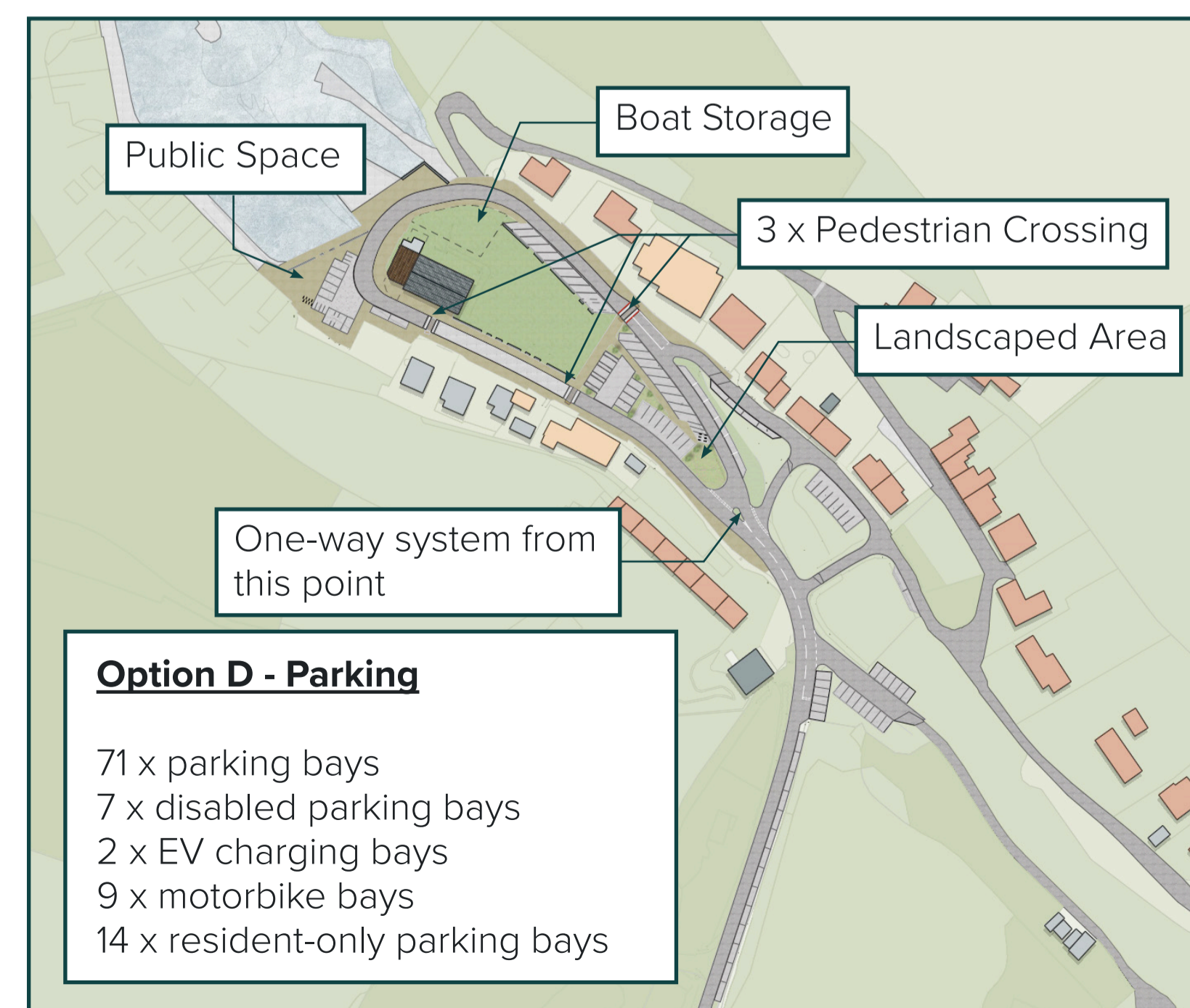
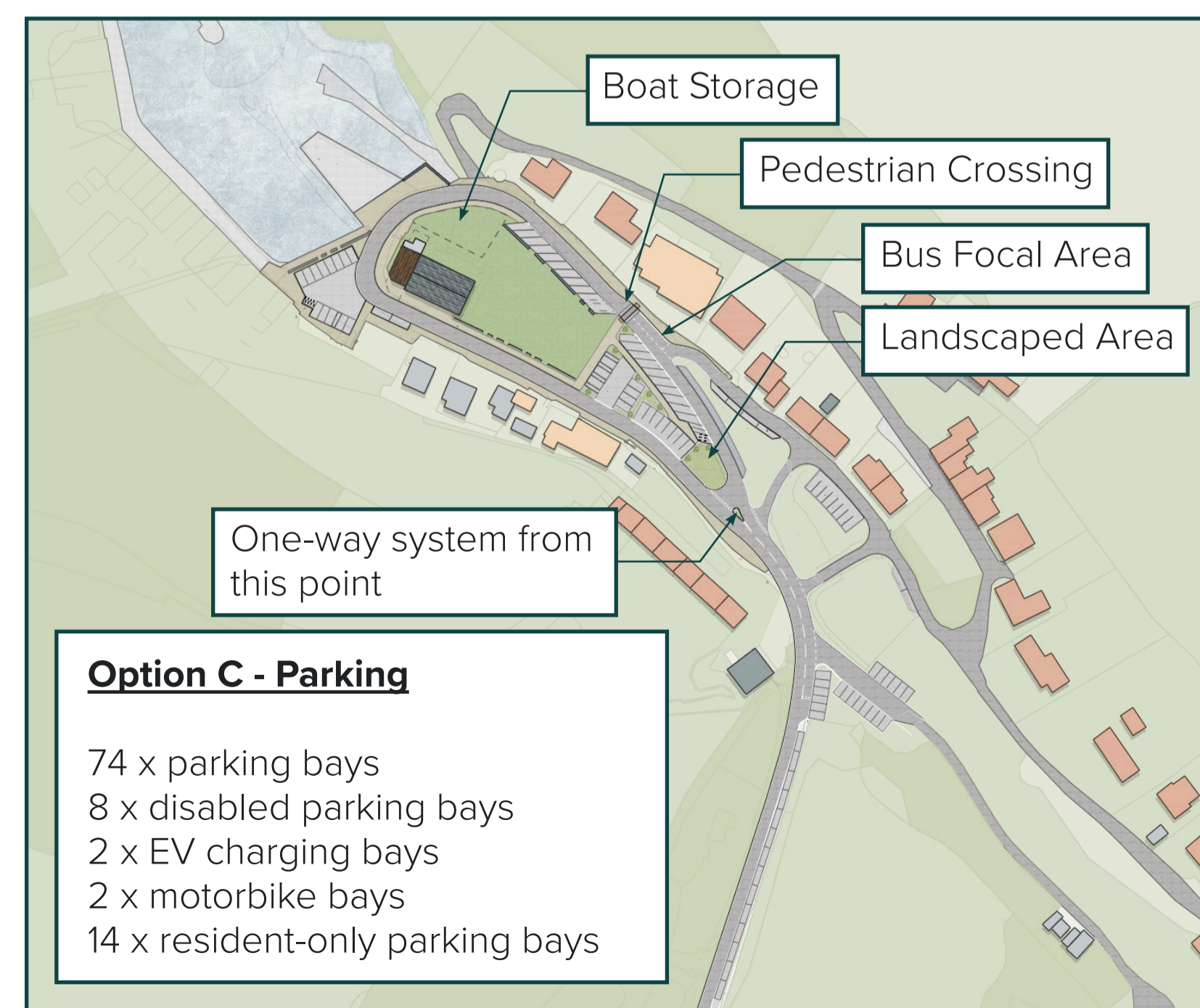
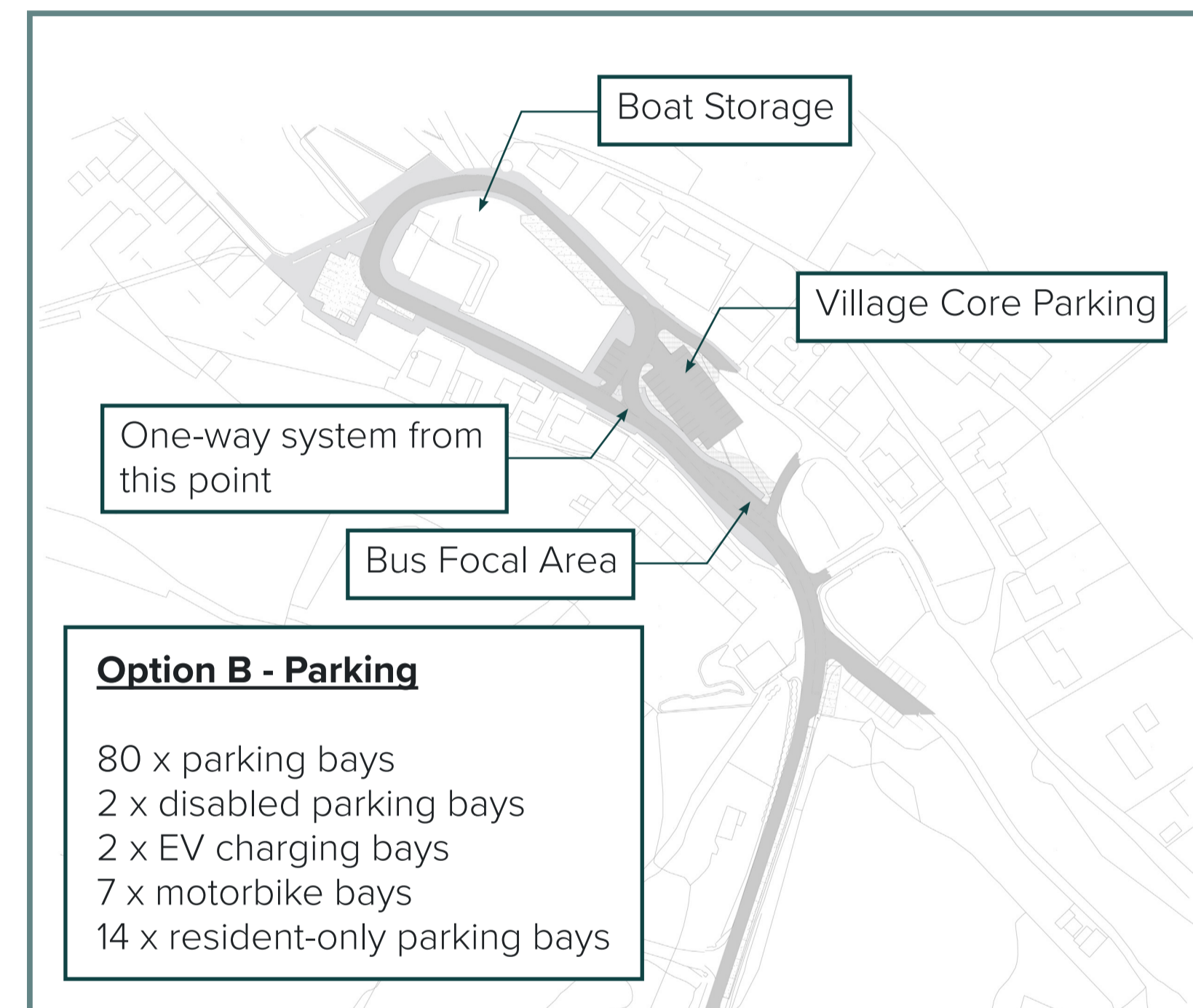
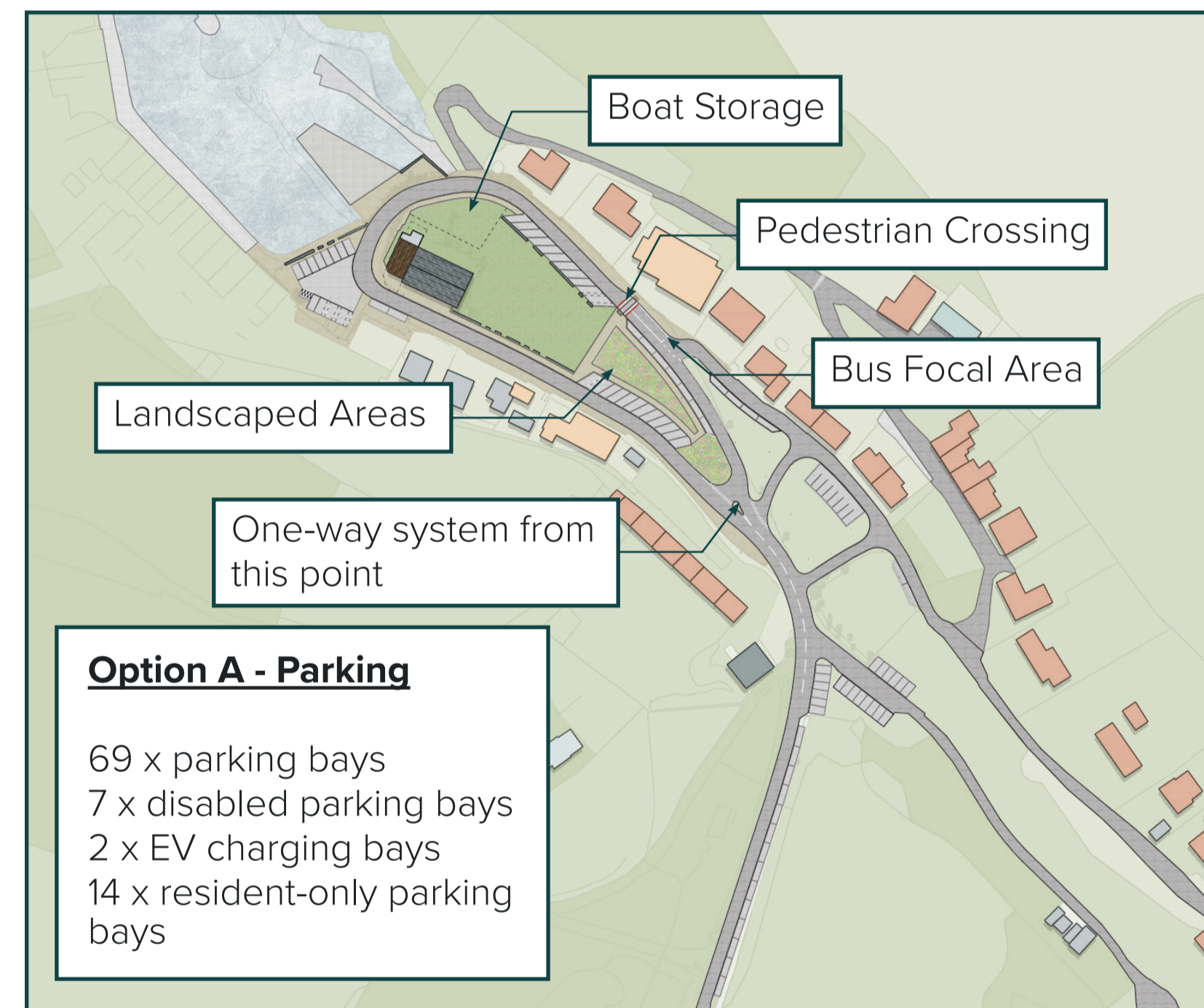
Option E presents a sustainable transport package option, where the focus is on providing better infrastructure for buses, shuttle buses and the implementation of a future park and ride scheme. This option would lower the available number of parking spaces within the village, and restrict those remaining for disabled users, local residents and drop-off

zones. This option would also require future funding in terms of a more frequent bus service, especially during the summer months, and an identified park and ride option. This option would meet with Welsh Government targets to promote active and sustainable travel within the area, but would depend heavily on the provision of the bus service that may arise out of the future Coastal Access Strategy. Initial feedback on this option was that it may harm local businesses, given the lack of immediate parking. As a result of this feedback, Option E has been withdrawn from immediate consideration but may be considered at a later date (outside the scope of this project) in line with the Coastal Access Strategy.

Options A, C /D are currently identified as the 'short list' of remaining options. These are shown in colour, below, but also in greater detail on separate boards. Options C/D have been combined together as they have the same layout, with Option D providing more traffic management infrastructure.

We would welcome your comments on the options presented and for you to fill in the survey to provide feedback.

The aim of this public consultation will be to identify a final, preferred option that can be taken forward within the Porthgain for All project.



Ariennir yn Rhannol gan
Lywodraeth Cymru
Part Funded by
Welsh Government

POBOL PORTHGAIN

The survey will remain open until 8th March.

Further information and a link to the survey can be found on the Porthgain for All website:

<https://www.pembrokeshire.gov.uk/transport-strategy/porthgain-for-all>

Alternatively, you can contact us for more information and to provide feedback by emailing:

porthgainforall@pembrokeshire.gov.uk

Porthgain Masterplan: Concept Design Development - Option A



Parc Cenedlaethol
Arfordir Penfro
Pembrokeshire Coast
National Park



Ariennir yn Rhannol gan
Lywodraeth Cymru
Part Funded by
Welsh Government

POBOL PORTHGAIN

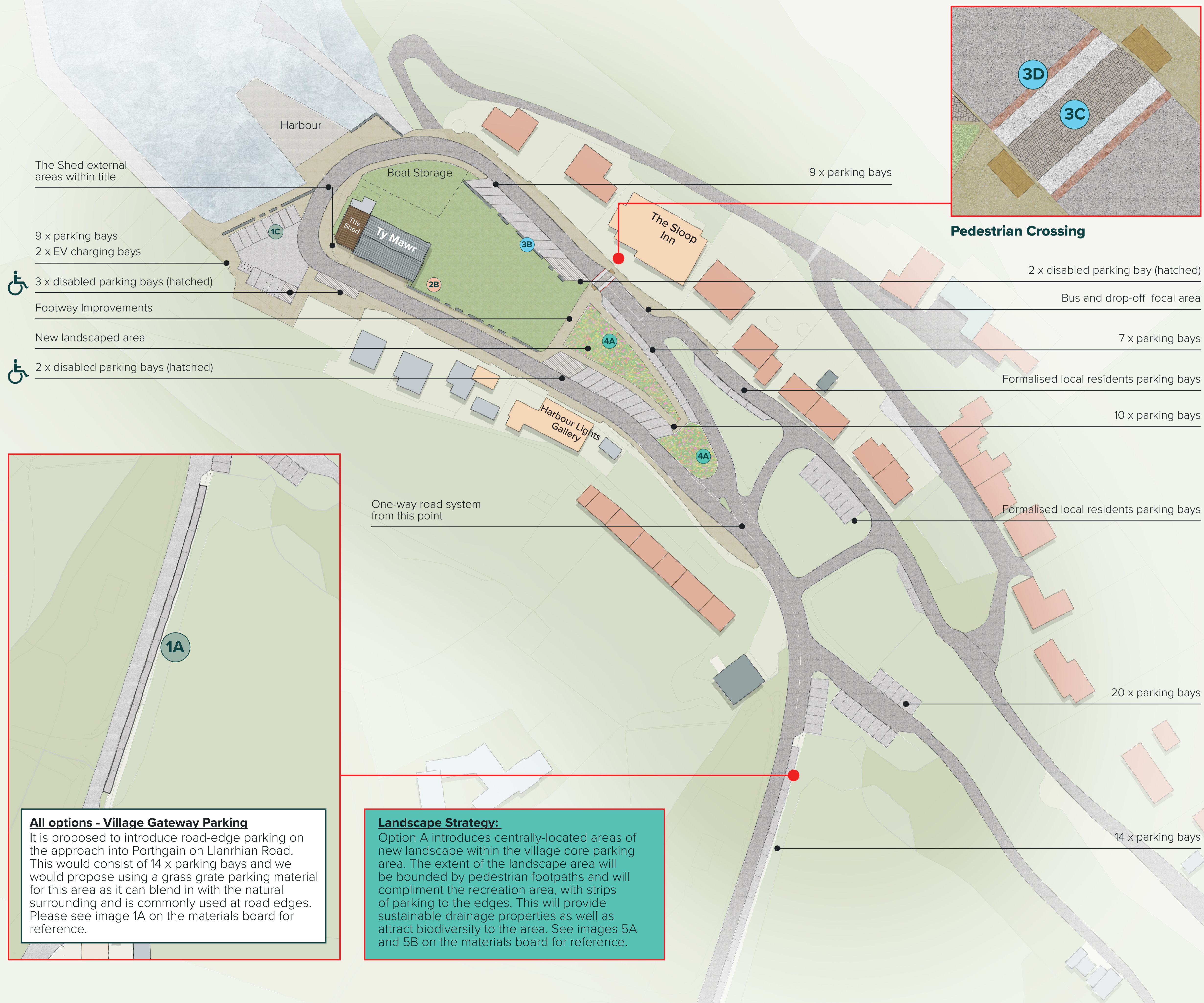
Option A

Option A has been identified as a 'shortlisted' option and has therefore been presented here in greater detail than other options.

This option shows formalised parking areas, including residents only parking and footpath improvements around the existing road network.

An uncontrolled **pedestrian crossing** (see inset) is situated on the northern section of Llanrhian Road. This is shown with a central cobbled-stone crossing area to provide a tactile surface which makes the crossing distinctive from road surface. The red brick trim to each side of the crossing creates a visual cue and the materiality relates to Porthgain's industrial heritage.

Proposed locations for **materials** are annotated here with coloured circles that correspond to the themes and images shown on the materials board.



The Shed external areas within title

Boat Storage

9 x parking bays

9 x parking bays
2 x EV charging bays

3 x disabled parking bays (hatched)

Footway Improvements

New landscaped area

2 x disabled parking bays (hatched)

Pedestrian Crossing

2 x disabled parking bay (hatched)

Bus and drop-off focal area

7 x parking bays

Formalised local residents parking bays

10 x parking bays

One-way road system from this point

Formalised local residents parking bays

20 x parking bays

14 x parking bays

All options - Village Gateway Parking

It is proposed to introduce road-edge parking on the approach into Porthgain on Llanrhian Road. This would consist of 14 x parking bays and we would propose using a grass grate parking material for this area as it can blend in with the natural surrounding and is commonly used at road edges. Please see image 1A on the materials board for reference.

Landscape Strategy:

Option A introduces centrally-located areas of new landscape within the village core parking area. The extent of the landscape area will be bounded by pedestrian footpaths and will compliment the recreation area, with strips of parking to the edges. This will provide sustainable drainage properties as well as attract biodiversity to the area. See images 5A and 5B on the materials board for reference.

Porthgain Masterplan: Concept Design Development - Option D



Parc Cenedlaethol
Arfordir Penfro
Pembrokeshire Coast
National Park



Ariennir yn Rhannol gan
Lywodraeth Cymru
Part Funded by
Welsh Government

POBOL PORTHGAIN

Option D (with C)

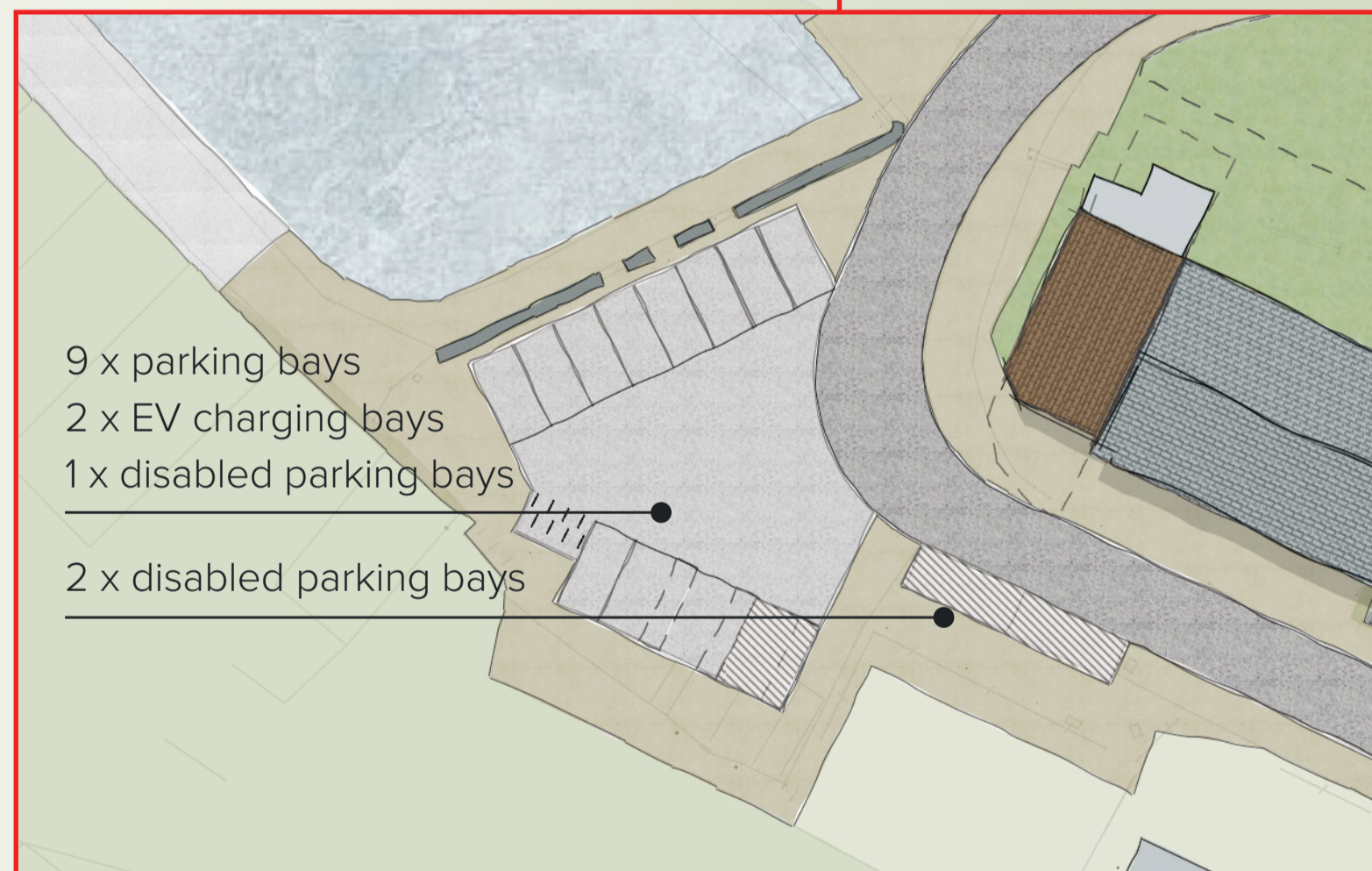
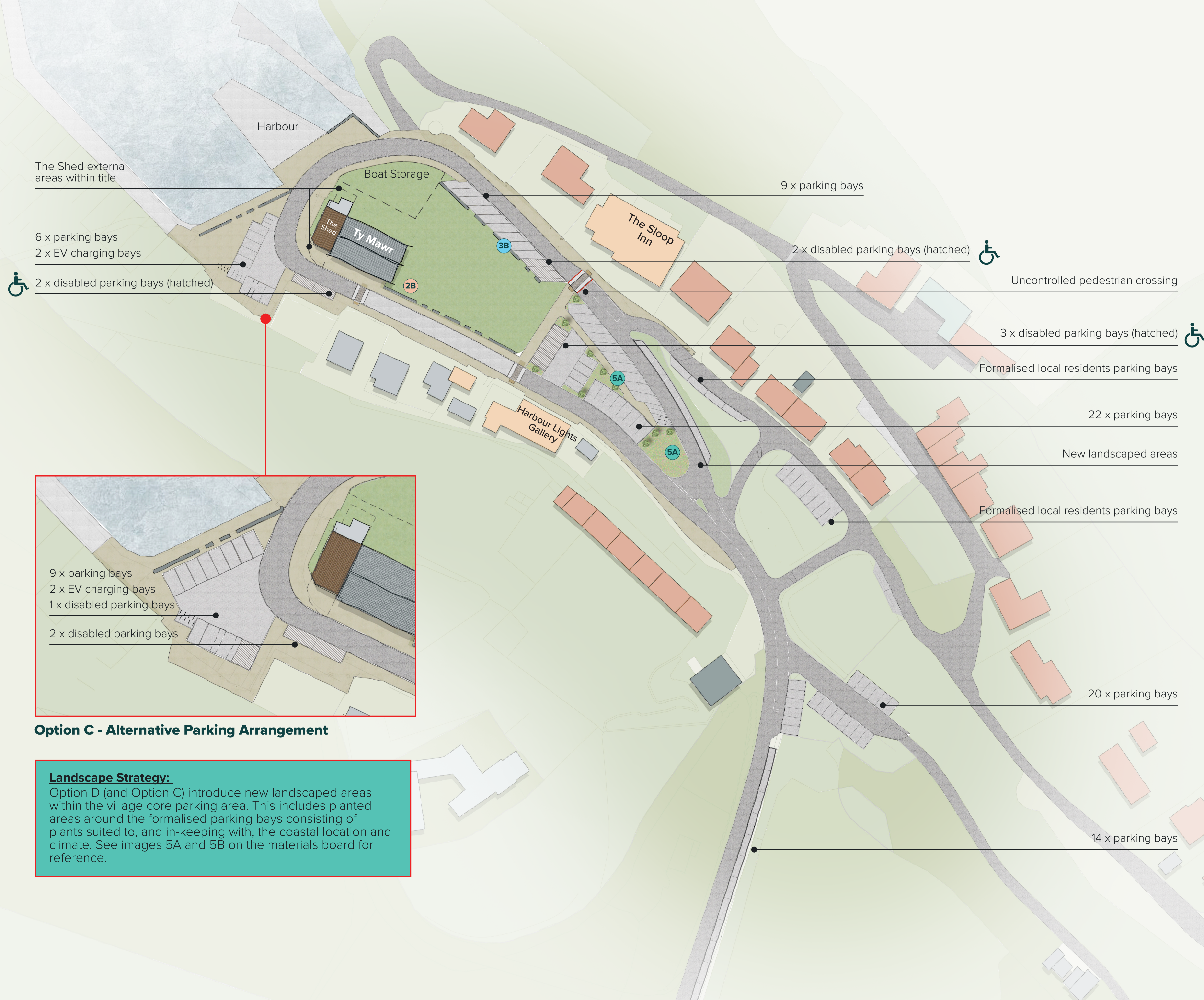
Option D has been identified as a 'shortlisted' option and has therefore been presented here in greater detail than other options.

Option C has also been identified as a 'shortlisted' option. This option proposes the same layout as Option D, but offers a variation of the formalised parking area at the harbourside. An extract plan of this parking area has therefore also been presented.

Both options show formalised parking areas, including residents only parking and footpath improvements around the existing road network. Option D (with C) offers a higher quantity of parking bays in the village core area, and some areas of landscape around the edges of this formalised parking area.

Proposed locations for **materials** are annotated here with coloured circles that correspond to the themes and images shown on the materials board.

theurbanists



Option C - Alternative Parking Arrangement

Landscape Strategy:

Option D (and Option C) introduce new landscaped areas within the village core parking area. This includes planted areas around the formalised parking bays consisting of plants suited to, and in-keeping with, the coastal location and climate. See images 5A and 5B on the materials board for reference.

Porthgain Masterplan: Concept Design Development - Materials

It is proposed that any new materials used are in-keeping with the village's natural surroundings and Porthgain's existing materials palette. This would be reflected in all proposed options.

Shown below are a number of potential materials and styles for the different parts of the concept design options, including: parking, public realm surfaces and crossing points, seating and signage. An overarching theme is accessibility and ensuring new designs cater to all users, including wheelchair users and people with visual impairments.

We are seeking your comments and feedback on the proposed materials shown below. The online and written survey provides a section for you to provide feedback and comments on materials displayed here or to identify preferred material options.



Parc Cenedlaethol
Arfordir Penfro
Pembrokeshire Coast
National Park



Ariennir yn Rhannol gan
Lywodraeth Cymru
Part Funded by
Welsh Government

POBOL PORTHGAIN



Public Realm 3A - Stone Paving: A natural coloured and textured stone surface material for pathways. Natural stone paving provides a high quality and unifying material in the public spaces of the village.



Signage 4A - Corten Steel: A durable, versatile and easily-maintained material which has an industrial aesthetic which can relate to Porthgain's Industrial history.



Parking 1A - Grass grate parking: A discrete and natural looking parking surface that can be applied at road edges.



Street Furniture 2A - Wooden Bench: Sustainable and natural material that is easily maintained and in-keeping with the village setting within Porthgain.



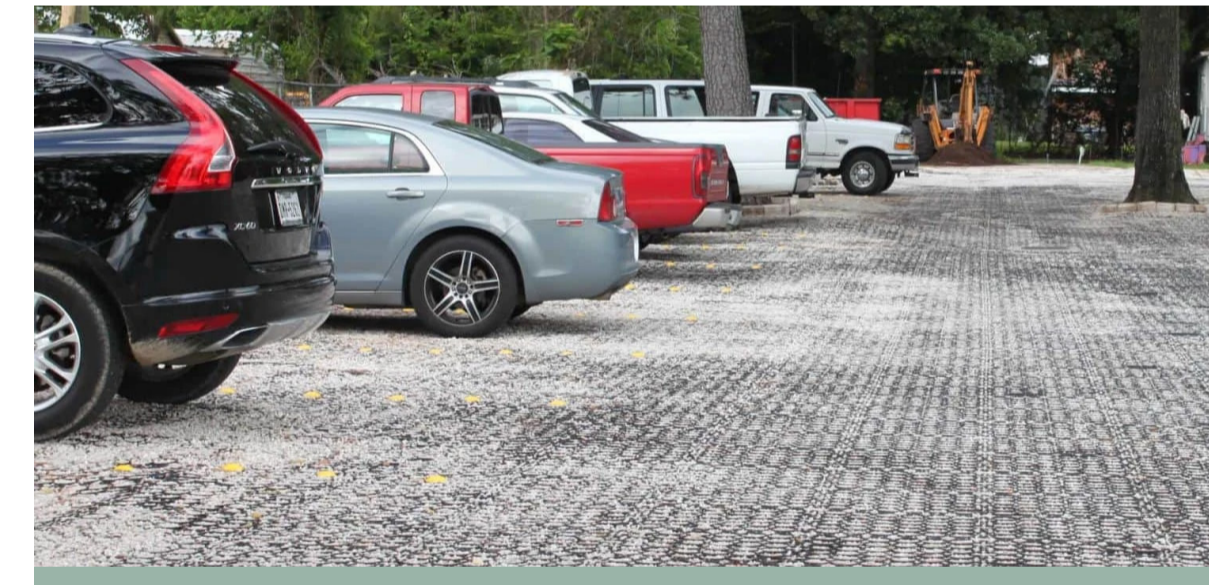
Public Realm 3B - Slate Walls and Boundaries: Slate material is used currently within the village. It offers a tactile and traditional aesthetic and style.



Signage 4B - Branded Signage: Co-ordinated and well designed signage provides a welcome unifying element within the area. The use of natural colours and materials like timber can ensure that signage is in-keeping with the traditional materials of the village.



Signage 4E - Highway Signage: Standardised highway signage for speed limits and one-way road system could be used instead of the more bespoke and in-keeping materials.



Parking 1B - Gravel with porous paving grid: A solid and stabilised natural-looking surface. Plastic grids provide a free draining surface which allows rainwater to permeate through to the sub-base. Plastic grids also allow markers to be fixed to formalise parking bays during peak-season that can then be removed at anytime.



Street Furniture 2B - Stone Wall Seating: There are existing low stone rubble walls within Porthgain and the material could be replicated within new seating areas. The use of stone provides an attractive linkage between the buildings and spaces around them, in respect of colours and textures.



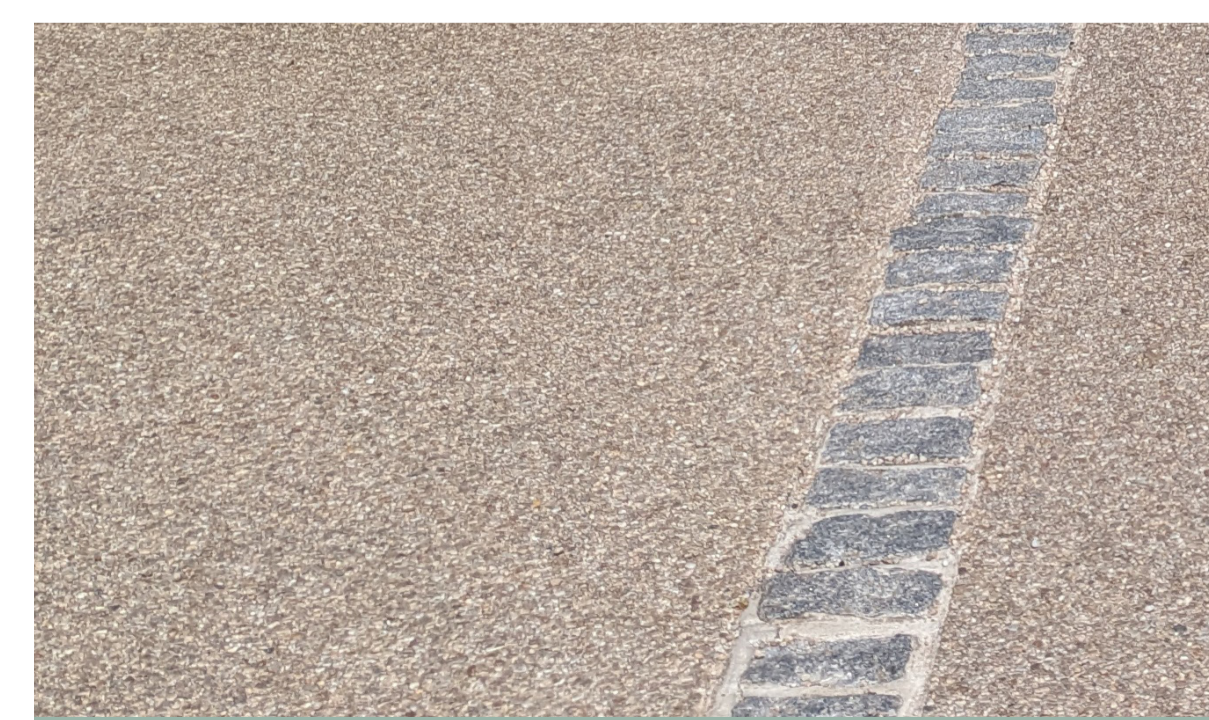
Public Realm 3C - Cobbled Crossing: Traditional-style cobbled stone has been used within the village as a surface treatment. The cobbles can be used as part of the pedestrian crossing design as a tactile material which would define the extent of the crossing area.



Signage 4C - Traditional Signage on Natural Materials: Signage can use an in-keeping colour scheme and be placed onto large boulders as opposed to metal or timber poles.



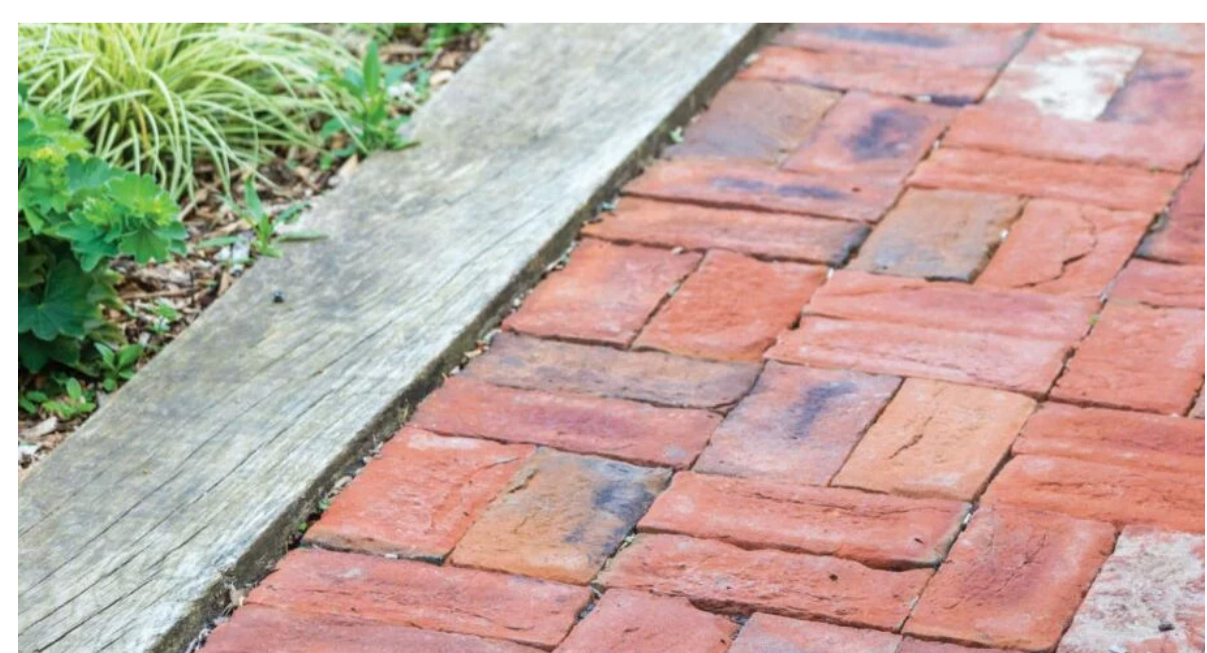
Landscape 5A - Coastal Planting: Planted areas can be introduced into defined public realm areas. This will attract biodiversity and enhance the sensory experience of the village.



Parking 1C - Compact gravel with cobbled separation marking: A solid and stabilised natural-looking surface with natural stone materials being used to mark parking bays and public realm boundaries.



Street Furniture 2C - Steel Benches: Solid steel benches could be introduced within public areas to provide additional distinct seating.



Public Realm 3D - Red Brick Paving and Edges: A red brick material relates to the existing brick hoppers at the harbourside. This in-keeping material could be used for public realm pathways and as an edge surface to pedestrian crossings; providing a clear visual cue.



Signage 4D - Plaque Signage: Less obtrusive plaque signage could be introduced within public realm and for highlighting parking areas e.g. residents-only parking.



Landscape 5B - Industrial and Stone Detailing: Industrial materials can be introduced with the landscaped areas to relate to the industrial heritage of Porthgain.