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SUPPLEMENTARY PAPERS

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Membership	Councillor Mackie (Chairperson) Councillors Derbyshire and Goddard

High Street Arcade – Additional Information (*Pages 3 - 134*)

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HIGH STREET and DUKE STREET ARCADES and associated ranges to the north

CARDIFF

HERITAGE IMPACT STATEMENT



August 2020

Updated December 2020

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Holland Heritage
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1.0 Introduction

1.1 Authorship and Background

This Heritage Impact Statement report is written by Edward Holland, Director of Holland Heritage, for Mansford LLP. It was commissioned on 10th July 2020 by Jamie Yeoman Associate of Rio Architects on behalf of the client. This report is to inform proposals to convert the Grade II listed High Street Arcade and its adjacent buildings on its north side that front onto High Street.

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1.2 Location

High Street Arcade runs from High Street in the west to St John Street in the east. It connects internally with Duke Street Arcade which runs north to Duke Street.

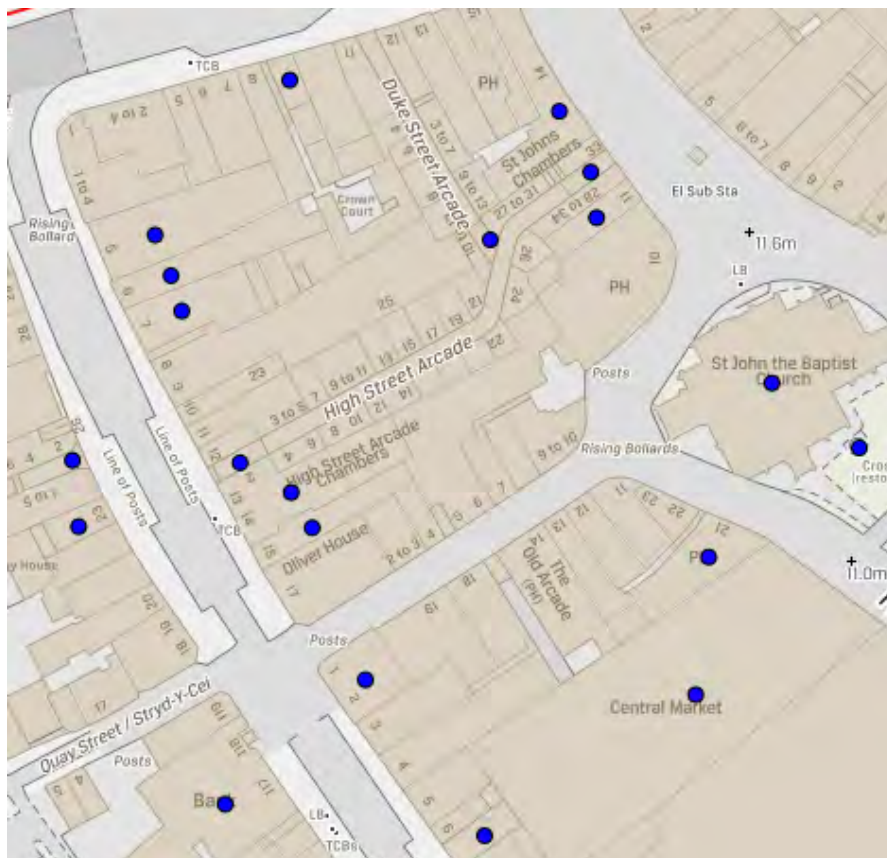


Figure 1 Location Plan © Cadw Cof cymru

1.3 Methodology

The purpose of this Heritage Impact Statement is to fully understand the heritage asset and to evaluate proposals for change.

The process for writing a heritage report is broadly in line with the philosophy first set out in the Burra Charter in 1979 and last updated in 2013 (*The Burra Charter: The Australia ICOMOS Charter for Places of Cultural Significance 2013*.) It sets out a methodology that is adopted by ICOMOS and used throughout the world. The objective is to identify the place and its associations, assess its significance, identify obligations arising from this significance, gather information about other factors affecting the future of the place and develop a policy for its future. The assessment also follows the approach set out in **Cadw's Conservation Principles document** (*Conservation Principles for the sustainable management of the historic environment in Wales, March 2011*) as well as that set out in the more recent best-practice guidance documents associated with the Historic Environment (Wales) Act 2016. In particular *Heritage Impact Assessment in Wales (2017)* and *Managing Change to Listed Buildings in Wales (2017)* contain the general principles to consider when planning changes to historic assets. In Wales, as from 1st September 2017, a Heritage Impact Statement is mandatory for all listed building consent applications.

This report is based upon a site surveys on 27th July and 1st December 2020.

1.4 Relevant Heritage Designations

High Street Arcade is listed Grade II as is the Entrance Block to High Street Arcade on St John Street. These were both designated on 30th April 1999. Duke Street Arcade is also listed Grade II and was designated on 31st March 1999. The relevant list descriptions are attached at Appendix A.

The site is within Castle Community which has 168 listed buildings, the majority of which are listed at Grade II. There are 12 Grade II* buildings including the adjacent Cardiff Central Market and the Former Central Library. There are 8 Grade I buildings including the Church of St John the Baptist, Cardiff Castle and Cardiff City Hall.

The site lies within what is now the St Mary Street Conservation Area but was originally designated in January 1975 as Central Conservation Area No.1 and then extended in 1983 and 1984 and again in 1988 when it was renamed. There is a Conservation Area Appraisal dated 2006. The boundary is shown at Appendix B.

2.0 Understanding the Heritage and its context

2.1 The 1844 Tithe Map for Cardiff St John's Parish shows an empty site with commercial development mainly restricted to the southern end of the street. At this time the land was probably owned by the Town of Cardiff.



Figure 2 Extract from Cardiff St John Tithe Map © National Library of Wales



Figure 3 Extract from Ordnance Survey 1st edition 1880 © Cardiff Library

2.2 The 1st edition Ordnance Survey map (figure 3) shows the site was fully built up by 1880 but the arcade had not yet been created (the only other surviving arcade that predates this is Royal Arcade, opened in 1858).



Figure 4 Photograph of High Street east side, 1894 © Stewart Williams, Cardiff Yesterday



Figure 5 Photograph of High Street east side, 1905 © Stewart Williams Cardiff Yesterday

2.3 A photograph dated 1894 (figure 4) shows that the building which is now the entrance block to High Street Arcade pre-dated the arcade itself and, given the evidence of the Ordnance Survey map, had probably been built before 1880. The 1st floor seen here is clearly the same as the 1st floor of the existing building but, overall, it is at least four-storeys high in contrast to the existing three-storey building. The photograph also shows either an attic storey or a projecting gabled feature at the top, with what appears to be crested decoration. A photograph dated 1905 (figure 5) shows this elevation still in place and it is not known exactly when it was reduced in height to create the present appearance, but it was clearly a 20th century change.

2.4 High Street Arcade was built by the Cardiff High Street Arcade Company which was set up by Frederick de Courcy Hamilton, a Cardiff solicitor. According to the list description (attached at Appendix A) the arcade, including the entrance block, was built to the designs of T Waring and Son with J P Jones and was opened in June 1886. However, as set out in 2.3 above, the entrance block was adapted out of a pre-existing building which may have been designed by a different architect. Owen and Co.'s 1887 Trade Directory lists **Jones's office as No.27 Park Street** and Waring's office as No.1 Charles Street. Waring (1825 – 1891) was primarily an engineer whose early work was in the construction of railways in Yorkshire and Lancashire. He later became Resident Engineer of the Cardiff Sewage Works, Surveyor to the Local Board of Health and Chief Engineer to the Cardiff Rural Authority. Jones (1850-1893) was a well-known Cardiff architect whose works also included the Wyndham Arcade which was opened the following year.

2.5 The arcade originally had 34 shops and the following extract from the 1887 street directory (figure 6) shows that the arcade was already fully occupied.

2.6 The 1901 Ordnance Survey (figure 7) shows the High Street Arcade but the Duke Street Arcade not yet built - this is not seen on maps until the 1920 Ordnance Survey.

High Street Arcade.*High Street to St. John's Square*

- 1 Cappers, tea merchants
- 3 Bullet Charles & Co., fancy toy dealers
- 5 Paladin Paul, tobacconist
- 7 Thatcher C. O., music seller
- 9 Barrett John K., ironmonger, &c.
- 11 James William, tailor & outfitter
- 13 Mably Mary, fancy goods dealer
- 15 & 17 The Louvre fancy drapery
- 19 O'Doherty John Lawrence, tobacconist, &c.
- 21 Norton Marion, florist
- 23 25 & 27 Hall St., draper, &c.
- 29 Marsh Sarah, fruiterer
- 31 Matthews Edward, bootmaker

ARCADE CHAMBERS (St. John's Square end)

- Yorke James A., & Co., accountants, estate agents, surveyors, & Life & Fire Insurance brokers
 - Bradley William, solicitor
 - Aspinall Miles, architect & survyr.
 - 33 Lloyd & Clarke, fruiterers
here cross over
 - 34 & 32 Duck & Son, chemists
 - 30 Wringing Machine Co.
 - 28 Smith E. H., ladies' and babies' outfitting
 - 26 Bregarten J., tailor & hosier
 - 24 Stephens & Co., fancy dealers
 - 22 Sellar & Sons, machine factors
 - 20 Fine Art Co., G. D. Williams, manager
 - 18 Shaw John, china and glass dlr.
 - 16 Wellstead Miss, milliner
 - 14 Bafco John, refreshment rooms
 - 12 Roberts E. W., picture dealer
 - 10 Wilce Caroline, fancy bazaar
 - 8 Morris William, watchmaker
 - 6 Treseder William, nurseryman and seedsman
 - 4 Maggs N. J., confectioner
- ARCADE CHAMBERS (High St. end)
- Ensor & Son, solicitors
 - Ensor Thos. Henry, comr. of oaths
 - Smith S. E., aural surgeon
 - 2 St. Crispin Boot Co.

Figure 6 Extract from Owen's Trade Directory 1887 © University of Leicester

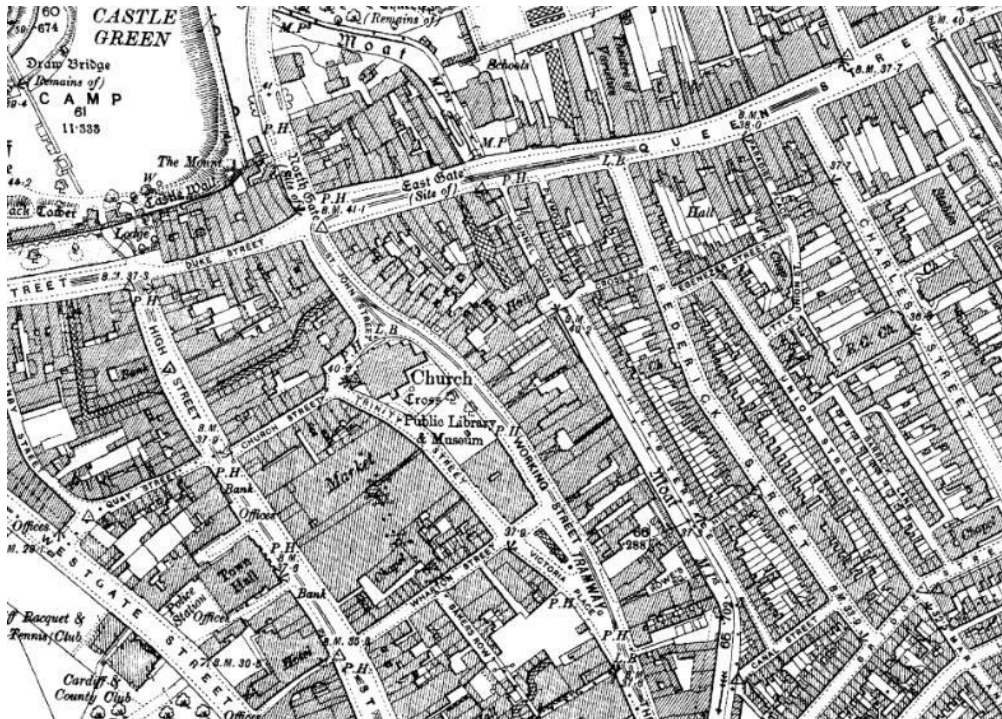


Figure 7 Extract from Ordnance Survey 2nd edition 1901 (showing High St Arcade) © www.old-maps.co.uk



Figure 8 Extract from Ordnance Survey 3rd edition 1920 sheet XLVII.7 © Cardiff Library

2.7 Duke Street Arcade was built in 1902 by the Cardiff High Street Arcade Company and indeed it connects with the High Street Arcade, the

only instance of physical connections between one Cardiff arcade and another. It was designed by Ware and Williams and built by the well-known Cardiff builders E Turner and Sons. It features in their 1929 publication *Superb Buildings* which showcased their major building projects. Curiously the 1909 Cardiff Directory lists Ware and Williams, based at 6 Pembroke Terrace, as Land Agents and Surveyors not architects. The Directory lists the following occupants of the Arcade:

Duke Street Arcade
Duke St. to High St. Arcade.
 Dunn's, hatters
 "Grandor" Hat Saloon
 Davies & Pooley, tailors
 Taylor A. & G., photographers
 Hall Samuel, draper
here cross over
 Davies E., hairdresser
 Marie Madame, milliner
 Maton W. H., jeweller
 Jotham & Sons, ladies' out-
 fitters
 Entrance to Chambers—
 Taylor A. & G., photo-
 graphers' offices
 Jotham & Sons, Ltd., outfitters.

Figure 9 Extract from the Cardiff Directory 1909 © University of Leicester



Figure 10 c.1920 Photograph of Duke Street Arcade © Dr. Matthew Williams

2.8 High Street Arcade and Duke Street Arcade were sold in the mid 1980s. Today High Street arcade has 23 shop units with offices and other businesses on the upper floor and one remaining apartment.

3.0 Architectural Description of Street Frontages

3.1 High Street entrance block



Figure 11 Entrance to High Street Arcade from High Street

3.1.1 High Street Arcade has entrance blocks to both west and east ends, the main one being that fronting High Street as shown above. This is 3-storey with a symmetrical elevation in an eclectic medley of Gothic, Classical and Arabic styles and liberally enriched by gilded foliated detail. The central bay is stepped forward over the arcade entrance. The ground floor is faced in Bathstone with a deep trefoil ornamented parapet which is stepped out to form broad pilasters punctuating each bay and enriched by paired fluted brackets and reeded panels. The shopfronts either side of the entrance have modern fascias.



Figure 12 Panelled detail to pilasters on ground floor of arcade entrance block on High St.

3.1.2 The upper floors are of painted brick, visually linked by giant order pilasters to either end but divided by the horizontal frieze over the 1st floor. The central 1st floor bay is spanned by a broad cusped Gothic arch with deeply carved foliate ornament and framed by Classical pilasters, frieze and diminutive pediments. There are also foliated spandrels and further deeply cut foliage carving to the frieze. Deeply recessed behind the central arch is a tripartite window with sliding sashes. Set back to either side are tripartite windows spanning the full width of the bays. These are punctuated by pilasters and the heads have carved foliage under segmental arched, deeply cusped, hoodmoulds. The foliage carving to the central head on each side contains a blind armorial shield. All the 1st floor sashes have decorative margin-glazing to the upper sashes. **The central bay's frieze continues across the outer bays to form a strong horizontal bandcourse between 1st and 2nd floors.** The 2nd floor has paired horned sash windows under cambered heads and voussoirs, those to the outer bays have a single glazing bar to the upper sashes while the two to the central bay have multipane upper sashes. This projecting central bay is framed at 2nd floor level by panelled pilasters with sunk foliage ornament. To the top there is a dentil cornice across the whole elevation. The roof retains a stone chimney stack.



Figure 13 Upper floors of High Street Arcade frontage to High Street

3.2 St John Street entrance block



Figure 14 High Street Arcade entrance block facing St John Street

The elevation to St John Street is much simpler, though is assumed to be of a similar date as the arcade was entered from either end from the outset. However, the architectural ambitions of this entrance clearly show that it was considered secondary. It was also not a conscious pair with the High Street entrance as the unusual design of that is now known to relate to an earlier building. The ground floor is in the form of a full-width shopfront with a deep fascia and panelled pilasters defining each bay. Stepped forward slightly to the centre is the arcade entrance under a segmental arch. Some of the joinery is modern but the shopwindows retain their panelled bands to the top with Art Deco inspired leaded glazing. The stucco faced 1st and 2nd floors have giant order pilasters and there is a narrow foliated bandcourse between floors and a dentil cornice below 2nd floor sill level. The parapet has been lost but is retained on the adjacent building (No.11) with which the arcade entrance block was originally architecturally combined. The 1st floor has a 4-light central window with high transom and horned sashes. The flanking bays have similar 3-light windows. A similar hierarchy of simple sash windows is found on the 2nd floor with 3-lights to centre and paired lights to the flanking bays.

3.3 Duke Street Arcade entrance block



Figure 15 Duke Street Arcade entrance block fronting Duke Street

This handsome stone faced 3-storey, 3-bay elevation is dated 1902, the year that the arcade opened. The upper two floors are faced in Forest of Dean ashlar and are distinctive for the large semi-circular arched openings to the 1st floor containing splayed bay shop windows under a four-pane overlight to the arch. The bays are punctuated by pilasters with cornices at impost level and hoodmoulds and keystones to the arches. The 2nd floor has deeply recessed 3-light windows to each bay, with cylindrical shafts and stout transoms. The elevation is surmounted by a dentil cornice and pinnacles to each bay, though one is missing. To the ground floor there is a deep modern fascia. To the left, No.12 Duke Street retains a good original shopfront with metal framing to large plate glass windows stepped out with convex panels to the corner and below horizontal overlights. It also has a polished granite stallriser. The shopfront to the right is different, with a high transom and armorial glazed panels but is shown largely as existing in the c.1920 photograph. The building has a slate roof and red brick side elevation to the right.

3.4 Adjacent buildings, not part of the Arcade but included within the proposed development

Attached to the north of High Street Arcade are Nos 8 to 11 High Street. Whilst the ground floors are in separate ownership the upper floors are incorporated into the proposed development to which this Heritage Impact Statement relates.



Figure 16 Nos 8 to 11 High Street with High Street Arcade to the extreme right

No.11 has a narrow, rendered, 3-storey frontage. The shopfront has reeded pilasters and a deep modern fascia. The 1st floor has a modern 3-light square-headed window and the upper floor has paired round-arched sash windows with keystones.

Nos 8 to 10 have a grander 4-storey rendered frontage built in two phases with 3-bays to the left and 2-bays to the right. Good Classical detailing remains across the combined elevation. The ground floor has modern shopfronts and so the part of the building that has historic character is the upper floors. There are 4-pane sashes with architraves to each floor and those to 1st and 2nd floor have bracketed pediments. There are rusticated quoins to either end and between Nos 10 and 11. A band course to the top alludes to a frieze below the dentilled eaves.

4.0 Architectural Description of the Arcades

4.1 High Street Arcade



Figure 17 View along High Street Arcade looking east

4.1.1 The arcade is characterised by being top-lit and with shopfronts lining its entire length substantially retaining an authentic character, notwithstanding a substantial amount of replacement joinery. The upper floor was originally primarily to provide living accommodation for the shopkeepers. Midway along it curves left, passing the junction with the Duke Street Arcade to the north and then curving right to reach St John Street. It is understood that the original paint scheme was of two shades of green with black and red detailing which would have combined to have created a different appearance to that seen today. The painted lozenge-patterned floor is modern.

4.1.2 The internal elevations are 2-storey with large 4-light transomed windows to the upper floor. These have horned timber sashes below the transom and square small-pane lights above with side-hung casements. The central two of these are characterised by latticework-pattern glazing bars. The windows are flanked by simple classical pilasters defining each shop and creating a rhythm to the elevation. The shopfronts retain continuous cornices to either side and for the most part the plain fascias adopt sympathetic signage (e.g. Barker Tea House). These are punctuated by small panels over the pilasters that divide each shop and have mirror

glass to the front faces. The shop windows mostly have squared recessed entrances with boarded reveals, glazed doors under an overlight with delicate margin glazing. The large plate glass windows mostly have central dividing colonettes with baluster bases and a frieze of four rectangular panes with sunburst style leaded glazing which return inwards at the entrances. Old photographs suggest that this upper part of the shop window was originally not all glazed but instead used as a fascia for additional shop-signage. One shopfront (No. 13) stands out as being different on the north side of High Street Arcade as it has a polished granite stallriser and central splayed entrance in contrast to the plain timber stallrisers and side entrances of the other shops. The shopfront to No.15 is also different because it is splayed on both sides, to the right towards the shop entrance door and to the left towards the passage to the door leading to the staircase to the upper floor (figure 18).



Figure 18 Shopfront to No.15



Figure 19 Typical 1st floor window



Figure 20 Splayed shopfront to No. 13

4.1.3 Other elements of the sympathetic character, even if modern replacements rather than originals, are the bracketed timber signs and bracket carriage lamps. To the top the deep metal-bracketed cornice steps out beneath the pitched and glazed arcade roof.



Figure 21 Typical shopfront

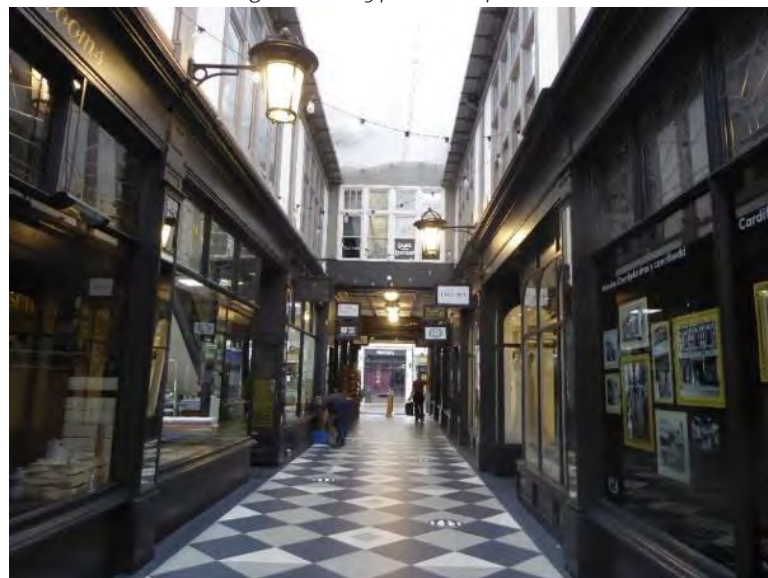


Figure 22 View along High Street Arcade looking west towards High Street

4.1.4 To the High Street end the arcade is bridged by the businesses that occupy the 1st floor of the entrance block. The elevation facing into the arcade has a large 4-light transomed window, similar to those elsewhere at 1st floor level. A further similar bridge is seen at the east end onto St John Street. The junction between High Street and Duke Street Arcades is bridged by an apartment.



Figure 23 High Street Arcade junction with Duke Street Arcade view looking north with curved glass corner shop windows



Figure 24 View from junction with Duke Street Arcade looking west towards High Street

4.1.5 On the bend in High Street Arcade is the junction with Duke Street Arcade which runs north towards the castle. Of all the Cardiff arcades these are the only two separate ones that are joined. At the rounded corners the shops have elegant curved glass shop windows with full height colonnettes and instead of a frieze of framed leaded lights above a transom, these windows have an inset band of Art Deco style leaded glass. The window to the western corner has been carefully renewed following damage.

4.2 Duke Street Arcade

4.2.1 This arcade has similar proportions and 2-storey design and it has a matching painted lozenge-patterned floor but here with inset basement light panels. The upper floor has simpler 4-light windows without the latticework glazed lights and instead of pilasters punctuating the upper elevation as seen on High Street Arcade this arcade has shouldered blind panels. The cornice is simpler and the glazed roof is canted with simple metal trusses. The end wall to the south includes a tall round arch with inset decorative ironwork, while the equivalent to the south is infilled to accommodate the taller entrance block.



Figure 25 View south along Duke Street Arcade looking towards High Street Arcade



Figure 26 View north along Duke Street Arcade towards Duke Street

4.2.2 The Duke Street Arcade has slightly more diversity of shopfront design. At the north end is retained the finest shop front of the arcade, now Lazarou Hair Salon but originally Jothams, the well-known Cardiff outfitters, as evidenced by the applied lettering to the frieze (figure 27). As seen on the front elevation, the side elevation facing into the arcade has projecting metal-frame shopfront with curved glass sides and convex glass hoods. There is a splayed entrance within the arcade and tessellated threshold.



Figure 27 Former Jothams shopfront at north-east end of arcade

4.2.3 Within the arcade, another notable shopfront is that to Nos 9-11 (Michelle Marshall Salon). It has full height colonnettes, frieze of leaded glass instead of framed lights above a transom and it has a central entrance with multipane overlight over the glazed door. Overall, there are fewer unaltered shopfronts on the western side of this arcade than on the eastern side. Midway along is a narrow access to a doorway (No. 8) leading to stairs to the upper floor, the door itself is modern. There is also a door up to Duke Street Chambers and a 1st floor landing with semicircular arched opening enclosed by Art Nouveau style balustrade.



Figure 28 Duke Street Chambers 1st floor landing

4.2.4 Over the junction between High Street and Duke Street Arcades is an apartment which has, overlooking the arcade, a large 3-light window with horned sashes, transom and a deep double entablature. To the other end the 3-storey entrance block straddles the arcade and the inner elevation has a tall 3-light window with Art Nouveau glass – this probably being original whereas the Art Deco like glass seen on High Street Arcade is assumed to be a later insertion.



Figure 29 South end of Duke Street Arcade



Figure 30 North end of Duke Street Arcade

5.0 Description of the Shop interiors and of the ranges concealed behind the Arcades

5.1 The shop interiors were not all accessible but from external inspection it was noted that a number retain flights of stairs against the rear wall, e.g. No.17 High Street Arcade which has turned balusters and shaped tread ends. The lower flight is curiously simpler. There is also a staircase midway along on the northern side reached between two shops. Whilst the treads may be original the balustrade is later 20th century. The shop at the western end retains a mid-20th century frieze and ornate ceiling (figure 32). No original counters or other shop furniture remain in the shops seen.



Figure 31 Staircase to No.17 © Rio Architects



Figure 32 ceiling of No.1



Figure 33 Aerial view © Rio Architects - annotated to identify the heritage assets described

5.2 Behind the arcades, to the north of the High Street Arcade and to the west of the Duke Street Arcade is a large area of, now hidden, premises. Much of this was significantly altered in the creation of a nightclub entered from Nos 8 to 10 High Street. The warren of connected spaces described in this section of the report retains little sense of the original plan form and is best illustrated by the annotated aerial view above (figure 33). The ground floor is entirely altered and above that each floor has elements of somewhat theatrical alteration to create imitation stone walls and pseudo medieval features. Most staircases are modern or significantly altered but one, from 2nd to 3rd floor is a late Victorian/Edwardian dogleg staircase with stick balusters and turned newels (figure 34). There is a small number of 2-panel doors remaining giving an indication of the original joinery.

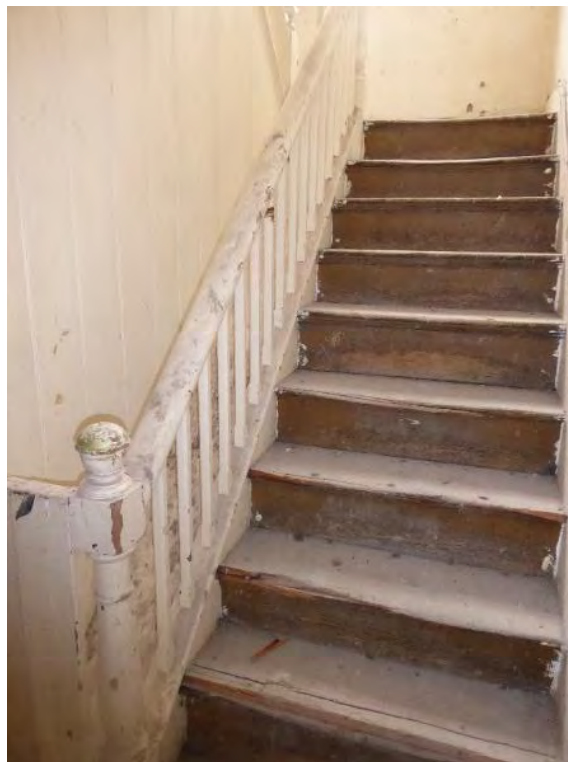


Figure 34 Staircase to top floor towards west end of site

5.3 To the 2nd floor there are parallel top-lit ranges with scissor-like trusses to the clerestory set over trusses spanning the full width of the space, almost as if the top-lighting was a later addition. However, without top-lighting this area would be extremely dark as it has almost no external wall in which to place a window. The outline of these roofs can be seen from the external flat roof (figure 35). In the southern range the bays of the clerestory are divided by timber boarding extending up from the main trusses. The northern of these two ranges has been partly ceiled in to the east at collar level and some of the sawn tie beams have been bizarrely

plastered to imitate roughly hewn timbers (figure 38). Some areas retain boarded soffits to the underside of the roof.



Figure 35 Profile of clerestory lighting to parallel ranges visible from roof



Figure 36 Clerestory lighting and timber trusses to parallel ranges behind High St Arcade



Figure 37 Boarded soffits in parallel range to south



Figure 38 Parallel range to north



Figure 39 Example of theatrical pseudo medieval night club alterations

6.0 Condition of the Heritage

The character of the arcades themselves is exceptionally well preserved notwithstanding some in-keeping modern alterations. Their physical condition is also good. The ranges landlocked to the north of High Street Arcade are conversely unused and unmaintained and consequently are in poor condition. There are many instances of damage caused by water ingress and decayed fabric. However, this area is so altered and so physically separate in terms of how it is experienced, that its condition does not undermine the understanding of the core heritage significance of the arcades.

7.0 Assessment of Cultural Heritage Significance and Heritage Values

7.1 Summary of Significance

7.1.1 High Street Arcade has high significance as one of seven surviving Victorian / Edwardian arcades which collectively are of exceptional importance to the historic environment of the city centre. High Street Arcade, opened in 1886, is one of the earlier examples and it is well preserved, retaining original fenestration and some original shopfronts, as well as the physical link with the slightly later Duke Street Arcade.

7.1.2 Research has shown that architecturally the entrance block facing High Street predates the building of the arcade and is likely to have been one of the commercial buildings shown on the 1st edition Ordnance Survey map already in existence by 1880. At some later point, the building was reduced in height down to 3-storeys. This alteration, combined with the eclectic mix of architectural styles, has diminished the composition but nevertheless it makes an important contribution to the street scene on this side of High Street. The architecturally much simpler entrance block at the opposite end of High Street Arcade is of lower significance in itself and has lower townscape value. Conversely the handsome entrance block to the Duke Street Arcade is of high significance for the quality of its design, with Art Nouveau influences, and for the degree to which its historic character has been preserved.

7.2 Assessment of Heritage Values

7.2.1 Any proposals for change to High Street Arcade or its attached ranges will require Listed Building Consent. Accordingly, the applicant will be required to present an assessment of heritage values in accordance with Cadw's *Conservation Principles*¹ setting out how historic assets should be managed to sustain their values.

7.2.2 The preceding part of this report has described the heritage asset and explained its significance. The next stage is to test this understanding against the conservation principles adopted by Cadw on behalf of Welsh Government. These principles start from the point of view that changes within the historic environment are inevitable and that conservation is often more about the careful management of that change rather than the prevention of it. The guidance set out by Cadw requires that:

¹ *Conservation Principles for the sustainable management of the historic environment in Wales, March 2011*

"New work must respect the setting and significance of the historic assets affected. The quality of design and execution must add value to that site and its setting, both now and in the future."

7.2.3 It sets out criteria for how significance can be evaluated, considering Evidential, Historical, Aesthetic and Communal values and says that:

"The significance of an historic asset embraces all of the cultural heritage values that people associate with it".

7.3 Evidential Value

This derives from those elements of an historic asset that can provide evidence about past human activity.

7.3.1 High Street Arcade retains high evidential value as it was built as an arcade of retail premises and has remained as such ever since and is still occupied by a substantial number of independent retailers. The same applies to Duke Street Arcade and the evidence of the link between the two arcades is of significance as these are the only two separate Cardiff arcades to be connected.

7.3.2 The development of the Cardiff arcades dates from the period of major growth in the centre of the city led by the success of its docks and coal-trade. It provides evidence of a new fashion in shopping and the need for a dry, clean and safe environment in contrast to walking down the busy and potentially dirty streets. The plate glass shop windows and rounded corners and convex hoods are all indications of the development of glass-making technology at this time. The survival of the original fascia to the former Jothams at the north end of Duke Street Arcade is evidence of one **of Cardiff's historic outfitters, now long closed.** The unused landlocked ranges to the north have lost almost all of the evidence of their original layout and use and now have the negative evidence of the former nightclub.

7.4 Historical Value

This derives from how the historic asset might illustrate a particular aspect of past life or be associated with a notable family, person, event or movement. This can be less tangible than the evidential value but are nonetheless important.

7.4.1 High Street Arcade and Duke Street Arcade have high historical value as two of the surviving arcades for which Cardiff is historically well known. Indeed, it is known as the city of arcades due to the highest number

of Victorian / Edwardian arcades in any city centre in Britain. It is recorded that the Mayor of Cardiff opening **High Street Arcade in 1886** said that "the arcade would reduce crowding in the streets, give pedestrians a safe and commodious thoroughfare and shelter visitors from wet weather."² It is known that there was huge demand amongst local retailers and that many of them lived above the shop.

7.4.2 Today there are seven surviving late 19th / early 20th century arcades of which High Street Arcade, opened in 1886, is one of the earlier examples. Conversely Duke Street was not opened until 1902 and is the last of the main arcades. Although the Dominions Arcade is later, it is of less significance, with more of the character of a thoroughfare.

7.4.3 The following extract from the **St Mary's Conservation Area Appraisal** identifies the Victorian arcades in the city centre (it is noted that it includes Duke Street arcade even though that was Edwardian not Victorian).

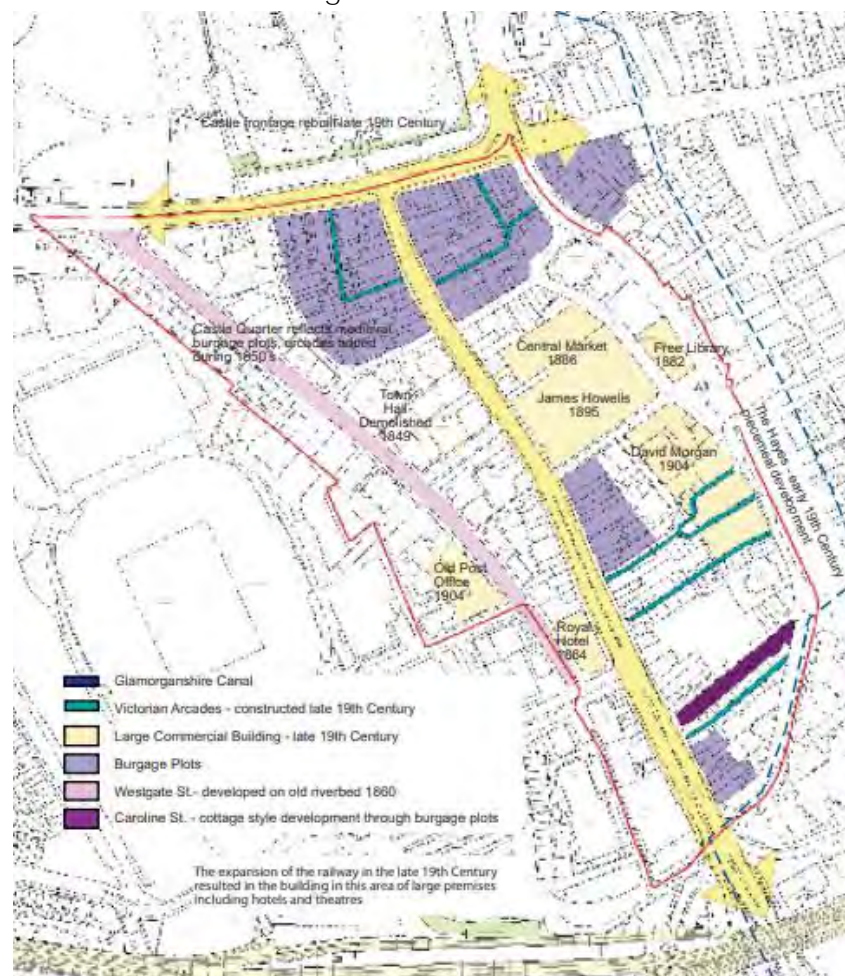


Figure 40 Extract from Conservation Area Appraisal identifying historic arcades in city centre © Cardiff City Council

² www.historypoints.org

7.5 Aesthetic Value

This derives from the way in which people draw sensory and intellectual stimulation from an historic asset.

7.5.1 The arcades have high aesthetic value. Entering from High Street into the High Street Arcade, or from Duke Street into the Duke Street Arcade, the visitor immediately experiences the kind of shopping environment characteristic of the Victorian / Edwardian period. The continued occupation by independent retailers rather than national chains is of further heritage value as is the quality of the shopfronts. Certain shopfronts such as Jothams on Duke Street Arcade and those with their metal-framed, curved glass, windows at the junction of High Street and Duke Street Arcades are of particular aesthetic value. The clerestory lighting to both arcades is of aesthetic value in completing the historic ensemble but the similar type of lighting to the concealed parallel ranges is so degraded through alterations that it is of less aesthetic value.

7.5.2 The landlocked ranges to the north have been severely altered and now have negative aesthetic value on account of the loss of plan form, the out of character features that have been introduced and the physical condition of this area of the site.

7.5.3 The aesthetic value of these two arcades has a degree of group value because they can be experienced alongside other examples such as Castle Arcade, Morgan Arcade, Royal Arcade or Wyndham Arcade. Whilst neither High Street nor Duke Street Arcades have the grand balconies of the lofty Castle Arcade or the shopfronts of the Morgan Arcade they nevertheless retain substantial historic character and architectural detail.

7.6 Communal Value

This derives from the meanings that an historic asset has for people who relate to it or for whom it figures in their collective experience or memory.

7.6.1 High Street Arcade and Duke Street Arcade retain high communal value as they have been used and experienced by vast numbers of shoppers for well over a century. The arcades have also drawn tourists to the city of Cardiff. As well those who have visited or shopped there is communal value to the many people who have worked here over the years or who have family who once ran shops here. The landlocked areas of the site to the north have no communal value as they are hidden and people in the arcades can have no awareness of their existence.

8.0 Relevant Planning Policy and Guidance when considering change

8.1 Key Legislation

The statutory protection, under the terms of the Planning (Listed Buildings and Conservation Areas) Act 1990, as amended by the Historic Environment (Wales) Act 2016, means that any works that may affect the character of the listed building, or any of its ancillary buildings, as one of special architectural or historic interest need listed building consent. There is a **presumption in the Act that Welsh Ministers will have “special regard to the desirability of preserving the building or its setting or any features of special architectural or historic interest which it possesses.** Listed building consent, and Conservation Area Consent, is obtained from the local planning authority, which in this case is Cardiff City Council.

Re Listed Buildings:

S.7 of the 1990 Act states that:

“subject to the following provisions of this Act, no person shall cause to be executed any works for the demolition of a listed building or its alteration or extension in any manner which would affect its character as a building of special architectural or historic interest, unless the works are authorised.”

Re Conservation Areas:

S. 72 of the 1990 Act states that:

“special attention shall be paid to the desirability of preserving or enhancing the character or appearance of that area”.

8.2 Local Planning Policy

Cardiff City Council’s **Local Development Plan** 2006 – 2026, adopted in January 2016, sets out a wide range of objectives and policies including those relating to the historic environment.

Policy KP 17 – Built Heritage - states:

“Cardiff’s distinctive heritage assets will be protected, managed and enhanced, in particular the character and setting of its Scheduled Ancient Monuments; Listed Buildings; Registered Historic Landscapes, Parks and Gardens; Conservation Areas; Locally Listed Buildings and other features of local interest that positively contribute to the distinctiveness of the city.”

Policy EN 9 – Conservation of the Historic Environment – states:

*"Development relating to any of the heritage assets listed below (or their settings) will only be permitted where it can be **demonstrated that it preserves or enhances that asset's architectural quality, historic and cultural significance, character, integrity and/or setting.***

- i. Scheduled Ancient Monuments;*
- ii. Listed Buildings and their curtilage structures;*
- iii. Conservation Areas;*
- iv. Archaeologically Sensitive Areas;*
- v. Registered Historic Landscapes, Parks and Gardens; or*
- vi. Locally Listed Buildings of Merit and other historic features of interest that positively contribute to the distinctiveness of the city."*

A Conservation Area Appraisal was published for St Mary Street Conservation Area in 2006 and despite its name this area includes High Street. It says **that "much of the character of the area is derived from the variety and juxtaposition of styles and materials"**. With regard to the arcades it states (page 11) that:

"Key features include glazed walkways, balconies, and traditional Victorian shop fronts. Morgan Arcade built 1896 in Jacobean classical style contains the most original shop fronts of the Cardiff arcades with high quality detailing to pilasters, doors, fanlights and stall-risers."

The Appraisal especially (page 12) mentions the Art Deco influences seen in the High Street and Duke Street Arcades.

"Key features include, friezes, lettering and metal shop fronts, typically built in the early 1900's. Shop fronts in Duke Street Arcade are an example of this style of architecture. The use of stylish metal shop fronts with lettering detail cut into the shop front framework can be seen at the entrance to the Arcade at 12 Duke Street and along the return into the Arcade."

The Appraisal identifies a number of objectives for the conservation of the area and its particular architectural and historical significance. These include encouraging better use of vacant space and increase awareness, understanding and appreciation of the character and quality of the Conservation Area.

8.3 National Planning Guidance

8.3.1 National Policy on the historic environment is set out in Planning Policy Wales (Edition 10, December 2018 - Chapter 6, Distinctive and Natural Places). This recognises that the historic environment is a finite resource and can only be maintained for future generations if the individual historic assets are protected and conserved.

Section 6.1.5 states that Cadw's published Conservation Principles highlights the need to base decisions on an understanding of the impact a proposal may have on the significance of an historic asset.

Section 6.1.6 sets out the Welsh Government's specific objectives for the historic environment as being to:

- **protect the Outstanding Universal Value of the World Heritage Sites;**
- **conserve archaeological remains, both for their own sake and for their role in education, leisure and the economy;**
- **safeguard the character of historic buildings and manage change so that their special architectural and historic interest is preserved;**
- **preserve or enhance the character or appearance of conservation areas, whilst the same time helping them remain vibrant and prosperous;**
- **preserve the special interest of sites on the register of historic parks and gardens; and**
- **protect areas on the register of historic landscapes in Wales.**

8.3.2 Technical Advice Note 24 published in May 2017 sets out general guidance on the management of the historic environment, heritage impact and setting of historic assets.

Paragraph 1.15 states that:

"Heritage impact assessment is a structured process that enables the significance of a designated asset to be taken in to account when considering proposals for change. Heritage impact assessments should be proportionate both to the significance of the historic asset and to the degree of change proposed, and should include sufficient information to enable both the significance of the asset and the impact of change to be understood. The results of the heritage impact assessment should be summarised in a heritage impact statement which must form part of any listed building consent, conservation area consent and, when requested, scheduled monument consent applications."

Paragraph 1.26:

"It is for the applicant to provide the local planning authority with sufficient information to allow the assessment of their proposals in respect of scheduled monuments, listed buildings, conservation areas, registered historic parks and gardens, World Heritage Sites, or other sites of national importance and their settings. These principles, however, are equally applicable to all historic assets, irrespective of their designation."

Paragraph 7.4:

"It is recommended that applicants hold pre-application discussions with the local planning authority about the proposed works that require planning permission and Cadw can be invited to attend any meetings to give their advice to the applicant."

8.4 **Cadw's Published Guidance**

In May 2017 Cadw published relevant guidance documents, one on Heritage Impact Assessment in Wales. They explain how vital it is to understand the implications of any proposed change before development is consented. They explain why the process of Heritage Impact Assessment can help make positive changes to historic assets. The **guidance underlines that** *"Understanding the significance of your historic asset is the key to effective heritage impact assessment"* **and that** *"heritage impact assessment helps you to make changes to your historic asset that are in line with the principles of good design"*.

Accordingly, this report has set out the required understanding of the historic character and significance of the High Street Arcade in order to inform the evolving design for the proposed change to the adjoining ranges to the north.

9.0 **Assessment of Proposals for change**

9.1 Summary

9.1.1 The current proposal is to bring the hidden ranges to the north side of High Street Arcade and west side of Duke Street Arcade back into use through the creation of an open courtyard, bordered by a range of retail and A3 uses. To achieve this involves substantial alteration to these currently unused ranges including some demolition. The preceding part of this report has shown that there is good scope to consider this, given the high degree of alteration that has already taken place in this area of the site, and the likelihood of continued abandonment if a suitable scheme of adaptive reuse is not taken forward.

9.1.2 It is important to note that there are no proposals for change to either of the High Street Arcade entrance blocks (to High Street and St John Street) nor to the Duke Street Arcade entrance block. It is also important to note that apart from the creation of access into the proposed courtyard there is also little change to the architectural appearance of the existing line of shops that the visitor sees when walking through the arcades. The access from High Street Arcade can be achieved by modification of an existing, but barely seen, doorway beside shop No.17 and the removal of the existing timber staircase which was altered in the mid-20th century and is of relatively low significance. The key significance and historic character of the heritage asset therefore remains unchanged by these proposals which focus on adjoining landlocked ranges which are currently not seen and which have long been vacant and unmaintained.

9.1.3 The proposals for change are more sympathetic to the special character of the heritage asset than were drawn up in the previous scheme that was refused listed building consent in February 2018 (Planning ref: 17/00375/MJR). The reasons for refusal do not apply to the currently proposed scheme which involves minimal change to the existing arcade-facing shops and is justified by this Heritage Impact Statement.

9.2 Ground Floor

Comparison of the following plans show the proposed changes to the existing shops fronting on to the Arcade are primarily:

a) openings to be made in the cross wall to shop No.1 at west end, also fronting High Street;

Interventions into this wall to link with the adjoining shop have no adverse heritage impact as long as the transverse beam and ceiling are retained to retain the striking mid-20th century plasterwork decoration which is intact;



Figure 41 Interior of shop No.1 looking at cross wall proposed to be removed

b) removal of modern internal partitions to Nos 3-5 to create a different internal arrangement of the space and amendment to the shopfront to change the two left-hand lights of the shopwindow into a doorway;

The existing subdivision is modern and the shopfront is a modern reinterpretation so its amendment does not adversely affect anything of heritage value. The staircase to the upper floor to the left of this shop would correctly remain unchanged, as would the polished granite surround to the opening.



Figure 42 Shopfront to Nos 3-5 and staircase between it and No. 1

c) various minor removal of modern partitions shown on the demolition plan below and the insertion of an opening in the rear wall of No.13;
These do not cause any significant heritage impact.

d) loss of the staircase within a narrow space midway along the arcade and reached from a deeply recessed door to the left of No.17;

As discussed above, whilst this timber staircase at the back of the cleaning store may be original in part, the balustrade appears mid to late 20th century. Its loss is necessary to achieve the creation of the proposed inner courtyard, the access to which is best created through this passage in order to make use of this original gap between shopfronts.

e) removal of large areas of modern partitions to the rear of the arcade fronting shops as well as some new openings within the shop on the corner with Duke Street to create more flexible space;

The narrowness of the corner shop is the result of a modern insertion of toilets to its west. The rear areas have been severely altered in the past and their further alteration would not result in any heritage impact and the creation of some new openings to the shop on the corner with Duke Street is necessary to achieve the proposed courtyard, which is a key feature of the future vision for High Street Arcade.

The following plans illustrate these proposed alterations:

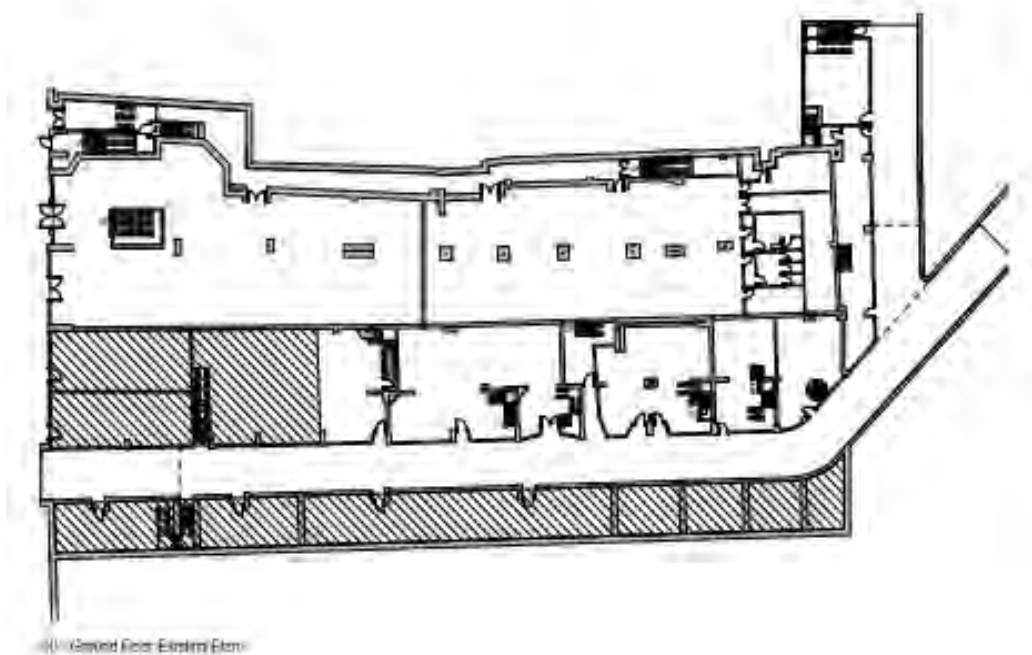


Figure 43 Existing Ground Floor © Rio Architects



9.3 First Floor

The 1st floor originally provided accommodation for the traders to live over their shop and so it is characterised by rooms leading off corridors. The existing and proposed plans below show some loss of corridor partitions and internal layout and, in particular, the opening out of the plan-form at the junction with Duke Street. The former apartment retains no features of heritage significance. The key change is the removal of floors to create the courtyard. Arcade-facing elevations will be needed to demonstrate that the existing highly distinctive 4-light windows would remain unaltered. The more extensive changes to the rear ranges at 1st floor have no adverse heritage impact given the high level of past change already made here.

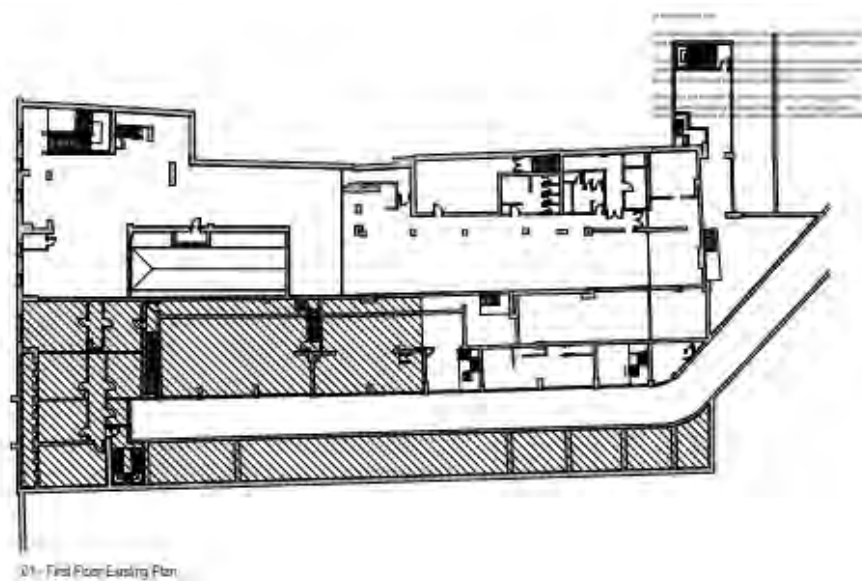


Figure 46 Existing First Floor © Rio Architects

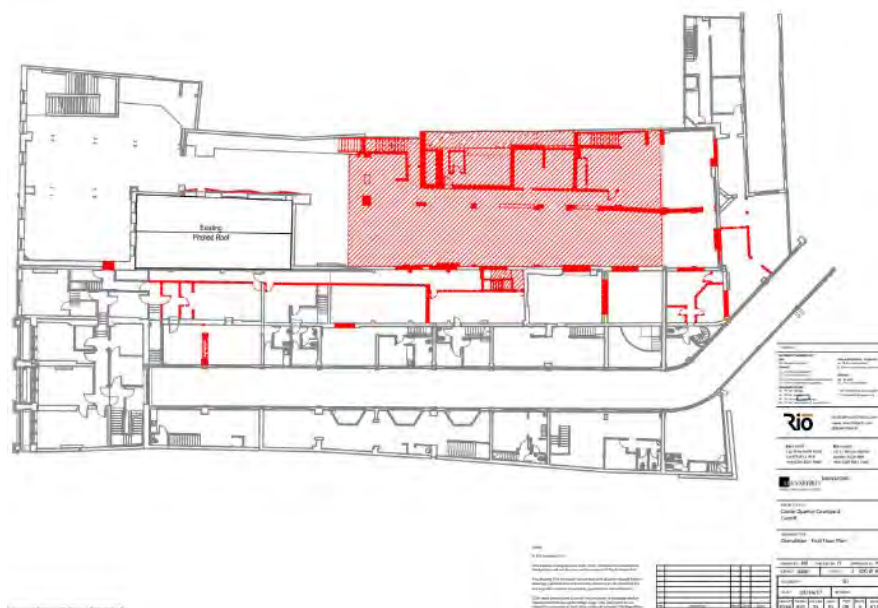


Figure 47 Demolition Plan - First Floor © Rio Architects



Figure 48 Proposed First Floor Plan © Rio Architects

The key objective of the first-floor changes is to facilitate the creation of the new terraces and courtyard which is at the heart of the vision for this scheme.

9.4 Second Floor

At this level the change is primarily the removal of the roof to the centre rear of the plans shown below in order to create the open courtyard. Small sections of partition walls elsewhere are proposed to be removed but these are mostly dating from the modern nightclub conversion.

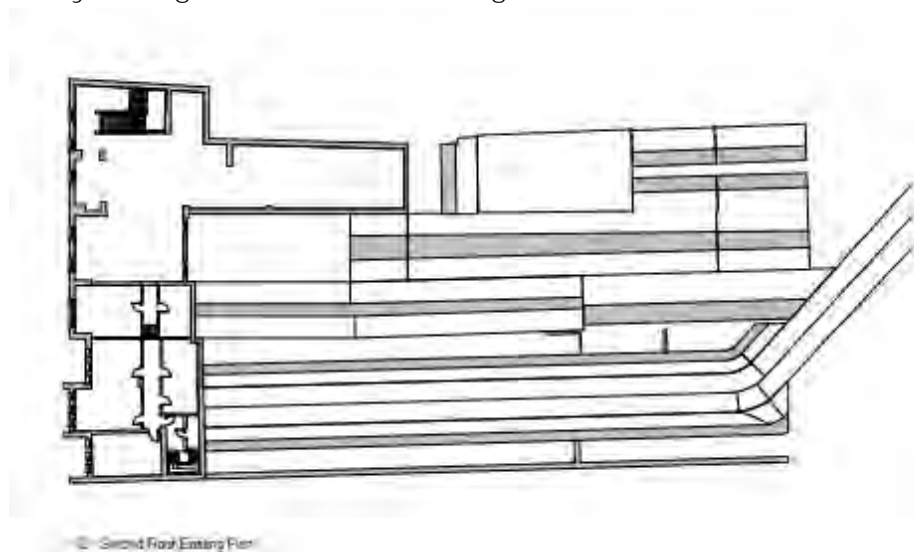


Figure 49 Existing Second Floor © Rio Architects

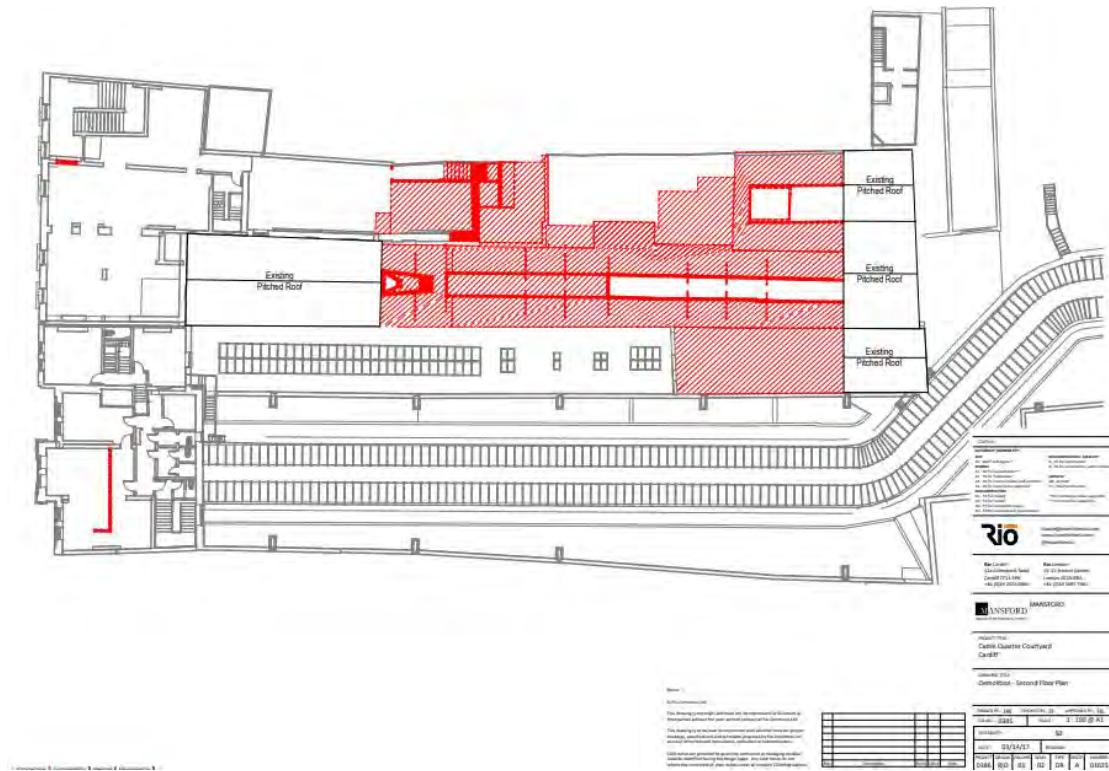


Figure 50 Demolition Plan Second Floor © Rio Architects

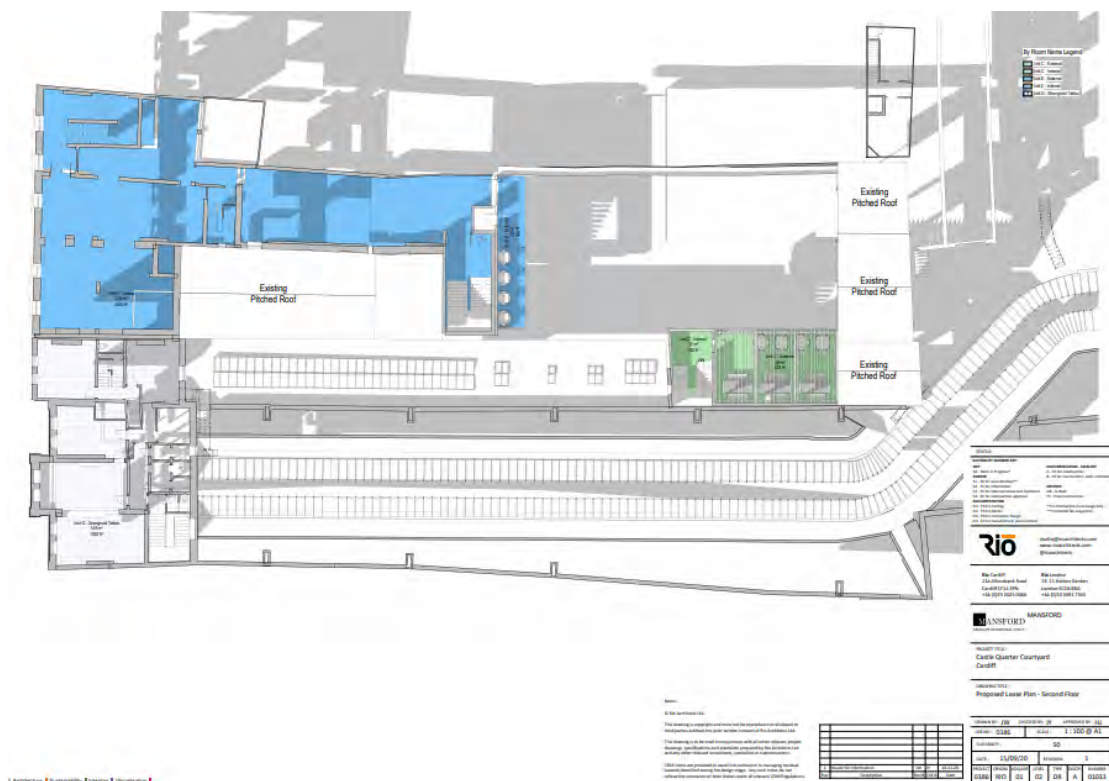


Figure 51 Proposed Second Floor Plan © Rio Architects

9.5 In terms of the rest of the building, there are few proposed changes at third floor level and these are only minor. At basement level there is extensive proposed alteration to create corridors and a lift shaft but this area of the building has already been compromised by past alteration and so there is no additional adverse heritage impact that would result from the current proposals.

9.6 Overall, where decisions need to be made about change to listed buildings the guidance requires a presumption in favour of meaningfully retaining historic features that are either significant in their own right or positively contribute to the overall significance of the heritage asset. With regard to High Street Arcade this report has set out a detailed understanding of the chronology and significance of the arcade and that of its adjoining Duke Street Arcade and it has articulated what is of cultural heritage significance. The key elements of both High Street Arcade and Duke Street Arcade that give them their significance can be summarised as follows:

- their history, as one of an important group of Victorian / Edwardian arcades in Cardiff for which the city is renowned;
- the architecture of their entrance blocks, their well-preserved shopfronts and the fenestration of the 1st floors;
- and the overall quality of the historic environment that is consistently experienced when passing through these arcades.

9.7 The principal changes set out in the current proposals relate to areas that physically abut the arcade rather than being part of it, and additionally part of the scheme relates to the upper floors of buildings that front onto High Street and were never originally associated with the arcade. The proposed changes do not have adverse impact on the shops that make up a key element of the historic character of the arcade interior and the limited change that is proposed (e.g. to the shop at the junction with Duke Street) can be sustained without undermining the heritage significance.

9.8 Accordingly, whilst the proposed changes would lead to irreversible loss to the areas shown on the plans above, specifically with regard to the creation of the open courtyard, this report has shown that these areas, including their roofs, are largely of low significance. These areas also include elements of negative significance resulting from late 20th century adaptive reuse and the current proposals to create something more sympathetic is to be welcomed. Prior to demolition it would be appropriate

to carry out an agreed level of historic building recording to create a permanent public record of the parallel ranges with clerestory lighting, echoing the roofs of the main arcades. Top-lighting here was essential on account of having no external walls from which to admit light so the evidence of such roofs does not imply that these areas were ever arcades in their own right or even directly associated with the High Street Arcade.

10.0 Access

For non-residential buildings, the guidance requires that a Heritage Impact Statement considers access. Here, the proposed changes are to facilitate the adaptive reuse of currently unused spaces to the rear of the arcades and to the rear of Nos 8-11 High Street. The scheme will therefore create additional public access and, through creation of the courtyard, will help to sustain the viability of the Arcade and therefore its continued accessibility.

11.0 Conclusion

11.1 This report has set out the required understanding of the historic character and significance of High Street Arcade and its associated Duke Street Arcade and of the hidden ranges to the rear that are the subject of the core of the proposals for change to create a new open courtyard. In accordance with published guidance it has reviewed this assessment of significance and the scope of the proposed scheme in order to provide this evaluation of likely heritage impact.

11.2 It shows that the High Street Arcade was opened in 1886 but that the entrance block from High Street was formed from an earlier building that was then reduced in height sometime in the 20th century. The Duke Street Arcade was added in 1902 and the physical connection of the two independent arcades is unique in Cardiff. Today there are seven surviving late 19th / early 20th century arcades of which High Street Arcade is one of the earlier examples. The ground floors of the two arcades described in this report are formed of a consistent group of shops with retention of some original joinery and glazing detail. The first floors originally served as living accommodation for the shopkeepers and retain distinctive fenestration. The ranges to the north of High Street Arcade and west of Duke Street Arcade are currently hidden and unused and have in the past suffered considerable adverse alteration to each floor. These areas offer scope for adaptive reuse, including the creation of the proposed courtyard, without adverse heritage impact.

11.3 The city is renowned for the quality and quantity of its arcades and so the arcades which are the focus of this report have a strong group value. The proposed scheme would do nothing to undermine their cultural heritage significance of the arcades and indeed has the potential to enhance them through the creation of a sympathetic new attraction. At a time of acute pressure on the viability of retail premises this will help to draw more people to this arcade and in turn to help sustain the shops that are at the heart of this heritage asset. As such, subject to careful execution and use of appropriate materials, the scheme will preserve the listed buildings and enhance the conservation area.

APPENDIX A

Listed Building descriptions

a) High Street Arcade

Summary Description of a Listed Buildings					
Reference Number 21677	Building Number 	Grade II	Status Designated	Date of Designation 30/04/1999	Date of Amendment 30/04/1999
Name of Property High Street Arcade			Address 		

Location					
Unitary Authority Cardiff	Community Castle	Town 	Locality 	Easting 318165	Northing 176397
Street Side E		Location Opposite entrance to Castle Arcade.			

Description	
Broad Class Commercial	Period
History 1885, by T Waring and Son, with J P Jones.	
Exterior <p>Entrance block to High Street in eclectic style mixing Classical and Gothic with hints of Arabic. Painted front of brick and bathstone with Radyr stone plinth. Three storeys with dentil cornice and relief banding. Three bays; centre set forward flanked by pilasters. Two camber-headed sash windows to each bay of top floor. On first floor, centre windows set back behind crocketed Gothic arch; to each side, group of 3 sash windows articulated by colonettes, with reliefs in round-arched heads. Ground floor shop fronts set forward flanking entrance to arcade; above shops, bathstone parapets with relief arcading. Arcade proper runs through in curve to Working Street and is numbered up to 34, odd numbers to N, even numbers to S. Glass roof with triangular trusses.</p>	
Interior 	
Reason for designation Well-preserved Victorian shopping arcade, contributing to Cardiff's reputation as "City of Arcades". Group value.	

b) Entrance Block to High Street Arcade

Summary Description of a Listed Buildings					
Reference Number 21698	Building Number 	Grade II	Status Designated	Date of Designation 30/04/1999	Date of Amendment 30/04/1999
Name of Property Entrance block to High Street Arcade		Address 			

Location					
Unitary Authority Cardiff	Community Castle	Town 	Locality 	Easting 318235	Northing 176453
Street Side W		Location About 50m N of St John's Church.			

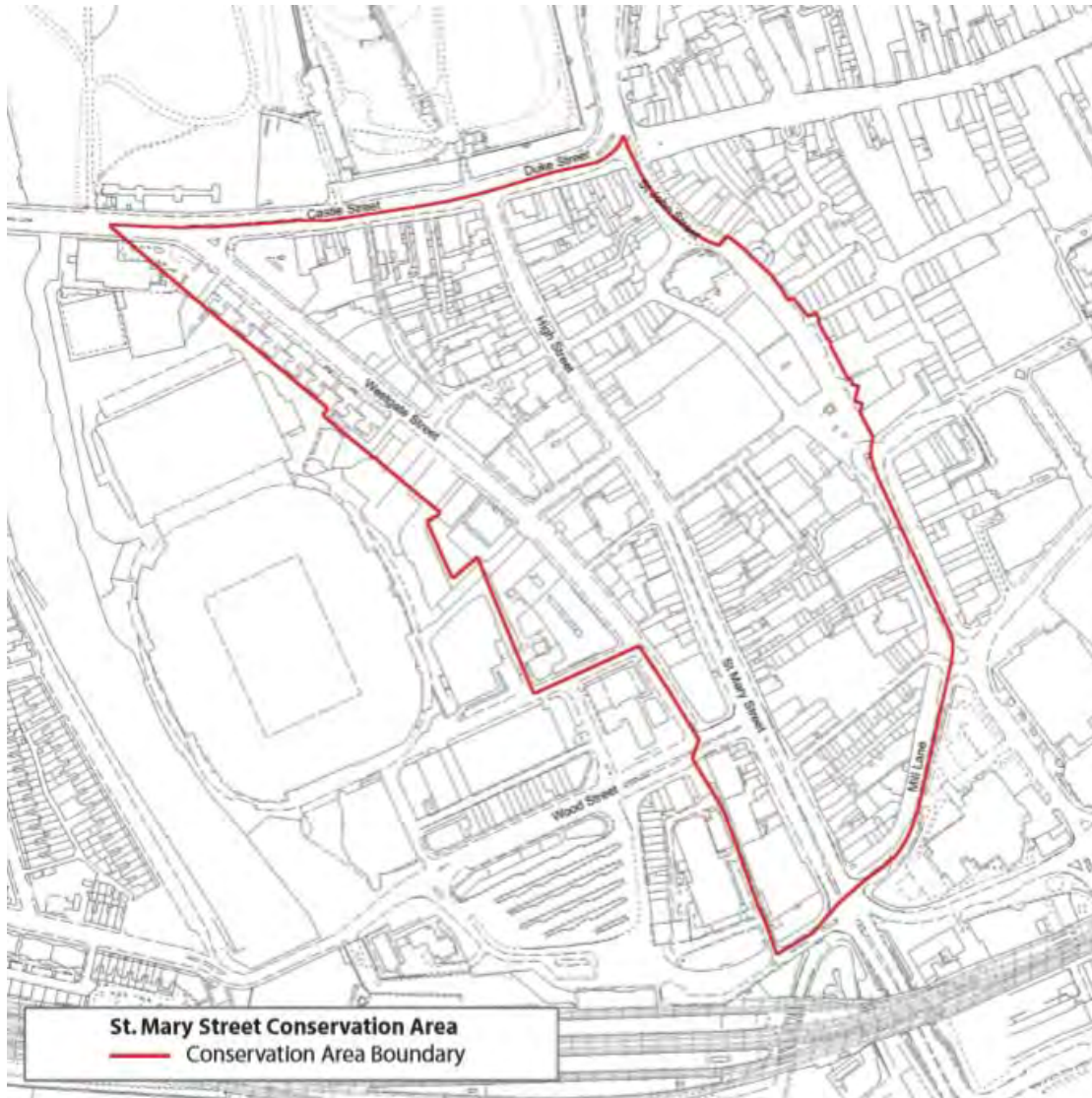
Description	
Broad Class Commercial	Period
History 1885. By T Waring & Son with J P Jones. Adjacent No 11 St John Street in same style retains original form of parapet lost on this block.	
Exterior Entrance block to High Street Arcade. Stucco. Three storeys, 3 bays with pilasters and banding. On top floor, central bay has 3 horned sash windows, outer bays 2 sash windows. On first floor, central bay has 4-light camber-headed window, outer bays 3-light camber-headed window (only R window retains original form of mullion and transom window with sash glazing). On ground floor, flanking entrance to arcade, large display windows to shops in arcade proper.	
Interior 	
Reason for designation Entrance block to arcade, one of the most characteristic features of Victorian Cardiff.	

c) Duke Street Arcade

Summary Description of a Listed Buildings					
Reference Number	Building Number	Grade	Status	Date of Designation	Date of Amendment
21618		II	Designated	31/03/1999	30/04/1999
Name of Property		Address			
Duke Street Arcade, including 11 and 12 Duke Street					
Location					
Unitary Authority	Community	Town	Locality	Easting	Northing
Cardiff	Castle			318215	176440
Street Side		Location			
S		Almost opposite SW angle of Castle.			
Description					
Broad Class		Period			
Commercial					
History					
Dated 1902 above entrance, by Ware & Williams, architects.					
Exterior					
Entrance front in grey brown Forest of Dean ashlar, slate roof, red brick chimneys. Three storeys, three windows, upper storeys articulated by pilasters, dentil cornice to parapet with pinnacles. Tripartite second floor windows with colonettes; three large arched first floor windows with keystones, and splayed display windows. Deep fascia board over central entrance flanked by shops (numbered 11 & 12 Duke Street). Arcade proper runs S to join High Street Arcade, even numbers to W, odd to E, bearing numbers to 13. Glazed roof supported on slim iron girders. Shopfronts articulated by panelled classically-derived pilasters; 4-light mullion and transom windows to upper floors; archway with wooden Art-Nouveau rail. Return at S end has 3-light mullion and transom window with lunette over. Good shop front to 12 Duke Street (Jotham's); metal framing to large glass windows with convex corners and tops; one window to Duke Street; doorway and 3 windows to Arcade.					
Interior					
Reason for designation					
Well designed and preserved example of Victorian shopping arcade; contributing to City's reputation as "City of Arcades".					

APPENDIX B

St Mary Street Conservation Area



© Cardiff City Council

An aerial night-time photograph of the Castle Quarter Courtyard development. The image shows a large, modern building complex with a central courtyard area illuminated by warm lights. The surrounding urban environment is visible, including other buildings and a road with light trails from traffic. The title 'Castle Quarter Courtyard' is overlaid in a large, white, serif font, with 'Design & Access Statement' in a smaller, white, sans-serif font below it.

Castle Quarter Courtyard

Design & Access Statement

Page 52

*“The **Castle Quarter Courtyard** has the opportunity to **create a unique destination in the heart of the city centre**. By creating an new open public space alongside the High Street Arcade, the development could start to attract events and activities that will inject a dynamic, constantly changing character into the area. By connecting into the existing pedestrian routes, it will enhance the City centre fabric and feed into the residential, business and tourist destinations of the City.”*

Mr Charles Knight, Mansford, Partner

Document Verification

Project Title: Castle Quarter Courtyard

Document Title: Design & Access Statement (DAS)

Project Number: Rio 0386

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1.0 Background

1.0 Background

1.1 Executive Summary

Cardiff's city centre has undergone a remarkable transformation over the last decade. High quality retail development and new business districts all underpinned with strong urban design have helped create a distinctive and contemporary city centre which is evident in the increasing numbers of visitors coming to Cardiff.

Mansford Capital Limited, a wholly owned subsidiary, is authorised and regulated by the Financial Conduct Authority. Mansford was formed in 1995. Since inception we have, along with our investment partners, invested directly in income producing properties, real estate development projects, indirect investments and managed structured transactions totalling circa £2.4 billion. Mansford successfully exited the UK market in 2006 and completed a number of relative value trades in Europe before returning to the UK market in 2009. Mansford operates a number of active investment strategies across the UK market investing on an absolute return basis within long dated private equity fund structures whose underlying investors are leading UK and global institutions. Mansford currently owns and manages circa 3.5m sqft of real estate with circa 500 tenants

In order to create the right solution for this important phase, Mansford has assembled a team that has all the experience and passion necessary to initiate this vision.



1.0 Background

1.2 Project Team

This Design and Access Statement supports the planning application for the development of the former night club, behind the High Street Arcade, in accordance with the requirements of TAN 12 and describes the evolution of the design processes involved in preparing the attendant planning application.

The Design Team was appointed in May 2020 by Mansford to consider development proposals for the redevelopment of the existing vacant nightclub building. Which sits behind the High Street Arcade.

This development will revitalise the High Street Arcade and provide a unique experience for Cardiff.

The following parties have been instrumental in developing the proposals contained within this DAS:

- **Developer** – Mansford
- **Architecture** – Rio Architects
- **Employers Agent & Principal Designer** – Avison Young
- **Agent** – EJ Hales
- **Civil and Structures** – Cambria
- **Mechanical & Electrical** – Hydrock
- **Local Planning Authority** – Cardiff Council



1.0 Background

1.3 Project Brief

Existing Vacant Building

The vacant building is over Ground and First floors and is in a poor state of repair. It runs parallel to the High Street Arcade and is land locked. We are proposing to open this space up to be enjoyed by the people of Cardiff.

- Existing: Circa 315sqm / 3,400sqft (Gross) of unused space over two floors.
- Poor state of repair
- New development will open this area and take advantage of the space created behind the High Street Arcade.
- Breathing new life into vacant part of the city.

Due to this part of the city being landlocked and vacant, the brief was to remove the existing buildings which are in a poor state of repair. Whilst providing a new 'open' courtyard which is accessible off the High Arcade, through an existing walkway.



Existing vacant, dilapidated space behind the High Street

1.0 Background

1.4 Planning Policy

Planning Policy Review

The focus of the policy review below is on those policies that are of specific relevance to design and access matters.

Wales Spatial Plan 2008 Update

The purpose of the Wales Spatial Plan is to ensure that decisions including planning decisions are taken having regard to their impact beyond the immediate spectral of administrative boundaries and that there is co-ordination of investment and services through an understanding of the roles of different places and regions in Wales.

Within the Plan, the Cardiff is identified in the Capital Network and the Plan recognises that it is important for Cardiff to grow. The plan acknowledges the potential for Cardiff to be a hub for financial and creative industries. It acknowledges that the success of the wider area relies on Cardiff developing its capital functions.



NATIONAL POLICY

Planning Policy Wales Edition 10 (2018)

This is a wide ranging and detailed document that sets out national Planning Policy for Wales and should be read alongside the series of Technical Advice Notes(TANS) published by the Welsh Government.

Ch2. People and Places: Achieving Well-being Through Placemaking

- Maximising Well-Being and Sustainable Places through Placemaking 14
- Key Planning Principles 17

At the heart of Planning Policy Wales 10 (PPW) is the concept of “Placemaking” a holistic approach to the planning and design of development and spaces, focused on positive outcomes. PPW views good design as an important aspect of placemaking that is deemed fundamental to creating sustainable places where people want to live, work and socialise. It also recognises that design is not just about the architecture of a building but the relationship between all elements of the natural and built environment and between people and places. Furthermore, to achieve sustainable development PPW identifies that design must go beyond aesthetics and include the social, economic, environmental, cultural aspects of the development, including how space is used, how buildings and the public realm support this use, as well as its construction, operation, management, and its relationship with the surrounding area.

The objectives are categorised into five key aspects of good design, namely access; character; community safety; environmental sustainability and movement.

Ch3. Strategic and Spatial Choices

- Good Design Making Better Places 26
- Accessibility 36

Site and context analysis should be used to determine the appropriateness of a development proposal in responding to its surroundings. This process will ensure that a development is well integrated into the fabric of the existing built environment.



Higher densities should be encouraged in urban centres and near major public transport nodes or interchanges, to generate a critical mass of people to support services such as public transport, local shops and school

1.0 Background

1.4 Planning Policy

Ch4. Active and Social Places

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- Activities in Places 62
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Introduction

The Active and Social theme of planning policy topics covers transport, housing, retail and commercial development, community

Moving within and between places

Enabling More Sustainable Travel Choices – measures to increase walking, cycling and public transport, reduce dependency on the car for daily travel.

Transport

The planning system has a key role to play in reducing the need to travel and supporting sustainable transport, by facilitating developments which:

- are sited in the right locations, where they can be easily accessed by sustainable modes of travel and without the need for a car;
- are designed in a way which integrates them with existing land uses and neighbourhoods; and
- make it possible for all short journeys within and beyond the development to be easily made by walking and cycling.

Activities in Places / Retain and Commercial Development

Retail and commercial centres are hubs of social and economic activity and the focal point for a diverse range of services which support the needs of local communities. They are highly accessible to different modes of transport and are the most sustainable locations for new development.

- promote viable urban and rural retail and commercial centres as the most sustainable locations to live, work, shop, socialise and conduct business;
- sustain and enhance retail and commercial centres' vibrancy, viability and attractiveness; and
- improve access to, and within, retail and commercial centres by all modes of transport, prioritising walking, cycling and public transport

Ch5. Productive and Enterprising Places

- Transportation Infrastructure 79
- Economic Development 83
- Tourism 85

Transportation Infrastructure

The provision of sustainable transport infrastructure is essential in order to build prosperity, tackle climate change, reduce airborne pollution and to improve the social, economic, environmental and cultural well-being of Wales.

Economic Development

For planning purposes the Welsh Government defines economic development as the development of land and buildings for activities that generate sustainable long term prosperity, jobs and incomes. The planning system should ensure that the growth of output and employment in Wales as a whole is not constrained by a shortage of land for economic uses.

Tourism

Planning authorities should adopt positive approaches to proposals which utilise previously developed or disused land and water bodies for tourism uses, particularly in relation to urban regeneration.

Ch6. Distinctive and Natural Places

- Introduction 123
- Recognising the Special Characteristics of Places 123
- The Historic Environment 123
- Biodiversity and Ecological Networks 134
- Recognising the Environmental Qualities of Places 146
- Air Quality and Soundscape 152
- Lighting 158
- Unlocking Potential by Taking a De-risking Approach 158

Introduction

The special and unique characteristics and intrinsic qualities of the natural and built environment must be protected in their own right, for historic, scenic, aesthetic and nature conservation reasons. These features give places their unique identity and distinctiveness and provide for cultural experiences and healthy lifestyles.

Recognising the Special Characteristics of Places

The historic environment comprises all the surviving physical elements of previous human activity and illustrates how past generations have shaped the world around us. It is central to Wales's culture and its character, whilst contributing to our sense of place and identity. It enhances our quality of life, adds to regional and local distinctiveness and is an important economic and social asset.

1.0 Background

1.4 Planning Policy

- Air Quality and Soundscape 152
- Lighting 158
- Unlocking Potential by Taking a De-risking Approach 158

The Historic Environment

The historic environment is made up of individual historic features which are collectively known as historic assets. Examples of what can constitute an historic asset include:

- Listed buildings;
- Conservation areas;
- Historic assets of special local interest;
- Historic parks and gardens;
- Townscapes¹⁰⁰;
- Historic Landscapes;
- World Heritage Sites; and
- Archaeological remains (including scheduled monuments).

Recognising the Environmental Qualities of Places

Public foul and combined sewers are provided by a sewage undertaker and remove contaminated surface water and foul sewage, from a development for treatment and final discharge to the environment. Separate surface water sewers may be provided by a sewerage undertaker or local authority. Whatever drainage options are proposed for a development, provisions should be in place for future maintenance in the short and long term.

Air Quality and Soundscape

Clean air and an appropriate soundscape¹⁴³, contribute to a positive experience of place as well as being necessary for public health, amenity and well-being. They are indicators of local environmental quality and integral qualities of place which should be protected through preventative or proactive action through the planning system. Conversely, air, noise and light pollution can have negative effects on people, biodiversity and the resilience of ecosystems and should be reduced as far as possible

Lighting

There is a need to balance the provision of lighting to enhance safety and security to help in the prevention of crime and to allow activities like sport and recreation to take place with the need to:

- protect the natural and historic environment including wildlife and features of the natural environment such as tranquillity;
- retain dark skies where appropriate;
- prevent glare and respect the amenity of neighbouring land uses; and
- reduce the carbon emissions associated with lighting.

Unlocking Potential by Taking a De-risking Approach

Understanding the barriers to unlocking the potential of places, including the transformation or regeneration of an area or the development of a single site, is a key part of achieving sustainable places. Barriers could include dereliction or risks such as flooding, land contamination or instability.

Planning Guidance (Wales)

TECHNICAL ADVICE NOTES:

Below is a list of Technical advisory Notes relevant to this application.

- Technical advice note (TAN) 4: retail and commercial development November 2016
- Technical advice note (TAN) 5: nature conservation and planning September 2009
- Technical advice note (TAN) 11: noise October 1997
- Technical advice note (TAN) 12: design March 2016
- Technical advice note (TAN) 13: tourism October 1997
- Technical advice note (TAN) 18: transport March 2007
- Technical advice note (TAN) 20: planning and the Welsh language October 2017
- Technical advice note (TAN) 21: waste February 2017
- Technical advice note (TAN) 23: economic development February 2014
- Technical advice note (TAN) 24: the historic environment May 2017

1.0 Background

1.4 Planning Policy

LOCAL PLANNING POLICIES

Cardiff Local Development Plan 2006-2026

The Cardiff Local Development Plan 2006-2026 was adopted on 28 January 2016. Below is a list of key policies which are relevant to this application:

Key policies

Kp5: good quality and sustainable design

Kp8: sustainable transport

Kp9: responding to evidenced economic needs

Kp12: waste

Kp17: built heritage

Detailed policies

Environment

En9: conservation of the historic environment

En13: air, noise, light pollution and land contamination

Transport

T1: walking and cycling

Retail

R1: retail hierarchy

R2: development in the central shopping area

R3: protected shopping frontages

R8: food and drink uses

Waste

W2: provision for waste management facilities in development

Supplementary Planning Guidance

Archaeology and Archaeologically Sensitive Areas (July 2018)

Food, Drink And Leisure Uses (November 2017)

Green Infrastructure SPG :

Ecology & Biodiversity Technical Guidance Note

Managing Transportation Impacts (Incorporating Parking Standards)(July 2018)

Waste Collection & Storage Facilities (October 2016)



2.0 Context

2.0 Context

2.1 Location



2.0 Context

2.2 Wider Context

The Site is located to the North of the High Street Arcade and is currently a landlocked vacant building, outlines in red on the image opposite.

The site is bound by the High street arcade to the south, Duke Street Arcade to the east, existing live buildings to the north and live retail units to the west.

Cardiff Castle site to the North and the Central train station is 15mins walk due south. The Principality Stadium is 10mins walk to the West.

The High Street Arcade (Yellow dotted line – on the image opposite) is a treasured arcade, within the City of Arcades and this scheme enhances the arcades reputation and provides a unique offer for Cardiff.



Site Plan

2.0 Context

2.4 Site History

The High Street Arcade opened in 1886 and was joined by Duke Street Arcade later in 1902, the route of which we see today. Holland Heritage have undertaken a Historical assessment.

Below is a part extract from the Heritage Report: High Street Arcade was built by the Cardiff High Street Arcade Company which was set up by Frederick de Courcy Hamilton, a Cardiff solicitor. According to the list description, the arcade, including the entrance block, was built to the designs of T Waring and Son with J P Jones and was opened in June 1886. However, the entrance block was adapted out of a pre-existing building which may have been designed by a different architect. Owen and Co.'s 1887 Trade Directory lists Jones's office as No.27 Park Street and Waring's office as No.1 Charles Street. Waring (1825 – 1891) was primarily an engineer whose early work was in the construction of railways in Yorkshire and Lancashire. He later became Resident Engineer of the Cardiff Sewage Works, Surveyor to the Local Board of Health and Chief Engineer to the Cardiff Rural Authority. Jones (1850-1893) was a well-known Cardiff architect whose works also included the Wyndham Arcade which was opened the following year.

The known chronology of the site history is as follows:

- **1880:** The site is fully built up and there is no sign of the High Street Arcade.
- **1901:** High Street Arcade appears on the mapping information, although Duke Street is yet to be constructed.
- **1920:** Duke Street Arcade has been constructed and connected through to High Street Arcade.



1880



1901



1920

2.0 Context

2.5 Context Overview

The peripheral context of the High Street / Duke Street Arcade development site is illustrated in the series of photographs on this page.

Figure 1 shows the entrance the High Street Arcade of the High Street Arcade.

Figure 2 captures the internal High Street Arcade

Figure 3. Captures the entrance to the High Street Arcade from St John's Street.

Figure 4 Illustrates the entrance to Duke Street taken from Duke Street.



1. High Street Arcade Entrance



2. High Street Arcade



Aerial View



3. St John's Street, High Street Arcade Entrance



4. Duke Street Arcade Entrance

2.0 Context

2.6 Ground Conditions

Existing Ground Conditions

It is anticipated that the likely ground model at this site location will comprise a shallow cover of fine soils (clays, silts etc.) underlain by sands and gravels that become competent with depth. From previous experience of the High Street area sands and gravels have been encountered at between 2 and 3 metres depth below ground level. Weathered rock is likely to be encountered at around 6m below ground level but could vary significantly.

A formal Desk Study will need to be procured to clarify this in more detail and also identify a scope for any full geotechnical and geo-environmental investigations. Any foundations for the new support structure around the courtyard development would have relatively low loads and therefore associated foundations would most likely be a deep pad / trench-fill solution into the sands and gravels strata.

Groundwater is also likely to be variable but known to be persistent in the sands and gravels. Cardiff Council maintain a series of ground water monitoring boreholes across the city and this information can be requested and incorporated into a formal Desk Study.

Drainage

The introduction of any drainage infiltration method would seem unviable at this preliminary stage, due to the potential levels of ground water, restriction on possible siting of a soakaway structure (distance of 5m from buildings required) and limited access for any future maintenance. Available access to undertake any appropriate permeability testing to BRE 365 is currently extremely limited.

We will therefore look to consult Cardiff County Council SAB team to confirm if infiltration testing is required.

From UK Radon maps the site and surrounding City Centre areas have a Radon potential of <1% which indicates that no protection measures will be required.

Drainage Proposals

Whilst we are awaiting proposed layout details, in establishing a drainage philosophy we are seeking to provide the following;

- 30% Betterment in run-off discharge rate.
- This SuDS measure would satisfy the interception criteria for the SAB whilst providing attenuation and amenity and biodiversity benefits.

Further amenity and biodiversity benefits may also be introduced, subject to review and requirements.

National SuDS standards, compliance of Standards 1-6 are listed below;

S1 – Surface Water Destination

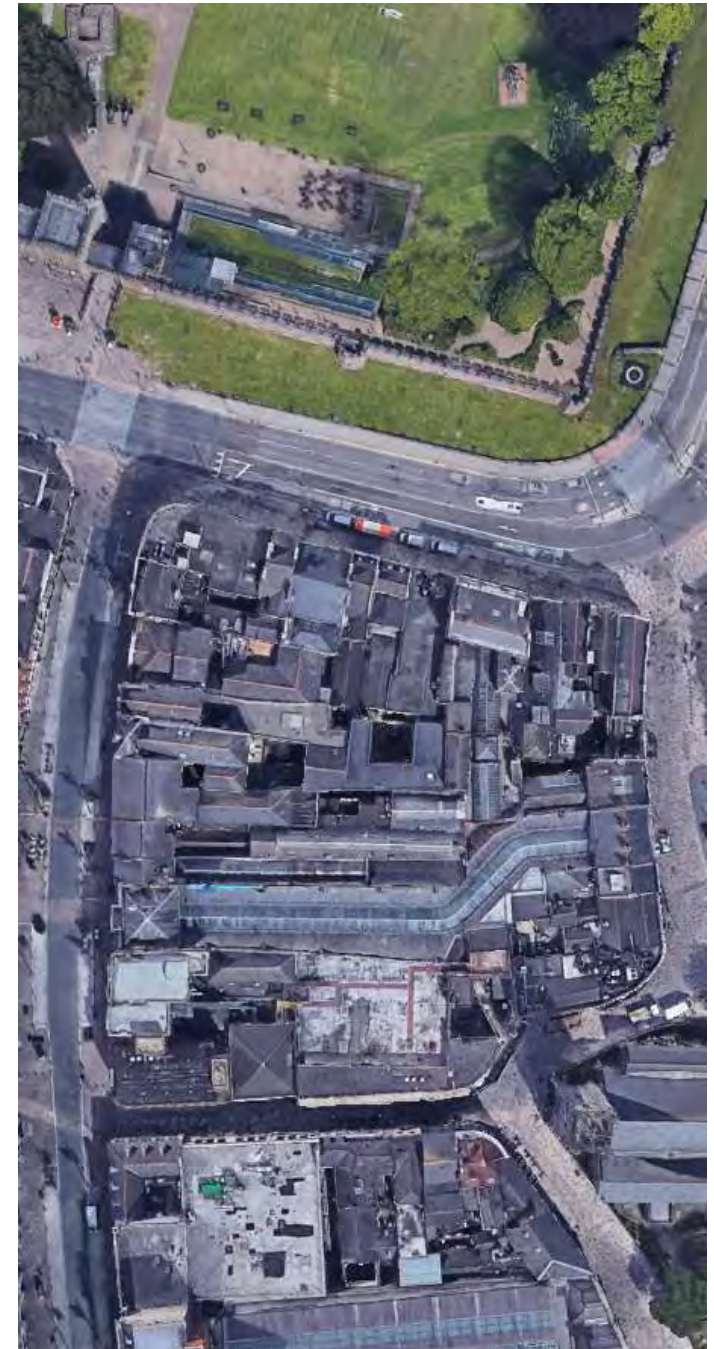
Priority Level 1: Surface water runoff is collected for use;

The feasibility of utilising a rainwater harvesting system for the extension has been reviewed and currently cannot be included within the budgeted works. The development therefore meets the exemption criteria.

Priority Level 2: Surface water runoff is infiltrated to ground;

The drainage strategy assumes the continuation of the exiting regime. Infiltration to ground is deemed not viable due to the location of the site. To confirm a need for testing we shall consult the SAB.

Priority Level 3: Surface water runoff is discharged to a surface water body;



2.0 Context

2.6 Ground Conditions

The existing site discharges to the nearest DCWW sewer, situated in High Street via a private sewer within the boundary of the proposed development.

Priority Level 4: Surface water runoff is discharged to a surface water sewer, highway drain, or other drainage system;

As above, the existing site discharges to the nearest DCWW sewer, situated in High Street via a private sewer within the boundary of the proposed development. It is the intention to connect to this existing onsite system that utilises this method of disposal whilst providing 30% betterment in run-off rate.

Standard S2 – Surface water runoff hydraulic control

Run-off from the proposed courtyard shall be collected via a new SW system that combines new and existing catchment areas at this parcel of the site. The run-off rate shall be restricted to provide a 30% betterment in rate reduction. This will be achieved by utilising orifice plates with inspection chambers.

Standard S3 – Water Quality

SuDs shall be utilised and designed in accordance with the CIRIA report C753, The SuDs Manual to ensure suitable treatment is given to the quality of the surface water run-off from the development.

The roof catchment area would be classified as a low pollution hazard level. The runoff from the proposed courtyard is to be collected via channel drains. The runoff will then go through a process of filtration via the engineered sub-soil before discharge to the existing drainage network. Roof runoff shall be captured by rainwater pipes and possibly conveyed to a series of raised planters, or captured at roof level. This method shall provide a treatment for potential pollutants in line with the SuDs Manual, thus ensuring an acceptable level of water quality.

Standard S4 – Amenity

Amenity benefits added to the site have been provided by means of new planting if required within the developed area, which are all accessible.

Standard S5 – Biodiversity

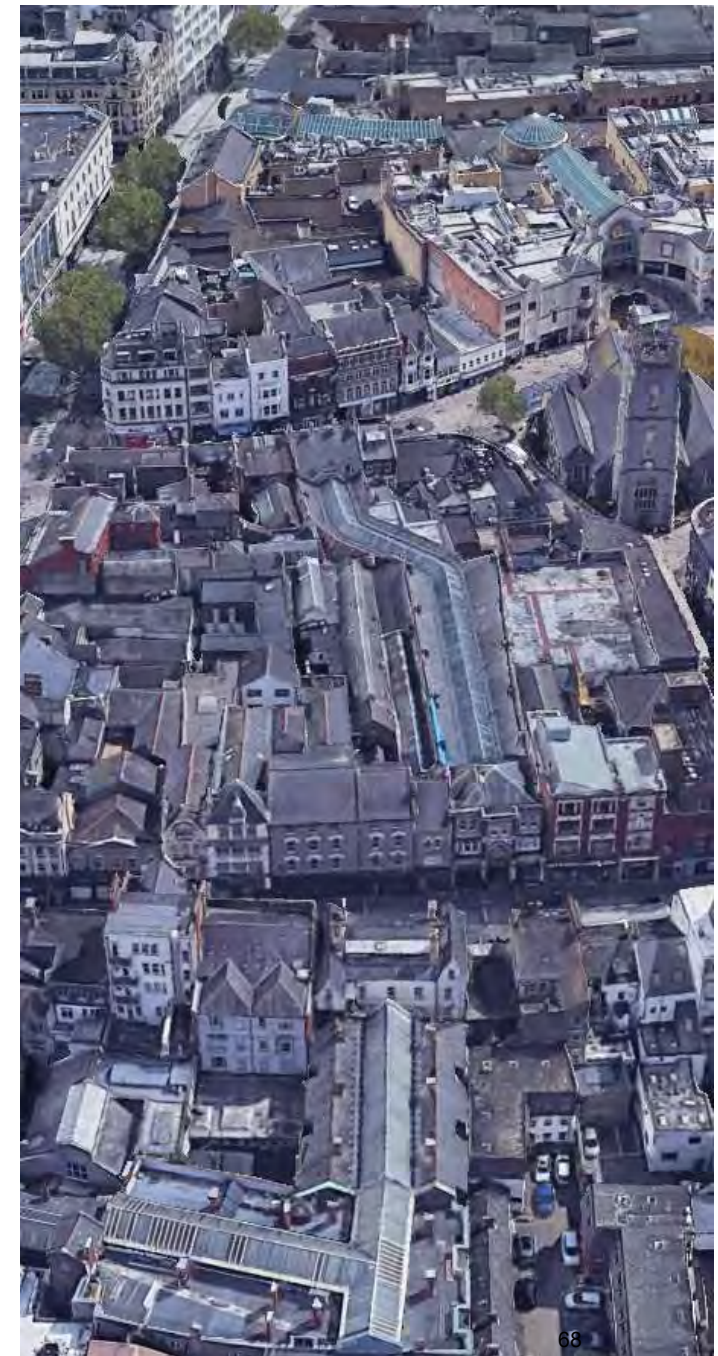
The surface water drainage strategy seeks to enhance biodiversity on site and within the local vicinity. This will be done largely by the introduction of plant species within the as required SuDS features.

Standard S6 – Design of drainage for Construction and Maintenance and Structural Integrity

The SuDs solution shall be designed in accordance with the SuDS manual and shall be generally served by shallow SuDs features. There shall be no inherent safety issues with the proposed scheme and any issues will be addressed via designer's risk assessments during the remainder of the design process.

All of the proposed SuDS infrastructure features are in areas with limited access from outside the development area, therefore ease of maintenance shall be limited, thus influencing the type and size of measure to be implemented.

In terms of maintenance responsibilities, mandatory adoption by the Suds Approval Body only applies where the SuDs feature serves more than one property. Therefore, the SuDs features will remain private and maintained by the owner.



2.0 Context

2.7 Site Investigation

Site

A detailed site investigation will be carried out across the site and be designed to:

- Identify and assess any potential constraints to the proposed development from the ground conditions, including confirmation of the geology, depth to bedrock, presence of any soft and/or compressible alluvial deposits, depth to groundwater, and identification of a suitable founding stratum,
- Assess the chemical composition of the made ground and groundwater and the potential impact on the identified receptors,
- Assess the potential for any ground gases,
- Assess the materials on site for potential re-use during the development and/or classify the materials for off site disposal.

Intrusive site investigations will be carried out to confirm the underlying ground conditions using a combination of techniques. Representative samples of soil and rock will be obtained for both chemical and geotechnical testing.

Detailed human health and ground water risk assessments will be undertaken to assess the potential for any required mitigation measures.

The results of the site investigation will be assessed in accordance with current guidance and best practice, including current soil screening values, and in accordance with the procedures specified in the Environment Agency document 'Model Procedures for the Management of Land Contamination CLR11' (Environment Agency 2004).

Mitigation

Based on the findings of the site investigation works, appropriate mitigation measures, where required, will be identified and be based on industry best practice techniques appropriate to the site conditions.

Potential impacts on the ground and water environment will be identified and mitigation measures required to address these impacts will be proposed in accordance with best practice guidance and with reference to site specific conditions.

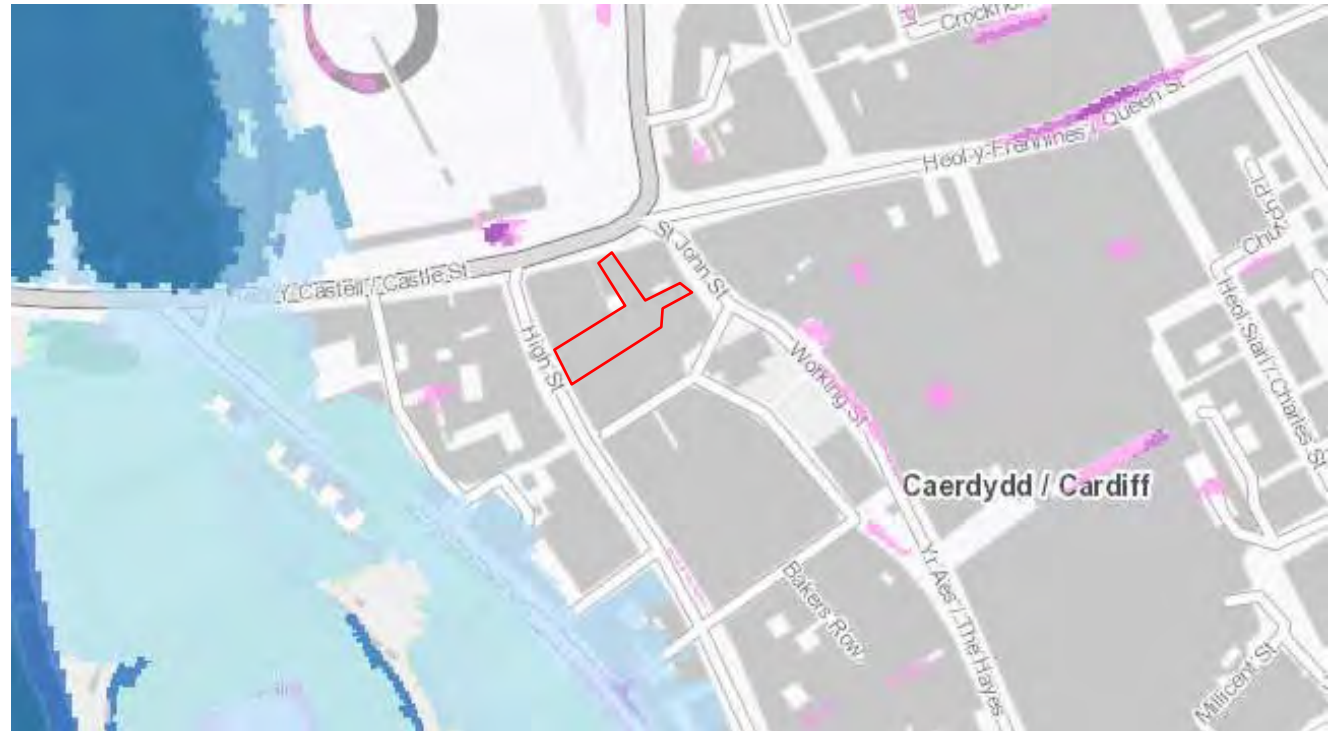
2.0 Context

2.8 Flood Consequences

Flooding

The Natural Resources Wales Website shows that the main flooding threat is from the River Taf and as illustrated on the image opposite the low risk flooding event stops at Westgate Street and does not affect our site off the High Street.

Therefore the site is not affected by river flooding or sea flooding.



Site Layout

2.0 Context

2.9 Drainage Assessment

Drainage

The existing site drains both foul and surface water into the public combined sewer which sits within the High Street. Our drainage survey has highlighted a blockage further into the site, which will need to be investigated and repaired.

The proposed drainage strategy is to discharge the foul drainage and surface water to the existing public combined sewer, as is the current operation.



2.0 Context

2.10 Ecology

Overview

Due to the nature of the buildings, being dilapidated and in a poor state of repair, we were concerned that wildlife has moved in. But having walked the site repeatedly and extensively, there is no apparent evidence of any wildlife inhabiting the existing buildings. The management company have walked the site on an almost daily route to ensure that leaks are monitored and holes are repaired and that no wildlife or squatters could have moved in.

Summary

As such, it is concluded that ecological impacts associated with the proposed development of the Application Site are not considered significant such that the site is not unacceptably constrained by biodiversity issues.



Existing Roof layout

2.0 Context

2.12 Opportunities & Constraints

The High Street Arcade site, sits in the heart of Cardiff City Centre and in close proximity to the Castle, Market and the Principality Stadium.

Immediately to the North of the site is Duke Street which is a road (temporarily pedestrianised due to Covid 19) on the other three sides, the roads are pedestrianised

Key pedestrian linkages into and around the site (Green arrows) emanate from the City Centre which links the site to the Central train station.

The Arcades straddle two of Cardiff's busiest pedestrian streets.

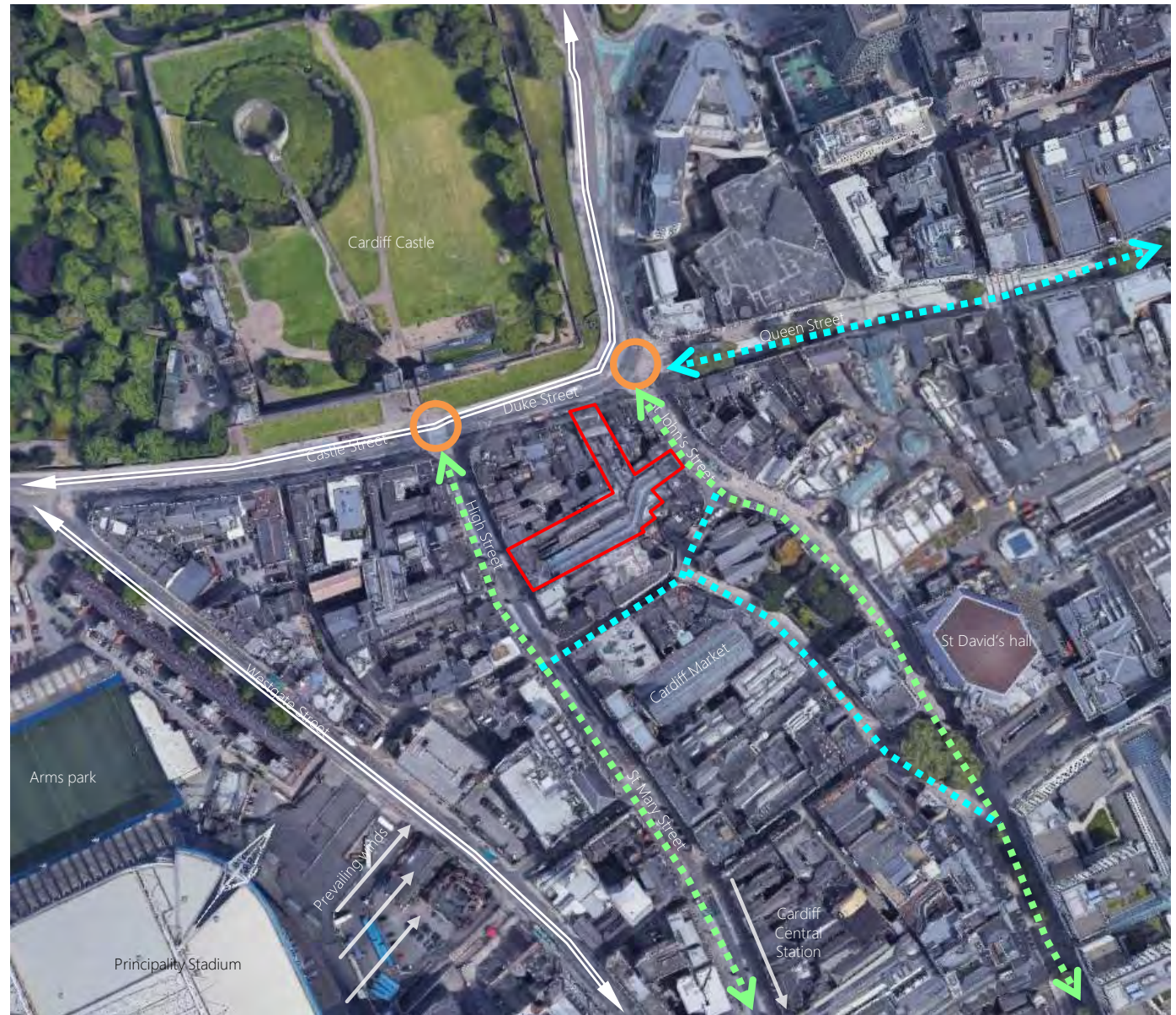
Key:

..... Pedestrians only

..... Shared Cyclists and Pedestrians

—— Site

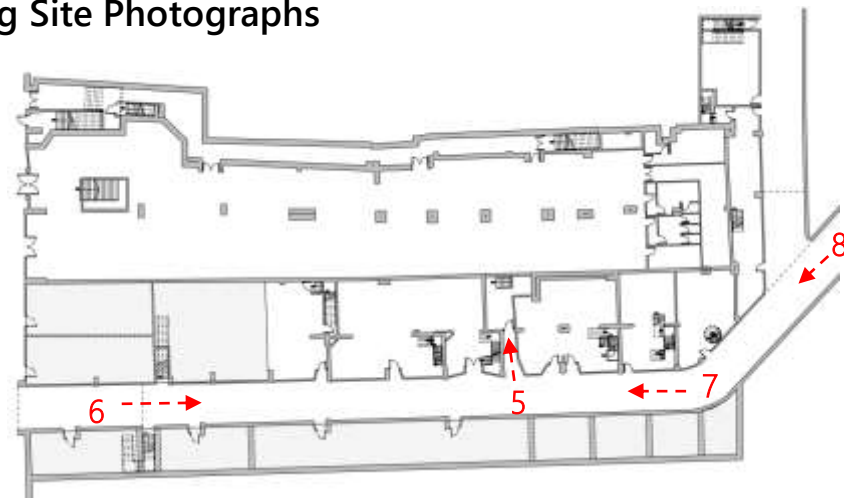
—— Main Traffic crossing point



Site Plan

2.0 Context

2.13 Existing Site Photographs



Ground Floor Plan



Image 5



Image 6



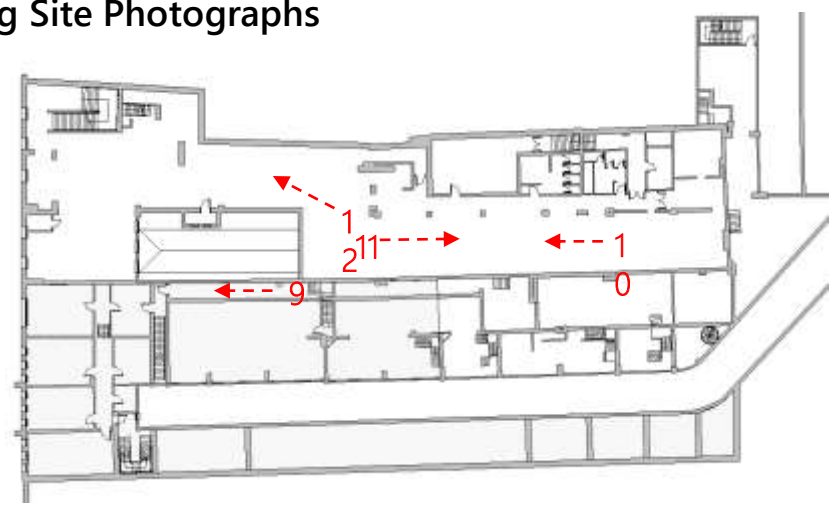
Image 7



Image 8

2.0 Context

2.13 Existing Site Photographs



First Floor Plan



Image 9



Image 10



Image 11



Image 12

3.0 Design Development

3.0 Design Development

3.1 Site

The site is a vacant dilapidated collection of existing buildings, which have been empty and unused for some 20 years.

The design is to open this area to be accessible to the public and provide a unique courtyard opportunity in Cardiff City Centre.

The new Courtyard is accessible from the existing walkway within the High Street Arcade.



Key:



Active Retail – Ground Floor



Development Site



Pedestrianised



Shop Front



Key City Node



Ownership Line

3.0 Design Development

3.2 Courtyard Precedent

The idea to bring this area of Cardiff back into use is to remove the roof and open up a new Courtyard and provide a unique opportunity in Cardiff.

As a design team we have reviewed many courtyard types and designs to decide which type is most appropriate for Cardiff.

Our courtyard space is two stories high (with part three stories) as existing. We have developed many options to decide the best layout and type.

The images opposite are just a few precedent images of the ones we searched through and capture a feel of the courtyard we want to deliver.



Kingly Court, London



Ruin Bar, Budapest



Eccleston Yard, London



3.0 Design Development

3.3 Design Development

As part of the overall design strategy, both the client and the design team are fully committed to maintaining the Arcade architecture, design and feel. As such we have utilised the existing service walkway, which is found on the North face of the arcade, halfway along its length.

This route has been used as access to the Site, which will be a new courtyard space.

The images opposite begin to explore the courtyard solution to unlocking this site and provides more façade opportunities.

We are keen to maintain and enhance the existing character of the buildings, which make up this courtyard as much as possible.

The new courtyard provides an opportunity to provide dual aspect to the existing retail units, which provides frontages into the courtyard to add life and new unit opportunities.



Initial Courtyard layout



Initial Proposed Ground Floor Area Layout



Initial Section

3.0 Design Development

3.4 Demolition

The existing building area as highlighted in red on the opposite plan has been multiple uses over it's life and has been vacant for over a decade and as such has dilapidated and is now in a poor state of repair. The existing trusses have ties missing and there are several leaks throughout.

Following a Historical report, written by Holland Heritage, where the key aspects of heritage have been identified, we discussed the demolition options.

Page 82

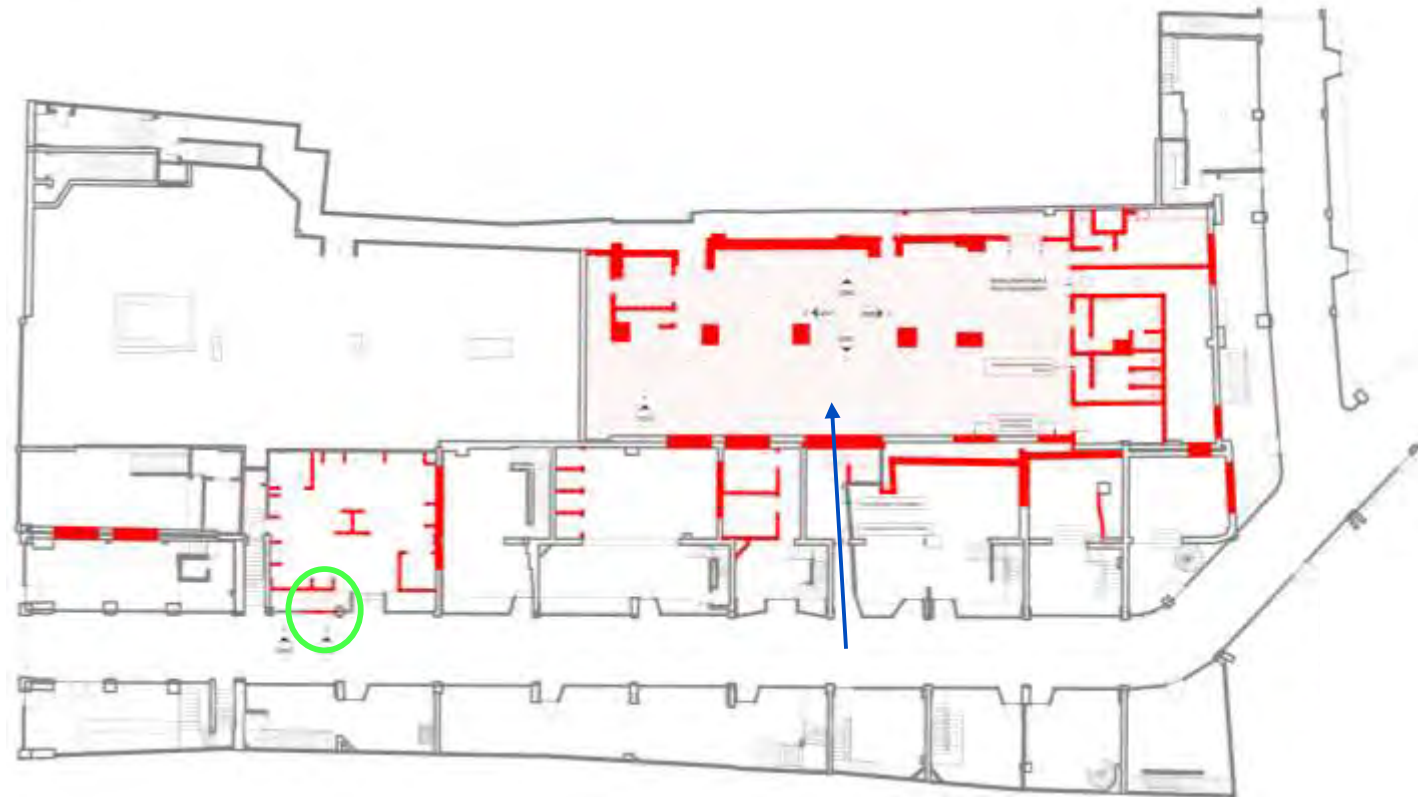
The plan has been developed with these constraints in mind.

We have maintained the main Arcade façade due to its listed status and Cardiff heritage and utilised the existing walkway off the High Street Arcade – Blue arrow on plan.

This existing narrow walkway takes you from the existing High Street Arcade and into a new Courtyard, which is open to the air and has new facades on three sides.

To service the new tenants we need to consider their refuse requirements. The refuse from these arcades is currently walked over to the refuse facility on Womanby Street, this routine will continue in the new proposal.

We are proposing an improvement by providing a service corridor in the basement, which will control the refuse and provide a better means of disposal. This does involve a new secret door into the arcade highlighted in the green circle on the opposite plan.



Ground Floor Demolition Plan

3.0 Design Development

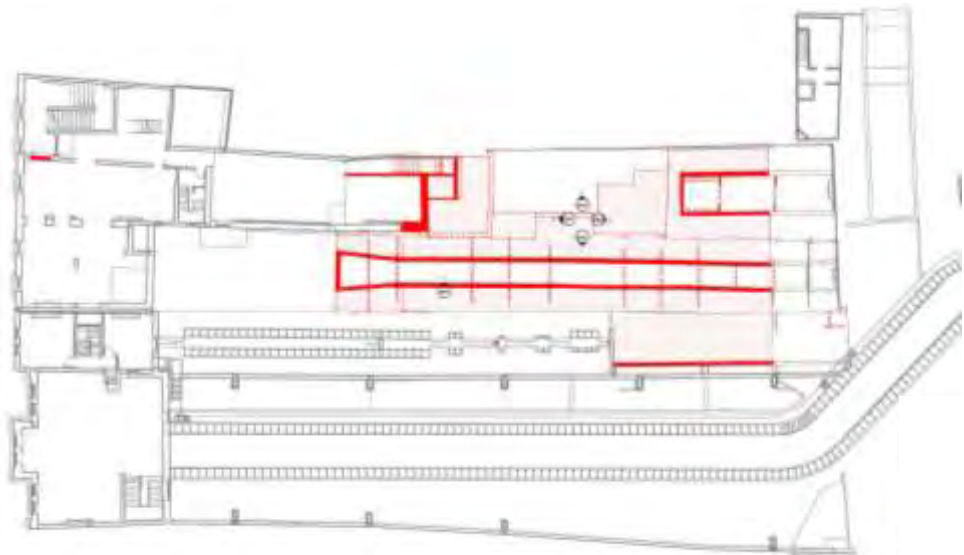
3.4 Demolition

The floor plans opposite illustrate how the courtyard is formed.

An asbestos survey has been undertaken and quotes have been received for its removal. It is clear that this material is removed by a reputable asbestos removal contractor. This will be undertaken before the main construction work begins.



First Floor Demolition Plan



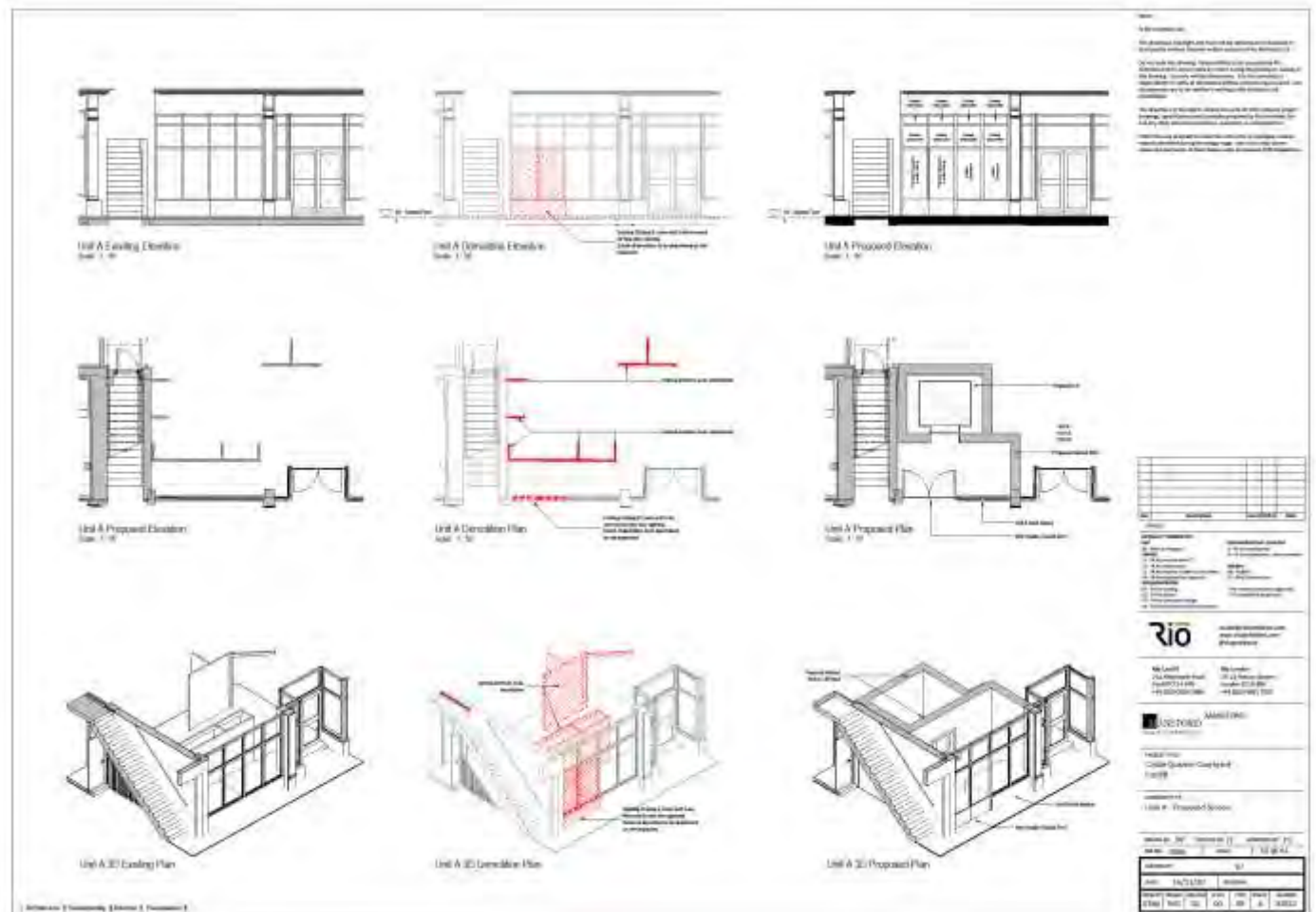
Second Floor Demolition Plan

3.0 Design Development

3.5 Listed Façade,

The Cardiff arcades are a fantastic and unique asset to Cardiff and are rightly protected through listing. We are having to undertake some minor works to a part of the arcade façade, to allow for refuse management.

The screen we are adapting is not the original façade, but a new timber screen. We will match this screen as closely as possible through constructing secret doors – as outlined in the drawing opposite.



High Street Arcade

New Screen drawing

3.0 Design Development

3.6 Early Design Process

We developed several layouts and options for the internal courtyard space, working with local tenants, agents, historical consultants and our client. Eventually a scheme was developed.

The images opposite illustrate the courtyard design layout. These images capture the design intent and our process.

These design ideas feed back into the building plans to provide measurable information to ensure we achieve the quality courtyard this design requires.



4.0 Design Proposal

4.0 Design Proposal

4.1 General Arrangement – Basement Plan



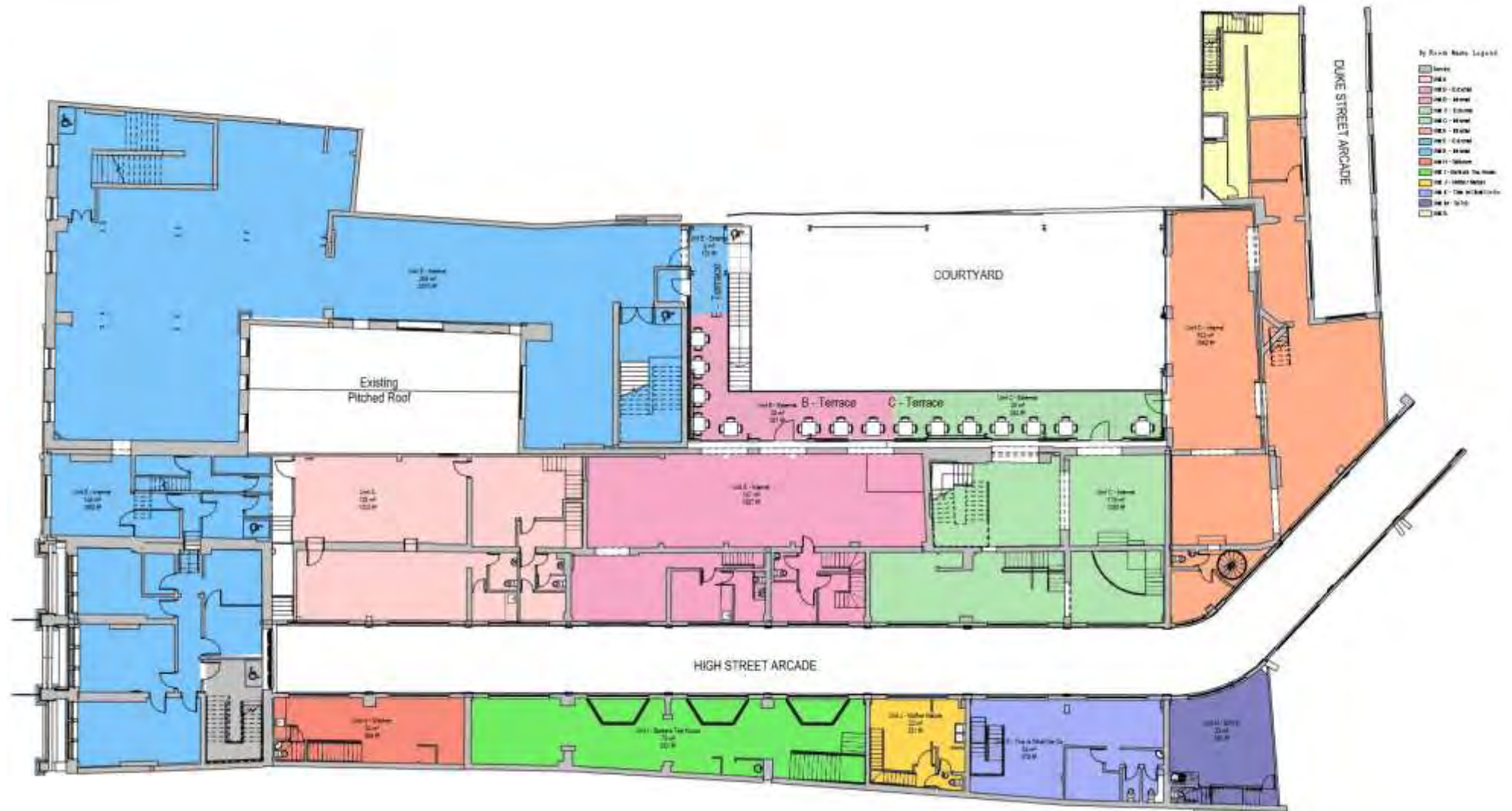
4.0 Design Proposal

4.1 General Arrangement – Ground Floor Plan



4.0 Design Proposal

4.1 General Arrangement – First Floor Plan



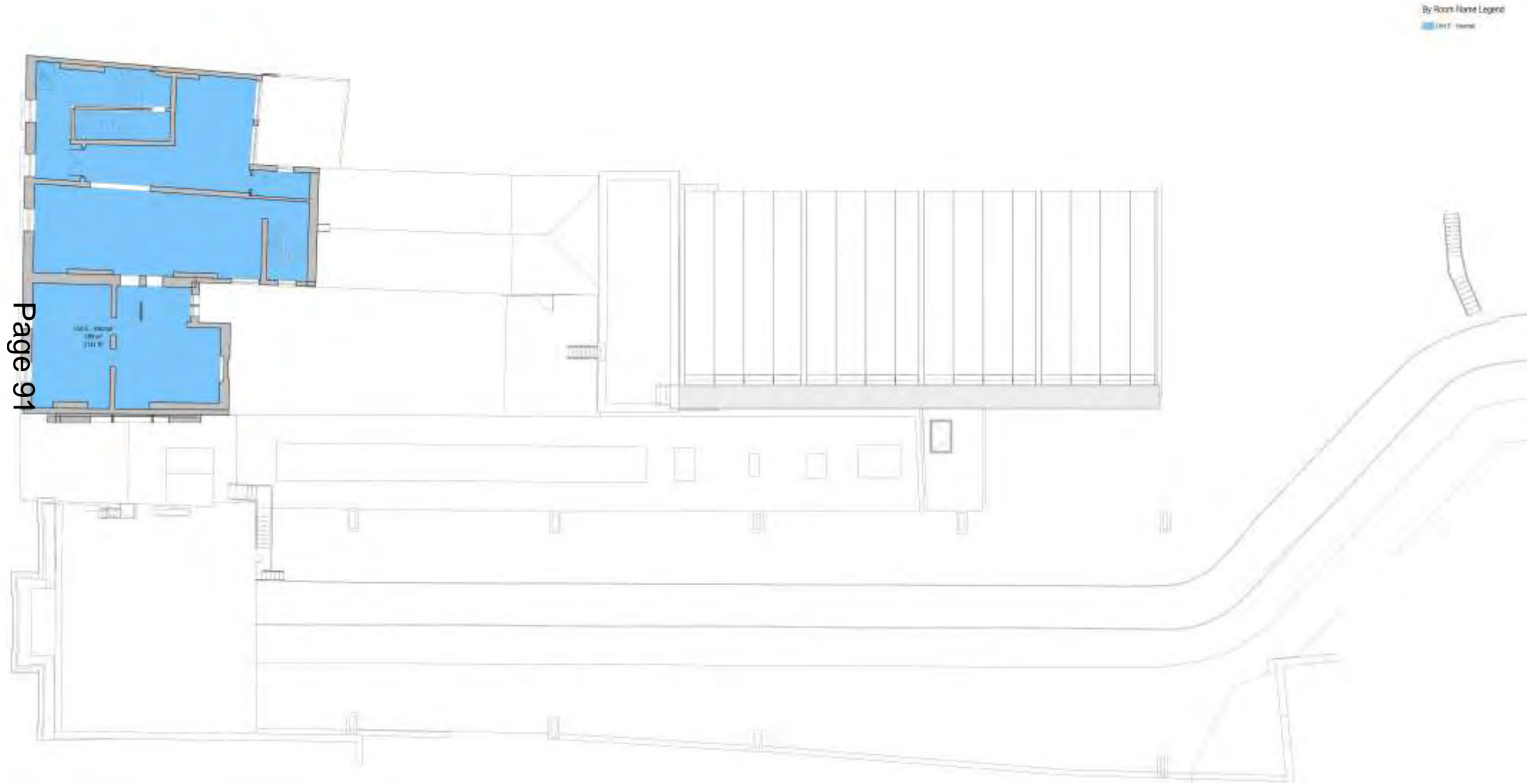
4.0 Design Proposal

4.1 General Arrangement – Second Floor Plan



4.0 Design Proposal

4.1 General Arrangement – Third Floor Plan



4.0 Design Proposal

4.2 Elevations



Courtyard Long Section - North



Courtyard Cross Section - East

4.0 Design Proposal

4.2 Elevations

Page 93



Courtyard Long Section - South



Courtyard Cross Section - West



Roof Level Section - East

4.0 Design Proposal

4.3 Site Sections

Page 94

Courtyard Cross Section - East

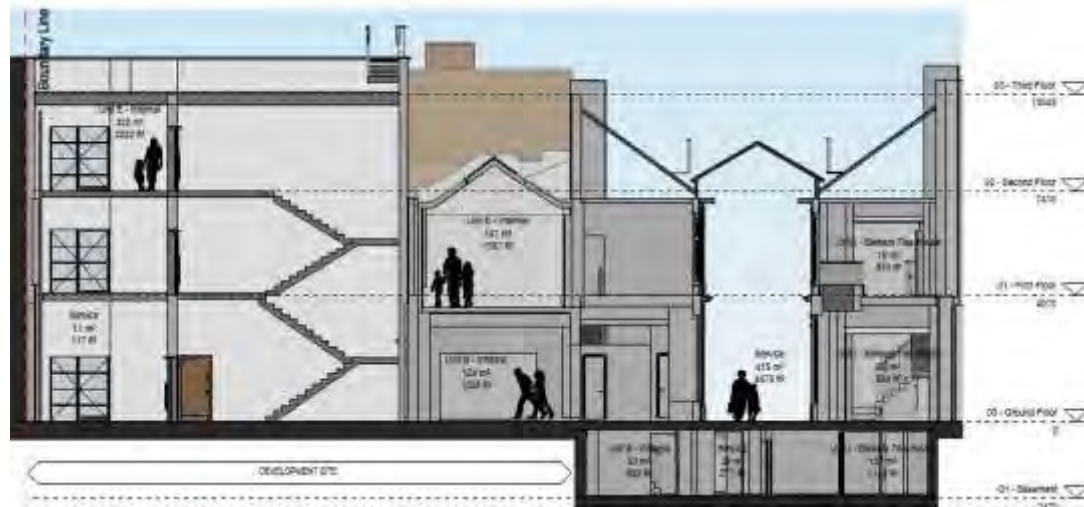


Courtyard Cross Section - East



4.0 Design Proposal

4.3 Site Sections



Courtyard Cross Section - East



Courtyard Long Section - South

5.0 Accessibility & Coordination

5.0 Accessibility

5.1 Access + Movement

The access to the new courtyard is off High Street Arcade and is all on the level.

To access the first and second floor units there is a communal lift within the courtyard – (No 1 on the plan opposite)

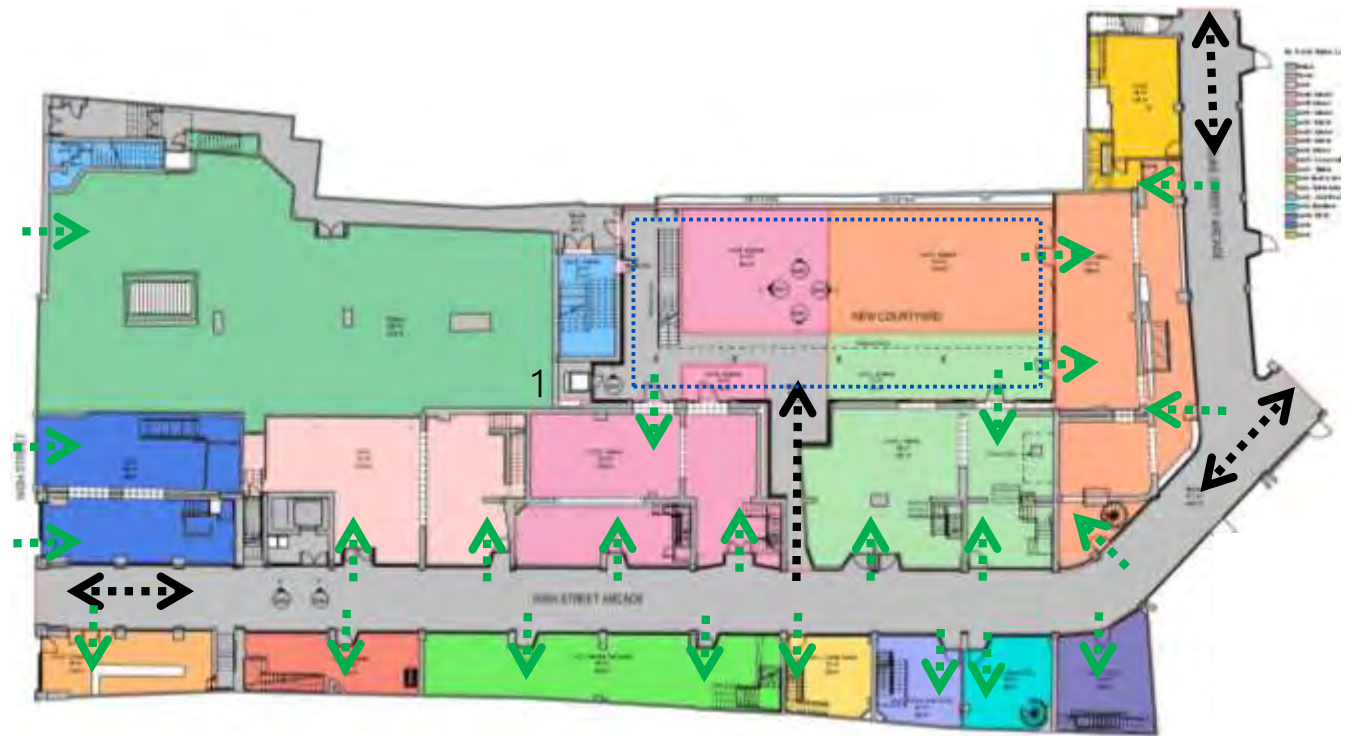
The new courtyard is open to the elements and is an 'open' space.

Hours of Operation:
0700 – 0030 Sunday to Thursday

0700-0130 (the morning following) Friday, Saturday and Sunday preceding a bank holiday

Possible additional time on New Years Eve until 2:30am

Knight Frank currently manage the arcade and will also manage this new development, they have an office in the Castle Arcade.



Ground Floor Plan

Key

..... New Courtyard

■■■■ Main Entrance

■■■■ Unit Entrance

5.0 Accessibility

5.2 Accessibility – Level Changes

Existing Levels

Generally there are minor differences of levels between units on ground floor and first floor. This enables the units facing the High Street to open directly onto the new courtyard adding more permeability and access points to the courtyard.

There is also an existing fire escape corridor which will connect the courtyard to the High Street which we can utilise for an alternative escape route, this too is all on the level.

Internal Level Changes

Existing staircases within the units will be utilised to connect the units from ground to first, some of these staircases are close to the shopfronts and we wish to maintain the arcade feel and the fact that the arcade facades are listed, means that these will remain.

We are not proposing a new lift is provided within each demise as this approach is not in keeping with the arcade units within Cardiff. But, we are proposing a lift positioned within the courtyard to provide access to the whole first and second floor for access purposes.

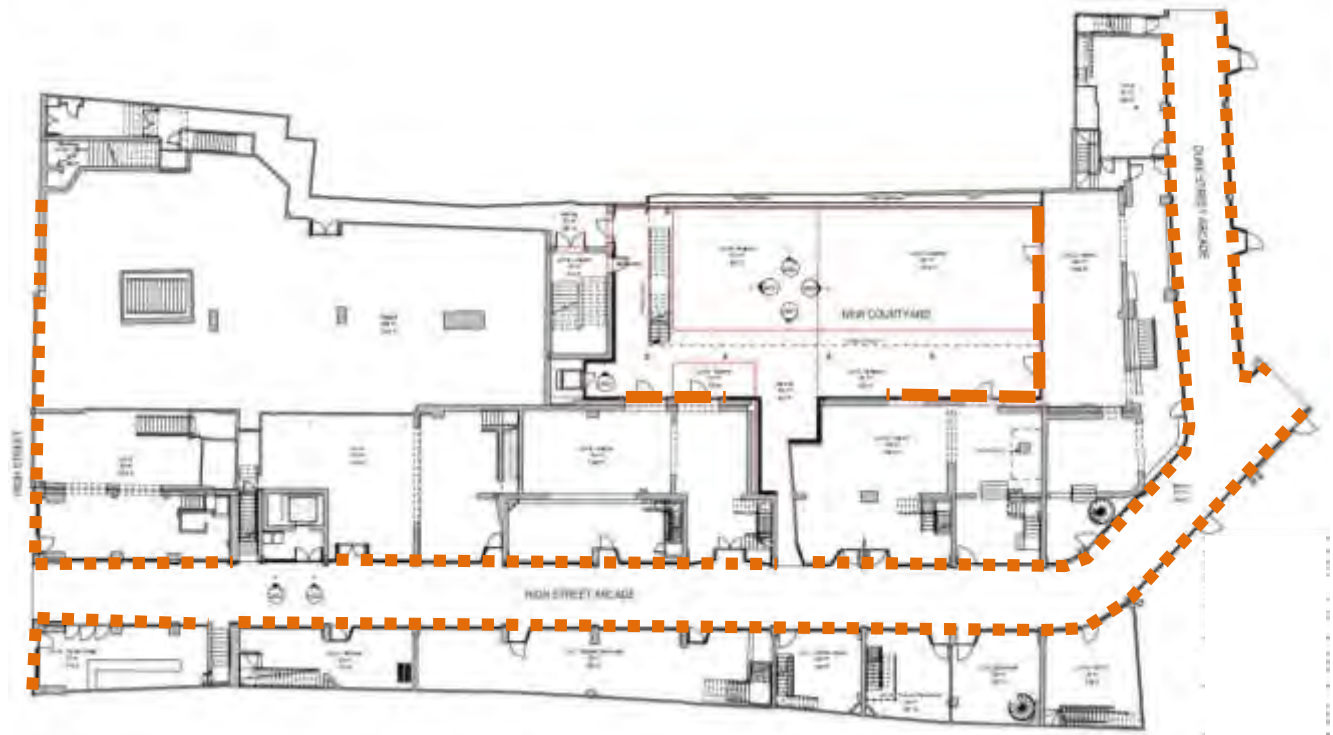


5.0 Accessibility

5.3 Active Frontage

The ground floor of the High Street Arcade building is mainly active frontage along with the majority of frontage onto the High Street, we are proposing more active frontage facing the new Courtyard, increasing the overall active frontage.

The High Street Arcade has entrances off the High Street, Duke Street and St John's Street. This is an important route through the City which helps permeate through the City blocks.



Ground Floor Plan

Key

■ ■ ■ Existing Active Frontage

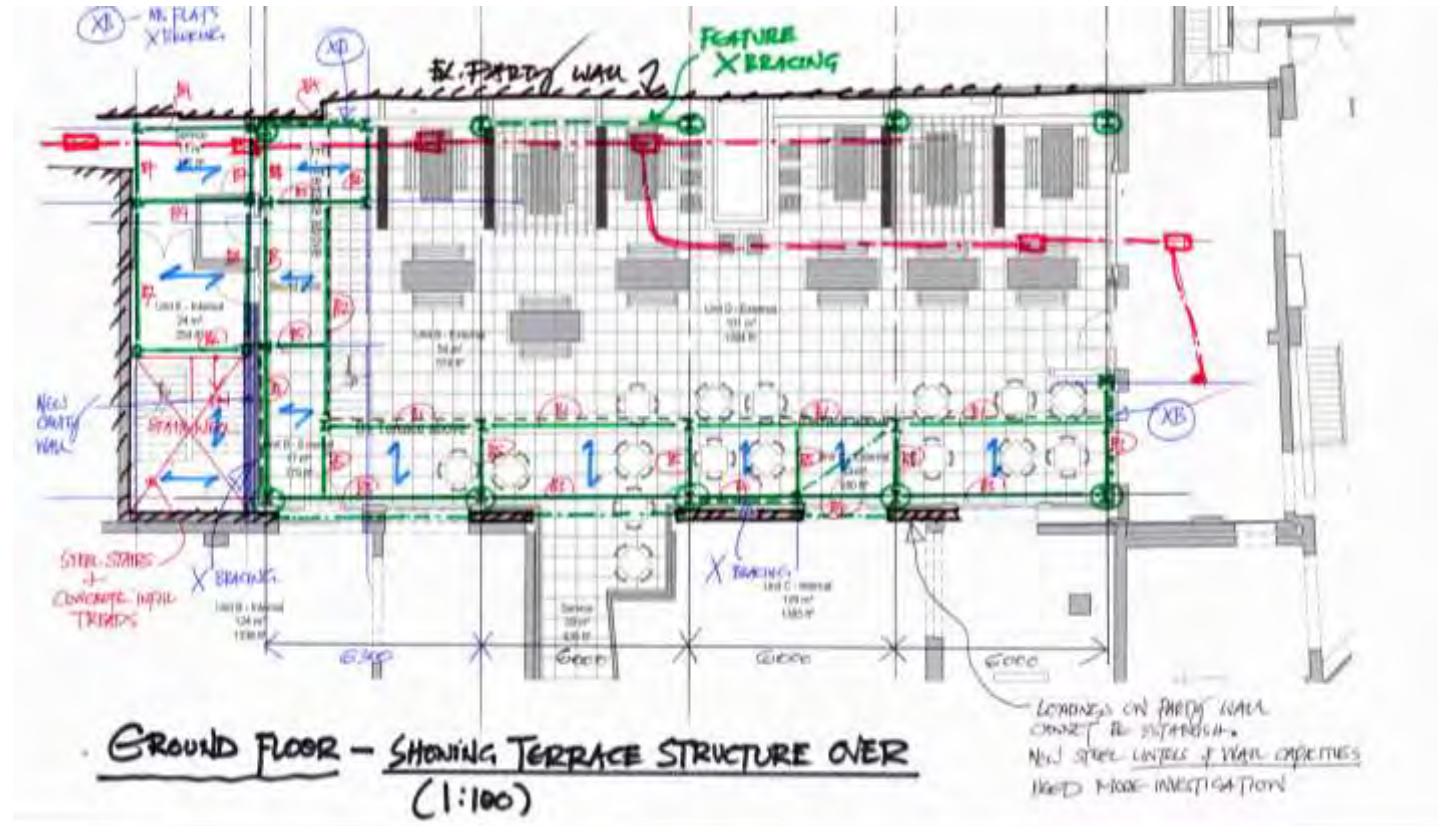
■ ■ ■ New Active Frontage

5.0 Coordination

5.4 Structural Engineer

We are working closely with the Structural Engineer to develop the scheme to deliver the project. The Courtyard needs to be developed both in terms of Structures and drainage to ensure its success.

The image opposite is an early structural design proposal for the scheme.



Ground Floor Plan

5.0 Coordination

5.5 Mechanical & Electrical

Hydrock have produced a M&E report which understands the existing requirements and captures the future demands of the proposal.

TECHNICAL DESIGN NOTE



Project name	High Street Arcade, Cardiff		
Design note title	Utility Assessment		
Document reference	HAS-HYD-XX-XX-RP-ME-0001		
Author	Chris Evans / Daniel Beynon		
Revision	PD1		
Date	11 December 2020	Approved	✓

1. INTRODUCTION

This document serves to summarise the utility assessments conducted by Hydrock to support Rio Architects with a robust planning application. A review was conducted of an existing utility survey conducted by Hollis in August 2020 with a site visit to confirm existing utility infrastructure. Once completed an assessment of preliminary power, water and gas for the proposed scheme was undertaken.

2. REVIEW OF EXISTING UTILITIES

2.1 Electricity

Both High Street Arcade and Duke Street Arcade are fed electrically via 2No. Western Power Distribution (WPD) substations as highlighted below.

2.1.1 External Substation - St Johns Street

Western Power Distribution (WPD) external substation is located on the public walkway of St Johns Street within a GRP enclosure. Cables enter from this substation to the basement of the arcade and connect to numerous Multiservice Distribution Boards (MSDB) located within basement walkways. The MSDB's feed units of both High Street and Duke Street Arcade via associated meters and isolators.

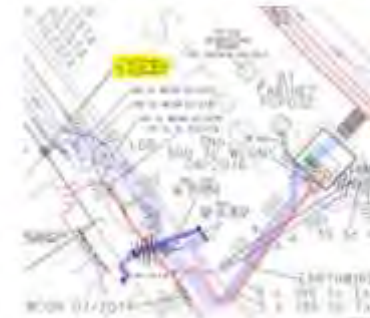


Figure 1 - External Substation Arrangement (St Johns Street)

5.0 Coordination

TECHNICAL DESIGN NOTE



2.1.2 Internal Substation - Maypole Dairy

There is an internal substation located in the basement of Unit 8 of High Street and accessed via the double door entrance at street level. As the substation is WPD owned it is believed they gain access to the basement via a lockbox to the left of the entrance to what is assumed a key to the double doors on High Street.

From the available WPD drawings, this substation feeds Units 8 & 10 directly and an additional supply to a Multiservice Distribution Board within High Street Arcade Unit 13 on associated containment in the basement. The MSDB feeds the below units with the associated cutouts and meters located within each unit.



Figure 1 - Maypole Dairy Substation Connections

2.2 Water

We understand that existing units are provided with individual water connections fed off a common main. Some are individually metered and others do not have meters (these are covered by a standing charge type arrangement).



Figure 2 - Existing Water Main Layout

TECHNICAL DESIGN NOTE



2.3 Natural Gas

Due to existing usage, we would not envisage any problems with the water capacity available for the proposed scheme.

It has been determined to date that natural gas is only provided to the following areas currently within the development:

- Existing gas connections to 3No, first floor apartments within the arcade (Duke Street end)
- A new gas connection recently installed for the Pasture Restaurant off High Street.



Figure 3 - Existing Gas Main Layout

Based on the existing gas infrastructure available, new infrastructure connections would need to be made should gas be required for cooking or space heating purposes in the new units. This is likely to be costly and disruptive, so other options such as electrical kitchen equipment Air Source Heat Pumps and other space heating methods should be considered.

2.4 Telecommunications

The area around the development appears to be well served with BT infrastructure. It is understood at this current stage that all applications for new lines will be made by the tenant.



Figure 4 - Existing BT Openwork Infrastructure

5.0 Coordination

TECHNICAL DESIGN NOTE



3. UNIT LOAD ASSESSMENTS

Hydrock completed initial load assessments below for all units based on floor area, industry standards and recent experience for the following options:

- Option A – includes electrical commercial kitchen equipment
- Option B – includes gas commercial kitchen equipment

Without knowledge of the final unit tenants and due to the complexities of bringing new gas infrastructure we have proceeded with Option A as below:

Unit	Internal Area (m ²)	Option A (All Electric)		
		Elec (kVA)	Gas (kW)	Water (L/s)
Unit A	244	43	N/A	1.7
Unit B	323	54	N/A	2.3
Unit C	103	51	N/A	2.1
Unit D	473	80	N/A	3.3
Unit E	1357	200	N/A	8.3
Unit G	107	30	N/A	0.8
Unit H	93	16	N/A	0.7
Unit I	165	75	N/A	1.9
Unit J	75	13	N/A	0.5
Unit K	100	28	N/A	0.8
Unit L	63	23	N/A	0.4
Unit M	107	17	N/A	0.7
Unit O	149	24	N/A	1.0

Load assessments for the following external/ancillary areas as follows:

Area	External Area (m ²)	Elec (kVA)	Gas (kW)	Water (L/s)
GF Courtyard	263	10	N/A	0.3
PF Terrace	133	0.5	N/A	0.3
SP Terrace	78	0.25	N/A	0.3
Lift	N/A	20	N/A	N/A

TECHNICAL DESIGN NOTE



4. UTILITY APPLICATIONS

4.1 Electricity

Upon further investigation, via site visit on 01/12/20, it is understood that the existing units within the arcade are fed from 3kV MSDs and configured as below. The proposed changes within the arcade can be implemented on the existing supplies from WPD with some alterations/isolations required for the proposed Units A, B, C & D.



Figure 3: Electrical Infrastructure of High Street Arcade and Duke Street Arcade

The existing supply for High Street Unit 8 however has been isolated from the Maypole Substation and an additional supply taken for the adjacent Pastures Restaurant located at street level of Units 9 and 10. This meaning that the proposed Unit E (200kVA) will require a new application to WPD to understand if sufficient capacity available or the extent of upgrade works.

An application was submitted to WPD on 09/12/20 who states up to 4-6 weeks for a response with associated budget estimate costs. WPD will review the availability of the Maypole substation and notify if the substation needs to be upgraded for the proposed works.

4.2 Water

No applications have been made to Welsh Water at this current design stage and will be progressed at following further detailed design.

4.3 Natural Gas

No applications have been made to WWU at this current design stage and will be progressed at a later stage should

Page 104

Cambria Consulting have produced a SUDS plan (see opposite) This is a tight urban development with existing drainage in place, we are working hard to improve the drainage situation and reduce the run off rate compared to the existing situation.



6.0 Landscape

6.0 Landscape

6.1 Urban Landscaping – The Courtyard

Page 106



7.0 Accommodation

7.0 Accommodation

7.1 Summary

The proposed development is a further development of the existing A1 and A3 provision within the arcades.

The arcades are made up of many units and this development creates a new courtyard behind the High Street arcade and provides new units which connect the Arcade to the Courtyard, through three enlarged units.

The plans opposite illustrate the proposed layouts and break down into:

Overall areas:

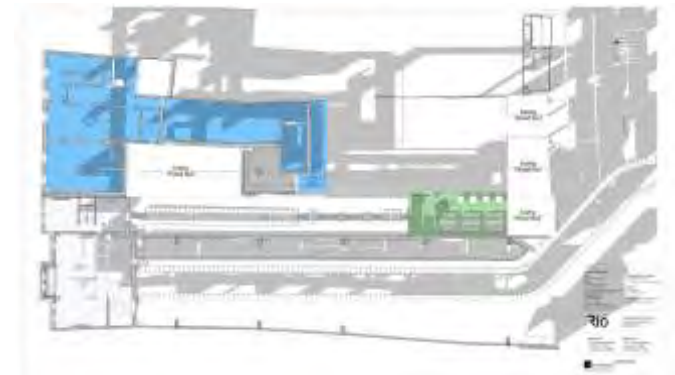
Existing areas of A1 and A3 = 4,993sqm

Proposed areas of A1 and A3 = 4,665sqm

Due to the demolition works to open up a new courtyard the overall areas have reduced.



Basement Floor Plan



Second Floor Plan



Ground Floor Plan



Third Floor Plan



First Floor Plan

8.0 Sustainability

8.0 Sustainability and Placemaking

The proposed development is an opportunity to bring an area of the City which has been vacant for some time back into use.

There are many advantages that Cardiff will benefit from following this development, including:

Active and Social Places,
Enterprising Places,
Distinctive Place.

All delivered within the heart of the City building on increased footfall and accessible only by foot.

This development will deliver a unique Place and encourage sustainable placemaking.

Below is an extract from Planning policy Wales (10) paragraph 2.21:

Planning authorities should ensure that social, economic, environmental and cultural benefits are considered in the decision-making process and assessed in accordance with the five ways of working to ensure a balanced assessment is carried out to implement the Well-being of Future Generations Act and the Sustainable Development Principle.

The design has developed over many iterations and has been an inclusive process, working with the wider team to discuss and propose ideas and solutions. See below extract from 3.4:

Design is an inclusive process, which can raise public aspirations, reinforce civic pride and create a sense of place and help shape its future.



9.0 Visualisation





10.0 Summary

10.0 Summary

10.1 Architectural Summary

Cardiff is an expanding city. Since urban regeneration projects began in the late 1980's, the city undergone a drastic transformation by redeveloping previous industrial sites, and converting them into contemporary areas for work and leisure. Regeneration projects such as Cardiff Bay, the National stadium, St. David's 2 shopping centre complex, as well as the more recent completion of Central Square, give clear evidence of the city's desire from modernisation and to provide a thriving capital city which promotes sustainable, economic growth.

Page 115 The design work we are developing aims to continue this process and development by converting the currently disused site behind the High Street Arcade into a thriving, new courtyard development.

The design intentions of scheme have been to create a new, contemporary, unique development that will act as a complimentary addition to the historic Cardiff arcades. Further developing on the existing historic fabric and expanding Cardiff's offering as a Capital City.





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Mr Matthew Phipps
TLT LLP
1 Redcliff St,
Redcliffe,
Bristol
BS1 6TP

Date: 27 August 2021
Our ref: 63045/01/JCO/20111904v1
Your ref:

Dear Matthew

High Street Arcade: Licensing

I understand that you are preparing for a licensing hearing on 17th September in relation to the above proposals.

As part of this, it may be helpful for the members of the hearing to understand the position regarding planning – you will be aware that we acted for Mansford Ltd in securing the necessary permissions.

In summary, the proposals comprised a change of use allowing A1/A3 uses (retail, restaurant/café/bar and ancillary storage) and part demolition within vacant units, including cessation of a former nightclub, internal alterations and the removal of a section of roof to the centre rear of 8-10 high street to create a new courtyard. The proposals included the following units/changes:

8/10 High St: basement, ground, first and second floor a1/a3 (food led) and third floor storage;

3-7 High St Arcade: basement, ground and first floor, a1/a3 (food led);

9-13 High St arcade: basement, ground and first floor (including Terrace), a1/a3 (food led);

15-17 High St arcade - basement, ground and first floor (including terrace), a1/a3 (food led)

21, High St Arcade & 10/12 duke St arcade - basement, ground and first floor, a3 (food led);

R/O High St Arcade: Courtyard – ground floor, outdoor seating area (ancillary to adjoining uses).

The proposals required Planning Permission, Listed Building Consent and Conservation Area Consent. The Conservation Area Consent involved the demolition of unlisted buildings in the Arcade; the Listed Buildings covered works to Listed Buildings and the Planning permission included works and proposed uses. It is the Planning Permission that has most relevance to the licencing application, since land use planning deals with issues of amenity and can control noise, air quality, fume extraction and filtration, character and appearance, as well as activities that take place within each unit. The planning process seeks to control inappropriate use either by withholding permission or through the imposition of planning conditions or legal agreements.

From the outset, Officers were highly supportive of the principle of development. It was acknowledged that this is a very urban town centre environment and symptomatic of how important city centre heritage assets might need to be repurposed following the pandemic given the high vacancy rates of existing retail units.

Indeed, the significant investment in an area with extremely high vacancy was also regarded as a very positive intervention by Mansford, the Arcade's owners. The nature of the proposals, which are focussed on restaurants/bars and seating (as opposed to vertical drinking) were seen as being eminently supportable from a planning and environmental perspective, particularly as a very large part of the development includes a former nightclub which hitherto could have legitimately reopened as an extant use (until this current permission is implemented, in planning terms, it actually still could). No concerns about the impacts on neighbouring properties were raised and neither were any objections lodged.

Notwithstanding this, the permission is a flexible A1/A3 consent, which essentially allows the units to be used as shops/restaurants/cafes/bars/pubs, but since the Council's primary focus was on maintaining the small number of units within the arcade and avoiding wholesale coalescence, which would have resulted in a small number of larger units (something they were keen to avoid), the nature and scale of the proposition was considered entirely acceptable.

We were advised that there are a small number of residential units that back on to the arcade and courtyard, though none of these have direct overlooking or access to the courtyard, and they are separated by existing solid walls and in some cases other properties. Nevertheless, we worked with an acoustic specialist to ensure that reasonable ambient noise levels would be maintained and live and amplified music is appropriately controlled, so that the residents' premises were protected against noise nuisance or other inappropriate intrusion. This was all to the satisfaction of the Planning and Environmental Protection Officers.

All three applications have been approved and we are now working with our client and case officers to discharge the conditions.

I trust that you will find this brief summary helpful.

Kind Regards

A handwritten signature in black ink, appearing to read 'John Cottrell', with a stylized flourish at the end.

John Cottrell
Senior Director, Head of Cardiff Office

Copy: Mansford Ltd.

Matthew Phipps
TLT Solicitors
One Redcliff Street
Bristol
BS1 6TP

31 August 2021

Dear Matthew

I'm writing in my role as communications consultant on the development team for the Castle Quarter Courtyard to outline the media interest in the scheme.

Since its announcement in early 2021, the Castle Quarter Courtyard development has been covered extensively by Cardiff, Welsh and UK media.

Business media including Wales Online, Wales Business Insider and Business News Wales reported on the story, leading with the significant investment in the historic arcades, the creation of new spaces for independent hospitality operators and the expected benefits to the city in terms of retail footfall and visitor numbers.

The announcement was also supported by Adrian Field executive director of FOR Cardiff who was quoted: *"The Victorian and Edwardian shopping arcades and their independent businesses offer a unique leisure experience for residents and visitors. It's exciting to see that offer being enhanced with this new development. We look forward to seeing what new business opportunities the Castle Quarter Courtyard will bring to our city, as it seeks to grow and develop after this difficult year."*

Stephen Barker, co-founder arcade-businesses Coffee Barker, Rum & Fizz, Barker Tea house and Gin & Juice, has also supported the development and said: *"This project represents a tremendous opportunity for Cardiff to step up to the next level with depth and refinement, for the people of Wales and all who visit our capital city."*

Underlining the scale of the development and its timing as the hospitality industry looks to its post-covid recovery, UK specialist media including The Caterer, Propel and Big Hospitality also reported on the story. Reporting included reflections on the ongoing changes to the retail sector and the importance of mixed developments and leisure in securing the future of the high street.

The Caterer's coverage quoted Philip Morris of EJ Hale saying: *"Morris added that interest in the new sites from 'some of the best-known independent operators in the country' was strong".*

Cardiff's consumer media has been excited by the design of the scheme and the prospect of the city attracting, or supporting the growth of, more independent food and leisure businesses. Cardiff Life magazine devoted a full page to its coverage and the story has been reported by Wales 24/7, It's on Cardiff, WalesOnline and Design my Night.

Cardiff Life, in its newsletter to subscribers, said: *"Exciting plans have been revealed for a new hidden courtyard in the heart of Cardiff's historic Castle Quarter. [...] the Castle Quarter Courtyard will create a new space to support, encourage and develop Cardiff's diverse independent hospitality and retail offer."*

The level of interest and excitement from the media clearly demonstrates wide support for the rejuvenation of Cardiff's much-loved arcades. Opportunities to expand Cardiff's growing reputation as an independent food and leisure destination have been welcomed, as has the case for more more imaginative, mixed-use schemes which can secure a vibrant future for the high street retail areas around Cardiff's Castle Quarter.

We anticipate continued media support throughout the development of the scheme and, in particular, for the announcement of the businesses who will be moving into the courtyard.

A table of links to coverage is provided below.

Kind regards,



Matt Appleby FCIPR Chart.PR MPRCA FRSA
Director
Matt Appleby Consulting Ltd

Date	Media	Link
12/01/2021	Wales Online	https://www.walesonline.co.uk/news/wales-news/cardiff-arcades-hidden-courtyard-emporium-19609794
12/01/2021	Business Live	https://www.business-live.co.uk/commercial-property/plans-open-up-hidden-courtyard-19608721
13/01/2021	Wales Business Insider	https://www.insidermedia.com/news/wales/plans-unveiled-for-cardiff-courtyard-scheme?utm_source=wales_newsletter&utm_campaign=wales_news_tracker&utm_medium=top_story_article
13/01/2021	WBI newsletter	http://news.insidermedia.com/q/17Mt6mlMTwBfM3Ra5Jzf3/wv
13/01/2021	Wales 24/7	https://www.wales247.co.uk/plans-for-hidden-courtyard-in-cardiff-city-centre-revealed/
13/01/2021	It's on Cardiff	https://itsoncardiff.co.uk/secret-courtyard-breathes-new-life-into-cardiff-arcades/
15/01/2021	Cardiff Life news	http://cardifflife.cmail19.com/t/ViewEmail/y/3B9F71BAC44727562540EF23F30FEDED/1D40E70A23B4F8DB6CBD507C784BD83B
15/01/2021	Big Hospitality	https://www.bighospitality.co.uk/Article/2021/01/15/Plans-submitted-for-The-Castle-Quarter-Courtyard-restaurant-development-in-Cardiff
18/01/2021	Propel newsletter	http://www.propelinfo.com/pi-Newsletter-mon.php?datetime=20210118080000
18/01/2021	The Caterer	https://www.thecaterer.com/news/plans-submitted-cardiff-castle-quarter-courtyard
19/01/2021	Business News Wales	https://businessnewswales.com/secret-courtyard-breathes-new-life-into-cardiff-arcades/
19/01/2021	Business News Wales newsletter	https://myemail.constantcontact.com/Strengthening-the-Ties-Between-Wales-and-Germany.html?soid=1121577816513&aid=pQRZbVxATPw
19/01/2021	RBPI	https://www.rpbi-openings.co.uk/news/summary/pub/plans-unveiled-for-cardiff-courtyard-scheme/adc2d8c969281779ebbd1e91ecbc2e13
26/01/2021	In Business	http://www.inbusinessmag.co.uk/secret-courtyard-breathes-new-life-into-cardiff-arcades/
26/01/2021	Design my night	https://www.designmynight.com/cardiff/blog/castle-quarter-courtyard-coming-to-cardiff-arcades
12/03/2021	Cardiff Life mag	https://issuu.com/mediaclash/docs/cfl234_final
19/03/2021	Cardiff Life news	http://cardifflife.cmail20.com/t/ViewEmail/y/AC6E18EC0C8993812540EF23F30FEDED/1D40E70A23B4F8DB6CBD507C784BD83B
19/07/2021	WalesOnline	https://www.walesonline.co.uk/news/wales-news/cardiff-duke-high-arcade-plans-21091471
20/07/2021	In Business	https://www.citylifecardiff.co.uk/open-air-courtyard-a-breath-of-fresh-air/
21/07/2021	Propel	https://mailchi.mp/9d20eb3a50c0/z3n712a1c1-226910?e=7da8906a08
21/07/2021	Wales 24/7	https://www.wales247.co.uk/plans-approved-for-open-air-courtyard-at-cardiffs-historic-castle-quarter
22/07/2021	The Caterer	https://www.thecaterer.com/news/new-hospitality-castle-quarter-cardiff
22/07/2021	Cardiff Life IG	https://www.instagram.com/p/CRml10_r8WO/?utm_source=ig_web_copy_link

From: Matthew Phipps <matthew.phipps@TLTsolicitors.com>
Sent: 10 September 2021 11:55
To: Matthew Phipps <matthew.phipps@TLTsolicitors.com>
Subject: FW: CASTLE QUARTER COURTYARD – CARDIFF APPLICATIONS FOR PROVISIONAL STATEMENTS – LICENSING ACT 2003 – PRE APPLICATION CONSULTATION [TLT-TLT.FID6714318]

From: Matthew Phipps
Sent: 18 March 2021 14:14
To: Norma.Mackie@cardiff.gov.uk; Christopher.Weaver@cardiff.gov.uk; Sarah.Merry@cardiff.gov.uk; Ali.Ahmed@cardiff.gov.uk
Subject: CASTLE QUARTER COURTYARD – CARDIFF APPLICATIONS FOR PROVISIONAL STATEMENTS – LICENSING ACT 2003 – PRE APPLICATION CONSULTATION [TLT-TLT.FID6714318]

Dear Ward Councilors,

I trust you are safe and well.

I am acting for a developer and freehold owner who is pulling together a significant scheme at the High Street Arcade.

We are engaging in pre application consultation with the officers, and are now moving to a position where we are, soon, to submit licence applications.

All the details are attached and an explanatory email setting this out is below.

I didn't want these applications to land on your desks without you having had the chance to consider the detail and if you'd find it helpful we can arrange a discussion, and/or a site visit.

Do get in touch if you'd like to discuss any element.

Best wishes

Matthew

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<https://www.tltsolicitors.com/insights-and-events/news/operators-run-risk-of-hmrc-fine-for-cocktail-deliveries/>

From: Matthew Phipps
Sent: 22 February 2021 13:51
To: Cook, Daniel <Daniel.Cook2@cardiff.gov.uk>; Sgt Justin Hardwick (justin.hardwick@south-wales.pnn.police.uk) <justin.hardwick@south-wales.pnn.police.uk>
Subject: CASTLE QUARTER COURTYARD – CARDIFF APPLICATIONS FOR PROVISIONAL STATEMENTS – LICENSING ACT 2003 – PRE APPLICATION CONSULTATION [TLT-TLT.FID6714318]

Dear Sirs

CASTLE QUARTER COURTYARD – CARDIFF APPLICATIONS FOR PROVISIONAL STATEMENTS – LICENSING ACT 2003 – PRE APPLICATION CONSULTATION

We are instructed by Mansford in relation to the above premises licences proposals. You may have read about the redevelopment of the Arcade in the local press. (News link here: <https://www.walesonline.co.uk/news/wales-news/cardiff-arcades-hidden-courtyard-emporium-19609794>) You may also have been consulted as part of the planning application which was lodged earlier this month

High Street Arcade, at the top of High Street, will be well known to you, it houses a number of existing retailers and premises and "behind those" there is a currently a vacant dilapidated collection of existing buildings which have been empty and unused for some years. The intention is to open up this part of the Arcade through the introduction of 6 licensed units, providing a unique courtyard space within the heart of Cardiff City Centre.

We have been asked by our client to make a series of applications for provisional statements under the Licensing Act 2003 and the purpose of this email is to canvass your views on the proposals in advance of these applications being submitted.

Enclosures:

We attach to this email:

1. **Castle Quarter Brochure** – introducing the business and setting out the background, and vision, to the proposal and a Design and Access Statement, enclosed as part of the planning application, but good context here.
2. **Drawings** as follows (these can also be found at pages 10 – 14 of the Brochure but are included for the sake of clarity)
 - Basement 01030
 - Ground Floor 01031
 - First Floor 01032
 - Second Floor 01033
 - Third Floor 01034
3. **Draft operating schedule** (to attach to each unit)

Mansford

Mansford acquired the High Street, Duke Street and Castle Arcades in 2014

Mansford was formed in 1995 and already has developed connections and a proven track record in Wales. They are a real estate investment firm who, amongst other things, partnered SA Brain in the successful mixed use redevelopment of Old Brewery Quarter in Cardiff as well as their logistics HQ in Cardiff. Mansford also acquired Stadium Plaza, a 300,000 sq ft leisure scheme to invest and reposition the former Millennium Plaza successfully into a family leisure destination, which now forms part of Central Square. Current investments in Wales include The City Gates, Swansea, a 300,000 sq ft mixed use leisure scheme comprising c.3.5 acres of the city centre anchored by a Vue Multiplex, Premier Inn hotel, golf and a mix of food & beverage outlets.

High Street Arcade

Mansford has assembled a team of designers and architects with a view to redeveloping and revitalising the Castle Quarter Arcade in the centre of Cardiff. At the present time the High Street Arcade is home to a mix of food and drink outlets, among them Barkers Tea House, New York Deli, as well as a number of other retail outlets.

The site, which will be the location of the proposed applications is located to the north of the High Street Arcade (see page 9 of the attached brochure) and is currently a landlocked vacant building. The site is bounded by the High Street Arcade to the south, the Duke Street arcade to the east, and operational retail and business units to the north and west.

The idea to bring this part of the arcade of Cardiff back into use is to remove the roof and open up a new Courtyard and provide a unique opportunity in Cardiff. Other similar ventures, which have provided inspiration for this development are at Kingly Court, London, Eccleston Yard, London and Ruin Bar Budapest.

Pasture

Pasture, the new steak restaurant that opened through the course of the first lockdown, they occupy the unit immediately outside the entrance to the arcade. (<https://pasturerestaurant.com/locations/cardiff/>). This operation (Pasture are a tenant of Mansford's) is a fair reflection of the quality and type of operation that Mansford anticipate developing in the courtyard, this unit being the first one in the project as a whole.

The Vision

The ultimate vision for the Arcade (see page 8 of the brochure) is to create a mix of up market eating and drinking venues (6 in total), developed round a central courtyard, with operators being encouraged to provide outdoor seating to their venues

Applications for provisional statements

Given the level of investment being made by our client, you will understand the need for them, at as early a stage as possible, to have some security in relation to the licensing position. It is for this reason that we have advised our client to make a series of applications for provisional statements (rather than premises licences) for Units A – E inclusive and Unit S (see attached plans). These units are of varying sizes, ranging from 500 sq ft to 3,000 sq ft. Tenants and operators for these units have not yet been confirmed, which seems to us to make the provisional statement route the appropriate course.

Operating Schedule - Opening hours and Licensable activities

A copy of the proposed operating schedule is attached.

In summary:

- It is intended that the units will be (able to) open from 0700 each morning
- In relation to the supply of alcohol and the provision of regulated entertainment we propose to apply for permissions for the following hours:
 - Sunday to Thursday – 0700 to 0000
 - Friday, Saturday and Sundays prior to a bank holiday Monday – 0700 to 0100
 - New Year's Eve – 0700 to 0200
- In relation to the provision of late night refreshment we propose to apply for a permission for the following hours:
 - Sunday to Thursday – 2300 to 0030
 - Friday, Saturday and Sundays prior to a Bank Holiday Monday – 2300 to 0130
 - New Year's Eve – 2300 to 0230

Subject of course to any comments that you may have, it is proposed that the operating schedule will be replicated across each of the units. Having considered the Council licensing policy, and given our experience of making applications across the city, we believe that the attached operating schedule will promote the licensing objectives, as well as taking in to account the special conditions that the Authority has requested in previous applications for major event days in the City Centre and Bay areas of the City.

Next steps - Meeting

In the normal course of events we would have suggested that we meet on site to discuss the application, not least given the significance of the development not only to our client but to the city of Cardiff as a whole.

Can we suggest that once you have had an opportunity of absorbing the attached information that we look to set up a TEAMS/ZOOM call to discuss the matter further, or we can do a face to face meet and walk around if you would like, there is space to deliver social distancing, but we appreciate that may not be perceived as appropriate. My client is keen to engage as fully as possible in advance of lodging the applications and is completely open to a discussion about any additional appropriate and proportionate conditions.

I look forward to hearing from you.

With best wishes

Matthew Phipps
Partner
Head of Licensing England and Wales
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From the 2nd December regulations setting out the new 3 tiers in England come into force. We discuss the new tiers and offer our thoughts on their interpretation in our webinar. [Watch our webinar recording](#)















BWYTA BWYD BOMBAL



BOMBAL STREET FOOD BOMBAL STREET FOOD



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