

Llanrumney

Illustrative Masterplan

- 1 Reconfigured Park and Ride, including a deck car park.
- 2 New bus interchange (indicative position and layout).
- 3 Indicative development positioned between trees on a new access road which is aligned to the pylon path. Some of the trees are effected by a TPO and would need to be carefully justified. The site is also subject to an LDP policy limiting impact of development on the character of the river valley.
- 4 Potential supermarket site, with parking on the roof.
- 5 Site for a potential petrol station or other commercial uses.
- 6 Protected tree corridor and retained path to Pentwyn.
- 7 Strong river corridor with compensatory planting, containing improved shared footpaths and cycle routes.
- 8 New bridge between the A48 and Llanrumney, with managed access (a bus gate) at peak times.
- 9 Relocate Llanrumney Rugby Club and build a new club house/changing rooms.
- 10 Llanrumney High School redevelopment (indicative number and layout).
- 11 Scope to redevelop land to the north of the new link road. (Indicative number and layout)
- 12 Higher density development at the main junction with scope for some retail uses.
- 13 New foot and cycle bridge connecting through a rationalised school grounds.
- 14 New residential development potential adjacent to Llanrumney Hall (indicative number and layout).



No Status
Version 26.11.2018
This plan has been prepared to illustrate a potential development option for the area. This does not represent the formal view of the local planning authority regarding the likelihood of obtaining planning consent, and is prepared without prejudice to the consideration of any formal planning applications which would be considered on their merits, having regard to relevant legislation, national and local planning policy and all relevant material planning considerations. For all major developments it is recommended that pre-application advice is sought from the planning authority in advance of any formal submission of a planning application.