

# Placemaking in

# WHITBURN

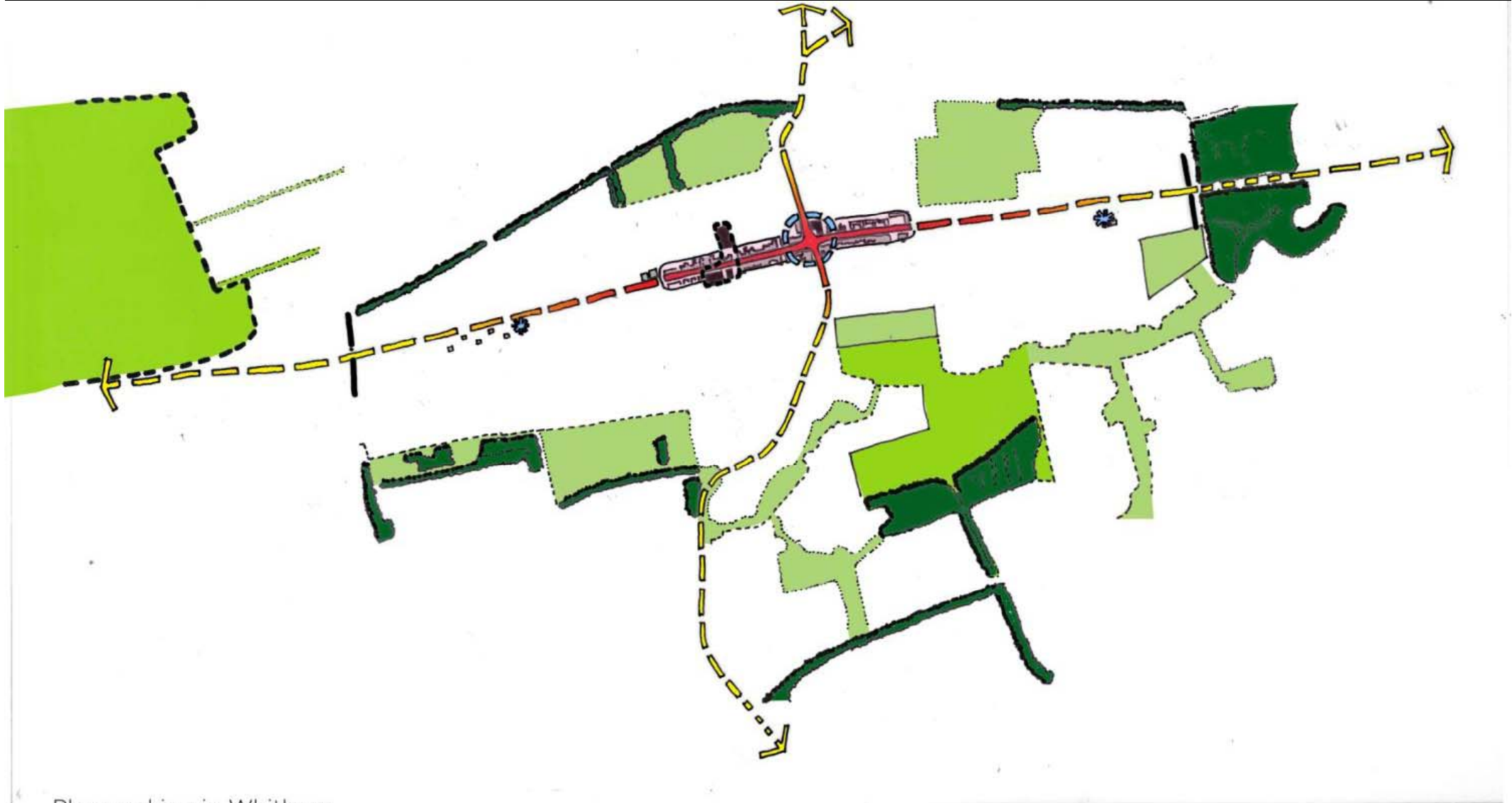
Chapter 09  
Draft Development  
Framework – Open Space



Placemaking in Whitburn  
Emerging Place Diagram

02-04-15

Austin-Smith:Lord



Placemaking in Whitburn  
Emerging Place Diagram

02-04-15

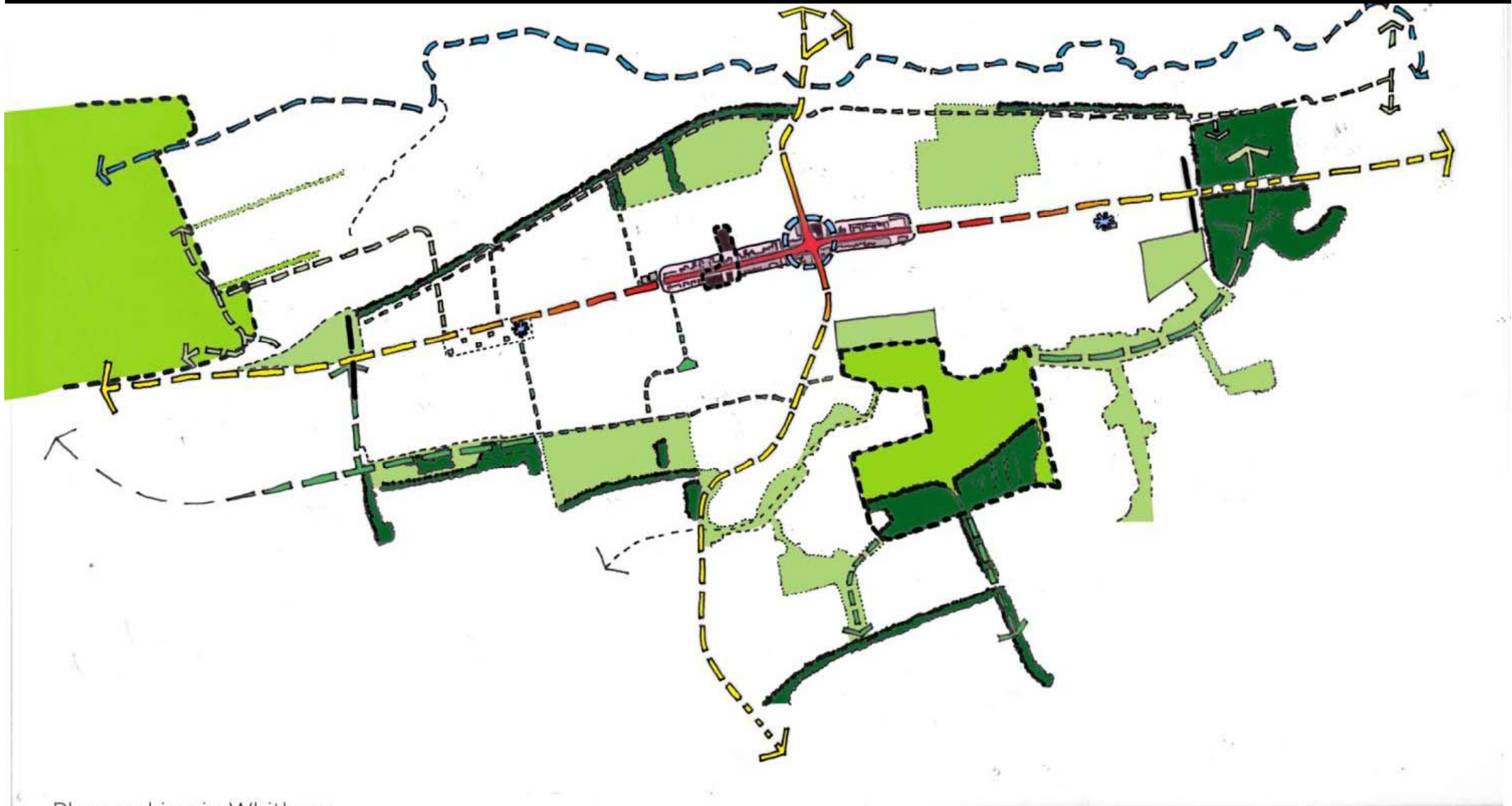
Austin-Smith:Lord



## Placemaking in Whitburn Emerging Place Diagram

02-04-15

Austin • Smith : Lord



Placemaking in Whitburn  
Emerging Place Diagram

02-04-15

Austin-Smith:Lord





Placemaking in Whitburn  
Emerging Place Diagram

02-04-15

Austin-Smith:Lord



Placemaking in Whitburn  
Emerging Place Diagram

02-04-15

Austin-Smith:Lord





Placemaking in Whitburn  
Emerging Place Diagram

02-04-15

Austin-Smith:Lord



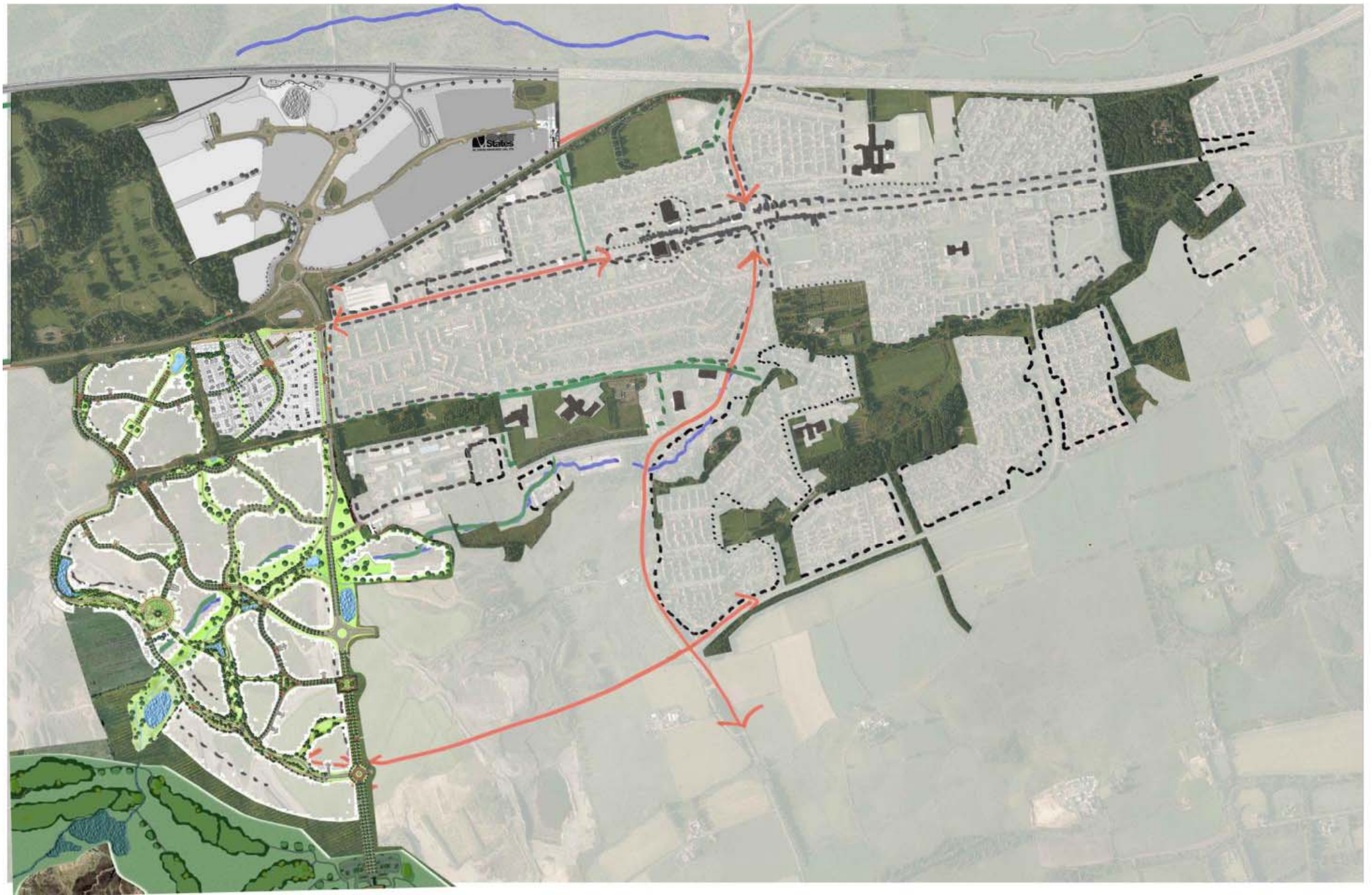




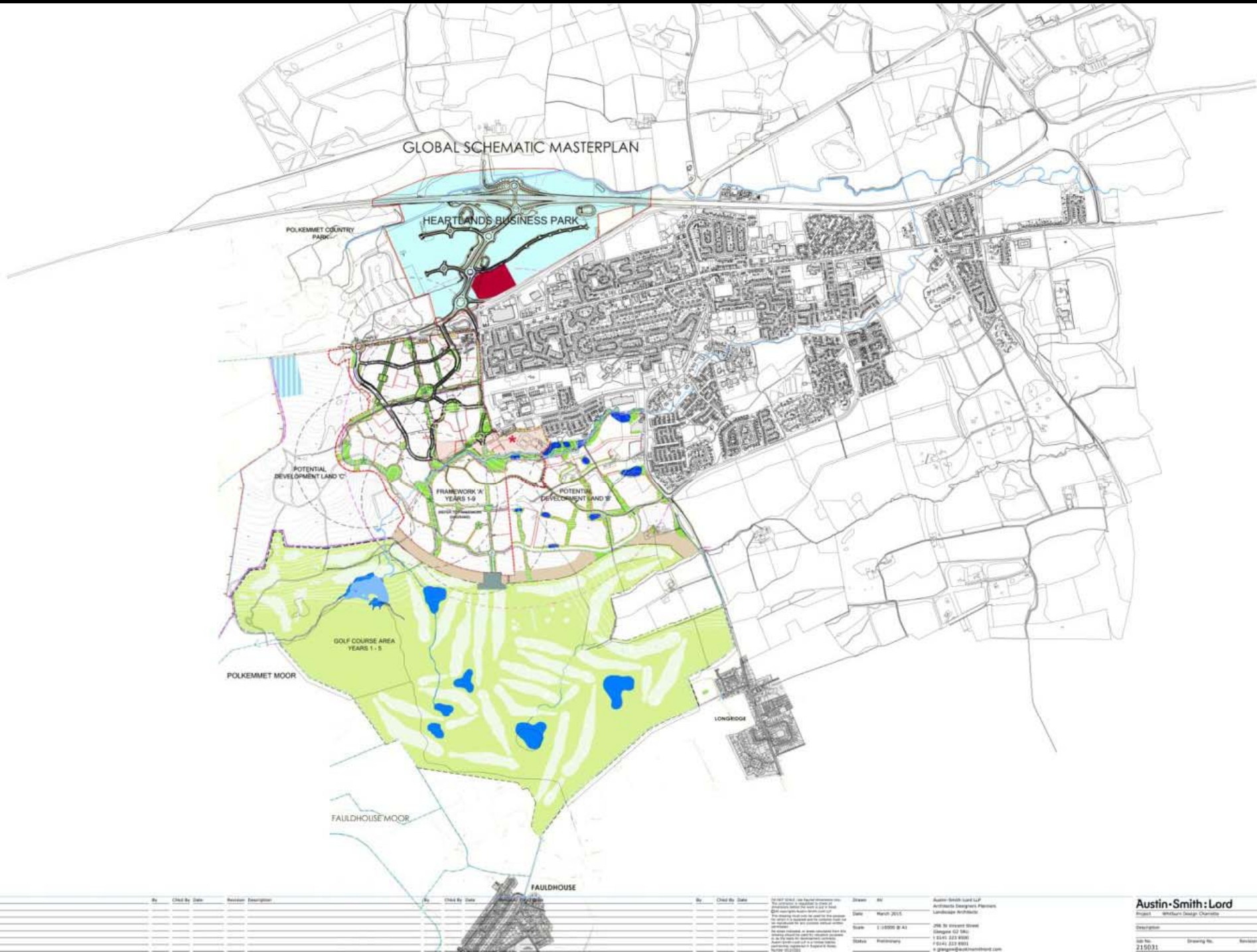






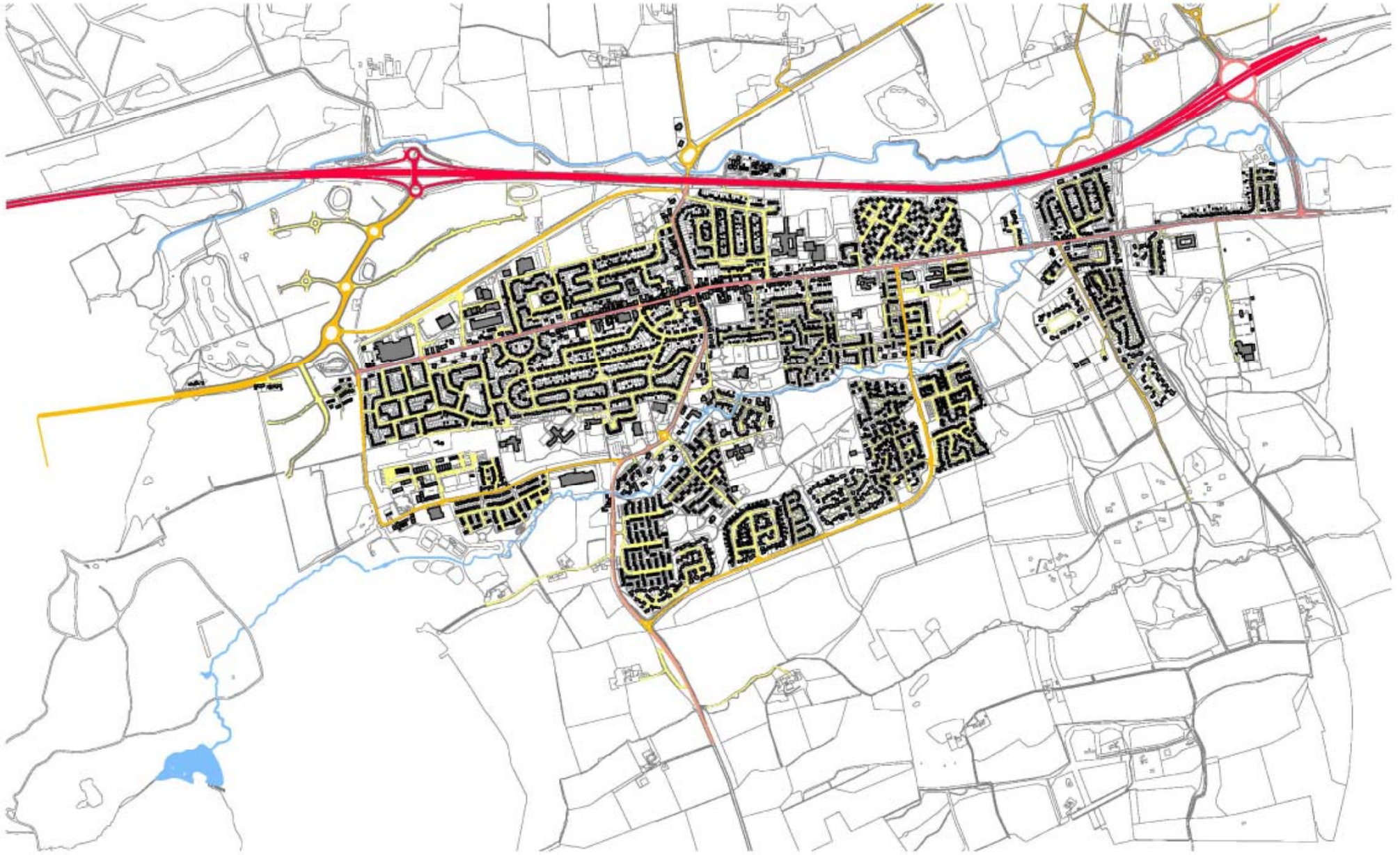




[illegible]

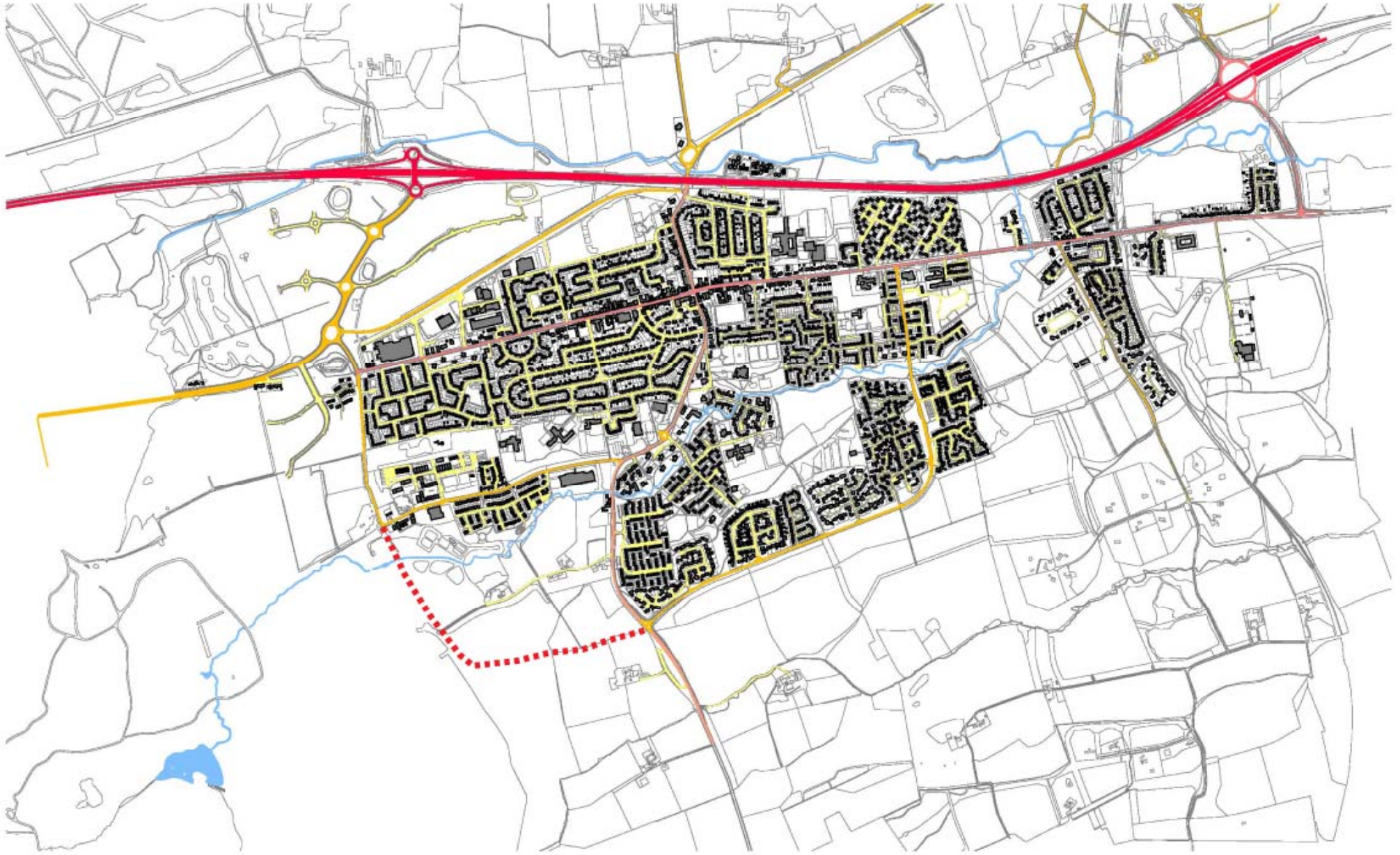


## Road Diagram





## Road Diagram





# Open Space Matters





Open Space Issues





### Open Space Issues

**Lots of open space** and green space but **lack of at least one high quality public / green open space**

No or **little key space within town centre** (East and West Main Street) for events etc. Gala day currently held on (flooded?) playing field.

Large **network of paths** through residential areas and linking to town centre and but **lack definition / key destinations, connectivity** and some may be uninviting (lack lighting)

Extent, location, provision and functionality of **sports and play spaces**

Large **demand on the local ranger** for tours, walks and workshops with local primary schools, walking groups etc. however lack of variety of spaces, facilities and safe routes.

**Large number of visitors to Polkemmet** Park and Scottish Owl Centre. The visitors do not use or visit the town centre.

### Open Space Issues – initial responses

**Public realm streetscape enhancement works** within in key area of East and West Main Street- Co-ordinated with organisation of on + off street parking

**Audit of routes + open spaces.** Create hierarchy and improve one key route with potential to be used by visitors.

Routes through parks on open spaces have potential to **provide variety of themes / bio-diversity / ecology**; wetland, woodland, meadows, managed quality spaces etc.

Audit + **optimise sports pitch provision** and structured **play space**

**Audit access and physical barriers:** can some existing links, bridges, underpasses be improved? Is there a need for new links? Opportunity to create/ introduce new feature bridges, landmarks, themed routes – focus on a key route.

Create a **recreational attraction** within the town / town centre to extend and capitalise on proximity to Polkemmet Country Park. Create **attractive themed walking routes from park to town centre (history / interpretation?)**.

**Capitalise on water body routes** – Almond / White Burn etc.



# Austin-Smith:Lord





## Green Network Diagram



Placemaking in Whitburn  
Green Network Diagram

23-04-15

Austin-Smith:Lord



# Austin-Smith:Lord

---





# Austin-Smith: Lord





# Austin-Smith:Lord

---

## Open Space > Active Living





## Outdoor Gym





## Austin-Smith:Lord

---





# Austin-Smith: Lord





# Austin-Smith: Lord



## Austin-Smith: Lord

## Interpretation





## Art Strategy





# Austin-Smith: Lord

## Outdoor Museum, Colquhoun Square, Helensburgh







Whitburn Heritage Trail Walks / 1st draft





- 1 Eppi Stone
- 2 The Church
- 3 Stone – Dumbuck Mine
- 4 Corner building
- 5 Bracefield Church
- 6 Gospel Hall
- 7 Original secession church
- 8 Weavers Lane
- 9 Old Market Inn (1783)
- 10 Another Inn – Staging Post
- 11 1863 / 1970
- 12 War Memorial Cenotaph
- 13 King George 5 Park
- 14 Community Centre Opened
- 15 Artifacts found in Heartlands
- 16 Alison's Story
- 17 Half way House
- 18 Murraysgate toll
- 19 Choir hoard in Cow hill
- 20 Sinkhole house
- 21 Horse fell
- 22 Polkemmet estate
- 23 Whitburn Station
- 24 text
- 25 Polkemmet Park
- 26 Smithy – Lumsden- Townhead Gardens ?
- 27 The original Coaching Inn ?
- 28 Famous folk
- 29 Mine
- 30 Heartlands burning bin

## Whitburn Heritage Trail Walks / 1st draft