

Battlefield: Creating a Place for People



Credit: Sandy Gilmour

Project background

What is the Project about?

The Battlefield Street Design project is an ambitious plan to make it easier for people of all ages and abilities to **walk, cycle and wheel** through the area, and to improve the **quality of the public spaces** in this **historic** and welcoming part of Glasgow. This project is being delivered jointly by Glasgow City Council and Sustrans Scotland.

The project builds on the work done in 2017 by the council with local stakeholders and residents to develop options for the space around the Battlefield Rest junction.

Project aims

Build on the initial design work undertaken for Battlefield Rest in 2017

Inspire and support a community and stakeholder led process to redesign the area

Make the area feel safer and more attractive to spend time in or travel through on foot and by cycle

What Have We Done So Far?

Engagement and research

Over the past few months, we have asked for your opinion on various ways to improve the centre of Battlefield and Battlefield Road and have listened carefully to all that you've had to say, whether that be at events, meetings or online. Since September 2018, 13 events have been held locally with over **700** attendees to date.

Local residents, business owners and specialist groups have been involved alongside young people at the local schools and Langside/Clyde College. We've also undertaken detailed surveys of pedestrian movement, vehicle movements and vehicle speeds and parking use in the area.

2,493

Visitors to the project website

700

People attended events and activities

122

Comments were made online

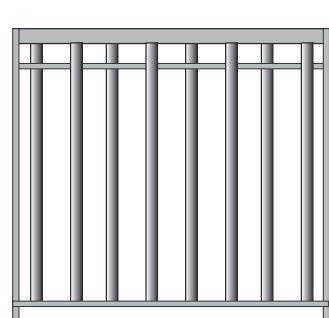
159

Written comments from the launch event

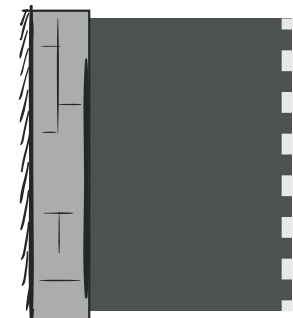
Findings



Cracked Paving



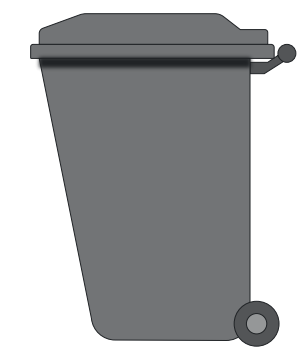
Guard Rails



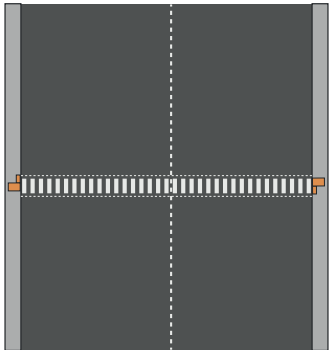
Narrow Pavements



A-Boards



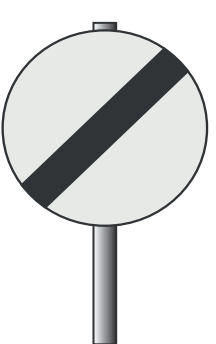
Poorly Placed Bins



Very Wide Crossings

1. Could be better for pedestrians

- A large proportion of people who responded online said the area was poor for pedestrians, particularly around Battlefield Rest
- Narrow pavements along with poorly placed bins and advertising A-Boards were an issue for people, particularly those with physical impairments
- Very wide crossings and a short amount of time to cross the road was an issue for people, particularly the elderly, or people with children and prams.



High Speeds



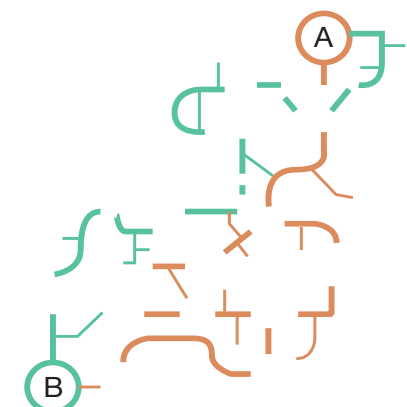
Poor Infrastructure



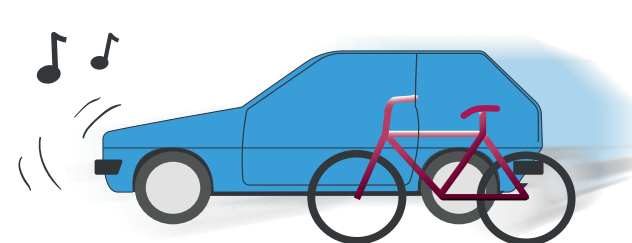
Poor Signage

2. Poor for cycling

- People cycling through the area also responded that the area was poorly equipped to help them in their everyday journeys.
- High speeds, or the perception of high speeds along the main Battlefield Road, Grange Road and Langside Road made cycling in the area feel uncomfortable and unsafe.
- Lack of dedicated cycling infrastructure made it difficult to easily navigate the area, particularly for people who were not necessarily experienced road cyclists.



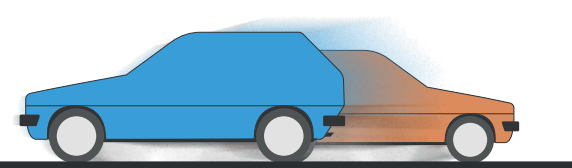
Poorly Connected Network



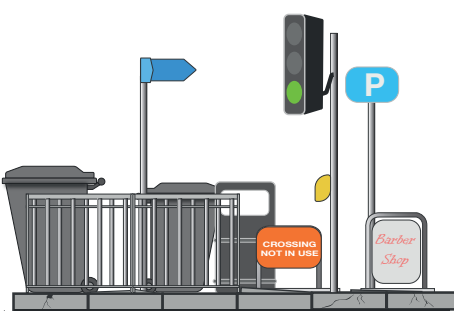
Inconsiderate road users

3. Feels unsafe

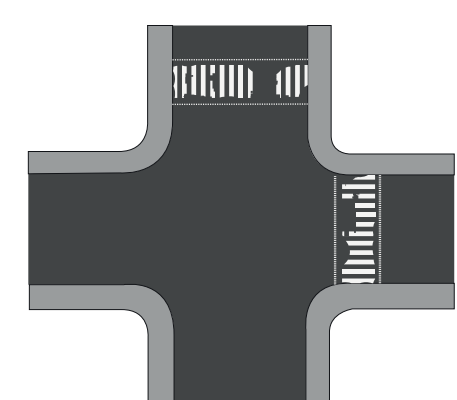
- People said they felt uncomfortable with the speeds that some drivers were travelling through the area at, particularly at crossing points.
- Some people responded that crossings in Battlefield were generally poor quality; being peculiarly placed, too narrow or taking too long to allow them to cross.
- For people with visual impairments, the lack of tactile paving at junctions along Battlefield Road makes people feel unsafe moving around the area.



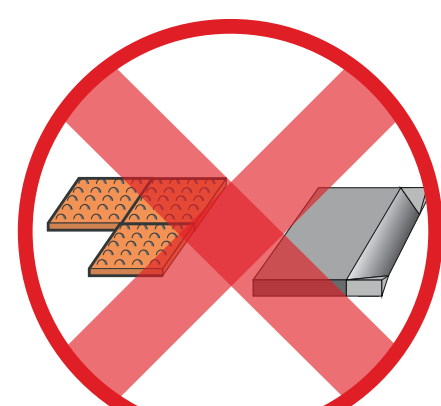
Fast Traffic



Cluttered Pavements



Poor Crossing Facilities



Poor Accessibility

Moving around Battlefield

Throughout the project we've been working to:

- Understand people movement in Battlefield ,
- Identify barriers to walking, cycling and using a wheelchair around Battlefield,
- Identify solutions to enable and encourage more trips on foot, by bike or by wheelchair.

Barriers to walking, cycling and wheeling around Battlefield - our findings:

- Concerns about **the physical environment**, especially **pavement quality** and feeling of **being exposed/vulnerable** to motorised traffic.
- Lack of **shelter or resting places**, particularly for people with restricted mobility, older people or the very young.
- Lack of dedicated **cycling infrastructure** was the most cited barrier to cycling. A lack of **safe bike storage** is also an issue for those currently cycling and a barrier for those who would like to start cycling.
- There is also a perception that cycling is in some ways an **unusual thing to do** and isn't for everyone. This isn't helped by low skills or confidence cycling which can lead to a poor **perception of safety**.



Increasing active travel

The local community suggested solutions that would help encourage more people to walk, cycle or wheel for everyday journeys:

- Promote walking and cycling as alternative transport modes
- Enhance the ethos and culture of walking and cycling, while making it more sociable and fun
- Improve skills, knowledge and confidence of walkers, cyclists and road users.

These could be achieved by activities such as:



Promoting the existing Bike Hire Schemes e.g. Next Bike & Bikes for All.



Review availability of secure bike parking for people accessing services and shops in Battlefield.

Organise guided cycle rides to build confidence, get familiar with the local route and provide a useful social activity.



Encourage schools the college, local businesses and community groups to organise their own activities or participate in initiatives like Bike Week & Walk To School Week, Big Pedal.

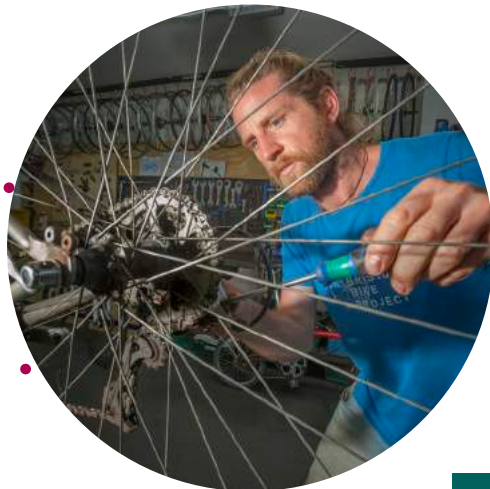


Support schools to promote active travel and organise cycling activities at school and afterschool clubs.



Provide secure bike storage facilities for residents.

Organise adult cycling courses and bicycle maintenance workshops.



Maps of local walking and cycling routes available in print at local places and in mobile formats.



Did we get this right?

Design Objectives

Our designs today are based on 5 objectives which have been shaped by your feedback over recent months. These objectives are:

Improving the Public Realm

You told us that you wanted the area to be improved to encourage people to stop and spend more time here. You wanted to see more greenery, improved and less cluttered pavements and places to sit and spend time.

Making it Feel Safer

Safety for pedestrians and people on bikes came up a lot in our conversations, and you have asked us to look at making crossing the main roads and junctions, as well as using the streets, safer for people of all ages and abilities.

Prioritising People over Vehicles

You told us that the area puts vehicle movement before people. This made the space feel unsafe, more polluted and less pleasant to be in. You asked us to look at prioritising people on foot, bike or wheeling so that they can access the area and move through it more easily.

Reduce Traffic Speed and Volume

You told us that volume and speed of traffic made Battlefield feel unsafe and unpleasant, particularly at junctions. You have asked us to look at addressing this in our designs to improve the area of Battlefield and make it a place where people want to spend time in safely.

Improve Connectivity

Connecting Battlefield to Glasgow and other parts of the city was important to a lot of you. You wanted us to ensure there was a better link to the South City Way for people on foot and on bikes, and ensure people would still be able to access buses through the area.



What we are showing you today

Today we are presenting designs on the following areas where we would like your feedback:

Battlefield Rest:
Option 1 and Option 2

Battlefield Road

- Gateways to the area:**
- Queen's Drive
 - Battlefield Monument
 - Mount Florida Corner

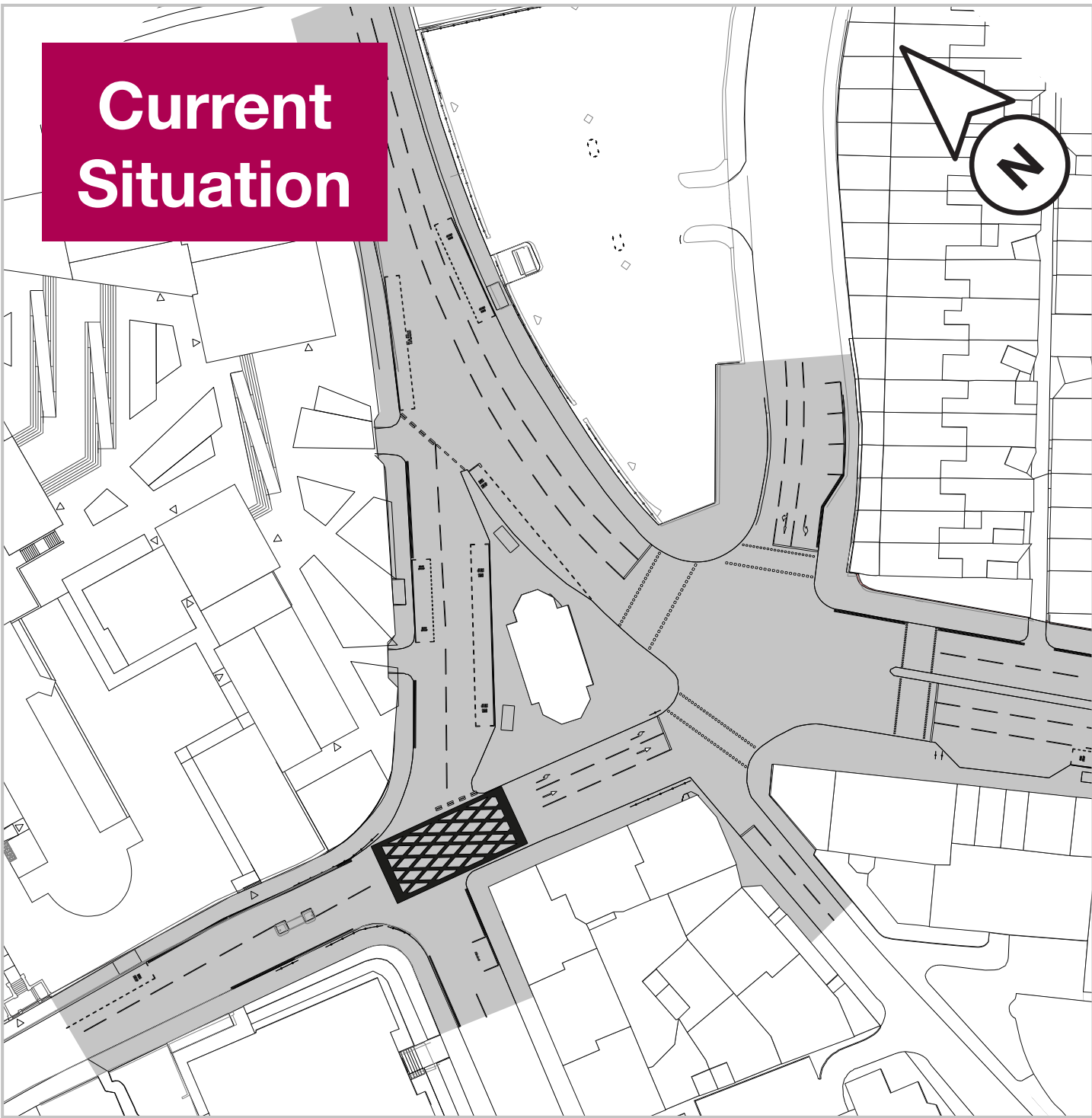
Heritage and placemaking:
What do you want to see in the space?

This clipboard symbol relates to the questions on the feedback form for you to complete

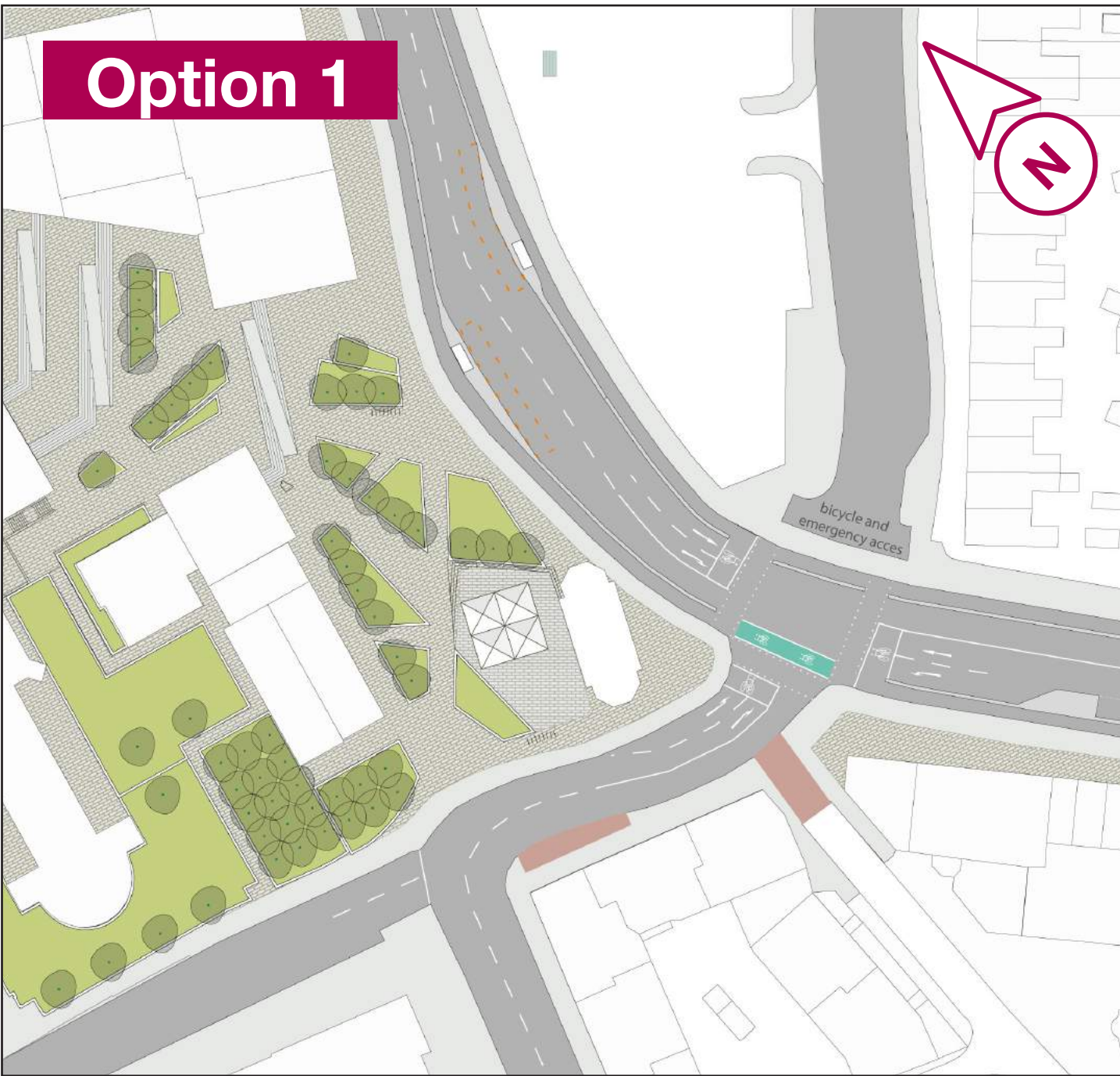


Battlefield Rest

Below are two design options for Battlefield Rest junction. The table indicates the main differences between the options. **Please take a look and add your feedback to the form.**



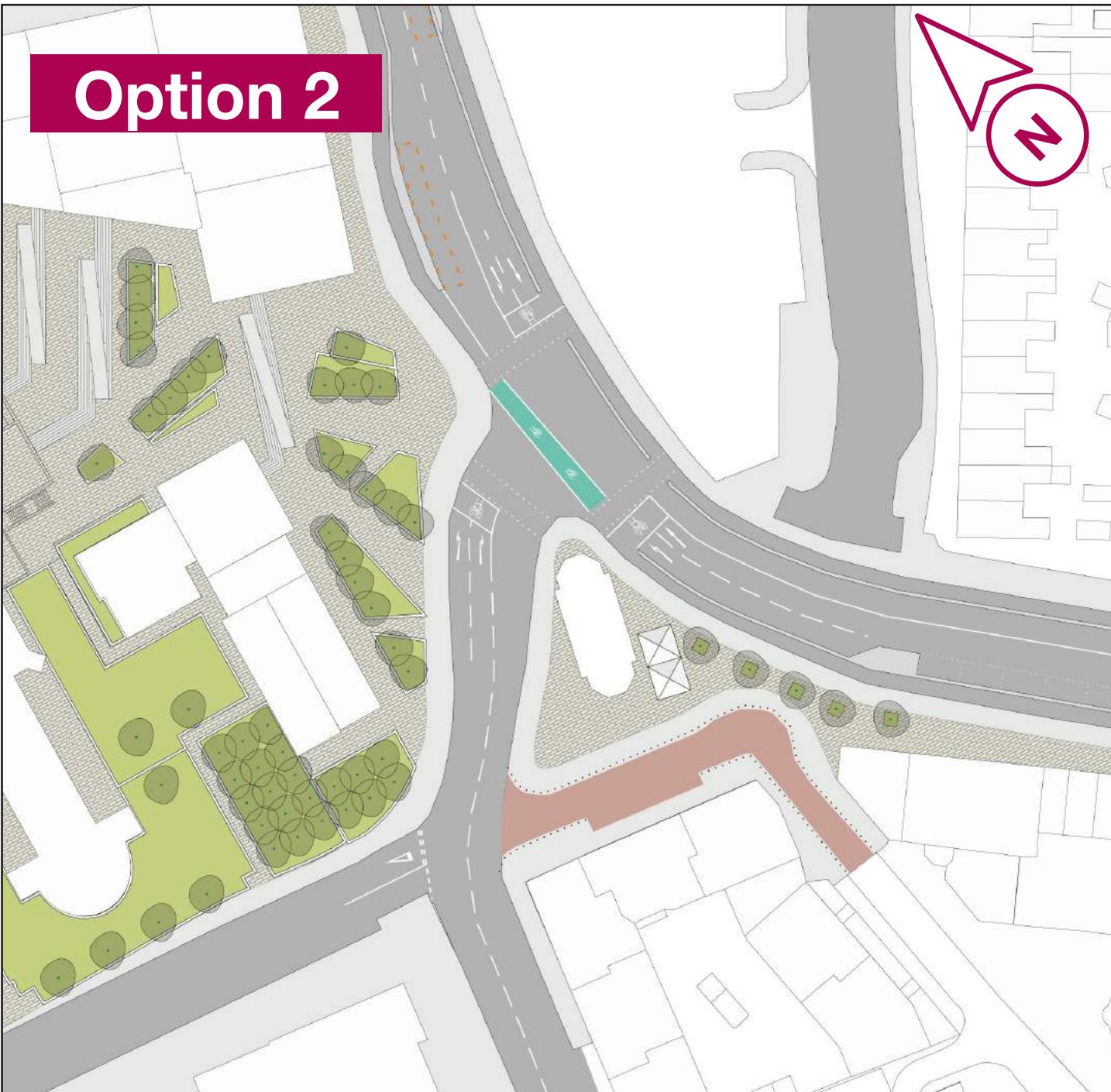
Option 1	Option 2
New civic space between the 'Rest' and Old Victoria Hospital site	New civic space to the south of Battlefield Rest
Closure of the minor road between Battlefield Rest and Old Victoria Hospital	Access to Battlefield Gardens retained for residents, deliveries etc in this option as in Option 1
Greater priority for pedestrians	Greater priority for pedestrians
Protected cycle lanes leading from Battlefield Rd onto Grange Road	Improved loading facilities for the shops
Closure of Prospecthill Road simplifying the junction and creating a chance to re-imagine the space	Closure of Prospecthill Road simplifying the junction and creating a chance to re-imagine the space
Improved bus stops at the Rest with proposed Real Time Information	Improved bus stops with proposed Real Time Information



Battlefield Rest - new vibrant civic space connected to Old Victoria Development leading to Queen's Park.



View from hospital car park of Option 1. Simpler junction arrangement, protected cycleways separated from the pavement, improved pedestrian connections and a large new vibrant civic space between Battlefield Rest and Old Victoria development. Bus stops retained and improved at the Rest (not shown).



Battlefield Rest - new vibrant civic space connected to the shops on Battlefield Road and stretching towards Mt. Florida Station.



View from hospital car park of Option 2. Simpler junction arrangement, protected cycleways separated from the pavement, improved pedestrian connections and a new vibrant civic space between Battlefield Rest and the shops on Battlefield Rd. Bus stops improved and retained.

Battlefield Road

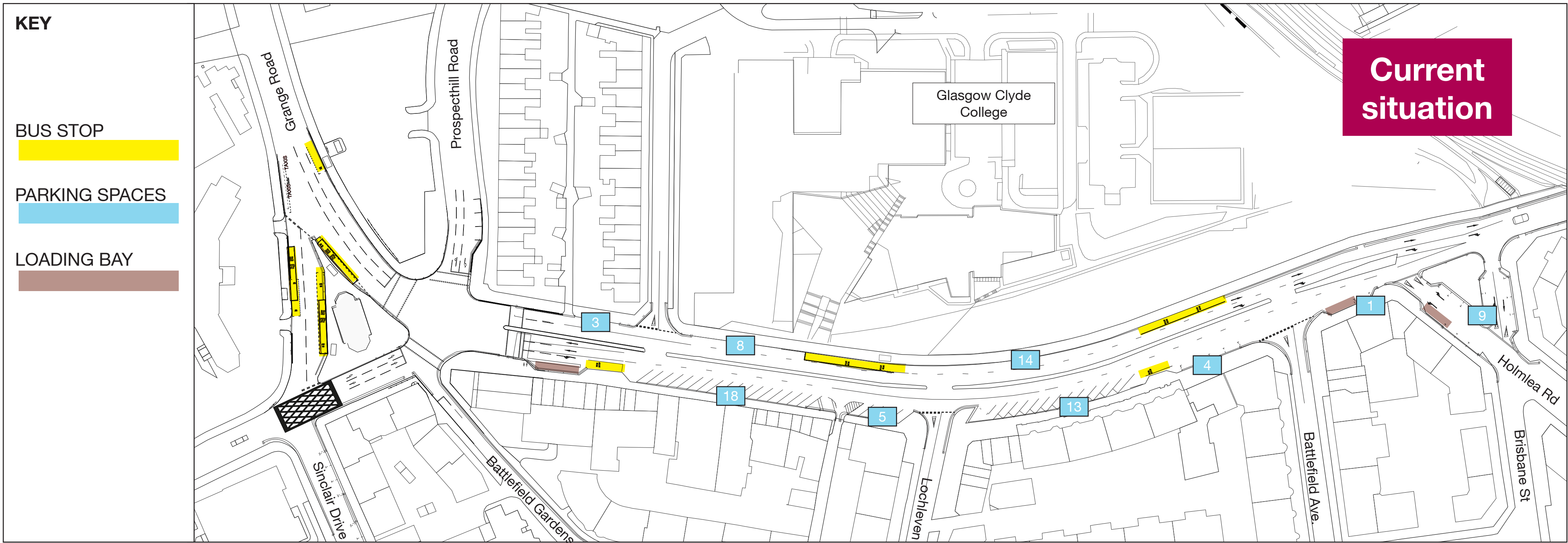
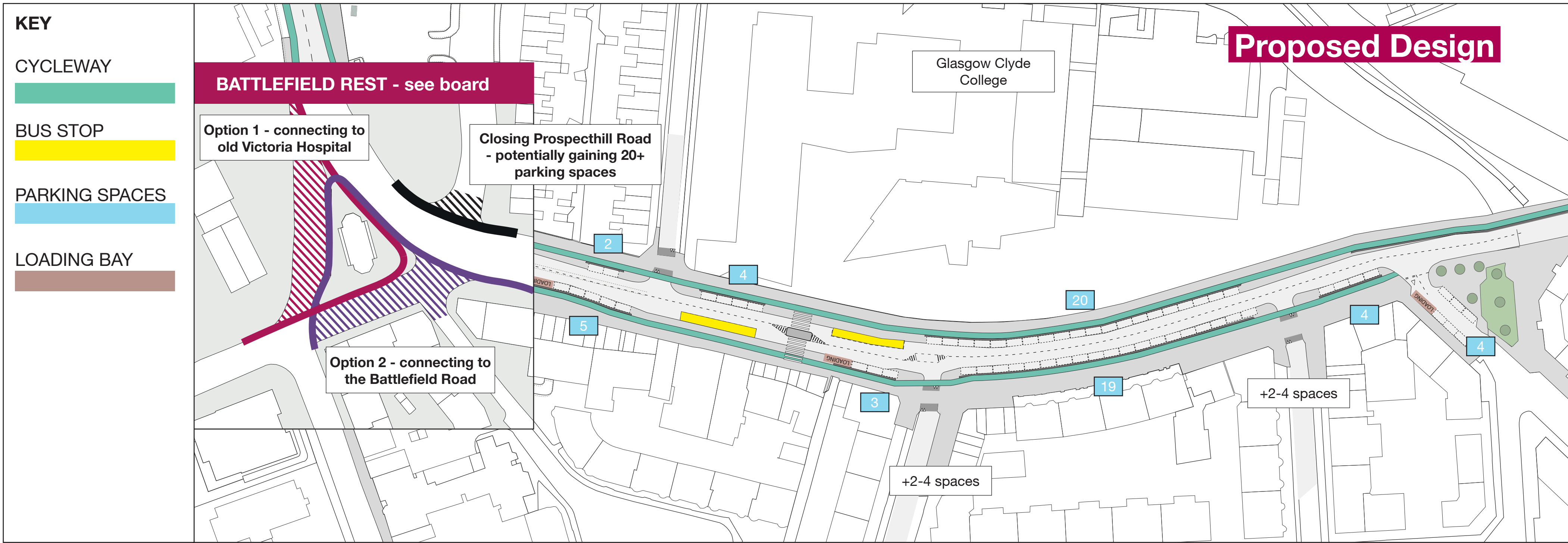


Proposed Design

Battlefield Road Design
Increased pavement widths outside shops
More pedestrian crossings points
Protected cycle lanes on each side of the road separated from the pavement
Road width reduced
Parking capacity for daytime use retained
Bus stops consolidated and improved + proposed Real Time Information



Cross Section of Battlefield Road looking towards Battlefield Rest with Glasgow Clyde College (Langside) on the right.



Gateway Ideas

The following designs look at the main 'gateway' entrances to Battlefield area, from the North, East and West. Take a look at the design ideas and **add your comments to the feedback form**.



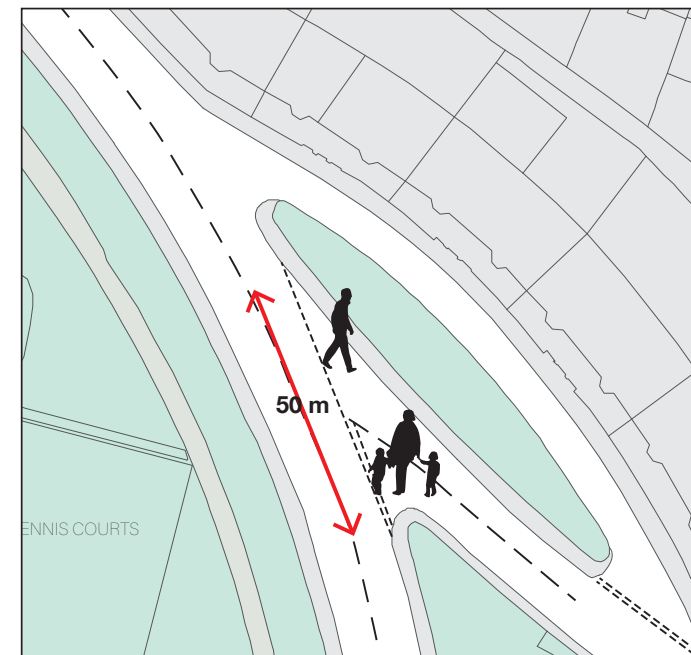
Queen's Drive

You told us wide road junctions made it feel unsafe for pedestrians and people on bikes to get across.

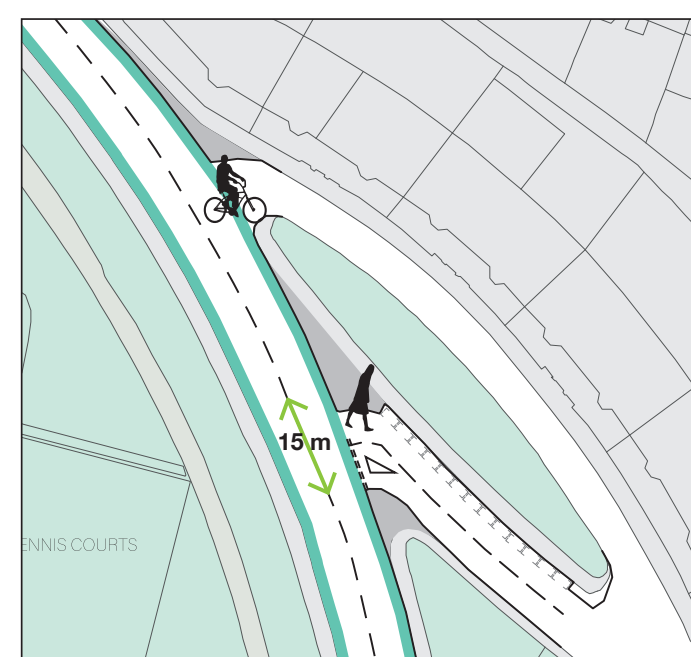
On Queens Drive the junction is 50m wide. We could look at making this narrower so there is less road space to cross and more pavement space for people whilst still ensuring vehicle access.

What do you think?

NB. Sketches are indicative and need further work to develop them.



Queen's Drive, current situation



Proposed changes



How the space could change with the inclusion of protected cycleways (separate from the pavement) and reduced crossing distances over the junctions - subject to further design work.

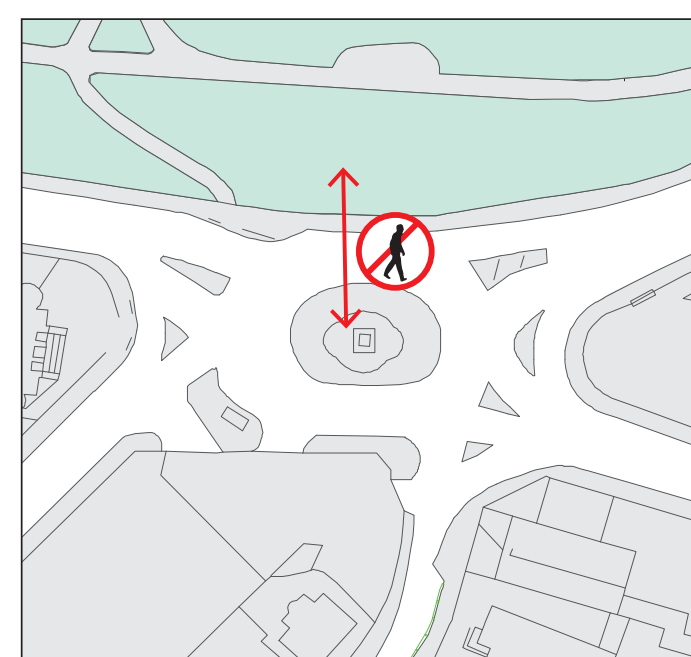
Battlefield Monument

You told us that the crossing the road here is really difficult and that you wanted safer and easier access to green spaces such as the park and to be able to walk through the space.

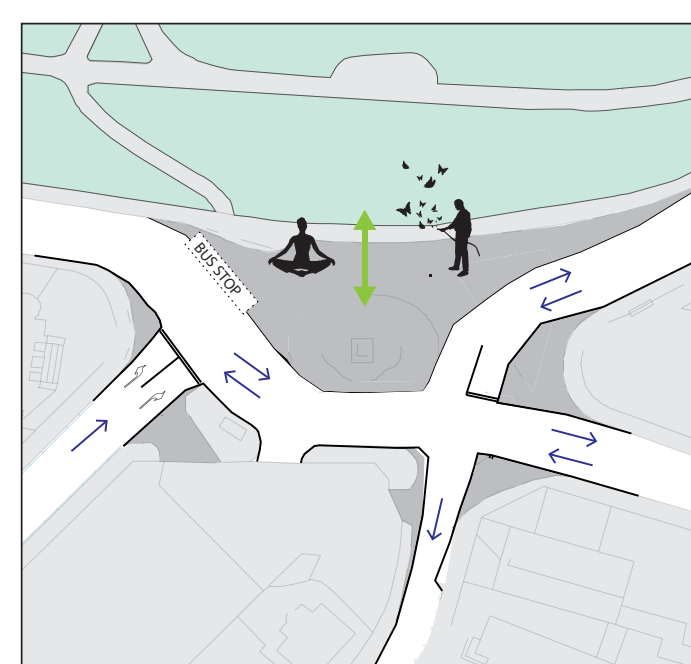
Here we could change the roundabout to a road junction, remove many of the small pedestrian islands and include formal pedestrian crossings to keep it simple and safe.

What do you think?

NB. Sketches are indicative and need further work to develop them.



Battlefield Monument, current situation



Proposed changes



How the space could change if connected back to Queen's Park - subject to further design work and traffic modelling.

Mt. Florida Corner

You told us that you wanted more public space and more greenery in Battlefield.

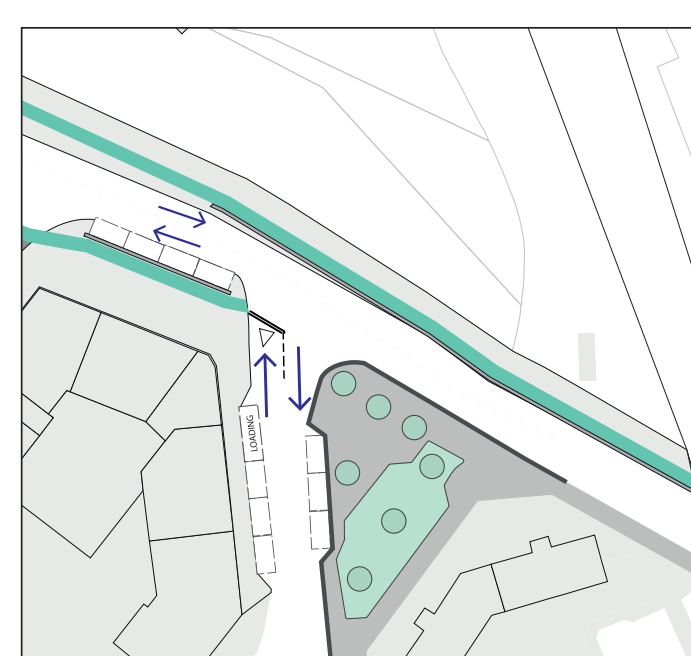
Here we could look at closing Brisbane Street to traffic and have two-way traffic on Holmlea Rd. This could create a new public space for people to walk through and spend a little time in as you walk between your house, the shops and station.

What do you think?

NB. Sketches are indicative and need further work to develop them.



Battlefield Monument, current situation



How the space could change if Brisbane Street was closed. Two way traffic for vehicles and buses would be retained on Holmlea Rd alongside allowances for loading and parking.

The Heritage and Public Realm

What do you want to see in the space?

We've been working with local groups in the area who are interested in the heritage of Battlefield and how to incorporate this into the public realm along with green space and street furniture. Below are some of the comments from the public sessions and a selection of ideas. **Stick a sticker on a photo that you like.**

Comments from the public:

"Battlefield Rest is a wonderful piece of heritage and should be preserved and promoted – but at the moment its potential is wasted by being sat in a tiny island in a sea of cars."

"Would be nice if area outside Battlefield Rest and in front of new Sanctuary development could be a public square with some seating and tubs of flowers."

"This restaurant is a landmark and important to the community. Any additions to this venue would enhance the environment."

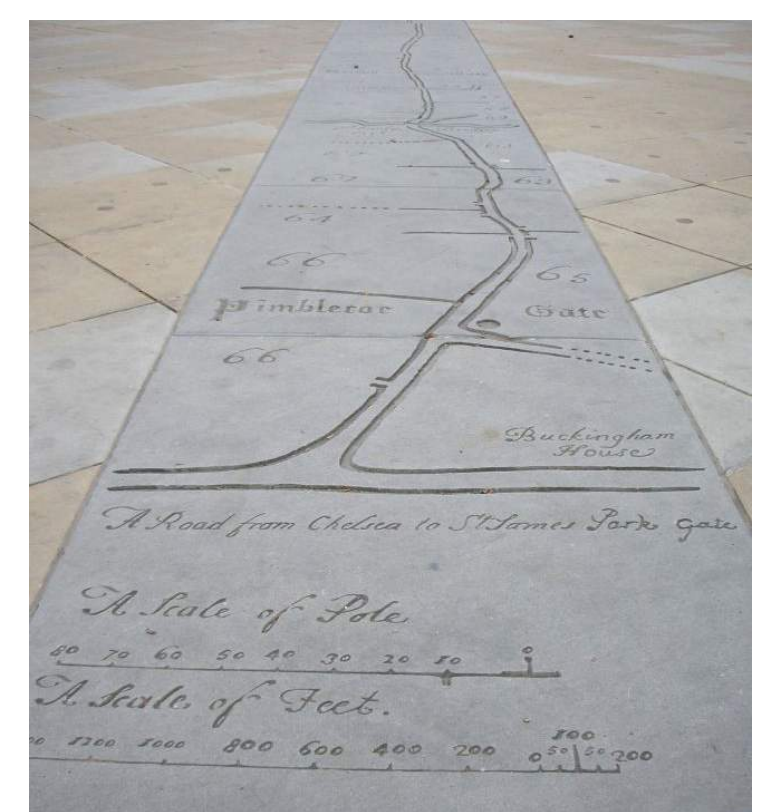
"If there is the opportunity to develop this area into a green space, social hub with places to sit, artwork, sculpture, areas for markets, kiosks etc Glasgow City Council should jump on it as it would be the hub that this corner of the city needs."

"It is important to create a community and social hub which can be used for markets and a green space with trees and seating."

STREET FURNITURE



GREEN SPACE



HERITAGE



ART AND MURALS



Tell us what you think

What else would you put in the public space of Battlefield? Write down your comments on the feedback form or add a post-it here:



FAQs

What is this project about?

The Battlefield Street Design project is an ambitious plan to make it easier for people of all ages and abilities to walk, cycle and wheel through the area, and to improve the quality of the public spaces. This project is being delivered jointly by Glasgow City Council and Sustrans Scotland.

Where did the project come from?

Local concerns over how the redevelopment of the old Victoria Hospital site will impact upon the neighbourhood prompted Glasgow City Council to launch a design consultation in November 2017. The consultation highlighted that greater work with the community was needed to fully develop designs for the wider Battlefield. This project follows that initial consultation by broadening the engagement and looking afresh at Battlefield Rest and the neighbourhood; for ways of improving the quality of the public spaces and giving greater priority to journeys by bus, on foot and by bike.

Who is involved?

Sustrans' Scotland Street Design Team are leading on the community design process with ongoing support from Glasgow City Council's Land and Environment Services (LES). Sustrans Street Design Team work with communities and local authorities through a collaborative design process to develop ideas that improve neighbourhoods and urban areas for local people.

As part of this process we are also working directly with local groups in the area including Langside, Battlefield and Camphill Community Council, Mount Florida Community Council, SPT, Go-Bike and Local Councillors for the area and speaking with Sanctuary Homes. Many of these groups and councillors also attend meetings helping to steer the design process and direction of the project.

Sanctuary Homes

Sanctuary Homes are involved in this process and attend the Design Working Group alongside others set up to guide the design development on the project. A representative from Sanctuary Homes will be attending the latter half of the consultation event to take questions on the development from members of the public.

Prospecthill Road

The initial consultation by Glasgow City Council showcased four design options for Battlefield Rest with each design assuming the closure of Prospecthill Road.

Closing Prospecthill Rd could have positive impacts for pedestrian movement and the sense of safety by reducing the number of crossings and wait times. It could also have positive impacts for vehicles, buses and cyclists with improved traffic flows. Traffic modelling will be carried out at a later stage to help to assess the impact of this proposed closure on the wider network.

How will it affect bus travel?

We are working directly with Strathclyde Partnership for Transport (SPT) and First buses to look at improving journey times, consolidating the number of bus stops and improving their quality of bus infrastructure. SPT are represented on the Design Working Group and Steering Group for the project.

Why cycling?

Glasgow City Council have a cycling strategy which aims to help make Glasgow "one of the most sustainable cities in Europe". Cycling contributes to reduced traffic and pollution, provides economic benefits to businesses and increases health benefits which provides savings to the NHS.

Over 18 million trips were made by bike in Glasgow last year, and there were an estimated 101,641 people cycling on Battlefield Road last year. Improving cycling infrastructure, specifically the use of 'Protected Cycle Lanes' is key to encouraging more people to make shorter journeys by bike rather than by using their cars.

What are protected cycle lanes and the South City Way?

High quality infrastructure that protects cyclists from vehicle movement (Protected Cycle Lanes) have been shown to be a key means of making cycling feel safer to a much broader demographic (age, gender & ability) and an important way of making every day journeys by cycle feel more attractive and viable. We're advocating for the inclusion of Protected Cycle Lanes within this project.

The South City way is a project which links Queens Park with the City Centre via Victoria Road. It will help more people walk, cycle and wheel, gives more space to people and will benefit businesses via higher footfall. With the inclusion of Protected Cycle Lanes within the Battlefield Street Design Project we can link the two areas together and create a larger network of protected cycle lanes making journeys across Glasgow more viable for a broader population.

Are you considering parking?

Parking is a big topic in every project we've worked on and you've told us that the new development could place a greater strain on the available spaces. Whilst our ambition is to give greater priority for walking, cycling and bus travel we are aware of the need to maintain where possible the existing parking capacity.

Are you considering the traffic?

You have told us how the current volume and speed of traffic through the area makes it feel unsafe. We want to help the local residents by prioritising people movement over traffic. In doing so we will offer alternative ways to travel and slow down traffic through our designs.

Where is the money coming from?

Sustrans Scotland's is funded by Transport Scotland. The funding utilised is specifically for the development of infrastructure to promote more sustainable travel. The cost to deliver this Street Design Project is match funded by Glasgow City Council.

What happens next?

The Street Design Project is due to be completed by July 2019 with the handover of a Concept Design to Glasgow City Council. For construction of the Concept Design to take place it will require further work with specific stakeholders and conversion of the concept design into a more detailed design. This process is likely to take a further year – completion 2020.

Glasgow City Council could apply to Sustrans Scotland for the cost to carry out the detailed design and for further support for construction in later years.



Next Steps

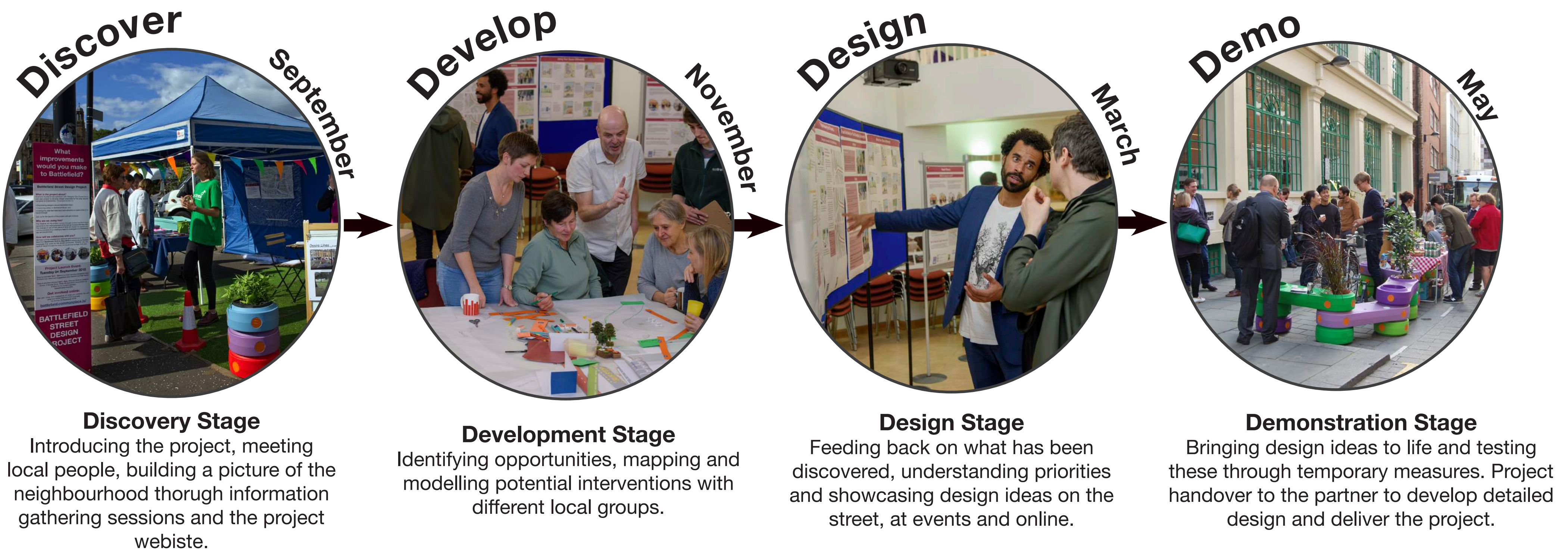
What happens next?

This session forms a major part of our information collection in the **Design** stage of this street design project.

The comments and feedback from this consultation will help to shape the design proposals over the next few months. We will continue to gather feedback from the community over this period to ensure we get input on all areas of the project. We will be asking for feedback on Grange Road and Langside Road designs from the 29th April.

We will also continue to work with the design working group, the steering group, Glasgow City Council and SPT to finalise the concept design proposals before showcasing these to the public later in the summer.

We plan to hold a 'street trial' in the summer so the community can have an opportunity to experience some of the changes the designs could bring. More information will be provided at a later stage on what this could look like and when it will be.



Tell us what you think

We'd like to hear from you

Fill in a paper feedback form, available at the desk.

Visit our website to view the designs and fill in a feedback form

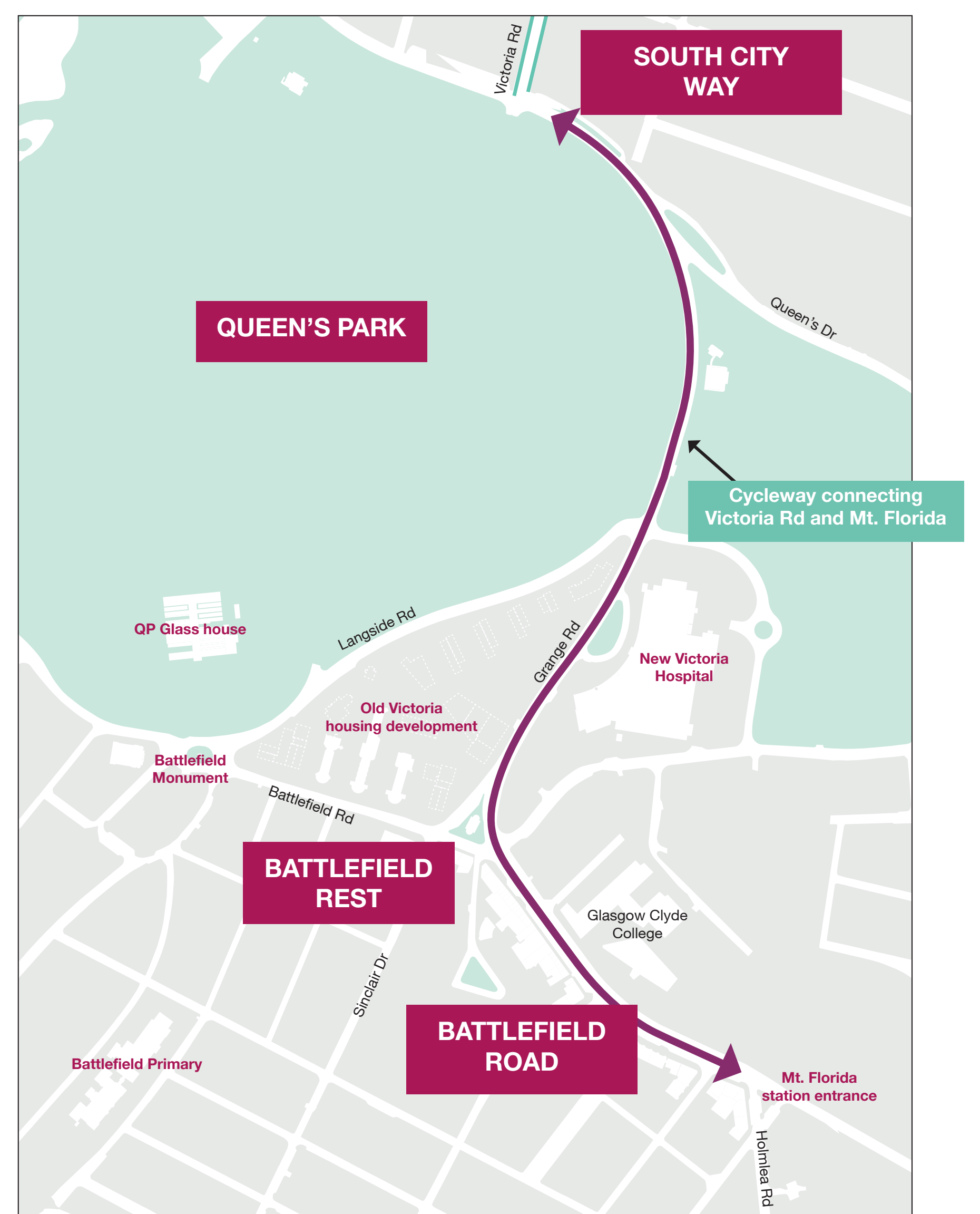
battlefieldproposals.commonplace.is

If you have any questions about the project or the upcoming event please contact our Community Engagement Officer Emily: emily.gait@sustrans.org.uk.



Follow the project

battlefieldproposals.commonplace.is



Street_design@sustrans.org.uk



[@SustransScotland](https://www.facebook.com/SustransScotland)



[@SustransScot](https://twitter.com/SustransScot)

