

BUILDING AND DEVELOPMENT CONTROL COMMITTEE

CURRENT PLANNING APPLICATIONS

The following Planning Applications have been received by the Building and Development Control Committee.			
REF No	NAME OF APPLICANT	LOCATION	DESCRIPTION
PA/2023/077	Mr & Mrs Austin	1 Venelle De Simon	Demolition of rear extension and removal of existing roof coverings and exterior finishes to front and rear walls. Application of temporary roof membrane with fly battening.
PA/2023/078	Mr & Mrs Gauvain	28 High St	Replacement of wooden sash windows with UPVC heritage style windows.
PA/2023/079	Mrs L Downes	Butes Cottage, Butes Lane	Removal of dead and dangerous trees
PA/2023/080	Dr V Stevens	Stoney Villa, Petit Val	Demolition of concrete balustrade, stairs to front terrace and block garden wall, and removal of existing terrace surfaces. Construction of replacement terrace surfaces, glass balustrade, and stone garden wall.

ANY PERSON WISHING TO MAKE REPRESENTATIONS ABOUT A PARTICULAR APPLICATION SHOULD SUBMIT THEM IN WRITING (OR BY EMAIL) TO THE PLANNING OFFICE, STATES OF ALDERNEY, BY THURSDAY 7th September 2023 ANY REPRESENTATIONS RECEIVED AFTER THIS DATE WILL NOT BE PROCESSED.

Letters (or emails) of representation, including letters of support, should be about the proposed development and not about the applicant. Letters (and emails) of representation are not treated as confidential by the Committee and will be disclosed to the applicant.

The next Open Planning Meeting is on 14th September and submissions for this meeting are now closed.

Any new applications received will be considered at the Open Planning Meeting on 16th November 2023.

New planning applications must be submitted by midday on Wednesday each week so that they can be advertised in the Alderney Gazette that week.

Please note: The Planning Office is open for appointments only.
Please email to the address below or telephone 820031/820032.

17th August 2023

Planning Officer

For and on behalf of the Building and Development Control Committee

e-mail: Planning@Alderney.gov.gg