

Transport Plan.

Second consultation, Tuesday 16 Jan 2024

Figure 1. Village approach from Charing Rd, junction with Egerton Rd and Swan Lane

Speed bumps or ramp noise nuisance for residents and reduce air quality?

Air quality on far side of speed bump shown to be bad as cars accelerate

Concerned that tables/bumps will cause irritation to drivers who then put their foot down once clear = more noise, angry drivers and pollution.

The table should be restricted to the main road, ramps in Swan La and Egerton Rd are not needed.

How about green colour for village, paving to tarmac for calming influence

Instead of red tarmac why not green to support our green ambitions.

(Ramp) not an all weather surface not practical in winter or the dark

Rather than raised tables through the village would it not be possible to demarcate a more pedestrianised zone with planters and road tiles as in Ashford.

Pedestrians should be encouraged to avoid this dangerous crossing

Pedestrian crossing more dangerous on 4-way junction (than at present). Very dangerous

Pedestrian crossing unnecessary as there are no foot paths beyond

(30 mph sign) needs to be extended by 400m 200m is not enough

Rather than go from 60-30-20mph, consider 60-40-30-20

I would like an interactive speed sign (on Charing Rd approach)

Interactive sign earlier before this junction (might be referring to Swan Lane)

Cross road hazard sign needs replacing, (Charing Rd) it was knocked down several years ago

Enforce the 7.5Tonne limit for trucks coming from Swan La and Charing to stop artic trucks. Pivington businesses need deliveries in small trucks.

If 20mph extended towards Charing it must be extended along Swan La so as to be consistent

Figures 2, 3 and 5 Junction of Street with Forge Hill Charing Road. The Street to upper Station Rd

Kensington example. Too many road signs meant no attention span for other road users. The council removed them with no adverse impact on safety.

Sign at the top of Forge Hill should say "Slow Dangerous Junction" on approach to village

Love the idea of "Quiet Lane" signs-how about a village sign saying respect our peaceful quiet village by keeping your speed down

Existing pavement between Shepherds Hay and bottom of Forge Hill too narrow, and hedges always need cutting back

On Forge Hill existing footpath is overgrown and only half is usable. Better to clear the path

Footpath (east side, north of junction with the Street) should extend up Charing Road as far as the Recreation Ground

No need for new steps to bus stop as they are adequate. Pedestrian walkway (east side) needs extending to the Recreation Ground entrance

Crossing from footpath to the Recreation Ground (needed from west of Forge Hill)

Not keen on ramps here (opposite Churchyard gate)

Vibration detrimental to historic housing caused by traffic ramps

Raised table in the Street may be problem for parking area access Is it necessary Could raise table in Forge Hill be extended further down the hill?

The table from the junction to the Street is not needed

Does the Street really need to have raised tables? Could we not have lights to alert to 20mph when school going in and out and not used during school holidays and weekends i.e. not change the style of the Street but keep flexible control in place.

Red tarmac not in keeping with style of the village.

Raised ramp causes issues in bad weather getting up hill, Forge Hill and Station Rd

Zebra crossing at the entry to the Street, not buff paving. Belisha beacons shaded to avoid night time flashing that disrupts neighbours, as for Hothfield

Please don't change the style of the village. The Street needs "normal" colours, no buff reflective bollards. It would feel like suburbia, not a rural village. By all means extend the pavement on the corner into the Street (Into Forge Hill/Charing Rd)

Bollard on corner of Forge Hill and Mill lane does slow uphill traffic as it cannot mount the pavement. This works with just a traffic cone!

The Street opposite the church

Never had a problem walking through the village

Need to keep parking bays in front of butchers shop

Reducing speed to 20 increases pollution with poorly burned fuel, increased brake dust and tyre wear

Yes to 20mph limit along the Street. No need for crossings. Children are supervised so no need. Never had a problem crossing.

No need for raised ramp crossing (by church gates)

Crossings need 15m either side with no parking. Shops will lose trade.

Disagree with this. Improve pedestrian safety on the road with pavements thereby slowing traffic

Dangerous crossing to walk on wrong side of the road (refers to sharp bend east end of the Street)

Figure 4 Thorne. Junction with Smarden Bell Road

Good idea to slow traffic approaching the hill

Raised table increases vibration will cause damage to property

Raised "tables" in red not in keeping with village style and farm traffic. How about zebra crossing? Sign flashing "Slowdown" if people drive too fast

Maybe granite (setts?) rather than ramps. Red tarmac yes.

Raised pavement more effective. Drivers might think white line means clearway.

Pedestrians need to walk on main road as far as Farm Shop

Speed limit to extend to Farm Shop.

Speed limit on Smarden Rd should be extended to farm shop. Why are those living on that road not protected by speed limit

(Re: white line pedestrian route on north of Smarden Bell Rd) Why is this necessary? Dangerous bend. Walkway that is flat (level) with the road is not going to protect

Generic comments about speed and traffic nuisance

Speed cameras and signs even if not permanent, cameras all around the village

Average speed cameras at entrance to village and exit. All proceeds to the Parish Council!

Flashing speed reminder for 30mph considered by several of us to be good idea

Speed flashing lights at Village Hall and at the Station

Flashing speed warning signs on all areas entering a speed restriction. Agreed (several people supported this)

Flashing speed signs to remind drivers on change from 60 to 30 and 30 to 20. (Agreed by several residents) Yes, but not too any signs please.

Good idea to slow traffic on (Forge?) Hill.

The real issue for the majority of villagers is noise of motorbikes speeding and trucks- can we target those and speeding motorists with flashing lights?