



Key:

	Adoptable Major Access Road – Bituminous
	Adoptable Footway – Bituminous
	Adoptable Verge
	33m Visibility Splay

**AWAITING TECHNICAL APPROVAL**

This drawing has NOT been technically approved by Local Authority and/or Water Authority. All works subject to change through technical review process with relevant approving authorities.

- SAFETY, HEALTH AND ENVIRONMENTAL INFORMATION**
- PLEASE REFER TO THE HEALTH AND SAFETY FILE FOR A FULL LIST OF THE HAZARDS ASSOCIATED WITH THIS WORK - THE FOLLOWING ARE THE MOST SIGNIFICANT ITEMS TO BE AWARE OF.
- CONSTRUCTION**
- OPERATIVES TO TAKE PRECAUTIONS WHEN WORKING ADJACENT TO OR WITHIN DEEP EXCAVATIONS: METHOD STATEMENT TO BE PRODUCED BY CONTRACTOR PRIOR TO WORKS COMMENCING.
  - ATTENTION IS DRAWN TO THE EXISTENCE OF BOTH EXISTING UNDERGROUND AND OVERHEAD UTILITIES.
- ENVIRONMENTAL**
- EXISTING WATERCOURSES IN CLOSE PROXIMITY TO WORKS. A POLLUTION PREVENTION STRATEGY AND WORKING METHOD STATEMENTS TO BE PRODUCED BY THE CONTRACTOR FOR ALL WORKS.
  - CONSIDERATION GIVEN TO NOISE LEVELS GIVEN PROXIMITY TO EXISTING PROPERTIES.
  - CONSIDERATION GIVEN TO GROUND CONDITIONS: CONTRACTOR TO REVIEW GEOTECHNICAL REPORT PRIOR TO UNDERTAKEN EXCAVATION WORKS.
- WORK CAN ONLY BE CARRIED OUT BY SUITABLY TRAINED AND BRIEFED PERSONNEL.

P01	First issue	14.10.24	IO	JAK	JAK
Rev	Amendments	Date	By	Chk	Auth



Drawing Status & Suitability Code: **FOR STAGE APPROVAL S4**

Client: **POWIS ESTATES**

Project: **LAND AT VERLON FARM  
POOL ROAD  
MONTGOMERY**

Drawing Title: **GENERAL ARRANGEMENT PLAN**

Scale: <b>1:500</b>	@ <b>A1</b>	SLR Project No: <b>416.065277.00001</b>
Designed: <b>IO</b>	Drawn: <b>IO</b>	Checked: <b>JAK</b>
Authorised: <b>JAK</b>		

Date: <b>07.10.2024</b>	Date: <b>07.10.2024</b>	Date: <b>07.10.2024</b>	Date: <b>07.10.2024</b>
Drawing Number: <b>416.065277-SLR-XXX-XXX-DR-CE-0120</b>	Rev: <b>P01</b>		



16/10/2024 I:\JOBS\2024\16.065277.00001.Land at Verlon Farm, Pool Road, Montgomery\2.DESIGN\CAD\16.065277-SLR-XXX-XXX-DR-CE-0120-General Arrangement Plan.dwg