



A1

C	cheduel_ExternalWorks_Items					
Note_Number	Note_Text					
1	Existing Clubhouse					
2	Existing Arcade					
3	Existing Indoor Play Area					
4	Existing Swiming Pool					
5	Existing Shop					
6	Existing Chip Shop					
7	Existing Sales Office Building					
8	Existing Sales Foreground & Visitor Parking					
9	Existing Clubhouse Decking					
10	Existing Staff parking - Clubhouse &					
10	Swimming Pool					
11	Existing Staff parking - Clubhouse &					
	Swimming Pool					
12	Service Area, Refure Storage & Deliveries					
20	Proposed New Complex Entrance					
21	Proposed Complex Circulation & Extended Arcade					
22	Proposed 6No Lane Bolwing Alley at Ground Floor					
23	Proposed Rooftop Bar					
24	Proposed Services on Roof behing Parapet					
25	Proposed New Reception & Office Building					
26	Proposed New Outdoor Play Area					
27	Proposed Access to Adjacent Park					
28	Proposed Staff & Visitor Parking (6 No + 2N Disabled)					
29	Proposed Staff Parking (6No)					
30	Proposed Visitor Parking (10 No + 1No Disabled)					
31	Proposed Solar Panels					
32	4No Proposed Pergola structures (4m x 4m)					
33	Cycle Storage 10No					
34	Proposed Motorcycle Parking (2 No 2300 x 900mm)					
35	Proposed Pedestrian Crossing - Line Markings					
36	SuDS Strategy under Play Area - Scheme ye to be determined					

P6	Issued for Full Planning	AKS		23-08-28				
P5	Issued to Landscape Ar	AKS		23-08-01				
P4	Drawing revised, WIP pr application.	AKS		23-05-31				
P3	Container Club - Issued to Planning		AKS	JCWS	22-11-28			
P2	Issued for ongoing discussion with Planning Consultants		AKS		21-11-09			
P1	First Issue of Drawing for review with Planning Consultants			AKS	21-02-15			
Rev.	ev. Revision description			Checked	Date			
FOR REVIEW								
	Alice Kate Architects Ltd Hendre Road Conwy LL32 8NX			+44 (0) 7833112220				
Project Golden Gate Leisure Complex Golden Gate Holiday Centre, Towyn Road, Towyn LL22 9HU								
Title Site_Plan_Proposed								
Proje AKA	_	^{nber} KA-01-XX-	DR-A-	-1200) <mark>Rev.</mark>) P6			