

Comment for planning application 24/00539/F

Application Number	<input type="text" value="24/00539/F"/>
Location	<input type="text" value="Land To The East Of Stratfield Brake And West Of Oxford Parkway Railway Station Oxford Road Kidlington"/>
Proposal	<input type="text" value="Erection of a stadium (Use Class F2) with flexible commercial and community facilities and uses including for conferences, exhibitions, education, and other events, club shop, public restaurant, bar, health and wellbeing facility/clinic, and gym (Use Class E/Sui Generis), hotel (Use Class C1), external concourse/fan-zone, car and cycle parking, access and highway works, utilities, public realm, landscaping and all associated and ancillary works and structures"/>
Case Officer	<input type="text" value="Laura Bell"/>
Organisation Name	<input type="text" value=""/>
Name	<input type="text" value="Michael Christopher Bray"/>
Address	<input type="text" value="31 Stratford Way, Bicester, OX26 1BY"/>
Type of Comment	<input type="text" value="Support"/>
Type	<input type="text" value="neighbour"/>
Comments	<input type="text" value="Hi ,as a passionate follower of Oxford United for many years I support the plan to building a more sustainable and community based stadium, I feel the people of Oxfordshire would benefit from the new facilities being proposed, my personal means of travel to our present stadium involves car travel and all though I try to car share when ever possible the positioning of the new stadium with it's link's to Oxford Parkway would make use of the car redundant, travelling to the stadium by train with many other fans from the Bicester area would put less strain on surrounding roads. While I appreciate the concerns of some residents of Kidlington I do believe in the long term it will benefit them and local business. The future of Oxford United is only sustainable with a new stadium and this once in a generation opportunity most be taken. Thanks"/>
Received Date	<input type="text" value="24/03/2024 07:26:16"/>
Attachments	