

**Please**

**Say NO to a  
New Settlement**

**We   
HART**

**Vote against A New Settlement**

Hart Council is asking for your opinion, please respond to the Housing Options consultation: [www.hart.gov.uk](http://www.hart.gov.uk)

More information here: [www.wehearhart.co.uk](http://www.wehearhart.co.uk)



[facebook.com/groups/IHeartHart/](https://facebook.com/groups/IHeartHart/)



[twitter.com/WeHeartHart](https://twitter.com/WeHeartHart)

# What Hart Council isn't telling you

- Fact:** An independent expert says we need **27% fewer houses** than Hart Council say we need
- Fact:** Hart Council hasn't told you the new Government population forecasts are much lower so **we don't need a new settlement**
- Fact:** A new settlement will leave us with no defence against building an **extra 3,000 houses** for Surrey Heath and Rushmoor that we don't need
- Fact:** Hart Council is glossing over the **huge £300m+ infrastructure costs** for a new settlement and they don't have the money to fund it
- Fact:** Hart Council said in October that we could build 1,800 homes on **brownfield sites**, now they say only 450, ignoring the many derelict offices we don't need. We say over 2,500 could be built on brownfield
- Fact:** Local MP, Ranil Jayawardena says we should meet our needs from **brownfield only and shouldn't build a new town**
- Fact:** A new settlement will **destroy the countryside** that makes Hart such a great place to live

Please respond to Hart Council's consultation


**Vote against A New Settlement**

Ask Hart Council to try harder to find brownfield sites

**Protect our villages and towns from urban sprawl**

Please, make your voice heard in this consultation and vote to protect our countryside. More information can be found at [www.wehearhart.co.uk](http://www.wehearhart.co.uk) and the consultation can be found at [www.hart.gov.uk](http://www.hart.gov.uk)

We   
HART

We  Hart are a group of non-party political residents who care about our area.  
Please recycle this leaflet

We   
HART

