

Afslag Midden-Delfland



18 km old / 46 km new / 64 km total



18 km field / 17 km paths / 35 km total



21,5 ha ponds / 35 ha streams



Poldergolf as a rural strategy

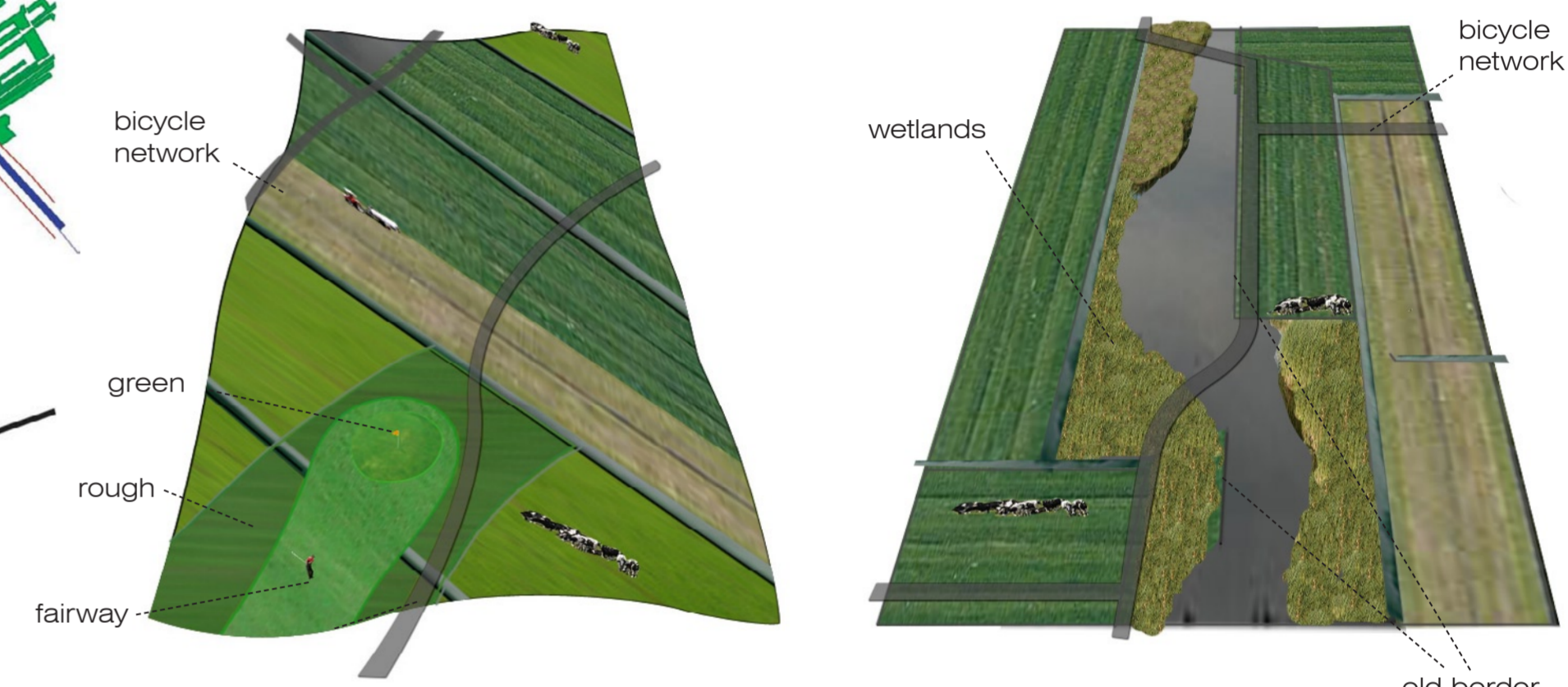
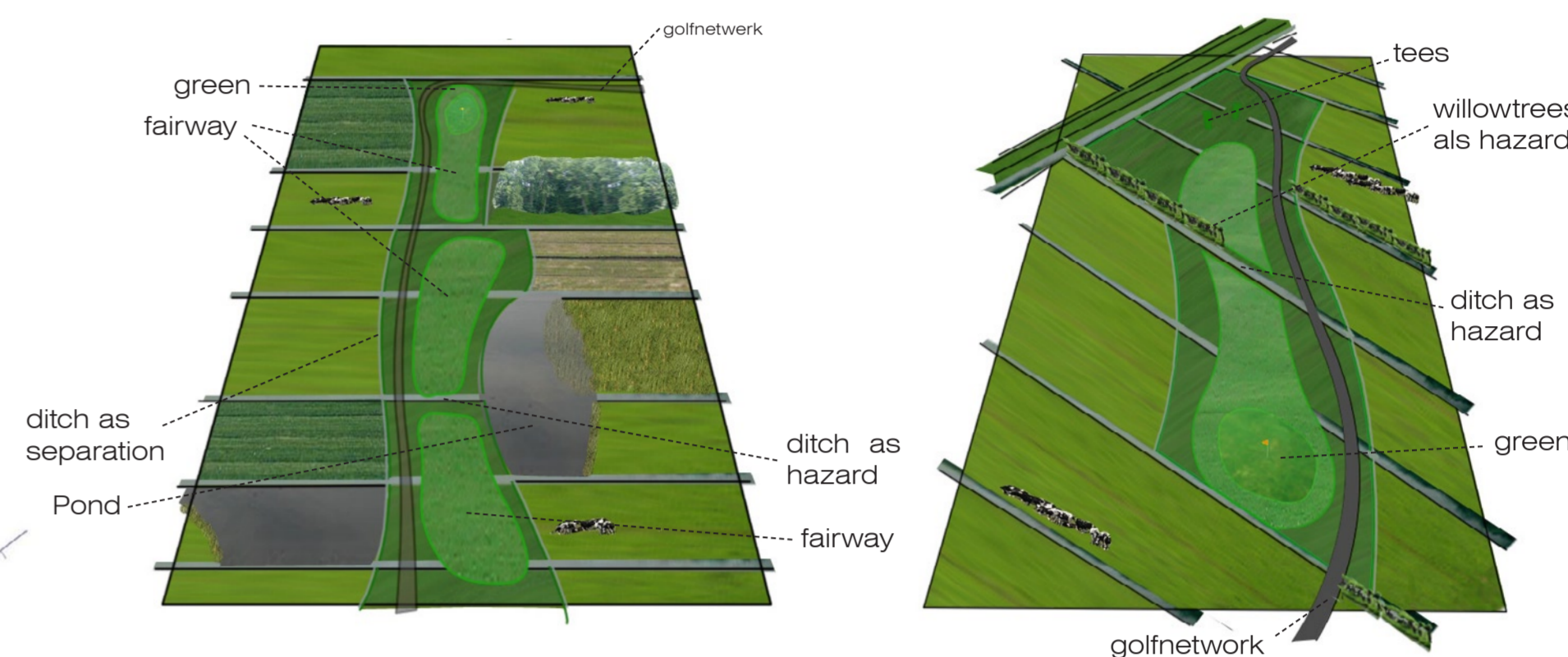
Agriculture

The agricultural polder is in a bad state in the west of The Netherlands. The farmers who maintain the landscape are having difficulties to keep doing so and the surrounding cities are increasing their pressure on the area. To keep the famous characteristics of the polder it should be fitted for the future. By utilizing the area for recreational purposes it can be revived.

A cycling, horseriding and watersportnetwork is spread evenly in the landscape. Cycle paths and horseriding tracks are often running over a polder-island to make the users experience the landscape from a new perspective. These routes have been designed to be as little a burden as possible for the farmers who still own and work the land. Other solutions to help the farmers to fix their problems with decreasing incomes are to increase the farmsize, shifting to biological farming and selling the produce locally, creating a "Delfland"-brand for agricultural local products. By grouping the farmers in a cooperation which runs and maintains the golfcourses and the farmland as a background-image for the golfcourse, the future of the polder should be certain.

Golf

Next to cycling, horseriding and watersports, golf is the fourth network, golf perfectly fits into the polder. It needs extensive grass-lands and appreciates broad views. The strong winds resemble the circumstances of the original golfgame of the linkslands. Historically a predecessor of the game of golf was played in Holland. *Colf*, as it was called, was played in the open field after being abandoned from the city. It was, like the more recent version of Scottish linksland-golf, a walk through the landscape while playing the ball. By adjusting the golfcourse to a grid-shape and unravelling it to a route through the polder, it is possible to have a game of golf going through the landscape and choosing your way you would like, with the freedom of a bike ride, instead of the common golfcourse, stuffed on a little plot of land, telling you where to go. The golfgrid is shaped to make sure that most houses in the polder are closely situated to the course. The golfcourse, the broad view, the vicinity of The Hague and Rotterdam and the historic houses makes the area interesting for the settlement of e.g. services as barrister offices, accountancy firms or cosmetic surgery practices. Only the existing historical houses can be used for this purpose.



The golfgrid meets the other recreational grids at nine hubs where you can shift modality and start a golfgame. The hubs are at the least a roof to protect against the weather and at most a driving range with all the required facilities.

Water

Due to strong urbanization, the climate change and the lowering of the soil, there are more and more problems with water in the greater area. The innercity of Delft would partly flood after longlasting showers. The problem has to be resolved in the interurban area with the enlarging of buffercapacity of water to catch the surplus of water in winter and to cure salinization and dehydration in summertime. This is done by adding ponds and streams which are interconnected. This network is also used for recreational purposes such as canoeing with some ditches widened up. The waterbuffer also ensures a high quality of water, no polluted water has to be pumped in from outside and the wetland vegetation will help purifying it to use it to water the golfholes. These wetlands are also used as a route for animals to pass through this area to nearby areas.

Landscape

The area is split up in four parts which all have their own characteristic, this feature is highlighted and used to accommodate the recreational networks. In the northwest there are already some ponds which are now being multiplied as waterbuffers and scenery. In the northeast there is a forest, willow trees are being added next to ditches and routes as the inverted pattern of the existing tree filled polder islands. When a golfhole crosses this area it uses the willow trees and the ditches as hazards. In the southeast, streams will be added to complete an already existing pattern of waterways in the polders and in the southwest the available difference in elevation is used mainly for the settlement of the golfholes and is accentuated by different vegetation.

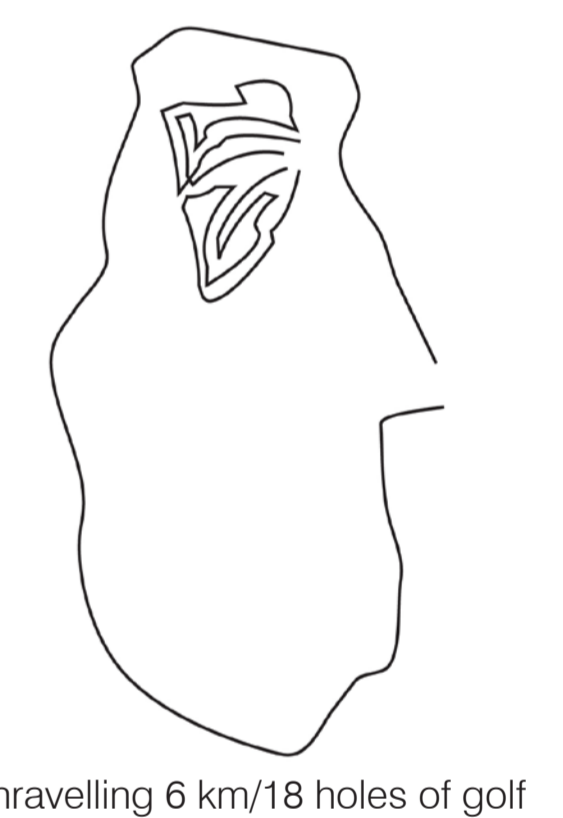
Highway A4

Another item in this plan is a missing link in the highway A4, which has to go through the plan-area of Midden-Delfland. To diminish the effects on the landscape and recreation it is placed lower than the surrounding landscape in its own elongated "polder". The solution of a highwaypolder is way cheaper than the existing plan and will cost much less than the budget already available by the state.

The highway is specially designed to avoid the "tunnel-effect" and to show the cardrivers this is not a normal piece of highway and polder. The highway entrypoints are highlighted with passings under the driving range and an ecoduct with a golfhole on top to show the special status of the area. The fine dust which is generated by the traffic on the highway is degenerated by the mosses which are growing on the slightly sloping walls of the highway. The catching net of the driving range (see next page) has also electrically charged wires running through, positively charging the dust particles and making it stick to anything grounded.

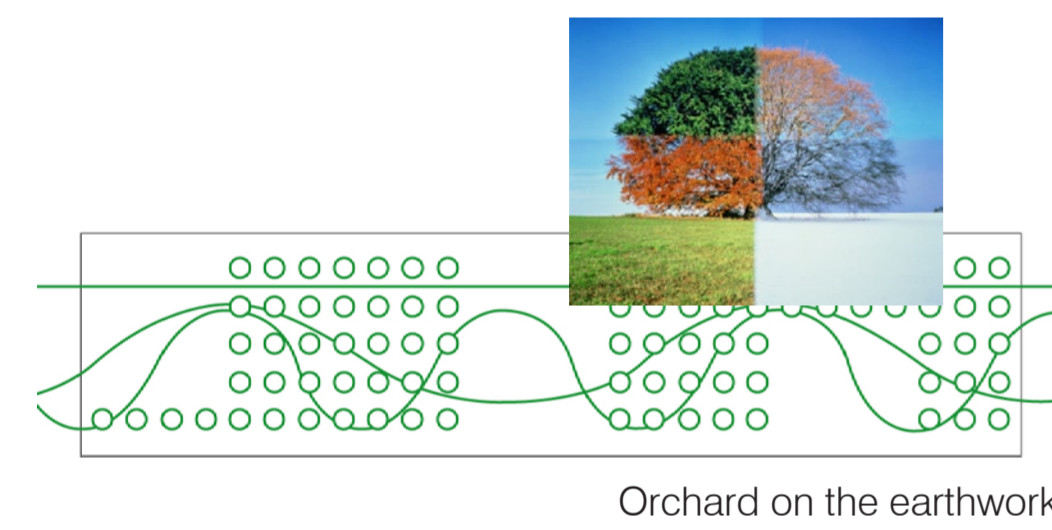
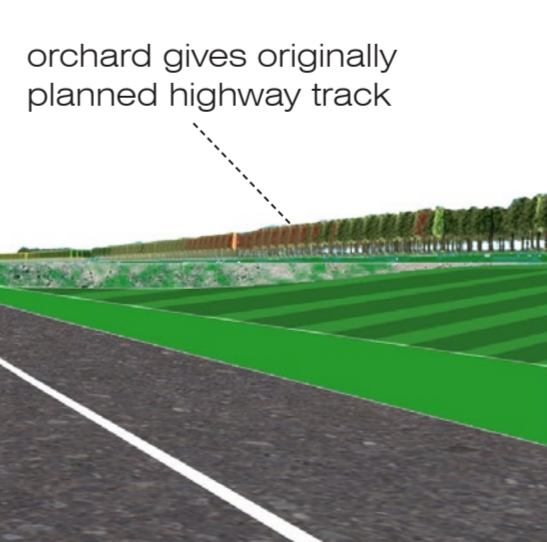
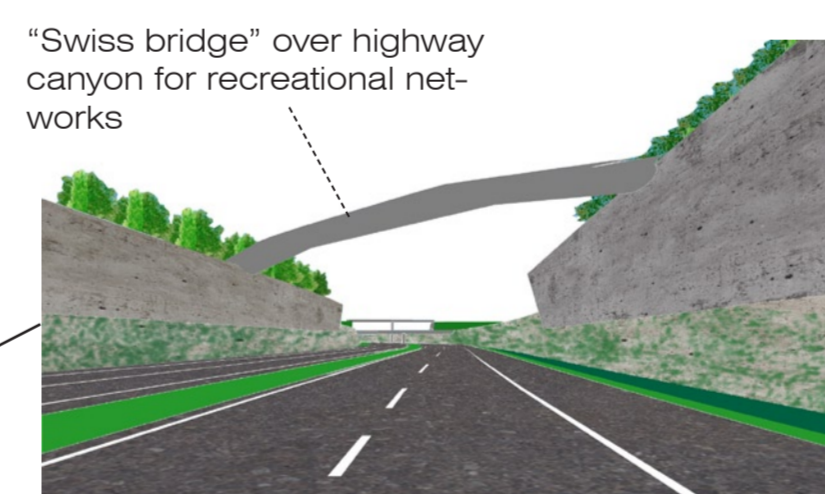
Earthwork orchard

In a partly realized plan from the 80's, the highway was planned to sit on a three meter high earthwork which is now used as a direct connection for bicycles and other recreational modalities between The Hague and the Rotterdam urban agglomeration. To have a bigger impact on the landscape than the highway and to dress up the routes on the earthwork an elongated orchard is put on top of the earthwork with species of fruit trees originating from the Delfland area. The orchard consists of blocks of different species of trees, slowly changing along the track. A ride on the earthwork will change constantly with smell, color, viewpoints. Also in time the orchard will change looks, some trees will give fruit in spring, some in autumn.



The golfgrid

Location plus possible alternative locations



Orchard on the earthwork

