

Activity 4D: Policy Development – Waste during construction

The issue

The construction industry produces a significant amount of waste. In 2008, it created over 80 million tons, a quarter of which ended up in landfill (WRAP figures). There are opportunities to reduce both the quantity of waste generated and the proportion of the waste which is not recycled or re-used.

NPPF guidance

The NPPF “does not contain specific waste policies, since national waste planning policy will be published as part of the National Waste Management Plan for England” (paragraph 5) and states that “the Waste Planning Policy Statement will remain in place until the National Waste Management Plan is published” (footnote)

PPS10 states that local planning authorities should take account of recycling of construction and demolition in their waste management strategies.

What would a policy seek to achieve?

Would the policy be focussed on the levels of waste generated or simply the levels that are sent to landfill?
How could the policy align with the existing requirement for the generation of a Site Waste Management Plan?
Should the policy be focussed on designing out waste?
Indirectly, the way a building is constructed influences its recyclability at the end of its useful life when it is demolished. Should this be considered?

Would the policy suit being flexible or can a more rigid policy be implemented?

Flexible policies can accommodate more building types but are also open to interpretation. Some aspects may only be applicable to larger developments.

What issues or elements of sustainability could a policy conflict with?

None.

How could the policy be made implementable?

Initial ideas to promote discussion:

- The design team is required to produce a report detailing how the principles of Design for Deconstruction and Designing out Waste have been incorporated.
- The contractor is required to achieve specified waste rates.
- All waste to be sent via a certified materials recovery facility.
- How could the policy be evidenced?