

Ground Floor, 201 Deansgate, Manchester, M3 3NW
Red Engine

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PLANNING SUPPORT STATEMENT
PROPOSED CONFIRMATION OF CLASS E
USE OF 201 DEANS_GATE, MANCHESTER AS
AN INDOOR LEISURE USE WITH
ASSOCIATED FOOD AND DRINK PROVISION

1.0 Introduction

- 1.1 This Planning Support Statement has been prepared to accompany an application for a lawful development certificate to confirm that the proposed use of the ground floor at 201 Deansgate, Manchester, M3 3NW as an indoor leisure use with associated food and drink provision falls within Class E (commercial, business and service uses) of the Town and Country Planning (Use Classes) Order 1987 (as amended, September 2020).
- 1.2 This application for a lawful development certificate is accompanied by a site location plan, existing floor plan and proposed floor plan, in addition to this supporting statement.
- 1.3 The Statement is set out in two sections and comprises:
 - 1.0 Introduction
 - 2.0 Explanation and evaluation of the proposed use

2.0 Explanation and Evaluation of the Proposed Use

- 2.1 The existing use of 201 Deansgate is as a retail use with car parking provision for the retail space and upper floor offices, which falls within Class E (a) and Class E(g)(i) of the Town and Country Planning (Use Classes) Order 1987 (as amended, September 2020). Consequently, the authorised planning use of 201 Deansgate is as a Class E use.
- 2.2 The proposed use of 201 Deansgate is as an indoor leisure use with associated food and drink provision. The proposed use would trade as Electric Shuffle and would comprise a leisure-led use with associated restaurant and servery facilities, which would be centred around the playing of electric table shuffleboard as an indoor sport/recreation. Table shuffleboard, in its most simple form, is a game in which players push weighted pucks along a long, smooth wooden table into a scoring area at the opposite end of the table, whilst avoiding them falling off, and hoping to beat their competitors.
- 2.3 The Electric Shuffle use incorporates innovative technology to manage and run all of the games electronically. Players will be able to enter their names, choose a game and sit back and relax, whilst the game management system keeps track of the score and puck positions in real time.
- 2.4 At Electric Shuffle, each of shuffleboard tables can be booked for groups of up to 20 players. Each bookable area includes the shuffleboard playing area, as well as seating where guests can eat, drink and play in their own semi-private space. The Electric Shuffle technology allows players not only to be involved in every single game, but also at the touch of a button, to be able to order food and drinks from their area, without disturbing their game play experience. As well as offering full table service, the order button also alerts staff that guests would like to order.
- 2.5 The games have been designed with beginners in mind and the technology guides guests through each game. From direct operating experience of their existing Electric Shuffle estate, the applicant anticipates that 85% of visitors will book in advance.
- 2.6 The applicant's experienced reservations team will advise Electric Shuffle customers on the ideal amount of playing time to suit their group size, to ensure that they get the best possible shuffleboard experience. This is usually 90 minutes as standard for groups of 12 or more, or 120 minutes for larger groups.
- 2.7 Booking slots are arranged at staggered intervals to ensure a smooth flow of arrivals and departures of customers in and out of the venue at any time. Customers are also encouraged to pre-order food and drinks, to ensure the smooth running of their booking. From the applicant's existing operating data, around 40% of bookings place food and beverage orders in advance of their booking date.

- 2.8 The proposed Electric Shuffle use is clearly an indoor sport/recreation. It is a leisure-led use and the principal reason for customers to attend will be to play table shuffleboard. The food and beverage element will be an ancillary and secondary offer to the principal leisure use reason for customers to attend, which is to participate in indoor sport.
- 2.9 For ease of understanding, the proposed Electric Shuffle use has similarities to the better-known tenpin bowling alley uses, where the principal reason for customers to attend is to play tenpin bowling, with the food and drink offer very much ancillary to playing the indoor sport itself. Previous to the current iteration of the Town and Country Planning (Use Classes) Order 1987, both tenpin bowling alleys and Electric Shuffle uses were generally considered to be Class D2 (leisure and assembly) uses.
- 2.10 Class E (b) of the Town and Country Planning (Use Classes) Order 1987 (as amended, September 2020) includes uses for the sale of food and drink principally to visiting members of the public where consumption of that food and drink is mostly undertaken on the premises.
- 2.11 Class E (d) of the Town and Country Planning (Use Classes) Order 1987 (as amended, September 2020) includes uses for indoor sport, recreation or fitness, not involving motorised vehicles or firearms, principally to visiting members of the public.
- 2.12 The proposed Electric Shuffle use is considered to fall within Class E (b) and (d) of the Town and Country Planning (Use Classes) Order 1987 (as amended, September 2020). The Electric Shuffle use is considered to comprise a mix of both of these parts of Class E, with the principal reason for customers to attend the proposed use falling within Class E, part (d).
- 2.13 Consequently, the proposed use is considered to fall within the existing, authorised, Class E use of 201 Deansgate, Manchester. The existing use also falls wholly within Class E. Planning permission for the proposed Electric Shuffle use is therefore not considered to be required and the applicant seeks the LPA's formal confirmation of this.

