

Berewood

Phase 8

Design Code Compliance // October 2024

BLOOR HOMES[®]

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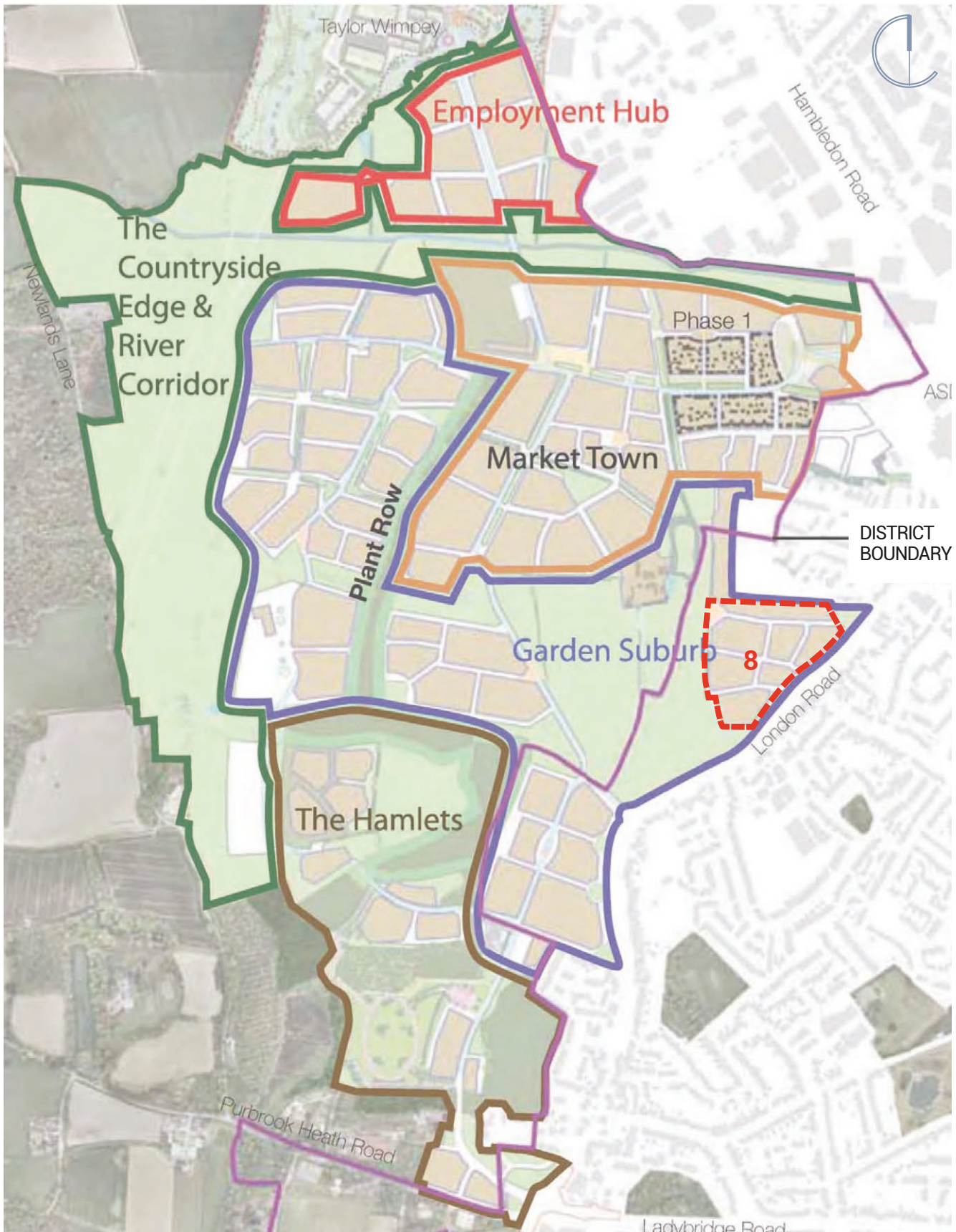


INTRODUCTION

This Design Code Compliancy Statement is prepared by Thrive Architects on behalf of Bloor Homes Southern in relation to the Reserved Matters Planning Application at Phase 8 Berewood, Hampshire. This document references and takes extracts from the Berewood Hampshire Design Code March 2013 [BHDC] and makes reference to the Newlands Masterplan Document November 2010 [MDD].

As outlined in the BHDC Phase 8 falls within the Garden Suburb Design Code Identity area and it is noted that Phase 8 is entirely within the medium density zone of the Garden Suburb identity area. As prescribed in the MDD & BHDC Phase 8 has no 'Primary Streets' and has, exclusively, residential streets only which in turn lead to Lanes, Courtyards and Private drives. This document sets out the general site layout principles including the Parameter Plans for Storey Heights, Density, Parking, Movement and documents the appearance of Phase 8 with Coloured Street Scenes. The document then sets out the Design Code Compliancy in table form with Yes / No Compliancy and Variation notes alongside the Mandatory Requirements from the BHDC.





IDENTITY AREAS PLAN, FROM PAGE 14 OF BEREWOOD DESIGN CODE, OVERLAID WITH RED DASHED LINE DENOTING PHASE 8 SITE LOCATION

PROPOSED SITE PLAN

The Proposed Site Plan has been developed into a permeable layout of residential streets augmented with frontage landscaping and street trees following pre-application with Havant Borough Council. The principal design elements are:

- Vehicular access from the north-west via Phase 3B
- Principal east-west residential street connecting the Town Park to triangular green space next to London Road
- Connections to a series of residential streets and courtyards from the principal street
- A green buffer and retained hedge to London Road edge
- Cycleway and green buffer (provided by Grainger) between northern boundary and allotments
- Houses addressing the Town Park, cycleway and green space to provide surveillance and enclosure



PHASE 3B

Turning head extended to
redefine boundary for possible
future pedestrian connection

Future
bikeway
connection

Horseshoe pathway connection

Future
roadway
connection

Future
bikeway
connection

Horseshoe
pathway
connection

Footpath connection
from existing to new

TOWN PARK

Town Park

The Town Park creates the visual link from Waterloooville and Purbrook to the centre of the Berewood community. It is the heart of the Garden Suburb residential neighbourhood that frames the town park and has a frontage to London Road. It is a key area of interaction between existing and proposed communities. Housing within Phase 8 faces the Town Park and consists of two storey detached houses in order to respond to the scale and form of existing homes on London Road.



PHASE 3B

Turning head extended to redline boundary for possible future pedestrian connection

Future bridge connection

Memorial Park Path 732 (P732)

Footpath connection from existing to new

Footpath connection from existing to new

Footpath/cycleway connection

PARAMETER PLANS

STOREY HEIGHTS





PARAMETER PLANS

PARKING



MOVEMENT



APPEARANCE



SECTION A-A



SECTION B-B



SECTION C-C



SECTION D-D



KEY PLAN

DESIGN CODE COMPLIANCE TABLE

BEREWOOD DESIGN CODE: STATEMENT OF COMPLIANCE
MANDATORY REQUIREMENTS – APPLICABLE TO RESIDENTIAL USE ONLY

GARDEN SUBURB

DEVELOPMENT PARCEL: PHASE 8

Demonstrate that the Code has been understood and followed Any variance will need to be justified within a supporting statement

CODE CATEGORY	ACCORDS WITH CODE	VARIANCE
CODE GS01 SCALE AND STRUCTURE		
GS01.01: SET BACK - RESIDENTIAL		
GS01.01.01 Main Street: 3-5m from pavement edge, continual frontages, allowing breaks of built form though no blank elevations. Set backs deeper than 3m will also require 700mm hedge planting to frontage and between blocks to reduce any visual impact of parked cars	N/A	Note – As described in the Design Code there are no 'Main Streets' within this phase.
GS01.01.02 Residential Street: 1.5-4m, continual frontage, with breaks every 2-3 plots	Y	
GS01.01.03 Additional increased setbacks may be required to provide adequate space for trees, in accordance with NHBC best practice.	Y	
GS01.02: ENCLOSURE OF PUBLIC SPACE (RATIO BETWEEN HEIGHT OF BUILDINGS AND STREET PLANT AND WIDTH OF SPACE)		
GS01.02.01 Public spaces: predominantly green links and informal green spaces: enclosure ratio of 1 to 4	N/A	
GS01.02.02 Main Street enclosure ratio 1 to 3.5	N/A	
GS01.02.04 Residential Streets enclosure ratio of up 1 to 2.5	Y	
GS01.02.05 Public realm overlooked by active frontages (windows and habitable rooms)	Y	
GS01.03: HEIGHTS		
GS01.03.01 Must be in accordance with the approved parameters plans as summarised within the Regulating Plan	Y	
GS01.03.02 Maximum height of up to 12m to ridge in western half	Y	
GS01.03.03 Up to 9m to ridge in eastern and southern part of Identity Area	Y	
GS01.03.04 Landmark buildings of an extra storey in height (3m) in accordance with building heights parameter	N/A	
CODE GS02 LAND USE		
GS02.01: LAND USE REQUIREMENTS		
GS02.01.01: MUST INCLUDE All uses within planning permission (Also refer to MDD):		
1. Town Park and associated recreational facilities	N/A	
2. Cricket pavilion and store	N/A	
3. Primary school (land) within western area (Class D1)	N/A	
4. Residential (Class C3)	Y	

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CODE CATEGORY	ACCORDS WITH CODE	VARIANCE
5. Public open space, including green corridors and retained hedgerows	Y	
6. Allotments	N/A	
7. Public House (A4) or restaurant (A3) adjoining Town Park	N/A	
GS02.01.02: SHOULD NOT INCLUDE All other uses not listed in GS02.01.01 or GS02.01.03		

CODE GS02A LAND USE (EDGES AND SCALE) : TOWN PARK

GS02A.01: EDGES

GS02A.01.01 Overlooked by active frontages of new homes (2-3 storeys)	Y		
GSA02A.01.02 Overlooked by Plant Farmhouse and adjoining development	N/A		

GS02A.02 ACTIVITIES (NON RESIDENTIAL)

1. Multi-Use Sports Area	N/A		
2. Multi-Use Games Area	N/A		
3. Local Equipped Area of Play	N/A		
4. Skateboard Park	N/A		
5. Local Area of Play	N/A		
6. Trim trail	N/A		
7. Informal landscape, incorporating a variety of species, including fruit trees and ornamental	N/A		

CODE GS03 MATERIALS AND DETAILING

GS03.01 ELEVATIONS

GS03.01.01 Brick: Clay stock brick (orange/red or multi) predominate		N	High quality wire cut bricks are proposed for continuity with approved materials in Phase 3B
GS03.01.02 Details: Occasional use timber cladding/ render, clay hanging tiles on bays	Y		
GS03.01.03 Other: Occasional use of rendered elevations and painted brick	Y		

GS03.02 ROOF

GS03.02.01 Colour: Predominantly clay plain tiles orange/ reds, dark reds throughout identity area	Y		
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CODE CATEGORY	ACCORDS WITH CODE	VARIANCE
GS03.02.02 Colour: Occasional use of natural slate for flats and school acceptable. Composite materials may be acceptable in exceptional circumstances if it can be demonstrated that their use will enhance the visual appearance of buildings	N/A	
GS03.02.03 Materials: Predominantly along Main Street (primary) and public open space, use of plain clay tiles	N/A	
GS03.02.04 Materials: Predominantly along Residential Street (secondary) use of plain tiles	Y	
GS03.02.05 Materials: Occasional use of slate for residential roofing and standing seam metal roofing for feature buildings, school and flatted development	Y	
GS03.03 RAINWATER GOODS		
GS03.03.01 Metal guttering or high quality imitations only (black)	Y	
GS03.04 FENESTRATION		
GS03.04.01 Garage doors to be inset into garage elevation by a brick depth (90mm)	Y	
CODE GS04 ROOFS AND EAVES		
GS04.01: RESIDENTIAL		
GS04.01.01 Use gable pitched roof with ridge running parallel to the street with projecting gables	Y	
GS04.01.02 Breaks in roof line created by predominant use of detached, semi detached and short terraces, as well as the use of chimneys	Y	No chimneys proposed to provide continuity with Phase 3B
GS04.01.03 Roof planes should on occasions continue down to ground floor level with sprocketed eaves with dormers at first floor level		N Dwellings facing the residential streets are typically detached with hipped roofs
CODE GS05 FENESTRATION		
GS05.01 GENERAL GARDEN SUBURB AREA (RESIDENTIAL)		
GS05.01.01 Windows in proportion and responsive to elevation design	Y	
GS05.01.02 Bay windows over 2 storeys are commonly used as feature to the frontage		N
GS05.01.03 Timber or metal windows		N Timber effect UPVC proposed to match previous phases
NOT PERMITTED: GS05.01.07 UPVC doors and windows, GRP features, including chimneys, dormers, porches or other features		N GRP front, rear and side and garage doors are proposed, as approved in Phase 3B

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CODE CATEGORY	ACCORDS WITH CODE	VARIANCE
CODE GS06 SOFT LANDSCAPE		
GS06.01: PROPERTY BOUNDARIES		
GS06.01.01 Property boundary to be low hedge with specimen shrub. Hedges required to boundaries where plot parking is visible from public area (500-750mm high). Species within Appendix A. Boundaries between gardens/ private space: see hard landscape Code	Y	Hedges to be a maximum of 600mm high because of forward visibility issues
GS06.02: URBAN SPACE/ SQUARES AND ADDITIONAL REQUIREMENT FOR RESIDENTIAL STREETS		
GS06.02.01 Trees: large growing species within squares or public gardens	N/A	
GS06.02.02 Hedges and shrubs: incorporated into SuDS spaces; formal planting to street and plot frontages of predominantly ornamental and evergreen species	Y	
GS06.02.03 Grasses: incorporated in SuDS spaces	N/A	
GS06.02.04 Optional: Linear grass verge to Residential Streets between carriageway and footpath or between footpath and plots where no additional linear green space exists (min 2m width)	Y	
GS06.03: GREEN CORRIDORS AND OPEN SPACES		
GS06.03.01 Trees: large ovate in form within Woodland Edge; Parkland trees arboretum feel and to include native varieties in accordance with Appendix A	Y	
GS06.03.02 Hedges and shrubs: predominantly native species	Y	
GS06.03.03 Existing hedgerows and landscaped edges of the development (including London Road) incorporated into street as part of linear green space and enhanced with new native tree planting (ovate)	Y	
GS06.03.04 Linear green spaces to incorporate hedgerows, SuDS and mix of fastigate and ovate trees (Species and distance from building subject to NHBC Standards). Dimensions of hedgerow space 4-9m subject to species, distance and SuDS requirements.	Y	
GS06.03.05 Grasses: meadow grass within Town Park; wet meadow grass to proposed ponds within Town Park, woodland edge and green corridors	Y	
GS06.03.06 SuDS species incorporated into green spaces (in accordance with SuDS strategy in MDD)	N/A	

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CODE CATEGORY	ACCORDS WITH CODE	VARIANCE
GS06.03.07 Plant Row woodland edge - 20m buffer between development and woodland; must include 5m depth of dense shrub planting; buffer space can include footpath/ cycleway, SuDS, play and food growing (in accordance with MDD)	N/A	
GS06.04 FORMAL SPORTS/ PLAY SPACE		
GS.06.04.01 Grass or turf to sports pitches	N/A	
CODE GS07 HARD LANDSCAPE		
GS07.01 PROPERTY BOUNDARIES		
GS07.01.01 Building frontages/ defensible space: Painted galvanised metal railings or picket fence to frontages (1.3m high). Palette in accordance with building materials (CODE 03)	Y	
GS07.01.02 Private (side/rear) gardens adjoining public realm: 1.8m brick wall. Palette in accordance with building materials (CODE 03)	Y	
GS07.01.03 Boundaries between gardens/ private space: 1.8m close board fence	Y	
GS07.01.04 Low timber post and rail fence to act as knee rail where applicable	Y	
GS07.01.05 All private parking and drives should incorporate pervious paving construction.	Y	
GS07.02 URBAN SPACE/ SQUARES		
GS07.02.01 Surface materials: Pervious paving and driveways in tegula block, herringbone pattern with header course edge (or similar materials to be agreed with LPA)	Y	
GS07.02.02 Block paving transition between paving types	Y	
GS07.02.03 Street furniture: Black cast iron bollards; timber bollards to Woodland	Y	
GS07.02.04 Town Park edge. Tree grilles and guards black cast iron.	N/A	
GS07.02.05 Lighting: Up-lighters in key locations as feature lighting (trees and feature buildings)	N/A	
GS07.03 GREEN CORRIDORS AND OPEN SPACES		
GS07.03.01 Paving: self-binding gravel	Y	
GS07.03.02 Street furniture: black metal finger posts where required	Y	

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CODE CATEGORY	ACCORDS WITH CODE	VARIANCE
GS07.03.03 Lighting: low level lighting, timber or metal posts	Y	
GS07.03.04 Recreation equipment: informal timber equipment/ trim trail	N/A	
GS07.03.05 Fencing to play areas (metal or timber)	N/A	
CODE GS08 PARKING		
GS08.01 ON STREET		
GS08.01.01 On street parking unallocated for visitor parking	Y	
GS08.01.02 Informal or incorporated between street trees, groups of 2-3 where required	Y	
GS08.02 ON PLOT		
GS08.02.01 On plot parking set behind frontages to Main Street (primary) and Residential (secondary) streets	Y	
GS08.02.02 Vehicles should avoid reversing onto Main Street from private drive, especially within 10m of a street junction (end of radius of kerb), though avoid direct access into the Milk Lane junction and spur	Y	
GS08.02.03 Parking spaces and garages should be either set back from frontage or incorporated into facade	Y	
GS08.02.04 On plot driveways to be secured by gates, especially on double width drives, to enhance security and reduce views of cars from street	N	Not provided elsewhere within built phases
GS08.03 COURTS - APPLICABLE TO APARTMENT BLOCKS		
GS08.03.01 GARDEN SUBURB - Courtyards only to be used on rare occasions within Garden Suburbs, primarily for apartment blocks or to access properties on Main Road, where required See Section 2.7.1.	Y	
GS08.03.02 Cars should be visible from a habitable room/ active frontage	Y	
GS08.05 CYCLE PARKING		
GS08.05.01 Secure cycle parking required for all properties and should be integral to the design of building	Y	



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