

Berewood

Phase 3B

Design Code Compliance // October 2021

BLOOR HOMES[®]

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INTRODUCTION

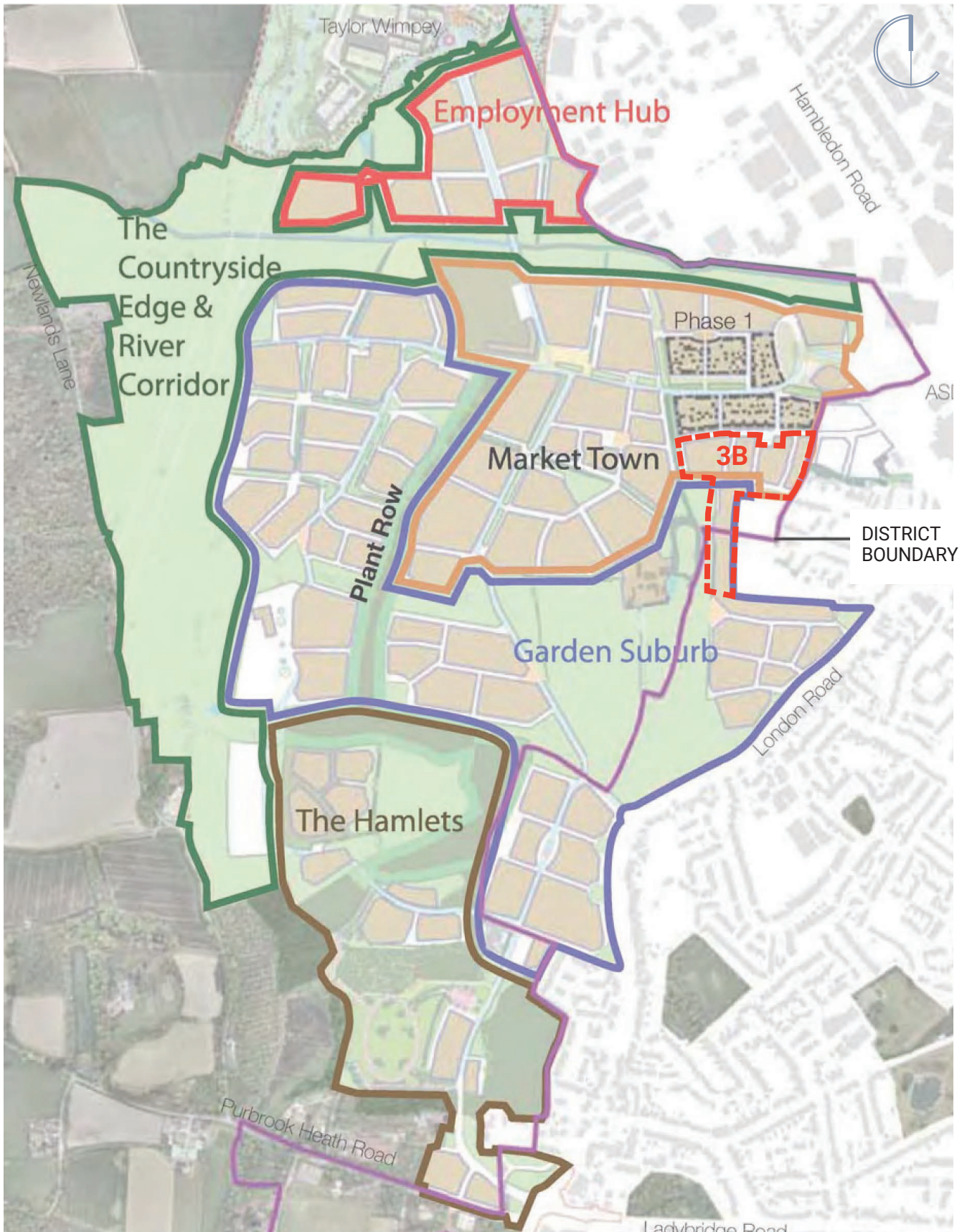
This Design Code Compliancy Statement is prepared by Thrive Architects on behalf of Bloor Homes Southern in relation to the Reserved Matters Planning Application at Phase 3B Berewood, Hampshire.

This document references and takes extracts from the Berewood Hampshire Design Code March 2013 [BHDC] and makes reference to the newlands Waterlooville Hants Masterplan Design Document November 2010 [MDD].

As outlined in the BHDC Phase 3B falls within two Design Code Identity areas namely; Market Town & Garden Suburbs. It is however noted that Phase 3B is within the southern edge, lower density area of the Market Town identity area. As prescribed in the MDD & BHDC Phase 3B has no 'Main 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 3B 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 3B SITE BOUNDARY



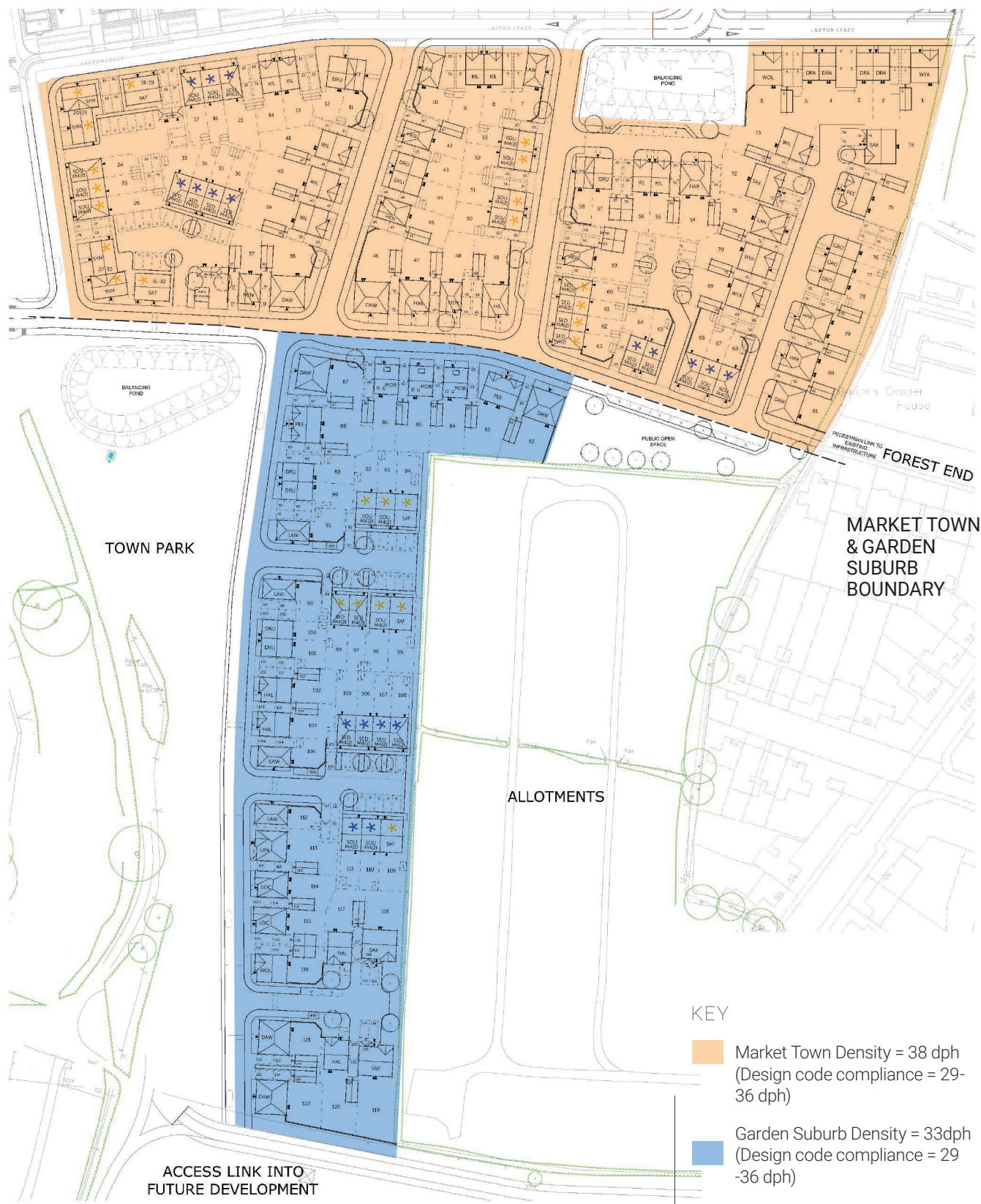


PARAMETER PLANS

STOREY HEIGHTS

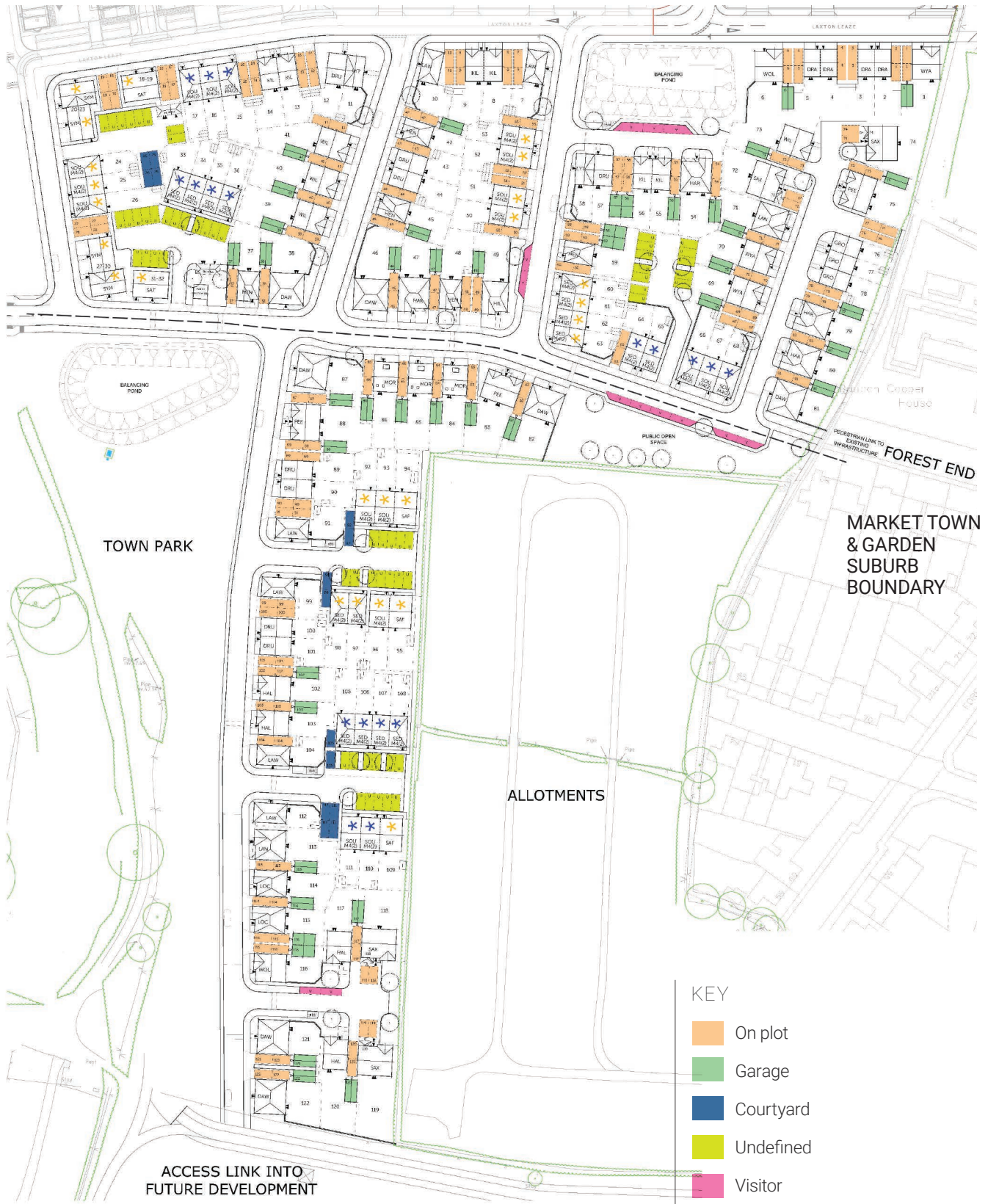


DENSITY

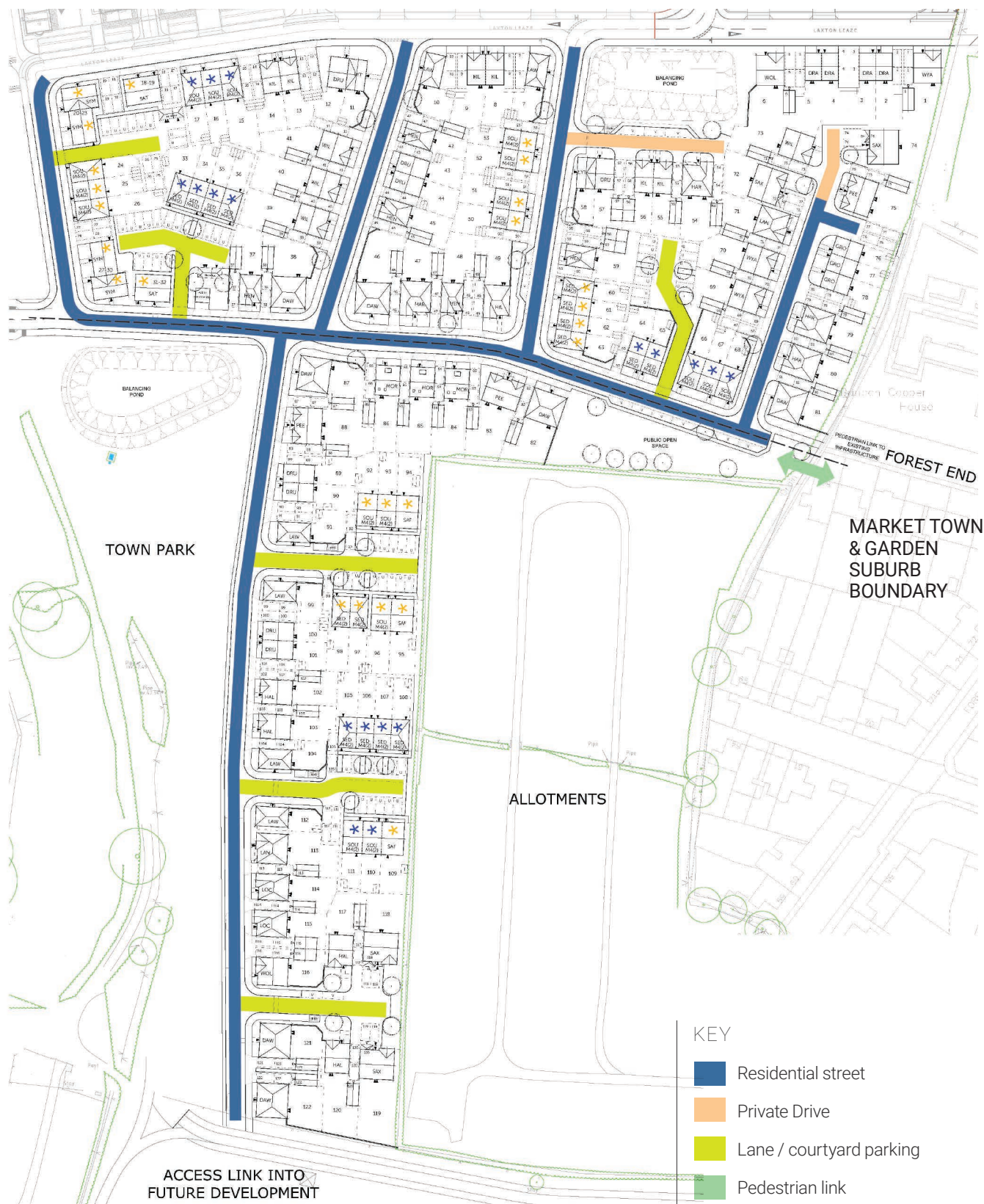


PARAMETER PLANS

PARKING



MOVEMENT



APPEARANCE



SECTION A-A



SECTION B-B



SECTION C-C

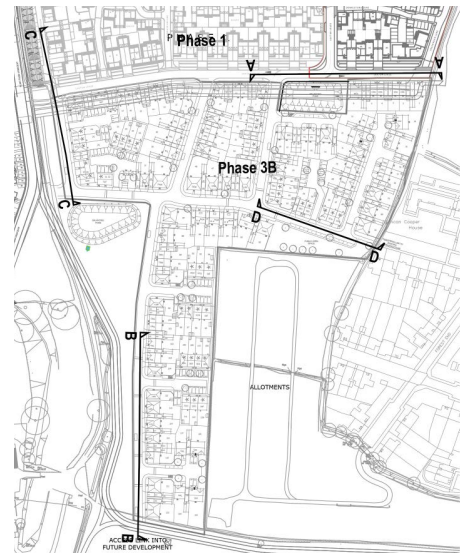
PHASE 1



SECTION D-D



PHASE 3B



DESIGN CODE COMPLIANCE TABLE

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

MARKET TOWN

DEVELOPMENT PARCEL: PHASE 3B

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 MT01: SCALE AND STRUCTURE			
MT01.01: SET BACK - RESIDENTIAL			
MT01.01.01 Main Street: 0.5-1.5m from pavement edge (set back may need to increase to 3m if in close proximity to a sewer)	N/A		Slightly wider in some instances to allow for bin collection points and street trees
MT01.01.02 Residential Street: 0.5-1.5m, regular continual frontage	Y		
MT01.01.03 Lane: 0-750mm, varied frontage, with breaks for private garden walls and gates	Y		
MT01.01.04 Additional increased setbacks may be required to provide adequate space for trees, in accordance with NHBC best practice.	Y		
MT01.02: ENCLOSURE OF PUBLIC SPACE			
MT01.02.01 Public Squares: enclosure ratio of 1 to 4 to 1 to 6 (excluding school)	N/A		
MT01.02.02 Broad streets and space: enclosure ratio of 1 to 4	N/A		
MT01.02.03 Main Street: enclosure ratio 1 to 3	N/A		
MT01.02.04 Residential Streets: 1 to 2 ratio	Y		
MT01.02.05 Lanes: 1 to 1 ratio	Y		
MT01.03: HEIGHTS			
MT01.03.01 Must be in accordance with the approved parameter plans as summarised within the Regulating Plan	Y		
MT01.03.02 Maximum height of 15m to ridge in core of Identity Area, reducing to a limit of up to 12m to ridge in southern part of Identity Area	Y		
MT01.03.03 Main Streets, landmark buildings of an extra storey in height (3m) in accordance with building heights strategy	N/A		

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CODE CATEGORY	ACCORDS WITH CODE	VARIANCE
CODE MT02 LAND USE (GENERAL)		
MT02.01: LAND USE REQUIREMENTS:		
MT02.01: MUST INCLUDE all requirements of planning permission (Also refer to MDD):		
1. Community facilities (up to 720sqm) (Class D1)	N/A	
2. Primary school (land) (Class D1)	N/A	
3. Parking square	N/A	
4. Convenience store and small retail units (Class A1)	N/A	
5. Land for health care (Class D1)	N/A	
6. Land for elderly care (Class C2)	N/A	
7. Land for nursery (Class D1)	N/A	
8. Employment uses (Class B1)	N/A	
9. Residential (including flats over shops) (Class C3)	Y	
10. All non residential or non employment development uses must be located within the Local centre.	N/A	
11. Public open space	Y	
MT02.02: SHOULD NOT INCLUDE:		
1. Class B2 (Industrial)	N/A	
2. Class B8 storage and distribution	N/A	
3. Or other sui generis or unlisted uses	N/A	
CODE MT03 MATERIALS AND DETAILING		
RESIDENTIAL, NURSING HOMES AND RETAIL MT03.01 ELEVATIONS - PREDOMINANTLY BRICK		
MT03.01.01 Brick: All Street types: Orange/ red-brown and multi stock brick (stretcher, Flemish and English bond acceptable)	Y	
MT03.01.02 Potential for blue headers as feature with red brick elevations (see illustration of use in Hampshire)	Y	
MT03.01.03 Potential also for buff brick, painted brick, render, clay hanging tiles or glass cladding and timber	Y	
MT03.02 ROOF		
MT03.02.01 Predominantly Orange-reds and dark reds and slate grey throughout identity area	Y	
MT03.02.02 Predominantly on Main Street (primary): Plain clay tiles (orange-reds) or natural slate	N/A	

DESIGN CODE COMPLIANCE TABLE

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MARKET TOWN

DEVELOPMENT PARCEL: PHASE 3B

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CODE CATEGORY	ACCORDS WITH CODE	VARIANCE	
MT03.02.03 Predominantly along Residential Street (secondary) or Lanes (tertiary): plain tiles (orange/ reds) and natural slate	Y		
MT03.02.04 Composite materials may be acceptable in exceptional circumstances if it can be demonstrated that their use will enhance the visual appearance of buildings	Y		
MT03.02.05 Occasional: Zinc/ metal standing seam	Y		
MT03.03 RAINWATER GOODS			
MT03.03.01 Metal guttering or high quality imitations only (black)	Y		
MT03.04 FENESTRATION MATERIALS:			
Detail contained with Code MT05	Y		Refer to MT05 below
CODE MT04 MATERIALS AND DETAILING			
MT04.01.01 Use gable pitched roof generally with ridge running parallel to the street	Y	N	All dwellings proposed at two storey in heights
MT04.01.02 Variation in roof line required not less than a minimum of 10 plots			
MT04.01.03 No deep boxed eaves	Y		
MT04.01.04 Excessively deep footprints (generally deeper than 10m) will need to incorporate outshots to limit the ridge heights, or double or triple ridges	Y		
CODE MT05 FENESTRATION			
MT05.01: MANDATORY REQUIREMENTS: (ALL USES):			
MT05.01.01 Strong vertical rhythm in areas of public realm	Y		Shallow reveal set back to windows and doors
MT05.01.02 Recessed windows and doors into facade	Y		
MT05.01.03 Dormer windows acceptable to utilise roof space for accommodation	Y		
MT05.01.04 Windows should be in proportion and responsive to the elevation design	Y		
MT05.01.05 NOT PERMITTED UPVC doors and windows		N	Timber effect UPVC proposed
See MT05.01 also, plus: Materials: use of either		N	GRP front, rear and side and garage doors proposed
MT05.02.01 Timber frames and doors	N/A		
MT05.02.02 Glass curtain walling (form and detail appropriate to use)			

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DEVELOPMENT PARCEL: PHASE 3B

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CODE CATEGORY	ACCORDS WITH CODE	VARIANCE
CODE MT06 SOFT LANDSCAPE		
MT06.01: PROPERTY BOUNDARIES		
MT06.01.01 Building frontages/ defensible space (where set back required): Narrow strip of low level defensible space, ornamental and evergreen shrubs	Y	
MT06.01.02 Boundaries between gardens/ private space:	Y	
MT06.02: URBAN SPACE/ SQUARES		
MT06.02.01 Trees: large growing species	Y	
MT06.02.02 Shrubs: incorporated into SuDS spaces	Y	
MT06.02.03 Grasses: incorporated in SuDS spaces	Y	
MT06.03: Linear green corridors	Y	
MT06.03.01 Trees: medium to small trees (predominantly fastigate) in accordance with Appendix A	Y	
MT06.03.02 Shrubs: informal range of indigenous hedge row species	Y	
MT06.03.03 Grasses: amenity and meadow grasses, SuDS species incorporated	Y	
MT06.04 OTHER GREEN SPACE: PRIMARY SCHOOL		
MT06.04.01 Linear hedge row and informal tree planting to create bio-diverse green link from Plant Row to the River Wallington Corridor	N/A	
MT06.04.02 Tree planting to be located on eastern boundary to help address and enclose The Square.	N/A	
CODE MT07 HARD LANDSCAPE		
MT07.01: PROPERTIES		
MT07.01.01 Building frontages/ defensible space (where set-back required): Low wall and metal gates and railings to frontages (1.2m high painted galvanised steel) Optional	Y	
MT07.01.02 Timber picket fencing (Residential Streets and Lanes)	Y	
MT07.01.03 Brick palette in accordance with building materials (CODE 03)	Y	
MT07.01.04 Rear gardens adjoining public realm: 1.8m stock brick wall. Palette in accordance with building materials (CODE 03)	Y	

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MARKET TOWN

DEVELOPMENT PARCEL: PHASE 3B

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CODE CATEGORY	ACCORDS WITH CODE	VARIANCE
MT07.01.05 Boundaries between gardens/ private space: 1.8m close boarded timber fence	Y	
MT07.01.06 All private parking and drives should incorporate pervious paving construction.	Y	
MT07.02: URBAN SPACE/ SQUARE		
MT07.02.01 Surface materials: Paving in tegula block, herringbone pattern (or similar materials to be agreed with LPA)	Y	
MT07.02.02 Street furniture: Street bollards (metal, cast iron, stainless steel or aggregate sphere). Tree grilles and guards black cast iron	Y	
MT07.02.03 Timber seating	Y	
MT07.02.04 Lighting: Up-lighters in key locations in the square as feature lighting (trees and feature buildings)	Y	
MT07.02.05 Block paving transition between paving types	Y	
MT07.03: LINEAR GREEN CORRIDORS		
MT07.03.01 Paving: Permeable aggregate material	Y	
MT07.03.02 Street furniture: Black metal finger posts where required	Y	
MT07.03.03 Lighting: Low level lighting, timber or metal posts	Y	
MT07.03.04 Recreation equipment: Informal timber equipment where door step play requires	Y	
MT07.03.05 Timber posts or knee rail to protect green spaces from vehicles	Y	
MT07.04: OTHER: PRIMARY SCHOOL		
MT07.04.01 Boundary onto Square: Low wall and metal railings	N/A	
MT07.04.02 Boundary of school playing field: metal fence, incorporating shrub and tree planting	N/A	
CODE MT08 PARKING		
MT08.01 ON STREET		
MT08.01.01 On street parking unallocated for visitor parking	Y	
MT08.01.02 Informal or incorporated between street trees, groups of 2-3 spaces	Y	

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

MARKET TOWN

DEVELOPMENT PARCEL: PHASE 3B

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	
MT08.02 ON PLOT			
MT08.02.01 On plot parking set behind frontages to Main (primary) and Residential (secondary) streets	Y		
MT08.02.02 Parking spaces and garages should be either set back from frontage or located to rear of plot to avoid visual dominance of cars	Y		
MT08.03 COURTS: SMALL HOUSING GROUPS			
MT08.03.01 Access via pinch point or single carriageway archway through block frontage	Y		As discussed at Pre-App frontage parking has been re-located to rear courtyards particularly at North West area.
MT08.03.02 Access up to 10 units to help create sense of ownership (unless otherwise agreed with LPA)	Y		
MT08.03.03 Parking spaces can be set behind gate/ wall, parking barns or garages	Y		
MT08.04 LARGER PARKING COURTS AND SQUARES (RESIDENTIAL AND EMPLOYMENT MIX)			
MT08.04.01 Cars should be visible from a habitable room/ active frontage	N/A		
MT08.04.02 Employment/ commercial parking and service courts to be accessed via commercial street only	N/A		
MT08.04.03 Public parking squares to be designed with 90 degree parking or chevron. Back to back gap of 6m to allow turning	N/A		
MT08.05 SERVICING AND ACCESS			
MT08.05.01 Parking and servicing to employment area should be designed to be accessed via a Commercial Street only (rather than Residential Street).	N/A		
MT08.06 CYCLE PARKING			
MT08.06.01 Residential: Secure cycle parking required for all properties and should be integral to the design of building or within secure parking areas	Y		
MT08.06.02 Non residential: Secure sheltered cycle parking structures required as part of the development	N/A		

DESIGN CODE COMPLIANCE TABLE

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GARDEN SUBURB

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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 adequatespace 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 north-west and central east	Y	
GS01.03.03 Up to 9m to ridge in southern and south western 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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MANDATORY REQUIREMENTS – APPLICABLE TO RESIDENTIAL USE ONLY

GARDEN SUBURB

DEVELOPMENT PARCEL: PHASE 3B

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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	Y	
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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DESIGN CODE COMPLIANCE TABLE

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GARDEN SUBURB

DEVELOPMENT PARCEL: PHASE 3B

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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 flat 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	
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	Y	Timber effect UPVC proposed
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

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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	
GS06.02: URBAN SPACE/ SQUARES AND ADDITIONAL REQUIREMENT FOR RESIDENTIAL STREETS		
GS06.02.01 Trees: large growing species within squares or public gardens	Y	
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	Y	
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)	N/A	
GS06.03.04 Linear green spaces to incorporate hedgerows, SuDS and mix of fastigiate 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.	N/A	
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)	Y	

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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.	Y	
GS07.02.05 Lighting: Up-lighters in key locations as feature lighting (trees and feature buildings)	Y	
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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DEVELOPMENT PARCEL: PHASE 3B

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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	Y	
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.	N/A	
GS08.03.02 Cars should be visible from a habitable room/ active frontage	N/A	
GS08.05 CYCLE PARKING		
GS08.05.01 Secure cycle parking required for all properties and should be integral to the design of building	Y	

The logo consists of the word "thrive." in a white, lowercase, sans-serif font, positioned within a solid orange square.

thrive.

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