

Berewood

HAMPSHIRE

Design Code

March 2013



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Preface | Using the codes

04

01 Development Parameters

05

02 Design Codes

13

2.1 The Identity areas

14

2.2 Area 1 Market Town
Demonstration Studies MT1 -MT4

15

2.3 Area 2 Garden Suburbs

38

Demonstration Studies GS1-GS6

2.4 Area 3 The Hamlets
Demonstration Study TH1

65

2.5 Area 4 Employment Hub
Demonstration Study EH1

78

2.6 Area 5 Countryside and Riverside Corridor
Demonstration Studies CR1-2

92

2.7 Development Wide Codes
2.7.1 Street Design
2.7.2 Utilities

103

03 Implementation & Monitoring

115

Appendix A - Landscape species

119

Appendix B - Glossary of terminology

103

Contents



Using the codes

The masterplan principles have been approved as part of the site wide outline and Phase 1 planning permission for Berewood (formerly known as Newlands) by Winchester City Council and Havant Borough Council. These principles are contained within the Newlands Masterplan Design Document (MDD) which supported the planning permissions.

Since gaining approval, Grainger has been carrying out the on site enabling works and marketing of the development. As part of this process the site has been renamed Berewood to reflect the importance and context of the historic forest of Bere. Therefore, references to Newlands documentation relate to earlier stages of this project.

These design principles will continue to inform the evolution of Berewood, west of Waterlooville, through to detailed design stages. The Design Codes explain in more detail the design objectives and over-arching vision set out in the Masterplan Design Document. This Design Code should therefore be read in conjunction with the MDD, as well as the conditions contained within the Planning permissions and the obligations in the Section 106 legal agreement.

Purpose of the Document

The purpose of the Code is to set down design rules for the delivery of the Berewood development ultimately, to guide future architects designing later phases of the scheme. The Code will also be used as a tool by the landowners Grainger plc, and the local authorities: Havant Borough Council, Winchester City Council and Hampshire County Council, in considering future detailed design layouts.

Reserved matters planning applications and Compliance Checklist

All reserved matters and new planning applications will need to be supported by a completed **statement of conformity** to demonstrate how the code is implemented within each layout. Planning applications will need to be substantially in accordance with the Outline Planning permission (as approved April 2012*), the Masterplan Design Document, and Section 106 legal agreement.

Departures from the Code

There may be circumstances where a designer working up proposals in accordance with the Code feels that a building or group of buildings would better contribute to the quality and identity of the development by localised deviation from the Code. Departures from the Code will be encouraged in exceptional circumstances, where a rationale for breaking the code can clearly demonstrate place making benefits.

Additionally, the Code does identify a number of locations where 'special' building types would be appropriate as feature buildings or local landmark features. These are included in the townscape criteria in each Identity Area.

* Note: Outline planning permission references:
Winchester City Council Ref: 10/02862/OUT 30th March 2012
Havant Borough Council Ref: APP/10/00828 18th April 2012

Using the Codes



Development Parameters

Section One

Section One



1.1 The Role of the Code

The Outline Planning permission was granted on the 30th March and 18 April 2012 for the development of the West of Waterlooville Major Development Area, incorporating 2,550 new homes, employment, mixed use and amenity space (HBC ref APP/10/00828 and WCC Ref: 10/02862/OUT). The Design Code, supported by the approved strategies contained within the Masterplan Design Document (MDD), will be an implementation and delivery tool used by both the local planning authorities and Grainger Plc as the ‘landowner.’

Shared Vision

The shared ‘Vision’ between Havant Borough Council, Winchester City Council, and Grainger is to create an integrated, high quality sustainable development that serves the needs of the existing and future communities in the Waterlooville area. This shared vision is explained in detail within the Masterplan Design Document and agreed at the West of Waterlooville Forum on 3 October 2006.

The Design Code will provide guidance to delivery and explain the identity of the development. It will be supported by development control advice and good design.

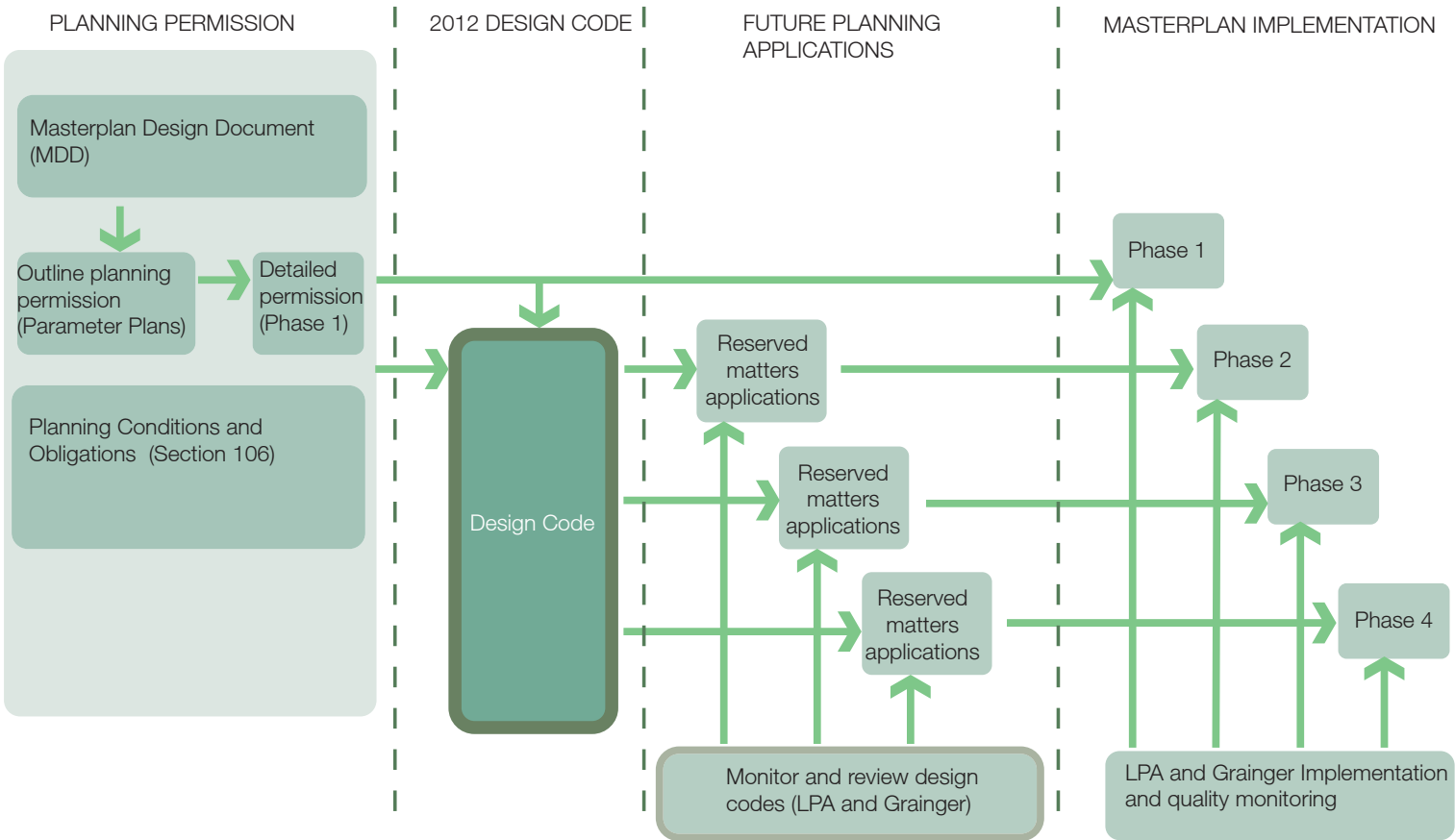
Integration with Waterlooville Town Centre

There is a commitment to improve integration with the town centre in the agreed Section 106, which sets out a contribution towards the Maurepas Way Integration scheme. This Design Code also has due regard to the opportunities for improved integration.

Delivery and review

The current programme for the development extends over a period of 15 years. During this period it is highly likely that aspects of its demand, need and design requirements will change from today. It is therefore, fundamental to the delivery of Berewood, that it has a set of codes governing the development which are both monitored and reviewed during the build programme.

A major review will need to be carried out in accordance with Condition 05 of the Outline planning permission upon approval of both 750 and 1,500 dwellings, or such number as may be agreed in writing by the local planning authorities.



Position of the Design Code within the approvals system

1.2 Regulating the development parameters

The Parameter Plans, as tested by the Environmental Impact Assessment, should be followed when designing individual layouts. Illustrative versions are included in the Masterplan Design Document which set out the key parameters approved by the outline planning permission. These parameters therefore, form a significant part of the process of regulating development and are summarised within the Regulating Plan, explained further **in paragraph 1.2.7**. The Regulating Plan sets out the key strategic design criteria for the delivery of the development and helps to define the general character and the important public aspects of the development. The Code is derived from the combination of these parameters and surrounding influences.

1.2.1 Land Uses

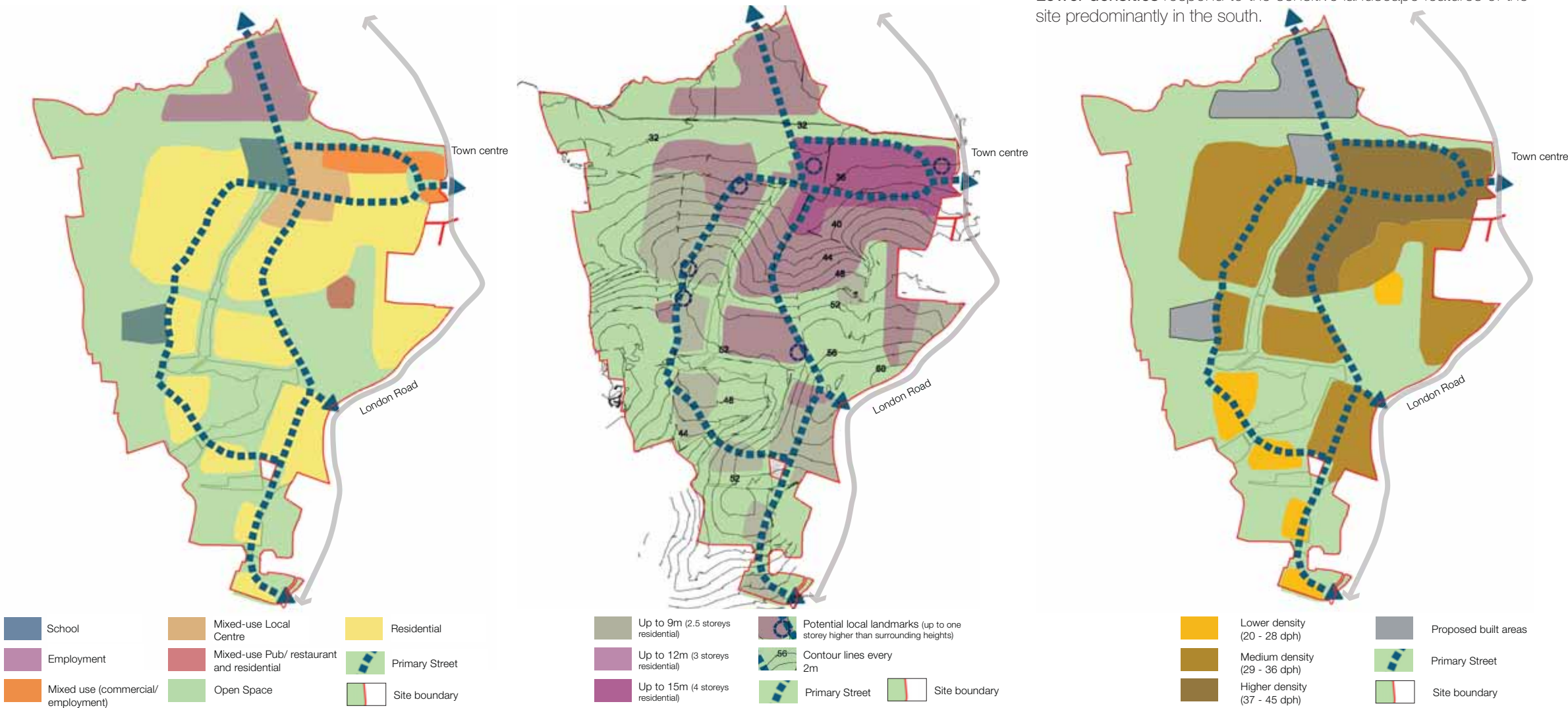
Predominantly residential, with a strong mixed-use centre, will help to establish a vibrant urban environment, attractive to all users, including new businesses and local service providers creating a viable and sociable community.

1.2.2 Heights

Heights will be sympathetic with neighbouring character. In most cases these are 2-3 storeys. The main streets, in particular, will encourage increases of scale with a greater proportion of taller units, including a mix of 3 storey units or above.

1.2.3 Density

Higher densities will be focused to the north eastern areas around the local centre and in close proximity to Waterlooville town centre. **Medium densities** will be focused around the local residential character. **Lower densities** respond to the sensitive landscape features of the site predominantly in the south.



1.2.4 Movement

The strategy is to create a legible hierarchy of streets. Pedestrian and cycle movement has an east-west emphasis to connect existing Waterlooville to the wider rural network of lanes, footpaths and bridleways.



1.2.5 Open Space

The key fixed structural elements of open space include: the western countryside edge, the River Wallington corridor, Plant Row as the central green spine, Town Park forming the central edge to London Road, and the clusters of woodland and open space to the south (including the SINC).



1.2.6 Landscape

Hedgerows to be retained as a feature where identified within the Regulating Plan, in accordance with Environmental Statement. Woodland features retained and protected by 20m buffer space adjoining Plant Row. Strong east-west connections required using existing vegetation corridors. Detailed nature conservation strategies are contained within the MDD,

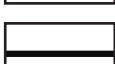


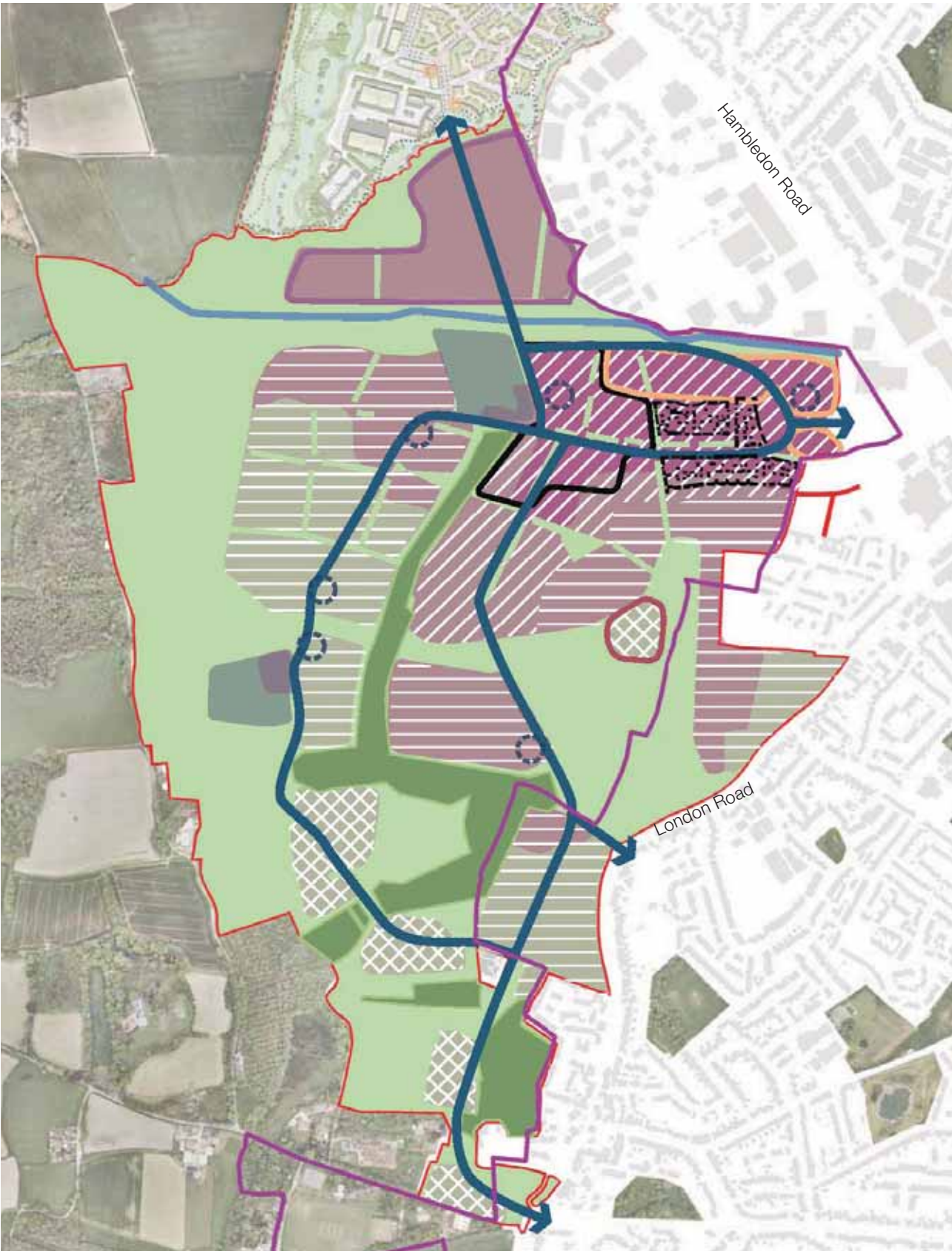
Section One

1.2.7 Regulating plan

The Regulating Plan contains the key fixed elements of the Parameters including the key route through the development, key strategic and local spaces and green corridors, land uses, heights, local landmarks and densities.

The Regulating Plan forms the basis of the Identity Areas, which define the different characters to be achieved across the site. These Identity Areas are described in Section Two.

KEY			
	Site boundary		Up to 9m height to ridge
	Employment		Up to 12m height to ridge
	Primary school		Up to 15m height to ridge
	Mixed use - employment/ commercial		Potential local landmark up to 1 storey higher than surrounding heights
	Mixed use including local centre		Strategic road
	Leisure		Cross hatch: Lower density (up to av 25 dph)
	Woodland, including Plant Row 20m buffer space		Horizontal hatch: Medium density (up to av 36 dph)
	Hedgerow and green corridors		Diagonal hatch: Higher density (up to av 45 dph)
	Open space		Phase One residential development
	River Wallington		Pedestrian link via adjoining Blue Star land, delivered as part of Phase One
	WCC/ HBC Boundary		



The Regulating Plan - setting out key development rules for the structure of the masterplan

1.3 A rationale for identity

1.3.1 Creating a sense of place

Creating a strong sense of place with identifiable areas, features and uses ensures that it is understandable and accessible for the residents. Berewood will have an over-arching identity based on a contemporary landscape led Hampshire settlement, focused around the natural features of the site, including woodland, topography and the River Wallington.

Since the site covers some 209 hectares, the design approach has been to develop a series of over-arching ‘identity areas’. These areas respond to the Regulating Plan which has been guided by site specific assessment. The Identities Areas also derive their role and response from the context of existing development, including building form, densities, heights and uses, as well as the response and relationship to landscape features such as woodlands, hedgerows and contours. These areas will be connected by a network of streets, squares and spaces, as above. The five Identity Areas are:

- 1. Market Town
- 2. Garden suburb
- 3. The Hamlets
- 4. Employment hub
- 5. Countryside and River Wallington Corridor

The proposed identity of these five areas are explained and coded in Section Two of this document.

KEY

Employment Hub

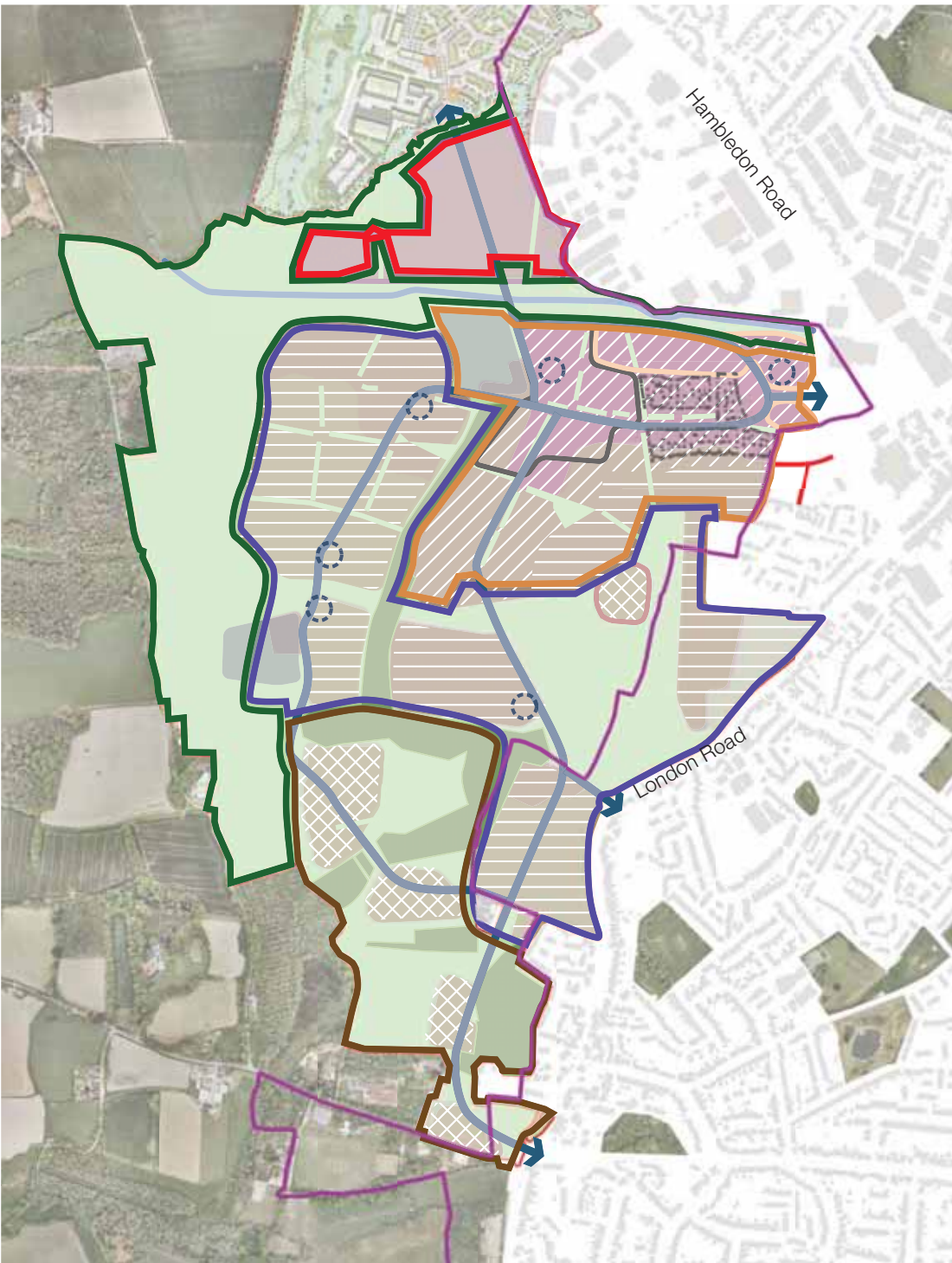
Market Town

Garden Suburb

The Hamlets

The Countryside
Edge and River
Corridor

WCC/ HBC
Boundary



How the Identity Areas respond to the requirements of the Regulating Plan

Design Codes

Section Two

Approach to using the Design Code

The Berewood Design Code must be read in tandem with the approved **Masterplan Design Document (MDD)**, which sets out the strategic design criteria for the development. The code will continually cross reference with the MDD, as well as other components of the Code, including tree and shrub species contained within Appendix A. Key points of cross reference or 'sign posting' are highlighted by the following symbol: .

This section sets out a series of **Code Requirements**, which deals with structure, use and form of development. These code requirements are identified with a reference number according to code topic and prefixed by an abbreviation of the Code Area (such as MT for Marketing Town). Alongside the Design Code requirements are illustrations showing examples of how the requirements are delivered. Whilst the Code sets out general rules for Identity Areas, it also identifies any 'special' places within the townscape of Berewood. These include the Town Park, Plant Farm, the entrance gateway and the Square. These special areas are highlighted within the Identity Area codes.

The Code Requirements are then followed by **Demonstration Studies** for each Identity Area, which explain and test the design rules in more detail through the use of explanatory layout plans and sections.

Whilst the Design Codes respond to each Identity Area, there are a number of general design rules that apply to the whole of the development. These are contained within the **Development Wide Codes** section of the Design Code (Section 2.7).

Key steps to using the Design Code:

- STEP 1:** Identify the location of the site and how it sits within the Regulating Plan, which is a summary of the key strategic design parameters.
- STEP 2:** Refer to relevant Identity Area and relevant illustrations of character and form.
- STEP 3:** Review relevant Code Requirements based on land use incorporated within the relevant area of development.
- STEP 4:** Identify Code Requirements which respond to relevant Land Uses proposed within the area.
- STEP 5:** Ensure that more general Development Wide Principles are also followed, which are contained within the last part of Section Two.
- STEP 6:** Examine Demonstration Sites relevant to Identity Area and relevant area.

2.1 Identity areas

The Identity Areas Plan is derived from the Regulating Plan (pg 10, Section 01) which is the culmination of the key requirements derived by the Parameter Plans. The Identities Areas arise directly from the variations of existing site characteristics (landscape, site features, contours, and adjoining uses) and the roles and responsibilities of the masterplan (land use, density, scale). The Identity Areas are as follows:

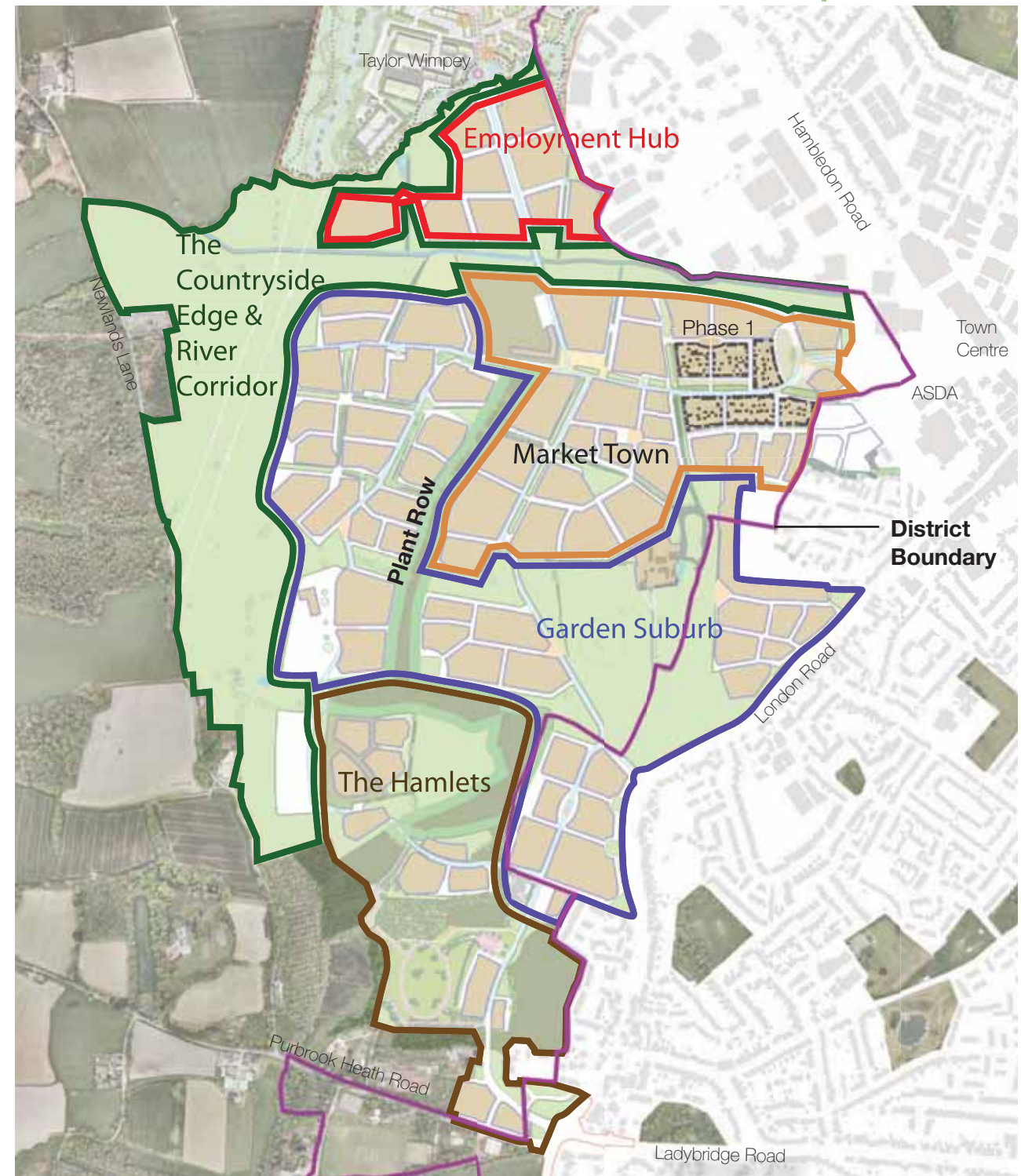
1. Market Town: A higher density area which incorporates the mixed-use quarter of the local centre, with its range of local shops, primary school, health and community facilities set around a square. The area also includes residential areas, as well as commercial and employment to the north and east. The area creates a key connection and gateway towards Waterlooville town centre as part of the main northern entrance into Berewood from Maurepas Way. This Identity Area incorporates Phase 1 (194 new homes), which started construction in 2012.

2. Garden Suburb: This medium density residential led area will need to respond to the existing strong landscape characteristics in terms of vegetation and landform. East of Plant Row is defined by gentle sloping topography and relatively more open landscape. To the west of Plant Row there is a more dominant hedgerow structure to the field patterns and, although sloping, it has a more regular landform. The Garden Suburb straddles Plant Row, the wooded spine to the development. It also includes the Town Park and the interface with London Road to the east. Finally Plant Farm, the historic farmhouse, forms an important part of the identity of the development, adjoining the Town Park. Whilst it is also within the Garden Suburb, its historic relevance will mean that new development will need to be responsive to the farm setting of the Listed Building to create a special place within the local townscape of the area.

3. The Hamlets: This is an entirely residential area designed as a series of clusters set within the existing strong landscape structure of woodland and open spaces, including protected woodland and a SINC, as well as the cemetery site to the south.

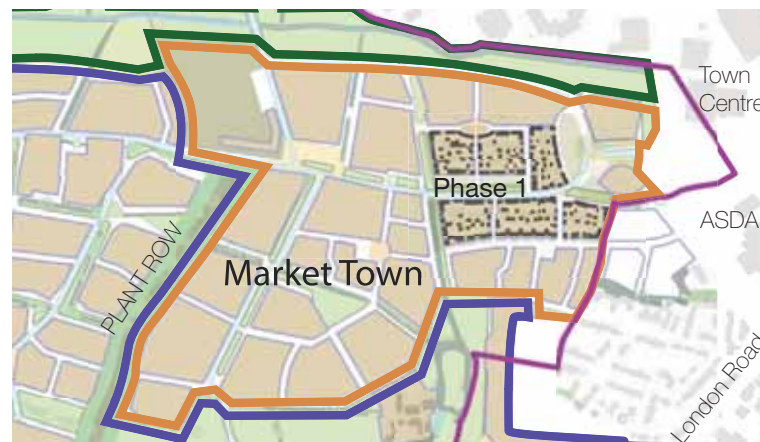
4. Employment Hub: This provides the largest proportion of employment and forms a land use relationship to adjoining employment areas in the Brambles Industrial Estate and the employment area for the Taylor Wimpey development to the north. This Identity Area includes the main street link north towards Hambledon Parade via the Taylor Wimpey development.

5. Countryside and River Wallington Corridor: This is a landscape Identity Area that provides a strong green structure and edge to the development and is characterised by new greenways, woodland planting, SuDS and areas of local agricultural. The east-west green corridor will be characterised by a restored meandering river and greenway links from the Waterlooville town centre (east) to the countryside (west).



Identity Areas plan

2.2 Area 1: Market Town



Market town location plan with phase one

2.2.1 Identity

The Market Town area is a mix of uses and activities. It will provide a strong sense of place acting as the gateway to Berewood via Maurepas Way and includes a local centre with important amenities such as shops, community facilities and primary school.

This Identity Area also incorporates the Phase 1 residential development, which commenced construction in 2012. The form and quality of this Phase provides a precedent for residential development for the Market Town Identity Area.

2.2.2 Existing characteristics

The area stretches from the Maurepas Way junction to the east, up to the northern tip of Plant Row to the west, and also the River Wallington to the north. The southern edge of the site incorporates some north facing slopes with relatively higher gradients. One key feature is the hedgerow and ditch that runs centrally east-west through Phase 1. Whilst this is of variable quality it provides a cue for landscape design.

2.2.3 Key elements that inform identity

These are the key elements that inform the identity of the Market Town identity area:

- The area incorporates the majority of mixed use development for Berewood, integrating employment areas with residential neighbourhoods.
- Mix of residential development, predominantly houses with some flats.
- Gateway mixed-use development on the Maurepas Way junction.
- Feature buildings and square in the proposed local centre, with a mix of uses to create a community focus and a point of social interaction.
- A primary school to be designed as an integrated part of the mixed use square.
- Linear green spaces (north-south and east-west).
- Higher density development at 37 to 45 dwellings per hectare within the core of the area and medium density to the south adjoining Town Park of 29-36 dph.
- Generally a maximum building height limit of up to 15m (i in accordance with Building Height Parameter Plan, Section 01).
- Opportunities for two landmark buildings (one at the gateway and one in the local centre) with a height up to 18.5m to ridge (i in accordance with Building Height Parameter Plan, Section 01).

2.2.4 Structure

East-west links connect the proposed local centre to Waterlooville town centre, primarily using access from the improved junction with Maurepas Way, and the pedestrian link via the adjoining the integration land (formerly known as the 'Blue Star' land) included in the Phase 1 development. The main street is characterised by continual frontages, with a mix of employment (focused around the gateway) and residential uses (focused on the Main Street).

2.2.5 Activities

Core activities include residential (mix of houses, town houses and flatted accommodation), employment, mixed use area and local centre. The developer will review opportunities for an extra care facility. Most community facilities and all retail uses in Berewood should be focused around the square. Such mix of uses is essential to creating a vibrant heart to the community. Acceptable uses include cafe, retail, offices, food and drink, health, community, employment, residential and a Primary School. Exceptions to the rule include the second primary school, public house (Plant Farm) and the cricket pavilion.

2.2.6 Special areas within the townscape

Whilst the majority of the Identity Area is either residential or mixed employment/ commercial, a number of special areas exist which create key points of interest within the townscape. These are highlighted within the Design Code matrices and illustrated as demonstration sites. These are:

- **Town Square**, which provides the mixed use heart to Berewood.
- **Gateway Entrance** into Berewood from Maurepas Way and Waterlooville town centre beyond.

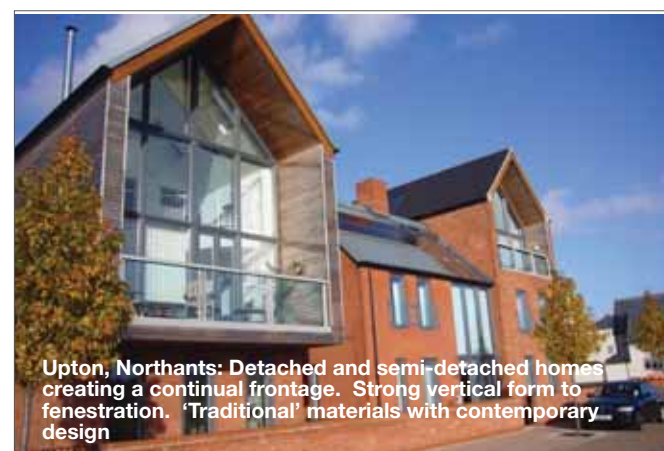
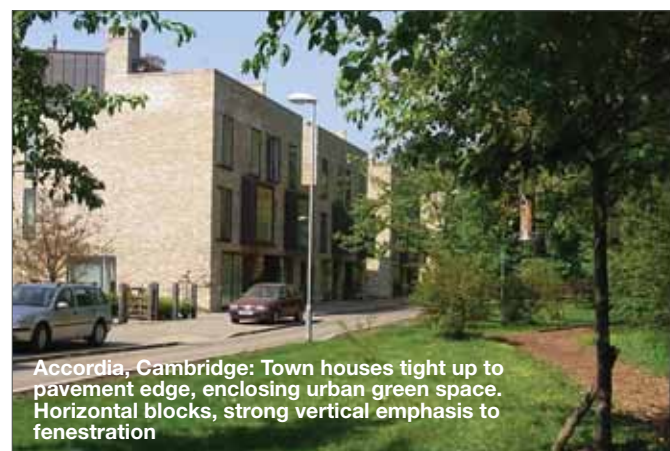
i All development will need to be substantially in accordance with the approved Masterplan Design Document (MDD) and Sustainability Strategy submitted with the outline planning permission March/ April 2012.

2.2.7 Identity precedents

The Market Town Identity Area portrays many of the characteristics of a typical Hampshire market town, as well as examples of more contemporary medium density and mixed use areas. Many of these are assessed within the supporting Masterplan Design Document.

Precedents include: Wickham. Knowle (nr Wickham), St Paul's Winchester, Bishop's Waltham and Emsworth. Examples outside of Hampshire include Upton (Northants), Accordia (Cambridge). Whilst not all are Market Towns, these are relevant in terms of scale and form. Phase 1 also provides an immediate context for the Market Town Identity Area.

Identity Area: Illustrations of character and form



CODE MT01: Scale and structure

EXPLANATORY 01: Illustrations of code requirements

MANDATORY REQUIREMENTS:

MT01.01: Set Back - Residential

① Note: Specific rules set out in relevant part of CODE MT02 Land Use, pages 18-21 for special parts of Identity Area (see para 2.2.6).

① Note: Minimum service margin of 500mm required in all areas.

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)

MT01.01.02 Residential Street: 0.5-1.5m, regular continual frontage

MT01.01.03 Lane: 0-750mm, varied frontage, with breaks for private garden walls and gates

MT01.01.04 Additional increased setbacks may be required to provide adequate space for trees, in accordance with NHBC best practice.

MT01.02: Enclosure of public space

Note: Enclosure ratio is Height and Width (h to w):

MT01.02.01 Public Squares: enclosure ratio of 1 to 4 to 1 to 6 (excluding school)

MT01.02.02 Broad streets and space enclosure ratio of 1 to 4

MT01.02.03 Main Street enclosure ratio 1 to 3

MT01.02.04 Residential Streets 1 to 2 ratio

MT01.02.05 Lanes 1 to 1 ratio

MT01.03: Heights

MT01.03.01 Must be in accordance with the approved parameter plans as summarised within the Regulating Plan

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 (see parameter)

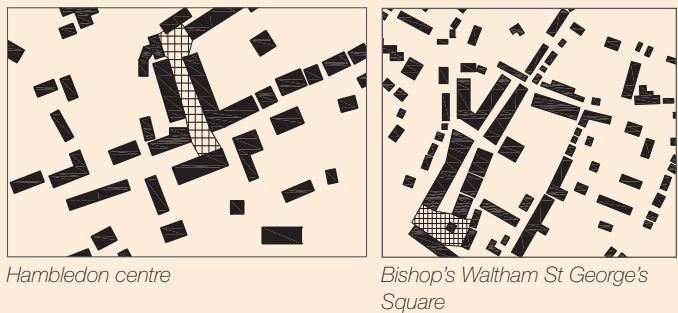
MT01.03.03 Main Streets, landmark buildings of an extra storey in height (3m) in accordance with building heights strategy

NON MANDATORY REQUIREMENTS

MT01.04 Could include:

MT01.04.01 Feature building or public art within square to enhance sense of enclosure and add local focal point

GRAIN of built form: Illustrations of Hampshire market town. Compact local centres and looser grain beyond are typical. Main streets and squares have continuous frontage development.



Building height parameters for Market Town Identity Area

CODE MT02 Land Use (General)

MANDATORY REQUIREMENTS:

MT02.01: Land use requirements:

02.01: MUST INCLUDE all requirements of planning permission (i) Also refer to MDD):

1. Community facilities (up to 720sqm) (Class D1)
2. Primary school (land) (Class D1)
3. Parking square
4. Convenience store and small retail units (Class A1)
5. Land for health care (Class D1)
6. Land for elderly care (Class C2)
7. Land for nursery (Class D1)
8. Employment uses (Class B1)
9. Residential (including flats over shops) (Class C3)
10. All non residential or non employment development uses must be located within the Local centre.
11. Public open space

02.02: SHOULD NOT INCLUDE:

1. Class B2 (Industrial)
2. Class B8 storage and distribution
3. Or other sui generis or unlisted uses

NON-MANDATORY REQUIREMENTS:

02.03: CAN INCLUDE

1. Class A3 (cafes)
2. Class A2 (professional services)
3. Class A5 (hot food takeaways)
4. Hotel

EXPLANATORY 02: Illustrations of code requirements



Poundbury - illustrating parking within square and mixed use local centre



Emsworth, Havant - historic local example of mixed use centre, with residential over shops



Knowle Village - recent development as part of a new community in Hampshire



Mix of land uses within the Market Town identity area

CODE MT02A Land Use (scale and edges)

MT02A:The Square **MANDATORY REQUIREMENTS:**

MT02A.01 DEVELOPMENT EDGES

MT02A.01.01 All development to enclose the square with active edge (including the school, health and community buildings).
MT02A.01.02 Residential and small office space should be located above ground floor retail uses to assist natural surveillance and to increase the height of development to help enclose the square.
MT02A.01.03 ACTIVE SPACE: The public square will allow for spill out/ congregation space and public parking, with a pavement width of 4-6m (or as part of level space with Square) adjoining the retail/ cafes and community facilities.

① *Note:* SHOP FRONT DESIGN: Shop fronts are required to follow the Winchester City Council shop front design guide.

MT02A.02 HEIGHTS

MT02A.02.01 Up to 15m to ridge of retail/ community/ commercial when immediately adjoining Square to help create a sense of enclosure to space.
MT02A.02.02 Up to 12m to ridge adjoining immediately adjoining residential areas.
MT02A.02.03 Up to 12m to ridge Primary School in height.

MT02A.03. BUILDING SET BACKS

① *Note:* Minimum service margin of 500mm required in all areas.
MT02A.03.01 Retail and commercial premises - 500mm set back from pavement edge.
MT02A.03.02 Community/ health - minimal set back of up to 1.5m.
MT02A.03.03 Primary School - building should incorporate a facade that responds to adjoining square, with a set back of no greater than 34m from the pavement edge of the square (public realm)
MT02A.03.04 Residential 0.5 -1.5m set back to create 'defensible space' to public areas (subject to sewer access)

NON-MANDATORY REQUIREMENTS:

MT02A.04: CAN INCLUDE

MT02A.04.01 Can include central feature to square - pavilion building or public art to help enclose space.

EXPLANATORY 02A: Illustrations of code requirements



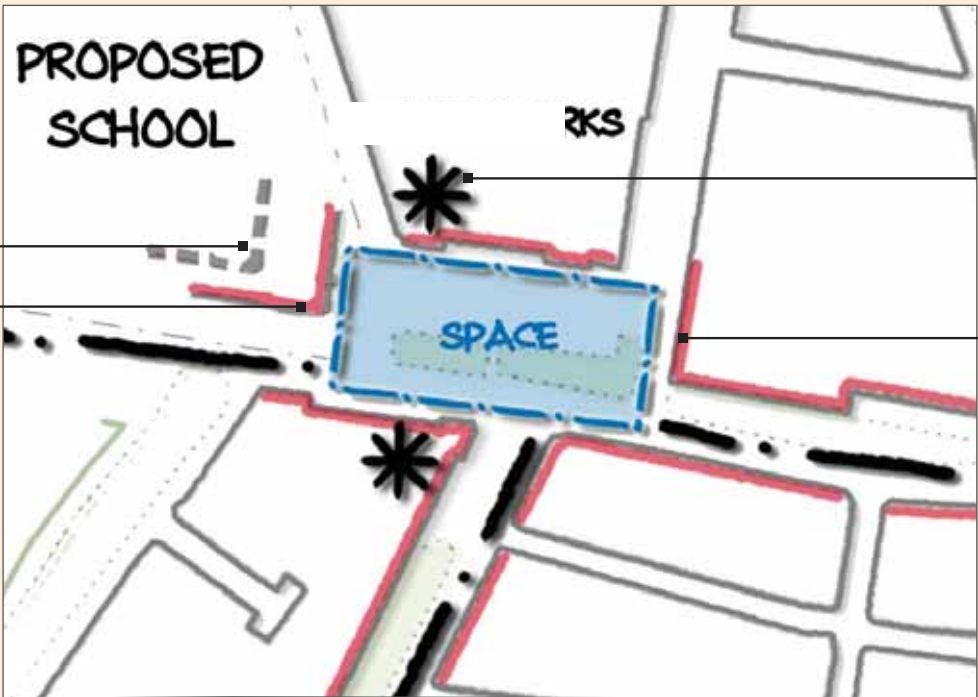
ILLUSTRATION OF USE AND PROPORTION: Ground floor retail and other non-residential uses should retain a human scale and be designed in proportion as part of the whole elevation. Residential or offices above. Poundbury left, Gun Wharf, Portsmouth right.



ILLUSTRATION OF USE AND ACTIVITY: Dickens Heath, Solihull. Ground floor retail/ commercial with residential above. Natural surveillance provided of public space.

School site should be designed to address the square, whilst providing privacy and security for pupils. Building set back no more than 34 metres from pavement edge of square.

Tree planting on the school site can be used to help create enclosure to the western edge of the square.



Plan of local centre - enclosure and landmarks

Local landmark within the Square created by a corner architectural feature to one of the public buildings, such as the health or community centre.

Development should create enclosure and frame the Square. Development overlooking space, with property entrances facing on to public areas.

CODE MT02B Land Use (scale and edges)

MT02B: Commercial/ employment gateway

MANDATORY REQUIREMENTS:

MT02B.01 Development edges

MT02B.01.01 Active frontages with windows overlooking public areas (streets and spaces)

MT02B.01.02 Servicing and parking to rear within secure private courtyards

MT02B.02 Heights

MT02B.02.01 Up to 12m building height employment/commercial when immediately adjoining residential areas (up to 12m)

MT02B.02.02 9m to 15m to ridge in height fronting Hambledon Road/ Maurepas Way (including roundabout)

NON-MANDATORY REQUIREMENTS:

MT02B.02.03 Opportunity for landmark building fronting Hambledon Road of one extra storey (up to 18m total height)

MANDATORY REQUIREMENTS:

MT02B.03 Building set backs

① Note: Minimum service margin of 500mm required in all areas.

MT02B.03.01 Gateway entrance: Buildings set back from back of pavement between 9-15m on street, depending on final height of building (taller building = increased set back)

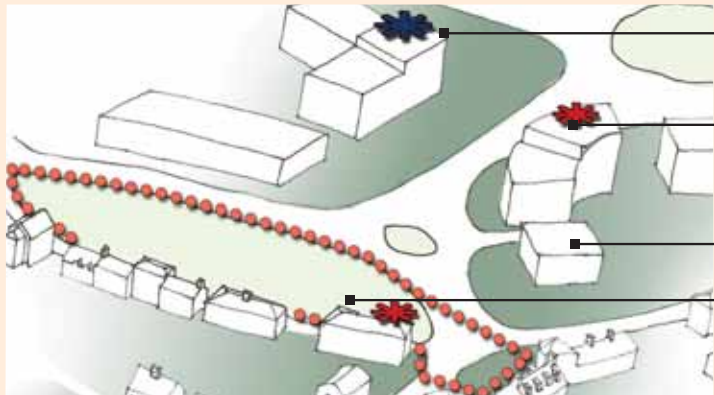
MT02B.03.02 Commercial Street: Set back 3-5m from back of pavement

① Street requirements should be in accordance with the guidance contained for each street type in Section 2.7.1 to ensure integration with Waterloooville town centre

EXPLANATORY 02B: Illustrations of code requirements



Example of employment gateway building



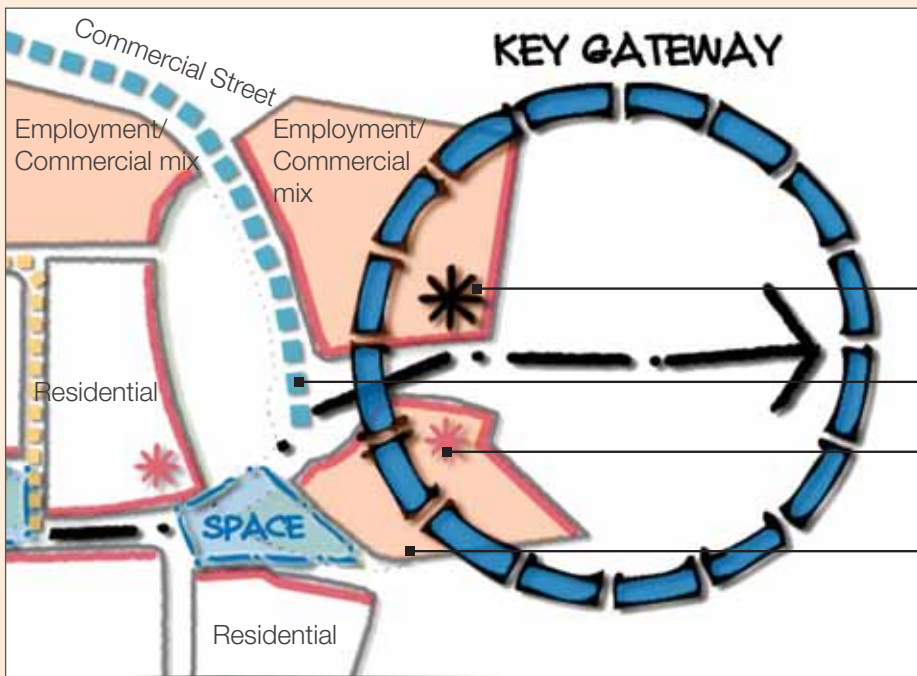
Gateway entrance scale

Gateway buildings to address entrance and corners into development (2-4 storeys)

Local landmarks - feature buildings which seek to emphasise corners and junctions of main routes and create local townscape features

Buildings step down in height towards residential

Arrival space



Gateway entrance scale - Building heights should step down as you move through the development, responding to the domestic scale of development which resides west of the junction of the Main Street and Commercial Street (see diagram)

Landmark building to entrance up to 18m to ridge in height, designed to address corner of entrance junction

Junction which splits commercial traffic from residential

Local landmarks - feature buildings which seek to address corners and junctions of main routes and create local townscape features

Buildings step down in height towards development - up to 2 storeys commercial

Key Design requirements - Gateway Area. This area acts as a threshold into the Berewood development and an important part of the integration with Waterloooville town centre. Landmark commercial buildings are situated at the entrance to create a gateway and a strong relationship with central Waterloooville to the east.

CODE MT02C Land Use (scale and edges)

MT02C: Employment and relationship to adjoining residential development

MANDATORY REQUIREMENTS:

MT02C.01 Development edges

- MT02C.01.01 Active frontages to overlook public areas (streets and spaces)
- MT02C.01.02 Servicing and parking to rear within secure private courtyards

MT02C.02 Heights

- MT02C.02.01 Up to 12m height when immediately adjoining residential areas
- MT02C.02.02 Up to 15m height fronting Commercial Street and River Wallington Corridor

MT02C.03 Building set backs

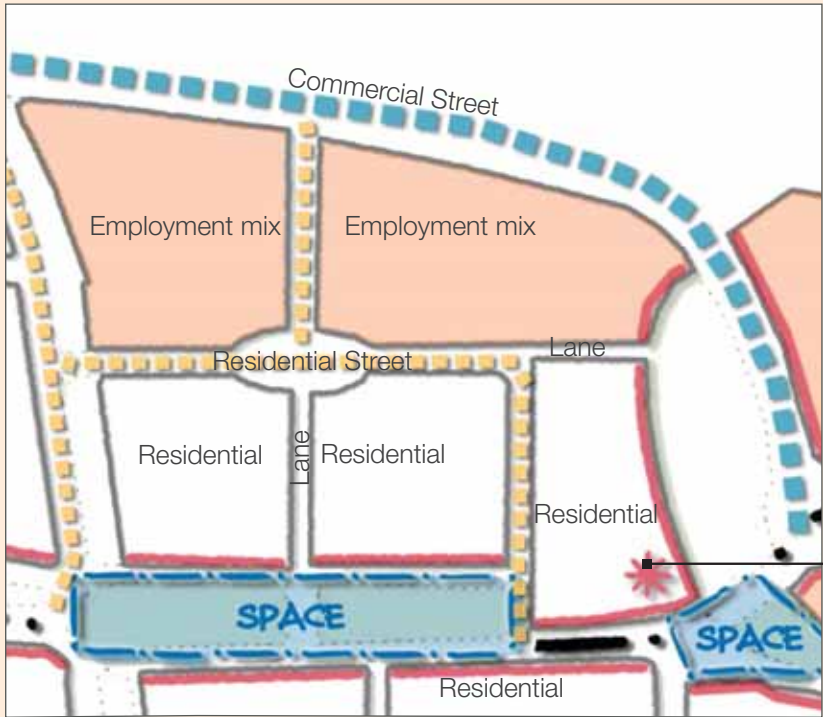
① Note: Minimum service margin of 500mm required in all areas.

- MT02C.03.01 **Commercial Street:** Set back 3-5m
- MT02C.03.02 **Residential Street (secondary):** Set back 1-3m

EXPLANATORY 02C: Illustrations of code requirements



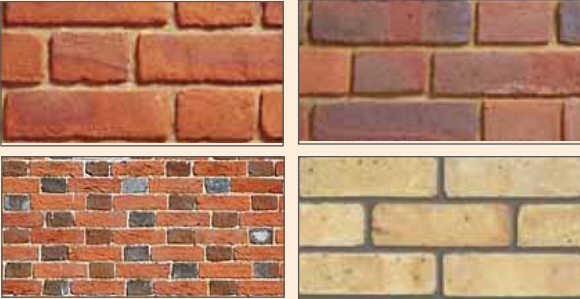
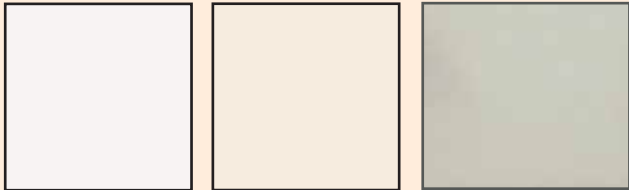
Commercial units of a domestic scale: Poundbury left, Knowle centre in Hampshire and right an example of small scale offices in Eastgate, Scotland.



Key Design requirements - Residential with Employment mix

Explanatory: Small offices and commercial space sit north of the main residential areas west of the gateway entrance from Maurepas Way. Employment will be accessed via the Commercial Street (which runs south of the River Wallington), though there will be Residential Streets that will be overlooked by both residential and employment uses. Typically these buildings are in keeping with the local character of the area and reflect a more residential scale and style of development.

Local landmarks - feature buildings which seek to corners and junctions of main routes and create local townscape features

CODE MT03 Materials and Detailing	EXPLANATORY 03: Illustrations of code requirements
MANDATORY REQUIREMENTS: RESIDENTIAL, NURSING HOMES AND RETAIL MT03.01 Elevations - Predominantly brick MT03.01.01 Brick: <i>All Street types:</i> Orange/ red-brown and multi stock brick (stretcher, Flemish and English bond acceptable) MT03.01.02 Potential for blue headers as feature with red brick elevations (see illustration of use in Hampshire) MT03.01.03 Potential also for buff brick, painted brick, render, clay hanging tiles or glass cladding and timber NON- MANDATORY MT03.01.04 Flint and timber cladding are acceptable materials for one-off buildings MT03.01.05 Exceptionally, and provided there is justification, other materials will be considered appropriate particularly where a contemporary architectural language is proposed. MT03.02 Roof MT03.02.01 Predominantly Orange-reds and dark reds and slate grey throughout identity area MT03.02.02 <i>Predominantly on Main Street (primary):</i> Plain clay tiles (orange-reds) or natural slate MT03.02.03 <i>Predominantly along Residential Street (secondary) or Lanes (tertiary):</i> plain tiles (orange/ reds) and natural slate 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 MT03.02.05 Occasional: Zinc/ metal standing seam MT03.03 Rainwater goods MT03.03.01 Metal guttering or high quality imitations only (black) MT03.04 Fenestration materials: Detail contained with Code MT05	Elevations: <i>Mix of stock brick types in south Hampshire</i>  Bricks: Red/ orange bricks in south Hampshire, appropriate to Market Town area. Most appropriate for residential or small domestic courtyards of employment/ mixed use. <i>Alternatives:</i> Contemporary use of terracotta cladding tiles, use of glazed cladding  Terracotta cladding tiles  Renders: Can be used for whole elevation or combined with stock brick. Through-render to be used - predominantly off white, cream and buff  Metal and glass cladding: High quality cladding will be acceptable, subject to design and quality of materials Roof:  Roof tiles: Example types orange/ red plain clay tiles. Slate - hard and soft grey  Metal cladding: Example of standing seam metal cladding to roof and elevational returns

CODE MT04 Materials and Detailing

MANDATORY REQUIREMENTS:

- MT04.01.01 Use gable pitched roof generally with ridge running parallel to the street
- MT04.01.02 Variation in roof line required not less than a minimum of 10 plots
- MT04.01.03 No deep boxed eaves
- 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.

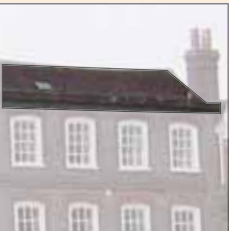
NON-MANDATORY REQUIREMENTS:

- CAN INCLUDE
- MT04.01.05 Mansard or mono pitched roofs provided they are properly proportioned and detailed.
 - MT04.01.06 Double and triple gables are a common feature in market towns on residential as well as commercial buildings
 - MT04.01.07 Use of gable end facing street used as feature
 - MT04.01.08 Flat roofs are acceptable on contemporary schemes provided that the design can demonstrate that particular care and attention has been paid to the detailing and materials, especially parapets.

EXPLANATORY 04: Illustrations of code requirements



Typical roof line appropriate to the Market Town Identity Area. (Top: Wickham Square, Hampshire Right: Poundbury Square)



Eaves: Examples of deep eaves detail

Roof scape is an important element that defines the character of a place. The approved Masterplan Design Document summarises the assessment of the context and local precedents of built form and roof types. Creative designs will be encouraged, though design cues to be taken from the local identity of south Hampshire.



Flat roofs: Can be used on contemporary schemes. Particular care and attention should be paid to the detailing and materials especially the parapets.

CODE MT05 Fenestration

MT05.01: MANDATORY REQUIREMENTS: (ALL USES):

- MT05.01.01 Strong vertical rhythm in areas of public realm
- MT05.01.02 Recessed windows and doors into facade
- MT05.01.03 Dormer windows acceptable to utilise roof space for accommodation
- MT05.01.04 Windows should be in proportion and responsive to the elevation design
- MT05.01.05 NOT PERMITTED UPVC doors and windows

NON-MANDATORY REQUIREMENTS:

- CAN INCLUDE:
- MT05.01.06 Oriel / bay windows

MT05.02: MANDATORY REQUIREMENTS:

- ① See MT05.01 also, plus:
- Materials: use of either
- MT05.02.01 Timber frames and doors
- MT05.02.02 Glass curtain walling (form and detail appropriate to use)

NON-MANDATORY REQUIREMENTS:

- CAN INCLUDE:
- MT05.02.03 Metal frames if appropriate to design of building

EXPLANATORY 05: Illustrations of code requirements

GENERAL RULE: Strong vertical rhythm through to roof mainly found in residential units



Window: Identity precedents depicting fenestration form relevant to Market Town identity area

Sash and casement style



Dormers



Feature windows relevant to Identity Area



Doors should use high quality materials



Domestic designs

Non-domestic designs or flatted/ mixed use development

CODE MT06 Soft Landscape

NOTE:

- ① Details of plant species included within Appendix A (unless otherwise agreed in advance in writing with the LPA)
- ① Trees within the ‘highways zone’ should be in accordance with the guidance contained for each street type in Section 2.7.1

The design criteria specific to this Identity Area (outside of the ‘highways zone’) should be as follows:

MANDATORY REQUIREMENTS:

MT06.01: Property boundaries

MT06.01.01 Building frontages/ defensible space (① where set back required):
Narrow strip of low level defensible space, ornamental and evergreen shrubs

- ① Species within Appendix A

MT06.01.02 Boundaries between gardens/ private space:

- ① see hard landscape Code 07

MT06.02: Urban space/ squares

MT06.02.01 Trees: large growing species
MT06.02.02 Shrubs: incorporated into SuDS spaces
MT06.02.03 Grasses: incorporated in SuDS spaces

MT06.03: Linear green corridors

MT06.03.01 Trees: medium to small trees (predominantly fastigate) in accordance with Appendix A ①

MT06.03.02 Shrubs: informal range of indigenous hedge row species

MT06.03.03 Grasses: amenity and meadow grasses, SuDS species incorporated

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

MT06.04.02 Tree planting to be located on eastern boundary to help address and enclose The Square.

EXPLANATORY 06: Illustrations of code requirements



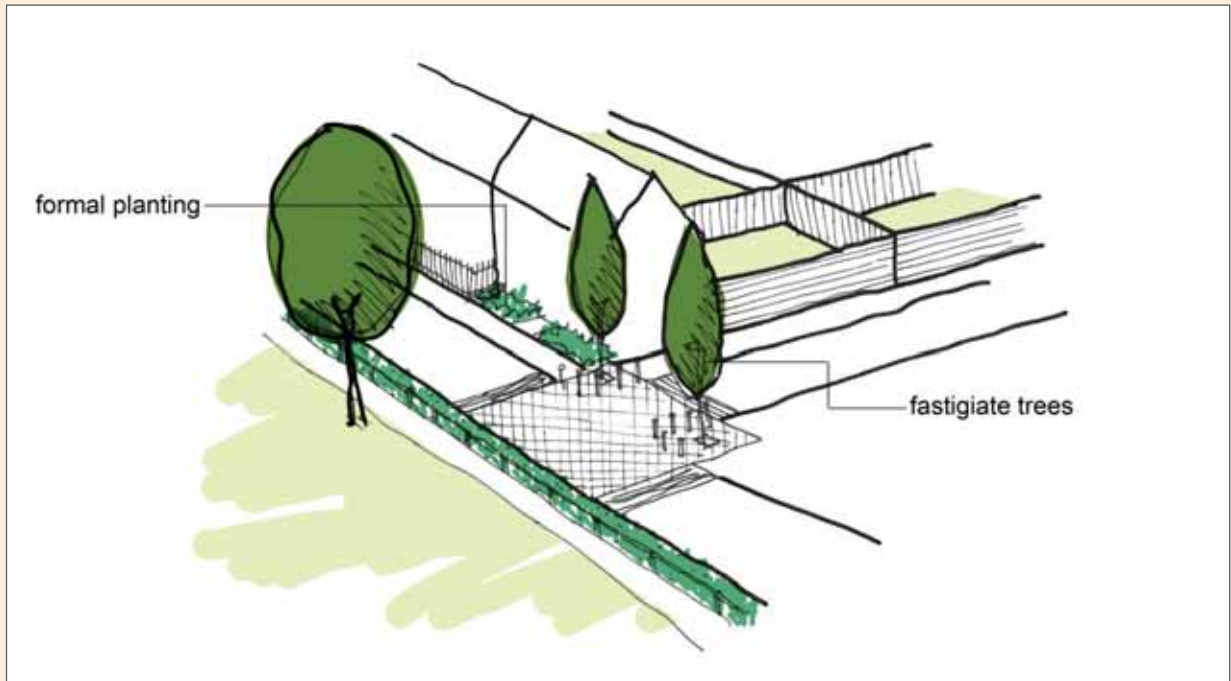
Emsworth town square



Bishop's Waltham street scene



Poundbury landscaped street



Typical soft landscaping features within the Market Town streets and edges to spaces

CODE MT07 Hard Landscape

NOTE: ⓘ Materials within the ‘highways zone’ should be in accordance with the guidance contained for each street type in Section 2.7.1, unless otherwise agreed with LPA. The design criteria specific to this Identity Area (outside of the ‘highways zone’, should be as follows:

MANDATORY REQUIREMENTS:

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

MT07.01.02: Timber picket fencing (Residential Streets and Lanes)

MT07.01.03 Brick palette in accordance with building materials (ⓘ CODE 03)

MT07.01.04 Rear gardens adjoining public realm: 1.8m stock brick wall. Palette in accordance with building materials (ⓘ CODE 03)

MT07.01.05 Boundaries between gardens/ private space: 1.8m close boarded timber fence

MT07.01.06 All private parking and drives should incorporate pervious paving construction.

MT07.02: Urban space/ square

MT07.02.01 Surface materials: Paving in tegula block, herringbone pattern (or similar materials to be agreed with LPA)

MT07.02.02 Street furniture: Street bollards (metal, cast iron, stainless steel or aggregate sphere). Tree grilles and guards black cast iron

MT07.02.03 Timber seating

MT07.02.04 Lighting: Up-lighters in key locations in the square as feature lighting (trees and feature buildings)

MT07.02.05 Block paving transition between paving types

ⓘ Light columns in accordance with Street Lighting requirements as set out in Section 2.7.1

MT07.03: Linear green corridors

MT07.03.01 Paving: Permeable aggregate material

MT07.03.02 Street furniture: Black metal finger posts where required

MT07.03.03 Lighting: Low level lighting, timber or metal posts

MT07.03.04 Recreation equipment: Informal timber equipment where door step play requires

MT07.03.05 Timber posts or knee rail to protect green spaces from vehicles (see illustration image)

MT07.04: Other: Primary School

MT07.04.01 Boundary onto Square: Low wall and metal railings

MT07.04.02 Boundary of school playing field: metal fence, incorporating shrub and tree planting

EXPLANATORY 07: Illustrations of code requirements



Public railings



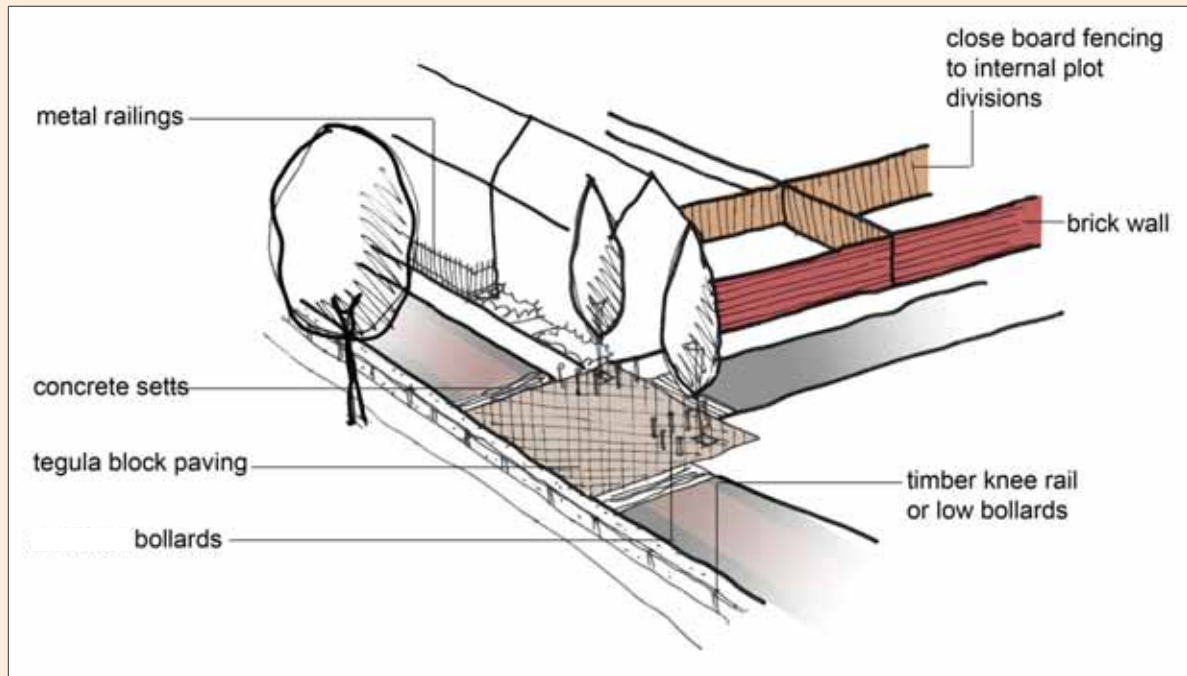
Street paving



Bollards in Poundbury



Knee rails adjoining green infrastructure



Typical hard landscaping features within the Market town

CODE MT08 Parking

① Note: All parking (vehicle and cycle) must be in accordance with the current adopted Havant Borough Council and Winchester City Council parking standards, subject to the relevant administrative area.

MANDATORY REQUIREMENTS:

MT08.01 On street

MT08.01.01 On street parking unallocated for visitor parking

MT08.01.02 Informal or incorporated between street trees, groups of 2-3 spaces

MT08.02 On plot

MT08.02.01 On plot parking set behind frontages to Main (primary) and Residential (secondary) streets

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

MT08.03 Courts: Small housing groups

MT08.03.01 Access via pinch point or single carriageway archway through block frontage

MT08.03.02 Access up to 10 units to help create sense of ownership (unless otherwise agreed with LPA)

MT08.03.03 Parking spaces can be set behind gate/ wall, parking barns or garages

MT08.04 Larger parking courts and squares (residential and employment mix)

MT08.04.01 Cars should be visible from a habitable room/ active frontage

MT08.04.02 Employment/ commercial parking and service courts to be accessed via commercial street only

MT08.04.03 Public parking squares to be designed with 90 degree parking or chevron. Back to back gap of 6m to allow turning

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).

MT08.06 Cycle parking

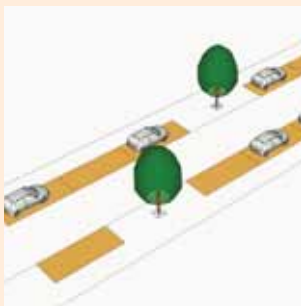
MT08.06.01 Residential: Secure cycle parking required for all properties and should be integral to the design of building or within secure parking areas

MT08.06.02 Non residential: Secure sheltered cycle parking structures required as part of the development

MT08.06.03 Communal cycle parking should be secure and agreed with the LPA

EXPLANATORY 08: Illustrations of code requirements

Parking solutions - on street



On street: parallel (staggered)



On street: parallel

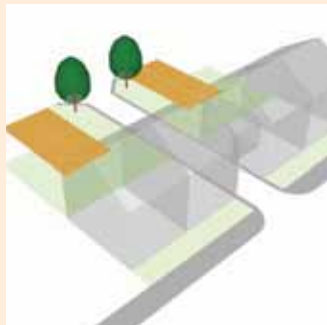
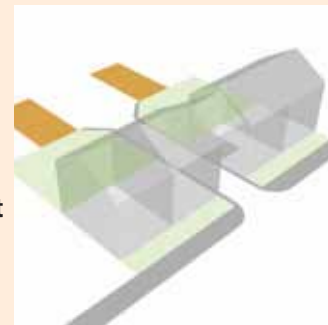
Parking solutions - SQUARE



Square: chevron or 90 degree (photo)



Small court: Access to curtilage



Courts: Defining the private realm by creating an arch feature over the entrance



Courts: Flats
Courtyards to rear to create secure space for parking, via archway through block or pinch-point to help define private space



Cycle parking: Cycle parking should be secure and sheltered. Cycle parking can also be integral to the design of buildings and included within plots or properties, including courtyards for flatted scheme

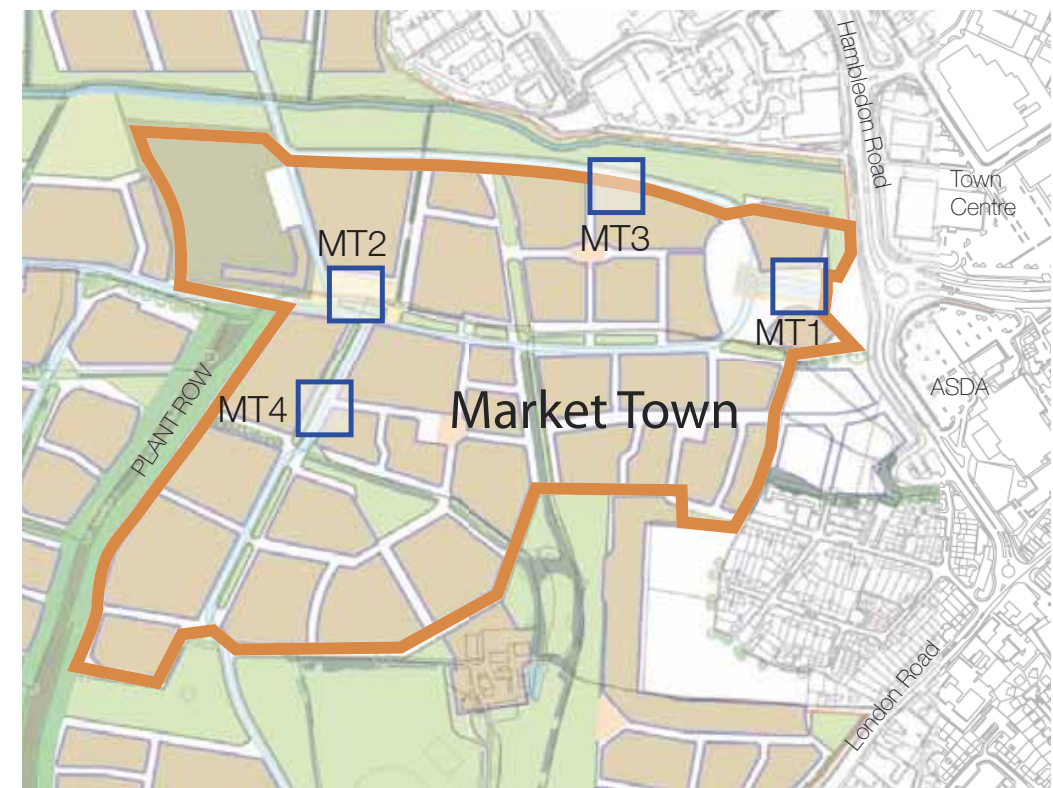


2.2.8 Code demonstration studies

① Demonstration studies illustrate and summarise how the Design Code and street type requirements (as set out in Section 2.7.1) should be interpreted.

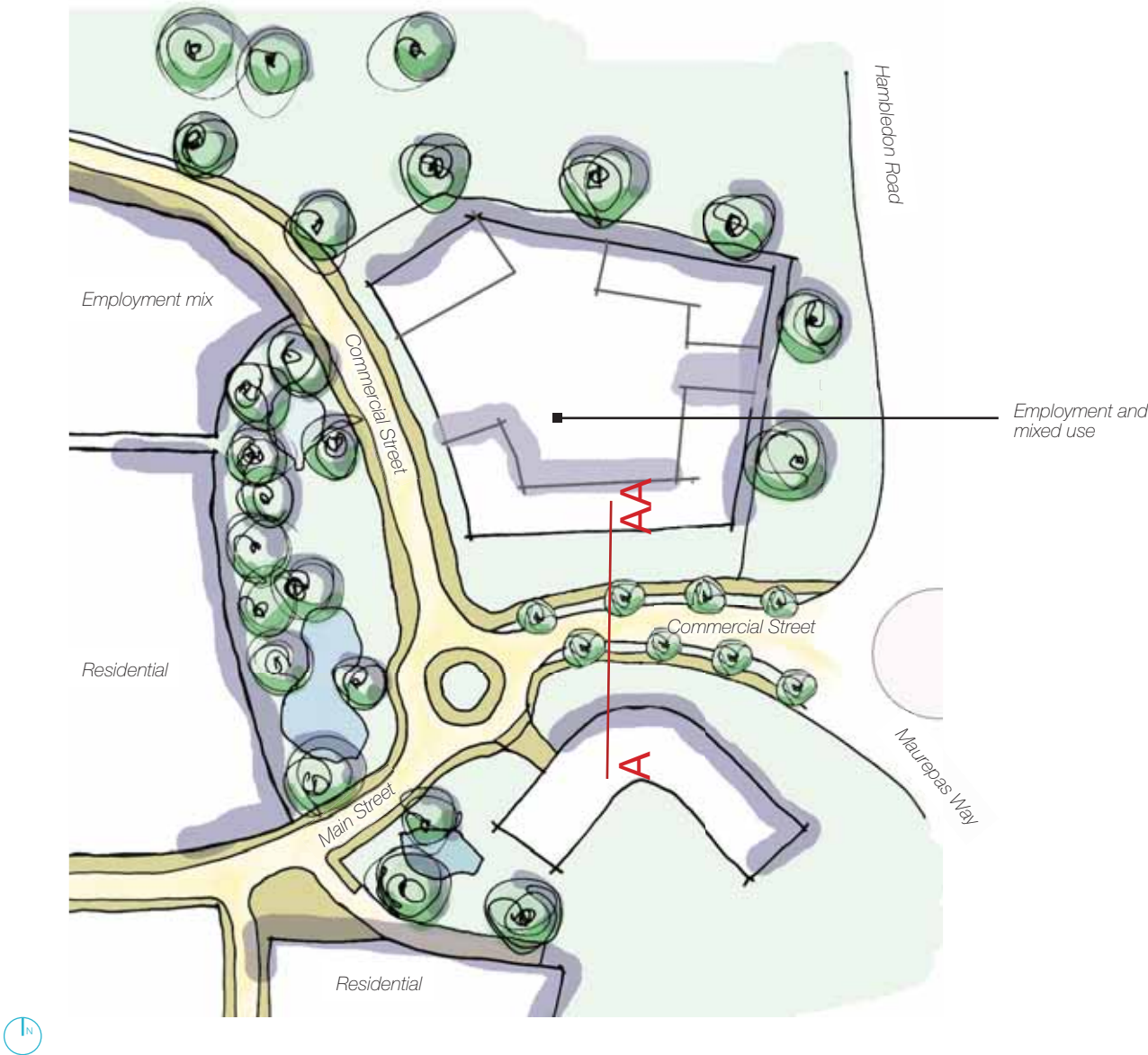
The diagram on the right shows the location of the Demonstration study areas.

The Demonstration study areas illustrate the two special areas within the Identity Area (Gateway MT1 and the The Square MT2). It also demonstrates the relationship between the residential and employment/ commercial areas (MT3), as well as the north-south Main Street with linear SuDS space (MT4).

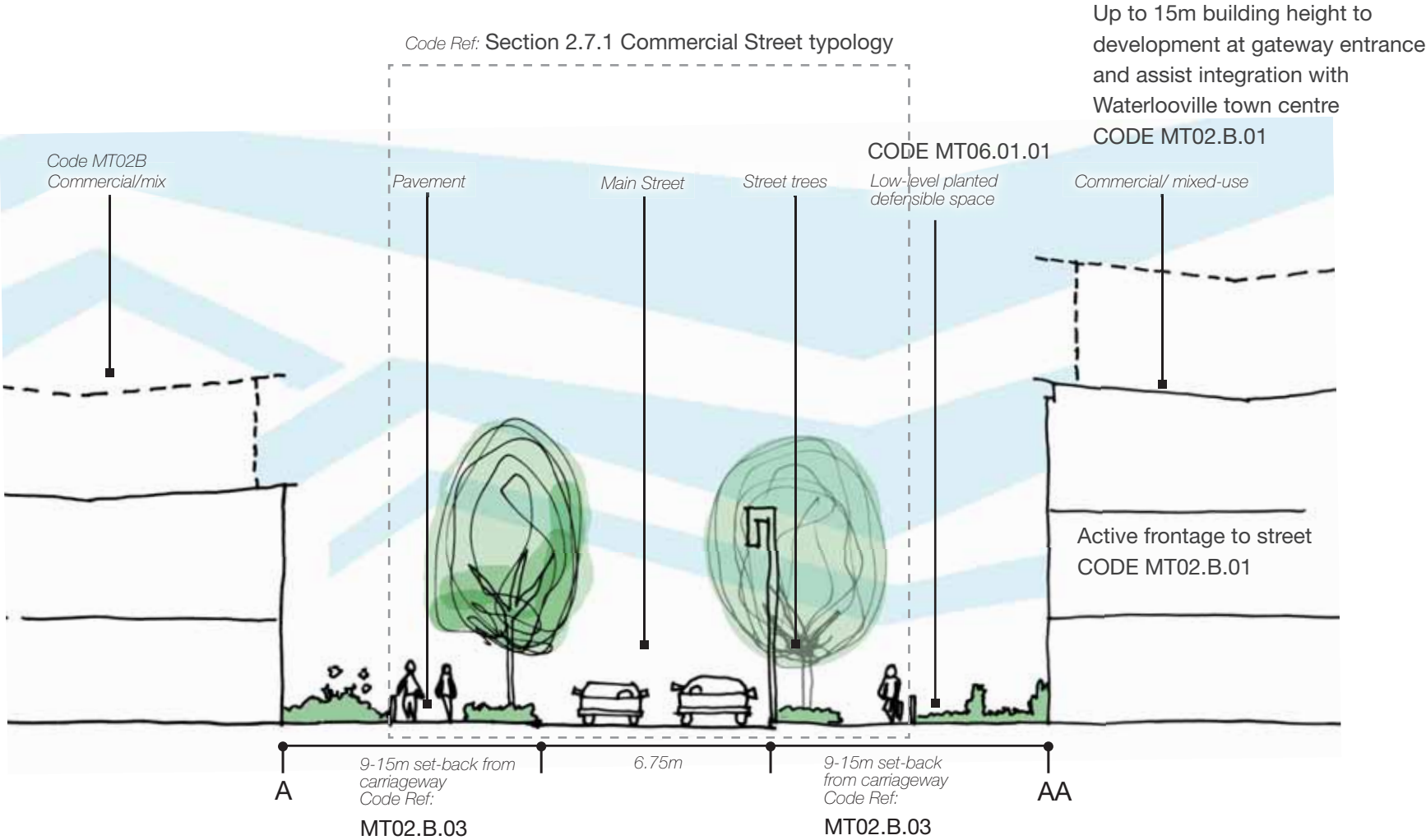


Demonstration Area Gateway MT1

This area acts as a threshold into the Berewood development. Landmark commercial buildings are situated at the entrance to create a gateway and a strong relationship with central Waterloooville to the east (Code MT02B)



MT1 Gateway Plan



Townscape qualities: Section illustrating key principles of the entrance gateway from Maurepas Way.
Highways requirements set out in Section 2.7.1

MT1 Gateway Section

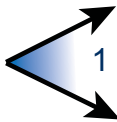
Demonstration Area MT2 Market Square

Creating a mixed-use heart

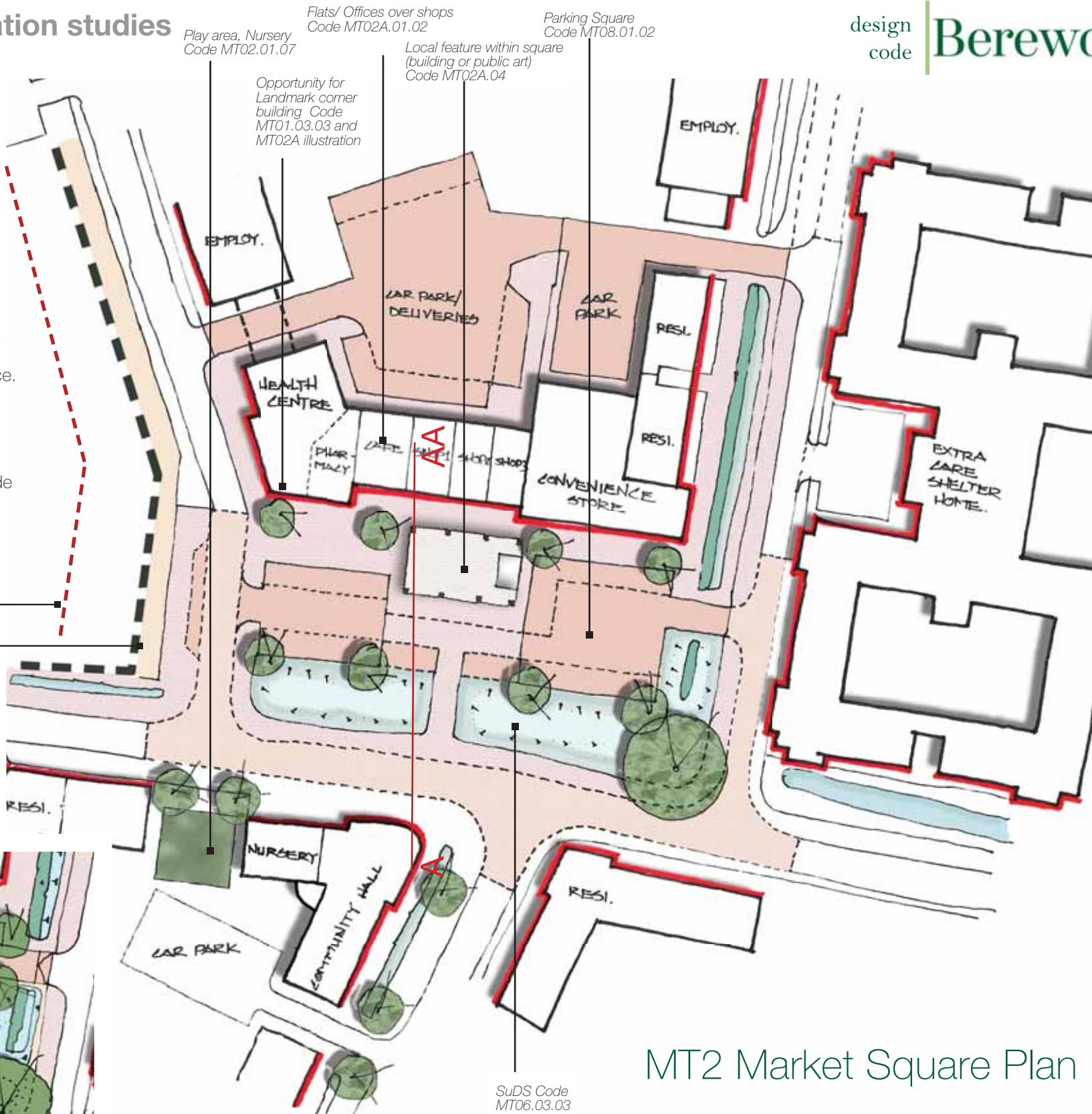
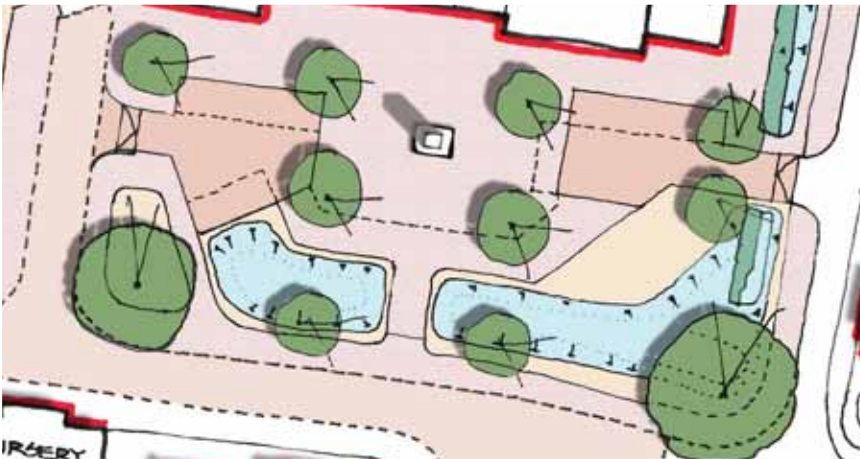
Local centre and the adjoining mixed use area will improve footfall and help to create a strong area for social interaction. Concept 1 (right) incorporates a pavilion building on stilts which creates an additional focus and enclosure to the space. Concept 2 (inset below) uses a sculpture feature to create a local focus to the square

Surface materials should be consistent and harmonise the space between buildings as set out in hard landscaping code CODE MT06 and M07.

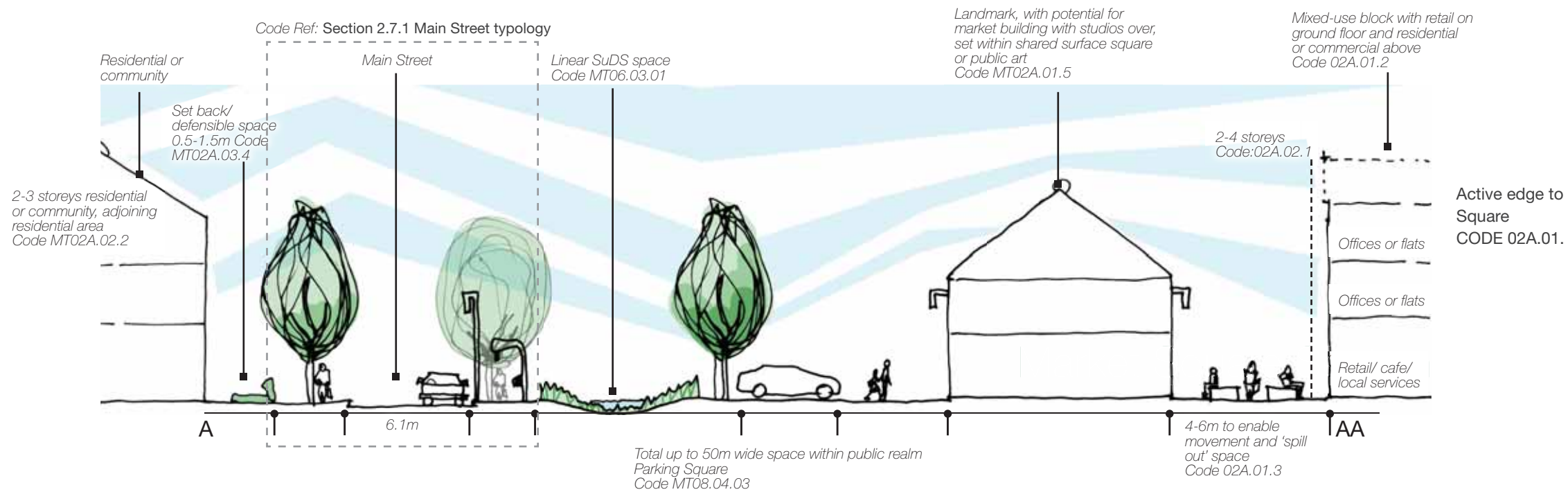
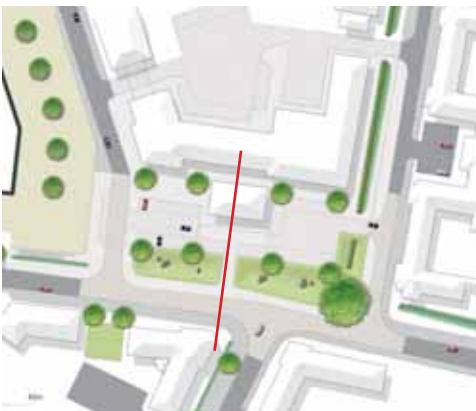
School site should be designed to address the square, whilst providing privacy and security for pupils. Building set back no more than 34 metres from pavement edge of square Code MT02A.03.03
Tree planting to back of pavement within school site to help enclose square Code MT06.02.01



Design concept 2: Local Centre, Plan, Code MT02A.03.03



MT2 Market Square Plan

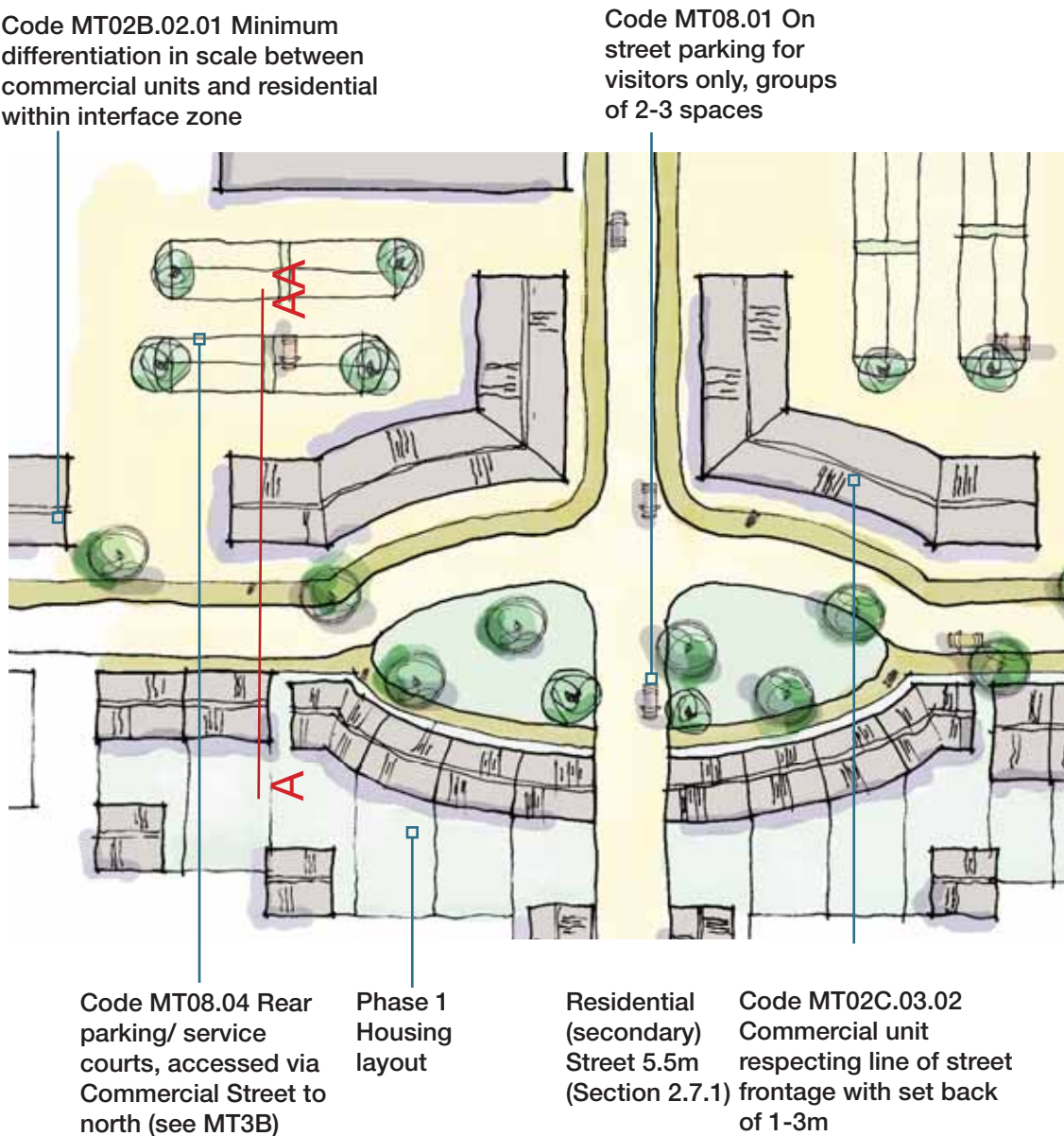


Illustrative section A-A: Local Centre

Demonstration Area

MT3A

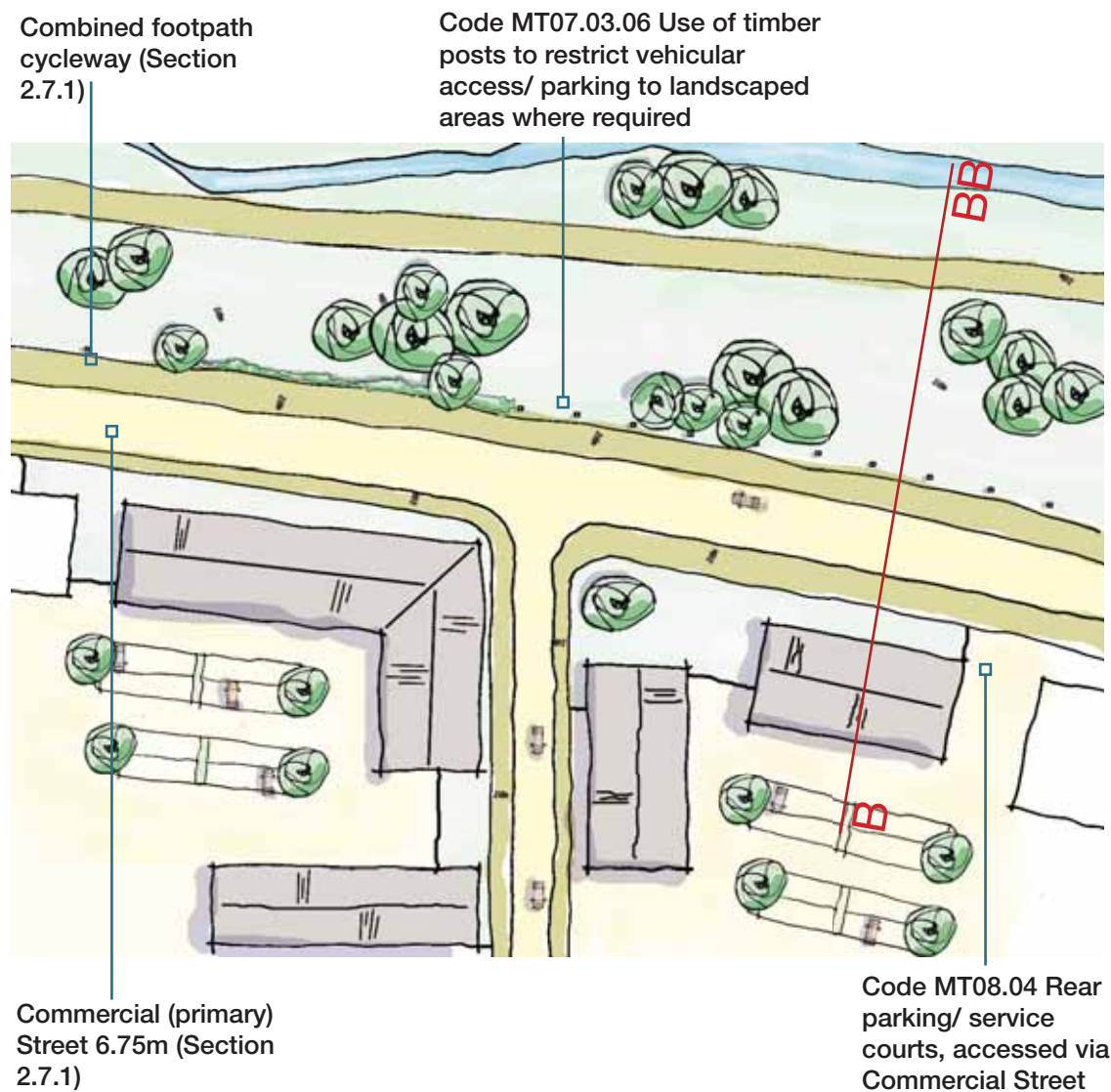
- interface between mixed commercial/ employment and residential



Demonstration Area

MT3B

- interface between mixed commercial/ employment and River Wallington Corridor

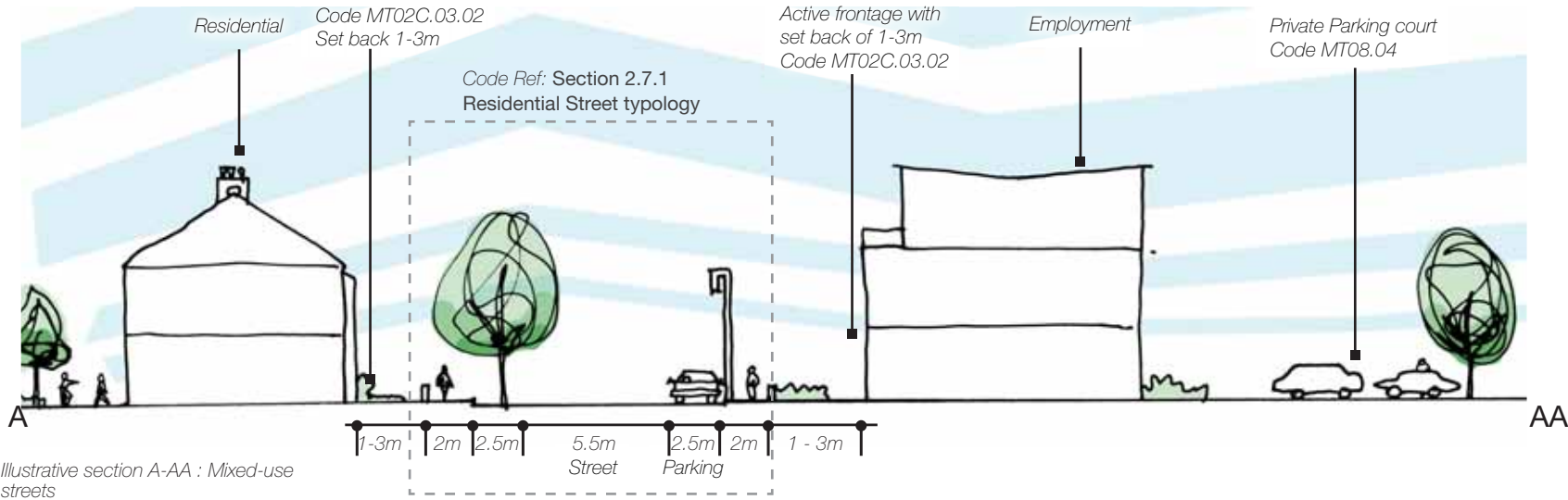


MT3 A and B Plans

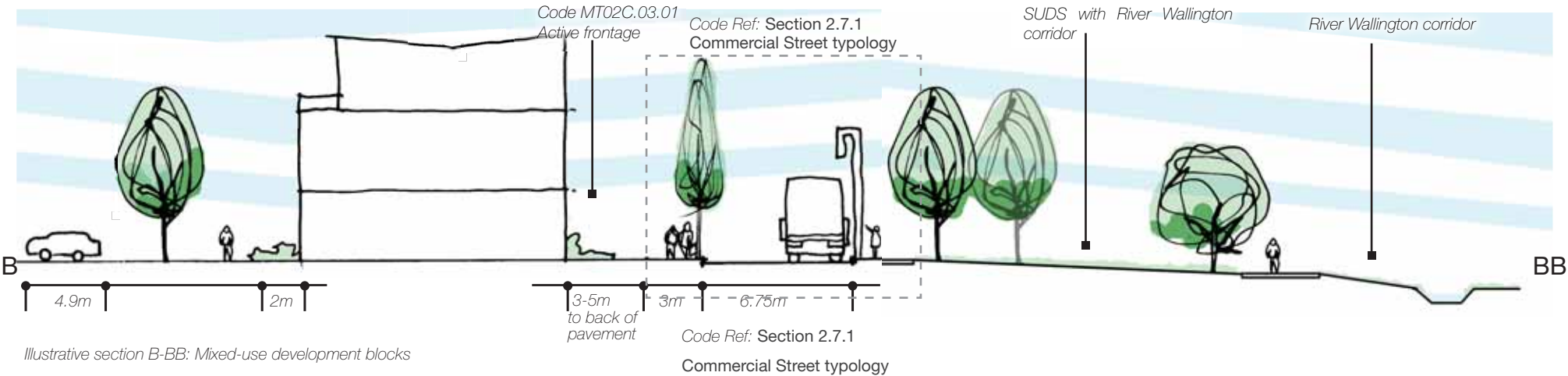
MT3A+B Sections

Employment/ residential relationship

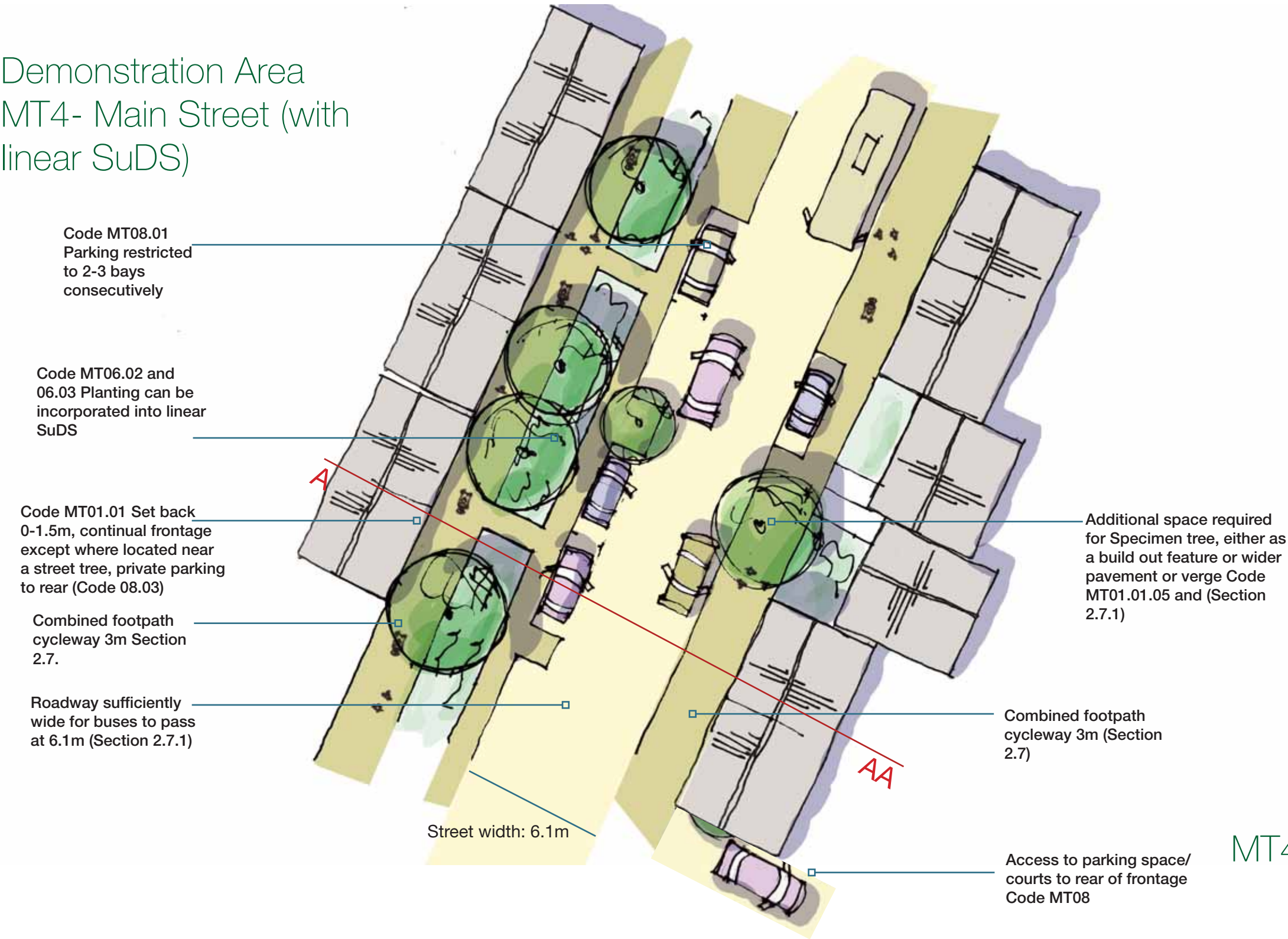
Mixed-use Streets: Code Summary: Employment can be made to work within a mixed use street, provided that the uses and scale are appropriate to the residential context. Immediate scale of employment uses, likely to be offices (B1), should be similar to that of the adjoining residential units, but can step up in scale as shown. Facades facing streets should be active (i.e not rear or service elevations).

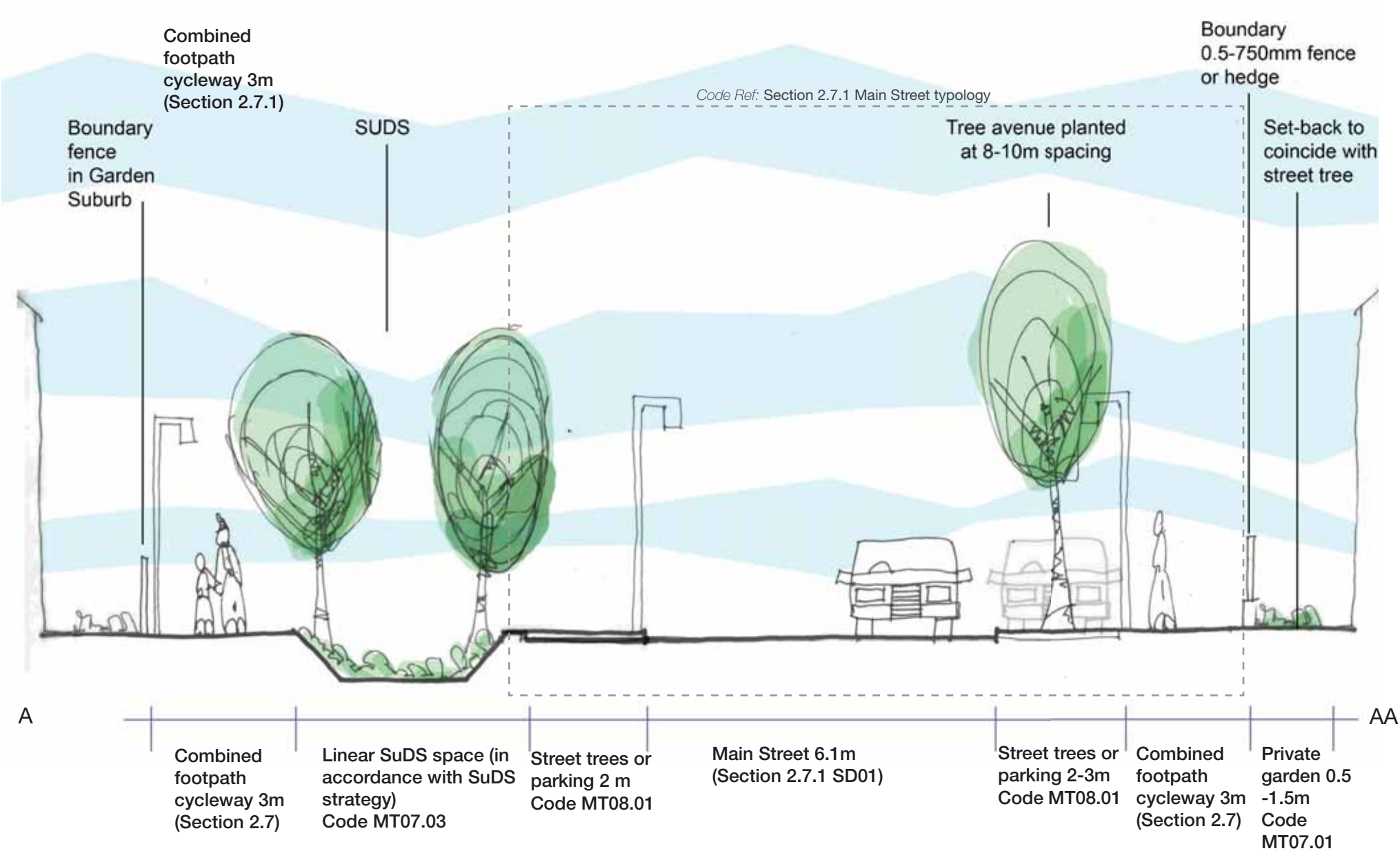


Employment and relationship to Commercial Street and River Wallington Corridor: Active elevation to street and space. Set backs from back of pavement 3-5m, set behind a minimum 3m cycleway, plus any additional space for street planting. Parking to rear of frontage within block.



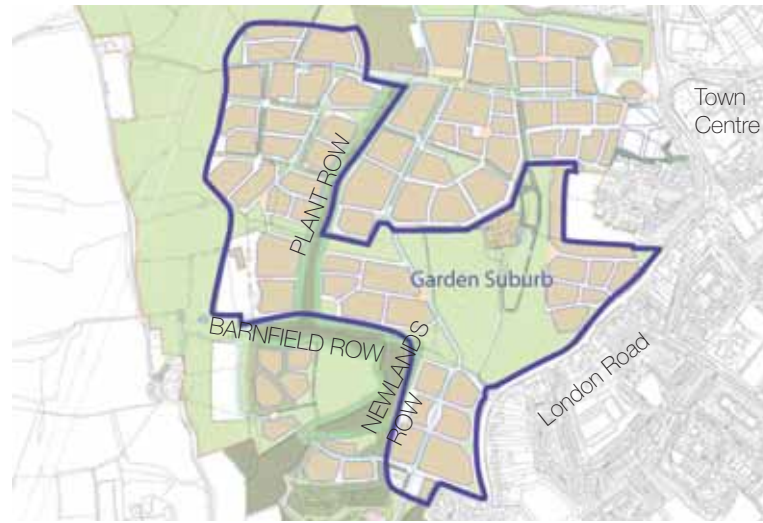
Demonstration Area
MT4- Main Street (with
linear SuDS)





MT4 Section

2.3 Area 2: Garden Suburb



Garden Suburb Identity Area location plan

2.3.1 Identity

The Garden Suburb identity area is led by the existing and new landscape characteristics of the area, providing a strong green framework for medium density development. It responds to the existing hedgerow network to the west of Plant Row and the space created by the new Town Park west of London Road. The Identity Area is also framed by existing woodland (Plant Row, Barnfield Row and Newlands Row). The western edge of the Identity Area responds to the context of the managed landscape of the countryside edge. The eastern edge is defined by the existing suburban housing along London Road.

2.3.2 Existing characteristics

The area is defined by a mixture of strong wooded features and rolling landscape. Land west of Plant Row has a strong patchwork field pattern enclosed by indigenous hedgerows. East of Plant Row the land is more exposed, with a undulating topography. The high point is west of London Road (58m AOD) and gently slopes down toward the south west and north to 48m AOD), which allows for more distant views north. All of the land has been used for agriculture, predominantly for grazing cattle as part of Plant Farm.

2.3.3 Proposed qualities

The key elements that make up the character of the Identity Area include:

- Residential development, predominantly family housing, framing a new Town Park and providing a frontage to London Road.
- Focal buildings at key points to enclose views on the arrival from Milk Lane/ London Road.
- Small scale green squares and parks within residential development.
- Multi-functional communal green spaces, incorporating food growing, SuDS and informal play (i as defined in MDD).
- Formal allotment space to south of River Wallington.
- The creation of a tree-lined north-south main street.
- Linear green spaces (east-west).
- Strong wooded landscape spine formed by Newlands Row, Plant Row and Barnfield Row.
- Medium density development at 29 to 36 dwellings per hectare, with lower density around Plant Farm of 20 to 28 dph.
- A maximum building height of up to 12m to ridge around Town Park and to the north west of the Identity Area; elsewhere buildings no higher than 9m to ridge. Additional height is allowed for landmark buildings of an additional 3m in height at key points of the development (i in accordance with the building heights parameter plan).
- Biodiverse habitats integrated into the landscape structure of the development.
- Incorporates part of the Newland Farm Community Nature Reserve on the western edges of the Identity Area, connecting into the Countryside Edge & River Corridor Identity Area. i This strategy is set out in the MDD paragraph 2.7.2.

2.3.4 Structure

The urban structure is less formal than the market Town Identity Area. It is relatively loose but formal grain with continuous frontages, framing public realm (streets and spaces). A setting will need to be created to the Primary School on the western part of the Identity Area through the use of landscaping and the creation of an active frontage of development onto the adjoining Main Streets.

The Garden Suburb Identity Area has a strong landscape structure (setting and street scene) through the use of existing and proposed landscape features and street planting, which includes the proposed Town Park.

2.3.5 Activities

The core activities are:

- Residential (mix of detached, semi-detached and short terraces), occasional use of apartments.
- Multi-functional open spaces: predominantly east-west linear spaces and incidental space (mix of informal play, formal play areas, community gardens/ SuDS spaces).
- Allotments.
- Town Park, including formal sport space (MUSA, MUGA, skateboard park).
- Cricket pitch and pavilion to Town Park.
- Possible Public House (Plant Farm).
- A two form entry Primary School is also proposed on the western edge of the development.

2.3.6 Special areas within the townscape

The majority of the Identity Area is made up of residential development, set within a woodland and parkland context. A key focus is the **Town Park**, which creates an amenity connection between the proposed development and the existing communities of Waterloooville and Purbrook. Adjoining this is another special area focused around the Listed Plant Farmhouse. i These are specifically highlighted within the Design Code and in particular Code GS02 land use.

i All development will need to be in accordance with the approved Masterplan Design Document (MDD) and Sustainability Strategy submitted with the outline planning permission March/ April 2012.

2.3.7 Identity precedents

This area is proposed to be predominantly residential and will include a broad range of house types, set within a backdrop of existing woodland (Plant Row, Barnfield Row and Newlands Row), the existing hedgerow structure (particularly to the west) and adjoining parkland and open spaces (including the proposed Town Park). **Precedents include:** Bournville, Bournville Park, Letchworth, Chilbolton Avenue, Winchester, and similar high quality Garden Suburbs. Additionally the Identity Area will need to respond to Purbrook to the south of the development.



Identity Area: Illustrations of character and form



CODE GS01 Scale and structure

MANDATORY REQUIREMENTS:

GS01.01: Set Back - Residential

- Note: Specific rules set out in relevant part of CODE GS02 Land Use
- Note: Minimum service margin of 500mm required in all areas.

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

GS01.01.02 Residential Street: 1.5-4m, continual frontage, with breaks every 2-3 plots

GS01.01.03 Additional increased setbacks may be required to provide adequate space for trees, in accordance with NHBC best practice.

GS01.02: Enclosure of public space (ratio between height of buildings and street plant and width of space)

Note: Enclosure ratio is *Height* and *Width* (*h to w*):

GS01.02.01 Public spaces: predominantly green links and informal green spaces: enclosure ratio of 1 to 4

GS01.02.02 Main Street enclosure ratio 1 to 3.5

GS01.02.04 Residential Streets enclosure ratio of up 1 to 2.5

GS01.02.05 Public realm overlooked by active frontages (windows and habitable rooms)

GS01.03: Heights

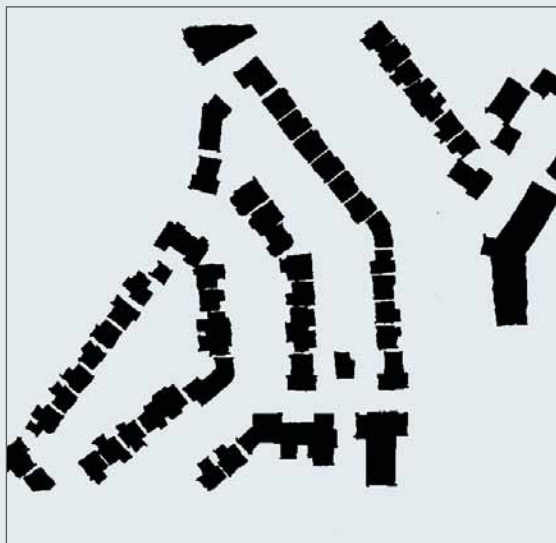
GS01.03.01 Must be in accordance with the approved parameters plans as summarised within the Regulating Plan

GS01.03.02 Maximum height of up to 12m to ridge (see parameter in Section 01) in north-west and central east

GS01.03.03 Up to 9m to ridge in southern and south western part of Identity Area (see parameter in Section 01)

GS01.03.04 Landmark buildings of an extra storey in height (3m) in accordance with building heights parameter (see parameter in Section 01)

EXPLANATORY 01: Illustrations of code requirements



GRAIN of built form: Illustration of Bournville Park, Birmingham. Relatively loose grain, with continual frontages with subtle varying set backs from street. Predominantly semi detached and apartment blocks on corners.



Building height parameters for Garden Suburb Identity Area

CODE GS02 Land Use

EXPLANATORY 02: Illustrations of code requirements

MANDATORY REQUIREMENTS:

GS02.01: Land use requirements

GS02.01.01: MUST INCLUDE

All uses within planning permission (i) Also refer to MDD):

1. Town Park and associated recreational facilities
2. Cricket pavilion and store
3. Primary school (land) within western area (Class D1)
4. Residential (Class C3)
5. Public open space, including green corridors and retained hedgerows (i as identified in parameter plan, Section 01)
6. Allotments
7. Public House (A4) or restaurant (A3) adjoining Town Park

GS02.01.02: SHOULD NOT INCLUDE

All other uses not listed in GS02.01.01 or GS02.01.03

NON-MANDATORY REQUIREMENTS:

GS02.01.03: CAN INCLUDE

1. Nursing Home (Class C2)
2. Live/work (Class C3)



Residential - varied building set backs within tree lined street



Mixed typologies



Houses with a strong landscape structure, with set back from pavement edge behind landscaped space.



Mix of land uses within the Garden Suburb Identity Area: The area is residential led, incorporating a Primary School, set within strong landscape setting of woodland, tree lined streets, linear green links the Town park and incidental open space.

CODE GS02A Land Use (Edges and Scale)

Town Park

MANDATORY REQUIREMENTS:

GS02A.01: Edges

GS02A.01.01 Overlooked by active frontages of new homes (2-3 storeys) Note: as illustrated on plan opposite
GSA02A.01.02 Overlooked by Plant Farmhouse and adjoining development

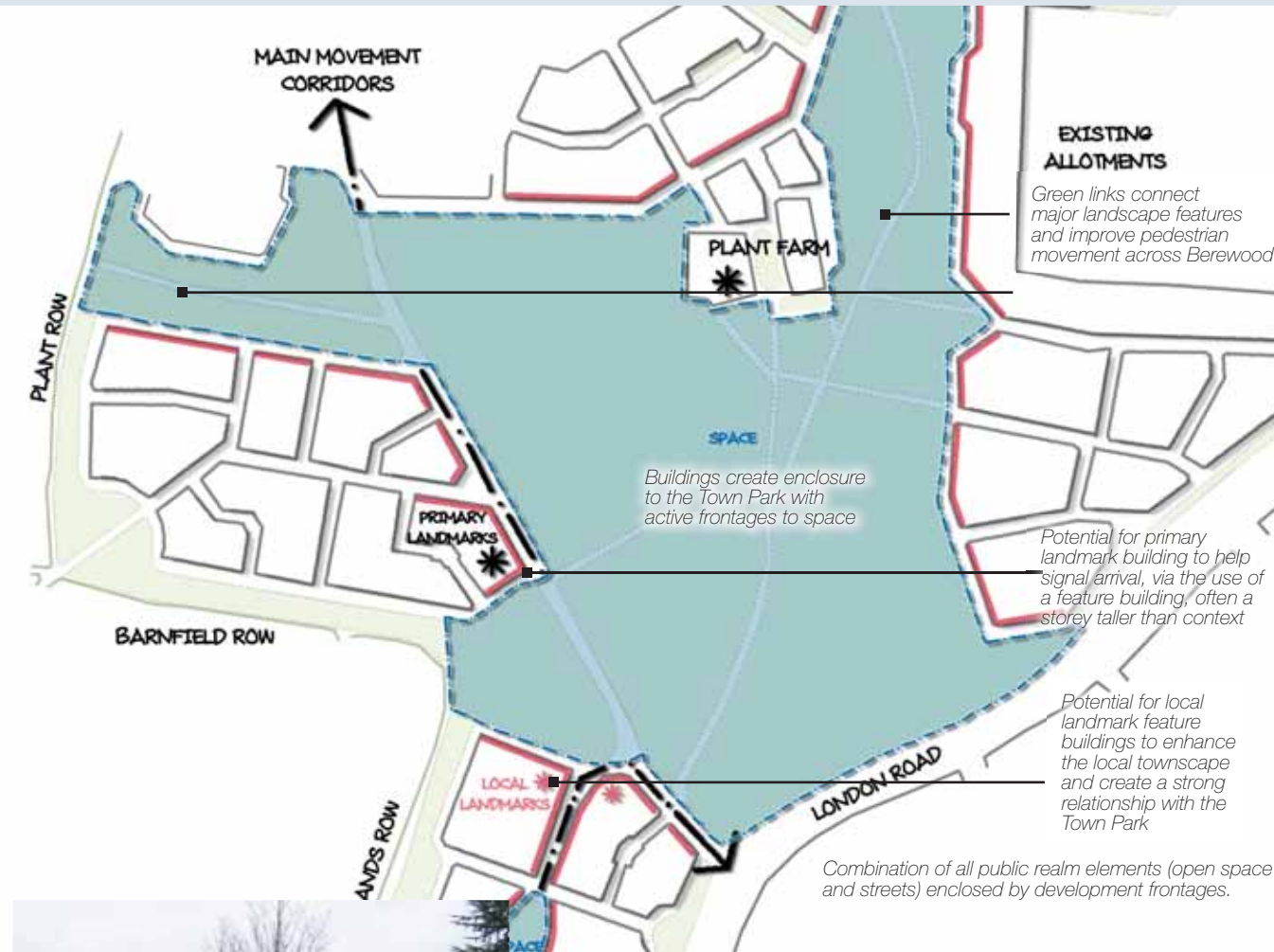
GS02A.02 Activities (non residential)

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

 Note: All tree and shrub species in accordance with Appendix A, unless otherwise agreed with LPA

 Note: Recreation should refer to strategy contained within MDD (Section 2.8). Final choice of play equipment to be agreed with LPA

EXPLANATORY 02A: Illustrations of code principles



Buildings create enclosure to the Town Park with active frontages to space

Town Park

The Town Park is the area that creates the visual link from Waterlooville 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 and the scale and form of development must be responsive to the context of the existing homes on London Road, which is made up of semi-detached and detached homes, of 2-3 storeys in height (including rooms in the roof).

CODE GS02B Land Use (Edges and Scale)

Plant Farm Area

- The form of adjoining new development will not follow all of the rules that have been set out for the Garden Suburb Identity Area, and any variations that are particular to Plant Farm are highlighted throughout this Design Code.
- The concept illustrated sets out some general requirements, however as the development will include alterations to a Listed Building and its setting, detailed proposals will be required with a planning application, including Listed Building Consent. Further discussion will be required with the LPA.

MANDATORY REQUIREMENTS:

GS02B.01 Development edges and set back

- The development of the Plant Farm Area must be designed to create:
- GS02B.01.01 Minimal set back from shared space Lane (0.5 to 1.5m) created by building frontages and 1.8m garden walls.
 - GS02B.01.02 Retain an open setting to the western edge of Plant Farm and provide a relationship between the farmhouse and Town Park (including cricket pitch).

GS02B.02 Uses within Plant Farm area

- GS02B.02.01 Re-use of Plant Farm House with associated works and parking, subject to agreements with LPA and Listed Building Consent.
 - GS02B.02.02 Existing timber framed timber barn to be re-used (subject to detailed survey) as residential or live-work.
 - GS02B.02.03 Provide storage facilities required for adjoining sports facilities within Town Park.
 - GS02B.02.04 Development should be designed as a series of courtyard groups of buildings, to respond to the historic farm context of the site, including garage barns internal facing into plots or courtyards.
- Materials in accordance with Code GS03A.

GS02B.03 Access

- GS02B.03.01 Retain Lane to Plant Farm through Town Park, though designed to avoid a through route to the Residential Street north of Plant Farm. Designed either as a shared surface 'Lane' or cycleway (subject to adoption requirements).
 - GS02B.03.02 Create an amenity/ footpath link to the proposed Town Park from the Plant Farm area.
 - GS02B.03.03 Vehicular access to residential via a link to the Residential Street to the north via a Shared Space.
 - GS02B.03.04 Parking area to be provided adjoining Plant Farm as part of public house development.
- In accordance with Code GS08.
- Access in accordance with approved a parameters plan and MDD.

EXPLANATORY 02B Illustrations of code requirements

INFORMATIVE: Plant Farm is a Grade II Listed Building and is the historic core of the Berewood development. It not only provides a local historic context, but also offers the opportunity to create an interesting incident in the local townscape. It also creates a point of social interaction, with the potential for the conversion of the farmhouse into a public house, in close proximity to the cricket pitch and areas of recreation.



CODE GS03 Materials and Detailing

GENERAL USE OF MATERIALS IN GARDEN SUBURB

① Note: Gardens suburbs are built from a consistent range of materials. Variations of colour and texture are used to break up pattern and help focus on specific features throughout the development, such as hanging tiles between a double height framed bay window feature on the front facade.

MANDATORY REQUIREMENTS: Residential

GS03.01 Elevations

- GS03.01.01 Brick: Clay stock brick (orange/red or multi) predominate
- GS03.01.02 Details: Occasional use timber cladding/ render, clay hanging tiles on bays
- GS03.01.03 Other: Occasional use of rendered elevations and painted brick

GS03.02 Roof

- GS03.02.01 Colour: Predominantly clay plain tiles orange/reds, dark reds throughout identity area
- 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
- GS03.02.03 Materials: Predominantly along Main Street (primary) and public open space, use of plain clay tiles
- GS03.02.04 Materials: Predominantly along Residential Street (secondary) use of plain tiles
- GS03.02.05 Materials: Occasional use of slate for residential roofing and standing seam metal roofing for feature buildings, school and flatted development

GS03.03 Rainwater goods

- GS03.03.01 Metal guttering or high quality imitations only (black)

GS03.04 Fenestration:

- GS03.04.01 Garage doors to be inset into garage elevation by a brick depth (90mm)

① Detail of materials contained with Code MT05

EXPLANATORY 03: Illustrations of code requirements

Elevations:

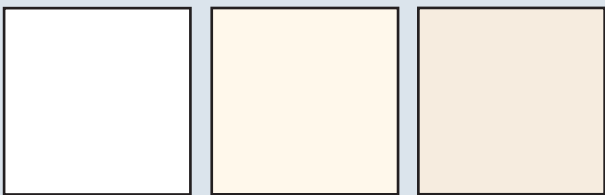
Mix of stock brick types in south Hampshire



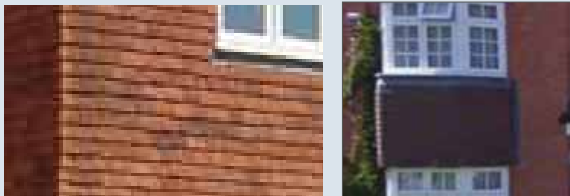
Bricks: Red/ orange bricks in south Hampshire, appropriate to Market Town area. Most appropriate for residential or small domestic courtyards of employment/ mixed use. Painted brick also acceptable. Alternatives: Contemporary use of terracotta cladding tiles, used to highlight architectural features (right)



Terracotta cladding tiles as features within elevation



Renders: Can be used for whole elevation or combined with stock brick. Through-render to be used - predominantly off white and cream. Pastille colours can be used. Painted brick can also be used.



Tile hanging: High quality hanging tiles used to highlight features such as bays and dormers

Roof:



Roof tiles: Example types orange/red plain clay tiles. Slate - dark and used occasionally



Metal cladding: Example of zinc metal cladding to roof and elevational returns

CODE GS03A Materials and Detailing

PLANT FARM AREA

i Note: The Plant Farm area includes the Grade II Listed farmhouse and its setting. Therefore final details and materials will need to be agreed with the LPA. It is important that the form and use of materials reflect form and materials of the Farmhouse, as well as its setting, and therefore the approach differs from the rest of the Garden Suburbs Identity area.

MANDATORY REQUIREMENTS

GS03A.01 Elevations

GS03A.01.01 Brick: Clay stock brick (orange/red) predominate, predominantly linked directly into courtyard walls
GS03A.01.02 Timber cladding (especially to barn style structures)

NON MANDATORY REQUIREMENTS

GS03A.01.03 Occasional use of clay hanging tiles on bays/ features
GS03A.01.04 Occasional use of checker bond to elevations possible

MANDATORY REQUIREMENTS

GS03A.02 Roof

GS03A.02.01 Predominant: Plain clay tiles (reds)
GS03A.02.02 Natural slate

GS03A.03 Rainwater goods

GS03A.03.01 Metal guttering (black)

GS03A.04 Fenestration materials

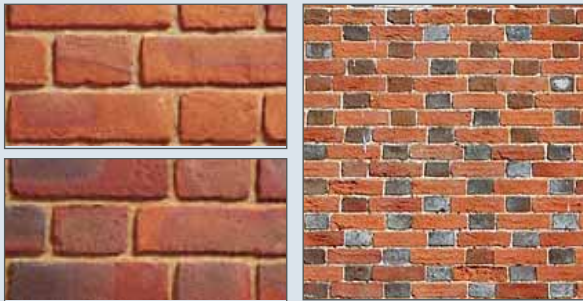
GS03A.04.01 Timber
GS03A.04.02 Metal
GS03A.04.03 No UPVC

EXPLANATORY 03A: Illustrations of code requirements

Plant Farmhouse: Use of red stock bricks (Flemish bond) and plain clay tiles, with slate roof addition



Elevations: *Mix of stock brick types in south Hampshire*



Bricks: Red/ orange bricks in south Hampshire, appropriate to Market Town area. Most appropriate for residential or small domestic courtyards of employment/ mixed use. Alternatives: Contemporary use of terracotta cladding tiles, use of glazed cladding.



Tile hanging: High quality hanging tiles used to highlight features such as bays and dormers.



Timber cladding: High quality cladding will be acceptable on timber buildings, subject to design and quality of materials.

Roof tiles: Example types orange/red plain clay tiles. Slate - hard and soft grey.



CODE GS04 Roofs and eaves	EXPLANATORY 04: Illustrations of code requirements
MANDATORY REQUIREMENTS: GS04.01: Residential GS04.01.01 Use gable pitched roof with ridge running parallel to the street with projecting gables 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 GS04.01.03 Roof planes should on occasions continue down to ground floor level with sprocketed eaves with dormers at first floor level GS04.01.04 No deep boxed eaves, open/sprocketed eaves and either fine barge boards or parged verges NON-MANDATORY REQUIREMENTS: CAN INCLUDE GS04.01.05 Gable features to front elevations are suitable (often in pairs of semi detached properties) GS04.01.06 Flat roofs are acceptable only for feature/ landmark buildings	Garden Suburbs, have roofs with the ridge running parallel to the street, frequently with gable bays facing. Pitch roofs sloping to lower floor within part of the elevation create a more arts and crafts feel to the development.  <i>Typical roof line found in Bournville Park, Birmingham, with ridge running parallel to street and the use of gabled features and occasional pitch running for the whole first floor</i>  <i>Typical roof line and eaves details appropriate to Garden Suburb - found in Bournville, Birmingham</i>
MANDATORY REQUIREMENTS: GS04.02 Plant Farm Area  Alternative approach to the area around Listed Farmhouse compared to the rest of Identity Area GS04.02.01 Roof pitch minimum 35° GS04.02.02 Mix of roof types - gable, full hip and half hip pitched roof GS04.02.03 Potential for deep recesses to gables on barn structures GS04.02.04 Continual variation in roof line required GS04.02.05 Up to two units before break in roof line to increase the variety of the roofscape SHOULD NOT INCLUDE GS04.02.06 Flat roofs	<i>Details appropriate to Plant Farm</i>  

CODE GS05 Fenestration

GENERAL GARDEN SUBURB AREA
MANDATORY REQUIREMENTS

GS05.01 General Garden Suburb Area (Residential)

- GS05.01.01 Windows in proportion and responsive to elevation design
- GS05.01.02 Bay windows over 2 storeys are commonly used as feature to the frontage
- GS05.01.03 Timber or metal windows

CAN INCLUDE

- GS05.01.04 Metal frames (white or black) if appropriate to design of building
- GS05.01.05 Gabled dormer windows to roof space for additional storey of accommodation

NOT PERMITTED:

- GS05.01.07 UPVC doors and windows, GRP features, including chimneys, dormers, porches or other features

GS05.02 Plant Farm Area

i The following details relate only to the area associated with the historic Plant Farm; full details will need to be agreed with LPA

- GS.05.02.01 Windows in proportion and responsive to elevation design
- GS.05.02.02 Strong vertical fenestration rhythm on public frontage, including barn style buildings (including conversion)
- GS.05.03 Plant Farmhouse: Painted timber painted windows on Listed Building (where required and subject to details)
- GS.05.04 Timber or metal fenestration to new build

NOT PERMITTED:

- GS.05.02.05 UPVC doors and windows, GRP features, including chimneys, dormers, porches or other features

NON MANDATORY

- GS.05.02.07 Full height glazed features to emphasise openings, especially to larger barn like structures to emphasise gables and full height entrances (conversion or new build)

EXPLANATORY 05: Illustrations of code requirements



Strong vertical rhythm of fenestration with horizontal built form in Bournville Park



Bay windows create feature



Bay windows create feature



Use of painted half glazed doors is typical in Garden Suburbs

i A: PLANT FARM AREA - RIGHT Doorways to barn style buildings either full timber with small window or full glazing as part of elevational feature



i A: PLANT FARM AREA - RIGHT AND BELOW Windows and openings emphasise horizontal form in barn style buildings, and vertical form of gables



i Use of glazed inserts and windows into existing or designed opening within elevations on barn conversions and 'barn style' buildings

CODE GS06 Soft Landscape

NOTE: ⓘ Details of vegetation species included within Appendix A, unless otherwise agreed in advance with LPA. ⓘ Trees within the 'highways zone' should be in accordance with the guidance contained for each street type in Section 2.7.1.

MANDATORY REQUIREMENTS (general for Garden Suburb)

The design criteria specific to this Identity Area (outside of the 'highways zone'), as follows:

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

GS06.02: Urban space/ squares and additional requirement for Residential Streets

GS06.02.01 Trees: large growing species within squares or public gardens
GS06.02.02 Hedges and shrubs: incorporated into SuDS spaces; formal planting to street and plot frontages of predominantly ornamental and evergreen species
GS06.02.03 Grasses: incorporated in SuDS spaces
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)

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
GS06.03.02 Hedges and shrubs: predominantly native species
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)
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.
GS06.03.05 Grasses: meadow grass within Town Park; wet meadow grass to proposed ponds within Town Park, woodland edge and green corridors
GS06.03.06 SuDS species incorporated into green spaces (ⓘ in accordance with SuDS strategy in MDD)
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)

GS06.04 Formal sports/ play space

GS.06.04.01 Grass or turf to sports pitches

GS.06.05 PLANT FARM AREA

GS06.05.01 General design as Lanes and courtyards
GS06.05.02 Boundary treatments (soft) low shrubs and hedges or building hard onto courtyard/ Lanes (where required)

EXPLANATORY 06: Illustrations of code requirements



Informal planting at the front of plots



Sustainable urban drainage system, Upton



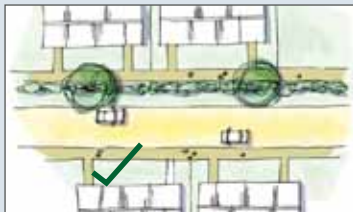
Grass verge and formal tree planting along primary route in Bournville Park



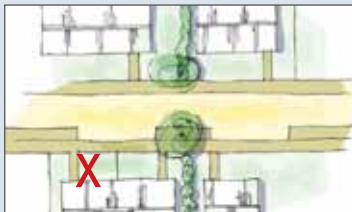
Typical soft landscape features within the Garden Suburb



Right: Informal low level planting and occasional trees within courtyards and lane of Plant Farm Area - including low level planting at the front of plots



GS06.03.03 Existing hedgerow defining street layout



Existing hedgerow ignored

CODE GS07 Hard Landscape

❶ Materials and street furniture within the 'highways zone' should be in accordance with the guidance contained for each street type in Section 2.7.1. The design criteria specific to this Identity Area (outside of the 'highways zone'), should be as follows:

MANDATORY REQUIREMENTS (general for Garden Suburb)

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 (❶ CODE 03)

GS07.01.02 Private (side/rear) gardens adjoining public realm: 1.8m brick wall. Palette in accordance with building materials (❶ CODE 03)

GS07.01.03 Boundaries between gardens/ private space: 1.8m close board fence

GS07.01.04 Low timber post and rail fence to act as knee rail where applicable

GS07.01.05 All private parking and drives should incorporate pervious paving construction.

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)

GS07.02.02 Block paving transition between paving types

GS07.02.03 Street furniture: Black cast iron bollards; timber bollards to Woodland

GS07.02.04 Town Park edge. Tree grilles and guards black cast iron.

GS07.02.05 Lighting: Up-lighters in key locations as feature lighting (trees and feature buildings)

❶ Light columns in accordance with requirements as set out in Section 2.7.1

GS07.03 Green corridors and open spaces

GS07.03.01 Paving: self-binding gravel

GS07.03.02 Street furniture: black metal finger posts where required

GS07.03.03 Lighting: low level lighting, timber or metal posts

GS07.03.04 Recreation equipment: informal timber equipment/ trim trail

GS07.03.05 Fencing to play areas (metal or timber)

GS07.04 Formal sports/ play space: Town Park

GS07.04.01 Local Equipped Area of Play equipment

GS07.04.02 Skateboard Park - sculpted hard standing

GS07.04.03 Kick about area - grass and lined area

GS07.04.04 Informal Play - which can include seating and informal structures such as trees, logs, mounding and boulders

GS07.04.05 Flood lighting to MUSA

GS07.05 PLANT FARM - Additional requirements

GS07.05.01 General design as Lanes and courtyards. Shared space Lanes with pervious surface

GS07.05.02 Occasional use of low walls to fronts or metal fencing

GS07.05.03 High wall to private rear space in keeping with brick palette for buildings

EXPLANATORY 07: Illustrations of code requirements



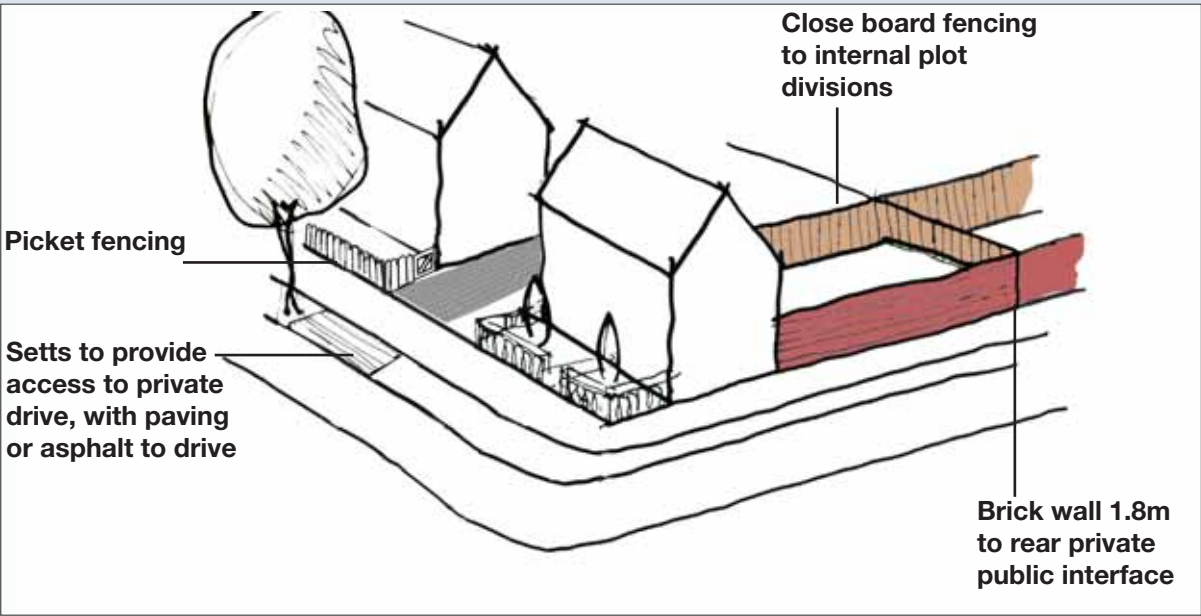
Metal railings to front property boundaries



Timber fencing to frontages



Metal bollards to squares



Typical hard landscape features within the Garden Suburb Identity Area



Plant Farm area - shared surface lanes and courtyards with aggregate finish. Walls to private gardens on Lane.



Plant Farm area - Simple iron fencing to public frontages of properties

CODE GS08 Parking

① Note: All vehicle and cycle parking must be in accordance with the current adopted Havant Borough Council and Winchester City Council parking standards.

MANDATORY REQUIREMENTS

GS08.01 On street

GS08.01.01 On street parking unallocated for visitor parking

GS08.01.02 Informal or incorporated between street trees, groups of 2-3 where required

GS08.02 On plot

GS08.02.01 On plot parking set behind frontages to Main Street (primary) and Residential (secondary) streets

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

GS08.02.03 Parking spaces and garages should be either set back from frontage or incorporated into facade

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

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 ① See Section 2.7.1.

GS08.03.02 Cars should be visible from a habitable room/ active frontage

GS08.04 PLANT FARM

GS08.04.01 Small housing groups: Parking can be within central private courtyard within development parcels or plots

GS08.04.02 Cars should be visible from a habitable room/ active frontage

GS08.04.03 Plant Farm to include parking square and reduce impact by partial use of open fronted parking barn (subject to agreement with LPA)

GS08.04.04 Parking within new homes to be in parking barns on plot, ideally with doors looking into plot to allow low building wall to enclose adjoining public areas

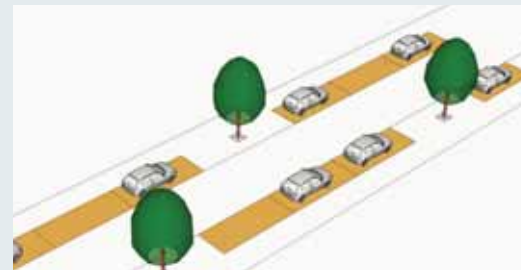
GS08.05 Cycle parking

GS08.05.01 Secure cycle parking required for all properties and should be integral to the design of building

EXPLANATORY 08: Illustrations of code requirements



On plot parking to an integral garage at Bournville Park, Birmingham

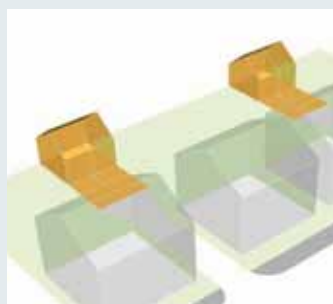


On street: parallel (staggered) for on street visitor parking

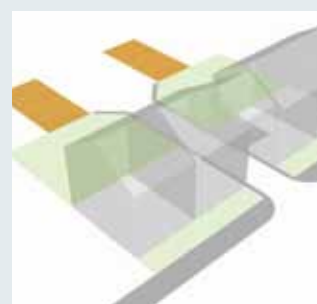
Garden suburbs (general) on plot parking - vehicle should not dominate frontages:



On plot: Curtilage individual access



On plot: Curtilage paired access



Small court: Access to curtilage - most appropriate along Main Street



Courts: Flats - Courtyards to rear to create secure space for parking



PLANT FARM - Parking within private courts

Cycle parking: Cycle parking should be secure and integral to the design of buildings, included within plots or properties, including courtyards for flatted scheme

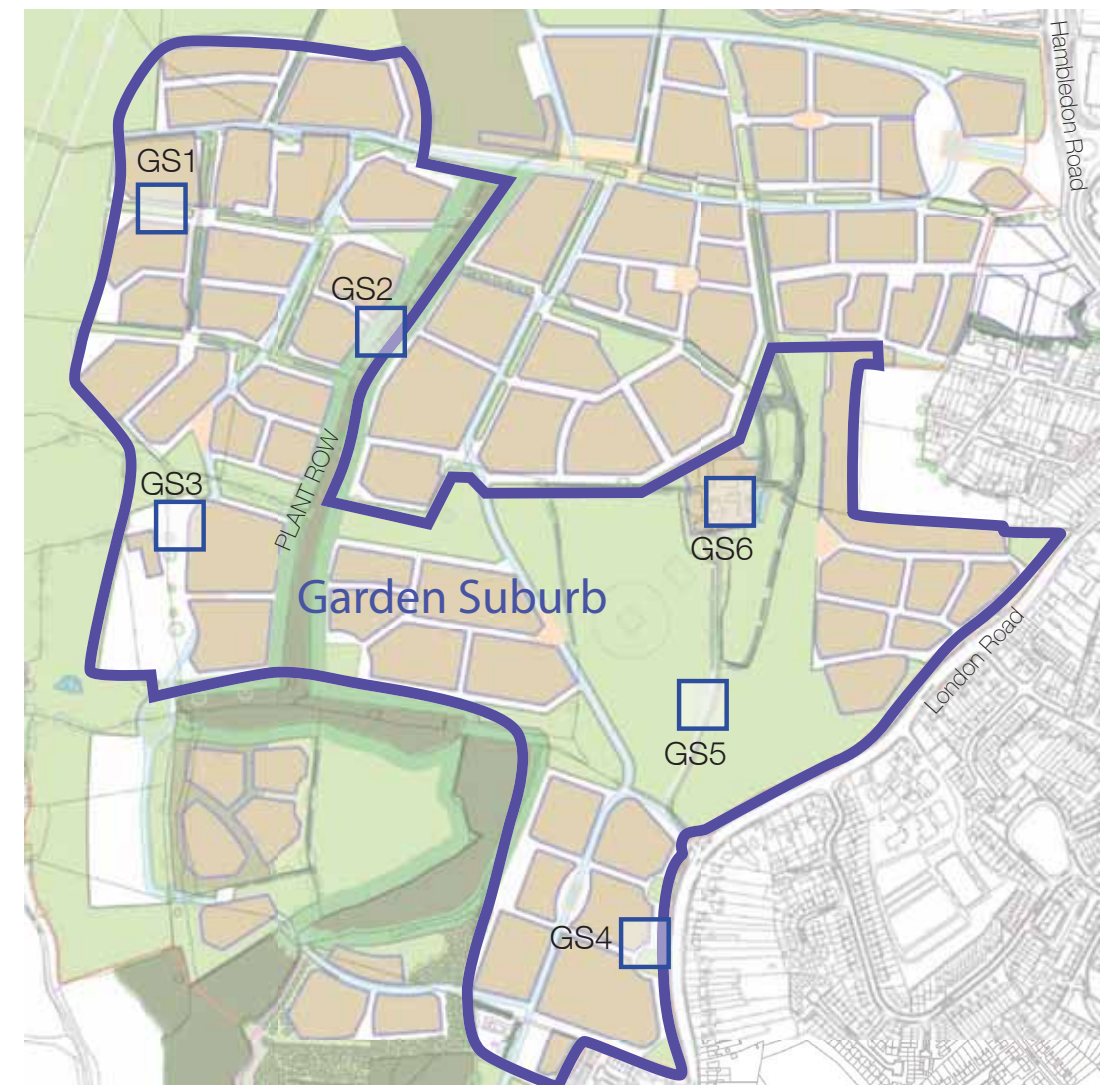


2.3.6 Code demonstration studies

❶ Demonstration studies illustrate and summarise how the Design Code and street type requirements (as set out in Section 2.7.1) should be interpreted.

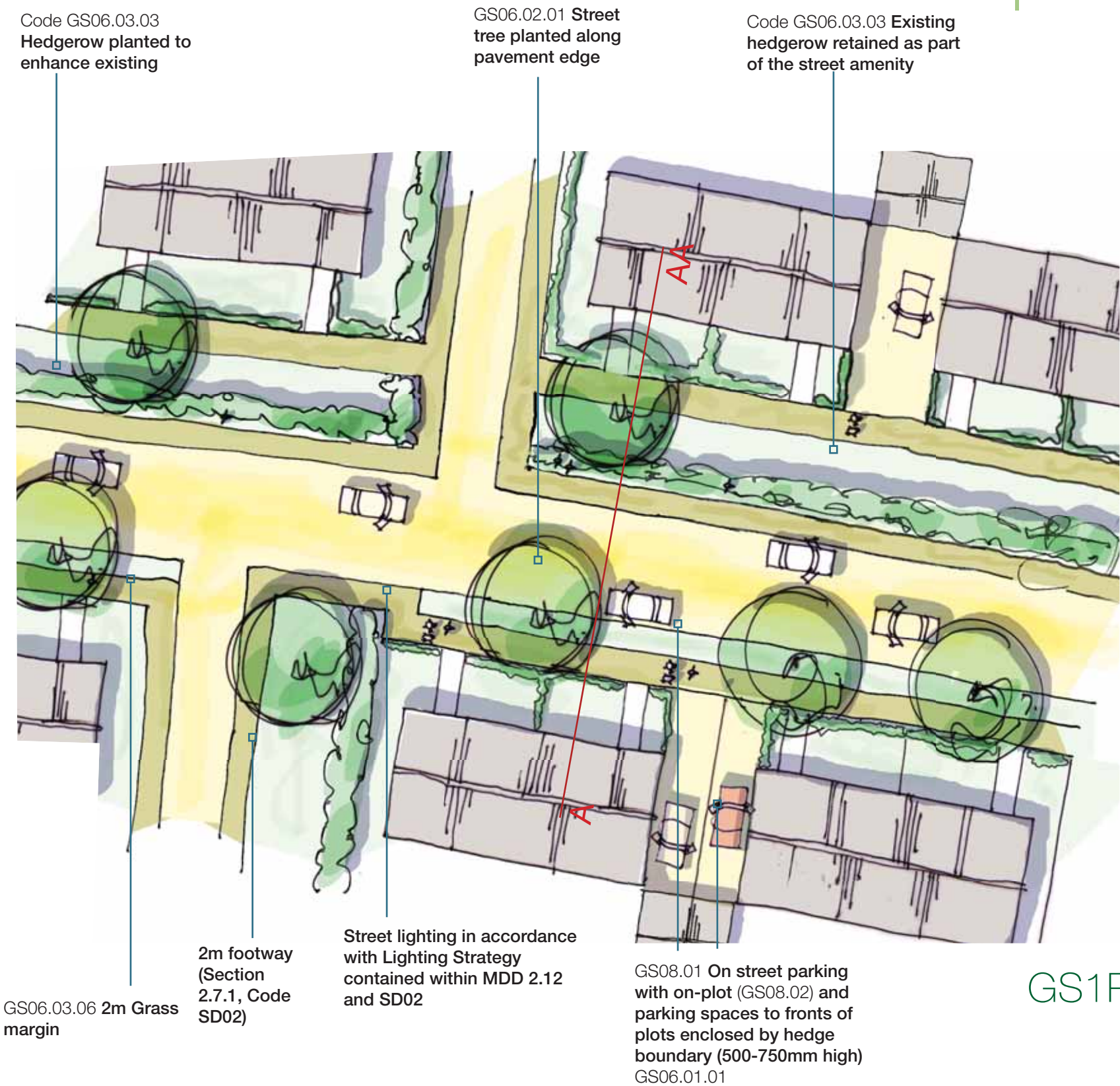
The diagram on the right shows the location of the Demonstration study areas.

The Demonstration studies illustrate the relationship of development to the existing hedgerow structure and linear green spaces (GS1), the relationship of development to Plant Row (GS2) and the Main Street running through the Garden Suburb west (GS3). The frontage towards London Road is demonstrated in GS4 and the Town Park design is shown in GS5, with the Plant Farm area shown in GS6. These are all key townscape features of the Garden Suburb Identity Area.

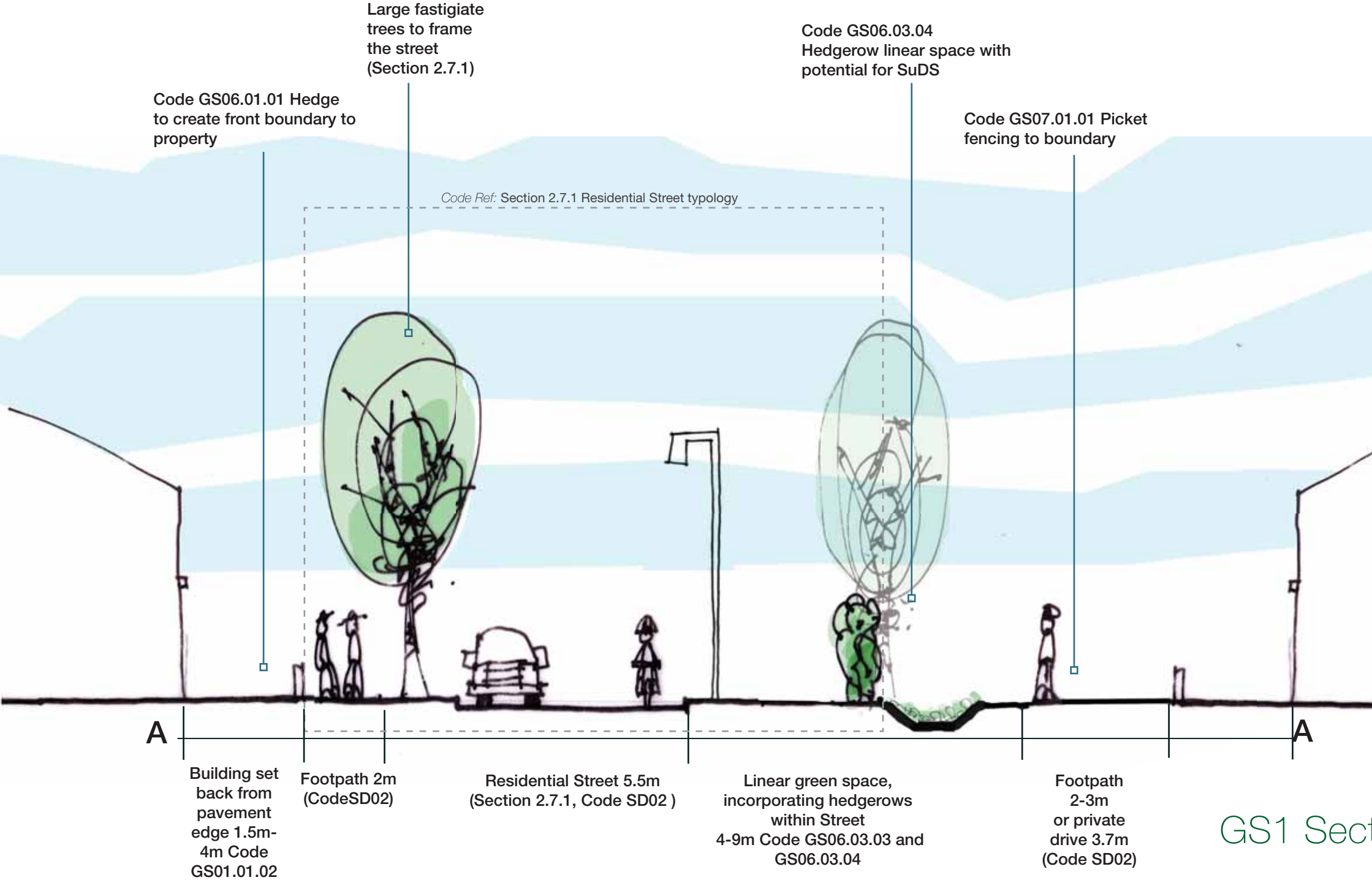


Demonstration Area
GS1

Residential Street
with retained
hedgerows and
linear green spaces



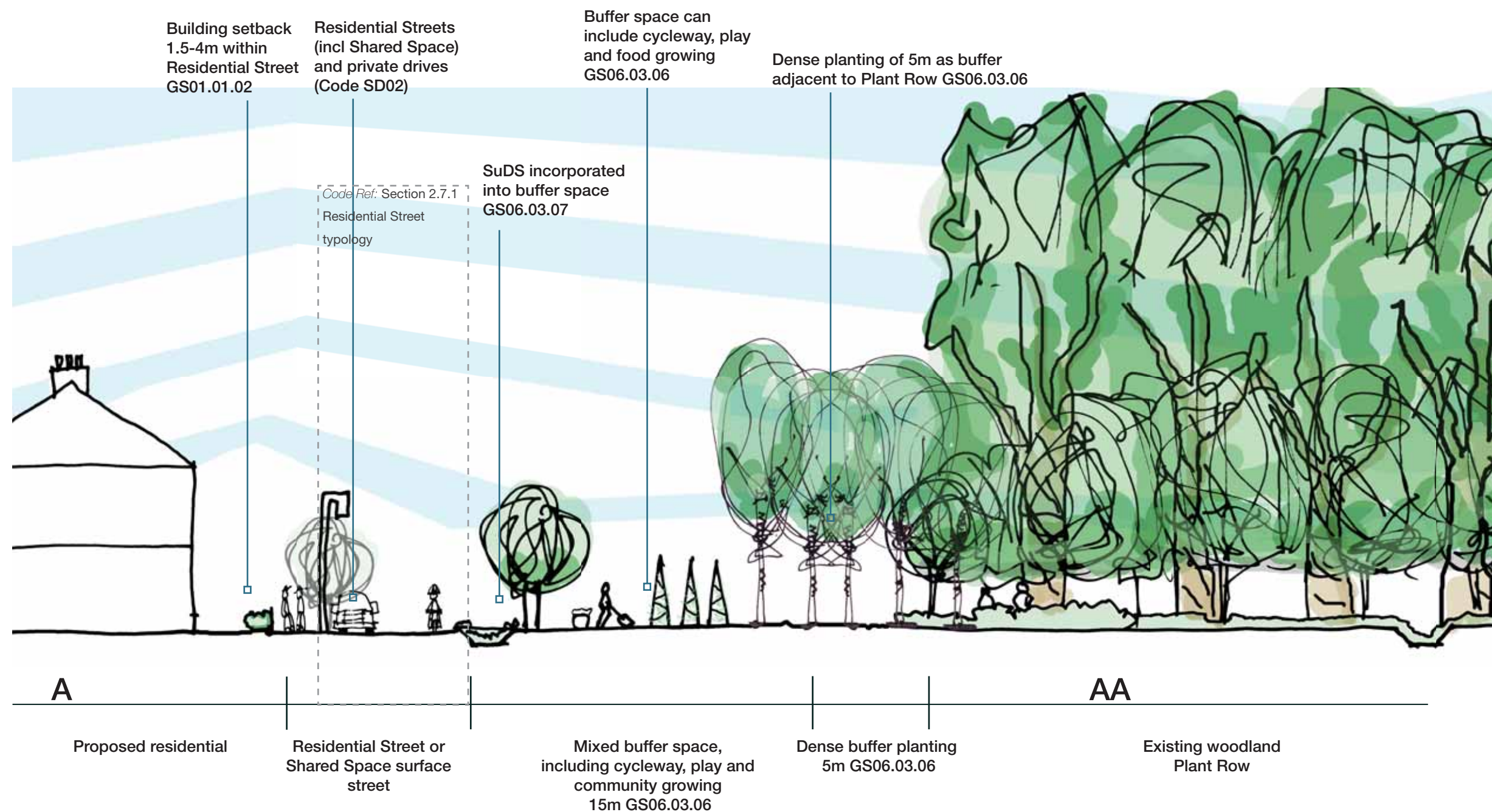
GS1 Plan



Demonstration
Area GS2

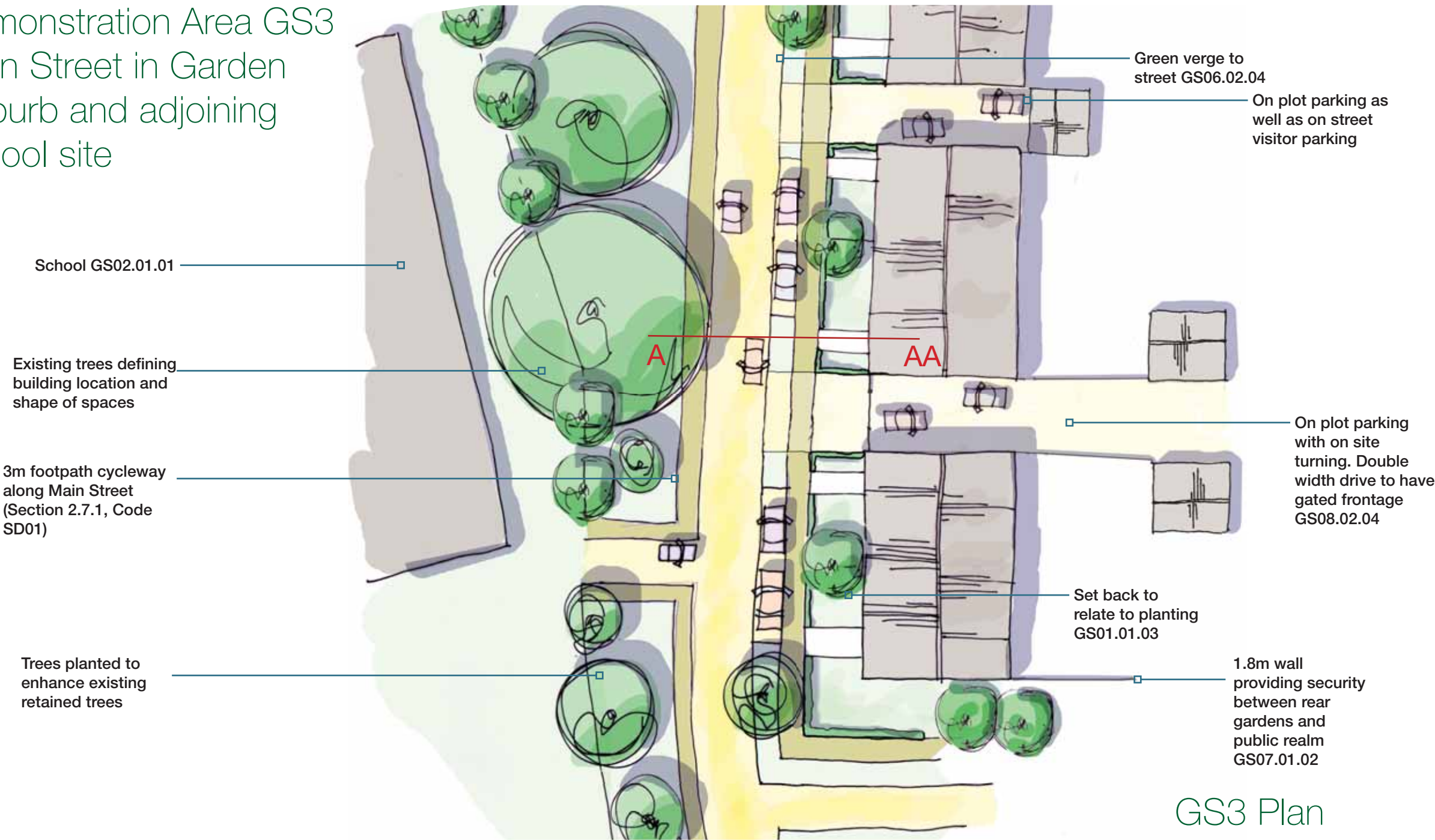
Development relationship to
Plant Row

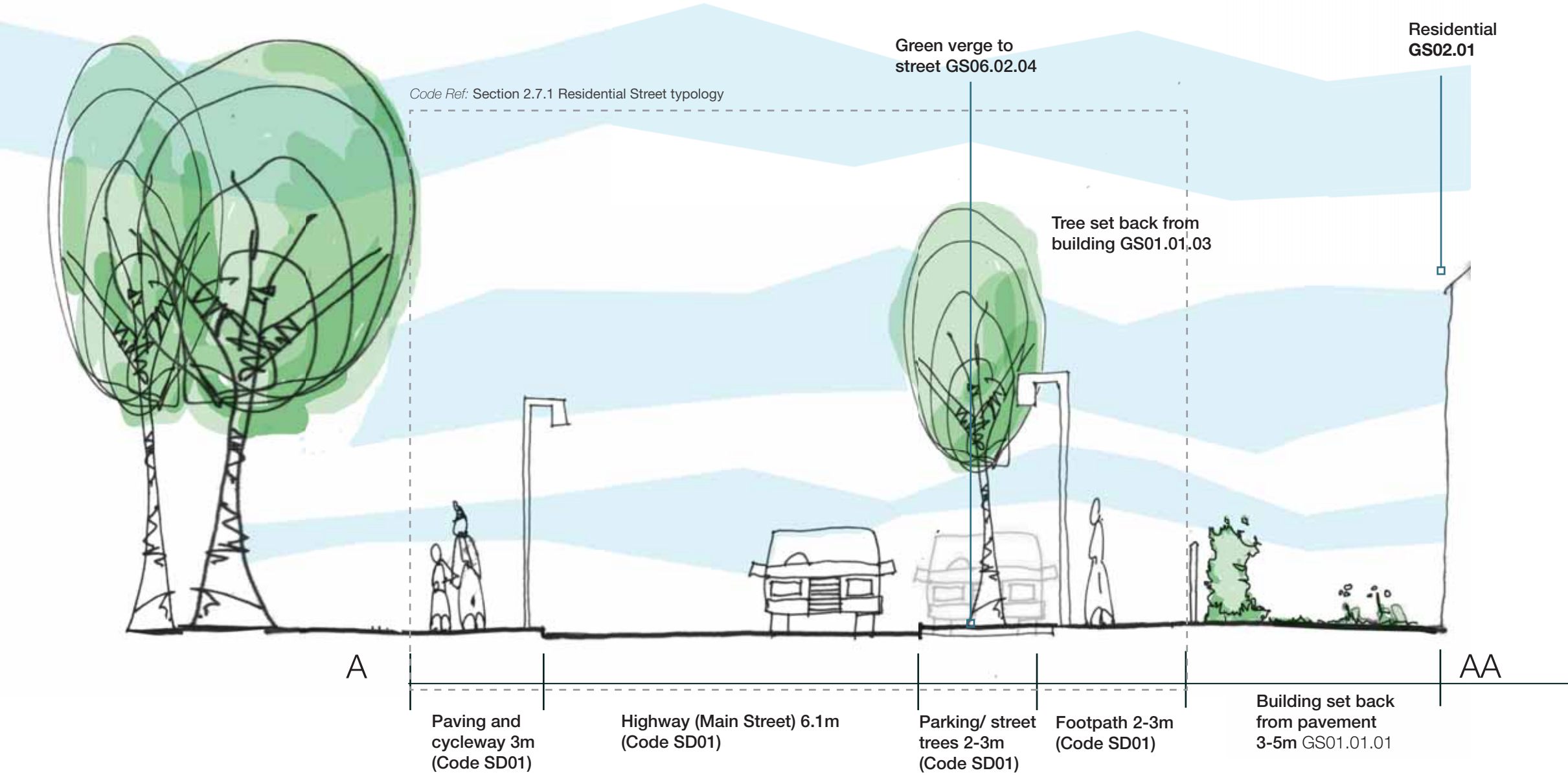




GS2 Section

Demonstration Area GS3
Main Street in Garden
Suburb and adjoining
school site





GS3 Section

Demonstration Area
GS4

Demonstrating
relationship to London
Road

Residential Street or
Shared Space (Section
2.7.1, Code SD02)

Houses facing onto
public realm (including
London Road)
GS01.02.05



SuDS
incorporated
into open
space
GS06.03.04
and MDD

Existing London
Road hedge
supplemented with
new planting where
possible GS06.03.03

London Road

GS4 Plan



Frontages towards London Road, set behind front gardens, set back from Residential Street by 1.5-4m GS08.01.02	Paving 2m (Code 2.7.1)	Street trees 2-3m (Code 2.7.1)	Highway (Residential Street or Shared Space) 5.5m (Code 2.7.1)	Variable width to planted edge. Existing vegetation and enhancement where possible	Paving 2m (existing)	London Road
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Demonstration Area GS5
Town Park

Explaining the mix of
activities and landscape
treatment



Designated formal play LEAP



MUGA/ MUSA

Plant Farm

Cycle/ pedestrian route

Trim trail

Cricket ground

Existing hedgerows retained



Barnfield Row

Skate park

Designated formal play LAP

Formal kickabout

Main Street

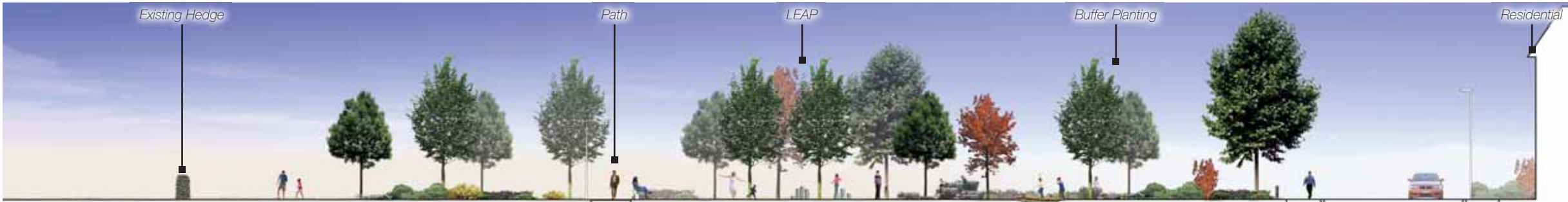
Town Park to be in accordance with Code GS02A, GS06.03.05, GS07.04 and MDD Section 2.8



Illustrative Plan: Town Park



Illustrative section A-AA: Arboretum



Illustrative section B-BB: LEAP



Illustrative section C-CC: Plant farm area and MUSA/ Town Park

Town Park GS5 Plan

Demonstration Area GS6

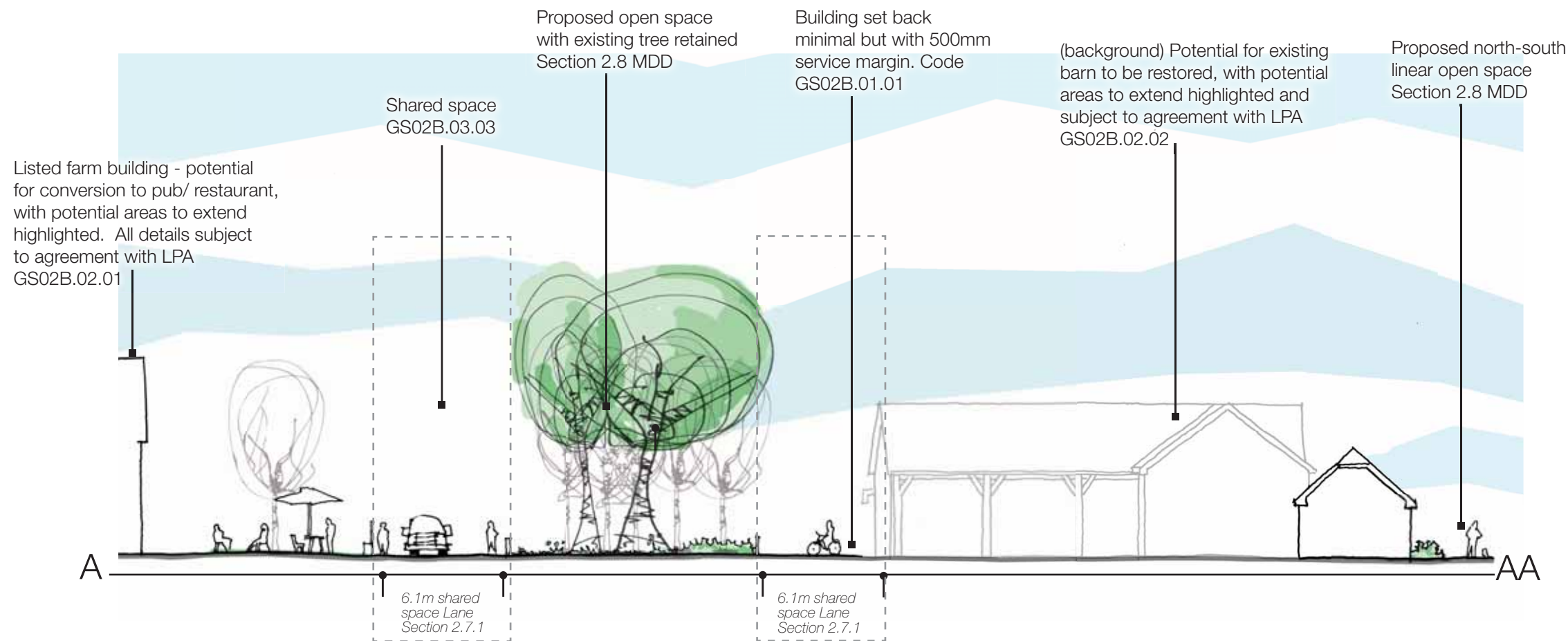
Plant Farm area

The creation of clusters and courtyards of development surrounding Plant Farmhouse

- Shared space
GS02B.03.03
- Garage - internal facing
and designed as part of
continual walled enclosure
GS02B.02.03
- Private drive/ court
GS02B.02.03
- Proposed farm courtyard
cluster style development
GS02B.02.03
- Potential for existing barn to
be restored, with potential
areas to extend highlighted and
subject to agreement with LPA
GS02B.02.02
- Potential for parking
barn/ storage building
subject to LPA agreement
GS02B.02.01
- Proposed open space
with existing tree retained
Section 2.8 MDD.
- Listed farm building - potential
for conversion to pub/ restaurant,
with potential areas to extend
highlighted. All details subject
to agreement with LPA.
GS02B.02.01



Plant Farm Plan GS6



Illustrative section: Section A-AA

Responding to existing listed building: The existing Plant Farm and existing timber framed barn are important features within the heart of Berewood. The proposed barn style houses and courtyards seek to respond to the heritage and scale of the historic farm site.

Plant Farm GS6 Section



2.4 Area 3: The Hamlets



The Hamlets location plan

2.4.1 Identity

The Hamlets area is a cluster of homes, set within a strong landscape structure, utilising the opportunities provided by the existing hedgerows, trees and woodlands. These existing characteristics help to define the identity of this area.

2.4.2 Existing characteristics

The area stretches from the southern gateway at Ladybridge Road up to Barnfield Row which defines the northern boundary. This area primarily consists of existing woodlands (Marrelsmoor Row, Alsfordmoor Coppice, Marrelsmoor Coppice and Highfield Row respectively), with the woods, hedgerows and trees framing meadows and fields. The area also consists of Newlands Meadow - a SINC (Site of Importance for Nature Conservation). A pedestrian and cycle link also cut through Barnfield Row, where the existing 32kv power line breaks the woodland. There is an existing gas valve compound on the south-east corner of the area.

2.4.3 Proposed qualities

The Hamlets will be:

- Residential development, predominately a mix of detached, semis and short terraced units creating rural clusters of development.
- Proposed open space between Marrelsmoor Row and Highfield Row to include enhanced pedestrian/ cycleway route and a formal bridleway.
- Buildings up to 9m in height to ridge.
- An environment that creates strong connections to local food growing including allotments.
- Building construction using a range of materials that acknowledge the rural edge of the development and woodlands context.
- Restoration of Newlands Meadow (SINC).
- Retain existing hedgerows and enhance existing woodland by adding newly planted woodlands and glades.
- Open spaces to include a mix of informal play, SINC, formal allotments and community gardens/ SuDS spaces.

2.4.4 Structure

The area is located to the south of Marrelsmoor Row and west of Marrelsmoor Coppice, which is bisected by a north-south spine road for the development.

Most of the development will face open spaces accessed by lanes and shared surfaces, leading directly off the Main Street (primary). A distinctive character will be created by the clusters of development within a woodland setting.

2.4.5 Activities

The core activities are residential, with open space with a mix of allotments, informal play, cemetery and SuDS spaces. The housing will include small terraces, semi-detached and occasional detached units.

i All development will need to be in accordance with the approved Masterplan Design Document (MDD) and Sustainability Strategy submitted with the outline planning permission March/ April 2012.

Section Two: The Hamlets - design codes

2.4.6 Identity precedents

The form of development responds to the rural and woodland characteristics of the area. New development is designed in clusters and acknowledges the style of small villages and hamlets found in the local rural context.

Precedents include: Cheriton, Soberton and Ovington. Outside of Hampshire they include Living Villages at Bishop's Castle in Shropshire.



Lanes in Cheriton



Aerial view of Cheriton, Hampshire



Cheriton, Hampshire



Low carbon home



Sustainable building in woodland context



Langport, Somerset



Typical house in Wintles, Bishop's Castle, Shropshire



Main street in Cheriton, Hampshire

CODE TH01 Urban Structure

MANDATORY REQUIREMENTS:

① **Street structure rule:** Within The Hamlets, Lanes run directly off the Main Street. There are no Residential Streets (secondary). Code 2.7.1

TH01.01: Set Back - Residential

① Note: Minimum service margin of 500mm required in all areas.

TH01.01.01 Main Street: 1-5m from pavement edge, continual frontage (minimum set back will be 3m from any sewer)

TH01.01.02 Lane: 0.5-2.5m from shared space

TH01.01.03 Setbacks from trees should be in accordance with NHBC standards.

TH01.02: Enclosure of public space (ratio between height of buildings and street plant and width of space)

Note: Enclosure ratio is *Height* and *Width* (*h* to *w*):

TH01.02.01 Main Street enclosure ratio will have a range of ratio from 1 to 2 to 1 to 3.5

TH01.02.04 Lanes enclosure ratio of up 1 to 1.5

TH01.02.05 Public realm overlooked by active frontages (windows and habitable rooms)

TH01.03: Heights

TH01.03.01 Must be in accordance with the approved parameters plans as summarised within the Regulating Plan.

TH01.03.02 Maximum height of up to 9m to ridge (① see parameter in Section 01)

EXPLANATORY 01: Illustrations of code requirements

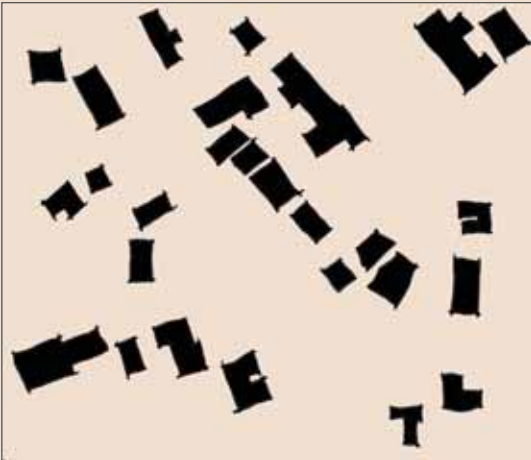
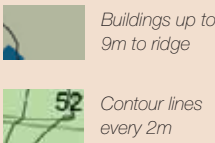
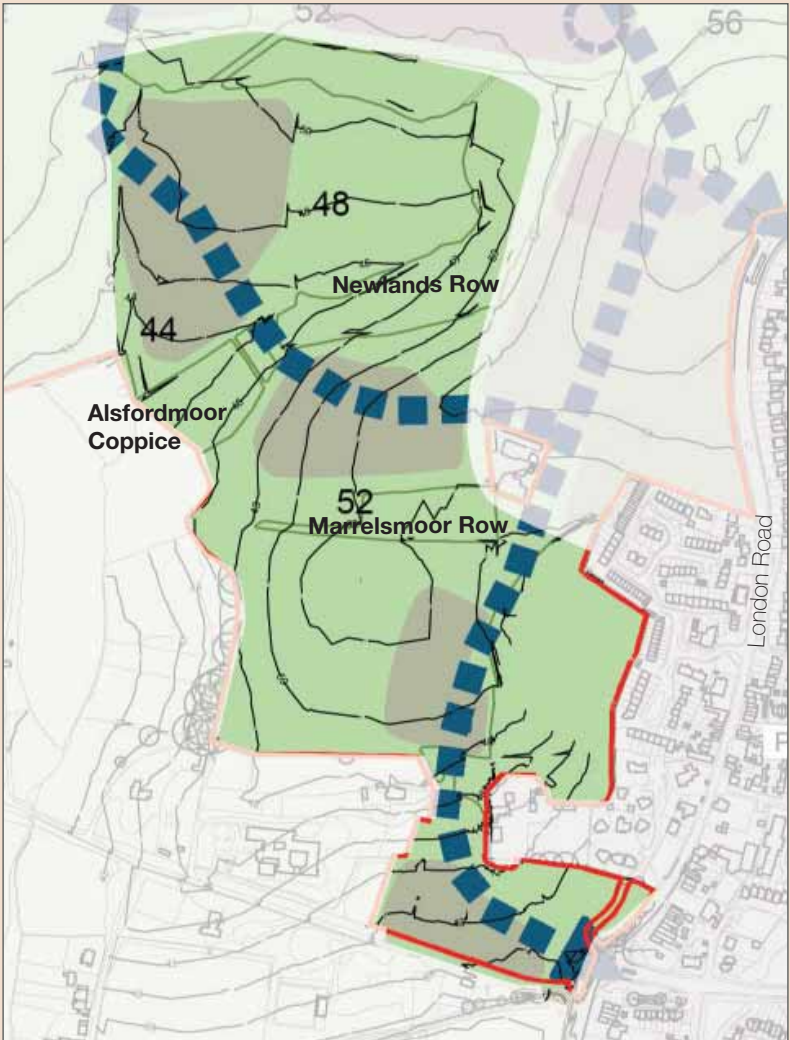


Figure ground of Cheriton, Hampshire



Building height parameters for The Hamlets Identity Area

CODE TH02 Land Use

MANDATORY REQUIREMENTS:

TH02.01: Land use requirements

TH02.01.01: MUST INCLUDE

All uses within planning permission (① Also refer to MDD)

1. Residential development
2. Land for cemetery
3. Bridleway and cycleway
4. Public open space, including green corridors and retained woodland (① as identified in parameter plan, Section 01 and MDD Section 2.8)
5. Access to adjoining allotments (see Countryside Edge & River Corridor Identity Area)

NON-MANDATORY REQUIREMENTS:

TH02.01.03: CAN INCLUDE

1. Community gardens

EXPLANATORY 02: Illustrations of code requirements



Typical relationship between a house and open space in Cheriton, Hampshire



Typical detached unit in Cheriton



- Public open space
- Existing woodland
- Mitigation tree planting (dormice)
- Housing

Greenway/
Bridleway

Proposed Cemetery

Land use within The Hamlets

CODE TH03 Materials

MANDATORY REQUIREMENTS

TH03.01 Elevations

- TH03.01.01 Brick: Clay stock brick (orange-red or dark multi)
- TH03.01.02 Details: Occasional use timber cladding
- TH03.01.03 Render: Use of colour rendered elevations

TH03.02 Roof

- TH03.02.01 Colour: Orange/reds, dark reds
- TH03.02.02 Colour: Use of slate grey
- TH03.02.03 Materials: Predominantly along Main Street (primary) and public open space, use of plain clay tiles or natural slate
- TH03.02.04 Materials: Predominantly along Residential Street (secondary) use of plain tiles
- TH03.02.05 Composite materials may be acceptable in exceptional circumstances if it can be demonstrated that their use will enhance the visual appearance of buildings
- TH03.02.06 Materials: Occasional use of standing seam metal roofing for feature buildings (grey material such as zinc)

TH03.03 Rainwater goods

- TH03.03.01 Metal guttering or high quality imitations only (black)

NON-MANDATORY REQUIREMENTS

TH03.04 Elevations

- TH03.04.01 Use of glass elevations
- TH03.04.02 Use of flint elevations (rough or knapped)
- TH03.04.03 Use of stock buff bricks and painted bricks

① Detail of fenestration materials contained with Code TH05

EXPLANATORY 03: Illustrations of code requirements

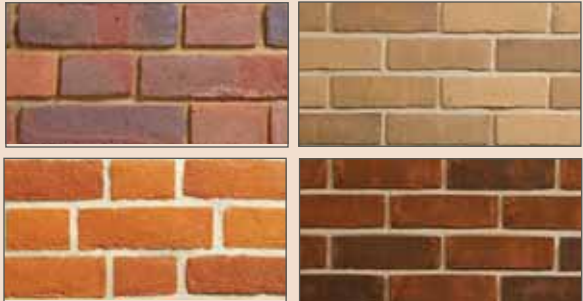


Clockwise from top:
red brick, red clay roof
tiles, black clay roof tile,
timber cladding, timber
with render and flint



Elevations:

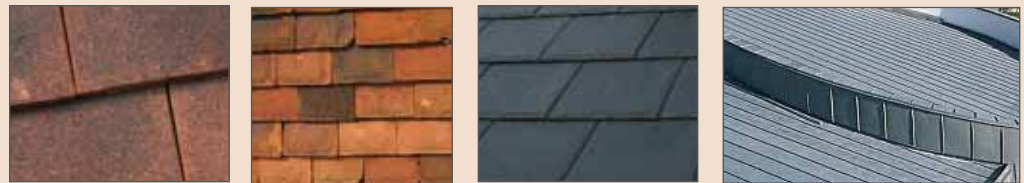
Mix of stock brick types in south Hampshire



Renders: can be used for whole elevation or combined with stock brick.
Through-render and option for painted brick to be used - predominantly off
white and cream, though other colours possible



Roof:



Example types: roof
clay tiles, slate. Zinc
can be used on more
contemporary designs

CODE TH04 Roofs and eaves	EXPLANATORY 04: Illustrations of code requirements
MANDATORY REQUIREMENTS: TH04.01: Residential details TH04.01.01 Ridge running parallel or 90° to the street TH04.01.02 Mix of full hip roof and gable designs TH04.01.03 Continuous breaks in roof line created by predominant use of detached, semi detached, short terraces and connected buildings of varying height, as well as the use of chimneys TH04.01.04 Roof planes should on occasions continue down to ground floor level with sprocketed eaves TH04.01.05 No deep boxed eaves. Should include open sprocketed eaves and either fine barge boards or parged verges NON-MANDATORY REQUIREMENTS: CAN INCLUDE TH04.01.06 Flat roofs and mono pitched roofs are acceptable only for feature/ landmark buildings. Care and attention should be paid to the detailing and materials especially at the parapets and eaves. TH04.01.07 Use of half hip is possible but care should be taken with proportions and should only be used on buildings with narrow floor plates.	 <i>Gable end roof found in Wintles</i>  <i>Hipped roof in Cheriton</i>  <i>Half-Hipped roof in Cheriton</i>  <i>Low pitched roof with eaves finishing at soffit of ground floor</i>  <i>Gable end roofs in Cheriton along the lanes</i>  Eaves: <i>Examples of deep eaves detail</i>

CODE TH05 Fenestration

MANDATORY REQUIREMENTS

TH05.01 General details

TH05.01.01 Windows in proportion and responsive to elevation design

TH05.01.02 Buildings that follow a more traditional style of design, care should be taken with the proportions of window to masonry and generally windows will be smaller and there will be larger areas of masonry. They will generally be square or portrait in shape and will be recessed by 90mm. Dormer windows can be used but they will be smaller than the windows on the elevations.

TH05.01.02 Timber or metal windows

TH05.01.03 Garage doors to be inset into garage elevation by a brick depth (90mm)

NOT PERMITTED:

TH05.01.03 UPVC doors and windows, GRP features including chimneys, dormers, porches and other detailing.

NON MANDATORY

TH05.02 Can include:

TH05.02.01 Flat roof or gabled dormer windows to roof space

TH.05.02.02 Full height glazed elevations

EXPLANATORY 05: Illustrations of code requirements



Different variations of rhythm found within the Hampshire area and to be implemented within Berewood



Window: Identity precedents depicting fenestration form relevant to Market Town identity area

Casement style



Door designs illustrating issue of quality

Doors should use high quality materials and not UPVC

CODE TH06 Soft Landscape

NOTE: ⓘ Details of vegetation species included within Appendix A, unless otherwise agreed in advance with LPA. ⓘ Trees within the ‘highways zone’ should be in accordance with the guidance contained for each street type in Section 2.7.

MANDATORY REQUIREMENTS

The design criteria specific to this Identity Area (outside of the ‘highways zone’), should be as follows:

TH06.01: Property boundaries

TH06.01.01 Property boundary to be low hedge with specimen shrub. ⓘ Species within Appendix A. ⓘ Boundaries between gardens/ private space: see hard landscape code

TH06.02: Urban space and additional requirement for Lanes

TH06.02.01 Trees: large growing species planted informally within squares or open space

TH06.02.02 Hedges and shrubs: incorporated into SuDS spaces; formal planting to street and plot frontages of predominantly ornamental and evergreen species

TH06.02.03 Grasses: incorporated in SuDS spaces

TH06.03: Open spaces

TH06.03.01 Trees: large ovate in form within woodland edges in accordance with Appendix A

TH06.03.02 Hedges and shrubs predominantly native species: formal planting to street and plot frontages of predominantly ornamental and evergreen species . Also use to create edge to green space.

TH06.03.03 Green spaces to incorporate SuDS and mix of fastigate and ovate trees (ⓘ Species and distance from building subject to NHBC Standards)

TH06.03.04 Grasses: meadow grass; wet meadow grass to proposed ponds; amenity grass to cemetery and elsewhere

TH06.03.05 SuDS species incorporated into green spaces (ⓘ in accordance with SuDS strategy in MDD)

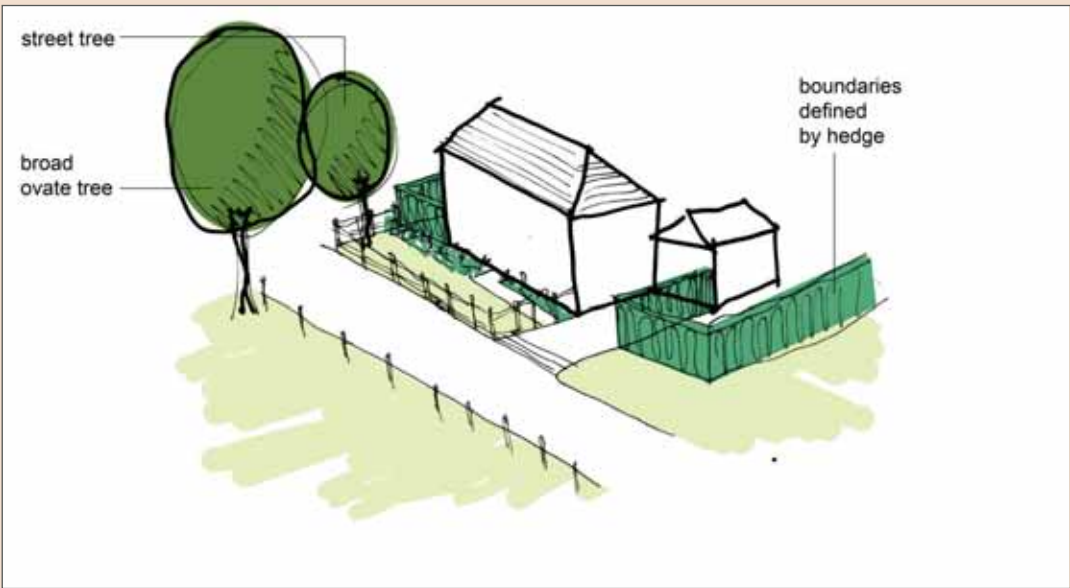
TH06.03.06 Woodland edge - 5m depth of dense shrub planting. Buffer space can include footpath/ cycleway, SuDS, play and food growing. (ⓘ in accordance with MDD)

TH06.04: Play space

TH.06.04.01 Grass or turf to informal play areas

EXPLANATORY 06: Illustrations of code requirements

Relationship of open space with the built form is integral to this zone as in Cheriton, right



Typical soft landscaping features within the Hamlets



Flora used to soften edges along streets

Formal planting to street

Natural features incorporated into design

CODE TH07 Hard Landscape

i Materials and street furniture within the 'highways zone' should be in accordance with the guidance contained for each street type in Section 2.7.1. The design criteria specific to this Identity Area (outside of the 'highways zone'), should be as follows:

MANDATORY REQUIREMENTS (general for Garden Suburb)

TH07.01 Properties

- TH07.01.01 Building frontages/ defensible space where set back is created: Picket fencing, timber post and rail (750mm-1.3m high)
- TH07.01.02 Rear gardens adjoining public realm: 1.8m brick wall. Palette in accordance with building materials (**i** CODE 03)
- TH07.01.03 Boundaries between gardens/ private space: 1.8m close board fence
- TH07.01.04 Low timber post and rail fence to act as knee rail where applicable
- TH07.01.05 All private parking and drives should incorporate pervious paving construction.

TH07.02 Urban space and Lanes

- TH07.02.01 Surface materials: Pervious surfacing to shared space (including driveways) (paving or materials to be agreed with LPA)
- TH07.02.02 Block paving transition between paving types
- TH07.02.03 Street furniture: metal or timber bollards (subject to adoption) where required
- TH07.02.04 Tree protection where required using timber posts or kerb detail where required
- i** Light columns in accordance with requirements as set out in Section 2.7.1

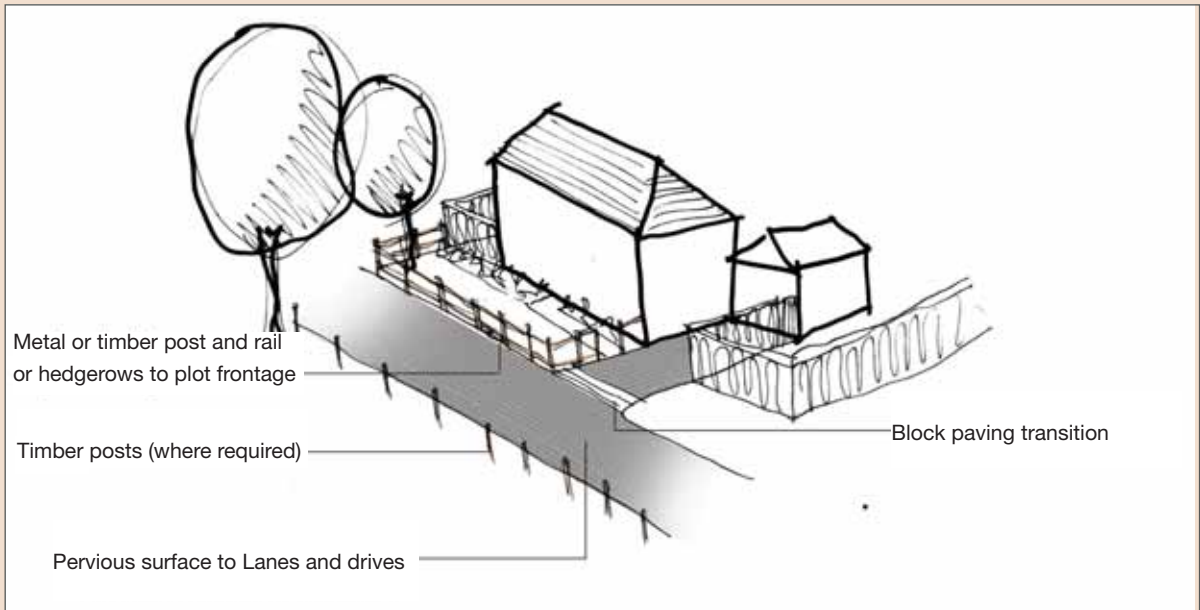
TH07.03 Green corridors and open spaces

- TH07.03.01 Paving and tracks: self-binding gravel
- TH07.03.02 Street furniture: black metal finger posts where required
- TH07.03.03 Lighting: low level lighting, timber or metal posts
- TH07.03.04 Recreation equipment: informal timber equipment/ trim trail
- TH07.03.05 Fencing to play areas (metal or timber)
- TH07.03.06 Timber posts to protect exposed edges of open spaces from vehicles

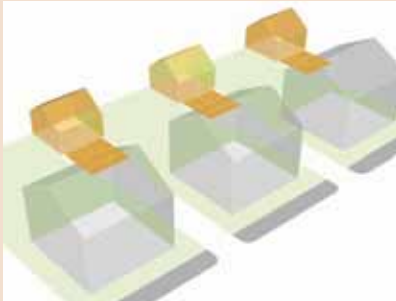
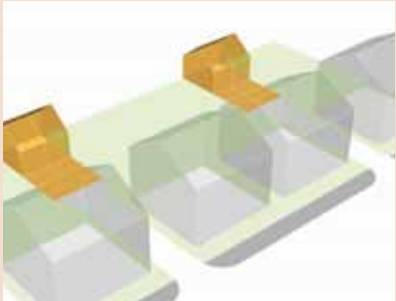
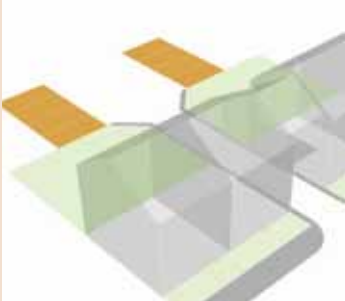
EXPLANATORY 07: Illustrations of code requirements



Clockwise from Top:
Flint walls in Soberton,
bituminous main road
in Cheriton, hard
landscape features and
wrought iron post and
rail feature



Typical hard landscape features for within The Hamlets

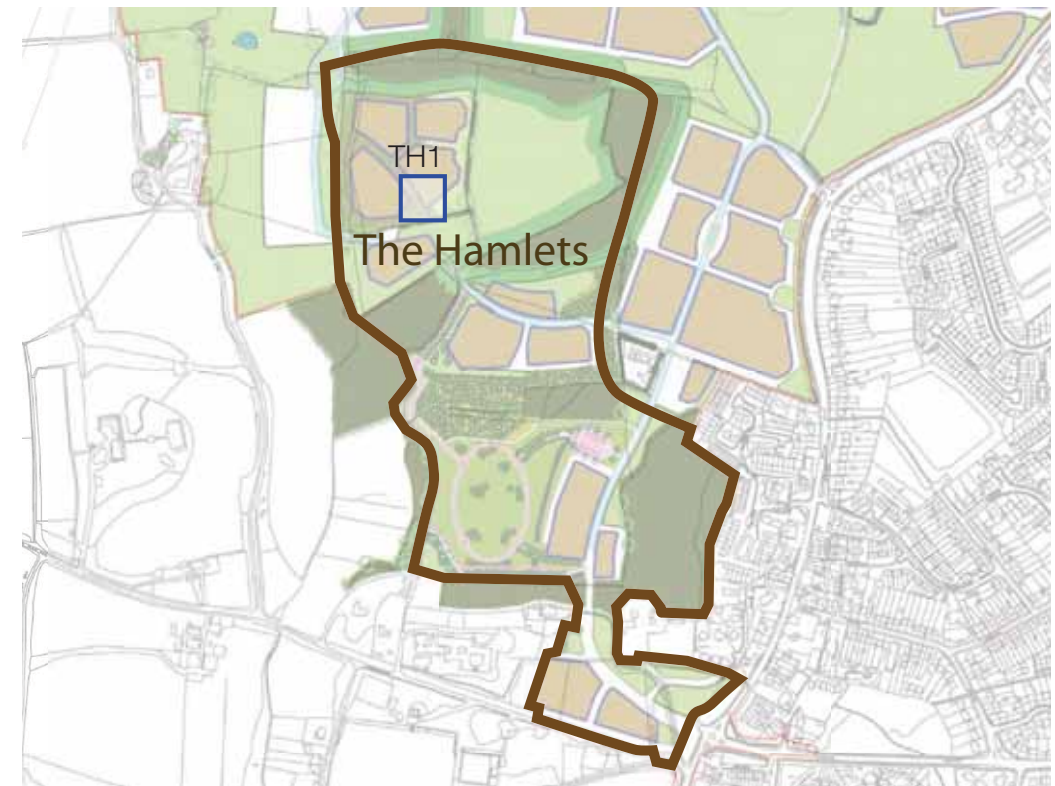
CODE TH08 Parking	EXPLANATORY 08: Illustrations of code requirements
i Note: All vehicle and cycle parking must be in accordance with the current adopted Havant Borough Council and Winchester City Council parking standards. MANDATORY REQUIREMENTS TH08.01 On street TH08.01.01 On street parking predominantly for visitor parking TH08.01.02 Informal where required TH08.01.03 Cars should be visible from a habitable room/ active frontage TH08.02 On plot TH08.02.01 On plot parking set behind frontages to Main Street (primary) and Lanes (tertiary) TH08.02.02 Vehicles should avoid reversing onto Main Street from private drives within 20m of a major street junction (end of radius of kerb) TH08.02.03 Parking spaces and garages should be set back from frontage TH08.02.04 On plot driveways to be secured by low 1.3m timber gates, especially on double width drives, to enhance security and reduce views of cars from street TH08.02.05 Small rear access parking areas or courts of up to 6 vehicles may be appropriate to help service parking to short terraces, though these must provide direct pedestrian access into adjoining plots via gates TH08.03 Cycle parking TH08.03.01 Secure cycle parking required for all properties and should be integral to the design of building	 Parking at the end of an informal road in Cheriton  On plot parking in Cheriton  On plot: Curtilage single access per plot  On plot: Curtilage paired shared access  Rear parking and access to curtilage Cycle parking: Secure cycle parking should be integral to the design of buildings and included within plots or properties, including courtyards for flatted scheme. 

2.4.7 Code demonstration studies

① Demonstration studies illustrate and summarise how the Design Code and street type requirements (as set out in Section 2.7.1) should be interpreted.

The diagram on the right shows the location of the Demonstration study areas.

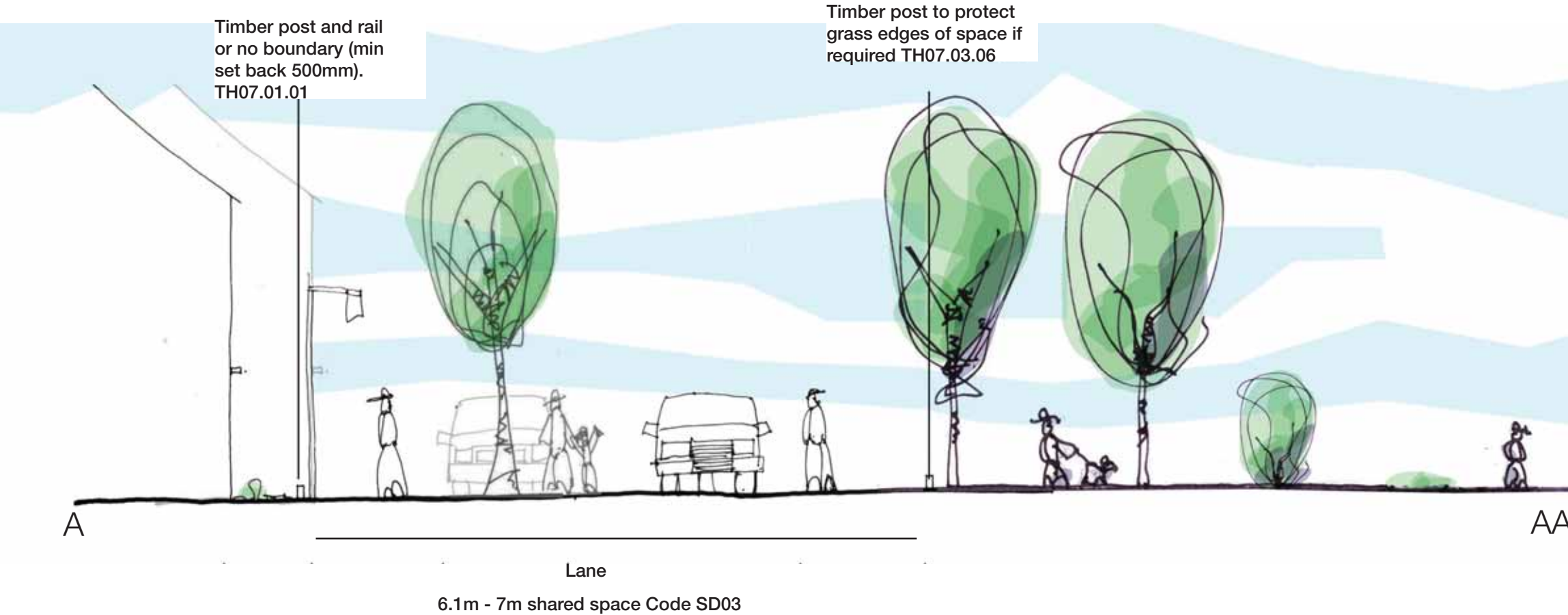
The Demonstration study TH1 illustrates the relationship of development to the existing landscape context and the street hierarchy of Main Streets (primary) providing direct access to rural Lanes (tertiary). It also demonstrates the relationship of development adjacent to landscape areas, such as the adjoining meadow SINC.



Demonstration Area - TH1

Illustrating mix of Main Street and Lanes, and relationship to adjoining space





TH1 Section

2.5 Area 4: Employment hub



Employment hub location plan

2.5.1 Identity

The Employment hub provides the largest proportion of employment and forms a land use relationship to adjoining employment areas in the Brambles Industrial Estate and also the employment area for the Taylor Wimpey development to the north.

2.5.2 Existing characteristics

The area is set between the River Wallington corridor and Taylor Wimpey site to the north. The eastern edge of the area is framed by the Brambles Industrial Estate while the western edge is formed by an open agricultural landscape and 132kv power lines. This is the lowest area of the site and is relatively flat between 32 and 34m AOD. There are two north-south hedgerows and an existing pond immediately to the south of Taylor Wimpey site, which in turn is adjacent to a small brook that forms the boundary between the two MDA developments.

2.5.3 Proposed qualities

The Employment Hub will be:

- An integrated employment cluster on the flatter part of the site and therefore able to deliver a wide range of building sizes and footprints.
- An opportunity to provide a mix of employment types including small incubator/ starter units to larger commercial premises.
- Development set out in a series of employment courts, creating secure private areas and frontages onto public areas where possible, set within a high quality landscape and public realm.
- Development with a range of building heights between 9 and 12m.
- Development which includes a landscaped tree-lined Main Street connecting the area to the proposed Berewood local centre to the south and the Taylor Wimpey development and Hambledon Road to the north.
- An opportunity to create a positive interface with the River Wallington, incorporating the use of landscaped edges, native tree and shrub species and quality building types.

2.5.4 Structure

The Employment hub is located to the North of the River Wallington and is accessed via the east-west main road which runs along the south of the River Wallington corridor.

The employment buildings will be designed to form clusters with the majority of parking in the middle of the cluster with a high quality landscape and public realm.

2.5.5 Activities

Mix of employment opportunities ranging from small starter units to larger commercial premises. Active frontages (windows and potentially doors) to street frontages (Commercial Street).

2.5.6 Identity precedents

Precedents include: Solent Village, Whiteley; Basepoint, Southampton, and other high quality employment courtyard development.



CODE EH01 Urban Structure

MANDATORY REQUIREMENTS:

EH01.01: Set Back

- Note: Specific rules set out in relevant part of CODE MT02 Land Use, pages 18-21 for special parts of Identity Area*
- EH01.01.01 Commercial Street (primary): 5-9m from pavement edge
 - EH01.01.02 Residential Street (secondary): 3-6m, regular continual frontage
 - EH01.01.03 Additional increased setbacks when coinciding with street trees of up to 9m
 - EH01.01.04 Active frontages (windows) overlooking streets

EH01.02: Enclosure of public space

- Note: Enclosure ratio is Height and Width (h to w):*
- EH01.02.01 Commercial Street enclosure ratio from 1 to 2 up to 1 to 3
 - EH01.02.02 Residential Streets (secondary) ratio 1 to 2 ratio
 - EH01.02.03 Courtyard squares up to 1 to 4

EH01.03: Heights

- EH01.03.01 Must be in accordance with the approved parameter plans (Section 1.2.2) as summarised within the Regulating Plan *i* Section 1.2.7
- EH01.03.02 Maximum height of 12m to ridge (see parameter)

EXPLANATORY 01: Illustrations of code requirements

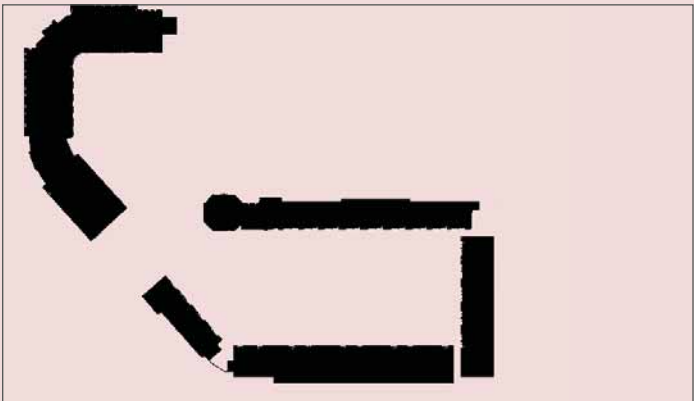


Figure ground view of Basepoint, Southampton, creation of development courtyards, using a variety of footprint depths, some of which can be more domestic in scale to reduce visual bulk of development.



Building height parameters for Employment Hub Identity Area

CODE EH02 Land Use

MANDATORY REQUIREMENTS

EH02.01 Development edges

- EH02.01.01 Employment area only, providing a full range of types including B1 and B2
- EH02.01.02 Servicing and parking to rear within secure private courtyards
- EH02.01.03 Active frontage overlooking streets and footpaths
- EH02.01.04 Large areas of parking and servicing should be away from the public realm
- EH02.01.05 Well connected to mixed-use local centre to south
- EH02.01.06 Good access to public transport and pedestrian/ cycle networks

NON MANDATORY

- EH02.01.07 Small studios and workshops within courtyards

i Street requirements should be in accordance with the guidance contained for each street type in Section 2.7.1
Note: Connections to the adjoining Brambles Farm Industrial Estate will be made via a link adjoining the River Wallington Corridor. See MDD 2.3.4.

EXPLANATORY 02: Illustrations of code requirements



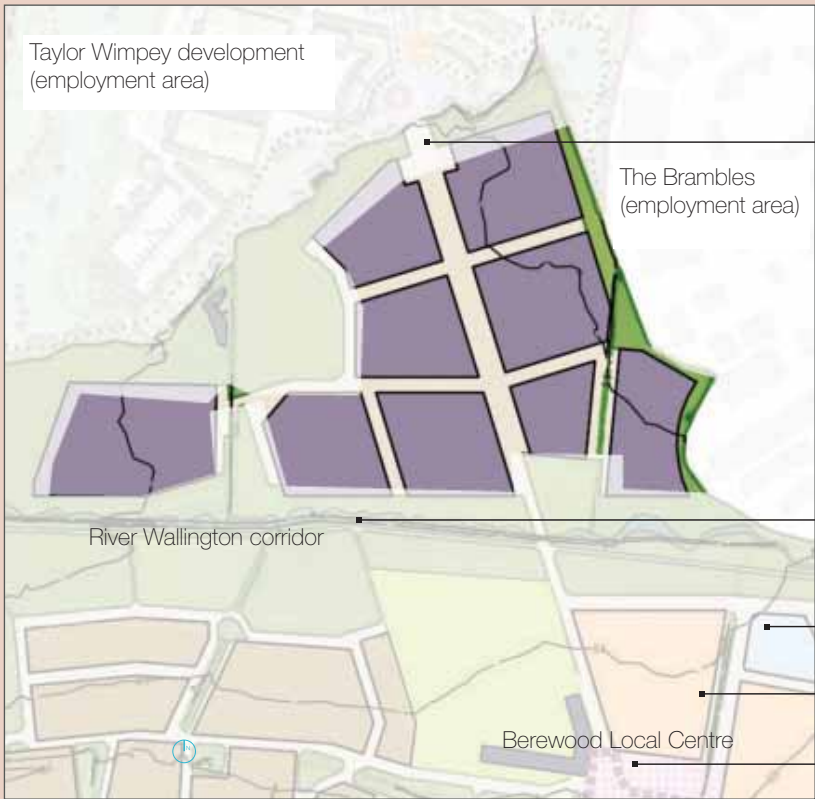
Medium sized units at Basepoint



Medium density Green Park, Reading



Small starter units Green Park, Reading



Link into Taylor Wimpey development and towards Hambledon Parade. Taylor Wimpey employment area immediately north of Employment Hub.

River Wallington Corridor

Mixed Use employment and commercial

Mixed Use retail and community

Berewood Square

CODE EH03 Materials

MANDATORY REQUIREMENTS:

EH03.01 Elevations - Predominantly brick

- EH03.01.01 Brick: Red/ brown or multi brick (all bonds acceptable)
- EH03.01.02 Buff brick
- EH03.01.03 Glass cladding/ screens
- EH03.01.04 Coloured metal cladding

EH03.02 Roof

- EH03.02.01 Colour: Predominantly light shades and grey throughout identity area
- EH03.02.02 Metal standing seam, slate or composite

MT03.03 Fenestration materials:

 Detail contained with Code MT05

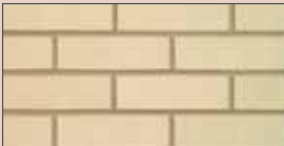
NON MANDATORY REQUIREMENTS:

- EH03.04.01 Coloured render
- EH03.04.02 Terracotta tile cladding

EXPLANATORY 03: Illustrations of code requirements

Elevations:

Mix of stock brick types in south Hampshire

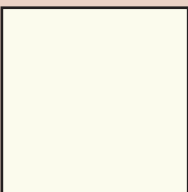


Bricks: Red or multi bricks. Most appropriate for offices

Alternatives: Contemporary use of terracotta cladding tiles, use of glazed cladding



Terracotta cladding tiles



Renders: can be used for whole elevation or combined with stock brick. Through-render to be used - predominantly off white and cream



Metal and glass cladding: High quality cladding will be acceptable on non residential buildings, subject to design and quality of materials

Roof:



Roof tiles: Example types slate - hard and soft grey



Metal cladding: Example of zinc metal cladding to roof and elevational returns



CODE EH04 Roofs and eaves

MANDATORY REQUIREMENTS:

- EH04.01.01 Use gable pitched or mono roof
- EH04.01.02 Excessively deep footprints (generally deeper than 10m) will need to incorporate a mansard or flat roof element to help limit height and bulk of roof

NON-MANDATORY REQUIREMENTS:

- CAN INCLUDE
- EH04.01.03 Mansard roofs subject to quality of design and detail
 - EH04.01.04 Flat roofs are acceptable where a parapet has been incorporated
 - EH04.01.05 Double or triple gables are suitable for commercial buildings

EXPLANATORY 04: Illustrations of code requirements



CEME Campus, Rainham Essex



Eaves: Examples of deep eaves detail

Medium sized units at Basepoint

Small starter units Green Park, Reading



Flat roofs: Generally acceptable

CODE EH05 Fenestration

EH05.01: MANDATORY REQUIREMENTS:

- EH05.01.01 Recessed windows and doors into facade
- EH05.01.02 Designs should complement and be in proportion to the overall architecture of the building
- EH05.01.03 Metal window frames and doors
- EH05.01.04 Windows overlooking public realm

SHOULD NOT INCLUDE:

- EH05.01.05 Large areas of mirrored glass

NON-MANDATORY REQUIREMENTS:

EH05.02 CAN INCLUDE:

- EH05.02.01 Oriel and bay windows
- EH05.02.02 Timber or plastic windows and doors
- EH05.02.03 Glass curtain walling
- EH05.02.04 Louvres for shading
- EH05.02.05 Encourage passive solar gain to aid sustainable development
- EH05.02.06 Encourage use of PV tiles on large roof structures

EXPLANATORY 05: Illustrations of code requirements



Fully glazed facades encourage passive surveillance

Feature windows relevant to Identity Area



Doors should use high quality materials, often recessed or under porch feature



CODE EH06 Soft Landscape

NOTE:
i Details of plant species included within Appendix A (unless otherwise agreed in advance with LPA)
i Trees within the ‘highways zone’ should be in accordance with the guidance contained for each street type in Section 2.7

The design criteria specific to this Identity Area (outside of the ‘highways zone’) should be as follows:

MANDATORY REQUIREMENTS:

EH06.01: Property boundaries

EH06.01.01 Building frontages/ defensible space (*i* where set back required):
Narrow strip of low level defensible space, ornamental and evergreen shrubs
i Species within Appendix A
EH06.01.02 Boundaries between gardens/private space: *i* see hard landscape Code EH07

EH06.02 Access Roads and Car Parking

EH06.02.01 Trees: medium growing species, required to break up car parking areas (every 8-10 spaces)
EH06.02.02 Hedges and shrubs: incorporated into SuDS spaces
EH06.02.03 Grasses: incorporated in SuDS spaces

EH06.03: Linear green corridors

EH06.03.01 Trees: Large, medium and small trees in accordance with Appendix A *i*
EH06.03.02 Shrubs: informal range of indigenous hedge row species
EH06.03.03 Grasses: amenity and meadow grasses, SuDS species incorporated

EXPLANATORY 06: Illustrations of code requirements



Formal planting along main street



Medium sized tree species



Low level shrubs and grass to Commercial Street edge with tree planting



Longer grass acts as a buffer



Fastigate trees utilised in formal settings



Ornamental planting



CODE EH07 Hard Landscape

NOTE: ⓘ Materials within the ‘highways zone’ should be in accordance with the guidance contained for each street type in Section 2.7.1, unless otherwise agreed with LPA. The design criteria specific to this Identity Area (outside of the ‘highways zone’, should be as follows:

MANDATORY REQUIREMENTS:

EH07.01: Properties

- EH07.01.01 Building frontages/ defensible space (ⓘ where set back required): Metal railings or use of timber post and rail with boundary hedge to plot frontages
- EH07.01.02 Low walls with palette in accordance with building materials (CODE 03) ⓘ
- EH07.01.03 Separation between private service/ parking areas realm: 1.8m brick wall or fencing with vegetation. Brick palette in accordance with building materials (CODE 03) ⓘ
- EH07.01.04 All private parking and drives should incorporate pervious paving construction.

EH07.02 Access and Car Parking

- EH07.02.01 Surface materials: Pervious paving in tegula block (or similar), herringbone pattern with header course edge (or similar materials to be agreed with LPA)
- EH07.02.02 Bituminous asphalt surfacing
- EH07.02.02 Block paving transition between paving types
- EH07.02.03 Street furniture: stainless steel bollards
- EH07.02.04 Tree grilles and guards black cast iron
- EH07.02.05 Metal security fencing
- EH07.02.06 Light columns in accordance with Street Lighting requirements as set out in Section 2.7.1 ⓘ

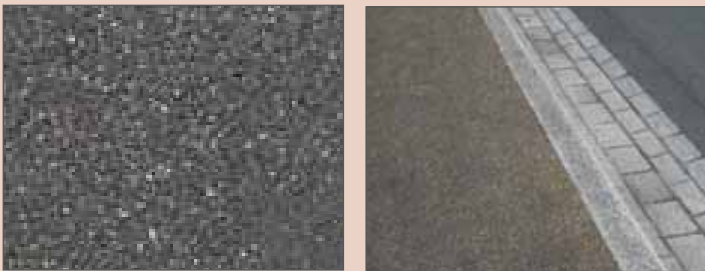
EH07.03 Courtyard Spaces

- EH07.03.01 Surface materials: Pervious paving in tegula block, herringbone pattern with header course edge (or similar materials to be agreed with LPA)
- EH07.03.02 Concrete sett transition between paving types

EXPLANATORY 07: Illustrations of code requirements



Landscaped parking court



Gravel and hard asphalt with stone edging



Tegula paving (left) and yellow Brindle block



Metal street furniture, including railings to key frontages, tree grilles within courtyards and stainless steel bollards

CODE EH08 Parking

Note: All parking (vehicle and cycle) must be in accordance with the current adopted Havant Borough Council and Winchester City Council parking standards

MANDATORY REQUIREMENTS:

EH08.01 On street

- EH08.01.01 On street parking predominantly for visitor parking
- EH08.01.02 Informal or incorporated between street trees, groups of 2-3 spaces

EH08.02 Courts

- EH08.02.01 Within employment clusters
- EH08.02.02 Access via pinch point or single carriageway archway through block frontage
- EH08.02.03 Access for servicing and staff/ visitor parking
- EH08.02.04 Designed as urban spaces and to have development frontage
- EH08.02.05 Cars should be visible from active frontage
- EH08.02.06 Minimum 2m paved pedestrian space areas in front of buildings with courtyard

EH08.03 Cycle parking

- EH08.03.01 Secure cycle parking required for all properties and should be integral to the design of building or within sheltered and secure structures

NON MANDATORY

- EH08.04.01 Visitor car parking within plot frontage will normally be discouraged, but may be acceptable for key building entrances for up to 10 visitor spaces

EXPLANATORY 08: Illustrations of code requirements

Parking solutions - on street



On street: parallel (staggered)



On street: parallel

Parking solutions - SQUARE



Square: chevron or 90 degree (photo)



Internal parking court at Basepoint



Illustrative layout for parking with an employment cluster

Service and parking courts:

Courtyards to rear to create secure space for parking and servicing via pinch-point to help define private space



Cycle parking: Secure cycle parking should be integral to the design of buildings or close to buildings in secure sheltered accommodation



2.5.7 Code demonstration studies

① Demonstration studies illustrate and summarise how the Design Code and street type requirements (as set out in Section 2.7) should be interpreted.

The diagram on the right shows the location of the Demonstration study area.

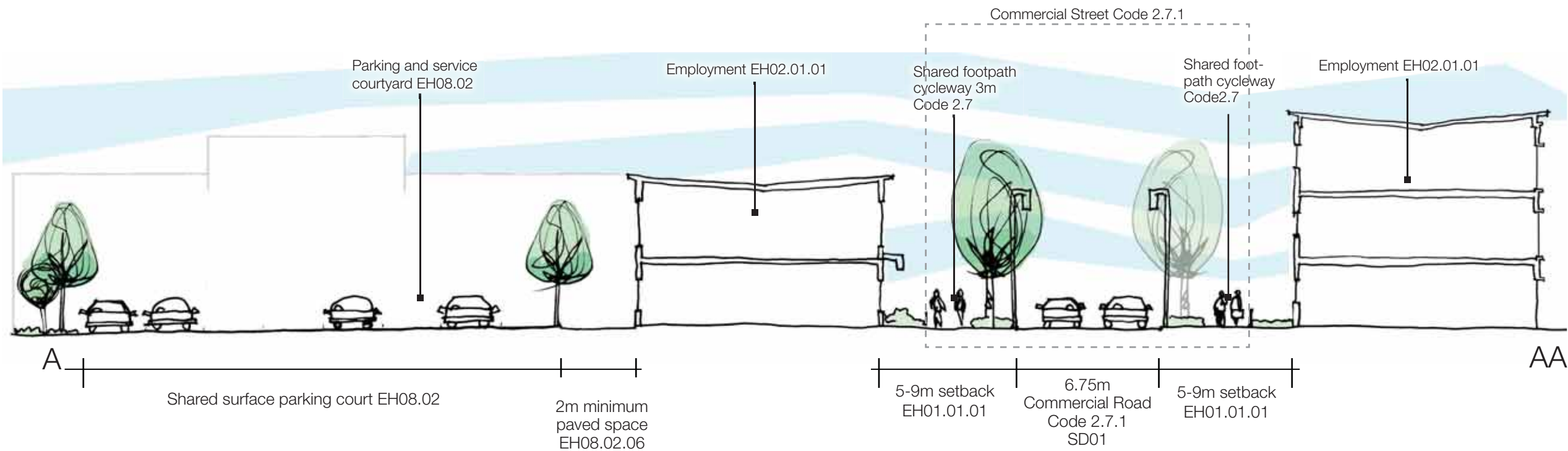
The Demonstration study area illustrates the main Commercial Street (primary) running through the Employment Hub and how the parking and service areas sit behind the building line, away from main public view.



Demonstration Area
E1 Employment Hub

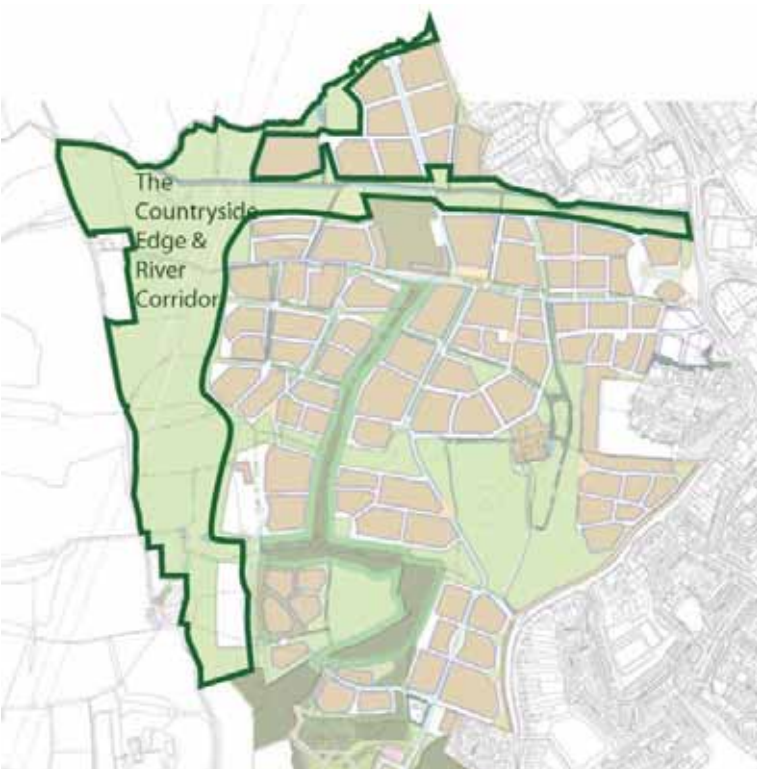


E1 Plan



E1 Section

2.6 Area 5: The Countryside Edge and River Corridor



The countryside edge and river corridor location plan

2.6.1 Identity summary

The Countryside Edge provides a range of spaces and provides the transition between the new urban edge and the existing landscape beyond.

The River Wallington character area contains the naturalised margins to the River Wallington corridor, providing opportunities for passive recreation.

2.6.2 Existing characteristics

This character area consists of a variety of fields framed by hedgerows and trees and sites east of Newlands Lane. It provides the most westerly part of the Berewood and incorporates the landmark 132kv power line. It also consists of a number of existing public rights of way. There is also an existing pond called Newlands pond which is located just west of Barnfield Row.

The east-west linear space focussed around the River Wallington, which is currently a concrete canalised water course, linear area is set around the River Wallington, including the river. The river stretches from the urban area along the Hambledon Road to the east, merges with Old Park Farm Stream and carries on towards Newlands Lane which is set within the rural landscape to the west of Berewood. It consists of existing trees, hedgerows and five small timber footbridges. The landscape is relatively flat, being on the lowest part of the site at 32m AOD. Hedgerows and trees help to define relatively large pasture field parcels.

2.6.3 Proposed qualities

The key elements that make up the identity of the Countryside Edge area include:

- Predominantly informal open space or retained agricultural land, which consist of formal allotments and community garden and orchard areas, greenway/ bridleway, SuDS and informal open spaces
- Opportunity to provide the transition between the new urban edge and the existing landscape beyond
- Existing trees and hedgerows to be retained and enhanced where possible
- Proposed north-south greenway/ bridleway, linking to the proposed 2FE school and school playing fields
- Habitat creation
- Newlands Farm Community Nature Reserve (i see MDD Section 2.7.2 and also Garden Suburb Identity Area where the Nature Reserve overlaps).

The key elements that make up the identity of the River Wallington area include:

- Predominantly used for recreational activity and east-west pedestrian and cycle movement
- Open spaces to include formal allotments, riverside path, SuDS and informal open spaces
- Proposed re-alignment and restoration of River Wallington, Old Park Farm Stream and Wallington Wood, with removal of canalisation
- Habitat creation
- Creation of habitat areas and River Wallington Community Nature Reserve (i see MDD Section 2.7.3).

2.6.4 Identity Precedents

This is a landscape character area and provides a strong green edge to the development and is characterised by new greenways, woodland planting, SuDS and areas of local agricultural. This forms a strong green edge to the west and also a green connecting corridor along the River Wallington, providing separation between the Employment Hub and Market Town Identity Areas.

These areas will be connected by a network of streets, squares and spaces, and providing a transition between the character areas.



CODE CR01 Uses	EXPLANATORY 01: Illustrations of code requirements
MANDATORY REQUIREMENTS CR01.01 The Countryside Edge landscape must include: CR01.01.01 Areas of productive landscape. These will comprise both formal allotments (West of The Hamlets Identity Area) and productive native species CR01.01.02 Informal open spaces and Local Areas of Play, providing visual amenity and passive recreation through land form and landscape features CR01.01.03 Formal neighbourhood Equipped Area of Play south of the River Wallington and west of The Hamlets Identity Area CR01.01.04 Enhanced existing hedgerows and the creation of green links, for example dormice bridge CR01.01.05 Greenway/ bridleway north-south CR01.01.06 Areas for dog walking CR01.01.07 A designated Newlands Farm Community Nature Reserve CR01.01.08 Footpath link to west towards Newlands Lane CR01.01.09 SuDS provision, including wet and dry retention ponds CR01.02 River Wallington Community Nature Reserve must include: CR01.02.01 River Wallington - the new alignment of the restored River Wallington and adjoining linear riparian and other habitat CR01.02.02 Old Park Farm Stream – the stream alignment and adjoining linear habitat including the adjacent existing ponds CR01.02.03 Wallington Wood – a newly created wet woodland between Old Park Farm Stream and the River Wallington immediately upstream of their confluence CR01.02.03 Environment Agency requirement for an appropriate buffer zone along the river and tributaries: A minimum 25m natural buffer zone either side of the River Wallington which will help create habitat areas and local nature reserve A minimum 15m natural buffer zone along the southern side of Old Park Farm stream Information: ① Movement around these areas and key cycle and pedestrian links across the site can be seen in the Masterplan Design Document. Particular note should also be made to Section s 2.7.4 Brent Geese Compensation Land and 2.7.5 Dog friendly green infrastructure. ② Shrub and tree planting in accordance with species in Appendix A ③ Note: Connections to the adjoining Brambles Farm Industrial Estate will be made via a footpath link from the River Wallington Corridor. See MDD 2.3.4.	 <i>Illustrative 3D view: Context, Countryside Edge</i>

CODE CR02 Soft Landscape

MANDATORY REQUIREMENTS:

CR02.01 Countryside Edge

- CR02.01.01 Trees: Mixture of large and small native trees, including fruiting
- CR02.01.02 Native hedges and shrubs
- CR02.01.03 Grasses: meadow and flower rich grassland mix and also incorporated in SuDs spaces

CR02.02 River Corridor

- CR02.02.01 Trees: Mixture of large and small native fruiting trees
- CR02.02.02 Hedges and shrubs: woodland blocks; native shrub planting
- CR02.02.03 Grasses: variety of meadow grasses associated with river corridor, incorporated in SuDS spaces

CR02.03 Open space/ play space:

- CR02.03.01 Grass or turf to informal play areas

 Shrub and tree planting in accordance with species in Appendix A

EXPLANATORY 02: Illustrations of code requirements



From top left to right: Allotments, meadows grasses, informal paths



SuDS and river restoration



Open grassland



Illustrative 3D view: Context, River Wallington

CODE CR03 Hard Landscape

MANDATORY REQUIREMENTS:

CR03.01 Countryside Edge

CR03.01.01 Surface materials: resin bound aggregate paving or similar materials (to be agreed with LPA)
CR03.01.02 Street furniture: timber bollards, timber lighting bollards, timber seating and signage

CR03.02 River Corridor

CR03.02.01 Surface materials: resin bound aggregate paving or similar materials (to be agreed with LPA)
CR03.02.02 Street furniture: timber bollards, timber seating and signage
CR03.02.03 Timber lighting bollards (along footpaths only where required)

CR03.03 Open space/ play space:

CR03.03.01 Local Equipped Area of Play - formal equipment to be agreed with LPA
CR03.03.02 Allotments provided south of the River Wallington and to the south of the Countryside Edge (west of The Hamlets)
CR03.03.03 Informal Play (can include logs, seating and informal landscape structures)
CR03.03.04 Neighbourhood Equipped Area of Play south of the River Wallington - formal equipment to be agreed with LPA
CR03.03.05 Timber trim trail incorporating timber structures

 Play equipment to be in accordance with Play Strategy within MDD

NON MANDATORY REQUIREMENTS:

CR03.01.01 Opportunities for public art within River Corridor and Countryside Edge

EXPLANATORY 03: Illustrations of code requirements



From left to right: fitness circuits, aggregate treated cycleways, locally equipped area of play



Bituminous footway aggregate



Rail fencing



Open grassland



Bollards



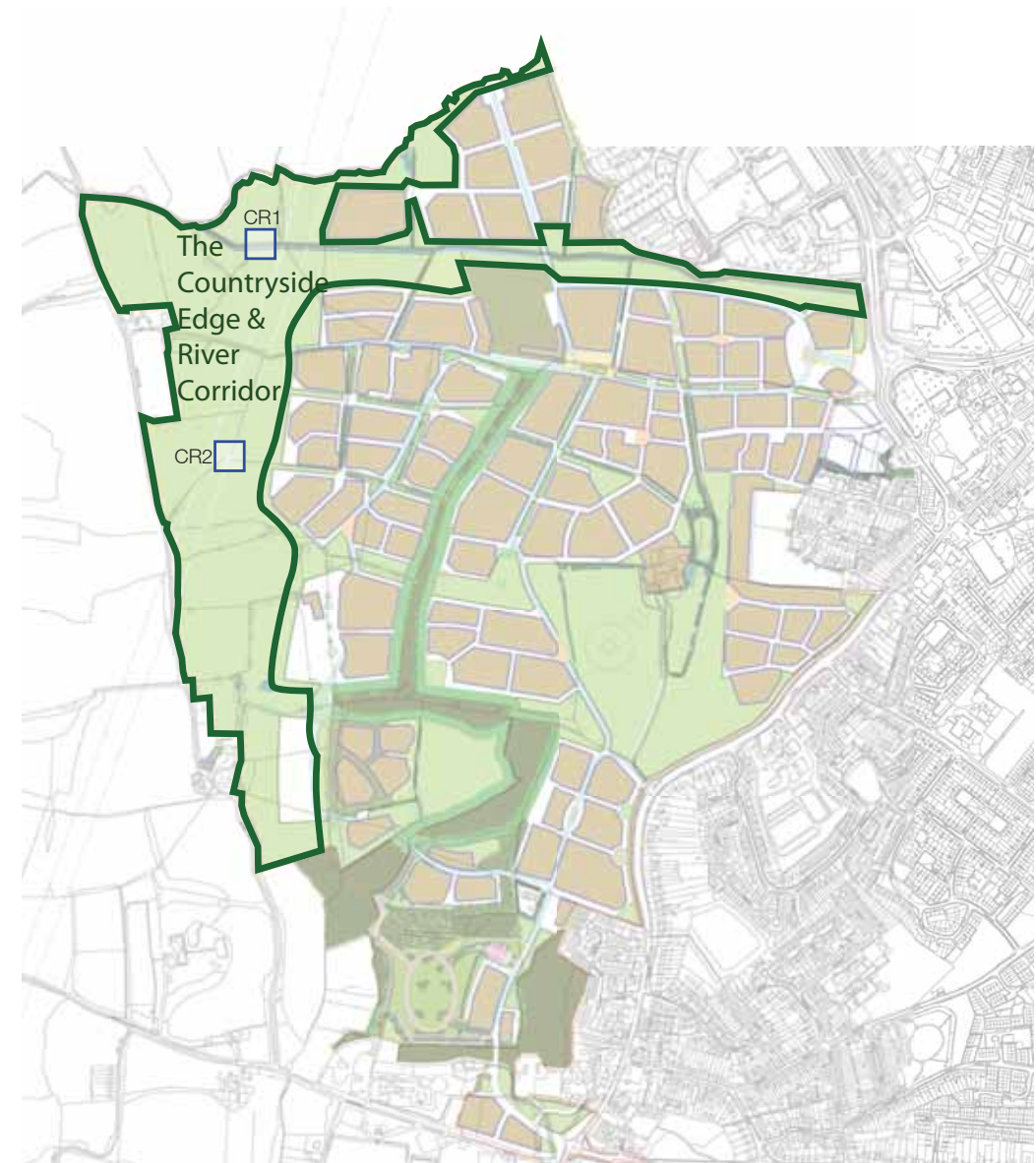
Formal seating

2.6.5 Code demonstration studies

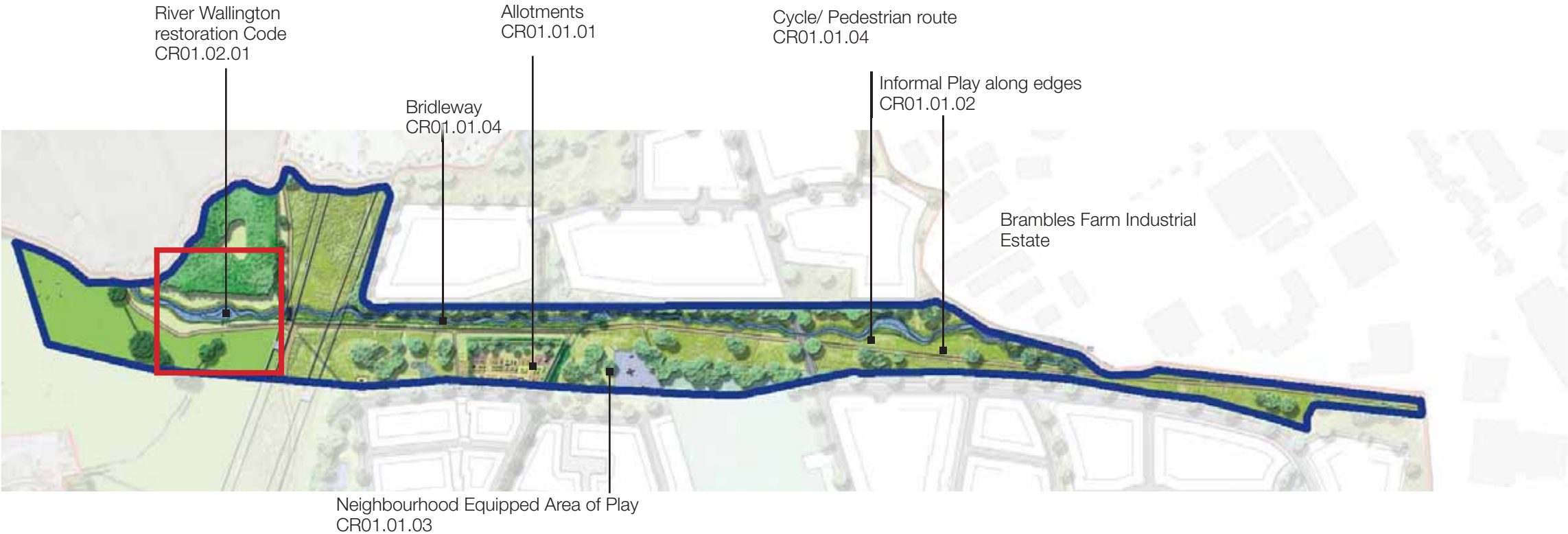
❶ Demonstration studies illustrate and summarise how the Design Code should be interpreted.

The diagram on the right shows the location of the Demonstration study areas.

The Demonstration study area illustrates the River Wallington restoration area CR1 and key components of the Countryside Edge and the range of activities offered, CR2.

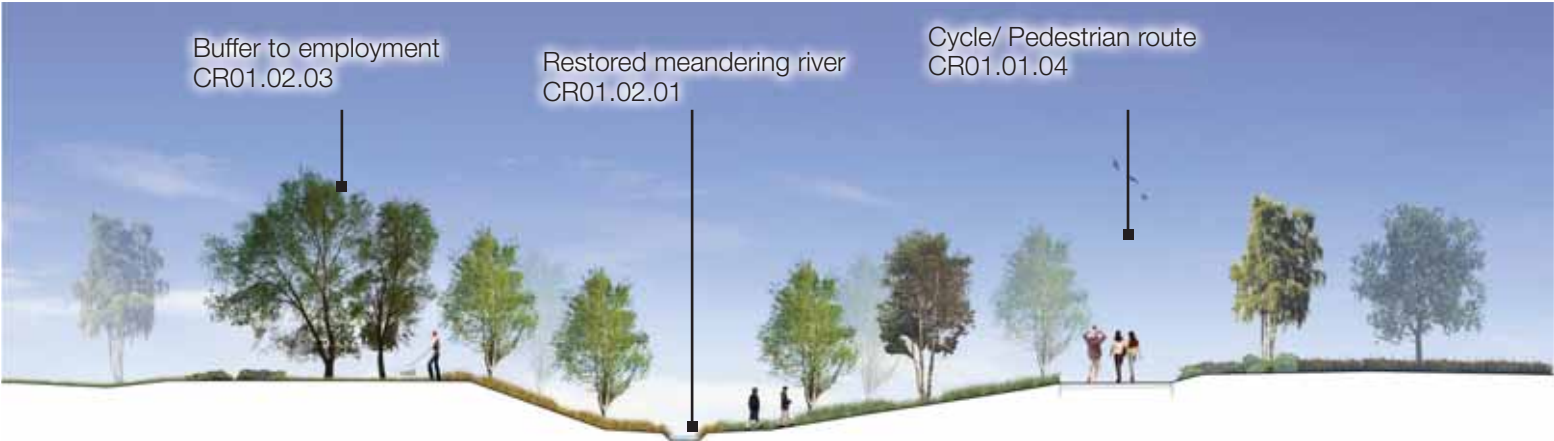


Demonstration Area
CR1 River Wallington





Illustrative section: River Wallington



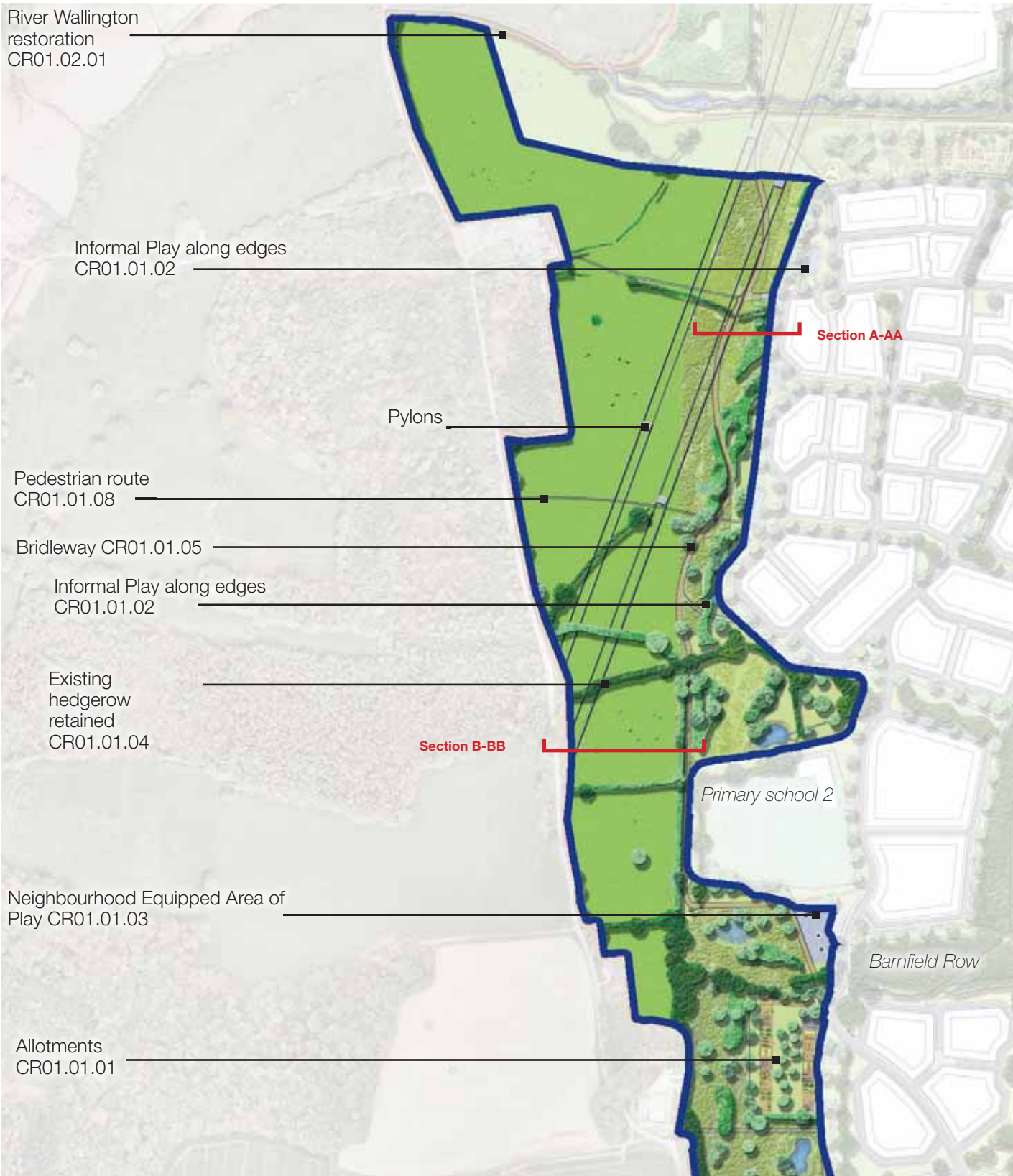
Illustrative section: River Wallington

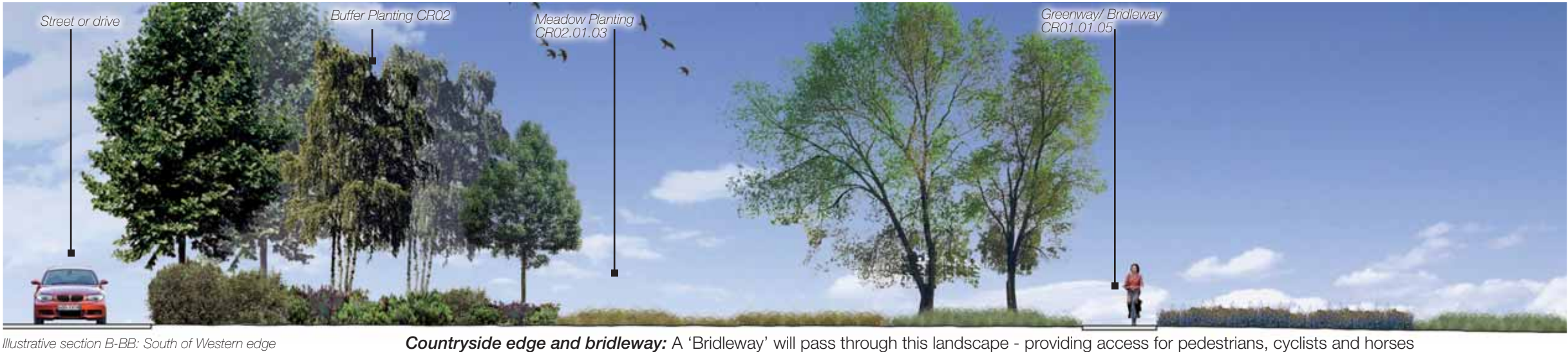
Demonstration Area CR2 Countryside Edge

Predominantly a landscape with a naturalised and a rural character which accommodates growing gardens and areas of play.

Should: Provide school grounds, allotments and a community nature reserve. Proposed habitats should benefit various species of conservation concern. Include a range of predominantly large native tree species, including fruiting trees as a biodiversity asset, located to consider the pylon easements. Ensure that Secure by Design measures are adopted.

Could: Potential for timber feature/ public art





Countryside edge and bridleway: A 'Bridleway' will pass through this landscape - providing access for pedestrians, cyclists and horses



2.7 Development Wide Codes

This section of the document highlights principles that should be implemented throughout Berewood and should not be specific to a particular character area. It is integral when creating a quality sense of place, that inclusiveness and safety be designed simultaneously through to the definition of streets and spaces.

2.7.1 Street hierarchy and design

The strategy, is to create a legible hierarchy of streets:

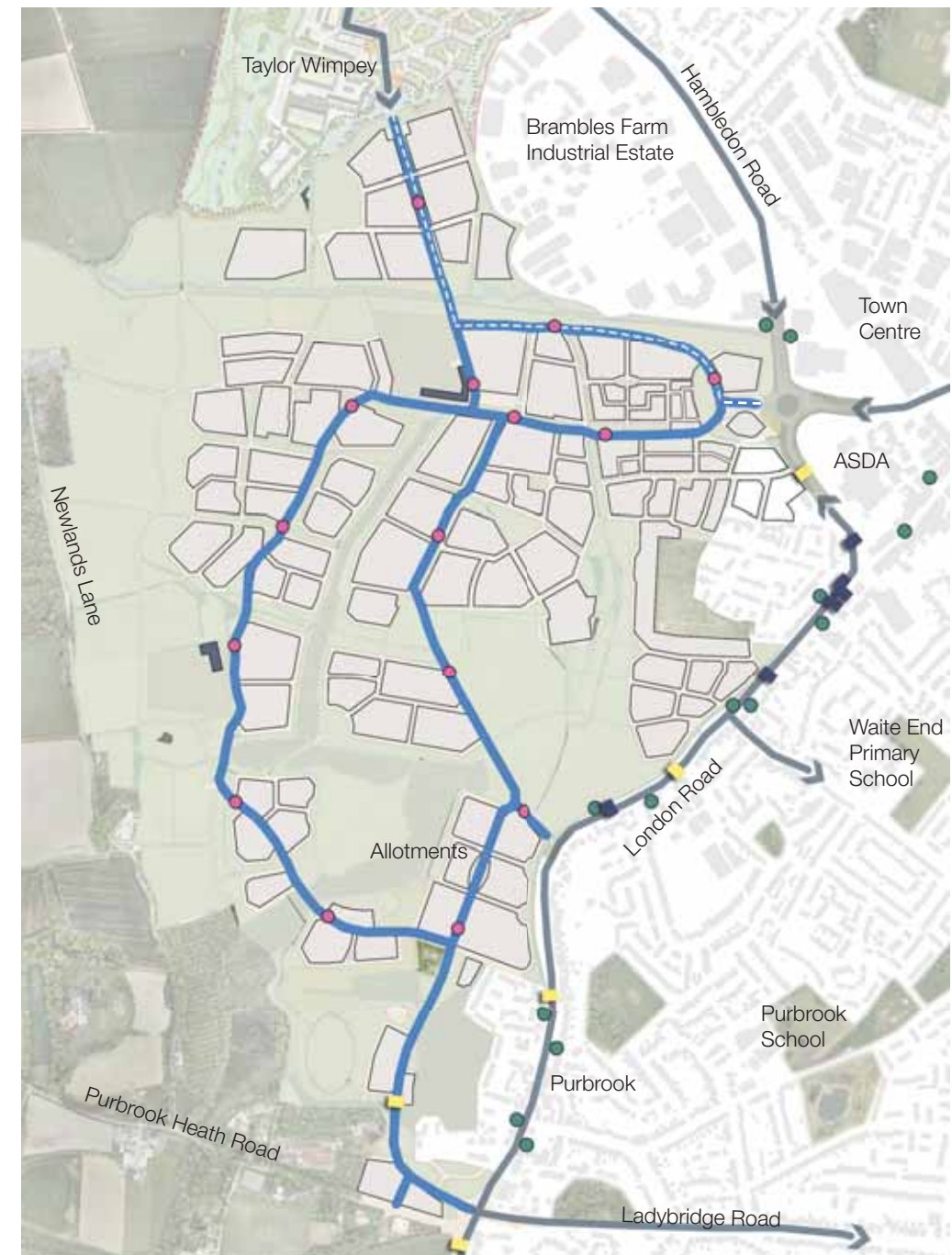
- Main Streets
- Residential Streets
- Lanes
- Courtyards

① The exact position and alignment of streets and lanes should seek to retain and respond to site features such as hedgerows and trees, wherever possible, and in accordance with the Masterplan Design Document. This is an important part of the approach to the creation of local identity for the Berewood development.

SD00 Shared Private Drives

SD00.01.01 Shared private drives are possible, especially in lower density areas such as the Garden Suburb and The Hamlets

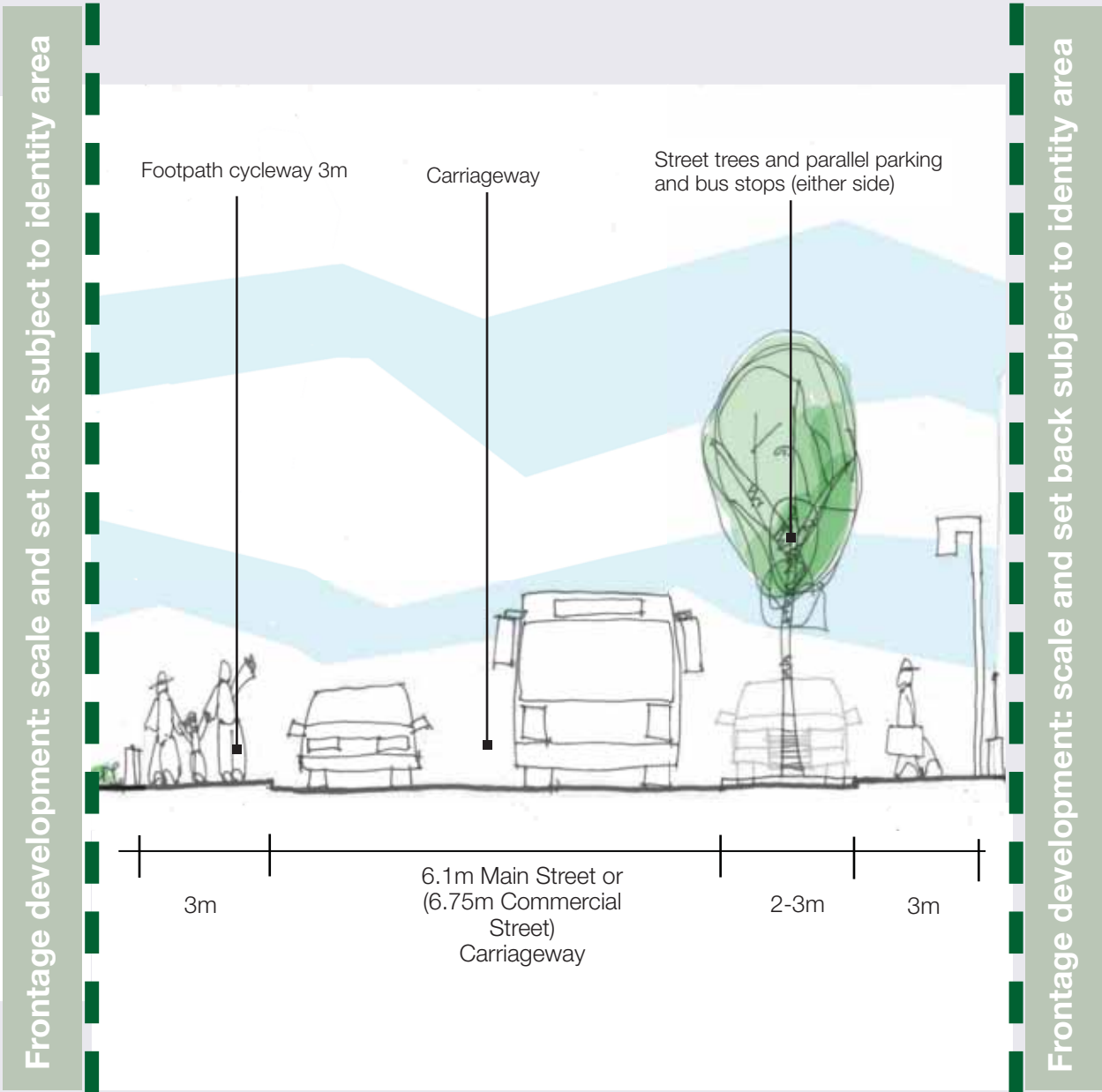
SD00.01.02 Drives will be no less than 3m width or 3.7m wide where fire tender access required and serve up to 5 units. These are especially appropriate adjoining open spaces and green corridors.



CODE SD01 Main Streets	EXPLANATORY SD01: Illustrations of code requirements
Main Street/ Commercial Street (primary) location SD01.01 Market town SD01.01.02 In the Market Town pavements always abut the carriageway (i.e. no grass verges). SD01.01.03 Tree lined formal or informal. SD01.01.03 Where there are trees, the pavement will be wider and buildings set back from the road (9m). SD01.02 Garden Suburbs SD01.02.01 Pavements often set back behind a tree lined grass verge. SD01.03 The Hamlets SD01.03.01 Properties set back from edge of pavement, informal tree planting lining the street. SD01.04 Employment Hub SD01.04.01 Main Street designed as commercial route and incorporating wider carriageway. SD01.04.02 Tree lined landscaped edge to street to enhance local environment. ① Refer to relevant Identity Area Codes for specific details beyond defined 'Highways Zone'. ① All Main Streets will need to allow 3m sewer service margin with access to plots, either within the Main Street itself, or accessed via a lane running parallel to access rear of plots.	The Main Streets (and Commercial Streets) will provide the main movement route into and through Berewood for all forms of transport and will provide part of the local strategic network. The main routes around the Berewood area require the greatest levels of consistency throughout the area. Bituminous decorative exposed aggregate asphalt (Dexapave or similar)  Conservation kerb  Tree grilles  Bollards (Main Street)  Bollards - stainless steel (Commercial Streets)  Street lighting - columns 

SD01.05 MAIN STREET/ COMMERCIAL STREET DESIGN SPECIFICATIONS	
Detail	Code Requirement
Speed	30mph max
Carriageway	6.1m minimum (6.75 on Commercial Streets) Bituminous decorative exposed aggregate asphalt (Dexapave or similar), with 0.65m margins defined by leaving as standard.
Pavement	3m footway/ cycleway on one or both sides. Standard bituminous Asphalt. Low granite kerbs of 10cm or adoptable
Parking	Mostly on plot, on street or in Lanes to rear. Informal on-carriageway parking for visitors.
Typical on street parking types	Informal parallel and staggered parallel parking as well as chevron and combined parking solutions
SuDS	Swale or Bioretention Strips, 2m minimum width one or both sides, or transferred via pipe to local SuDS feature with appropriate interception storage provision.
Trees	Fastigate adjoining street
Street lighting	Street columns with lanterns. On Street: WRTL Arc on 8m standard column (or similar subject to approvals) Footpaths: WRTL Libra on 6m columns or similar subject to approvals.
Street furniture	Metal tree grilles and guards (black) Metal bollards (black)

EXPLANATORY SD01: Illustrations of code requirements

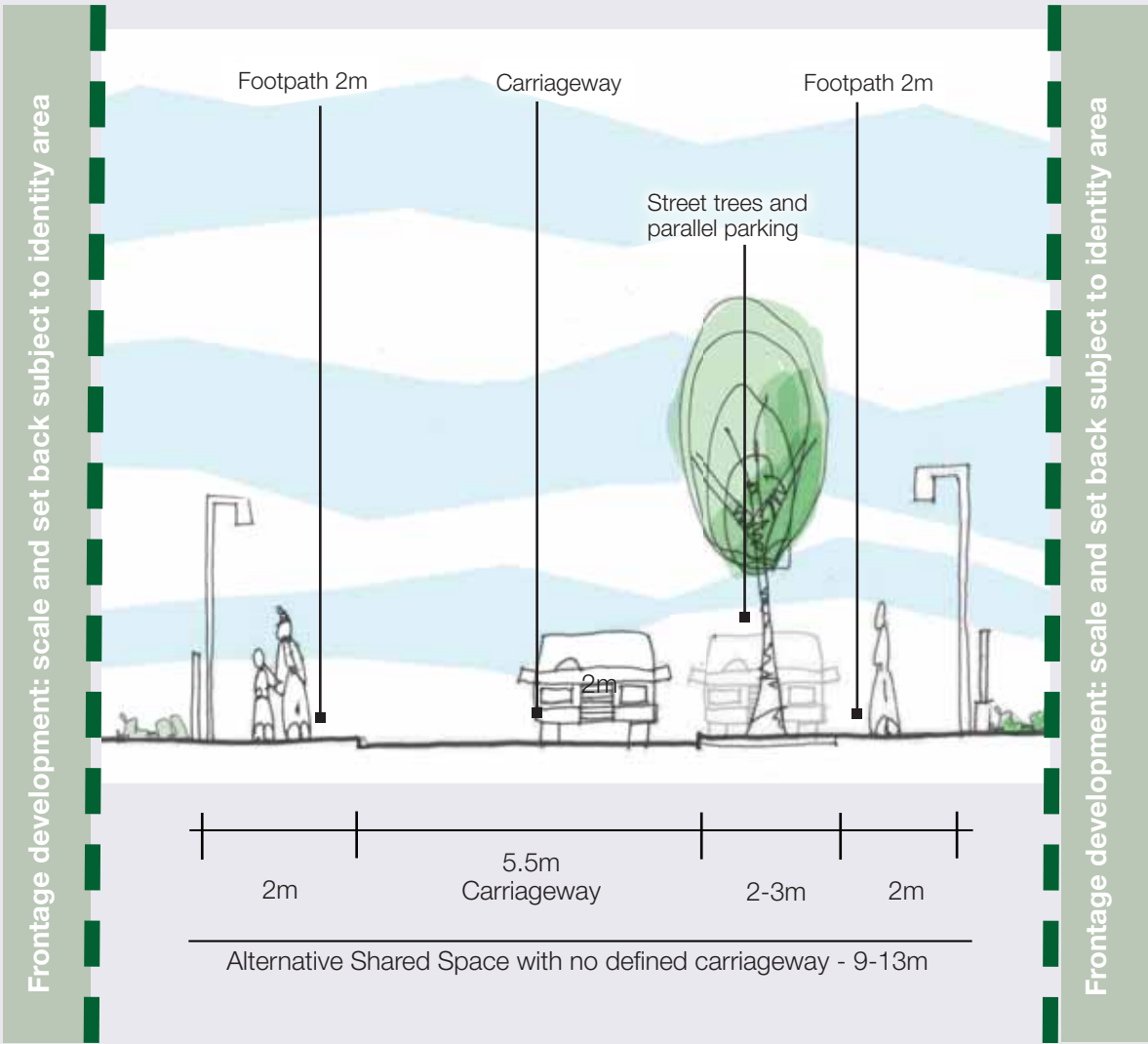


General Main Street section: all Main Streets will be a variant of this cross section

CODE SD02 Residential Streets	EXPLANATORY SD02: Illustrations of code requirements			
Residential Streets (secondary) location SD02.01 Market town SD02.01.01 In the Market Town with pavements abutting carriageway as design (i.e. no grass verges). SD02.01.02 Trees informally contained within street. SD02.01.03 Where there are trees, the pavement will be wider and buildings set back from the road (9m). SD02.01.04 Residential Streets provide primary access to Main Street or Commercial Street. SD02.02 Garden Suburbs SD02.02.01 Pavements often set back behind a tree lined areas or grass verge. SD02.03 The Hamlets SD02.03.01 No Residential Streets. SD02.04 Employment Hub SD02.04.01 Residential Streets (secondary) provide direct access to employment plots and courts. Refer to relevant Identity Area Codes for specific details beyond defined 'Highways Zone'	Residential Streets form the primary access routes to blocks within the proposed development. Priority is placed on pedestrians and cyclists as well as providing access for vehicles (except buses and commercial vehicles). On-street parking will be provided to service commercial frontage and for visitor parking for residential buildings, although where the carriageway is 5.5m or greater, parking may be on carriageway. The carriageway will be wide enough at 4.8m - 5.5m for removal vans, refuse vehicles and fire tenders to pass a car on the street travelling in opposite directions.	Bituminous decorative exposed aggregate asphalt (Dexapave or similar) 	Conservation kerb 	Tree grilles 
	Bollards - metal 	Street lighting - columns 	Street lighting - wall bracket 	

SD02.05 RESIDENTIAL STREET DESIGN SPECIFICATIONS	
Detail	Code Requirement
Speed	20mph
Carriageway	4.8m with parking bays. 5.5m minimum with on carriageway parking. Bituminous decorative exposed aggregate asphalt (Dexapave or similar). On 5.5m width roads. Minimum margin width 500mm or 1metre where free standing street lighting is located Can be design as Shared Space, with flush kerbs to highway.
Pavement	2m minimum both sides. Bituminous asphalt. Low granite kerbs of 10mm or adoptable OR Shared Space
Parking	On plot or in bays parallel with the carriageway in groups of up to 4, or on carriageway with 5.5m minimum width
Typical on street parking types	Informal parallel and staggered parallel parking as well as chevron parking in Shared Space areas
SuDS	Bioretention Strips minimum 1m wide, or perimeter sand filter or pervious pavement or transferred via pipe to local SuDS feature with appropriate interception storage provision
Trees	Fastigate adjoining street
Street lighting	Street columns with lanterns, black. Metacraft Gladstone or similar, subject to approvals
Street furniture	Metal tree grilles and guards (black) Metal bollards (black)

EXPLANATORY SD02: Illustrations of code requirements

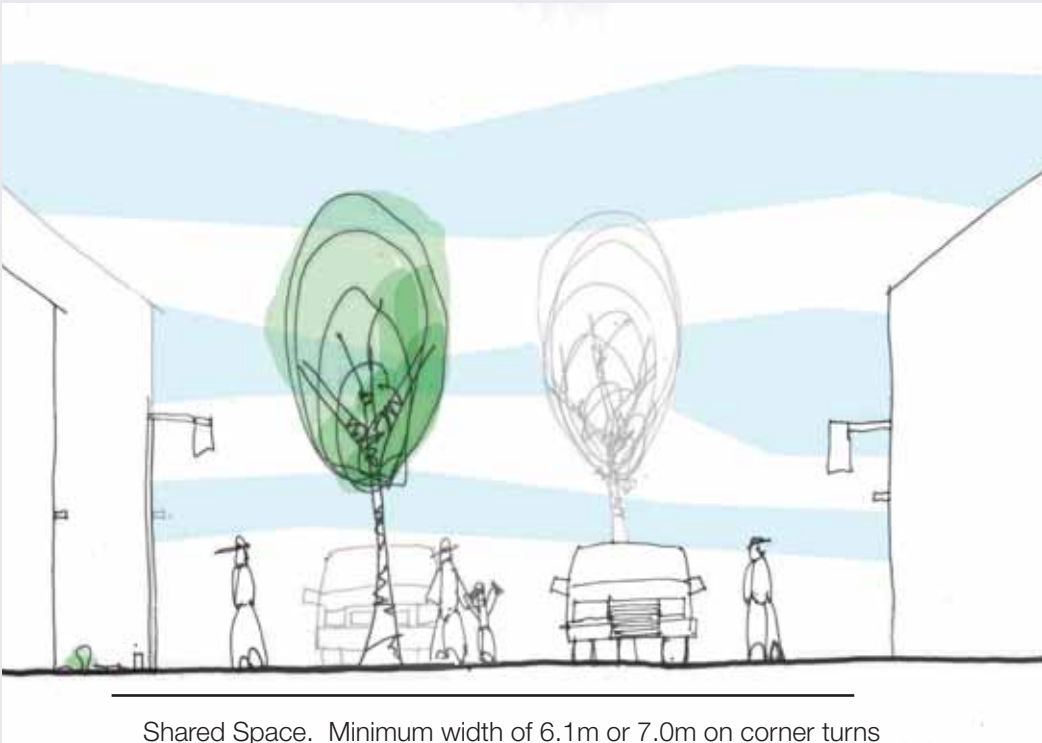


General Residential Street section: all Residential Streets will be a variant of this cross section

CODE SD03 Lanes	EXPLANATORY SD03: Illustrations of code requirements			
Lanes (tertiary) location SD03.01 Market town SD03.01.01 Lanes will be accessed via Residential Streets Lanes will be pedestrian priority and always be designed as a Shared Space SD03.01.02 Trees and shrubs informally planted as specimens within street and not planted in any formal arrangement such as avenues SD03.01.03 Lanes will incorporate on street parking and access to parking to rear of plots SD03.02 Garden Suburbs SD03.02.01 No Lanes within Garden Suburb SD03.03 The Hamlets SD03.03.01 Lanes accessed directly from Main Street (primary) SD03.04 Employment Hub SD03.04.01 No Lanes 📌 Refer to relevant Identity Area Codes for specific details beyond defined 'Highways Zone'	Lanes will provide an alternative form of access to blocks within the proposed development to streets and should be used where traffic flows will be lower. As with streets, priority will be for pedestrians and cyclists as well as providing access for vehicles (except buses). Lanes should be designed to provide less formal arrangement to streets and incorporate pedestrian priority features such as shared surfaces.	Block paving		
			Tree grilles	
				
	Street lighting - wall bracket	Bollards - timber	Knee rails adjoining green infrastructure	Bollards - metal
				

SD03.05 LANE DESIGN SPECIFICATIONS	
Detail	Code Requirement
Speed	20mph or less
Carriageway	6.1m minimum (7m on corners) shared space with pinch points to 3.7m minimum. 4.1m through route defined in permeable concrete block paving on straight sections and bituminous decorative exposed aggregate asphalt (Dexapave or similar), on bends, junctions and other locations where manhole covers will occur. Margins defined in small element concrete paving setts or blocks.
Pavement	1m minimum margin of contrasting paving at edge of surface.
Parking	Informal within areas defined by widening of margin. Locations determined by service vehicle tracking.
Typical on street parking types	On street parallel and staggered parallel parking as well as on street shared surface parking which is parallel and at ninety degrees. Access to on plot parking (front and rear).
SuDS	Permeable pavement or informal bioretention areas or perimeters and filters or transferred via pipe to local SuDS feature with appropriate interception storage provision.
Trees	Fastigate within and adjoining Shared Space. Informal arrangement (no avenues).
Street lighting	Street lanterns, black, columns or bracket from buildings and structures. Metacraft Gladstone or similar, subject to approvals. Lighting bollards in sensitive locations and subject to adoption (metal or timber - subject to adoption).
Street furniture	Metal tree guards (black) or timber posts (subject to adoption) for protection Metal bollards (black) or timber (subject to adoption)

EXPLANATORY SD03: Illustrations of code requirements



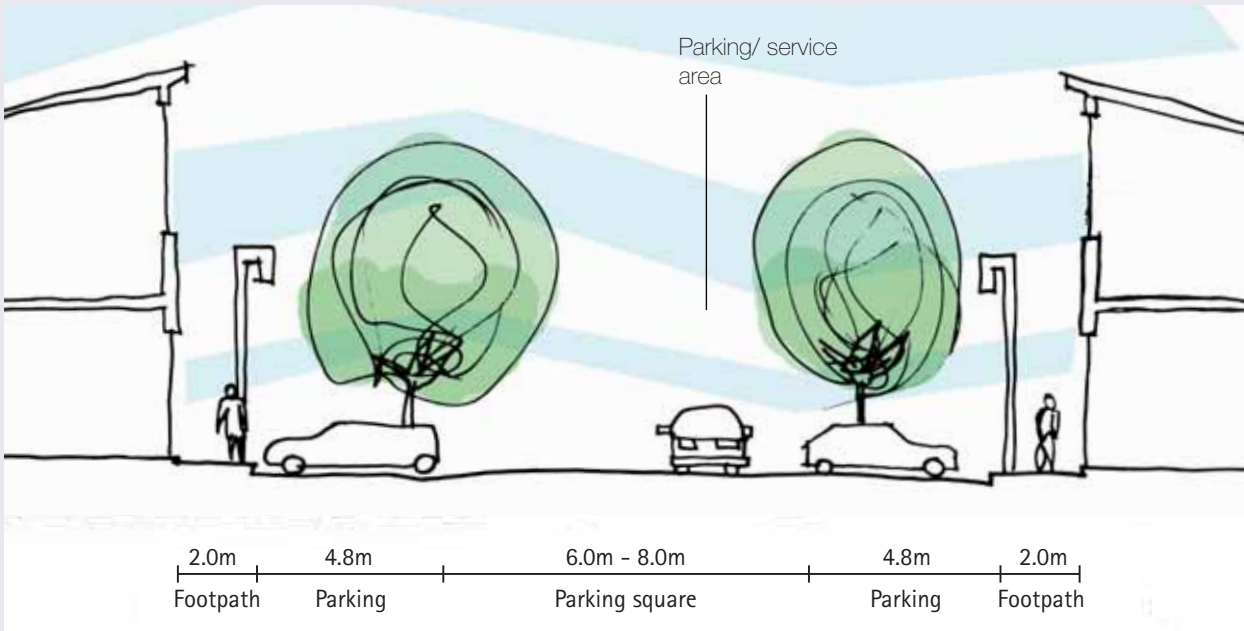
General Lane section: all Lanes will be a variant of this cross section

CODE SD04 Courtyards	EXPLANATORY SD04: Illustrations of code requirements
Residential Streets (secondary) location SD04.01 Market town SD04.01.01 Courtyards will be accessed via Residential Streets or Lanes. SD04.01.02 Courtyards will be designed to be pedestrian priority and always be designed as a Shared Space. SD04.01.03 Employment courtyards: trees can be planted formally in large employment courtyards to break up parking areas. SD04.01.04 Residential courtyards: Trees and shrubs informally planted as specimens within the space. SD04.01.05 Courtyards will also provide direct access to plots/ units for pedestrians. SD04.02 Garden Suburbs SD04.02.01 Small courtyards to apartment blocks and accessing up to 4 plots. Timber bollards and knee rails in courtyards adjoining green infrastructure and Countryside Edge. SD04.03 The Hamlets SD04.03.01 Occasional small courtyards to house clusters up to 4 plots. SD04.04 Employment Hub SD04.04.01 Courtyards provide primary parking and servicing area. i Refer to relevant Identity Area Codes for specific details beyond defined 'Highways Zone'.	Courtyards should be designed according to home-zone principles. The aim is to create intimate spaces where pedestrians and cyclists have priority over vehicles. Employment Courts will be more functional spaces, incorporating parking and servicing areas. The home-zone character should be achieved by elements including: minimum of street signage, right-angle parking bays informally placed, the arrangement of trees and planting, lighting, street furniture and surface materials. Bound gravel  Block paving  Tree grilles  Bollards - stainless steel  Bollards - timber (subject to adoption) 

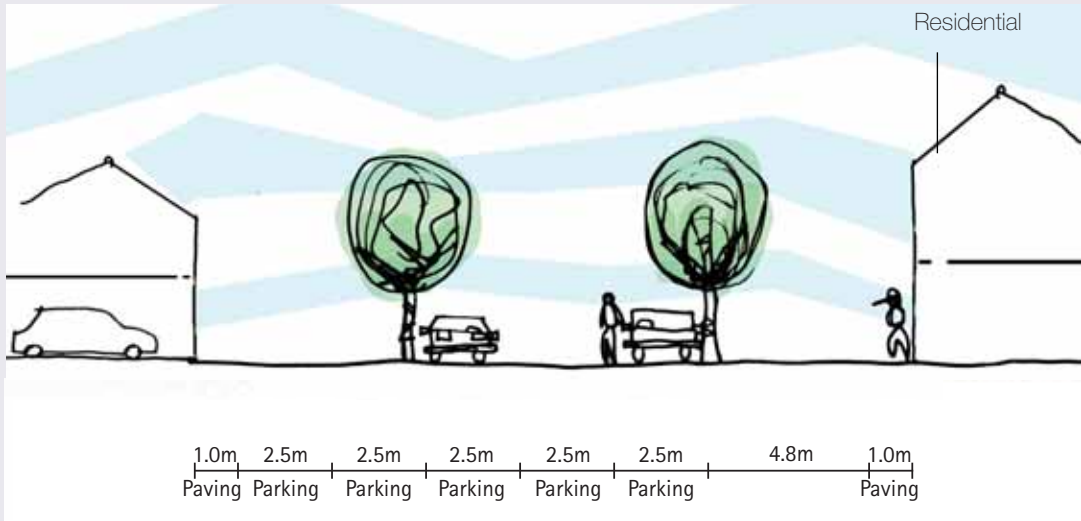
SD04.05 COURTYARD DESIGN SPECIFICATIONS

Detail	Code Requirement
Speed	10mph maximum
Carriageway	6m minimum with perpendicular parking. 4.5m minimum with parallel parking. Bays in pervious concrete block paving. Manoeuvring areas in bituminous decorative exposed aggregate asphalt (Dexapave or similar). 3.7m pinch point entrance to residential courts. 4-5.5 wide entrance to employment courts
Pavement	None
Parking	Formal in marked bays, orientation varies.
Typical parking types	On parallel and staggered parallel parking as well as on street shared surface parking which is parallel and at ninety degrees. Small courts with access to curtilage. Courtyards for flats as well as large housing courts
SuDS	Permeable pavement or informal bioretention areas or perimeter sand filters or transferred via pipe to local SuDS feature with appropriate interception storage provision
Trees	Fastigate or ovate within and adjoining Shared Space. Informal for small courts (up to 10 spaces) formal for larger parking courts.
Street lighting	Street lanterns, black, columns or bracket from buildings and structures. Metacraft Gladstone or similar, subject to approvals.
Street furniture	Metal tree guards (black) or timber posts for protection Metal bollards (black) or timber

EXPLANATORY SD04: Illustrations of code requirements



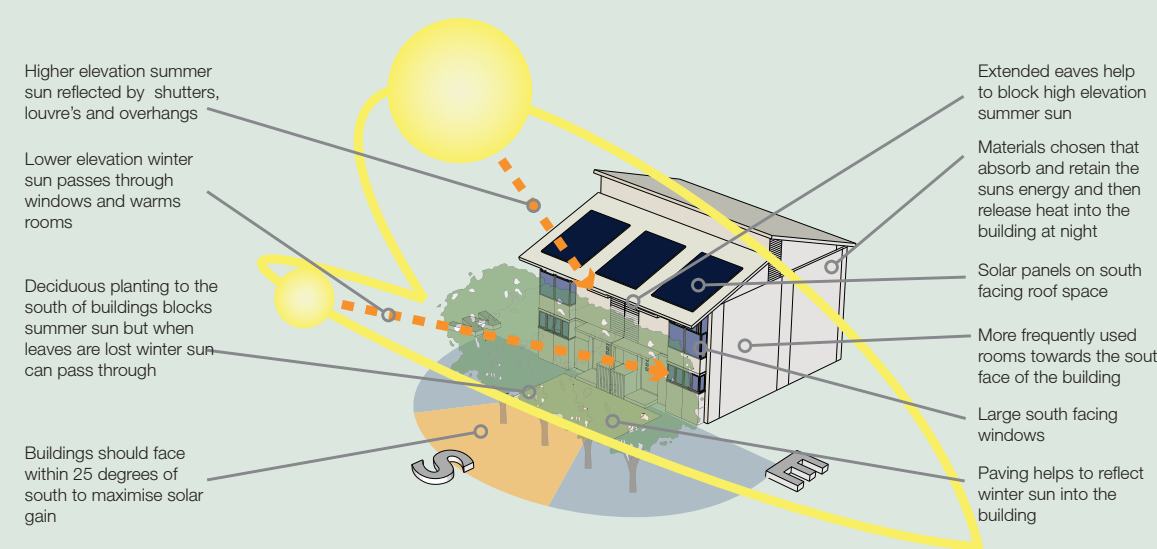
Employment courtyard - allowing for servicing and parking. Designed as a space and formally lit



Example of residential courtyard, overlooked by properties and designed as a space

2.7.2 Utilities and design

Code: Utilities		EXPLANATORY: Illustrations of code requirements
U01 Smart meters:	All new homes will be fitted with real time display energy monitors or smart meters to help reduce the need for meter boxes.	
U02 Gas meter boxes:	The provision of these should be considered early in the design of buildings so as to avoid frontages to the public realm being disrupted by the addition of poorly detailed and visually intrusive boxes later on. Located in front or side of property.	
U03 Bin and recycling stores:	Should be considered from the outset to form an integral part of the building design, or street scene and can be incorporated into the elevation or, in flatted schemes, be well designed features within the amenity space or courtyard areas.	
U04 Sub stations:	Should be designed as structures in their own right, reflecting the style and uses of buildings within each character area, using the materials and colours prescribed in the Area Design Codes.	

Code: Utilities	EXPLANATORY: Illustrations of code requirements
U05 Solar implications of design: All new buildings will need to utilise the opportunities offered by solar energy - whether passively or using photovoltaics. Ideally roofs should be orientated within 25° of south to make the most benefit from solar gain. U06 Orientation of buildings and elevations: Where the roof style and street requirements allow, buildings may be oriented to maximise solar gain and sunlight to PV cells, ideally within 25° of south to make the most benefit from solar gain.	 Higher elevation summer sun reflected by shutters, louvre's and overhangs Lower elevation winter sun passes through windows and warms rooms Deciduous planting to the south of buildings blocks summer sun but when leaves are lost winter sun can pass through Buildings should face within 25 degrees of south to maximise solar gain Extended eaves help to block high elevation summer sun Materials chosen that absorb and retain the suns energy and then release heat into the building at night Solar panels on south facing roof space More frequently used rooms towards the south face of the building Large south facing windows Paving helps to reflect winter sun into the building
U07 Photovoltaic cells/ panels: Where photovoltaic cells are required, these should not be located or designed to be obtrusive within primary street frontages. The use of slate PV panels may be more appropriate in sensitive locations.	



Courtesy of Feilden Clegg Bradley Architects - illustration of shared space for Residential Streets

Monitoring and Review

Section Three

This section sets out the requirements for monitoring and review of the implementation of the design code to ensure the retention of the quality and form of the development. Over time the code will evolve to cater for changing needs and policy requirements, whilst retaining the overall design principles for the development.

3.1 Monitoring outcomes

3.1.1 Monitoring

The Design Code sets out design requirements for the range of Identity Areas to cater for a variety of uses and building types. The Design Code should be able to adapt to changing requirements over time. Nevertheless, any design code, which sets out guidance over a long period of time, needs to be reviewed on a regular basis.

The design requirements contained within the Design Code should be reviewed when significant new local needs are demonstrated or when government guidance is produced that may have a direct impact upon the approach highlighted within this document.

In accordance with the planning permission Condition 05, a major review will be required upon approval of both 750 and 1,500 dwellings or such number as may be agreed in writing by the local planning authorities.

3.1.2 Taking forward development

Grainger has set the principles for high quality design by appointing architects and submitting details for Phase 1 as an integral part of the outline masterplan approved March/April 2012. This has ensured a co-ordinated approach to the development and build confidence in the future of the Berewood development as a high quality place to live and work.

Beyond Phase 1

Grainger will vet development partners to ensure the continuation of the quality of the form of development and compliance with the Masterplan Design Document and Design Codes.

3.2 Review

3.2.1 Monitoring and review

Monitoring of the Design Code will be a key part of ensuring not only the quality of development but also its ability to adapt to changing needs and market conditions without threatening the core masterplan principles, or design and build qualities.

Major reviews will need to be carried out of the Design Code in accordance with Condition 05 of the Outline planning permission upon approval of both 750 and 1,500 dwellings, or such number as may be agreed in writing by the local planning authorities.

Design Checklist

Each reserved matter planning application will need to provide supporting material, including a Statement of Conformity checklist of how the development responds to the Berewood Design Code for the relevant use and Identity Area, and the requirements referred to in the Masterplan Design Document.



Proposed Tree Planting

	MARKET TOWN	GARDEN SUBURBS	THE HAMLETS	EMPLOYMENT HUB	COUNTRYSIDE & RIVERSIDE CORRIDOR	MAIN STREET	RESIDENTIAL STREET	LANE
TREES								
Acer Campestre	●	●	●	●		●	●	●
Acer Campestre 'Streetwise' (Maple)	●	●	●	●		●	●	●
Acer platanoides 'columnare'				●		●	●	●
Acer saccharinum (Maple)		●	●					
Alnus glutinosa (Alder)	●	●	●	●	●	●	●	●
Betula albosinensis (Birch)		●	●	●			●	●
Betula nigra					●		●	●
Betula pendula	●	●	●	●		●	●	●
Betula pubescens					●		●	
Betula utilis subsp. jacquemontii (Birch)	●	●	●	●		●	●	
Carpinus betulus 'Frans Fontaine' (Hornbeam)	●			●		●	●	
Crataegus monogyna			●	●	●		●	
Davidia involucrata (Handkerchief tree)		●	●				●	
Ilex aquifolium		●			●		●	●
Malus sylvestris		●	●		●		●	●
Paulownia tomentosa (Foxglove tree)		●					●	
Populus nigra ssp. bet.					●			
Prunus 'Accolade' (Cherry)		●	●	●			●	●
Prunus avium					●		●	●
Prunus avium 'Plena' (Cherry)		●	●	●			●	
Pyrus calleryana 'Chanticleer' (Pear)	●	●	●	●			●	●
Quercus robur (Oak)	●	●	●	●	●	●		
Salix alba					●			
Salix fragilis					●			
Sorbus torminalis		●			●		●	●

Proposed Shrub Planting

	MARKET TOWN	GARDEN SUBURBS	THE HAMLETS	EMPLOYMENT HUB	COUNTRYSIDE & RIVERSIDE CORRIDOR
SHRUBS					
Abelia x gradiflora	●	●	●	●	
Aucuba japonica 'Hillier' (Japanese Laurel)	●	●	●	●	
Berberis gagnepainii (Barberry)	●	●	●	●	
Berberis wilsoniae (Barberry)	●	●	●	●	
Buddleia globosa (Butterfly buddleia)			●	●	
Ceratostigma plumbaganoides	●	●	●	●	
Choisya ternata (Orange blossom)	●	●	●	●	
Cistus x aguilarii 'Maculatus' (Rock rose)	●	●	●	●	
Cornus 'Kesselringii' (Dog wood)	●	●	●	●	
Cotinus coggygria 'Royal Purple' (Smoke Bush)	●	●	●	●	
Cotoneaster 'Skogholm'	●	●	●	●	
Cotoneaster x Rochschioldianus	●	●	●	●	
Escallonia 'Apple Blossom'	●	●	●	●	
Escallonia 'Red Elf'	●	●	●	●	
Hebe 'Oratia Beauty'	●	●	●	●	
Hebe 'Sapphire'	●	●	●	●	
Hebe 'Vericosa'	●	●	●	●	
Lavandula 'Vera' (Lavender)	●	●	●	●	
Lonicera 'Longhgall Evergreen' (Bush honeysuckle)	●	●	●	●	
Mahonia x media 'Winter Sun' (Oregon grape)	●	●	●	●	
Osmanthus x burkwoodii (Wild olive)	●	●	●	●	
Philadelphus 'Manteau d'Hermine' (Mock orange)	●	●	●	●	
Photinia x fraseri 'Red Robin'	●	●	●	●	
Prunus 'Cherry Brandy' (Flowering laurel)	●	●	●	●	

Proposed Shrub Planting continued

	MARKET TOWN	GARDEN SUBURBS	THE HAMLETS	EMPLOYMENT HUB	COUNTRYSIDE & RIVERSIDE CORRIDOR
Pyracantha 'Orange Charmer' (Firethorn)	●	●	●	●	
Pyracantha 'Teton' (Firethorn)	●	●	●	●	
Sarcococca confusa (Christmas box)	●	●	●	●	
Skimmia reevesiana	●	●	●	●	
Skimmia 'Rubella'	●	●	●	●	
Viburnum 'Compactum'	●	●	●	●	
Viburnum davidii	●	●	●	●	
Viburnum tinus	●	●	●	●	
Vinca minor 'Atropurpurea' (Periwinkle)	●	●	●	●	
x Hibanobambusa traquillans 'Shiroshima'	●	●	●	●	

Proposed Native Shrub Planting

	MARKET TOWN	GARDEN SUBURBS	THE HAMLETS	EMPLOYMENT HUB	COUNTRYSIDE & RIVERSIDE CORRIDOR
NATIVE SHRUBS					
Cornus sanguinea				●	●
Corylus avellana					●
Crataegus monogyna	●	●	●	●	●
Frangula alnus		●	●		●
Prunus spinosa	●	●	●	●	●
Rhamnus carthartica					●
Rosa arvensis					●
Rosa canina		●		●	●
Sambucus nigra					●
Viburnum opulus		●		●	●

Proposed Hedge Planting

	MARKET TOWN	GARDEN SUBURBS	THE HAMLETS	EMPLOYMENT HUB	COUNTRYSIDE & RIVERSIDE CORRIDOR
HEDGE					
Acer campestre	●	●	●	●	●
Berberis darwinii				●	
Buxus sempervirens (Box)	●	●	●		
Carpinus betulus (Hornbeam)	●	●	●		
Cornus sanguinea	●	●	●	●	●
Corylus avellana	●	●	●	●	●
Crataegus monogyna	●	●	●	●	●
Escallonia 'Red Hedger'	●	●	●		
Fagus sylvatica (Beech)	●	●	●		
Ilex aquifolium	●	●	●	●	●
Malus sylvestris	●	●	●	●	●
Photinia 'Red Robin'	●	●			
Prunus avium	●	●	●	●	●
Prunus spinosa	●	●	●	●	●
Rosa arvensis	●	●	●	●	●
Rosa canina	●	●	●	●	●
Sorbus torminalis	●	●	●	●	●
Ulex europaeus					●
Viburnum lantana		●	●	●	●

Proposed Specimen Shrub Planting and Climbing Plants

	MARKET TOWN	GARDEN SUBURBS	THE HAMLETS	EMPLOYMENT HUB	COUNTRYSIDE & RIVERSIDE CORRIDOR
SPECIMEN SHRUBS					
Amelanchier lamarckii (June berry)	●	●	●	●	
Arbutus unedo (Strawberry Tree)	●	●	●	●	
Hamamelis 'Pallida' (Hazel)		●	●		
Rhus typhina 'Lacineata' (Sumach)		●	●		
Syringa 'Souenir de louis Spath' (Lilac)	●	●	●		
CLIMBING PLANTS					
Actinidia kolomikta	●	●	●	●	
Clematis 'Armandii'	●	●	●	●	
Clematis 'Perle d'Azur'	●	●	●		
Hedera helix 'Green Ripple' (Ivy)	●	●	●	●	
Jasminum x stephanense (Jasmine)	●	●	●	●	
Lonicera 'Halls Prolific' (Honeysuckle)	●	●	●	●	
Solanum jasminoides 'Album' (Potato vine)	●	●	●	●	
Stauntonia hexaphylla		●	●		

Proposed Bulb Planting

	MARKET TOWN	GARDEN SUBURBS	THE HAMLETS	EMPLOYMENT HUB	COUNTRYSIDE & RIVERSIDE CORRIDOR
BULBS					
Camassia leichtlinii (Great camas)	●	●	●	●	
Crocus (mixed)	●	●	●	●	
Fritillaria meleagris (Snake head)	●	●	●	●	
Galanthus nivalis (Snowdrop)	●	●	●	●	
Hyacinthoides non-scripta (Bluebell)	●	●	●	●	
Lilium martagon (Lily)	●	●	●	●	
Tulip sylvestris (Tulip)	●	●	●	●	

Appendix B: Glossary of terminology

Active frontage
The elevation of a building that contains windows and ideally doors to allow the ability for natural surveillance of the street.

Amenity
Something that contributes to an area’s environmental, social, economic or cultural needs. The term’s meaning is a matter for the exercise of planners’ discretion, rather than being defined in law.

Block
The area bounded by a set of streets and undivided by any other significant streets.

Building element
A feature (such as a door, window or cornice) that contributes to the overall design of a building.

Building line
The line formed by the frontages of buildings along a street. The building line can be shown on a plan or section.

Built environment
The entire ensemble of buildings, neighbourhoods and cities with their infrastructure.

Built form
Buildings and structures.

Bulk (also massing)
The combined effect of the arrangement, volume and shape of a building or group of buildings. Also called massing.

Context
The setting of a site or area.

Continual frontage
A line of development that continually addresses the street. These frontages can use limited breaks and changes in set back, but avoid the use of blank edges (fences, walls, blank gable ends) facing on to the street or public space.

Defensible space
Public and semi-public space that is ‘defensible’ in the sense that it is surveyed, demarcated or maintained by somebody.

Density
The mass or floorspace of a building or buildings in relation to an area of land. Density can be expressed in terms of plot ratio (for commercial development); homes or habitable rooms per hectare (for residential development); site coverage plus the number of floors or a maximum building height; space standards; or a combination of these.

Design code
A document (usually with detailed drawings or diagrams) setting out with some precision the design and planning principles that will apply to development in a particular place.

Elevation
An external face of a building.

Enclosure
The use of buildings to create a sense of defined space.

Energy efficiency
The result of minimising the use of energy through the way in which buildings are constructed and arranged on site.

Facade
The principal face of a building.

Fastigate (tree)
Elongated narrow tree.

Fenestration
The arrangement of windows on a facade.

Form
The layout (structure and urban grain), density, scale (height and massing), appearance (materials and details) and landscape of development.

Grain
The quality of an area’s layout of building blocks and plots, including the number of sub-divisions and the spaces between the footprints of buildings.

Gateway
An arrival point into a development or space, often identifying a change of character.

Highways zone
According to this Design Code, there are generic street designs that are appropriate to all of the Identity Areas. These generic elements are explained in detail in Section 2.7.1. Beyond this zone the design of the edges of the street will need to be in accordance with the codes set out in each Identity Area, including set back of buildings from the edge of the pavement.

Landmark
A building or structure that stands out from the background buildings. Within Berewood we have landmarks that form a primary feature to help navigate around the development, as well as local landmark features usually on parts of buildings or through the use of public art. The latter are known as ‘secondary’ landmarks.

Layout
The way buildings, routes and open spaces are placed in relation to each other.

Legibility

The degree to which a place can be easily understood by its users and the clarity of the image it presents to the wider world.

Massing

The combined effect of the arrangement, volume and shape of a building or group of buildings. This is also called bulk.

Mixed uses

A mix of complementary uses within a building, on a site or within a particular area. 'Horizontal' mixed uses are side by side, usually in different buildings. 'Vertical' mixed uses are on different floors of the same building.

Mobility

The ability of people to move round an area, including carers of young children, older people, people with mobility or sensory impairments, or those encumbered with luggage or shopping.

Movement

People and vehicles going to and passing through buildings, places and spaces.

Natural surveillance

The discouragement of wrong-doing by the presence of passersby or the ability of people to see out of windows. Also known as passive surveillance (or supervision).

Node

A place where activity and routes are concentrated.

Plant Row

The north-south woodland belt, classified as Ancient Woodland and a remnant of the Forest of Bere. This runs through the centre of Berewood.

Permeability

The degree to which a place has a variety of pleasant, convenient and safe routes through it.

Public realm

The parts of a village, town or city (whether publicly or privately owned) that are available, without charge, for everyone to use or see, including streets, squares and parks. Also called public domain.

Scale

The size of a building in relation to its surroundings, or the size of parts of a building or its details, particularly in relation to the size of a person.

Section

A drawing showing a slice through a building or site.

Set back

The distance between a building elevation or footprint from the back edge of a pavement.

Street furniture

Structures in and adjacent to the highway which contribute to the street scene, such as bus shelters, litter bins, seating, lighting and signs.

Street trees

Mature trees, usually fastigate, set within the public realm of the street.

SUDs - Sustainable Drainage Systems

Systems of, usually, urban drainage, which avoid local or distant flooding, and local or distant environmental degradation and/or pollution and minimise resource use. The major components of

a SuDS are: retention ponds, grass swales, shallow, grass-lined channels, soakaways, and filter trenches.

Topography

A description or representation of artificial or natural features on or off the ground.

Urban design

The art of making places. Urban design involves the design of buildings, groups of buildings, spaces and landscapes, in villages, towns and cities, and the establishment of frameworks and processes that facilitate successful development.

Vernacular

The way in which ordinary buildings were built in a particular place before local styles, techniques and materials were superseded by imports.

