SHERFORD
BUILDING FUTURES

SHERFORD

TOWN CODE

July 2017 *Rev 3*

Site-Wide Town Principles

This document replaces and updates Part 1 ("Town-wide Regulations") of the approved Town Code (January 2008) and Addendum (May 2009). It sets out design principles that apply to the whole of the Sherford development. Some of these principles are mandatory and some are discretionary and the document explains the status of each principle and the scope for flexibility in each case.

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Date **13.07.2017** *Status* **Final** *Rev* **3**

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1 INTRODUCTION

BACKGROUND

This document supports a s73 application which seeks to make amendments to the approved Town Code and masterplan. It seeks to update and refine Part 1 of the original Town Code (January 2008) and Addendum (May 2009) which set out "Town-wide Regulations". Since 2008 there have been a number of changes to planning legislation and guidance which have removed the need to provide as many details for the appearance or layout of buildings in an outline planning application. There is also a need to provide clarity and certainty on the various design fixes at the appropriate design stage and to allow sufficient flexibility for future design stages to be as responsive as possible.

National Planning guidance states that an "outline planning permission allows for a decision on the general principles of how a site can be developed". According to NPPG, an outline planning application should include; "Information about the proposed use or uses" and "the amount of development for each use", as well as access points.

The Town and Country Planning (Development Management procedure (England) Order 2015 requires that a design and access statement is submitted with a planning application to (amongst other things) explain the design principles and concepts that have been applied to the development. The information in this document is intended to support the design principles and concepts set out in the Design and Access Statement (which currently forms part of the Masterplan Book).

ROLE & STATUS OF THE TOWN-WIDE DESIGN PRINCIPLES

In line with national planning policy and guidance we propose the following cascade approach to design information which allows for the appropriate level of fix to design principles at each stage of the planning and design process. The Town Code accompanies the Masterplan book in setting out strategic design principles and a framework for future more detailed designs. As set out below Neighbourhood Design Codes submitted and approved in advance of Reserved Matter applications provide a more detailed design framework.

The diagram opposite explains in more detail how the Town Code design principles relate to the other planning and design stages as well as other plans and documents. The Town Code fixes strategic design guidance and key urban design principles relevant to an outline application and provides a framework for the Neighbourhood Design Codes.

This document has been produced by reviewing the approved Town Code and extracting planning, guidance and design principles appropriate for an outline planning application (strategic guidance) the remaining more detailed elements will be incorporated into subsequent Neighbourhood Design Codes.

This Town Code design principles document is intended to be a living document and as such can be reviewed and revised as necessary in agreement between the Consortium and Local Planning Authority.

DESIGN CONTROL PROCESS

1 Outline Planning Application

Masterplan Book

Site wide plans

Fixes specific land uses in defined locations, fixes broad routes of strategic routes, fixes green spaces

Town Code

Fixes strategic design guidance and key design principles for detailed codes

Site-wide design guidance and principles

(Part 1 of original code)

Outline Planning Permission Granted

2 Design Codes for each of the proposed neighbourhoods

Fixed through discharge of conditions

Coding at neighbourhood scale based on street types, key spaces and places gives a clear structure

Each neighbourhood Design Code will be accompanied by an indicative Detailed Masterplan to demonstrate how the neighbourhood would be designed

Discharge of conditions

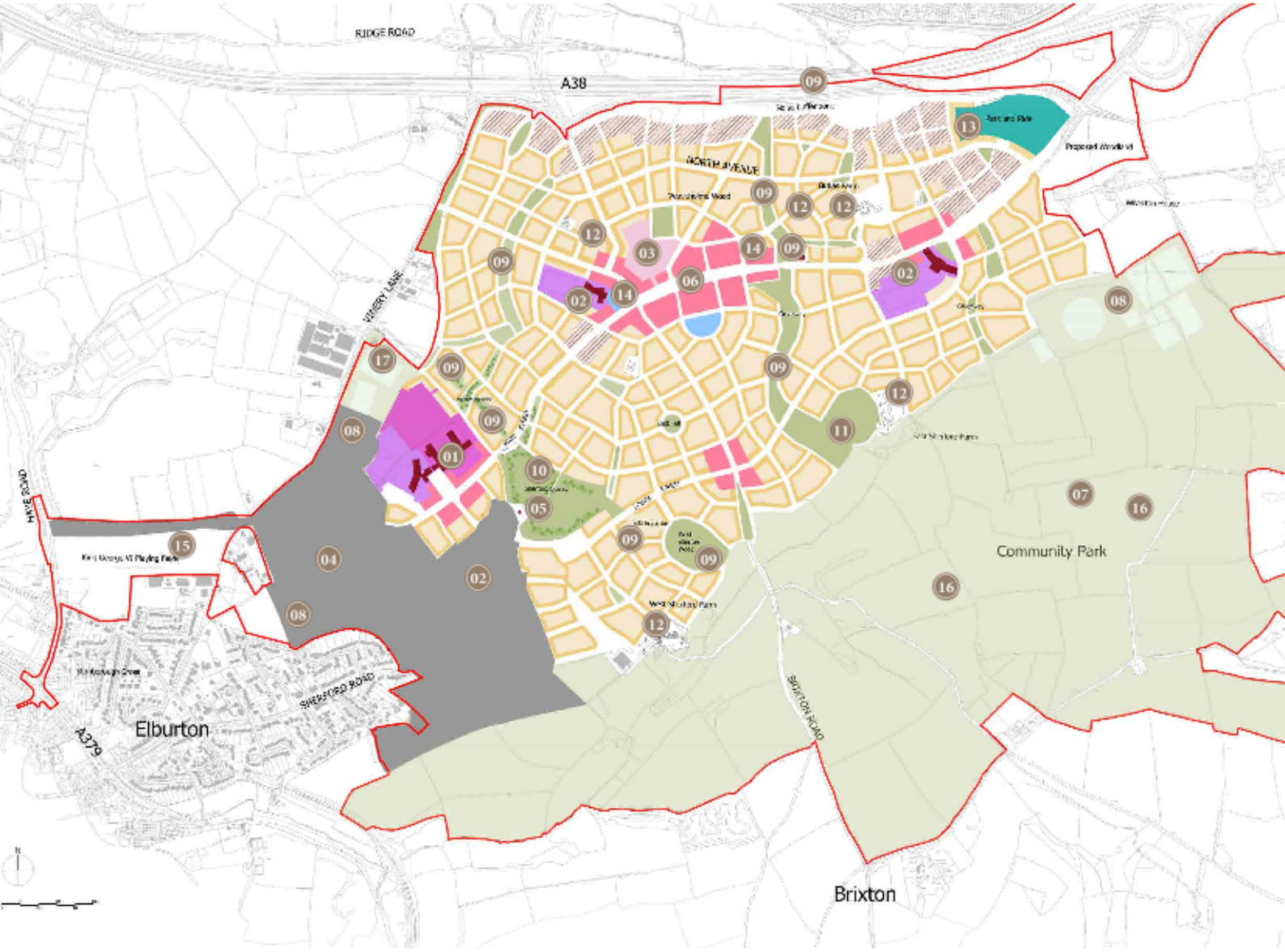
3 Reserved Matters Applications

Fixed through approval of reserved matters

Detailed Planning Permission

2 TOWN-WIDE SPATIAL STRATEGIES & DESIGN PRINCIPLES

ILLUSTRATIVE MASTERPLAN



01 *Secondary School*
02 *Primary School*
03 *Health Centre & Children's Centre*
04 *Sports Centre*
05 *Youth Centre*
06 *High Street*
07 *Community Park*
08 *Outdoor Sports Facilities*
09 *Wildlife & Green Corridors*
10 *Sherford Quarry*
11 *Existing Woodlands*
12 *Existing Farm Houses & Buildings*
13 *Park & Ride Interchange*
14 *Key Feature Building*
15 *King George V Playing Fields*
16 *Community Wind Turbines*
17 *Primary Sub Station*

TOWN CODE DESIGN PRINCIPLES

The Design Principles below provide an overarching framework for all of the principles and strategies set out over the following pages. They are illustrated in the Illustrative Masterplan on the opposite page.

The purpose of this plan is to indicate only one way of how these principles might be applied and it is not intended that the layout shown is fixed in any way beyond that shown on the Parameter Plans.

DESIGN 01 PRINCIPLE

Sherford will comprise an interconnected and fine-grained system of streets encouraging cycle and pedestrian movement, whilst accommodating vehicles where necessary.

DESIGN 02 PRINCIPLE

Sherford will contain A fine-grained mix of uses to increase opportunity and amenity for pedestrians and entrepreneurs.

DESIGN 03 PRINCIPLE

A range of accessible green spaces to enhance health and well-being.

DESIGN 04 PRINCIPLE

A main street will be provided at the heart of the town to attract visitors and provide enhanced facilities for residents.

DESIGN 05 PRINCIPLE

A bus service running will run along the main street and through the heart of other local neighbourhoods, providing quick access to neighbouring amenities.

DESIGN 06 PRINCIPLE

Sherford will deliver adequate densities to support local needs nearby, that also affords space for a large community park.

DESIGN 07 PRINCIPLE

A broad range of tenures and dwelling types will be provided.

DESIGN 08 PRINCIPLE

Sherford will comprise a legible structure of varying streets and public spaces articulated by architecture and buildings that reflect the best characteristics and local identity of the region.

DESIGN 09 PRINCIPLE

A sustainable approach is required to waste management and the use of resources including the local sourcing of materials where possible and practical.

DESIGN 10 PRINCIPLE

The development will provide for the efficient design and management of surface water.

DESIGN 11 PRINCIPLE

Enhancing and creating natural habitats for wildlife, far beyond those that are currently there.

DESIGN 12

The development will provide for efficient methods of energy conservation and renewable energy generation.

2.1 PRINCIPLES FOR NEIGHBOURHOOD STRUCTURE

The diagram opposite summarises the key components of the Sherford sustainability strategy and forms the basis for the design of the neighbourhoods in Sherford. These are:

DESIGN 13 PRINCIPLE

The provision of mixed-use neighbourhoods, so most people live within a 5-minute walk of the a neighbourhood centre, where daily needs will be provided. The minor street network should be designed to allow safe and efficient access to amenities located in the local centre core and accessible routes to other centres.

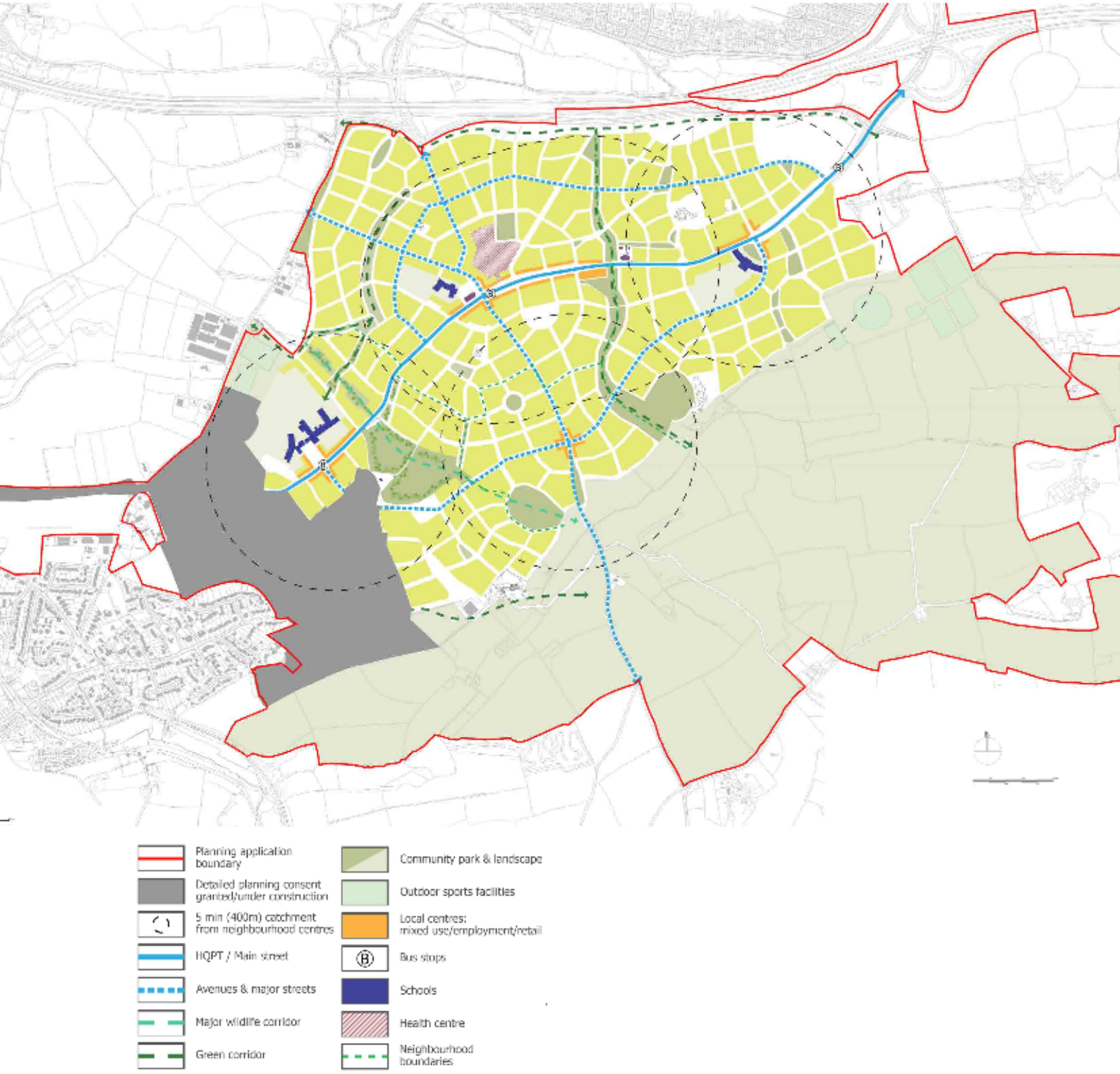
- *A mix of uses, including retail and employment with the exception of the dedicated employment area should be located at the heart of the neighbourhood centres. These may vary from a simple pub or corner shop fronting a square or crossroads, to the local High Street where commerce and offices will be located.*

- *A range of house types must be provided which will be suitable for all incomes and ages.*

- *Civic buildings and community facilities will be located within walking distance of the majority of residents. These could include community buildings such as a Town Hall, a church/worship facility, one secondary and three primary schools, a Health Centre, a Youth Centre and a Sports Centre.*

- *High Quality Public Transport will be provided which will link through Sherford. This route will run through the Main Street and High Street where most of the mixed use will be found and it will be connected at the north east end with a new strategic Park and Ride interchange which will serve the A38 close to the Deep Lane junction.*

NEIGHBOURHOOD STRUCTURE PLAN



2.2 LEGIBILITY

DESIGN 14 PRINCIPLE

Sherford will be a legible place that is memorable, easy to navigate and well connected to its surroundings. Set out below are the key principles to be used to capture these aspects of the design of the neighbourhoods at Sherford.

Establishing the characteristics of mixed use streets

- *The legible structure of Sherford relies to a large extent on the structure, continuity and diversity of the streets where most mixed use and community facilities will be located. The significance of these streets must be emphasised by their spatial urban characteristics and architecture which will be established at the detailed design stage.*

Varying street legibility

- *The legibility of the streets should be varied as follows:*

» *Primary Streets: longest site lines deflected*

» *Secondary Streets: medium site lines deflected*

» *Tertiary Streets providing important pedestrian route/desire line: short site lines deflected*

» *Tertiary Streets not providing an important through route: shortest site line deflected or vista terminated with urban block on next street as 'T-junction'.*

Locating distinctive buildings and landmarks

- *Civic or distinctive buildings and landmarks must be located in visually prominent positions which aid the legibility of the streets and open spaces. These may occur at the termination of street vistas, and as corner buildings at key crossroads, which may serve as landmarks.*

Incorporating existing farms and farm houses

- *Existing farms and farm houses will be incorporated within the urban form to create the type of contrast and diversity found in historical places. How prominent buildings and landmarks will be handled will be established at a more detailed scale and specific design briefs are to be written for public buildings.*

Creating major green corridors

- *Key landscape features such as major green corridors may also distinguish quarters, which will collectively enable residents and visitors to easily navigate through the town and understand where they are by the overall character of the quarter.*

Addressing surrounding natural space

- *The town and its surrounding natural spaces must be made legible by creating a strong urban edge and preserving views outwards to the open countryside beyond, particularly across the Sherford Valley.*
- *The landscaping within the park should be responsive to and preserve key ridges and high points.*

2.3 NEIGHBOURHOOD DESIGN CODES

DESIGN 15 PRINCIPLE

In advance of the submission of any reserved matters applications a Neighbourhood Design Code and indicative Detailed Masterplan will be prepared for the neighbourhood within which the application is located. Each Neighbourhood Design Code will include the following information.

Section 1: Design Code Framework			
This section provides a spatial framework for the detailed design codes in this Neighbourhood. It sets out relevant information relating to this neighbourhood from the "Town Code-Site-wide Town Principles" document as relevant site features and infrastructure requirements. The purpose is to provide a clear spatial framework for the codes in this neighbourhood.			
	Information required	*Objective*	*How this should be presented*
1	*A a summary of key spatial parameters taken from the approved "Town Code – Site-wide Town Principles document" relevant to the Neighbourhood to which the design code relates and any other of the approved plans or documents.*	*To provide transparency and clarity about what is already fixed.*	*This should be presented as extracts of relevant plans and relevant principles and specifications from the documents.*
2	*A summary of key site features, opportunities and constraints in the area covered by the NDC. This will include existing site features as well as required infrastructure such as drainage attenuation basins.*	*To provide a clear framework based on key fixes.*	*A plan with supporting text identifying key features relevant to the detailed design of this area.*
3	*The identification of "Key character generators" setting out key elements and features that will contribute to the creation of distinctive character areas and places within the neighbourhood. Character generators could include key street types defined in the site-wide principles document, key strategic open spaces, site features such as a retained tree or hedge as well as those drawn from the distinctive character of the local area such as settlement form and building materials and details.*	*To provide a framework for the creation of distinctive places and characters.*	*A plan identifying key character generators with reference to the information provided in sections 1 and 2.*
4	*Character Areas Plan and set of principles for each*	*To provide a clear spatial framework for distinctive places and areas.*	» *A plan identifying character areas within the neighbourhood with reference to sections 1, 2 and 3 above.* » *Text summarising the key characteristics of each character area*

	Information required	*Objective*	*How this should be presented*
5	*Green Infrastructure Strategy setting out a summary of the key strategic Green Infrastructure elements in that neighbourhood*	*To present a clear framework for Green Infrastructure in the neighbourhood and how it connects to the wider network*	*A plan setting out key fixed spatial GI features such as Green Ways, Urban Parks*
6	*A Legibility Framework provides a framework for key urban design elements such as key gateways, views, vistas, key frontages, landmark buildings, green edges. For civic buildings the NDC should set out: building footprint and dimensions; distance from adjacent buildings if relevant; views to and from the civic building to be maintained; articulation of fronts and backs where appropriate; height and massing; emphasis of particular facades, skyline an roof treatment; elevational hierarchy and proportion; building materials and fenestration; building program; location of green roofs where relevant; energy performance criteria; parking, servicing and external space requirements; signage*	*To demonstrate how a legible neighbourhood will be delivered*	» *A plan setting out key legibility features* » *Supporting text*
7	*A Street Hierarchy for the neighbourhood*	*To demonstrate how a legible and permeable network will be provided*	» *A street hierarchy plan* » *Supporting text*
8	*Scale plan. A plan setting out minimum and maximum permitted building heights across the neighbourhood*	*To create a legible and high-quality neighbourhood*	» *Plan with supporting text*
9	*Density Plan. A plan setting out minimum and maximum permitted densities across the neighbourhood*	*To create a legible and high-quality neighbourhood*	» *Plan with supporting text*
10	*An indicative Detailed Masterplan to show all proposed open spaces and buildings indicatively.*	*To provide a clear visual representation of the block form and type and character of the neighbourhood.*	» *1:1000 scale plan showing an indicative arrangement of buildings, plots and streets within the fixed elements set out above.*
Section 2: Neighbourhood-Wide common elements			
This section sets out codes that are to be applied across the neighbourhood. These are universal or common elements.			
1	*Neighbourhood-wide street codes*	*To set out codes that are relevant across the site to avoid repetition in the street codes*	*Text and tables setting out maximum speed limits, principle for adoption, street lighting that apply across the neighbourhood etc.*
2	*Non-residential Land uses. A plan which fixes zones within which the required non-residential uses must be provided.*	*To ensure these are delivered in the required locations.*	*A plan.*
3	*Building Character. A plan setting out the proposed approach to building character by street are shown in the example in section 2.21 of this document.*	*To provide for a legible hierarchy and streets and places of distinctive character.*	*A plan with supporting table and text.*
4	*Street Tree codes*	*To set out neighbourhood-wide codes for the treatment of street trees*	*Text and diagrams setting out the minimum specifications for street trees including a list of permitted species for each of the proposed street types; the design of tree pits and service corridors etc.*

5	*Street furniture*	*To set quality benchmark for street furniture within the neighbourhood and to ensure that the design approach is coordinated*	*Text and supporting photos or illustrations*
6	*Play and sports provision*		*Plan setting out propose play and sport provision. Text and supporting photos and illustrations setting out details of provision in terms of amount of space provided and the design of equipment*
7	*Provision of waste storage and collection*		*Text supported by illustrations setting out detailed codes for the location of refuse storage and relevant dimensions and distances*
8	*Utilities and services*		*Text supported by diagrams*
Section 3: Detailed Design Codes for Streets and Character Areas			
This section sets out specific design codes relevant to the character areas and specific street types defined in section 1. This provides a clear framework for the design of development parcels in specific parts of the development including an 'appearance palette' for each.			
1	*Street Codes*	*For each street type provided within this neighbourhood a set of fixed detailed design codes for their design and function. To include dimensions, permitted parking arrangements, junction design, materials for carriageways, footways and codes and street trees.*	*To ensure every street type is designed to be of high design quality with a distinctive sense of place*
2	*Architectural codes – key frontages*	*Within each character area, key frontages are defined (as defined on the legibility plan).* *Within each of these a materials palette is set out together with codes for architectural detailing and boundaries*	*To ensure that key frontages are designed to high standard that contributes to and reinforces the character of the street and character area in which it sits*
3	*Architectural codes – non-key frontages*	*Within each character area, non-key frontages are defined (as defined on the legibility plan).* *Within each of these a materials palette is set out together with codes for architectural detailing and boundaries*	*To ensure that non-key frontages are designed to high standard that contributes to and reinforces the character of the street and character area in which it sits*
4	*Landscape codes*	*For each defined green space, civic space, greenway, drainage attenuation area, play area a set of codes that sets out public realm materials, plant species and boundary treatments.* *The following elements must be covered within the Landscape Codes: Retained features; Surveillance; Function; Hard and soft landscape materials; Boundary treatment and access points; Surface and path treatments; Street furniture; Structures an shelters; Signage; Play and sport facilities; Public art; Trees; Water features; Lighting; Facilities; Public events, users and activities; Ownership; Management; Maintenance*	*To ensure that all public spaces are landscaped to a high design quality*

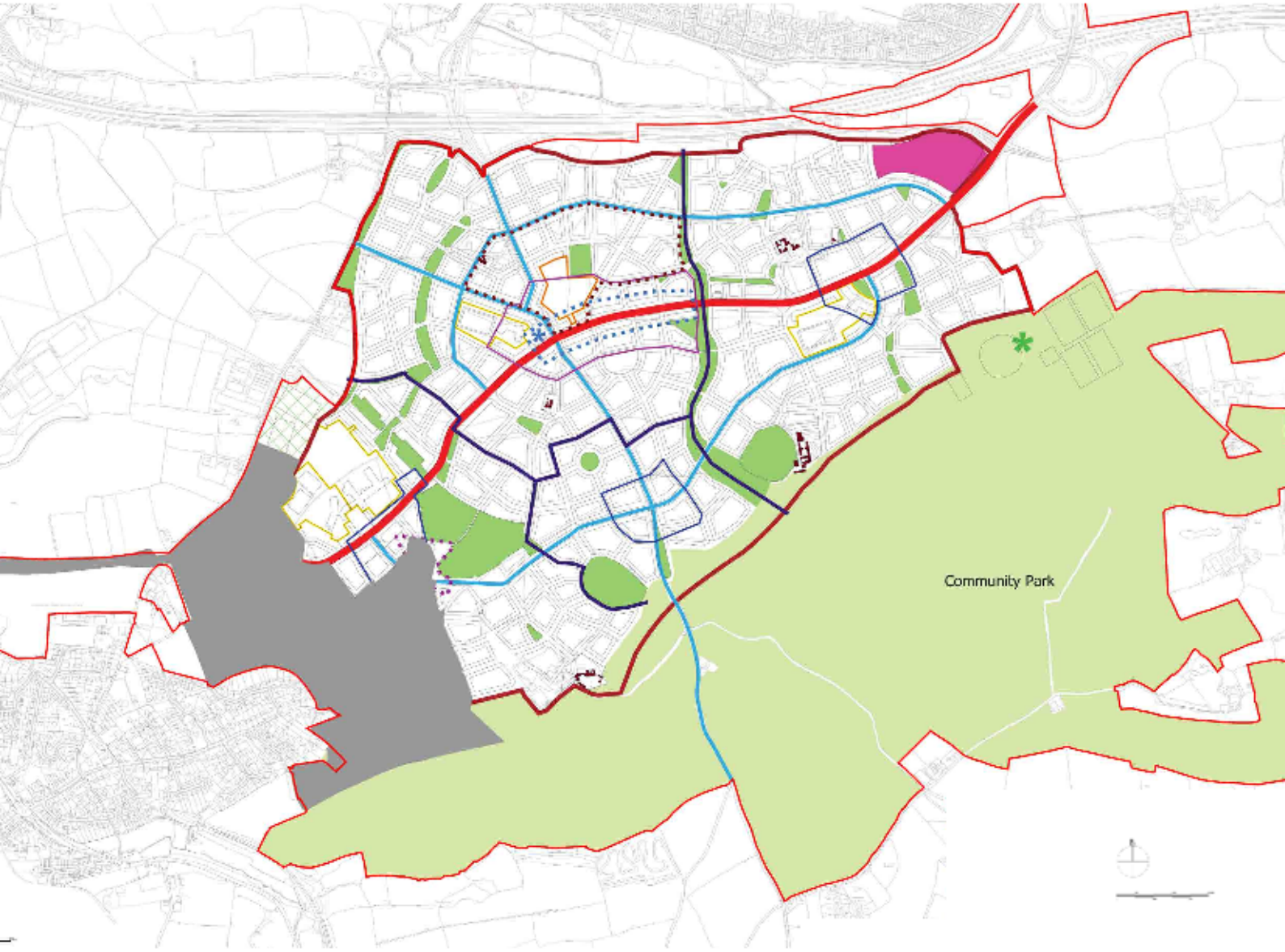
2.4 KEY SPATIAL FIXES

DESIGN 16 PRINCIPLE

Sherford will deliver the key spatial fixes presented on the Key Fixes Plan. The plan indicates broad locations for important spatial fixes. The exact location and extent of these will be fixed through the relevant Neighbourhood Design Code.

- *Main streets and other principal routes will follow the broad location indicated on the plan opposite.*
- *Key spatial features such as main routes, key buildings, neighbourhood centres and key views shall be located in such a way as to create a legible town structure.*
- *A network of interconnected streets, greenways and public spaces should be organised as a deformed grid which will provide several routes to every destination, will offer the possibility of pedestrian and cycle access to main services and daily facilities and will minimise the need for car travel within the town.*
- *A Community Park on the southern and eastern edges of Sherford will be provided to offer high quality open spaces with recreational and ecological value and the potential for an organic farm.*
- *A comprehensive strategic landscape will be created as part of the town which will incorporate existing features, such as hedgerows and trees. This will include greenway corridors which will link the built area with the surrounding open spaces and wildlife corridors for protection of existing species.*
- *Macro renewable energy provision must be provided by wind turbines.*

KEY FIXES PLAN



- Planning application boundary
- Detailed planning consent granted/under construction
- Main street
- Other principle routes
- Town centre
- Other neighbourhood centres
- External boundary of development
- Community park
- School sites
- Health care centre
- Town hall site
- Greenway buffer zone
- Greenways/wildlife corridors
- Park and ride interchange
- Additional sports facilities
- Existing buildings
- Town hall boundary
- Health centre boundary
- Neighbourhood boundary
- Youth centre boundary

Notes

1. The locations of the key buildings will default to those shown on the town plan, but may move within the boundaries identified on this plan.

2. The locations of the primary schools will default to those shown on the town plan, but may move within neighbourhood, as long as they remain well related to the neighbourhood centre.

2.5 STREET DESIGN

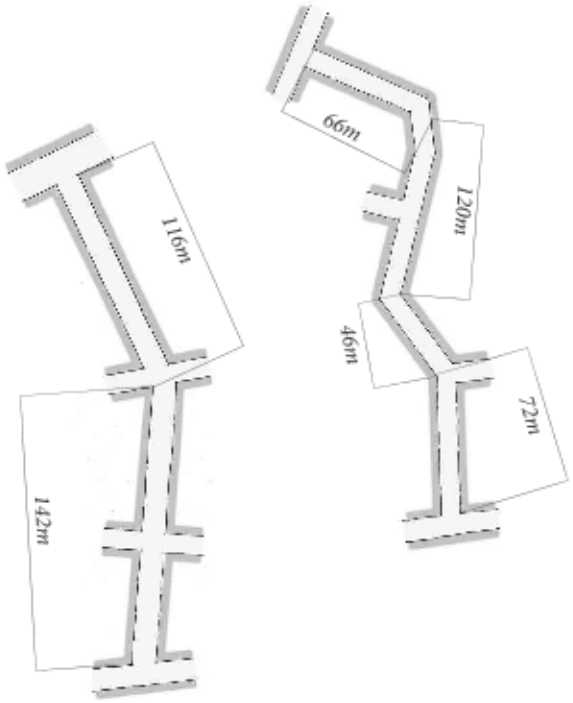
DESIGN 17 PRINCIPLE

As illustrated in the Street Hierarchy Plan, a legible, connected and permeable network of streets will be delivered. The principles below provide a framework for this.

- *The street system will be laid out as a well-connected network with multiple points of connection. There will be an ordered hierarchy of streets that will ensure legibility within the development and provide an appropriate and accessible movement network.*

- *Sherford will vary in two related but distinct ways:*
  - *Change of direction (axiality)*
  - *Length of forward visibility (line length)*

- *The design of streets will be informed by the following principles, where appropriate:*
  - *Major (primary and secondary) streets will generally be generally straighter with the longer line lengths before any change of direction. The changes of direction tend to be at the widest of angles.*
  - *Streets of less significance (tertiary) will change direction more and/or have smaller line lengths.*



Illustrative Street Alignment Diagrams

- *The Major Avenues, Principal Streets and Secondary Network, will be fixed in location and specified in street type, as part of the Neighbourhood Design Codes. They will be generally at the locations indicated on the Street Hierarchy Plan. The main street will run centrally through the development. The major avenues and principal streets will connect the neighbourhood centres and/or provide strategic connectivity to secondary streets, which in turn connect to minor streets.*

- *Tertiary street types are shown in the Street Hierarchy Plan. They are shown on that figure only to illustrate their principle as part of the connected street system and are not fixed.*

DESIGN 18 PRINCIPLE

Paving materials for streets, footways, cyclepaths and other public spaces should be drawn from a simple palette of materials (fixed through the Neighbourhood Design Codes). The quality of materials should reflect the importance of the street, space or route with higher quality materials used on the more important routes.

The following types of junctions are acceptable and may be used at appropriate locations within the masterplan:

- *T junction*
- *Y junction*
- *Cross roads with varying arm angles*
- *5 arm junctions*
- *Square, circus and crescent (both formal and irregular)*

POTENTIAL JUNCTION TYPES

Set out below are a series of potential junction types. Each Neighbourhood Design Code will indicate where junction types will be used in the "character plan" to be submitted as part of each Neighbourhood Design Code which defines areas of formality and informality.

T junction
Formal

Circus
Formal

Y Junction
Formal

Informal

Crossroads with varying arm angles
Formal

Informal

5 arm junctions
Formal

Informal

Square
Formal

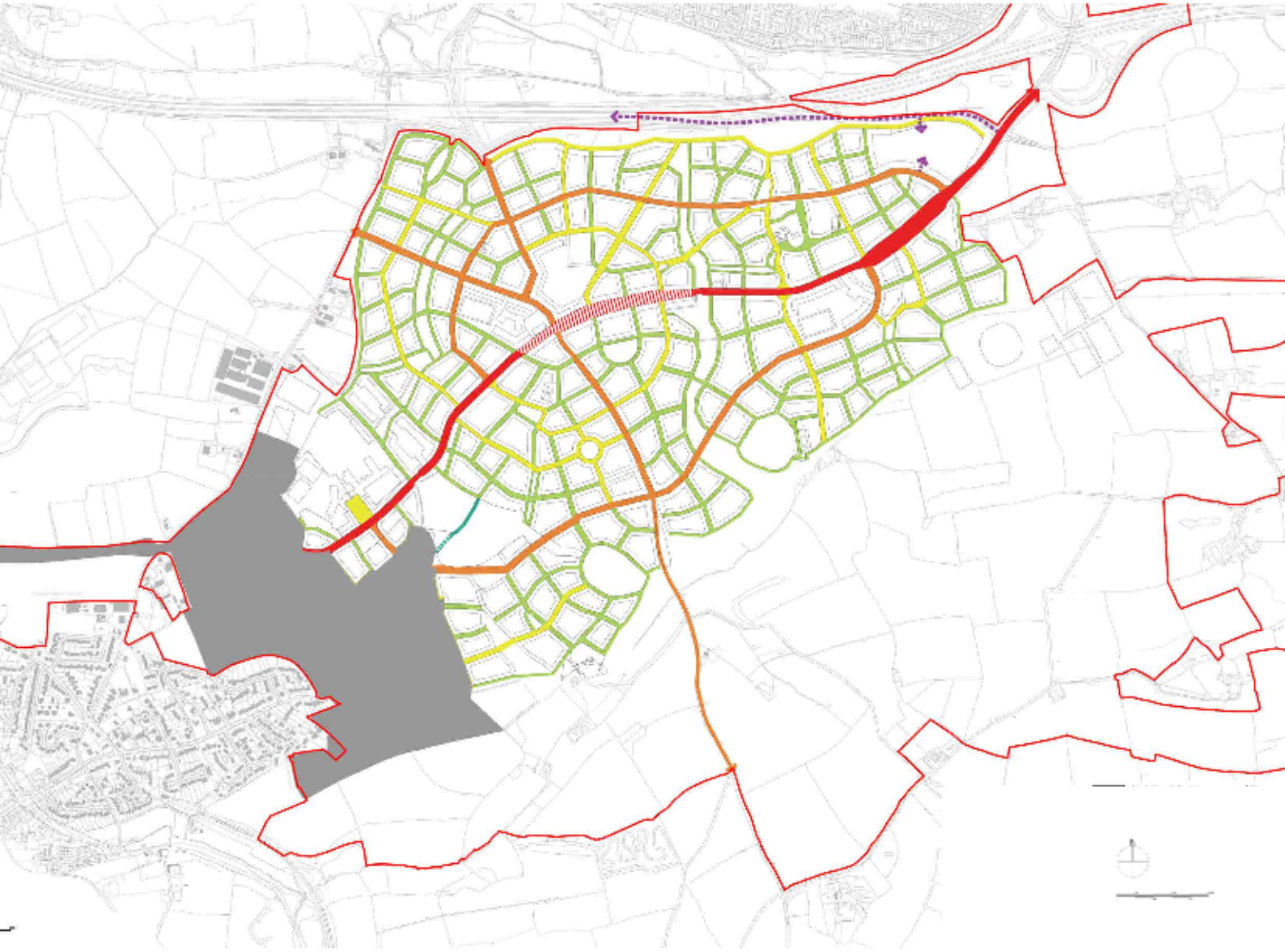
Informal

Crescent
Formal

Informal

All junctions should be designed to be safe and permeable, arranged and aligned to optimise permeability for pedestrians and cyclists.

STREET HIERARCHY PLAN



- Planning application boundary
- Detailed planning consent granted/under construction
- High street
- Main street
- Major avenues & principal streets
- Slip lane / Park & Ride
- Secondary streets
- Minor streets
- Quarry foot bridge & foot path

2.6 STREET TYPES

DESIGN 19 PRINCIPLE

Sherford will include an interconnected network of various types of thoroughfares (public streets) and a hierarchy of civic spaces, which respond to the needs of the pedestrian whilst also allowing for vehicular accessibility. The character and function of these types is distinguished by different criteria relating to right of way, pavement width, street layout and on-street parking arrangements.

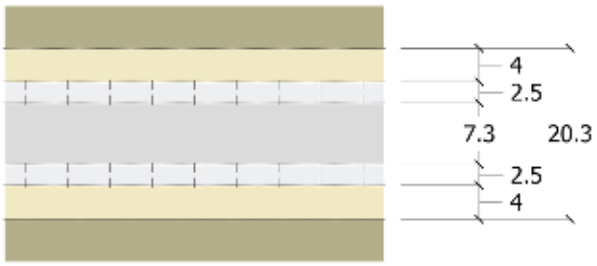
- *The linear forms identified here may be adjusted to accommodate shared space principles and other street dimensions that may be appropriate in relation to topographical issues and the relationship of the street to the adjacent buildings. The street widths may also vary along their length by use of the principles of 'tracking' (by agreement). The 'streets into open space' type may also be used for square, circus and crescent nodal types.*

Indicative Street Dimensions

- *The detailed street dimensions will be fixed through the Neighbourhood Design Codes. The guidance set out below is indicative but is intended as a framework for the detailed design of streets in the Neighbourhood Design Codes.*
- *The guidance set out below provides the framework for the detailed design of streets.*

High Street and Main Street

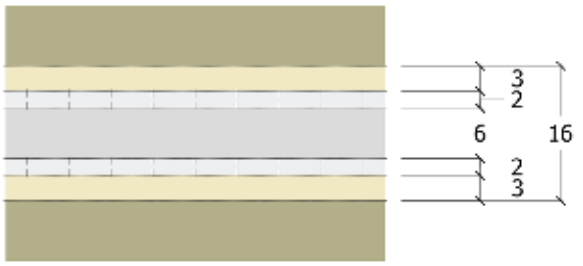
- *These streets generally have a carriageway of approximately 7.3m width and pavements of between 2m and 4m wide on both sides of the road.*

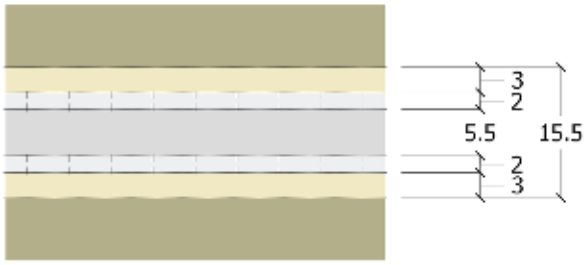


Indicative Example

Major Avenues and Principle Street

- *These also have the potential for parking on both sides of the road, with carriageways that vary from 5.5m to 7.3m wide and pavements between 2m and 3m wide. Occasionally, widths of both carriageway and footpaths will be reduced in some areas.*

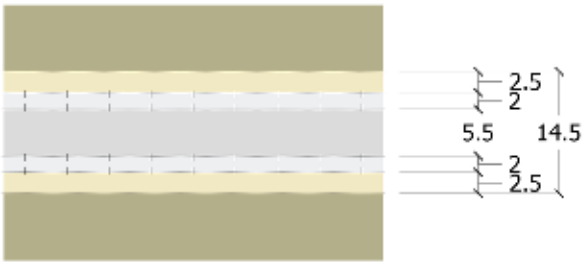




Indicative Example

Secondary Streets

- *Carriageways are generally between 4.8m and 5.5m wide, with the potential for parking on both sides, and pavements between 2m and 2.5m.*



Indicative Example

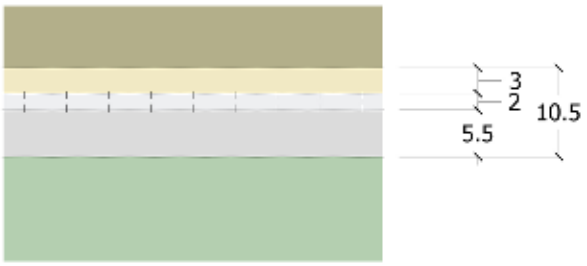
Secondary Streets (continued)

- *Carriageway of up to 6.1m, with the potential for parallel parking on one side, and perpendicular on the other.*

Indicative Example

Streets into Open Space

- *Carriageways of approximately 5.5m, with the potential for parallel parking on one side and one pavement of between 2m and 3m.*



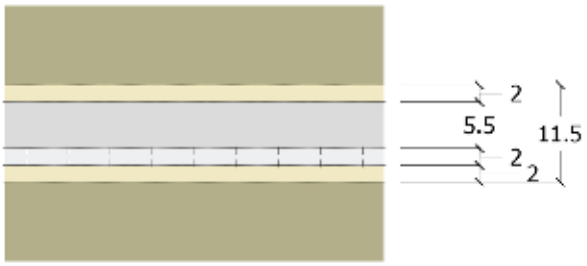
Indicative Example

Minor Streets

These are made up by a number of street types, of diminishing scale and importance:

Tertiary Streets

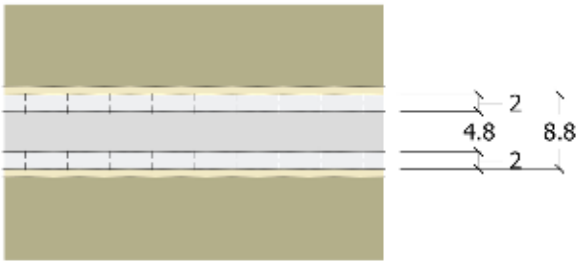
- *Carriageways generally of between 4.8m to 5.5m, with the potential for parking on either one side only, or not at all.*



Indicative Example

Mews 1

- *Carriageways generally of between 3.5m and 4.8m, with the potential for parking on both sides and no pavement.*

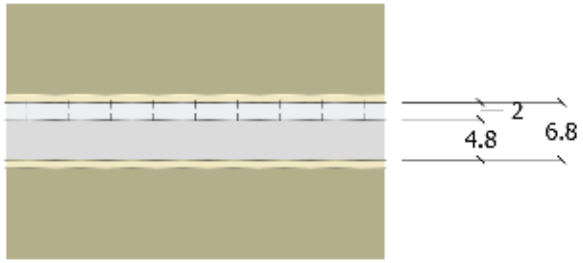


Indicative Example

2.7 STREET LIGHTING

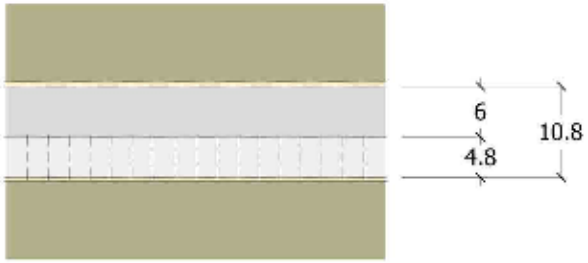
Mews 1 (continued)

- *Carriageway of approximately 4.8m, with the potential for parking on one side and no pavement.*



Mews 2

- *Carriageway of approximately 6m, with parking on one side and no pavement.*



- *Carriageway of 4.8m, no parking or pavements.*

Principles for street lighting are set out below:

DESIGN PRINCIPLE 20

The design of the street and communal area lighting at Sherford will ensure that not only is the built form enhanced, but also that the energy use and effect on the local environment is minimised throughout its operation.

- *Lanterns will be mounted on columns as appropriate. Building-mounted lanterns may be provided on public buildings.*
- *All Lanterns installed will be compliant with any neighbourhood or town wide control and monitoring systems.*
- *Street lighting will need to meet adoptable standards.*

2.8 CIVIC SPACE

DESIGN 21 PRINCIPLE

A series of "civic spaces" will be delivered within Sherford. The detailed location of these will be determined through the Neighbourhood Design Codes. Principles for their strategic location and the qualities to be achieved within them are set out below.

- *There will be a key central civic space, the Town Square, and other civic spaces will be created at key nodes at junctions across the site.*
- *Buildings adjacent to civic spaces must front onto the civic space to provide active frontages with the appropriate degree of overlooking so that people feel safe at all times of the day. Building heights must give an appropriate proportion to public space.*
- *Boundaries between private and public areas must be clearly delineated well defined and high quality.*
- *Street furniture should reinforce the character of individual locations, be simple and elegant and must not clutter the space or restrict circulation. Street furniture should be consistent in design throughout the town but variation within a theme to reinforce character of the individual streets is appropriate.*
- *Lighting must provide safe levels of illumination as a priority with a soft warm light. Aesthetic feature lighting for elements or buildings will be encouraged to create or enhance the experience in the town or aid legibility. Light pollution will be reduced.*
- *The design of buildings enclosing civic spaces and the palette of materials for architecture and for the public realm will respond to the hierarchy of civic spaces in order to reinforce legibility.*
- *Higher quality paving materials will be used in the most significant places. The quality of paving materials will reflect the relative importance of the space.*

2.9 LAND USE STRATEGY

DESIGN 22 PRINCIPLE

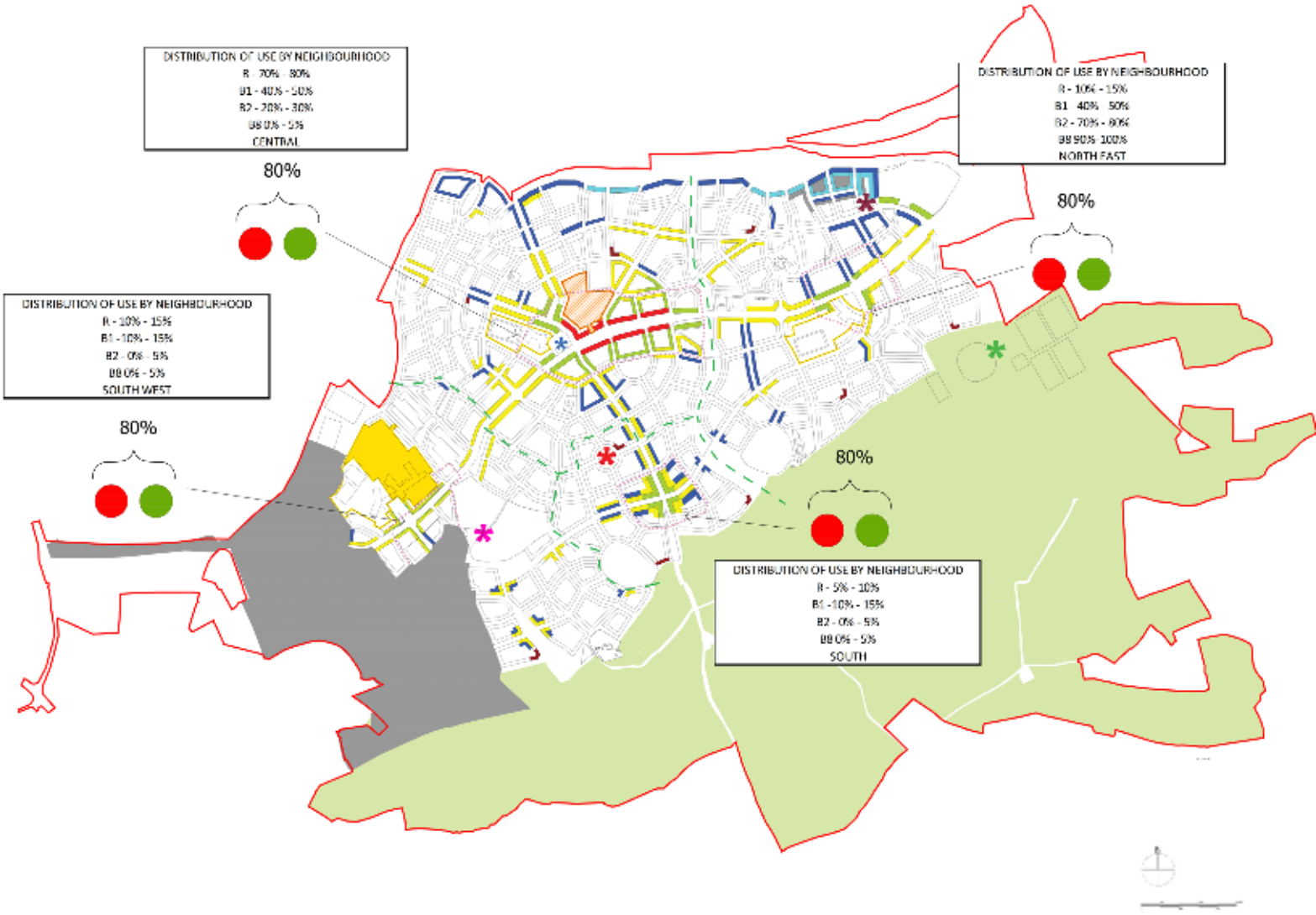
As illustrated in the Land Use Strategy Plan and set of related principles below, Sherford will:

- *Comprise a series of neighbourhoods, each with its respective mixed-use cores in the centre where the major streets intersect so that residents can easily access community facilities and transport.*

- *As illustrated on the Land Use Strategy Plan, retail uses should be concentrated in the centre of each neighbourhood where possible (red and green on plan) with these uses also permitted along main routes connecting the neighbourhood centres. Manufacturing and light industrial uses should be located in the northern parts of Sherford as indicated on the plan opposite.*

- *Wherever possible, community facilities should be well-related to a neighbourhood centre and/or easily accessible to the catchment it is intended to serve.*

LAND USE STRATEGY PLAN



- Planning application boundary
- Detailed planning consent granted/under construction
- Community park
- Primary schools
- Secondary school
- Additional sports facilities
- Health care centre
- Town hall
- Re use centre
- Forest school
- Possible site for church
- Core areas
- Neighbourhood boundaries
- Mandatory ground floor retail office and/or residential above A1-A5 / B1
- Permitted frontage ground floor retail office/ residential above A1-A5 / B1
- A4 Bars and public houses
- Permitted frontage B1 Office
- Permitted frontage B1 Manufacturing
- Permitted frontage B2 Manufacturing / Industry
- B8 Storage or distribution

2.10 RESIDENTIAL DENSITY STRATEGY

DESIGN 23 PRINCIPLE

As illustrated in the strategy plan and principles below, Sherford will comprise increased residential densities within and close to neighbourhood centres as well as along key movement routes, with generally lower densities will be provided towards the edges of the development.

The figure opposite gives the indicative density bands that should be achieved in Sherford for residential development only. A weight of population in/around the local centre will be created through the use of higher densities. Densities will vary throughout the development in accordance with land use, street type and desired character. Density calculations should include all private and communal space within the curtilage of development blocks to the centre of all streets excluding the primary network and shall include the residential element of any mixed-use buildings. Any children's play areas and small urban parks situated in the secondary and tertiary street fabric should be included in the density calculation.

DENSITY STRATEGY PLAN

- 50-75 dph within the immediate town centre
- 40-60 dph within the intermediate town centre band
- 45-60 dph at the heart of the neighbourhood centres
- 40-60 dph for the length of the Main Steet
- 60-80 dph specifically for the Main Street Boulevard
- 45-60 dph for the two Avenues and Brixton Road
- 40-55 dph along the Community Park edge and other green spaces
- 35-50 dph for all other areas
- Detailed planning consent granted/under construction

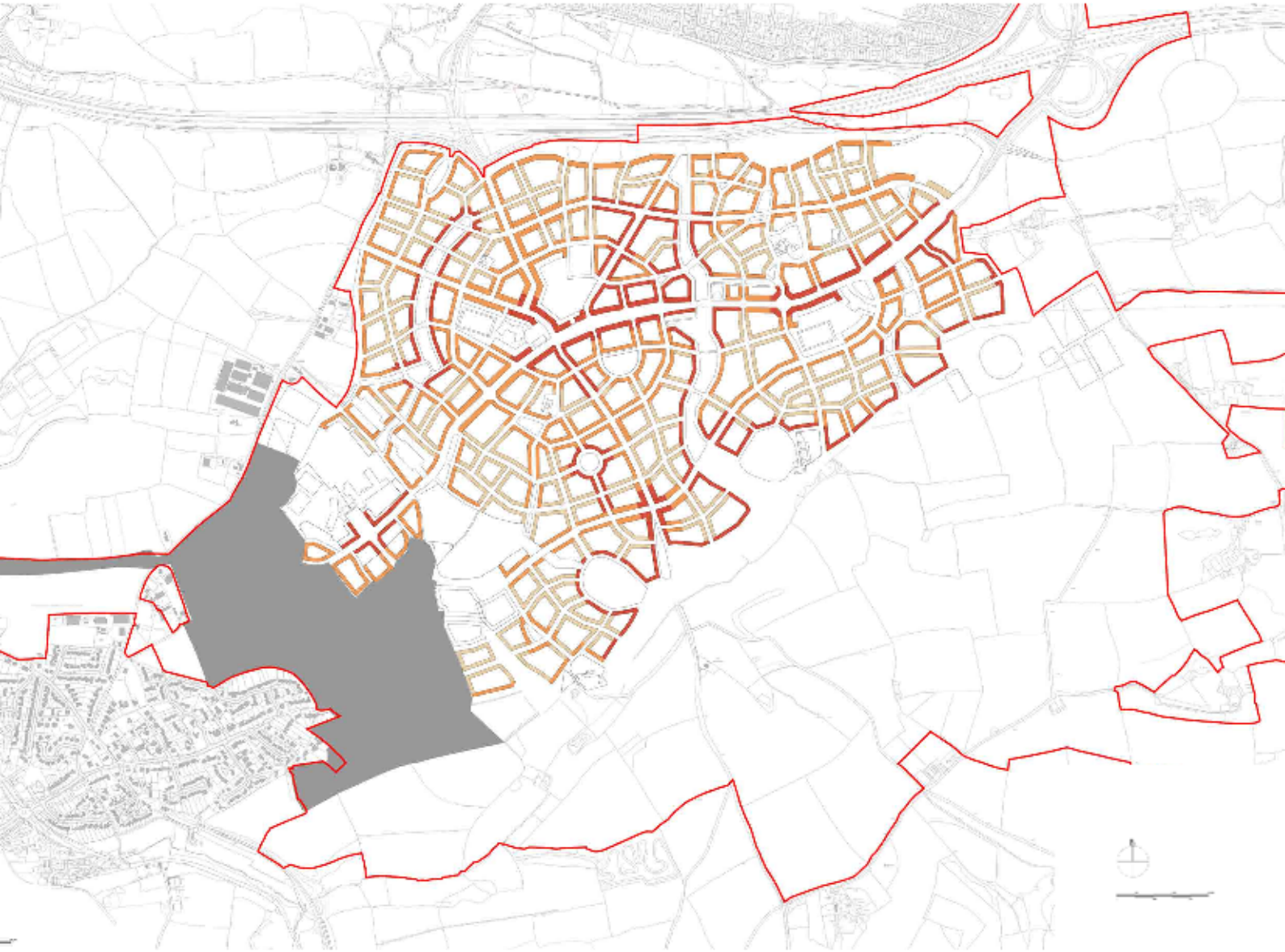
2.11 BUILDING HEIGHTS STRATEGY

DESIGN 24 PRINCIPLE

As illustrated on the plan opposite, buildings heights should respond to and reflect the street hierarchy and the definition and enclosure of key spaces and places. The maximum storey heights indicated in the plan opposite and table below can be exceeded for townscape reasons and this will be developed for each neighbourhood through the Neighbourhood Design Codes.

Spatial Principles for Building Heights	
Place/space/street	*Building heights*
Town Centre	*Mainly 3-4 storeys*
Neighbourhood centres	*Mainly 2.5-3 storeys*
High Street	*Mainly 2.5-4 storeys*
Main Street	*Generally 2.5-3 storeys*
Major avenues and principal streets	*2 and 2.5 storeys with higher buildings in town centre and neighbourhood centres as above*
Secondary streets	*Generally 2 and 2.5 storeys*
Minor Streets	*Generally 2 storeys*
Frontage to Greenways and Community Park	*Generally 2.5 storeys or above*
Urban Parks	*Generally 2.5 storeys or above*
Landmark buildings in visually prominent locations such at the termination of street vistas and on key corners	*An increase in height above surrounding buildings (2.5 storeys or above)*

BUILDING HEIGHTS STRATEGY PLAN



- 3 to 4 storeys
- 2.5 to 3.5 storeys
- Max 3 storeys
- Detailed planning consent granted/under construction

2.12 GREEN STRUCTURE STRATEGY

DESIGN 25 PRINCIPLE

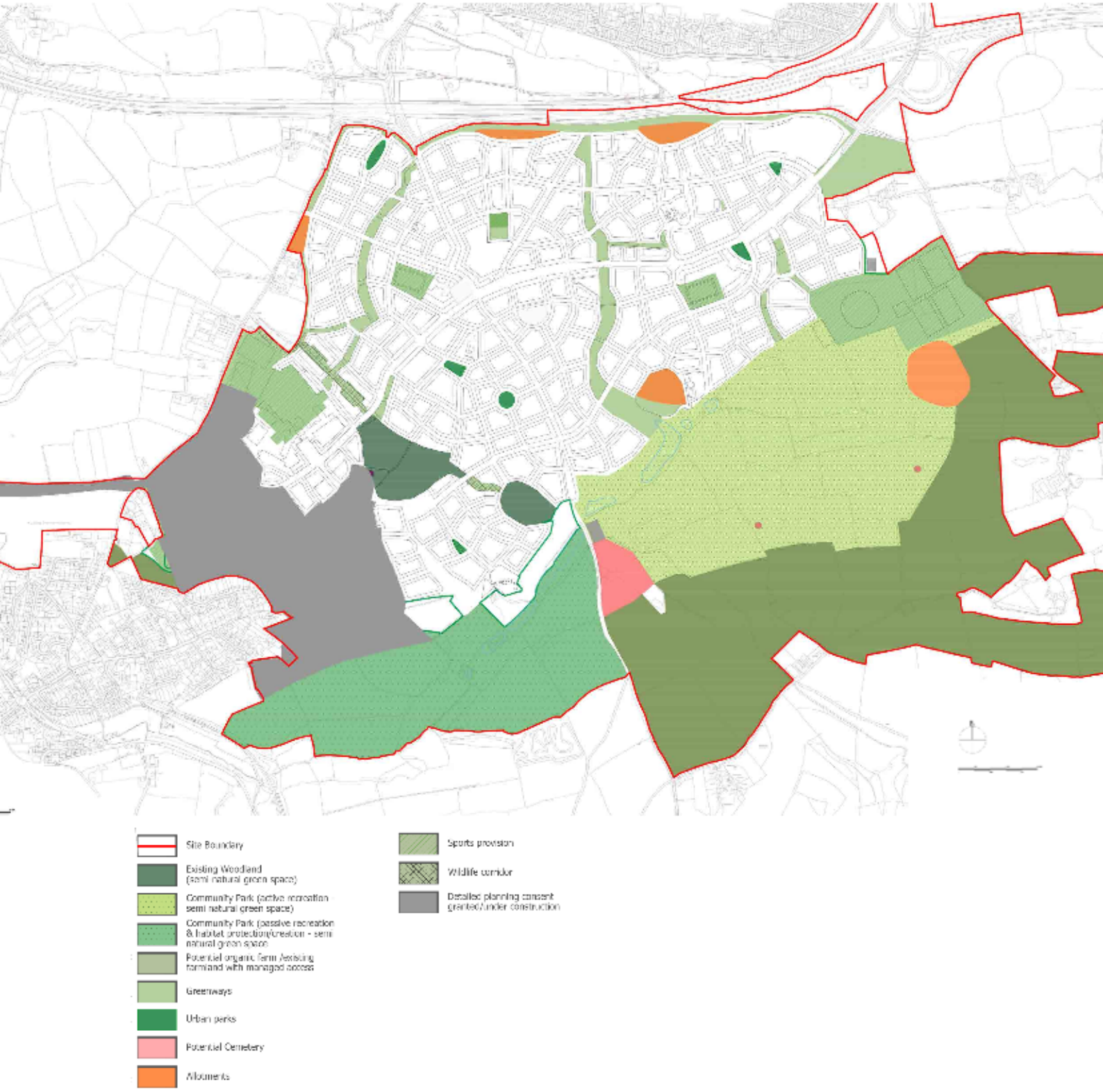
As illustrated on the plan opposite, Sherford will comprise a hierarchy of green spaces and of green functions. These include the following:

- *Community Park*
- *Greenways*
- *Wildlife Corridors*
- *Semi-Natural Green Space*
- *Urban Parks*
- *Allotments and Community Gardens*
- *Sports Hub*

The principles that provide the framework for the design of the above are set out over the following pages. Further detail will be provided in subsequent Neighbourhood Design Codes.

- *The strategic green structural elements shown on the Green Structure Strategy will form the basis for future Neighbourhood Design Codes. The provision of a Community Park and the creation of strategic Greenways running north-south through Sherford are key spatial principles. The exact location and size of greenways, urban parks, sports provision and allotments is to be fixed through Neighbourhood Design Codes but in accordance with the broad spatial strategy indicated in the plan.*

GREEN STRUCTURE STRATEGY PLAN



2.12.1 GREENWAYS AND WILDLIFE CORRIDORS

DESIGN PRINCIPLE 26

Strategic greenways and wildlife corridors will be provided generally as shown on the Green Structure Plan and delivered in accordance with the following principles.

- *Greenway widths will be 15m minimum. Their maximum width will be determined during the production of reserved matters Detailed Design Codes.*
- *Existing landscape features identified in the Environmental Impact Assessment (EIA) and Landscape, Biodiversity and Cultural Heritage Strategy (e.g. trees, hedges, marsh, etc) should be retained and protected subject to effective landscape management and the creation of a safe and permeable environment.*
- *Tree and shrub schedules must contain 75% native species.*
- *The Greenways should be designed to allow for both safe pedestrian and cycle access. Pedestrian and/or cycle links onto the surrounding street network must occur at a minimum of every two urban blocks.*
- *Lighting must provide safe levels of illumination as a priority. Where bat corridors occur, illumination levels will be reduced but alternative better lit pedestrian and cycle routes will be provided.*
- *All buildings along the edge of the Greenways must front the corridor with the major facade and primary entrance.*
- *Boundaries between private and public areas should be clearly defined with either walls, railings or hedge treatments or combinations of boundary treatments that integrate with the surrounding built form.*
- *Road edges to the Greenways should be defined in such a way as to prevent vehicular access onto the spaces and allow for clear natural surveillance.*
- *Secure vehicular maintenance access will be provided into and through the spaces with sympathetic materials employed or concealed (bound gravel, grasscrete etc).*
- *Maintenance plans should be produced in liaison with the local authority/ management company for every space to cover all necessary activities.*

2.12.2 URBAN PARKS

DESIGN 27 PRINCIPLE

Urban Parks will be provided generally shown as is indicative locations shown on the, Green Structure Strategy Plan. Their size, shape and specific location will be defined through the relevant Neighbourhood Design Codes and Reserved Matter Application stages The overall number of parks as shown is fixed and the overall area of designated Urban Parks will not reduce.

- *Urban parks will be attractive, high quality spaces that act as unique focal areas and public gathering points for neighbourhoods. Neighbourhood Design Codes must include codes for the treatment of Urban Parks in respect of surveillance, boundary treatments, public art, public realm materials and street furniture, planting and lighting.*

- *Whilst unique in aspects of their use, form, type and perhaps materials, Urban Parks will still be subservient to the Town Code Design Principles set out at the start of this document and be respectful and responsive to their setting.*

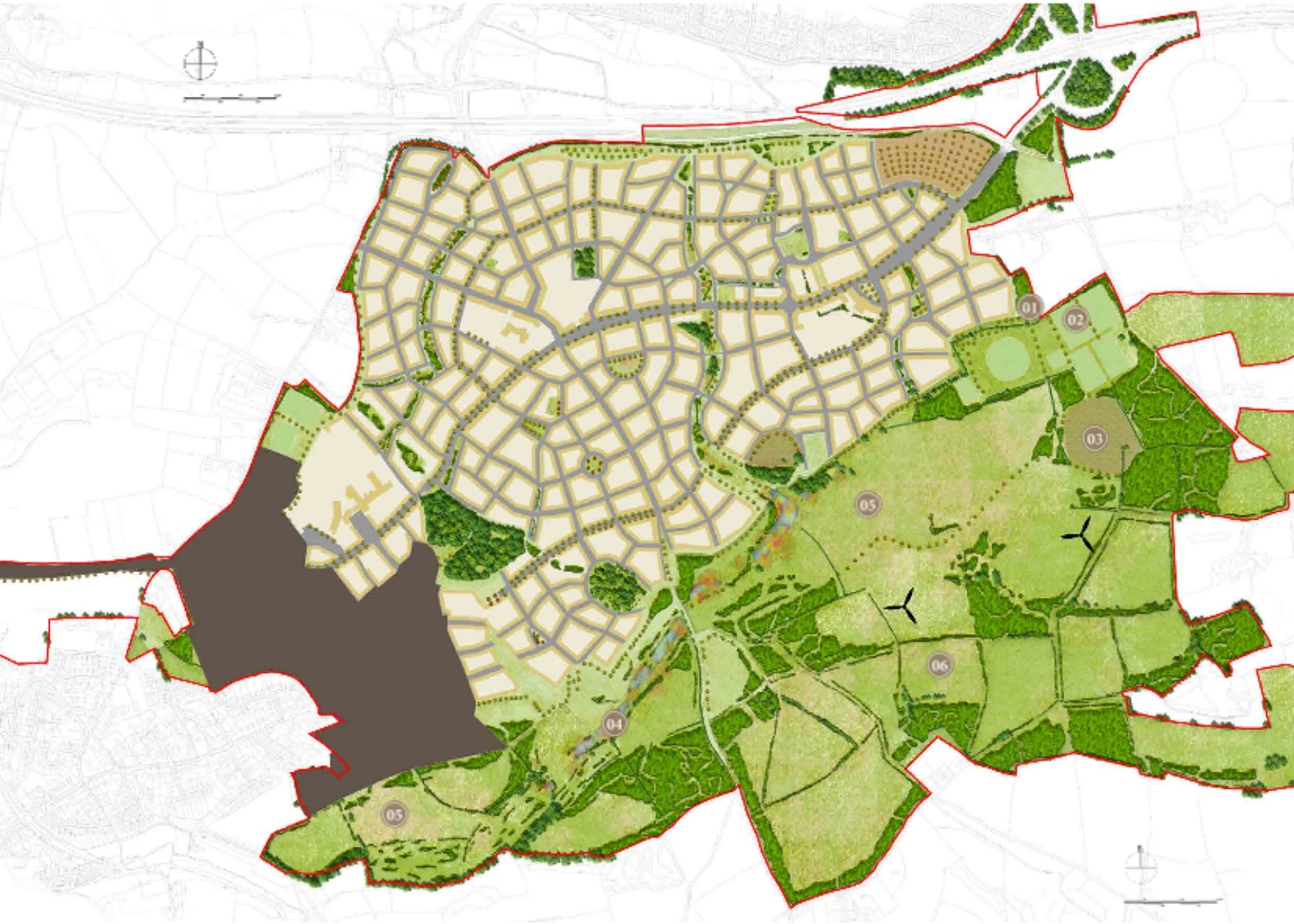
2.12.3 PRINCIPLES FOR SEMI NATURAL GREEN SPACE

DESIGN 28 PRINCIPLE

Semi-natural Green Space will be provided in the broad strategic location shown on the Green Structure Strategy Plan. The detailed location and design will be defined through the Neighbourhood design in accordance with the principles set out below.

- *Prior to any reserved matters application, a detailed arboricultural survey to BS5837 must be carried out and submitted.*
- *Secure and sensitive boundary treatments should be provided to Sherford Quarry and West Sherford Wood.*
- *Sherford Quarry: 2 points of entry should be allowed to the south east and south west. The boundary treatment must be extended up to the main street on the western boundary in order to incorporate the woodland extension around Sherford Kilns. Gated entrances should be designed to highlight the entrance to the wood. Park warden kiosk accommodation should be incorporated into the entrances in order to manage the access.*
- *West Sherford Wood: 4 points of access should be provided north, south, east and west.*
- *Footpaths should follow existing natural routes and avoid large amounts of cut and fill.*
- *Disabled access should be available to gain access to both West Sherford Wood and Sherford Quarry.*
- *Lighting will be excluded in the woodlands, apart from low-level lighting in West Sherford Wood, provided that it does not disturb the nocturnal wildlife habitats.*
- *Street lighting and the lighting of any community facilities should be directed away from the wooded areas to minimise light pollution.*
- *Within Sherford Quarry, the kiln area is where bats roost. This area should be sensitively incorporated into the development.*
- *The design for the Adventure Zone in Sherford Quarry must be carried out in liaison with a landscape architect and ecologist. Facilities must include those identified in the Public Space, Sport and Recreation Strategy and be particularly targeted at actively engaging the 11-15 age group.*
- *Discrete and sympathetically designed information boards should be designed and erected in the woodlands to describe the history and ecology of the wood/quarry.*
- *All construction activities must be carried out in strict accordance with the timing and distance restrictions set out in the EIA Chapter 10 (Ecology).*
- *Full maintenance, management and monitoring schedules must be produced prior to any construction activities.*

OPEN SPACE STRATEGY PLAN



Boundaries

Site boundary

Existing Elements

Existing trees

Existing hedgerows

Proposed Elements

Planting

Proposed Tree Planting

Proposed woodland/ woodland edge planting to reinforce existing vegetation

Wetland Planting

Grassland

Waterbodies

Attenuation Pond

Amenity Facilities

Allotment

Park & Ride

Sports Pitches

Detailed planning consent granted/under construction

Wind Turbine

01 *Car park/ pavilion & toilet*

02 *Proposed sports pitches*

03 *Indicative location of allotment/ community garden (& parking)*

04 *Proposed waterbodies/ managed wetlands*

05 *'Community park' (passive recreation & habitat protection/creation) Includes: Trim trial, Scrub, Woodland edges, Enhanced hedgerow, Grassland planting.*

06 *Potential organic farm/ existing farmland with managed access*

2.13 COMMUNITY PARK

DESIGN 29 PRINCIPLE

The plan on the opposite page shows the location of the Community Park in relation to the overall Town Plan.

» *The Community Park area will cover a minimum of 200ha.*

» *The park will be divided along Brixton Road. To the south west of Brixton Road, the park must primarily protect and enhance existing habitats whilst also creating new areas of:*

- *Wetland and marginal habitat*
- *Scrub*
- *Woodland edge*
- *Hedgerow reinforcement*
- *Grassland*

Public access into this area must be controlled along dedicated footpath and bridleway routes.

» *The area to the north west of Brixton Road will accommodate more active pursuits. The following facilities and areas should be included:*

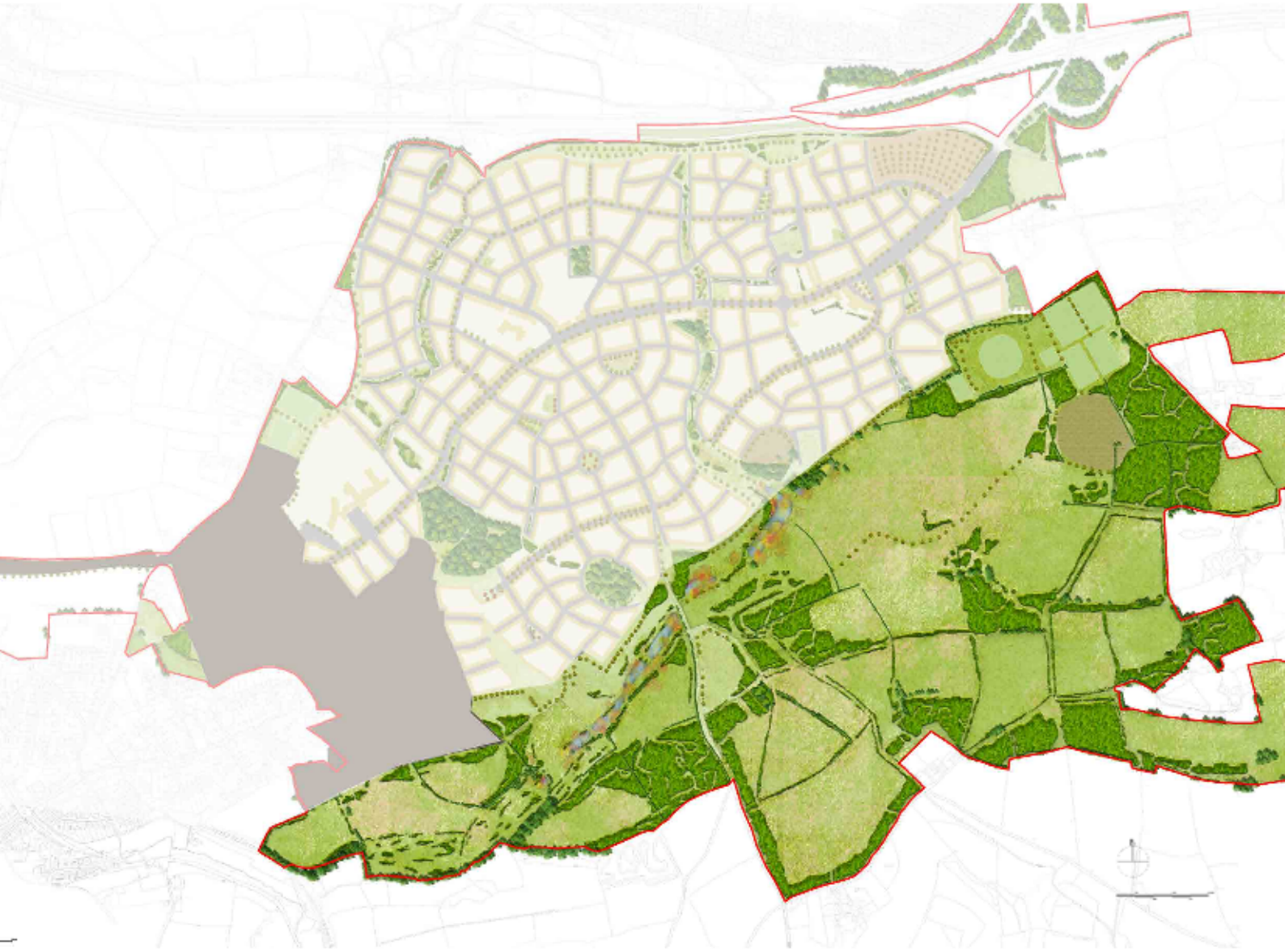
- *Trim trail*
- *Cycle and bridleway routes*
- *Informal sports and recreation*
- *Formal sports and recreation*
- *A Neighbourhood Equipped Play Area (NEAP)*
- *Pavilion and toilet facilities*
- *Car and cycle parking*
- *Wind turbines and viewing platform/follies*
- *Meeting points and shelters*

» *Provision shall be made for a cemetery/memorial garden covering 2.5 ha with associated cycle and car parking facilities.*

» *Provision shall be made for an organic farm with associated cycle and car parking facilities.*

» *Provision shall be made for a 2.5ha allotment/ community garden area*

COMMUNITY PARK PLAN



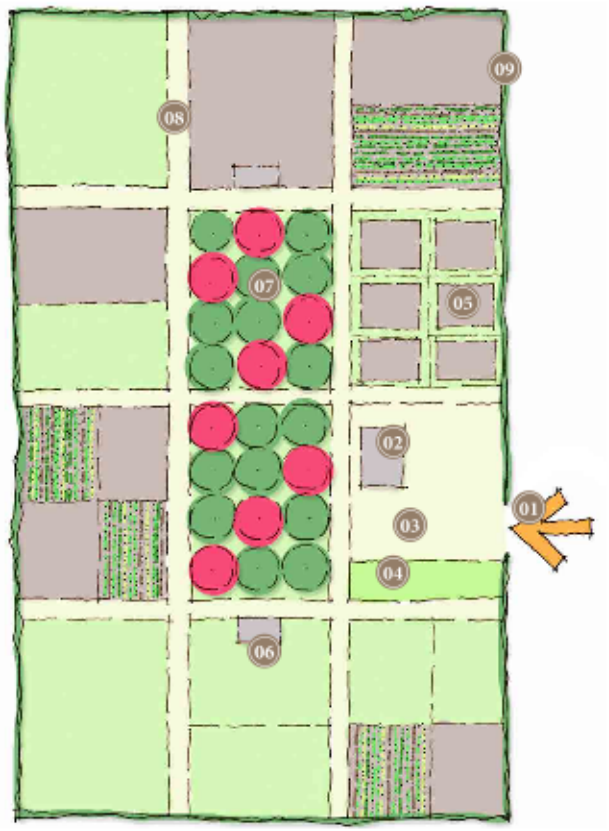
2.13.1 ALLOTMENTS AND COMMUNITY GARDENS

DESIGN 30 PRINCIPLE

All streets and Community Gardens will be provided in the broad strategic locations shown on the Green Structure Strategy Plan. The detailed location and design will be defined through the Neighbourhood Design Codes in accordance with the principles below. Key principles for allotments and Community Gardens are set out below:

- *With the exception of the allotment in the Community Park, allotments adjacent to the urban areas will be combined with Community Gardens.*
- *Community Gardens will provide areas for informal seating, informal children's play, planting to attract wildlife, including wet land areas, herbs, fruit trees and fruiting shrubs.*
- *The Town Plan and Community Park together must provide a total of 4 ha of Allotments/ Community Gardens.*
- *The minimum area for the main allocated Allotment/Community Garden areas will be 0.35 ha. Smaller allotment/community garden areas could be combined with smaller urban parks and LAPs within the detailed urban block structures.*
- *Where toilets and/or washing facilities are provided these should include grey water recycling unless it can be demonstrated to be impractical.*

ILLUSTRATIVE ALLOTMENT LAYOUT



01 *Main entrance*

02 *Communal 'hut'*

03 *Car parking and cycle storage*

04 *Seating and Communal composting area*

05 *Disabled Allotment*

06 *Storage hut, composting and water*

07 *Communal Orchard*

08 *Gravel path alleyways*

09 *Secure boundary treatment*

- *A water supply is to be provided (1 tap for every 5 plots) or a hose system to serve the plots. Rain water collection facilities are to be included in all allotment areas.*

- *The size of each full allotment plot will be approximately 200-250 square metres (10m x 25m) or half plots (10m x 12.5m). (Note: these can be broken down further or shared).*

- *A secure community hut with a toilet (male and female) and washing facilities will be provided at each allotment area.*

- *A communal composting area must be provided.*

- *A storage area of 2 sq. m. for each plot must be provided.*

- *The allotment area should be laid out with gravel footpaths (1.2m wide) in order to provide access to the plots and to help delineate them.*

- *The Allotment/Community Garden area must be fenced off and gated with secure and attractive fencing (dog, stock and rabbit-proof) that integrates with the adjacent areas. Native tree and hedge planting will also be used along the boundaries but care should be taken not to overshadow the plots.*

- *The site will be suitable for disabled access. 10% of plots must be designed for disabled access. This will include smaller raised beds for wheelchair users.*

- *Occasional vehicular access through a 3.0m wide gate should be provided.*

- *Allotment areas in the Community Park should have both secure car parking and cycle provision.*

2.14 SPORTS FACILITIES STRATEGY

DESIGN 31 PRINCIPLE

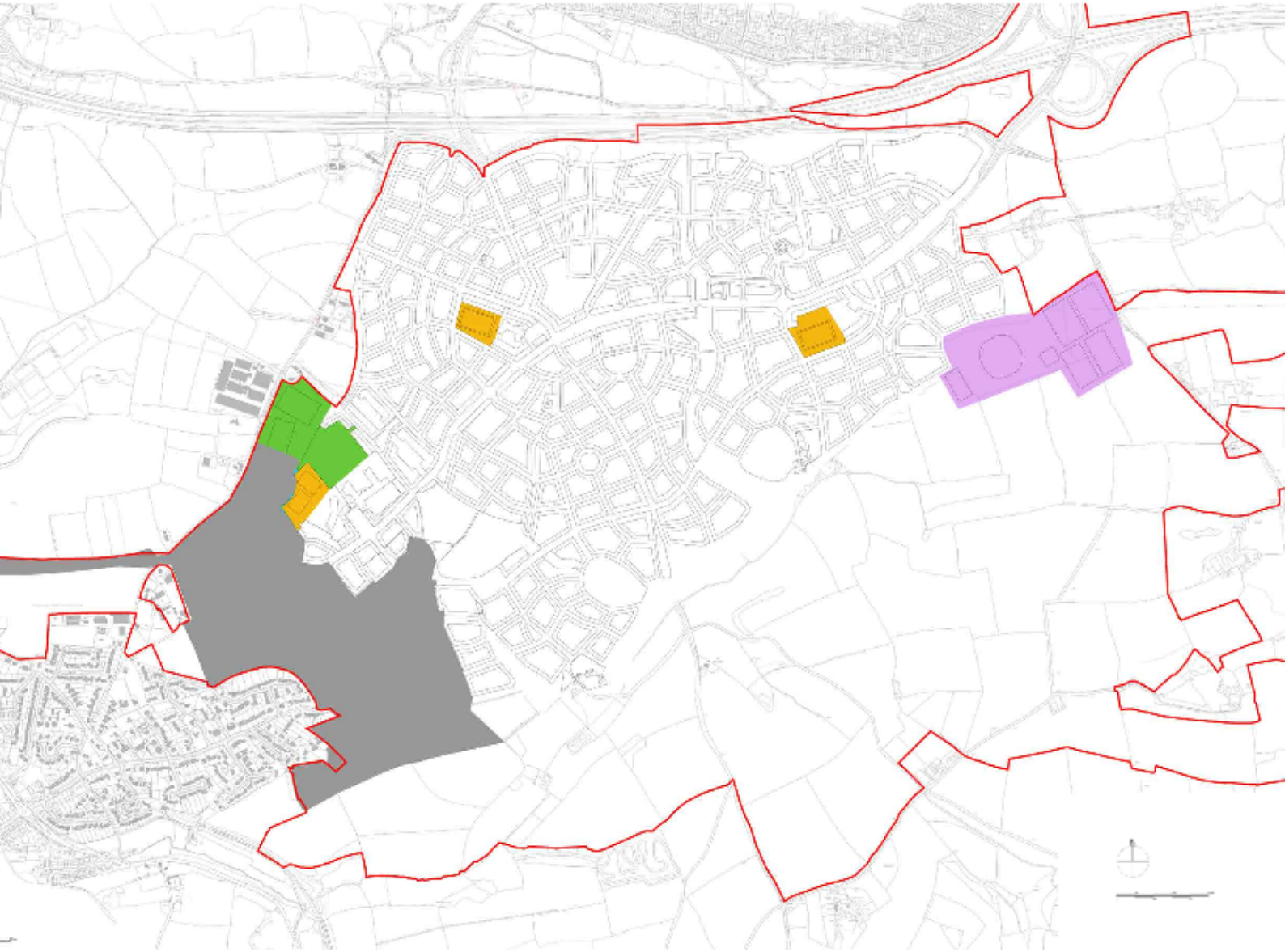
Sports facilities will be provided in the broad strategic locations shown in the detailed location and design will be defined through the Neighbourhood Design Codes and Reserved Matters Applications in accordance with the principles.

The principles for the facilities are set out below:

- *Pitch and Court-Area calculations must be based on National Playing Field Association (NPFA) Guidance.*
- *Pitch and Court sizes and orientation must conform to NPFA and Sport England guidance.*
- *The minimum area provided to accommodate sports facilities must be 19.36ha. This assumes the shared use of secondary and primary school pitches and indoor courts as part of the calculation.*
- *Sports facilities must be split between the West and Eastern areas so that there is a better distribution of facilities.*
- *The Sports Hub facilities must be able to provide for:*
  - » *A sports centre building that can accommodate 4 number badminton courts (multi-use), 25m swimming pool with associated changing, social, administrative, servicing and parking provision*
  - » *A floodlit all-weather pitch suitable for competitive hockey (IHA approved), football (FA approved) and rugby training*
  - » *All weather floodlit MUGA suitable for tennis courts, 5-a-side football, netball and basketball training*
  - » *5-a-side pitches (grass)*
  - » *1 no. grass senior football pitch (or hockey)*
  - » *A cricket pitch*
  - » *1 no. grass junior football pitch*

  (Note: the specific uses may alter by agreement with Local Planning Authorities at Reserved Matters Application)
- *The Sports Centre building will offer a good level of visual transparency. Blank facades facing main street or adjacent outdoor sports facilities are not acceptable.*
- *Pitch provision must be in accordance with the landscape phasing identified in the Public Space, Sports and Recreation Strategy.*
- *Pitches must be provided 'fit for purpose'.*

SPORTS FACILITIES STRATEGY PLAN



Planning application boundary

Detailed planning consent granted/under construction

East pitches

Secondary school

Primary schools

2.15 PLAY FACILITIES STRATEGY

DESIGN 32 PRINCIPLE

The strategic location of LEAPS and NEAPS should follow the strategy shown on the Play Facilities Strategy Plan. The exact location of play facilities will be defined through Neighbourhood Design Codes and Reserved Matters Applications.

Key principles are set out below:

- *Smaller open spaces (pocket parks/LAPs) may need to be provided within the public realms where walking distances to open spaces are greater than 100m but these should be focussed and integrated within the detail design phases at appropriate locations to enhance the urbanism.*

- *A LAP (Local Area of Play) should contain the following demonstrative features to encourage informal play and social interaction without necessarily having to be provided with play equipment to do so:*
  - *A LAP should be a minimum of 100m2.*
  - *It should cater for children up to 6 years old.*
  - *As a general guide, they should be within a 100m walking distance from any dwelling.*
  - *LAPs must be located in larger open space areas before being specifically sited elsewhere. Thereafter if more are deemed necessary they should be part of urban pocket parks, rather than merely LAPS.*
  - *Adjacent dwellings must overlook the LAP, at ground floor level within the public realm.*
  - *A buffer zone of 5m should be provided to the nearest dwelling.*
  - *They must be contained by 600mm high dog-proof fencing with two points of access and self-closing gates.*
  - *The play space and planting will be designed for children to stimulate all the senses, be fun, test agility and encourage social interaction.*
  - *Seating for carers and children will be provided with associated litter bins.*
  - *The LAP will provide for disabled access and play provision.*

PLAY FACILITIES STRATEGY PLAN

Approx Location of LEAP

Approx Location of NEAP (&MUGA combined)

LEAP (NPFA 400m radii)

NEAP (NPFA 1000m radii)

DESIGN 33 PRINCIPLE

A LEAP (Locally Equipped Area of Play) should include the following characteristics:

» *A LEAP provides equipment for group interaction and play for children of early school age.*

» *Caters for children up to 8 years old.*

» *Where possible they should be within 400m walking distance of home.*

» *All LEAPs shall be located in larger open space areas.*

» *They must be easily accessed by foot and cycle.*

» *There shall have a minimum activity zone of 400sq.m.*

» *A buffer zone of 10m must be provided to the nearest dwelling.*

» *Adjacent dwellings should overlook the LEAP at ground floor level within the public realm.*

» *They must be contained by 1m high dog proof fencing (materials as specified for railings in Building Materials sections) with two points of access and self closing gates.*

» *They must include the provision of at least 5 types of equipment and associated safety surfaces for:*

- *Balancing*
- *Rocking*
- *Sliding*
- *Climbing and agility*
- *Social play (shelter and seating)*

» *Seating for carers and children must be provided with associated litter bins.*

» *The LEAP must provide for disabled access and play provision.*

DESIGN 34 PRINCIPLE

A NEAP (Neighbourhood Equipped Area of Play) should include the following characteristics:

» *A NEAP must cater for older children/youths from 8 years old up to 16 years. There should however be some provision for younger children but this should be positioned away from the older children.*

» *They should be located within 1000m walking distance of every dwelling.*

» *NEAPs are part of larger open space areas.*

» *There is a minimum activity zone of l000sq.m.*

» *A buffer zone of 30m is provided to the nearest dwelling. A greater distance may be needed for more active facilities like skate parks. The location of the NEAP in the larger green space must include the buffer zone.*

» *Adjacent dwellings should overlook the NEAP as much as possible. It must be visible for the ground floor of nearby dwellings.*

» *They will be contained by 1m high dog-proof fencing with two points of access and self-closing gates.*

» *LEAPS should include the provision of at least 8 types of equipment and associated safety surfaces for:*

- *Balancing*
- *Rocking*
- *Climbing and agility*
- *Sliding*
- *Social play (shelter & seating)*

» *Seating for adults and young people will be provided with associated litter bins.*

» *The NEAP will provide for disabled access and play provision.*

DESIGN 35 PRINCIPLE

Multi-Use Games Areas (MUGAs)

As illustrated on the Plan, some NEAPS have associated multi-use games areas (some floodlit) to encourage a range of sporting activities for older children/youths. These MUGAs should meet the following requirements:

An area no less than 465sq.m shall be provided and marked out to facilitate 5-a-side football, basketball and netball.

- *The area shall be fenced with 2.8m high ball-stop fencing and 2 points of entry.*
- *A minimum buffer zone of 30m to adjacent dwellings. If the area is floodlit, then tree and shrub planting must occur in the buffer zone to minimise light pollution to dwellings.*
- *Any Skate Park must be positioned in association with a NEAP in an area that should not conflict with adjacent dwellings. The park should be designed in association with young people from the surrounding area/Sherford Town.*

DESIGN 36 PRINCIPLE

Adventure Zone

An adventure zone is identified in the Sherford Quarry. This should be designed specifically for the location and to avoid any conflict with any sites of ecological importance. The park should be designed in association with young people from the surrounding area. Features to be included are:

- *Rope bridges*
- *Rope swings*
- *Aerial runways*
- *Tree houses*
- *Climbing walls*
- *Picnic areas*
- *Bird hides and wildlife educational areas and board walks*

2.16 BLOCK TYPES

DESIGN 37 PRINCIPLE

There are five block types used in the Sherford masterplan

1. Parking Courtyard (small only)

2. Mews

3. Wrap-around

4. Communal Garden

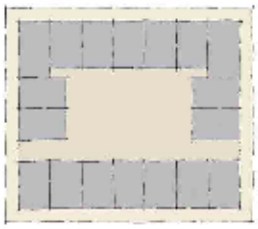
5. Back-to-back

It is important to note that a single block may exhibit elements of several of these types. This will be subject to detailed design.

DESIGN 38 PRINCIPLE

PARKING COURTYARD

A Courtyard block is a perimeter block that has one or more secure central courtyards to accommodate parking shared between a range of building types and uses situated at the perimeter of the block.



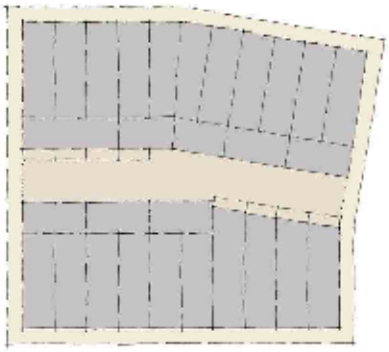
Principles

- *Parking courtyards should be relatively small typically serving no more than about 10 spaces.*
- *Residential units within the block shall normally have rear access to the parking courtyard or alley, as well as front doors facing the street.*
- *Apartment buildings within the block shall usually have dual access allowing all apartments access to the communal facilities within the courtyard or the alley.*
- *Access to the courtyard may be bridged over by living accommodation.*
- *All rear block access ways shall be typically no more than 3.0 metres wide, unless required to be wider for waste collection vehicles etc.*
- *Communal waste storage, if proposed, shall normally be located near the access to the courtyard with access from the street side for collection.*
- *The design of the boundary should be integral to the design of the buildings type and architecture.*
- *The inclusion of evergreen hedges, self-climbing climbers and climbers with trellis to green the walls providing visual variety and contrast will be encouraged.*
- *Privacy strip materials (if applicable) to be hard surface to match shared surface materials.*
- *Parking courts should be designed to have a sense of ownership, surveillance, welcoming and feel safe.*

DESIGN 39 PRINCIPLE

MEWS

A Mews block is served by an accessible mews street that is fronted by accommodation units with integral parking fronting onto the mews. Access to mews accommodation is mainly from the mews street side with possible access from the rear when attached through ownership to a plot behind.



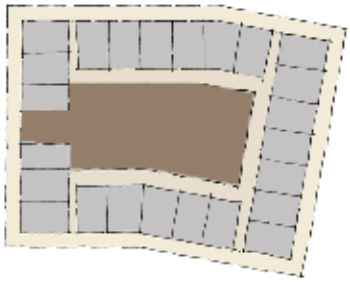
Principles

- *Mews Lanes are to provide small scale simple, attractive, safe and accessible streets within the centre of the blocks.*
- *Access to mews units' parking spaces shall be from the mews street.*
- *There shall be a controlled access to back gardens or on-plot parking to the block's front units from the mews lane.*
- *Consideration is to be given to the potential for waste storage to front units to be integrated within building structures that are near the access to these units from the mews street.*

DESIGN 40 PRINCIPLE

WRAP-AROUND

Wrap-around blocks are often required for civic, commercial, and industrial buildings or sometimes large surface parking areas. Wrapping these larger units with smaller plots also ensures that rear elevations and servicing is not exposed to the street whilst also achieving active frontage to the latter. Access to plots around the perimeter as well as servicing can be through an alley or exclusively from the front.



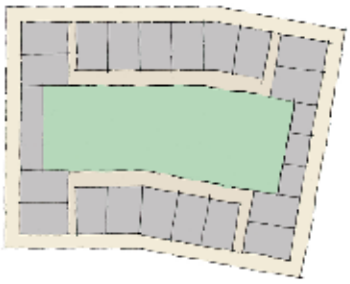
Principles

- *Individual plots shall normally have a main pedestrian access from the street, and a rear pedestrian access to the internal alley.*
- *Service access to civic, commercial, industrial plots or large scale parking areas within the wrap-around blocks shall be from a service alley street.*
- *A separate alley can be used to provide access to parking and rear access to homes.*
- *Where street standards and density allows for front vehicular access and servicing to plots, the alley is not required.*
- *For access to units backing onto wrapped around facility, see Back-to-Back specifications.*
- *For access to apartments on ground and upper floors, see Parking Courtyard block*
- *Individual waste storage shall be located within each civic, commercial or industrial plot in a secured compartment hidden from public view.*
- *Access to volume refuse shall typically be from the service alley street*
- *Privacy strip materials to complement the specifications of the service lane*

DESIGN 41 PRINCIPLE

GREENWAY & COMMUNAL GARDEN

This space may have communal use but does not form individual garden spaces. The detailed design will need to respond to ecological requirements, as appropriate.



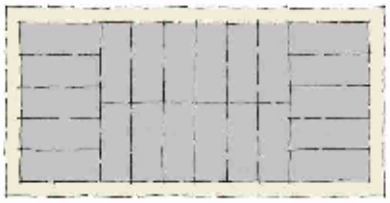
Principles

- *All individual plots shall have typically have a main pedestrian access from the street, together with a rear pedestrian access to the internal alley.*
- *Access to the alley can be flanked by one or two structures for refuse collection and other communal uses. These pavilions should typically match the adjacent buildings in material and style.*
- *Entrance access to the internal alley shall be typically no more than 3.0 metres wide, unless required to be wider for waste collection vehicles etc.*
- *Access to garages or on-plot parking to individual plots can be through the alley, if not provided on-street*
- *For access to apartments on the ground and upper floors, see Parking Courtyard*
- *Rear boundaries must respond to the particular wildlife movement and habitat, but will usually include tree planting and, if necessary, hedge planting and a wall*
- *Privacy strip materials to complement the specifications of the service alley*

DESIGN 42 PRINCIPLE

BACK-TO-BACK

A 'Back-to-Back' Block is formed by an assemblage of plots the back edges of which meet each other in the middle of the block. On plot access is exclusively from the street.



Principles

Vehicular

- *Back-to-back blocks shall be located within areas where street standards allow for direct access and egress from the plot.*
- *Where applicable, plot widths may allow for direct car access to a back garage*
- *Any access points through a boundary should be as narrow as practical (circa 2.5m width)*
- *Apartments plot (where this is provided) shall typically have a separate vehicular access for its parking courtyard.*
- *Each residential unit shall have a front pedestrian access separate from the vehicular one.*
- *For access to apartments on ground and upper floors, see Parking Courtyard block specification.*
- *Individual waste storage shall be located within each plot out of view from public areas, potentially integrated with the garage, where supplied*
- *All rear boundaries to Back-to-Back blocks are used to delimit private properties*
- *A wall or fence no greater than 2.1 metres in height.*
- *Boundaries to be of material, details and design to complement the building type.*
- *As there is no requirement for surveillance, the wall or fence can be solid to ensure maximum privacy within the garden*

2.17 PRIVATE FRONTAGES

DESIGN 43 PRINCIPLE

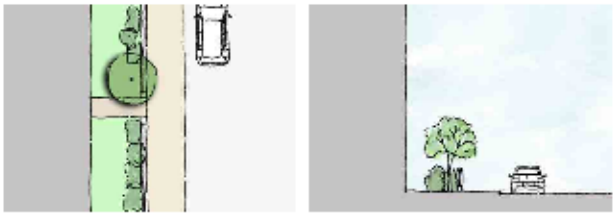
The following principles apply to the treatment of private residential frontages and retail. Where frontage parking is provided it should be enclosed behind the boundary and gateway treatments.

Front Garden 2-14m

A front garden with a depth of between 2– 14m shall be situated between the plot line and the building edge. The garden shall be delineated by a garden wall. It shall have gate posts to individual or paired properties at least 300mm above the height of the garden wall. Parking can be located to the side or front of the property where appropriate. Planting along the property line is encouraged.

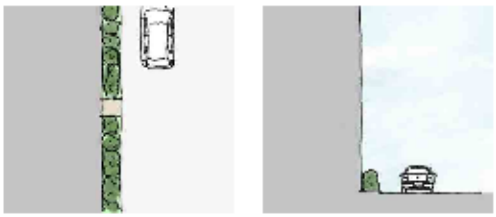
Fenced or Walled Front Strip 1.5-4m

The plot line shall be delineated by a railing or wall with a depth of between 1.5 – 4m. The finished ground floor level of the building should be elevated to provide a level of privacy for building occupiers. Parking can be located to the side or front of the property where appropriate. The front strip of the property may be planted.



Front Strip 0-1m

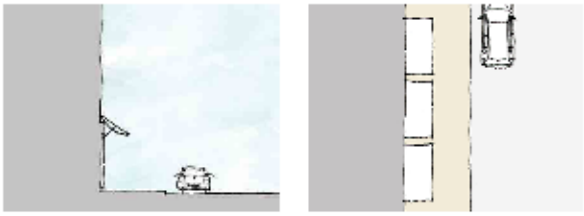
A narrow strip of land shall separate the building edge from the plot line. The front strip should have a depth of between 0.6 – 1m and either be delineated from the pavement by a change of height or materials (using a 100mm upstand paviour) or planted with shrubs or climbers. Parking can be located to the side of the property where appropriate.



Illustrative Private Frontage Plans & Sections

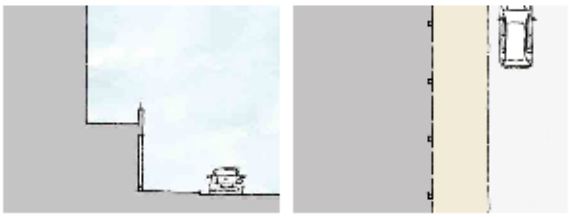
Shopfront & Awning

The building line shall be situated 0-1.5m from the plot line with the building entrance at the pavement level, and shall be used primarily for retail. There shall be substantial glazing at ground level.



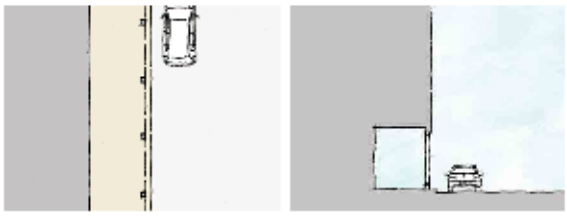
Retail Lean-to

The shop frontage on the ground floor shall be enclosed and protrude out from the rest of the façade. The building line shall sit on the plot boundary line, and shall be used primarily for retail. The lean-to shall be 3-8m deep and have an up-stand to the first floor with a roof terrace above. The lean-to must provide a barrier to the roof terrace with a parapet with railing above or full height parapet.



Arcade

The arcade shall be open and accessible to pedestrians. The building line shall sit along the plot line. The arcade shall be 2-6m deep. This type shall be used primarily for mix-use buildings. The building may rise directly above the columns or be set back to rise from the building frontage line at ground floor level.



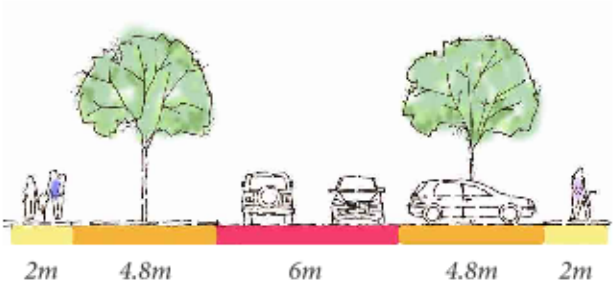
Illustrative Private Frontage Plans & Sections

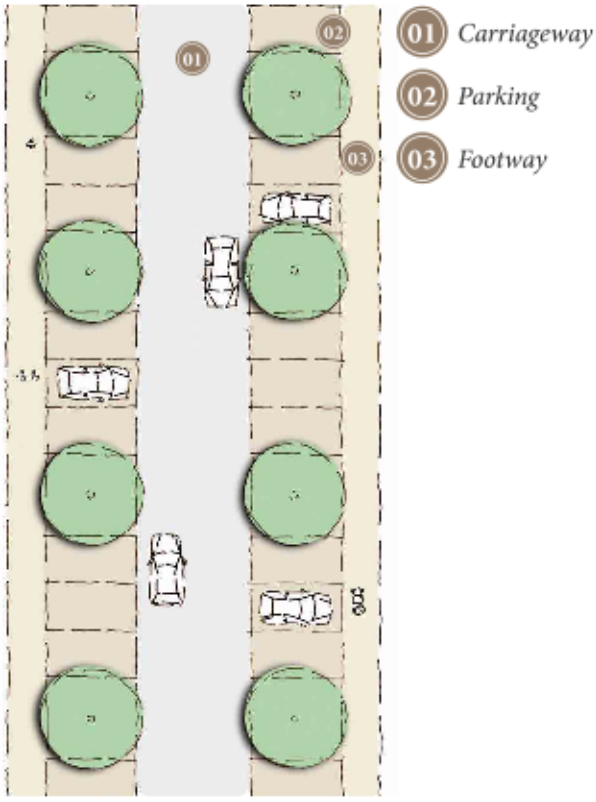
2.18 PRINCIPLES FOR STREET TREES

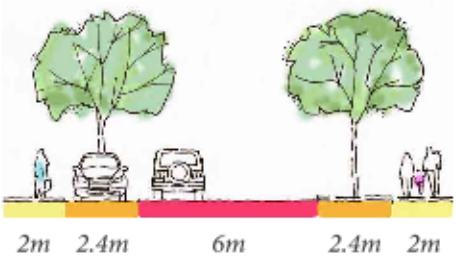
Street Trees will be planted where appropriate on primary and secondary streets in the network.

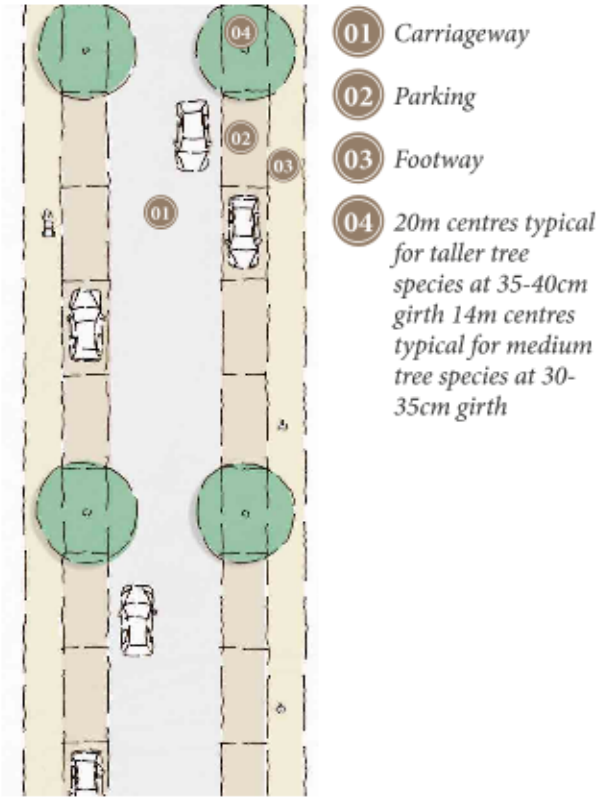
They will also be planted on selective tertiary streets and mews streets where appropriate. This will be defined in the relevant Neighbourhood Design Code.

INDICATIVE STREET TREE PLANS









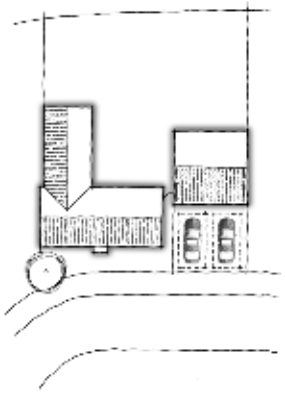
2.19 PARKING

The following parking arrangements are acceptable types. The use and locations of these types will be defined through the Neighbourhood Design Codes and Reserved Matter Applications.

For all parking typologies the street frontage, boundary treatments, access points, set backs and ancillary buildings are to be positioned and designed to ensure that vehicles and their driveways are not a prominent component of the street.

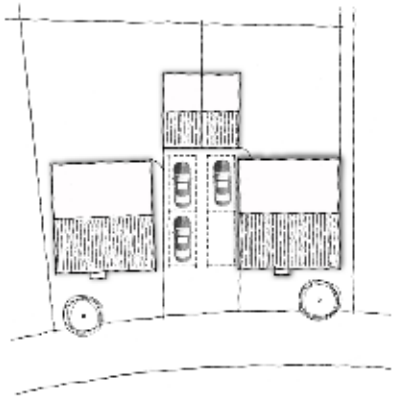
On-plot detached dwelling Option 1

- *2 on-plot parking spaces with hard surface area as well as double garage*
- *Spaces overlooked by windows on front and side of property*
- *Front garden softens visual impact*
- *Note: Garages can be placed at back of plots on corner plots*



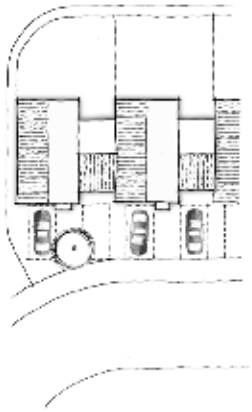
On-plot detached dwelling Option 2

- *2 on-plot parking spaces with hard surface area as well as single garage*
- *Spaces overlooked by windows to side of property where possible*



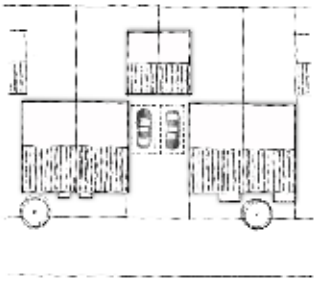
On-plot linked detached dwelling

- *2 on-plot parking spaces with hard surface area as well as single garage*
- *Spaces overlooked by windows on front of property*
- *Street tree planting where possible softens visual impact*



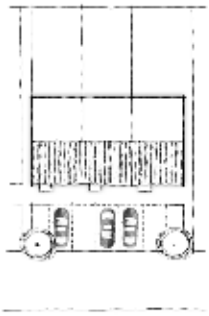
On-plot to the side of semi-detached dwelling

- *1 on-plot parking space with hard surface area as well as single garage*
- *Spaces overlooked by windows on side of property where possible*



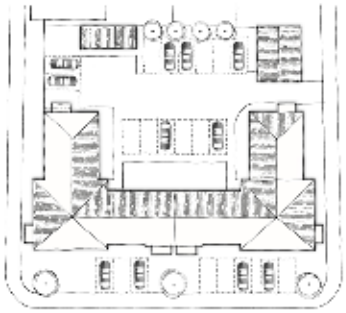
On-plot to the front of terraced or semi-detached dwellings

- *Up to 2 on-plot parking spaces with hard surface area*
- *Spaces overlooked by windows on front of property*
- *Street tree planting and occasional planted raised beds soften visual impact*



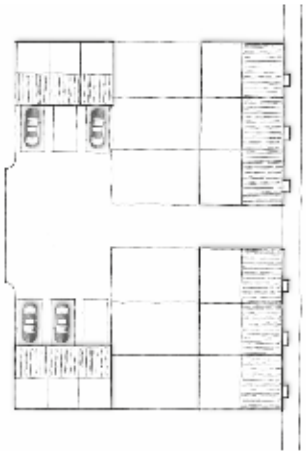
On-plot to the front and rear of apartments

- *1 on-plot parking space with hard surface area per apartment*
- *Spaces overlooked by windows on front and rear of apartment block*
- *Tree planting softens visual impact*



Rear parking court

- *1 on-plot parking space with hard surface area per dwelling*
- *Spaces overlooked by windows on rear of dwellings*
- *No visual impact, all cars are hidden on the rear of properties*



2.20 UTILITIES

DESIGN 44 PRINCIPLE

The design of utilities should be designed in order to minimise visual impact on the environment and underground services should be incorporated sensitively and efficiently to minimise the impact on the public realm.

- *Developers should use a common service trench where possible to minimise the area taken in providing services and limit impact on the public realm*
- *Care should be taken to coordinate routing and access covers with paving design where possible*
- *Utility boxes should wherever possible be concealed from any public elevation*

2.21 BUILDING TYPES

There are eight general building types for use at Sherford:

DESIGN 45 PRINCIPLE

Commercial (With Or Without Ground Floor Retail)

Commercial mixed-use provides for retail or office accommodation at ground floor with apartments above. Two categories may be found in local examples: purpose built mixed-used buildings, or, more typically, converted from terraced housing.

Specifications

Single use commercial (retail / office)

- *Generally 2-4 storeys.*
- *Often located at important vista streets for maximum commercial benefit.*
- *Plot width typically 8m - 30m.*
- *Plot depth typically to account for rear service yard and car parking.*

Mixed-use commercial

- *Ground floor retail/office.*
- *Apartments or separate office above, accessed from door onto street, integral with façade design.*
- *2-3 storeys typical, 4 storey occasional.*
- *Plot width tends to follow residential categories: 6 - 12m typical (occasionally wider).*

DESIGN 46 PRINCIPLE

2. Apartments (with or without ground floor retail)

Purpose-built mansion apartments allow for a large number of apartments accessed off common stairs/ lifts. Depending on position within the development and street character, the style of the architecture can be more or less formal. Where smaller apartment buildings are required in general neighbourhood areas, townhouse or converted industrial can provide a useful model.

Specifications

Mansion Apartments:

- *3-5 storeys typical.*
- *Often a single entrance to street, typically articulated at the door or at eaves level.*

General Apartment buildings ('townhouse converted'):

- *3-4 storeys typical.*
- *Maintain usable front doors onto street, where appropriate.*

General Apartment buildings ('industrial converted'):

- *3-6 storeys typical.*

DESIGN 47 PRINCIPLE

3. Large terraced house

These dwellings provide large single-family houses and it is expected that their use at Sherford as single dwellings may be initially limited according to the requirements of the local housing market.

Specifications

- *6-10m wide*
- *Typically 3 storeys high.*
- *Single building line, unless centre/end bays break forward as part of 'palace front' composition.*
- *Typically windows to align vertically and horizontally. Occasional vertical offsets are allowable between ground and upper floors.*
- *Floor to floor dimensions typically greater than other building types.*

DESIGN 48 PRINCIPLE

4. Medium terraced house

These dwellings provide medium-size family houses that will be suitable for many areas in Sherford. Typically they will be built in repeated terraced units, with a variety of characters achieved by adjusting opening patterns and a varying degree of architectural detail.

Specifications

Narrow fronted:

- *5-7 m plot width.*
- *2-3 storeys high.*
- *Generally windows to align horizontally, vertical offsets allowable between ground and upper floors.*

Wide fronted:

- *9-12m plot width, typically 'double fronted' house.*
- *Generally windows to align horizontally and vertically.*
- *Single or double height windows are typical.*

DESIGN 49 PRINCIPLE

5. Small terraced house

Most terraced housing in Sherford will be relatively simple in character.

Specifications

- *4.8-6 m plot width typical.*
- *Typically 2–2.5 storeys high.*

DESIGN 50 PRINCIPLE

6. Paired villas

Paired villas / semi-detached housetypes have proved a particularly durable housing model which can achieve good values due to seeming larger than they actually are. They can also achieve high densities without the repetitive monotony and stigma sometimes associated with streets of terraced houses.

Specifications

- *Plot widths range from 4.8 – 8m and allow 1.5–2.5m extra per dwelling if a recessed 'hyphen' is employed, and 3.0m if a garage is used.*
- *Typically 2–3 storeys high.*
- *Where appropriate, doors can be paired with articulated shared porch or door surround.*

DESIGN 51 PRINCIPLE

7. Detached house

Detached houses, including some large dwellings, will be an important ingredient in creating a strong social mix in the new settlement. They are likely to occur in lower density areas towards the edge of the neighbourhoods, although it is also desirable to replicate a feature of many traditional towns, namely a large detached house on a large plot in key legible locations within an area that is of a higher density overall and contains a broad range of dwelling types and tenures.

Specifications

- *A variety of architectural form and language, from traditional to contemporary.*
- *A variety of sizes from small to large.*
- *A range of plot widths, typically 6.0 - 15.0m*

DESIGN 52 PRINCIPLE

8. Mews

The mews can be used at Sherford owing to its success in accommodating the car without impairing urban design and in providing flexible accommodation that can be successfully used in a variety of ways – home office/flat ancillary to main dwelling, rented office or apartment, or a building under entirely separate occupation.

Specifications

- *A variety of plot frontages from 4.5m – 12m.*
- *Typically 2 storey, occasionally 2.5 - 3.*
- *Typically parking at ground floor with integral designed front door to residential or office accommodation over, where this is provided.*

2.22 BUILDING CHARACTER

DESIGN 53 PRINCIPLE

There will be some streets that are more formal in which case more uniformity is required for buildings on that street. At the other end of the spectrum some streets are informal and in these circumstances buildings and elements may vary greatly from plot to plot. Buildings are to be designed with a sense of formality or informality relatitive to street or space hierarchy and should use the guidance below to influence their design.

FORMAL

1. Proportion

Systems of geometric proportion underlie much of formal design. Proportion is a system of relating each part to its neighbour and to the whole, with a shared series of common shapes and relationships.

2. Hierarchy

Hierarchy is imparted by composition and the use of enrichment.

3. Uniformity of openings

Uniformly aligned openings are a characteristic of formal design.

4. Regular spacing of openings

Regular spacing of openings is a characteristic of formal design, particularly in terraced architecture.

5. Relationship of window to wall

The size of openings must relate coherently to the wall to create a harmonious balance between solid and void.

6. Proportion of openings

Windows in formal buildings have a vertical 'portrait' emphasis. The principal floor, ground or first, typically has the largest windows, which diminish in size in upper storeys.

7. Degree of enrichment

Buildings are given more or less formality according to the degree of architectural enrichment used. Generally, most buildings at Sherford will reflect regional characteristics, which have relatively little enrichment.

INFORMAL

Informal buildings can be characterised as follows:

1. Relatively simple, unrefined proportioning system.

2. Hierarchy determined by use/need, not exterior design.

3. Aligned or misaligned openings.

4. Simple regular or irregular openings.

5. Window relationship smaller than the norm, typically.

6. Openings vertical or horizontal.

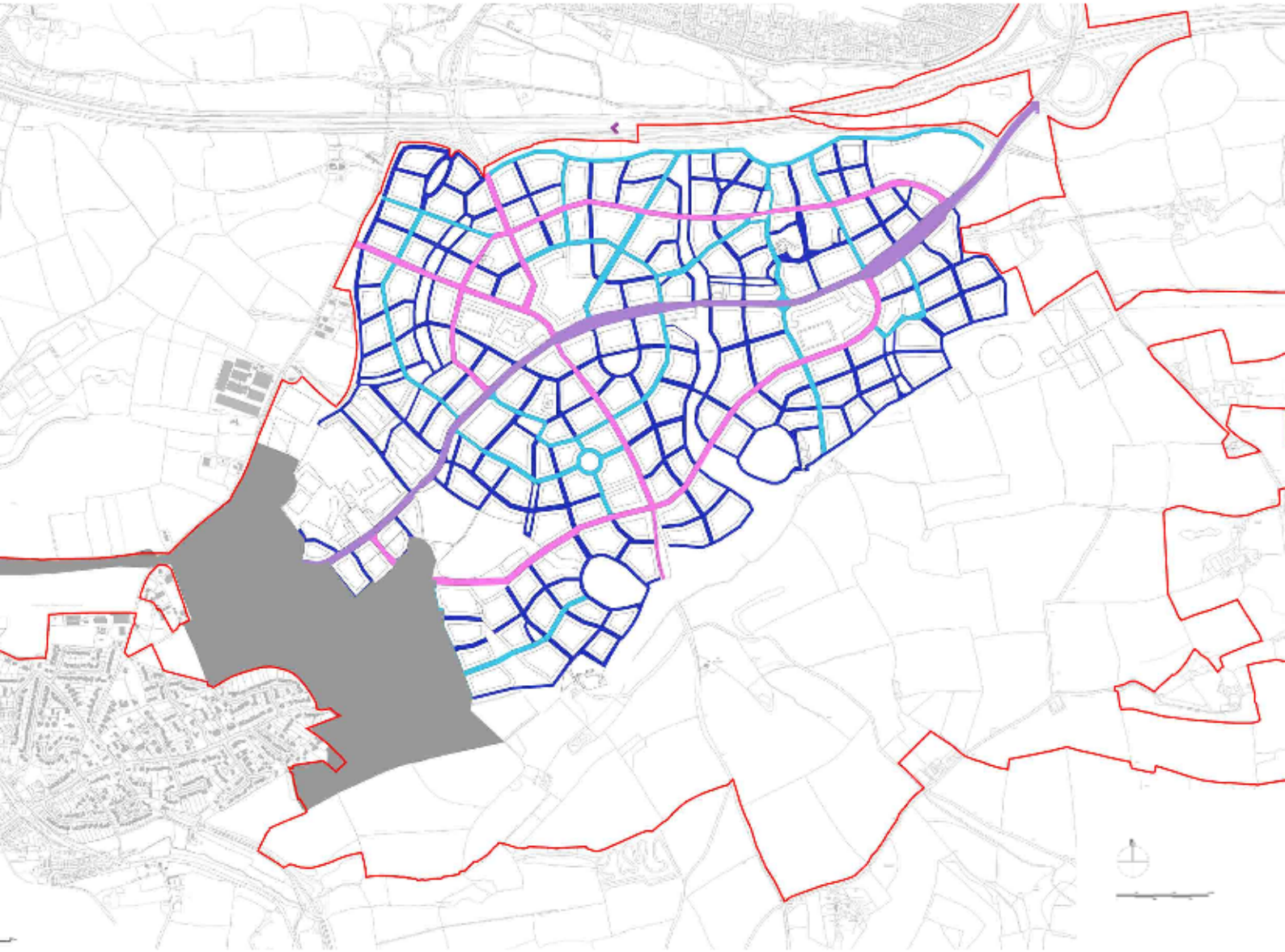
7. Relatively little enrichment, and rarely based on formal detailing.

8. Simple materials.

9. Floor to ceiling heights are generally low, especially at first floor (eaves often located below ceiling line).

The distribution of the different characters across Sherford is likely to align with the hierarchy of street types, with a more formal character along primary routes, and an informal character predominating along quieter routes. The Character Hierarchy Plan is an example of the type of plan that will need to accompany any future Neighbourhood Design Code, providing clarity on the distribution of character, within that neighbourhood, set within the context of likely character throughout the settlement.

EXAMPLE OF A BUILDING CHARACTER PLAN AND TABLE TO BE SUBMITTED WITH NEIGHBOURHOOD DESIGN CODES



- Planning application boundary
- Detailed planning consent granted/under construction
- Highly formal
- Mainly formal
- Mixed
- Mainly informal

The distribution of the different characters align with the hierarchy of street types, with a more formal character along primary routes, and an informal character predominating along quieter routes. Character relates to street types and Civic Spaces as follows:

Location	*Building Character*
Street Types	
High Street	*Highly formal*
Main Street	*Highly formal*
Major Avenue and Principle Streets	*Mainly formal*
Secondary Streets	*Mixed*
Minor Street	*Mainly informal*
Civic Spaces	
Civic spaces which have one or more street connections of the following types:	
High Street or Main Street	*Highly formal*
Major Avenue and Principle Streets	*Mainly formal*
Minor Street	*Mainly informal*

2.23 CIVIC BUILDINGS

DESIGN 54 PRINCIPLE

Civic Buildings in Sherford will be designed to reflect their importance and unique functions.

Civic buildings have a special role to play in any town, often with specific and unique functions. In Sherford they include the following:

- *Town Hall*
- *Health Centre*
- *Library*
- *Secondary School*
- *Primary School*
- *Youth Centre*
- *Church*
- *Police Station*
- *Sports Pavilions*
- *Cemetery/Memorial Garden (entrance)*
- *Public Houses*
- *Sports Centre*

Whilst unique in aspects of their use, form, type and perhaps materials, civic buildings will still be subservient to the demands of the wider urban design principles embodied in the Masterplan and Town Code design principles set out at the start of this document and be respectful and responsive to their setting.

2.24 SHOP FRONT DESIGN

DESIGN 55 PRINCIPLE

Retail uses in Sherford will be of high quality in accordance with the principles below.

Shop front design

- *Shop fronts will be designed as an integral part of a building with the upper floors to be compatible with the overall façade character.*
- *Access to upper floors must be separate and clearly defined, but in keeping with the overall design of the frontage.*

Awnings

- *Shop awnings are encouraged where appropriate.*
- *The top of the awning should be installed just below the shop front beam which should be designed to include a band sign.*
- *Signage may be painted either on the fringe of an awning or in the centre of the body of the awning.*

Attached signs

- *Signs should be constructed of appropriate material, or they may be painted on building wall or windows where allowed.*

Band signs

- *These should be installed across the full width of the shop front, installed just above the top of the shop front glazing (unless expressed permission is granted for low colonnade soffits).*
- *They can be on an exposed beam face or entablature if appropriate.*

Attached board signs

» *These consist of painted or vinyl graphics on a signboard. They are secondary to a band sign and retail establishments should not have both.*

Window signs

» *These may be neon behind the glass or paint or vinyl onto the glass.*

» *The height of any window sign is limited to one third the height of the sash where the sign is installed. The width of any window sign is limited to 90% of the width of the glass in the sash.*

Projecting signs

» *Standard projecting (blade) signs may either project from a wall or hang from an architectural element and should be centred on that element.*

» *Under exceptional circumstances (e.g. a Hotel), larger vertical corner signs may be permitted at the corners of blocks in the heart of the High Street. They may project perpendicular from one side of the building or at 45 degrees to the corner.*

Security

» *Metal shutters are to be discouraged. Should they prove necessary they must offer maximum visibility to the shop display.*

2.25 TOPOGRAPHY

DESIGN 56 PRINCIPLE

Sherford will respond to and reflect the site's varied and distinctive landform in its design and character, in accordance with the following strategic principles:

- *Where possible routes for cyclists and pedestrians shall generally follow the contours*
- *Buildings and routes should generally follow the contours of the site, where possible*
- *On land that is less steep than approximately 1:20, there is no restriction on the direction in which streets are to run.*
- *Where retaining features are necessary, they should be designed:*
- *To be attractive features that respond well to the character of the area, located so as not to cause overbearing or excessive overshading and to integrate well with other structures including other boundaries, railings, balustrades and parapet walls.*
- *Garden spaces should be safe, usable and easily accessible, preferably containing a level area that is well connected to the building, to use for example, as a place for a table and chairs.*

2.26 REFUSE

DESIGN 57 PRINCIPLE

Refuse storage and collection shall be designed in accordance with the following principles:

- *Refuse collection facilities shall be designed as an integral part of the built form of development proposals and protected from the weather. They should have no adverse impact on the public realm.*
- *There should also be a commitment from the developer to achieve the BRE criteria, which must include the provision of 3 internal recycling storage bins greater than 7 litres (total of 30 litres) within each dwelling and 3 external recycling waste storage bins with a capacity of 180 litres. General waste bins will not exceed 80 litres and none will be smaller than 40 litres. All bins will be positioned within 10-15 metres of an external door and must make provision for each access by waste operatives.*
- *The communal waste and recycling areas can be potentially concealed within the flank walls of entrances to blocks, and in back-to back blocks they can be neatly concealed as part of the street or garden wall or within the footprint of the building providing there is no negative impact on the elevation.*
- *Moving the waste to the public highway will be the responsibility of the occupiers or Management Company and this should be considered in design of the provision and access to the street.*

2.27 ENERGY & RESOURCE EFFICIENCY

DESIGN 58 PRINCIPLE

Sherford will be designed and planned to reduce its carbon "footprint" towards zero. Including a layout that encourages walkability and reduces the need for car usage, fine grain mixed use and community facility provision to make daily needs accessible, energy efficient building performance, promoting the use of local resources and sustainable materials, renewable energy production on site and efficient water and waste management.

DESIGN 59 PRINCIPLE

ENERGY & RESOURCE EFFICIENCY

The ethos of the Sherford proposal is to build a new town that significantly reduces both the amount of carbon released into the atmosphere and the amount of energy used. This will be achieved via a multi-tier strategy that goes well beyond the confines of the individual building envelope.

DESIGN 60 PRINCIPLE

TOWN WIDE BUILDING STANDARDS

Each phase at Sherford will be built to EcoHomes "Excellent" standards. The CO2 emission reduction targets will offset approximately 33% of the total in-use CO2 emissions from the finished town.

- *All developers must demonstrate that they have considered climate change and the possible requirements for adaptability in their building designs.*
- *100% of all roofs must be able to accommodate renewable energy devices.*
- *75% of buildings shall be equipped with solar thermal systems and/or photovoltaic devices*
- *Rainwater harvesting must be incorporated in all buildings where possible and a minimum of 80% in each urban block.*
- *Each building must be designed to achieve maximum credits from the waste section of BREEAM and Eco Homes Standards.*
- *Developers at Sherford must demonstrate that no less than 8% of electrical and domestic hot water demand is achieved by the use of one or more of the following technologies:*
- *Building or block scale Combined Heat and Power or district heating units*
- *Passive cooling techniques*
- *Lighting systems that reduce light pollution*
- *Solar thermal systems*
- *Biomass boilers*
- *Heat recovery systems*
- *Photovoltaic's and micro wind*

» *High thermal performance glass*

» *High thermal mass materials*

» *Building embedded and urban integrated renewable energy devices will not be allowed where they can be seen in the streetscape, except in the following circumstances:*

- *Where installed as part of the street lighting energy strategy, e.g. helical wind turbines*
- *Where the installation is concealed or indistinguishable from its surroundings, e.g., solar roof slates*
- *Where urban parks/greenspace allow for visual mitigation*

RESIDENTIAL STANDARDS

» *CO2 emissions for 1st phase of dwellings to be 25% below 2006 Building*

Regulations Part L

» *CO2 emissions for 2nd phase of dwellings to be 35% below 2006 Building*

Regulations Part L

» *CO2 emissions for 3rd phase of dwellings to be 50% below 2006 Building*

Regulations Part L

» *CO2 emissions for 4th phase of dwellings to be 60% below 2006 Building*

Regulations Part L

» *All dwellings to be built to EcoHomes 'Excellent' standards or subsequently agreed levels of 'The Code for Sustainable Homes'*

» *20% of dwellings will be 'Lifetime Homes' across all tenures.*

» *Design of the urban form will take into consideration access to daylight for all occupants. The following standards and guides therefore should be applied:*

Building to BS8206: Pt 2 standards:

- *In the kitchen*
- *In living rooms, dining rooms and studies*

» *Each Urban Block must incorporate the following:*

- *A facility for waste storage, as described in Part 2 Section C of this document.*
- *The opportunity for home or block scale composting*

Non Residential Standards

» *All non-residential buildings to be built to BREEAM 'Excellent' standards.*

» *CO2 emissions shall be reduced as per the residential standards*

» *Community buildings and commercial buildings must be designed in whole or part to accommodate green and brown roofs, unless it can be demonstrated why this is not achievable or appropriate. (E.g. visual considerations, street composition, building orientation)*

DESIGN 61 PRINCIPLE

Within the constraints of the code instructions on Street Layout, Massing and Vegetation, developers must demonstrate that they have taken into account the exact movement of the sun.

By its reductive nature, the following tabulation only indicates general responses to orientation.

Orientation of Street	*Characteristics of Orientation*
East-west (north facing)	*Most shade on street side with good south facing gardens.* *Arch response; consider some living spaces to garden side of house. Conservatories/ winter garden with 'eyebrow' to maximise indoor/outdoor living potential. Roofs front to back to allow maximum roof with solar-water or PV's.*
North-south (east facing)	*Morning low coolish sun to street with afternoon/evening sun to rear/gardens.* *Arch response; possible bays to street side if good views to south for noon sun. Possible conservatories/winter gardens to rear with possibility to reflect light into house from north garden/party wall. Roofs butterfly or gabled to allow for south facing pitch. Orientation good for back to back properties with shallow gardens.*
East-west (south facing)	*Shade to rear/garden with direct noon sun to street side.* *Arch response; Main living space to street side with possibility for single/two storey bay windows with 'eyebrows' to cut out high noon sun. Gardens may have harder spaces close to house where shaded with possibility of reflecting sun from wall at bottom of garden. Roof front to back with concealed or carefully integrated solar thermal or PV's as they will be visible from public realm.*
North-south (west facing)	*Afternoon sun and sunset to street. Morning sun to gardens.* *Arch response; Bay windows to street where good view to south or west with possible terrace above to catch sunset. Garden/rear has opportunity to reflect light back into house by north garden/party wall. Roofs butterfly or gabled to allow for south facing pitch.*

Block orientation chart

Orientation of Facade	*Characteristics of Orientation*
North elevation	*Most shade, most potential heat loss - Good ambient studio light. Occasional cold north winds.* *Arch response; low window to wall ratio (15-20%glazing), top lighting opportunities especially for working studios.*
East elevation	*Morning light - low coolish direct sun.* *Noon sun - high warm oblique sun.* *Arch response; medium sized openings (20-30% glazing) with less need to cut out solar gain. Bay windows useful for catching noon sun.*
South elevation	*Morning and afternoon sun low and oblique. Direct sun noon and high. Oblique prevailing wind.* *Arch response; Good sized openings that can open to maximise deep winter sun penetrations (25-35% glazing), reasonable solar shading above openings to cut high summer sun. Possible western protrusion to create sun shelter/covered seating if appropriate. Bay window to optimise well lit day areas with 'eyebrow' to cut out top light.*
West elevation	*Afternoon sun and sunset. Direct low summer sun potential problem - deep winter sun and sunset opportunities. Direct prevailing winds.* *Arch response; Medium sized openings (20-35%) that can open to allow floor heat up and radiation. Deeper or more vertical/flexible solar shading to deal with low summer sun. Some mediation in landscape for prevailing winds.* *Outlook - evening room for sunset - often higher in building.*

Building orientation chart

2.28 BUILDING MATERIALS

DESIGN 62 PRINCIPLE

Designers and developers should utilise materials that respect the character of the area. The palette of materials allowed for Sherford is not only based on a thorough understanding of the South Hams context but is also designed to ensure that new buildings are in harmony with their surroundings and recognisable as coming from the region.

BUILDING MATERIALS, SUSTAINABLE CONSTRUCTION & DESIGN

DESIGN 63 PRINCIPLE

At Sherford, developers should utilise materials and designs that are in keeping with the character of the South Hams region.

» *Developers must demonstrate that they have embraced the local and regional vernacular.*

» *Individual buildings tend to display a varied palette of materials, primarily painted render and stucco, with some slate-hanging and occasional use of stone (both rubble masonry and cut ashlar) and brick for grander buildings.*

» *Colour is mainly introduced via the use of coloured renders, which should be principally white but supplemented by the extensive use of soft creams, pinks, blues, ochres and grey (with the occasional bolder use of colour such as cobalt blue). Colour should be further enhanced by the windows, and in particular, sash window frames should be finished in a painted colour such as black, dark green, blue as well as white or off white. Unless by exemption roofs must be slate.*

» *Developers should provide a mix of materials in the construction of walls:*

- *Render will be utilized on the substantial majority of buildings and should principally be finished in white or off white with variation being introduced via pastel colours and the limited use of strongly coloured buildings in accordance with local traditions.*
- *Coloured buildings should have white door and window surrounds. Off-white buildings should have coloured doors and window surrounds.*
- *Render shall be lime based or approved premixed (Bayosan, K-rend, Marmorite or similar). Corner beads should not be used. A wood float or roughcast finish should be employed for vernacular-style buildings.*
- *Slate hanging: Slate, where used, should be dark grey coursed hung walls as found in a number of local towns. The slate should be contrasted with white painted joinery. Ground floors may be rendered with slate-hung walls above. A high quality of lead detailing should exist on slate hung buildings (especially, for instance, below window cills).*
- *Ashlar masonry/rubble stone masonry: Should be used primarily for principal facades of key commercial or public buildings, and houses at important junctions.*
- *Rubble stone walling may be lime washed with colours to match render noted above. Rubble stone, where used for boundary walls should be from brown/red/grey slate material, laid coursed random rubble with pale lime mortar and course textured sand. Walls should be finished with a slate/mortar cap.*
- *Rubble stone retaining walls, particularly at banks, should be laid vertically, without mortar.*
- *Brick: use primarily for secondary facades, boundary walls and garages. Brick should have a handmade sandcast appearance for domestic buildings and may be good quality wire cut with engineering brick allowed for key details on commercial buildings or mews. Bricks shall be laid in English or Flemish bond in lime-based mortar, flush cut.*

- *Timber: use primarily for secondary facades, smaller buildings, outbuildings: timber may either be natural hardwood without finish (e.g. English oak, cedar) or stained with pale colourwash or painted gloss paint. Timber should generally be horizontal boarded but some vertical boarding may be acceptable in specific locations.*
- *Lintels: Where rendered walls are built, lintels should typically be finished flush (not to be express scored). Profiled render mouldings are encouraged and are suitable for more formal buildings. Exposed steel lintels are not permitted. Stone walls should utilise stone lintels (and surrounds if required). Brick walls should use gauged brick lintels or rough brick arches.*

DESIGN 64 PRINCIPLE

Local Materials Developers at Sherford should look to source materials from within a 50 mile radius of the site, where reasonable;

this will help to reduce the transport impacts of development and contribute significantly to the local economy. The target for sourcing local materials is 65% bulk materials by mass, from a distance no greater than 50 miles by road. All developers must be able to demonstrate efforts to achieve this target. A minimum of 35% must be achieved.

Bulk building materials will include 15% (as a percentage of the value of materials used) recycled content.

DESIGN 65 PRINCIPLE

Materials used in the construction of roads and external hard surfaces must utilise at least 30% recycled content from local reclaimed or recycled sources within 50 miles by road.

All of these requirements may be modified with regard to:

» *Availability*

» *Ethical production*

» *Lifespan*

» *Renewability of source materials*

» *Energy performance*

» *Practical or viable feasibility.*

Local materials are defined as either:

a. found in the area as raw material

b. produced in the area from materials that are either from or outside of the area

c. processed in the area but the source material is found either within or outside of the area

3 SUMMARY

This document has set out a series of design principles that future Neighbourhood Design Codes and subsequent Reserved Matter Applications must comply with.

As well as providing a clear framework for more detailed design, the document provides clarity on what is fixed and where there is flexibility within the 'cascade' of increasingly detailed design information to be submitted at later stages.

This structure provides for a responsive design process that will deliver a high quality place efficiently and effectively.

BARTON
WILLMORE