

LAND AT WYKHAM ROAD BANBURY

DESIGN COMPLIANCE STATEMENT



Prepared by Pegasus Group on behalf of Persimmon Homes
July 2022 | P22-2662

Design.



ABOUT PEGASUS DESIGN

Pegasus Group's experience embraces all types of projects within the development industry from large scale urban extensions and strategies for area regeneration to renewable energy and residential schemes.

Our work supports planning applications and we have an exceptional understanding of the development control process and planning policy requirements in relation to design. Our design team is well regarded and is increasingly involved in expert design review and witness work.


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This document is designed to be viewed as A3 double sided



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INTRODUCTION

PURPOSE OF THE DOCUMENT

- 1.1 This Design Compliance Statement has been prepared by Pegasus Group on behalf Persimmon Homes LTD in support of a Reserved Matters submission for the development of parcels R1 and R3 at Wykham Park Farm, Banbury.

PLANNING BACKGROUND

- 1.2 The development relates to the outline planning permission ref: 14/O1932/OUT which was approved on 19th December 2019, subject to conditions and to a S106 Planning Agreement.
- 1.3 The approved application is for:
- up to 1000 residential dwellings (class C3);
 - land for a primary school and secondary school education (class D1);
 - local centre to comprise retail, residential, community and other services (classes A1, A2, A3, A4, A5, D1 and D2 and C2 and C3);
 - green infrastructure including formal pitches, informal open space, landscape areas, children's play spaces and allotments;
 - sustainable urban drainage systems including balancing ponds and drainage channels;
 - connections to the surrounding highway and footpath network;
 - infrastructure and utilities provision including car parking;
 - land to accommodate a spine road; and
 - ground remodelling, engineering works.

- 1.4 Condition 3 of the Outline Planning Permission says:

“Except where otherwise stipulated by condition, the development shall be carried out strictly in accordance with the following plans and drawings:

– JJG043 – 033 Rev. B – Location Plan

– A_005 Rev. D Footway Linkage and Delivery Plan but only insofar as it relates to those works shown in blue.

The development shall also be carried out in general accordance with the parameters set out in the development framework plan (JJG043/035 Rev. Y) and the design principles set out in the amended Design and Access Statement.

- 1.5 Condition 6 of the Outline Planning Permission states that:

No application for reserved matters approval shall be submitted (with the exception of an application solely providing details of the new link road) until a Design Parameters Code covering the entire application site has been submitted to and approved in writing by the local planning authority.

- 1.6 A Design Parameter Code was prepared in collaboration with Cherwell District Council and Oxfordshire County Council to comply with Condition 6 of the Outline Planning permission.

- 1.7 This document was approved on 8th October 2021.



APPLICANT BACKGROUND

- 1.8 Building over 13,500 beautifully-designed new homes a year in more than 350 prime locations nationwide, Persimmon is proud to be one of the UK's most successful housebuilders, committed to the highest standards of design, construction and service.



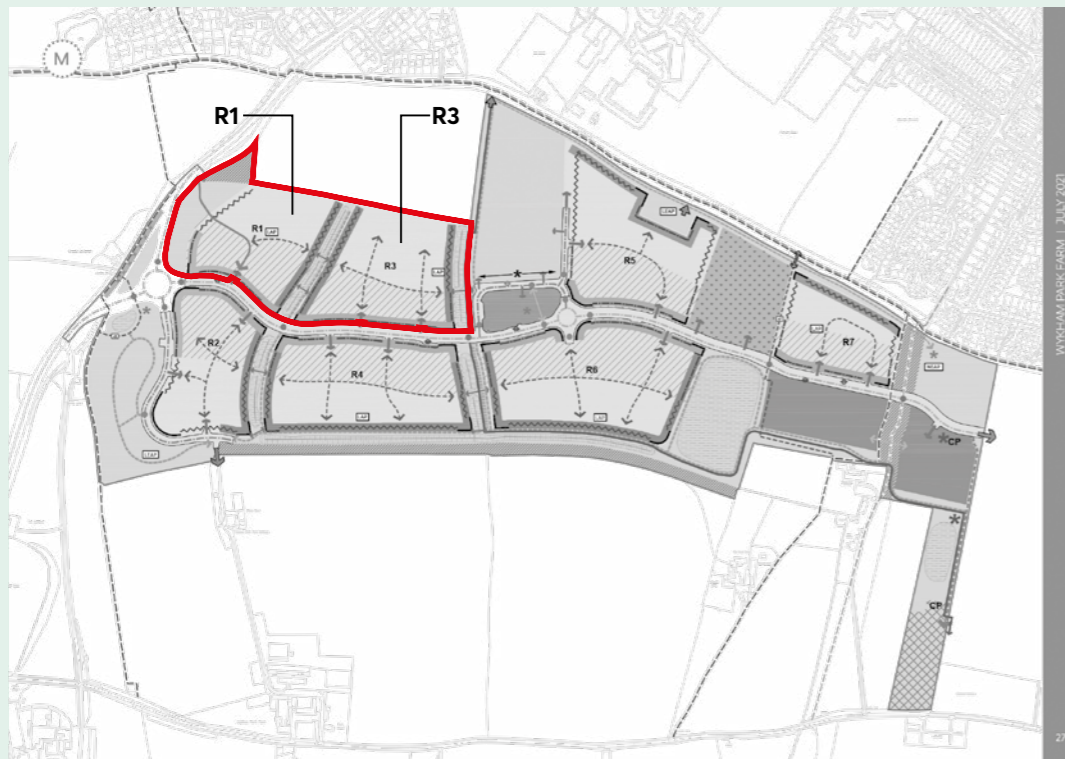
THE SITE

Bloxham Road



THE SITE

- 1.9 The site is located in the north-western corner of the Wykham Park Farm development and includes two of the residential parcels, identified as R1 and R3 on the Design Parameter Code Regulating Plan.
- 1.10 The site covers an area of 7.87 hectares (19.45 acres). The northern boundary of the site lies adjacent to a recently constructed development by Morris Homes as part of the South West Banbury allocation. To the west is the realigned Bloxham Road (A361) and new spine road access roundabout. To the east is an existing hedgerow retained as part of the green infrastructure framework. The southern boundary is formed by the new spine road movement corridor.



THE SITE WITHIN THE WYKHAM PARK FARM DEVELOPMENT | Not to scale



EXISTING LANDSCAPE FEATURES | Not to scale



SITE BOUNDARY | 1:1250

2

THE WYKHAM PARK FARM DESIGN PARAMETER CODE

SITE-WIDE MASTERPLAN PRINCIPLES

2.1 Key design principles / parameters were outlined within the Design and Assess Statement, submitted as part of the outline application. The subsequent preparation of the Design Parameter Code (DPC) to meet Condition 6 of the Outline Planning Permission, enables a consistent approach to the delivery of the development and provides a basis for assessment of detailed design and proposals. The key objectives of the DPC are stated as:

- **to establish a clear vision for the development that creates a distinctive; good quality; and well-designed new community for Banbury, reflecting its rural/urban edge location;**
- **to identify masterplanning principles and provide a robust implementation framework through which to achieve distinction in design character across the development; and**
- **to identify how to deliver design quality and design consistency through reserved matters proposals.”**

2.2 The DPC includes:

Regulatory Plan

An overarching coordinating plan that ‘fixes’ elements of the development design and provides advisory information to coordinate reserved matters applications;

Landscape Code:

Provides guidance on the design and delivery of distinctive character areas and the key components that comprise the multi-functional open space resource. It also includes coding and guidance for planting; strategic blue and green infrastructure; play; public art; and public realm including street furniture, along with biodiversity objectives.

Access and Movement Code

Provides a structure for street form and road hierarchy; access points to development parcels; identifies the pedestrian and cycle network; and car and bicycle parking strategy.

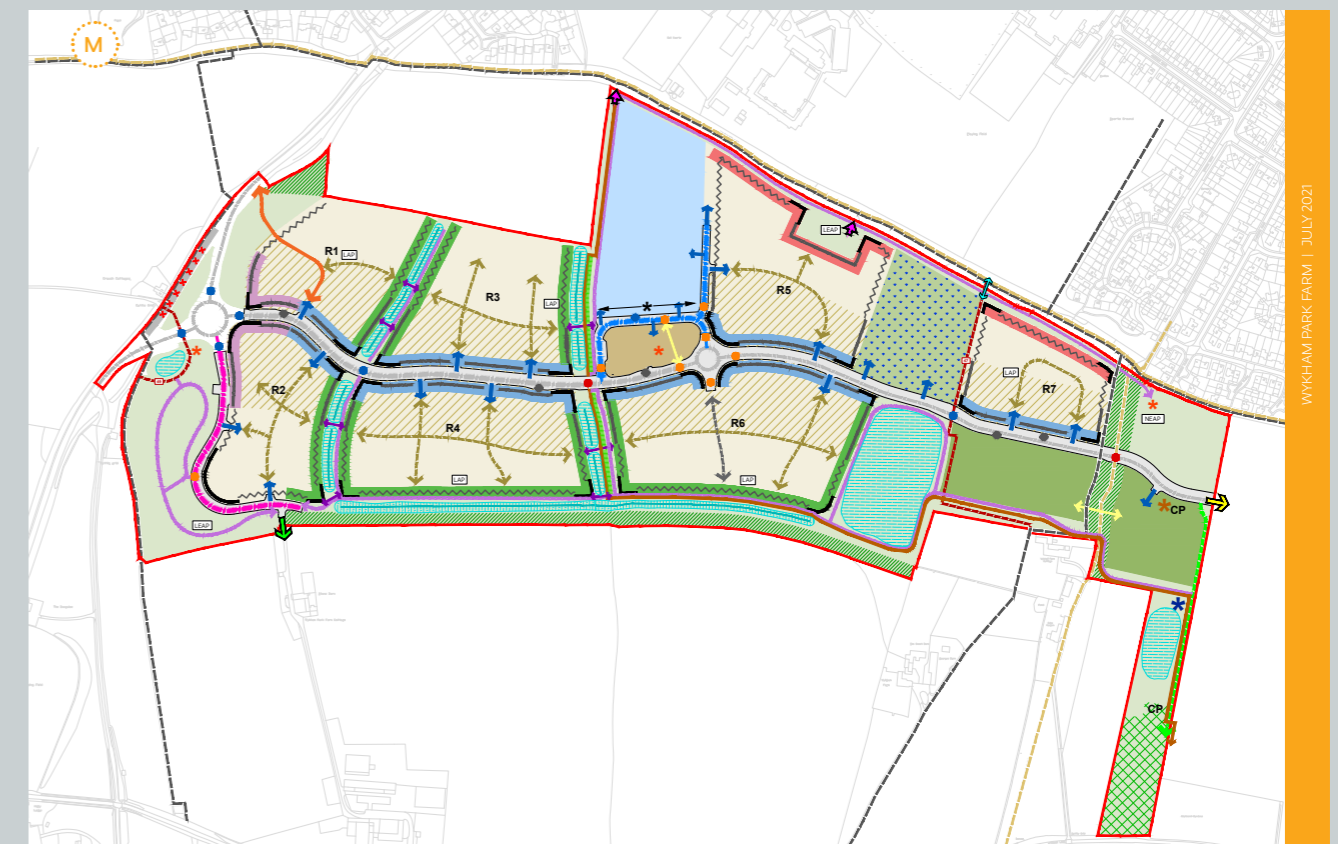
Built Form Code

Provides parameters for building heights and density; materials; and guidance on the interpretation of urban design principles. It also includes a placemaking strategy using coding for Character Areas and the Character Area Frontages to create a positive identity to the development.

THE DESIGN VISION

“Wykham Park Farm will sensitively respond to its context, providing a considered and appropriate interface that reflects the transition between the urban edge of Banbury and the surrounding rural landscape. The provision of a range of facilities and uses will create a high quality development that responds to the local built context of Banbury Town and more recent adjacent developments; and a well balanced and vibrant neighbourhood to accommodate energy efficient housing, education, local centre with community facilities and recreational facilities. The development will provide a connected street network, complemented by an integrated network of safe, attractive and varied travel routes, that facilitate connectivity to communities beyond the site and encourage more sustainable active travel choices, such as cycling, walking and horse riding. The community will be designed to promote healthy living and well-being, with everyday uses provided for, encouraging exercise, social interaction and contact with nature.”

2.3 Section 3 of this Design Compliance Statement presents the design proposals for this reserved matters application and how the design responds to the overarching Regulatory Plan and Coding.



REGULATORY PLAN | Not to scale



BOUNDARIES

- Outline planning permission site boundary

MOVEMENT

- Bus stop
- School bus stop
- Foot and cycle connection over swale channel providing connectivity between parcels
- New leisure route – route to be determined as part of landscaping reserved matters (3m – suitable for pedestrian and cycle)
- Cross parcel permeability. To be achieved through design of residential streets and footpaths
- Existing PRow footpaths
- Existing bridleway
- New section of bridleway – route to be determined as part of landscaping reserved matters (3m)
- Crossing point
- Refuge crossing point
- Bridleway crossing point
- Pedestrian link
- Route of footpath 47 diversion
- Route of footpath 49 diversion

STREET TYPOLOGIES

- Spine road (3m foot/cyclepath and 2m footway)
- Primary street 1 (3m foot/cyclepath)
- Primary street 2 – route to be determined as part of reserved matters (3m foot/cyclepath and 2m footway)
- Schools/local centre loop (2m footway)

GREEN INFRASTRUCTURE

- Informal open space
- Sports pitches
- Existing wood/tree belt
- Allotments and car parking (marked CP on plan)
- Swale channel
- SuDS basin
- Hedgerow to be retained

ACCESS

- Existing agricultural access retained
- Spine road connection to adjacent land
- Vehicular access to parcels
- Emergency Access, lit foot and cycle route (4m) within parkland. Route through parcel to spine road to be designed as part of reserved matters for parcel R1.
- Existing A361 to be stopped up to vehicles. Access retained to pedestrians and cyclists only
- Allotment access (3m)
- Point of connection to Salt Way
- Pedestrian access between existing school and playing fields

LAND USES

- Residential (parcel reference – R*)
- Primary school
- Secondary school playing fields
- Mixed use (retail, community, residential)

BUILT FORM

- Primary school frontage
- Approximate locations of public art
- Play areas (LAP – indicative location/LEAP/NEAP)
- Sports pavilion and car parking (marked CP on plan)
- Foul water pumping station

CHARACTER AREAS AND FRONTAGES

- Core character area
- Suburban character area
- Local centre
- Spine road frontage
- Gateway frontage
- Greenway frontage
- Salt Way frontage
- Landmark required at key frontages and corners
- Consistent (predominantly formal) frontage
- Staggered (predominantly informal) frontage

THE SITE WITHIN THE CONTEXT OF THE REGULATORY PLAN | Not to scale

3

DESIGN PROPOSALS AND RESPONSE

PROPOSED LAYOUT

- 3.1 This reserved matters application proposes residential development within parcels R1 and R3 and responds to the aspirations and requirements of the Wykham Park Farm Design Parameter Code, to provide an attractive development along the urban edge of Banbury.
- 3.2 Add in a description of dev in terms of placemaking?
- 3.3 The mix of dwellings includes:

Open Market

- 31 x 2 bed houses
- 96 x 3 bed houses
- 41 x 4 bed houses

Total 168 units

Affordable

- 10 x 1 bed maisonettes
- 6 x 1 bed houses
- 18 x 2 bed houses
- 14 x 3 bed houses

Total 50 units

Shared Ownership

- 14 x 2 bed houses
- 8 x 3 bed houses

Total 22 units

This provides a total of 240 dwellings within parcels R1 and R3.

- 3.4 The following pages set out how the design proposals respond to the **Landscape Code, Access and Movement Code and the Built Form Code.**
- 3.5 For ease of reference, extracts of the DPC are used to make comparisons between the proposals and the **Mandatory Coding** design fixes, where relevant to the site. Compliance is indicated by the symbols below. Any non-compliance is added with an explanation.

Greenway Node Coding
Greenway Nodes (built form and landscaping) must be designed as a grouping – the four corners of the node

- Greenway Nodes must be designed as a grouping with a spine road frontage of at least 20m
- Ginkgo biloba's planted as 'sentries' marking pedestrian entry points to Greenways – refer to Landscape Code.
- Increased frontage offset of min. 2.5m to provide distinction from the general minimum 1.5m offset along the spine road.
- Simple wide fronted detached, semi-detached or terraces.
- Built form must address the spine road and Greenway. The built form groupings could include corner turning buildings but must ensure that side elevations positively address Greenways and contain windows.
- Boundary treatment to be hedge (no metal railing).
- Materials palette - ironstone and grey slate roof tile.
- Building heights must be no more than 2½ storeys at the western node but can be up to 3 storeys at the eastern node, reflecting the proximity to the Local Centre.

Mandatory Coding Box

Compliant with Mandatory Parameter Plans or where a plan/image is used to show compliance

Compliant where relevant within the application site



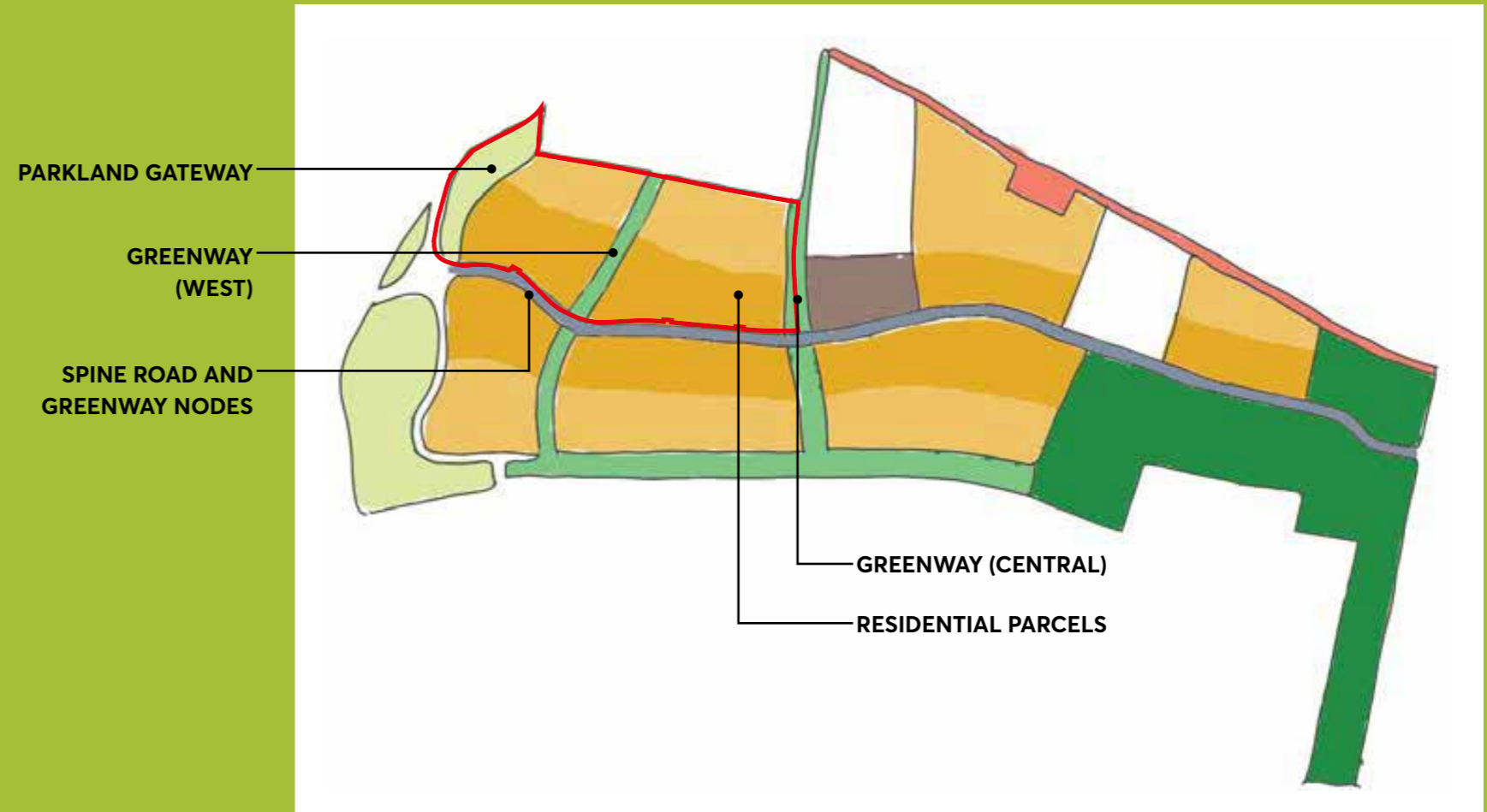
PROPOSED LAYOUT | 1:1250

Extract of Regulatory Plan | Not to scale

LANDSCAPE CODE

LANDSCAPE PRINCIPLES

- 3.6 This section sets out how the Green Infrastructure Framework established through the outline consent for the site should be delivered and how these comply with the DPC where relevant to the application site. The areas include informal landscape spaces, play spaces and ecologically rich areas that are connected via a network of footpaths and cycleways.
- 3.7 The DPF states the following must be delivered as part of any reserved matters application:
- a landscaped gateway along Bloxham Road;
 - choice and accessibility to and within the open space network;
 - attractive, safe and appropriate facilities for play;
 - multi-functional green corridors which convey surface water drainage and provide pedestrian and cycle connectivity;
 - areas of habitat biodiversity;
 - tree planting within the spine road, primary streets and residential streets; and
 - retain existing ecological features, where appropriate.
- 3.8 To create a diverse landscape design across the Wykham Park Farm development, the DPC identifies 7 distinct coded areas. These are:
- Parkland Gateway;
 - Eastern Park;
 - Greenways;
 - Salt Way;
 - Spine Road and Greenway Nodes;
 - Residential Areas; and
 - Local Centre.
- 3.9 The application site contains 4 of these coded areas.



CHARACTER OVERVIEW FROM DPC | Not to scale



Earthworks and attenuation basin

Existing farm access retained to provide emergency access and lit pedestrian/cycle route

PARKLAND GATEWAY

3.10 The Parkland Gateway provides a large green space to the west of the development. The landscape approach comprises swales with wetland meadow grass planting, marginal planting within base channel, wildflower meadow grass planting and a creation of a raised bund to reinforce the existing topographic setting. Its planting strategy focuses on delivering a natural approach with informal tree planting using native species, oak parkland trees, multi-stemmed wet/woodland trees, native hedgerows including scrub planting to form a parkland character and in keeping with the local landscape character. The overall landscape strategy aims to promote local distinctiveness, biodiversity and maintain and enhance wildlife value.

3.11 The design complies with the mandatory fixes where appropriate to the application site. The requirements to divert PRow 49 and deliver of a LEAP are not applicable as they fall within the souther area of the Parkland Gateway.

Footpath

M Landscape reserved matters for Parkland Gateway must:

- deliver new tree planting to complement existing trees adding richness to the species make-up resulting in the parkland character aesthetic that exploits the topographic setting.
- provide a leisure route and section of diverted PRow 49 as shown indicatively on the Regulating Plan which will meander through the parkland of meadow and mown grass.
- provide areas of native shrub and hedge planting to create habitat value for birds, insects and mammals.
- design attenuation basins in accordance with appropriate ROSPA guidance; deliver a planted boundary treatment and provide wetland meadow grass planting in and around the basin.
- deliver a LEAP (within an activity area of at least 400sqm) at the south west of the parkland, designed for children aged 4-6 and to reflect the informal parkland landscape character integrating planting and natural play elements. The variation in ground levels across this part of the site will provide opportunities for landform to create areas of interest and play. The play area will be accessible and will be well surveilled by adjacent homes.
- Existing farm access retained as emergency access and will provide lit foot and cycle connection between Bloxham Road and residential parcel R1.

Legend

- Site boundary
- Existing trees and vegetation to be retained
- Existing trees and vegetation to be removed
- Soft Landscape Proposals
For detailed soft landscape proposals refer to Pegasus Group drawing ref: P21-2662_100-106.
- Ornamental gravel
Ornamental gravel to narrow margins. Local stone chippings, 50mm depth on geotextile membrane and defined with timber edging.
- Proposed tree root barrier locations
Reroot 600 linear protection, supplied by GreenBlue Urban or similar approved. Any trees within 2m of services to be reroot 1000 linear protection. Exact location and specification subject to be reviewed by engineers and to be agreed with the site engineer.
- Compacted gravel/hoggin footpath
2.00m wide 50mm rolled hoggin surface on 100mm type 1 sub base. To be timber edged and cambered on both sides to shed surface water. Fines are essential to ensure the surface compacts. Self binding gravel layer to be well compacted with vibratory roller.
- Bench seating
Ref: BX17 40001T 'Roslin Bench' steel framed timber slat version, as supplied by Broxap or similar approved. Bench to be installed with submerged fixing set in concrete footings to manufacturers specification.

Notes: For Detailed LAP Proposals refer Pegasus Landscape Design drawings: P21-2662_107.

PARKLAND GATEWAY LANDSCAPE PROPOSALS | Not to scale

GREENWAY - WESTERN



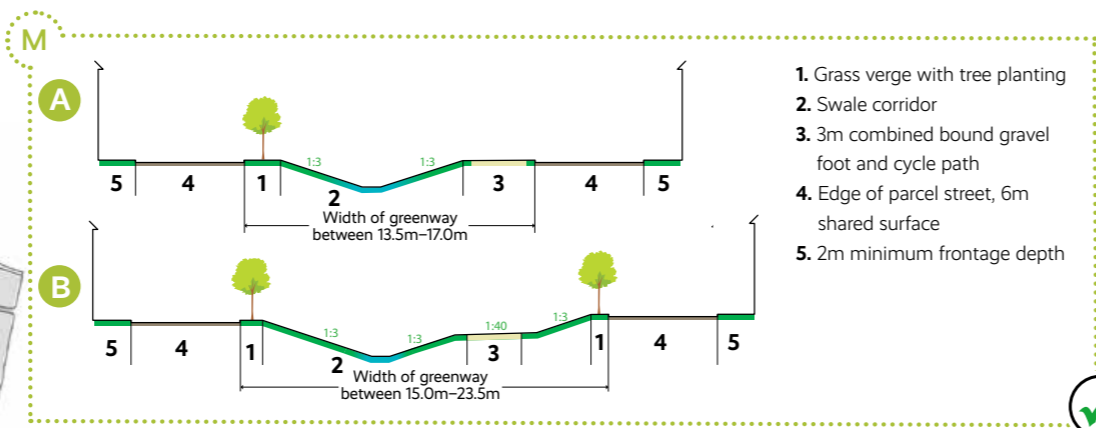
Location Plan

Key Characteristics

- Informal planting character with mixed groupings of native, moisture loving trees.
- Wet woodland habitat creation.
- Ecotone of planting typologies with native scrub to maximise biodiversity.
- Occasional groupings of feature trees at crossing points.

Key Tree Species

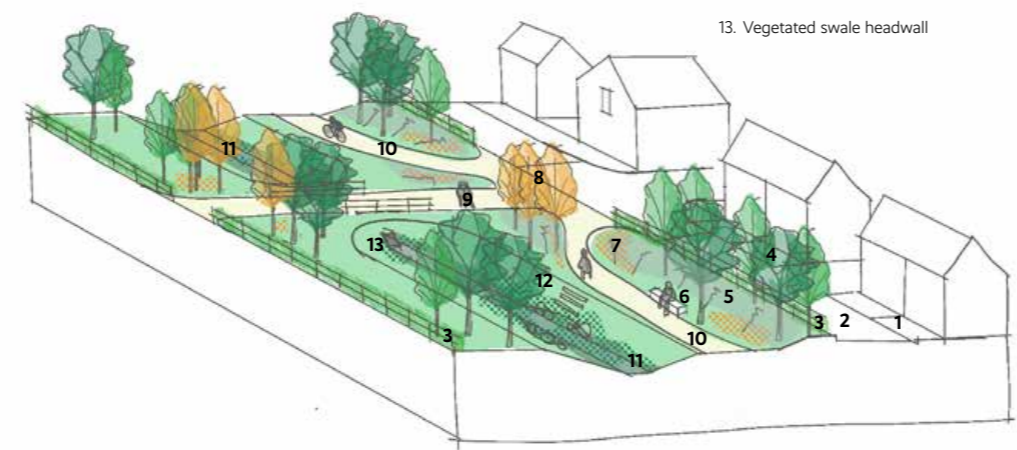
- Alnus glutinosa
- Crataegus monogyna
- Salix cinerea



1. Grass verge with tree planting
2. Swale corridor
3. 3m combined bound gravel foot and cycle path
4. Edge of parcel street, 6m shared surface
5. 2m minimum frontage depth

Design Principles

1. 2m minimum frontage depth
2. Edge of parcel street
3. Post and rail fence with native hedgerow
4. Clusters of native trees and shrubs
5. Wildflower meadow grass banks
6. Bench seating
7. Swathes of bulb planting at key locations
8. Feature trees at crossing points
9. At-grade crossing provided to link across greenways and provide connectivity between residential side streets
10. 3m bound gravel leisure route drops down into the lower level tier of swale
11. Vegetated swale with marginals and aquatics within base channel
12. Opportunity for informal play/recreation space to access waterside with natural features such as boulders or simple timber structures
13. Vegetated swale headwall



GREENWAYS

3.12 The Greenways present green corridors between the development parcels. They will serve to provide: connectivity in the form of pedestrian and cycle links within an attractive green corridor; ecological benefits; proposed swales; and additional amenity space for residents.

Western Greenway

3.13 The Western Greenway landscape approach is informal with a focus on habitat creation. It consists of informal planting with mixed groups of native and moisture loving trees, wetland meadow grass planting, marginal planting within base channel, occasional feature trees and bulb planting at crossing points with native hedgerows along the post and rail fence.

Section

3.14 The design proposals comply with the DPC requirements, however trees are proposed within the grass verge where possible due to the proximity to the street.

3.15 The proposed development responds to the DPC guidance as follows:

Key Characteristics

3.16 The proposed development complies with the DPC.

Key Tree Species









3.17 The proposed development complies with the DPC, however the use of Salix cinerea has been avoided due to the close proximity of dwellings and the risk of damage to foundations.

Design Principles

3.18 The proposed development complies with the DPC, apart from the following: Wetland meadow grass on swale banks instead of wildflower meadow grass; Bench seating and informal play areas are not proposed due to the lack of space; the Leisure route is not proposed to drop down to lower swale level; and headwall vegetation will be revised when the swale design is finalised.

DPC WESTERN GREENWAY PRINCIPLES

PROPOSED WESTERN GREENWAY LANDSCAPE PROPOSALS | Not to scale

-  Site boundary
-  Existing trees and vegetation to be retained
-  Existing trees and vegetation to be removed
-  Soft Landscape Proposals
For detailed soft landscape proposals refer to Pegasus Group drawing ref: P21-2662_100-106.
-  Ornamental gravel
Ornamental gravel to narrow margins. Local stone chippings, 50mm depth on geotextile membrane and defined with timber edging.
-  Proposed tree root barrier locations
Reroot 600 linear protection, supplied by GreenBlue Urban or similar approved. Any trees within 2m of services to be reroot 1000 linear protection. Exact location and specification subject to be reviewed by engineers and to be agreed with the site engineer.
-  Compacted gravel/hoggin footpath
2.00m wide 50mm rolled hoggin surface on 100mm type 1 sub base. To be timber edged and cambered on both sides to shed surface water. Fines are essential to ensure the surface compacts. Self binding gravel layer to be well compacted with vibratory roller.
-  Bench seating
Ref: BX17 40011T 'Roslin Bench' steel framed timber slat version, as supplied by Broxap or similar approved. Bench to be installed with submerged fixing set in concrete footings to manufacturers specification.

Notes: For Detailed LAP Proposals refer Pegasus Landscape Design drawings: P21-2662_107.



Bridge over swales to provide pedestrian connectivity

Interconnected swales

Leisure route

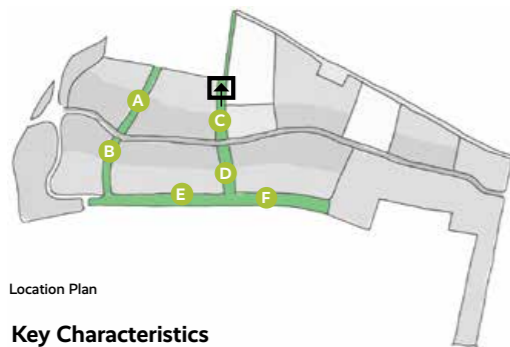
Bridge over swales to provide pedestrian connectivity

M Landscape reserved matters for the Greenways must deliver:

- Swale, landscaping and leisure route elements and features as presented in the sections.
- Some tolerance will be given within the sections to accommodate detailed design.
- Leisure routes and brideway in the locations as shown on the Regulating Plan, informed by the relevant sections illustrated.
- Design guidance for connections between residential parcels and across greenways is provided in Greenway Frontage Built Form Code page 97.



GREENWAY - CENTRAL



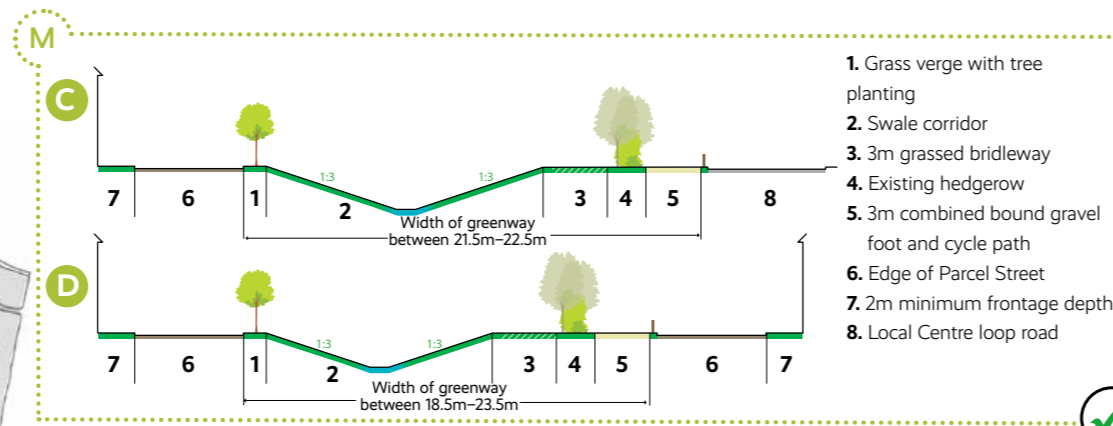
Location Plan

Key Characteristics

- Character transition from formal to semi informal.
- Focused around the amenity value.
- Informal play created through natural features such as boulders and logs will provide opportunities for 'play on the way'.

Key Tree Species

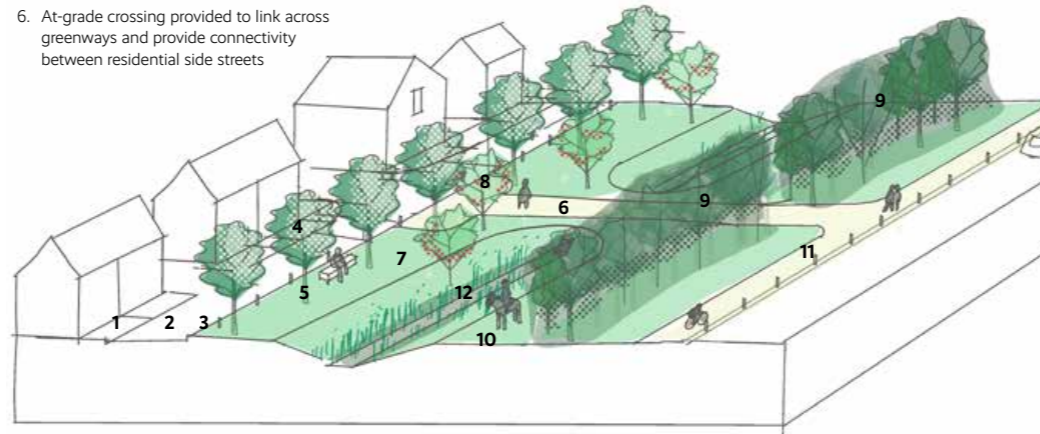
- Sorbus aria
- Sorbus aucuparia
- Salix rubra and shrub spp



1. Grass verge with tree planting
2. Swale corridor
3. 3m grassed bridleway
4. Existing hedgerow
5. 3m combined bound gravel foot and cycle path
6. Edge of Parcel Street
7. 2m minimum frontage depth
8. Local Centre loop road

Design Principles

1. 2m minimum frontage depth
2. Edge of parcel street
3. Open edge with knee timber bollard to prevent informal parking
4. Formally planted trees in rows - Sorbus aria
5. Wildflower meadow grass banks
6. At-grade crossing provided to link across greenways and provide connectivity between residential side streets
7. Swathes of mixed spring bulb planting
8. Scattered ornamental trees (Multi-stem birch)
9. Existing tree belt/hedgerow to be retained
10. 3m wide grass verge bridleway
11. 3m wide bound gravel leisure route with timber bollards to prevent informal parking
12. Vegetated swale with marginals and acquatics within base channel



WYKHAM PARK FARM | JULY 2021

Central Greenway

3.19 The Central Greenway character is more formal with a focus on amenity value. The landscape approaches are formal planted trees in rows at the edge of street parcels, scattered multi-stem birch trees, swathes of mixed spring bulb planting, wetland meadow grass planting and marginal planting within base channel.

Section

3.20 The design proposals comply with the DPC requirements, however trees are proposed within the grass verge where possible due to the proximity to the street. The 3m foot/cycle path and Local Centre loop road are beyond the application site boundary.

3.21 The proposed development responds to the DPC guidance as follows:

Key Characteristics

3.22 The proposed development complies with the DPC, however informal play is not proposed due to the lack of space.

Key Tree Species

3.23 The proposed development complies with the DPC with the use of all species.









Design Principles

3.24 The proposed development complies with the DPC, apart from wetland meadow grass on swale banks instead of wildflower meadow grass.

DPC CENTRAL GREENWAY PRINCIPLES





PROPOSED CENTRAL GREENWAY LANDSCAPE PROPOSALS | Not to scale



-  Site boundary
-  Existing trees and vegetation to be retained
-  Existing trees and vegetation to be removed
-  Soft Landscape Proposals
For detailed soft landscape proposals refer to Pegasus Group drawing ref: P21-2662_100-106.
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Ornamental gravel to narrow margins. Local stone chippings, 50mm depth on geotextile membrane and defined with timber edging.
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-  Bench seating
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Notes: For Detailed LAP Proposals refer Pegasus Landscape Design drawings: P21-2662_107.



-  Bridge over swales to provide pedestrian connectivity
-  Interconnected swales
-  3m grassed bridleway
-  Bridge over swales to provide pedestrian connectivity with the Local Centre



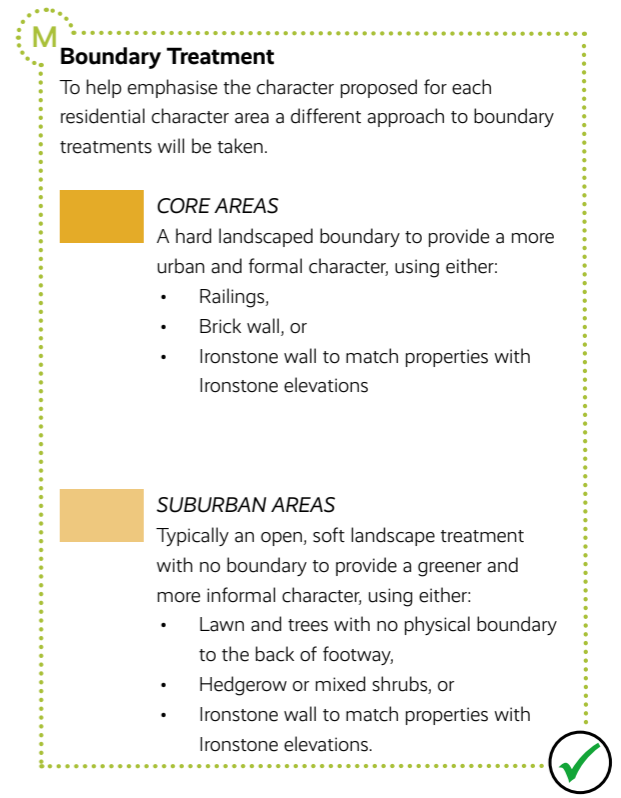
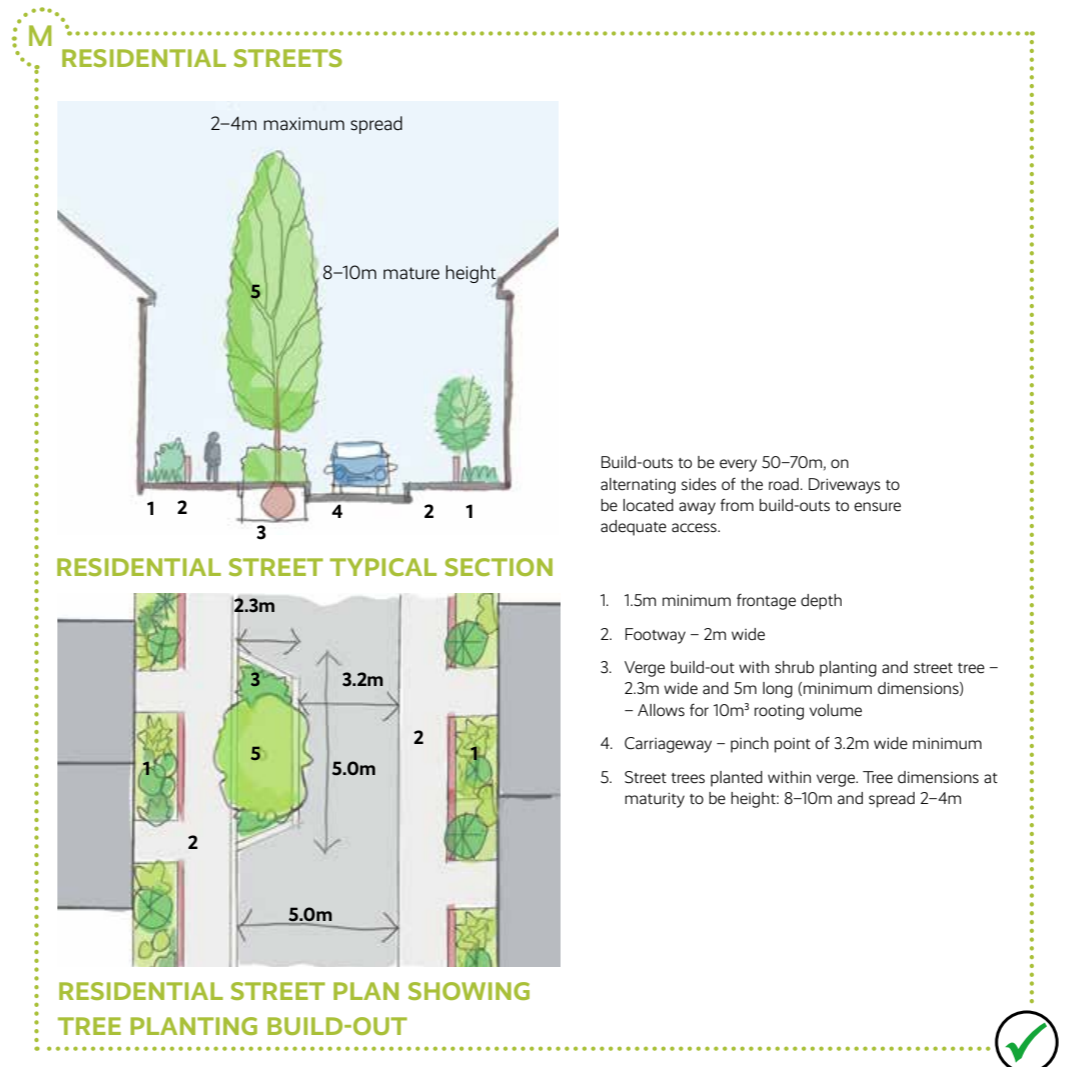
RESIDENTIAL AREAS

- 3.25 The residential areas consist of two character areas namely Core Character Area and Suburban Character Area. The tree planting strategy within residential areas will use a wide range of fastigate trees to provide distinct separation between character areas.
- 3.26 The landscape approach within the Core character area will be a more formal appearance and enhanced with street tree planting, variations of shrub planting or ornamental hedgerows, punctuation of specimen shrubs at the key junction where possible to provide greening within the residential parcels.
- 3.27 The suburban character area will be informal and provides a transition to the structuring landscape that defines the edges of the site. This will comprise variations of shrub planting or hedgerow planting, street tree planting (where possible) and lawn to edge for plots fronting open space. The design approach is to provide vibrant colours and seasonal interest as well as large structural landscape features for plots in close proximity to areas of parkland open space and the Greenways.

3.28 The proposed development complies with the Residential Street DPC requirements.

Boundary Treatments

3.29 The boundary treatments within both Core and Suburban Character Areas are fully compliant with the DPC.





PLAY STRATEGY

3.30 The LAPs are located to the centre of the residential parcels. The design approach includes: a formal hedge around green space on the sides of the street; larger trees in corners to frame POS; and seating framed by a variation of shrub planting, incorporating natural materials and finished in earthy colours. The strategy will enable natural surveillance into and out of the play areas and integrate a variety of elements to provide sensory richness.

3.31 The requirements of the DPC on the mandatory fixes are fully incorporated into the design proposals.

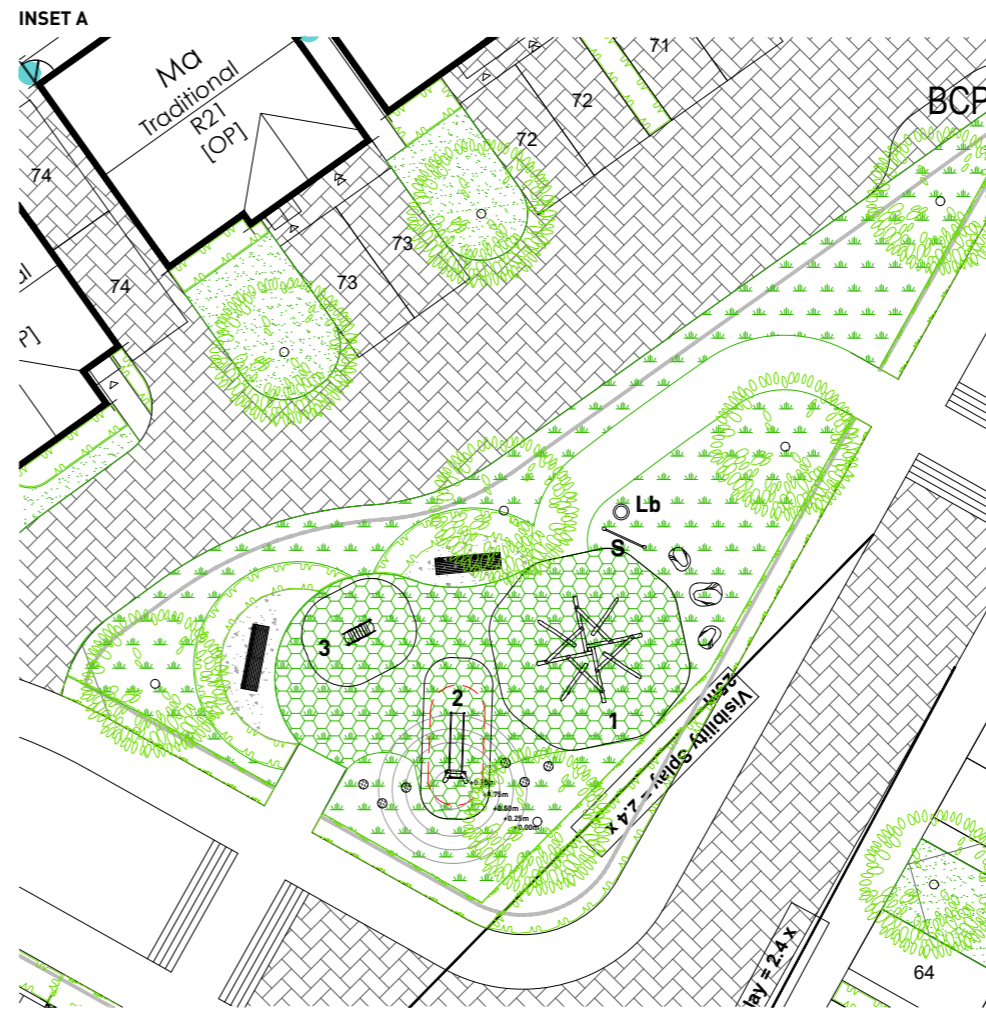
M Planting to Play Spaces

- ensure formal and informal planting species reflect location of each play space within its landscape coded area (refer to relevant section of code).
- provide flowering species within the herbaceous and shrub planting.
- no toxic, thorny or spiked leaved plants to be used.
- be designed to enable natural surveillance into and out of play.



Reserved matters applications that include areas for play must:

- be universally accessible.
- be designed to have natural surveillance from adjacent development and/or access routes.
- be designed and specified to be safe, secure and robust.
- be accessible from the leisure route network
- be designed to reflect their location within the development.
- incorporate planting and natural materials.
- integrate a variety of elements to provide sensory richness.
- be intelligent and challenging for the appropriate range of age groups.
- include appropriate street furniture elements such as seating in locations which are accessible and offer good visual contact with the play space, and incorporate bins.
- include natural play features such as grass mounds, logs and boulders.
- include equipment and elements constructed from natural materials finished in earthy colours.
- include areas which offer shade from the sun delivered through tree planting, where possible.



	KEY - PLAY AREA
	POS soft landscape proposals Refer to the latest revisions of Pegasus Landscape Design drawings: P21-2662_100-106 for further details.
	PLAY AREA SCHEDULE
	Bench seating Ref: BK17 40017 'Roslin Bench' steel framed timber slat version, as supplied by Broxap or similar approved. Bench to be installed with submerged framing set in concrete footings to manufacturers specification.
	Litter bin Ref: BK17 4000 'Okehampton Redwood' 120L litter bin, as supplied by Broxap or similar approved.
	Play area signage Possible location for play area signage. Sign to be supplied and erected stating that the play area is a 'Dog Free' zone and any other information required. Exact wording to be agreed with the Local Planning Authority.
	Compacted gravel/hoggin footpath 2.00m wide 50mm rolled hoggin surface on 100mm type 1 sub base. To be timber edged and cambered on both sides to shed surface water. Firms are essential to ensure the surface compacts. Soft binding gravel layer to be well compacted with vibratory roller.
	Reinforced grass safety surfacing Play manufacturers to detail in accordance with EN 1176. Safety matting to be installed with turf surfacing to aid establishment prior to heavy use.
	Proposed ground contouring Topsoil shall be spread evenly over the formation levels in layers not exceeding 150mm to a depth of 150mm for grass. All slopes shall be graded with a rigid blade grader and consolidated to proposed levels. The gradient of the slopes shall be smooth-flowing and no steeper than 1:3 (unless where the embankment side is installed as this will be at a steeper gradient). All slopes shall marry with all existing levels. All mounds to be laid with premium grade turf to aid establishment prior to heavy use.
	Fallen tree trunk, boulders and stepping logs/ stumps Soft wood tree trunk (for informal seating and climbing) to be trimmed and prepared for use by public (removing all bark). Caledonian Mixed Glacial Boulders for informal seating (smooth and rounded with no sharp edges). Supplied by Playdale Ltd or similar approved play manufacturer. Vertical tree trunk posts varying between 200 to 600 cm to be trimmed and prepared for use by public. To be installed within concrete footings (GEN 2). Supplied by an approved play manufacturer.
	Play equipment schedule
	1. Crawling Pyramid (NR023) Nature Play, Robnia Climbing range unit, supplied by Kompan or similar approved play manufacturer.
	2. Embankment Slide (NR030B) Nature Play, Robnia Dynamics, Slide for Slope, 1.2m high supplied by Kompan or similar approved play manufacturer.
	3. Billy Goat Gruff (M420) Freestanding play equipment, Toddler equipment, The Bush on the Hill, supplied by Kompan or similar approved play manufacturer.
	4. Progress ILEX/PRO Climbing unit and slide, supplied by Playdale or similar approved play manufacturer.
	5. Toddler Spica (M191) Freestanding play equipment, Toddler equipment, Toddler spica, supplied by Kompan or similar approved play manufacturer.
	6. Supernova (DXV14) Supernova supplied by Kompan or similar approved play manufacturer.



PROPOSED PLAY SPACES | Not to scale

ACCESS AND MOVEMENT CODE

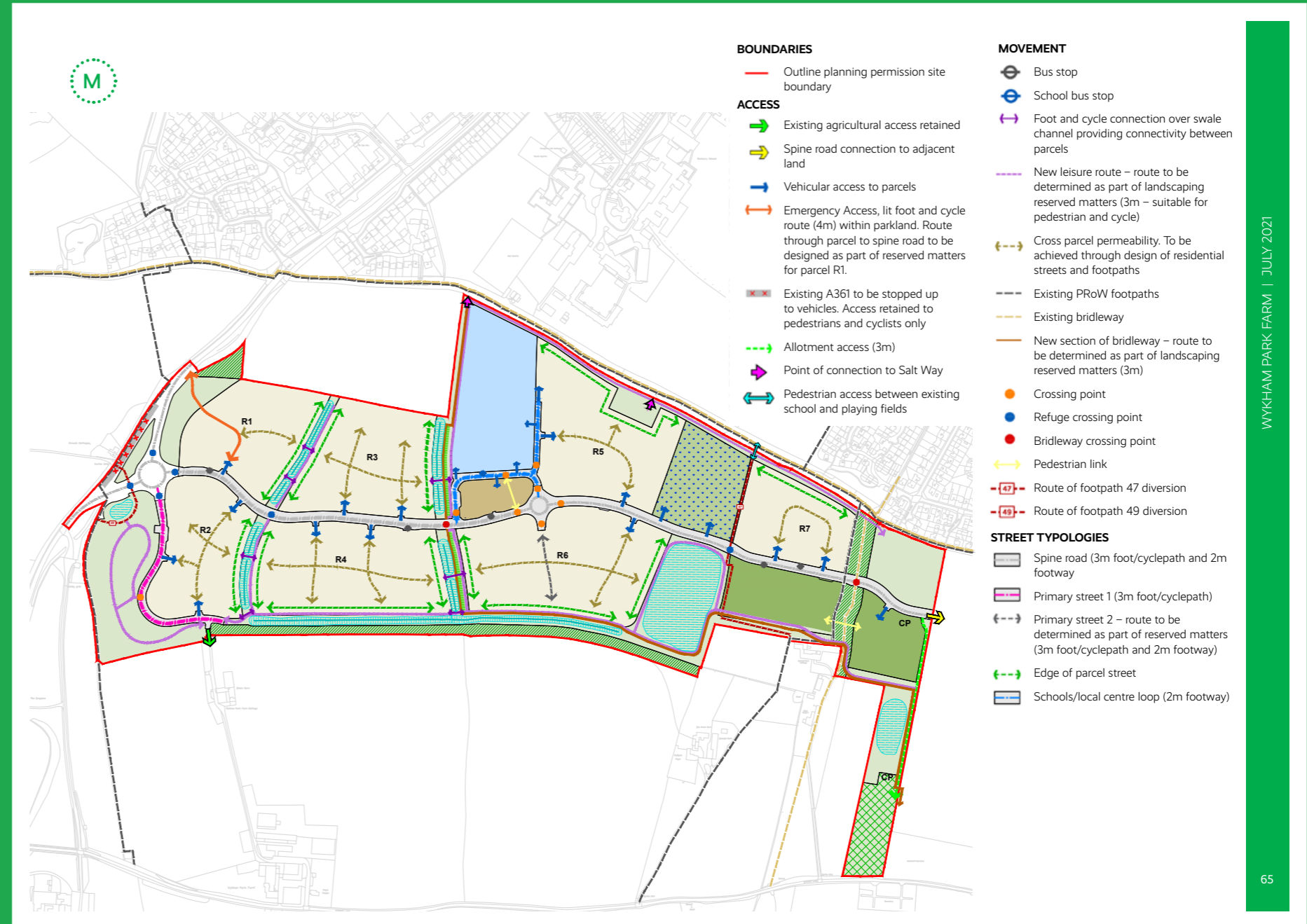
ACCESS PRINCIPLES

3.32 This section sets out how key access and movement principles have been applied to the proposed development and how these comply with the DPC where relevant to the application site.

3.33 The DPC applies the following principles:

- Create a movement and access network which prioritises walking and cycling and reduces reliance upon the private car;
- Provide safe, over-looked, convenient and legible links to the places people want to go to such as the school and local centre;
- Create a street hierarchy that is safe, legible and welcoming;
- Integrate tree planting and other soft landscape into street and public realm design to provide structure, ecological habitats, environmental benefits and visual interest;
- Integrate street furniture and public art into street and public realm design; and
- Expansion of the existing walking and cycling network by making connections to existing Public Right of Ways, where possible, and sensitive and appropriate diversions where necessary, and creation of a part of the circular bridleway.

3.34 The key access and movement principles are included on the approved DPC plan adjacent. The proposed layout and how these principles have been applied, is shown on the plan opposite.



ACCESS AND MOVEMENT CODING | Not to scale



LEGEND

Site boundary (tbc)
(14.5ha / 35.8acres)

ACCESS & MOVEMENT

Emergency access

Cross parcel permeability

Edge of parcel street

Vehicular access to parcel

Refuge crossing point

Leisure route

Bridleway crossing point

New section of bridleway

Foot & cycle connection over swale



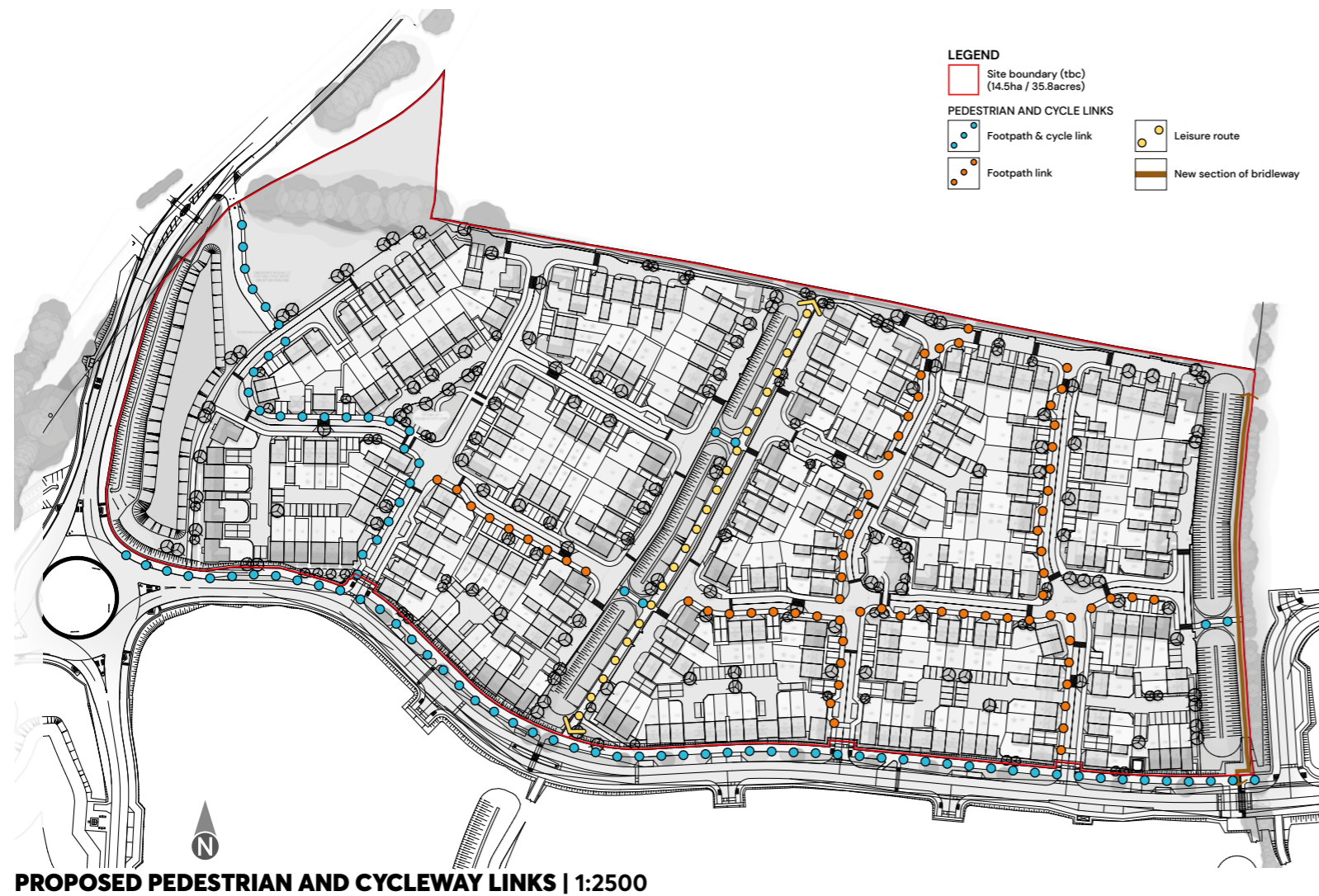
PROPOSED KEY ACCESS AND MOVEMENT PRINCIPLES | 1:1250

PROMOTING ACTIVE TRAVEL

3.35 The proposed development encourages active modes of transport, including walking and cycling, through the provision of a connected, accessible and safe network and hierarchy of routes. These links provide connections to places within the site, the Wykham Park Farm development and the surrounding area.

3.36 A total of X pedestrian and cycle links are provided.

3.37 The proposed development achieves all relevant mandatory principles set out within the DPC.



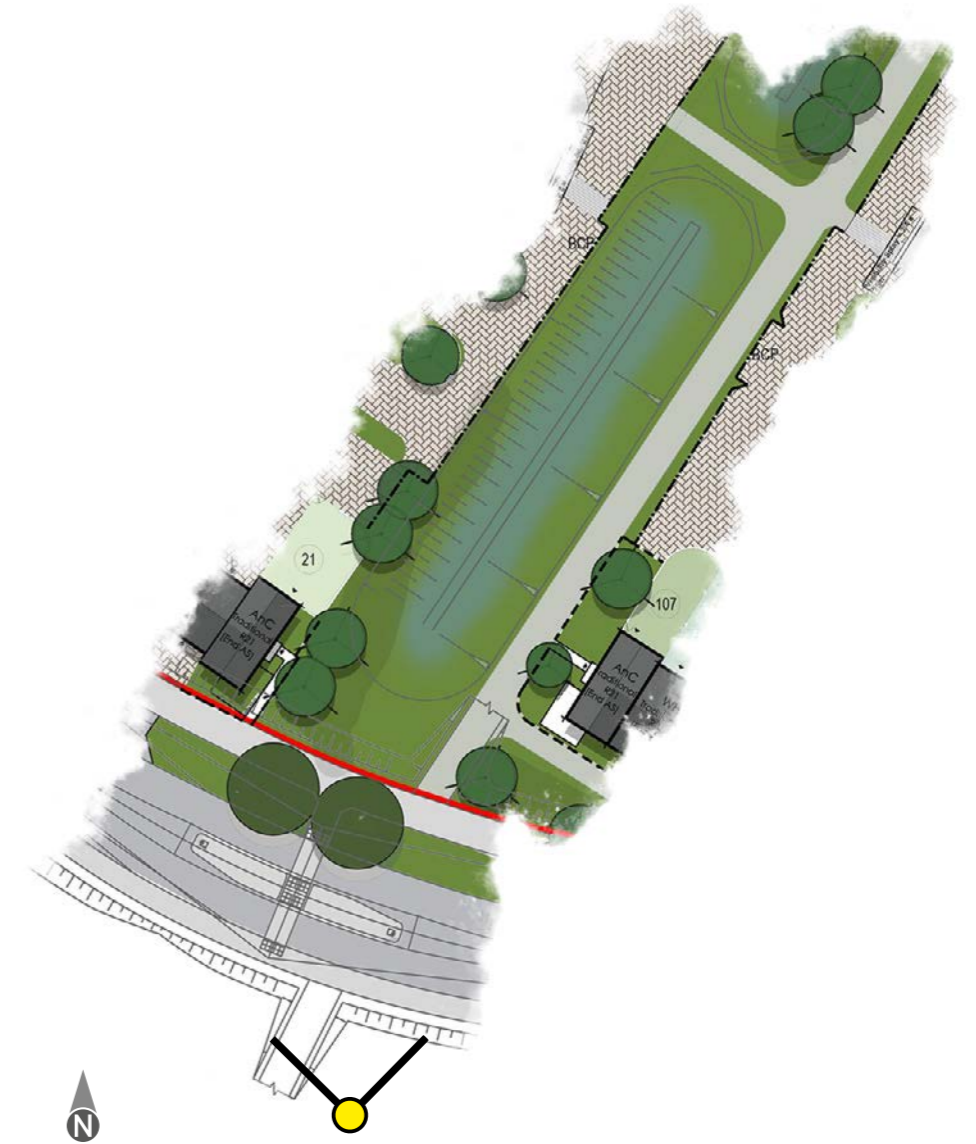
- M** Reserved matters that deliver elements of the movement network must deliver:
- a hierarchy of routes including pedestrian and cycling links east-west within the development and linking to the existing PRoW network to provide connections off-site;
 - active and recreational travel routes, along a series of leisure paths, such as through the greenways and parkland and provision of a new bridle route and lit pedestrian and cycleway providing access from parcel R1 to Bloxham Road;
 - ensure all street forms are pedestrian friendly and provide either a footway or a shared surface;
 - connectivity through and between development parcels (in locations as shown on regulating plan) to cater for within and between parcel non-vehicular movements;
 - formal footways that are universally accessible;
 - footways and cyclepaths that are overlooked by adjacent properties and streets and lit for safe use outside of daylight hours;
 - safe and well-defined crossing points over roads and swales in locations shown on regulating plan as part of a comprehensive and connected network;
 - appropriate street furniture elements such as bins, cycle stands and benches in locations.



EXAMPLE OF A PEDESTRIAN/CYCLE PATH

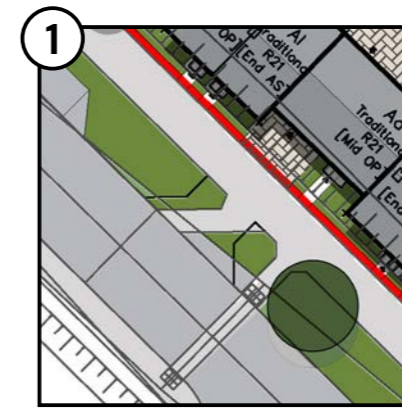
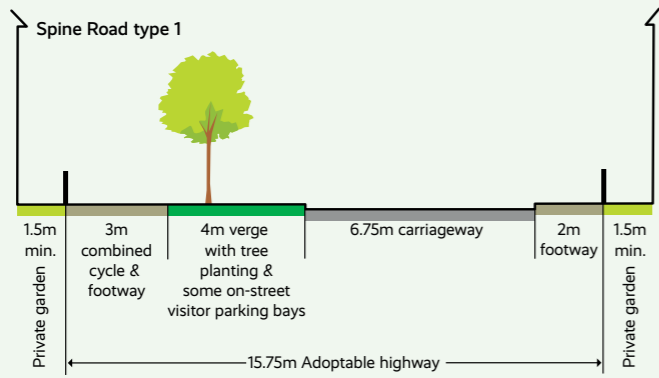


PROPOSED 3D VISUALISATION OF LEISURE ROUTE WITHIN THE GREENWAY

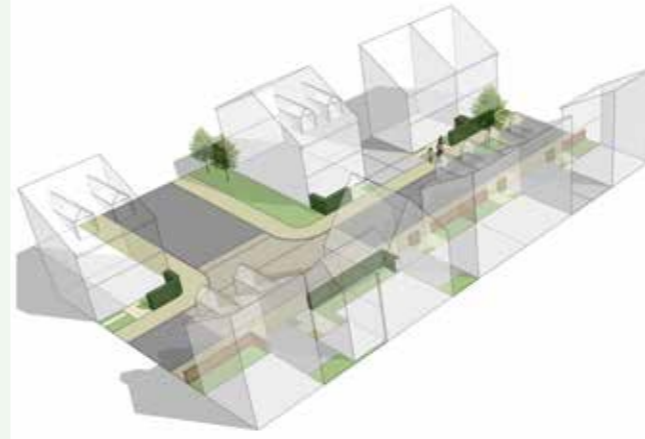
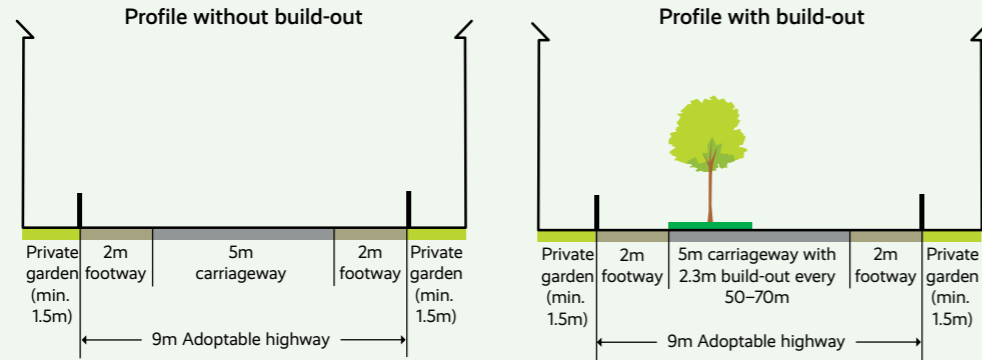


PROPOSED LEISURE ROUTE THROUGH THE GREENWAY

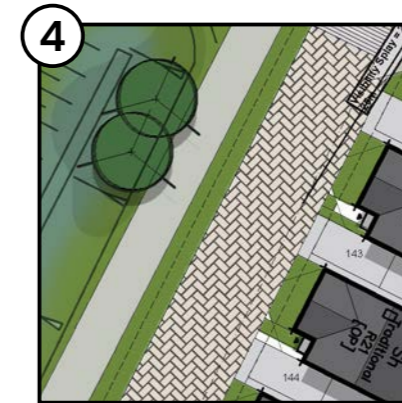
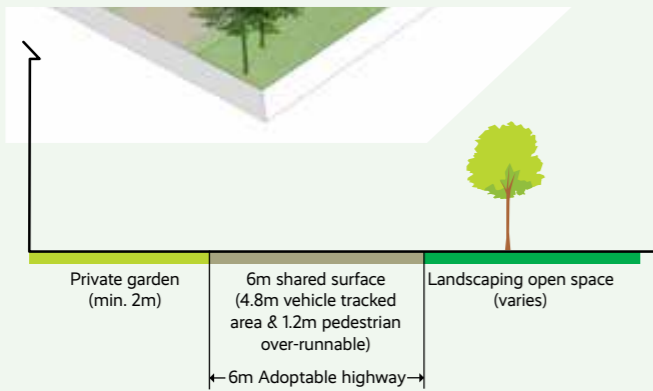
SPINE ROAD



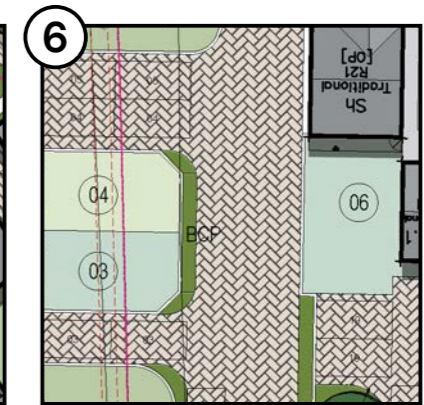
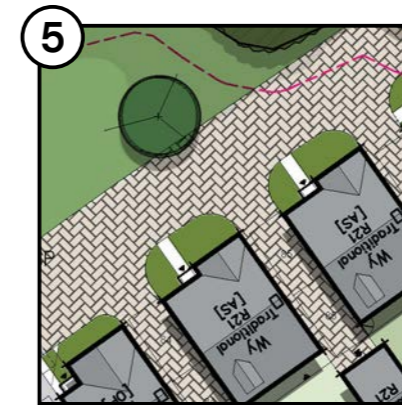
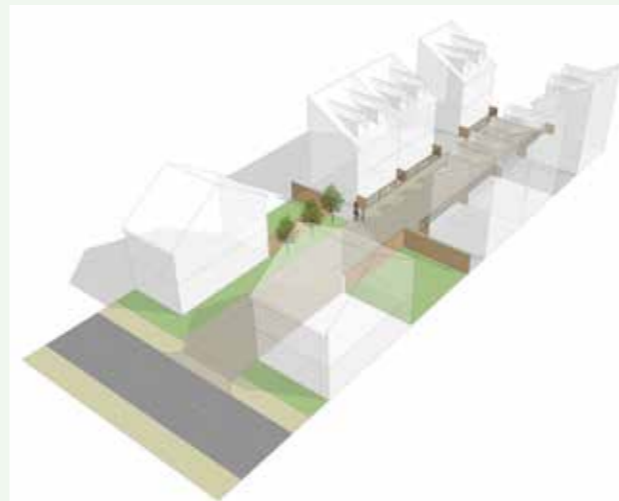
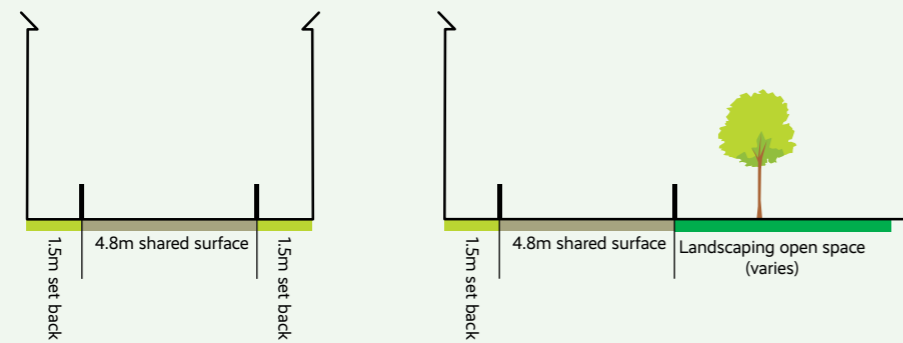
RESIDENTIAL STREET



EDGE OF PARCEL STREET



PRIVATE DRIVES



EXTRACTS FROM DPC

EXTRACTS OF PROPOSED LAYOUT



LEGEND

Site boundary (tbc)
(14.5ha / 35.8acres)

STREET HIERARCHY

- Spine Road**
Main corridor to support public transport & foot/cycle ways
- Edge of Parcel / Shared Surface**
Found at the periphery of parcels adjacent to the Greenways
- Residential Street**
Local feel. 20mph speed limit
- Private Drives**
Serving up to 6 dwellings off a single point of access



PROPOSED STREET PROFILES | 1:1250

SPINE ROAD

3.38 The Spine Road bisects the wider Wykham Park Farm development, providing the primary access to all residential areas and the local centre. It forms the southern boundary of the application site and “must feel like a residential one; and have a rhythm of intensity and a character that evolves from the western end to the eastern end.”

3.39 The Spine Road from the new roundabout off Bloxham Road (A361) to a fixed point at the eastern end of the site, will be delivered by L&Q Estates. This includes verges, foot/cycleways and street trees. The proposed development reflects the approved Spine Road design and responds to the profile requirements within the DPC.

3.40 The proposals comply with all aspects of the DPC apart from one principle within the Greenway Node Coding. The western node is required to have no more than 2.5 storey height, however the proposals include 3 storey units as the corner-turning units. Although this is against the DPC, the 3 storey units provide better articulation of the street scene and create landmark buildings at the entrance to the Gateway with minimal difference in ridge height to neighbouring units.

Spine Road: Landscape

A 4m verge and 3m foot/cycleway will be provided on the north side and a 2m footway to the south. The verge will be planted with amenity grass and regularly spaced lime trees to continue the avenue character from the adjacent development to the east.

The placement of the street trees along the spine road is underpinned by a desire to deliver a tree planted ‘avenue’, which requires regularly spaced formal tree planting within the spine road verge. The tree placement along the spine road will be designed at 20m centres but must also accommodate highway safety requirements including visibility splays at junctions, and the provision of street lighting.

In addition to the principal lime tree, sweet chestnut will be provided at the eastern part of the site as a canopy tree within Eastern Parkland and Ginkgo bilobas will be planted in pairs at Greenway Nodes.

Spine Road: Built Form Frontage

The design objective for the built form that fronts the spine road is to provide a consistent and contemporary appearance along its length accented with a series of landmarks which create an engaging, safe and welcoming environment.

Areas of consistent frontage and reduced building set back along the spine road will create a sense of enclosure along the spine road and deliver areas of higher density appropriate to the core character area.

- Regular front gardens depths/frontage sets backs min. 1.5m and predominantly semi-detached and terraced house-types.
- Building frontages must face the spine road, (for dual frontage homes, at least one frontage must face the spine road).
- Bespoke corner-turning units should be used where appropriate.
- Spine road boundary treatment 1-1.2m metal railing.

Some variation in building line with be provided due to introduction of up to 25 individual accesses that are permitted along the spine road. In designing individual access points the character and regularity of tree planting along the spine road must be maintained.

Greenway Node Coding

Greenway Nodes (built form and landscaping) must be designed as a grouping – the four corners of the node

- Greenway Nodes must be designed as a grouping with a spine road frontage of at least 20m
- Ginkgo biloba's planted as 'sentries' marking pedestrian entry points to Greenways – refer to Landscape Code.
- Increased frontage offset of min. 2.5m to provide distinction from the general minimum 1.5m offset along the spine road.
- Simple wide fronted detached, semi-detached or terraces.
- Built form must address the spine road and Greenway. The built form groupings could include corner turning buildings but must ensure that side elevations positively address Greenways and contain windows.
- Boundary treatment to be hedge (no metal railing).
- Materials palette - ironstone and grey slate roof tile.
- Building heights must be no more than 2½ storeys at the western node but can be up to 3 storeys at the eastern node, reflecting the proximity to the Local Centre.



PROPOSED 3D VISUALISATION OF GREENWAY NODE

B

Predominantly red brick and grey slate tiles

Minimal use of light coloured render



PROPOSED STREET SCENE ALONG SPINE ROAD FRONTAGE

M Spine Road: Materials

Consistency will also be provided through the use of a simple materials palette for buildings along the spine road





- Predominant use of red brick.
- Grey plain roof tiles.
- White painted door and window returns.
- Frontage boundary treatment to be 1-1.2m metal railings.
- Rear garden boundaries that front the public realm must be 1.8m tall brick walls to match house materials.

There are key frontages where distinction from the predominant red brick is required such as at the Gateway, the Greenway Nodes, and adjacent to the Local Centre.



PROPOSED SPINE ROAD FRONTAGE

M

	SPINE ROAD 	RESIDENTIAL STREET 	EDGE OF PARCEL STREET 	PRIVATE DRIVE (INNER & OUTER) 
Design speed	30mph	20mph	10mph	10mph
Carriageway width	6.75m carriageway 2m footway 3m combined cycleway and footway	5m carriageway (5.5m for first 12m) 2m footway to both sides	6m shared surface Comprising 4.8m vehicle tracked area & 1.2m pedestrian over-runnable	4.8m shared surface (not adoptable) 6m shared surface comprising 4.8m vehicle tracked area & 1.2m pedestrian over-runnable (adoptable)
Verges	4m verge to be provided to north side of the carriageway, located within adoptable highway*.	None	None	None
On-street parking	Intermittent within verges (the grass verge is to be the dominant feature)	Yes	Yes	On-plot or parking courts
Direct drive access	Yes (up to 25 individual accesses along spine road). Driveways must permit access and egress to the spine road in forward gear.	Yes	Yes	Yes
Character areas	Core, Local Centre	All	Greenway frontage	Core, Suburban
Traffic calming	Islands to crossing points, change of materials, raised table treatment (coloured chipping), pedestrian refuge island, formal crossing points	Shared surface treatments	Shared surface treatments	Shared surface treatments
Carriageway materials	Asphalt Coloured chipping to denote crossing points	Asphalt Areas of block paving	Block paving	Block paving
Footway materials	As carriageway	As carriageway	n/a	n/a
Cycleway materials	As carriageway	n/a	n/a	n/a
Building layout	Buildings fronting the street	Buildings fronting the street. Animation required to side elevations facing towards street	Buildings fronting the street. Animation required to side elevations facing towards the street	Urban form, building frontages to provide definition and enclosure to street. Consistent passive surveillance
Soft landscape treatment	Tree planting at 20m centres within grass verges (subject to design, engineering and financial requirements) [†] Soft landscape to be included within private gardens where appropriate	Shrub and tree planting will be incorporated in streets through build outs every 50–70m along alternating sides of the street Soft landscape to be included within private gardens where coded	Streets front onto planted greenways. Soft landscape to be included within private gardens where appropriate	A minimum of one street tree must be provided every 70m along private drives (in 2.5m tree pit verge).
Street lighting	Column mounted street lighting	Column mounted street lighting	Column mounted street lighting	Column mounted street lighting

* No verge within initial spine road section between main access junction and first residential street junction.

[†] Tree planting within mown grass verges every 20m between bays, driveways and junctions. Subject to design and engineering requirements

	LEISURE ROUTE (FOOT/ CYCLEPATH) ✓	EMERGENCY ACCESS* ✓
Width	3m	4m
Materials	Bound gravel	Asphalt
Lighting	Foot and cycle connections across the Greenways will be directly lit	Column mounted street lighting
Bridle/ foot/ cycle	Some limited localised sections of 4m composite bound surface	

* Pedestrian and cycle route within parkland to facilitate direct access to Bloxham Road. Route of emergency access through parcel to spine road to be designed as part of reserved matters for parcel R1.

Example of a tree-lined street with on-street parking bays



CYCLE PARKING

3.41 Provision of high quality, secure and well-located cycle parking is required for both private and public areas. Private residential cycle parking is provided within the curtilage of each dwelling. The public spaces within the application site are limited to two play areas within which cycle parking is provided.

- M** Reserved matters applications must include:
- Private residential cycle parking integrated within the curtilage of a dwelling or other convenient location for apartments which are safe and secure and which do not detract from the quality of the environment.
 - Apartments will require the provision of covered and secure cycle storage.
 - Public cycle parking located at communal features such as play and sports facilities, amenity open space and in the Local Centre to serve the community centre, retail units and primary school.
 - Cycle parking in the public realm which is visible and convenient to access and secure.
 - Cycle parking is to be located so it can be overlooked by adjacent properties, streets and open space. ✓

CAR PARKING

Car parking must follow the principles set out in Cherwell's Design Guide.

Pedestrian and cyclist safety and quality of experience must take precedence when considering car parking within the development. Integrated parking solutions are required which minimise the car as an obstacle or visual detractor to the streetscape and public realm. Sufficient spaces for residents and visitors must be provided which are accessible, safe and secure.

An element of unallocated/visitor parking can be incorporated within the spine road (within verge). Visitor parking can be provided within residential streets and as small parking courts.

Car parking across the development must:

- Include a range of car parking solutions suited to the location and context within the development;
- Parking solutions must be an integrated part of street design which avoid any conflicts with pedestrian and cyclist safety;
- Locate car parking spaces where there is opportunity for natural surveillance;
- Integrate appropriate landscaping with car parking spaces.

M







CAR PARKING TYPOLOGY	DIAGRAM	DESIGN PRINCIPLES OF TYPOLOGY	DESIGN PRINCIPLES OF TYPOLOGY					
			CORE	SUBURBAN	SPINE ROAD	GATEWAY	GREENWAY	
<p>On-street parking: this is car parking placed off plot and on the street (including kerbside parking parallel; perpendicular; angled to the pavement).</p>		<p>For both parallel and perpendicular solutions, a maximum of 4 bays should sit together before being broken up by a public realm solution which could be vegetation. Un-allocated on-street parking.</p>	●	●	●			✓
<p>On-plot garage: this includes private garage attached and detached from the dwelling.</p>		<p>Minimum internal area of 3m by 6m. Double garages should be limited. Appropriate and contextual architecture and materials of the garages. Only appropriate for larger semi-detached or detached homes</p>		●			●	✓
<p>On-plot hard standing: this includes parking bays located next to the dwelling.</p>		<p>Excessively long driveways which breach the maximum parking standards should be avoided. It should be designed to limit the gaps in the street frontage.</p>	●	●	●	●	●	✓
<p>Rear parking courtyard: groups of parking bays located within a shared courtyard</p>		<p>Must be well-overlooked and have direct access to individual dwellings/gardens. Courtyards should service no more than 6 properties and a maximum of 12 spaces. Landscape and tree planting should be integral part of the design.</p>	●	●	●	●		✓
<p>Parking square: shared car parking surrounded by development with integrate public realm features.</p>		<p>Ensure good surveillance from neighbouring properties. Integrate public realm elements of landscaping, street furniture and lighting with the public square.</p>						NA



LEGEND

Site boundary (tbc)
(14.5ha / 35.8acres)

PARKING TYPOLOGY

- | | | | |
|---|-------------------|---|------------------------|
|  | On-street parking |  | On-plot hard standing |
|  | On-plot garage |  | Rear parking courtyard |



PROPOSED CAR PARKING TYPOLOGIES | 1:1250

BUILT FORM CODE

BUILT FORM PRINCIPLES

3.42 This section sets out how built form principles have been applied to the proposed development and how these comply with the DPC where relevant to the application site.

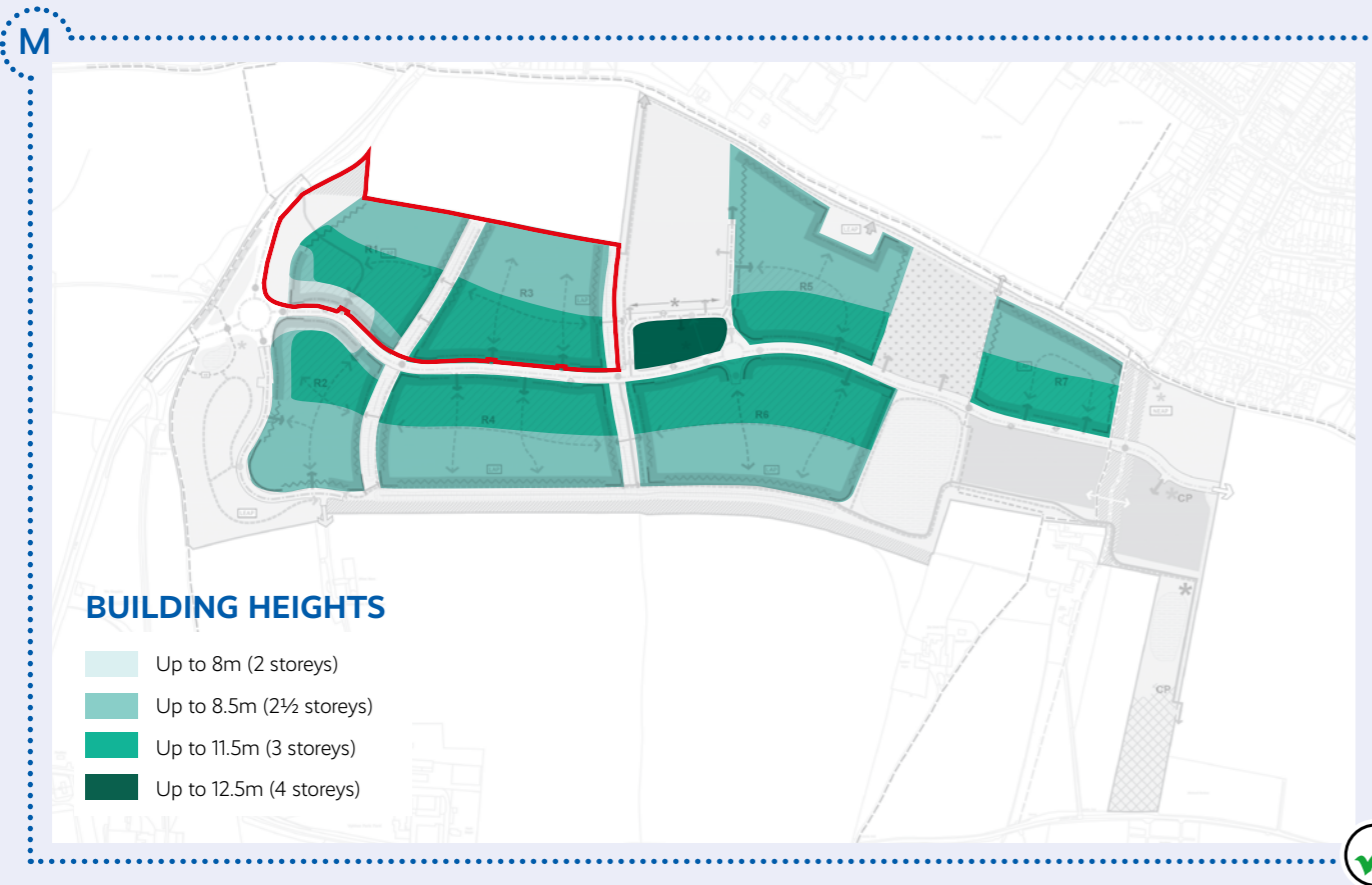
3.43 The DPC presents the following context, guidance and coding:

- approach to building heights;
- approach to development density;
- an Indicative Parcel Framework plan to provide guidance on design principles for the layout within each development parcel; and
- character areas and frontage coding.



PROPOSED 3D VISUALISATION OF THE GATEWAY FRONTAGE ACROSS THE PARKLAND GATEWAY



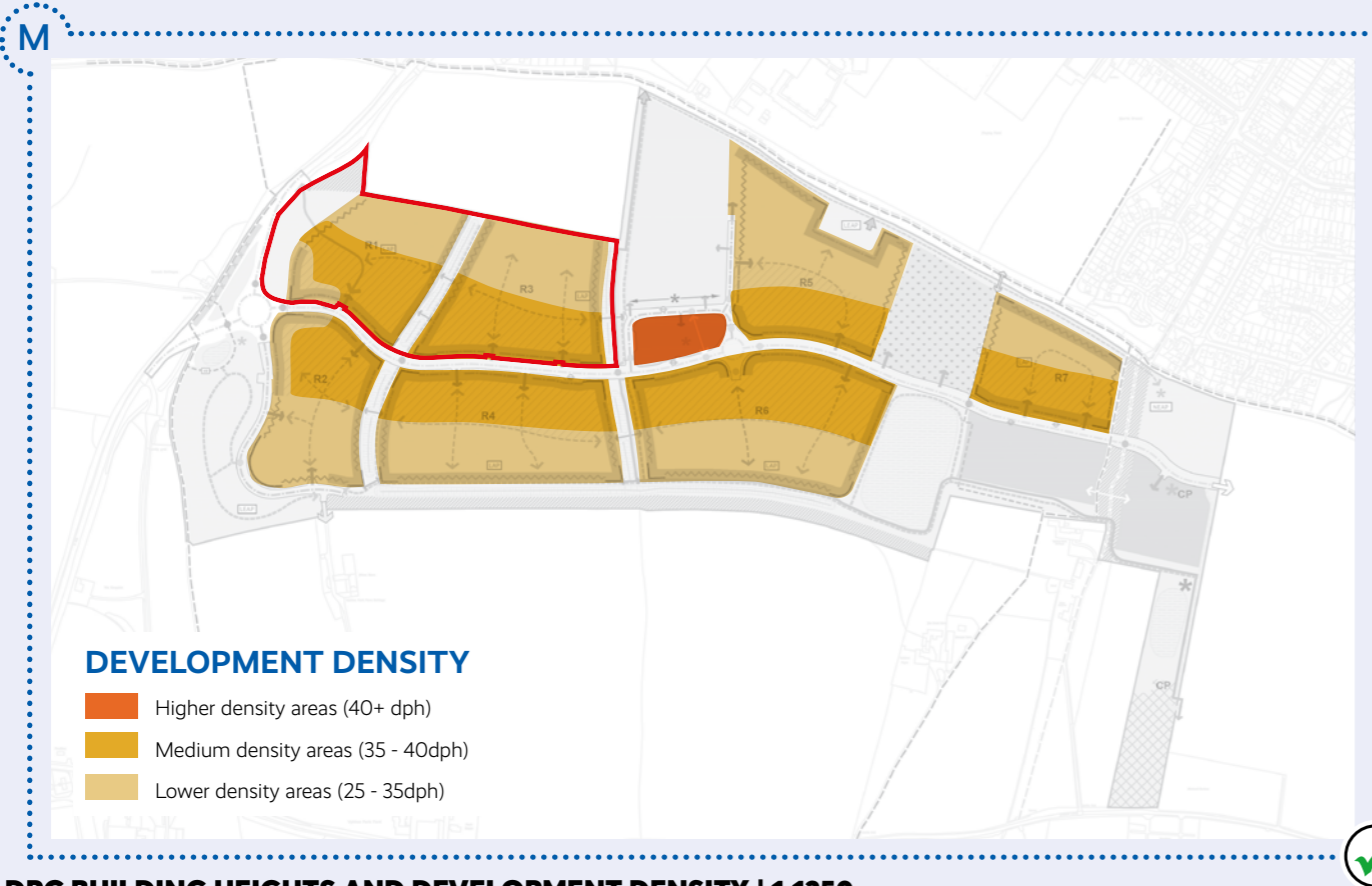


BUILDING HEIGHTS

- 3.44 Within the application site, parcels R1 and R3 contain parameters of between 2 and 3 storey. At the Gateway, buildings are proposed at a height of 2 storey to respect the setting of the new parkland landscape area along Bloxham Road and the rural edge to development.
- 3.45 Buildings along the spine road are predominantly 2 storey with occasional 2.5 storey to articulate the street scene and provide a varied roofscape. At the western Greenway Node, 3 storey dwellings are located at the corners to aid legibility and provide a sense of enclosure. Whilst this complies with the building heights parameters in the DPC on the eastern corner, it is not in accordance with the western corner. It also contradicts the design fix principles for the western Greenway Node. However, in relation to the proposed Spine Road character and the massing of adjacent dwellings, it is considered that the proposals provide a more appropriate design solution..
- 3.46 Building heights in the northern part of the site are 2 storey in accordance with the DPC parameter plan.

DEVELOPMENT DENSITY

- 3.47 Densities generally align with the building heights, with medium density development located along the Spine Road and within the Core Character Area, reflecting the terraced forms and consistent frontages.
- 3.48 Lower density development is located in the northern part of the site and along the Bloxham Road Gateway to reflect the transition towards existing and proposed landscape features.



DPC BUILDING HEIGHTS AND DEVELOPMENT DENSITY | 1:1250



LEGEND

Site boundary (tbc)
(14.5ha / 35.8acres)

BUILDING HEIGHTS

- Up to 3 storey
- Up to 2.5 storey
- Up to 2 storey

DENSITY

- Medium Density (35 - 40 dph)
- Low Density (25 - 35 dph)



DEVELOPMENT DENSITY

PROPOSED BUILDING HEIGHTS AND DEVELOPMENT DENSITY | 1:1250

INDICATIVE PARCEL FRAMEWORK

3.49 The DPC identifies important design principles to guide the layout of development parcels, informed by national and local design guidance. The proposed development has been designed within the parameters set out in this code and using best practice in urban design, to achieve high quality and legible structure.

3.50 The key design principles are:

- Consistent (predominantly formal) frontage;
- Staggered (predominantly informal) frontage;
- Connected street network;
- Key building grouping;
- Landmarks;
- Internal spaces; and
- Interface spaces.

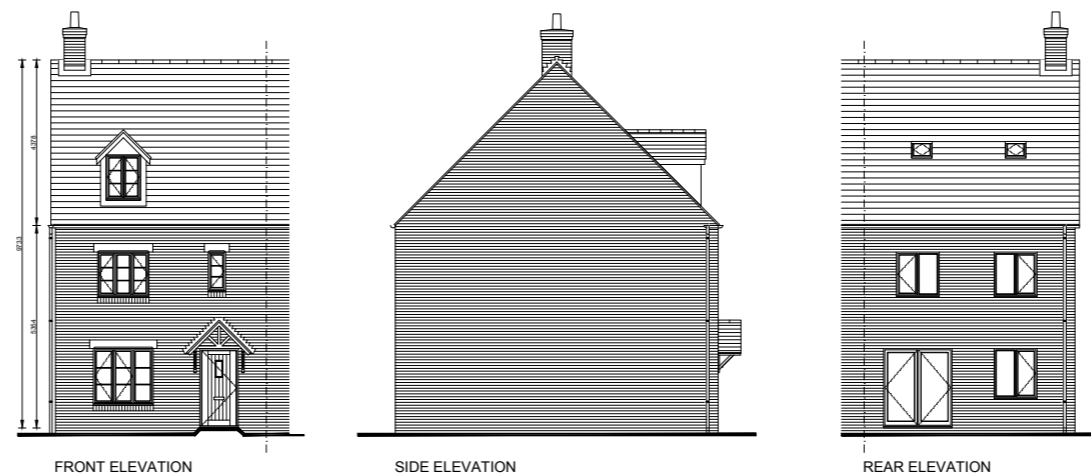
3.51 How these are applied to the proposed layout is shown on the plan opposite.



BARNWOOD
(2 storey corner turning dwelling)



ASHDOWN
(3 storey corner turning dwelling)



WHINFELL
(2.5 storey dwelling)




EXAMPLE OF PROPOSED PLACEMAKING HOUSETYPES | Not to scale











LEGEND





Site boundary (tbc)
(14.5ha / 35.8acres)

PLACEMAKING

-  Spine road
-  Residential street
-  Edge of parcel street

-  Connections between parcels across Greenways
-  Leisure route
-  Spine road crossing point
-  Key building grouping

-  Consistent (formal) frontage
-  Staggered (informal) frontage
-  Local Area of Play (LAP)
-  Attenuation Lagoon

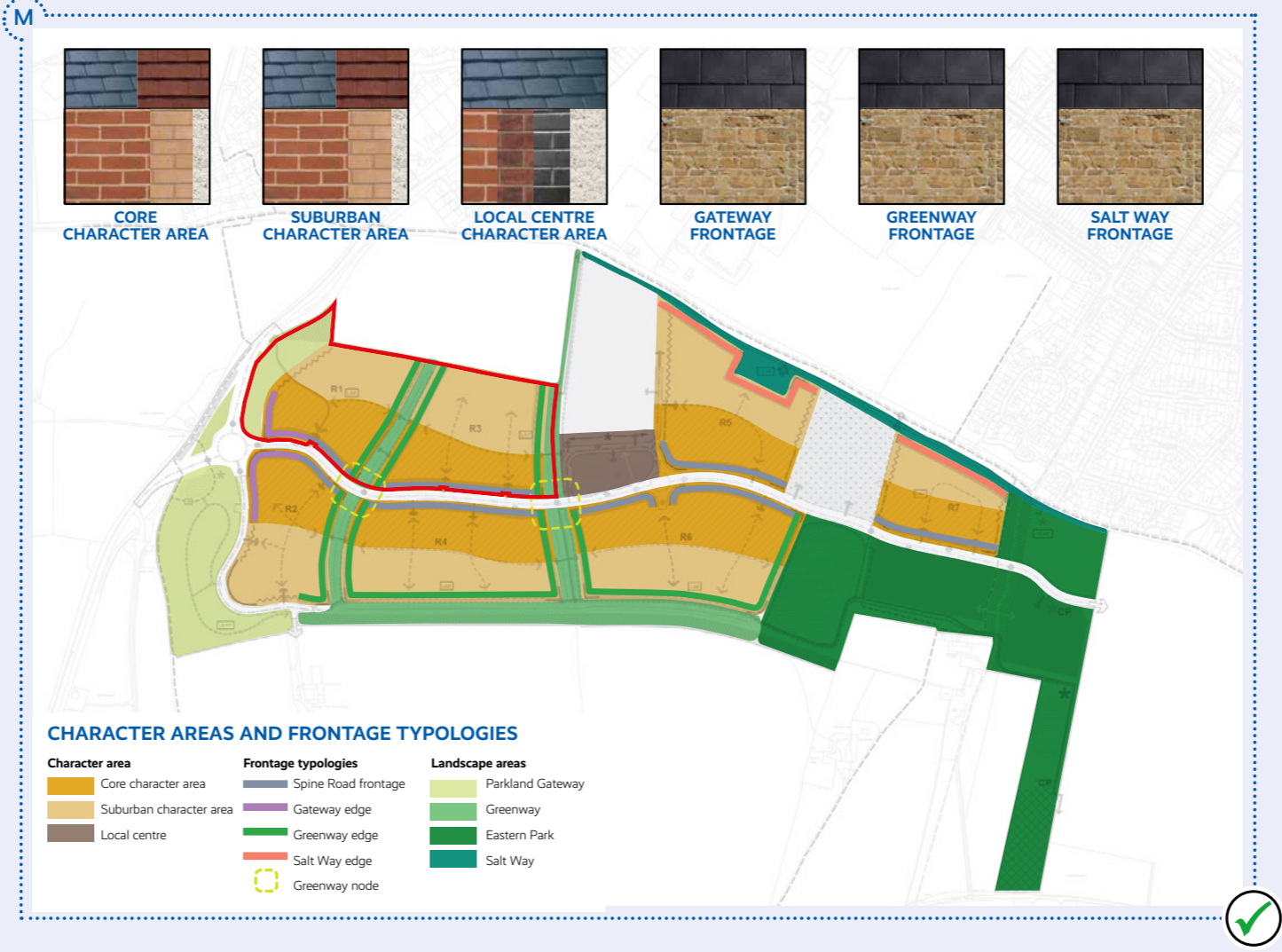
-  Swale
-  Greenways
-  Internal space
-  Interface space



PROPOSED PLACEMAKING | 1:1250

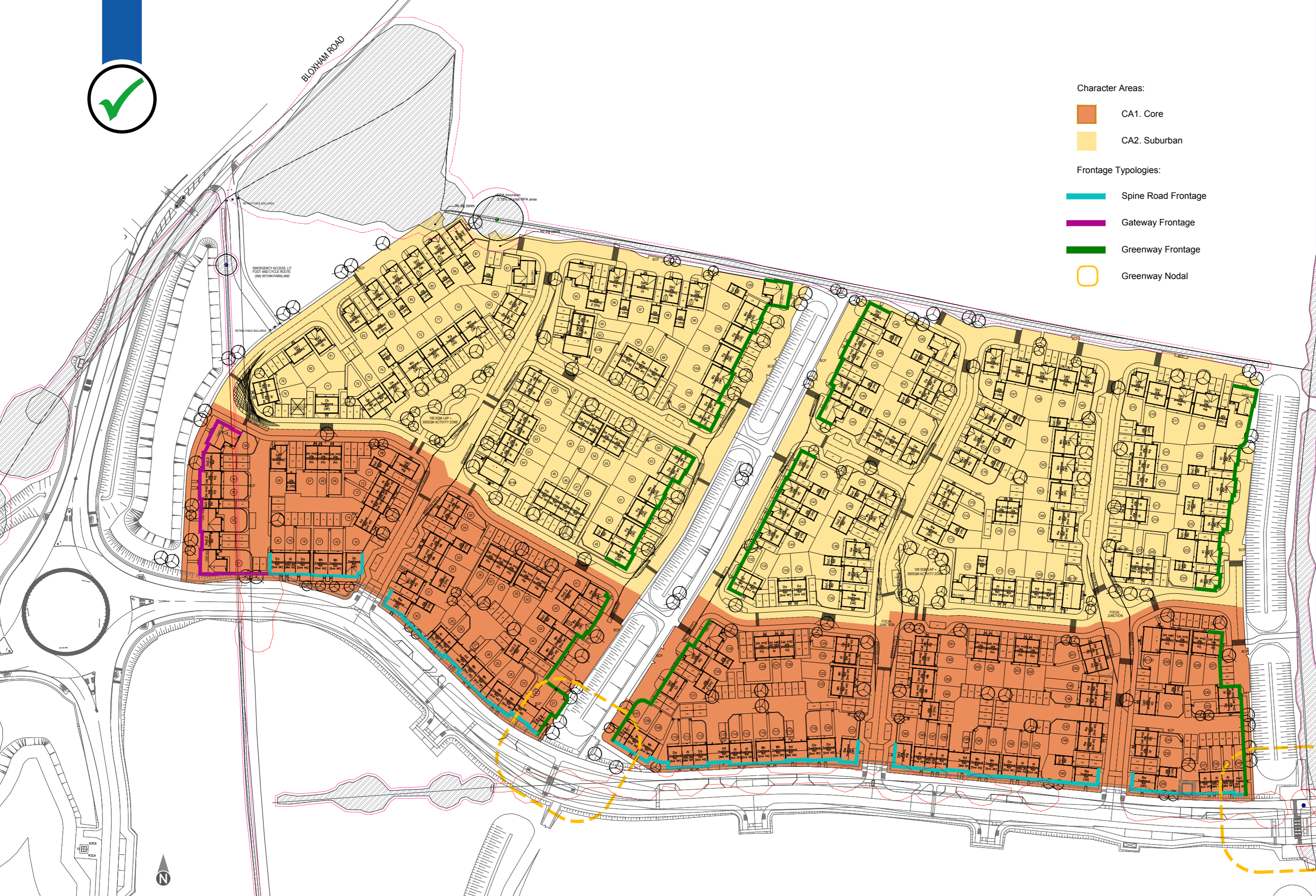
PLACEMAKING

- M**
- Core** – 60% red brick/ 30% buff brick/ 10% light coloured render. Red and grey clay plain tiles.
 - Suburban** – 60% red brick / 30% textured red brick/ 10 % light coloured render. Red and grey plain tiles.
 - Local Centre** – light red-orange / grey brick / light coloured render with grey roof tile. Façade metal work to be in dark grey colour. Materials should be of simple design and minimal palette variation.
 - Spine Road** – Predominantly red brick along eastern and western sections; Ironstone at gateway and Greenway Nodes; buff adjacent to Local Centre. Grey plain roof tiles only along spine road frontage – except where ironstone used where roof material shall be grey slate roof tile.
 - Gateway Frontage** – 100% ironstone. Grey slate roof tile.
 - Greenway Frontage** – 100% ironstone. Grey slate roof tile.
 - Salt Way Frontage** – 100% ironstone. Grey slate roof tile.



CHARACTER AREAS

- 3.52 The DPC identifies two character areas:
- Core character area
 - Suburban character area
- 3.53 The character areas parameter plan broadly splits the proposed development parcels R1 and R3 in half, with Core to the south and Suburban to the north. Within each character area more detailed frontages are identified that require a specific built form response. The specific frontage typologies within the application site include:
- Spine Road Frontage
 - Gateway Edge
 - Greenway Edge
 - Greenway Node.



- Character Areas:
- CA1. Core
 - CA2. Suburban
- Frontage Typologies:
- Spine Road Frontage
 - Gateway Frontage
 - Greenway Frontage
 - Greenway Nodal

PROPOSED CHARACTER AREAS AND FRONTAGE TYPOLOGIES | 1:1250

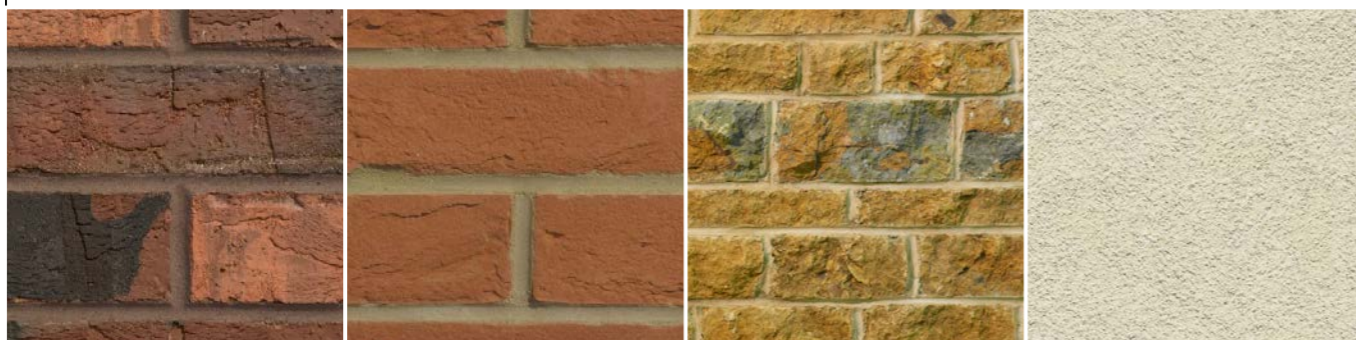
CHARACTER AREAS & FRONTAGES

MATERIALS PALETTE

3.54 To reinforce the character of each area and frontage, a specific materials palette is identified within the DPC, including red brick, buff brick, textured red brick and ironstone.

3.55 The materials chosen within the proposed development are shown below. These are applied to each character area and frontage typology in accordance with the DPC requirements.

Bricks and facades



Forterra: Woodstock Blend Forterra: Autumn Glow Natural Ironstone Alsecco Render: Colour RAL9001

Roof



Redland DuoPlain Charcoal Grey Redland DuoPlain Rustic Brown Redland Richmond 10 Black

Doors and canopies



Windows, cills and headers





BLOXHAM ROAD

EMERGENCY ACCESS LIT FOOT AND CYCLE ROUTE (SM) WITHIN PARKLAND

RETRACTABLE BOLLARDS

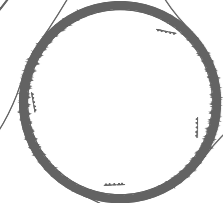
100 SQM LAP - 300SQM ACTIVITY ZONE

100 SQM LAP - 300SQM ACTIVITY ZONE

FOCAL JUNCTION

FOCAL JUNCTION

-  Facing Material - 01
(Natural Ironstone)
-  Facing Brick - 02
(Forterra Woodstock Blend)
-  Facing Brick - 03
(Forterra Autumn Glow)
-  Facing Material - 04
(Alsecco Render, Colour: RAL9001)
-  Roof Tile - 01
(Redland DuoPlain Charcoal Grey)
-  Roof Tile - 02
(Redland Richmond 10 Black)
-  Roof Tile - 03
(Redland DuoPlain Rustic Brown)
-  Chimney Location



MATERIALS DISTRIBUTION | 1:1250

Materials Distribution

CORE CHARACTER AREA

3.56 This is the most visible area of the site, providing a setting for the primary movement route through the site and the Wykham Park Farm development beyond. A series of landmarks and spaces provide a legible route that assists wayfinding.

3.57 Defined by high levels of enclosure, strong building lines and near continuous frontage, the proposed development complies with the DPC in all aspects of the mandatory fixes listed opposite.

Materials used within the character area

Bricks and facades



Forterra: Woodstock Blend

Forterra: Autumn Glow

Natural Ironstone

Alsecco Render: Colour RAL9001

Roof



Redland DuoPlain Charcoal Grey

Redland DuoPlain Rustic Brown

Redland Richmond 10 Black

M Core Area Built Form

- Generally high built form enclosure to streets and spaces.
- Roofs must be pitched with flat roofs permitted in the Local Centre only.
- Regular front garden depths/frontage set-backs (must be a minimum 1.5m).
- Buildings which terminate prominent view corridors or are located in areas where they contribute to wayfinding, such as to connections to the Greenway network, must display feature elements such as chimneys, porches, or dormer windows. Use of gable end frontages and/or corner-turning units would also be appropriate. Bespoke house types will be encouraged.
- Range of 2, 2½ and 3 storey heights.
- 2 storey buildings at the gateway, and increased building heights of 2½–3 storeys around the Local Centre, to define Greenway Nodes and for locations where built form articulation is required (see Regulatory Plan)
- Building heights up to 4 storeys at the Local Centre as part of the contemporary, higher intensity character at the heart of the development.

PROPOSED STREET SCENE



- General density of 35–40 dph, but with some variation along the spine road. Lower density approach 25–35 dph at the western gateway, rising to 35–40 dph at the Greenway Nodes and highest densities +40 at and around the Local Centre.
- Building and roof lines to be formal and regular but will include some breaks at key locations such as the Greenway Nodes and areas shown on Regulatory Plan.
- Terrace, townhouse and semi-detached predominant house types with groupings of up to 5 units.
- Marker buildings should be gable end frontages and/or corner-turning units to provide variety within the built form.
- Dormer windows and chimneys permitted throughout the character area.

Core Area Materials

- A simple palette of materials must be used with minimal variation.
- 60% red brick; 30% buff brick; 10% light coloured render.
- Red and grey clay plain tiles.
- Grey tiles and white painted door and window returns must be used on buildings fronting the spine road
- Both red and grey tiles are acceptable for areas away from the spine road.
- Ironstone and slate grey tiles at frontage along the Gateway Edge and Greenways and at Greenway Nodes
- Buff brick for buildings that front the Local Centre



Core Area Boundary Treatments:

- A hard landscaped boundary to provide a more urban and formal character, using either stone or brick wall to match house materials or metal railing (1–1.2m height) and hedging.
- Metal railing (1–1.2m in height) for boundaries fronting the spine road and primary street, except where ironstone used where boundary material must match.
- Visible rear garden boundaries must be 1.8m tall stone or brick walls to match house materials.
- Boundaries to parking courtyards must be 1.8m high
- Brick wall to match house materials.

Core Area Parking

- Up to 25 individual accesses are permitted along the spine road. Private drives are also permitted to serve groups of no more than 5 dwellings. Some visitor on-street layby parking should be provided along the spine road.
- Courtyard and on-plot parking should be provided for homes areas not accessed from the spine road – see Car Parking Typologies (page 79) for more detail.



Proposed street scene location



SUBURBAN CHARACTER AREA

3.58 This character area is less visible than the Core area with movement reduced.

3.59 Defined by a more informal arrangement, verdant character in terms of its relationship with strategic landscape and edge of site and lower building heights, the proposed development complies with the DPC in all aspects of the mandatory fixes listed opposite.

Materials used within the character area

Bricks and facades



Forterra: Woodstock Blend

Forterra: Autumn Glow

Natural Ironstone

Alsecco Render: Colour RAL9001

Roof



Redland DuoPlain Charcoal Grey

Redland DuoPlain Rustic Brown

Redland Richmond 10 Black



PROPOSED STREET SCENE

Corner-turning unit

Local Area for Play

Forterra: Autumn Glow

More varied roof tile colours

Alsecco Render

Predominantly 2-storey units

PLOT 136

PLOT 172

PLOTS 170-171

PLOTS 168-169

M

Suburban Area Built Form

- Lower built form enclosure to streets and spaces.
- Roofs must be pitched.
- Variable front garden depths/frontage set-backs (must be a minimum 1.5 m).
- Buildings which terminate prominent view corridors or are located in areas where they contribute to wayfinding, such as to connections to the Greenway network, must display feature elements such as chimneys, porches, or dormer windows. Use of gable end frontages and/or corner-turning units would also be appropriate. Bespoke house types will be encouraged.
- Mainly 2 storey building heights with some 2½ storey buildings.
- General density of 25–35 dph.
- Generally semi-detached and detached house types with some terraces of up to 5 units maximum per group.
- Dormer windows and chimneys encouraged.
- Building and roof lines to be informal and irregular.
- Terrace, townhouse and semi-detached predominant.
- House types with groupings of up to 5 units.

Suburban Area Materials

- 60% red brick; 30% textured brick; 10% light coloured render.
- Red and grey clay plain tiles.
- Ironstone and slate grey tiles at frontages along the Salt Way and Greenways



Suburban Area Boundary Treatments

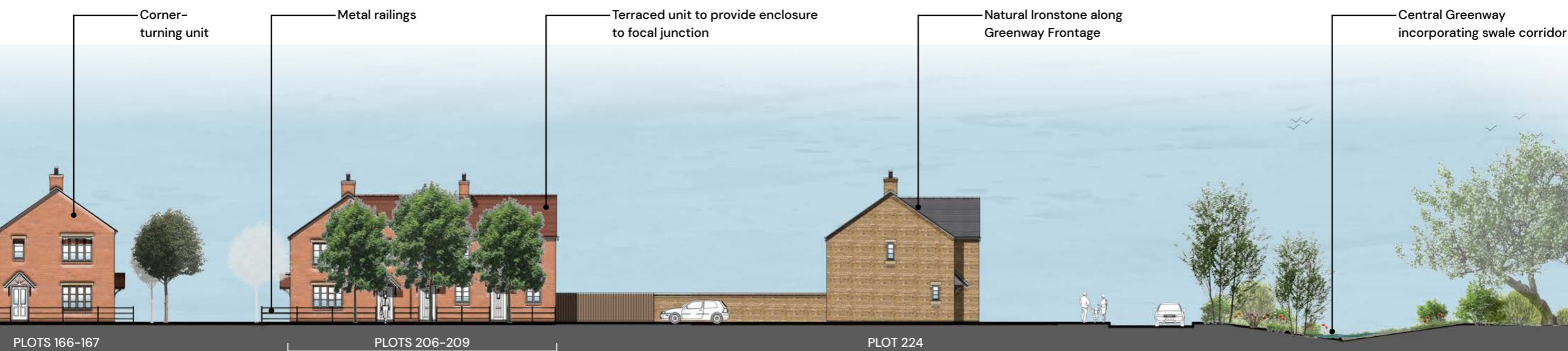
- A soft landscaped boundary to provide a greener and more informal character, using either hedging; trees; or mixed shrubs (see landscape code for indicative species palette)
- Lawn to edge for properties fronting open space
- Boundaries of back gardens which face the public realm must have 1.8m tall brick or stone wall to match house material.
- In locations with higher footfall such as fronting play areas, or adjacent to points of connectivity to Salt Way or to Greenway crossings, harder forms of boundary treatments may be more appropriate to define public and private space. Treatments could include a low wall (materials to match house) or metal railings.

Suburban Area Parking

- Inner private drives must accommodate parking off carriageway.
- Generally on-plot parking with some visitor parking on-street.
- See Car Parking Typologies (page 79) for more detail.



Proposed street scene location





Proposed 3D visualisation



Proposed street scene location



GATEWAY FRONTAGE

3.60 The Gateway Frontage

“creates the first impression of the development as the arrival point of the site” acting as an interface between the new rural edge of the settlement with the surrounding countryside.

3.61 Defined by a consistent building line and materials,

the proposed development complies with the DPC in all aspects of the mandatory fixes listed opposite.

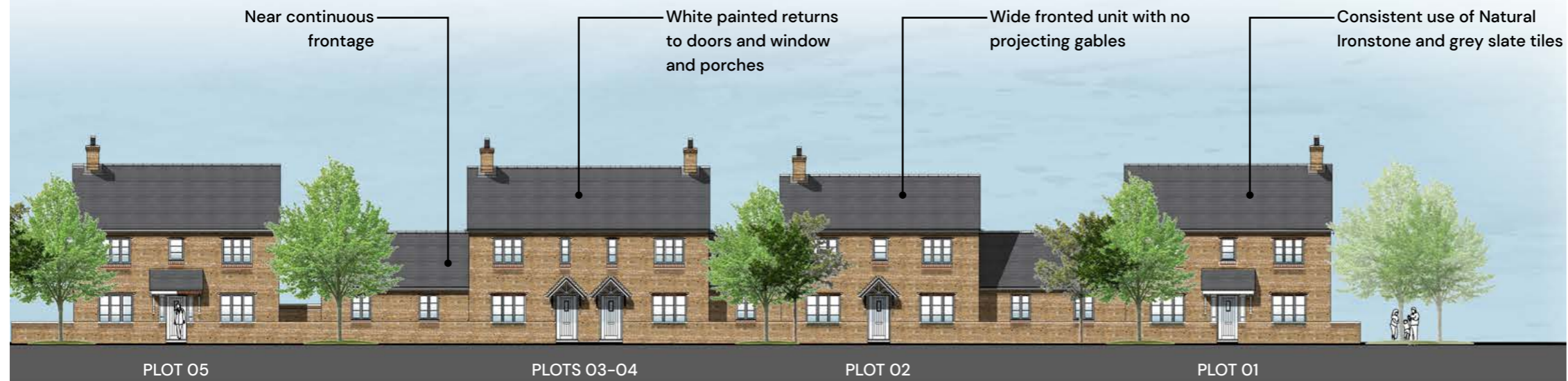
M Gateway Frontage Coding

- Buildings must be 2 storeys in height to define transition between the rural landscape and the new urban edge of Banbury and replicate frontage development at Victoria Park.
- Front garden depths/frontage set-backs must be a minimum 2m
- Layout must reflect a terraced or semi-detached ‘cottage’ arrangement facing Bloxham Road and fronting the spine road transitioning to detached facing the Parkland.
- Buildings to be simple wide fronted with no projecting front gable
- A consistent building and roof line must be provided to support creation of building “groupings”, although there can be some variation in roof and building line between groupings.
- Buildings must front and orientate towards the Parkland, spine road and re-aligned Bloxham Road.
- Front gardens must be laid to lawn or with low shrubs to contribute to a green streetscape.
- Ironstone and grey slate tiles
- Ironstone low boundary walls must be provided to front gardens. Visible rear garden boundaries must be 1.8m tall ironstone walls.
- Buildings must reference traditional features including white painted returns to window and door recess and high proportion to include porches.
- Parking must not be in front of the building line.



Proposed street scene location

PROPOSED STREET SCENE



PROPOSED 3D VISUALISATION



GREENWAY FRONTAGE

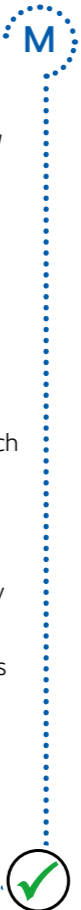
3.62 The Wykham Park Farm development contains two Greenways that run north-south linking to the rural context beyond. One runs through the centre of the site and the other along the eastern boundary.

3.63 The DPC states that

“development facing onto the Greenways must reinforce the strong visual and physical links to these linear open space features through appropriate design, siting, layout and choice of materials.”

Greenway Frontage Coding

- Within the Core Area a more formal built edge should be provided that must show consistency of building line with minimal variations. Towards the northern and southern Greenway extents variation in building and roof line should be encouraged to provide a looser built form structure to respond to the Suburban Character Area.
- Predominantly semi-detached and detached house types.
- Predominantly building heights of 2 storeys.
- Building heights could be 2½ storeys or 3 storeys (only within the Core area)
- Front garden depths/frontage set-backs must be a minimum 2m
- Opportunity for larger homes at a lower density accessed by private drives which have shared surface design qualities.
- Building must front the Greenway.
- Where side elevations front the open space these must contain windows to activate the façade and provide passive surveillance.
- Layout design must co-ordinate with adjacent residential parcels to ensure ped/cycle N-S and E-W connectivity between parcels and across Greenways (see Regulating Plan).
- Ironstone and grey slate tiles
- Visible rear garden boundaries must be 1.8m tall ironstone walls.
- Front gardens must be laid to lawn with low shrubs.
- Boundaries of back gardens which face the public realm must have 1.8m tall brick or stone wall to match house material.
- In locations with higher footfall such as fronting play areas, or adjacent to points of connectivity to greenway, harder forms of boundary treatments may be more appropriate to define public and private space. Treatments could include a low wall (materials to match house) or metal railings.



PROPOSED 3D VISUALISATION

PROPOSED STREET SCENE





4

CONCLUSIONS

OVERALL APPROACH

- 4.1 The proposed development will create housing choice and new amenity spaces for the existing and new community whilst improving public access across the site and to the wider pedestrian network.
- 4.2 The layout is founded on the best practice in urban design, community integration and sustainable development, with strong links to the wider area. It aims to create a development for the 21st Century, whilst reflecting the desirable elements of the local vernacular.
- 4.3 In this context, the development will respect the local character but also move the community towards a more sustainable future, through a significant increase in housing choice. Development will accord with the principles of high quality design and best practice to create a townscape that is varied and sympathetic to its environment. The aim must be to achieve a development with a strong identity and distinct sense of place whilst at the same time integrating with the existing community.

- 4.4 The development proposals will be achieved in the following way:
- The creation of a high-quality development of new affordable homes in Banbury that integrate within the existing settlement;
 - Providing a development that is well connected, readily understood and easily navigated;
 - The creation of a landscape strategy that responds to the local area, provides a visual enhancement and encourages biodiversity;
 - Provide dwellings with an architectural style that is distinctive, simply detailed, and sympathetic to the local vernacular; and
 - Promoting the objectives of sustainable development through layout and design.

CONCLUSION

- 4.5 The Reserved Matters submission provides a sensitively designed development which complies with the requirements of the Wykham Park Farm Design Parameter Code.

SUBURBAN CHARACTER AREA

CHARACTER

- Lower built form enclosure to streets and spaces.
- Roofs must be pitched with variation in the roofscape.
- Building and roof lines to be informal and irregular.
- Mainly 2 storey building heights with some 2.5 storey dwellings.
- Generally semi-detached and detached dwellings.
- Lower density development with general densities of 25-35 DPH.
- Key buildings to provide way finding opportunities to the greenway network.

PARKING TYPOLOGY

- Use of on-street parking for unallocated parking.
- Use of on-plot gargaing
- Use of on-plot hard standing.
- Use of rear parking courtyards to reduce car dominance on the street scene.



GREENWAY FRONTAGE

CHARACTER

- Predominantly semi-detached and detached units.
- Building frontages must front the Greenway.
- side elevations must contain windows to activate the facade and provide passive surveillance.
- Predominantly 2 storey building heights [2.5 / 3 storey in core area]
- Consistency of building line with minimal variations. Towards the northern greenway extent variations in build and roof line should be encouraged

PARKING TYPOLOGY

- Use of on-plot garaging for larger units
- Use of on-plot hard standing to provide a variation in parking typologies.



CORE CHARACTER AREA

CHARACTER

- Generally high built form enclosure to streets and spaces.
- Regular front garden depths.
- key focal buildings with enhanced elevational features to terminate key viewing corridors.
- A wide range of 2, 2.5 and 3 storey heights.
- Generally higher density of 35-40 DPH with the highest densities around the Local centre and Spine road.
- Predominantly terrace, semi-detached and townhousing.
- Marker buildings to be gable end frontages and /or corner turning units to provide variety to the built form.

PARKING TYPOLOGY

- Use of on-street parking along the Spine road frontage
- Use of on-plot hard standing to provide a variation in parking typologies.
- Use of rear parking courtyards



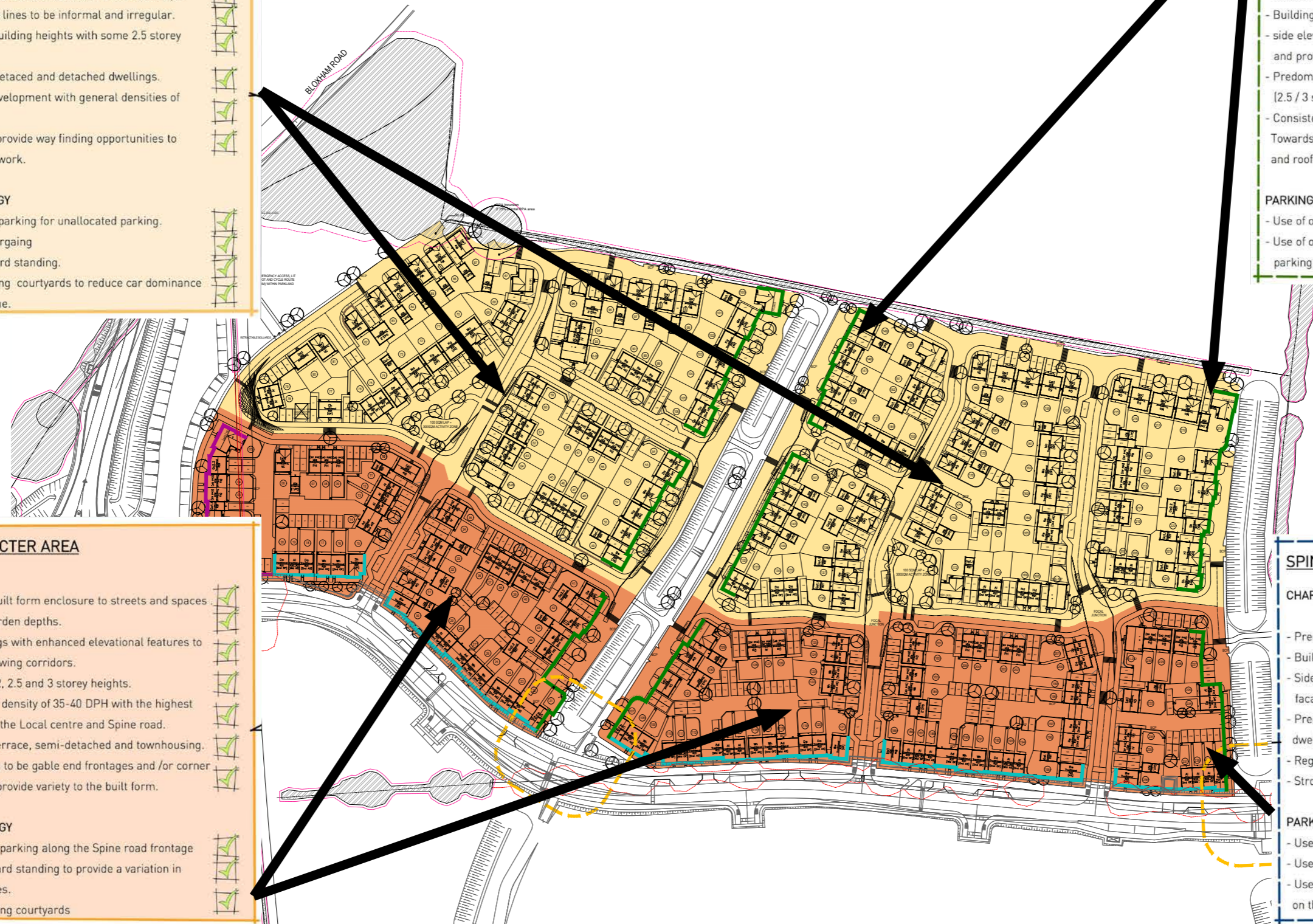
SPINE ROAD FRONTAGE

CHARACTER

- Predominantly semi-detached and terrace units.
- Building frontages must face the Spine road.
- Side elevations must contain windows to activate the facade and provide passive surveillance.
- Predominantly 2-2.5 storey building heights with 3 storey dwellings around key nodal points.
- Regular front garden spaces (minimum of 1.5m).
- Strong buildline with minimal breaks in frontage.

PARKING TYPOLOGY

- Use of on-street parking for unallocated parking.
- Use of on-plot hard standing.
- Use of rear parking courtyards to reduce car dominance on the street scene.



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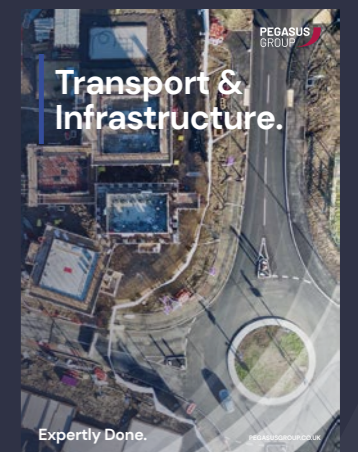
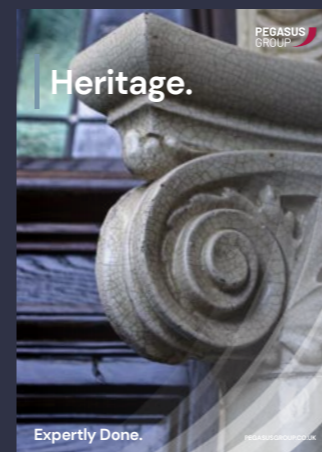
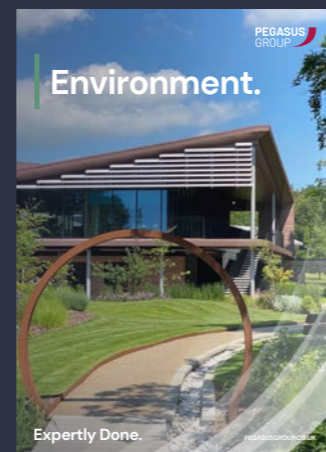
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