

## Appendix 11.2: Landscape Heritage Assessment Summary

OA Ref.	Description	Nature of Impact	Description of Change	Impact	Significance	Adverse Environmental Effect
<b>OA1 CHARACTER AREA 1: SPORTS FIELDS AND LARGE BUILDINGS</b>						
OA1	Sport Fields and Large Buildings	Direct Primary Impact	Proposed demolition of all structures and loss/ partial redevelopment of Character Area	Major	Low	Slight
OA1	Sport Fields and Large Buildings	Impacts on setting from changes inside OA1	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	Negligible	Low	Negligible
OA1	Sport Fields and Large Buildings	Impacts on setting from changes outside OA1	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	Negligible	Low	Negligible
<b>OA1A Character Area 1A: Sports Fields</b>						
OA1A.1	Gym	Direct Primary Impact	Proposed demolition of all structures	Major	Low	Slight
OA1A	Sports Fields	Impacts on setting from changes inside OA1A	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	Negligible	Low	Negligible
OA1A	Sports Fields	Impacts on setting from changes outside OA1A	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	Negligible	Low	Negligible
<b>OA1B Character Area 1B: Superstore/ Hospital</b>						
OA1B.1 & OA1B.2	Superstore/ Hospital	Direct Primary Impact	Proposed demolition of all structures	Major	Low	Slight
OA1B	Superstore/ Hospital	Impacts on setting from changes inside OA1B	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	Negligible	Low	Negligible
OA1B	Superstore/ Hospital	Impacts on setting from changes inside OA1B	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	Negligible	Low	Negligible
<b>OA2 CHARACTER AREA 2: SOUTH RESIDENTIAL AREA</b>						
OA2	South Residential	Direct Primary Impact	Limited demolition and redevelopment	Moderate	Low	Negligible
OA2	South Residential	Impacts on setting from changes inside OA2	Limited demolition within Character Area OA2, and construction of further residential housing	Moderate	Low	Negligible

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OA2	South Residential	Impacts on setting from changes outside OA2	Change in character of Character Area 2 as result of demolition and new build surrounding Character Area OA2	Moderate	Low	Negligible
<b>OA2A Character Area 2A: South Bungalows</b>						
OA2A	South Bungalows	Direct Primary Impact	Demolition of one bungalow	Minor	Low	Negligible
OA2A	South Bungalows	Impacts on setting from changes inside OA2A	Very limited demolition within Character Area	Negligible	Low	Negligible
OA2A	South Bungalows	Impacts on setting from changes outside OA2A	Very limited demolition and new build in areas surrounding Character Area OA2A	Negligible	Low	Negligible
<b>OA2B Character Area 2B: Mixed Use Area</b>						
OA2B.4 & OA2B.5	Grocery Store/ Laundrette & Residential structure	Direct Primary Impact	Proposed demolition, in addition to demolition of negligible structures throughout the Character Area	Major	Low	Slight
OA2B	Mixed Use Area	Impacts on setting from changes inside OA2B	Proposed redevelopment of Character Area, and substantial change in setting of retained structures	Moderate	Low	Negligible
OA2B.1-OA2.3	Chapel, Chapel Support & Married Officers Quarters	Impacts on setting from changes inside OA2B	Proposed redevelopment of Character Area, and substantial change in setting of retained structures	Moderate	Low	Negligible
OA2B	Mixed Use Area	Impacts on setting from changes outside OA2B	Surrounding redevelopment within adjacent areas	Major	Low	Slight
OA2B.1-OA2.3	Chapel, Chapel Support & Married Officers Quarters	Impacts on setting from changes outside OA2B	Surrounding redevelopment within adjacent areas	Major	Low	Slight
<b>OA2C Character Area 2C: Semi Detached Houses</b>						
OA2C	Semi Detached Houses	Direct Primary Impact	No demolition or redevelopment proposed	Negligible	Low	Negligible
OA2C	Semi Detached Houses	Impacts on setting from changes inside OA2C	No demolition or new build proposed	Negligible	Low	Negligible
OA2C	Semi Detached Houses	Impacts on setting from changes outside OA2C	Proposed demolition of structures and redevelopment in adjacent Character Areas	Minor	Low	Negligible
<b>OA2D Character Area 2D: Carswell Circle North</b>						
OA2D	Carswell Circle North	Direct Primary Impact	There is no proposed demolition or construction within the Character Area	Negligible	Moderate	Negligible
OA2D	Carswell Circle North	Impacts on setting from changes inside OA2D	There is no proposed demolition or construction within the Character Area	Negligible	Moderate	Negligible

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OA2D	Carswell Circle North	Impacts on setting from changes outside OA2D	Proposed demolition and redevelopment of area to east (OA3)	Minor	Moderate	Negligible
<b>OA2E Character Area 2E: Carswell Circle South</b>						
OA2E	Carswell Circle South	Direct Primary Impact	There is no proposed demolition or construction within the Character Area	Negligible	Low	Negligible
OA2E	Carswell Circle South	Impacts on setting from changes inside OA2E	There is no proposed demolition or construction within the Character Area	Negligible	Low	Negligible
OA2E	Carswell Circle South	Impacts on setting from changes outside OA2E	Proposed demolition and redevelopment of area to east (OA3)	Negligible	Low	Negligible
<b>OA3 CHARACTER AREA 3: BARRACKS AND INSTITUTIONS</b>						
OA3	Barracks and Institutions	Direct Primary Impact	Substantial demolition proposed and redevelopment of Character Area with the exception of the Sergeants Mess (OA3B.2), Institute (OA12B.3), Barrack Block Type B and the Dining Room and Institute (OA3D.1)	Major	Low	Slight
OA3A.1	Single Sergeant's Quarters	Impacts on setting from changes inside OA3	Change in setting through proposed demolition and redevelopment within OA3	Major	Low	Slight
OA3B.1 & OA3B.2	Sergeants Mess & Institute & Barrack Block Type B	Impacts on setting from changes inside OA3	Change in setting through proposed demolition and redevelopment within OA3	Major	Medium	Moderate
OA3A.1	Single Sergeant's Quarters	Impacts on setting from changes outside OA3	Change in setting through proposed demolition and redevelopment surrounding OA3	Moderate	Low	Negligible
OA3B.1, OA3B.2, OA3B.6	Sergeants Mess & Institute & Barrack Block Type B	Impacts on setting from changes outside OA3	Change in setting through proposed redevelopment within OA3	Moderate	Medium	Moderate
<b>OA3A Character Area 3A: Store/ Petrol Station</b>						
OA3A, OA3A.1, OA3A.2 & OA3A.3	Single Sergeants' Quarters, Store & Petrol Station	Direct Primary Impact	Proposed demolition structures and redevelopment of Character Area	Major	Low	Slight
OA3 & OA3A.1, OA3A.2, OA3A.3	Store/ Petrol Station & Single Sergeant's Quarters	Impacts on setting from changes inside OA3A	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	Negligible	Low	Negligible
OA3A, OA3A.1, OA3A.2, OA3A.3	Store/ Petrol Station & Single Sergeant's Quarters	Impacts on setting from changes outside OA3A	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	Negligible	Low	Negligible

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OA3B Character Area 3B: Parade Ground Buildings						
OA3B.4, OA3B.5, and OA3B.7 & OA3B.8	Ration Shop & Barrack Block Type C, Central Heating Station & Recreation Centre	Direct Primary Impact	Proposed demolition and redevelopment of Character Area	Major	Low	Slight
OA3B.3	Dining Room and Cookhouse	Direct Primary Impact	Proposed demolition and redevelopment of Character Area	Major	Medium	Moderate
OA3B.1, OA3B.2, OA3B.6	Sergeants Mess, Institute and Barrack Block Type B	Impacts on setting from changes inside OA3B	Proposed demolition within Character Area OA3B resulting in significant reduction in setting of retained structures	Major	Medium	Moderate
OA3B.1 & OA3B.2	Sergeants Mess & Institute	Impacts on setting from changes outside OA3B	Proposed demolition in surrounding landscape, in particular Character Area OA5 (Technical Area)	Minor	Medium	Negligible
OA3B.1 & OA3B.2 & OA3B.6	Sergeants Mess, Institute and Barrack Block Type B	Impacts on setting from changes outside OA3B	Proposed demolition in surrounding landscape, in particular the landscape to the south (OA3C & OA3D)	Moderate	Medium	Slight
OA3B.1 & OA3B.2	Sergeants Mess & Institute	Impacts on setting from changes outside OA3B	Proposed demolition in landscape of the west (OA3A)	Negligible	Medium	Negligible
OA3C Character Area 3C: West Barracks						
OA3C	West Barracks	Direct Primary Impact	Proposed demolition of all structures and redevelopment of Character Area	Major	Low	Slight
OA3C	West Barracks	Impacts on setting from changes inside OA3C	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	Negligible	Low	Negligible
OA3C	West Barracks	Impacts on setting from changes outside OA3C	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	Negligible	Low	Negligible
OA3D Character Area 12D: 1930s Area						
OA3D	1930s Area	Direct Primary Impact	Proposed demolition of most structures and redevelopment of Character Area	Major	Low	Slight
OA3D.1 & OA3D.2	Dining Room and	Direct Primary Impact	Proposed demolition of OA3D2; partial	Major	Medium	Moderate

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	Institute & H Barrack Blocks		demolition of OA3D1.			
OA3D.1	Dining Room and Institute	Impacts on setting from changes inside OA3D	Impacts on setting of retained part of building	Major	Medium	Moderate
OA3D.1	Dining Room and Institute	Impacts on setting from changes outside OA3D	Impacts on setting of retained part of building	Major	Medium	Moderate
<b>OA4 CHARACTER AREA 4: EAST HUTS</b>						
OA4	East huts	Direct Primary Impact	Proposed demolition of structures and redevelopment of area	Major	Low	Negligible
OA4	East huts	Impacts on setting from changes inside OA4	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	Negligible	Low	Negligible
OA4	East huts	Impacts on setting from changes outside OA4	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	Negligible	Low	Negligible
<b>OA5 CHARACTER AREA 5: TECHNICAL AREA</b>						
OA5	Technical Area	Direct Primary Impact	Proposed demolition of some structures and partial development of Character Area	Moderate	Medium	Slight
OA5	Technical Area	Impacts on setting from changes inside OA5	Change in setting of retained structures and Character Areas (particularly 5E and 5D) as a result of proposed demolition and redevelopment	Moderate	Medium	Slight
OA5	Technical Area	Impacts on setting from changes outside OA5	Change in setting of retained structures and Character Areas as a result of proposed demolition and redevelopment	Minor	Medium	Negligible
<b>OA5A Character Area 5A: Aircraft Sheds</b>						
OA5A.2	Main Workshop	Direct Primary Impact	Proposed demolition of various minor structures	Major	Low	Slight
OA5A.3	Night flying equipment store	Impacts on setting from changes inside OA5A	Proposed demolition within Character Area	Minor	Low	Negligible
OA5A & OA5A.1	Aircraft Sheds	Impacts on setting from changes inside OA5A	Proposed demolition within Character Area 5A	Minor	Medium	Negligible
OA5A.4	Battle Command Centre	Impacts on setting from changes inside OA5A	Proposed demolition and construction within Character Area 5	Minor	High	Slight

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OA5A & OA5A.1	Aircraft Sheds	Impacts on setting from changes outside OA5A	Change in setting of the Aircraft Sheds and Character Area 14C	Minor	Medium	Negligible
OA5A.5	Night flying equipment store	Impacts on setting from changes outside OA5A	Change in setting from development outside area	Minor	Low	Negligible
OA5A.4	Battle Command Centre	Impacts on setting from changes outside OA5A	Proposed demolition and construction within Character Areas 5B	Minor	High	Slight
OA5A.4	Battle Command Centre	Impacts on setting from changes outside OA14A	Proposed demolition and construction within area to south of Cold War landscape	Negligible	High	Negligible
<b>OA5B Character Area 5B: Service Area</b>						
OA5B.3 - OA5B.5 and OA5B.7	Mortar Transport Shed, Main Church and Store, Works Service & Power House Building	Direct Primary Impact	Extensive demolition	Major	Low	Slight
OA5B	Service Area	Impacts on setting from changes inside OA5B	Proposed demolition of the majority of structures and substantial redevelopment within the Area	Major	Low	Slight
OA5B.2	Hardened Telephone Exchange	Impacts on setting from changes inside OA5B	Proposed demolition and construction within Character Areas 5B	Minor	High	Slight
OA5B.1	Armoury & Lecture	Impacts on setting from changes inside OA5B	Proposed demolition and construction within Character Areas 5B	Minor	Medium	Negligible
OA5B.6	Canal Boat Workshop	Impacts on setting from changes inside OA5B	Proposed demolition and construction within Character Areas 5B	Moderate	Medium	Slight
OA5B.2	Hardened Telephone Exchange	Impacts on setting from changes outside OA5B	Proposed demolition and construction within adjacent areas	Negligible	High	Negligible
OA5B.1	Armoury & Lecture	Impacts on setting from changes outside OA5B	Proposed demolition and construction within adjacent areas	Negligible	Medium	Negligible
OA5B.6	Canal Boat Workshop	Impacts on setting from changes outside OA5B	Proposed demolition and construction within adjacent areas	Minor	Low	Negligible
<b>OA5C Character Area 5C: Copse and Open Ground</b>						

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OA5C	Copse and Open Ground	Direct Primary Impact	Proposed demolition of minor structures and use of area for business.	Minor	Low	Negligible
OA5C	Copse and Open Ground	Impacts on setting from changes inside OA5C	Continued use of the area for commercial purposes. Construction of buildings up to 16 m and demolition of insubstantial structures.	Minor	Low	Negligible
OA5C	Copse and Open Ground	Impacts on setting from changes outside OA5C	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	Moderate	Low	Negligible
<b>OA5D Character Area 5D: Post-War Open Landscape</b>						
OA5D.3	Commissionary	Direct Primary Impact	Proposed demolition	Major	Low	Slight
OA5D.1	Innovations Centre	Impacts on setting from changes inside OA5D	Change in setting of building as a result of proposed demolition and construction within northern half of Character Area 5D	Negligible	Low	Negligible
OA5D.2 and OA5D	Accommodation Block and Post-War Open Landscape	Impacts on setting from changes inside OA5D	Change in setting of building and area as a result of proposed demolition within northern half of Character Area 5D	Minor	Low	Negligible
OA5D.1 and OA5D.2	Innovations Centre and Accommodation Block	Impacts on setting from changes outside OA5D	Change in setting of building and area as a result of proposed demolition within Character Area 5B	Moderate	Low	Negligible
OA5D	Post-War Open Landscape	Impacts on setting from changes outside OA5D	Change in setting of building and area as a result of proposed demolition within wider site.	Negligible	Low	Negligible
<b>OA5E Character Area 5E: 1920s Core</b>						
OA5E.1	Crew Briefing Hut	Direct Primary Impact	Demolition	Major	Low	Slight
OA5E and OA5E.2 - OA5E.4	1920s Core, station officers, guardhouse, Officers Mess and single officers quarters	Impacts on setting from changes inside OA5E	Proposed construction of new build within the area and limited demolition (OA5E.1).	Minor	Medium	Negligible
OA5E and OA5E.2 - OA5E.4	1920s Core, station officers, guardhouse, Officers Mess and single officers quarters	Impacts on setting from changes outside OA5E	Proposed demolition and development particularly within OA5B	Moderate	Medium	Slight
<b>OA6 CHARACTER AREA 6: NORTH RESIDENTIAL AREA</b>						

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OA6.1	North Residential Area	Direct Primary Impact	No demolition proposed	Negligible	Low	Negligible
OA6	North Residential Area	Impacts on setting from changes inside OA6	Change in setting as a result of changes within Character Area OA6.	Negligible	Low	Negligible
OA6	North Residential Area	Impacts on setting from changes outside OA6	Change in setting as a result of redevelopment outside OA6	Negligible	Low	Negligible
<b>OA6A Character Area 6A: Officers Housing</b>						
OA6A	Officers Housing	Direct Primary Impact	No demolition proposed	Negligible	Medium	Negligible
OA6A	Officers Housing	Impacts on setting from changes inside OA6A	None	Negligible	Medium	Negligible
OA6A	Officers Housing	Impacts on setting from changes outside OA6A	None	Negligible	Medium	Negligible
<b>OA6B Character Area 6B: North Bungalows</b>						
OA6B.1	Bungalows	Direct Primary Impact	No demolition is proposed	Negligible	Low	Negligible
OA6B	North Bungalows	Impacts on setting from changes inside OA6B	None	Negligible	Low	Negligible
OA6B	North Bungalows	Impacts on setting from changes outside OA6B	Development to west of Character Area 6B, within Character Area 5D	Negligible	Low	Negligible

<b>Overall BENEFICIAL EFFECTS</b>						
Para. 11.261	The provision of visitor information within the Heritage Centre and around the site, together with increased access to heritage features	<b>Beneficial effect</b>				
Para. 11.264	Retention of key historic buildings and historic open spaces such as Parade Ground will sustain historic interest of the site	<b>Beneficial effect</b>				
Para 11.279	The study and investigation of historic buildings, and the increased availability of information about the history of the site in the public domain	<b>Beneficial effect</b>				
Para 11.289	Results of programme of investigation would increase the understanding of modern military history on the Site, and this would be disseminated to a public audience. Both this, and the proposed heritage centre, open days and better site access will make the heritage of Upper Heyford more accessible to many.	<b>Significant beneficial effect</b> of the development proposals overall.				

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