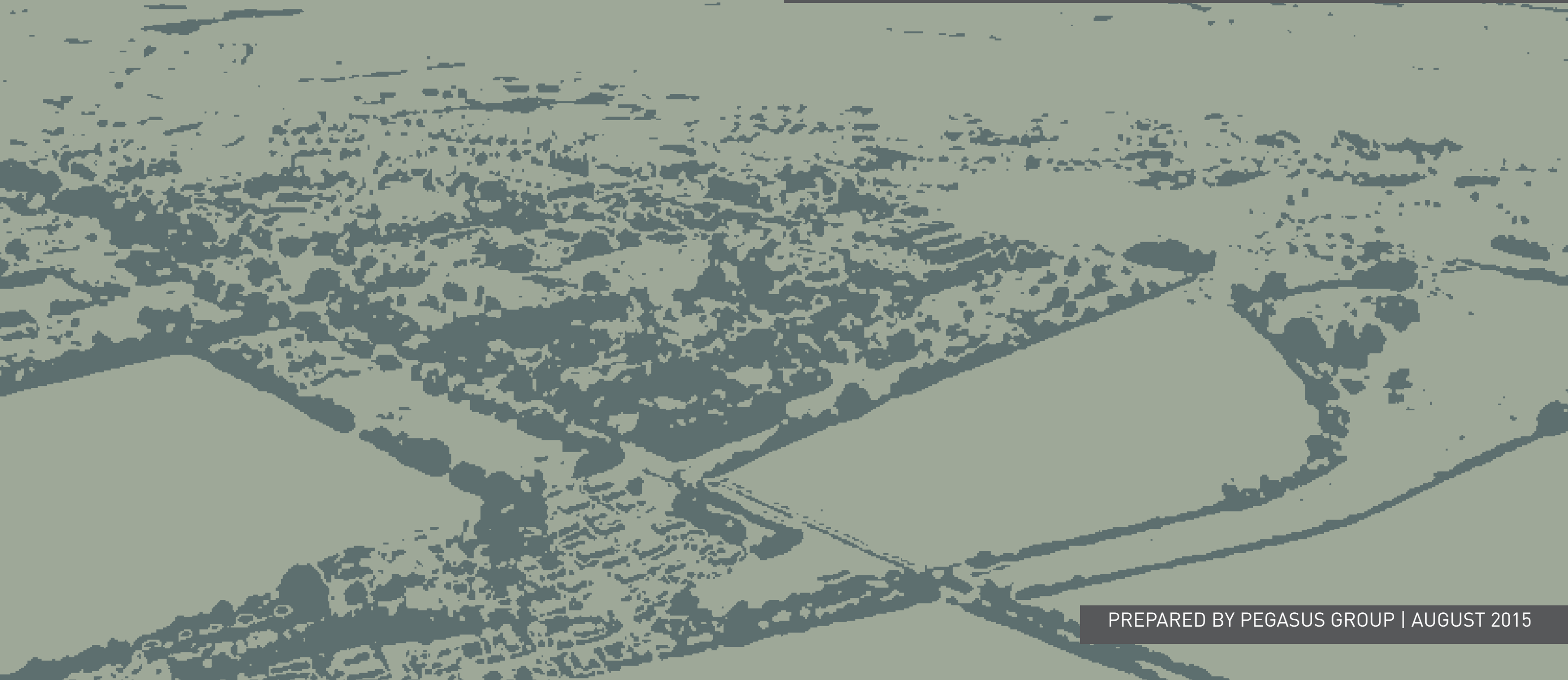


HEYFORD PARK

PARCEL B6 & B2B AREA REPLAN

PEGASUS B.0285_100 DESIGN STATEMENT



PREPARED BY PEGASUS GROUP | AUGUST 2015

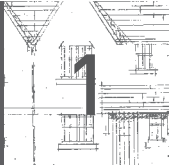

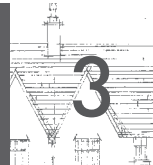
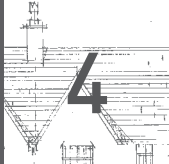



THE VISION

“THE GOVERNMENT ATTACHES GREAT IMPORTANCE TO THE DESIGN OF THE BUILT ENVIRONMENT. GOOD DESIGN IS A KEY ASPECT OF SUSTAINABLE DEVELOPMENT, IS INDIVISIBLE FROM GOOD PLANNING, AND SHOULD CONTRIBUTE POSITIVELY TO MAKING PLACES BETTER FOR PEOPLE.”

(PARA. 56 & 57, NPPF 2012).

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August 2015 Project code B.0285
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1. INTRODUCTION AND PURPOSE

INTRODUCTION AND PURPOSE OF THE STATEMENT

- 1.1 This Design Statement has been prepared by Pegasus Urban Design on behalf of Bovis Homes to support a planning application for the erection of 44 dwellings south of Camp Road in Heyford Park.
- 1.2 This application corresponds to planning permission ref: 10/01642/OUT of December 2011.
- 1.3 The Design Statement explains how a considered idea and proposal for 44 dwellings has been reached and identifies a detailed layout for the new buildings which are contextually appropriate and part of the sustainable long term solutions for a successful community as part of the wider redevelopment of Heyford Park.
- 1.4 The former RAF Upper Heyford airbase, now known as Heyford Park, has a distinct character which reflects its unique military heritage and which is also reflected in the variety of its buildings, neighbourhoods, and the distinctive layout of its core areas.
- 1.5 This statement should be read in conjunction with the other supporting documents also submitted with the planning application. Reference should also be made to the outline application DAS and subsequent Design Code.
- 1.6 Reference should also be made to the approved planning application for parcels B1, B2A and B2B, as highlighted on the site location plan for information on how this parcel will integrate with the previous phases.



SITE LOCATION PLAN

CONSERVATION AREA

- 2.1 The former RAF Upper Heyford airbase as a whole is designated as a Conservation Area, reflecting the key role that the airbase played in the Cold War years, and the distinctive architecture and layouts which arose from that use. The Trident layout at the centre of Heyford Park and the Parade Ground just south of Camp Road are just two of the significant elements of the original plans, and represent military and airfield layouts typical of their era.
- 2.2 The application site, whilst within the conservation area, is not in the aforementioned significant areas. In terms of historic character the site is relatively well set back, and the site currently consists an open land use.

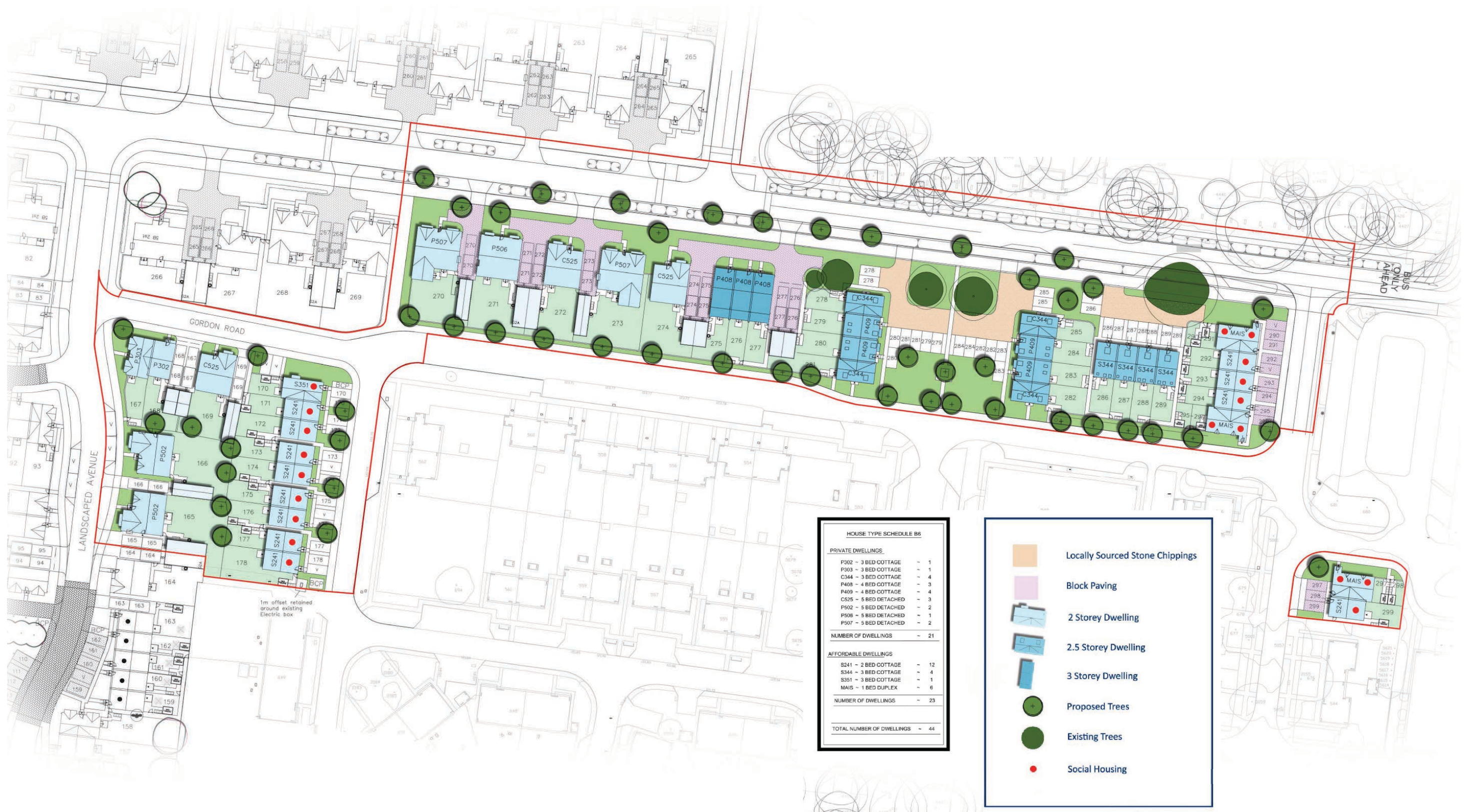
THE APPLICATION

- 2.3 The application is for 44 dwellings with associated parking, access road and landscaping.



TYPICAL VIEWS OF HEYFORD PARK

3. SITE LAYOUT



4 . DESIGN PROPOSALS

USE AND AMOUNT

- 4.1 The site layout opposite shows the proposed development. The site area is 1.43ha and comprises a residential development of 44 dwellings.
- 4.2 The development includes 6 x 5 bedroom detached dwellings, 9 x 4 bedroom detached, semi-detached and terraced dwellings, 11 x 3 bedroom semi-detached and terraced dwellings, 12 x 2 bedroom terraced and semi-detached dwellings and 6 x 1 bedroom maisonettes.
- 4.3 An element of affordable housing has been provided, distributed in small clusters across the layout. The breakdown of affordable housing is displayed on the site layout drawing.

ACCESS

- 4.4 The site layout shows the distribution of residential dwellings and the proposed structure for movement within the development.
- 4.5 Dwellings that front Camp Road will be directly accessed from the road via private drives and landscaped parking courts with the ability to turn the car and exit in forward gear.
- 4.6 It is proposed that the west of Gordon Road will be upgraded to provide a second vehicular access into the site via the approved road 'Landscaped Avenue' in parcel B2B leading onto an existing road (Eady Road).
- 4.7 Dwellings that front Eady Road, Landscaped Avenue and Dow Street will be accessed directly from the road.

LAYOUT

- 4.8 Large detached dwellings that front Camp Road are set back from the kerb to accommodate a tree lined avenue. Wherever possible generous set backs are provided to create small pockets of open space.
- 4.9 A landscaped square at the centre of the site forms a focal space to the scheme, with existing trees retained. Buildings are set back to form the space with double fronted units turning corners where possible.
- 4.10 Semi detached and terraced dwellings fronting onto Eady Road and Dow Street are set back to allow for parking to the front of properties with occasional spaces for tree planting.
- 4.11 Dwellings fronting the bus route (Landscaped Avenue) are set back from the carriageway to accommodate a tree lined avenue, with direct access to dwellings.
- 4.12 The properties have been designed and orientated to avoid overlooking of any adjacent or proposed dwellings.

SITE LAYOUT REV. F



4.13 The site layout to the left (Rev. F) demonstrates an earlier version (June 2014) of the scheme, however, following discussions with Cherwell District Council a number of issues were raised with the scheme, they included:

- Large rear parking courts for the properties fronting Camp Road had no sense of place or character.
- A number of existing trees along Camp Road, including T39 were not retained as part of the proposals.
- A lack of pedestrian movement through the parcel to connect Camp Road and Gordon Road.
- Dwellings should look to front both Camp Road and Gordon Road where possible.
- FOGs in rear parking courts to be designed out.

4.14 The site layout to the right (Rev. G) was presented to Cherwell District Council as part of a pre-application meeting on the 28th May 2015. It was noted that although the layout was an improvement on Rev. F addressing a number of the comments raised, further changes were still required. They included:

- T39 must be retained.
- A further pedestrian link to be proposed connecting Camp Road and Gordon Road.
- Increase the amount of landscaping around the parking courts.

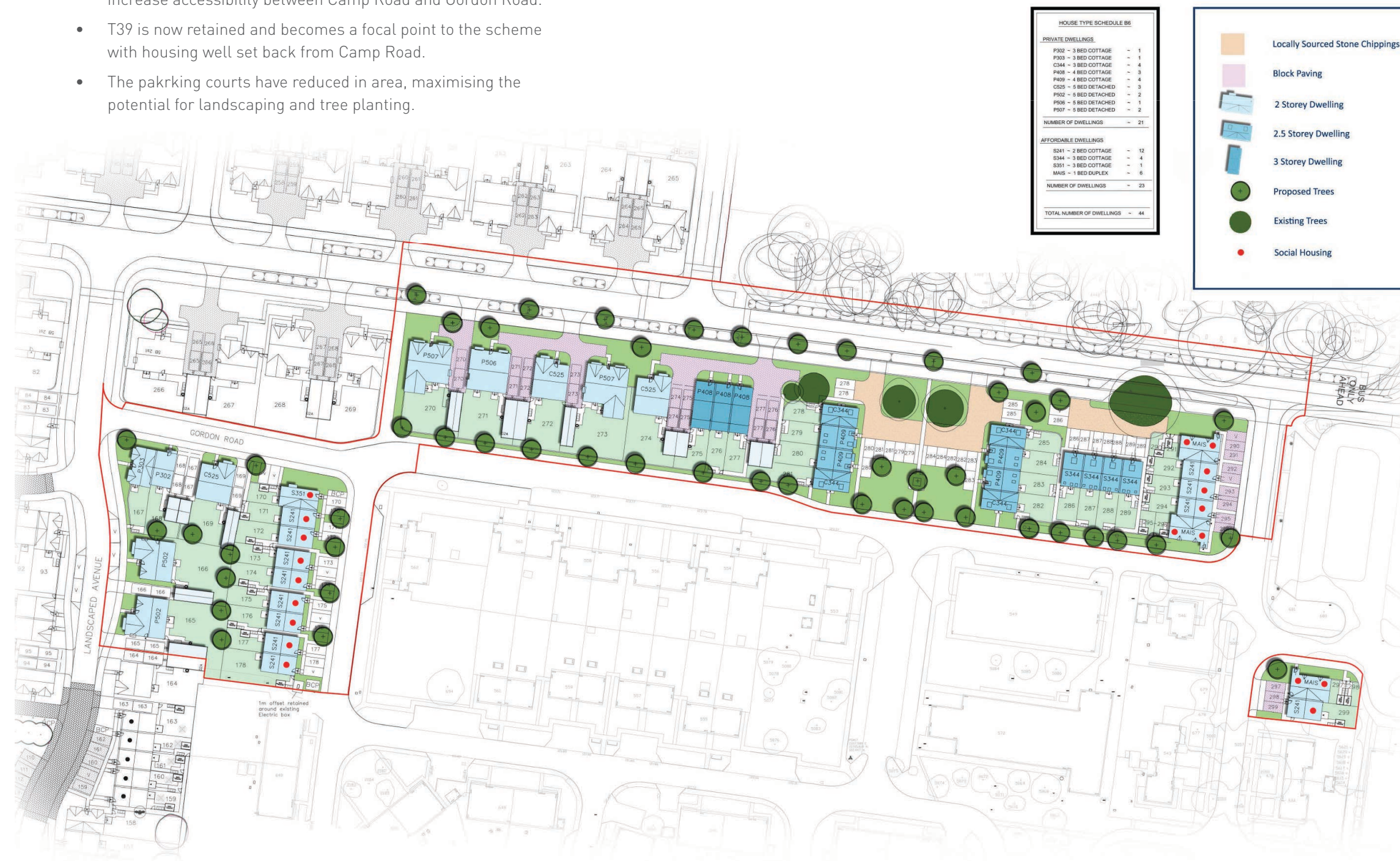


SITE LAYOUT REV. G

4.15 The plan below shows the final site layout (UPP/02/201A).

Following the pre-application meeting on 28th May 2015, the comments raised were addressed as illustrated below:

- A pedestrian link was included between plots 269 and 270 to increase accessibility between Camp Road and Gordon Road.
- T39 is now retained and becomes a focal point to the scheme with housing well set back from Camp Road.
- The parking courts have reduced in area, maximising the potential for landscaping and tree planting.



SITE LAYOUT UPP/02/201A

CHARACTER AREAS





- CHARACTER AREAS:**
- **CHARACTER AREA CA1: CAMP ROAD**
DWELLINGS DESIGNED IN ACCORDANCE WITH "OFFICERS' HOUSING" MODEL.
 - **CHARACTER AREA CA2: VILLAGE CENTRE**
HIGH/MEDIUM DENSITY HOUSING GENERALLY FACING CAMP ROAD IN SHORT TERRACES, PROVIDING A TRANSITION BETWEEN GREATER MASSING OF THE VILLAGE CENTRE AND THE LOWER DENSITY CAMP ROAD.
 - **CHARACTER AREA CA3: CORE HOUSING WEST**
DWELLINGS DESIGNED IN ACCORDANCE WITH "OTHER RANKS" HOUSING MODEL.
 - **CHARACTER AREA CA4: BUS ROUTE**
DWELLINGS DESIGNED IN ACCORDANCE WITH "OFFICERS' HOUSING" MODEL.

CHARACTER AREAS PLAN

CHARACTER

- 4.16 The following section illustrates how the proposed residential dwellings have drawn on architectural details found within the Conservation Area. In particular inspiration has been drawn from the 'Officers Housing' and 'Other Ranks Housing' through the use of a variety of building materials, protruding gables and feature chimneys.
- 4.17 Parcel B6 contains 4 character areas which have derived from the design code:
- CA1 Camp Road
 - CA2 Village Centre
 - CA3 Core Housing West
 - CA4 Bus Route

SCALE

- 4.18 The 44 dwellings will range in height from 2 storeys to 3 storeys. Dwellings to the western end of Camp Road follow the previous character of large detached dwellings, 2 storeys in height. As you progress east towards the village centre the scale changes to 2.5 and 3 storey.

APPEARANCE

- 4.19 The 44 proposed dwellings which form the third phase of this character area are architecturally inspired by a simple 'arts and craft' form of development. The purpose of this style is so that these houses will contain a variety of architectural features to 'animate' the frontage and create visual interest.
- 4.20 In terms of the development's character and how this aligns with the design aspirations for the wider site, please see the Design Code which has been made available to CDC.
- 4.21 The housing will provide a variety of roofstyles with feature gables and the use of slate. The frontages will consist of a mixture of render and red-brick. Stone-cills will be prominent in the house types with casement windows and doors.
- 4.22 All dwellings will have doorways defined by canopies.

CHARACTER AREA 1: CAMP ROAD

CA1 (CAMP ROAD)

- 4.23 The Camp Road character area is the main route through the site connecting Heyford Park with the neighbouring villages and towns beyond.
- 4.24 Camp Road has a distinct linear character, reinforced by wide verges and avenue tree planting. The main route accommodates traffic calming in the form of pinch points and raised tables to break up vehicular activity.
- 4.25 A 3m wide cycleway to the south and 2m footpath to the north of Camp Road provides pedestrians and cyclists with a direct route through the development. Pinch points give pedestrians priority over the car at crossings.
- 4.26 The character of buildings in this area of Camp Road are built upon the Arts and Crafts character of the Officers housing and is illustrated in the annotated street scenes that accompany this section of the DAS. Dwellings are predominately brick detached houses, with simple detailing. Houses are predominately 2 storey and set back from public footpaths and open spaces to take into consideration verge spaces to create a boulevard with generous sized trees and landscaping.



CHARACTER AREA 1: CAMP ROAD

CA1	CODE CATEGORY	DEFINITION (MANDATORY)	COMMENTS	DESIGN RESPONSE
1	URBAN FORM	<ul style="list-style-type: none">• Buildings mainly set back from Camp Road, direct access to dwellings from camp road.• This area of the site will provide the east and west gateway to development.• Generally larger family housing to provide an appropriate level of scale.• Development will reinforce the linear and green character of the street, by providing consistent high quality development along its length.	See edge type E1.	<ul style="list-style-type: none">• Buildings are set back from Camp Road with direct access to shared garages.• Large 4 and 5 bed houses make up the street scene.• A linear development is proposed with consistent high quality development along its length.
2	BUILDING TYPOLOGY	<ul style="list-style-type: none">• Detached and semi-detached housing.• Housing will be predominantly larger plot house types.• Housing will have a greater presence than development on CA7/CA8 side roads, with larger building plots, eaves and ridge heights.• Corner turner buildings will be required at key junctions.	See typology table predominantly detached over 50% across Character Area.	<ul style="list-style-type: none">• Dwellings are detached, predominately set in larger plots.• Feature chimneys and additional fenestration used on corner turning plots
3	DENSITY	<ul style="list-style-type: none">• Will generally be medium/low across the camp road frontage - 25-29dph.• Density will be lower than other areas, reflecting the larger house types.	-	<ul style="list-style-type: none">• The large 4/5 bed dwellings implemented dictates a relatively low density.
4	BUILDING LINES	<ul style="list-style-type: none">• Consistent frontage in terms of being setback from camp road with variations allowed from main frontage for gable and bay projections.• The building line will be set back from Camp Road though main frontage to be consistent between groups of dwellings.	See edge type E1 where bay and gables extend from building front then consistent frontage line relates to the average setback line across the dwelling frontage.	<ul style="list-style-type: none">• Buildings are consistently set back from Camp Rod with gables and bay windows used to animate the street scene.
5	HEIGHT / ENCLOSURE	<ul style="list-style-type: none">• 2-2.5 Storey - predominantly 2 storey.	2.5 Storey at corner plots if used	<ul style="list-style-type: none">• All dwellings are 2 storeys in height.
6	ROOFSCAPE	<ul style="list-style-type: none">• Consistency in eaves and ridge line required.• Roof pitches should vary depending on the building typology.• Dormer windows should be well set back to break up the roof line.	No single plane pitch allowed. Frequent gables variations in roof form encouraged. Dwellings should have a consistent ridge height with a minimum pitch of 35 degrees.	<ul style="list-style-type: none">• There is a consistent ridge line along the proposed Camp Road frontage with varying gable pitches.
7	SCALE AND PROPORTION	<ul style="list-style-type: none">• Street composition to provide variation rather than repetition through varied use of house types.• Proportional buildings with simple volumes encourages with the overall scale and massing being consistent.	Windows asymmetrical across frontage.	<ul style="list-style-type: none">• A variety of house types have been implemented along Camp Road, demonstrating different building volumes.
8	BUILDING DETAIL	<ul style="list-style-type: none">• Door canopies to be prominent flat pitched or gabled pitched.• Gabled frontage to all Camp Road garages.• Buildings will reflect the simple character of the existing Officers housing.	Bellcast headers, brick detail coursing, stone headers and cills allowed.	<ul style="list-style-type: none">• Door canopies are predominately flat or pitched with gables to all Camp Road garages.• The annotated street scenes demonstrate how the simple character of the Officers housing has been reflected along Camp Road.
9	BUILDING MATERIALS	<ul style="list-style-type: none">• Walls - brick (2 types) to ground floor of detached villas, textured brown brick for feature detailing.• Roof - Slate/slate effect.• Predominantly brick, with some rendered key buildings.	Continuity required to CA1/CA2 hence no brown tile roofing. Predominantly brick, occasional render. Predominantly slate effect. Slate to western gateway Materials to be agreed at RMA stage.	<ul style="list-style-type: none">• Dwellings along Camp Road are predominately brick with buildings in key locations rendered.• Natural slate has been implemented on all dwellings fronting Camp Road to support its function as the main route through the development.
10	LANDSCAPE DESIGN	<ul style="list-style-type: none">• Formal street tree planting at regular spacings within wide grass verges and/or front gardens. Residential frontages to be simple formal hedges.• Development will be set back behind a landscaped verge, this will be formally planted with avenue tree planting either on or off plot, species to be compatible with SUDs conditions.	Verges could be planted with spring flowering bulbs to create interest.	<ul style="list-style-type: none">• Formal street tree planting has been implemented along Camp Road within the grass verges with simple formal hedges to differentiate between public and private realm.
11	PARKING	<ul style="list-style-type: none">• Predominantly on plot with paired arrangements of garages and driveways.	-	<ul style="list-style-type: none">• Parking for dwellings is on-plot with double garages shared between units to create a consistent street scene.

CHARACTER AREA 1: CAMP ROAD



FRONTING CAMP ROAD



GORDON ROAD STREET SCENE



A1
CONSISTENT RIDGE/EAVE LINE ALONG CAMP ROAD



A2
DEEPER GROUND FLOOR WINDOWS GIVE A BALANCED PROPORTION TO THE ELEVATION



A3
FEATURE CHIMNEY



A4
BAY WINDOW TO PROVIDE NATURAL SURVEILLANCE



A5
PROJECTING GABLES ANIMATE THE STREET SCENE

CHARACTER AREA 2: VILLAGE CENTRE

CA2 (VILLAGE CENTRE)

- The village centre character area consists of high/medium density housing generally facing Camp Road in short terraces and semi detached houses, providing a transition between the greater massing of the Village Centre and the lower density Camp Road to the east and west.
- Dwellings fronting Camp Road create a greater presence, providing a clear transition to the Village Centre area.
- The village centre character area provides wide verges and mature tree planting, which provide scale to the Camp Road and perpetuate the tree lined character.



CHARACTER AREA 2 (VILLAGE CENTRE)

CA2	CODE CATEGORY	DEFINITION (MANDATORY)	COMMENTS	DESIGN RESPONSES
1	URBAN FORM	<ul style="list-style-type: none"> Consistent built frontage facing primary road network. Greater presence and continuity of urban form is expected in this area of Camp Road. Development should front directly onto Camp Road and reinforce its linear character. Building types should be selected that ensure windows of habitable rooms give onto and provide surveillance of the street. A street character should be developed that provides consistency and grouping of similar house types and heights. Buildings should be arranged in groups of 4 – 10 which share similar characteristics. Development should frame the entrance into the existing Carswell Circle Area, using landmark, corner turning buildings to support the orientation to this area of the site. 	See Edge Types E1 (Camp Road interface), E3 (to reinforce connection to Carswell Circle) & E4 (Park Street frontages where away from Camp Road).	<ul style="list-style-type: none"> Buildings fronting onto Camp Road are set back with direct access to shared garages via private drives and landscaped parking courts. Buildings are arranged in groups.
2	BUILDING TYPOLOGY	<ul style="list-style-type: none"> See typology table - Heyford terraces and semi-detached housing. Development will be predominantly terraced, with some semi detached dwellings. Where terraced housing is proposed properties should have consistent features across the row. Bespoke corner turning buildings will be required that address Camp Road and the Village Centre. 	Terraces to be predominant (target 50% minimum).	<ul style="list-style-type: none"> Dwellings are predominantly terraced. Dwellings at key corners are designed to turn corners.
3	DENSITY	<ul style="list-style-type: none"> Will generally be higher than peripheral areas at 36–40dph. 	-	<ul style="list-style-type: none"> Terraces implemented dictates a high density.
4	BUILDING LINES	<ul style="list-style-type: none"> Consistent to give coherence to built form. See edge type E1/E3/E4 (in part). Development should follow a predominant building line along the length of Camp Road. 	Allowance for increase in E1/E3/E4 build out up to 90% and Camp Road setback predominantly 8M.	<ul style="list-style-type: none"> Buildings are consistently set back from Camp Road.
5	HEIGHT / ENCLOSURE	<ul style="list-style-type: none"> Generally greater height and enclosure than adjacent CA4 Camp Road housing. Development will have greater presence than other areas. This will be provided through steeper roof pitches (minimum of 45 degrees and greater use of 2.5 storey. 	Predominantly 2.5st will be encouraged. Apparent 2.5 storey height can be provided by use of full gable fronting Camp Road.	<ul style="list-style-type: none"> 2, 2.5 and 3 storey dwellings have been implemented.
6	ROOFSCAPE	<ul style="list-style-type: none"> Pitched roofs with frequent gable or dormers to animate public realm frontages. Housing will be predominantly ridged onto Camp Road. Eaves lines will be consistent. Gables where proposed should be functional. Gables will be promoted on the corner turning buildings. 	Main roof minimum 45° pitch.	<ul style="list-style-type: none"> Dwellings have pitched roofs with many having dormers. Eave lines are consistent.
7	SCALE AND PROPORTION	<ul style="list-style-type: none"> Symmetric and proportionate in scale to plot size and surrounding context. 	Regular dormer or gable spacing encouraged.	<ul style="list-style-type: none"> Dwellings share a proportionate scale and plot size.
8	BUILDING DETAIL	<ul style="list-style-type: none"> Traditional details providing a transition between other character areas and CA1 and CA4 which adjoin the area. Dwellings should be designed to ensure no blank walls front onto the public realm. Window arrangements to be predominantly symmetrical to provide transition from facilities/barracks that adjoin the edge of this area. 	<p>Bay windows allowed on corner and landmark plots.</p> <p>Chimney on corner plots, flat canopy on each main door where fronting public realm.</p>	<ul style="list-style-type: none"> Wherever possible habitable rooms front onto the street and public realm to provide natural surveillance. Additional windows and feature chimneys ensure blank walls are avoided.
9	BUILDING MATERIALS	<ul style="list-style-type: none"> Walls - Predominantly brick with limited render. Roof - Slate/Slate effect and tile. 	<p>Occasional render may be used if all of dwelling.</p> <p>Materials to be agreed at RMA stage.</p>	<ul style="list-style-type: none"> Walls are brick with a slate effect tile is implemented throughout the Village Centre.
10	LANDSCAPE DESIGN	<ul style="list-style-type: none"> Formal street tree planting, typically within grassed verges. Street furniture – modern design. Camp Road is currently defined by strong existing planting which should be retained where possible. To west of the Village Centre there is a substantial area of vegetation and development in this area needs to be carefully considered to retain as much high value tree cover as possible. 	Street tree species to continue as the majority of Camp Road (CA4) to provide continuity and maintain the tree hierarchy. Verges could be planted with spring flowering bulbs to create interest.	<ul style="list-style-type: none"> Formal street planting has been implemented along Camp Road within the grass verges with simple formal hedges to differentiate between public and private realm.
11	PARKING	<ul style="list-style-type: none"> Parking will be configured using a variety of types. Drive through arches, with residential development above will be acceptable in this area. As one of the objectives of development in this area is to promote a greater continuity of frontage, some rear parking will be acceptable in this location. 	-	<ul style="list-style-type: none"> Parking is predominately to the front or side of dwellings in either shared driveways or parking courts.

CHARACTER AREA 2 (VILLAGE CENTRE)



FRONTING CAMP ROAD



GORDON ROAD STREET SCENE



B1
SIMPLE FLAT/PITCHED DOOR CANOPIES



B2
CORBEL DETAIL



B3
BAY WINDOWS TO PROVIDE NATURAL
SURVEILLANCE TO THE PUBLIC REALM

CHARACTER AREA 3 (CORE HOUSING WEST)

CA3 (CORE HOUSING WEST)

- The housing located within CA3 is designed around a simple and formal perimeter block format reflecting the form of the rectilinear existing base layout. This promotes a strong sense of public and private realm relationship with fronts facing the public realm and private backs in the gardens, which are generally not exposed or visible.
- Tree planting is located along shared surface routes between vehicles and pedestrians. Garages are set back from the building line to soften the impact of cars in the street scene.
- The character of CA3 is inspired by the simple Arts and Crafts style found in Carswell Circle and Officers' housing in Heyford and is illustrated in the following annotated street scenes.



CHARACTER AREA 3 (CORE HOUSING WEST)

CA3	CODE CATEGORY	DEFINITION (MANDATORY)	COMMENTS	DESIGN RESPONSES
1	URBAN FORM	<ul style="list-style-type: none"> Arranged in perimeter blocks with strong sense of public-private realm definition. The area should have a mixture of formal and informal streets and places which will be articulated through the landscape and building form and detail. Dwellings will provide clear presence and frontage onto streets and public realm. Buildings adjacent to pedestrian connections to the bungalow area should turn the corner and have greater presence. Development will back onto bungalows. Management of buffer will be considered to maintain landscape edge. 	See edge types E2/E3/E4/E5.	<ul style="list-style-type: none"> Dwellings are arranged in perimeter blocks along a mixture of formal and informal streets and places.
2	BUILDING TYPOLOGY	<ul style="list-style-type: none"> Detached and semi-detached housing with short terraces. Buildings will be predominantly single family homes. Buildings should be arranged in groups of 4 – 8 units which share similar characteristics to provide consistency across the street scene. Corner turner buildings are required at key junctions. These buildings should have greater presence and architectural detail. 	See building typology table. Terraces encouraged to provide consistency across frontages and limit narrow gaps between smaller house types.	<ul style="list-style-type: none"> CA3 provides a mix of detached, semi-detached and short terraced buildings. Buildings of similar character are clustered together to create a consistent street scene. Additional windows or gables end dwellings turn corners.
3	DENSITY	<ul style="list-style-type: none"> Density will typically be 30 – 35 dph but will vary through the site. Further information is set out in the special condition code. 	-	<ul style="list-style-type: none"> The density of the Core Housing West is relatively higher than Camp Road and the SUDs corridor reflected by the type of buildings implemented.
4	BUILDING LINES	<ul style="list-style-type: none"> Frontage in terms of setback may vary depending on edge type. Building lines should be consistent between groups of buildings but may vary along the length of the street. Building lines will be permitted to move forward or back to give emphasis in key locations. 	See edge types E2/E3/E4/E5.	<ul style="list-style-type: none"> Buildings are set back from the road at varying distances to create points of interest and give emphasis to key locations.
5	HEIGHT / ENCLOSURE	<ul style="list-style-type: none"> 2–2.5 Storeys 	Preference for 2.5 storey, if used, to be on corners.	<ul style="list-style-type: none"> All dwellings are 2 storeys in height.
6	ROOFSCAPE	<ul style="list-style-type: none"> Eaves and ridge lines will typically be consistent between groups of buildings, but may vary along the length of a street. Dormer windows should be well set back to break up the roof line. 	50% of dwellings have gable or dormer within roof form.	<ul style="list-style-type: none"> A variety of building typologies are implemented along a street with a consistent ridge/eave height.
7	SCALE AND PROPORTION	<ul style="list-style-type: none"> Building scale to be complementary to adjoining buildings. Plots scale and plot size to be proportionate to surrounding context. 	Consistency of building scale and arranged on groups of 4–10 buildings that share similar characteristics.	<ul style="list-style-type: none"> Dwellings share a proportionate scale and plot size.
8	BUILDING DETAIL	<ul style="list-style-type: none"> Traditional details, entrance to be defined with canopy. The houses should be configured to ensure that, wherever possible, windows to habitable rooms front onto the street and public realm. Dwellings should be designed to ensure that there are no blank walls onto the street and public realm. 	<p>Changes in canopy design between neighbouring dwellings (where not in terrace).</p> <p>Window size may vary across elevation. Door canopies to be simple pitched, occasional bay windows.</p> <p>Render encouraged on landmark buildings. Occasional chimneys to act as building feature.</p>	<ul style="list-style-type: none"> Wherever possible habitable rooms front onto the street and public realm to provide natural surveillance. Additional windows are used on side elevations to turn corners.
9	BUILDING MATERIALS	<ul style="list-style-type: none"> Walls - Predominantly brick with limited render. Roof - Slate effect and tile. 	<p>Predominantly brick, occasional render.</p> <p>Predominantly slate effect, occasional tile.</p> <p>Stone effect heads and cills allowed.</p> <p>Materials to be agreed at RMA stage.</p>	<ul style="list-style-type: none"> Walls are dressed with a subtle variety of brick types with a mixture of slate effect and brown tiles to roofs. Similar materials are clustered in groups to create a consistent street scene.
10	LANDSCAPE DESIGN	<ul style="list-style-type: none"> Soft landscaping to be simple and largely open frontages. 	<p>Street trees to be formal in habit along tertiary streets and secondary streets; and informal along shared surface streets and lanes.</p> <p>Low walls may may be used occasionally.</p>	<ul style="list-style-type: none"> Tree planting is used especially on shared surface streets to soften the use of hard surface materials. Simple hedges are used to define private front gardens.
11	PARKING	<ul style="list-style-type: none"> Range of parking strategies following good practice guidance. On shared surface routes parking can be parallel to maximise efficiency. Parking will be predominantly on plot adjacent to the plot. Parking will be configured as part of the public realm design. 	-	<ul style="list-style-type: none"> A variety of parking strategies is implemented depending on the street type. On street parking to shared surface streets, whilst on plot parking is implemented on traditional street types. Contrasting surface materials are used to differentiate between adoptable highway, private drive and parking bays.

CHARACTER AREA 3 (CORE HOUSING WEST)





C1

DEEPER GROUND FLOOR WINDOWS GIVE A BALANCED PROPORTION TO THE ELEVATION



C2

BROWN ROOF TILES IMPLEMENTED IN GROUPS PROVIDES VARIETY TO THE CHARACTER AREA



C3

FLAT CANOPIES TO FRONT DOORS



C4

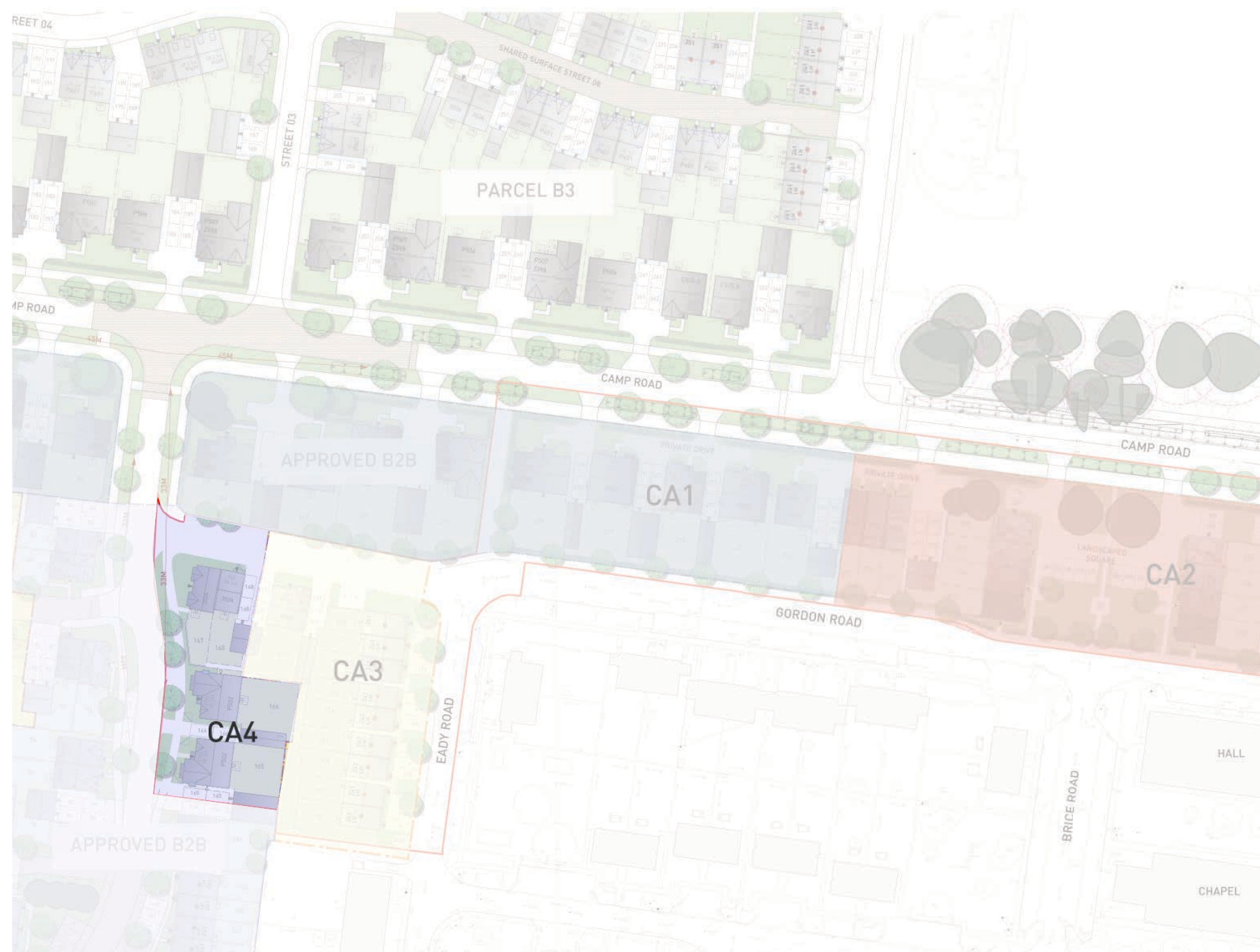
CONSISTENT RIDGE/EAVE LINE ALONG CAMP ROAD



C5

BAY WINDOWS TO PROVIDE NATURAL SURVEILLANCE TO THE PUBLIC REALM

CHARACTER AREA 4 (BUS ROUTE)



CHARACTER AREA 4 (BUS ROUTE)

CA3	CODE CATEGORY	DEFINITION (MANDATORY)	COMMENTS	DESIGN RESPONSES
1	URBAN FORM	<ul style="list-style-type: none"> Arranged in perimeter blocks with strong sense of public-private realm definition. The area should have a mixture of formal and informal streets and places which will be articulated through the landscape and building form and detail. Dwellings will provide clear presence and frontage onto streets and public realm. Buildings adjacent to pedestrian connections to the bungalow area should turn the corner and have greater presence. Development will back onto bungalows. Management of buffer will be considered to maintain landscape edge. 	See edge types E2/E3/E4/E5.	<ul style="list-style-type: none"> Dwellings are arranged in perimeter blocks along a mixture of formal and informal streets and places.
2	BUILDING TYPOLOGY	<ul style="list-style-type: none"> Detached and semi-detached housing with short terraces. Buildings will be predominantly single family homes. Buildings should be arranged in groups of 4 – 8 units which share similar characteristics to provide consistency across the street scene. Corner turner buildings are required at key junctions. These buildings should have greater presence and architectural detail. 	See building typology table. Terraces encouraged to provide consistency across frontages and limit narrow gaps between smaller house types.	<ul style="list-style-type: none"> CA4 provides a mix of detached, semi-detached buildings. Buildings of similar character are clustered together to create a consistent street scene. Additional windows or gables end dwellings turn corners.
3	DENSITY	<ul style="list-style-type: none"> Density will typically be 30 – 35 dph but will vary through the site. Further information is set out in the special condition code. 	-	<ul style="list-style-type: none"> Density typically 30-35dph.
4	BUILDING LINES	<ul style="list-style-type: none"> Frontage in terms of setback may vary depending on edge type. Building lines should be consistent between groups of buildings but may vary along the length of the street. Building lines will be permitted to move forward or back to give emphasis in key locations. 	See edge types E2/E3/E4/E5.	<ul style="list-style-type: none"> Buildings are set back from the road at varying distances to create points of interest and give emphasis to key locations.
5	HEIGHT / ENCLOSURE	<ul style="list-style-type: none"> 2-2.5 Storeys 	Preference for 2.5 storey, if used, to be on corners.	<ul style="list-style-type: none"> All dwellings are 2 storeys in height.
6	ROOFSCAPE	<ul style="list-style-type: none"> Eaves and ridge lines will typically be consistent between groups of buildings, but may vary along the length of a street. Dormer windows should be well set back to break up the roof line. 	50% of dwellings have gable or dormer within roof form.	<ul style="list-style-type: none"> A variety of building typologies are implemented along a street with a consistent ridge/eave height.
7	SCALE AND PROPORTION	<ul style="list-style-type: none"> Building scale to be complementary to adjoining buildings. Plots scale and plot size to be proportionate to surrounding context. 	Consistency of building scale and arranged on groups of 4-10 buildings that share similar characteristics.	<ul style="list-style-type: none"> Dwellings share a proportionate scale and plot size.
8	BUILDING DETAIL	<ul style="list-style-type: none"> Traditional details, entrance to be defined with canopy. The houses should be configured to ensure that, wherever possible, windows to habitable rooms front onto the street and public realm. Dwellings should be designed to ensure that there are no blank walls onto the street and public realm. 	<p>Changes in canopy design between neighbouring dwellings (where not in terrace).</p> <p>Window size may vary across elevation. Door canopies to be simple pitched, occasional bay windows.</p> <p>Render encouraged on landmark buildings. Occasional chimneys to act as building feature.</p>	<ul style="list-style-type: none"> Wherever possible habitable rooms front onto the street and public realm to provide natural surveillance. Additional windows are used on side elevations to turn corners.
9	BUILDING MATERIALS	<ul style="list-style-type: none"> Walls - Predominantly brick with limited render. Roof -Slate effect and tile. 	<p>Predominantly brick, occasional render.</p> <p>Predominantly slate effect, occasional tile.</p> <p>Stone effect heads and cills allowed.</p> <p>Materials to be agreed at RMA stage.</p>	<ul style="list-style-type: none"> Walls are dressed with a subtle variety of brick types with a mixture of slate effect and brown tiles to roofs. Similar materials are clustered in groups to create a consistent street scene.
10	LANDSCAPE DESIGN	<ul style="list-style-type: none"> Soft landscaping to be simple and largely open frontages. 	<p>Street trees to be formal in habit along tertiary streets and secondary streets; and informal along shared surface streets and lanes.</p> <p>Low walls may may be used occasionally.</p>	<ul style="list-style-type: none"> Tree planting is used especially on shared surface streets to soften the use of hard surface materials. Simple hedges are used to define private front gardens.
11	PARKING	<ul style="list-style-type: none"> Range of parking strategies following good practice guidance. On shared surface routes parking can be parallel to maximise efficiency. Parking will be predominantly on plot adjacent to the plot. Parking will be configured as part of the public realm design. 	-	<ul style="list-style-type: none"> A variety of parking strategies is implemented depending on the street type. On street parking to shared surface streets, whilst on plot parking is implemented on traditional street types. Contrasting surface materials are used to differentiate between adoptable highway, private drive and parking bays.

CHARACTER AREA 4 (BUS ROUTE)





D1

DEEPER GROUND FLOOR WINDOWS GIVE A BALANCED PROPORTION TO THE ELEVATION



D2

BROWN ROOF TILES IMPLEMENTED IN GROUPS PROVIDES VARIETY TO THE CHARACTER AREA



D3

FLAT/PITCHED CANOPIES TO FRONT DOORS



D4

GABLE FRONTED WITH CORBEL DETAILS



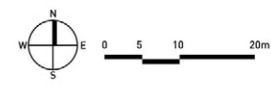
D5

CONSISTENT RIDGE/EAVE LINE ALONG CAMP ROAD



D6

WIDE WINDOWS MAXIMISE LIGHT INTO HABITABLE ROOMS FACING THE PUBLIC REALM



KEY:

APPLICATION BOUNDARY

WALL MATERIALS:

- MONOCOUCHE CREAM RENDER
- IBSTOCK MERCIA ANTIQUE BRICK
- IBSTOCK BRUNSWICK ANTIQUE BRICK
- IBSTOCK AUDLEY RED BRICK
- IBSTOCK AUDLEY RED BRICK PLINTH
- BRICK HEADERS AND CILLS (WHERE IMPLEMENTED) TO BE A CONTRASTING BRICK TYPE (IBSTOCK MERCIA ORANGE)

ROOF MATERIALS:

- MARLEY ETERNIT RIVENDALE SLATE
- RUSSELL GALLOWAY PEAT BROWN
- RUSSELL GALLOWAY SLATE GREY



MATERIALS PLAN

MATERIALS

- 4.27 The materials plan opposite sets out the proposed building materials for Phase B6.
- 4.28 Slate effect is to be implemented along the Camp Road frontage to support its function as the main route through the scheme. The slate effect will be supported by red brick walls.
- 4.29 The bus route (Landscaped Avenue) will consist of red brick with brown tiled roofs, broken up by slate effect roofs.
- 4.30 Dwellings fronting onto Eady Road will consist of red brick with contrasting brick header and cills with brown tile roofs.

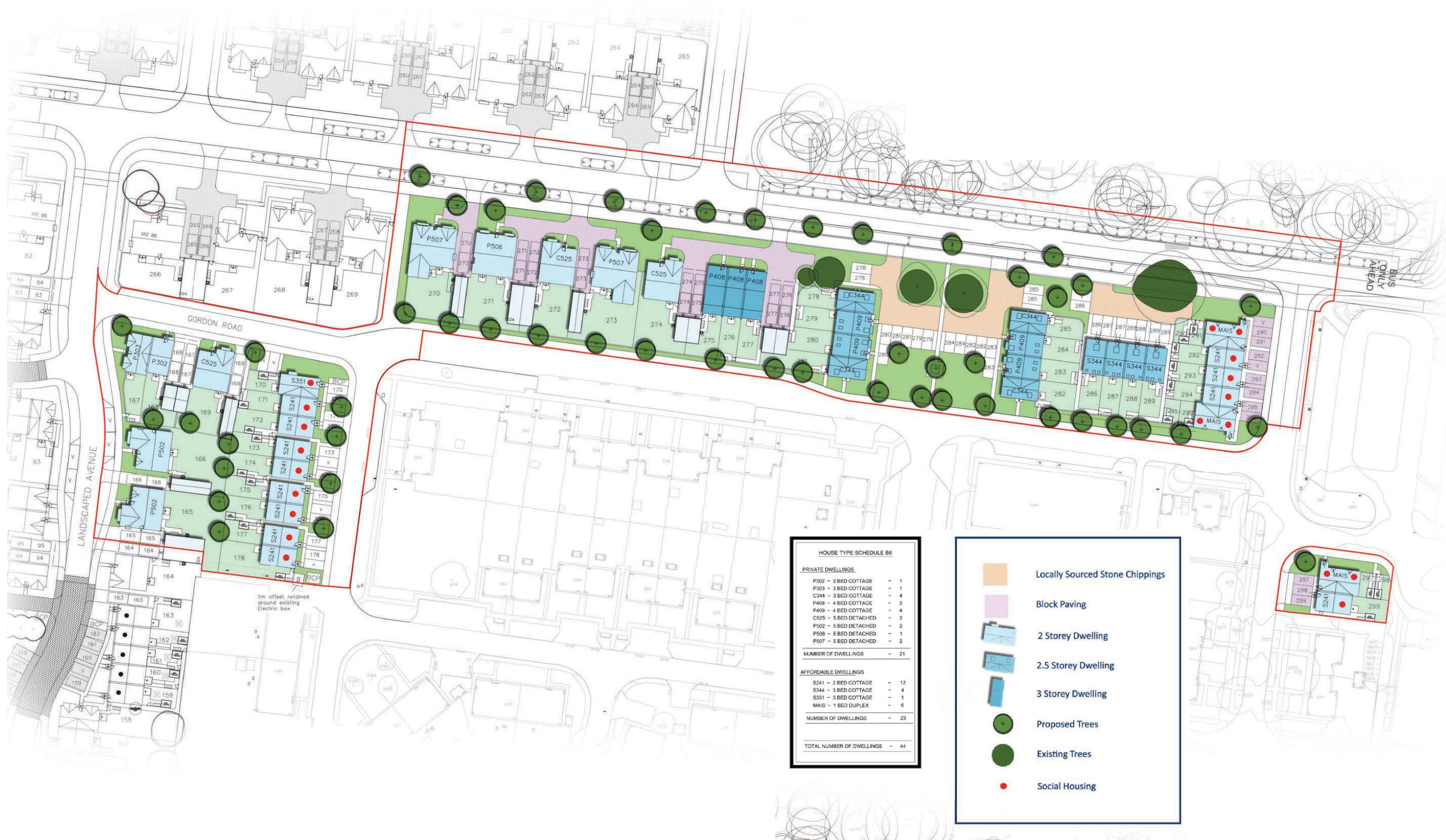


DETAILED PLANTING PLAN



- ### KEY
- EXISTING TREES TO BE RETAINED
 - Proposed trees from phase B2A
 - Existing trees to be retained
 - PROPOSED FEATHERED TREE, INCLUDING STAKE AND TIE. SEE SPECIFICATION NOTES A1, B2-3, B5-6, C1-4, D1-2 AND E1.
 - PROPOSED STANDARD TREE, INCLUDING DOUBLE STAKE AND TIE. SEE SPECIFICATION NOTES A1, B2-3, B5-6, C1-4, D1-2 AND E1.
 - SHRUB AND HERBACEOUS PLANTING, INCLUDING BARK MULCH (ACCORDING TO SPECIFICATION). SEE SPECIFICATION NOTES A1-2, B1-3, B6, C1-3, D1-2 AND E1. SUPPLY SHEET MULCH ONLY WHERE SPECIFICATION/DETAIL SHOWN ON THE PLAN.
 - HEDGE PLANTING, INCLUDING SHEET/BARK MULCH (ACCORDING TO SPECIFICATION). REFER TO HEDGE SCHEDULES ON PLAN AND THE SCHEDULE OF QUANTITIES. SEE SPECIFICATION NOTES A1-2, B1-3, B6, C1-3, D1-2 AND E1. SUPPLY SHEET MULCH ONLY WHERE SPECIFICATION/DETAIL SHOWN ON THE PLAN.
 - SPECIMEN SHRUBS IN SHRUB BEDS OR PIT PLANTED IN GRASS AREAS. SPECIMEN SHRUBS IN GRASS ARE MEASURED SEPARATELY IN SCHEDULE OF QUANTITIES. SEE SPECIFICATION NOTES A1, B1-3, B6, C1-3, D1-2 AND E1.
 - CULTIVATED TURF UNLESS OTHERWISE STATED ON PLAN. SEE SPECIFICATION NOTES B4, C7 AND E1.
 - COTSWOLD CHIPPINGS (20mm DIA.) TO A DEPTH OF 75mm OVER GEOTEXTILE. WEARDING UNDERLAY TO BE COMPLETED BY LANDSCAPE CONTRACTOR.
 - Existing hedgerow to be retained
 - Bench seat- Ref: BK17 4001T 'Routin Seat' (supplied in black) mild steel, timber slot version seat with armrests, as supplied by Broxop or similar approved. Seat to be installed with submersed fixing set to concrete footings to manufacturers specification.
 - Litter bin Ref: BK45 2596 'Derby Slimline' 50L perforated bin, coated in green as supplied by Broxop or similar approved. Installed in line with manufacturers specification.
 - Round tree seat- Ref: BK450022 RND (supplied in black) as supplied by Broxop or similar approved. Seat to be installed with submersed fixing set to concrete footings to manufacturers specification.

DETAILED PLANTING PLAN



HOUSE TYPE SCHEDULE B6	
PRIVATE DWELLINGS	
P302 ~ 3 BED COTTAGE	~ 1
P303 ~ 3 BED COTTAGE	~ 1
C344 ~ 3 BED COTTAGE	~ 4
P408 ~ 4 BED COTTAGE	~ 3
P409 ~ 4 BED COTTAGE	~ 4
C525 ~ 5 BED DETACHED	~ 3
P502 ~ 5 BED DETACHED	~ 2
P506 ~ 5 BED DETACHED	~ 1
P507 ~ 5 BED DETACHED	~ 2
NUMBER OF DWELLINGS	~ 21
AFFORDABLE DWELLINGS	
S241 ~ 2 BED COTTAGE	~ 12
S344 ~ 3 BED COTTAGE	~ 4
S351 ~ 3 BED COTTAGE	~ 1
MAIS ~ 1 BED DUPLEX	~ 6
NUMBER OF DWELLINGS	~ 23
TOTAL NUMBER OF DWELLINGS	~ 44

- Locally Sourced Stone Chippings
- Block Paving
- 2 Storey Dwelling
- 2.5 Storey Dwelling
- 3 Storey Dwelling
- Proposed Trees
- Existing Trees
- Social Housing

SUMMARY

- 5.1 The proposed residential development makes a positive contribution to Heyford Park, conserving and enhancing the character, creating an attractive and legible residential development. The design has been carefully considered which promotes strong relationship and distinction between private and public realms and responds well to its surrounding context.
- 5.2 Special consideration has been given to how the proposed designs accord with the Design Code, specifically in terms of the layout, character areas and frontage treatments.



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