

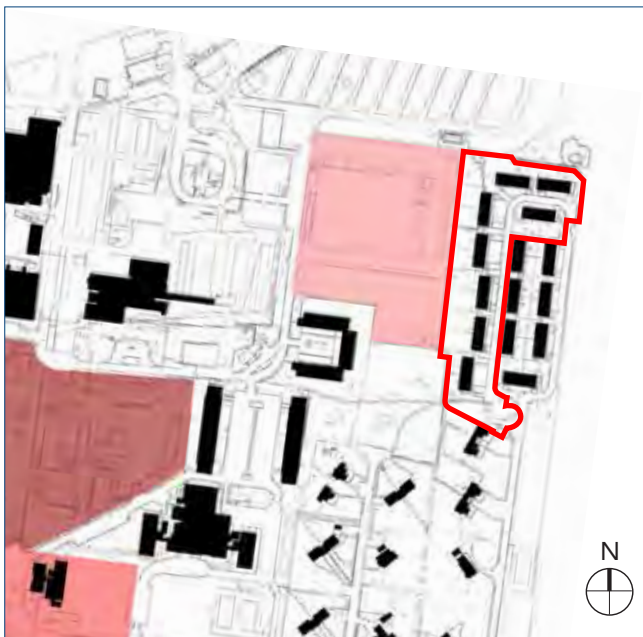
### 3b.1.6 Urban Form & Morphology

The way the buildings relate to one another is one of the most important aspects that can be used to define an area's character. These key aspects are addressed for each character area, and include:

- urban form - including edge types
- building typology
- density
- building lines
- height / enclosure
- roofscape
- scale and proportion including fenestration
- building detail
- building materials
- landscape design
- parking

The character areas also provide more detail in relation to building heights.

PREDOMINANTLY 2.5 - 3 STOREY ■  
 2 - 3 STOREY ■  
 2 - 2.5 STOREY ■



Design Code - Indicative Building Heights Plan

2 STOREY ■  
 1 STOREY ■



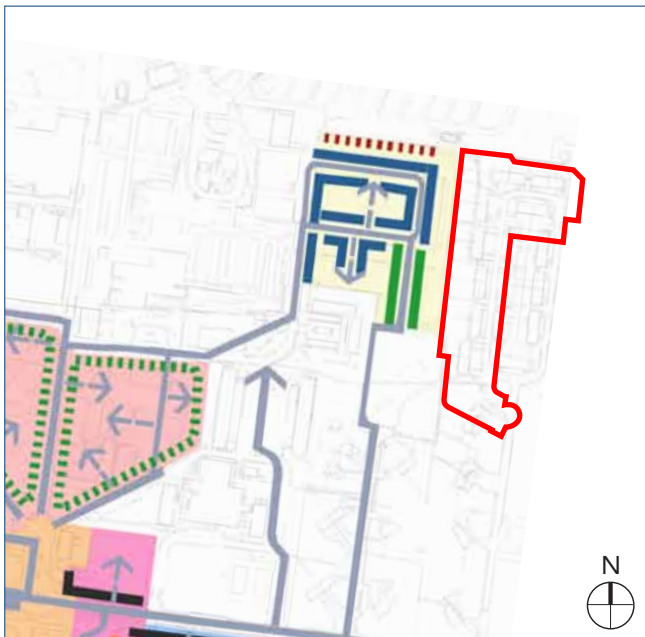
Storey Heights Plan

### 3b.1.7 Built Form - Plot Structure

- ✓ Buildings are arranged for the most part in perimeter blocks.
- ✓ Dwellings are terraced, semi-detached linked or detached, according to location.
- ✓ The design of the new areas retains and exploits the pattern of existing east-west axis development (within 30 degrees) to exploit the benefits of solar gain.

- E3 - LANDSCAPED FRONTAGE █
- E4 - PARK STREETS █
- E5 - AIRFIELD BOUNDARY ▬▬▬▬

- E3 - LANDSCAPED FRONTAGE █
- E4 - PARK STREETS █
- E5 - AIRFIELD BOUNDARY ▬▬▬▬



Design Code - Frontages and Edge Treatments



Location of Edge Treatments

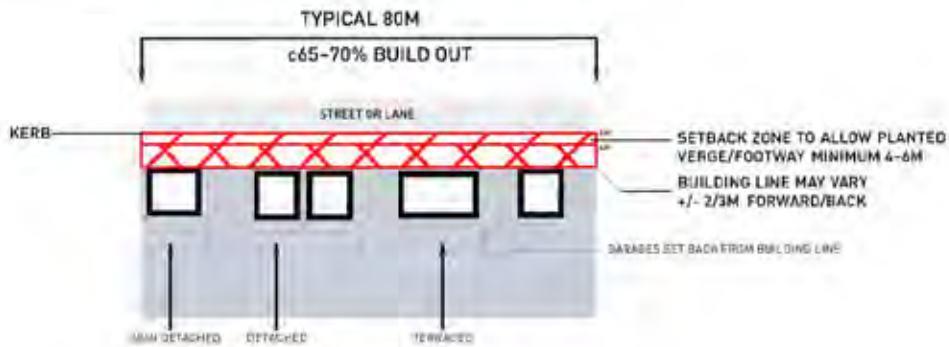
### 3b.1.8 Edge Types

It is considered that the application area includes the following Edge Treatments:

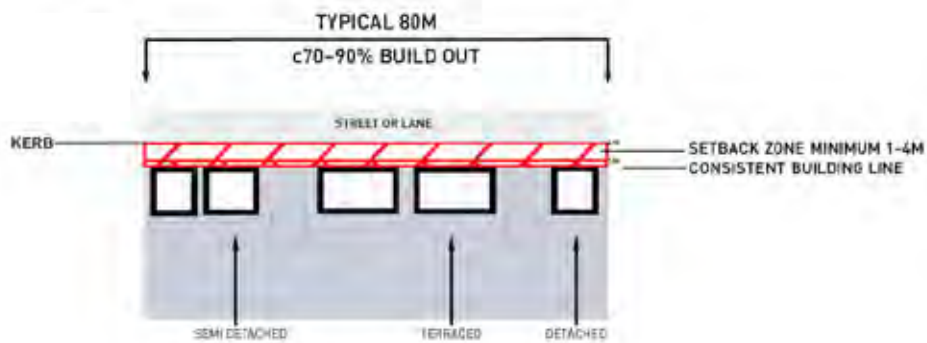
E3 - Landscaped Frontages which promote and extend verdant character.

E4: Park streets which are generally in core residential areas CA7-CA8 but are considered appropriate in this location in order to provide a more formal frontage overlooking the existing street.

E5 - Airfield Boundaries which generally have housing backing onto airfield commercial uses with allowance for screening of secure cat and dog proof fencing.

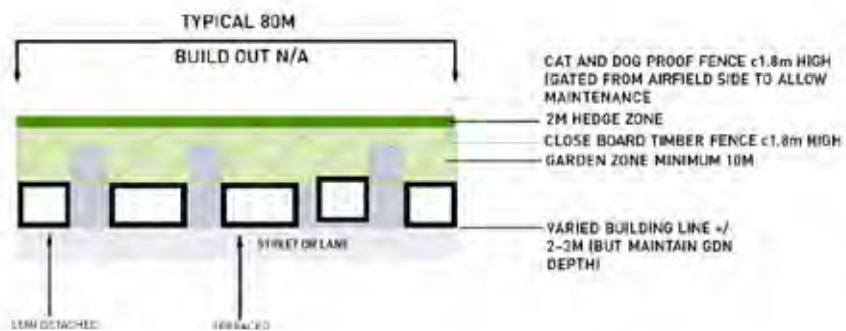


Design Code - E3 Edge Treatment - Landscaped Frontage



Design Code - E4 Edge Treatment - Park Streets

**E5 - AIRFIELD BOUNDARY**



Design Code - E5 Edge Treatment - Airfield Boundary



The Planning Application shows :

- ✓ E3: 65 - 70% build out with a building line varying between +/- 2-3m comprising a mix of semi-detached, detached and terraced and a 4-6m min setback zone to allow for a planted verge / footway.
- ✓ E4: 70 - 90% build out with a consistent building line comprising a mix of semi-detached, detached and terraced forms and a 1-4m min setback from back edge of kerb.
- ✓ E5: n/a build out with a varied building line that retains garden depths.

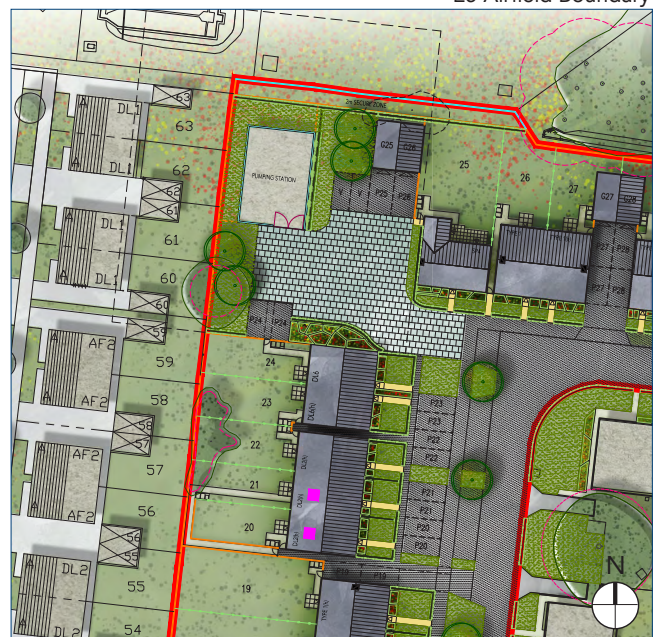
E3 Landscaped Frontage



E4 Park Streets



E5 Airfield Boundary



## 3b.2 Character Areas

3b.2.1 The following sections demonstrate where the Planning Application is in compliance with the Design Code for CA6 - Rural Edge.

### 3b.2.2 CA6 - Rural Edge

The Planning Application shows:

- ✘ Detached dwellings, generally served off private landscaped drives.
- ✓ A more open form with a greater landscape emphasis and increased tree cover.
- ✘ A less formal character that fits with its more rural context.

*Amendment* - the layout will be more formal to reflect the existing surrounding built form and street structure.

- ✓ A lower density of detached and semi-detached dwellings with some smaller terraces, forming loose clusters.

*Part Compliant* - Following the requirement of the Local Plan the layout comprises slightly higher density than the design code

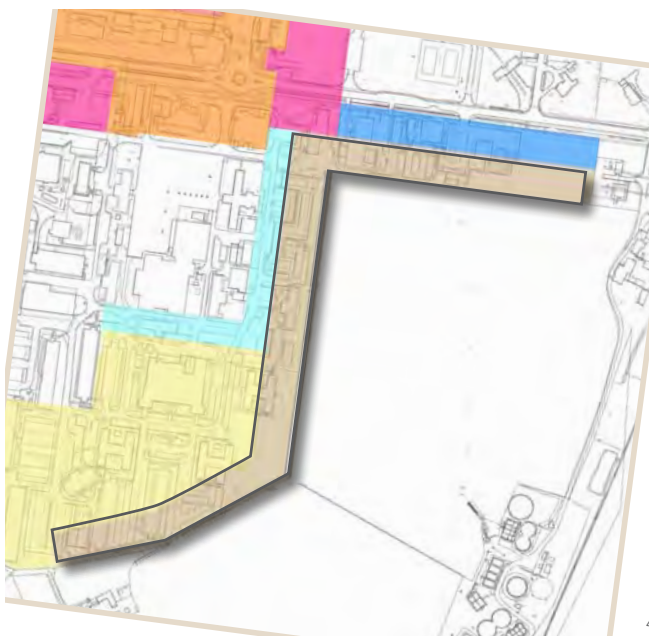
- ✘ Informal layout with less adherence to specific building lines.

*Amendment* - the layout will be more formal to reflect the existing surrounding built form and street structure.

- ✓ Greater variety of roof and ridge lines to create a more informal character.
- ✓ Development to maximise views over open countryside.

*Amendment* - views over the countryside will be from upper floors.

- E3 - LANDSCAPED FRONTAGE (Refer to Section 3b.1.8 Edge Types) █
- E4 - PARK STREETS (Refer to Section 3b.1.8 Edge Types) █
- E5 - AIRFIELD BOUNDARY (Refer to Section 3b.1.8 Edge Types) ▬▬▬▬
- CA6 - RURAL EDGE █



Design Code - Character Area 6 - Rural Edge



CA6 - Rural Edge Framework Plan



## CA6 - RURAL EDGE

CA6	CODE CATEGORY	DEFINITION (MANDATORY)
1	URBAN FORM	<ul style="list-style-type: none"> <li>• Adjoining countryside dispersed built form.</li> <li>• The area will have an informal character, made up of largely detached and semi detached units which will form loose clusters.</li> <li>• There should be landscaped areas between groups of dwellings.</li> </ul>
2	BUILDING TYPOLOGY	<ul style="list-style-type: none"> <li>• Heyford Farmhouses.</li> <li>• Detached and semi-detached to be dominant built form.</li> <li>• Dwellings will typically be detached or semi detached.</li> <li>• Short rows of terraces will also be supported.</li> </ul>
3	DENSITY	<ul style="list-style-type: none"> <li>• Will generally be low up to 24dph.</li> </ul>
4	BUILDING LINES	<ul style="list-style-type: none"> <li>• Irregular with spaces between buildings allowing landscape to dominate.</li> <li>• An emphasis on informal approach will be required.</li> <li>• There will be no formal building line and the informal configuration of dwellings needs to be considered as a whole.</li> </ul>
5	HEIGHT / ENCLOSURE	<ul style="list-style-type: none"> <li>• 2-2.5 Storeys (predominantly 2 storey).</li> </ul>
6	ROOFSCAPE	<ul style="list-style-type: none"> <li>• Overhang creating pronounced eaves will be required.</li> <li>• Varied eave height and gable ends to animate sides.</li> <li>• A variety of roof types are encouraged.</li> </ul>
7	SCALE AND PROPORTION	<ul style="list-style-type: none"> <li>• Asymmetric buildings with either an 'L' or 'T' shaped footprint.</li> </ul>
8	BUILDING DETAIL	<ul style="list-style-type: none"> <li>• Door canopies to be simple pitched.</li> <li>• Traditional details, chimneys to act as prominent building feature.</li> <li>• Houses should be all brick or all render only.</li> </ul>
9	BUILDING MATERIALS	<ul style="list-style-type: none"> <li>• Walls - Brick with render.</li> <li>• Roof - Slate/Slate effect/clay tile.</li> </ul>
10	LANDSCAPE DESIGN	<ul style="list-style-type: none"> <li>• Informal tree planting will soften the urban edge and break up the built form, typically semi-native species and a range of sizes, shapes and colours. Larger landscaped areas provide visual transition. Residential frontages to be bounded by soft landscaping.</li> <li>• Development should be landscape led and buildings should 'feather' into the rural edge.</li> <li>• The existing site boundary stone wall is to be retained.</li> </ul>
11	PARKING	<ul style="list-style-type: none"> <li>• Parking will be informally located on plot, in garages or in informal parallel/perpendicular groups in front of dwellings</li> </ul>

*Design Code - CA6 - Rural Edge - Residential - Mandatory & Desired Requirements*



COMPLIANCY

✓ Planning application external building materials reflect Design Code. Refer to Dwg 0521-TR-1008 - Materials Layout.

CA6 - RURAL EDGE - MATERIALS (OR SIMILAR APPROVED)

PREDOMINANT BUILDING WALL MATERIAL



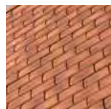
Brick predominantly Red with occasional brown tones

SECONDARY BUILDING WALL MATERIAL (USED TO BREAK UP AND DETAIL ELEVATION)

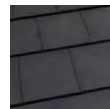


Render - Ivory or Sand Colour

ROOF MATERIALS



Tile



Slate/Slate Effect

WINDOW COLOUR



Ivory



Warm Grey



White

COMPLIANCY

COMMENTS
See edge type E7.
See building typology table more than 50% of units to be detached. Opportunity for larger units and wide frontage properties are encouraged.
-
See edge type E7.
-
Pronounced eaves may be created by use of exposed rafter feet. No single pitch roof on individual stand alone buildings.
-
Occasional bay windows to be at least one bay per 5 dwellings encouraged.
Predominantly brick with occasional render. Slate effect predominant and occasional clay tile. Materials for garages to be agreed at RMA stage.
General planting to be informal with flowering herbaceous and shrub planting in a mix of colours and textures, mature species encouraged with decorative planting of individual 'cottage style' species adjoining houses.
-

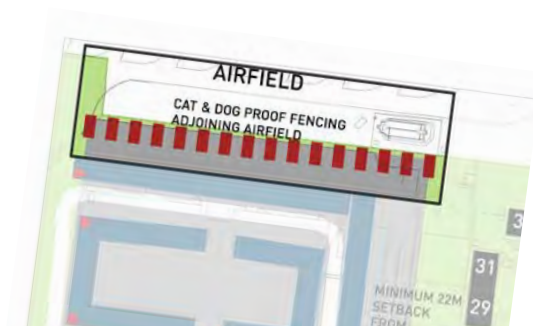
- ✓ Refer to Section 3.1.8 Edge Types.
- ✓ Refer to Section 3.3.6 Building Typology.
- ✓ Refer to Section 3.1.5 Building Density & Heights.
- ✓ Refer to Section 3.1.1 Key Frontages & Section 3.1.8 Edge Types.
- ✓ Refer to Section 3.1.5 Building Density & Heights.
- ✓ Refer to 0521-TR-HTB Issue3-Housetype Booklet & Dwg 0521-TR-1003 - Street Scenes.
- ✓ Refer to Dwg 0521-TR-1002 - Planning Layout, 0521-TR-HTB-1-Housetype Booklet-Issue1 & Dwg 0521-TR-1003 - Street Scenes.
- ✓ Refer to 0521-TR-HTB-1 Issue1-Housetype Booklet
- ✓ Refer to Dwg 0521-TR-1008 - Materials Layout.
- ✓ Refer to Section 4.0 Public Realm Codes.
- ✓ Refer to Section 2.3 Parking Strategies.

### 3b.2.3 Special Conditions Areas

Certain areas require a special approach in response to particular opportunities and constraints, a distinct design over and above that set out by the character definition.

The Planning Application includes two areas of Special Conditions in relation to the interface with the Airfield.

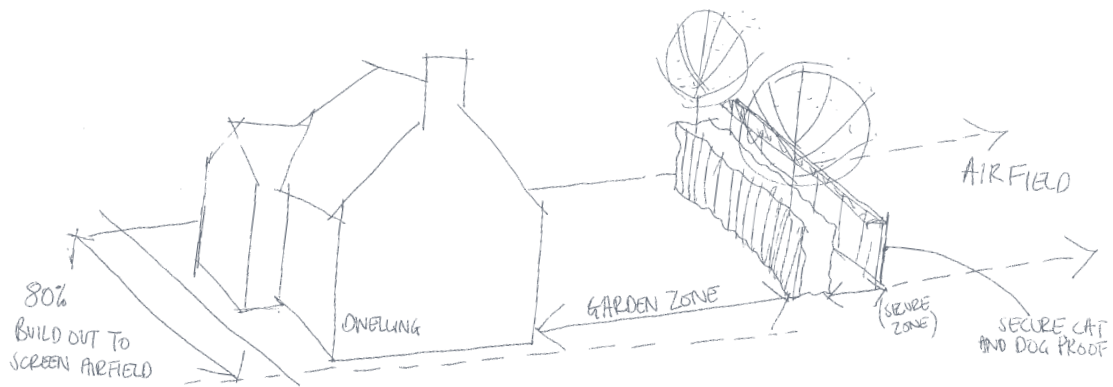
A section of the northern edge of the Planning Application lies adjacent to Special Condition C - Eastern Boundary and is considered a continuation of this area.



*Design Code - Special Condition C - Eastern Boundary*

CODE CATEGORY	DEFINITION (MANDATORY)
1 URBAN FORM	<ul style="list-style-type: none"> <li>Predominantly arranged to back onto airfield to limit intrusive public realm views to airfield.</li> <li>Dwellings will provide containment to residential streets facing away from airfield.</li> </ul>
2 BUILDING TYPOLOGY	<ul style="list-style-type: none"> <li>Buildings will be predominantly single family homes, with detached, semi detached and terraced typologies.</li> <li>Buildings should be arranged in groups of 4 – 8 units which share similar characteristics to provide consistency across the street scene.</li> </ul>
3 DENSITY	<ul style="list-style-type: none"> <li>Density will typically be 30 - 35 dph but will vary through the site.</li> </ul>
4 BUILDING LINES	<ul style="list-style-type: none"> <li>Minimum garden zone of 10m to airfield (measured from main rear elevation) with 2m secure zone for Cat &amp; Dog proof fence beyond.</li> <li>Consistent frontage with 80% minimum build out to limit views to airfield.</li> <li>Building lines will be permitted to move forward or back to give emphasis in key locations.</li> </ul>
5 HEIGHT / ENCLOSURE	<ul style="list-style-type: none"> <li>Predominantly 2 storey.</li> </ul>
6 ROOFSCAPE	<ul style="list-style-type: none"> <li>Eaves and ridge lines will typically be consistent between groups of buildings, but may vary along the length of a street.</li> <li>Dormer windows should be well set back to break up the roof line.</li> </ul>
7 SCALE AND PROPORTION	<ul style="list-style-type: none"> <li>Building depth to promote complementary asymmetric buildings</li> <li>Scale and plot size to be proportionate to the surrounding context.</li> </ul>
8 BUILDING DETAIL	<ul style="list-style-type: none"> <li>Traditional details, front door to be defined by canopy.</li> <li>The houses should be configured to ensure that windows to habitable rooms front onto the street and public realm</li> <li>Dwellings should be designed to ensure that there are no blank walls onto the street and public realm</li> </ul>
9 BUILDING MATERIALS	<ul style="list-style-type: none"> <li>Walls - Predominantly brick with limited render.</li> <li>Roof - Predominantly slate/slate effect, occasional tile.</li> </ul>
10 LANDSCAPE DESIGN	<ul style="list-style-type: none"> <li>Soft landscaping to be simple and largely open. Residential boundaries to airfield will be hedge planted to screen boundary.</li> <li>Trees planted along airfield edge to have maximum 6m height to limit branches overhanging secure line.</li> </ul>
11 PARKING	<ul style="list-style-type: none"> <li>Range of parking strategies following good practice guidance.</li> <li>On shared surface routes parking can be parallel to maximise efficiency.</li> <li>Parking will be predominantly on plot.</li> <li>Parking will be configured as part of the public realm design.</li> </ul>

*Design Code - Special Condition Area D - Secondary Street Bus Route Through CA7 & CA8*



Design Code - Special Condition C

COMMENTS	COMPLIANCY
See edge types E5 for arifield edge in combination with E4 for street edge.	✓ Refer to Section 3.1.8 Edge Types.
See building typology table.	✓ Refer to Section 3.3.6 Building Typology.
-	✓ Refer to Section 3.1.5 Building Density & Heights.
See edge types E5 for arifield edge in combination with E4 for street edge.	✓ Refer to Section 3.1.1 Key Frontages & Section 3.1.8 Edge Types.
If 2.5 storey is used then it should be located on corner plots.	✓ Refer to Section 3.1.5 Building Density & Heights.
50% of dwellings have gable or dormer within it to break up roofspace.	✓ Refer to 0521-TR-HTB-1 Issue1-Housetype Booklet & Dwg 0521-TR-1003 - Street Scenes.
Consistency in building scale encouraged with groups of 4-10 buildings to share similar characteristics	✓ Refer to Dwg 0521-TR-1002 - Planning Layout, 0521-TR-HTB-Housetype Booklet-Issue3 & Dwg 0521-TR-1003 - Street Scenes.
Window size may vary across elevation. Door canopies to be simple pitched or flat with occasional bay windows. Render encouraged on landmark buildings. Occasional chimneys to act as building feature	✓ Refer to 0521-TR-HTB-1 Issue1-Housetype Booklet
-	✓ Refer to Dwg 0521-TR-1008 - Materials Layout.
-	✓ Refer to Section 4.0 Public Realm Codes.
-	✓ Refer to Section 2.3 Parking Strategies.

## 3b.3 Building Types

### 3b.3.1 Built Form Guidance - Streetscene Overview

The Planning Application shows:

- ✓ Creation of active street frontages through movement at building entrances and visibility through fenestration.
- ✓ Visible end elevations treated as part of the street scene.
- ✓ Dwellings will have living spaces fronting streets. No bathrooms or ancillary rooms to dominate street frontage / public realm.

### 3d.3.2 Building Detail

The Planning Application shows:

- ✓ A relatively simple palette of materials which vary according to character area.

Refer to Dwg 0521-TR-1003 Street Scenes and Dwg 0521-TR-1008 Materials Layout.

### 3d.3.3 Built Form - Architectural Design

The Planning Application shows:

- ✓ Modulation of structural form to create varied, identifiable character. This includes:
  - ✓ Deep eaves to provide shading and modelling on walls.
  - ✓ Use of simple projections including window bays to provide modulation and shading.
  - ✓ Use of deeper door and window reveals (min 65mm) to give a sense of depth to openings.

### 3b.3.4 Built Form Guidance - Fenestration

The Planning Application shows:

- ✓ A hierarchy of parts, reflecting the relative importance of their functions. This includes:
  - ✓ Entrances emphasised through set backs, recesses, canopies and steps.
  - ✓ Windows of principal rooms (eg lounges and main bedrooms) expressed through larger size or greater prominence.
  - ✓ Windows are located to allow ease of surveillance of property, especially at entrances.
  - ✓ Scale and proportions of windows have been considered in relation to the facade composition.

### 3.3.5 Built Form - Materials

The Planning Application shows:

- ✓ A limited palette of materials which reflect the early 20thC Arts and Crafts architecture, and generally:
  - ✓ Maximum 3-4 finishes in a single elevational composition.
  - ✓ Change of materials used to express geometry of the building design rather than just for variety.
  - ✓ Where buildings form a focus or marker, their main architectural elements such as entrances or projecting elements will be emphasised to create a feature.

### 3d.3.6 Building Typology

The Planning Application complies with the Building Typology Codes as follows: