

KEY CORNERS



NEW LANDMARK BUILDING



TRIDENT AXIS



CHARACTER AREAS

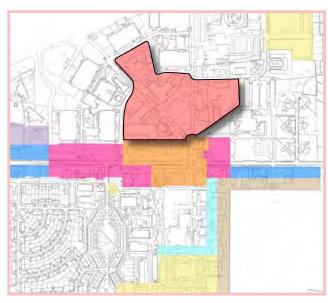
The development contains one character area as the site falls wholly within the CA3 - Trident Housing character area.

DC Compliance: CA3 - Trident Housing

- ✓ Contemporary style houses and apartments with a campus style environment created through:
- buildings that sit within an existing and new landscape structure;
- retention of character of the Trident area in particular the existing axial road alignments;
- new build form to align with historic 45/90o building alignment.
- streets defined by existing tree planting, providing a mature setting;
- development to take account of the large scale airfield buildings to the north.



Design Code - CA 3 Trident Housing Framework Plan



Design Code - Character Area 3 - Trident Housing

CA3 - TRIDENT HOUSING

KEY CORNERS

NEW LANDMARK BUILDING



Character Area CA3 - Trident Housing

CA3 - TRIDENT HUUSING

CA3	CODE CATEGORY	DEFINITION (MANDATORY)	COMMENTS
1	URBAN FORM	 Built form set within existing and proposed tree planting. Terraced houses and apartments in regular blocks detached from each other with gardens and landscape features between built form. The street form retains the existing radiating structure which clearly defines the development parcels. The development will form a campus style with clearly articulated buildings set in landscape dominated space. New built form to align with historic 45/90 degree building alignment. 	-
2	BUILDING TYPOLOGY	 Bespoke building types will be required for this area to respond to the existing building facilities/barracks as well as adjacent hangar buildings. Predominantly terraces/apartments. A minimum of 4 terrace houses in a row. 	See built form typology table. Apartments predominate up to 50%.
3	DENSITY	• Will generally be higher than other character areas 41+ dph.	Higher density achieved through higher proportion of apartments.
4	BUILDING LINES	 No predominant frontage with generous setback from streets to give a verdant character with buldings set amongst existing and new tree planting. Building lines will be consistent across a group of buildings. Perimeter block approach to be avoided. 	Subject to tree survey.
5	HEIGHT / ENCLOSURE	 Predominantly 2.5/3st. Allowance for a 2.5 storey transitional unit height where change from 2–3 storey. The roofline of future proposals will need to respond to the retained buildings in this area. Development will have greater height around the apex of the site. The height of development will need to respond to the scale of the existing buildings at the northern boundary to the character area. 	Views between adjoining built form parcels will be encouraged. Minimum 5m gaps between development blocks promoted by edge type E8.
6	ROOFSCAPE	 Constant with regular form eave height and gable ends to animate sides and potential for contemporary roof form. A consistent eaves and ridgeline should be maintained between groups of buildings. Dormer windows where used should be well set back to break up the roof line. 	Gable form to be explored to animate frontage.
7	SCALE AND PROPORTION	Symmetrical and proportionate in scale and plot size to its surrounding context.	Contemporary form allowance for window sizes to vary in relation to room purpose.
8	BUILDING DETAIL	 Contemporary details. Building details should be clean lines with simple details responding to adjacent context. The configuration of doors and windows will not be formally arranged, but should animate the facade and provide a clear rhythm to the area. No chimneys. 	Potential for full height windows & box bay projecting window surrounds on landmark buildings. 'L' shaped flat top canopies to primary entrances & flat top dormers.
9	BUILDING MATERIALS	 Walls - Brick and render, with occasional use of contemporary cladding in silver or grey and/or stack bond brick panels to highlight doorways and entrances. Roof - Slate/Slate effect. 	Predominantly brick, occasional render and/ or cladding. Materials to be agreed at RMA stage.
10	LANDSCAPE DESIGN	 Semi-formal street tree planting with frontages to be bounded by soft landscaping in blocks of mature species. Street furniture to be formal style. The apex of the site, where the Trident area meets the Village Centre is a critical area of the site and should be designed as high quality public realm, using changes in surfacing to manage vehicular movement. The existing vegetation will be retained and integrated into development proposals alongside new significant tree planting. Open frontage boundaries with the exception of parking courts where there is allowance for up to 1m high hedge planting to screen parked cars. 	-
11	PARKING	Parking will be configured through a variety of means and designed as an integrated part of the public realm design.	One of the only places at Heyford Park where the landscaped courtyard parking will be encouraged.

Design Code - CA3 - Trident Housing - Mandatory & Desired Requirements

COMPLIANCY

- ✓ Refer to Section 4.4 Built Environment Edge Types
- ✓ Refer to Section 4.4 Built Environment Building Typology.
- ✓ Refer to Section 4.4 Built Environment Building Density & Heights.
- ✓ Refer to Section 4.4 Built Environment Key Frontages & Edge Types.
- ✓ Refer to Section 4.4 Built Environment Building Density & Heights.
- ✓ Refer to 0521-PH8C-200-SPF2 (C), PH8C-201-SPF3 & Dwg 0521-PH8A-8C-103 Street Scenes.
- ✓ Refer to Dwg 0521-PH8C-102 Planning Layout, 0521-PH8C-200-SPF2 (C), PH8C-201-SPF3 & Dwg 0521-PH8A-8C-103 - Street Scenes.
- ✓ Refer to 0521-PH8C-200-SPF2 (C) & PH8C-201-SPF3
- ✓ Refer to Dwg 0521-PH8C-108 Materials Layout.
- ✓ Refer to Section 4.5 Landscape & Public Realm Codes.
- ✓ Refer to Section 4.3 Access & Movement Parking Strategies

COMPLIANCY

✓ Planning application external building materials reflect Design Code. Refer to Dwg 0521-PH8C-108- Materials Layout.



Brick Type 1 predominantly Red with occasional brown tones



Brick Blue/Grey Render
Ivory or Sand Colour



Grey Cladding

ROOF MATERIALS



Slate/Slate Effect

WINDOW COLOUR



e Warm Grey



DC CA3 Trident Housing - Materials (or similar approved)

BUILDING TYPES

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.
- ✓ Bespoke apartments proposed.

Building Detail

The Planning Application shows:

- ✓ A relatively simple palette of materials which vary according to character area.
- √ No chimneys are proposed.
- The openings are formally arranged and create a clear rhythm to the elevations.

Refer to Dwg 0521-PH8A-8C-103 Street Scenes and Dwg 0521-PH8C-108 Materials Layout.

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.

Built Form - 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.

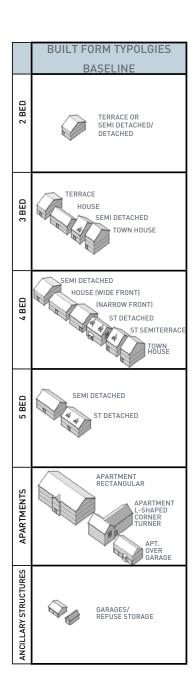
Built Form - Materials

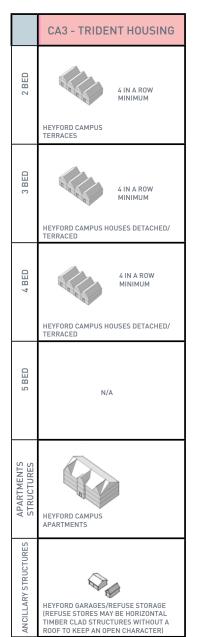
The Planning Application shows:

- ✓ A contemporary approach with clean strong material selections of brick or render.
- ✓ Use of robust cladding in contrast colours to highlight openings and/or entrances.
- ✓ The roof utilises a slate or slate effect finish

Building Typology

The Planning Application complies with the Building Typology Codes as shown on the following page.





COMPLIANCY	
n/a	
n/a	
n/a	
n/a	
✓	
n/a	

Design Code Building Typology Table

4.5 Landscape and Public Realm

OVERALL PHASE LANDSCAPE STRATEGY & PLACEMAKING

LEAP + **LEAP**

LAP

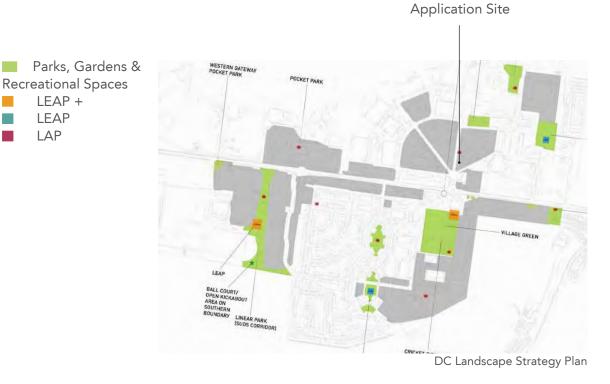
The overall design and character of the public realm will help establish a clear and unified vision for the site that will transcend several development parcels. The design rationale for the external spaces varies depending on location and function, the key aspects of which are scale and orientation of open space, existing landscape features and planting and how this approach links to private gardens and frontages.

Play Areas

The wider Phase 8 area contains 1 LAP but there are none included within this application area. The approved LAP remains unchanged and will be delivered as approved.

Pocket Park

There are no Pocket Parks within this Planning Application.



The landscape proposals have been designed in close association with the design team and client to help create a cohesive feel to the overall development, creating a contemporary and visually interesting setting to the new buildings.

The proposals shown on the detailed landscape reflect the need for a high quality scheme which links with the architectural style and prominence. Where space allows strategically placed trees along garden frontages and road verges will help to break up the building mass, these predominantly native tree species will link the adjacent trees and woodland areas creating 'green-corridors' through the development and beyond into the surrounding landscape.

Hard landscape treatments as described above will be designed to create interesting features and inviting exploration of the various open spaces.

Open space both within the site and surrounding environs helps to create a relatively soft setting to the scheme, the large area of open space to the village green has a relatively formal character and helps to unify the overall development proposals.

Robust yet simple landscape planting will be implemented which encapsulates a green structure of low native hedgerows, through which larger yet generally small canopied street trees will be implemented such as Tilia and Betula.

All of the retained trees which will be made safe and managed appropriately to an agreed programme of works. Generally, where space permits native shrub planting will be implemented to include species such as Holly, Dogwood & field maple to create vertical height and structure below the existing tree canopies and to help a green matrix throughout the site. It is anticipated that overall the proposals will encourage a range of birds and invertebrates typically found in gardens in the local area and to further this aim, new and existing tree species will be provided with bat and bird boxes.

Whilst the scheme is relatively tight regarding physical space for planting to individual plots the key landscape strategy is to create belts of







colour to house frontages, this will be in the form of shrub and herbaceous planting to break the linearity with belts of smooth, curving planting with the structure of low/medium/high planted in waves wrapping through the scheme and leading through from primary to secondary routes, this will unify the scheme and create a sense of place and arrival.

BOUNDARY TREATMENTS AND STREET FURNITURE

The general boundary treatments across the site are consistent with front gardens enclosed by hedgerows.

All rear garden boundaries that form key parts of the public realm will be masonry walling. Areas away from the public eye or within rear gardens, will be timber fenced.

Side access gates will be match board timber.

In reference to the Design Code, our proposals are consistent with design expectations set as follows:

Boundary Treatments

- ✓ The existing development is typified by predominantly open frontages so proposed boundary treatments will replicate this approach.
- ✓ parking courts utilise hedgerow planting to help screen parked cars.

Street Furniture

- ✓ Street furniture will be coordinated across Heyford Park to create identity and be area specific with an emphasis on timber furniture in the informal landscape areas and more metal street furniture in more formal areas.
- ✓ Street furniture will be coordinated and will be of a design to reflect the architecture.
- ✓ Height of street lighting columns will emphasise size of space, subject to Section 38 Technical Submission.
- ✓ Street name signage will be attached to buildings wherever possible to minimise clutter.

4.6 Sustainable Design and Infrastructure

DRAINAGE INFRASTRUCTURE

This section demonstrates compliance with p128 of the Approved Design Code - "Drainage Infrastructure" and is described based on the wider Phase 8 (including all sub-phases), reflecting how it has been designed.

Phase 8 On Site Drainage Strategy

The Approved Flood Risk Assessment (FRA) prepared by Waterman sets out the approach to drainage and attenuation across the Upper Heyford site. The FRA makes the following statements/indications:

- The proposed surface water strategy must mimic the existing situation, restricting flows to the existing rate while taking climate change into account.
- Surface water attenuation will be provided through the use of permeable paving and attenuation tanks where necessary.

 The area known as Phase 8 falls within existing catchment area 3 which outfall to the east of the development as part of the "eastern diversion" network.

Adoption Strategy

It is envisaged that:

- All new primary drainage runs (generally located within adoptable roads) are to be adopted by the Water Company subject to a Section 104 application.
- All existing drainage downstream of the proposed drainage outfalls are to be adopted by the Water Company subject to a Section 102 application.
- All gullies serving the proposed adoptable roads are to be adopted by the County Council subject to a Section 38 application.
- All Storage tanks are to be maintained by the Water Company or management company.

 All drainage not covered by the above will be the responsibility of the homeowners or management company.

Surface water strategy overview

The proposed surface water drainage system will be separate from the foul water system.

Due to the shallow groundwater and underlying rock encountered elsewhere within the development, infiltration is unlikely to be suitable as the primary surface water discharge method for the scheme.

The proposed system has been designed using the latest version of micro drainage simulation software for storm events up to and including a 1 in 100 year return period plus a 30% allowance for climate change. The area known as Phase 8 includes:

- Parcel D2b
- Parcel D3b

The maximum surface water storage volume estimated for each parcel is as follows:

- Parcel D2b 179m3
- Parcel D3b 375.5m3

The current design incorporated Hydrobrakes to restrict the speed of water passing through the system. Where water backs up due to these controls, oversized pipes and storage tanks have been utilised to ensure the water can be stored within the underground system.

In places the oversized pipes may be shown as "twin" runs. This is due to the shallow nature of the drainage system defined by the level of the outfall.

The current design contains 554.5m3 of underground storage tanks, the majority of which are 1.0m deep and are located within parking or

other accessible areas.

The planning layout also requires a length of porous paving (on each parcel). This will be lined and used for additional below ground attenuation.

Extreme event flood water is to be stored within the road. The proposed site levels will be designed so that the water will be directed away from the entrances to the proposed buildings and flow along designated flood routes.

Phase 8 discharges into the existing network in 3 locations. Water in the existing network passes through a petrol interceptor before discharging to the existing watercourse.

In addition to the petrol interceptor, trapped gully pots will provide further protection against contamination from hydrocarbons.

The existing discharge rate at the outfall from the development which includes Phase 8 during a 1 in 100 year storm event has been calculated as 393.3 l/s.

The proposed discharge rate at the outfall from the development which includes Phase 8 during a 1 in 100 year storm event plus a 30% allowance for climate change has been calculated as 394.5l/s.

There is no above ground uncontrolled flooding during a 1 in 100 year event including a 30% allowance for climate change within this phase.

SUDS

The SUDS elements proposed on Phase 8 (and the downstream system) are:

- Flow control manholes
- Underground tanks
- Porous paving
- Petrol interceptor

Foul Drainage

The scheme will flow by gravity through the "eastern diversion" network into the existing Sewage Treatment Works.

BUILDING CONSTRUCTION

Building Fabric to Achieve Reduction in Carbon Emissions

The development will be constructed using the latest in building techniques and to the current building regulations.

5.0-Access

INTRODUCTION

This section is designed to complement Section 4.3 Access & Movement in order to inform the accessibility aspects of the scheme, meaning ease of access for all into the development and to all elements within the site.

ACCESSIBILITY

Streets and Layout

There are no streets proposed within the application area as all of the units will be served from the existing highway network. The access to and from the streets is based upon the principles in "Manual for Streets" which provides appropriate forms of access for all users and the layout is in accordance with building regulations for inclusive design.

Pedestrians and cyclists will access the site from the existing highway network from all sides and new pedestrian links that fall within the application area provide the extended linkages as approved previously.

Public Transport provision along Camp Road will be as per the existing situation with an hourly service on route 250 in line with the consented scheme.

Buildings and Parking

Level access is achieved to the front and/or rear of all dwellings to help achieve access for all.

Emergency and Refuse Vehicles

Emergency vehicles will access all of the properties from the existing highway network or via the private drive/courtyard.

Refuse vehicles will collect refuse/recycling from kerbside from the existing highway network.

Ease of access is provided for pedestrians to all apartments to allow for easy transportation of refuse and / or recyclable waste.

