St Andrew's Gate, Town Centre Extension
Hybrid Planning Application

Design Code (Outline Element)

June 2024

ST. ANDREW'S PARK

UXBRIDGE

Project Partners

Applicant
Vinci St Modwen

Local Authority
London Borough of Hillingdon

Architect
Pollard Thomas Edwards

Planning Consultant
Lichfields

Landscape Architect
Gillespies

Transport Consultant
Caneparo Associates

Daylight & Sunlight
Point 2

Energy & Sustainability
Hodkinson

Drainage & Flood Risk
Conisbee

Heritage, Townscape and Visual Impact
Lichfields

Fire Consultant
Ashton Fire

Ecology
Tyler Grange

Air Quality and Noise Consultants
NRG

Revisions	
Rev	H
Date	26-02-2025
Notes	

Save trees, save paper. Please consider the environment before printing.

Contents

1 Introduction

1.1 Purpose of the document

This Design Code has been prepared in support of the St. Andrew's Gate, Town Centre Extension, Uxbridge (TCE) the outline element (only) of the hybrid planning application, on behalf of Vinci St. Modwen (VSM).

The site is located to the east of Park Road and Hillindgon Road. It is bound to the north and north-east by St. Andrew's Road, to the east by the spine road, Town Centre West (TCW) phase of development and locally listed Mons building and to the south by Burton Road. Residential.

The proposed scheme is seeking outline approval, with all matters reserved, for the following:

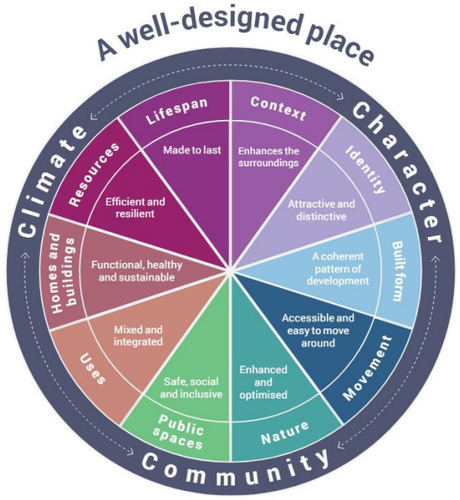
– Creation of up to no. 356 residential dwellings (Class C3) within three new build blocks, of up to 10 storeys;
– Up to 660sqm GIA of flexible commercial space (Use Classes E(a), E(b), E(c), E(e), E(g)(i) and E(g)(ii)) at ground floor level in Building Zones B and C, and up to 440sqm fixed as a convenience store (Use Class E(a)) (GIA) located in Building Zone C; and
– Associated car parking and hard and soft landscaping.

The Design Code relates to the outline element and is submitted along with the Parameter Plans and Development Specification for approval. This suite of documents will be used to inform the detailed design of future reserved matters applications. The Design Code is not applicable to the full element of the hybrid planning application.

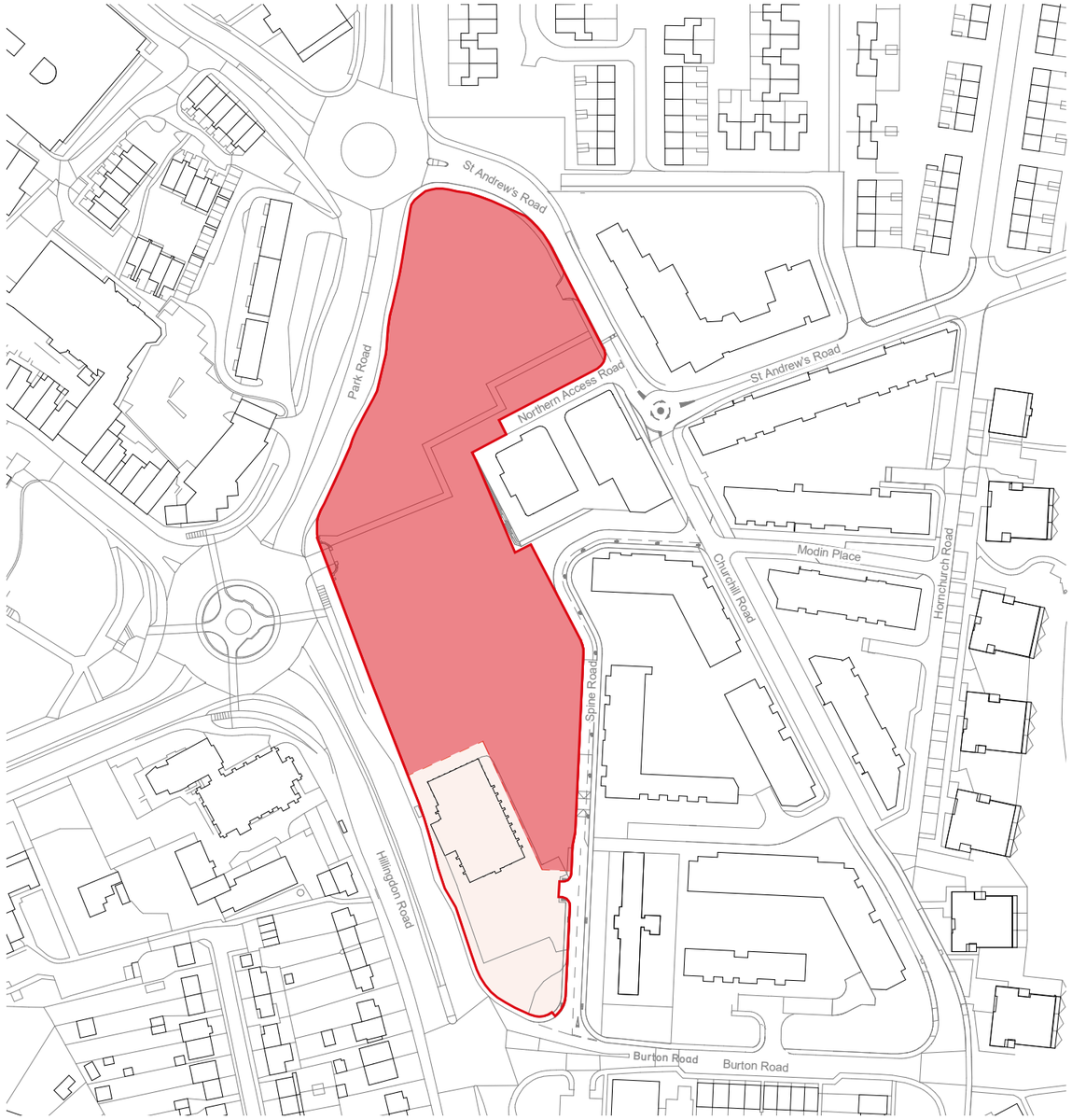
The plan opposite identifies the area covered by the hybrid planning application, and highlights the extent of the site to be submitted in detail and in outline.

The Design Code has been prepared taking into account the National Model Design Code which provides guidance on the production of design codes expanding on the ten characteristics of good design set out in the National Design Guide.

"A set of illustrated design requirements that provide specific, detailed parameters for the physical development of a site or area. The graphic and written components of the code should build upon a design vision, such as a masterplan or other design and development framework for a site or area."



Characteristics of Well Designed Places (National Design Guide)



Site plan showing the extent of the hybrid planning application

KEY

- Land within Outline Element of Hybrid Planning Application – Design Code Applicable
- Hybrid Planning Application Boundary
- Full Element of Planning Application – Design Code NOT Applicable

1.2 Relationship with application documents

The Design Code should be read alongside the following control documents which have been submitted in support of the outline element of the hybrid planning application and set out the overall design requirements and intent for future reserved matters applications

- **Parameter Plans**

  The parameter plans control the physical parameters of future reserved matters applications. They set a framework to inform future reserved matters applications in relation to building zones, land uses, heights, access and movement and landscape and public realm.

- **Development Specification**

  The Development Specifications sets out key elements which relate to the proposed quantum of development that can be delivered within the parameters. It summarises key details which will guide future reserved matters applications.

  The following explanatory documents, submitted in support of the outline element of the hybrid planning application set out an illustrative overview of how the development could come forward in accordance with the Development Specification, Parameter Plans and Design Code.

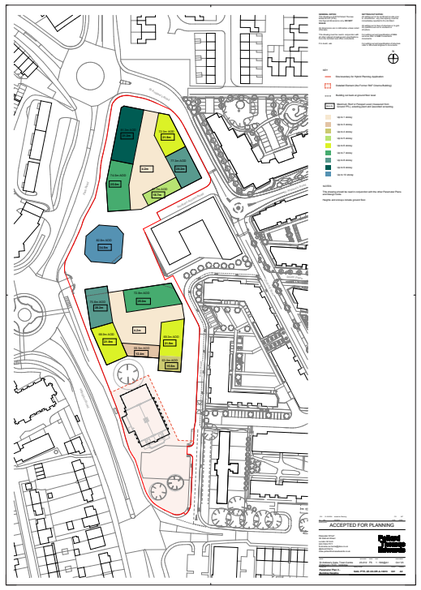
The following are submitted with the Outline Element of the application to provide additional background and illustrative information on the scheme to assist in the understanding of the site, context, proposals and their design development

- **Design and Access Statement**

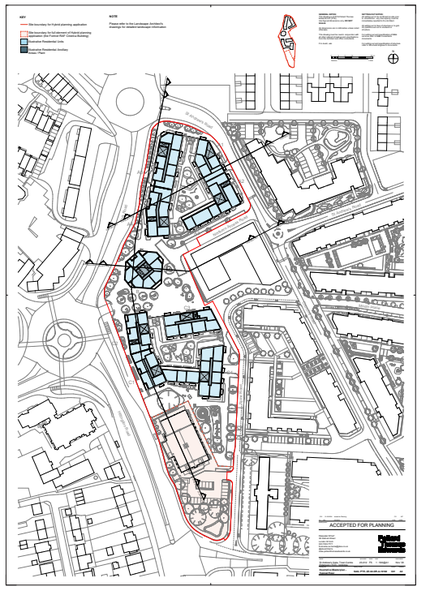
  The Design and Access Statement (DAS) sets out the vision and details of the illustrative masterplan for the TCE site. It details how the design has been developed through extensive pre-application discussions with LB Hillingdon and the GLA and engagement with the community and key stakeholders. The illustrative masterplan represents how the design parameters could be interpreted and the Design Code details complied with.

- **The Illustrative Masterplan and Illustrative Plans**

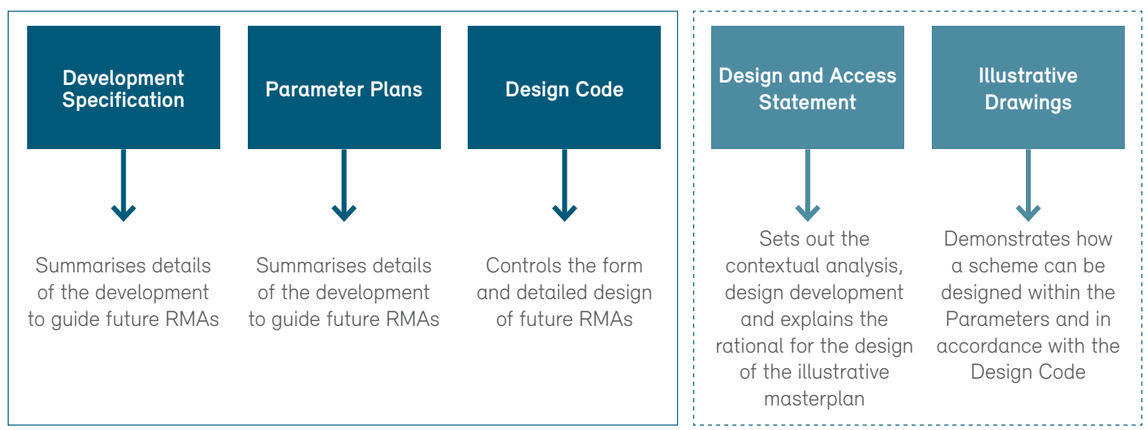
  The illustrative masterplan and plans demonstrate how the design parameters could be interpreted. They set out illustrative ground floor and typical floor plans and demonstrate how the design parameters could be interpreted and the Design Code details complied with.



Example parameter plan



Example illustrative plan



How to Use the Design Code

This Code identifies the key features and principles of the proposed development and explains how these should be interpreted to create an attractive, distinctive and high quality place. It ensures a sense of continuity and coherence across the masterplan area.

There are two types of codes within the document:

Mandatory codes

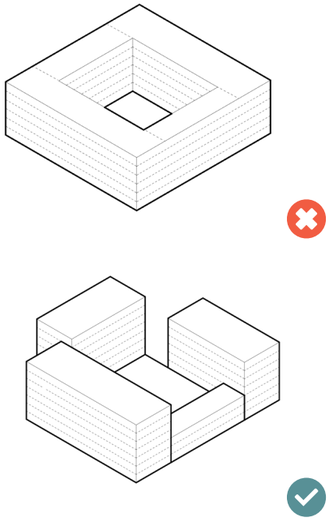
Compliance with these codes is obligatory. These have been developed as key design principles which must be followed when designing buildings and spaces, unless there are satisfactory reasons for not doing so. These will be identified through the design code as a **must**.

Interpretive codes

The purpose of these codes is for guidance which should be taken into account when designing buildings and spaces, however there is much more flexibility in complying with these codes. These codes will be phrased as guidance that **should** be considered.

Design codes may be supplemented by illustrative diagrams, precedents and background text for reference only. These are to aid designers to interpret the meaning of written codes and demonstrate some of the ways they can be achieved.

A **green tick** denotes design strategies to be considered.
A **red cross** denotes design strategies to be avoided.



Example illustrative diagrams

1.3 Project vision

This section of the code sets out the overarching vision for the site, design objectives and key placemaking elements which underpin the design code to ensure the creation of a cohesive and high quality development.

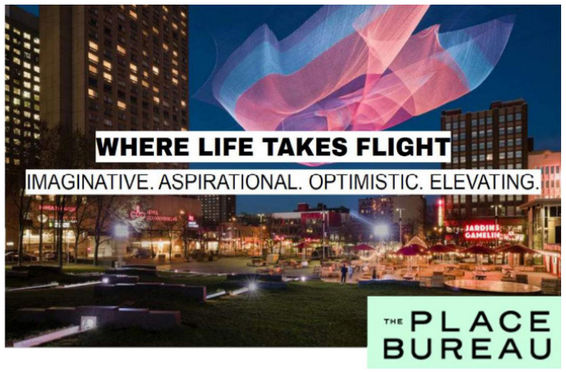
The Vision

St. Andrew's Gate, TCE, is the final, pivotal phase of redevelopment of the former RAF Uxbridge base. It will unveil the site's legacy and heritage to embrace the past, whilst forging a future where a residential community and local amenities converge around key areas of public realm. The site will connect Uxbridge town centre with Dowding Park, seamlessly knitted into the wider St. Andrew's Park area.

The vision for the TCE site has been developed to build upon the site's unique identity and heritage, engage with the local community, and provide clear direction for the delivery of the proposed scheme. It is the outcome of extensive research into the history of the site, a series of in-depth interviews with existing and potential future residents undertaken by the Place Bureau, community and stakeholder engagement, design workshop sessions led by PTE and Gillespies, and a response to pre-application feedback received by the London Borough of Hillingdon (LBH) and the Greater London Authority (GLA).

'Where Life Takes Flight'

St. Andrew's Gate, TCE, is the final, pivotal phase of redevelopment of the former RAF Uxbridge base. It will unveil the site's legacy and heritage to embrace the past, whilst forging a future where a residential community and local amenities converge around key areas of public realm seamlessly linked with the wider St. Andrew's Park and Uxbridge communities.

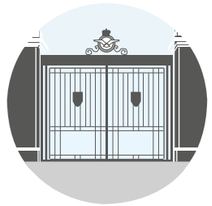


1.4 Design objectives

The vision is underpinned by the following key design objectives:

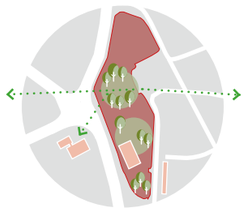
Cultural Heritage, Character, and Identity

The scheme will optimise existing assets while enhancing and respecting the past. St. Andrew's Gate and the former Cinema building will be retained, and references to the site's history will be incorporated into the design to pay homage to its rich history and celebrate its connection with the former RAF Uxbridge base.



Revitalisation of Vacant Land & Improved Connections

The accessible site is currently underutilized and disconnected from its surroundings. The scheme will reintegrate the site into the surrounding context, strengthen the streetscape, sensitively integrate St. Andrew's Gate and the former Cinema building, and improve a key east-west connection from Park Road/ Hillingdon Road into St. Andrew's Park.

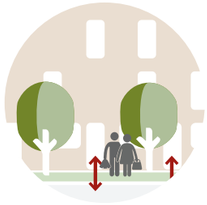


Improved Street Frontages & Local Views

Formerly concealed within the surrounding streetscape due to the RAF security protocol, the scheme will leverage the site's prominent location to serve as a new gateway into St. Andrew's Park. This will be marked by the retained St. Andrew's Gate. The site will be visible in views along Park Road and Hillingdon Road, to denote the Town Centre location and enhance local legibility. New built form and landscaping will positively contribute to sequential views from the surrounding area. The design will reflect the prominence of the site's location through the thoughtful arrangement of built form, massing, and height.

Public Realm & Greening

The scheme will be developed around key areas of public realm which will provide essential spaces for the existing and emerging communities within St. Andrew's Park. These areas will incorporate new routes, landscaping, street greening, and active frontages.



High Quality New Homes & Local Amenities

The scheme will deliver new high-quality homes built to modern standards, designed to provide a high-quality living environment and meet the needs and aspirations of residents. Flexible ground floor spaces will accommodate non-residential uses, offering local amenities and facilities for both residents and existing communities to enjoy.

A Diverse Sustainable Neighbourhood

The new neighbourhood will be designed sustainability to create a healthy and vibrant community. It will connect into the St. Andrew's Park District Heat Network.

1.5 Key place names

The following key places are referred to throughout the Design Code. They refer to elements associated with the proposed development and existing streets, features and buildings.

Squadron Square

A new public square located at the heart of the site. Squadron Square stands as a tribute to No. 11 Group RAF, who were historically based at the former RAF Uxbridge and were responsible for the aerial defence of London and the South-East during the Battle of Britain.

St. Andrew's Gate

The locally listed gates situated at the eastern edge of the site. The gates, which historically formed the ceremonial entrance into the former RAF Uxbridge base, will be retained as the principal pedestrian gateway into the site.

Roundel Place

A new public space located to the north and east of the former Cinema building. This space will provide a setting for the former Cinema building and incorporate a Pocket Park.

Gateway Building

A distinct building located at the gateway into the site, within Building Zone B, shown on the Building Zone Parameter Plan.

Former Cinema Building

The Grade II listed former Cinema building situated within the full element of the hybrid application, located at the southern end of the site.

Town Centre West

The phase of development which sits to the south and east of the TCE site boundary; referred to as TCW.

Mons Building

The locally listed former barrack block associated with RAF Uxbridge. The Mons building is located to the east of the site and has planning consent for conversion to provide residential dwellings.

Northern Access Road

The road that extends west from St. Andrew's Road, located to the north of the TCW phase of development. The TCE site boundary runs along the back-edge of the northern carriageway.

Spine Road

The road that connects Burton Road to Churchill Road and is situated to the east of the site boundary, adjacent to TCW Blocks 2 and 3 and the Mons building. The TCE site boundary runs along the back-edge of the eastern carriageway of the Spine Road.

Hillingdon Road Frontage

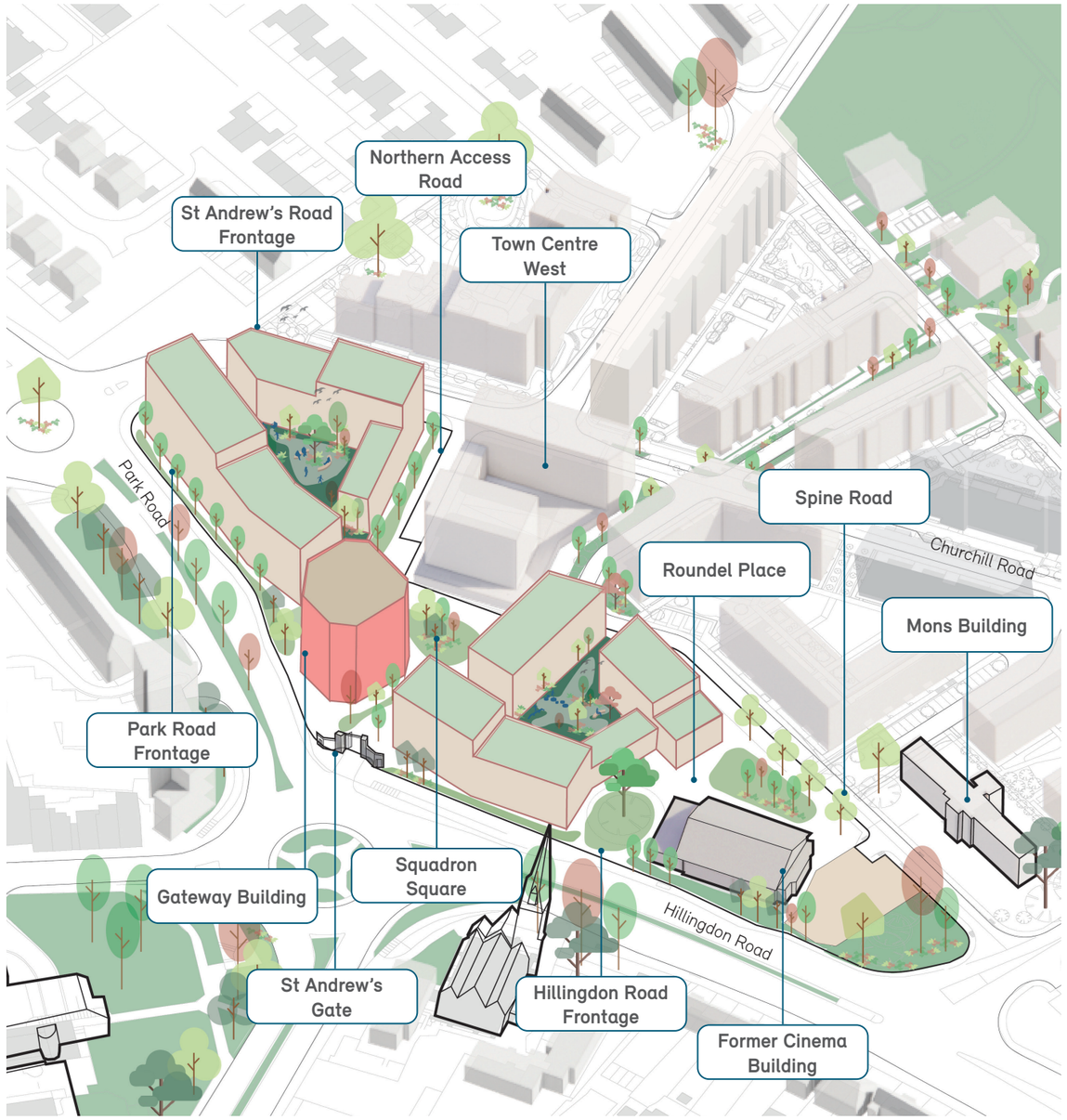
The section of the site which fronts onto Hillingdon Road.

St. Andrew's Road Frontage

The section of the site which fronts onto St. Andrew's Road.

Park Road Frontage

The section of the site which fronts onto Park Road.



Place name diagram

2 Form, scale and massing

2.1 Building layout and footprint

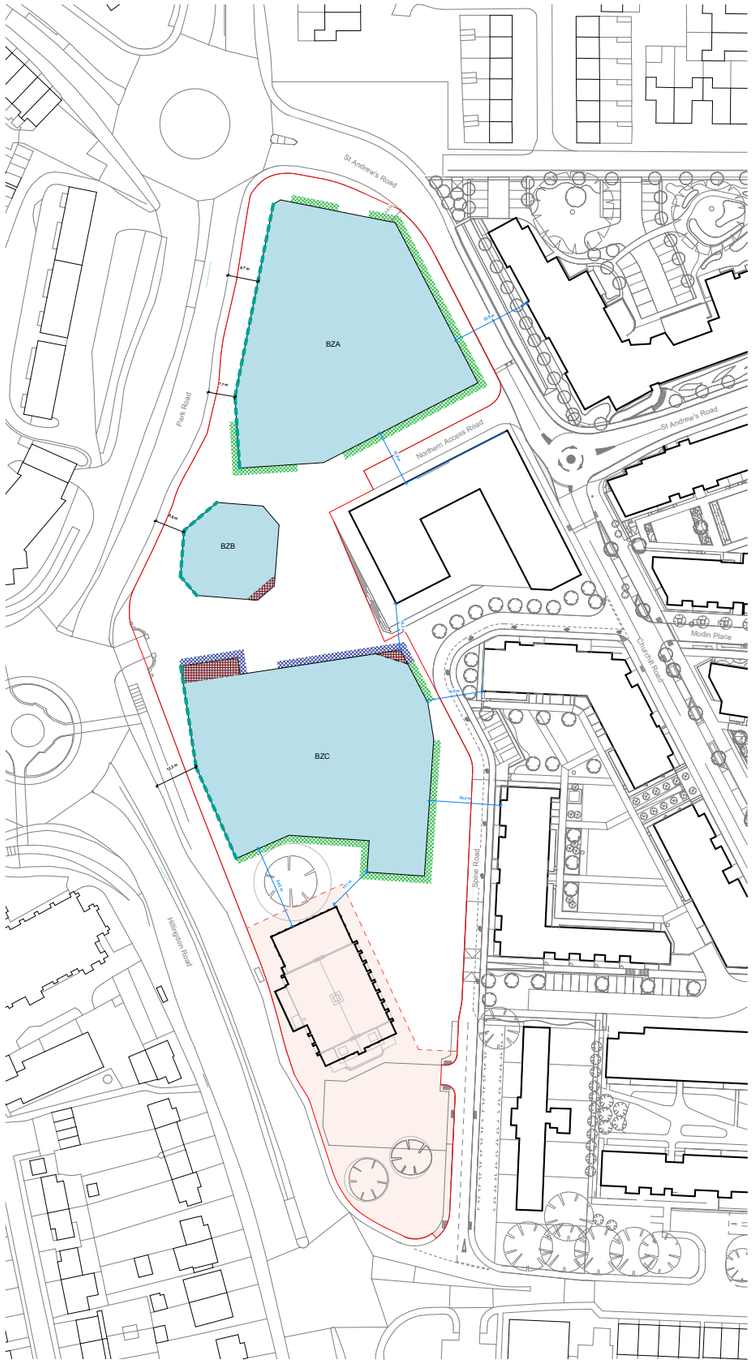
Parameter plan *"Building Zones"* identifies the outer limits of development across the outline element of the masterplan.

Three Building Zones have been shown:

Building Zones A (BZA) and C (BZC) show the locations where built development can occur; including buildings and residential parking areas in the form of podiums.

Building Zone B (BZB) shows the location where built development comprising of a single building (only) will be located.

The Parameter Plan also includes information on the set back and separation distances of the Building Zones to nearby buildings and roads. A +/- 500mm is allowed for, other than along the Park Road and Hillingdon Road frontage as marked out on the plan to ensure the building line along this key frontage is retained as per the Building Zone location shown.



Parameter Plan - Building Zones

KEY

- Site boundary for Hybrid planning application
- Detailed Element (the Former RAF Cinema Building)
- Building Zones +/- 500mm plot deviation allowed, except along Key Fixed Frontages
- Key Fixed Frontages - no increase in footprint is permitted in terms of plot deviation
- Permitted projection zone beyond limit of built form (+ max. 2m).
- Permitted projection zone beyond limit of built form (+ max. 2m) from the 2nd floor.
- Building overhang above Ground Floor
- Xm — Minimum distance from Building Zone Edge to Neighbouring Built Form.
- Xm — Minimum distance from Building Zone Edge to carriageway edge.

NOTES

The Building Zones identify the outer limits of development across the Outline Element.

Building Zones A (BZA) and C (BZC) show the locations where built development can occur; including buildings and residential parking areas in the form of podiums.

Building Zone B (BZB) shows the location where built development comprising of a single building (only) will be located.

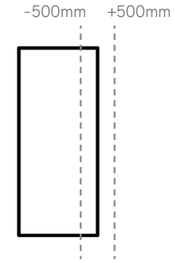
This drawing should be read in conjunction with the other Parameter Plans and the Design Code.

Permitted projection zones are excluded from the minimum distance requirements stated on the plan.

Building zones

2.1.1 All proposed building blocks within the outline element **must** sit within the maximum building zone parameters.

2.1.2 Building Zones have a tolerance of +/- 500mm, except for where Key Fixed Frontages are identified on the Building Zone Parameter Plan. Where tolerance is applied it must maintain the defined minimum distance from neighboring built form and the carriageway edge.



Building zones have a tolerance of +/- 500mm, unless where noted as fixed on the Building Zones parameter plan

Projections

2.1.3 Parameter plan '*Building Zones'* identifies the location of maximum 2m projection zones on building frontages.

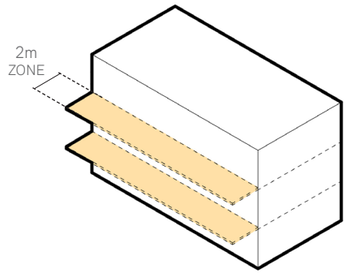
Projections **must** not extend beyond the maximum dimension specified.

2.1.4 The following items are permitted within projection zone:

- Entrance canopies
- Upper floor balconies
- Solar shading
- Commercial signage and awnings

2.1.5 Where a projection zone is not indicated on *Parameter plan 'Building Zones',* all balconies **must** be recessed or accommodated within the building zone.

2.1.6 Some areas of the parameter plan have been identified with projection zones from 2nd floor only. First floor balconies within these zones **must** be recessed within the building line.

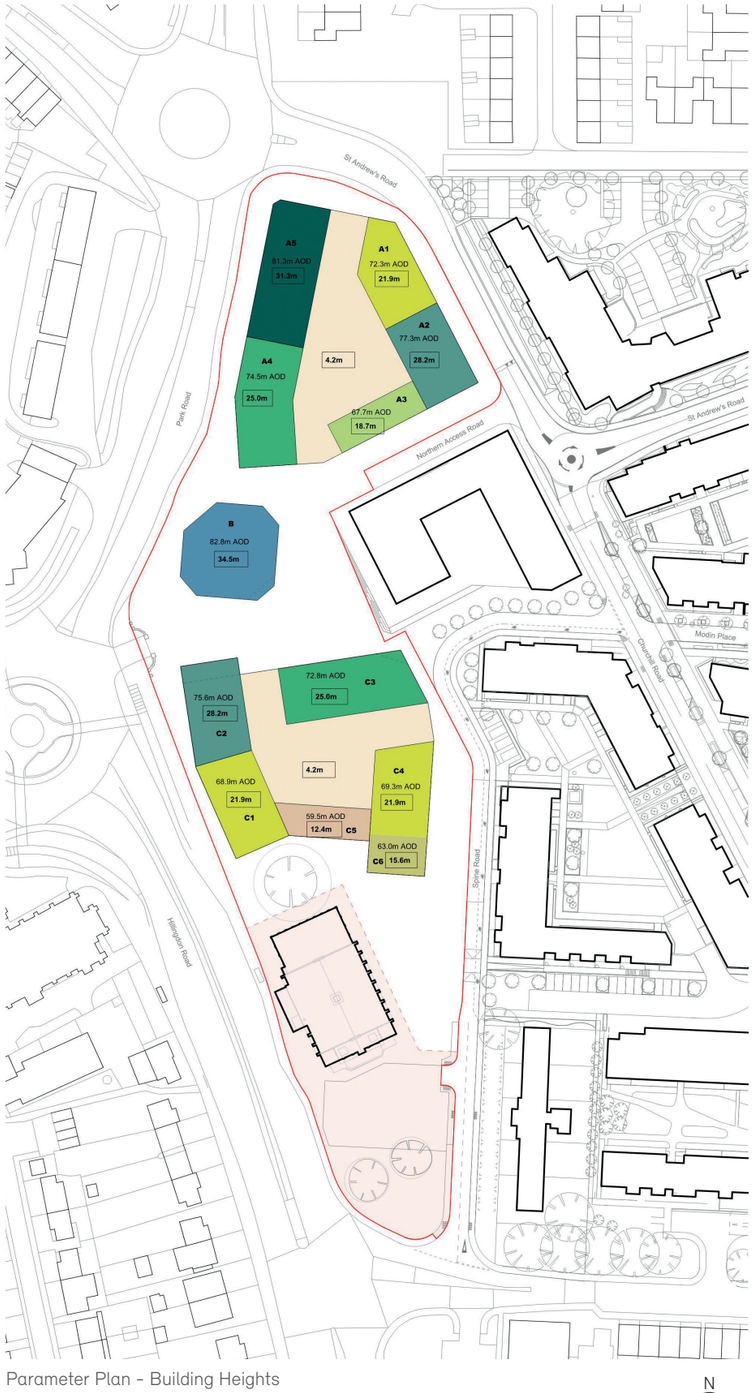


Maximum 2m zone from the edge of the Building Zone, where identified on parameter plan

2.2 Building heights

Parameter plan 'Building Heights' sets out the maximum height to all parts of the Building Zones.

Maximum building heights are to be taken as the highest roof or parapet point.



KEY

- Site boundary for Hybrid Planning Application
- Detailed Element (the Former RAF Cinema Building)
- Building cut back at ground floor level
- xx.x m — Maximum Roof or Parapet Level (measured from Ground FFL), exluding plant and associted screening.
- XX — Block Reference
- Up to 1 storey
- Up to 3 storey
- Up to 4 storey
- Up to 5 storey
- Up to 6 storey
- Up to 7 storey
- Up to 8 storey
- Up to 9 storey
- Up to 10 storey

Parameter Plan - Building Heights

N

Maximum Building Heights

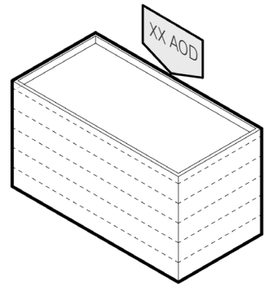
2.2.1 Maximum building heights include parapets.

2.2.2 Where parapets are below 1100mm, fixed railings to match balconies **must** be incorporated into the design of the parapet, to avoid the use of collapsible temporary balustrades.

Railings **should** be set on the inside of the parapet to limit visibility.

2.2.3 Maximum building heights exclude plant and associated screening. Refer to *Rooftop elements* for more detail.

2.2.4 The ground floor of blocks, within Building Zones B and C, which incorporate non-residential uses **must** be taller than the residential floor above. Where provided non-residential uses **must** have a minimum floor-to-floor height of 4.05m.



Maximum AOD height taken as the highest part of the roof or parapet

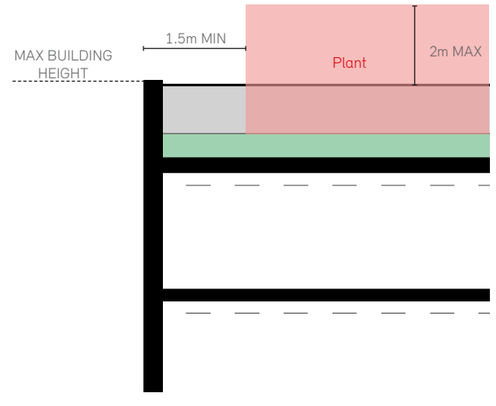
Rooftop elements

2.2.5 Rooftop plant, lift shafts and other equipment that protrudes above roof level **must** be positioned sensitively.

2.2.6 The design of the roof plan **must** integrate features cohesively.

2.2.7 Plant **should** not be located on the 9 storey and 10 storey elements. Plant associated with the District Heat Network should be located on the 7 storey element in Building Zone A.

2.2.8 Where rooftop plant and other features extend beyond the maximum heights set out in the Parameter Plan Building Heights, it **must** not extend more than 2m above the maximum AOD and **must** be set back 1.5m from the building facade.



Rooftop plant

2.3 Massing principles

Block layout and articulation

2.3.1 Perimeter blocks (BZA and BZC) **must** be articulated as a collection of individual blocks. Continuous perimeter blocks must be avoided.

2.3.2 Where blocks adjoin, these **must** be articulated through one or more of the following:

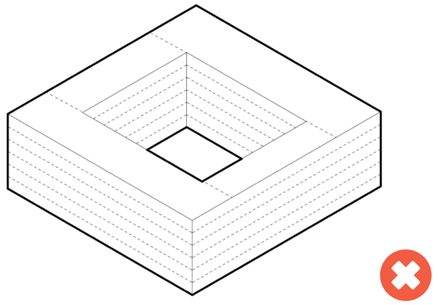
- Breaks in the massing
- Changes in the elevation treatment, such as brick tone
- Step in building height

2.3.3 A break is a distinct gap in the massing. Gaps between blocks **must** be at least 9.5m wide, and where possible **should** be 11m wide.

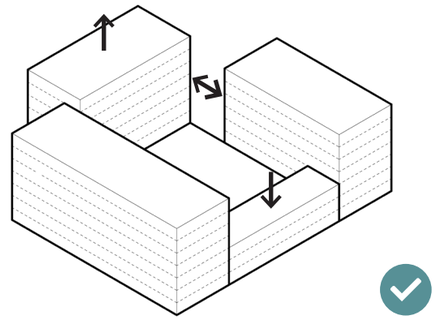
These gaps **should** stop at podium level.

2.3.4 There **must** be a 2-storey difference between the heights of the following blocks:
- Blocks A1 and A2
- Blocks A2 and A3
- Blocks A4 and A5
- Blocks C1 and C2
- Blocks C4 and C5
- Blocks C4 and C6

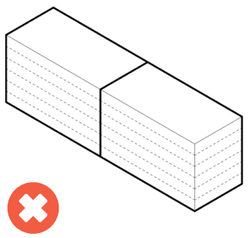
The block references set out above are as per the Building Heights Parameter Plan.



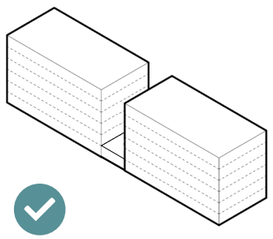
Continuous perimeter blocks **must** be avoided (Code 2.3.1)



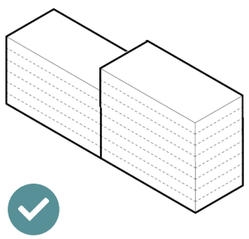
A collection of blocks, with variations in height and breaks in the massing **must** be provided (Codes 2.3.1 and 2.3.2)



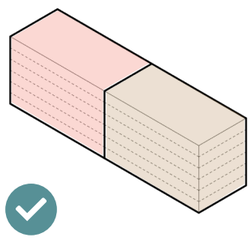
Where blocks meet there **should** be articulation in the massing



Break in block massing



Step in block height



Change in elevation treatment

3 Non-residential uses

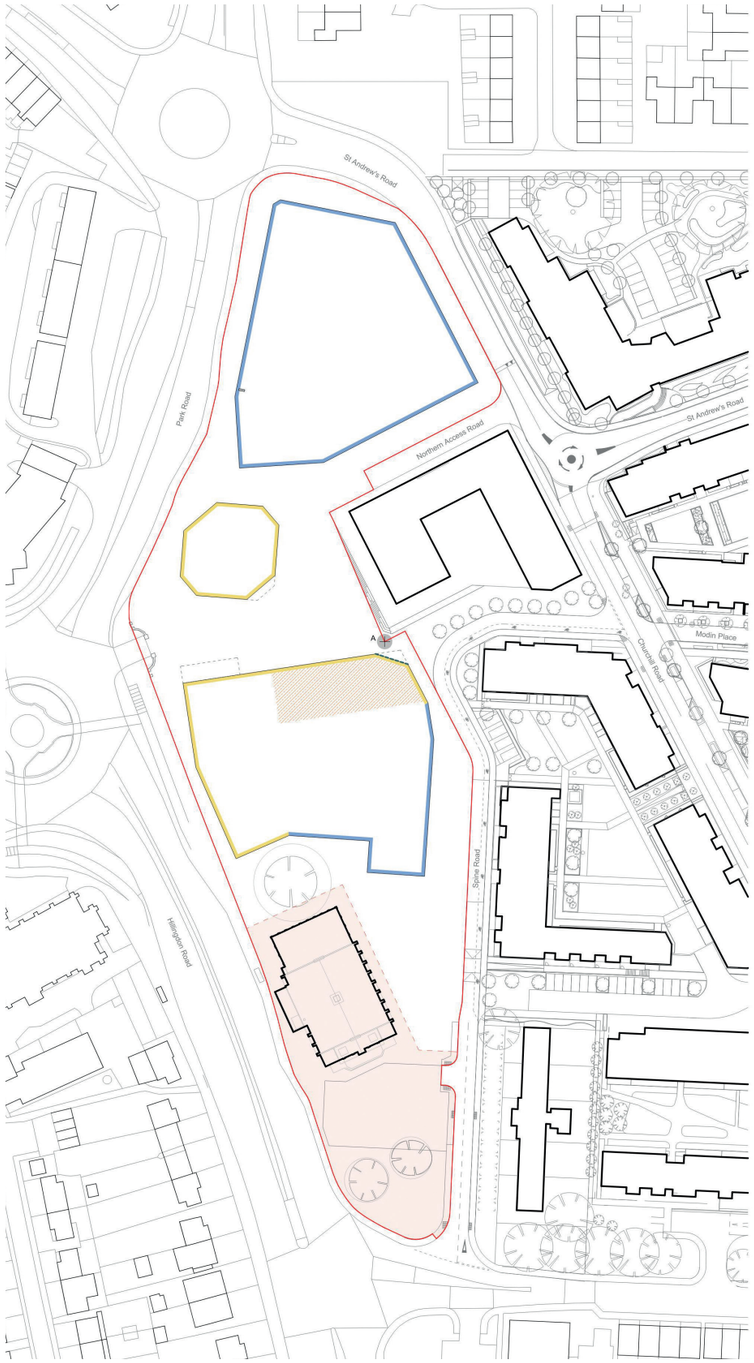
3.1 Building Uses

Parameter plan 'Building Uses Ground Floor' identifies the location of use classes at ground floor within the Building Zones.

This plan also highlights where overhangs are located within the footprint of the building zones.

This drawing should be read in conjunction with parameter plan 'Building Use Upper Floors'.

This restricts the use of the upper floors to residential uses.



KEY

- Site boundary for Hybrid Planning Application
- Detailed Element (the Former RAF Cinema Building)
- Use Class C3
- Use Class E(a), E(b), E(c), E(e), E(g)(i), E(g)(ii). The ground floor at these locations can include residential entrances and any ancillary uses associated with Use Class C3.
- Illustrative location of Food Store (Use Class E(a)) of maximum area of 440m² (GIA)
- Area where limit of built form at ground floor only should be set back from Building Zone edge to provide min. 4m distance to point A.

Parameter Plan - Building Use Ground Floor

Non-residential uses and residential ancillary

3.1.1 Non-residential uses **must** be incorporated within the ground floor of buildings located in Building Zone B and Building Zone C.

3.1.2 The foodstore **must** be located within Building Zone C.

3.1.3 Non-residential ground floor uses and frontages can include residential entrances and other ancillary spaces. These **must** be integrated within the elevation.

Residential Uses

3.1.4 Residential dwellings **must** comprise apartments or duplex units. The provision of duplex units **must** be restricted to ground and first floor level, within Building Zone A and Building Zone C.

3.1.5 Duplex units **must** be provided along the Park Road frontage within Building Zone A. Bedrooms within these units **must** be located at first floor level.

3.1.6 Residential dwellings in Building Zone B **must** comprise single-level apartments.

3.1.7 All residential dwellings **must** meet the Nationally Described Space Standard.

Active frontage

3.1.8 Areas of commercial frontage **must** target 65% active frontage (including glazed residential lobbies) to create an open and attractive public realm. Sufficient justification must be presented if this target is not achieved.

3.1.9 In Building Zone A and Building Zone C ground floor residential uses **must** provide active frontage through a combination of the following:

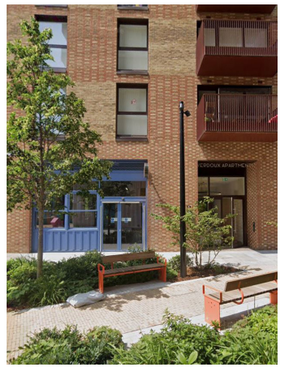
- Clear and welcoming communal entrances,
- Private entrances to residential dwellings directly from the street,
- Windows to enhance natural surveillance of the public realm.

3.1.10 Building corners **should** have active frontages on both sides, such as including windows on gable ends of buildings.

Ancillary uses

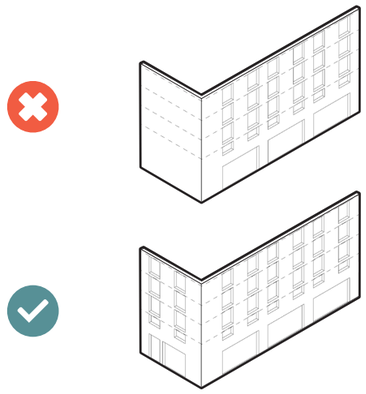
3.1.11 Two substations are to be accommodated within the site. Substations **must** be located within the Building Zones.

3.1.12 The main plant area associated with the District Heat Network (DHN) connection **must** be located within Building Zone A, concealed within the podium undercroft, unless an alternative location is robustly justified. Plant rooms to connect to the main plant area should be provided in building to enable them to be served by the DHN.



Elephant Park
AHMM

Residential entrance within commercial frontage



Building corners **should** have active frontages on both sides

4 Landscape and public realm

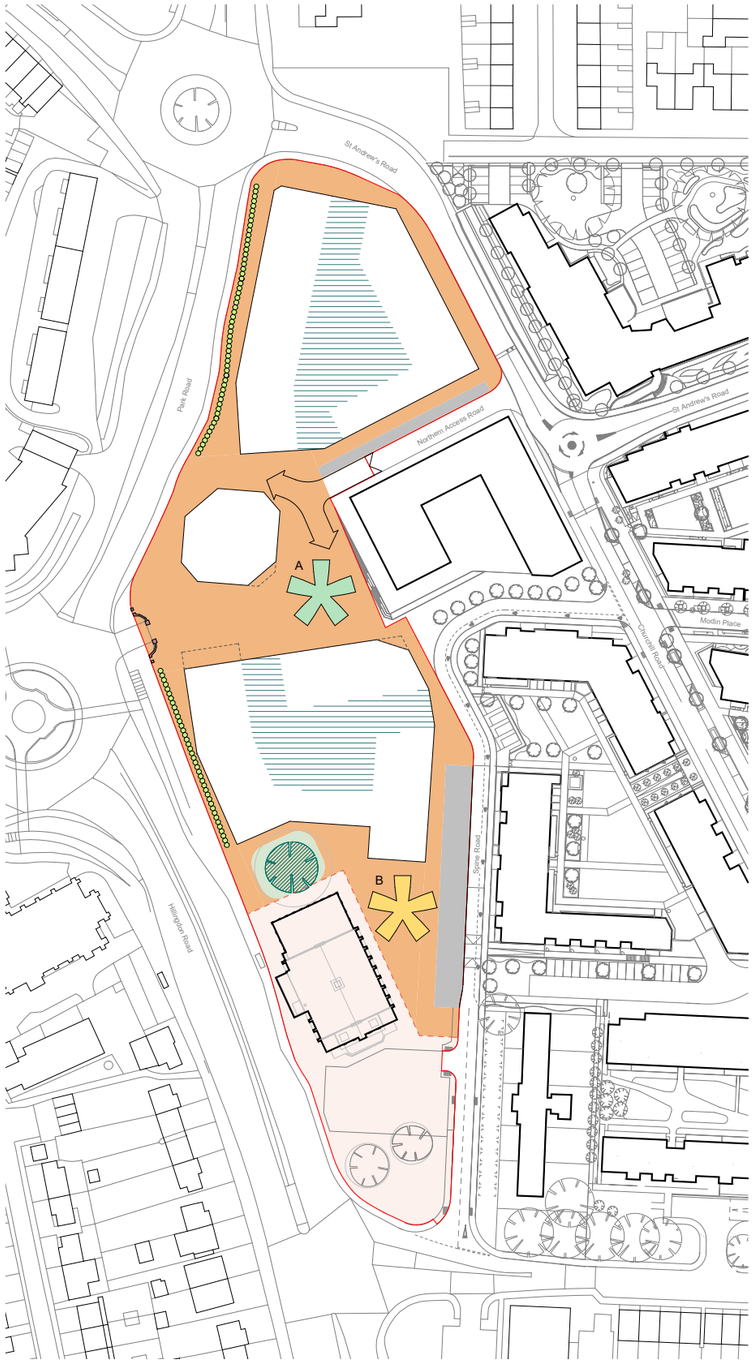
4.1 Landscape Design Parameters

Parameter Plan 'Landscape and Public Realm' identifies the location of areas of public realm and streetscapes to be provided within the scheme.

The areas surrounding the defined Building Zones must comprise areas of public realm and streetscapes in accordance with the plan and following landscape and public realm design codes.

The plan requires two key public spaces, 'Squadron Square' and 'Roundel Place', landscaped residential podium gardens in Building Zones A and C and a turning head to be provided.

The existing Horse Chestnut tree should be retained, in accordance with the plan, unless it is assessed by a qualified Arboriculturist, as being in ill health or a threat to safety.



KEY

- Site boundary for Hybrid Planning Application
- Detailed Element (the Former RAF Cinema Building)
- Building cut back at ground floor level
- New Public Realm and Streetscapes (including soft and hard landscaping)
- A Illustrative location of Public Square (Squadron Square)
- B Illustrative location of Pocket Park (Roundel Place) The Pocket Park must include play equipment
- Illustrative location of Residential Podium Gardens
- Retained St Andrew's Gate
- Illustrative location for turning head to provide servicing access
- Existing Horse Chestnut tree to be retained (set in soft landscaping). The extent of the soft landscaping is shown illustratively.
- Soft landscape buffer to be provided as per Design Code requirements
- On street parking zone. Within these zones parking spaces must be supplemented by elements of soft landscaping as per the Design Code requirements

Parameter Plan - Landscape and Public Realm

4.2 Sitewide Landscape Codes

Tree Planting

4.2.1 Tree planting **must** be incorporated within the scheme along street frontages, within areas of public realm and the communal podium areas.

4.2.2 A variety of tree sizes **must** be used across the site, in accordance with the area specific codes for the key landscape areas. Minimum tree planting sizes for different areas within the proposed landscape and public realm **must** accord with the following:

- Small trees and multi-stem trees to comprise a minimum height of 4.5m, minimum stem circumference of 16cm, and a minimum 2m clear stem
- Medium trees to comprise a minimum height of 5m, , minimum stem circumference of 20cm, and a minimum 2.2m clear stem.
- Large trees to comprise a minimum height of 6m , minimum stem circumference of 25cm and a minimum 2.5m clear stem.

4.2.3 Tree pits **must** ensure sufficient rootable soil volume, sufficient soil quality and must be suitable to species size.

4.2.4 Tree rooting volumes **should** provide the following unless tree pits are linked in which case the soil volume requirements can be reduced by 20%:

- Minimum $8m^3$ or greater for Small trees.
- Minimum $15m^3$ or greater for Medium trees.
- Minimum $20m^3$ or greater for Large trees.

4.2.5 Species **must** be selected to ensure that their mature canopy spread does not encroach within 1m of building façades or balconies.

4.2.6 Servicing and vehicle access **must** be coordinated with tree planting and trees **must** be set back minimum 1m at tree trunk centres from road edges.

4.2.7 When selecting trees for street frontages, a variety of species **must** be incorporated to create diversity and reduce risk of pests and diseases.

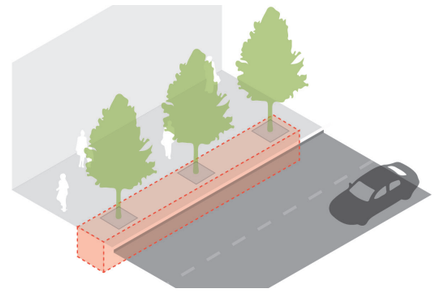
4.2.8 Tree positions **must** be coordinated with street lighting and new services must be located clear of tree pits under footpaths protected by root barriers.

4.2.9 Tree palette **must** include native or adapted cultivars of the species to maximise benefits to wildlife.

4.2.10 Trees **should** be planted in rows where possible to increase greening.


Trees in row maximise greening of streets.


Trees planted in combined trenches to optimise rootable soil volume.


Tree pits to be coordinated with street lighting and services.

Soft Landscaping, Biodiversity & SuDs

4.2.11 A Biodiversity Net Gain of at least 10% **must** be achieved within the site boundary of the Hybrid Planning Application. The proposed landscaping within the Outline Element **must** ensure that the proposed landscaping scheme in combination with the landscaping for the Full Element achieves the 10% requirement.

4.2.12 The scheme **should** seek to achieve the Urban Green Factor (UGF) target. Any deviation from the target must be robustly justified.

4.2.13 The planting palette for public realm spaces **must** include native species and local varieties.

4.2.14 Plant species **must** be robust, biosecure and resilient with mixed matrix planting of compatible species rather than single species groups, except where shrubs are being used for privacy planting.

4.2.15 Pollinator friendly planting **must** be used within amenity planting of public open spaces.

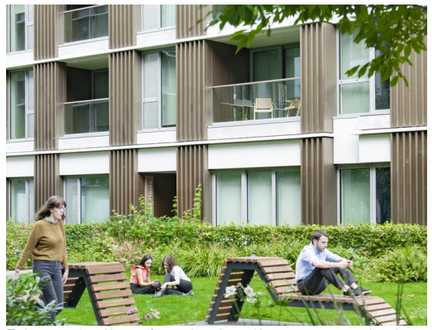
4.2.16 Non-accessible roofs **must** maximise the opportunities for green roof provision. The scheme **should** seek to achieve a minimum area of 1,800 sqm of green roof.

4.2.17 SuDS **should** be incorporated within the scheme in accordance with the Drainage Strategy.

4.2.18 The opportunity to provide rain gardens along Hillingdon Road frontage **must** be considered within future reserved matter applications.

4.2.19 Where SuDS features are vegetated, planting **must** be selected to be tolerant of both flood and drought within the SuDs.

Low matrix planting of perennials combined with individual shrubs provide attractive and climate resilient planting



Privacy planting of predominantly evergreen shrubs to residential frontages.

Flood and drought resilient species within a street rain garden.

Street Furniture and Materiality

4.2.20 Street furniture suite including seating, litter bins, bollards, and lighting **must** visually work together as a cohesive set with the wider St Andrew's Park development.

4.2.21 There **must** be a variety of seating options and a minimum of 50% of all seating should feature back and armrests for accessibility.

4.2.22 Seating **should** be provided at regular intervals within areas of Public Realm.

4.2.23 Visitors cycle parking **must** be positioned conveniently near non-residential frontages and residential entrance lobbies to promote usage and visibility.

4.2.24 Visitors cycle parking **must** be positioned outside of clear footpath zones.

4.2.25 Visitor cycle stand materials **must** be robust, durable, and complementary of wider material palette.

4.2.26 Paving materials **must** meet the required colour contrast used for edges and kerbs and the surrounding paving material to provide legibility for the visually impaired.

4.2.27 When selecting surface finishes, permeable paving **should** be preferred wherever possible.

4.2.28 A detailed external lighting strategy **must** be agreed at reserved matters stage.

4.2.29 Functional lighting **should** be incorporated within the scheme to ensure safety and visibility throughout the public realm and the streetscape including along pedestrian routes and adjacent to building entrances.

4.2.30 Ambient lighting **should** be used to create a welcoming atmosphere within the key areas of public realm including the public square, Roundel Place and the Pocket Park.

Conveniently located Sheffield cycle stands and accessible bench with materials of robust quality.

High quality and robust materiality cohesive with the wider neighbourhood.

Play and Outdoor Communal Amenity

4.2.31 The scheme **must** incorporate play provision features that provide an appropriate level of provision for the residential accommodation.

4.2.32 The playspace provision requirements **must** be calculated based on the expected child yield generated by the development.

4.2.33 Playspace for 0-5 year olds **must** be provided on site.

4.2.34 Playspace for children aged 5 - 17 **must** be accommodated on site or within the site's context.

4.2.35 A Pocket Park which incorporates formal equipped play provisions **must** be provided in Roundel Place.

4.2.36 Where communal amenity space is provided, the space **must**:

- Have a clear purpose and be designed to be safe and easily managed;
- Be overlooked by surrounding development;
- Be designed to maximise opportunities for direct sunlight;
- Have suitable management arrangements;
- Be accessible to all residents within the building zone the space is provided in relation to, regardless of tenure or mobility.
- Provide a suitable threshold treatment and private outdoor amenity and residential dwelling frontages.

Play spaces integrated into communal amenity design.

Play provision to consider all age groups and natural surveillance to be considered.

Private and communal outdoor space boundaries to be well defined

4.3 Key Landscape Areas

In alignment with the Landscape and Public Realm Parameter Plan, the TCE site will introduce a series of new public realm and street frontages. This section of the Design Code sets out the space specific landscape requirements for the key areas of public realm and street frontages which must inform future reserved matters applications.

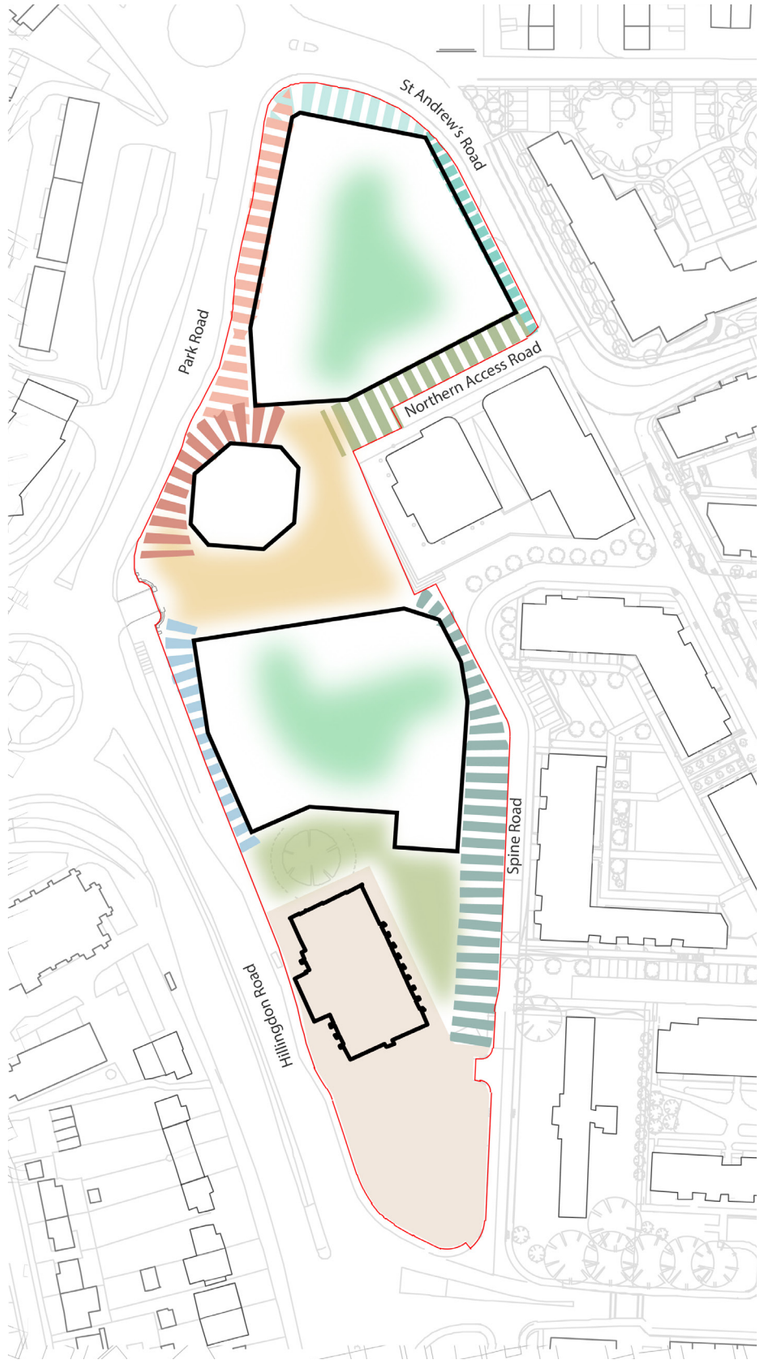
The landscape areas within the Outline Element of the Hybrid Planning Application and therefore applicable to the Design Code, comprise of the following key elements and their locations are indicated on the opposite diagram:

Public Realm Areas
– Squadron Square
– Roundel Place

Street Frontages
– Park Road Frontage Type A
– Park Road Frontage Type B
– Hillingdon Road Frontage
– Spine Road Frontage
– Northern Access Road Frontage Type A
– Northern Access Road Frontage Type B
– St Andrew's Road Frontage

Residential Outdoor Amenity
– Residential Podium Gardens

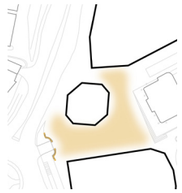
It should be noted there is not a hard boundary around these areas and designers should use discretion at RMA stage to ensure the transitions between these spaces are designed cohesively.



Indicative Public Realm Key Location Plan

4.4 Public Realm Codes

Squadron Square



4.4.1 A new area of public realm **must** be provided within the central portion of the site. This will incorporate St. Andrew's Gate and **must** be named Squadron Square.

4.4.2 St. Andrew's Gate **must** be retained, in its existing location to form a key pedestrian entrance, at the main threshold into the site.

4.4.3 St. Andrew's Gate **must** be refurbished, and the double gate and no. 2 single gates **must** be fixed open.

4.4.4 St. Andrew's Gate **must** be illuminated at dusk. Accent lighting **should** be used to highlight the key features of the structure.

4.4.5 Trees situated in close proximity to St. Andrew's Gate, **should** comprise of small to medium trees and **must** maintain a clear stem height of at least 2.5 meters.

4.4.6 Landscape features **must** be designed to maintain and frame views to the St. Andrew's Gate.

4.4.7 Tree planting, street furniture and non-residential floorspace spill-out zones **must** be coordinated to ensure a minimum 2.5m clear footway can be maintained through the central element of St. Andrew's Gate.

St Andrew's Gate must be integrated into landscape design and be fixed open and lit.

Trees with higher clear steams to ensure visual permeability at grade and greening at upper levels.

4.4.8 Trees and planting **must** be incorporated within Squadron Square to create a green connection through the central portion of the site.

4.4.9 Soft and hard elements **must** be designed to accommodate events and seasonal festivities including seasonal lighting.

4.4.10 The square **must** include infrastructure for events including power and water supplies.

4.4.11 Soft landscape features **must** be sufficiently set back from non-residential ground floor uses, to enable these uses to spill-out and activate Squadron Square.

4.4.12 Public seating **must** be provided towards the edges of the space to provide flexibility of use and programming for events.

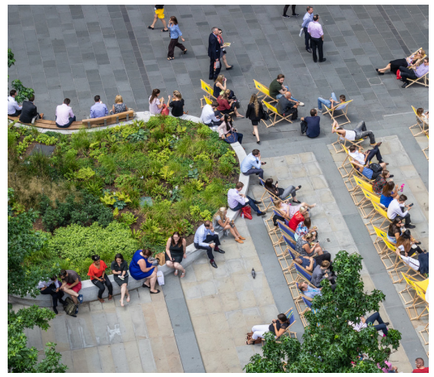
4.4.13 Design of the square **must** allow for integration of public art with reference to the Site's RAF heritage and contribute to the site's placemaking.

4.4.14 Vertical elements such as trees, lighting and signage **must** be coordinated to avoid clutter and maintain clear vistas to St Andrew's Gate and ground floor non-residential uses.

4.4.15 A turning head **must** be provided in Squadron Square, as an extension to the Northern Access Road in accordance with the Access and Movement Parameter Plan.

4.4.16 The turning head **must** be paved to read as part of the Squadron Square. Kerbs to the turning head must be kept no lower than 60mm and provide visual colour contrast to provide suitable edge.

4.4.17 Opportunities to incorporate interactive / playable elements **should** be sought for daily activation of the space.



Public seating integrated into edge of soft landscaping with tree planting.

Design of hard and soft elements to provide flexibility

Interactive elements in public realm

Roundel Place

4.4.18 A new area of public realm **must** be provided to the south of Building Zone C. This will incorporate the area of land positioned between Building Zone C, the former Cinema building and the Spine Road. It **must** be named Roundel Place.

4.4.19 The landscape design of Roundel Place **must** respect and enhance the setting of the former Cinema building and nearby Mons Building.

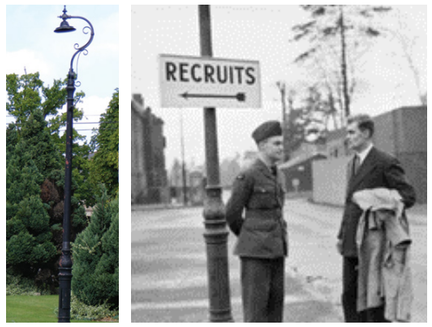
4.4.20 A pedestrian access point from the site boundary adjacent to Hillingdon Road **must** be provided into Roundel Place.

4.4.21 The existing horse chestnut tree **must** be retained, unless it assessed by a qualified Arboriculturist, as being in ill health or a threat to safety. It **must** be set within an area of appropriate soft landscaping.

4.4.22 A defensible planting zone of minimum 1.5m width **must** be provided along any residential dwelling frontages that face onto Roundel Place.

4.4.23 Adequate seating and congregation spaces **must** be provided for both socialising and relaxing. They **must** offer a variety of social and quiet settings.

4.4.24 Reference to the site's RAF heritage **must** be incorporated within the public realm at Roundel Place. A replica of Flight Lieutenant Albert 'Stiffy' Wombwell lamppost should be installed within Roundel Place.



A replica of 'Stiffy' the lamppost to be installed in the Roundel Place area.

Existing TPO tree to be retained and integrated into landscape design.

4.4.25 A Pocket Park of minimum 450sqm area, with an equipped play space **must** be provided within Roundel Place, located to the east of the former Cinema building and to the south of Building Zone C.

4.4.26 The Pocket Park **should** incorporate a variety of soft landscaping. This should include herbaceous planting, trees and shrub planting. Small, medium and large trees **should** be accommodated within Pocket Park area.

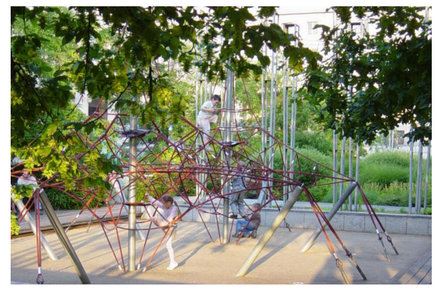
4.4.27 Seating areas **should** be incorporated within the Pocket Park design.

4.4.28 The play equipment **should** reference the site's RAF heritage to contribute to placemaking. Play equipment such as climbing nets / sky play **should** be considered.

4.4.29 Design **must** consider position of the play space and provide a soft landscaped boundary treatment along Spine Road frontage to contain the space.

Seating and congregation areas to be provided for the community to come together and socialise.

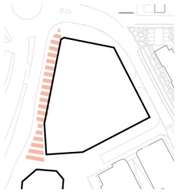
A predominantly soft landscaped environment providing opportunities for people to connect with nature.



Equipped play to be provided on site.

4.5 Street Frontage Codes

Park Road Frontage (Type A)



Residential built form will create a new frontage to Park Road in this location. The following codes are applicable to the area between the built form and site boundary:

4.5.1 A soft landscaped, planted green verge, with a minimum depth of 2m **must** be provided immediately adjacent to the site boundary. This must extend the length of any residential frontage which faces onto Park Road. Breaks in the verge will only be permitted to provide access into the site at points adjacent to residential entrances into the building, residential ancillary areas which require access and to provide a connection to existing pedestrian crossing points.

4.5.2 The planted verge **must** incorporate tree planting. Taller trees with narrower canopies **must** be placed along this frontage to green outlook of residential units and ensure no conflict with the adopted highway.

4.5.3 Trees **must** be provided at regular intervals to line the frontage and single tree planting in verges should be avoided.

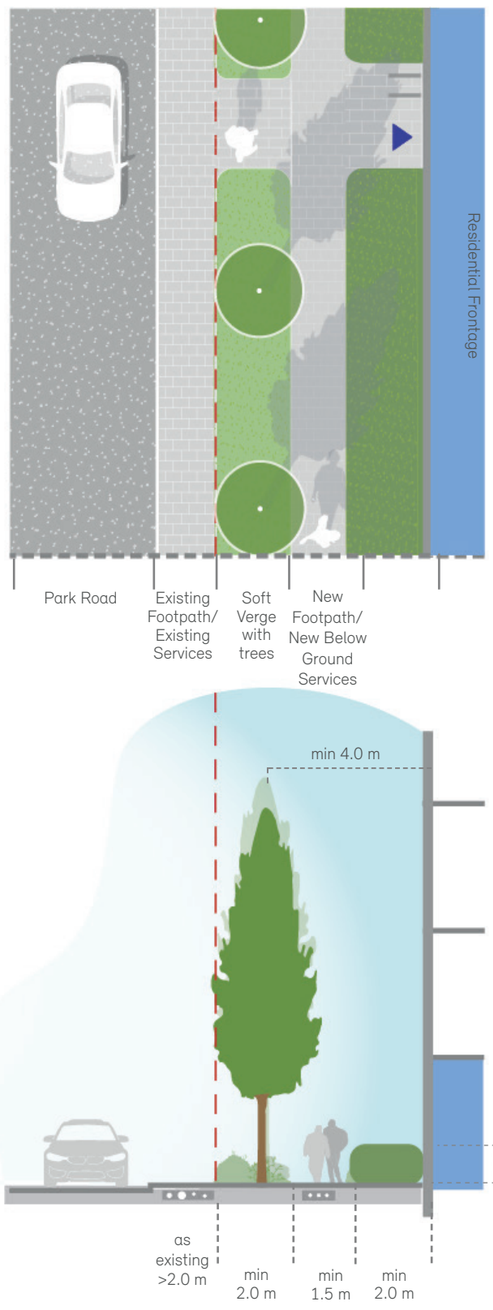
4.5.4 Tree planting **must** be offset from the centre of tree trunk to the building facade by a minimum of 4m.

4.5.5 Tree pits **must** include root barriers where located adjacent to services and against the adopted highway in tree pits providing sufficient soil volume per sitewide tree codes and **must** be coordinated with utilities.

4.5.6 A continuous footpath with a minimum clear width of 1.5m **must** be provided adjacent to the planted green verge, in front of the building frontage. This **should** provide a pedestrian route, parallel to the building frontage and Park Road.

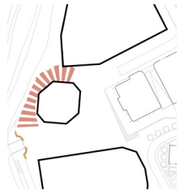
4.5.7 A defensible planting zone of min. 2m width **must** be provided along any residential frontages which face onto Park Road. No breaks will be permitted in the defensible planting zone where it is positioned in front of residential dwellings, other than to provide access into the dwelling.

4.5.8 Defensible planting **must** be around 1000mm tall and include a proportion of evergreen species for year-round consistency.



Indicative Park Road frontage Type A zoning diagram

Park Road Frontage (Type B)



Built form, with a non-residential ground floor use, will create a new frontage to Park Road in this location. The following codes are applicable to the area between the built form and site boundary:

4.5.9 Frontage **must** feature a minimum 2m wide soft landscaped, planted green verge that runs along the site boundary which accommodates tree planting.

4.5.10 Planting within soft verge **should** be no taller than a height of 800mm against Park Road to maintain visual permeability to commercial frontages.

4.5.11 Breaks in the planted buffer **must** align with entrances into the building located within Building Zone B and the pedestrian route located between Building Zones A and B.

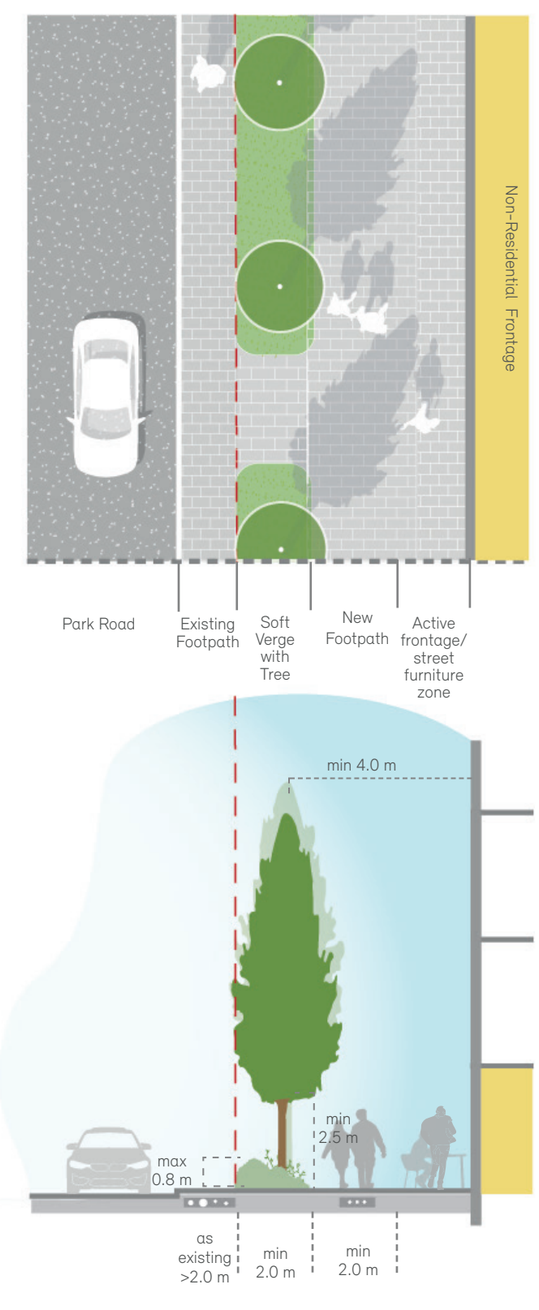
4.5.12 Trees **must** be specified with a minimum 2.5m clear stem to retain visual permeability to commercial frontages.

4.5.13 Tree planting **must** be offset from the centre of tree trunk to the building facade by a minimum of 4m.

4.5.14 Tree pits providing sufficient soil volume per sitewide tree codes **must** be coordinated with utilities.

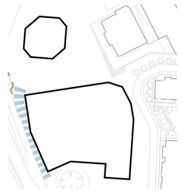
4.5.15 A continuous footpath with a minimum clear width of 2m **must** be provided to respond to higher footfall anticipated around Building Zone B.

4.5.16 Street furniture, tree planting and commercial spill-out spaces (where required) **must** not encroach the footpath zone.



Indicative Park Road frontage Type B zoning diagram

Hillingdon Road Frontage



Built form, with a non-residential ground floor use, will create a new frontage to Hillingdon Road. The following codes are applicable to the area between the built form and site boundary:

4.5.17 Tree planting in soft verges with a minimum depth of 1.8m **must** be accommodated along Hillingdon Road frontage.

4.5.18 Tree pits **must** be coordinated with utilities and be designed to provide sufficient soil volumes per sitewide tree codes.

4.5.19 Planting within soft verge **should** be up to a height of 800mm against Hillingdon Road.

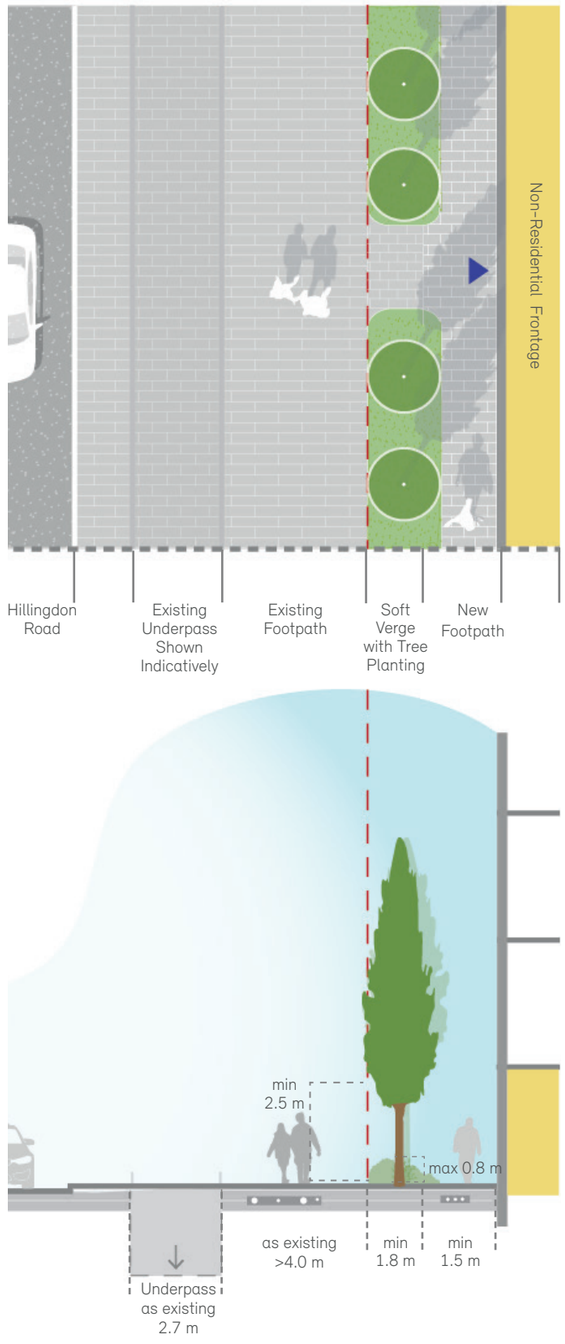
4.5.20 Small trees **must** be selected as a minimum and fastigiate (columnar) species must be incorporated along this frontage.

4.5.21 Tree pits **must** include root barriers where located adjacent to services and against the adopted highway.

4.5.22 Entrances to commercial units **must** be kept clear and a footpath with a minimum clear width of 1.5m **must** be provided along the frontage.

4.5.23 Entrances to commercial units **must** be kept clear and a footpath with a minimum clear width of 1.5m must be provided along the frontage.

4.5.24 Pedestrian access to Roundel Place **must** be coordinated with the Hillingdon Road frontage.



Indicative Hillingdon Road frontage zoning diagram

Spine Road Frontage

Built form and Roundel Place will create a new frontage to the western edge of the Spine Road. The following codes are applicable to the area between the built form, Roundel Place and the site boundary:

4.5.25 The Spine Road frontage **must** incorporate street tree planting in soft landscaping.

4.5.26 Medium size trees as a minimum **must** be accommodated in tree pits providing sufficient soil volume per sitewide tree codes and must be coordinated with utilities.

4.5.27 Perpendicular parking bays of minimum 6m depth **must** be accommodated to the south of the vehicle entrance into Building Zone C in accordance with the Access and Movement Parameter Plan. The parking bays **must** be situated between the footpath and carriageway to avoid vehicles tracking across pedestrian zones.

4.5.28 Any on-street parking bays **must** be broken up with tree planting between every 4 bays.

4.5.29 The pedestrian crossing location, across the Spine Road from the Town Centre West phase of development **must** be kept clear of obstructions when arranging parking and soft verges.

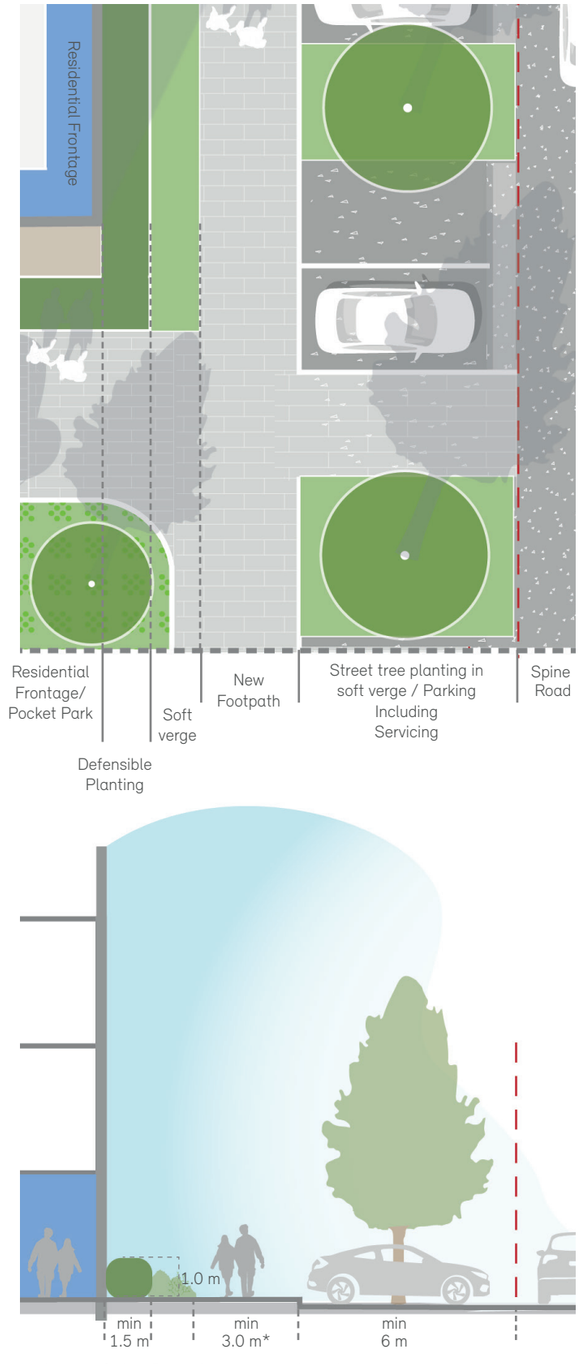
4.5.30 A servicing bay **must** be incorporated into this frontage in accordance with the Access and Movement Parameter Plan.

4.5.31 A footpath with a minimum clear width of 3m **must** be provided along this frontage, except where the servicing bay is situated and a reduction in this width to 2m can be accepted*.

4.5.32 Defensible planting **must** be around 1000mm tall and include a proportion of evergreen species for year-round consistency.

4.5.33 Paving materials at interfaces with building zone carpark access points **must** be detailed to give priority to the pedestrian footpath and with edges and kerbs that meet the required legibility and colour contrast.

4.5.34 Soft landscaping **must** be provided on this frontage, adjacent to residential dwellings.



Indicative Spine Road frontage zoning diagram

St Andrew's Road Frontage Type A

Built form will create a new frontage at the northern tip of the site. The following codes are applicable to the area between the built form and site boundary:

4.5.35 Tree planting in soft verges with a minimum 2m depth **must** be accommodated on this frontage in tree pits providing sufficient soil volume per sitewide tree codes and must be coordinated with utilities.

4.5.36 A combination of small and medium trees **should** be incorporated along this frontage.

4.5.37 Tree pits **must** be coordinated with utilities and be designed to provide sufficient soil volumes per sitewide tree codes.

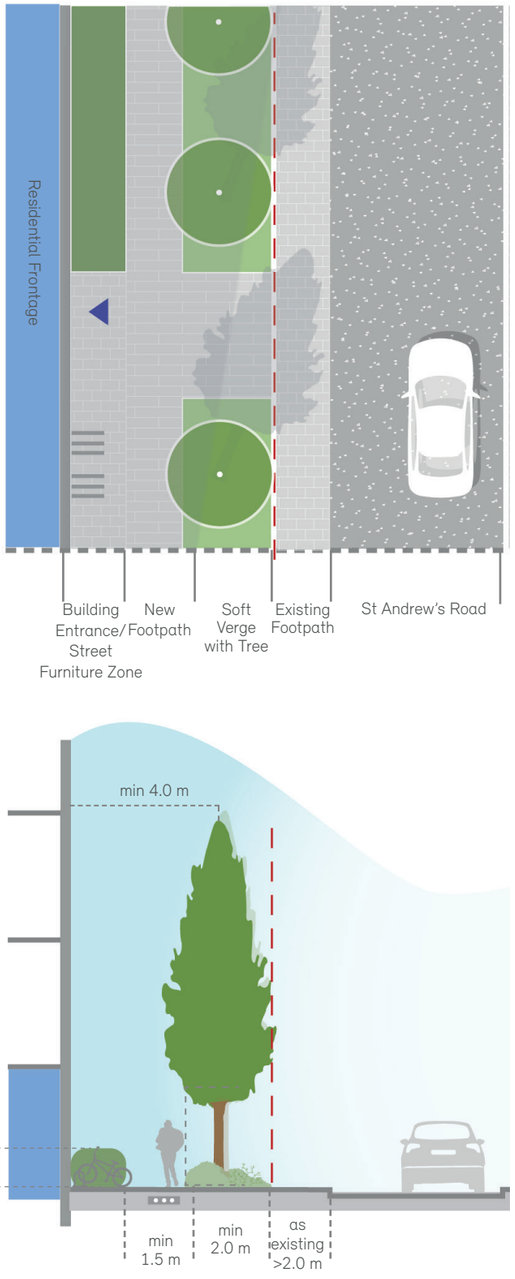
4.5.38 Breaks in soft landscaping **must** be provided to align with the location of existing pedestrian crossings and to provide access to residential amenity elements such as bin and cycle stores.

4.5.39 Trees **must** be offset from the centre of tree trunk to the building facade a minimum of 4m.

4.5.40 A continuous footpath with a minimum clear width of 1.5m **must** be provided.

4.5.41 Defensible planting **must** be around 1000mm tall and include a proportion of evergreen species for year-round consistency.

4.5.42 Soft landscape features **should** be provided on this frontage, adjacent to residential entrances into Building Zone A.



Indicative St Andrew's Road Type A frontage zoning diagram

St Andrew's Road Frontage Type B

Built form will create a new frontage along the western edge of St. Andrew's Road. The following codes are applicable to the area between the built form and site boundary:

4.5.43 The existing pavement which runs along the western edge of St. Andrew's Road **must** be reinstated along this frontage.

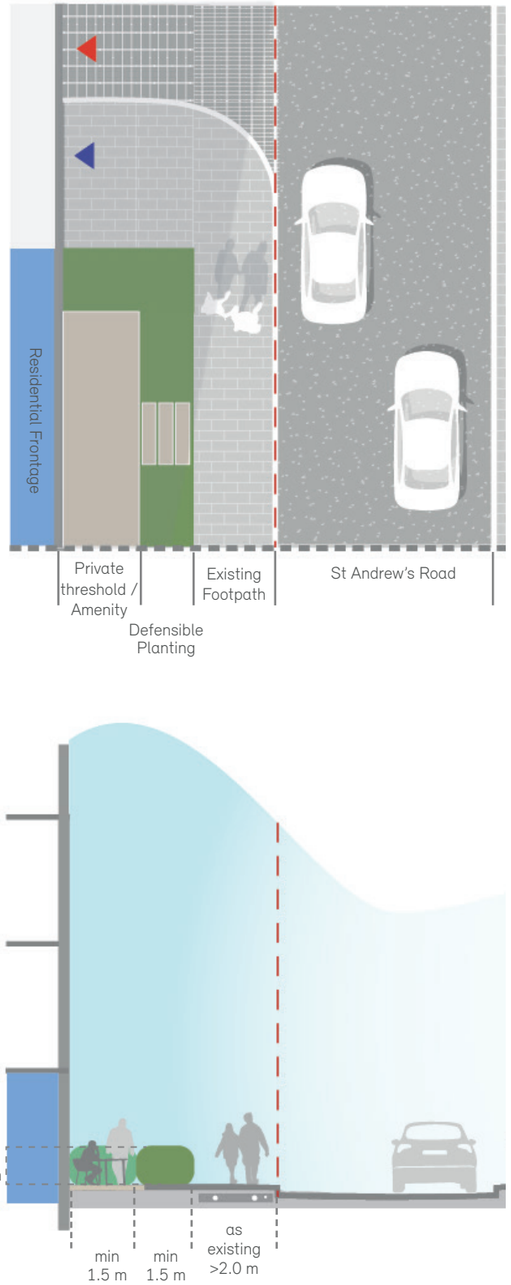
4.5.44 A vehicle entrance into the Building Zone A podium **must** be accommodated within this frontage in accordance with the Access and Movement Parameter Plan.

4.5.45 Private outdoor amenity space, with a minimum 1.5m width **must** be provided in relation to any ground floor residential units which are located on this frontage.

4.5.46 A defensible planting zone with a minimum 1.5m width **must** be provided along residential dwelling façades.

4.5.47 Defensible planting **must** be approximately 1000mm tall and include a proportion of evergreen species for year-round consistency.

4.5.48 Soft landscape features **should** be provided on this frontage, adjacent to residential entrances into Building Zone A.



Indicative St Andrew's Road Type B frontage zoning diagram

Northern Access Road Frontage

Built form will create a new frontage along the northern edge of the Northern Access Road. The following codes are applicable to the area between the built form and site boundary:

4.5.49 Tree planting in a soft verge with a minimum depth of 2m **must** be accommodated on this type of frontage. Small street trees must be selected as a minimum.

4.5.50 Parallel parking bays **must** be accommodated in this frontage type in accordance with the Access and Movement Parameter Plan'.

4.5.51 On-street parking bays **must** be broken up with small size tree planting between every 3 bays as a minimum.

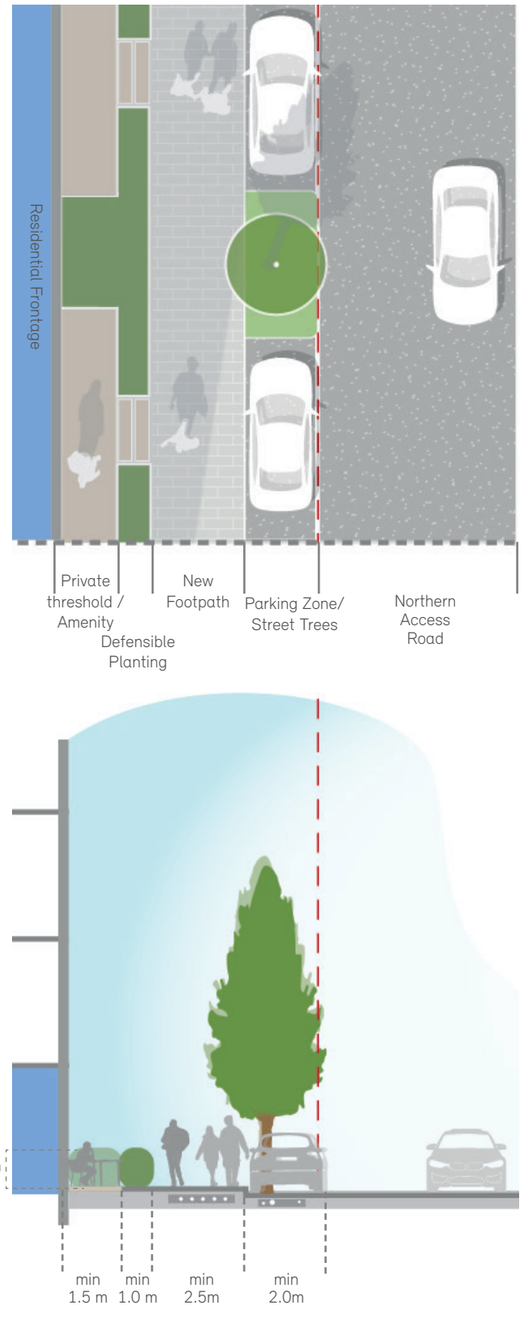
4.5.52 Tree pits providing sufficient soil volume per sitewide tree codes **must** be coordinated with utilities and below ground attenuation tanks.

4.5.53 A continuous footpath with a minimum clear width of 2.5m **must** be provided along the northern edge of the Northern Access Road parallel to the Building Zone footprint.

4.5.54 A private area of a minimum 1.5m width **must** be provided for dwellings which front onto the Northern Access Road.

4.5.55 A defensible planting zone of minimum 1m width **must** be provided along residential dwelling façades.

4.5.56 Defensible planting **must** be around 1000mm tall and include a proportion of evergreen species for year-round consistency.



Indicative Northern Access Road frontage zoning diagram

4.6 Residents Outdoor Amenity

4.5.57 Communal podium amenity spaces **must** be incorporated within Building Zones A and C and must be designed to be fully accessible.

4.5.58 Communal podium amenity areas **must** include seating and congregation spaces for both socialising and relaxing. This **must** offer a variety of social and quiet settings.

4.5.59 Communal amenity spaces **must** accommodate tree planting and a combination of small and medium size trees must be selected with sufficient soil volumes in line with sitewide codes.

4.5.60 Private amenity spaces for individual residential dwellings can be provided within the podium area. These spaces **must** have a minimum 1.5m width.

4.5.61 A defensible planting zone of minimum 1.5m width **must** be provided to private residential amenity space located on the podium to appropriately screen the space from the communal amenity space. This **should** clearly delineate private space from communal outdoor space.

4.5.62 Defensible planting **must** be around 1000mm tall and include a proportion of evergreen species for year-round consistency.

4.5.63 Boundary treatment to private residential amenity **should** accommodate additional structural separation such as fences and gates, if required.

4.5.64 Communal podium amenity spaces **must** include soft landscaping elements such as open lawns, shrubs and tree planting with different planting typologies.

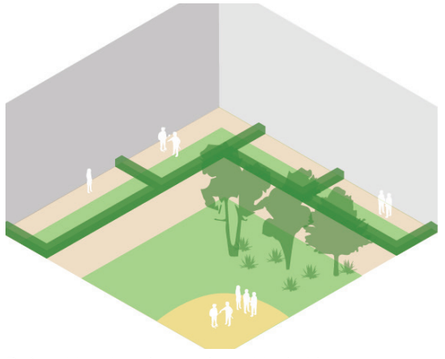
4.5.65 Greening **should** be provided as intensive green roof.

4.5.66 Communal podium amenity spaces **must** incorporate play spaces / informal play elements. Podium play spaces **must** be positioned carefully to avoid conflict between private and communal uses while maintaining natural surveillance.

4.5.67 Podium play equipment **must** be selected or designed to ensure coherence of appearance, design and materiaelity. Sensory equipment **must** be included to integrate inclusivity within the design.

Communal play integrated into podium landscapes

Social seating areas for community use

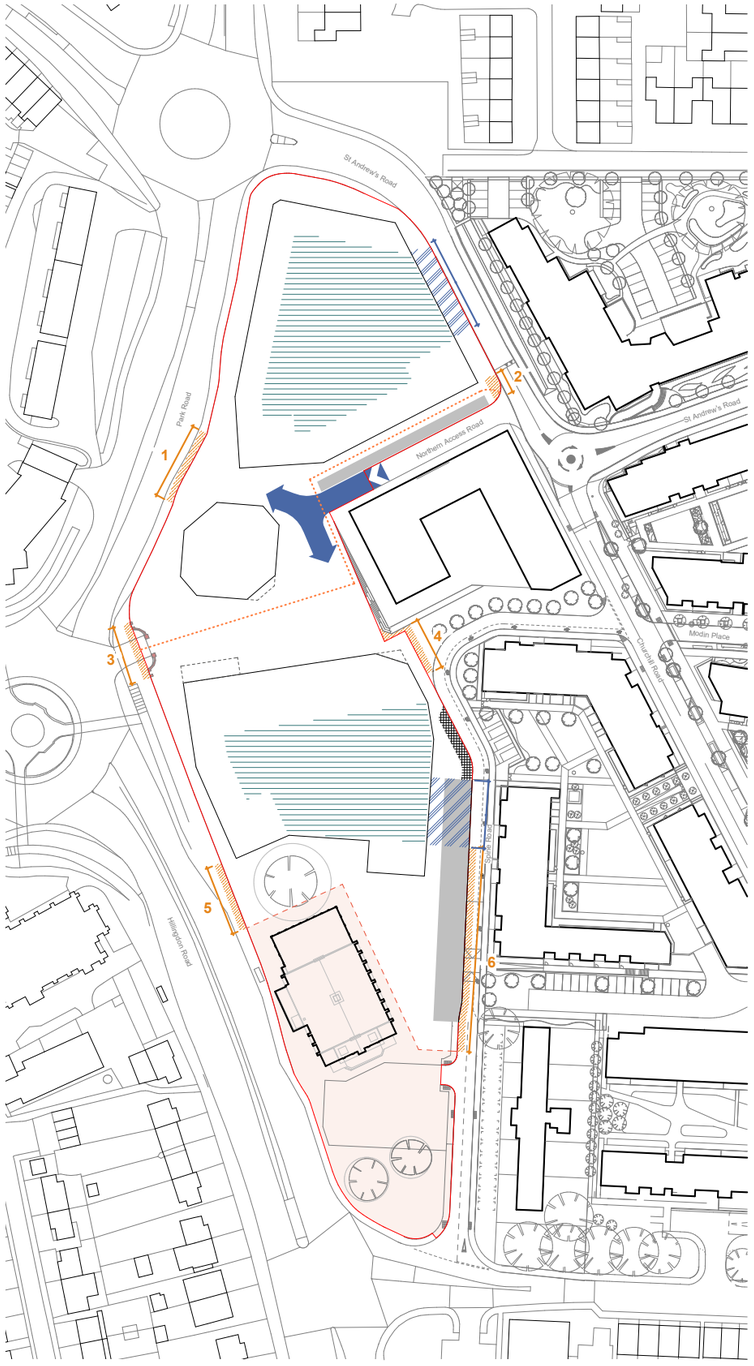


Defensible edges to private residential terraces.

5 Access and movement

5.1 Design principles

Parameter plan 'Access and Movement' identifies pedestrian routes, vehicle access points, areas of parking and location for a turning head and service bay.



KEY

- Site boundary for Hybrid Planning Application
- Detailed Element (the Former RAF Cinema Building)
- Building cut back at ground floor level
- Retained St Andrew's Gate
- On-street Parking Zone
- Servicing Bay Zone
- Illustrative location of podium parking
- Vehicle access point from extension of Northern Access Road
- Illustrative location for turning head to provide servicing access
- Area within which vehicular access into Building Zone podium parking area/s should be provided
- 1 — Pedestrian route connections. New pedestrian connections will be provided between the following points shown on the plan:
  1 (Park Road) and 2 (St. Andrew's Road)
  3 (St. Andrew's Gate) and 2 (St. Andrew's Road)
  1 (Park Road) and 4 (Spine Road)
  3 (St. Andrew's Gate) and 4 (Spine Road)
  5 (Hillingdon Road) and 6 (Spine Road)
- PROW (Public Right of Way)

Parameter Plan - Access and Movement

N

Access and movement

Pedestrian routes

5.1.1 St. Andrew's Gate **must** be retained and fixed open to provide a pedestrian entrance into the site.

5.1.2 New pedestrian routes across the site **must** be provided between the numbered points identified on *Parameter plan 'Access and Movement'*.

5.1.3 All new pedestrian routes **must** be publicly accessible. There **must** be a clear distinctive between private and public spaces.

5.1.4 A PROW **must** provide a route between St. Andrew's Gate and St. Andrew's Road.

5.1.5 The pedestrian routes **must** provide a step-free access option through the site / areas of public realm, to ensure inclusivity for users of all mobility levels.

St Andrew's Gate

Vehicle access

5.1.6 Vehicle access into the site **must** be obtained from St. Andrew's Road, the Northern Access Road and the Spine Road.

5.1.7 A servicing bay **must** be provided within the site boundary accessible from the Spine Road, within the area identified on the parameter plan.

5.1.8 Vehicle access into podium area within Building Zone A **must** be obtained from St. Andrew's Road. Vehicle access into podium area within Building Zone C **must** be obtained from the Spine Road

5.1.9 The Northern Access Road **must** be extended into the site to provide a turning head at its western end.

Servicing bay precedent

Cycles and refuse

Cycle storage

5.1.10 Building Zones A, B and C **must** include secure, convenient and sheltered cycle storage for residents to encourage people to use cycles for short journeys.

5.1.11 Cycle storage for residents **must** be provided in communal cycle stores or within individual duplex dwellings.

5.1.12 A range of cycle stands **should** be provided within cycle stores to accommodate different types of bicycle and different abilities of cyclists.

5.1.13 Stacked cycle storage should be provided to reduce the footprint and minimise frontages on building elevations.

5.1.14 If residential cycle storage is provided within a duplex dwelling then it must still comply with the Nationally Described Space Standard. In this instance, the cycle storage must be located at ground floor level and be easily accessed, located close to the entrance.

5.1.15 Long-stay cycle parking associated with the non-residential units should be provided within the footprint of the unit to which it relates.

5.1.16 Short-stay visitor cycle parking for both residential and non-residential uses should be provided externally, within the public realm, close to building entrances.

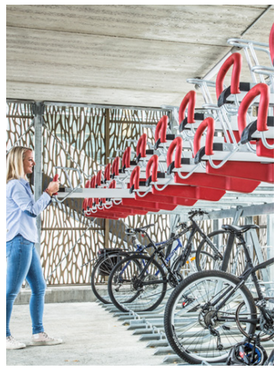
5.1.17 Cycle parking provision for visitors must be in easy accessible areas that are well lit and overlooked and do not conflict with pedestrian routes or building entrance points. Secure hoops or stands that allow cycles to be locked must be provided.

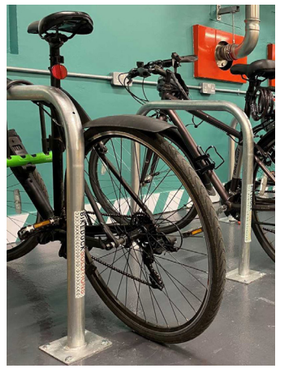
Cycle and refuse stores

5.1.18 Long stay residents cycle stores and refuse stores **must** be located within the footprint of the building and not as standalone stores within the landscape.

5.1.19 Long stay residents cycle stores and refuse stores **should** be located close to the primary entrance of buildings or in convenient locations nearby.

5.1.20 Communal residential cycle stores and waste stores **must** be well secured and well-lit with easy access (level-access) from the street.





A range of cycle stands

Parking

5.1.21 Car parking **must** be designed to have minimal visual presence within the public realm.

5.1.22 The majority of the residential parking provision **must** be provided within podium parking areas within Building Zone A and Building Zone C. Accessible parking bays for residents must be provided within the podium areas.

5.1.23 On-street parking **must** be well integrated within the public realm and associated landscape.

5.1.24 On-street parking **must** be located in accordance with the Access and Movement Parameter Plan; to the north of the Northern Access Road and west of the Spine Road.

6 Architecture

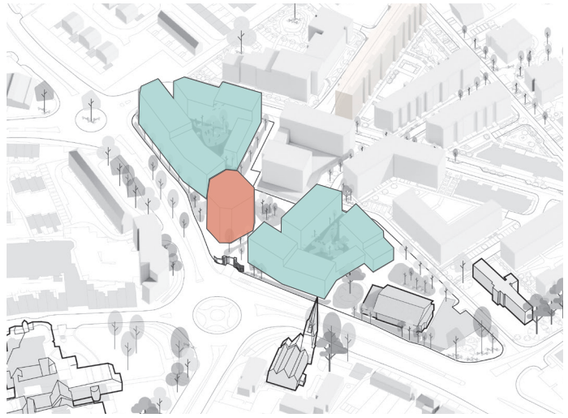
6.1 Architectural approach

This section of the Design Code sets out the approach to architectural appearance, to support the character and place-making principles of the masterplan. It will secure the quality of buildings that will come forward in future RMAs.

6.1.1 The scheme **must** include perimeter blocks and a stand-alone, gateway building. The perimeter blocks **must** be located within Building Zone A (BZA) and Building Zone C (BZC). The stand-alone, gateway building **must** be provided in Building Zone B (BZB).

Design quality has been coded across both typologies, where characteristics are common. The elements unique to these typologies are then coded separately. Codes specific to:

Perimeter blocks (BZA and BZC) are set out at Section 6.4 and codes specific to the stand-alone, gateway building (BZB) are set out at Section 6.5.



Perimeter Blocks (BZA and BZC)

Gateway Building (BZB)

Illustrative perimeter block

Illustrative gateway building

6.2 Design quality

Access

Communal entrances

6.2.1 Access to main communal entrances and **must** be directly off the street or public realm.

6.2.2 All entrances **must** have step free access.

6.2.3 Main communal entrances **must** be clearly identifiable, with a strong presence and connection with the street.

6.2.4 Where possible entrances **should** be recessed, to emphasise entry points to buildings and to create sheltered space for residents.

6.2.5 The design of entrances **must** be tenure blind.

6.2.6 Communal entrance doors **should** be glazed to provide natural surveillance and natural light to the communal areas.

6.2.7 All communal entrances **should** have a common design approach to access control.

Charter Place
Pollard Thomas Edwards

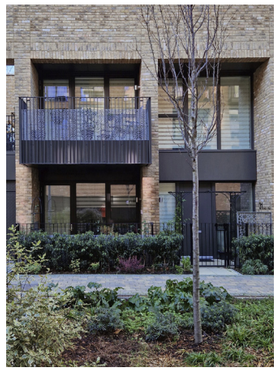
Jolles House
Pollard Thomas Edwards

Communal entrance precedents

Private entrances

6.2.8 Duplex unit **must** be accessed directly from the street via an entrance, to provide activity to the public realm.

6.2.9 All ground floor homes **should** have a defensible planting to provide separation and privacy from the public realm. Refer to the *Landscape* codes for more detail.



South Grove
Pollard Thomas Edwards

City Park West
Pollard Thomas Edwards

Communal entrance precedents

Signage & Lighting

6.2.10 Signage and lighting **should** be integral to the building design.

6.2.11 A coherent approach **must** be considered across all blocks.

6.2.12 Signage **must** be clear and include lighting to enhance visibility.

Building frontage

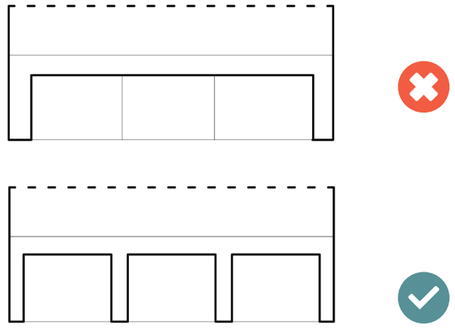
Commercial frontage

6.2.13 For non-residential uses, clear lines of structure **must** define bays with well proportioned openings expressing the base.

6.2.14 There **must** be clear sight lines to shopfronts and entrances.

6.2.15 Elements such as ventilation, security shutters, awnings etc. **must** be integrated into the shopfront design.

6.2.16 Signage **must** be effectively integrated into the architectural elements and should not dominate the public realm.



Bays **must** be defined by clear lines of structure.

Parking podiums

6.2.17 Vehicle entrances into podium parking areas **must** be integrated into the building façade and overall architectural design of the building.

6.2.18 Where necessary, ventilation openings / grilles **must** be integrated into the architectural design of the building or landscaping.

Signage, awning and ventilation precedents

Cycle and refuse stores

6.2.19 Store doors **must** be designed to compliment the architectural character of the building, and be of a robust and durable material.

Proprietary doors **should** be avoided.

Brentford Lock
Duggan Morris

Sykkelhotel, Norway
AMW Architects

Store door precedents

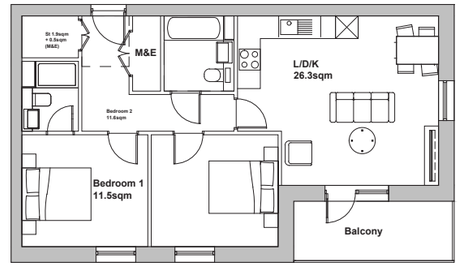
Dual-aspect homes

6.2.20 Buildings **should** be designed to maximise the provision of dual aspect dwellings, and **should** minimise single aspect dwellings where possible.

6.2.21 North facing single aspect homes **should** be avoided.

6.2.22 Single aspect family homes **should** be avoided.

6.2.23 The scheme **must** achieve no less than 60% dual aspect homes.



Typical dual-aspect home

Apertures and fenestration

6.2.24 A limited number on window types **must** be used across façades.

6.2.25 The design of fenestration on mixed use buildings **must** be designed to create a distinction between ground and upper uses.

6.2.26 Fenestration **must** maximise daylight for the proposed internal use.

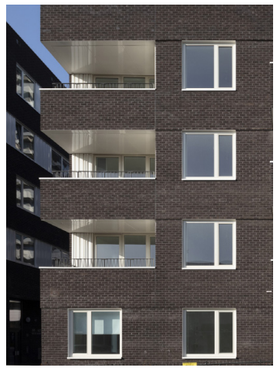
6.2.27 All operable windows or panels **must** be easily accessible from within the residential accommodation.

6.2.28 Operable windows below 1100mm **must** have a fixed railing or bar, unless behind a balcony or Juliet railing.

6.2.29 Overheating and ventilation **must** be considered in conjunction with acoustics and air quality.

6.2.30 Where ventilation panels are required they **must** be sensitively designed into the elevation, and **should** match the window frame colour of that block.

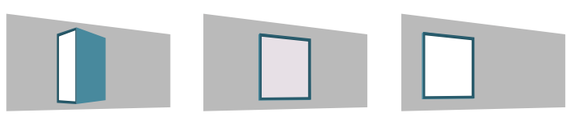
6.2.31 The following measures **must** be incorporated into the scheme, where required to ensure privacy and avoid overlooking between areas of primary and secondary frontages in residential units:
- Angled windows
- Obscured glazing
- Offset windows



Motion
Pollard Thomas Edwards

New Garden Quarter
Pollard Thomas Edwards

Window precedents



Angled Window | Obscured Glazing | Offset Window

Window types to avoid overlooking

Balconies

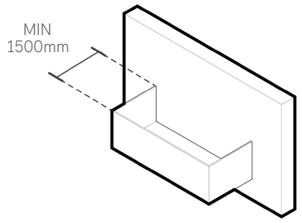
6.2.32 Balconies and terraces **must** be sized to reflect the number of occupants.

6.2.33 Balconies and terraces **must** provide a minimum 1500mm clear width.

6.2.34 Balustrades and railings **must** be an integral part of the facade design.

6.2.35 Glazed balustrades **should** be avoided, to enhance privacy and minimise maintenance.

6.2.36 Balcony and railing fixings **should** be discreet and hidden wherever possible to ensure quality of design.



Balconies and terraces should provide a minimum 1500mm clear width

Minor facade elements

6.2.37 Design **must** limit minor facade elements, such as the following:

- Grills, vents and louvres
- Mechanical, plant, TV dishes etc.

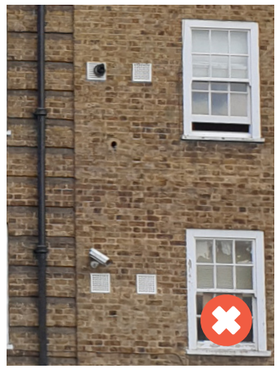
6.2.38 Designs **must** integrate vents and louvres in the facade.

6.2.39 Where vents are required for dwellings, these **should** be limited to air-bricks or within the window frame.

6.2.40 Larger vents for communal spaces **should** be integrated into the door or window design.

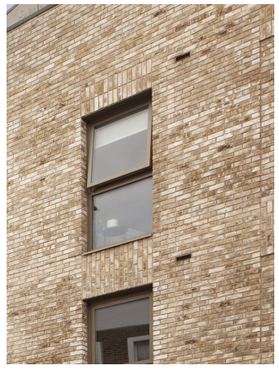
6.2.41 Rainwater pipes (RWPs) **should** be internalised where possible, or located within a balcony recess.

6.2.42 Surface rainwater pipes **should** be limited to vertical runs and avoid stepping and branches.

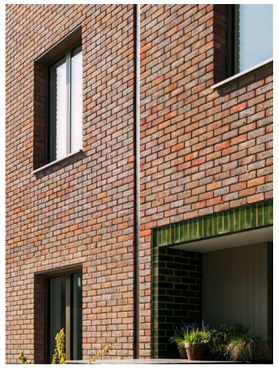


Visual clutter

Stepped pipework



Dover Court
Pollard Thomas Edwards



Dujardin Mews
Maccreanor Lavington / KCA

Minor facade element precedents

6.3 Character and appearance

Primary material palette

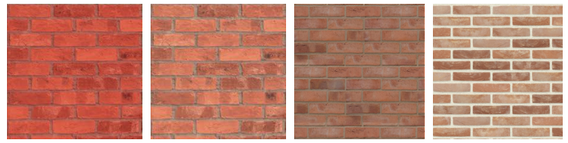
6.3.1 The considered selection and detailing of the primary materials, **must** ensure that the proposal positively contribute to the wider St Andrew's Park masterplan and surrounding context.

6.3.2 A limited palette of materials **must** be used across the masterplan and **must** be informed by the surrounding context.

6.3.3 Brick and masonry **should** be the primary facing materials. The use of any alternative materials would need to be robustly justified.

6.3.4 Coloured mortar **should** be used throughout.

6.3.5 A range of red brick tones **should** be used in line with the building typologies to integrate with the site's context. Any deviation from a red-tone palette would need to be robustly justified and assessed in relation to the site's context.



Dark <---------- Light

Illustrative range of brick colours

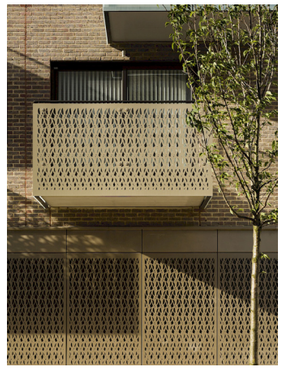
Secondary elements

6.3.6 Generally all metalwork **should** be of the same colour for each block type.

6.3.7 Secondary elements, such as windows, balconies and signage, **should** offer opportunities for increased variety and character to buildings.

6.3.8 Detailing to buildings **should** consider the primary material palette for building typologies and surrounding context.

6.3.9 Any metal flashing and metal copings **must** be of the same material and colour as the metalwork to ensure a coherent appearance.



Ceres, CB1
Pollard Thomas Edwards

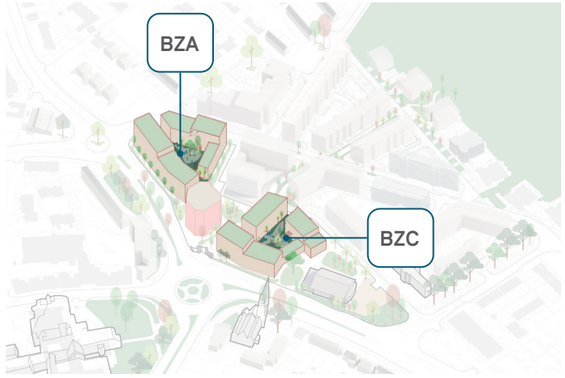
King Square
Pollard Thomas Edwards

Secondary elements precedents

6.4 Perimeter blocks (BZA and BZC)

Building typology

Perimeter blocks are a unanimous London typology, and reflect the typology of recent phases of development at St Andrew's Park, offering a strong frontage and street presence. These blocks can change in height to reflect the streets in which they are located, and create variety. Breaks in massing and material colour changes adds to this composition allowing the perimeter blocks to read as a series of smaller buildings.



Illustrative Perimeter block

Design principles

Facade order and datums

General:

6.4.1 Perimeter blocks **must** be located within BZA and BZC.

6.4.2 The perimeter block in BZC **must** include five elements; C1, C2, C3, C4 and C5 as shown on the Building Heights Parameter Plan and a podium space.

6.4.3 A 2 storey difference between the defined elements of the permieter blocks referred to in the Building Heights Parameter Plan Notes must be provided.

6.4.4 Perimeter blocks **must** have a simple, calm elevation of repeating window types and stacked balconies.

Base of building:

6.4.5 A two-storey base **should** be provided to reflect the scale of duplex homes or non-residential use (where provided). This can be achieved through brick detailing and grouping of ground and first floor windows.

6.4.6 This base condition **should** reduce to a single storey around the south of BZC to reflect the reduced building heights.

6.4.7 Brick detailing **should** be focussed around the base of these blocks.

6.4.8 The use of corduroy brickwork or similar textures **should** be considered.

6.4.9 Private and communal entrances **should** consider feature colour or detailing.

6.4.10 Colour **must** be consistent to each brick palette.

Middle of building:

6.4.11 Brick detailing **should** be considered at the datum above the base.

6.4.12 Feature brick detailing to reference RAF insignia **should** be considered on an elevation which addresses Squadron Square.

Top of building:

6.4.13 Brick detailing or a concrete capping **must** be considered along the parapet.

6.4.14 The parapet **must** be continuous, except where a recessed balcony is used to define a break in a block.

Illustrative strip elevation

Materials and appearance

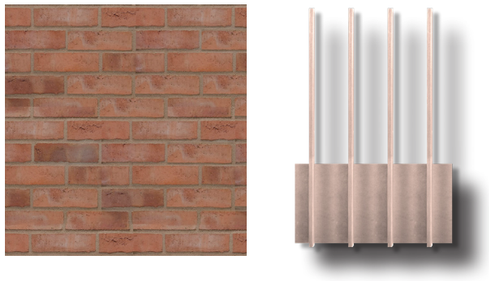
Primary material selection

6.4.15 The palette will be confirmed in future Reserved Matters Applications (Appearance) and **must** have regard to the site's context.

6.4.16 A combination of two material palettes **should** be used across each perimeter block, alternating between cores.

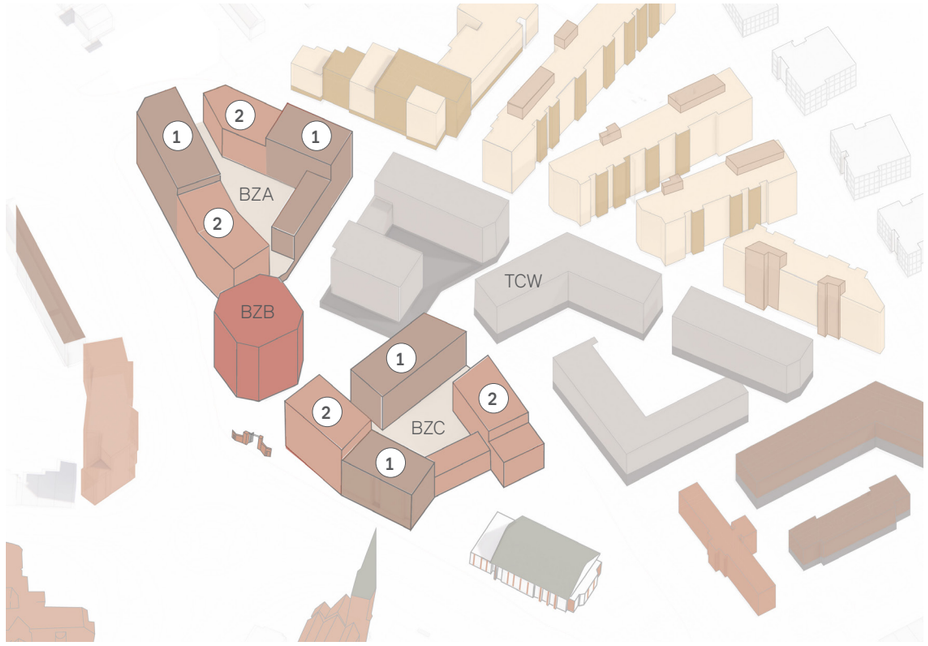
Illustrative palette 1 **should** be a darker red/ brown brick with matching coloured mortar. Metalwork **should** be a lighter colour.

Illustrative palette 2 **should** be a lighter multi-brick with pale coloured mortar. Metalwork should be a darker grey colour.



Illustrative material palette 1

Illustrative material palette 2



Illustrative distribution of material palettes

Balconies and terraces

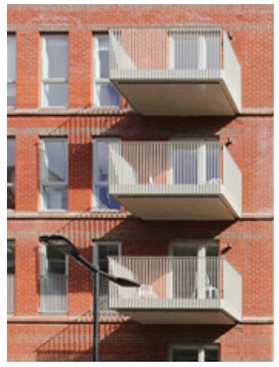
Balcony Principles

6.4.17 Balconies along Park Road and Hillingdon Road **must** be located in accordance with the within the defined Building Zone Parameter Plan. Along these frontages balconies must be recessed or accommodated within the building zone, where no projection zone is indicated on the Building Zone Parameter Plan.

6.4.18 The internal faces of recessed balconies **should** be a continuation of the primary facing material.

6.4.19 Projecting balconies **should** stack vertically.

6.4.20 Balcony balustrades **should** be metal railings. Railings **should** be the same colour as window frames of that block.



Bourne Estate
Matthew Lloyd Architects

Orchard Gardens
Panter Hudspith

Balcony precedents

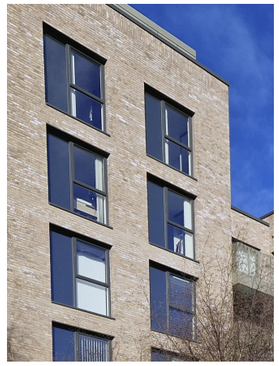
Apertures and fenestration

Window design

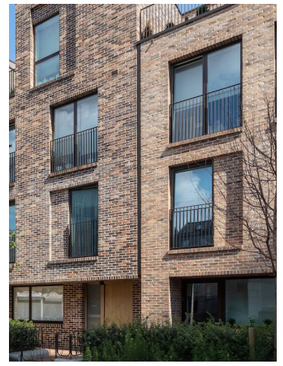
6.4.21 Windows **must** read as simple punched openings

6.4.22 Elevations **must** have a regular pattern of window openings.

6.4.23 Windows **must** be spaced evenly, with equal pier widths between windows where possible.



South Grove
Pollard Thomas Edwards



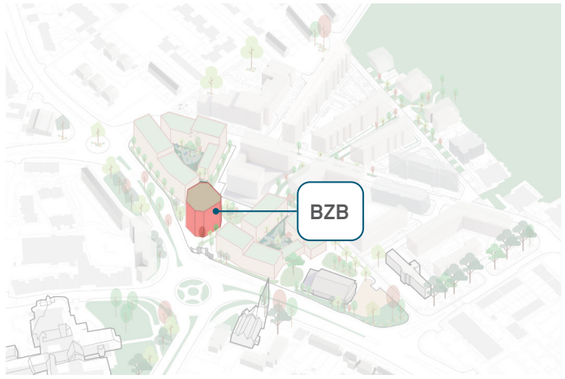
Colville Estate
KCA

Window precedents

6.5 Gateway building

Building typology

The Gateway building sits at the centre of the site within Building Zone B and marks the threshold and primary pedestrian entrance to the wider St Andrew's Park. This special building is experienced in the round and forms the focal point of the new public space, Squadron Square. Its commercial ground floor uses provide activity and spill out into the square. The unique shape of the building is emphasised by striking brick banding and a simple, rich material palette.



6.5.1 Building Zone B **must** comprise a single stand-alone building.

Illustrative Gateway building

Design principles

Facade order and datums

Base of building:

6.5.2 A two-storey based of ground and first floor **must** be defined by a single brick type

6.5.3 Structural bays **must** define the non-residential ground floor use and create a frame for first floor residential elements to sit within.

Middle of building:

6.5.4 Continuous brick bands **should** wrap the building, joining window head and sill.

These bands **should** project at least 20mm from the primary face of the building.

6.5.5 Intermittent vertical bands between windows **should** use textured brick detailing

Top of building:

6.5.6 Brick detailing or a concrete capping **must** be considered along the parapet.

6.5.7 The parapet **must** be continuous to express the distinctive building form.

Building height:

6.5.8 BZB **must** contain the tallest building on the site and therefore be taller than the perimeter blocks BZA and BZC.

Illustrative strip elevation

Materials and appearance

Primary material selection

6.5.9 The palette will be confirmed in future Reserved Matters Applications (Appearance) and **must** have regard to the site's context.

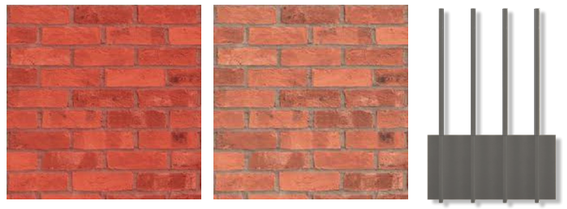
6.5.10 Red brick **should** be used with a matching coloured mortar.

Two complimentary tones of red brick **should** be used:
- Slightly darker for the smooth brick bands
- Slightly lighter for the textured brickwork

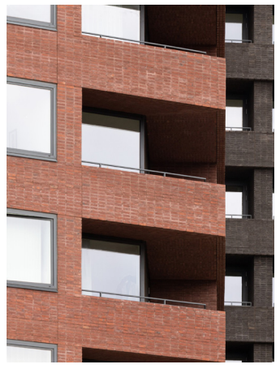
6.5.11 Staggered sawtooth brickwork **should** be considered for the textured bands.

6.5.12 The brick tones **should** compliment St Andrew's Gate.

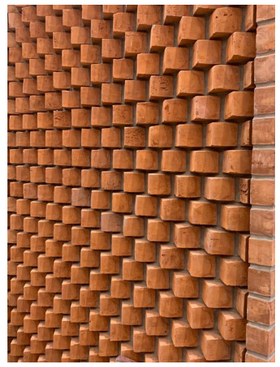
6.5.13 Metalwork **should** be dark grey



Illustrative material palette



Hoxton Press
David Chipperfield Architects



Sawtooth brickwork sample

Material precedents

Apertures and fenestration

Design principles

6.5.14 Windows **must** sit between brick bands, with raised sills, unless set behind balconies.

6.5.15 Windows **must** be spaced evenly, with equal pier widths between windows where possible.

Charter Place
Pollard Thomas Edwards

Window precedents

Balconies and terraces

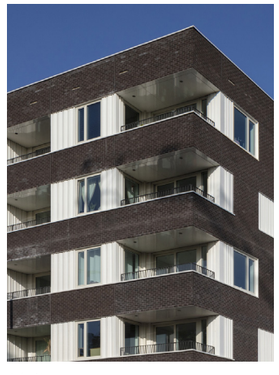
Balcony Principles

6.5.16 All balconies **must** be recessed within the form of the building located in Building Zone B.

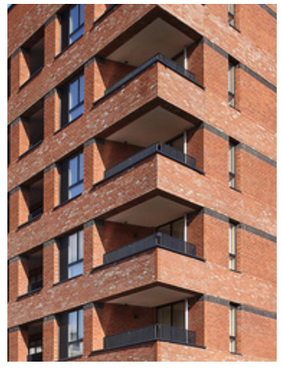
6.5.17 The internal faces of recessed balconies **should** be a continuation of the primary facing material.

6.5.18 The brick bands **should** form the bulk of balcony balustrades. Metal railings can sit above this to achieve the required fall protection height.

6.5.19 Railings **should** be the same colour as window frames.



Motion
Pollard Thomas Edwards



The Reach
Pitman Tozer

Balcony precedents

7 Summary

The vision for the development 'Where Life Takes Flight' seeks to create a vibrant and sustainable community with a mix of uses, structured around St. Andrew's Gate, the former Cinema building and two new key areas of public realm; Squadron Square; and Roundel Place.

This Design Code has been prepared to align with the National Model Design Code to promote successful design and to secure high quality design within future Reserved Matters applications.

The ten characteristics of well designed places have been embedded within these codes:

Context - All aspects of the scheme have been designed to consider the surroundings, including the former Cinema Building, Uxbridge Town Centre and Town Centre West.
Identity - The architecture and landscape draw from the distinctive character of the area, including the site's rich history.
Built form - Coherence and thought have been put into building form and massing, with stepping in height to respond to context.
Movement - Pedestrian permeability is key to this gateway site, connecting Uxbridge town centre with Dowding Park.
Nature - The scheme provides great opportunity for increased landscape and biodiversity, to benefit residents and the wider public.
Public spaces - The creation of two high quality spaces, Squadron Square and Roundel Place, that will be attractive, accessible, and inclusive.
Uses - The scheme mixes residential and commercial uses, including a convenience store, to create a balanced community.
Homes and buildings - Creating high quality and sustainable homes is embedded within the design, places people want to live.
Resources - The efficiency and form factor of buildings has been considered to ensure a sustainable approach to resources.
Lifespan - Robust materials have been used to create buildings and landscapes that are built to last and age gracefully.

ST. ANDREW'S PARK

UXBRIDGE