

Land East of Southam Road, Banbury

# DESIGN CODE

Revision A

February 2015

On Behalf of Bellway Homes



**Woods Hardwick**  
Architects and Development Consultants



## 1.6 Code Requirements.

1.6.1. This Design Code prescribes some 'mandatory' design features which must be provided by developers to ensure the scheme is delivered to incorporate the key design factors necessary to sustain the high quality environment envisaged. These 'mandatory' design features may include street dimensions, building and public realm treatments, material palettes or building typology.

**M** 1.6.2. For clarity moving through this Design Code, where a page, image or text includes a mandatory feature, this symbol is used.

For further clarity, mandatory text will be highlighted **bold** and within a shaded box like this.

## 1.7. Development Principles.

1.7.1. The key development principles are as follows;

Framework of Routes;

Legibility– Streets and public spaces designed and located to exploit the site's assets;

Landscape– Bund and retention of hedgerows & trees (where possible) and response to topography and Deserted Medieval Village;

Safety & security;

Main Street;

Building Design;

Sustainability; and,

Management & Maintenance.

1.7.2. In response to the above principles, the site has been divided into 5 Character Areas.

## 1.8. Character Areas.

1.7.1. The development site has been sub-divided into six mandatory character areas. However, the sixth, school site, is not subject to the content of this Design Code. The Character Areas are not necessarily identifiably distinct in terms of their own landscape and townscape qualities. Each character area will need to merge and morph into the adjacent character area subtly and carefully to ensure the scheme has a harmonious and sequential hierarchy of legibility of which various elements combine to make a high quality environment:

Street & Block Pattern;

Urban Hierarchy;

Urban Form;

Landscape & Open Space; and,

Place-making Principles.

1.7.2. The D1 Education area has its own user specific design requirements and is not the subject of this Code.

**Key:**

-  Village Core.
-  Main Street & Central Area.
-  Bund Frontage.
-  South-Western Parcel.
-  South-Eastern Parcel.
-  D1 Education Area



**M** Character Areas.

Figure 1.3: Character Areas.



Central Banbury - Secondary and Tertiary Routes.

2.3.14. The building form is predominately one of regular building heights occasionally punctuated by an increased storey height. The building fabric is predominately red brick with the occasional use of buff.

2.3.15. Plots are mostly uniform in depth and width which creates a strong rhythm along the street-scene.

2.3.16. The streets have a strong sense of enclosure which is typical to the Georgian/Victorian era with little opportunity for on-plot car parking, which is generally inadequate and on-street.

2.3.17. Landscaping opportunity is limited to small front gardens that are bounded by walls, hedges or railings.

2.3.18. There may be opportunity to introduce further landscaping and car parking but this will inevitably reduced the quantum of continuous frontage as a result.



**Key Attributes:**

- Mix of terrace and semi-detached dwellings;
- Narrow streets;
- Predominately two storey dwellings;
- Predominately brick facades;
- Defined front gardens;
- Repetitive building form and detailing;
- Parking on-street;
- Limited landscaping.

**Key Issues:**

- Lack of adequate allocated car parking.
- Impact of on-street parking upon street-scene and access.
- Topographical impact on continuous frontage opportunity on site will necessitate a lesser degree of terracing.
- Terracing should not be a defining factor of the relevant Character Area.

**Design Code Influences:**

- Two storey buildings with small variations in height to add interest.
- Occasional landmark buildings accentuated by increase storey height;
- Mix of terrace, semi-detached and detached building forms;
- Buildings on back edge of footpath or behind defined front gardens;
- Red brick with occasional buff;
- Use of soft landscaping;
- Discreet on-plot parking;
- Uniform fenestration style and proportion.

Of most relevance to the **secondary and tertiary routes** within 'Central Area' & 'South-Eastern Parcel' Character Areas.

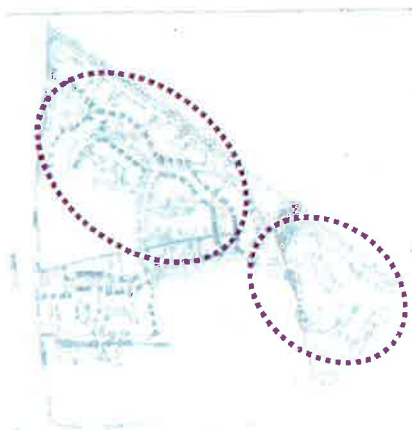


Fig. 2.12: Location Plan of Central Area & S/E Parcel.



3.11. Urban Form (Cont.).



Building Heights Plan.



3.11.4. Building heights will vary between single storey to a maximum of three storeys.

3.11.5. This allows for a range of house typologies, apartments and the School Building across the site. Where residential densities are highest a greater proportion of buildings are likely to be taller in scale as these will probably include town houses and apartments.

3.11.6. The tallest buildings will be located within the core of the development and along the Primary Route (Main Street). In addition, taller (3 storey) buildings may also be sited along the eastern boundary alongside the M40 motorway.

3.11.7. Lower buildings will be located throughout the scheme but predominately close to the rural edges of the site and away from the Primary Route (Main Street).

3.11.8. The heights in these locations (rural edges) will be designed to protect views from within the surrounding rural area and create a gentle transition to the development core and urban edge of the M40.



Kev:

- Predominately 2 Storey with some 2.5 storey.
- 2 to 2.5 Storey\*.
- 2.5-3 Storey\*\*.
- School Site.

\* Within these areas, there may be opportunity for 3 storey buildings that function as landmark buildings.

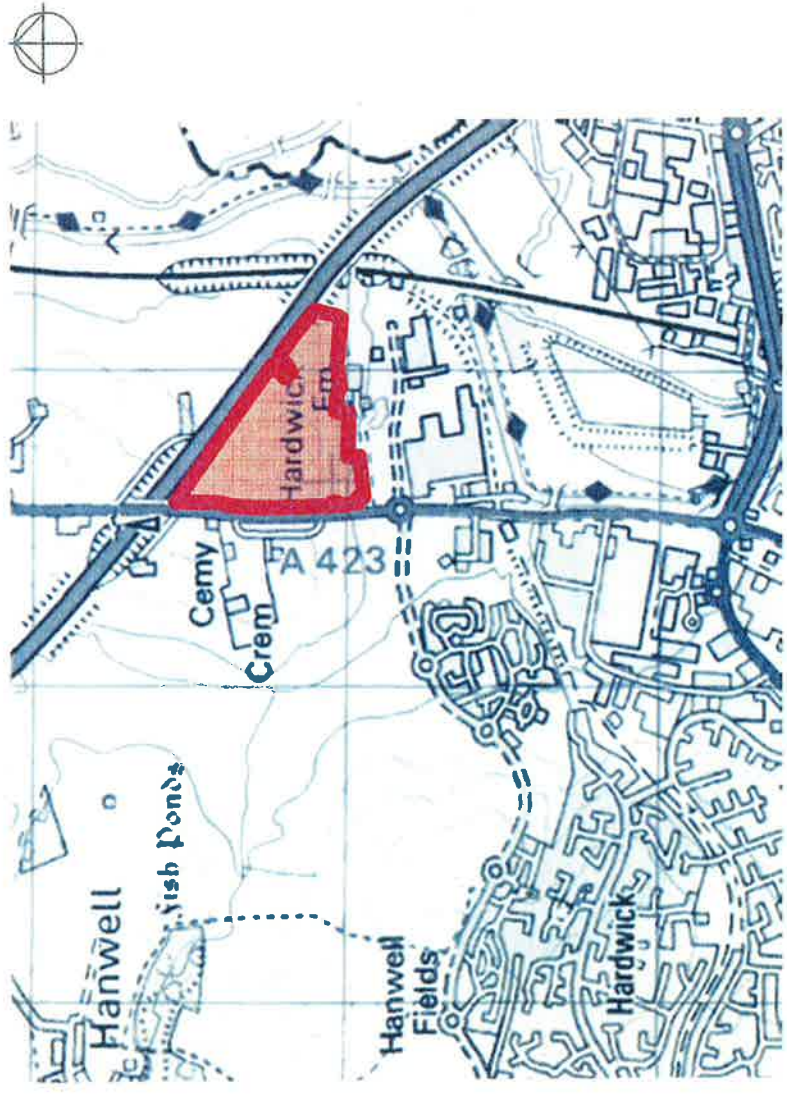
\*\* Within these areas, there may be opportunity for two storey building forms to accentuate the landmark three storey elements.

Occasionally taller buildings or building elements should protrude above the general roofline to add interest on the skyline or act as a local landmark. However, as a general rule, no dwelling should be more than one storey taller than its immediate neighbour.

Fig. 3.39: Building Heights Plan.



# 1: WELCOME & INTRODUCTION



## Land East of Southam Road: BANBURY

# 2: LAND USE PLAN



Land East of Southam Road: **BANBURY**

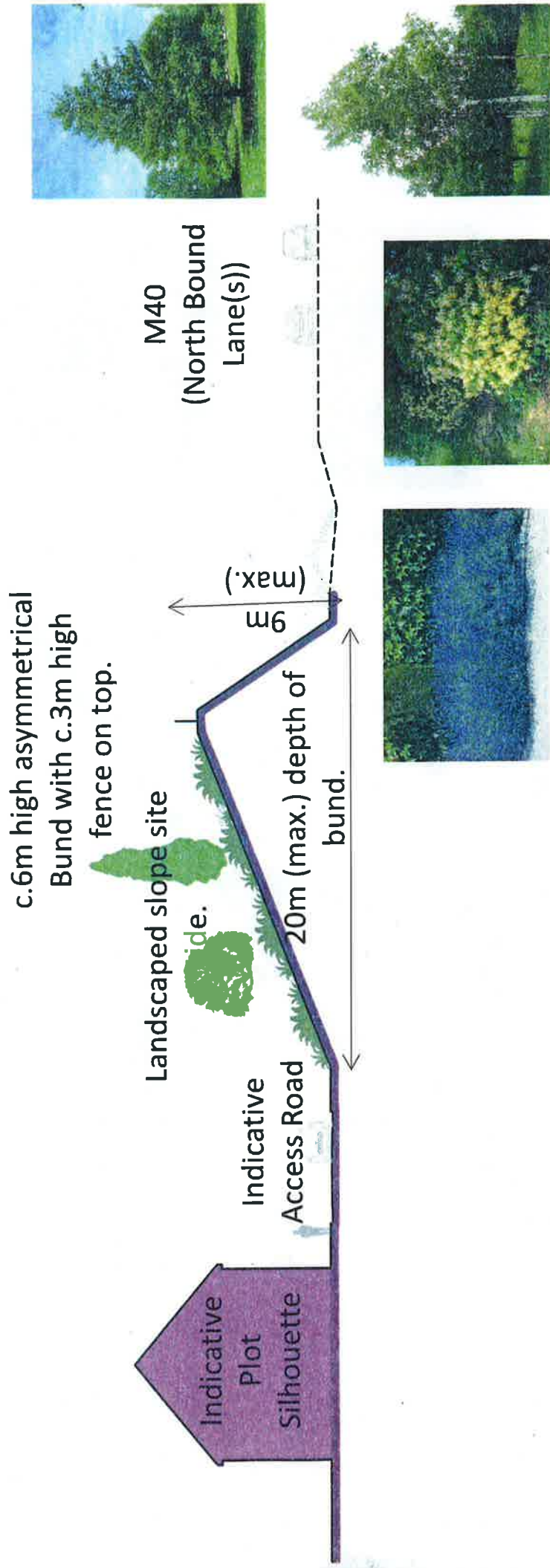
# 3: LANDSCAPE FRAMEWORK

Woods Hardwick  
An Arboricultural Development and Consultancy



Land East of Southam Road: BANBURY

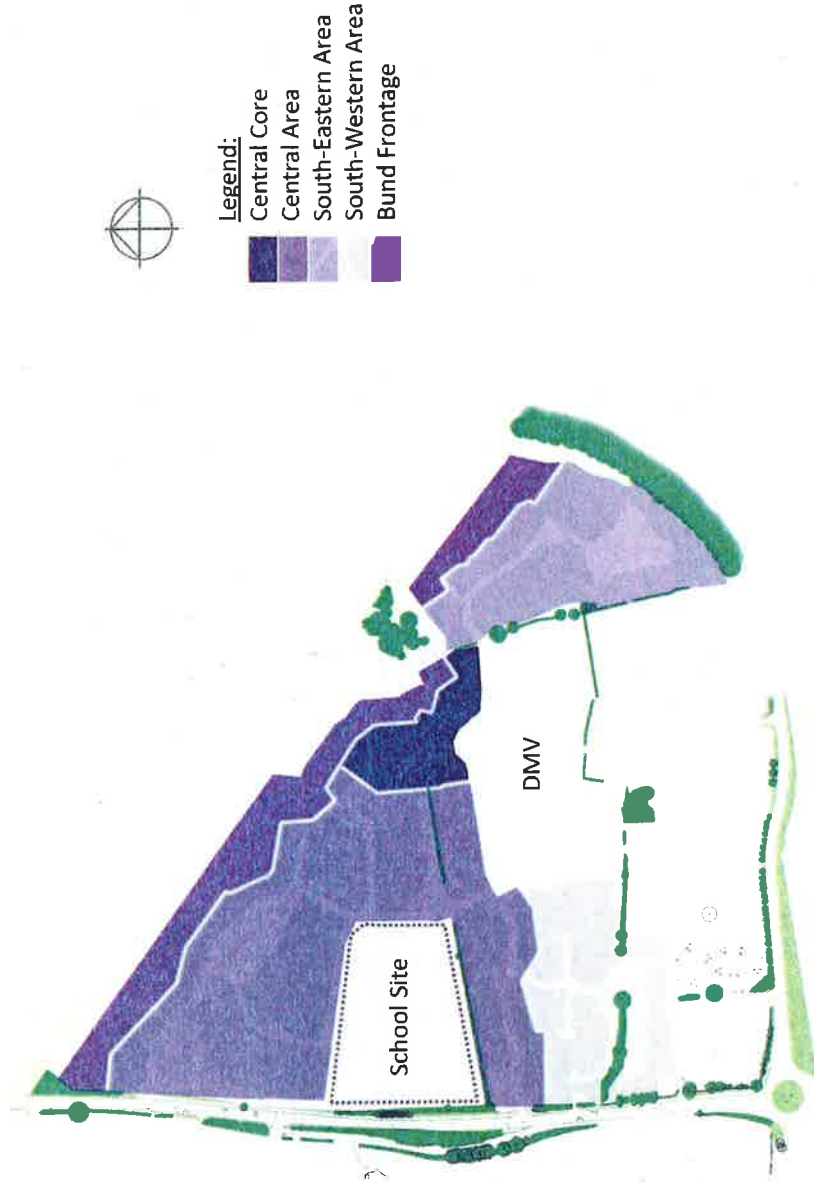
# 4: NOISE ATTENUATION



## Land East of Southam Road: BANBURY

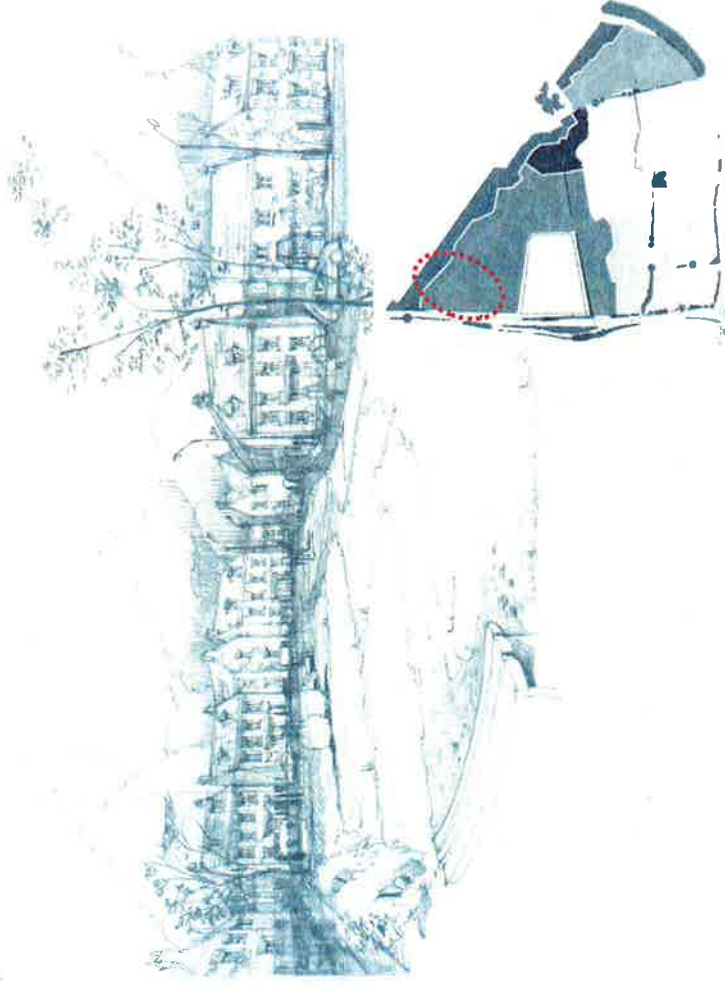


# 5: CHARACTER AREAS



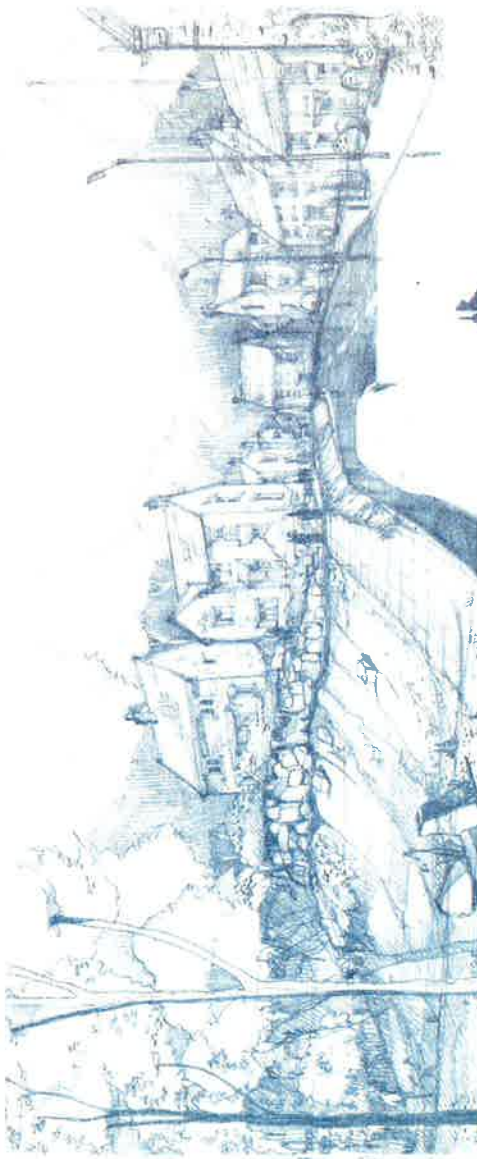
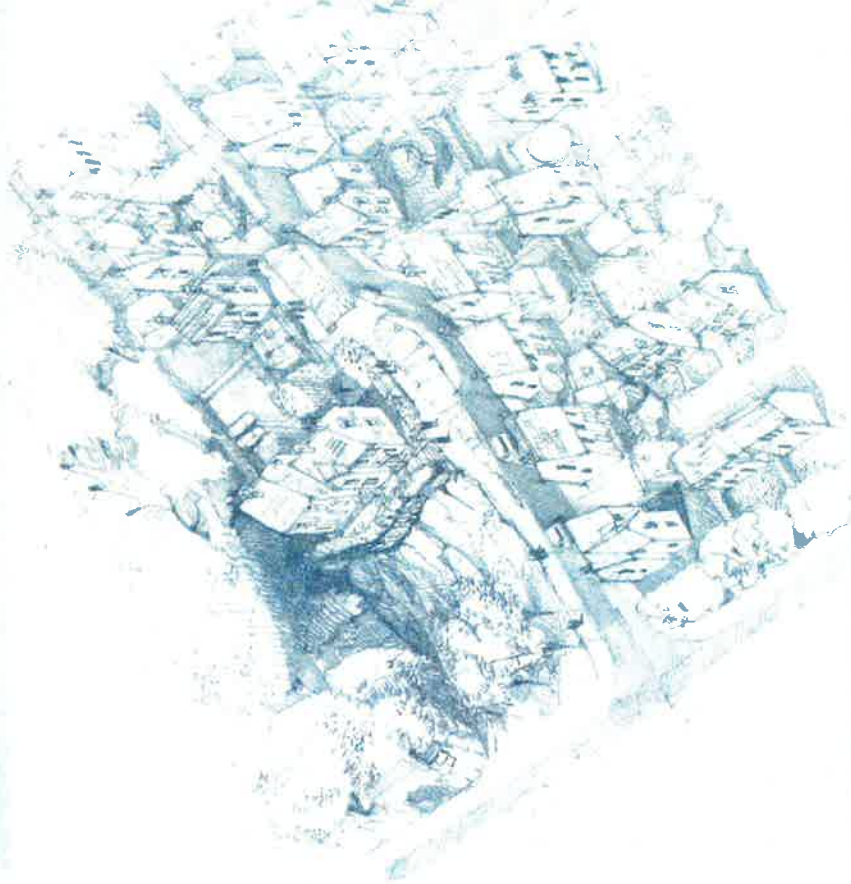
Land East of Southam Road: **BANBURY**

# 6: CONDITIONS—Northern Gateway



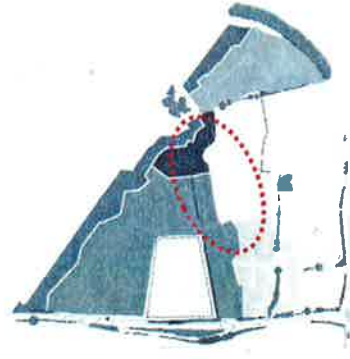
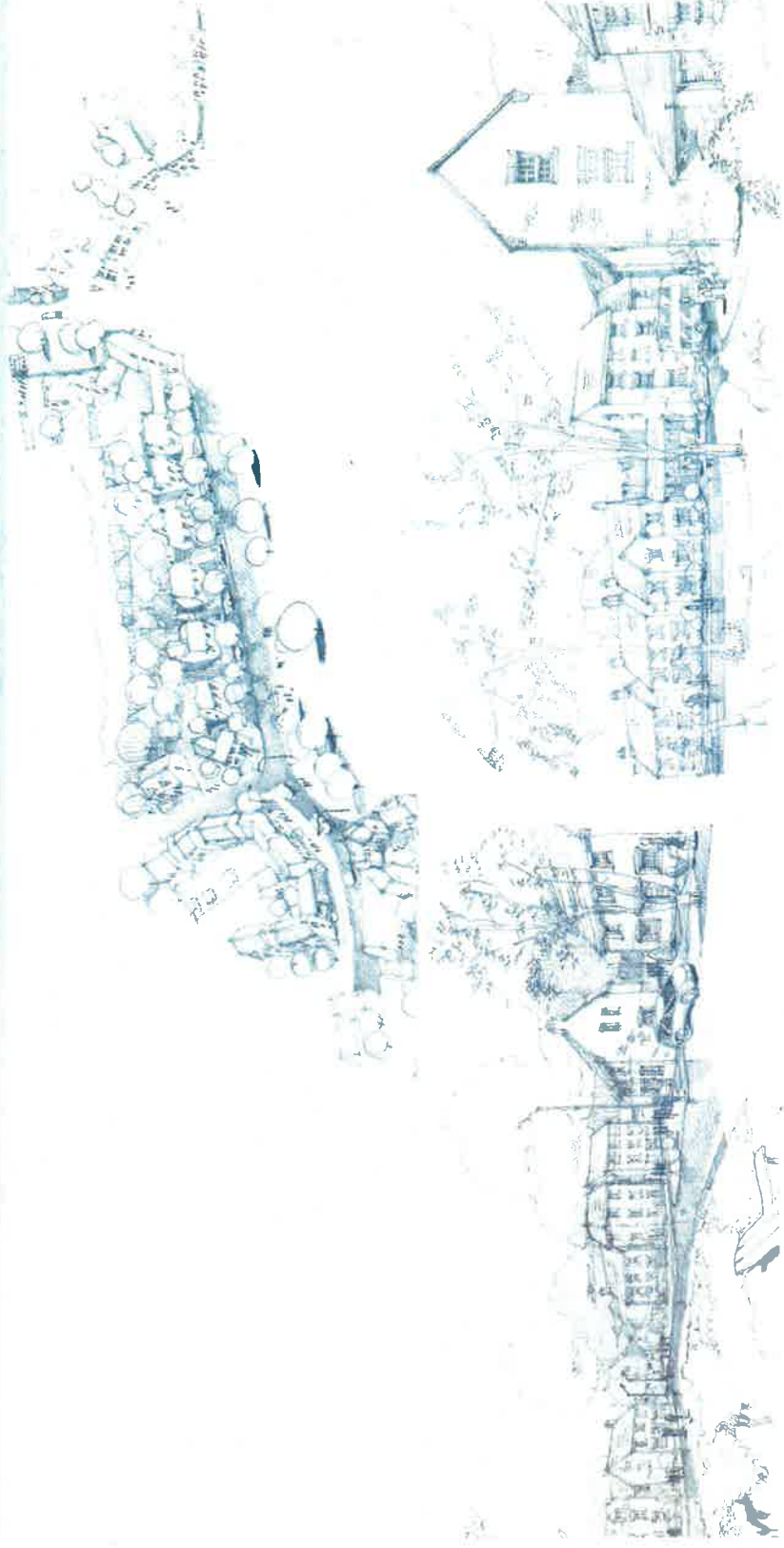
Land East of Southam Road: **BANBURY**

# 7: CONDITIONS—Southern Gateway



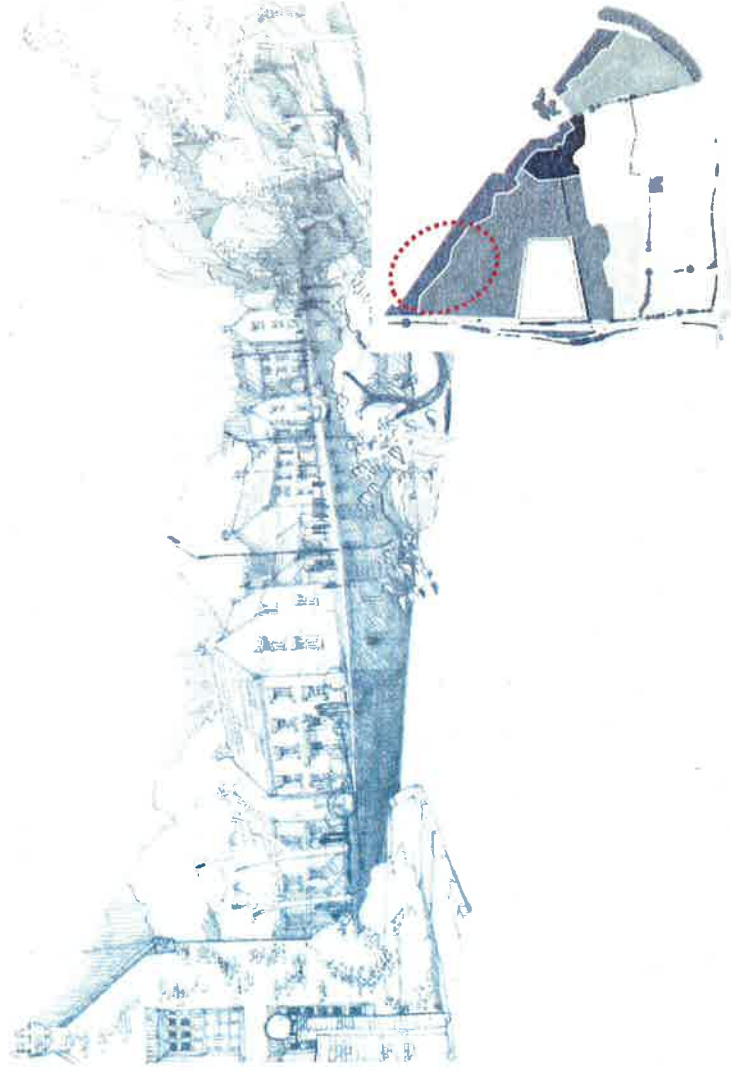
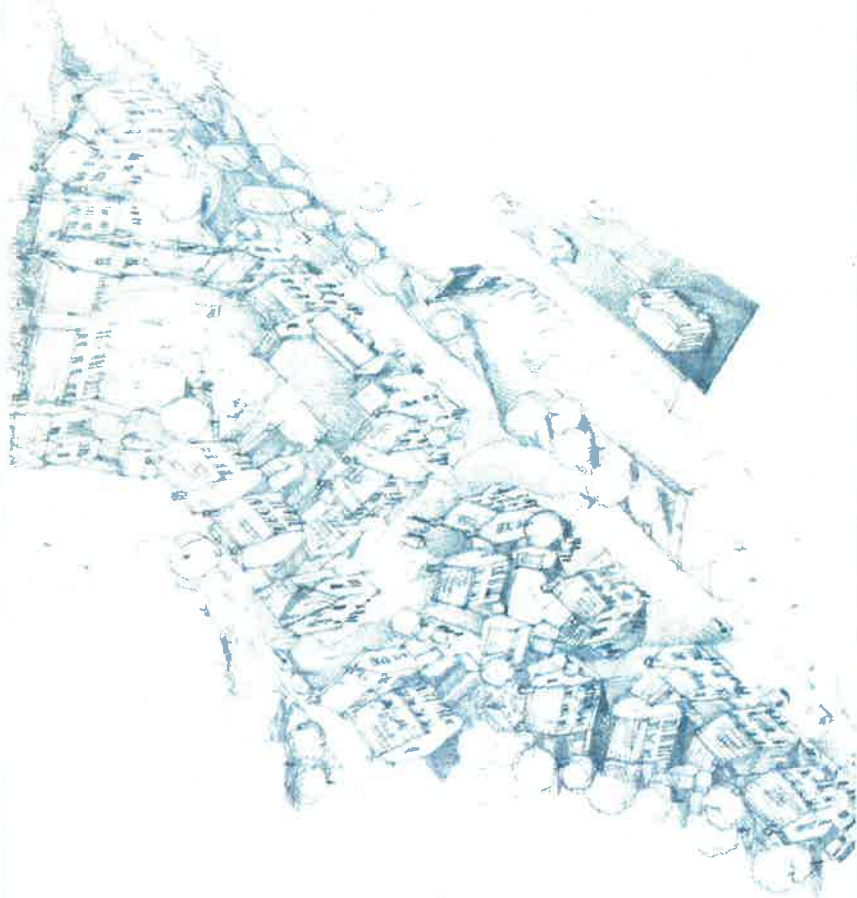
## Land East of Southam Road: BANBURY

# 8: CONDITIONS—Deserted Medieval Village



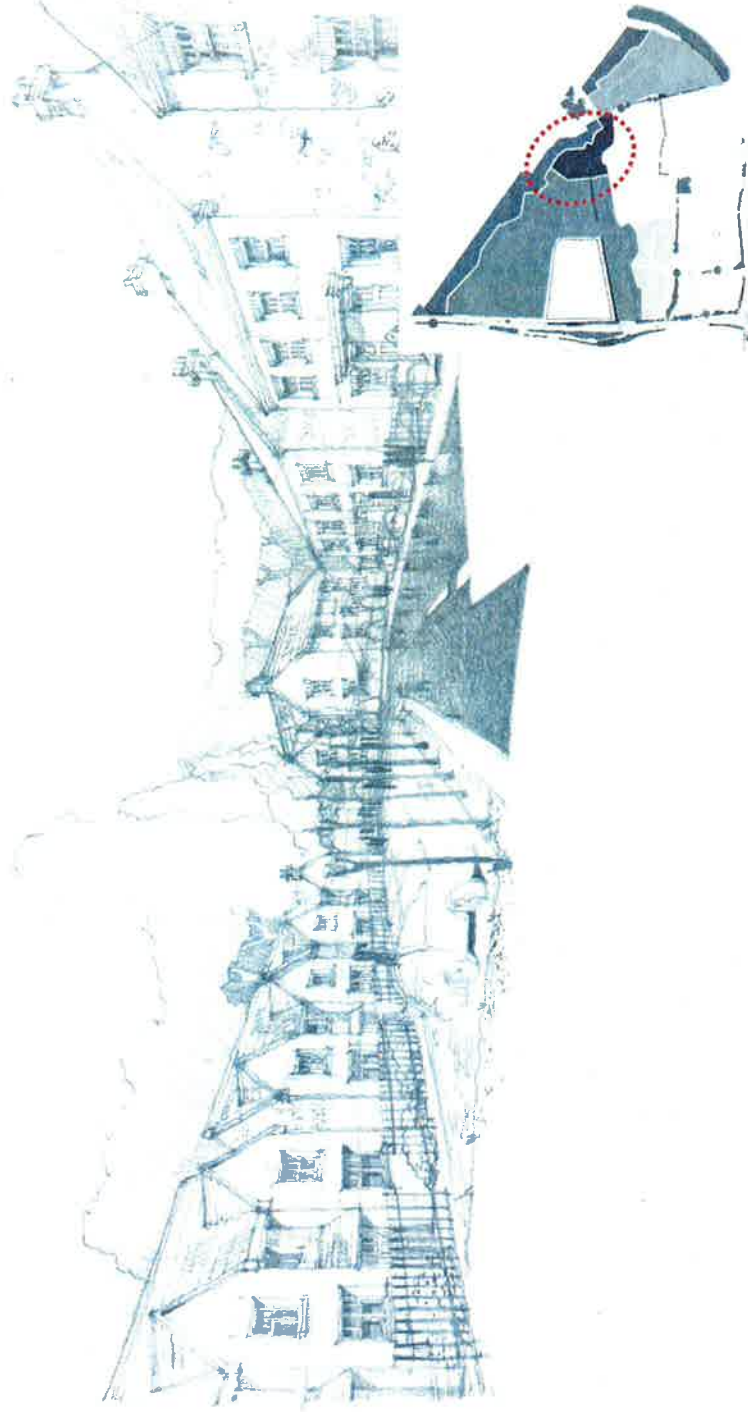
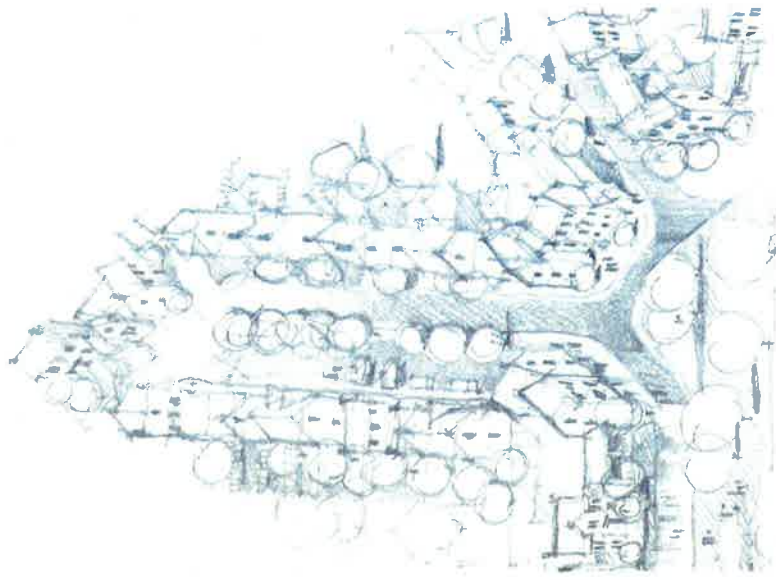
Land East of Southam Road: **BANBURY**

# 9: CONDITIONS—Bund Treatment



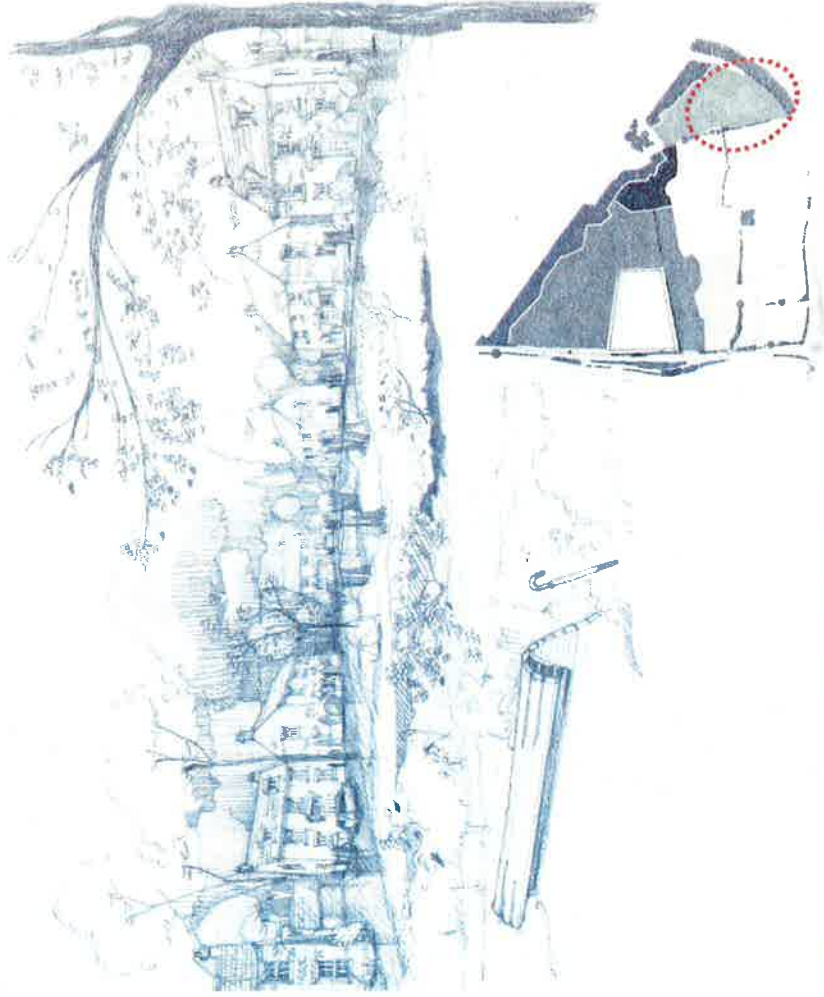
## Land East of Southam Road: BANBURY

# 10: CONDITIONS—'Village Core'



Land East of Southam Road: **BANBURY**

# 11: CONDITIONS—Integrated Open Space



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# 12: DWELLING DETAILING

Woods Hardwick  
AN INDEPENDENT COMPANY



510 Dwellings (30% HA)

Primary School

Play Facilities

Open Space & 'Community Park'  
Infrastructure Improvements

## Land East of Southam Road: **BANBURY**