

BICESTER MARKET SQUARE

Public Realm Improvements
Sketchbook 02 - Concept Development
REV01 FEB 2025

+



Prepared for



by



Birmingham (Queens Drive)
Level 2 - The Mailbox
100 Wharfside Street
Birmingham UK
B1 1RT



Sketchbook 02 - Concept Development

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This sketchbook has been prepared by WSP for the purpose of explaining the concept develop process, and to support the continual design development of for Bicester Market Square. **This document is to be shared internally only.**

This sketchbook document is part of a series of documents and should to be read in conjunction with:

- Sketchbook 01 - Baseline.
- Sketchbook 03 - Engagement.

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1.0 VISION

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+ 1.1 | Strategic Context
















1.1.1 BICESTER-WIDE IMPROVEMENT AREAS

The following plan highlights the current improvement areas across the town. It pulls together a strategic plan to highlight how the Bicester Market Square is connected to the wider development of Bicester

This plan highlights the three main key connections which need to be consider in the development of Market Square:

1. Sheep Street, The Lanes of Crown Walk and Bure Place. This is the main pedestrian loop, with retail and commercial shops.
2. Direct corridor link to Bicester Village Railway Station and Bicester Village Shopping Village.
3. Leisure walking route past St Edburg's Church, the Dovecote and greenspace.

KEY

-  Key Improvement Areas
-  Surrounding Community Assets
-  Sheep St / Lanes / Market Square Loop
-  Key Pedestrian Links
-  Commercial Areas
-  Public Carparks
-  Industrial Areas
-  Parks
-  Built-up Areas
-  Countryside
-  Waterways
-  Key Connecting Roads
-  Railway & Stations
-  Proposed Corridor Improvements
-  Proposed Walking Route Improvements



+ 1.1 | Strategic Context

1.1.2 A CONNECTED VISION WITH BICESTER VILLAGE

It is important that Bicester Market Square is connected to its surrounding context, and feeds into other town developments, such as Bicester Village.

The following plan has been developed by Bicester Vision (a key stakeholder and community interest group), and highlights key corridors and proposed improvements. This has been used as a reference as part of the design development to understand the how the Market Square connects to wider town development.

A connected vision



+ 1.2 | Why Poster

1.3.1 ANSWERING
THE QUESTION : WHY
ARE WE LOOKING TO
IMPROVE MARKET
SQUARE

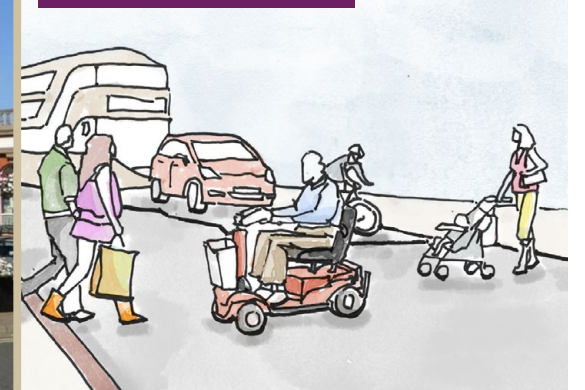
Bicester Market Square

Working together to...

Celebrate local
identity



Make a place that is
accessible for all



Support local
business



Support community
health and wellbeing



Provide a space for
community events

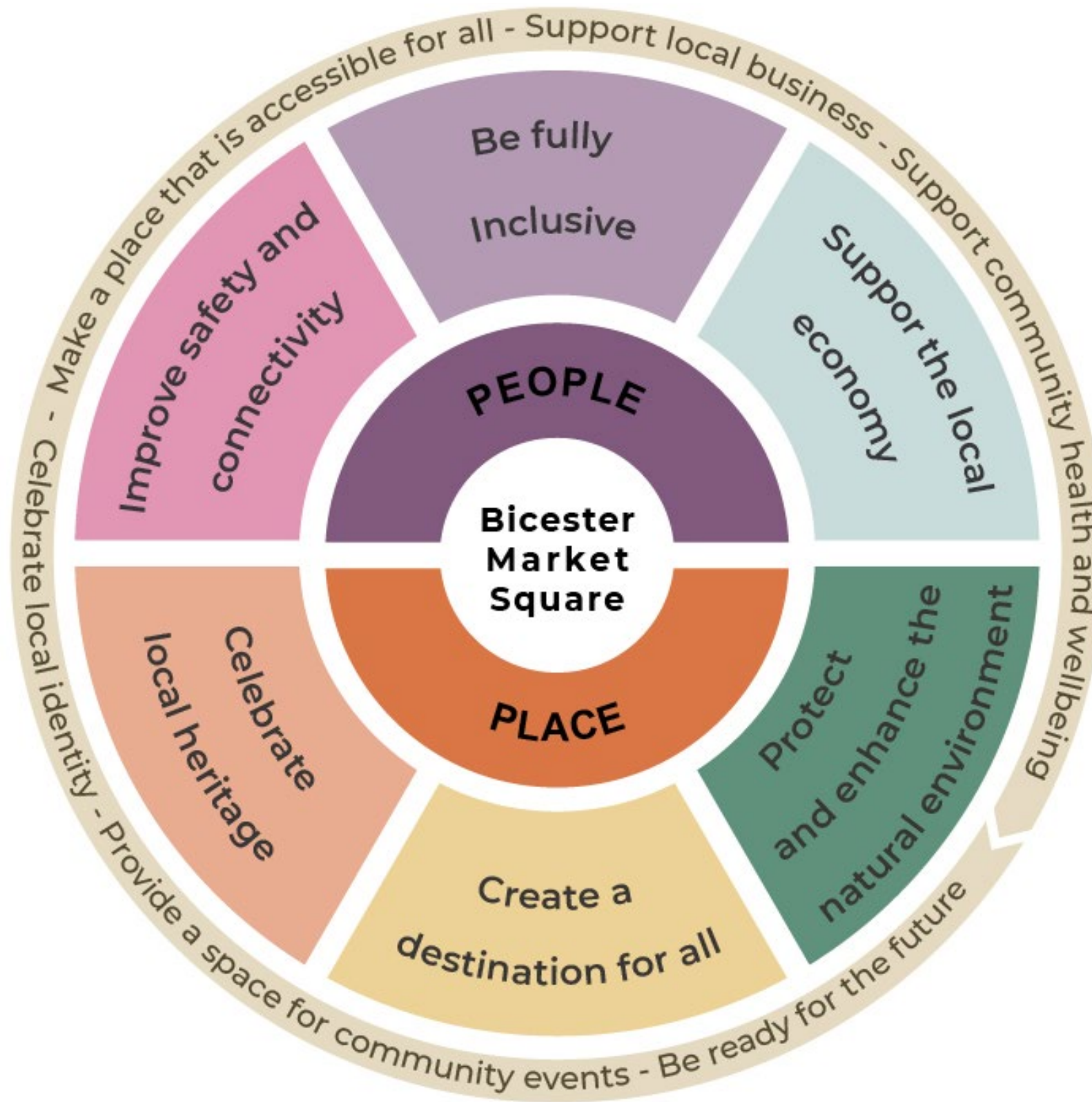


Be ready for
the future



+ 1.3 | Project Objectives

1.3.1 THE MARKET SQUARE CORE PROJECT OBJECTIVES



Be fully inclusive

- Promote and integrate walking, cycling, buses, taxis, and private vehicles.
- Provide for all ages, abilities and demographics.

Improve safety and connectivity

- Improve connectivity to surrounding lanes and car parks.
- Enhance links to the town centre, for example; Bicester Village, Bicester Avenue, Bicester Gateway, Bicester Motion and both railway stations.

Celebrate local heritage

- A sensitive heritage focused design that enhances Market Square.
- Consider opportunities for arts projects, including the potential for a war memorial.
- Ensure a consistent heritage look and feel within Bicester.

Create a destination for all

- Develop flexible spaces for the community to enjoy events and activities.
- Consider technology and how it can enhance visitor/user experience.
- Improve lighting and highlight focal points, to help improve night time experience.

Support the local economy

- Continue to develop both day-time and night-time economy.
- Consider current and future parking within the town centre to accommodate growth.
- Provide access and loading for local businesses.

Protect and enhance the natural environment

- Incorporate planted areas to create visually appealing and accessible green spaces which enhance the town centre and its buildings.
- Create shaded, protected and comfortable resting places.





2.0 CONCEPT DEVELOPMENT

2.1	Concept Idea	12-15
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2.1 | Concept Idea

2.1.1 CONCEPT MESSAGE

We wanted to develop a clear design narrative for the Bicester Market Square project, one which pulls together and combines the objectives of the project, Bicester's existing initiatives and invites a narrative of the inclusive co-design approach.

Together
we can



+ 2.1 | Concept Idea

2.1.2 CONCEPT IDEA

In developing the concept for Bicester Market Square, we looked to bring inspiration from two key ideas.

Firstly exploring the idea of a 'market square' and revealing an enhanced sense of place within the context of emphasising the history of the site. Secondly we wanted to tie into Bicester's Garden Town Plan and explore how the square can be greener and more welcoming in which to spend time.

meet
at the **market**
Square

+

Grow
the **Garden**
town

+ 2.1 | Concept Idea

2.1.3 CONCEPT BRAIN STORM - MARKET SQUARE

The design concepts were explored through a word cloud brain storm approach. This method helps to explore and define what the design idea means, and help to reveal inspiration from which the design can draw upon.

Historically market squares were not just a location where the local farmers could sell their produce in the town, but it was a also significant place for socialising, getting news and gathering. The design will also look to take reference from the geometry of how markets were laid out.

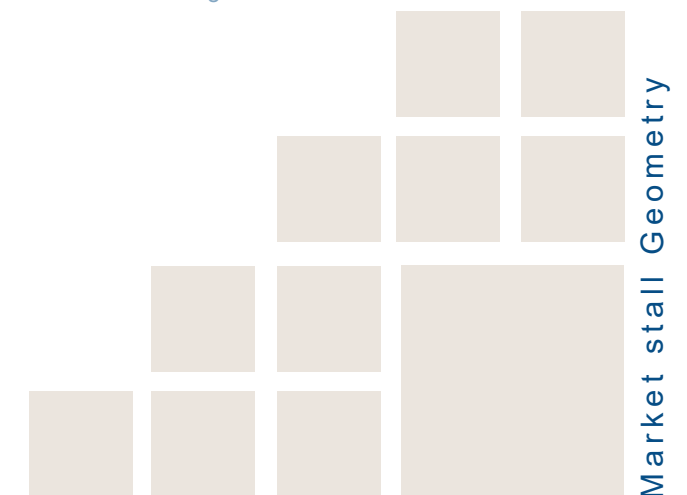
KEY PRODUCE:

Wool, Skins, Barley

KEY TRADES:

Glove-making, saddle-making, tanning and malting. The clockworks, fuller, weaver, woolman, woollen draper, and clothier. Draper, linendrapen, collarmaker, fellmonger, cordwainer, joiner, bodicemaker, slatter, plumber, mason, chandler, hempdresser, mercer, grocer, grazier.

HERITAGE
Local buisness
temporary activation
COMMUNITY news
gathering
Open air
Country Meets the City
we can meet
at the market
Square
story sharing
Tents
CARTS
ARTISAN
Stalls
3x3m Local Access
SQUARE
Seasonality
Service
Socialising
Local economy
Produce Independent
Small fruit & veg
Market's role in ensuring food supply for a population, markets are often highly regulated by a central authority. In many places, designated market places have become listed sites of historic and architectural significance and represent part of a town's or nation's cultural assets



cattle and sheep market dating back to 1441

+ 2.1 | Concept Idea

2.1.4 CONCEPT BRAIN STORM - GARDEN TOWN

The emerging concepts look to also draw inspiration from the Garden City and English Garden movements, looking to enhance vistas within and through the site and create green areas which soften, surround and provide restful spots in which to take a break. The designs will also look at ensuring sustainability and healthy living is provided as an integral part of the place that is created.

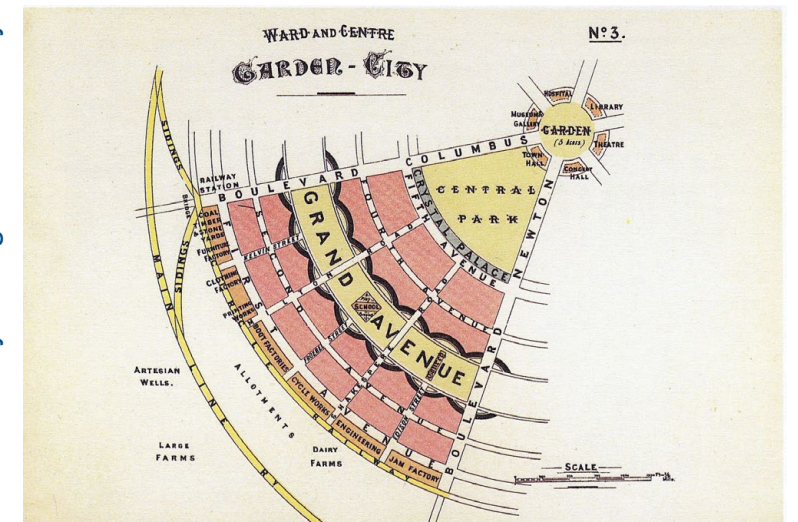


The garden city movement was a 20th century urban planning movement promoting satellite communities surrounding the central city and separated with greenbelts.

Garden cities of Tomorrow

By Ebenezer Howard

Garden City Design / Geometry



Healthy Places

Native Planting
Flowers

Seasonality

Grow

Act of Gardening

Mental &

Physical

Well-being

COMMUNITY

Nature recharge (forest bathing)

restful nature

Nature / Nurture

Social movement for improved living conditions

Sustainability

Net Zero

1900s planting design

British Planting / Town planning movement

GREEN

Natural

Organic

Nature-based-placemaking

People + Nature Design

Blue + Green Infrastructure

SOLAR PUNK

Strolling
Vistas
Folly
Picturesque
Eye-catchers

inbedded within green

Meet Future &
Past Theories

Rousham House & Gardens



Picturesques - Folly



2.2 | Arrangement and Key Moves

2.2.1 DESIGN 01 - EXISTING ROAD LAYOUT, MARKET SQUARE ENHANCED

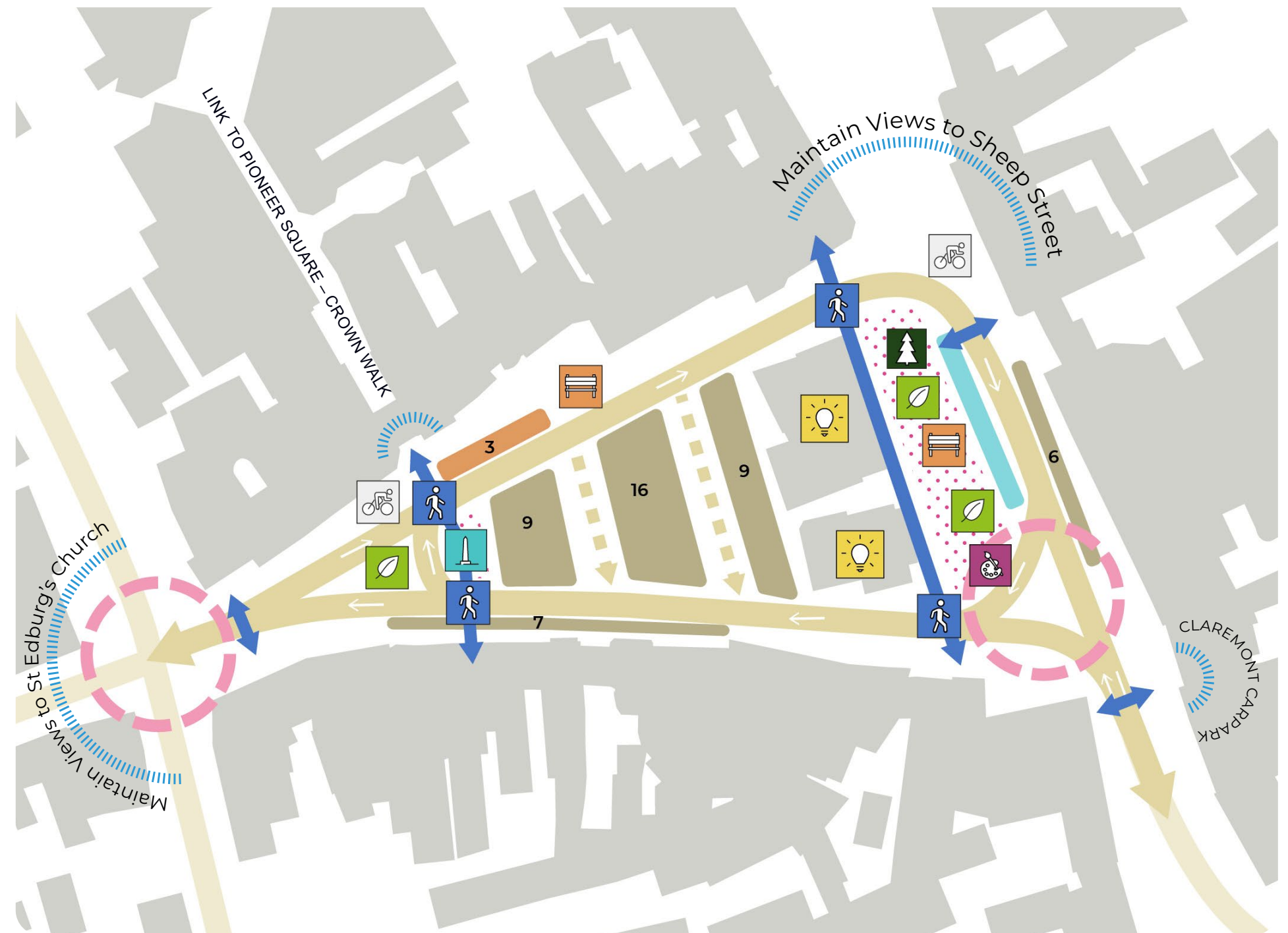
After initial engagement with the local businesses and community, some wanted a design option which explored creating only a minimal change to the existing layout. Therefore design 01 provides a rationalisation of the current site conditions with the following key points:

- A reduction in parking, to provide safer pedestrian circulation around the parked cars.
- Narrowed vehicle routes to support traffic calming.
- Relocation of the taxi rank, to provide space for a pocket-park and community space.
- Footway widening and enhanced pedestrian spaces.
- Road closures still being required to hold events within the space.

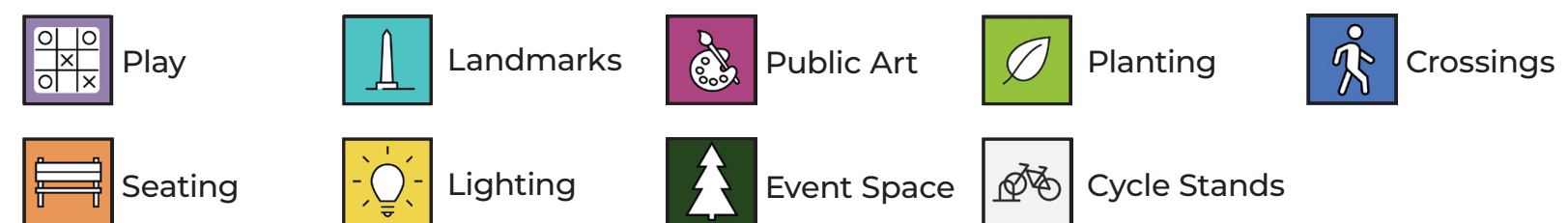
This design is a culmination from a collection of designs drawn up in 1st Co-design (Refer to Sketchbook 03). The icons are used to show where certain opportunities could be placed in the arrangement of the space.



*Note Carparking +/- 2 to include Blue Badge Parking



OPPORTUNITIES ICONS



+ 2.2 | Arrangement and Key Moves








2.2.2 DESIGN 02 - 2-WAY ROAD AND MARKET SQUARE ENHANCED

After initial engagement with the local businesses and community, some wanted a design option where 2-way vehicle movement could be achieved on the southern side of the square, and parking was left within its current location. Therefore design 02, provides an arrangement of space with the following key points:

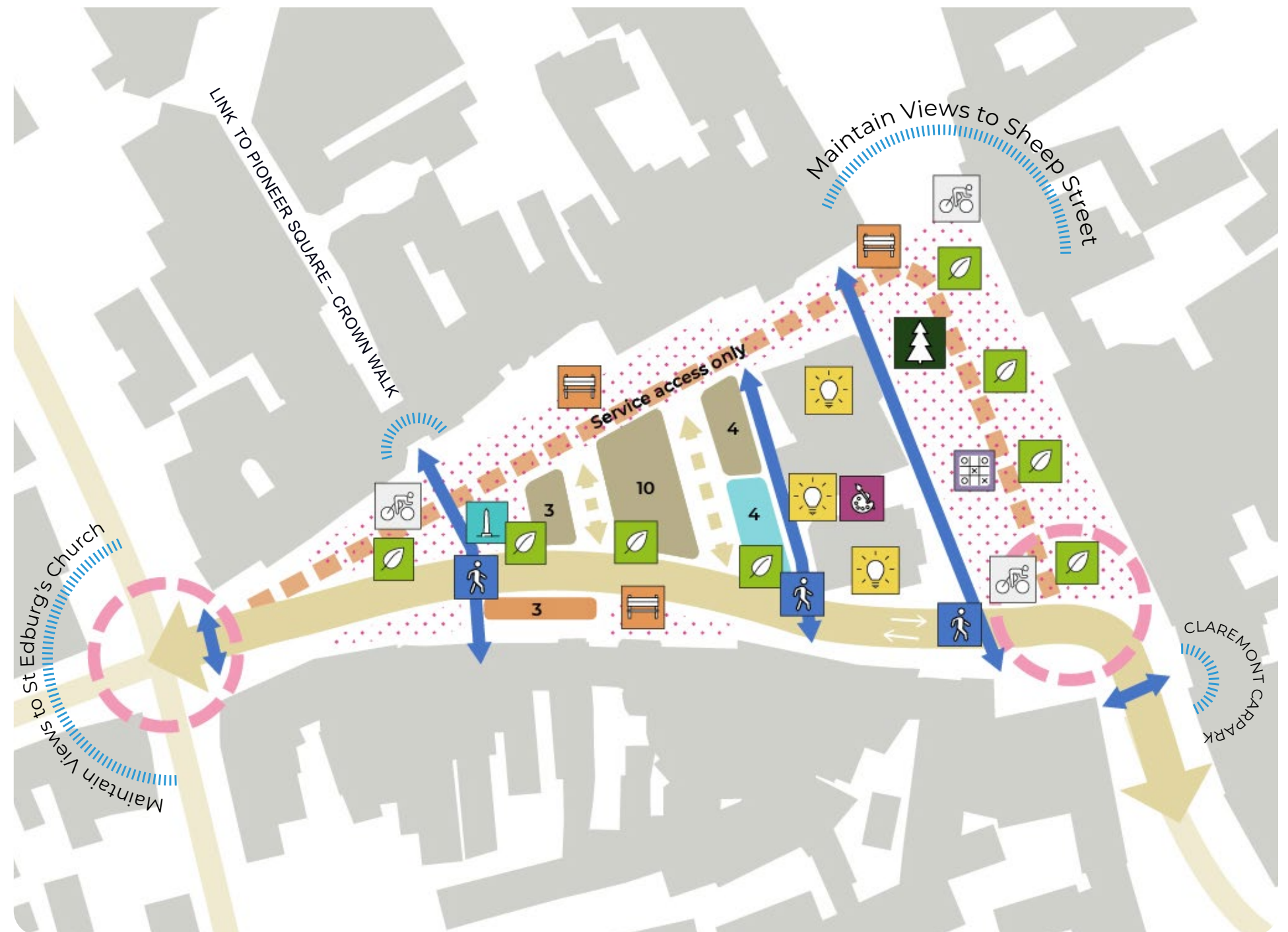
- Moderate reduction in parking, by retaining its existing location.
- Optimised traffic movement to support traffic calming.
- Opportunities for footway widening to the south and significantly enhanced pedestrian spaces.
- Extension of Sheep Street into the Market Square, providing a flexible linear green space.
- Ability to hold events without the need to close through traffic movement.

This design is a culmination from a collection of designs drawn up in 1st Co-design (Refer to Sketchbook 03). The icons are used to show where certain opportunities could be placed in the arrangement of space.










KEY

-  Crossing points
-  Gateway Treatment
-  Opportunities
-  Road
-  Carparking
-  Service bay
-  Taxi bay

*Note Carparking +/- 2 to include Blue Badge Parking



OPPORTUNITIES ICONS

- | | | | | |
|---|---|---|--|---|
|  Play |  Landmarks |  Public Art |  Planting |  Crossings |
|  Seating |  Lighting |  Event Space |  Cycle Stands | |

2.2 | Arrangement and Key Moves

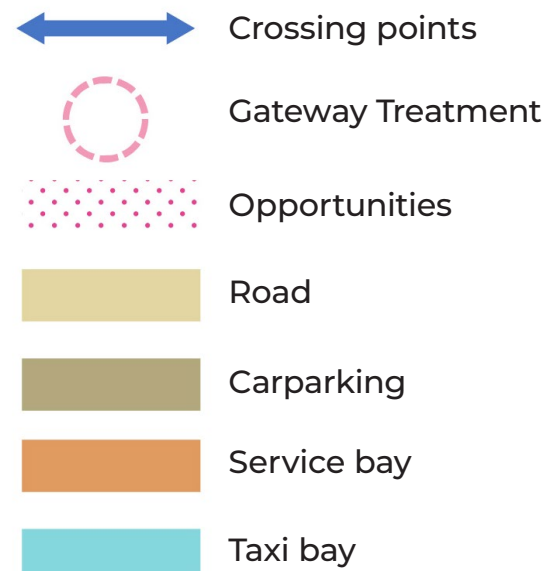
2.2.3 DESIGN 03 - 2-WAY ROAD, MARKET SQUARE ENHANCED, AND RELOCATED PARKING

After engagement with the local businesses and community, some wanted a design option where 2-way vehicle movement could be achieved on the southern side of the square, and parking could be moved to the eastern side. Therefore design 03, provides an arrangement of space with the following key points:

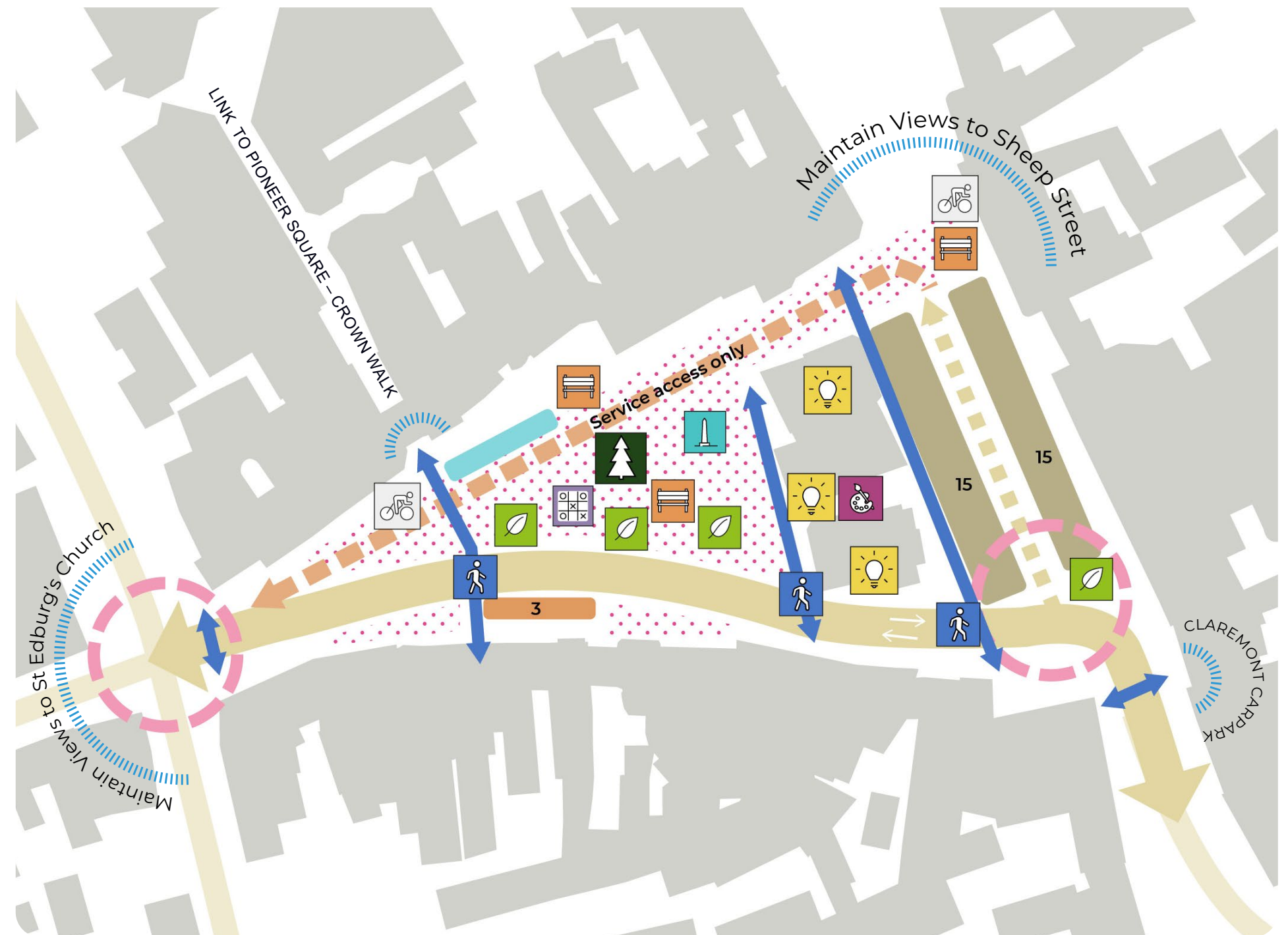
- Reduction in parking through localising parking to one side of the square.
- Optimised traffic movement to support traffic calming
- Opportunities for footway widening to the south and the creation of one large enhanced pedestrian space.
- Potential for the market to extend into the square, however car parking would need to be closed to achieve this.
- Ability to hold events without the need to close through traffic movement.

This design is a culmination from a collection of designs drawn up in 1st Co-design (Refer to Sketchbook 03). The icons are used to show where certain opportunities could be placed in the arrangement of space.

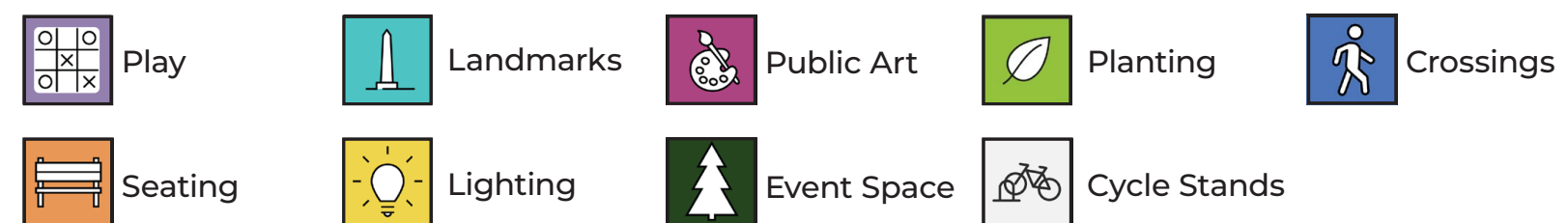
KEY



*Note Carparking +/- 2 to include Blue Badge Parking



OPPORTUNITIES ICONS



+ 2.3 | Design Idea 01



2.3.1 EXISTING ROAD LAYOUT, MARKET SQUARE ENHANCED

This design was developed from the initial Key Moves Design 01 and was presented during 2nd Co-design as a representation of the culmination of the engagement work undertaken and feedback received (Refer to Sketchbook 03).

KEY

- Improved Paved Footways
- Paved Carparking and Loadingbays
- Carriageway Accent Treatment (Gateway)
- Carriageway with Visual Narrowing Accent
- Pedestrian Crossing point
- Vehicle Crossovers
- Service Access
- Planting
- Trees
- Landmark Feature
- Outdoor Commercial Seating
- Street Furniture (Seats & Cycle Stands)
- Uplighting to Existing Buildings
- Christmas Tree / Event Space
- Public Art Opportunity
- Existing Public Realm
- Existing External Carparking Areas
- Existing Buildings
- Existing Trees
- Existing Phoneboxes

*Note Carparking +/- 2 to include Blue Badge Parking, location and number to be determined during Detailed Design Development. Tie in with landownership Boundaries are to be determined during Detailed Design.

+ 2.4 | Design Idea 02



2.4.1 2-WAY ROAD AND MARKET SQUARE ENHANCED

This design was developed from the initial Key Moves Design 02 and was presented during 2nd Co-design as a representation of the culmination of the engagement work undertaken and feedback received (Refer to Sketchbook 03)

KEY

- Improved Paved Footways
- Paved Carparking and Loadingbays
- Carriageway Accent Treatment (Gateway)
- Carriageway with Visual Narrowing Accent
- Pedestrian Crossing point
- Vehicle Crossovers
- Service Access
- Planting
- Trees
- Landmark Feature
- Outdoor Commercial Seating
- Street Furniture (Seats & Cycle Stands)
- Uplighting to Existing Buildings
- Christmas Tree / Event Space
- Public Art Opportunity
- Existing Public Realm
- Existing External Carparking Areas
- Existing Buildings
- Existing Trees
- Existing Phoneboxes

*Note Carparking +/- 2 to include Blue Badge Parking, location and number to be determined during Detailed Design Development. Tie in with landownership Boundaries are to be determined during Detailed Design.

+ 2.5 | Design Idea 03



2.5.1 2-WAY ROAD, MARKET SQUARE ENHANCED, AND RELOCATED PARKING

This design was developed from the initial Key Moves Design 03 and was presented during 2nd Co-design as a representation of the culmination of the engagement work undertaken and feedback received (Refer to Sketchbook 03).

KEY

- Improved Paved Footways
- Paved Carparking and Loadingbays
- Carriageway Accent Treatment (Gateway)
- Carriageway with Visual Narrowing Accent
- Pedestrian Crossing point
- Vehicle Crossovers
- Service Access
- Planting
- Trees
- Landmark Feature
- Outdoor Commercial Seating
- Street Furniture (Seats & Cycle Stands)
- Uplighting to Existing Buildings
- Christmas Tree / Event Space
- Public Art Opportunity
- Existing Public Realm
- Existing External Carparking Areas
- Existing Buildings
- Existing Trees
- Existing Phoneboxes

*Note Carparking +/- 2 to include Blue Badge Parking, location and number to be determined during Detailed Design Development. Tie in with landownership Boundaries are to be determined during Detailed Design.

+ 2.6 | Choosing a preference

2.6.1 ENGAGEMENT RESPONSES

Collaboration and listening has been at the heart of this project. The final design has been developed by working hand-in-hand with locals, businesses, community groups, and councillors across a number of events, including:

- 'Have your say' Public Surveys with 1,542 responses.
- Feedback from over 400 people attending the the 1st Library and Market-day drop-in engagement.
- '3 ideas' survey' with over 250 people preferences captured from online feedback, and attendance at the 2nd Library and Market-day drop-in engagement.
- About 50 key stakeholders attending both co-design workshops.
- Countless conversations with local businesses, market stall operators and community groups.

The following stakeholders have been engaged during the co-design process of Bicester Market Square:

- Bicester BUG (Bicycle Users Group)
- Bicester Church
- Bicester Foodbank
- Bicester Friday Market Traders
- Bicester Local History Society
- Bicester Motion
- Bicester Social Cycle Group
- Bicester taxi drivers
- Bicester Village
- Bicester Vision
- Langford Village Community Association
- Local elected Councillors from; Oxfordshire County Council, Cherwell District Council and Bicester Town Council
- MyVision Oxfordshire
- Royal British Legion
- Shire Mobility
- Thames Valley Police
- Wheels for Wellbeing
- Local Residence
- Visitors to Bicester



+ 2.6 | Choosing a preference

2.6.2 ENGAGEMENT PREFERENCES

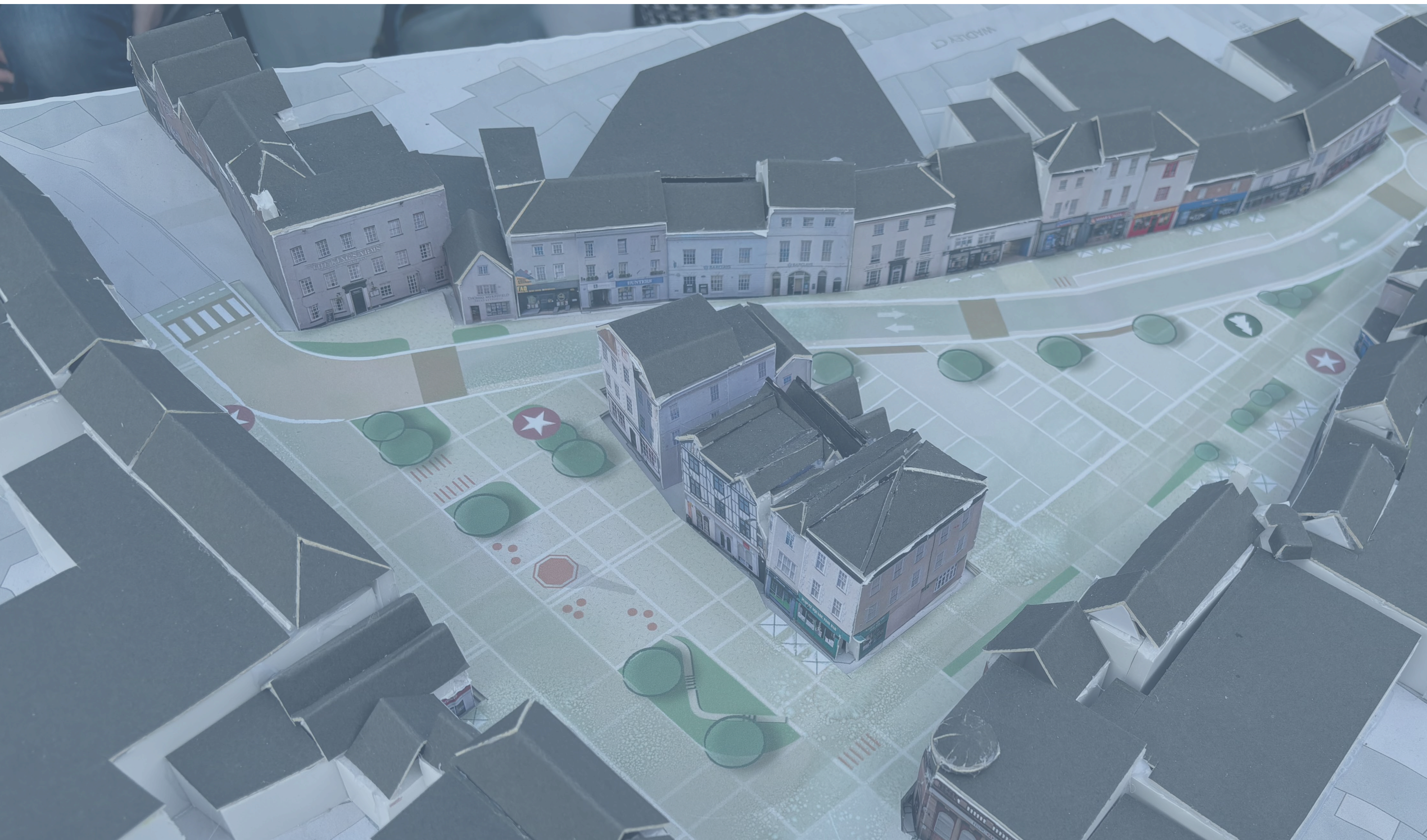
Through engagement with local businesses in Market Square, community groups, key stakeholders, and the wider public, a clear preference has emerged for Design Idea 02. This approach brings together key elements from both Design Idea 01 and Design Idea 03, bridging the gap between differing views. As a result, it delivers a well-balanced design that reflects the needs and aspirations of the community.

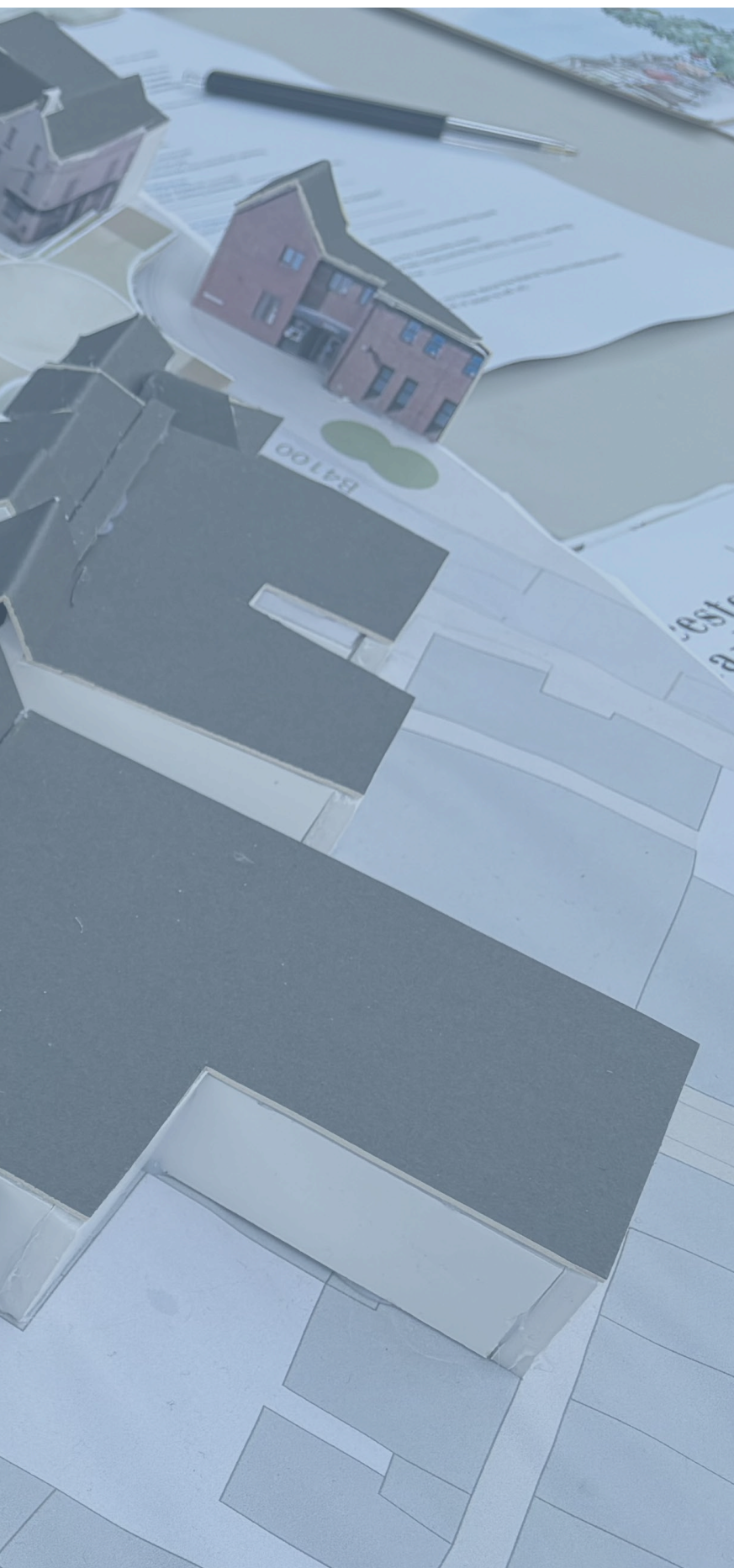
- Through-out the engagement process there has been clear messages with :
- The importance of supporting local businesses, residents and visitors
 - The need to maintain accessible parking options to improve usability
 - A strong and clear call for enhancing Market Square, while preserving its historic character.

	Colour
Most Preferred	
Mid Preferred	
Least Preferred	

		DESIGN IDEA 01 Existing road layout, Market Square enhanced	DESIGN IDEA 02 2-way road and Market Square enhanced	DESIGN IDEA 03 2-way road, Market Square enhanced and relocated parking
1st Co-Design Workshop Preference				
2nd Co-Design Workshop Preference				
Bicester Local Businesses Preference				
Market stall traders Preference				
Bicester Bug Preference				
Public Feedback Survey - (Library & Market Stall) Preference				
Professional Analysis	Safety for pedestrian (when considering Road Layout / Traffic)			
	Carparking Places <i>*Subject to revision in Detail Design</i>			
	Space available for Community			
	Space available for Planting <i>*Note without underground surveys the location and number of planting might change</i>			
Budget Considerations	<i>*Note this would require confirmation from a Cost specialist</i>	Could be achieved	Would need additional funding and require a phased approach	Would need additional funding and require a phased approach

Reviewing the responses from the public, local businesses, community groups and the co-design workshops, it is recognised that there emerges a preference for Design Idea 02.





3.0 MARKET SQUARE DESIGN

3.1	Preferred Option	26-27
3.1	We Listened	28
3.2	Next Steps	29

+ 3.1 | Preferred Option

3.1.2 MARKET SQUARE DESIGN

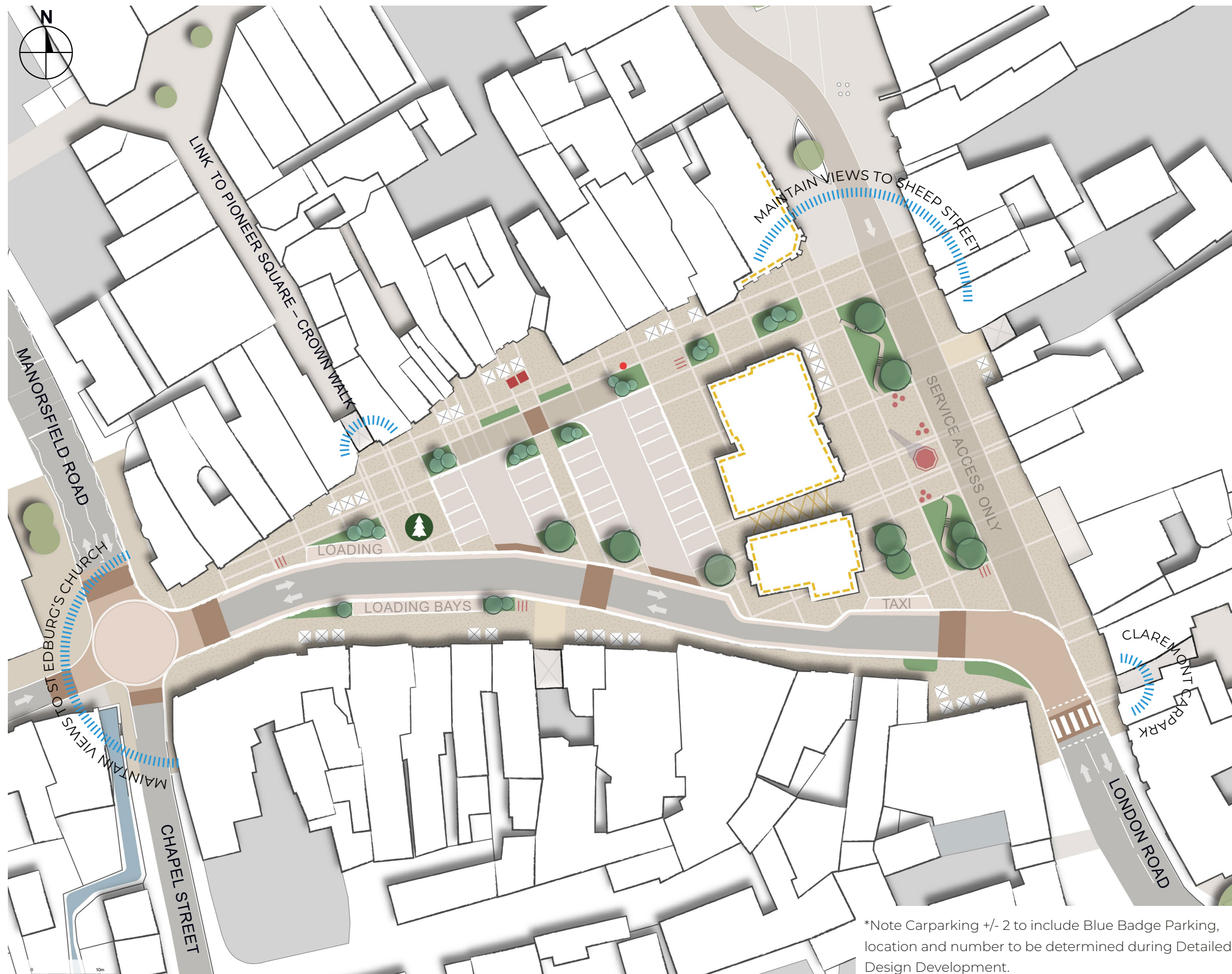
A preferred design option has been developed following feedback and insight received from all the engagement activities including the Co-Design workshops, public surveys, face-to-face meeting with local community groups and businesses and public drop-in events with at the farmers markets and in the library (See Sketchbook 03 - Engagement).

This level of engagement allowed the design team to finalise one design, primarily based on Design 02 with some refinements that responded to additional feedback received, such as:

- Maximising planting areas
- Look at parking circulation and reduction of the need for a service access only route in the north.
- Create a localised narrowing point
- Taxi drop-off on the eastern-side



+ 3.1 | Preferred Option



3.1.2 MARKET SQUARE DESIGN

This design combines the communities need to provide more greenspace, community space, more footway whilst still remaining the two-way traffic and essential parking for surrounding businesses. By focusing the parking to the western side of Market square, this allows the continuation of sheep street, providing more spaces for the community, for events and extends the market into the Market Square.

KEY

- Improved Paved Footways
- Paved Car-parking and Loading Bays
- Carriageway Accent Treatment
- Carriageway with Visual Narrowing
- Pedestrian Crossing Point
- Vehicle Crossovers
- Service Access
- Planting
- Trees
- Landmark Feature
- Outdoor Commercial Seating
- Street Furniture (Seats, Play & Cycle Stands)
- Uplighting to Existing Buildings
- Catenary Lighting
- Christmas Tree / Event Space
- Existing Public Realm
- Existing External Carparking Area
- Existing Buildings
- Existing Trees
- Existing Phoneboxes
- Existing Postbox



This diagram highlights how the final design delivers the project objectives.

Be fully inclusive

- ## Improve safety and connectivity

- ## Celebrate local heritage

- ## Create a destination for all

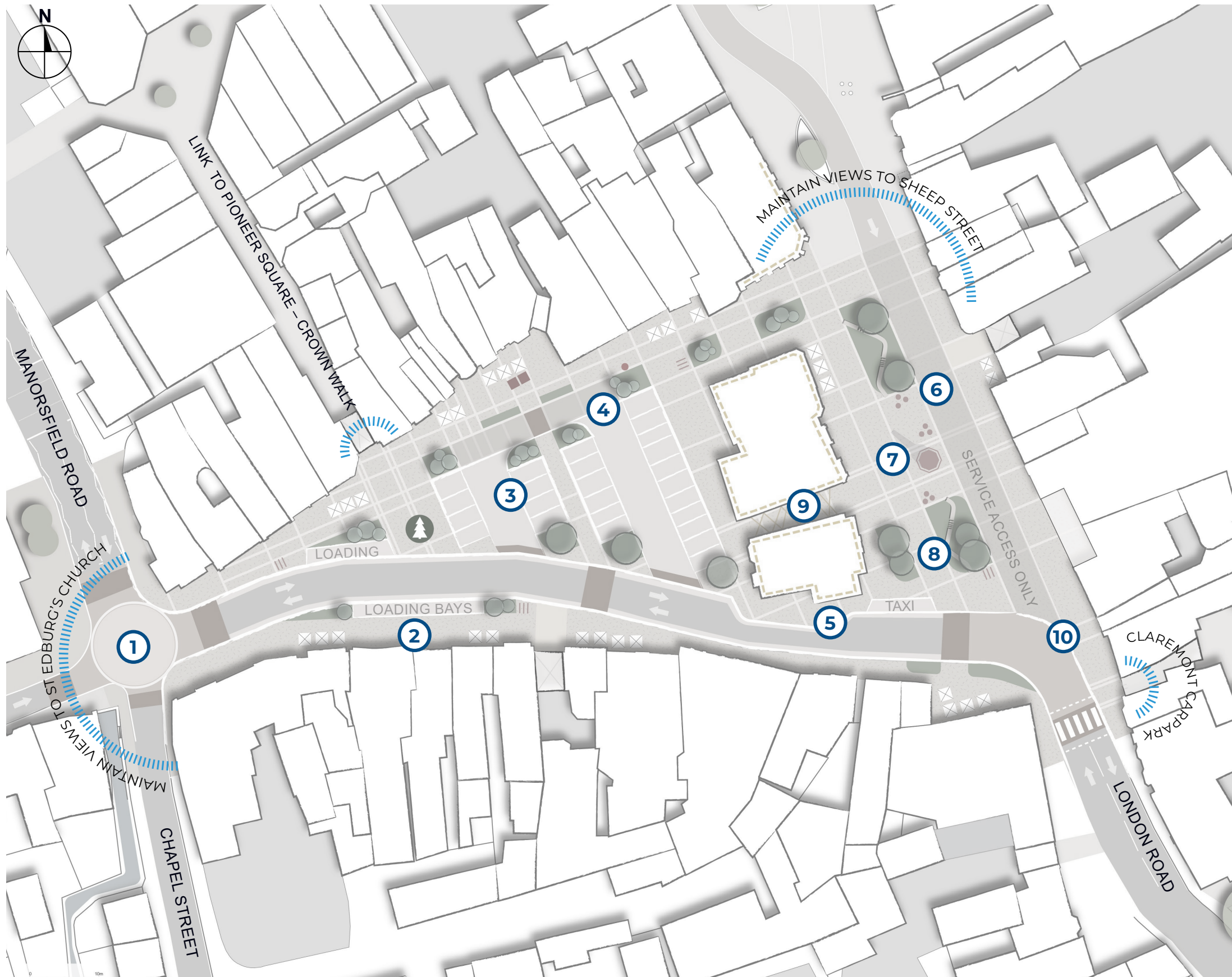
- ### Support the local economy

- Continue to develop both day-time and night-time economy.
- Consider current and future parking within the town centre to accommodate growth.
- Provide access and loading for local businesses

Protect and enhance the natural environment

- Incorporate planted areas to create visually appealing and accessible green spaces which enhance the town centre and its buildings.
- Create shaded, protected and comfortable resting places..

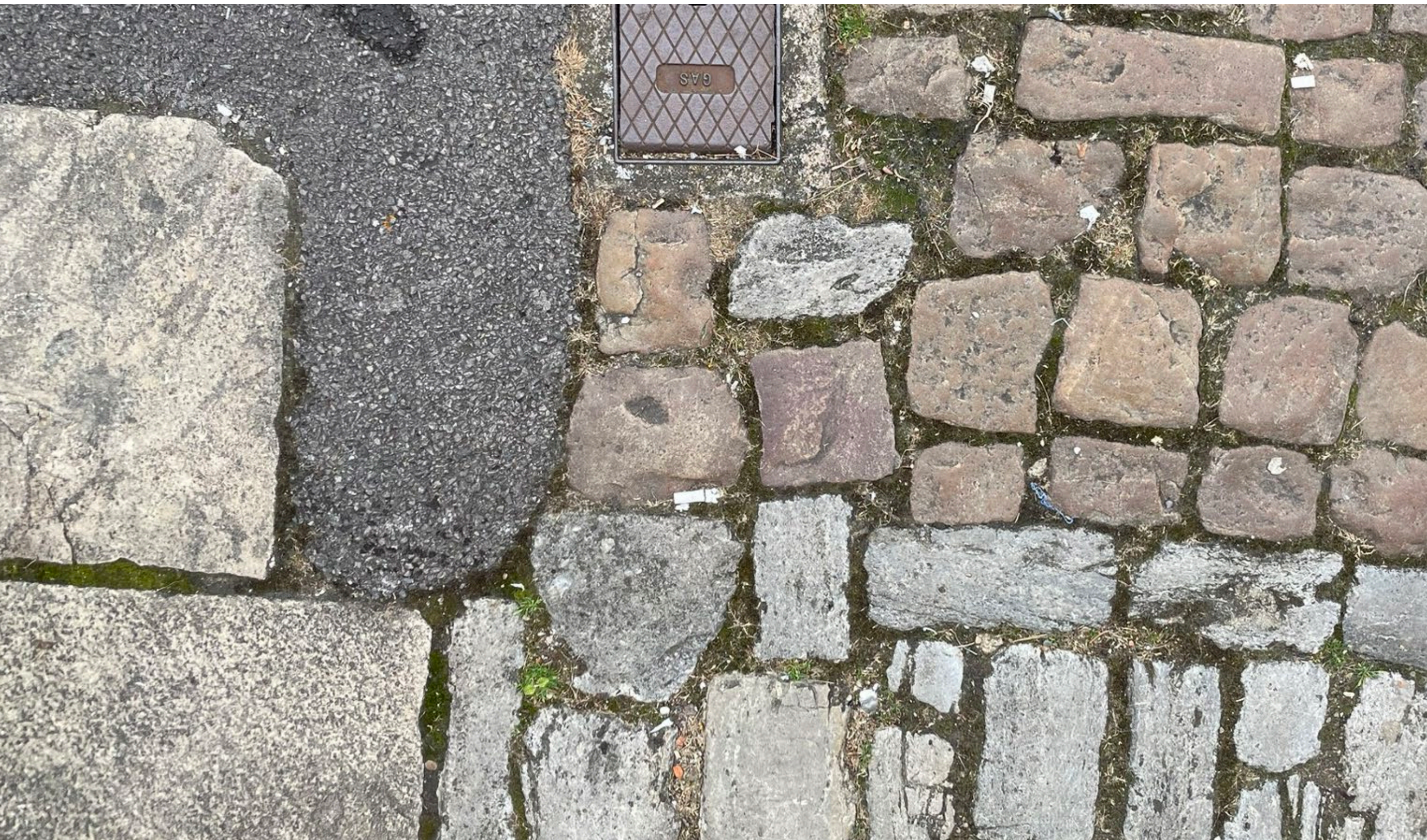
+ 3.2 | Next Steps



3.2.1 FURTHER STUDIES NEEDED

The following notes outline the main technical studies and input needed to develop the design towards creating a finalised design. These will be carried out during the next stage of design development.

- ① Highway and Traffic Engineers to review and input into junction area re-designs.
- ② Survey requirements for better understanding loading, public parking and servicing access.
- ③ Car parking spatial requirements to be developed in greater detail, including locations for blue badge parking and taxi bays.
- ④ Car parking circulation study.
- ⑤ Designing the localised pinch-point and give way arrangements in greater detail by Highway Engineers and potential impacts on movements reviewed by Traffic Engineers.
- ⑥ A detailed review of potential issues related to underground structures, including investigation of cellars and foundations of removed building.
- ⑦ Consultation with the local heritage group and local community for any new landmark or memorial design and location.
- ⑧ Viability of tree planting location with underground investigations and visibility studies.
- ⑨ Review landownership
- ⑩ Thorough coordination with all key design disciplines, including Highways Lighting, Drainage, Heritage, Traffic etc.



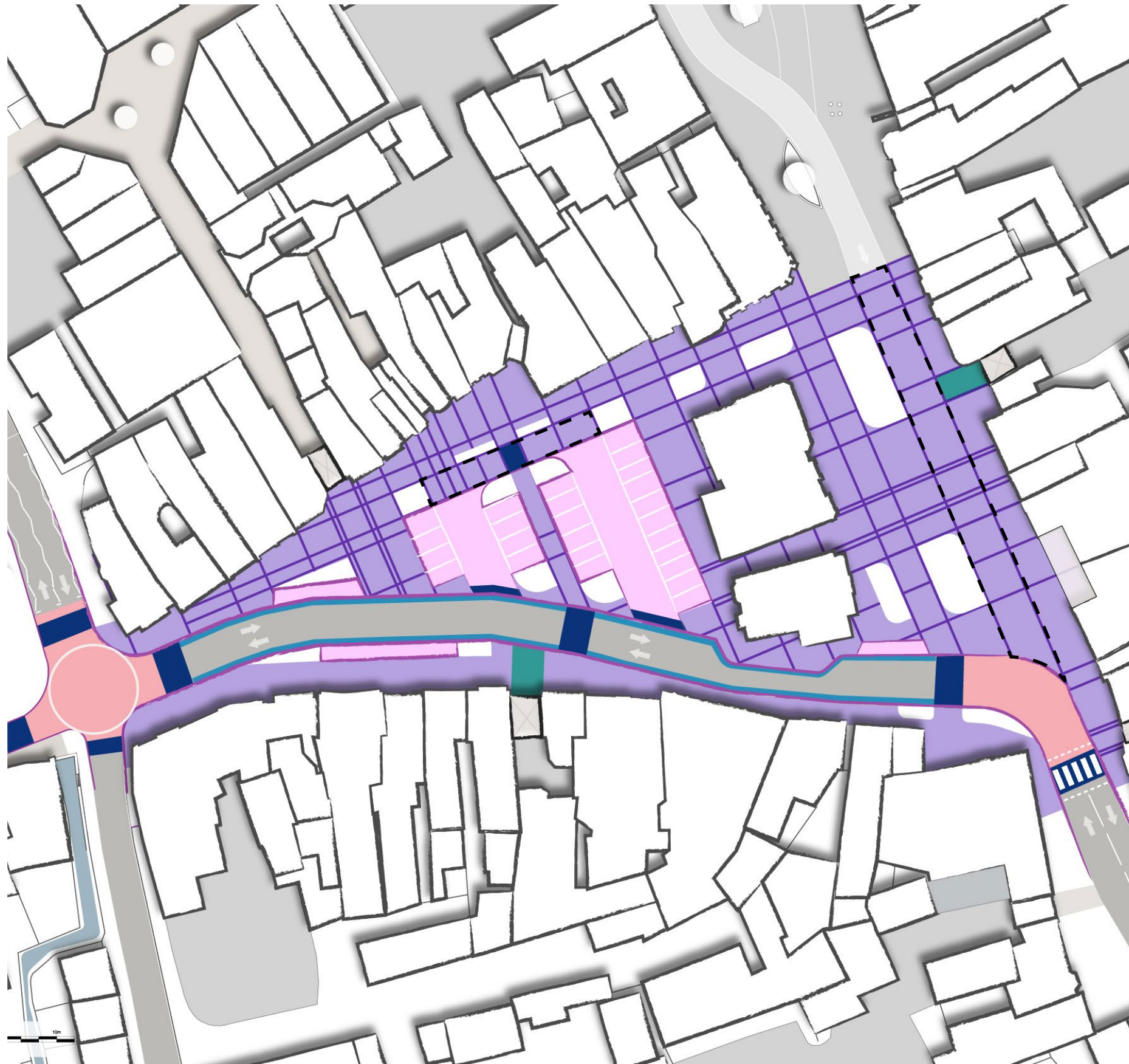


4.0

DESIGN PALETTE

4.1	Surface Materials Opportunities	32-35
4.2	Lighting Opportunities	36-37
4.3	Planting Opportunities	38-39
4.4	Seating Opportunities	40-41
4.5	Street Furniture Opportunities	42-43
4.6	Placemaking Opportunities	44-45

+ 4.1 | Surface Materials Opportunities












4.1.1 SURFACE MATERIAL CONCEPT DESIGN - YORKSTONE OPTION.

The following highlights the suggested surface materials as located on the preferred design.

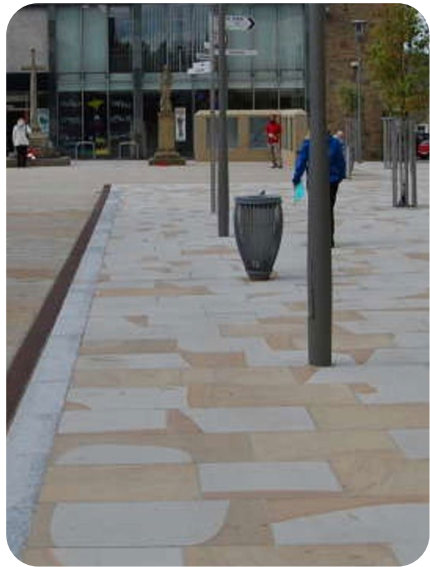
Materials have been selected to reflect on its context as a historical town centre, with materials that are durable due to expected high usage. The material options suggested are preliminary only to provide an initial idea of the potential look and feel that can be created.

The final selection, types, location, colour specification etc. will be confirmed during the next design stages and will respond to further engagement as well as considerations related to budget and deliverability.

KEY

-  Improved paved footways with accent bands (image 01 and 02)
-  Paved carparking and loading bays (Image 04)
-  Carriageway accent treatment (Gateway)
-  Carriageway with visual narrowing accent (06)
-  Pedestrian crossing point
-  Vehicle crossovers (Image 04)
-  Kerbs
-  Accent bands (image 02)
-  Service access - paving will require specification for heavy loading (deep construction)

+ 4.1 | Surface Materials Opportunities - Yorkstone



(01) Improved footways, using Yorkstone flag paving to match with style used in Sheep Street.



(02) Accent bands with yorkstone setts



(03) Vehicle crossovers, mixed colour granite pavers. Ensure deep construction to allow for vehicle overrun.



(04) Carparking pavement with small yorkstone blocks, ensure deep construction to allow for vehicle overrun.



(05) Granite Kerbs



(06) Carriageway with visual narrowing using accent paving on each side of the street

+ 4.1 | Surface Materials Opportunities - Granite



(01) Improved Paved footways, natural stone - Elara Granite Mix.



(02) Accent bands with contrasting mixed granite setts



(03) Vehicle crossovers, mixed colour granite pavers. Ensure deep construction to allow for vehicle overrun.



(04) Carparking pavement with small granite cobblestones, ensure deep construction to allow for vehicle overrun.



(05) Granite Kerbs

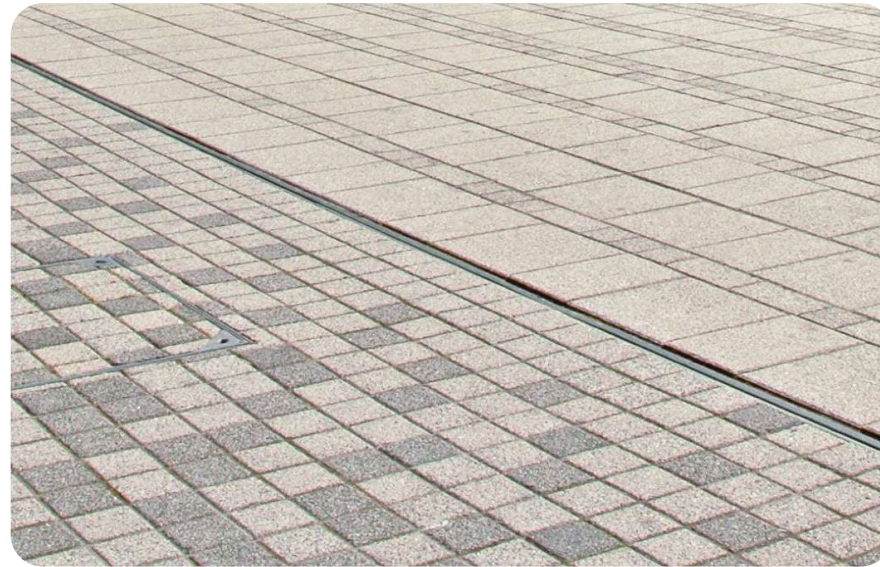


(06) Carriageway with visual narrowing using accent paving on each side of the street

+ 4.1 | Surface Materials Opportunities - Man made



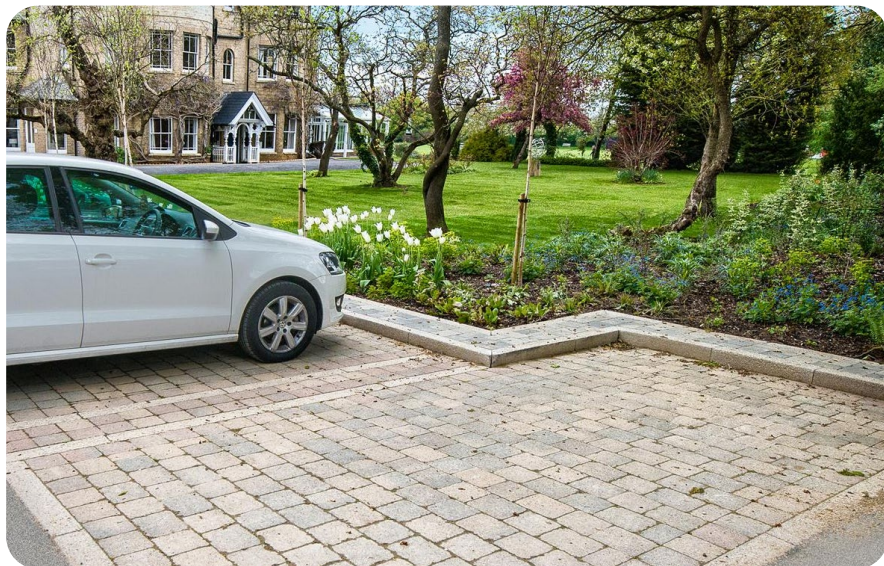
(01) Improved paved footways using manmade stone aggregate concrete flag pavers.



(02) Accent bands with contrasting mixed concrete aggregate setts.



(03) Vehicle crossovers, mixed colour stone aggregate concrete flags. Ensure deep construction to allow for vehicle overrun.



(04) Carparking pavement, concrete aggregate small pavers, with deep construction to allow for vehicle overrun.

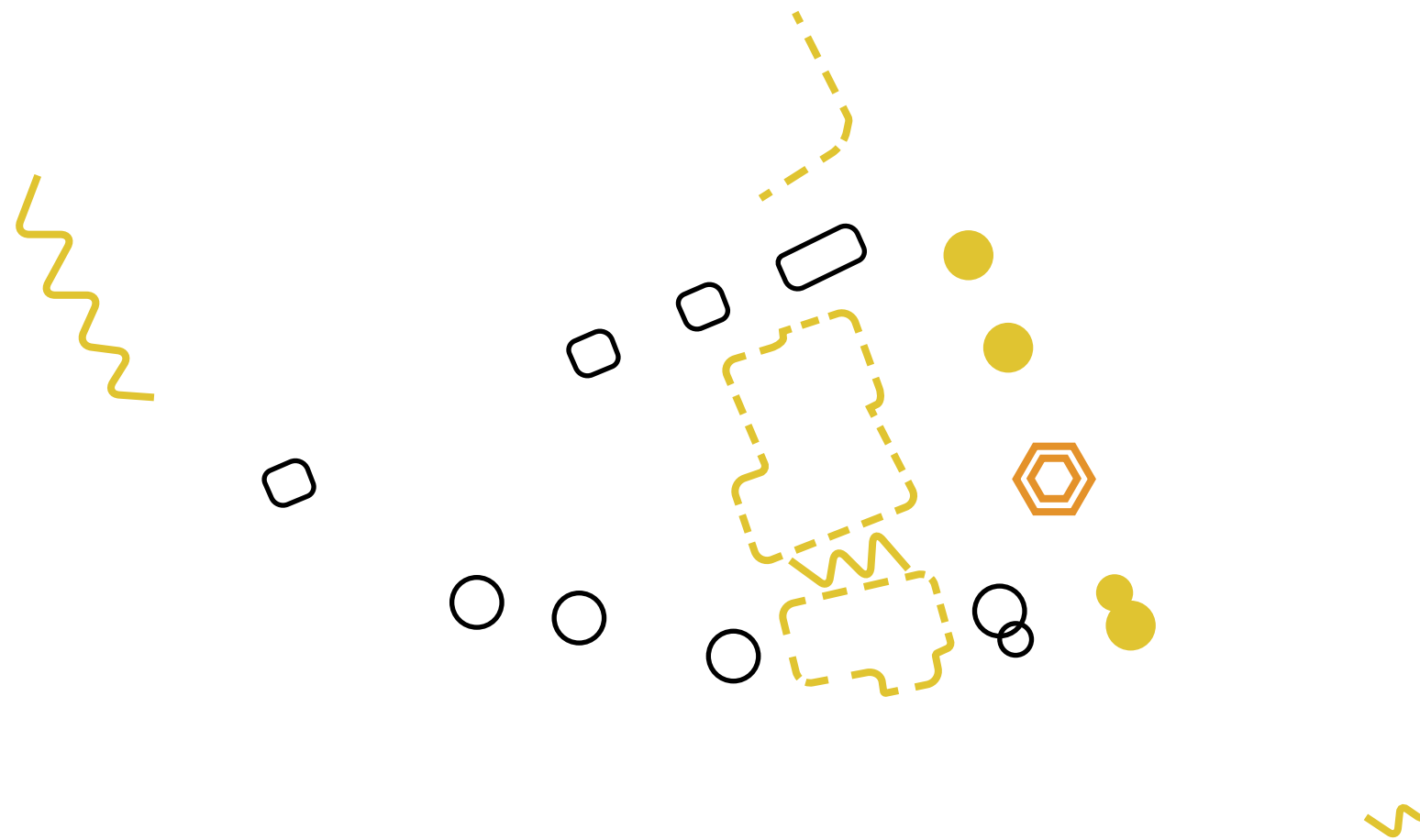


(05) Granite Kerbs



(06) Carriageway with visual narrowing using accent paving on each side of the street

+ 4.2 | Lighting Opportunities




4.2.1 LIGHTING CONCEPT DESIGN

The following highlights the potential lighting opportunities that can be integrated within the preferred design.

Across market square, a creative approach to integrating lighting within the design would be provided through mixed lighting types, where illumination is provided from a range of different sources. This will help to activate the square, create interest and improve safety at night.


Locations on the plan are preliminary to provide an idea of look and feel, final locations will be confirmed during the next design stages in collaboration with a specialist Lighting Engineer.


KEY

 Up-lighting to existing heritage buildings. (Image 01)

 Catenary lighting between buildings. (Image 02)

 Feature lighting in trees (Image 03)

 Up-lighting of trees and planting areas (Image 04)

 Landmark with integrated lighting (Image 05).

+ 4.2 | Lighting Opportunities



(01) Up-lighting of key feature buildings can be programmed to change colour to match seasonal events.



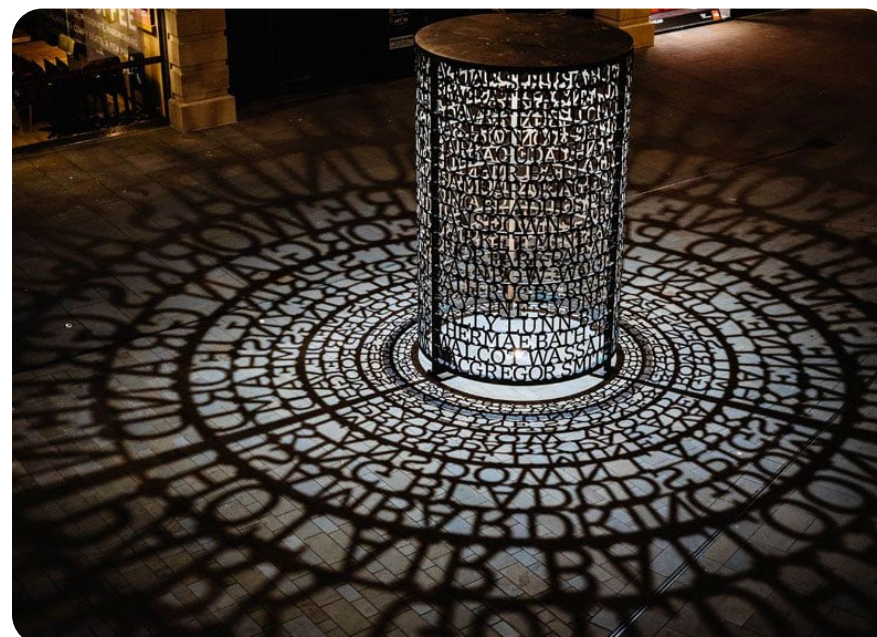
(02) Opportunity for catenary lighting to activate spaces inbetween buildings.



(03) Incorporating feature lighting within trees would help to draw people into the space and spend time



(04) Create secondary mood lighting, by uplighting trees, planting beds and seats.

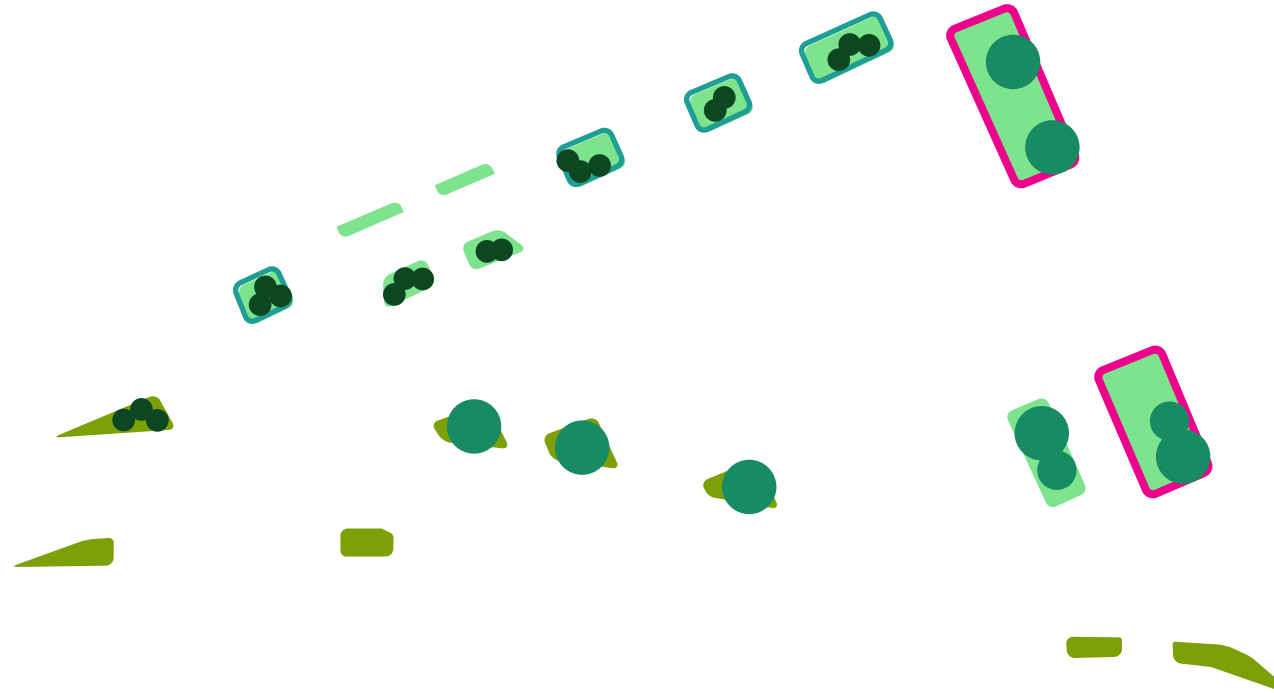


(05) Opportunity for integrated lighting with landmark structure helping to draw people into the space at night



(06) Provide opportunities for hanging of Christmas lights

+ 4.3 | Planting Opportunities



4.3.1 PLANTING CONCEPT DESIGN

The following highlights the potential planting opportunities that can be integrated within the preferred design

Across market square, planting should look to improve the health and well-being of people using the square. This would be achieved through creating shaded seating areas and low temperatures for summer months, improving biodiversity, infiltrating water run-off and improving local air quality, whilst also providing visual amenity.

Locations on the plan are preliminary to provide an idea of look and feel, final locations will be confirmed during the next design stages through a review of underground surveys and in collaboration with a specialist Landscape Architect.

KEY

- Proposed Trees (Image 02)
- Ornamental Shrubs (Image 03)
- Inground Planting areas (Image 04)
- Planting along the carriageway (Image 05)
- Opportunities for SuDS (Image 06)
- Opportunities for green rooms (Image 01)



(01) Green rooms, provide rich and diverse planting areas which immerses people within greenery, providing restful and comfortable spaces. These spaces can be more interactive through the integration of opportunities for seating, informal play and paths.

+ 4.3| Planting Opportunities



(02) Opportunities to provide trees within Market Square. Trees are to be selected with an open canopy so as to create spaces with dappled shade to sit under, and ensure open views across the square are maintained.



(03) Ornamental beds with seasonal interest, inspired by English gardens with native planting mixes.



(04) Inground planting provides green and visually attractive areas within the square whilst keeping views open.



(05) Planting along the carriageway and integrated with car parking areas will help to create an attractive buffer between pedestrian and vehicle uses that are safer and more pleasant to linger within.



(06) Opportunities for Sustainable urban Drainage Systems (SuDS) to be integrated within the scheme. Ensuring Bicester is future ready, by capturing water during heavy rains and helping to reduce localised floods.



Opportunities to foster public ownership, by looking to incorporating the community into planting and maintenance of a community garden in the square.

+ 4.4 | Seating Opportunities

4.4.1 SEATING CONCEPT DESIGN

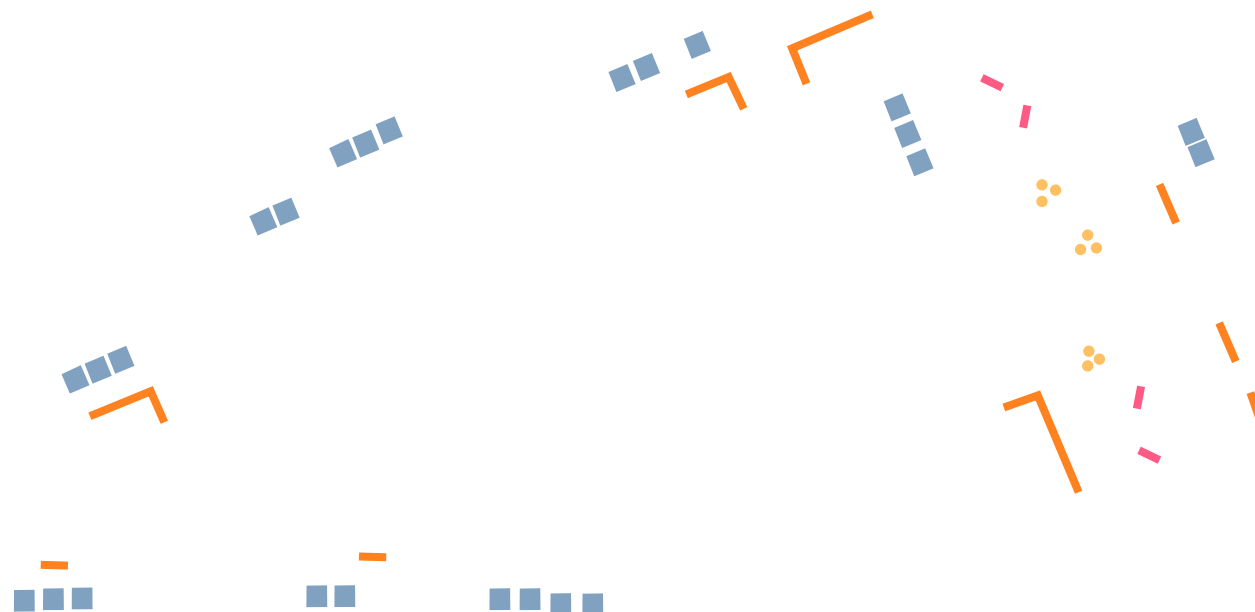
The following highlights the potential seating opportunities that can be integrated within the preferred design.

Throughout market square, the street furniture should be selected so that it has a similar design, colour and look, to create a more cohesive design.

Locations on the plan are preliminary to provide an idea of look and feel, final locations will be confirmed during the next design stages.

KEY

- Opportunity for seating (Image 01 & 02)
- Integrated seating (Image 03)
- Play seating (Image 04)
- Space for commercial spill-out (Image 05)
- Seating with protection (Image 06)



+ 4.4 | Seating Opportunities



(01) Choose modular seating to create a variety of seating arrangements in a cohesive palette, for a mix of small to large groups..



(02) Seating to wrap edges of planting beds, providing places to dwell next to green.



(03) Opportunities to provide seating nooks integrated within planting beds



(04) Opportunities to incorporate feature seating which could also act as play.



(05) Space for outdoor dinning areas and commercial spill out. Helping to support local businesses, improve safety and social interaction within the square.



(06) Where required square seating blocks can be used, acting like bollard protection.

+ 4.5 | Street Furniture Opportunities





4.5.1 STREET FURNITURE CONCEPT DESIGN

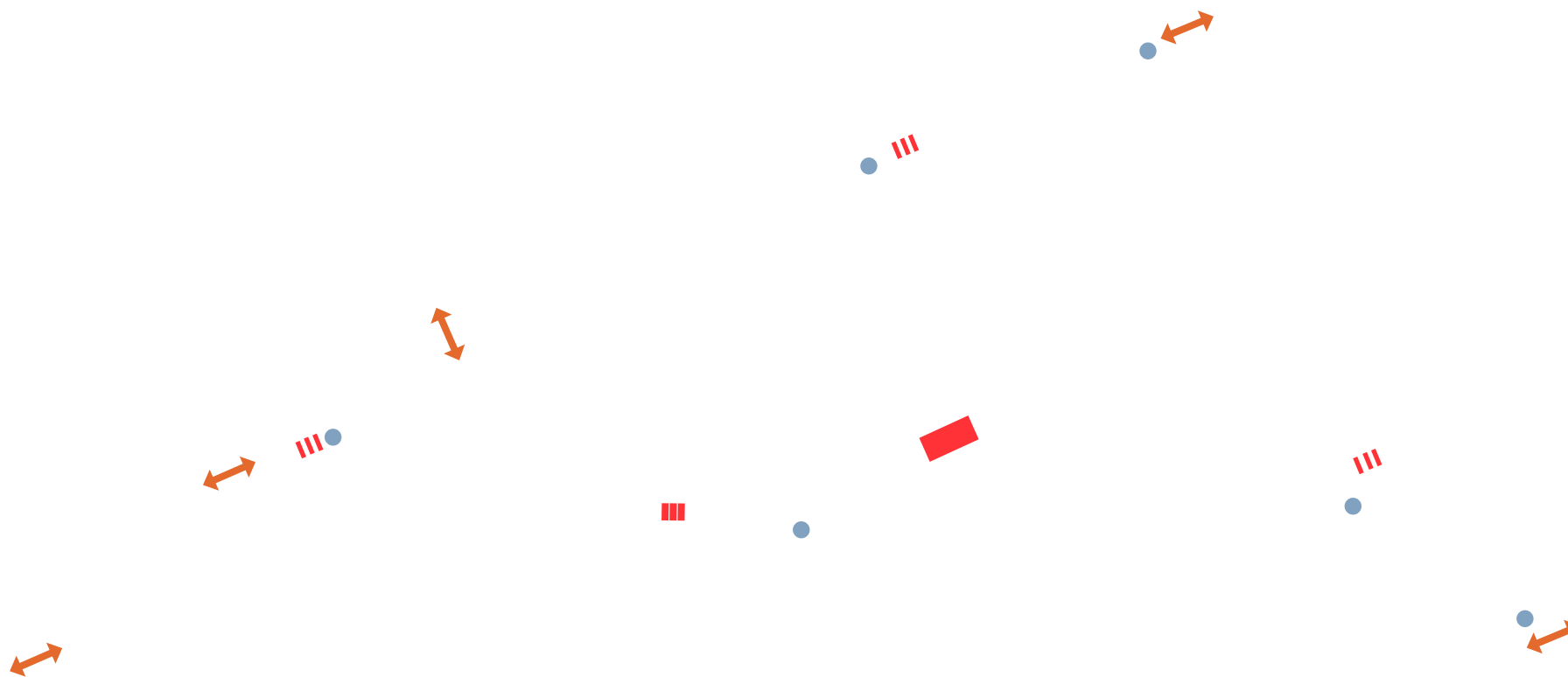
The following highlights the potential street furniture opportunities that can be integrated within the preferred design.

Throughout market square, the street furniture should be selected so that it has a similar design, colour and look, to create a more cohesive design.

Locations on the plan are preliminary to provide an idea of look and feel, final locations will be confirmed during the next design stages.

KEY

-  Cycle storage (Image 01)
-  Option for contained cycle storage (Image 02)
-  Litter bins (Image 03)
-  Wayfinding (Image 04)



+ 4.5 | Street Furniture Opportunities



(01) Cycle stands grouped in 3's, throughout the Market Square, final style to be confirmed, though opportunity to match overall furniture palette.



(02) Opportunities to provide a larger cycle storage with a green roof.



(03) Litter bins with recycling facilities.



(04) Variety of wayfinding to be used across the site, to better connect people.



(05) Bollard colour and style in keeping with the Market Square furniture palette.



(06) Opportunity to include a drinking fountain. Location to be confirmed during the next design stages.

+ 4.6 | Placemaking Opportunities




4.6.1 PLACEMAKING CONCEPT DESIGN

The following highlights the potential placemaking opportunities (feature elements which help to create a unique place) that can be integrated within the preferred design.

Throughout market square, the placemaking opportunities will look to explore ways to introduce elements which foster community engagement, are fun, reflect Bicester's local history and helps celebrate the uniqueness of the Market Square.

Locations on the plan are preliminary to provide an idea of look and feel, final locations will be confirmed during the next design stages.

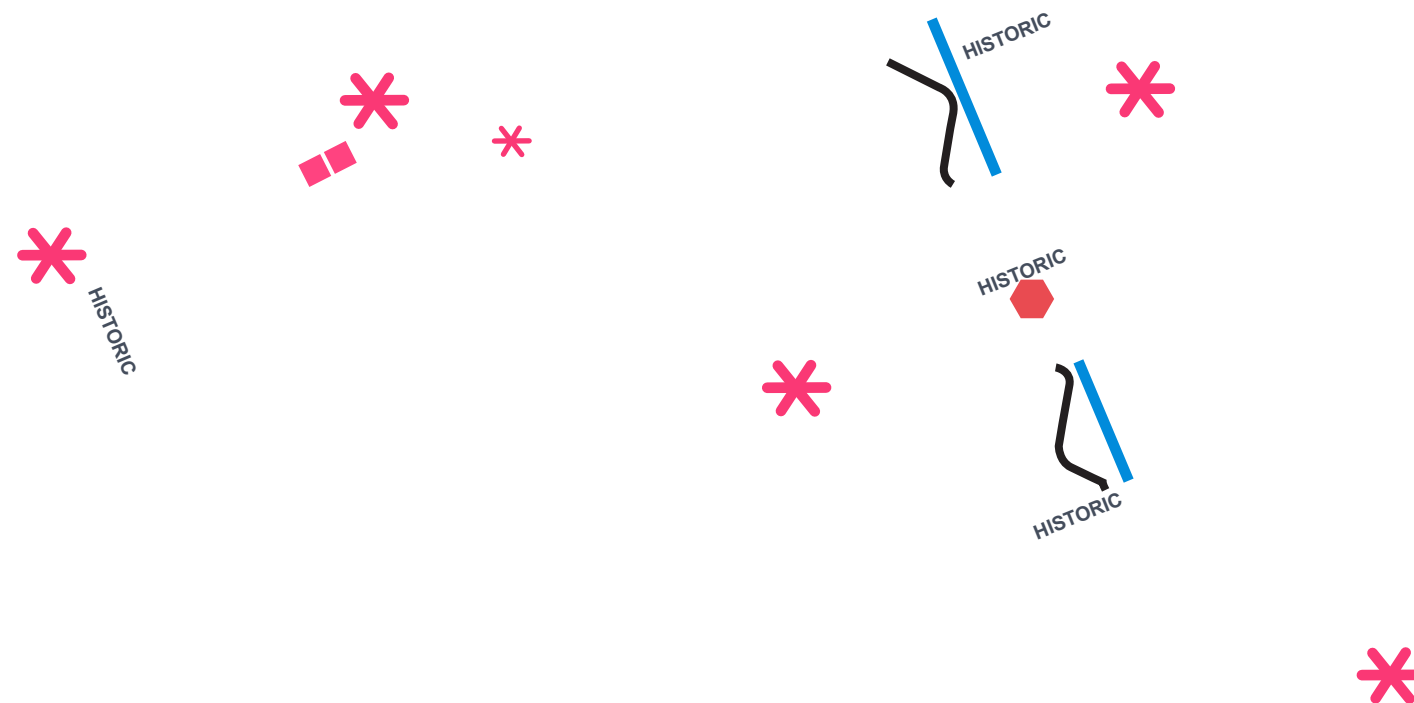
KEY

-  Opportunity for memorial or landmark (Image 01)
-  Opportunity for Community led art project (Image 02)
-  Re-use existing assets (Image 03)

HISTORIC Artistic feature pavement (Image 04)

 Integrated play (Image 05)

 Water feature (Image 06)



(01) Opportunities for memorial or landmark sculpture. Location helps to draw people down Sheep Street and up London Road.

+ 4.6 | Placemaking Opportunities



(02) Opportunities to involve local artist to help create vibrant spaces.



(03) Opportunities to re-use the existing phone boxes as alternative community assets, like a library or cafe.



(04) Reference historical buildings and history with etched pavement inserts or brass inserts.



(05) Opportunities to incorporate steps and paths through planted areas, providing more interaction and informal play within the square.



(06) Opportunity to incorporate a water feature.



(07) Opportunities to incorporate artistic biodiversity elements, such as insect hotels, bird boxes or living willow sculptures.