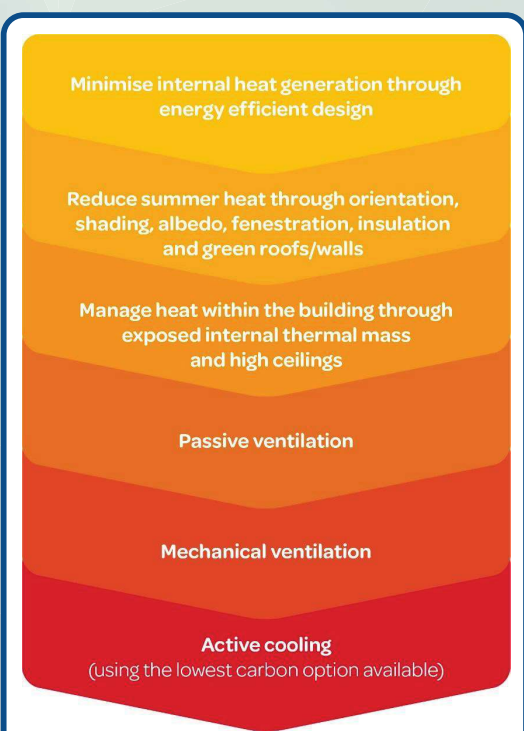


Sustainability and Waste Management

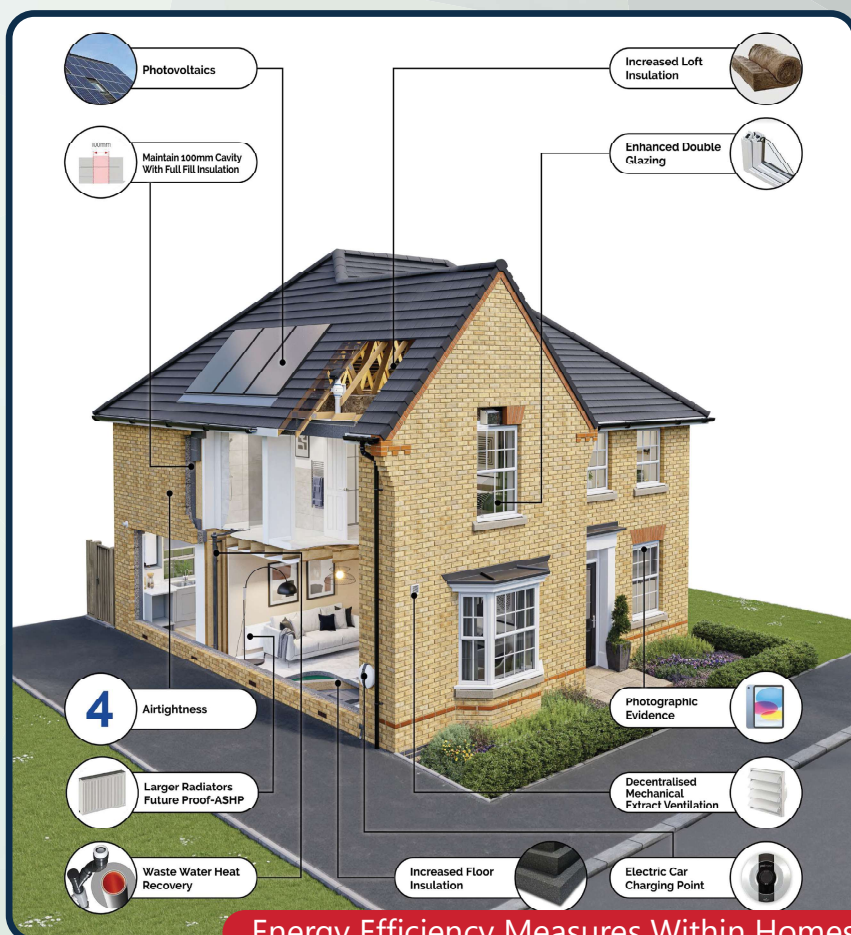
Barratt Redrow seeks to adopt high sustainability standards into each development. In this way, the scheme has been designed to consider how to minimise operational and embodied carbon and transport emissions, as well as means to minimise and re-use waste and materials on site. The following images embody the Sustainability and Waste Management Strategy. Copies of the both strategies in full are available to review at this exhibition or online.



Energy Hierarchy



Cooling Hierarchy



Energy Efficiency Measures Within Homes

Carbon Reduction	- All development to deliver a 27-31% reduction in carbon emissions over previous regulations. - A proportion of development delivered to the FHS/FBS, securing a 75% reduction in carbon emissions.
Renewable Energy	- Homes provided with Solar PV for on-site renewable energy generation. - Development delivered to the FHS/FBS to include ASHPs. - All Redrow houses will proudly feature air source heat pumps (ASHP).
Embodied Carbon	Upfront carbon emissions of c. 325 kg/CO₂e/m², exceeding NHDC Sustainability Guidance 'Gold' standard.
Circular Economy, Waste and Materials	- Targeting a 20% reduction in construction waste vs. 2015 levels, 95% diversion of construction waste from landfill, and 100% certified net zero deforestation timber. - High quality recycling facilities designed in line with NHDC waste and recycling guidance.
Healthy Placemaking	Approx. 13.6 Ha of green spaces, including parks, linear parks, play spaces, and allotment provision.
Biodiversity	- Retention of key habitats including mature trees and hedgerows, and protection of Local Wildlife Site with green corridor buffer. - Creation of new habitats including species rich grassland, tree planting, bird nesting boxes, and bat roosting opportunities. - Biodiversity Net Gain of c.20% habitat units and c.63% hedgerow units.
Active Travel	A sustainable transport strategy that promotes active travel over the private car, reducing transport-related emission.
EV Charging	Provision of an EV charge point for each new home with a driveway to support the uptake of low emissions vehicles.
Water Efficiency	- Water efficient fixtures and fittings such as dual flush WCs and low-flow faucets, limiting water consumption to max 110 l/p/d. - Redrow houses will have a consumption rate of just 105 l/p/d.
Sustainable Drainage	- SuDS in the form of ponds/basins, swales and a soakaway to mimic natural drainage systems and provide multifunctional flood risk, amenity, biodiversity and water quality benefits. - Drainage strategy designed to limit runoff to greenfield rates including a 40% allowance for climate change.

Key Sustainability Features and Targets

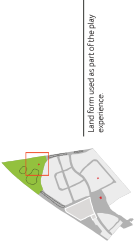
Open and Play Spaces

As part of the Reserved Matters for the first residential phase, details relating to Hitchin Meadows and Dane Walk are to be submitted. Details regarding Highover Park will be submitted at a later date but are provided here for consideration and comment.

The images on following boards provide an indication of how each of the spaces will be designed and the various features and uses proposed.

As part of this consultation, we would be grateful for your thoughts on potential land uses, planting, seating and equipment within the LEAP (Locally Equipped Play Area) in Hitchin Meadows and NEAP (Neighbourhood Equipped Play Area) in Highover Park.

Hitchin Meadows



Landform used as part of the play experience

Natural play area used as part of the play experience

Play area to provide young residents for toddlers, children and adults.



1

Proposed LEAP



LEAP

KEY:

	Structural planting		CSS10/FCB Wild Bird Food
	Tree planting		Mixture grass type
	Scrub planting		Meadow grassland
	Surfaced cycleway/footpath		Tussock grassland and hedgerow margins
	Mown path		Amenity grassland
	Seating		Existing hedged boundary
	Play - LEAP		Adjacent existing vegetated area
			SuDS
			Earth mounding



TIMBER POST AND RAIL



BENCH FURNITURE



GRAVEL PATH



TREES



PLAY AREA WITH TIMBER EQUIPMENT

Boundary Treatments, Furniture and Materials

Land at Highover Farm, Hitchin

24/02906/DOC - Design Code

Further to submission of the Design Code, a number of changes have been made to streamline the document and make it clearer to understand.

The Design Code also provides more detail regarding open spaces, allotments and proposed access in and around the site, including the proposed location of the bus gate.

The Design Code is a 74-page document and therefore too detailed to replicate on the exhibition boards. The document is being shown on the projector and there are also full copies of the Design Code available at this exhibition for review.

The following boards provide an indication of the look and feel of the main architectural styles forming the first residential phase, as a Reserved Matters Application will follow shortly.



WHITE /OFF

WHITE RENDER



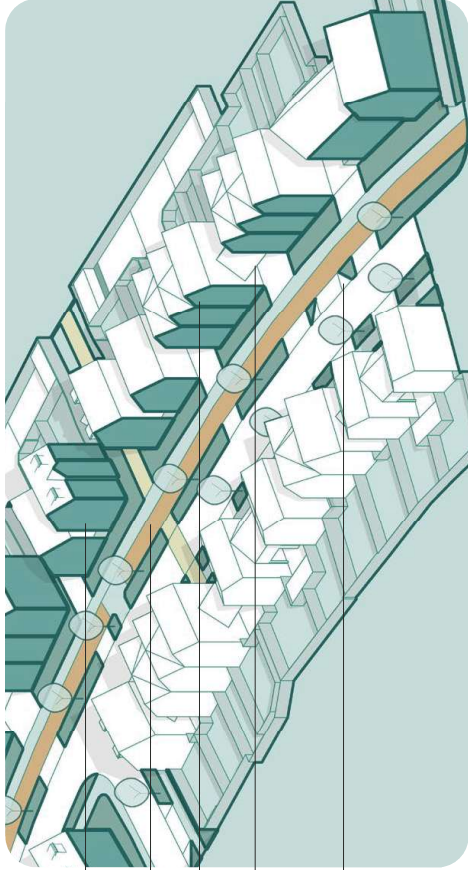
GREY TILE



DARK RED/
BURGUNDY BRICK

Proposed Materials

The Avenue Character Area



Detached units with dual aspect to identify corners.

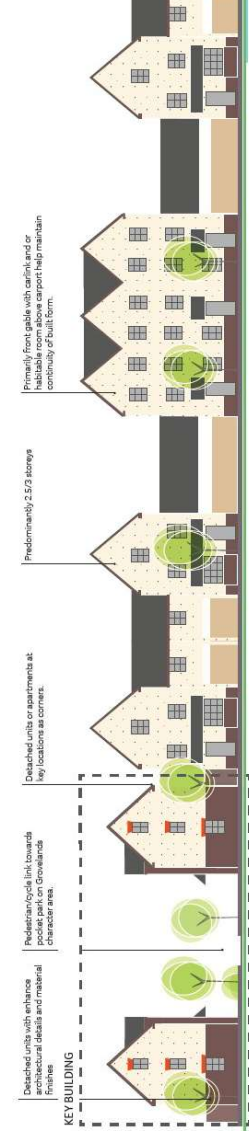
Segregated cycleway.

Repeating gables to define frontage.

Mainly continuous frontage of 2.5/3 storeys units. Carlinks or habitable room above carport help maintain continuity of built form.

Verge on both sides of the road, with opportunities for visitor parking provision.

Indicative Massing



Detached units with entrance architectural details and material finishes.

Predominantly 2.5/3 storeys

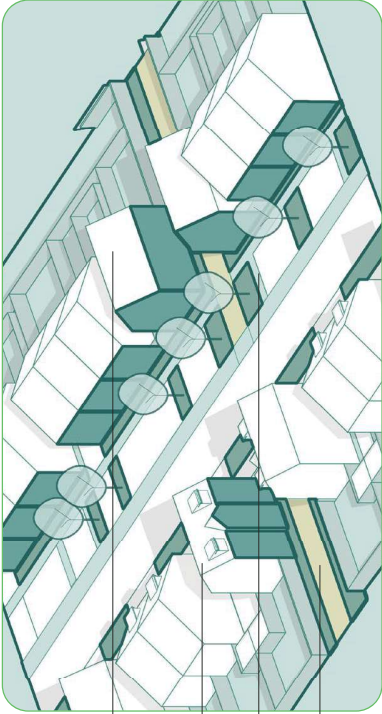
Dispersed units or apartments at key locations to form.

Primarily front gables with articulation or habitable room above carport help maintain continuity of built form.

Indicative Streetscene

24/02906/DOC - Design Code (Cont'd)

Grovelands Character Area



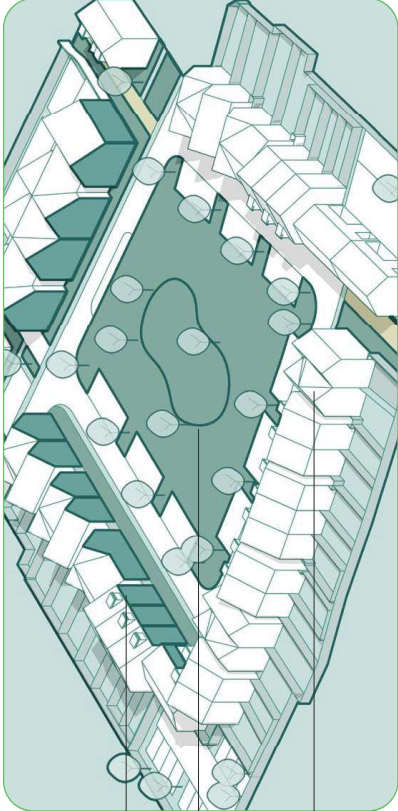
Detached units with dual aspect to identify corners.

Gabled form and taller units underpin corners or end stop vistas.

On front parking with landscape break.

Main pedestrian/cycle route connecting with pocket park area.

Indicative Massing



Consistent building line providing a legible arrangement and creating a higher degree of enclosure.

Central LEAP.

Corner buildings with dual aspect actively facing pocket park area and connectivity space with pedestrian/cycle link.

Indicative Massing - Pocket Park





RED BRICK

WHITE OFF/WHITE RENDER

RED TILE




GREY TILE

DARK RED/ BURGUNDY BRICK

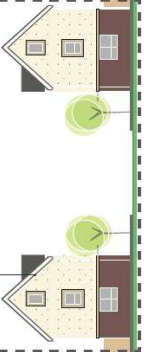
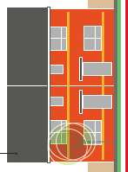
Proposed Materials




WHITE/OFFWHITE RENDER

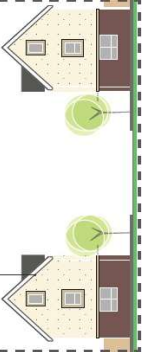
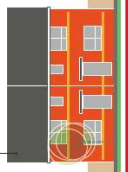
DARK RED/ BURGUNDY BRICK

Proposed Materials - Pocket Park

KEY BUILDING

Pitch roof form aligned to the street, break between building to allow on-plot side parking.

CORNER PLOTS

Corner plots addressing both side of the street, change of materiality, roof alignment and height to provide a sense of enclosure.

Indicative Streetscene