

03 APPEARANCE & CHARACTER

3.4. MEADOW VIEW CHARACTER AREA

The Meadow View character area has a more informal arrangement towards the edge of the development, responding to its relationship with the open spaces of Hitchin Meadows and Dane Walk.

The area comprises detached, semi-detached, and a small number of terraced properties arranged in varied groups and compositions, with pedestrian links connecting to the wider public open space network.

A distinctive treatment, including tile hanging to properties fronting public open spaces, reinforces the character of the area and prominence of front gable features.

Key open spaces include the open spaces within the approved Phase 1 development, Icknield Linear Park, Hitchin Meadows/LEAP, and Dane Walk.

KEY:

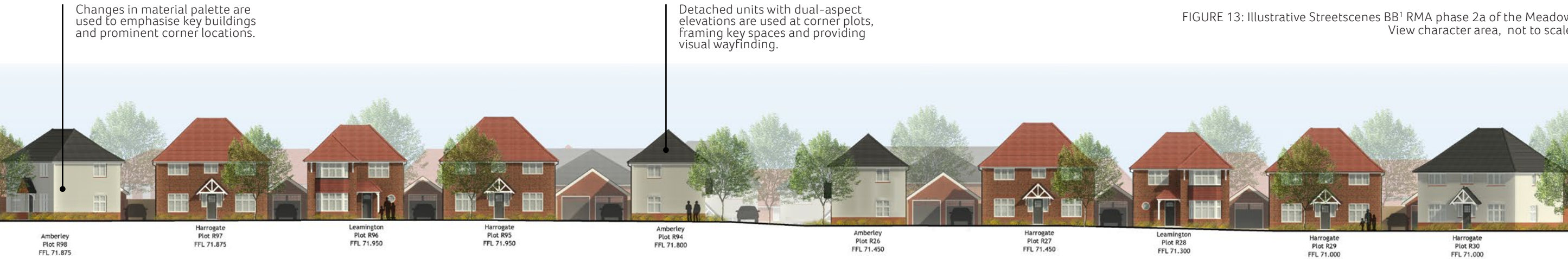
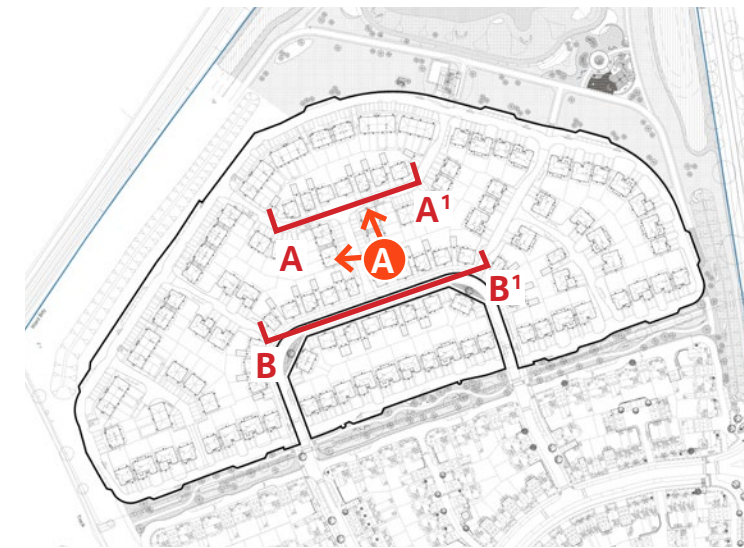


FIGURE 11: Indicative streetscene of the Meadow View character area. (Page 70 of Highover Farm Design Code)



FIGURE 12: Illustrative Streetscenes AA' RMA phase 2a of the Meadow View character area, not to scale

FIGURE 13: Illustrative Streetscenes BB' RMA phase 2a of the Meadow View character area, not to scale



FIGURE 14: Illustrative CGI A, of the Meadow View character area

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3.5. SURFACING FINISHES

Surfacing finishes will comprise a coordinated palette of durable materials, with buff riven paving slabs used as the primary material for front and rear paths. Tarmac will be used for roads, footpaths, and cycleways, with block paving and cobbled paving introduced as complementary materials to define key areas. Tactile paving will be incorporated at appropriate pedestrian locations, with parking spaces finished in tarmac and defined by block paved edging.



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3.6. EXTERNAL MATERIALS & BOUNDARY TREATMENTS

The character area will use multi-red brick as the predominant wall material, with red brick as a complementary material and occasional white rough cast render to key elevations and gable features.

Roof materials will comprise red tile as the primary material and grey tile as a secondary material.

Boundary treatments will include low clipped hedges with shrub planting, occasional black or grey metal estate rail or vertical rail designs at key locations, 1.8m high brick walls to street-facing side boundaries, and close boarding fences to internal garden boundaries.

FIGURE 16: External material and roof finish highlighting Meadow View CA (Page 69 of Highover Farm Design Code)

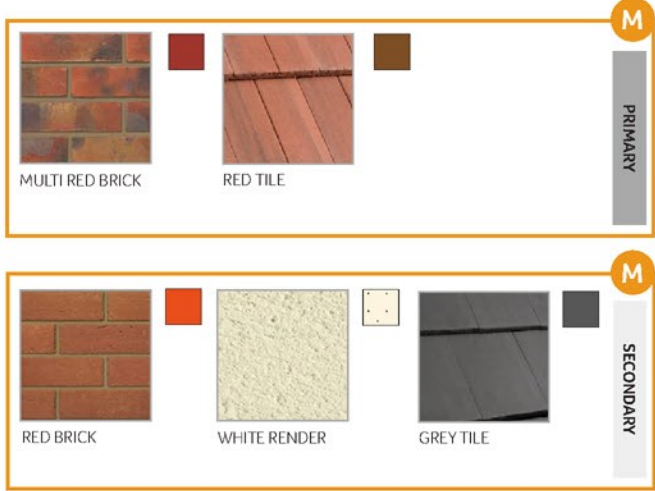


FIGURE 17: External material and roof finish highlighting the Key Frontages, Dane walk and Hitchin Meadows (Page 70 of Highover Farm Design Code)

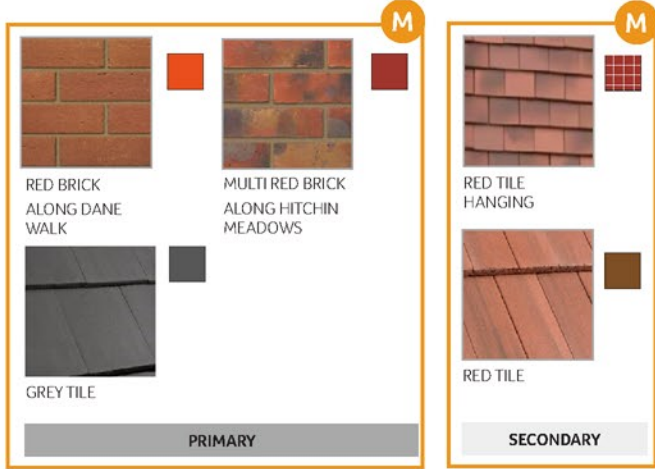


FIGURE 18: External Materials and Boundary Treatments Plan, dr. n.0231, Rev P01, not to scale



03 APPEARANCE & CHARACTER

3.6.1. KEY FRONTAGE: DANE WALK

This character area creates a strong edge to the open space of Dane Walk, with a focus on a more formal and articulated frontage that responds to the linear landscape setting.

The units facing Dane Walk are characterised by large detached units with hipped roofs aligned parallel to the street, creating a strong rhythm with projected front gable elements. The design incorporates a blend of red brick and red tile hanging, adding to the overall aesthetic.

FIGURE 19: Key streetscene RMA Phase 2a

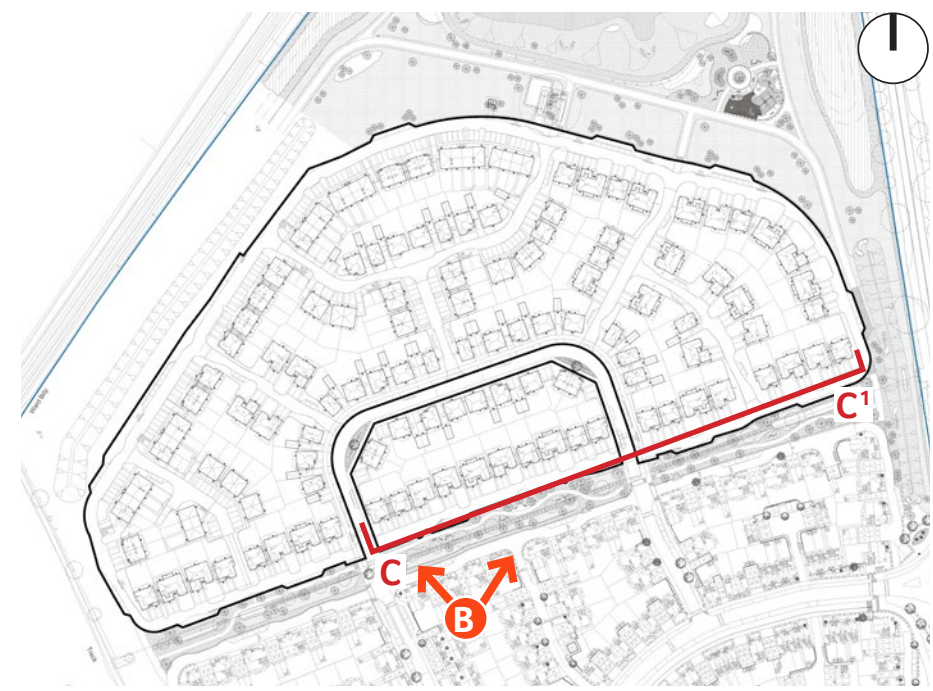


FIGURE 20: Illustrative Streetscenes CC¹ RMA phase 2a of the Meadow View character area with key frontage along Dane Walk, not to scale

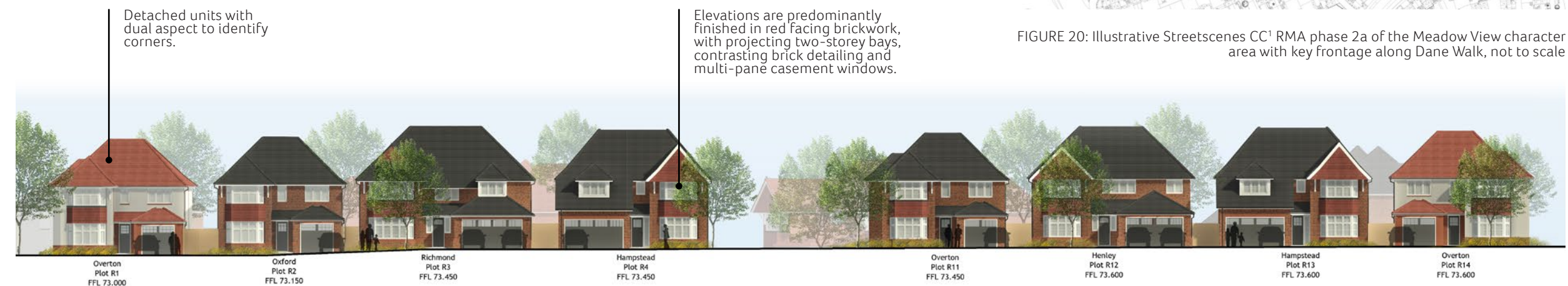


FIGURE 21: Illustrative streetscenes CC¹ RMA phase 2a of the Meadow View character area with key frontage along Dane Walk, not to scale



FIGURE 22: Illustrative CGI B, of the Meadow View character area, with Dane Walk as key frontage



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3.6.2. KEY FRONTAGE: HITCHIN MEADOWS

This character area benefits from its relationship with the open space of Hitchin Meadows, creating a softer edge and transition between the built form and landscape.

The area comprises mainly detached and semi-detached units arranged to provide articulation to the frontage. A lively roofscape with a mixture of side gable units and gabled features, arranged in a symmetrical and balanced composition, provides variety across the street scene.

The combination of front and side parking arrangements offers opportunities for a diverse built form. Red brick material and grey roof tile are the main materials used within this area, with render elevations defining corners and end stop vistas.



FIGURE 24: Illustrative Streetscenes DD' RMA phase 2a of the Meadow View character area, with key frontage along Hitchin Meadows, not to scale



FIGURE 25: Illustrative Streetscenes DD' RMA phase 2a of the Meadow View character area, with key frontage along Hitchin Meadows, not to scale

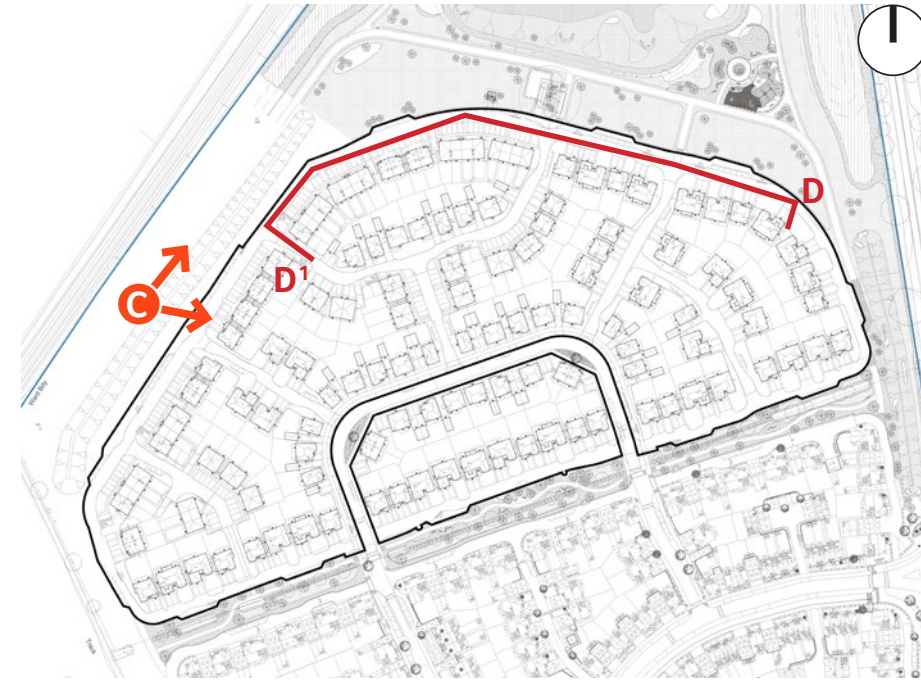


FIGURE 23: Key Streetscene RMA Phase 2a

FIGURE 26: Illustrative CGI C, of the Meadow View character area, with Hitchin Meadows as key frontage



FIGURE 27: Illustrative CGI of the Meadow View character area



FIGURE 28: Illustrative CGI of the Meadow View character area



FIGURE 29: Illustrative CGI of the Meadow View character area



FIGURE 30: Illustrative CGI of the Meadow View character area



Design Code
Compliance
Checklist

04

DESIGN CODE COMPLIANCE CHECKLIST

AP.1. DESIGN CODE MANDATORY COMPLIANCE CHECKLIST

02 LANDSCAPE CHARACTER AREAS				
2.2 HIGHOVER PARK				COMPLIANCE Y/N
NOTE.The details for Highover Park are not within the Phase 2a RM. Therefore, this section will not be included.				
2.3 THRESHING BARN GREEN				COMPLIANCE Y/N
NOTE.The details for Threshing Barn Green are not within the Phase 2a RM. Therefore, this section will not be included.				
2.4 HITCHIN MEADOWS				COMPLIANCE Y/N
NOTE.The details for Hitchin Meadows were included within the Phase 1 RM.				
2.5 ICKNIELD LINEAR PARK				COMPLIANCE Y/N
NOTE.The details for Icknield Linear Park are not within the Phase 2a RM. Therefore, this section will not be included.				
2.6 STOTFOLD LINEAR PARK				COMPLIANCE Y/N
NOTE.The details for Stotfold Linear Park were included within the Phase 1 RM.				
2.7 DANE WALK				COMPLIANCE Y/N
NOTE.The details for Dane Walk were included within the Phase 1 RM.				
2.8 POCKET PARK				COMPLIANCE Y/N
NOTE.The details for pocket Park are not within the Phase 2a RM. Therefore, this section will not be included.				
2.9 ALLOTMENT				COMPLIANCE Y/N
NOTE.The details for Allotment are not within the Phase 2a RM. Therefore, this section will not be included.				
2.10 ECOLOGICAL MITIGATION & ENAHNCEMENT				COMPLIANCE Y/N
MUST be/have	2.10.	1.3	Minimum of 1,000sqm low management farmland bird habitat within Hitchin Meadows /along site boundaries	N/A for phase 2a
	2.10.	1.5	Log piles/hibernacula incorporated into meadow/woodland edge planting	N/A for phase 2a
	2.10.	1.6	Newly erected fences and impermeable boundaries to include Hedgehog Gateways	Y
	2.10.	1.8	All character areas and public open spaces to include ecological enhancement features such as boxes, hibernacula, log piles	N/A for phase 2a
	2.10.	2	Minimum of 40 bird boxes for a range of species (1.1per hectare) split between integrated boxes within buildings and tree-mounted	Y see LEMP
	2.10.	2	Minimum of 1 integrated bird box per character areas (target of 25-50%)	Y see LEMP
	2.10.	7	Minimum of 20 bat boxes (1 per 1.85ha), split between tree-mounted and building integrated in each character area; on southern/south-eastern aspects at height 3-5m	Y see LEMP

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DESIGN CODE COMPLIANCE CHECKLIST

2.12 SUDS/DRAINAGE				COMPLIANCE Y/N
MUST be/have	2.12.		Attenuation pond side slopes 1 in 3 or flatter with flat bottom	N/A for parcel
	2.12.		Swales side slopes 1 in 3 or flatter	N/A for parcel
	2.12.		Seasonally wet SuDs seeded with EM8 Meadow mixture	Y
SHOULD be/have	2.13.		Permeable paving to be used at raised junction tables	N/A for parcel
	2.13.		Permeable brick paving to private driveways to assist in surface water management	Y - Selected drives only
	2.13.		Trees and planters/build outs to contribute to stormwater management	N - Not proposed by Redrow

03 MOVEMENT				
3.4 PRIMARY ROAD - THE AVENUE				COMPLIANCE Y/N
NOTE.The details for The Avenue are not within the Phase 2a RM. Therefore, this section will not be included.				
3.5 SECONDARY STREET				COMPLIANCE Y/N
NOTE. The details for the Secondary Street are not within the Phase 2a RM. Therefore, this section will not be included.				
3.6 TERTIARY STREET 1, 2 (LANE), 3 (EDGE)				COMPLIANCE Y/N
MUST be/have	table 3.1		Highway extent of 4.8m shared space width for cars, cycles, pedestrians (subject to requirements of utilities/sewer and tracking of vehicles)	N - the road width has been amended to a varying width (min 3.0m) in line with both the approved drawings for Phase 1 and the comments received at preapp from NHDC
	table 3.4		Design speed 20mph	Y
	table 3.4		Block paving for carriageway with contrasting colours in key locations	Y
	table 3.4		No verge	Y
	table 3.4	3.9.11.3/3.9.12.4	Visitor On street parallel parking bays of 6x2.5m, or 5mx2.5m perpendicular, located between build outs. Block paving	Y
	table 3.4		1.2m pavement margin where required for utilities or to obtain required space for reversing vehicles	N - amended in line with the approved Phase 1 and comments received at preapp by NHDC
	table 3.4		Junction radii 4m (subject to tracking)	Y - apart from where a wider radius is required fro tracking
	table 3.4		Lighting to be provided along the edges of the shared surface	Y
	table 3.4		On plot trees spaced min 1 tree per 4 plots extra heavy standard 14-16cm or 16-18cm girth. Bare root or rootballed	Y
	table 3.7		Off street residents parking on plot side and front, courtyards and fogs	Y
	3.6.4		Traffic calming build outs to be landscaped. Located very 60-70m	N/a for this parcel
	table 3.4		Carriageway width of 4.8m shared space for cars, cycles, pedestrians; subject to utilities/sewers/tracking; short section min4.1m where cars pass each other; 3.7m where build outs are located.	N - the road width has been amended to a varying width (min 3.0m) in line with both the approved drawings for Phase 1 and the comments received at preapp from NHDC
3.7 INFORMAL STREET				COMPLIANCE Y/N
MUST be/have	table 3.1		Highway extent of 4.1m width shared surface for cars, cycle, pedestrians.	Y
	table 3.4	3.9.11.3/3.9.12.4	Visitor On -street parallel parking bays of 6mx2.5m , or 5mx2.5m perpendicular, block paving	Y
	table 3.5		Design speed 10 mph	Y
	table 3.5		Block paving for carriageway	Y
	table 3.5		Off Street residents parking on plot side and front	Y
	table 3.5		Low level lighting where feasible	Detailed design will determine suitability
	table 3.5		Utilities located under one side of surface	No designs yet but can be incorporated
SHOULD be/have	table 3.5		Carriageway of minimum 4.1m shared space for cars, cycles, pedestrians	Y

3.9 CAR PARKING STANDARDS				COMPLIANCE Y/N
MUST be/have	Table 3.6		1 bed min 1 parking space	Y
	Table 3.6		2+ bed houses min 2 parking spaces	Y
	Table 3.6		2 bed flats min 1 parking space	N/A
	Table 3.6		Visitor parking unallocated for 0.25-0.75 space per dwelling	Y- 39 Visitor parking have been provided on this phase, at a ration of 0.25/dwelling
	3.9.4		EV chargers to all houses to be located on side elevation	Y - all houses with driveways to have EV charging points on the side of the property or on boundary wall to the driveway. Where electric cables are required to cross shared footpaths these will be hidden
	3.9.12.	1	Block paving must be used on private parking driveways and on courtyard shared space excluding bays.	Y
	3.9.12.	2	Tarmac must be used on parking bays in courtyards and on front parking.	Y - Parking spaces to be finished in tarmac with block paved edging to delineate bays as agreed on Phase 1. Associated communal paths to be block paved.
	3.9.8.5		Garages to be 7mx3m if counted as parking space	Y - Not counted as parking spaces
	3.9.9.2		On plot front parking to include min 2.5m gap every 4-6 spaces	Y
	3.9.9.5		Car ports to be without garage doors	N/A
3.9.13 CYCLE PARKING STANDARDS				COMPLIANCE Y/N
MUST be/have	Table 3.8		1 bed minimum 1 secure space	Y
	Table 3.8		2+ bed minimum 1 secured space	Y
	Table 3.8		Visitor provision 1 space per dwelling If no garage or secure area within curtilage of dwelling	Y - Visitor cycle parking is provided in key points along lanes with sheffield stand spaces as agreed on the approved Phase 1 RM
	3.9.13.2		Cycle parking - within shed in garden; within storage area at end of house drives; in garage where min size is 3mx7m; designated covered bike stores for flats	Y

04 BUILDING FORM	
4.5 THE AVENUE CHARACTER AREA	COMPLIANCE Y/N
NOTE. The details for the Avenue Character Area are not within the Phase 2a RM. Therefore, this section will not be included.	
4.6 SPECIAL PLACE – HIGH DANE	COMPLIANCE Y/N
NOTE. The details for the Special Place – High Dane are not within the Phase 2a RM. Therefore, this section will not be included.	
4.7 SPECIAL PLACE – THE GATEWAY	COMPLIANCE Y/N
NOTE. The details for the Special Place – The Gateway are not within the Phase 2a RM. Therefore, this section will not be included.	
4.8 HIGHOVER GREEN CHARACTER AREA	COMPLIANCE Y/N
NOTE. The details for the Highover Green Character Area are not within the Phase 2a RM. Therefore, this section will not be included.	
4.9 THRESHING BARN GREEN CHARACTER AREA	COMPLIANCE Y/N
NOTE. The details for the Threshing Barn Green Character Area are not within the Phase 2a RM. Therefore, this section will not be included.	
4.10 GROVELANDS CHARACTER AREA	COMPLIANCE Y/N
NOTE. The details for the Grovelands Character Area are not within the Phase 2a RM. Therefore, this section will not be included.	
4.11 GROVELANDS – KEY FRONTAGE POCKET PARK	COMPLIANCE Y/N
NOTE. The details for the Grovelands – Key Frontage Pocket Park are not within the Phase 2a RM. Therefore, this section will not be included.	
4.12 GROVELANDS – KEY FRONTAGE HIGHOVER PARK	COMPLIANCE Y/N
NOTE. The details for the Grovelands – Key Frontage Highover Park are not within the Phase 2a RM. Therefore, this section will not be included.	

4.13 MEADOW VIEW CHARACTER AREA				COMPLIANCE Y/N
MUST be/have	4.13.	1	Primarily detached with semi-detached/terraced around urban squares	Y
	4.13.	6	Building set back 2-6m where front parking required; minor gaps between dwellings where continuous frontage required	Y
	4.13.	7	Gable fronted on end stops/corners	Y, The housetypes mainly feature hipped roofs as key elements; however, projected gabled features occur at corner end stops where the roof configuration allows.
	4.13.	8,9	Pitched roof parallel to street; some hipped/barn style roofs	N - Hipped roofs are a defining feature of Redrow housetypes, creating a strong and consistent roofscape. Where side gables occur, the roof form runs parallel to the street, reinforcing the planned character of the frontage.
	4.13.	10	On plot side parking for detached/semi-detached	Y
	4.13.	11	On plot front parking for integral /semi detached/terraces with planting gap of 2.5m for very four bays	Y
	4.13.	14	Wall material multi-red brick (ratio 60%)	Y
	4.13.	15	Red brick complementary secondary material 20% along tertiary roads	Y
	4.13.	17	Primary roof ratio 60% red tile. Secondary tile in grey	Y
	4.13.	18,19	On key corners black/grey metal estate vertical railings to 0.9m with 0.6m low clipped hedge and shrub planting	Y, This is reflected at key corners, where incidental green space occurs alongside a more formal alignment.
	4.13.	20	1.8m brick wall for side boundary with public realm or internal courtyards	Y, no courtyards on this phase
	4.13.	21	Close boarded fence 1.8m for internal plots between gardens	Y
	4.13.	22	Flat arch or arch header in brick as per main wall	Y
	4.13.	23	Corbel or brick eaves in red brick and where render is used	N, Due to housetype detailed design
	4.13.	24	Reconstituted stone/soldier course for window sills	Y - A traditional rendered window header and tile creased cill design is proposed to key buildings. This design mirrors detailing found on existing properties within the local area (for example High Dane and Stotfold Road) and more appropriately reflects the local character. The rendered window head detail will be distinct to key buildings, supporting legibility within the streetscape.
	4.13.	25	Windows in white with sash bars, Georgian bars or leaded	Y. Windows in white with leaded appearance
	4.13.	26	Flat canopy or lean-to	Lean to and pitched canopy
	4.13.	27	Fascias/sofits, bargeboards in white	Y
	4.13.	27	Dark grey/black rainwater goods	Y
	table 4.1		Upto 2.5 storeys	Y
	table 4.1		Secondary street, Tertiary street 1, Lanes/Edges, Informal street	Y
	4.13.	16	Rough cast render in white to gables at key locations to ¾ main elevation from ground floor sill (20%)	Y

4.14 MEADOW VIEW - KEY FRONTAGE DANE WALK & HITCHIN MEADOWS				COMPLIANCE Y/N
MUST be/have	As per Meadow View except....			
	4.14.	6,7	Detached along Dane Walk; Detached facing Hitchin Meadows. Terraced facing Icknield Linear Park	Y
	4.14.	8	Red brick to Dane Walk frontage	Y
	4.14.	9	Multi-red brick to Hitchin Meadows frontage	Y
	4.14.	10	Red hanging tile as secondary material on projecting gables	Y
	4.14.	11	Primary roof tile is grey	Y
	4.14.	14	Timber post and metal railing up to 1.2m	N - timber bollards as per the approved Phase 1 and comments received during preapp
	4.14.	15	Flat arch headers and sill of reconstituted stone at corners on secondary roads	N - A traditional rendered window header and tile creased cill design is proposed to key buildings. This design mirrors detailing found on existing properties within the local area (for example High Dane and Stotfold Road) and more appropriately reflects the local character. The rendered window head detail will be distinct to key buildings, supporting legibility within the streetscape.
4.15 SERVICES/UTILITIES				COMPLIANCE Y/N
MUST be/have	4.15.	2.1	Landscape buffer to sub-stations/gas governors/telecommunications boxes	Y
	4.15.	2.4	Sub-station to have double doors that front to public vehicular access route	N/A
	4.15.	3.4	On-plot bin storage within a covered store	Y
	4.15.	3.7	Communal covered and secure bin storage for apartments	N/A
	4.15.	4.1	Maximum drag distance for bins from main dwelling entrance is 30m	Y
	4.15.	4.2,5.2	Waste collection vehicles maximum distance to bin collection point is 25m for houses; 10m for apartments	Y
SHOULD be/have	4.15.	1.2	Utility boxes designed to blend into surrounding character area	Y
	4.15.	2.2	Substation building to be separate to residential dwellings	N/A
	4.15.	2.3	Substation in brick and masonry matching material of surrounding dwellings	N/A