Uttlesford Design Code

—

Community Update

7th March 2023

—

Stansted Airport

Introductions

Previous Engagement

Overview of the Design Code

      Introduction

      Strategic Principles

      Uttlesford Places

      District-wide coding

      Development scale coding

      Delivery and implementation

Engagement

      Survey

   **Next steps**

      Questions

Who we've spoken to and how

- Walkabouts of towns

- Pop-up stalls in markets

- Coach tour of district

- Workshop and public exhibition

- Online community meetings

- Youth workshops

- Art competition for under 19s

- Website information and three surveys
  uttlesforddesigncode.co.uk

What we've heard so far: key themes

- Reflect surrounding character and work with the landscape
- Respect differences across district, and scale (eg village or town)
- Housing for all
- Sustainable future
- Safe walking and cycling
- Improved routes and connections
- Parking provision important – but views split on solutions
- Community
- Quality design and construction
- Greenery and water
- Variety
- Pressure on facilities and infrastructure
- Water management / flood risk
- Places to play
- Community and character
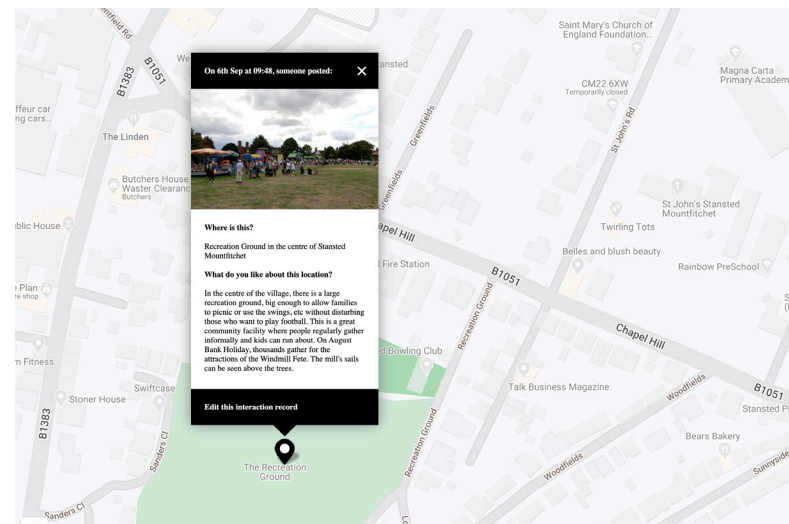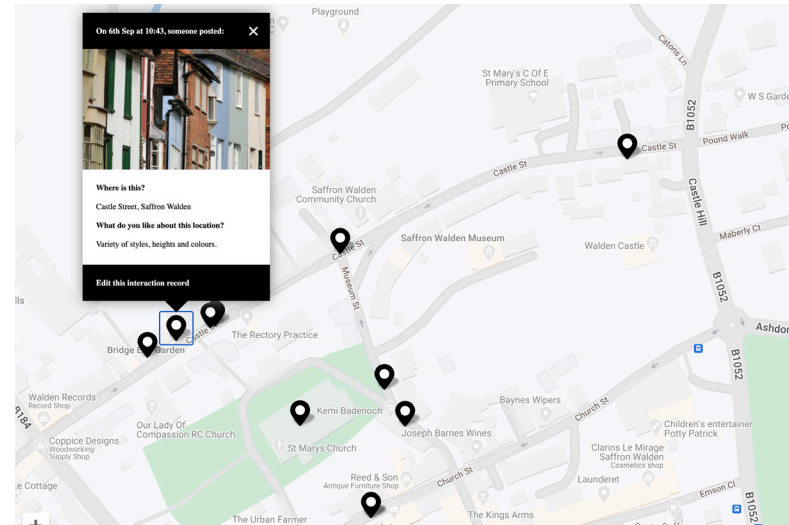
Youth engagement: Great Chesterford Scouts & Beavers, February 2023
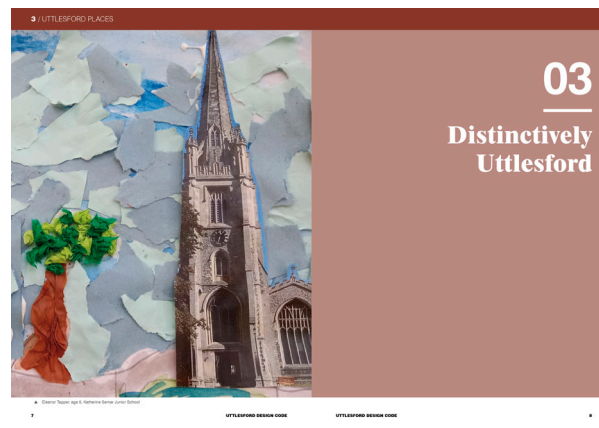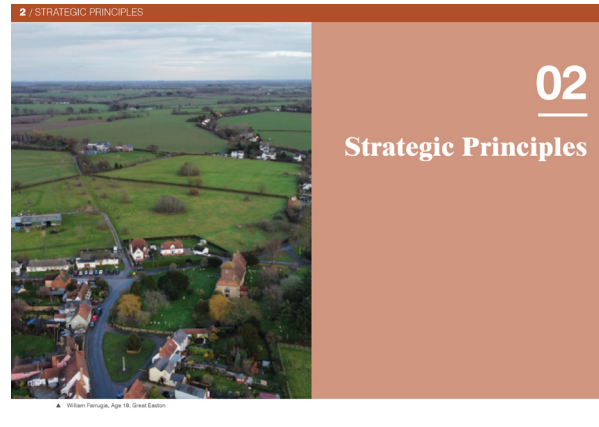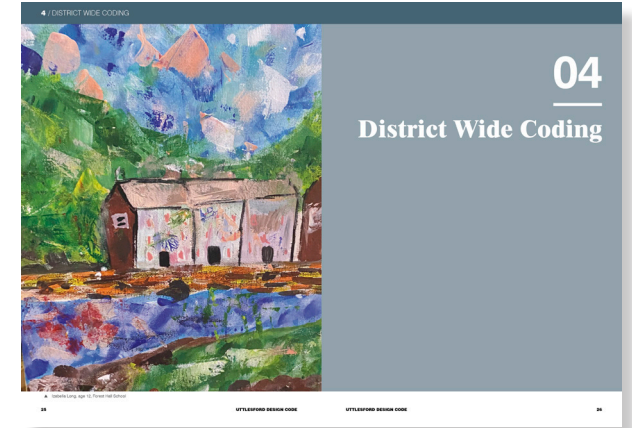
Uttlesford art competition
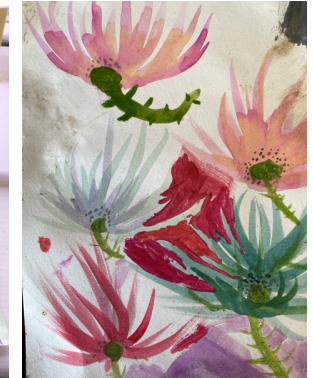
- The winners will be announced this week and all 20 entries displayed on the uttlesforddesigncode.co.uk website, and some will be used in the Design Guide itself. Thank you for the amazing artworks and visions for Uttlesford.

Young people's priorities

- Sustainability

- Green energy sources eg PVs

- Nature, plants, trees and flowers

- Colour

- Wellbeing and happiness

- Shops close to where they live

- Social spaces for young people eg skatepark

- Green spaces – but also outdoor spaces they can use
  and play on

- Appreciate their local heritage

- Sense of place and belonging

- Flats – opinion split: efficient use of space v
  appropriateness in a village

Overview of the Design Code

Uttlesford District Design Code

01
Introduction

Amber-May Ward, Age 7, Saffron Walden

04
District Wide Coding

Isabella Long, age 10, Forest Hall School

02
Strategic Principles

William Farrugia, Age 18, Great Easton

05
Development Scale Coding

Jessica Collings, age 10, Great Chesterford Academy

03
Distinctively Uttlesford

Eleanor Tappin, age 6, Katherine Semke Junior School

06
Delivery and Implementation

Amelia Knight, Age 12

01
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Introduction

Issues and Challenges

- Growing population has put a strain on services and infrastructure eg schools, healthcare, roads

- No Local Plan in place to guide development

- Currently difficult to encourage volume housebuilders and developers to deviate from their standard house types and include architectural details that are more specific to Uttlesford

- Often new development is sprawling and low-density, and does not include uses other than residential

- Often new developments not integrated well into the rest of the town/village or the landscape

- Lack of safe space for cycling on roads

- Lack of social spaces and places of activity for young people

- Open spaces and play space often poorly sited in new developments and not well integrated into the design

- Climate change

- Flooding risk and need for careful water management

Opportunities

- Use codes to inspire and encourage high quality design in new developments, reinforcing Uttlesford's unique character, landscape and heritage

- Use codes to set a clear process to be followed by developers and land promoters to secure better outcomes

- Encourage provision of safe, attractive walking and cycling routes

- Future-proof new developments so that they can adapt to changing lifestyles, modes of transport, etc

- Ensure new developments address climate change

- Ensure PV & solar panels, EV charging points, and green energy used

- Improve landscape responses and design of features such as attenuation ponds and Sustainable Drainage

- Well planned public open spaces and rights of way

- Improved health and wellbeing for all

- Native planting can be used to increase biodiversity, encourage wildlife and add aesthetic value
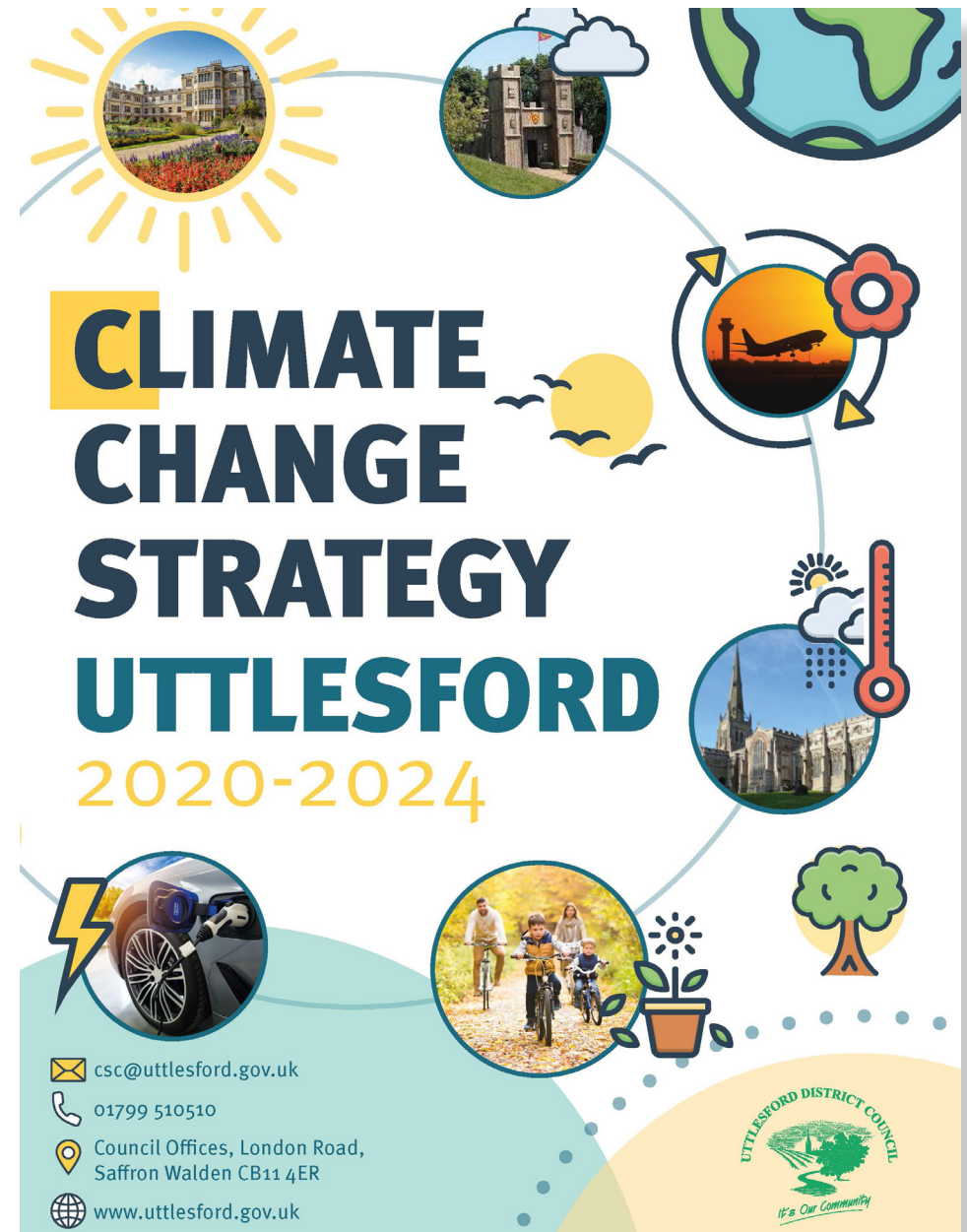
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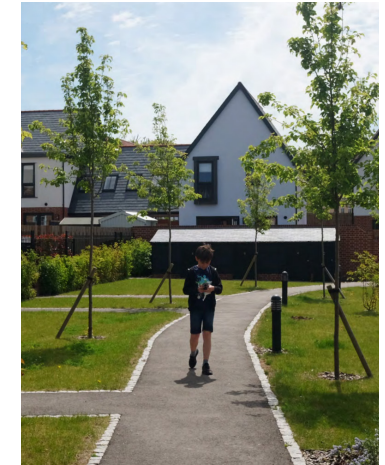
Strategic Principles

Uttlesford Climate Emergency Strategy, 2020-2024

- Providing alternatives to petrol/diesel
- Knowledge, training and skills for sustainability
- Zero carbon buildings
- Reduce, reuse, recycle
- Attracting more sustainable businesses and helping existing ones to be more sustainable
- Reducing energy use in council buildings, fleet and procurement
- Making it easy for people to make sustainable choices
- Reduce consumption, protect water resources from pollution
- Protecting parks, trees, gardens and countryside with climate resilient plants
- Improve the resilience of roads and buildings
- Prevenitng illness and disease
- Preparing hotels and attractions to cope with extreme weather
- Encouraging local food production and long term security
- Keeping essential services running
- Improving drainage and storage

CLIMATE CHANGE STRATEGY UTTLESFORD
2020-2024

✉ csc@uttlesford.gov.uk

📞 01799 510510

📍 Council Offices, London Road, Saffron Walden CB11 4ER

🌐 www.uttlesford.gov.uk

UTTLESFORD DISTRICT COUNCIL
It's Our Community

The Process

Stage 1: Understanding the place

- Understanding the site and its wider context.
- To recognise the opportunities and constraints.
- Demonstrate the purpose of a development and how it responds to national and local policy.

Stage 2: Development principles
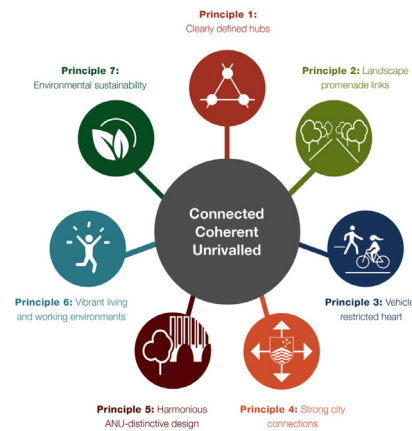
- Series of principles that will inform proposals.
- These principles should be sent to and agreed by the Council and other key stakeholders before work progresses on development proposals.

Stage 3: Developing a vision and concept
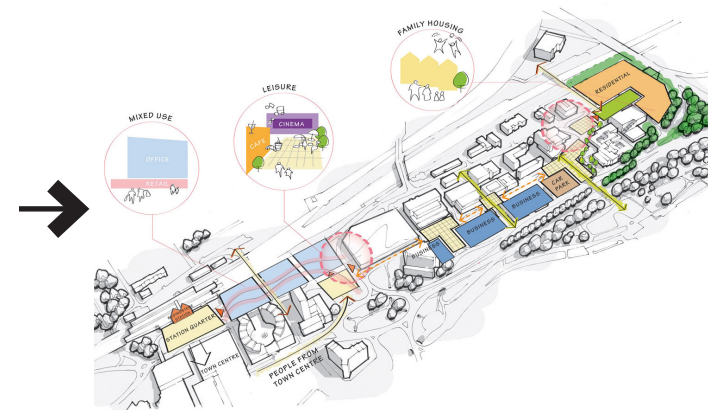
- A guiding vision and high level concept plan (or several plans) will clearly illustrate the key design features and how it relates to the surrounding context.

The Process

- Present and explain plans to a variety of audiences.
- Community consultations.
- Pre-application meetings with the council.
- Independent, multi-disciplinary design reviews.
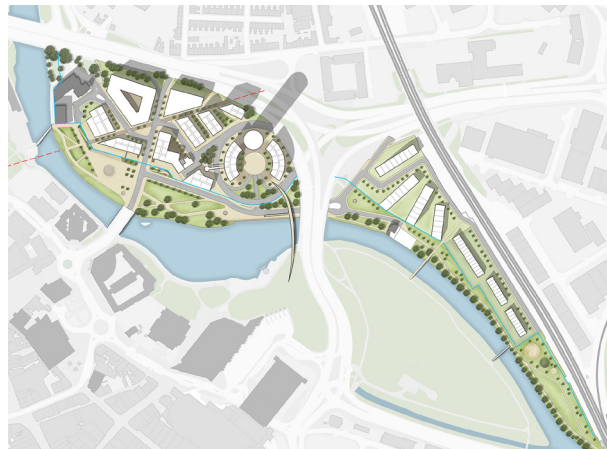
- Refine in light of pre-application discussions, community consultation and design review process and feedback.
- Outline how responses have been applied.
- Ensure development acknowledges futureproofing and adaptability.
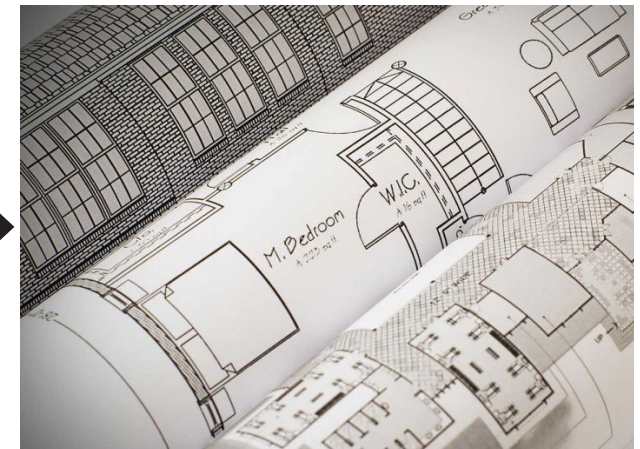
- A Design and Access Statement is required for both outline and full applications.
- Outline applications for larger developments will require a design code and masterplan.
- Full applications will require detailed architects drawings.

03

Distinctively Uttlesford

Context

3.1 Uttlesford's Context

The following chapter will explore many of the placemaking features that give Uttlesford its unique character. The district plays host to a rich tapestry of historic architecture, public spaces, and inspired by the rural landscape.

The consistent character that runs throughout Uttlesford should be reinforced throughout the planning, design and development of any scheme within the district.

The first section of this chapter will outline distinctive housing typologies across the district, followed by high-quality street types and their features and functions.

The second part of this chapter will explore Uttlesford's Places including the largest towns, Saffron Walden, Great Dunmow and Stansted Mountfitchet, accompanied by photos of the settlement's distinctive assets to inspire built and public realm narrative. In addition to the town's the defining characteristics of large villages, small villages, hamlets and the rural landscape in Uttlesford and highlighted.

This chapter should be used as inspiration for all types of development. For example inspiration may be taken from the rural hamlets to create a characterful edge to a new neighbourhood, or an urban square within Saffron Walden may inspire a new focal space.

Common Building Types in Uttlesford

Whilst there is a common red brick Victorian red brick residential vernacular in Uttlesford, there is great variation within the vernacular of the district, influenced by its rich history. From the Tudor terraces and shops that line the historic village and town cores, market town influences, to the thatched cottages and rural farmstead clusters within the countryside. The following pages outline the predominant architectural forms in the borough.

The form described in the following pages should be fully considered by designers when addressing their site and considering built form influences.

Tudor terraces

▲ Castle Street, Saffron Walden

Tudor terraces in a linear form are the dominant house type in the centres of medieval settlements in Uttlesford.

Their unique historic form comprises of timber frames, often plastered with colourful facades and some pargetting.

Characteristics

- Linear terrace form
- Timber framed
- Coloured plastering
- Pargetting
- Central chimney
- Slate or peg tiled roofs
- Coherent, varied roofline
- Wood sills and doors
- Front door opens out onto street
- No front curtilage or boundary treatment
- Strong passive surveilance

The Cottages

▲ High Street, Widdington

Predominantly found on the edge of settlements within Uttlesford, The cottages form a key part of the district's built character.

Often detached but found near other Thatched Cottages, their form is consistent with small variations in detail and decoration. Steep thatched roofs and their location differentiate this house type from other historic homes in Uttlesford.

Characteristics

- Detached/semi-detached buildings but often found near others
- Steep thatched roof
- Decorative eaves edge
- Exterior brick chimney
- Dormer and casement windows
- Timber framed
- Coloured plaster
- Cottage style doors
- Fenced or hedge boundaries
- Moderate amount of curtilage
- Central entry

How to look for design cues

Looking for design cues

The previous pages have highlighted common forms of residential and rural properties in Uttlesford. This section should guide designers when reviewing the existing architectural form and/ or vernacular within their sites context.

It is important that designers propose creative responses and solutions to the context they sit within.

We do not advocate direct copies, and instead encourage designers to take creative hints from surrounding architectural styles. As a result, designs will be responsive in their appearance and form, but will avoid being repetitive.

The following key aspects must be carefully reviewed by Designers: must interpet the surrounding form, place and architectural vernacular:

- Form and Scale
- Elevation Composition and Street Rhythm
- Boundaries and Thresholds
- Material Palette
- Articulation and Detail

Applicants will be required to define how their design proposal responds to the surrounding context and vernacular.

Chimney. Ornate and exaggerated chimney detail extending vertically at each gable end

Facade. Symmetrical facades provide strong rhythm along the street, brick detailing surrounding window and horizontal brick banding

Porch/front entry. Central location to create symmetry and deliver defined threshold

Form and Scale. Form and dimensions of each is defined by relationship to the street and surrounding buildings/spaces

Roof. Tile roof with parapet, ornate brick and rainwater details and subtle dormers

Bay Windows. symmetrical bay window detail creating hierarchy of features; entrance, bay, upper windows, dormer windows and roof

The worked example shown above highlights features of a traditional vernacular which can influence a modern response to design context.

Built form design cues - example

Great Dunmow built form design cues

▲ Peg tiled roof, casement windows, and historic detailing on Market Street

▲ Thatched roof, dormer windows and hedged boundaries Cottage on Stortford Road

▲ Terrace home uses pargetting and bay windows to enhance ornate character - High Street, Great Dunmow

▲ Modern example of pargetting and soft boundary treatment on Chaucer Road

▲ Colourful Victorian terraces establish a distinctive area of character

▲ Built form along Church Street retains key views towards St Marys Church

▲ Shops integrated into pargetted and symettrical tudor semi-detached properties

▲ Strong continuous built form frontage reinforces hierarchy of character and use along High Street, Great Dunmow

▲ Dormer windows and central stack chimneys create strong character for red brick terraces

▲ Edwardian paired semi-detached houses with red brick and arched doorways on Station Road

▲ Consistent rooflines of Victorian terraces along Station Road create strong character

▲ Essex Police Station on Chelmsford Station uses materials to reflect neighbouring industrial and landscape uses

Public realm design cues - example

Great Dunmow public realm design cues

▲ Accessible public space with North to South connections along the River Chelmer

▲ Curved Market Street with level change adds intrigue with a wide pavement for pedestrians

▲ Positively addressing Doctors Pond from Star Lane

▲ Shared space with good surveillance and overlooked parking on Hannam's Yard

▲ Jubilee Allotments provide a central community space in Great Dunmow

▲ Church End traverse over a narrow band of countryside to the backdrop of historic buildings

▲ Consistent character without repetition along Church Street

▲ Newton Hall Lane integrates homes of varied styles into the public realm

▲ Focality at the junction of High Street with New Street where the War Memorial is located

▲ Threaders Green contains an important batch of thatched properties with key pedestrian links to local assets

▲ Parsonage Downs open space with its changing levels, mature trees and water feature makes an important environmental contribution to Great Dunmow

▲ Adjoining green spaces lead to focal blue infrastructure along Star Lane.

What has informed the selection of design cues?
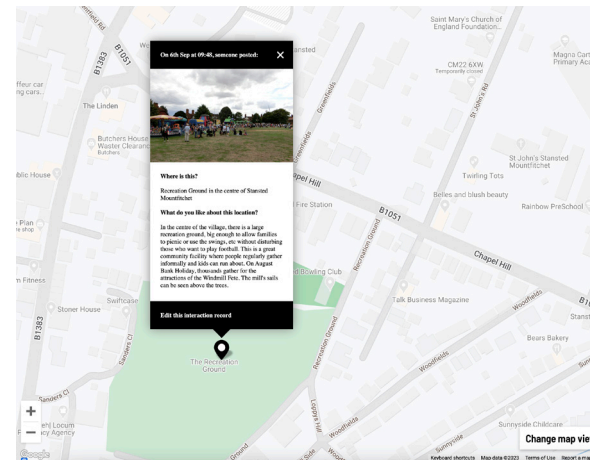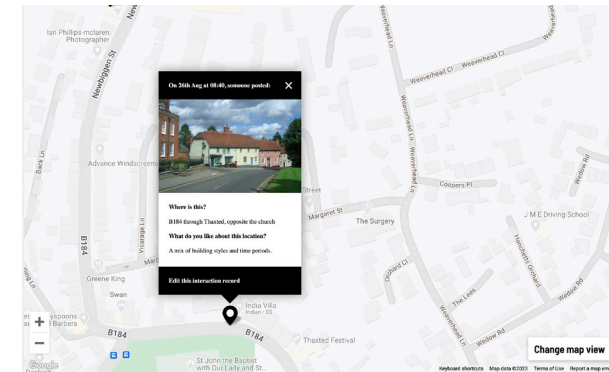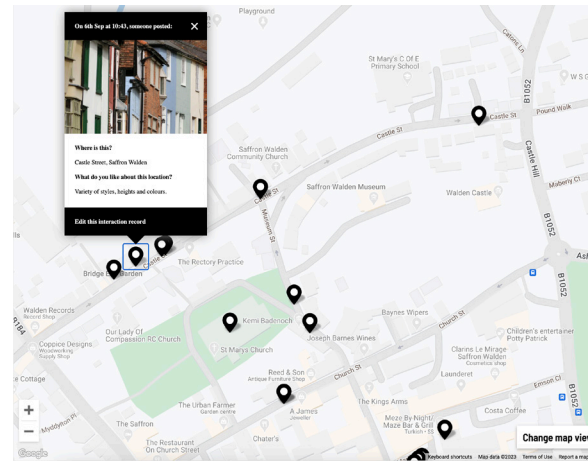
Survey 1: What makes Uttlesford unique?

This survey is now closed. Thank you to everyone who responded and shared their valuable insights.

04

District Wide Coding

District wide coding themes

The ten characteristics of well-designed places
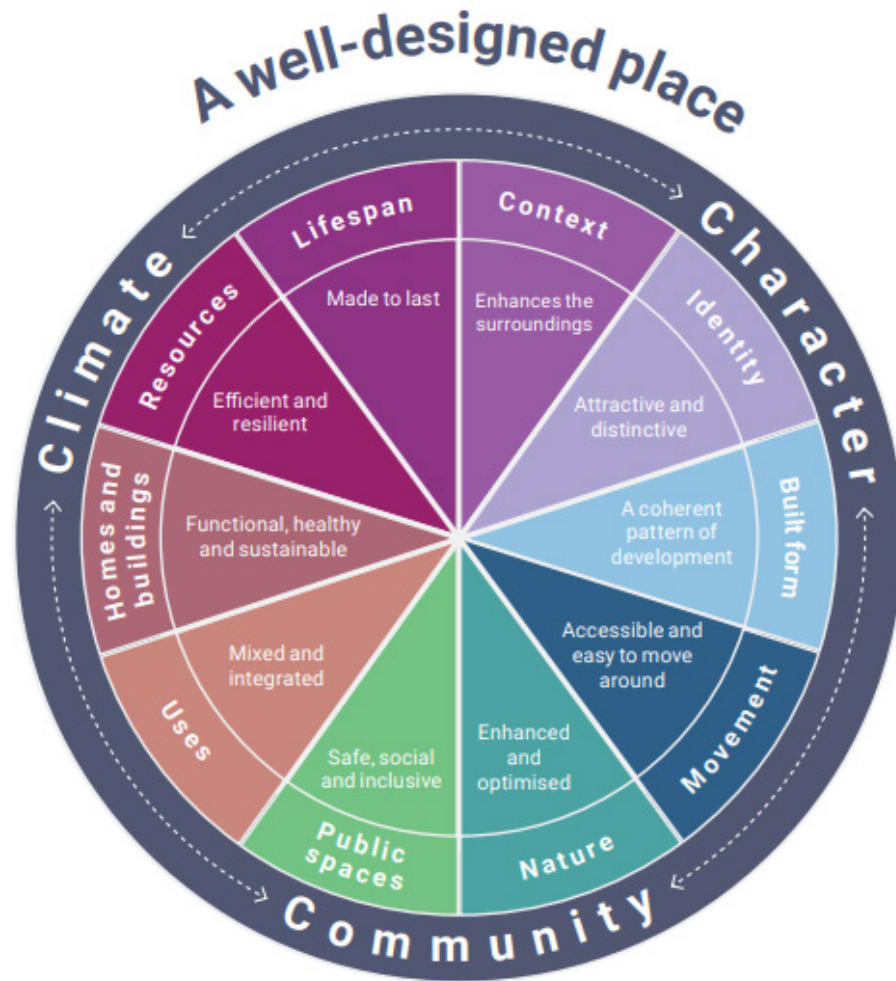
Code Requirements

Proposals are expected to respond to the National objectives to create high quality buildings and places.

The District Wide Design Coding provides Uttlesford specific expectations in relation to each of the 10 Characteristics defined at National level. This does not seek to replicate information provided within the Design Guide.

Proposals must deliver against the aharacteristics of a well-designed place set out by the National Design Guide.

How to use the code

Clear expected outcome defined from National Policy

Set of rules and requirements to deliver the expectation - using words like "must" and "are expected to"

Illustrated examples and descriptions of what we don't want to see

Diagrams and illustrations depicting key coding requirements

Precedents and best practice examples of what we would like to see to inspire

Movement Expected Outcome M1

A connected network of routes for all modes of transport

A well-designed and connected network gives all people the maximum choice in how to make their journeys. This includes by public transport, walking, cycling and by car.

M1 Code Requirements

M1.1 Undertake movement analysis before designing development demonstrating the main constraints and opportunities of the existing movement network.

The Street Network

A connected street network is one that provides a variety and choice of streets for moving around a place. It is direct, allowing people to make efficient journeys.

M1.2 Movement routes must respond to desire lines and prioritise pedestrian and cyclists before car drivers.

M1.3 New development must demonstrate how it has sought to create or contribute to the legibility and permeability of the street and footway.

M1.4 Long, straight roads within residential areas must be broken up into discernible sections or spaces, using appropriate variations in the design of enclosing built forms, and detailing of the public realm itself.

M1.5 Cul-de-sac development must demonstrate the integration and continuity of foot and cycleways and follow desire lines and link cul-de-sacs to maximise permeability.

M1.6 Opportunities must be sought to connect to adjacent residential areas, to nearby facilities, open spaces where these exist.

M1.7 Developments must consider modal filters where vehicular access is not desireable, but where cycle, public transport and emergency access are.

M1.8 New development must ensure new movement infrastructure avoids severance with existing communities.

M1.9 Where major infrastructure already exists, new development must introduce a positive, 'active' development frontage to these routes, in addition to frequent and attractive opportunities for direct, surface level pedestrian crossings.

M1.10 New development layouts must be future-proofed to allow direct pedestrian / cycle connections to adjacent sites with potential connections adopted to the site boundary.

What we don't want to see

Inactive street edges

No consideration of pedestrian and cycle safety and desire lines

Vehicle dominated design and connectivity

▲ Walking distances around public transport stops must take account of the actual walking distance which may be smaller where there are barriers to movement.

▲ Traffic free walking and cycling routes serving desire lines to community facilities

▲ New development can support delivery of cycle networks between settlements

Public Transport

Access to public transport is key to providing people with choice on journeys beyond their immediate neighbourhood, such as to town centres, schools and employment locations. Good access to public transport helps reduce reliance on the private car.

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M1.12 New streets which are required to take bus services must be identified early on and swept path analysis undertaken during the design process.

M1.13 Potential future improvements in public transport connectivity must be considered and street hierarchies considered holistically to ensure streets are bus-ready in the future.

M1.14 Bus stops must be comprehensively designed into proposals to consider seating, accessibility, safety, shelter and location in relation to uses.

M1.15 Built form must reinforce the spatial hierarchy of bus routes and ensure they are not compromised by private parking.

M1.16 Land uses within new development must have regard to existing and future bus routes, generally focussing more homes closer to bus routes, and designing key nodes, especially those with key services along these routes.

M1.17 Design and integration of bus stops must allow adequate space for bus shelters which do not obstruct passing movement of pedestrians or cyclists.

M1.18 Design of bus stops and shelters must consider impacts on neighbouring uses, including sufficient space for congregation, impacts of noise and lighting on neighbouring homes.

How to use the code

Clear expected outcome defined from National Policy

Signposts to key sections of the National Design Guide - setting out what is expected at a National Level

Numerical rules and requirements

Signposts to key sections of the Essex Design Guide where appropriate

4.7 Homes and Buidings

Homes and communal areas within buildings must provide a good standard and quality of internal space. This includes room sizes, floor-to-ceiling heights, internal and external storage, sunlight, daylight and ventilation and air quality as well as sound, intrusive artificial light and odour levels. The quality of internal space needs careful consideration in higher density developments (e.g. apartments), particularly for family accommodation, where access, privacy and external amenity space are also important.

This includes:

H1: Healthy, comfortable and safe internal and external environment
H2: Well-related to external amenity and public spaces
H3: Attention to detail: storage, waste, servicing and utilities

The design of our homes has a huge impact on our quality of life. It is where the majority of people spend most of their time alone, with family, friends or neighbours, so it is essential that they are designed well. There is evidence that our homes and communities are critical to our health and wellbeing so it is paramount that design quality must be present without exception.

The design of homes should meet the demands of modern life, providing comfrtable space to live, play, socialise and work. Residential developments should offer choice through a well considered variety of sizes and layouts which are adaptable and practical.

Buildings should not be designed in isolation, they must consider their settings, responding to local vernacular, history and place, as set out within the "Context" section. They should be designed to be attractive with thought and care in their detail regardless of who will live there, while materials and specifications must be robust, easy to maintain and built to last.

The National Design Guide
References H1 and H2 provide further information on what is expected at a national level

The Essex Design Guide
The Essex Design Guide topics of Internal Space Provision, Accessibility for Disabled People to Dwellings, Daylight and Sunlight, Rear Privacy, Secured by Design, Garden Size, Private Sitting-out Areas and Private Areas, provide further information on requirements at regional level

Homes and Buildings Expected Outcome H1

Healthy, comfortable, and safe internal and external environment

Good design promotes quality of life for the occupants and users of buildings. This includes function - buildings should be easy to use. It also includes comfort, safety, security, amenity, privacy, accessibility and adaptability.

H1 Code Requirements

H1.1 Homes and communal areas within buildings must provide a good standard and quality of internal space.

Space standards

Space standards are minimum requirements for internal space within new dwellings. They help to ensure that new homes contribute to health, family function and wellbeing of residents.

H1.2 New developments must comply with nationally described internal space standards, including the minimum dimensions for bedrooms and built in storage.

H1.3 All planning drawings for residential properties must show the floor areas and dimensions of all rooms. Any habitable room that is not intended to be used for sitting, eating or cooking is deemed to be a bedroom unless its floor area is below 7.5 m2 and/or it doesnt meet the minimum width requirement.

H1.4 Indicative furniture layouts must be included on domestic room plans to demonstrate that rooms are adequately sized/shaped, without conflict of windows/doors and also to ensure that the external appearance of the fenestration also considers internal functions.

Number of bedrooms	Number of bed spaces (persons)	1 Storey dwellings	2 Storey dwellings	3 Storey dwellings	Built-in storage
1b	1p	39(37)*			1.5
2b	2p	50	58		1.5
3b	3p	61	70		2.0
	4p	70	79		
	4p	74	84	90	2.5
4b	5p	86	93	99	
	6p	95	102	108	
	5p	90	97	103	3.0
	6p	99	106	112	
5b	7p	108	115	121	
	8p	117	124	130	
	6p	103	110	116	3.5
	7p	112	119	125	
6b	8p	121	128	134	
	7p	116	123	129	4.0
	8p	125	132	138	

▲ Nationally Described Space Standards

Accessibility

Accessible homes can be easily reached, entered and used by everyone, regardless of age and physical ability. At a national level, Building Regulations Approved Document M set out three categories of accessibility for dwellings as below:

M4(1) Category 1: Visitable dwellings
M4(2) Category 2: Accessible and Adaptable dwellings
M4(3) Category 3: Wheelchair user dwellings.

H1.3 All new dwellings must meet Regulation M4(1) in accordance with national policy

H1.4 It is expected within Uttlesford that all new dwellings are delivered to Regulation M4(2) Category 2: Accessible and Adaptable dwellings.

H1.5 It is expected in Uttlesford that 10% of market housing and 15% of affordable housing are delivered to Regulation M4(3) Category 3: Wheelchair user dwellings.

Draft Coding Example

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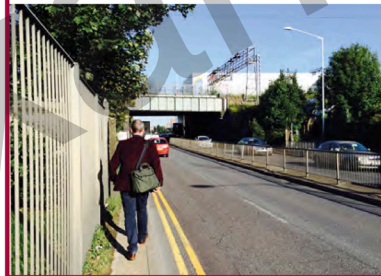
M1.10 New development layouts must be future-proofed to allow direct pedestrian / cycle connections to adjacent sites with potential connections adopted to the site boundary.

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Inactive street edges

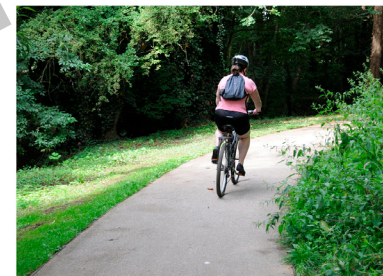No consideration of pedestrian and cycle safety and desire lines

Vehicle dominated design and connectivity

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Draft Coding Example

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Draft Coding Example

Public Space Expected Outcome P2

Provide well-designed spaces that are safe

Well-designed public and shared amenity spaces feel safe for people who occupy the buildings around them, and also for visitors and passers-by. They help to overcome crime and the fear of crime.

Carefully planning and design create the right conditions for people to feel safe and secure, without the need for additional security measures.

P2 Code Requirements

P2.1 All new development should meet 'Secured by Design' standards. There may be some guidance which conflicts with other design goals and these should be acknowledged and resolved on a case-by-case basis.

P2.2 New public spaces must be over-looked and active frontages be provided to all streets and open spaces, with entrances and windows, or active ground floor uses located to enable overlooking of the street.

P2.3 Public spaces must be provided with street furniture to animate spaces and enhance safety of people using them.

P2.4 Designs must ensure natural surveillance through increased visibility and encouraging activity throughout the day.

P2.5 Public spaces which people my reasonably expect to use after dark must be well lit within lighting designs that consider the pedestrian experience. Lighting of public spaces must be of an appropriate level that only lights the space and not the sky, so that they are perceived as safe to use after dark. Special design solutions may be required where there are local constraints on illumination e.g. sensitive ecology.

P2.6 Formal play / activity space must be located in well-overlooked locations.

P2.7 Where play areas are located off a node of quieter street junctions this must be used to reinforce a central community space.

P2.8 Childrens play areas must not be placed on busy roads, or other roads with high pollution, poor access, no pedestrian crossings or areas that are not overlooked by used spaces.

P2.9 Play spaces must have at least one part provided in shade throughout the day

P2.10 Play areas must not be located next to attenuation ponds

P2.11 Public spaces can be any shape, however the shape and scale must be informed by function and consider safety of users

P2.12 Linear spaces must be well-proportioned, ensuring there are no bottlenecks, and created with activity along the route to encourage movement and opportunity for play.

P2.13 Formal open soace must include surfaced paths and places to sit and gather; the locations for seating must be thought about. This includes demonsrating consideration of shelter from rain and wind, locations which will received the sun.

P2.14 Public realm must consider appropriate shading for key routes, seating and play areas to protect users from the sun.

P2.15 Public realm must have accessible routes for users and clear definition of boundaries to ensure they are secure.

Features of a safe and well designed space

1. Opportunities for overlooking and passive surveillance

2. Localised increases in scale at the termination of key vistas assists with legibility and wayfinding.

3. Open spaces connected by safe routes

4. Provision of trees along streets and open spaces to provide shade

5. Surfaced paths and spaces to sit and gather

6. Lighting of key routes and spaces

7. Shade for some areas of play and seating enabling use within hotter periods

Draft Coding Example

Public Space Expected Outcome P2

Provide well-designed spaces that are safe

Well-designed public and shared amenity spaces feel safe for people who occupy the buildings around them, and also for visitors and passers-by. They help to overcome crime and the fear of crime.

Carefully planning and design create the right conditions for people to feel safe and secure, without the need for additional security measures.

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Draft Coding Example

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Draft Coding Example

4.7 Homes and Buidings

Homes and communal areas within buildings must provide a good standard and quality of internal space. This includes room sizes, floor-to-ceiling heights, internal and external storage, sunlight, daylight and ventilation and air quality as well as sound, intrusive artificial light and odour levels. The quality of internal space needs careful consideration in higher density developments (e.g. apartments), particularly for family accommodation, where access, privacy and external amenity space are also important.

This includes:

H1:   Healthy, comfortable and safe internal and external environment
H2:   Well-related to external amenity and public spaces
H3:   Attention to detail: storage, waste, servicing and utilities

The design of our homes has a huge impact on our quality of life. It is where the majority of people spend most of their time alone, with family, friends or neighbours, so it is essential that they are designed well. There is evidence that our homes and communities are critical to our health and wellbeing so it is paramount that design quality must be present without exception.

The design of homes should meet the demands of modern life, providing comfrtable space to live, play, socialise and work. Residential developments should offer choice through a well considered variety of sizes and layouts which are adaptable and practical.

Buildings should not be designed in isolation, they must consider their settings, responding to local vernacular, history and place, as set out within the "Context" section. They should be designed to be attractive with thought and care in their detail regardless of who will live there, while materials and specifications must be robust, easy to maintain and built to last.

The National Design Guide

References H1 and H2 provide further information on what is expected at a national level

The Essex Design Guide

The Essex Design Guide topics of Internal Space Provision, Accessibility for Disabled People to Dwellings, Daylight and Sunlight, Rear Privacy, Secured by Design, Garden Size, Private Sitting-out Areas and Private Areas, provide further information on requirements at regional level

Homes and Buildings Expected Outcome H1

Healthy, comfortable, and safe internal and external environment

Good design promotes quality of life for the occupants and users of buildings. This includes function - buildings should be easy to use. It also includes comfort, safety, security, amenity, privacy, accessibility and adaptability.

H1 Code Requirements

H1.1 Homes and communal areas within buildings must provide a good standard and quality of internal space.

Space standards

Space standards are minimum requirements for internal space within new dwellings. They help to ensure that new homes contribute to health, family function and wellbeing of residents.

H1.2 New developments must comply with nationally described internal space standards, including the minimum dimensions for bedrooms and built in storage.

H1.3 All planning drawings for residential properties must show the floor areas and dimensions of all rooms. Any habitable room that is not intended to be used for sitting, eating or cooking is deemed to be a bedroom unless its floor area is below 7.5 m2 and/or it doesnt meet the minimum width requirement.

H1.4 Indicative furniture layouts must be included on domestic room plans to demonstrate that rooms are adequately sized/shaped, without conflict of windows/doors and also to ensure that the external appearance of the fenestration also considers internal functions.

Number of bedrooms	Number of bed spaces (persons)	1 Storey dwellings	2 Storey dwellings	3 Storey dwellings	Built-in storage
1b	1p	39(37)*			1.0
	2p	50	58		1.5
2b	3p	61	70		2.0
	4p	70	79		
3b	4p	74	84	90	2.5
	5p	86	93	99	
	6p	95	102	108	
4b	5p	90	97	103	3.0
	6p	99	106	112	
	7p	108	115	121	
	8p	117	124	130	
5b	6p	103	110	116	3.5
	7p	112	119	125	
	8p	121	128	134	
6b	7p	116	123	129	4.0
	8p	125	132	138	

▲ Nationally Described Space Standards

Accessibility

Accessible homes can be easily reached, entered and used by everyone, regardless of age and physical ability. At a national level, Building Regulations Approved Document M set out three categories of accessibility for dwellings as below:

M4(1) Category 1: Visitable dwellings
M4(2) Category 2: Accessible and Adaptable dwellings
M4(3) Category 3: Wheelchair user dwellings.

H1.3 All new dwellings must meet Regulation M4(1) in accordance with national policy

H1.4 It is expected within Uttlesford that all new dwellings are delivered to Regulation M4(2) Category 2: Accessible and Adaptable dwellings.

H1.5 It is expected in Uttlesford that 10% of market housing and 15% of affordable housing are delivered to Regulation M4(3) Category 3: Wheelchair user dwellings.

Draft Coding Example

Homes and Buildings Expected Outcome H1

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3b	4p	74	84	90	2.5
3b	5p	86	93	99	
3b	6p	95	102	108	
4b	5p	90	97	103	3.0
4b	6p	99	106	112	
4b	7p	108	115	121	
4b	8p	117	124	130	
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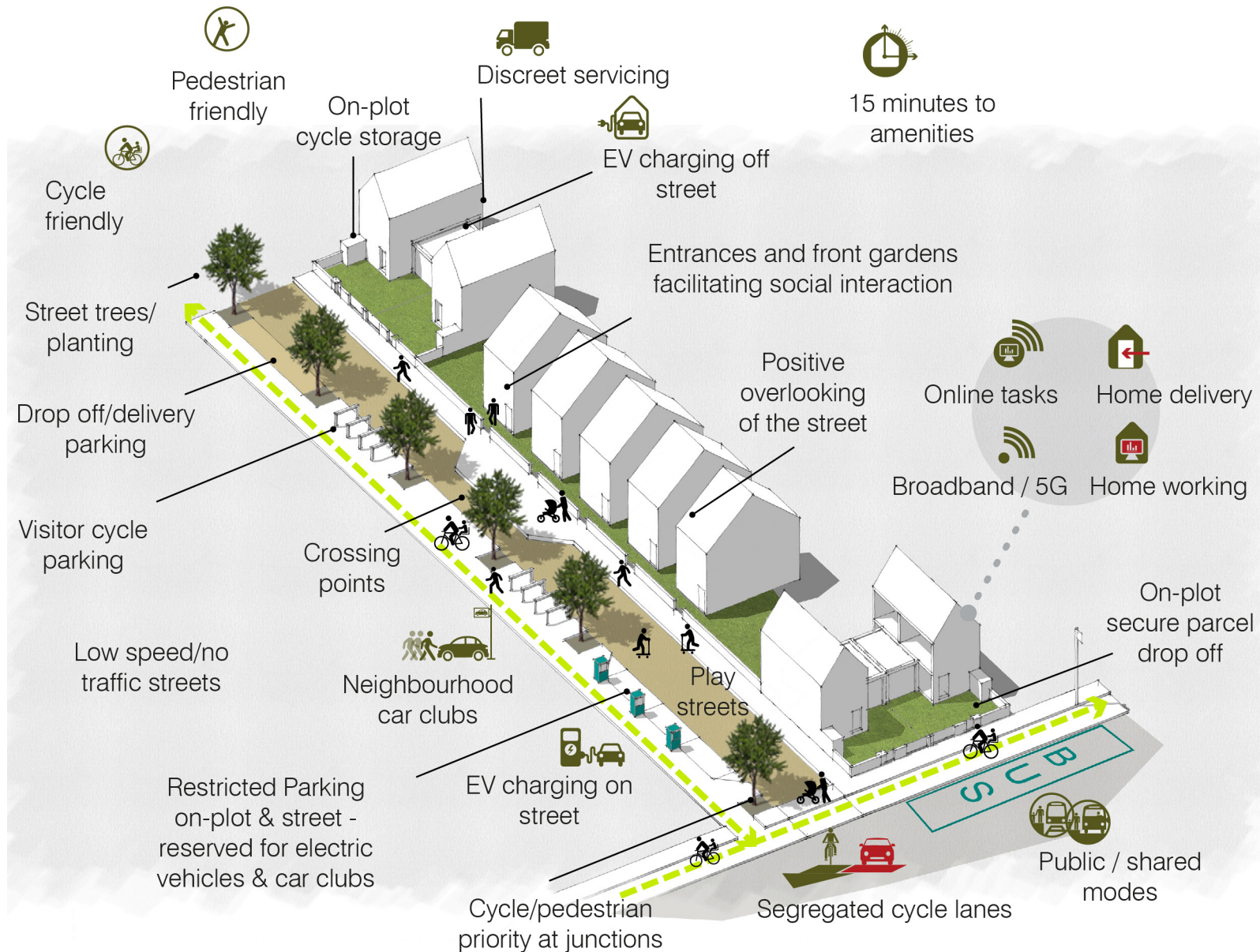▲ Nationally Described Space Standards

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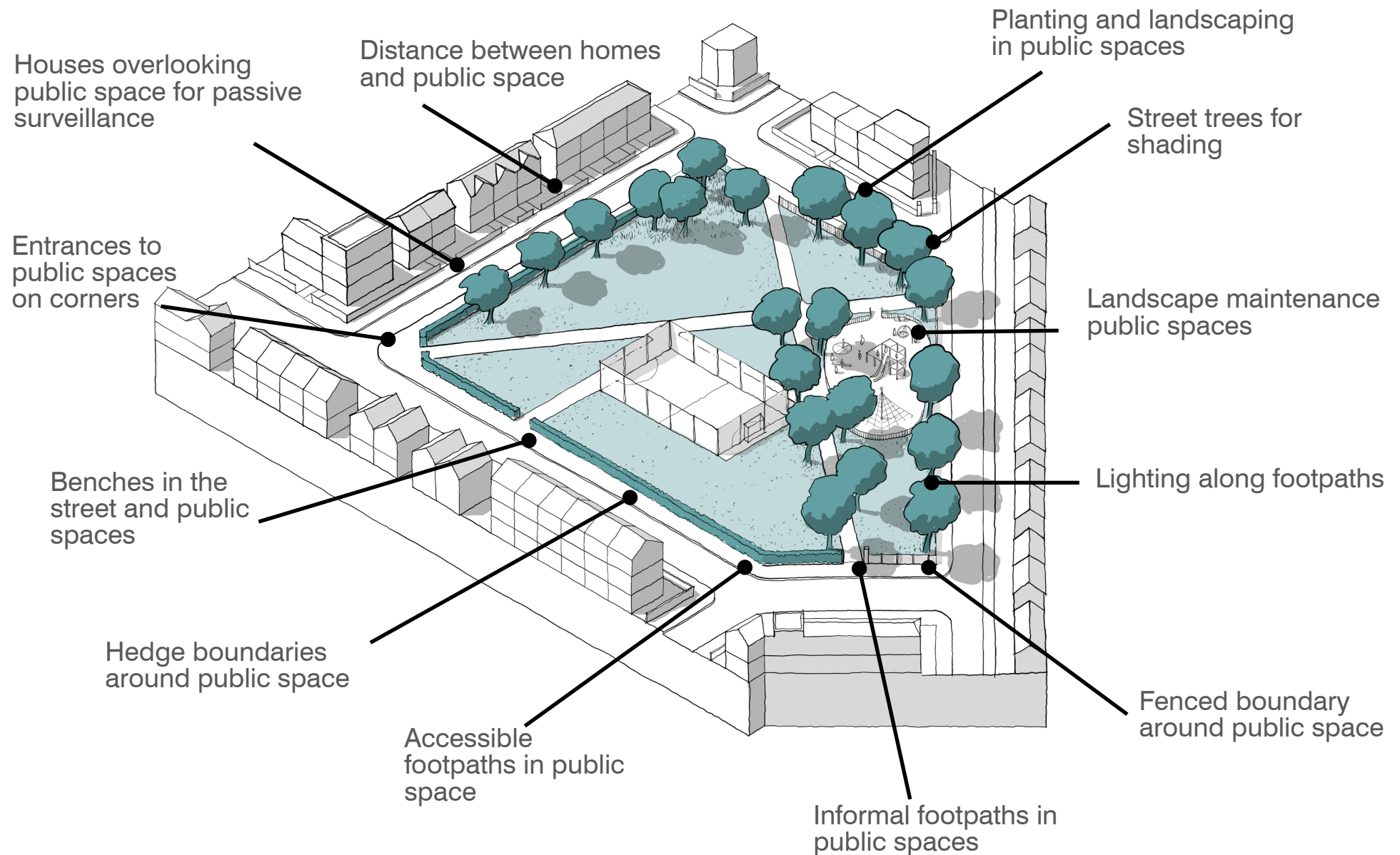
Setting District wide coding rules:

What makes a well-designed place?

Features of a well-designed street

Pedestrian friendly

Cycle friendly

Street trees/ planting

Drop off/delivery parking

Visitor cycle parking

Low speed/no traffic streets

Restricted Parking on-plot & street - reserved for electric vehicles & car clubs

On-plot cycle storage

Discreet servicing

EV charging off street

15 minutes to amenities

Entrances and front gardens facilitating social interaction

Positive overlooking of the street

Online tasks

Home delivery

Broadband / 5G

Home working

On-plot secure parcel drop off

Crossing points

Neighbourhood car clubs

Play streets

EV charging on street

Cycle/pedestrian priority at junctions

Segregated cycle lanes

Public / shared modes

S C B

Features of a well-designed open space

Houses overlooking public space for passive surveillance

Distance between homes and public space

Planting and landscaping in public spaces

Street trees for shading

Entrances to public spaces on corners

Landscape maintenance public spaces

Benches in the street and public spaces

Lighting along footpaths

Hedge boundaries around public space

Fenced boundary around public space

Accessible footpaths in public space

Informal footpaths in public spaces

Features of a well-designed open space
Play space types and location

Local area for play (LAP

Local equipped area for play (LEAP)

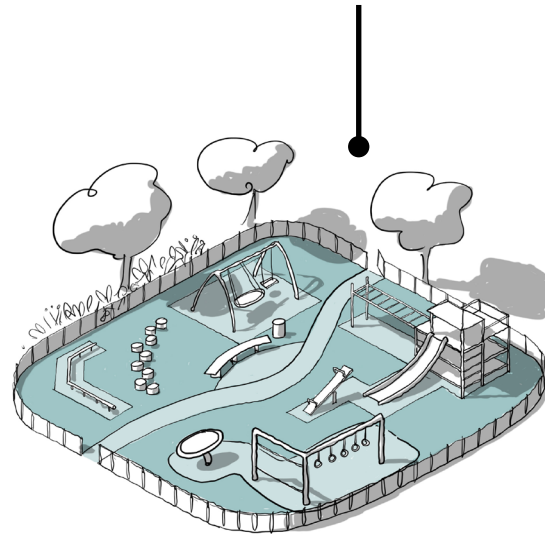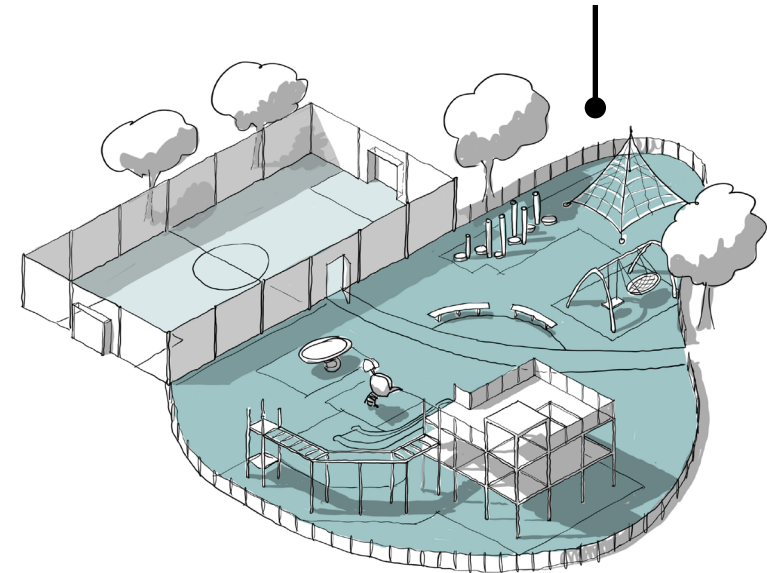Neighbourhood equipped area for play (NEAP)
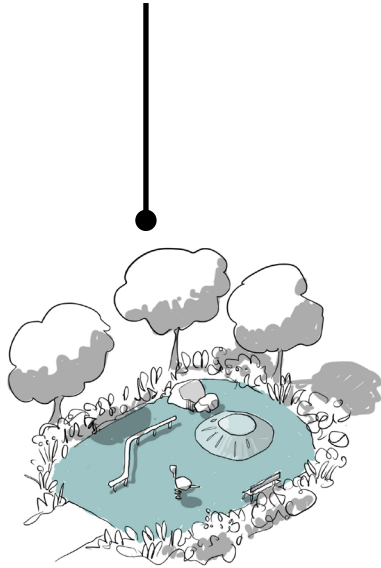
- Designed for very young children
- Located very close to where they live
- Informal play features
- Seating for rest

- Equipment for children who are beginning to play independently
- Formal play features: Slides, swings
- Informal play features: Logs and mounds
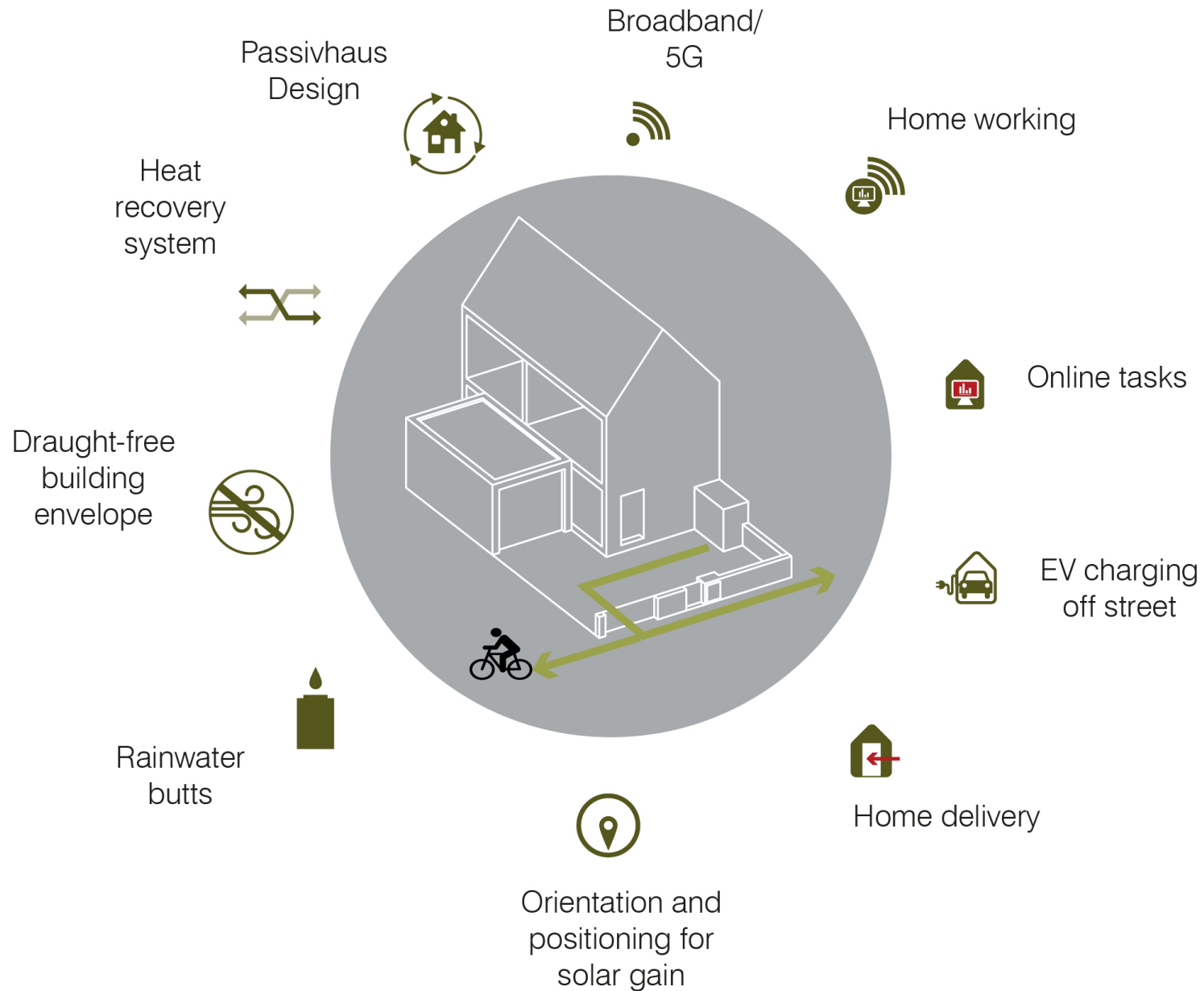- Seating and shelter with rubbish bins

- Equipped mainly for some adults, older children and some younger children
- Centrally located in larger public spaces
- Hard surface area for ball games or wheeled activities such as roller skating or cycling
- Play for all ages - outdoor gyms/climbing frames
- Seating at meeting spaces
- Lighting and rubbish bins in multiple places

Features of a well-designed home
Sustainability and technology

Passivhaus Design

Broadband/ 5G

Home working

Heat recovery system

Online tasks

Draught-free building envelope

EV charging off street

Rainwater butts

Home delivery

Orientation and positioning for solar gain

Features of a well-designed home
Physical characteristics

Solar panels on roofs

Varied features and rooforms to break up repetitive roofline

A tree in every garden

External private amenity space for every home

Setback from the street with a front garden or alternative space

Covered porch entrances

Large groundfloor windows for surveillance

South facing orientation

Varied materials and facade detailing to blend in with the local Uttlesford character

Secure parking in garage

Defensible space around the home

# 05

Development Scale Coding

Development Scale Coding

5.1 Overview

The guidance in the following sections builds on the district wide design coding and place-based design cues to provide specific advice for varying development scales for residential-led applications.

The content draws attention to the key design considerations the Council will consider when reviewing applications. It should be used as a new benchmark for design quality in Uttlesford and includes rules for location of developments based on their scale and proximity to key facilities.
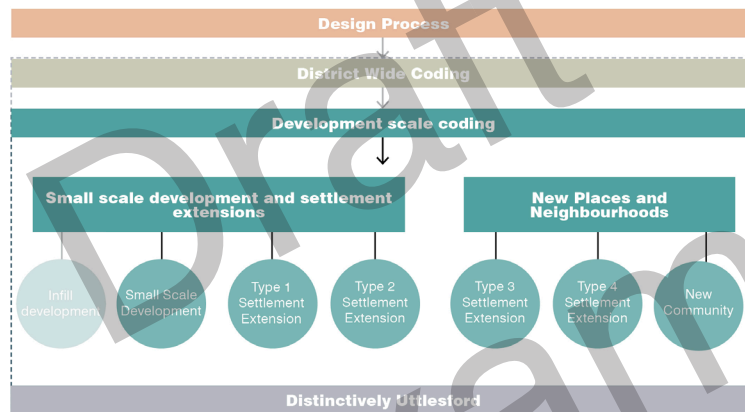
Establishing the development scale should consider the location, context and type of development. Whilst the type of development may be clear at the outset, the scale of development may alter through the design process or engagement with Officers. Applicants should consider all relevant principles and demonstrate how they have positively responded to the requirements. A summary of the key differentiating factors of each development scale is provided on the adjacent page. Principles and requirements of infill development are provided in section XX

Small Scale Development and Settlement Extensions

Small scale development

Key factors:
• 1-20 homes

Type 1 Settlement Extension

Key factors:
• 21-100 homes

Type 2 Settlement Extension

Key factors:
• 101 - 500 homes

New Places and Neighbourhoods

Type 1 New Neighbourhood

Key factors:
• 501 to 1,000+ homes

Type 2 New Neighbourhood

Key factors:
• 1,001+ homes

New Community

Key factors:
• 5,000+ homes

Development Scale Coding - Example

4.5 Type 1 New Neighbourhood (T1N)

Type 3 Settlement Extension includes development proposals of 501 to 1,000 homes. Whilst Type 3 Settlement Extensions will be relient on nearby towns for jobs and key infrastructure they are of a critical mass that will benefit from provision of new facilities in order to promote healthy, sustainable lifestyles.

Particular challenges of new development of this scale in Uttlesford are typically around provision of uses, optimisation of foot and cycle connections and the creation of distinct character. New neighbourhoods will be expected to demonstrate their location as set out within the criteria in section XX. They will be expected to respond to their context, including creation of a place based solution which integrates appropriately to the specific site location. This will include consideration of existing built form and grain, local character and materiality, potential for new uses and creation of a resilient community.

▲ Consider opportunities to bring neighbours together through community growing and activation of key spaces with non-residential uses.

◄ Lead with the landscape and create a responsive built form with varied character and density.

Case Study: Derwenthorpe, York by Studio Partington for The Jospeh Rowntree Housing Trust (540 homes)

Bringing together ideas of sustainability, community, and landscape, Derwenthorpe is one of the first large-scale low carbon communities in Northern England. The settlement extension focusses on high-quality design in the form of shared public-spaces and 'built-in' sustainable housing practices. This multi-layered approach has created a strong sense of communal identity that runs throughout the development.

The development is sustainably connected to existing facilities, including schools, shops and public transport. The masterplan recognises the importance of streets as places for social interaction. A central energy centre also functions as a community meeting space and sustainable education centre for the community to come together.

▲ Central pond provides a safe environment for breeding birds and wildlife whilst forming a key part of the sustainable drainage system and an attractive landscape feature, designed without a need for fenced edges

▲ Sensitive consideration and integration of existing streets

▲ Maximising relationship and enhancing surveillance of walking routes, whilst maintaining natural setting

Development Scale Coding - Example

Use features

1. A new community use is located at the heart of the development, with a range of flexible uses

2. All homes are within a 15 minute walk of the local primary school

3. An existing facilities cluster providing for every day needs is within a 15 minute walk

4. The town centre, including local employment, is accessible by sustainable travel modes within 15 minutes

5. Focal spaces within each neighbourhood provide opportunity for neighbourly interaction

6. A central equipped space provides facilities for all ages

7. Community growing is integrated within the landscape framework promoting edible, healthy landscapes

8. Homes for all ages are integrated across the development

Development Scale Coding - Example

Movement features

1. A bus route is provided through the site enabling all homes to be within 10 minutes of a bus stop. New community facilities are accessible by bus.

2. The development integrates with the existing pedestrian route to deliver a key active travel route to the town centre

3. New active travel routes connect people to the existing countryside

4. Segregated cycle lanes are provided along key routes to promote safe, active travel

5. Safe and direct pedestrian routes connect homes to the nearby Primary School

6. A clear hierarchy of movement routes and spaces is created, connecting users to key spaces safely

7. Key landscape corridors are designed to be low traffic and car dominance design out

8. The development looks beyond its boundaries to promote wider opportunities to improve active travel

Development Scale Coding - Example

Nature and Public realm features

Towards existing settlement centre

Wider countryside and connectivity to rural villages

1. A focal equipped play space is located within the centre of the scheme, within a generous green infrastructure framework

2. Pocket parks and nodal spaces are interconnected through people-friendly routes and provide neighbourhood scale play

3. An existing route is enhanced for pedestrians and cyclists and integrated within a landscape corridor retaining existing trees and hedges for biodiversity

4. Opportunities to promote people and nature based connections with surrounding green infrastructure are maximised

5. A new landscape edge is created creating a soft transition to the wider countryside

6. The key destination space forms a focal point of the development

7. A comprehensive network of SuDs maximises biodiversity and creates attractive focal features

Development Scale Coding - Example

Towards existing settlement centre
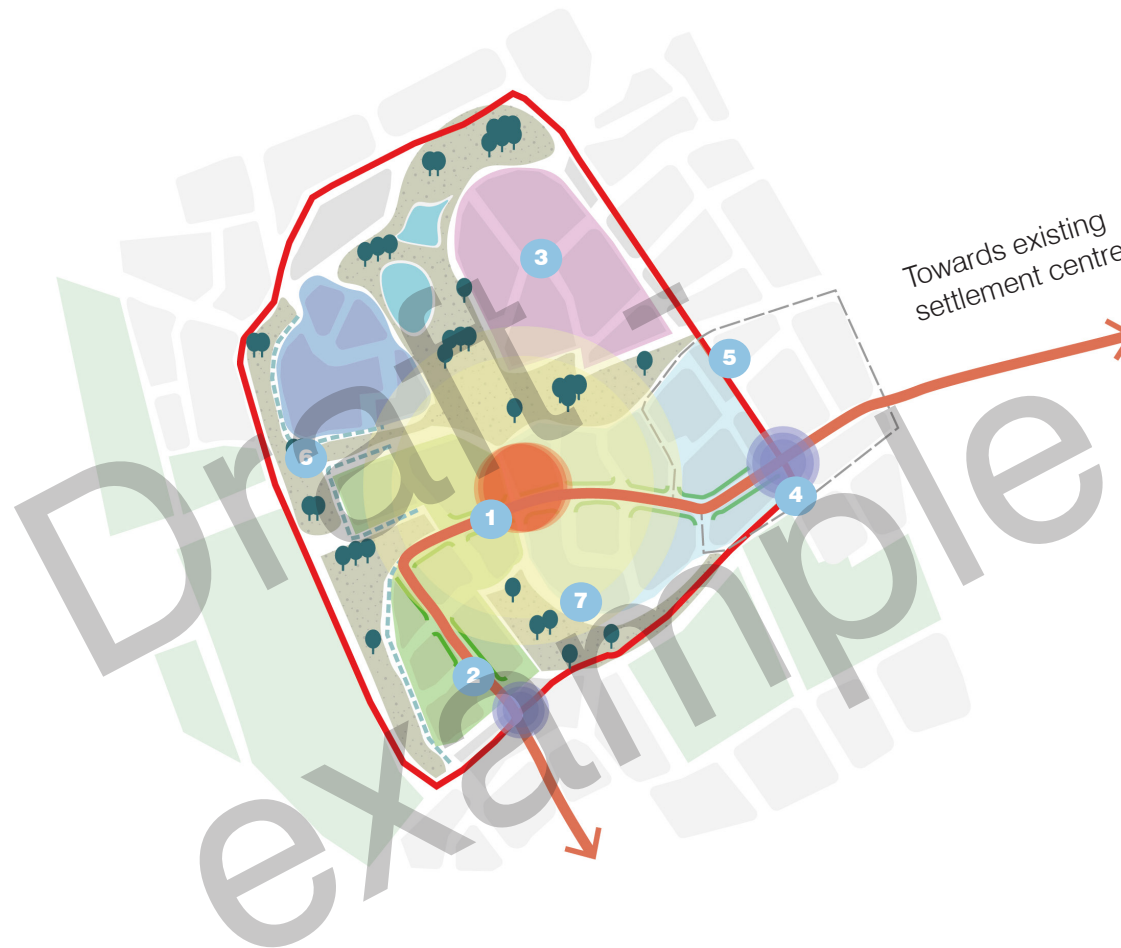
1. Building heights increased towards the centre, focussed aroung new community uses and transport corridor

2. Active frontages line the primary route with a distinguished frontage character

3. Four character areas provide differentiating characteristics which respond to local distinctiveness whilst creating a vibrant character for each new neighbourhood

4. Key connections are defined through a built form hierarchy creating a strong sense of arrival

5. Development structure responds to the existing block form and grain, creating a strong identity and integration with the existing place

6. The new built edge to the surrounding landscape is reponsive to topography and views creating a senstive form

7. A varied density is considered with increased density around key movement corridors and focal spaces

06

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Delivery and Implementation

Engagement

How to give your feedback

1. Go to uttlesforddesigncode.co.uk

2. Slides will be available to read

3. And video of presentation

4. Answer survey questions to help us refine draft code:

    • Facilities & uses

    • Movement

    • Nature & public space

    • Building & character

5. Choose as many or as few sections as you like

6. Please complete by 28 March

Next steps...

Questions / Clarifications