NORTH HERTS DESIGN CODE

V.01 2026

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Compiled by
North Herts Council Urban
Design Team

INTRODUCTION

North Hertfordshire has a long tradition of planning innovation, shaped by its rich heritage of ancient and historic buildings, medieval market towns and the globally significant Garden City movement. This legacy provides both an inspiration and a responsibility to maintain high standards of design as the district continues to grow and change.

The North Herts Design Code sets out a shared vision for the future of development in the district, ensuring that growth is shaped by strong place-making principles and consistent design standards. It seeks to deliver development that is sustainable, inclusive and locally distinctive, where people feel safe, connected and proud of the places they live.

Research by Professor Matthew Carmona in Tackling Inequality in Housing Design Quality: Routes to Success (2021) demonstrates that good design is not simply an aesthetic consideration but a social one. Design quality is closely linked to mental health, well-being, community cohesion and perceptions of safety. Poorly designed housing disproportionately affects more vulnerable groups, reinforcing inequality and limiting opportunities for thriving and resilient communities.

The North Herts Design Code seeks to put place-making and people at the heart of the planning process, ensuring the places we deliver now leave a positive lasting legacy for future generations.

Visioning Workshop, Residents Design Forum, June 2025.

Scope and Purpose

A design code is defined in the National Planning Policy Framework as a set of illustrated design requirements that provide specific, detailed parameters for the physical development of a site or area. It serves as a tool to ensure high-quality, consistent design, building upon a clear design vision.

With this in mind, the North Herts Design Code is made up of two main sections; the Place Objectives which form the underlying vision for the document, and the Code which covers the technical design requirements.

Together, these sections seek to:
- Set clear design expectations for applicants at the outset of the development process;
- Translate the strategic objectives of the Local Plan and Council Plan into clear design requirements;
- Embed place-making as a core consideration in all residential-led development.

Status and Adoption

This Design Code is currently published in draft form for public consultation. Following consultation and refinement, it will be adopted as a Supplementary Planning Document (SPD) in summer 2026.

The National Planning Policy Framework (NPPF) and associated guidance defines SPDs as documents which support and supplement Local Plan and National Planning Policy, adding further detail to the high-level principles set out in these documents. As such, the main function of the North Herts Design Code is to set out design expectations in relation to policies in the North Herts Local Plan (adopted November 2022) and DP3 in the draft National Planning Policy Framework (December 2025). It particularly supports Local Plan Policies SP9 and D1 which set out overarching design expectations, but is also relevant to policies on matters such as transport and open space.

It has been prepared in accordance with the Town and Country Planning Regulations 2012 and has undergone consultation with local groups and national organisations in accordance with the Council's Statement of Community Involvement (SCI). It has also been subject to screening for Strategic Environmental Assessment and Equalities Impact Assessment.

Once adopted, the North Herts Design Code will become a material consideration in the determination of planning applications for residential-led development across the district. The SPD will provide a platform for further design guidance which the Council will be required to provide as Government reforms are enacted.

Use and Application

This document is intended for use by anyone involved in the development process including landowners, developers, agents, designers, town and parish councils and other interested parties commenting on proposals such as local residents. The document will

also be used by Decision Makers in assessing compliance with the Design Code and issuing of pre-application advice.

The North Herts Design Code applies to residential-led development of more than 2 homes. This ensures that place-making and design quality are given appropriate weight in decision-making at all scales of development. Codes will be applied proportionately on a case-by-case basis, informed by the types of development and application being considered.

At this draft stage, we will continue to informally test the North Herts Design Code against a range of schemes to best understand how and when its different requirements apply. Based on our findings, we may provide further guidance in the final version.

ENGAGEMENT

The North Herts Design Code has been developed over a two-year period through extensive engagement with five key strands of stakeholders including local residents through a Residents Design Forum, Councillors, expert consultants and council officers through three key stages of work outlined below.

Stage 1 – Identifying Issues

The first stage of work focussed on assessing current development practices through a series of place reviews undertaken across the district. Development Management, Strategic Planning and Urban Design officers together with Councillors took part in a series of site visits that assessed a range of development sites against national good design criteria. This identified strengths and weaknesses in recently completed development and helped to establish a clear set of priorities for the Design Code, recognising that it could not address every issue in every location.

Stage 2 – Visioning

The second phase focussed on developing an ambitious vision for future development in North Herts through a series of collaborative workshops with Councillors and senior officers. A Residents Design Forum was also set up which brought together 22 North Herts residents,

Site visit day with Councillors, Fairfield Park, Stotfold.

Visioning Workshop, Residents Design Forum, June 2025.

specifically selected to represent a range of voices within the community, reflecting a diversity in background, age, gender, social circumstances and lived experience, including both urban and rural perspectives and those with and without disabilities. The workshops resulted in the seven North Herts Place Objectives which underpin the entire Design Code.

Stage 3 – Coding

The last phase of work brought together findings from the first two stages using the problems identified in Stage 1 and the Place Objectives developed in Stage 2, to shape a set of design codes covering a range of disciplines and specialisms. Three thematic Working Groups were set up during this stage, each bringing together a combination of external industry specialists from the private sector with North Herts officers and County Council colleagues. Held at critical stages in the code's development, these discussions provided an opportunity to critique ideas, refine technical details, and shape the overall content of the code. Acting as 'critical friends', participants helped ensure the code is usable, relevant and aligned with best practice nationally.

PLACE OBJECTIVES

The Place Objectives set out what new development must achieve across North Herts. They have been shaped and refined through multiple workshops with key stakeholders to reflect local priorities and shared ambitions for the future of the district.

The seven Place Objectives provide clear ambitions for creating high-quality, well-designed places, in line with the draft National Planning Policy Framework, the draft Place and Design Planning Practice Guidance, Building for a Healthy Life (2020) and the North Herts Local Plan (2011-2031). They are included on the following pages in the order of priority identified by the Residents Design Forum.

The symbols represent the seven key objectives and will be used throughout this document to clarify which items of code relate to the Place Objectives.

The background to the seven Place Objectives are the visioning collages produced by local residents at the first Residents Design Forum.

EXCEPTIONAL OPEN SPACE

SOCIABLE STREETS

WELL-INTEGRATED DEVELOPMENT

CONVIVIAL COMMUNITIES

EFFICIENT USE OF LAND

EQUITABLE NEIGHBOURHOODS

CONTEXTUAL BUILDINGS

EXCEPTIONAL OPEN SPACE

Development must create a connected network of green spaces that celebrates the area's natural assets and strengthens the district's landscape character.

Water-management elements such as swales, SuDS, and rain gardens must be designed as attractive, functional parts of the landscape, not hidden engineering, so they enrich these spaces and support nature.

Open spaces should be designed with intention and purpose; places that support everyday wellbeing through play, recreation, active travel, nature and community life. Each space should work hard, complementing others to form a rich, multifunctional environment that incorporates blue infrastructure and that welcomes people of all ages and abilities.

Unplanned, leftover 'grassy patches' with no clear use, identity, or value to the community will not be permitted.

SOCIABLE STREETS

Development must create streets that are enjoyable places to be, not just routes to travel through. Streets should support everyday social life, help people find their way intuitively and make walking and cycling the easiest, safest, and most attractive choice. Vehicles must be accommodated in a way that respects the needs of people first.

Streets should be designed as complete environments where buildings, planting, street trees, lighting and movement infrastructure work together to create characterful, comfortable and inclusive spaces. Parking should be sensitively integrated so it neither dominates nor undermines the quality and feel of these important shared spaces.

Car-dominated streets, where parking overwhelms the street scene, limits planting opportunities, or creates poor pedestrian experiences, will not be permitted.

WELL-INTEGRATED DEVELOPMENT

Development must be seamlessly integrated into its surroundings, responding positively to the site's edges and reinforcing clear, legible patterns of settlement. New places should feel like a natural extension of the district's towns and villages, not disconnected enclaves.

New neighbourhoods should maximise opportunities to connect with existing routes, facilities, landscapes and communities. Where development edges meet open land or areas identified for potential future growth, layouts must be designed to safeguard these edges and allow for logical, well-connected expansion over time.

Layouts that pull away from the site boundary to create isolated 'islands' of homes, cut off from their surroundings and offering limited future connection, will not be permitted.

CONVIVIAL COMMUNITIES

New development must foster a strong sense of community with places designed to support neighbourliness, everyday interaction and collective stewardship.

Communal solutions, such as shared bike stores, shared bin stores, shared courtyards, community gardens and informal meeting spaces should be prioritised wherever practical. These shared elements help bring people together in their daily routines and contribute to safer, more sociable and inclusive neighbourhoods.

Designs that isolate homes, disperse facilities unnecessarily, or remove opportunities for casual social interaction will not be permitted.

EFFICIENT USE OF LAND

New development should make the most of the land available, creating neighbourhoods that feel welcoming, well-designed and easy to get around. Good design and thoughtful building types can help create places that feel lively and connected without wasting space.

Neighbourhoods should be arranged so that everyday trips, getting to school, visiting friends, popping to the shops etc. can be done comfortably on foot, by bike, or by public transport. Walkable, compact places not only use land more efficiently but also help support a stronger sense of community and healthier lifestyles.

Layouts that put cars first, using too much land for wide roads, scattered parking, or disconnected cul-de-sacs, will not be permitted.

EQUITABLE NEIGHBOURHOODS

Development must create neighbourhoods that are fair, inclusive and welcoming to everyone, regardless of tenure or socio-economic background. All homes and public spaces should be designed to the same high standards, ensuring that every resident experiences a sense of pride and belonging.

Across a neighbourhood, affordable and market homes must be indistinguishable in their external appearance. This means providing equal access to well-designed public realm, consistent parking strategies, shared materials and architectural quality and the same proximity to amenities, play and green spaces.

Designs that reveal or segregate tenures, whether through lower-quality materials, separate entrances, poorer landscaping, or isolated clusters, will not be permitted.

CONTEXTUAL BUILDINGS

Development must deliver buildings with a strong sense of character and identity, shaped by a clear understanding of the site's setting and the distinctive qualities of the surrounding area. New buildings should feel rooted in their context while contributing positively to the future character of the neighbourhood.

Material choices, building form, height, and architectural detailing must all be guided by a thoughtful design rationale grounded in local character and landscape cues. This approach should create distinctive and memorable streets and neighbourhoods that support wayfinding and foster a sense of civic pride.

Poor-quality or poorly considered development, whether existing or nearby, must never be used as justification for repeating the same approach. Designs that fail to respond to their context, or that rely on generic forms, will not be permitted.


NOVELTY
COMMUNITY
CYCLE
OPEN
VIEW
SHOPS

INTRODUCTION TO CODES

The North Herts Design Code is built around a set of 40 individual design codes that establish the requirements new development must meet across North Herts. These codes translate the seven Place Objectives into clear, practical and measurable expectations for applicants, decision-makers, and design teams.

For ease of use, the codes are grouped into chapters that reflect the key components of good place-making:
SS – Settlement Structure
OS – Open Space
ST – Streets
PA – Parking
BF – Built Form

Referencing

Each code is given a unique reference number (eg. OS-02 Informal Play), making it simple to navigate the document and assess compliance. Each code is then broken down further into a series of sub-codes which set out more detailed requirements. A compliance checklist is provided at the end of the document, allowing applicants to review proposals quickly and consistently before submission.

The Comply or Justify Approach

The Design Code has been created to be both clear in its requirements and flexible enough to support innovative design. Each code must either be complied with or justified. Where an alternative design solution is proposed, the applicant must demonstrate that the proposal still meets the relevant Place Objectives. This approach ensures the Code does not stifle creativity, while still maintaining high and consistent standards for development across the district.

How the Codes Relate to the Place Objectives

To support clarity, each code includes symbols showing which Place Objectives it directly contributes to. These must be met in all cases of non-compliance. This ensures that even when flexibility is used, the development remains aligned with the district's core principles for great places.

A Menu of Context-Responsive Solutions

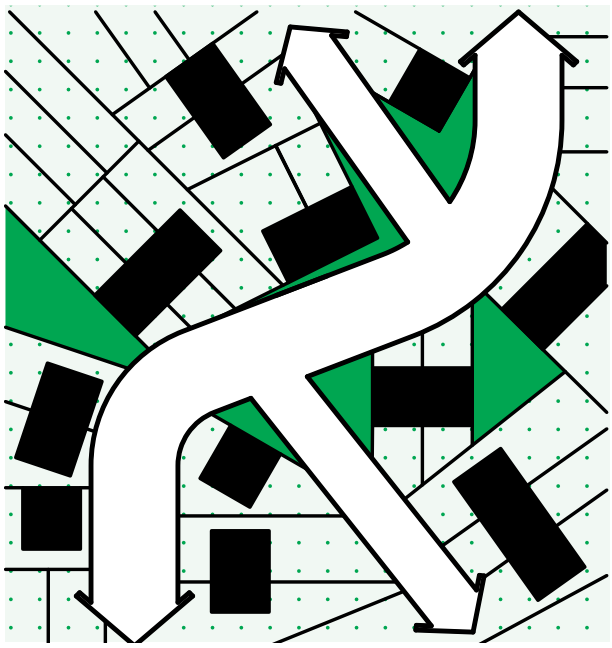
Many codes are structured as a menu of permitted options, allowing applicants to select the most appropriate response for the site context. This approach encourages thoughtful design and avoids a one-size-fits-all model, while still ensuring consistency and quality across the district.

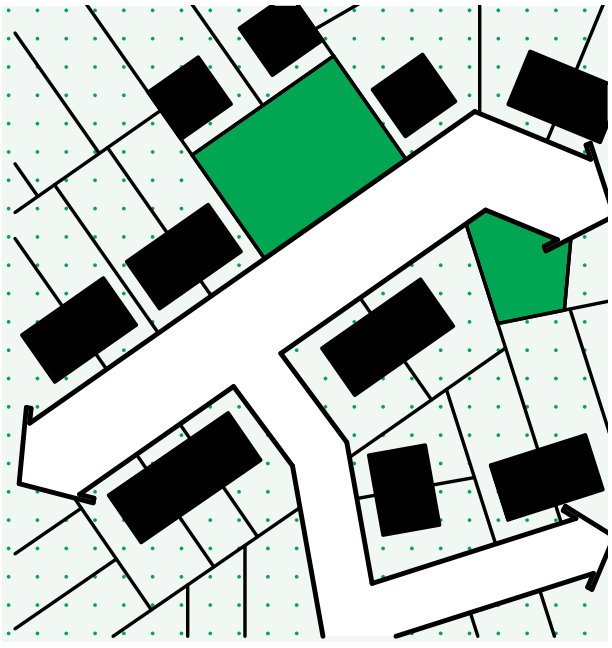
CODE INDEX

RATIONAL STREET AND PLOT LAYOUTS

SS01.01

Plot, block and street geometries must be efficient with a clear delineation between the public, private and communal realm. Oddly shaped plots are inefficient as they result in undefined patches of green space which are difficult to maintain and have no clear ownership. Such block geometries also result in illegible and disconnected neighbourhoods. A grid is the most efficient block geometry and applicants must use this as a starting point that distorts to respond to the existing context including topography, views, landscape, etc.

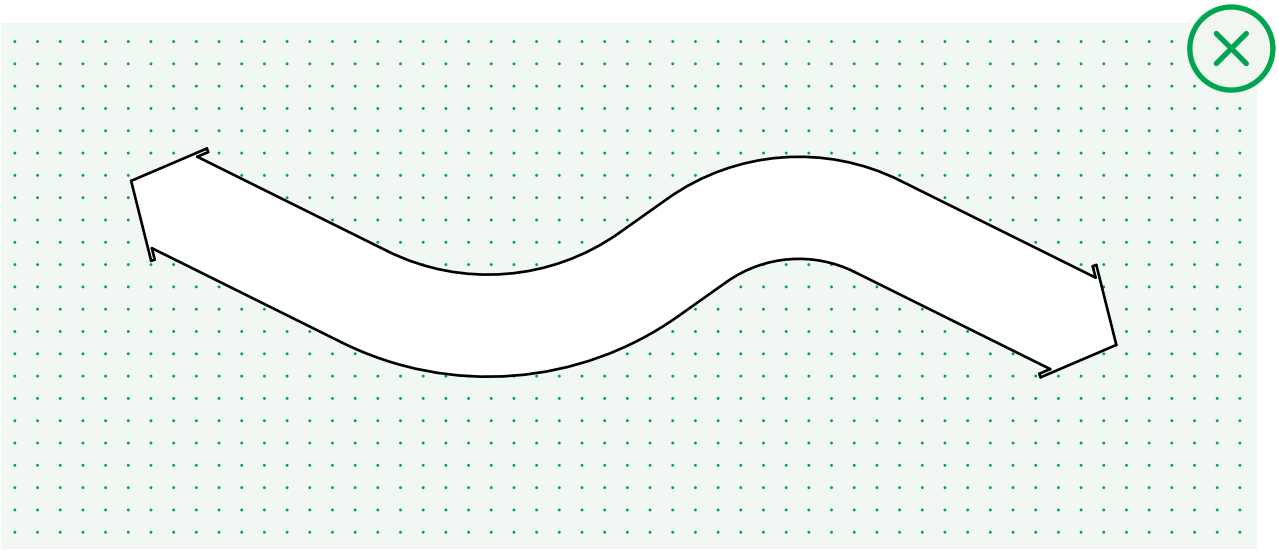


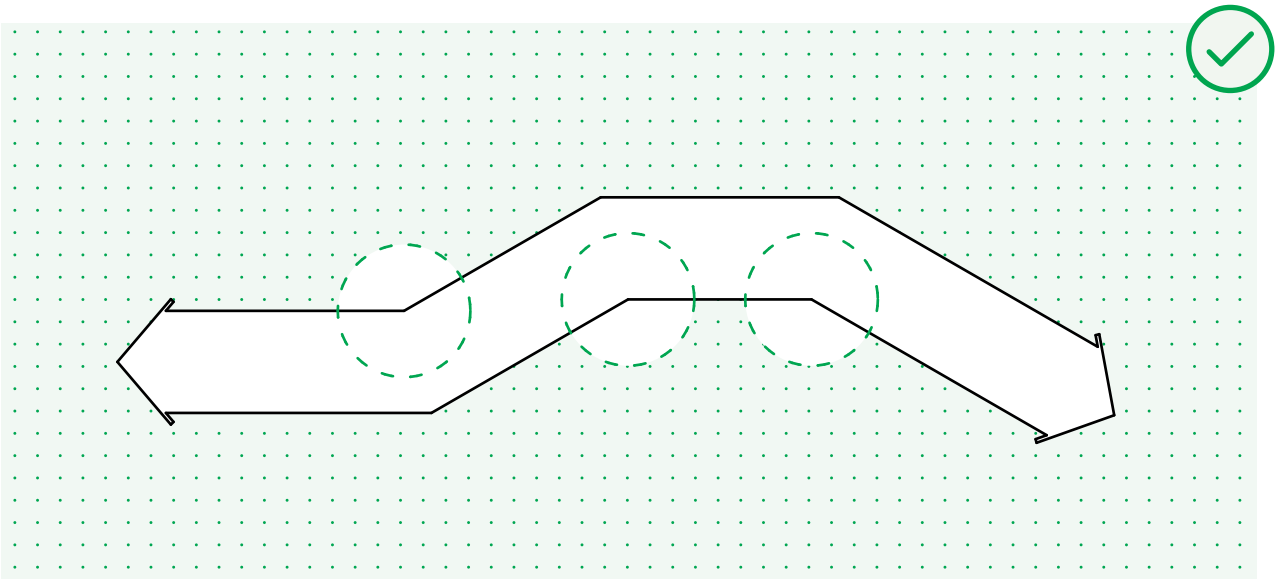


SS01.02

Where the topography requires a curving street geometry, the street must be made up of straight sections as per the diagram below with ‘events’ at the points of direction change. Constant radii geometries will not be permitted.

Events are defined as areas that foreground place-making features such as a focal building, tree, seating, play or non-residential use.





OPTIMISING LAND USE

SS02.01

In town and urban locations (including settlement extensions), the number of detached houses must be kept to under 30% of the total number of dwellings. This applies to development in and adjoining Letchworth Garden City, Baldock, Hitchin, Royston, Stevenage and Luton.

In all other locations, the number of detached houses must be kept to under 50% of the total number of dwellings.

Semi-detached example in rural context (XXXX), More info →

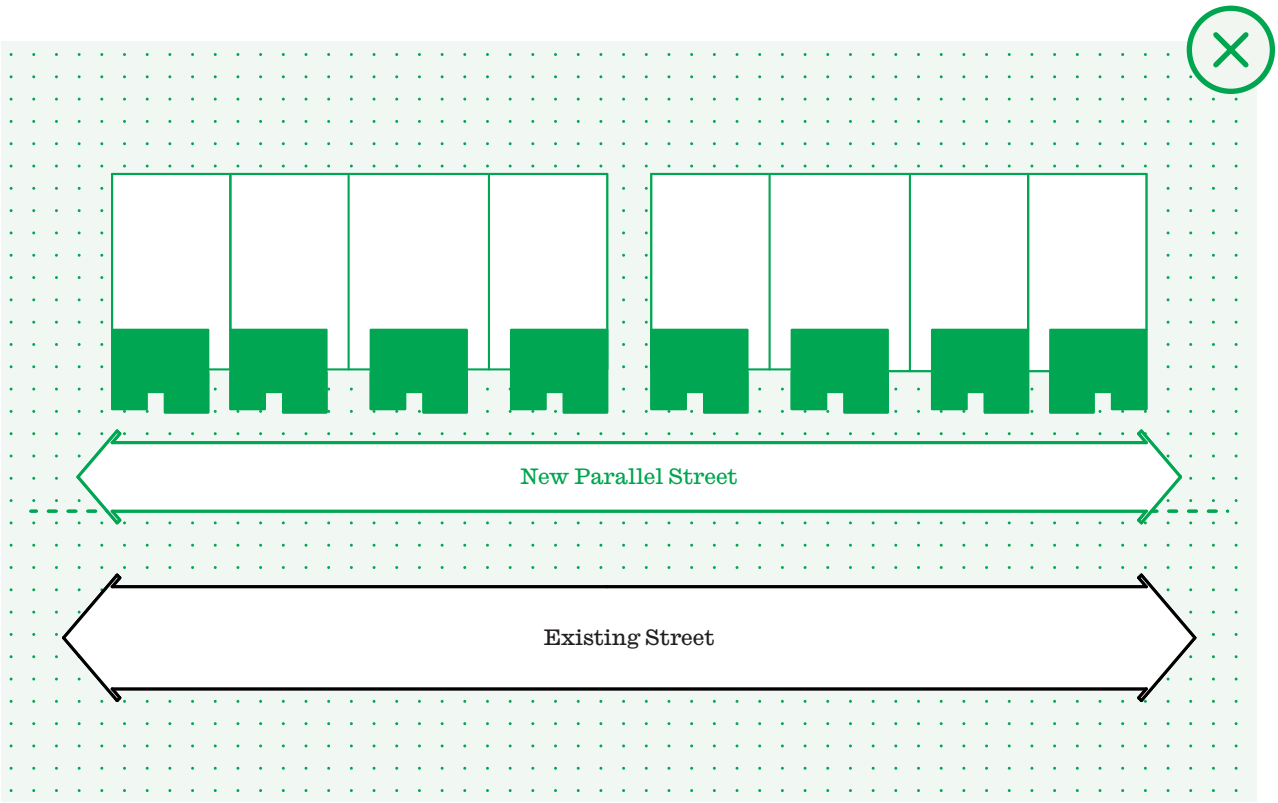
RESPONDING TO EDGES

The way in which development addresses the site's edge conditions is integral in delivering legible settlement patterns and connected communities. 'Islands' of housing that pull back from site boundaries must be avoided in favour of developments that positively address the edges as a starting point for design.

SS03.01-03 set out high-level requirements that must be adhered to when developing proposals for edges. SS03.04 -07 cover requirements when dealing with specific and commonly occurring edge conditions such as significant ecological assets and existing streets.

SS03.01

Movement corridors such as streets and routes must not be repeated over red line boundaries. For example, a new road that runs parallel to an existing road must be designed out through alternative vehicular access for homes fronting the existing road.

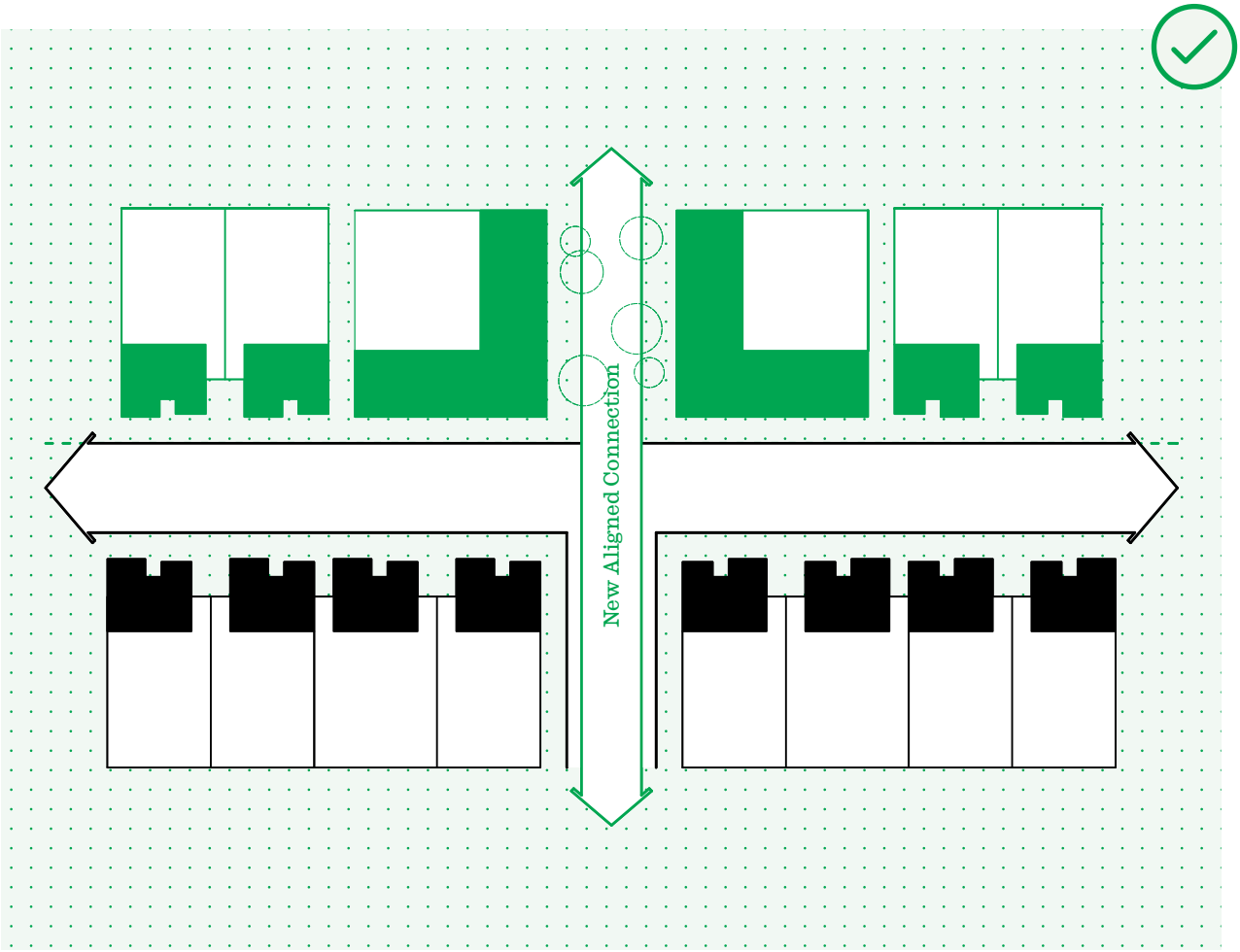


SS03.02

Built form conditions must be mirrored across red line boundaries to create legible settlement patterns. For example, backs must always face backs, whilst fronts must always face fronts. ‘Back to front’ built form conditions will not be permitted.

SS03.03

When a new development adjoins an existing neighbourhood, connections must align with existing desire lines.

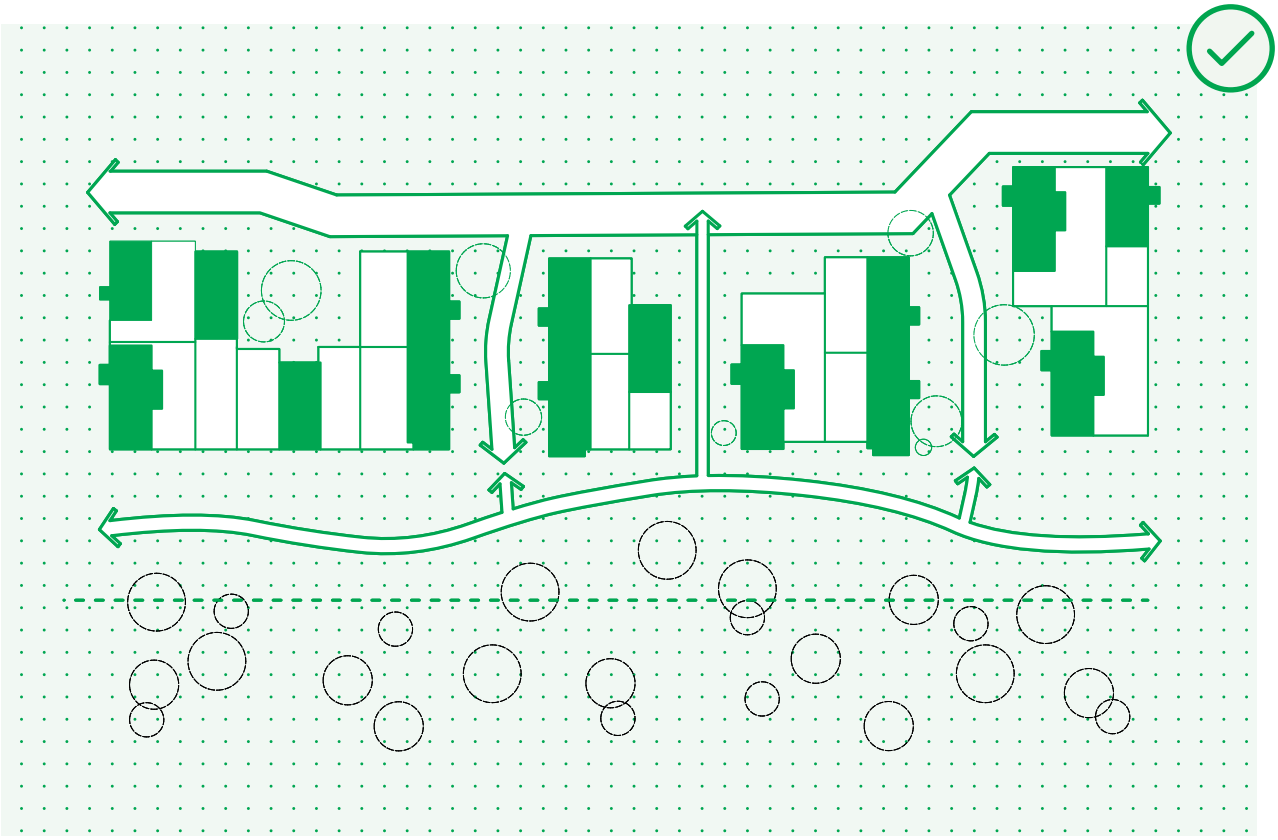


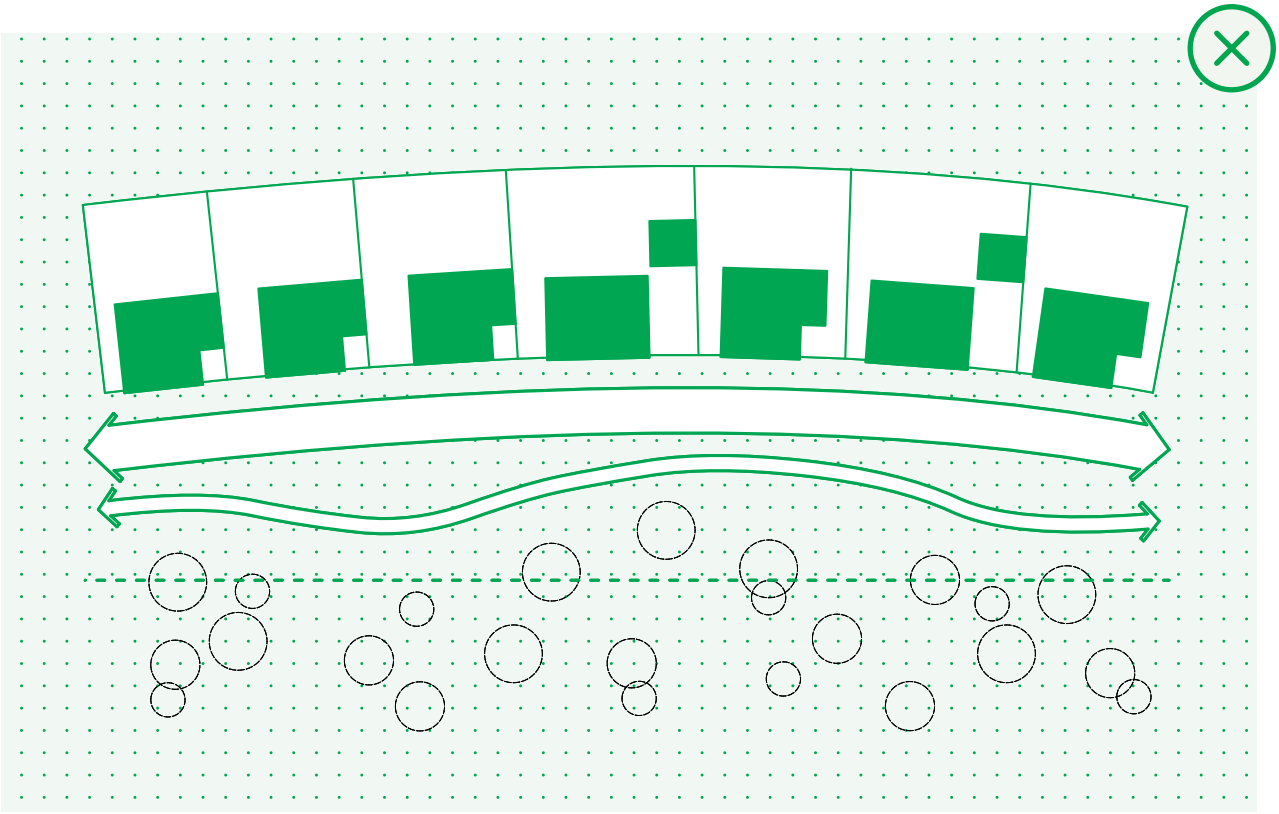
SS03.04 Significant Ecological Assets

When responding to significant ecological assets such as Important Hedgerows and ancient woodlands, proposals must be in accordance with the code below as illustrated in Figure SS03.04.

1.1A Public Realm	Proposals must incorporate a linear open space with a wild and natural character to form a buffer between the edge of built form and significant ecological asset.
1.1B Ecology	The linear open space must incorporate complimentary planting to support the biodiversity of the significant ecological asset. Refer to OS11 for appropriate species. Boundary treatments must consider the use of hedgehog holes to ensure permeability for such species on natural edges.
1.1C Built Form Frontage	Built form must be arranged to frame regular views out to the landscape from the development within connections to the linear open space every 25-50m. The linear open space must be defined primarily by sides of homes that must include fenestration to habitable rooms to achieve passive surveillance. Proposals must incorporate robust private amenity boundary treatments such as walls. Fencing is not permitted for any boundaries defining the linear open space.
1.1D Movement	Vehicular movement must be limited to Spur Streets and a main access street set back by one plot to create a car-free edge to the significant ecological asset and supporting linear open space. A recreational route must be incorporated into the linear open space with regular connections every 25-50m to the street network.
1.1E Parking	Parking fronting the linear open space and significant ecological asset will not be permitted.

Figure SS03.04:





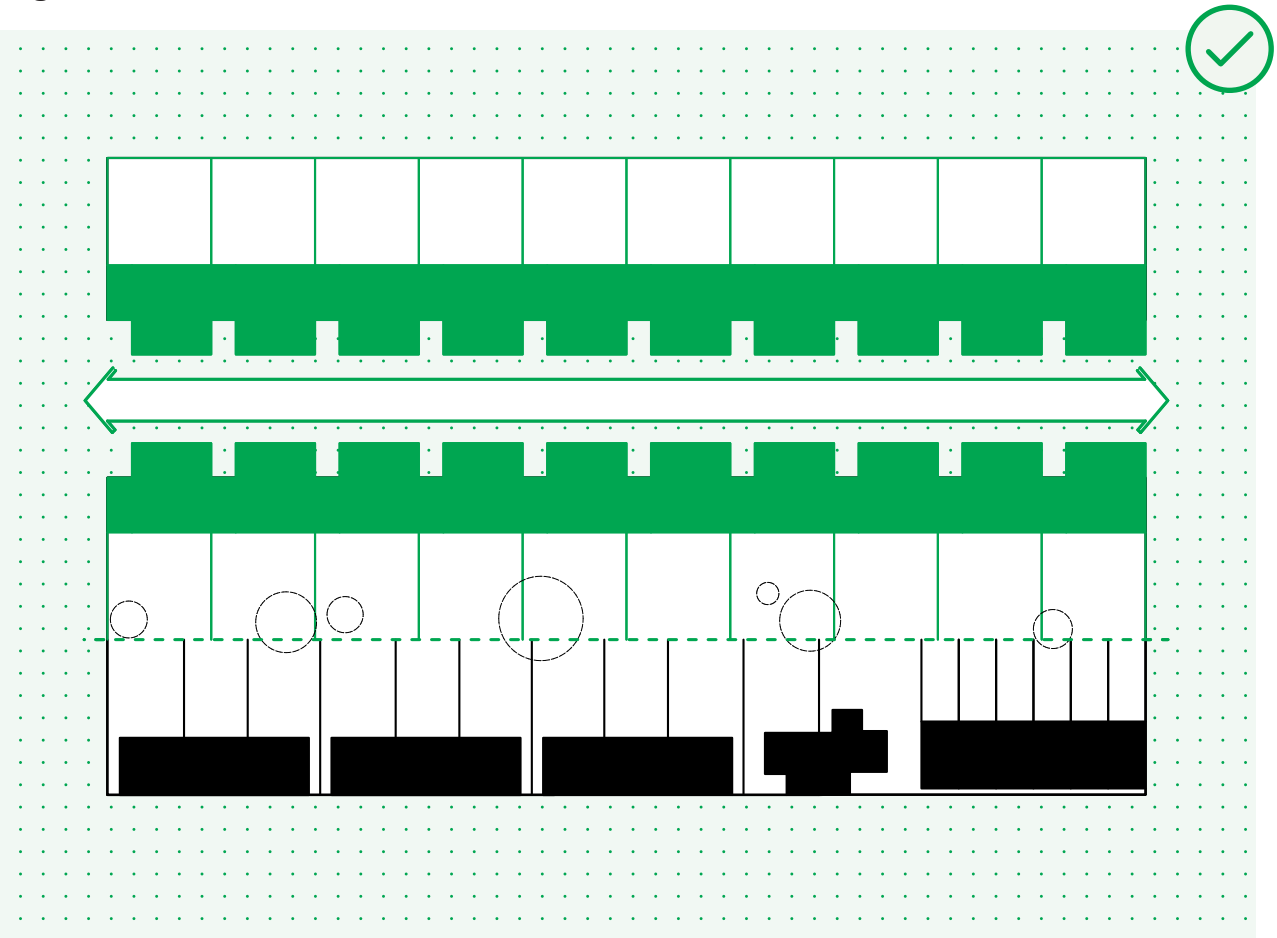
Abode, Great Kneighton, Proctor and Matthews (2019), More info →

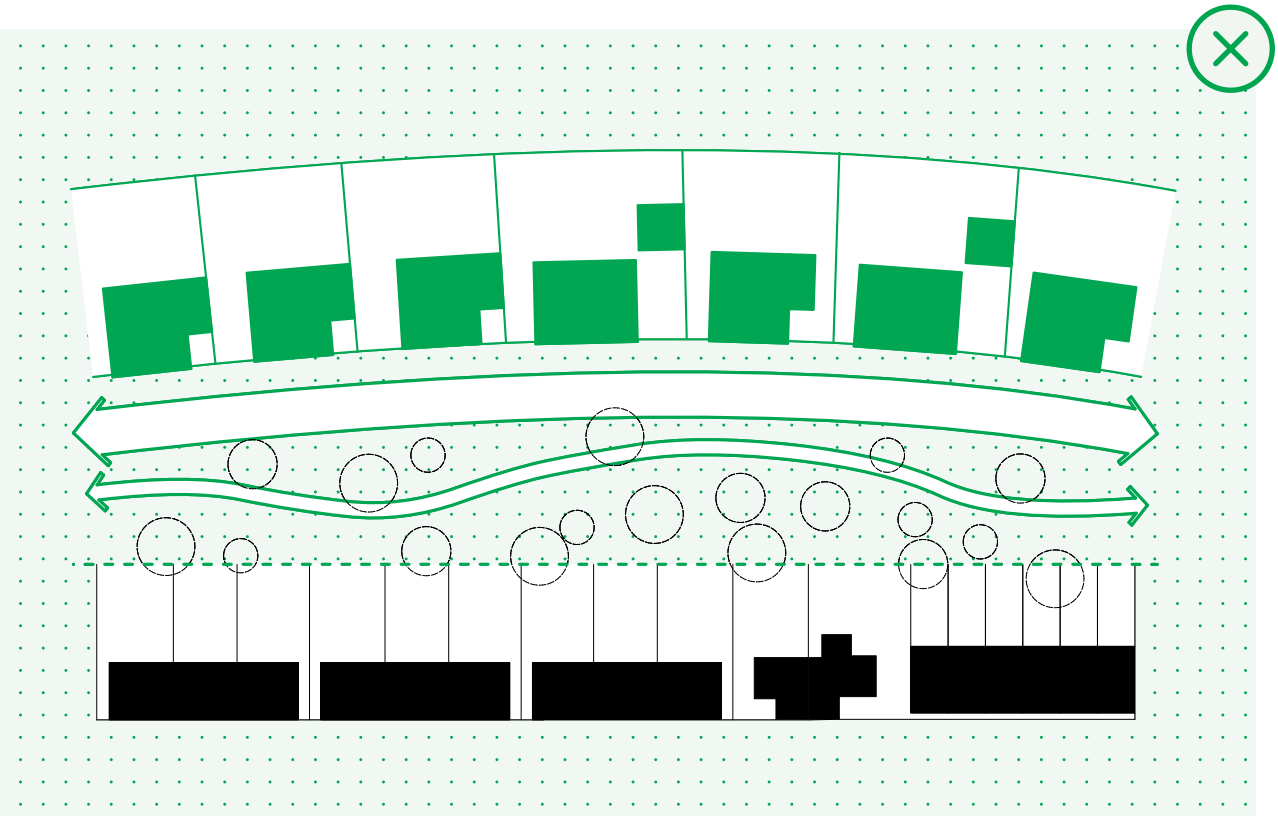
SS03.05 Rear Gardens

When responding to existing rear fences or walls, such as rear gardens, proposals must be in accordance with the code below as illustrated in Figure SS03.05.

1.1F Public Realm	Proposals must not incorporate public realm between rear gardens as such spaces will be poorly overlooked and difficult to maintain.
1.1G Ecology	Existing trees must be integrated into proposed rear gardens to provide screening and privacy.
1.1H Built Form Frontage	The existing rear garden condition must be mirrored across the site boundary.
1.1I Movement	A rear servicing alley for the movement of bikes and bins may be incorporated to the back of rear gardens if required.
1.1J Parking	Terrace parking courts, farmstead parking courts, rear parking courts and rear parking drives are permitted along this edge.

Figure SS03.05:



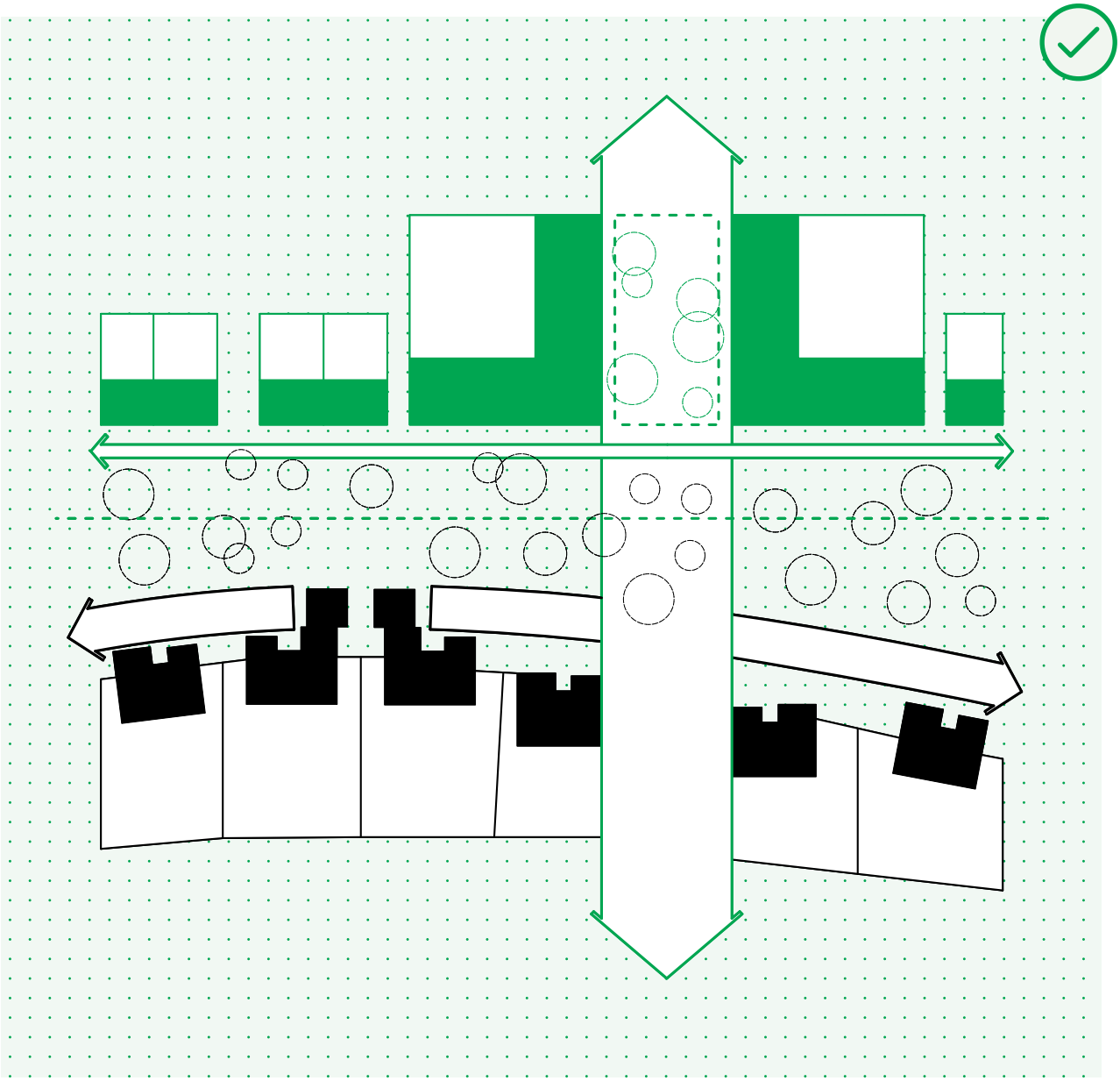


SS03.06 Private Drives and Edge Lanes

When responding to existing built form frontage arranged along private drives and/or edge lanes, proposals must be in accordance with the code below as illustrated in Figure SS03.06.

1.1K Public Realm	Proposals must incorporate a public space at the connection point that is at least the width of the existing built form to safeguard clear sight lines from existing to new neighbourhoods.
1.1L Ecology	Ecological assets must be retained where possible, but removed around connection points to create clear sight lines. Where there is a requirement to retain connectivity for flying species, 'hop overs' must be incorporated.
1.1M Built Form Frontage	Connection points must be emphasized through a change in built form typology, massing and/or materiality.
1.1N Movement	The connection point must be aligned to routes into the existing context to create direct and legible connections over the site boundary. Edge Lanes are permitted if the distance between built form frontages between new and existing exceeds 25m. If the distance between built form frontages between new and existing is less than 25m, then the proposal must incorporate a car free frontage to the site boundary, with rear vehicular access.
1.1O Parking	Accommodated on the Edge Lane (if permitted).

Figure SS03.06:

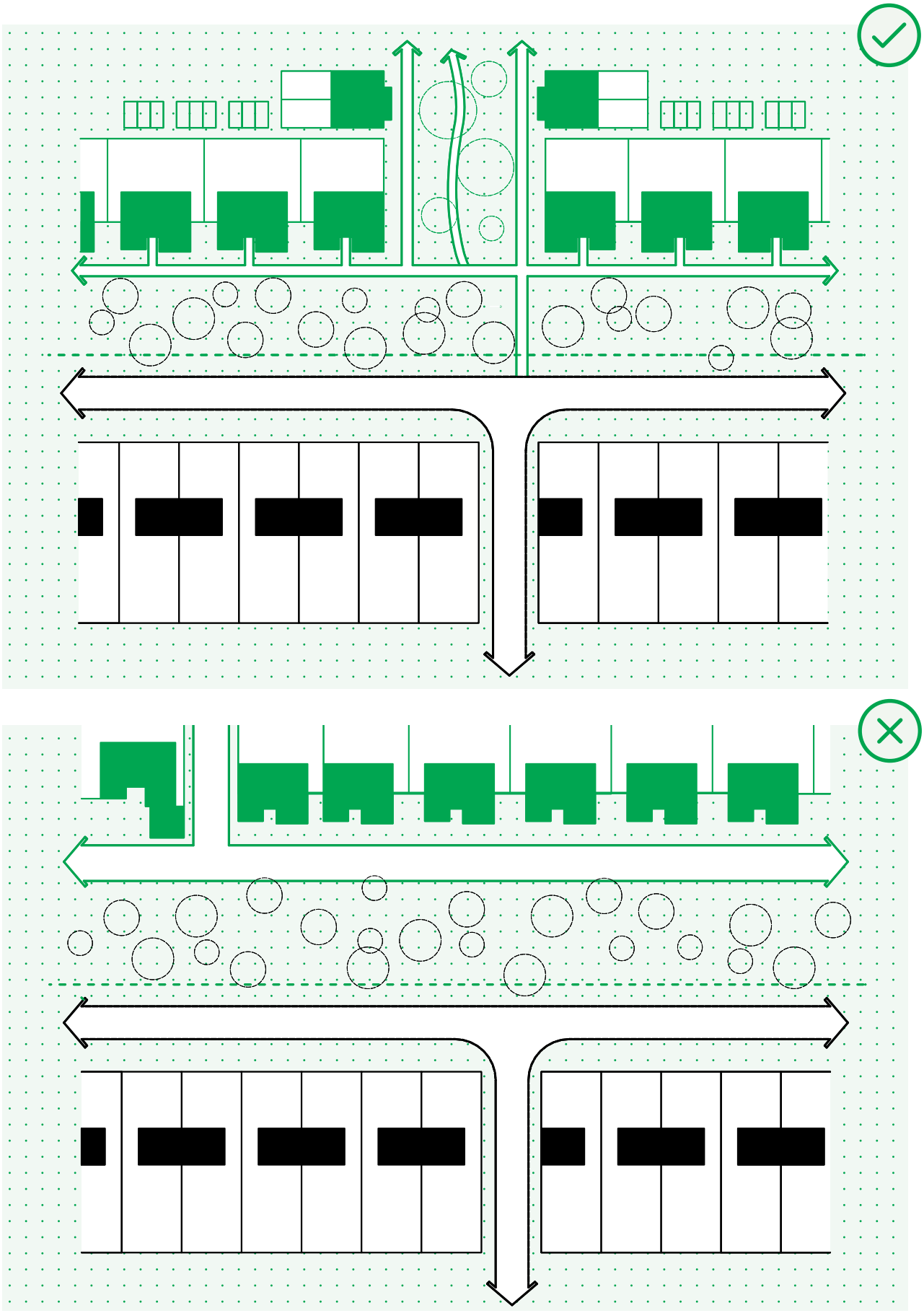


SS03.07 Existing Streets

When responding to existing streets, proposals must be in accordance with the code below as illustrated in Figure SS03.07. Using one half of ST03 Avenues is appropriate for these edge conditions.

1.1P Public Realm	Civic squares must be provided at key connection points to emphasize important routes into the new development.
1.1Q Ecology	Ecological assets along this boundary must be retained where possible and incorporated into a planted verge or generous front gardens.
1.1R Built Form Frontage	Proposed built form must mirror the existing condition in terms of frontage and front garden depth to create a balanced two-sided street.
1.1S Movement	Provision of a new street running parallel to the existing will not be permitted. If frontage access from the existing street is not possible, then homes along this edge must be serviced from the rear.
1.1T Parking	Accommodated to the interior of the plot through rear access streets or courts (if permitted).

Figure SS03.07:



WELL-INTEGRATED SCHOOLS

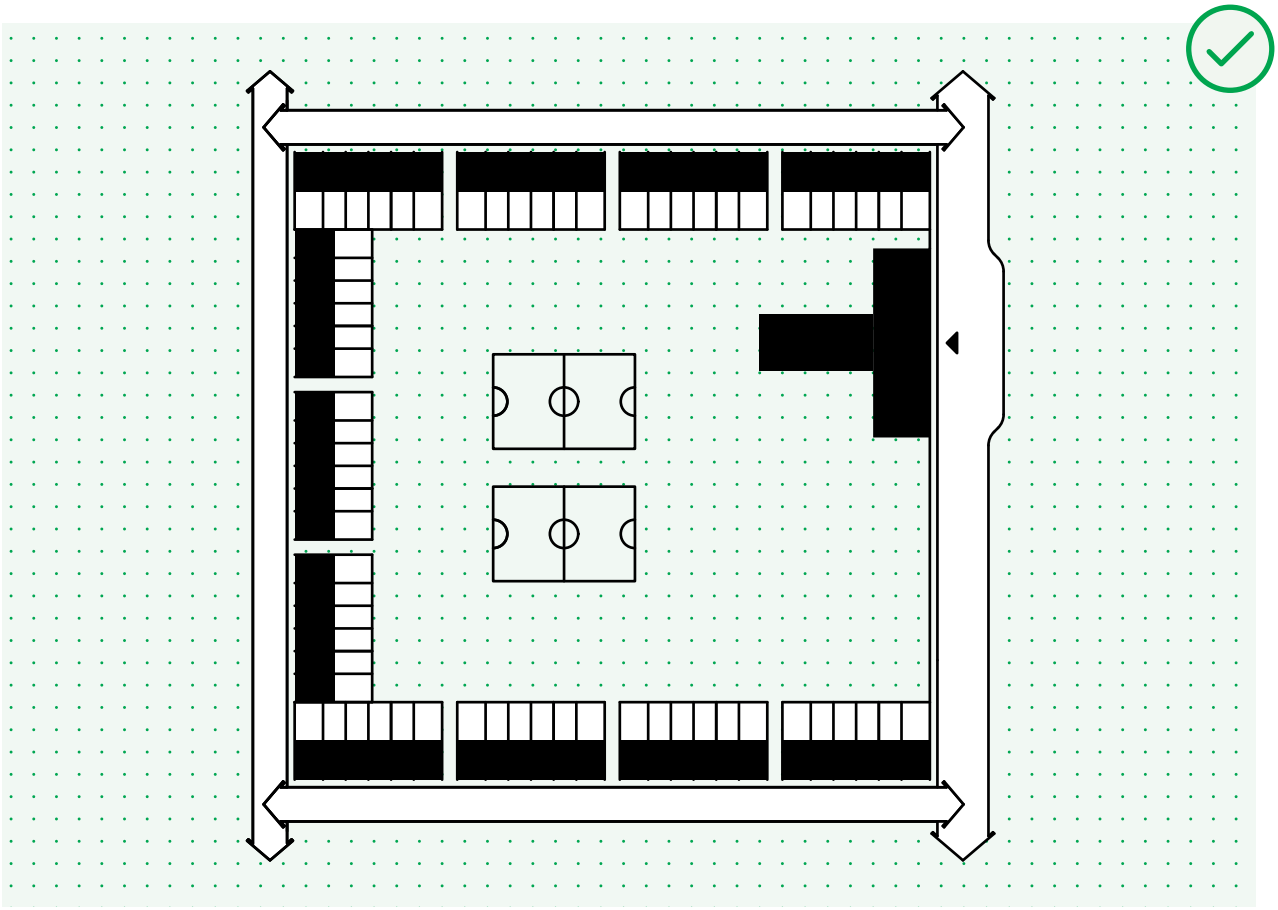
SS04.01

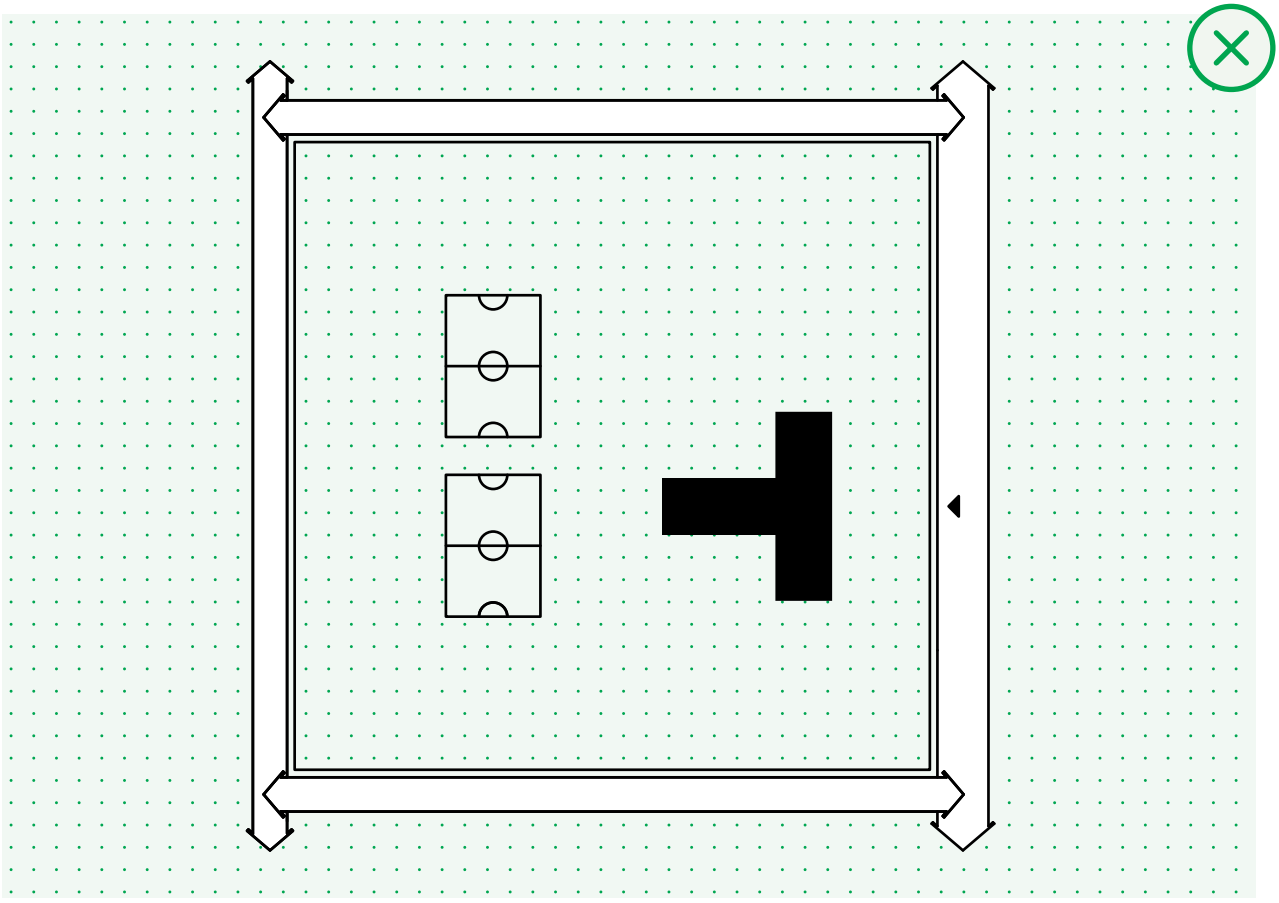
Schools must maximise active edges and contribute positively to street life by completing the urban block and addressing the building line.

SS04.02

Fencing around schools must be minimised by placing school buildings at the edges of the plot and ‘wrapping’ remaining edges with residential properties as shown opposite.

Schools placed at the centre of plots with fencing to the perimeter will not be permitted.





LEGIBLE FOCAL POINTS

SS05.01

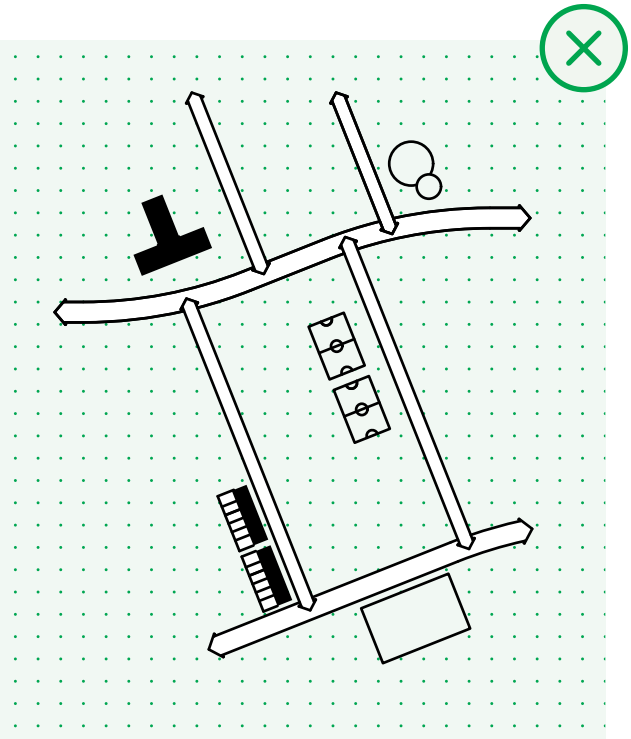
All developments must be designed with focal points and key destinations in mind. In smaller developments, proposals must be designed to encourage safe and sustainable routes to key destinations that are likely to be delivered outside the site boundary or exist already.

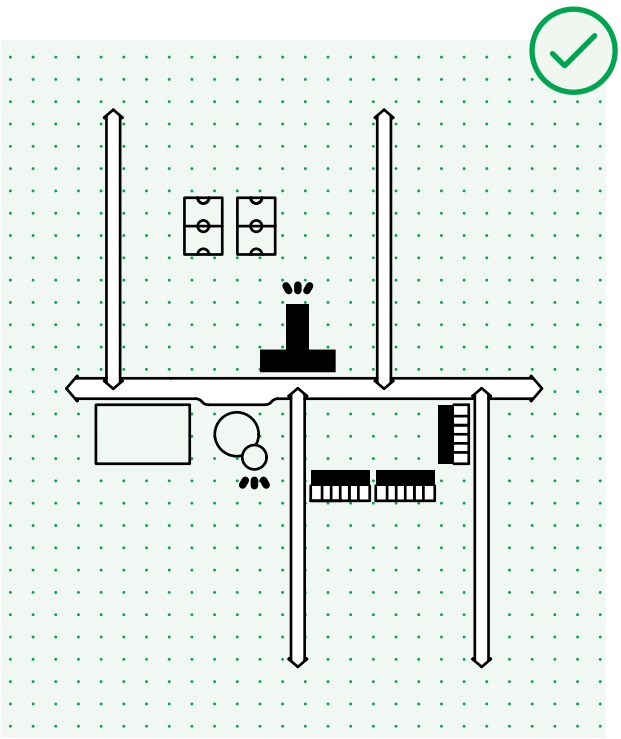
In larger developments (100+ homes), proposals must be designed around focal points that co-locate key social infrastructure such as open spaces, play, schools, shops, pubs, community spaces and allotments to attract a range of users and foster community cohesion.

Dispersed social infrastructure creates illegible neighbourhoods and will not be permitted.

SS05.02

Schools must be co-located with at least one other element of social infrastructure, as illustrated opposite.





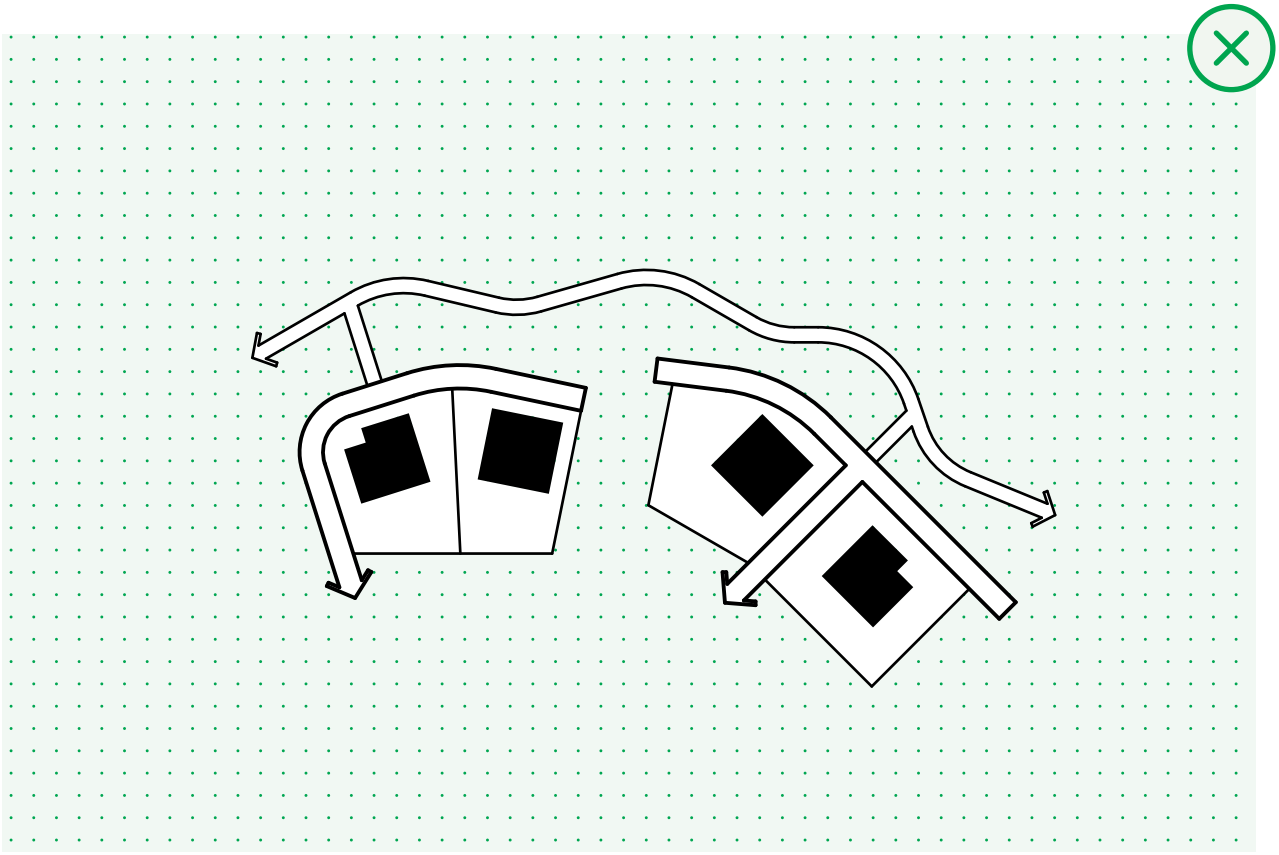
PRIVATE DRIVES AND CUL DE SACS

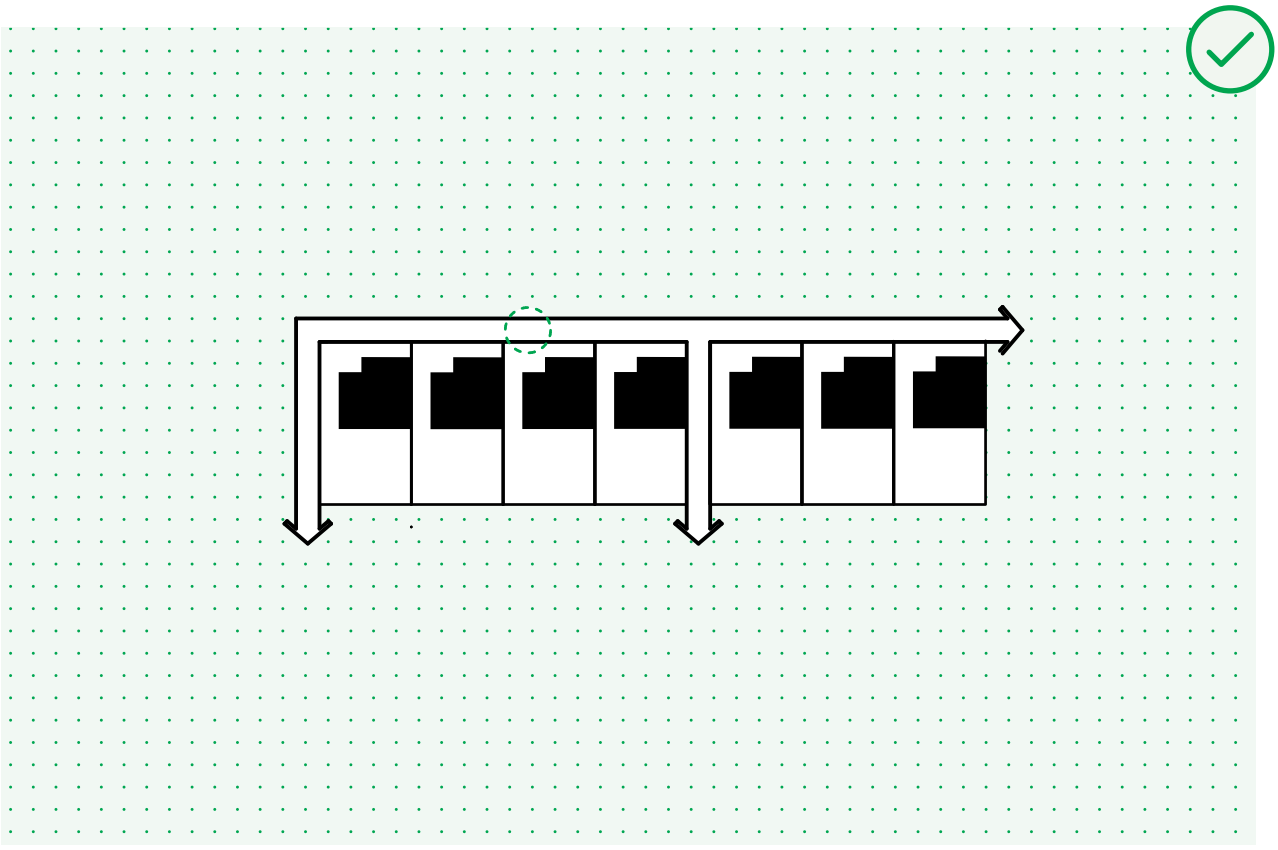
SS06.01

Private drives and cul-de-sac based street patterns will not be permitted.

Private drives are defined as pedestrian ‘dead ends’ usually at the edges of development that frustrate pedestrian and active travel permeability. Private drives also do not support tenure neutral communities and create privatised areas within the public realm.

Cul-de-sacs with no pedestrian routes through must be designed out through the use of Edge Lanes (see ST10) as illustrated in the diagram opposite.





OPEN SPACE PROVISION

OS01.01 – Quantum

All development must provide open space as per the Developer Contributions SPD and FiT 2024 guidance as outlined in the table below.

Category	Sub-Category	Quantum Required (sqm per person)
Open Space	Park and Gardens	8
	Amenity Green Space	6
	Natural/Semi-Natural	18
Play Space	Equipped Designated Play Areas	25
	Informal Play Provision	3
Total Open Space and Play Quantum:		60

OS01.02 – Location and Size

Open space and play must be provided within the target distances and tiers as outlined in the table opposite.

Tier	Walking Distance from Homes (m)	Area (Ha)
1	100	0.03-0.5
2	400	0.5-2
3	1000	2-5
4	1200	5-10

OS01.03 – Play Provision

As a minimum, LAPs must be provided in Tier 1 spaces, LEAPs in Tier 2 spaces and NEAPs in Tier 3 spaces. Informal play provision can be accommodated in any tier of open space or along streets.

OS01.04 – FiT Sub-Categories

All tiers of open space should accommodate a mixture of landscape categories (parks and gardens, amenity green space and natural/semi-natural) to create mixed and multi-functional open spaces.

OS01.05 – Access

Access to a higher tier open space does not negate the need for access to a lower tier as all homes must be within the target distance of all tiers of open space.

OS01.06 – Thresholds

The below table (from FiT 2024) is used to determine how much play needs to be provided based on the number of homes. The table must also be used to determine which tiers of open space must be delivered on developments of different scales.

Homes	Informal Play	Tier 1	Tier 2	Tier 3	Tier 4
2-20	x	-	-	-	-
21-100	x	x	-	-	-
101-500	x	x	x	-	-
501-1000	x	x	x	x	-
1000+	x	x	x	x	x

The following pages include design requirements for each of the categories described. OS03-06 covers requirements for Tier 1-4 Open Spaces, organised around key parameters, access, nature, uses, seating, materiality and facilities.
OS07-09 covers requirements for the three different types of formalised play organised around key parameters, access, nature, play, seating, materiality and facilities.

INFORMAL PLAY

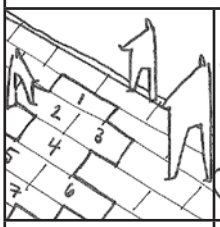
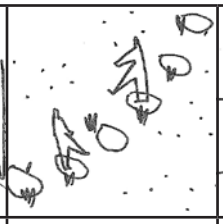
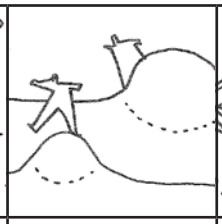
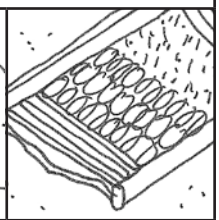
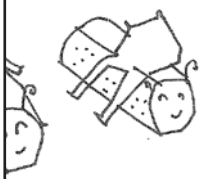
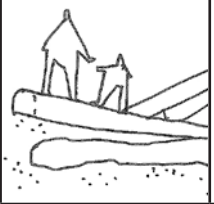
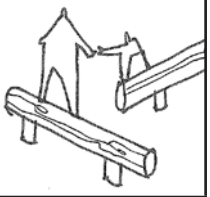
Informal play is required on developments of all scales to ensure development is child-friendly and caters to a range of users. There are three main categories of informal play as described in the Fields In Trust Standards 2024; natural play on the way, social areas for teenagers and active play.

In developments of 2-20 homes, informal play provision is likely to be delivered as natural play on the way. In developments of 21-100 homes, informal play provision is likely to be delivered as a combination of natural play on the way and social areas for teenagers. In developments of more than 100 homes, informal play provision is likely to be delivered as a combination of all three types.

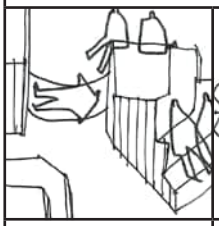
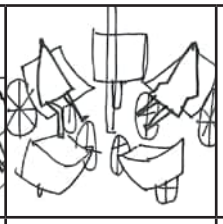
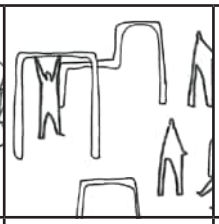
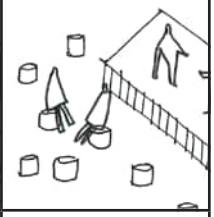
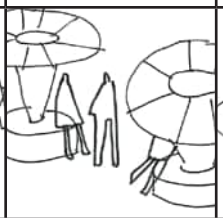
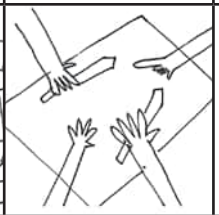
Any provision that does not comply with the below requirements will not be counted towards a site's informal play provision.

Play on the Way Example (XXXX), More info →

OS02.01 – Natural Play on the Way

<table>
<tr><td>02.06A Access</td><td colspan="4">Must not be enclosed by any formal barriers such as fencing or gates.</td></tr>
<tr><td rowspan="2">02.06B Location</td><td colspan="4">Suitable locations include along formal and leisure routes in Tier 2,3 and 4 Open Spaces that are outside any formal play provision. They can also be incorporated in social spaces on streets, in dry attenuation basins (see OS11) and Green Streets (see ST03).</td></tr>
<tr><td colspan="4">Local Areas for Play are distinct from Informal Play provision and must not be double counted.</td></tr>
<tr><td rowspan="6">02.06C Features</td><td colspan="4">Natural play on the way clusters must incorporate one or more of the following natural features.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Hopscotch stones</td><td>Stepping stones and boulders</td><td>Ground modelling (hills and mounds)</td><td>Barefoot trail (minimum 5 textures)</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Wooden sculptures with seating</td><td>Tree stump trail</td><td>Log piles</td><td>Log balancing beams</td></tr>
<tr><td></td><td></td><td></td><td></td></tr>
<tr><td>Boardwalk and timber crossings</td><td></td><td></td><td></td></tr>
</table>

OS02.02 – Social Spaces for Teenagers

<table>
<tr><td>02.01A Access</td><td colspan="4">Must not be enclosed by any formal barriers such as fencing or gates.</td></tr>
<tr><td rowspan="2">02.01B Location</td><td colspan="4">Suitable locations include along formal and leisure routes in Tier 2,3 and 4 Open Spaces that are outside any formal play provision. They can also be incorporated in civic squares and plazas - especially encouraged in public realm areas outside secondary schools.</td></tr>
<tr><td colspan="4">Social spaces for teenagers are mandatory in Tier 2 and 3 Open Spaces (see OS04, OS05) and will count towards informal play provision.</td></tr>
<tr><td rowspan="5">02.01C Features</td><td colspan="4">Social spaces for teenagers must incorporate one or more of the following features.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Multi-level seating and climbing unit</td><td>Social exercise space</td><td>Hanging and leaning bar installat-ion</td><td>Stage with informal seating</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td></td></tr>
<tr><td>Social swings and hammock area</td><td>Sculptured sheltered area with seating</td><td>Any other feature co-designed with focus group</td><td></td></tr>
</table>

Frizon Arstidernas Park, Umea, Sweden, Tyrens Architects with Kerstin Bergendal (2016), More info →

Gender inclusive skatepark example (XXXX), More info →

OS02.03 – Active Play

02.03A Access	MUGAs and Ball Courts must not have fencing on more then 50% of the perimeter. Where fencing is required, all fences must be below 1.2m and visually permeable. MUGAs and Ball Courts must have entrances on two or more sides.
	Pump tracks, skateparks, skate areas, bouldering walls and parkour elements must not be enclosed by fencing. If barriers are required, landscaping solutions must be incorporated.
02.03B Location	All elements of active play must be co-located with a sociable space for teenagers feature to encourage a gender-inclusive public realm.
02.03C Features	Pump tracks, skateparks and skate areas must provide progression routes that cater to beginner, intermediate and advanced levels to appeal to wide range of users.

TIER I OPEN SPACES

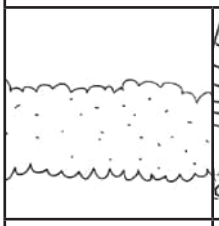
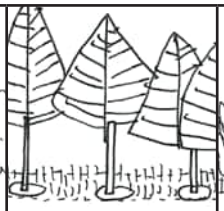
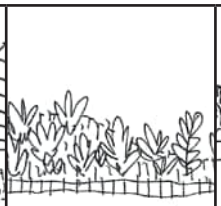
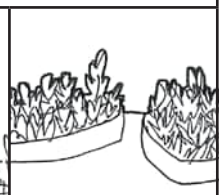
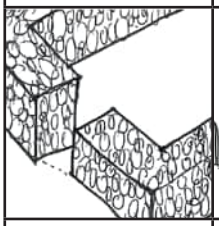
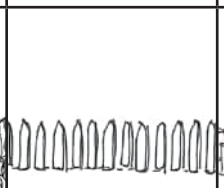
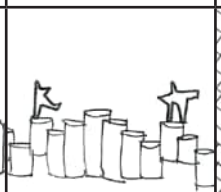
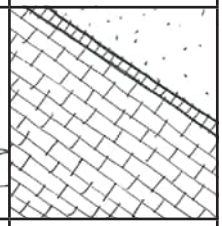
Tier 1 Open Spaces are small greens located close to homes, offering easy access to nature as part of daily life. They provide informal places for neighbours to meet, safe play opportunities for very young children, and simple spots for quiet rest. These spaces help create a welcoming, community-focused residential environment.

OS03.01– Key Parameters

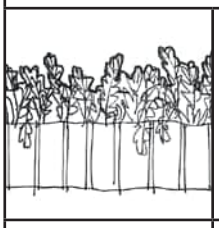
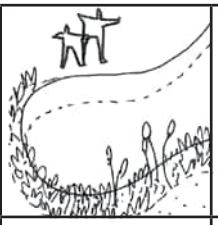
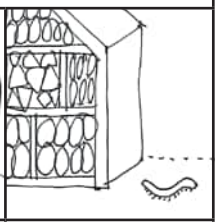
03.01A Distance	All homes must be within 100m of a Tier 1 Open Space.
03.01B Size	Must be between 0.03-0.5 hectares in size.
03.01C Critical Dimensions	Must not be less than 10m in width at any point for linear spaces.
03.01D Offset	No minimum offset.
03.01E Setting	Must not be defined by streets for more than 50% of their edges. Directly surrounding streets must not be classified as M3 or above (as per HCC PMPDG).
03.01F Community Co-design	Required if delivered as part of a wider engagement strategy on larger sites.
03.01G Public Art	Not required unless part of a wider strategy on larger sites.

North Herts Tier 1 Open Space Example (XXXX), More info →

OS03.02 – Access, Movement and Thresholds

<table>
<tr><td>03.01H Access</td><td colspan="4">Must be open for public use at all times of the day with no gates or lockable barriers.</td></tr>
<tr><td rowspan="4">03.01I Boundary Treatments</td><td colspan="4">Must be selected from one of the below options - combinations are permitted.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Hedge (maximum height 1.5m)</td><td>Row of trees</td><td>Planting</td><td>Planters</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Low brick or gabion wall (maximum height 1.5m)</td><td>Low timber posts</td><td>Sculptural play elements</td><td>Surface materiality change</td></tr>
<tr><td>03.01J Routes Through</td><td colspan="4">No coded requirements.</td></tr>
<tr><td>03.01K Accessibility</td><td colspan="4">All Tier 1 Open Spaces must be DDA compliant with parity of access to all parts of the Open Space and gradients no steeper than 1/20.</td></tr>
</table>

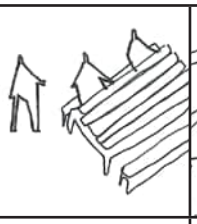
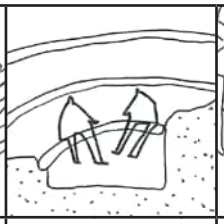
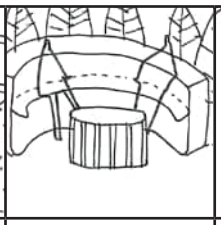
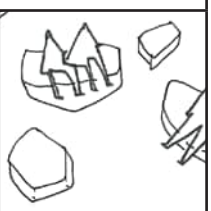
OS03.03 – Nature and Ecology

03.02A Canopy Cover	Must have a minimum canopy cover of 30% of the total area at maturity.			
03.02B Soft Landscaping	Must contribute to ecological enhancements and climate resilience.			
03.02C Priority Planting	No coded requirements.			
03.02D Ecological Features	Must include a minimum of one of the following ecological features.			
				
	Nectar rich planting	Permanent water body	Focal tree in Heavy Standard Size	Bug hotel
03.02E Productive Landscape	No coded requirements.			

OS03.04 – Use(s)

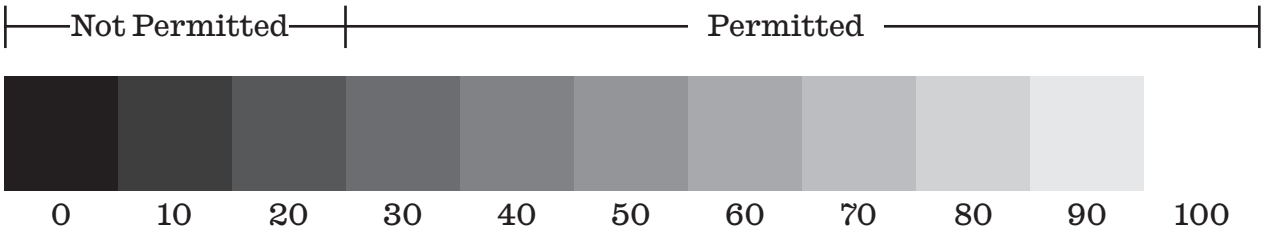
03.03A Play	Must incorporate a Local Area for Play (LAP).
03.03B Sport	Must not incorporate any formal sporting provision due to the proximity to homes.
03.03C Community and Social	Sociable seating is the main form of encouraging community interaction.

OS03.05 – Seating and Rest

<table>
<tr><td rowspan="3">03.05A Sociable Seating</td><td colspan="4">Must provide at least one of the following sociable seating types from the list below at 3 heights as per BS8300-1:2018. One seating area must be provided per 0.3Ha of Open Space.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Picnic bench(es)</td><td>Raked audience seating</td><td>Seating booth</td><td>Natural seating cluster</td></tr>
<tr><td>03.05B Rest Spots</td><td colspan="4">No coded requirements.</td></tr>
</table>

OS03.06 – Materiality

03.06A Surfacing	Hardstanding must not exceed 50% of the total area.
03.06B Materials	Hard surfacing must be selected from one or more of the following options; permeable block paving, cobblestones, large format pavers and resin-bound gravel.
	Softer surfacing materials must be used around play. Permitted materials include wet pour rubber, rubber mulch and wood chip.
03.06C Colour and Tone	All hard surfacing materials must have a Light Reflectance Value (LRV) of at least 35. Materials with an LRV below 35, including black, charcoal, graphite and similar dark tones will not be permitted.



Best practice linear Tier 1 Open Space Example (XXXX), More info →

OS03.07 – Facilities

03.07A Cycle Parking	May be accommodated near or in Tier 1 Open Spaces.
03.07B Vehicular Parking	May be co-located with parking (see PA02).
03.07C Waste Bins	Not required.
03.07D Public Toilets	Not required.
03.07E Drinking Fountains	Not required.
03.07F Medical Equipment	Not required.

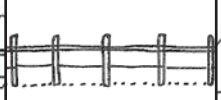
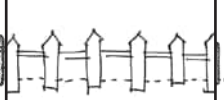
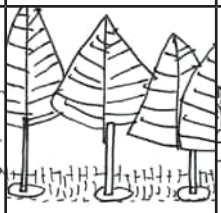
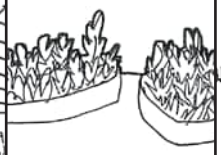
TIER 2 OPEN SPACES

Tier 2 Open Spaces are larger local greens that provide a convenient mix of nature, recreation and play within a short walk of homes. They support a variety of activities, from play to relaxed leisure and casual use of open grassed areas. These spaces also include features that create welcoming opportunities for older children.

OS04.01– Key Parameters

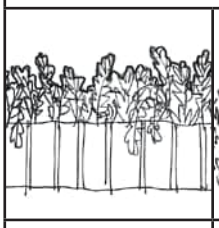
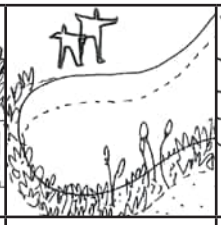
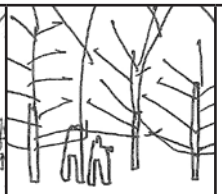
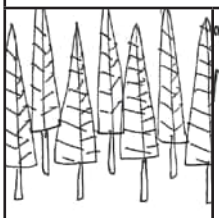
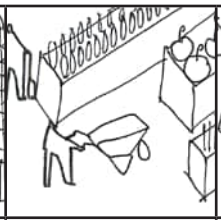
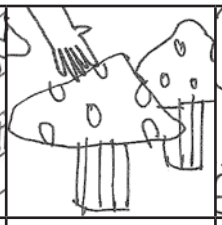
04.01A Distance	All homes must be within 400m of a Tier 2 Open Space.
04.01B Size	Must be between 0.5-2 hectares in size.
04.01C Critical Dimensions	No coded requirements.
04.01D Offset	No minimum offset.
04.01E Setting	Must not be defined by streets for more than 75% of their edges. Directly surrounding streets must not be classified as M3 or above (as per HCC PMPDG).
04.01F Community Co-design	Required if Tier 2 Open Space is the highest tier of open space required. A minimum of one focussed workshop as part of the design process required to involve the community.
04.01G Public Art	No coded requirements.

OS04.02 – Access, Movement and Thresholds

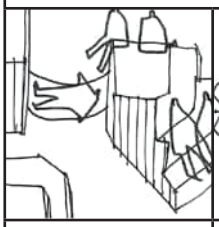
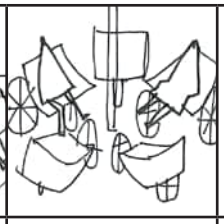
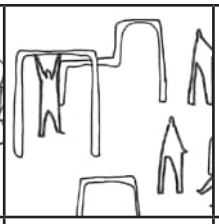
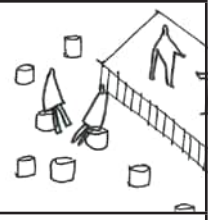
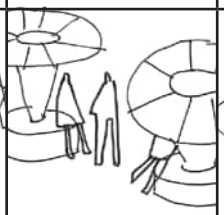
<table>
<tr><td rowspan="2">04.01H Access</td><td colspan="4">Must have a minimum of four entrance points which are well-signed and well-placed to align with connections beyond the Open Space boundary.</td></tr>
<tr><td colspan="4">All areas of the open space must be accessible to the public. Managed access via defined routes are not permitted to count towards the total area at this tier.</td></tr>
<tr><td rowspan="6">04.01I Boundary Treatments</td><td colspan="4">Must be selected from one of the below options (combinations are permitted). Formalised boundary treatments (shown on the top row) must be minimised and are only permitted when in close proximity to a road to prevent vehicle access. Natural boundary treatments (second row) must be prioritised.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Estate fencing with low hedge</td><td>Estate fencing</td><td>Timber knee rail</td><td>Timber posts</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Hedge (maximum 1.5m height)</td><td>Row of trees</td><td>Planters</td><td>Swale</td></tr>
<tr><td colspan="4"></td></tr>
<tr><td rowspan="2">04.01J Routes Through</td><td colspan="4">Must incorporate surfaced routes that are direct and align with entrance points to provide access to key destinations within the Open Space.</td></tr>
<tr><td colspan="4">Must incorporate a circular/peripheral leisure route (unsurfaced) to accommodate dog walkers and recreational users.</td></tr>
<tr><td>04.01K Accessibility</td><td colspan="4">Must be DDA compliant with parity of access to all parts of the Open Space and gradients no steeper than 1/20.</td></tr>
</table>

North Herts Tier 2 Open Space Example (XXXX), More info →

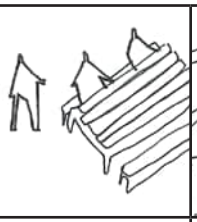
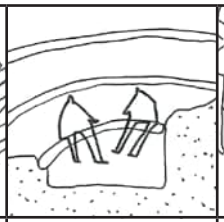
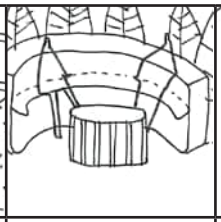
OS04.03 – Nature and Ecology

<table>
<tr><td>04.02A Canopy Cover</td><td colspan="4">Must have a minimum canopy cover of 30% of the total area at maturity.</td></tr>
<tr><td>04.02B Soft Landscaping</td><td colspan="4">Must contribute to ecological enhancements and climate resilience.</td></tr>
<tr><td>04.02C Priority Planting</td><td colspan="4">No coded requirements.</td></tr>
<tr><td rowspan="2">04.02D Ecological Features</td><td colspan="4">Must include a minimum of two of the following ecological features.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td></td></tr>
<tr><td></td><td>Nectar rich planting</td><td>Permanent water body</td><td>Cluster of 3 focal trees in Heavy Standard Size</td><td>Trail of 3 bug hotels</td></tr>
<tr><td rowspan="3">04.02E Productive Landscape</td><td colspan="4">Must include a minimum of one of the following productive landscape features.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td></td><td>Orchard</td><td>Commu-nity garden with composting</td><td>Foraging space</td><td>Edible trail (along route)</td></tr>
</table>

OS04.04 – Use(s)

<table>
<tr><td>04.04A Play</td><td colspan="4">Must incorporate a Local Equipped Area for Play (LEAP). May also incorporate LAPs and Informal Play.</td></tr>
<tr><td>04.04B Sport</td><td colspan="4">As per Tier 3 Open Space Sports Requirements.</td></tr>
<tr><td rowspan="6">1.1A Community and Social</td><td colspan="4">Must include a kickabout area (part-shaded on the periphery) for picnic and leisure use that is proportional to the size of the open space.</td></tr>
<tr><td colspan="4">Must include a minimum of one of the below features for teenagers and young adults. The features must be located along a key route, be independent of any formalised play for young children and be well-overlooked to discourage anti-social behaviour. Refer to Make Space for Girls ‘What does better look like?’ for further information.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Multi-level seating and climbing unit</td><td>Social exercise space</td><td>Hanging and leaning bar installat-ion</td><td>Stage with informal seating</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td></td></tr>
<tr><td>Social swings and hammock area</td><td>Sculptured sheltered area with seating</td><td>Any other feature co-designed with focus group</td><td></td></tr>
</table>

OS04.05 – Seating and Rest

<table>
<tr><td rowspan="3">04.05A Sociable Seating</td><td colspan="4">Must provide a minimum of two typologies of sociable seating selected from the list below. Quantum will be determined by Open Space size. In smaller Tier 2 Open Spaces (<1Ha), sociable seating requirements may be combined with requirements for teenagers and young adults.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Picnic bench(es)</td><td>Raked audience seating</td><td>Seating booth</td><td>Natural seating cluster</td></tr>
<tr><td>04.05B Rest Spots</td><td colspan="4">Must be provided every 50m along both formal and leisure routes. Rest spots may be single benches and need not be social.</td></tr>
</table>

OS04.06 – Materiality

04.06A Surfacing	No coded requirements.
04.06B Materials	Formalised paths must be surfaced in an unbounded resin material.
	Leisure paths may be surfaced with one the following options; mown path, self-binding gravel or crushed gravel.
04.06C Colour and Tone	As per Tier 1 Open Space requirements.

OS04.07 – Facilities

04.07A Cycle Parking	Must be provided at entrances and near destinations (such as play spaces and sporting facilities). Sheffield stands must a minimum of 1m apart.
04.07B Vehicular Parking	Parking provision must be carefully integrated into the design of the Open Space through tree planting, permeable surfacing and sensitive placement (ideally on the periphery near access streets). If more than 20 parking spaces are being provided, the parking area must be designed as a dual purpose space that can be used flexibly for community events (such as markets).
04.07C Waste Bins	Must be provided at entrances.
04.07D Public Toilets	If sports pavilions or buildings are being provided, then a publicly accessible toilet must be delivered as part of the provision.
04.07E Drinking Fountains	No coded requirements.
04.07F Medical Equipment	No coded requirements.

TIER 3 OPEN SPACES

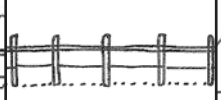
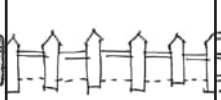
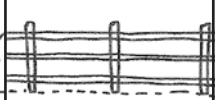
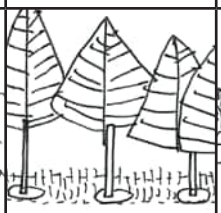
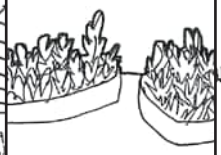
Tier 3 Open Spaces are large neighbourhood spaces that act as destinations, offering a broad mix of recreation, play and leisure for all ages. Designed to support community life, these spaces also accommodate events and gatherings through focal structures and supporting infrastructure. They are significant community assets that help shape neighbourhood identity.

OS05.01– Key Parameters

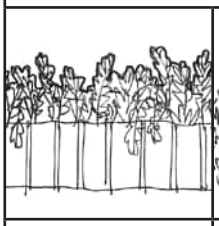
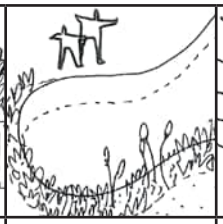
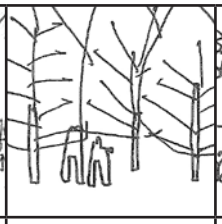
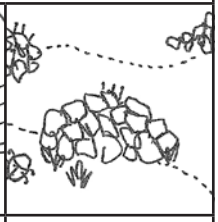
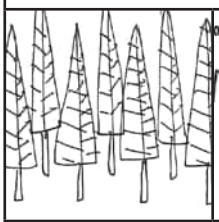
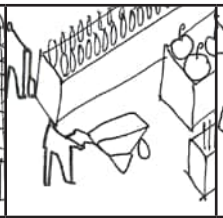
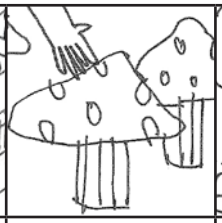
05.01A Distance	All homes must be within 1000m of a Tier 3 Open Space.
05.01B Size	Must be between 2-5 hectares in size.
05.01C Critical Dimensions	No coded requirements.
05.01D Offset	No minimum offset.
05.01E Setting	Must not be defined by streets for more than 75% of their edges.
05.01F Community Co-design	Community engagement with a range of age groups and users must be undertaken as part of the design process through focussed co-design workshops allowing the community to shape the character, design, function and users of the Open Space.
05.01G Public Art	Must incorporate a Public Art commission.

North Herts Tier 3 Open Space Example (XXXX), More info →

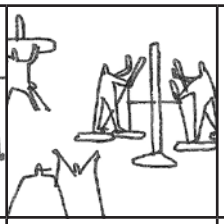
OS05.02 – Access, Movement and Thresholds

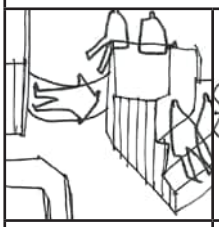
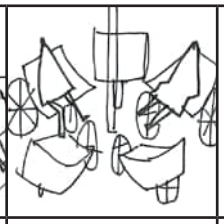
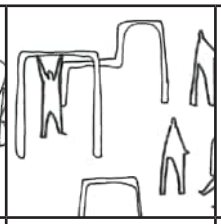
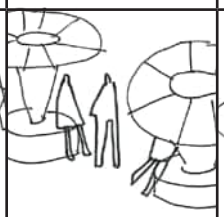
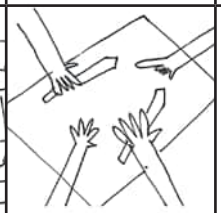
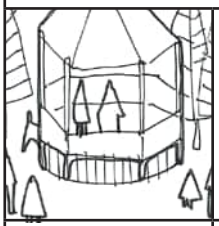
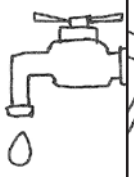
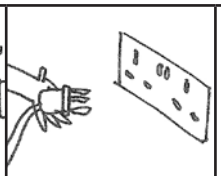
<table>
<tr><td>05.01H Access</td><td colspan="4">Must have a minimum of four entrance points which are well-signed and well-placed to align with connections beyond the Open Space boundary.</td></tr>
<tr><td></td><td colspan="4">All areas of the open space must be accessible to the public. Managed access via defined routes are not permitted to count towards the total area at this tier.</td></tr>
<tr><td>05.01I Boundary Treatments</td><td colspan="4">Must be selected from one of the below options (combinations are permitted). Formalised boundary treatments (shown on the top row) must be minimised and are only permitted when in close proximity to a road to prevent vehicle access. Natural boundary treatments (second row) must be prioritised.</td></tr>
<tr><td></td><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td></td><td>Estate fencing with low hedge</td><td>Estate fencing</td><td>Timber knee rail</td><td>Post and rail fencing</td></tr>
<tr><td></td><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td></td><td>Hedge (maximum 1.5m height)</td><td>Row of trees</td><td>Planters</td><td>Swale</td></tr>
<tr><td>05.01J Routes Through</td><td colspan="4">Must incorporate surfaced routes that are direct and align with entrance points to provide access to key destinations within the Open Space.</td></tr>
<tr><td></td><td colspan="4">Must incorporate a circular/peripheral leisure route (unsurfaced) to accommodate dog walkers and recreational users.</td></tr>
<tr><td>05.01K Accessibility</td><td colspan="4">Must be DDA compliant with parity of access to all parts of the Open Space and gradients no steeper than 1/20.</td></tr>
</table>

OS05.03 – Nature and Ecology

<table>
<tr><td>05.02A Canopy Cover</td><td colspan="4">Must have a minimum canopy cover of 20% of the total area at maturity.</td></tr>
<tr><td>05.02B Soft Landscaping</td><td colspan="4">Must contribute to ecological enhancements and climate resilience.</td></tr>
<tr><td>05.02C Priority Planting</td><td colspan="4">Must have a minimum of 5% of the total area dedicated to meadow planting.</td></tr>
<tr><td rowspan="2">05.02D Ecological Features</td><td colspan="4">Must include a minimum of three of the following ecological features.</td></tr>
<tr><td> 
Nectar rich planting</td><td> 
Permanent water body</td><td> 
Cluster of 3 focal trees in Heavy Standard Size</td><td> 
Hiberna-cula trail (minimum 5 features)</td></tr>
<tr><td rowspan="2">05.02E Productive Landscape</td><td colspan="4">Must include a minimum of one of the following productive landscape features.</td></tr>
<tr><td> 
Orchard</td><td> 
Commu-nity garden with composting</td><td> 
Foraging space</td><td> 
Edible trail (along route)</td></tr>
</table>

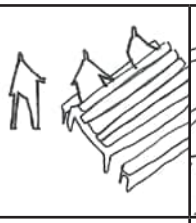
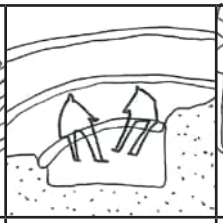
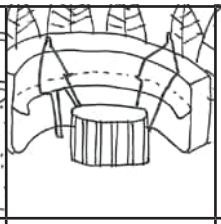
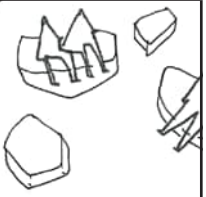
OS05.04 – Use(s)

<table>
<tr><td>05.04A Play</td><td colspan="4">Must incorporate a Neighbourhood Equipped Area for Play (NEAP). May also incorporate LAPs, LEAPs and Informal Play.</td></tr>
<tr><td rowspan="8">05.04B Sport</td><td colspan="4">Provision to be determined through community engagement, the North Herts Playing Pitch Strategy and consultation with Sport England.</td></tr>
<tr><td colspan="4">Sports facilities must be placed along key routes and co-located with other uses to create clear destinations and focal points within the Open Space.</td></tr>
<tr><td colspan="4">Sports facilities must minimise light and noise pollution to homes and sensitive ecological assets through careful placement and sensitive design.</td></tr>
<tr><td colspan="4">Sports buildings must maximise active frontages with a clear back that accommodates servicing and plant if required. Entrances to buildings must be open and welcoming in a design whilst incorporating an external canopy.</td></tr>
<tr><td colspan="4">Fencing around formalised sport must be minimised and rationalised - double fencing with narrow strips of leftover land in between will not be permitted.</td></tr>
<tr><td colspan="4">All Tier 3 Open Spaces must incorporate one of the following fitness features to facilitate informal exercise and active lifestyles.</td></tr>
<tr><td>  </td><td>  </td><td></td><td></td></tr>
<tr><td>Trim trail with distance markers (minimum 5 stations)</td><td>Outdoor gym area (minimum 6 pieces of equipment)</td><td></td><td></td></tr>
</table>

<table>
<tr><td rowspan="6">05.04C Community and Social</td><td colspan="4">Must include a minimum of two of the below features for teenagers and young adults. The features must be located along a key route, be independent of any formalised play for young children and be well-overlooked to discourage anti-social behaviour. Refer to Make Space for Girls ‘What does better look like?’ for further information.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Multi-level seating and climbing unit</td><td>Social exercise space</td><td>Hanging and leaning bar installat-ion</td><td>Stage with informal seating</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td></td></tr>
<tr><td>Social swings and hammock area</td><td>Sculptured sheltered area with seating</td><td>Any other feature co-designed with focus group</td><td></td></tr>
<tr><td colspan="4">Must facilitate community events and large gatherings by providing all of the following components.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td></td></tr>
<tr><td>A sheltered focal feature (eg. a bandstand)</td><td>Water supply</td><td>Electricity supply</td><td></td></tr>
</table>

North Herts Tier 3 Open Space Example (XXXX), More info →

OS05.05 – Seating and Rest

05.05A Sociable Seating	Must provide a minimum of two typologies of sociable seating selected from the list below. Quantum will be determined by Open Space size.			
				
	Picnic bench(es)	Raked audience seating	Seating booth	Natural seating cluster
05.05B Rest Spots	As per Tier 2 Open Space requirements.			

OS05.06 – Materiality

05.06A Surfacing	No coded requirements.
05.06B Materials	As per Tier 2 Open Space requirements.
05.06C Colour and Tone	As per Tier 1 Open Space requirements.

OS05.07 – Facilities

05.07A Cycle Parking	As per Tier 2 Open Space requirements.
05.07B Vehicular Parking	As per Tier 2 Open Space requirements.
05.07C Waste Bins	As per Tier 2 Open Space requirements.
05.07D Public Toilets	Must provide a publicly accessible toilet as a standalone facility or as part of another building.
05.07E Drinking Fountains	Must provided a minimum of 2no. drinking fountains to support use in hot weather.
05.07F Medical Equipment	Must provide access to a defibrillation case in case of medical emergencies.

TIER 4 OPEN SPACES

Tier 4 Open Spaces are strategic open spaces that serve whole communities, often delivered across large developments and in partnership with multiple landowners. As key destinations within North Herts, they play a vital role in defining the character and identity of the district, providing inclusive, long-term assets for residents and visitors alike.

Their design and character will vary greatly depending on the context and setting with some more focussed on wild and natural landscapes and others with a stronger sport and leisure focus. As such, code requirements have been kept to a minimum on the expectation that designs for these strategic open spaces will be developed collaboratively with the LPA and local community.

North Herts Tier 4 Open Space Example (XXXX), More info →

OS06.01 – Key Parameters

06.07A Distance	All homes must be within 1200m of a Tier 4 Open Space.
06.07B Size	Must be between 5-10 hectares in size.
06.07C Community Co-design	Community engagement with a range of age groups and users must be undertaken as part of the design process through focussed co-design workshops allowing the community to shape the character, design, function and users of the Open Space.
06.07D Public Art	Must incorporate at least one Public Art commission.
06.07E Accessibility	Must be DDA compliant with parity of access to all parts of the open space and gradients no steeper than 1/20. All areas of the open space must be accessible to the public. Ecologically sensitive areas such as woodlands are permitted to count towards the total area at this tier provided they allow for managed access via a network of defined routes, allowing users to experience the landscape.
06.07F Strategic Function	Must function as key nodes in the wider Green Infrastructure network, connecting to Public Rights of Way, active travel routes and ecological corridors.
06.07G Informal Play	Must incorporate an element of Informal Play that is appropriate to the context and informed by community co-design.
06.07H Sport	Same as Tier 3 Open Space requirements.
06.07I Facilities	Same as Tier 3 Open Space requirements.

Open Space Co-Design Example, Ebbsfleet (XXXX), More info →

LOCAL AREAS FOR PLAY

Local Areas for Play (LAPs) are small, close-to-home spaces for the youngest children, providing safe, engaging environments with natural and sensory elements. Located within Tier 1 Open Spaces, they support early exploration and everyday outdoor play within sight of home. LAPs are integral features within the public realm, helping to link nearby homes with larger play destinations.

OS07.01 – Key Parameters

07.01A Distance	All homes must be within 100m of a Local Area for Play (LAP)
07.01B Size	Refer to Tier 1 Open Space requirements (OS03).
07.01C Location	LAPs must be incorporated into all Tier 1 Open Spaces.
07.01D Typology	On developments where more than 1no. LAP is being delivered, LAPs must demonstrate sufficient variation from eachother to create a diversity of experiences.
07.01E Offset	No minimum offset from nearby dwellings.
07.01F Setting	The entirety of the Tier 1 Open Space must be designed and designated for play. A gated LAP within a Tier 1 Open Space will not be permitted.

LAP Example (XXXX), More info →

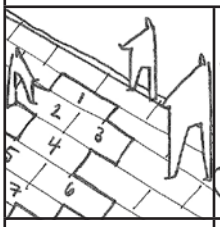
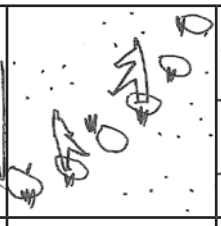
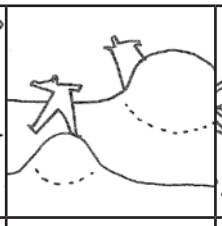
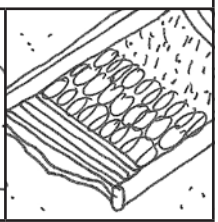
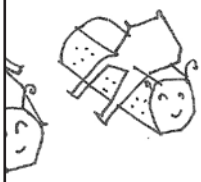
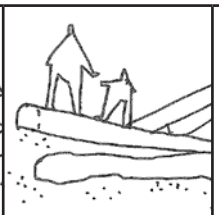
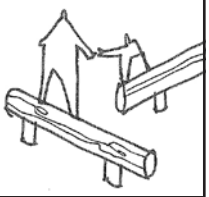
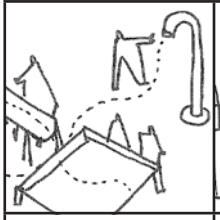
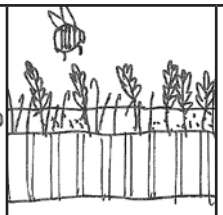
OS07.02 – Access, Movement and Thresholds

07.01G Access	Refer to Tier 1 Open Space requirements (OS03).
07.01H Boundary Treatment	Refer to Tier 1 Open Space requirements (OS03).

OS07.03 – Nature and Ecology

07.02A Quantum of Trees	Refer to Tier 1 Open Space requirements (OS03).
07.02B Focal Trees	Refer to Tier 1 Open Space requirements (OS03).
07.02C Sensory Planting	Refer to Sensory Experiences requirements.

OS07.04 – Play Experiences

<table>
<tr><td rowspan="5">07.03A Physical Experiences</td><td colspan="4">Must incorporate one floor-based feature as a minimum from the options below to allow children to identify the space as their own.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Hopscotch stones</td><td>Stepping stones and boulders (min 7)</td><td>Ground modelling (mounds and hills)</td><td>Barefoot Trail (min 5 textures)</td></tr>
<tr><td colspan="4">Must incorporate one of the below natural play elements to encourage low level climbing and balancing.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Wooden seating sculptures (min 3)</td><td>Tree stump trail (min 5m length)</td><td>Log pile (min 3)</td><td>Log balancing beam (two levels)</td></tr>
<tr><td rowspan="3">07.03B Sensory Experiences</td><td colspan="4">Must include at least one multi-sensory play feature from the list below.</td></tr>
<tr><td>  </td><td>  </td><td></td><td></td></tr>
<tr><td>Water play (fountain, jet, trickle trail, tap)</td><td>Sensory planting (see OS11)</td><td></td><td></td></tr>
<tr><td>07.03C Social and Creative Experiences</td><td colspan="4">All features in LAPs must be open-ended and ambiguous encouraging creative and imaginative play alongside physical and sensory experiences.</td></tr>
<tr><td>07.03D Play Equipment</td><td colspan="4">All features must be natural, low maintenance and durable - requiring inspection only once a year.</td></tr>
</table>

OS07.05 – Seating and Rest

07.04A Sociable Seating	Refer to Tier 1 Open Space requirements (OS03).

OS07.06 – Materiality

07.05A Soft Landscaping	Refer to Tier 1 Open Space requirements (OS03).
07.05B Surfacing	Refer to Tier 1 Open Space requirements (OS03).
07.05C Colour and Tone	Refer to Tier 1 Open Space requirements (OS03).

OS07.07 – Facilities

07.06A Cycle Parking	Refer to Tier 1 Open Space requirements (OS03).
07.06B Waste Bins	Refer to Tier 1 Open Space requirements (OS03).

LOCAL EQUIPPED AREAS FOR PLAY

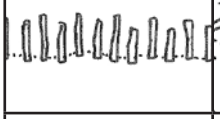
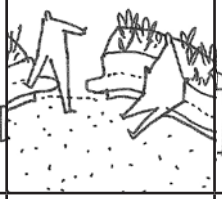
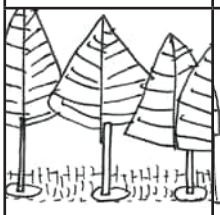
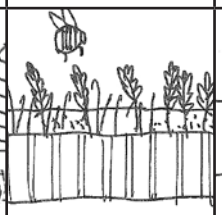
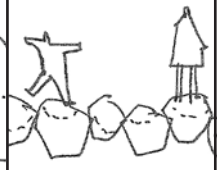
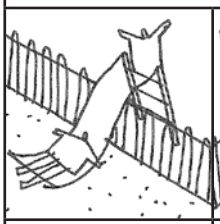
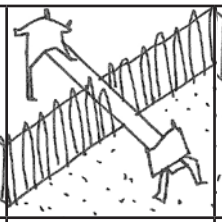
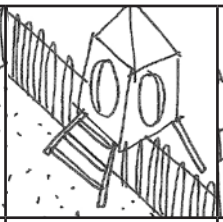
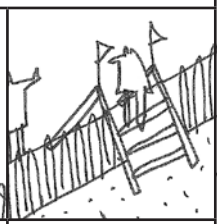
Locally Equipped Areas for Play (LEAPs) are defined play spaces for young children, offering a clear and safe destination with age-appropriate equipment and places to sit and rest. They form an important mid-level play facility that encourages longer visits and varied types of exploration and sensory experiences.

OS07.08 – Key Parameters

07.08A Distance	All homes must be within 400m of a Local Equipped Area for Play (LEAP)
07.08B Size	Must have a minimum area of 400sqm.
07.08C Location	Must be incorporated into all Tier 2 Open Spaces. They may also be incorporated into other tiers.
07.08D Typology	May be configured as dispersed or nucleated spaces. Dispersed play spaces are arranged around clusters of experiences that are integrated within the host Open Space. Nucleated play spaces incorporate all the equipment into a single cluster that is distinctive to the host Open Space.
07.08E Offset	Must not be closer than 10m to the nearest habitable room facade of surrounding dwellings.
07.08F Setting	Must be positioned along a formal route or near main entrances for passive surveillance.

LEAP Example (XXXX), More info →

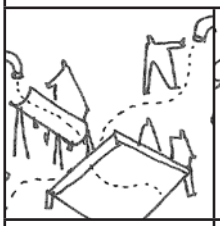
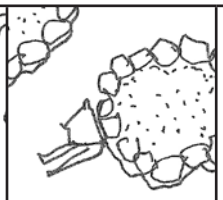
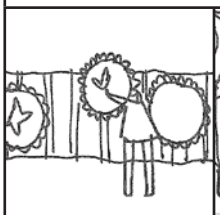
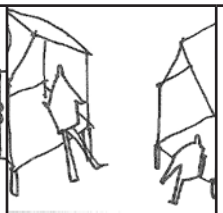
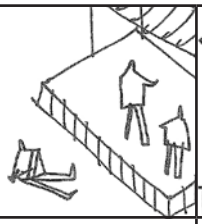
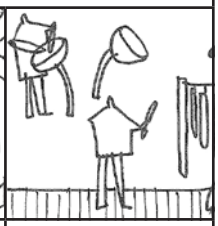
OS08.01 – Access, Movement and Thresholds

<table>
<tr><td>08.08A Access</td><td colspan="4">Nucleated LEAPs must incorporate a minimum of 2no. entrances.</td></tr>
<tr><td rowspan="11">08.08B Boundary Treatment</td><td colspan="4">No boundary treatments required for dispersed typologies.</td></tr>
<tr><td colspan="4">Nucleated typologies must select boundary treatments from the below options. Fenced boundaries and barriers (first row) must be minimised in favour of natural edges (second row).</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td></td></tr>
<tr><td>Timber posts and stumps</td><td>Raised planters with seating</td><td>Bowtop fencing</td><td></td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Trees</td><td>Sensory planting</td><td>Ground modelling</td><td>Low playable boulders</td></tr>
<tr><td colspan="4">If bowtop fencing is used, a minimum 1m strip of sensory planting must be incorporated on both sides of the fence to soften the boundary.</td></tr>
<tr><td colspan="4">If bowtop fencing is used, a minimum of one of the below play features must be incorporated to encourage creativity and inventiveness.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Slide</td><td>See-saw</td><td>Elevated play house</td><td>Climbing feature</td></tr>
</table>

OS08.02 – Nature and Ecology

08.01A Quantum of Trees	One tree per piece of equipment must be incorporated to provide shading for users.
08.01B Focal Trees	Must incorporate at least one Focal Tree in a Heavy Standard Size (see OS10 for suitable species).
08.01C Sensory Planting	Must include an area of sensory planting.

OS08.03 – Play Experiences

<table>
<tr><td>08.02A Physical Experiences</td><td colspan="4">Must incorporate a minimum of 8 pieces of equipment that conform to EN1176. Equipment must facilitate each of the following physical experiences; balancing, rocking, climbing, agility, sliding, rotating, swinging, jumping and crawling.</td></tr>
<tr><td rowspan="2">08.02B Sensory Experiences</td><td colspan="4">Must include at least one multi-sensory play feature from the list below.</td></tr>
<tr><td>  </td><td>  </td><td></td><td></td></tr>
<tr><td></td><td>Water play (fountain, jet, trickle trail, tap)</td><td>Sand play (pit, table, box)</td><td></td><td></td></tr>
<tr><td rowspan="2">08.02C Social and Creative Experiences</td><td colspan="4">Must include at least one creative play experience from the list below.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td></td><td>Chalk-board</td><td>Play house or shelter</td><td>Stage, plinth or bandstand</td><td>Cluster of instru-ments (shakers, xylophone, wind-chimes)</td></tr>
<tr><td>08.02D Play Equipment</td><td colspan="4">All features must maximise natural materials with excessive plastic equipment not permitted. Colourways within the play area must be co-ordinated to ensure a holistic identity within the space.</td></tr>
</table>

OS08.04 – Seating and Rest

08.03A Sociable Seating	TBC
08.03B Benches	TBC

OS08.05 – Materiality

<table>
<tr><td>08.04A Soft Landscaping</td><td colspan="4">In nucleated typologies, a minimum of 30% of the total area must be soft landscaping.</td></tr>
<tr><td rowspan="4">08.04B Surfacing</td><td colspan="4">Must contain a mixture of materials from the options below. Impact absorbing materials that comply with EN1177 (top row) must be used around play equipment and features with a risk of falling.</td></tr>
<tr><td>Wet pour rubber (tiles not permitted)</td><td>Rubber mulch</td><td>Wood chip</td><td></td></tr>
<tr><td>Resin bound gravel</td><td>Grass (with/ without planting)</td><td></td><td></td></tr>
<tr><td colspan="4">In nucleated typologies, a uniform material across the whole space is not permitted. One material can make up a maximum of 50% of the total area.</td></tr>
<tr><td>08.04C Colour and Tone</td><td colspan="4">All surfacing materials must have an LRV of at least 35.</td></tr>
</table>

OS08.06 – Facilities

08.05A Cycle Parking	TBC
08.05B Waste Bins	1no. waste bin must be provided.

NEIGHBOURHOOD EQUIPPED AREAS FOR PLAY

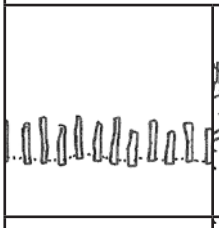
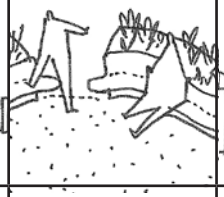
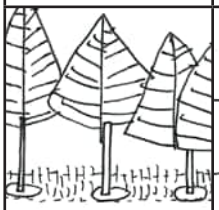
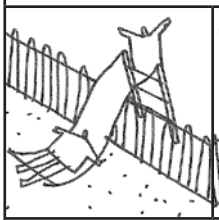
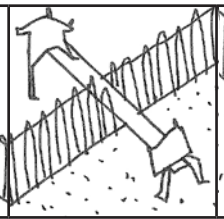
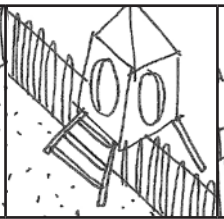
Neighbourhood Equipped Areas for Play (NEAPs) are larger, destination play spaces that serve a wider area and cater for a broad age range. They combine equipped play for younger children with more challenging features for older children and teenagers, supported by surrounding informal play opportunities. NEAPs act as key recreational anchors within neighbourhoods, offering space for extended visits, active play and social gathering.

OS09.01 – Key Parameters

09.01A Distance	All homes must be within 1000m of a Neighbourhood Equipped Area for Play (NEAP)
09.01B Size	Must have a minimum area of 1000sqm, incorporating a hard surface area of at least 465sqm for games and informal sport.
09.01C Location	Must be incorporated into all Tier 3 Open Spaces. They may also be incorporated into other tiers.
09.01D Typology	Must be configured as nucleated play spaces forming a key destination within the host Open Space.
09.01E Offset	Must not be closer than 30m to the nearest habitable room facade of surrounding dwellings.
09.01F Setting	Must be positioned along a formal route or near main entrances for passive surveillance.

NEAP Example (XXXX), More info →

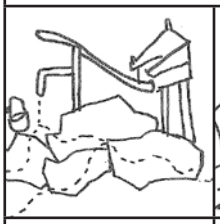
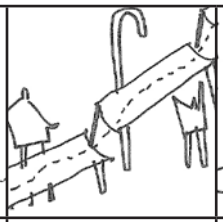
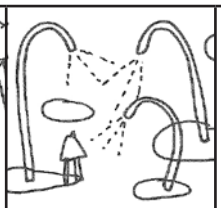
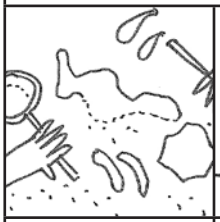
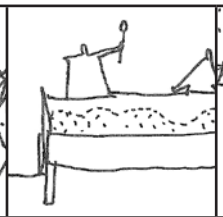
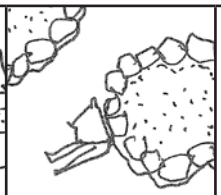
OS09.02 – Access, Movement and Thresholds

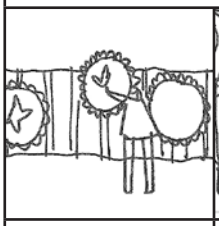
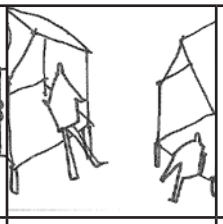
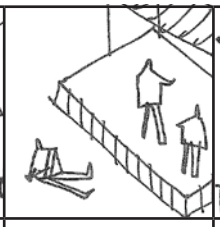
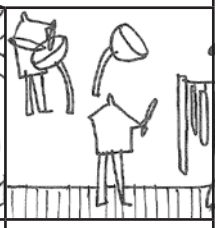
<table>
<tr><td>09.01G Access</td><td colspan="4">Must incorporate a minimum of 2no. entrances.</td></tr>
<tr><td rowspan="8"></td><td colspan="4">Must be a combination of at least two types of boundary treatments from the below options. Fenced boundaries and barriers (first row) must be minimised in favour of natural edges (second row).</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td></td></tr>
<tr><td>Timber posts and stumps</td><td>Raised planters with seating</td><td>Bowtop fencing</td><td></td></tr>
<tr><td>  </td><td>  </td><td></td><td></td></tr>
<tr><td>Trees</td><td>Ground modelling</td><td>Sculptural play elements</td><td>Amphith-eatre style seating</td></tr>
<tr><td colspan="4">If bowtop fencing is used, a minimum 1m strip of sensory planting must be incorporated on both sides of the fence to soften the boundary.</td></tr>
<tr><td colspan="4">If bowtop fencing is used, a minimum of one of the below play features must be incorporated to encourage creativity and inventiveness.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
<tr><td>Slide</td><td>See-saw</td><td>Elevated play house</td><td>Climbing feature</td></tr>
</table>

OS09.03 – Nature and Ecology

09.02A Quantum of Trees	One tree per piece of equipment must be incorporated to provide shading for users.
09.02B Focal Trees	Must incorporate at least three Focal Trees in a Heavy Standard Size (see OS10 for suitable species).
09.02C Sensory Planting	Must include an area of sensory planting.

OS09.04 – Play Experiences

<table>
<tr><td>09.03A Physical Experiences</td><td colspan="4">Must incorporate a minimum of 9 pieces of equipment comprising; at least 4 items to facilitate rocking, sliding, swinging or moderate climbing among younger children and at least 5 items to encourage more adventurous climbing, single point swinging, balancing, rotating or gliding. At least 3 of the items should be individual play items rather than part of a combination multi-play unit.</td></tr>
<tr><td rowspan="5">09.03B Sensory Experiences</td><td colspan="4">Must include at least one element of water play selected from the options below.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td></td></tr>
<tr><td>Tap with natural trickle trail</td><td>Tap with trough (minimum two levels)</td><td>Splash jets and fountains</td><td></td></tr>
<tr><td colspan="4">Must include an element of sand play selected from the options below.</td></tr>
<tr><td>  </td><td>  </td><td>  </td><td></td></tr>
<tr><td>Fossil discovery</td><td>Raised sand box</td><td>Ground level sand pit</td><td></td></tr>
</table>

<table>
<tr><td rowspan="2">09.03C Social and Creative Experiences</td><td colspan="4">Must include at least one creative play experience from the list below.</td></tr>
<tr><td> 
Chalk-board</td><td> 
Play house or shelter</td><td> 
Stage, plinth or bandstand</td><td> 
Cluster of instru-ments (shakers, xylophone, wind-chimes)</td></tr>
<tr><td>09.03D Play Equipment</td><td colspan="4">All features must maximise natural materials with excessive plastic equipment not permitted. Colourways within the play area must be co-ordinated to ensure a holistic identity within the space.</td></tr>
</table>

OS09.05 – Seating and Rest

09.04A Sociable Seating	TBC
09.04B Benches	TBC

OS09.06 – Materiality

<table>
<tr><td>09.05A Soft Landscaping</td><td colspan="4">A minimum of 30% of the total area must be soft landscaping. These areas must be interspersed among play equipment and used to subtly demarcate zones for age appropriateness.</td></tr>
<tr><td rowspan="4">09.05B Surfacing</td><td colspan="4">Must contain a mixture of materials from the options below. Impact absorbing materials that comply with EN1177 (top row) must be used around play equipments and features with a risk of falling.</td></tr>
<tr><td>Wet pour rubber (tiles not permitted)</td><td>Rubber mulch</td><td>Wood chip</td><td></td></tr>
<tr><td>Resin bound gravel</td><td>Grass (with/ without planting)</td><td></td><td></td></tr>
<tr><td colspan="4">In nucleated typologies, a uniform material across the whole space is not permitted. One material can make up a maximum of 50% of the total area.</td></tr>
<tr><td>09.05C Colour and Tone</td><td colspan="4">All surfacing materials must have an LRV of at least 35.</td></tr>
</table>

OS09.07 – Facilities

09.06A Cycle Parking	TBC
09.06B Waste Bins	2no. waste bins must be provided.

NEAP Example (XXXX), More info →

PLANTING PALETTE

OS10.01 – Pest Resilience

To reduce the risk of catastrophic tree loss due to pests, developments must not plant more than 10% of any one species, 20% of any one genus or 30% of any one family.

OS10.02 – Local Nature Recovery Strategy

Planting strategies must be informed by the Local Nature Recovery Strategy with particular reference to focus areas and priorities.

OS 10.04 – Permitted Species

Planting species must be selected from the following tables. Alternative species to those listed will be permitted provided the applicant can justify their use and appropriateness for the proposed context.
Tags are indicative rather than definitive and final suitability will be context specific.

Species are organised into 5 categories; bulbs, herbaceous perennials, medium canopy trees, large canopy trees and shrubs.

Bulbs

Species	Formal and urban spaces	Natural and informal spaces	Good in the sun	Good in the shade	Good in wet conditions	Suitable for streets	Complimentary to woodlands	Drought resistant	Productive	Good for wildlife
Onion Allium spp.	x		x			x		x		x
Daffodil Narcissus	x		x			x		x		
Snow crocus Crocus tommasinianus	x		x		x		x	x		x
Bluebell Hyacinthoides non-scripta	x			x			x			x
Snake's-head fritillary Fritillaria meleagris	x		x	x	x		x			x
Ramsons (wild garlic) Allium ursinum		x		x			x		x	x
Native daffodil Narcissus pseudonarcissus		x	x	x			x	x		x
Wild hyacinth Camassia leichtlinii		x	x		x		x			x
Bearded iris Iris germanica		x	x					x		x
Drooping star of Bethleham Ornithogalum nutans		x		x			x			x
Snowdrop Galanthus nivalis	x	x	x	x	x		x			x

Herbaceous Perennials

Species	Formal and urban spaces	Natural and informal spaces	Good in the sun	Good in the shade	Good in wet conditions	Suitable for streets	Complimentary to woodlands	Drought resistant	Productive	Good for wildlife
English lavendar Lavandula angustifolia			x					x		x
Wild sage Salvia nemorosa			x					x		x
Garden sage Salvia officinalis			x					x	x	x
Catmint Nepeta x faassenii			x			x		x		x
Yarrow Achillea millefolium			x			x		x	x	x
Sedum Hylotelephium spp.			x			x		x		x
Coneflower Echinacea purpurea			x			x		x	x	x
Purpletop vervain Verbena bonariensis			x		x	x		x		x
Cupid's dart Catananche caerulea			x					x		x
Marjoram (ornamental) Origanum			x					x		x
Wild marjoram Origanum vulgare			x			x		x	x	x

Species	Formal and urban spaces	Natural and informal spaces	Good in the sun	Good in the shade	Good in wet conditions	Suitable for streets	Complimentary to woodlands	Drought resistant	Productive	Good for wildlife
Feather grass Stipa tenuissima			x					x		
Golden oats Stipa gigantea			x					x		x
Sea holly Eryngium sp.			x					x		x

Medium Canopy Trees

Species	Formal and urban spaces	Natural and informal spaces	Good in the sun	Good in the shade	Good in wet conditions	Suitable for streets	Complimentary to woodlands	Drought resistant	Focal tree	Productive	Good for wildlife	Good for providing shade
Ornamental pear Pyrus calleryana (selected cultivars)	x		x		x	x		x				x
Juneberry Amelanchier lamarckii	x		x		x		x		x	x	x	x
Cherry plum Prunus cerasifera	x		x		x	x			x	x	x	x
New Horizon Ulmus	x	x	x			x	x				x	x
Whitebeam Sorbus aria	x	x	x			x		x		x	x	x
Conference pear Pyrus communis	x	x	x				x	x	x	x	x	x
Common hawthorn Crataegus monogyna	x	x	x	x		x	x	x			x	
Crab apple Malus sylvestris	x	x	x			x	x		x	x	x	x
Field maple Acer campestre	x	x	x	x	x	x	x	x	x		x	x

Species	Formal and urban spaces	Natural and informal spaces	Good in the sun	Good in the shade	Good in wet conditions	Suitable for streets	Complimentary to woodlands	Drought resistant	Focal tree	Productive	Good for wildlife	Good for providing shade
Rowan Sorbus aucuparia	x	x	x				x		x		x	x
Hazel Corylus avellana	x	x	x	x	x		x	x		x	x	
Hitchin pippin Malus domestica	x	x	x					x	x	x	x	x
Young's pinello Malus domestica	x	x	x					x	x	x	x	x
Redcoat grieve Malus domestica	x	x	x					x	x	x	x	x
Crimson newton wonder Malus domestica	x	x	x					x	x	x	x	x

Large Canopy Trees

Species	Formal and urban spaces	Natural and informal spaces	Good in the sun	Good in the shade	Good in wet conditions	Suitable for streets	Complimentary to woodlands	Drought resistant	Focal tree	Productive	Good for wildlife	Good for providing shade
Holly oak Quercus ilex	x		x			x	x	x			x	x
Downy oak Quercus pubescens	x	x	x			x	x	x	x		x	x
Pedunculate oak Quercus robur	x	x	x		x		x	x	x		x	x
Field maple Acer campestre	x	x	x			x	x	x	x		x	x
Norway maple Acer platanoides	x	x	x		x	x		x	x		x	x
Hornbeam Carpinus betulus	x	x	x		x	x	x	x	x		x	x
Silver lime Tilia tomentosa	x	x	x		x	x		x	x		x	x
Common lime Tilia x europaea	x	x	x		x	x			x		x	x

Shrubs

Species	Formal and urban spaces	Natural and informal spaces	Good in the sun	Good in the shade	Good in wet conditions	Suitable for streets	Complimentary to woodlands	Drought resistant	Productive	Good for wildlife	Good for providing shade
Rock rose Cistus spp.			x			x		x		x	
Californian lilac Ceanothus (compact varieties)			x					x		x	
Rosemary Rosmarinus officinalis			x					x	x	x	
Smoke tree Cotinus coggygria			x					x		x	x
Sea buckthorn Hippophae rhamnoides			x					x	x	x	
Japanese spirea Spiraea japonica			x			x		x		x	
Jerusalem sage Phlomis fruticosa			x					x		x	
Wayfaring tree Viburnum lantana			x			x	x	x		x	
Holly olive Osmanthus sp			x	x				x		x	

MULTI-FUNCTIONAL ATTENUATION BASINS

OS11.01 – Capacity

The area and capacity of attenuation basins must be minimised through prioritising source control features upstream.

OS11.02 – National Guidance

Attenuation basins must be designed in accordance with the National Standards for Sustainable Urban Drainage.

OS11.03 – Technical Design

Inlet and outlet features must be natural in their design to maintain the character of the open space. Designers must prioritise ways of avoiding the construction of headwalls. For example, by running a perforated pipe and french drain beneath attenuation basins and allowing water to surcharge from the pipe into the basin above as water backs up behind the flow control.

If this is not possible and headwalls are required, they must be designed to be as small as possible and integrated into the landscape design.

OS11.04 – Multi-functionality

Attenuation basins must be multi-functional and maximise amenity for local residents and nature. Basins designed to be dry for the majority of the time must incorporate informal play as a secondary use and accord with the requirements set out in OS11.05. Basins designed to permanently hold water, must provide ecological benefits and visual amenity for residents, in accordance with the requirements set out in OS11.06.

The following codes for wet and dry basins have been organised around requirements for human use, natural features, edge gradients and boundary treatments.

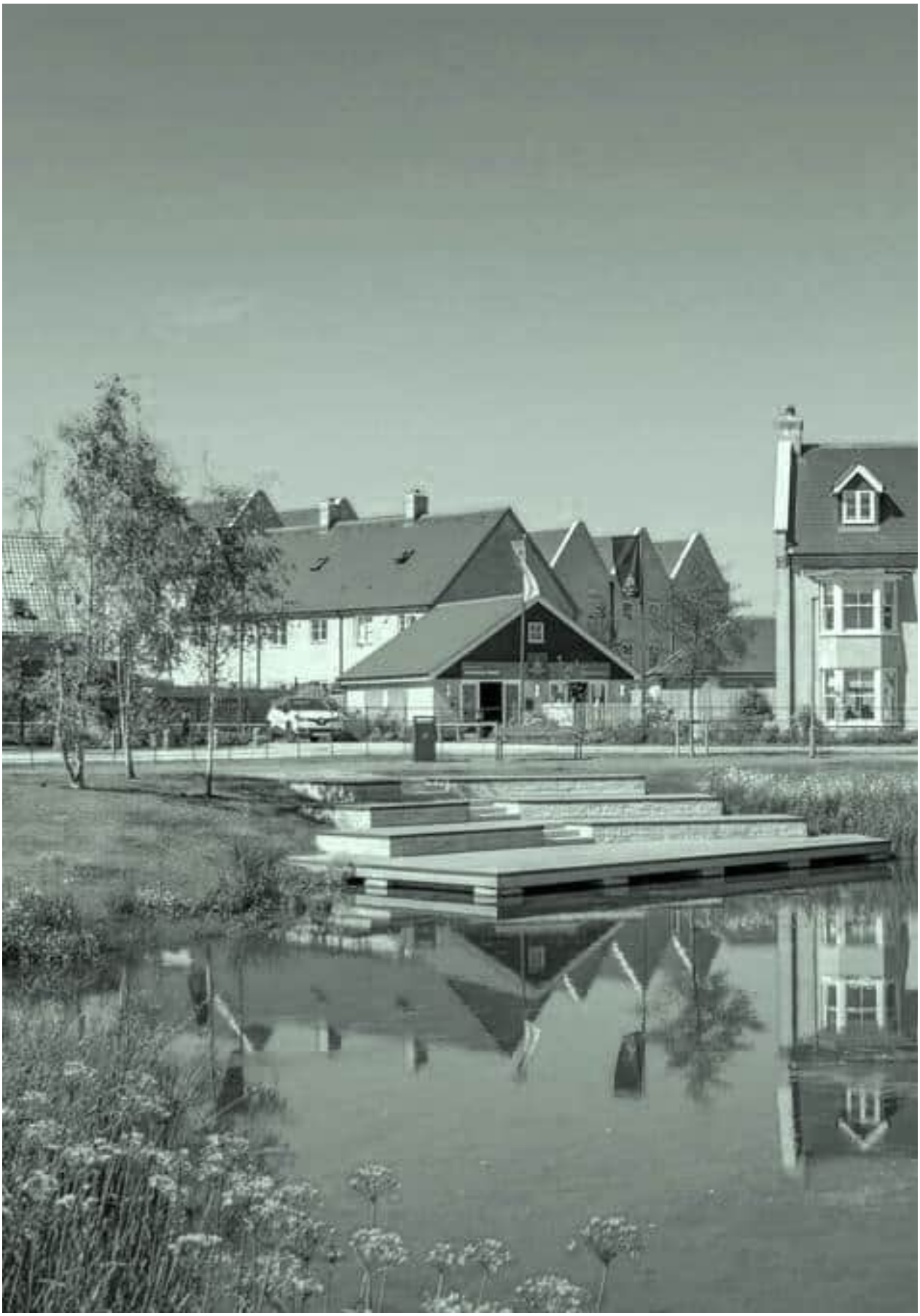
OS11.05 – Dry Attenuation Basins

11.05A Human Use	Must incorporate a range of informal play features to encourage use by children and their carers. A minimum of one feature per 100sqm must be incorporated into dry attenuation basins. Permitted features must be selected from OS02.01 - Natural Play on the Way.
	Informal play features must be arranged along a trail or route to encourage exploration and make best use of the topography.
11.05B Natural Features	No coded requirements.
11.05C Edge Gradients	Must not exceed 1/3.
11.05D Boundary Treatment	Fencing or any barriers to access will not be permitted.

Cooks Lane Housing, Solihull, Birmingham, DSA Environment and Design (XXXX), More info →

OS11.06 – Wet Attenuation Basins

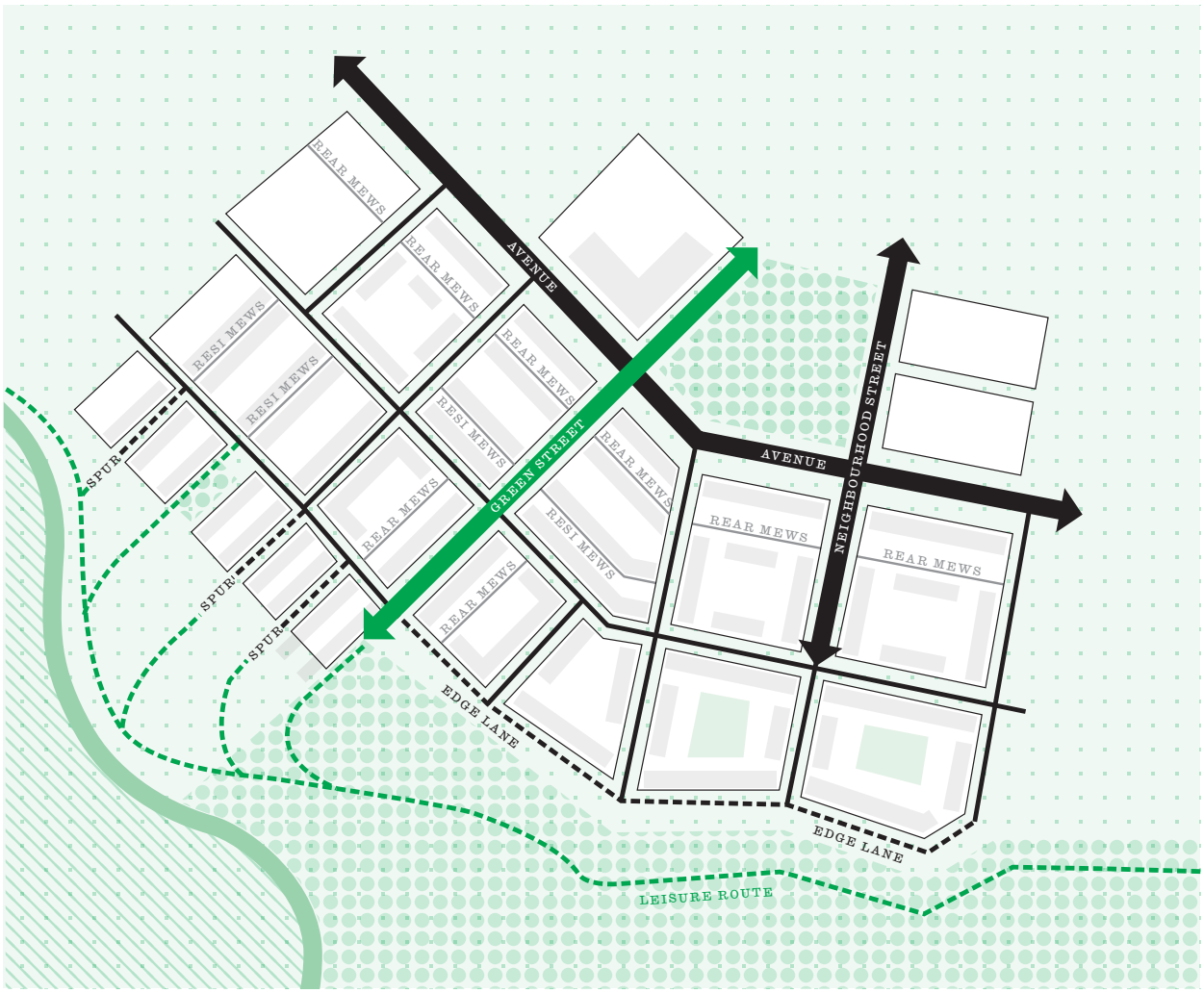
<table>
<tr><td rowspan="3">11.06A Human Use</td><td colspan="4">Must incorporate a minimum of one seating/viewing platform from the options below to allow residents to enjoy the visual amenity of the basin.</td></tr>
<tr><td></td><td></td><td></td><td></td></tr>
<tr><td>Stepped water access</td><td>Pier</td><td>Seating platform</td><td>Timber bridge</td></tr>
<tr><td>11.06B Natural Features</td><td colspan="4">Must incorporate a series of planted shelves that support a variety of planting and contribute to ecological enhancements and biodiversity net gain (see OS10 for appropriate species). Mono-cultural grass banks will not be permitted.</td></tr>
<tr><td>11.06C Edge Gradients</td><td colspan="4">Edge gradients steeper than 1/3 will only be permitted where the applicant can demonstrate this supports ecological function and visual containment thus requiring reduced access.</td></tr>
<tr><td rowspan="3">11.06D Boundary Treatment</td><td colspan="4">Fencing must be minimised to retain the natural character of the open space. Where fencing is required and landscape solutions are not feasible, boundary treatments must be selected from one of the options below.</td></tr>
<tr><td></td><td></td><td></td><td></td></tr>
<tr><td>Timber knee rail</td><td>Estate fencing with hedge</td><td>Timber posts or stumps</td><td>Post and rail fencing</td></tr>
</table>



Alconbury Weald, Cambridgeshire, Bradley Murphy Design (XXXX), More info →

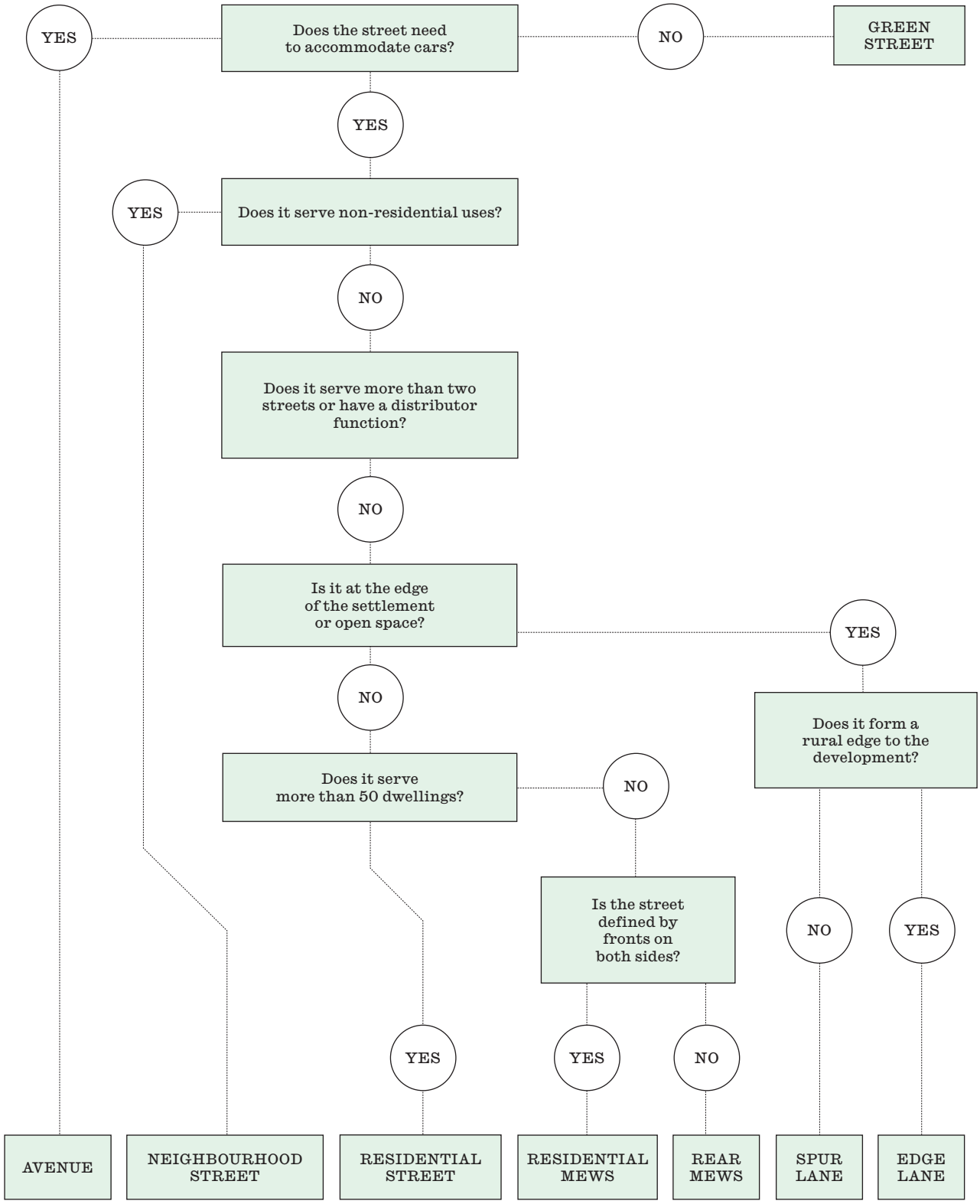
SELECTING STREET TYPES

The character of streets are central to creating legible neighbourhoods. The code sets out eight street types that must be used together to create a connected network of routes. Larger development sites are likely to require more of the eight street types than smaller sites which may only need one or two.



ST01.01

The selection of street types within a development must be in accordance with the diagram below which sets out the decision-making process.



STREET DESIGN

The following codes apply to all eight street types and must be read in conjunction with the street-specific codes on the next pages which are organised by place, movement, parking and technical requirements.

STO2.01 – HCC PMPDG Status

Street designs must be based on Hertfordshire County Council's Place and Movement Planning Design Guide (HCC PMPDG) which is a material consideration in determining applications and will be used by the Highways Development Management Implementation Team in assessing proposals.

STO2.02 – Adoption

The adoption of streets is done on a case by case basis and determined by Hertfordshire County Council's Highways Team. Avenues and Neighbourhood Streets are likely to be adopted whilst lower order street types will, if they incorporate a strategic active travel link. Regardless, all roads must be designed to adoptable standards to future-proof adoption.

ST02.03 – Social Spaces

Must be at least 2m wide, have a minimum area of 12sqm, include seating at 3 heights as per BS8300-1:2018 and incorporate at least one tree for shading.

ST02.04 – Verges and Landscape Areas

Must incorporate street trees and planting that contribute to ecological enhancements. Mono-cultural grass verges and landscape areas will not be permitted.

ST02.05 – Street Trees

A minimum of two street tree species are required per streets for climate and disease resilience. Street trees may be incorporated in clusters or in a formal row arrangement depending on the context.

ST02.06 – Visitor Cycle Parking Space

Must be provided within 50m of every residential front door.

ST02.07 – Junction Radii

Junction radii on all streets must be minimised based on service vehicle tracking which must be carried out on the assumption that vehicles will swing out over the centreline when turning. If junction radii are required to be greater than 4m, an overrun strip in stone setts or cobblestones must be incorporated.

ST02.08 – Illegal Parking

Must be designed out on all street types. Street designs that rely on enforcement to limit illegal and anti-social parking will not be permitted. There are a number of ways this can be achieved including planting, landscaping and minimising carriageway widths.

ST02.09 – Road Signs and Marking

Must be minimised to avoid street clutter.

ST02.10 – Materials and Surfacing

Materials for each street type must be selected from the table opposite. The table below includes the abbreviations and any requirements per material type. On streets that require carriageway edging, the edging must be in a different material and/or tone to the main carriageway to give the appearance of narrowing.

BI	Bituminous
LBI	Bituminous that must be non-black with an LRV >30.
EnBI	Enhanced bituminous surfacing that must incorporate crushed aggregates.
BP	Block paving that must be non-black with an LRV >30.
PP	Permeable paving that must be non-black with an LRV >30.
SS	Stone setts including cobblestones, granite, sandstone and limestone.
SL	Soft landscaping

	Carriageway	Carriageway Edging	Footways	Cycle Lanes	Social Spaces	On Street Parking Bays	On Plot Parking Spaces
Green Street	n/a	n/a	BP PP SS	tbc	BP PP SL	n/a	n/a
Avenue	BI	n/a	BI	tbc	BP SS SL	BP EnBI LBi	n/a
Neighbourhood Street	BI	n/a	LBi	n/a	BP SS SL PP	BP LBi	BP PP SS
Residential Street	BI	n/a	LBi EnBi	n/a	BP SS SL PP	BP LBi	BP PP SS
Residential Mews	BP PP SS	BP PP SS	n/a	n/a	n/a	BP PP SS	n/a
Rear Mews	BP PP SS EnBi LBi	BP PP SS	n/a	n/a	n/a	BP PP SS	BP PP SS
Spur Lane	BP SS PP	n/a	n/a	n/a	BP PP SL SS	BP PP SS	BP SS PP
Edge Lane	LBi EnBi BP SS PP	SS	n/a	n/a	n/a	LBi EnBi BP SS PP	BP SS PP

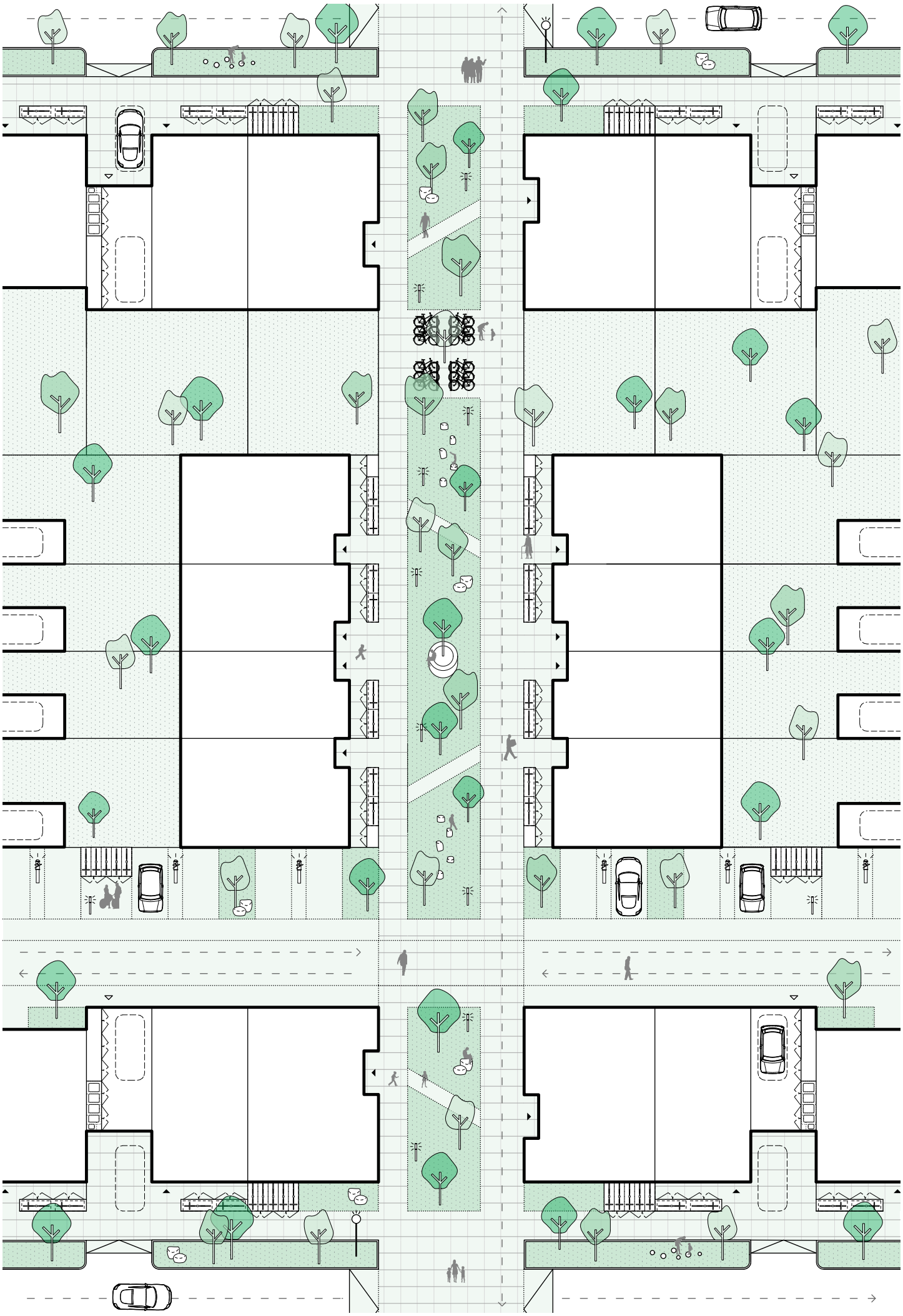
GREEN STREETS

Green Streets are non-motorised routes that prioritise sustainable travel and should be used to create direct routes to and between key green spaces and social infrastructure such as schools. The character of the open space will be determined by the site context and may incorporate a number of functions such as play, attenuation and nature.

ST03.01– Place Requirements

03.01A Maximum Width	No maximum width. Must be at least 10m between private thresholds.
03.01B Social Spaces	Must be provided at least every 50m.
03.01C Views and Vistas	No coded requirements.
03.01D Landscape Zone	Must incorporate a central landscaped zone with a minimum width of 5m.
03.01E Junctions	No coded requirements.
03.01F Street Trees	Must incorporate one street tree per dwelling.
03.01G Dwellings Served	No maximum limit.
03.01H Frontage	Must be defined by fronts or sides. Rear elevations onto Green Streets will not be permitted.

North Herts Green Streets Example (XXXX), More info →



ST03.02 – Movement Requirements

03.02A Pedestrians	Footways on both sides must have a minimum width of 2m and no steps.
03.02B Pedestrian Crossings	Surfaced crossings (appropriate for wheelchair and pram use) must be provided over the central landscape zone at least every 25m.
03.02C Pedestrian Access	No coded requirements.
03.02D Cyclists	Pavement width on one side will vary between 2-3.5m depending on capacity required for cycling.
03.02E Vehicular Lanes	Not permitted.
03.02F Carriageway	n/a
03.02G Through Traffic	n/a
03.02H Passing Points	n/a
03.02I Service Vehicles	n/a
03.02J Vehicular Speed	n/a
03.02K Junction Forms	n/a
03.02L Junction Spacing	n/a
03.02M Bus Stops	n/a

ST03.03 – Parking Requirements

03.03A On Street Parallel Parking	n/a
03.03B On Street Perpendicular Parking	n/a
03.03C Permitted Communal Parking Typologies	Pedestrian access to all communal parking typologies permitted.
03.03D On Plot Parking	n/a
03.03E Visitor Cycle Parking	Must be provided within landscape zone.

ST03.04 – Technical Requirements

03.04A HCC PMPDG Classification	P2M1 L2 Sustainable Travel Links
03.04B Street Drainage	Drainage must be attenuated through SUDs such as rain gardens or permeable paving.
03.04C Lighting	Lighting must be incorporated on built form surfaces or in the landscape zone to keep footway widths unobstructed.
03.04D Car Charging	n/a
03.04E Road Signs and Marking	Formal signage only required if route is used as a Strategic Active Travel Link.
03.04F Forward Visibility	Forward visibility and visibility splays at junctions must be considered for cycling.
03.04G Speed Restraints	n/a

Tilbury Gardens, St Chads, Thurrock, Bell Phillips (2017), More info →

AVENUES

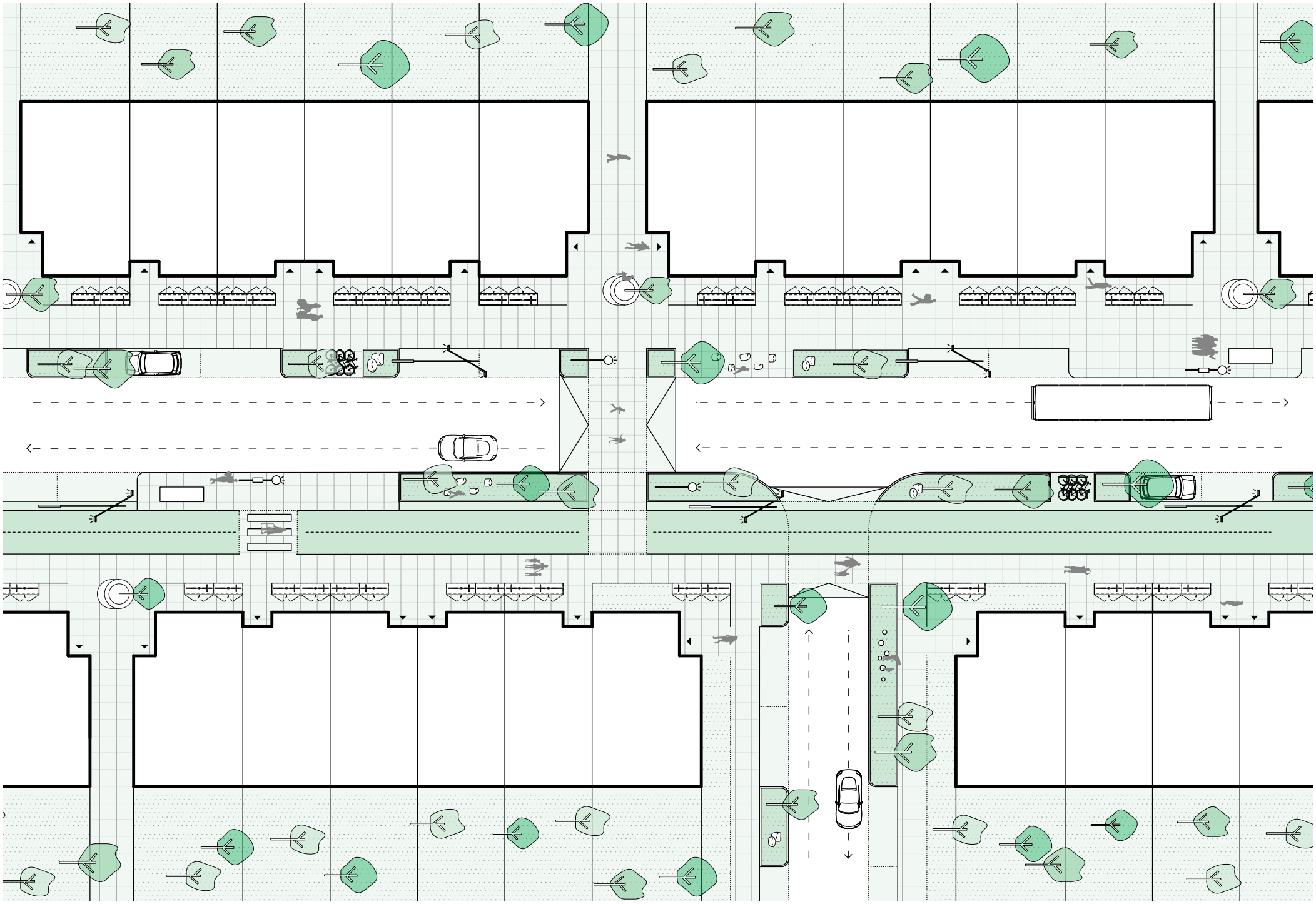
Avenues are the highest order of street types that will be delivered within developments sites in North Herts. They accommodate non-residential uses, active travel routes and public transport, serving as a key connector within the street network.

ST04.01– Place Requirements

04.01A Maximum Width	Must be no wider than 18.5m between private thresholds (unless merged with another aspect of public realm).
04.01B Social Spaces	Must be provided at least every 50m on both sides.
04.01C Views and Vistas	Car parking must not terminate the vista at the end of streets that connect on to Avenue streets.
04.01D Landscape Zone	Must have landscape zones on both sides with a minimum width of 2m, accommodating verges, parking, social spaces and street furniture.
04.01E Junctions	No coded requirements.
04.01F Street Trees	Must incorporate one street tree per two homes.
04.01G Homes Served	No maximum limit.
04.01H Frontage	Both sides must be defined by frontage. Gables are permitted on corners at junctions with other streets.

Parkway, Welwyn
Pixmore Way, Letchworth

North Herts Avenue Example (XXXX), More info →



ST04.02 – Movement Requirements

04.02A Pedestrians	Continuous kerbed footways must be provided on both sides. Footway width on cycle lane side must be 2m, width on opposite side must be 3m. Vehicle crossovers will not be permitted. Pedestrian crossing points must be provided at least every 50m.
04.02B Pedestrian Crossings	Zebra and parallel crossings. Copenhagen crossings to lower order streets.
04.02C Pedestrian Access	No coded requirements.
04.02D Cyclists	Cycle lanes must be continuous, two-way and separated from vehicular movement with a minimum width of 3m. There must be a minimum 0.6m buffer between cycle lanes and parking bays to ensure the safety of cyclists against opening doors.
04.02E Vehicular Lanes	Must not comprise more than two vehicular lanes at any point.
04.02F Carriageway	Width must not exceed 6.5m. No centre-line markings permitted.
04.02G Through Traffic	Yes.
04.02H Passing Points	Not required.
04.02I Service Vehicles	Yes.
04.02J Vehicular Speed	20mph
04.02K Junction Forms	Continental/compact roundabouts, signal junctions and priority junctions permitted.
04.02L Junction Spacing	Minimum 20m opposite, 45m adjacent.
04.02M Bus Stops	Bus stops must be on the carriageway. Shelters must be provided without impinging on footway/cycleway widths with a minimum footway depth of 2.5m at bus stops.

ST04.03 – Parking Requirements

04.03A On Street Parallel Parking	Permitted - must be accommodated within the landscape zone with no more than two bays (length 10m) before a landscape section (minimum length 5m). Bays must not be demarcated to facilitate additional spaces for smaller cars.
04.03B On Street Perpendicular Parking	Clusters permitted around focal points (such as Local Centres) but never on opposite sides of the street.
04.03C Permitted Communal Parking Typologies	Parking Squares. Access to all other communal parking typologies must be from lower order streets.
04.03D On Plot Parking	Not permitted.
04.03E Visitor Cycle Parking	Must be located around focal points such as schools, shops and open spaces and incorporated within the landscape zone.

ST04.04 – Technical Requirements

04.04A HCC PMPDG Classification	P2M2 L2 Local Access
04.04B Street Drainage	Street drainage must be attenuated through SUDs such as rain gardens or permeable paving.
04.04C Lighting	Lighting must be on columns and located within landscape zones. Part night lighting can be used to ensure safety in rural or ecologically sensitive areas.
04.04D Car Charging	Car chargers must be placed within with landscape zones or within the adjacent buffer so that cycleway and footway widths are not reduced.
04.04E Road Signs and Marking	TBC
04.04F Forward Visibility	Minimum 25m
04.04G Speed Restraints	Maximum 80m between speed restraints. Acceptable speed restraints include pinch points, raised tables and chicanes.

Eddington Avenue, Cambridge, Pollard Thomas Edwards (XXXX), More info →

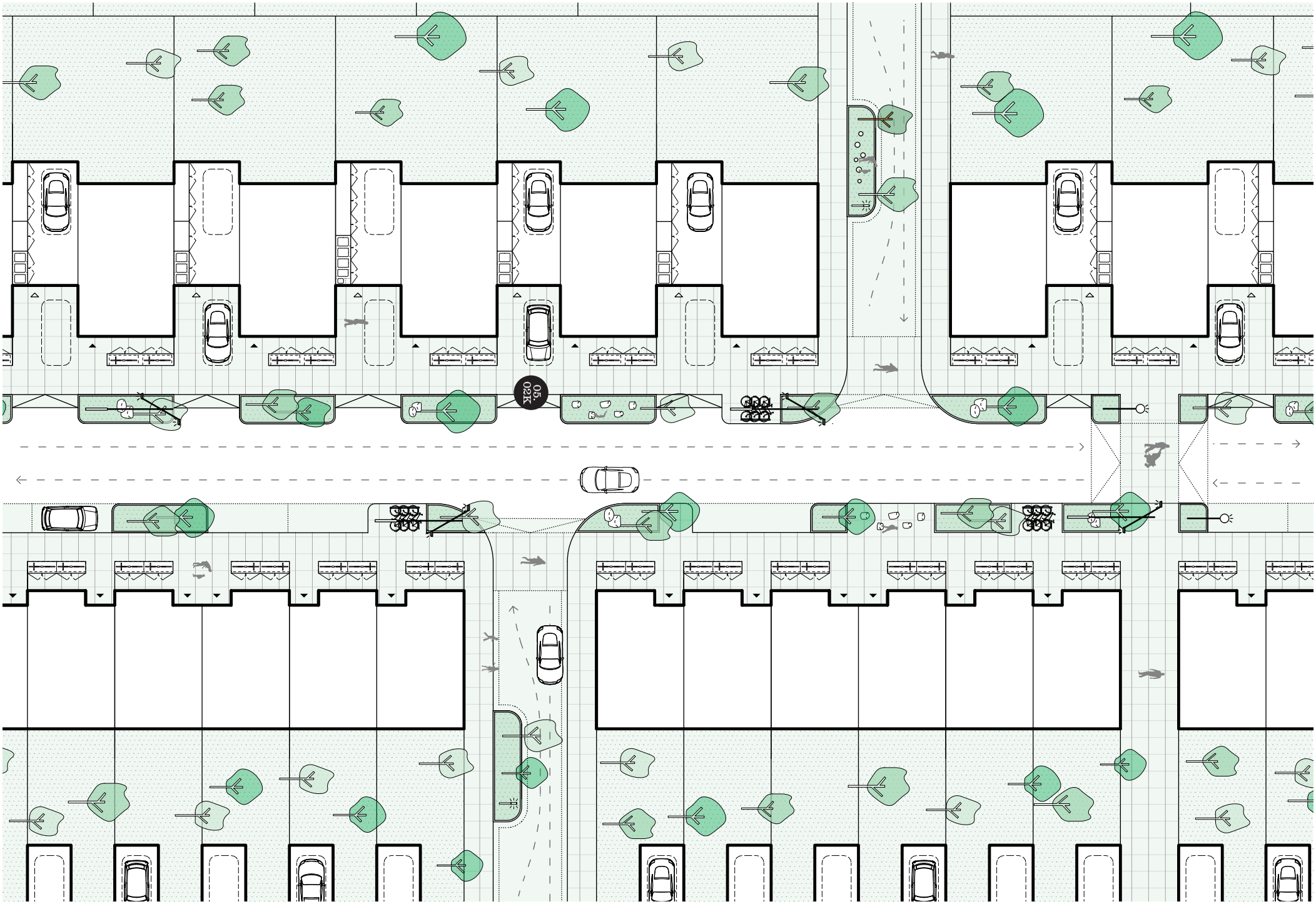
NEIGHBOURHOOD STREETS

Neighbourhood Streets are well-planted with generous landscaped areas on both sides that also integrate street furniture, trees and parking. Neighbourhood Streets will form part of the active travel network, accommodating cycling on the carriageway or on shared use footways.

ST05.01– Place Requirements

05.01A Maximum Width	Must be no wider than 13.5m between private thresholds (unless merged with another aspect of public realm).
05.01B Social Spaces	Must be provided at every junction with another street.
05.01C Views and Vistas	Car parking must not terminate the vista at the end of streets that connect on to Neighbourhood Streets.
05.01D Landscape Zones	Must have landscape zones on both sides with a minimum width of 2m, accommodating verges, parking, social spaces and street furniture.
05.01E Junctions	Refer to 05.01B Social Spaces.
05.01F Street Trees	Must incorporate one street tree per two homes.
05.01G Homes Served	No maximum limit.
05.01H Frontage	Both sides must be defined by frontage. Gables are permitted on corners at junctions with other streets.

North Herts Neighbourhood Street Example (XXXX), More info →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ST05.02 – Movement Requirements

05.02A Pedestrians	Continuous kerbed footways must be provided on at least one side of the street where vehicle crossovers are not permitted. Footways must have a minimum unobstructed width of 2m.
05.02B Pedestrian Crossings	TBC
05.02C Pedestrian Access	No coded requirements.
05.02D Cyclists	Accommodated on the carriageway if volumes and speeds of vehicular traffic are low enough in line with LTN 1/20 Table 4.1. If not, footways must be 3m in width to accommodate shared use.
05.02E Vehicular Lanes	Must not comprise more than two vehicular lanes at any point.
05.02F Carriageway	Width must not exceed 5.5m. No centre-line markings permitted.
05.02G Through Traffic	Yes.
05.02H Passing Points	Not required.
05.02I Service Vehicles	Yes.
05.02J Vehicular Speed	20mph
05.02K Junction Forms	Continental and priority junctions permitted.
05.02L Junction Spacing	Minimum 20m opposite, 45m adjacent.
05.02M Bus Stops	May be accommodated within landscape zone.

ST05.03 – Parking Requirements

05.03A On Street Parallel Parking	Permitted - must be accommodated within landscape zone with no more than three bays before a landscape section (minimum length 5m). Bays must not be demarcated to facilitate additional spaces for smaller cars.
05.03B On Street Perpendicular Parking	Clusters permitted but never on opposite sides of the street. Clusters must not accommodate more than 12 parking spaces, must not have more than 4 bays before a landscape section (minimum dimensions 2x6m) and must be a minimum of 50m apart to prevent the over-dominance of perpendicular parking.
05.03C Permitted Communal Parking Typologies	Parking Squares permitted. Access to other communal parking typologies permitted unless on continuous footway side of the street.
05.03D On Plot Parking	Permitted on one side of the street.
05.03E Visitor Cycle Parking	Must be provided within landscape zone or social spaces.

ST05.04 – Technical Requirements

05.04A HCC PMPDG Classification	P2M2 L2 Local Access
05.04B Street Drainage	Street drainage must be attenuated through SUDs such as rain gardens or permeable paving.
05.04C Lighting	Lighting must be on columns and located within landscape zones.
05.04D Car Charging	TBC
05.04E Road Signs and Marking	TBC
05.04F Forward Visibility	Minimum 25m
05.04G Speed Restraints	Maximum 80m between speed restraints. Acceptable speed restraints include pinch points, raised tables and chicanes.

Consort Avenue, Trumpington Meadows, Cambridge, Allies and Morrison with Liz Lake Associates, BHSLA and Capita Symonds (2014), More info →

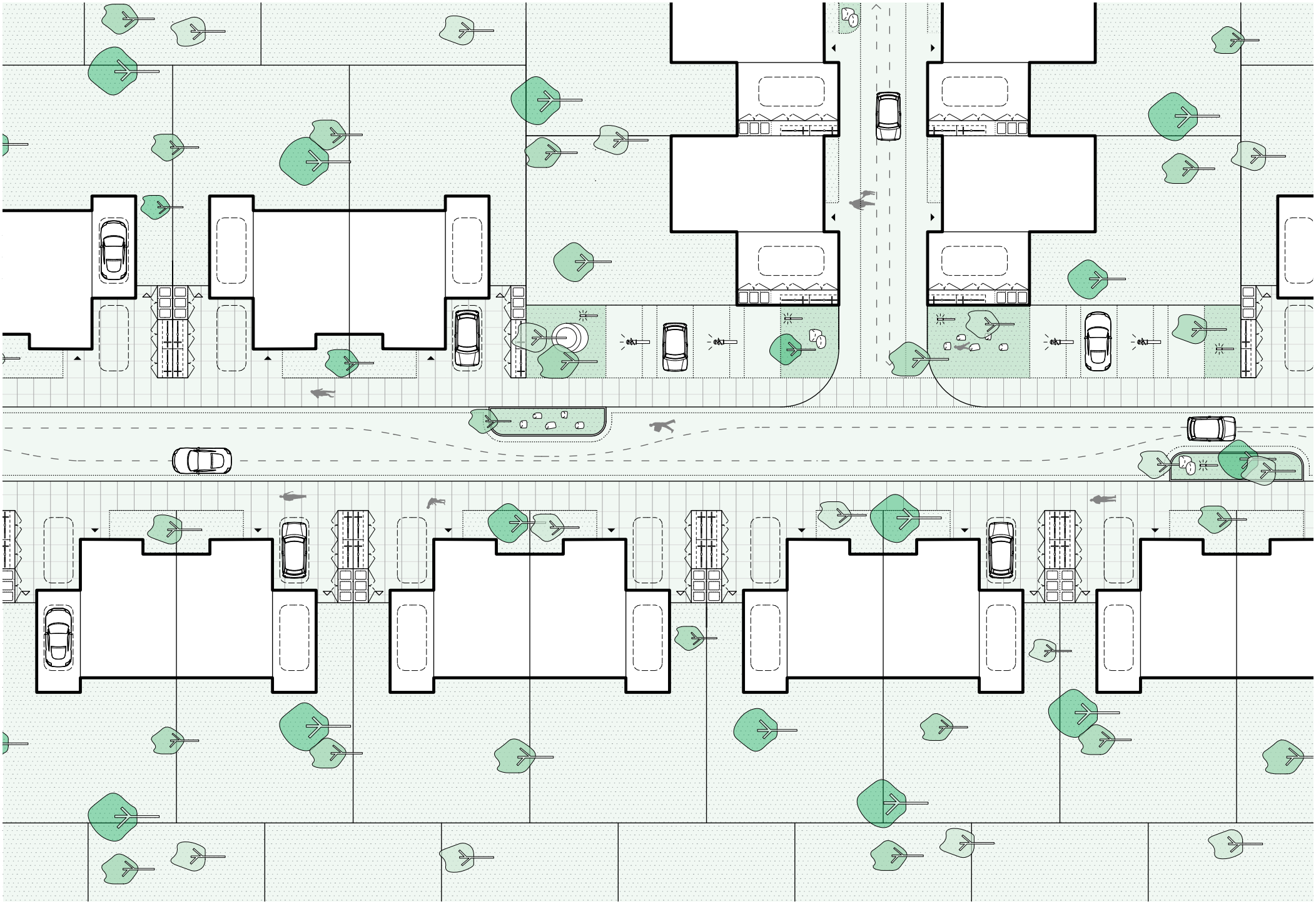
RESIDENTIAL STREETS

Residential streets are likely to make up the majority of the street network within development sites in North Herts. They are less formal than Neighbourhood Streets with level footways and pinch points to reduce vehicle speeds.

ST06.01– Place Requirements

06.01A Maximum Width	Must be no wider than 9.1m between private thresholds (unless merged with another aspect of public realm).
06.01B Social Spaces	Must be provided at every junction with another street.
06.01C Views and Vistas	Car parking must not terminate the vista at the end of streets that connect on to Residential Streets.
06.01D Landscape Zones	A landscape area (minimum dimensions 2x6m) must be provided every 35m.
06.01E Junctions	Refer to 06.01B Social Spaces.
06.01F Street Trees	Must incorporate one street tree per two homes.
06.01G Homes Served	Maximum 300 homes per km.
06.01H Frontage	At least one side must be defined by frontage. Gables are acceptable if Residential Street is providing access to Spur Streets.

North Herts Residential Street Example (XXXX), More info →



ST06.02 – Movement Requirements

06.02A Pedestrians	Level surface footways with a contrasting strip between the footway and carriageway. Half height kerbs are also permitted. Must have a minimum unobstructed width of 2m.
06.02B Pedestrian Crossings	TBC
06.02C Pedestrian Access	No coded requirements.
06.02D Cyclists	Accommodated on the carriageway if volumes and speeds of vehicular traffic are low enough in line with LTN 1/20 Table 4.1. If not, footways must be 3m in width to accommodate shared use.
06.02E Vehicular Lanes	Must not comprise more than two vehicular lanes at any point.
06.02F Carriageway	Width must not exceed 5.5m. No centre-line markings permitted.
06.02G Through Traffic	Through traffic and filtered permeability permitted.
06.02H Passing Points	Not required.
06.02I Service Vehicles	Yes.
06.02J Vehicular Speed	15mph
06.02K Junction Forms	Simple priority only.
06.02L Junction Spacing	Minimum 20m opposite, 33m adjacent.
06.02M Bus Stops	Not accommodated.

ST06.03 – Parking Requirements

06.03A On Street Parallel Parking	Permitted for unallocated visitor spaces. No more than two bays before a landscape section (minimum dimensions 2x6m). Bays must not be demarcated to facilitate additional spaces for smaller cars.
06.03B On Street Perpendicular Parking	Permitted for unallocated visitor spaces. Clusters must not accommodate more than 8 parking spaces, must not have more than 4 bays before a landscape section (minimum dimensions 2x6m) and must be a minimum of 50m apart to prevent the over-dominance of perpendicular parking.
06.03C Permitted Communal Parking Typologies	Parking Squares permitted. Access to other communal parking typologies permitted unless on continuous footway side of the street.
06.03D On Plot Parking	Permitted on both sides of the street.
06.03E Visitor Cycle Parking	Must be provided within landscape areas or social spaces.

ST06.04 – Technical Requirements

06.04A HCC PMPDG Classification	P2M1 L2 Local Access
06.04B Street Drainage	Street drainage must be attenuated through SUDs such as rain gardens or permeable paving.
06.04C Lighting	Lighting must be on columns and located within landscape areas.
06.04D Car Charging	TBC
06.04E Road Signs and Marking	TBC
06.04F Forward Visibility	Minimum 33m
06.04G Speed Restraints	Maximum 70m between speed restraints. Acceptable speed restraints include pinch points, raised tables and chicanes.

Royal Way, Abode, Great Kneighton, Proctor and Matthews (2019), More info →

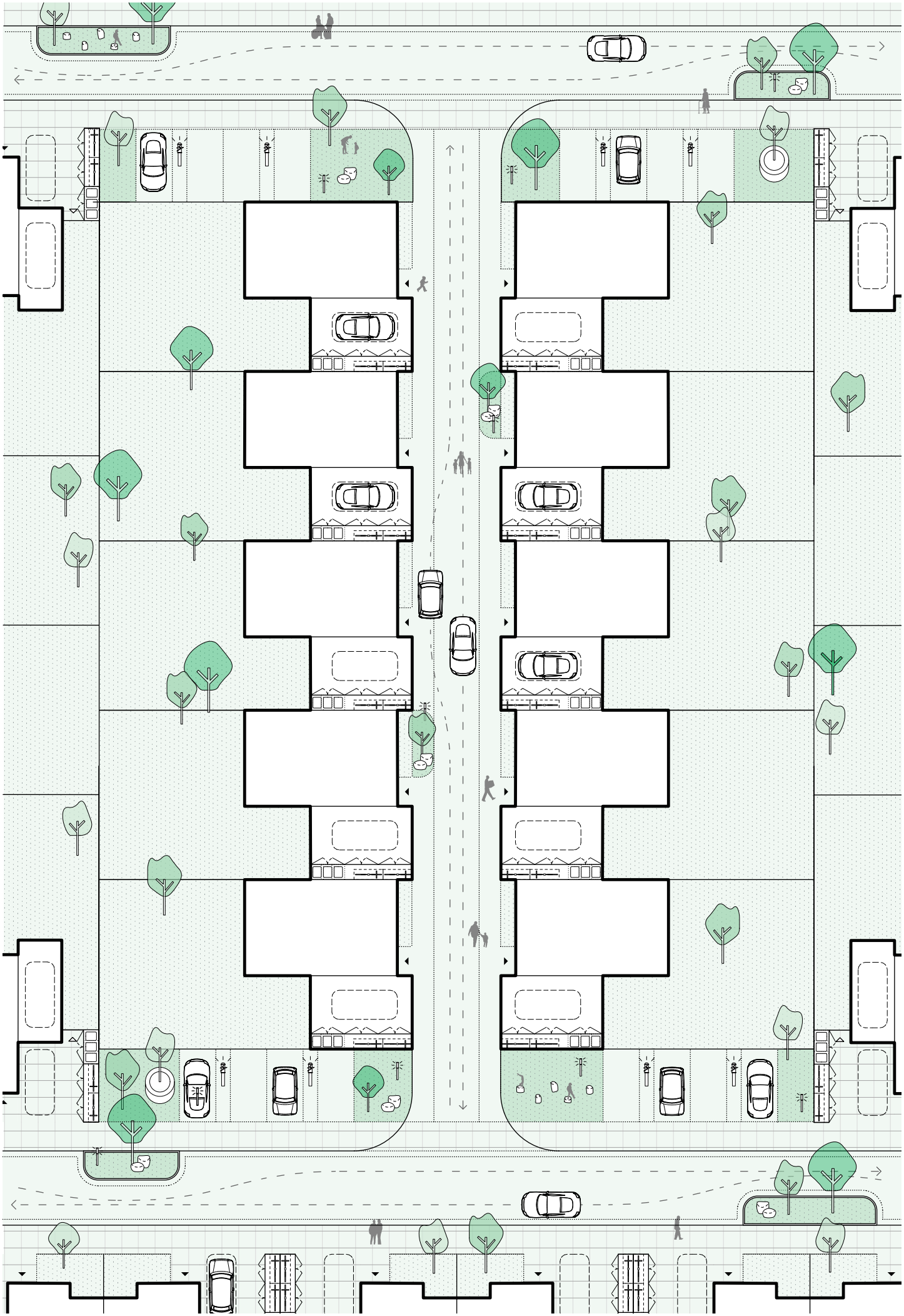
RESIDENTIAL MEWS

Residential mews are well-enclosed short runs of streets, appropriate in more urban locations. They rely on integral parking and linked built form typologies to create the intimate character of the street. Surfaces are shared as vehicular movements are very low.

ST07.01– Place Requirements

07.01A Maximum Width	Must be no wider than 6m between private thresholds (unless merged with another aspect of public realm).
07.01B Social Spaces	Must be provided at access points.
07.01C Views and Vistas	No coded requirements.
07.01D Landscape Zones	Landscaped areas (minimum dimensions TBC) must be used as a traffic calming measure. Each area must contain at least one tree.
07.01E Junctions	Refer to 07.01B Social Spaces.
07.01F Street Trees	Must incorporate one street tree per three homes.
07.01G Homes Served	Maximum 50 dwellings with through route and 25 dwellings without.
07.01H Frontage	Must be defined on both sides by continuous built form on ground floor. Must be defined by frontage - gables only permitted at access points.

North Herts Residential Mews Example (XXXX), More info →



ST07.02 – Movement Requirements

07.02A Pedestrians	Accommodated on the carriageway.
07.02B Pedestrian Crossings	Copenhagen crossings at junctions with Avenues and Neighbourhood Streets.
07.02C Pedestrian Access	No coded requirements.
07.02D Cyclists	Accommodated on the carriageway.
07.02E Vehicular Lanes	Must not exceed one vehicular lane at any point.
07.02F Carriageway	Width must not exceed 6m and must include 1.5m edging on both sides. Carriageway must narrow to 4.5m to slow vehicles.
07.02G Through Traffic	Through traffic and filtered permeability permitted. Turning heads (if required) must be carefully integrated and provide public realm benefits.
07.02H Passing Points	Not required.
07.02I Service Vehicles	Yes.
07.02J Vehicular Speed	10mph
07.02K Junction Forms	Simple priority only.
07.02L Junction Spacing	n/a
07.02M Bus Stops	Not accommodated.

ST07.03 – Parking Requirements

07.03A On Street Parallel Parking	Not permitted.
07.03B On Street Perpendicular Parking	Not permitted.
07.03C Permitted Communal Parking Typologies	Parking squares permitted. Access to Rear Parking Drives, Rear Parking Courts and Farmstead Parking Courts permitted.
07.03D On Plot Parking	Permitted - must be accommodated within garages or car ports to ensure continuous built form on ground floor on both sides.
07.03E Visitor Cycle Parking	Must be provided within landscape areas or at access junctions.

ST07.04 – Technical Requirements

07.04A HCC PMPDG Classification	P3M1 Mews Streets
07.04B Street Drainage	Street drainage must be attenuated through permeable paving or a flush channel at the carriageway edge.
07.04C Lighting	Lighting must be on columns or bollards within landscape areas or surface mounted on built form.
07.04D Car Charging	TBC
07.04E Road Signs and Marking	TBC
07.04F Forward Visibility	Minimum 25m
07.04G Speed Restraints	Maximum 70m between speed restraints. Acceptable speed restraints include pinch points and chicanes.

Henslow Mews, Accordia, Cambridge, Maccreanor Lavington (2009), More info →

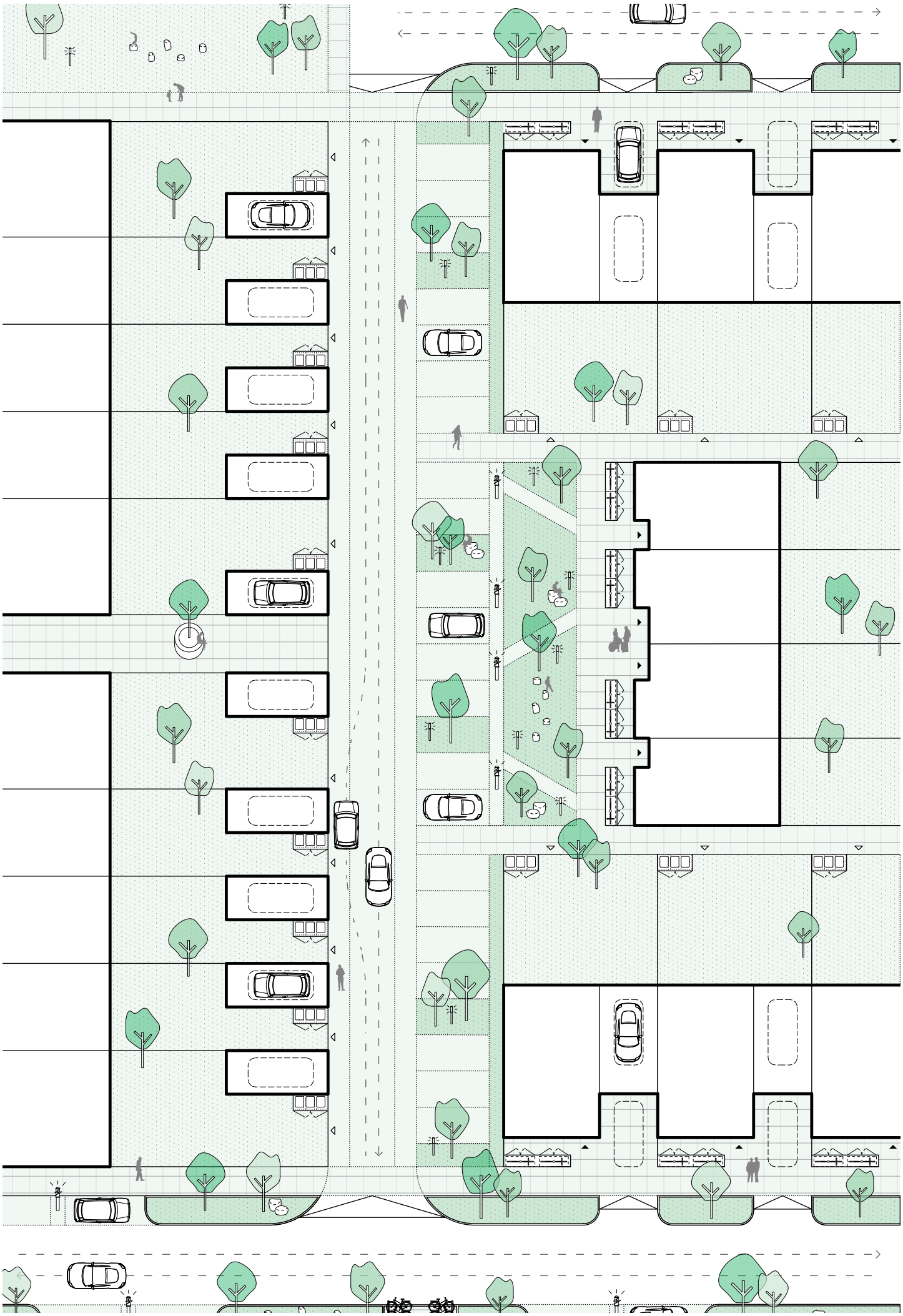
REAR MEWS

Rear Mews will typically be found to the rear of Avenues, Green Streets and Neighbourhood Streets to accommodate vehicular access for properties fronting these routes. They are well-enclosed and can accommodate small pocket green spaces.

ST08.01– Place Requirements

08.01A Maximum Width	Must be no wider than 6m between private thresholds (unless merged with another aspect of public realm).
08.01B Social Spaces	Not required.
08.01C Views and Vistas	All views into Rear Mews must be terminated by landscaping and/or a tree. Views terminated by parking will not be permitted.
08.01D Landscape Zones	No coded requirements.
08.01E Junctions	Vehicular entry points must be softened by a tree on at least one side of the junction.
08.01F Street Trees	TBC
08.01G Homes Served	Maximum 50 dwellings.
08.01H Frontage	Must be fronted by a minimum of four dwellings.

North Herts Rear Mews Example (XXXX), More info →



ST08.02 – Movement Requirements

08.02A Pedestrians	Accommodated on the carriageway.
08.02B Pedestrian Crossings	n/a
08.02C Pedestrian Access	Must incorporate a minimum of three pedestrian access points. Access routes must be at least 2m wide and directly overlooks by at least two windows at ground floor level.
08.02D Cyclists	Accommodated on the carriageway.
08.02E Vehicular Lanes	Must not exceed one vehicular lane at any point.
08.02F Carriageway	Width must not exceed 6m and must include 1.5m edging on both sides.
08.02G Through Traffic	Yes - turning heads not permitted.
08.02H Passing Points	Not required.
08.02I Service Vehicles	Yes - through a one-way system.
08.02J Vehicular Speed	10mph
08.02K Junction Forms	Simple priority only.
08.02L Junction Spacing	n/a
08.02M Bus Stops	Not accommodated.

ST08.03 – Parking Requirements

08.03A On Street Parallel Parking	Permitted - no more than 3 bays before a landscape area (minimum dimensions 2x6m).
08.03B On Street Perpendicular Parking	Permitted - no more than 4 bays before a landscape area (minimum dimensions 2x6m). Bays must never be opposite eachother on both sides of the street.
08.03C Permitted Communal Parking Typologies	Parking squares permitted. Access to Rear Parking Drives, Rear Parking Courts and Farmstead Parking Courts permitted.
08.03D On Plot Parking	Permitted.
08.03E Visitor Cycle Parking	Must be provided within landscape areas or at access junctions.

ST08.04 – Technical Requirements

08.04A HCC PMPDG Classification	P3M1 Mews Streets
08.04B Street Drainage	Street drainage must be attenuated through permeable paving or a flush channel at the carriageway edge.
08.04C Lighting	Lighting must be on columns or bollards within landscape areas or surface mounted on built form.
08.04D Car Charging	TBC
08.04E Road Signs and Marking	TBC
08.04F Forward Visibility	Minimum 25m
08.04G Speed Restraints	Maximum 70m between speed restraints. Acceptable speed restraints include pinch points and chicanes.

Kriflakplantsoen, Langerak, Utrecht, KCAP Architects (1995), More info →

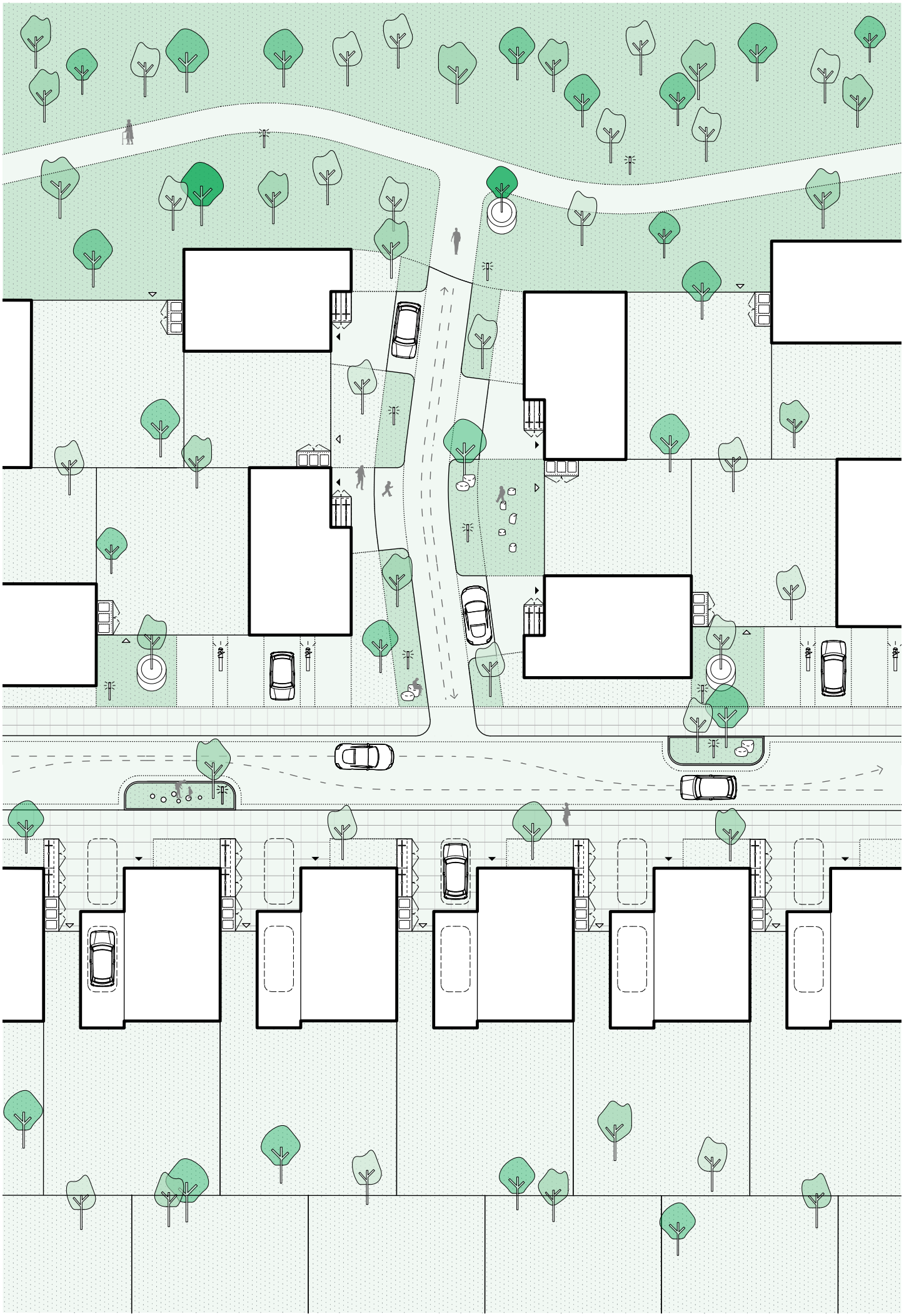
SPUR LANES

Spur Lanes are short streets that define 4-5 dwellings that run perpendicular to the edge of the site. They are most appropriate when responding to ecologically sensitive edges or rural contexts due to the informal arrangement of buildings.

ST09.01– Place Requirements

09.01A Maximum Width	No coded requirements.
09.01B Social Spaces	Must accommodate at least one Social Space.
09.01C Views and Vistas	Must frame views out into the landscape. Spur Lanes terminated by built form will not be permitted.
09.01D Landscape Zones	No coded requirements.
09.01E Junctions	No coded requirements.
09.01F Street Trees	One street tree per home.
09.01G Homes Served	Maximum 5 dwellings.
09.01H Frontage	Must be fronted by a minimum of three dwellings.

North Herts Spur Lane Example (XXXX), More info →



ST09.02 – Movement Requirements

09.02A Pedestrians	Accommodated on the carriageway.
09.02B Pedestrian Crossings	n/a
09.02C Pedestrian Access	No coded requirements.
09.02D Cyclists	Accommodated on the carriageway.
09.02E Vehicular Lanes	Must not exceed one vehicular lane at any point.
09.02F Carriageway	Width must not exceed 3m.
09.02G Through Traffic	No.
09.02H Passing Points	Not required.
09.02I Service Vehicles	No - length of Spur Street is limited to 30m due to maximum resident drag distances (see BF10).
09.02J Vehicular Speed	10mph
09.02K Junction Forms	Simple priority only.
09.02L Junction Spacing	n/a
09.02M Bus Stops	Not accommodated.

ST09.03 – Parking Requirements

09.03A On Street Parallel Parking	Permitted - no more than 3 bays before a landscape area (minimum dimensions 2x6m).
09.03B On Street Perpendicular Parking	Permitted - no more than 4 bays before a landscape area (minimum dimensions 2x6m).
09.03C Permitted Communal Parking Typologies	Parking squares permitted. Access to all other communal parking typologies not permitted.
09.03D On Plot Parking	Permitted.
09.03E Visitor Cycle Parking	Must be provided within landscape areas or at access junctions.

ST09.04 – Technical Requirements

09.04A HCC PMPDG Classification	P3M1 Informal Streets
09.04B Street Drainage	Street drainage must be attenuated through rain gardens, permeable paving or a flush channel at the centre of the carriageway.
09.04C Lighting	Lighting must be on columns or bollards within landscape areas or surface mounted on built form.
09.04D Car Charging	TBC
09.04E Road Signs and Marking	TBC
09.04F Forward Visibility	Minimum 11m
09.04G Speed Restraints	Not required.

Spur Edge, Abode, Great Kneighton, Proctor and Matthews (2019), More info →

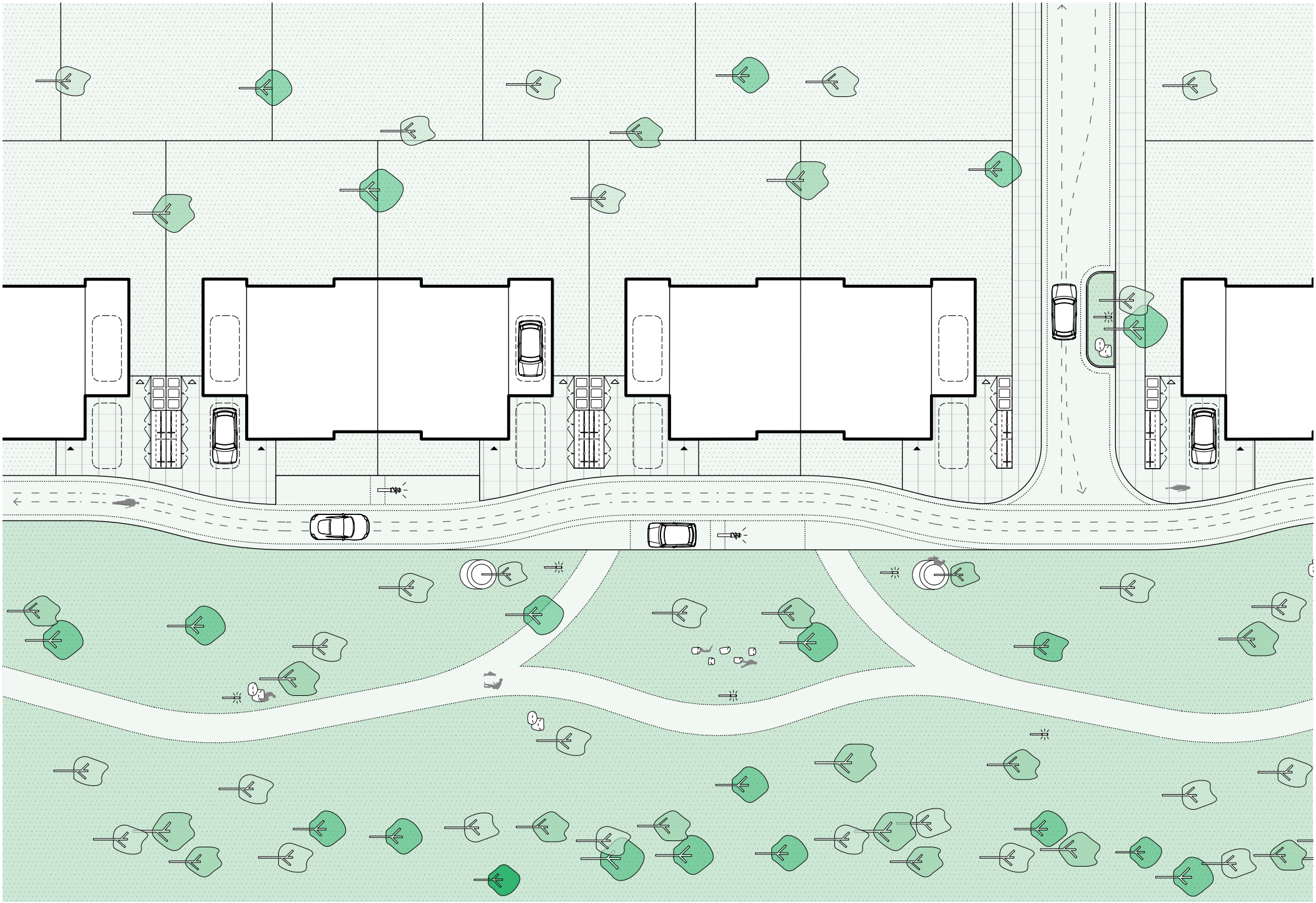
EDGE LANES

Edge Lanes are most appropriate at the edges of development and run parallel to the boundary. These streets are most appropriate when they front open spaces creating passive surveillance. It is important they provide pedestrian permeability.

ST10.01– Place Requirements

10.01A Maximum Width	No coded requirements.
10.01B Social Spaces	No coded requirements.
10.01C Views and Vistas	Access points into Edge Lanes must frame views out into the landscape. Views terminated by built form will not be permitted.
10.01D Landscape Zones	No coded requirements.
10.01E Junctions	Junctions into Edge Lanes must be framed by a tree on each side of the street.
10.01F Street Trees	No coded requirements - trees to be incorporated into adjoining open space.
10.01G Homes Served	Maximum 50 dwellings.
10.01H Frontage	The majority of built form (>50%) must front the Edge Lane. Sides and rears fronting the Edge Lane will be permitted to add variety in rural locations.

North Herts Edge Lane Example (XXXX), More info →



ST10.02 – Movement Requirements

10.02A Pedestrians	Accommodated on the carriageway.
10.02B Pedestrian Crossings	n/a
10.02C Pedestrian Access	No coded requirements.
10.02D Cyclists	Accommodated on the carriageway.
10.02E Vehicular Lanes	Must not exceed one vehicular lane at any point (apart from at passing points).
10.02F Carriageway	Width must not exceed 3m. Geometry of the carriageway edge must be gentle to reflect the rural character - hammerheads and constant radius curves will not be permitted.
10.02G Through Traffic	Typically no - permitted modal filters include raised planters and trees. Garages as modal filters will not be permitted as they do not provide visual connectivity for pedestrians.
10.02H Passing Points	Required if Edge Lane is longer than 11m. Passing point must be provided halfway through gentle widening of carriageway.
10.02I Service Vehicles	If required, turning heads will not be permitted and must be designed out through one-way servicing route.
10.02J Vehicular Speed	10mph
10.02K Junction Forms	Simple priority only.
10.02L Junction Spacing	n/a
10.02M Bus Stops	Not accommodated.

ST10.03 – Parking Requirements

10.03A On Street Parallel Parking	Permitted - no more than two bays (length 10m).
10.03B On Street Perpendicular Parking	Not permitted.
10.03C Permitted Communal Parking Typologies	Access to Rear Parking Drives and Courts permitted from the built form side of the Edge Lane. Farmstead Parking permitted (and encouraged).
10.03D On Plot Parking	Permitted - widening of carriageway to incorporate reversing distances will not be permitted. Must be designed out through widening bays or providing generous front gardens.
10.03E Visitor Cycle Parking	Must be provided within open space or at access junctions.

ST10.04 – Technical Requirements

10.04A HCC PMPDG Classification	P3M1 Mews
10.04B Street Drainage	Street drainage must be attenuated through permeable paving or a flush channel at the centre of the carriageway.
10.04C Lighting	Lighting must be surface mounted on built form or on low-level bollards to the open space side.
10.04D Car Charging	Accommodated on plot.
10.04E Road Signs and Marking	TBC
10.04F Forward Visibility	Minimum 11m
10.04G Speed Restraints	Not required.

Dukes Parade, Poundbury (2001), More info →

PARKING HIERARCHY

PA01.01

Development sites must integrate parking provision as per the hierarchy set out in the table below. Tier 1 is most appropriate in Town Centre locations.

Tier	Description
1	Low car development with provision of blue badge spaces only.
2	Low car development with all residential parking provision provided communally in a multi-storey, underground car park or peripheral parking clusters.
3	Primary parking space provided on plot. Secondary parking space provided in a communal parking typology (unallocated).
4	Both parking spaces provided on plot (upto a maximum of two spaces). Any additional spaces provided in a communal parking typology (unallocated).

PA01.02

Tier 4 parking solutions are only permitted when servicing homes with 4 or more bedrooms.

PA01.03

Off plot parking spaces must be within 100m of residents' front doors.

PA01.04

Car ports, garages and integral garages must be appropriately dimensioned to park a car and incorporate any additional items (such as refuse and cycle storage) and will be counted as a parking space if provided. Refer to PA03 for critical dimensions.

PA01.05

In any circumstance, providing more than two on plot parking spaces will not be permitted.

PA01.06

Part M4(3) Wheelchair accessible homes are exempt from the parking hierarchy requirements with residents requiring all parking spaces on plot.

COMMUNAL PARKING TYPOLOGIES

The communal parking typologies outlined on the following pages offer a variety of ways of integrating parking within the public realm to ensure cars are well-surveilled and do not dominate the street scene. It is important that the appropriate typology is selected based on the site context and intended character.

Requirements for each communal parking typology have been organised around location, access, frontage, surveillance, maximum limits, landscaping and materiality.

The following codes apply to all communal parking typologies and must be read in conjunction with the type specific requirements.

ST10.05– Allocation of Spaces

The allocation of spaces within communal parking typologies will depend on whether parking spaces provided are primary or secondary. As outlined in PA01, primary spaces must be allocated to ensure residents have guaranteed access to a space in close proximity to the home. Secondary and additional spaces must be unallocated.

ST10.06– Demarcation of Bays

Parking bays must be delineated subtly through hard surfacing treatments (such as edging or a change in tone) or discs set into the hardstanding. Painted lines and numbers will not be permitted.

ST10.07– Boundary Treatments

Rear garden fencing visible from the public realm will not be permitted in any communal parking typology. Any boundary treatments around communal parking typologies must be walls.

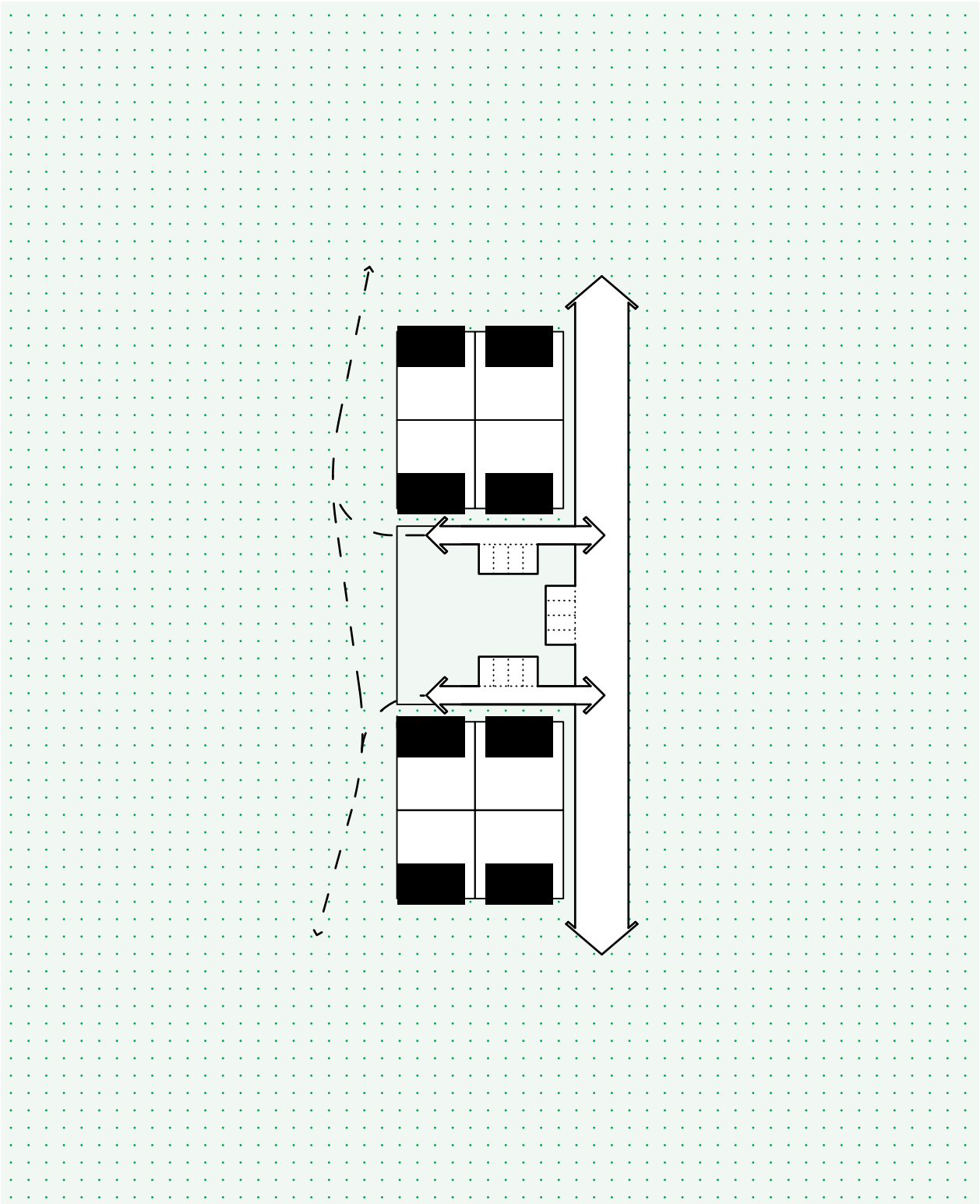
PA02.01 – Parking Squares

Parking squares are landscape-led spaces that prioritise public realm benefits, with parking as a secondary function. They are framed by active frontages such as residential entrances, ensuring strong passive surveillance and overlooking. In the long term, parking spaces can be converted to open space if parking demand reduces.

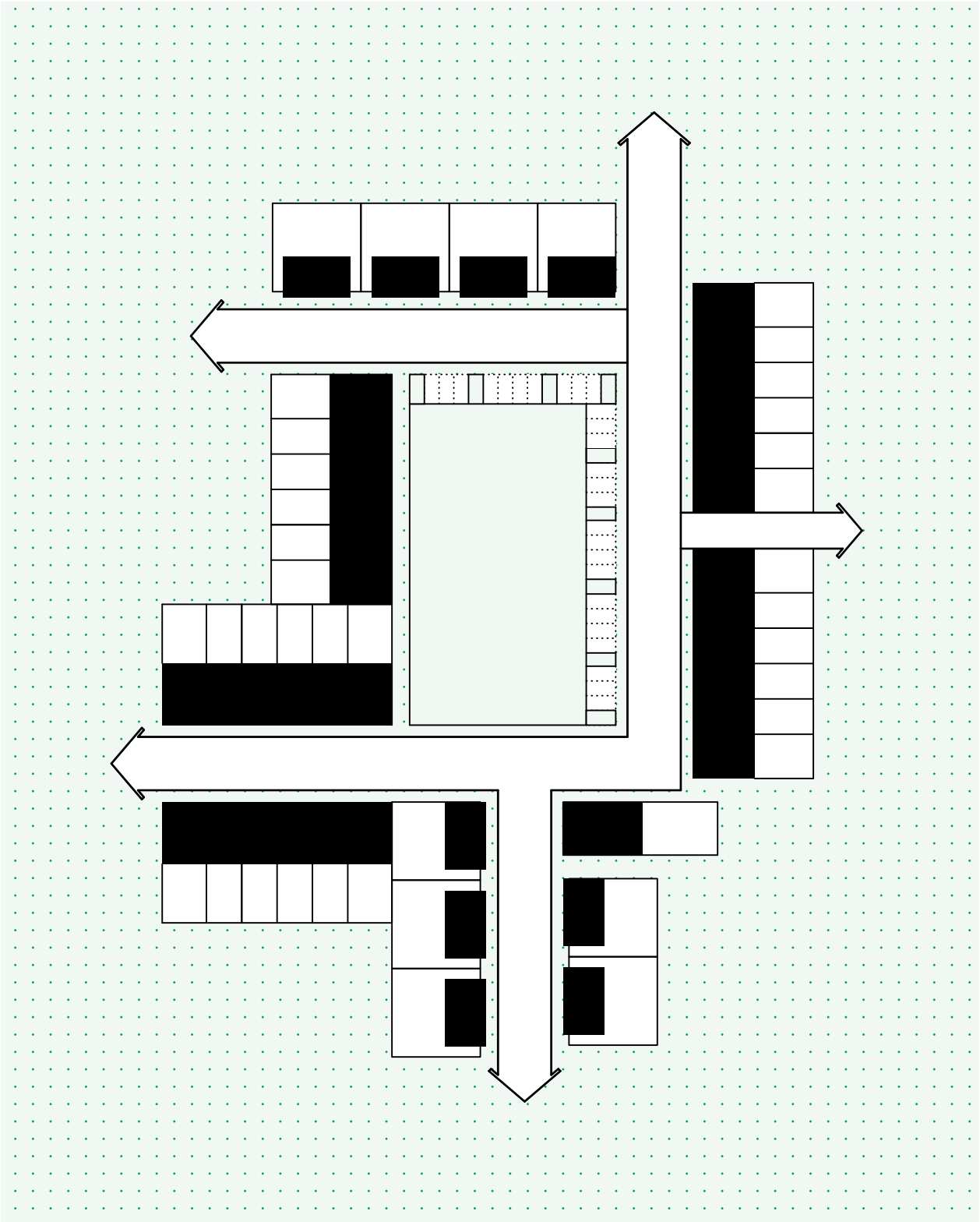
The worked examples show how parking squares can be incorporated at a variety of scales and contexts. In all instances, parking is arranged along the edge of the open space, accessed directly from the neighbouring streets.

02.01A Location	Varied, can be internal or external to plots.
02.01B Access	Access permitted from Neighbourhood Streets, Residential Streets, Residential Mews, Rear Mews and Spur Lanes. Parking bays are accessed directly from surrounding streets.
02.01C Frontage and Surveillance	Parking Squares must be directly fronted by at least 4 homes to ensure passive surveillance and overlooking.
02.01D Maximum Limits	Co-located Open Space must not be lined with parking for more than 50% of its perimeter.
02.01E Landscaping	Must be combined with a Tier 1 Open Space as a minimum. No more than 4 bays before a landscaped section (minimum dimensions 2.x6m).
02.01F Materiality	As per requirements for parking bays in appropriate Street Type code.

Small parking squares can be accommodated within the plot with access from a Rear or Residential Mews (see ST07,ST08) or on the edges of development combined with a Spur Street layout as illustrated below.



Larger parking squares accessed from more prominent streets can be combined with larger open spaces accommodating both residential and non-residential parking as illustrated below.



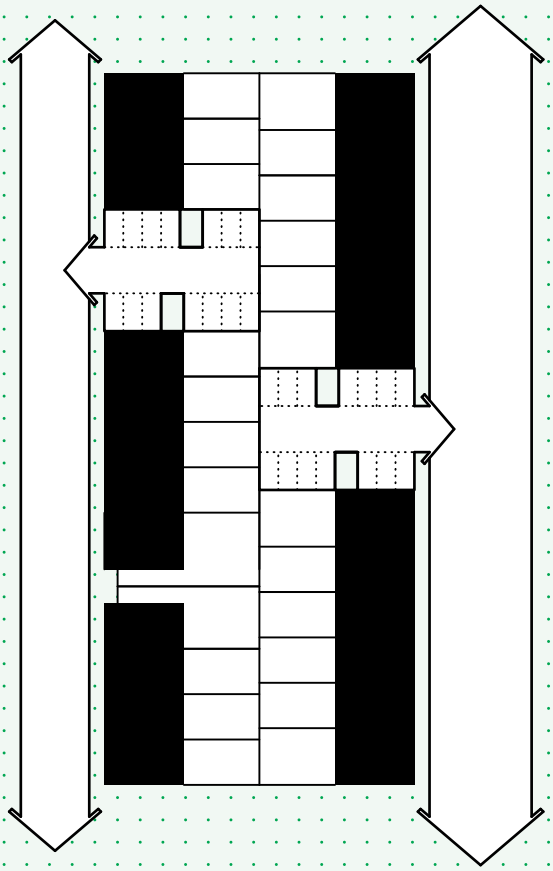
Parking Square Reference Image (XXXX), More info →

PA02.02 – Terrace Parking Courts

Terrace parking courts are small clusters of perpendicular parking integrated within breaks in the built form along street frontages. They are accessed from a single point off an appropriate street and are typically defined by gable ends and rear garden walls.

To encourage active use and passive surveillance, they may incorporate ancillary functions such as communal cycle and refuse storage or shared hobby spaces, as illustrated opposite.

02.02A Location	In between built form frontage along a street.
02.02B Access	Singular entry and exit point from the adjoining street. Access to Terrace Parking Courts permitted from Neighbourhood Streets, Residential Streets and Edge Lanes.
02.02C Frontage and Surveillance	Gables on either side must incorporate a minimum of one window each to provide passive surveillance over the court.
02.02D Maximum Limits	Must not accommodate more than 12 parking bays.
02.02E Landscaping	Must incorporate a strip of landscaping along the length of the front boundary to the street with a minimum depth of 2m.
02.02F Materiality	As per requirements of adjoining Street Type.

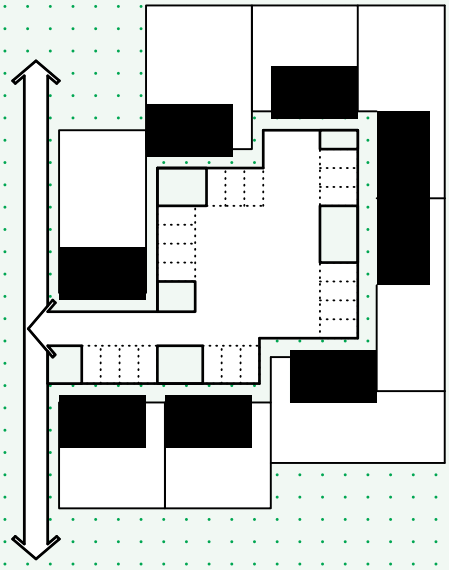


PA02.03 – Farmstead Parking Courts

Farmstead parking courts reference the built form structure of a collection of farm buildings that work together to create an internal courtyard. This typology is appropriate for more rural and suburban contexts that require a looser urban grain.

It is important that these courts are small in scale, serving a maximum of eight homes to ensure they accurately reflect their historic reference. In addition to accommodating parking, they also offer an informal space for children to play and can accommodate landscaping depending on their location and management strategy.

02.03A Location	At the centre of 5-8 homes arranged around a court, as illustrated in the diagram opposite.
02.03B Access	Singular vehicular entry and exit point from the adjoining street. Access to Farmstead Parking Courts is permitted from Neighbourhood Streets, Residential Streets and Residential Mews, Rear Mews, Spur Lanes and Edge Lanes.
02.03C Frontage and Surveillance	Must be activated by a minimum of five homes that front directly onto the Farmstead Parking Court.
02.03D Maximum Limits	Must not service more than 8 homes.
02.03E Landscaping	Access point must be softened by a tree at the junction.
02.03F Materiality	See adjoining street type for appropriate materials.

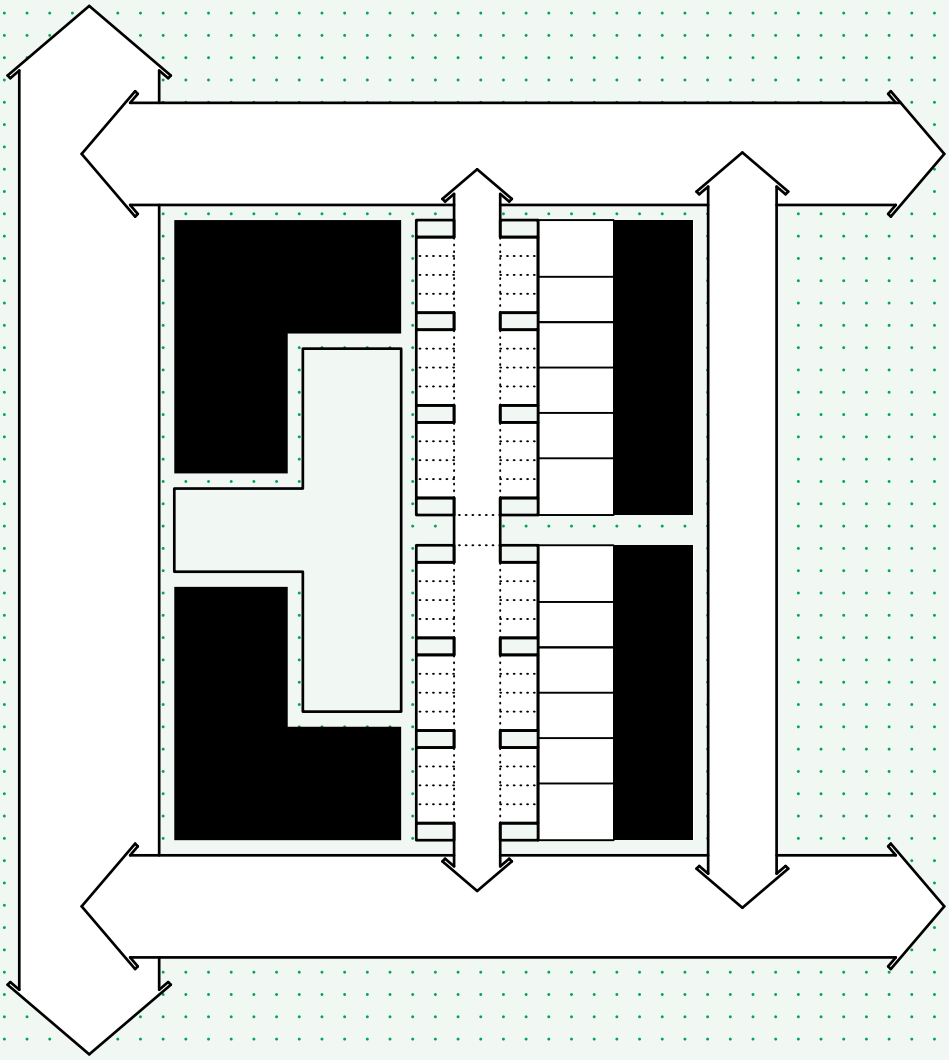


PA02.04 – Rear Parking Drives

Rear parking drives are only suitable when accommodating parking for higher density housing types such as apartments as they must be well-overlooked.

Drives are permeable linear parking features located to the rear of apartment blocks and are utilitarian spaces whose primary function is to maximise parking.

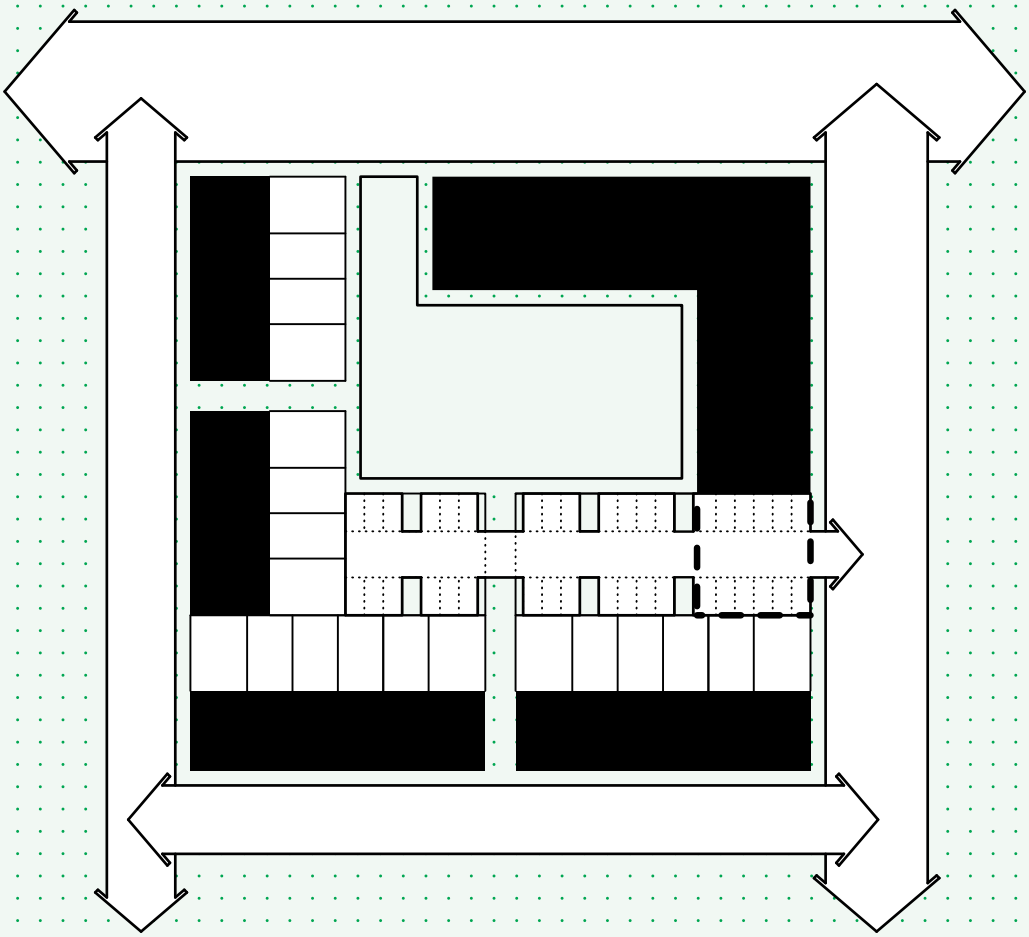
02.04A Location	To the rear of apartment buildings, as illustrated in the figure opposite.
02.04B Access	Must incorporate two vehicular points of access to create a through route.
02.04C Frontage and Surveillance	Entry and exit points must be visible from eachother - curved or kinked geometries are therefore not permitted.
02.04D Maximum Limits	Rear Parking Drives only permitted when servicing multiple apartment buildings. Must not service more than 24 dwellings.
02.04E Landscaping	Must have at least one tree at each access point to soften entrance areas and a landscaped area (minimum dimensions 2x6m) every 4 parking bays.
02.04F Materiality	TBC



PA02.05 – Rear Parking Courts

The use of rear parking courts in any development should be minimised in favour of other more permeable parking typologies and street types. Rear Parking Courts offer secure rear parking for higher density housing typologies and must be used sparingly.

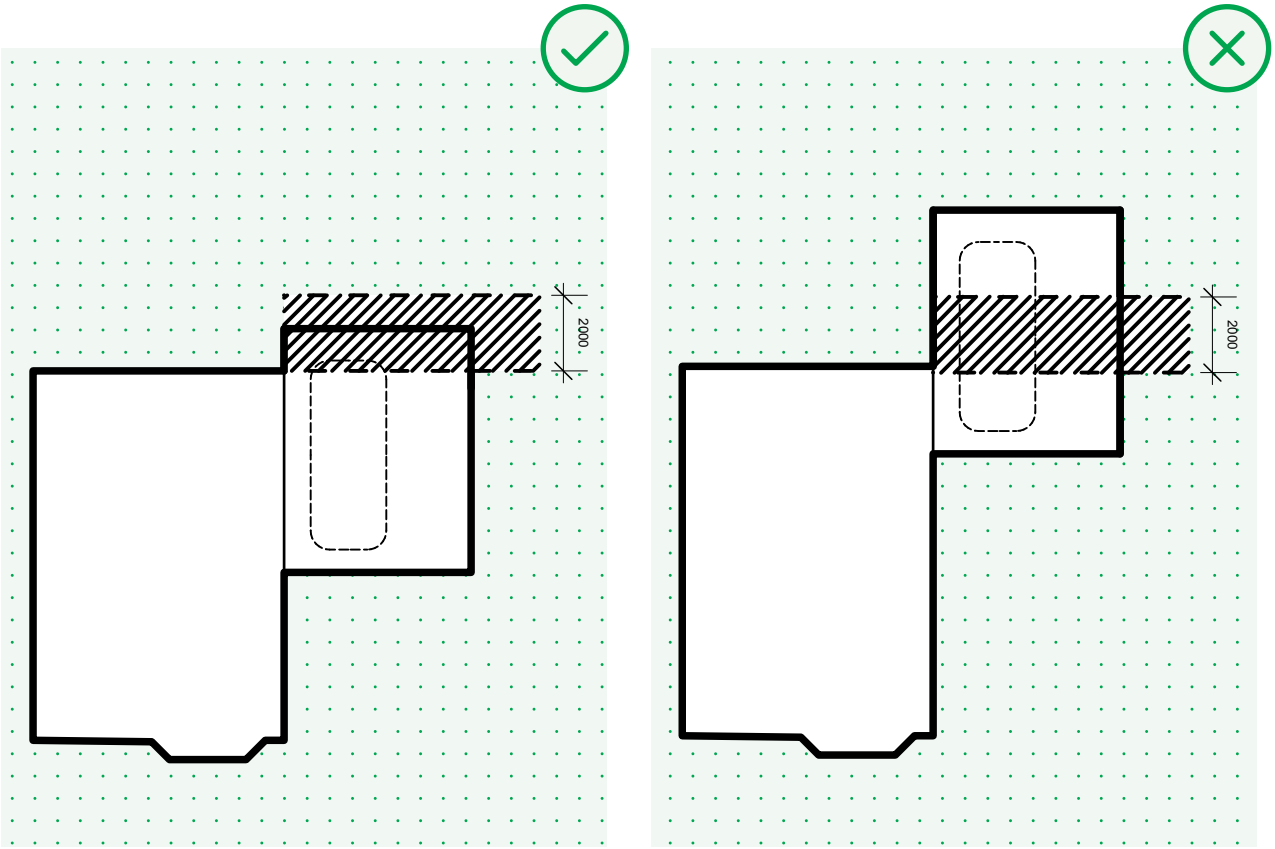
02.05A Location	To the rear of apartment buildings, as illustrated in the diagram opposite.
02.05B Access	Singular vehicular entry and exit point from the adjoining street. Access to Rear Parking Courts permitted from Neighbourhood Streets, Residential Streets, Residential Mews, Rear Mews and Edge Lanes. Vehicular access point must be secure and gated with a digital access facilities to limit use to residents only. Undercroft entry points are only permitted if >4m wide and 3.7m high. Entry sequence for residents from a Rear Parking Court must go through a landscaped communal amenity space to a communal entrance.
02.05C Frontage and Surveillance	No coded requirements.
02.05D Maximum Limits	Must not serve more than 12 dwellings.
02.05E Landscaping	Must have at least one tree at access point to soften entrance area and a landscaped area (minimum dimensions 2x6m) every 4 parking bays.
02.05F Materiality	TBC.



ON PLOT PARKING

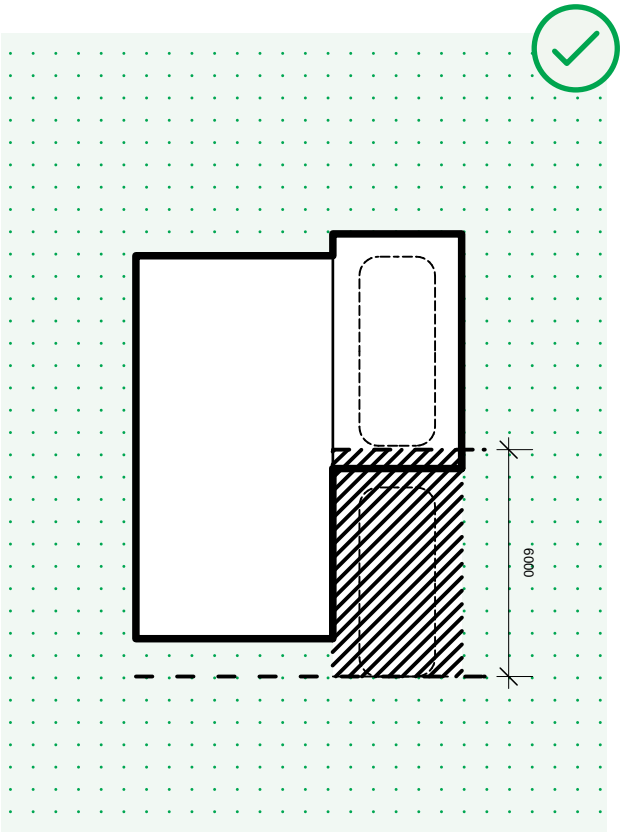
PA03.01

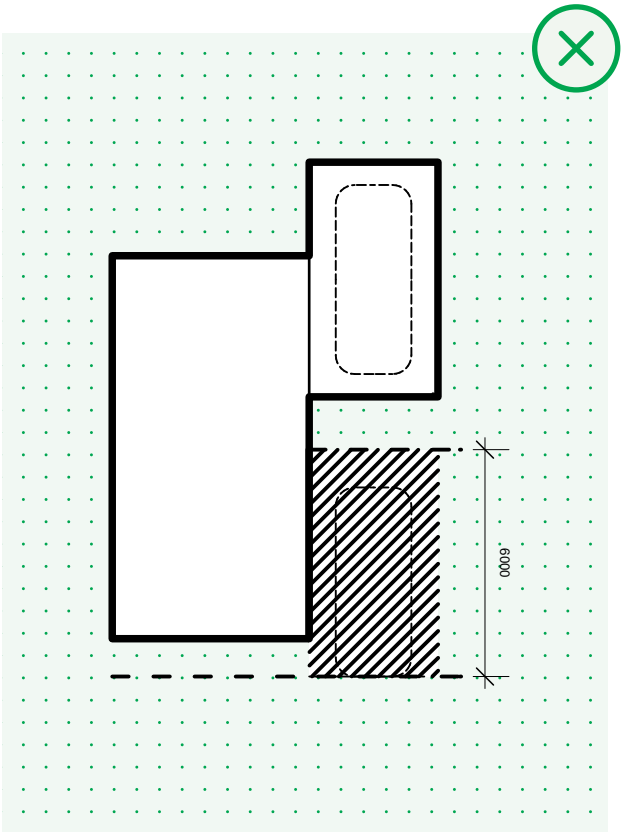
Garages and car ports on the side of the dwellings must not negatively impact rear private amenity for houses. The rear face of a garage or car port must not extend into the rear garden by more than 2m from the rear elevation of the home as illustrated below.



PA03.02

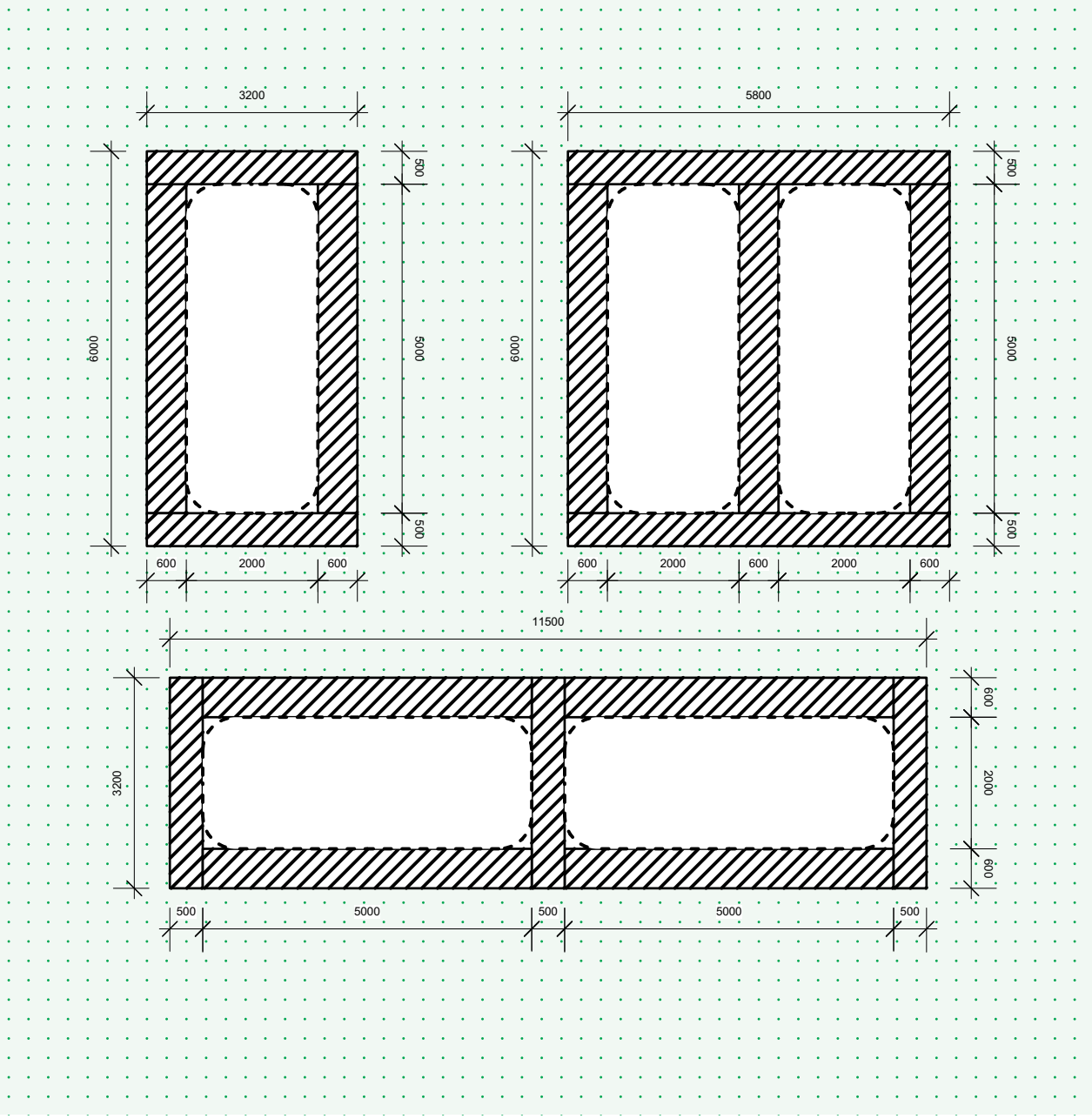
The placement of garages and car ports must not create additional parking spaces over what is permitted. When one parking space is permitted in front of a car port or garage, the front face must not be more than 6m behind the front boundary of the dwelling, as illustrated below.





PA03.03

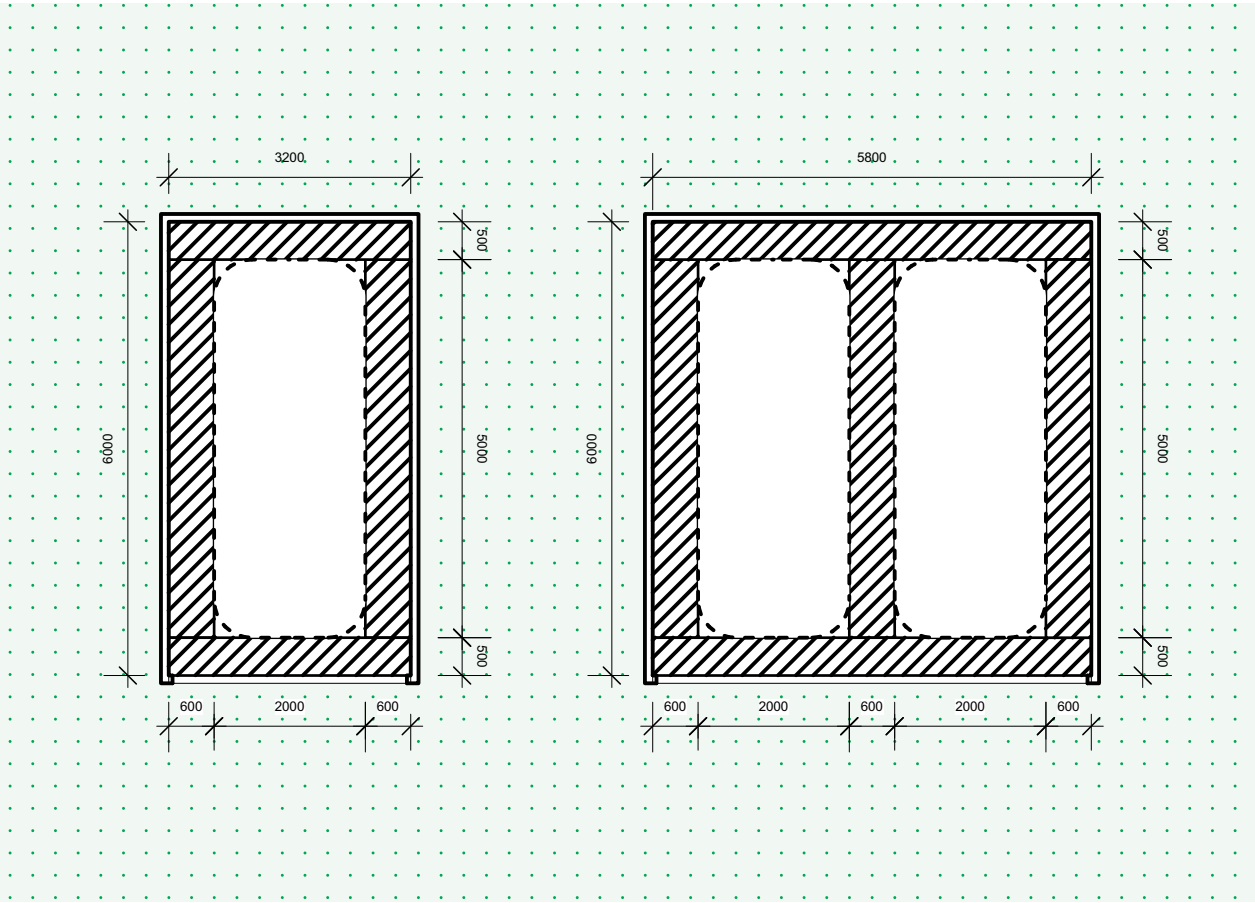
On plot parking bays for houses must be designed in accordance with the diagrams below setting out minimum dimensions and clearances for one and two vehicles.



Layouts for single and double garages and car ports.

PA03.04

Garages and car ports for houses must be designed in accordance with the diagrams below setting out minimum dimensions and clearances for one and two vehicles.



Layouts for single and double garages and car ports.

PA03.05

All garages must incorporate a minimum of 2sqm of storage space with a minimum depth of 650mm and a clear access width of 750mm in front.

AFFORDABLE HOUSING DISTRIBUTION

BF01.01 – Cluster Size

Affordable housing must be grouped in clusters as set out in the table below.

Development size for an outline planning application is determined by the number of homes per Reserved Matters application.

In affordable housing clusters larger than 18 dwellings, 50% or more of the cluster must be allocated in apartments.

Development Size	Minimum Cluster Size	Maximum Cluster Size
10-50 homes	6	8
51-500 homes	6	18
500+ homes	6	26

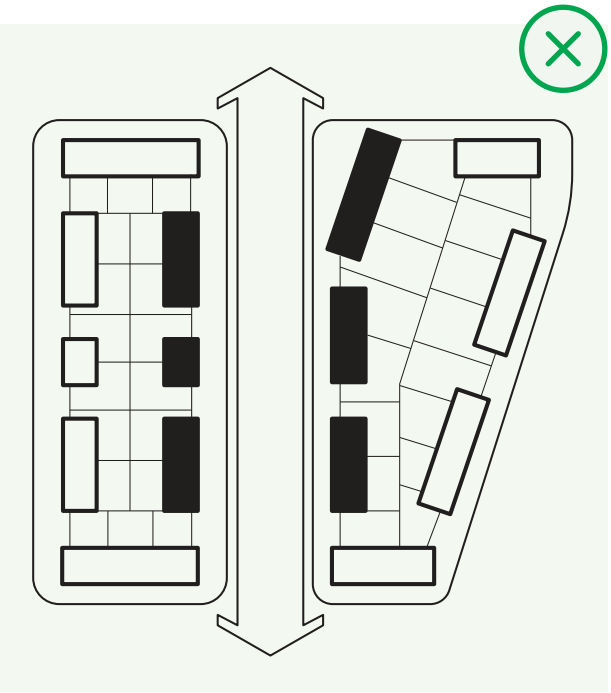
BF01.02 – Distribution

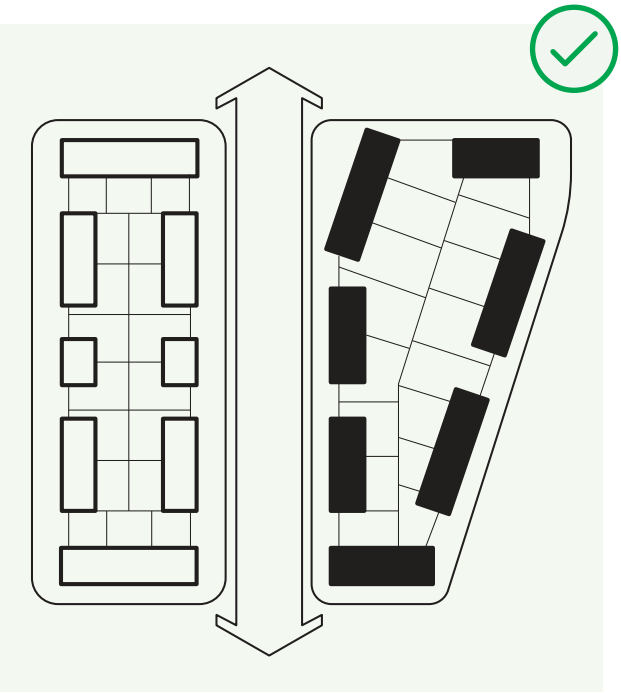
Affordable housing clusters must be distributed evenly across the site with equal access to open space, amenities and public transport.

Proposals that place affordable housing in the least desirable parts of the site (for example along railway tracks) will not be permitted.

BF01.03 – Streets

All streets must be mixed tenure. Affordable homes must never be located opposite eachother on the same street. As such, affordable homes must be clustered by block rather than by street as illustrated in the figure below.





TENURE NEUTRAL TYPOLOGIES

BF02.01

The quantum of private terraced units on a site must, as a minimum, match the number of affordable terraced units provided.

For example, if a site of 100 homes proposed 30 affordable tenure terraced units, the site must also deliver a minimum of 30 private tenure terraces.

The number of bedrooms per terrace does not need to match and larger terraces will be permitted. The main aim of this policy is to deliver a higher number of terraced typologies per site.

It is important to consider this requirement alongside SS01 that places a cap on the number of detached properties that can be delivered per site.

BALANCING VARIETY AND CONSISTENCY

BF03.01

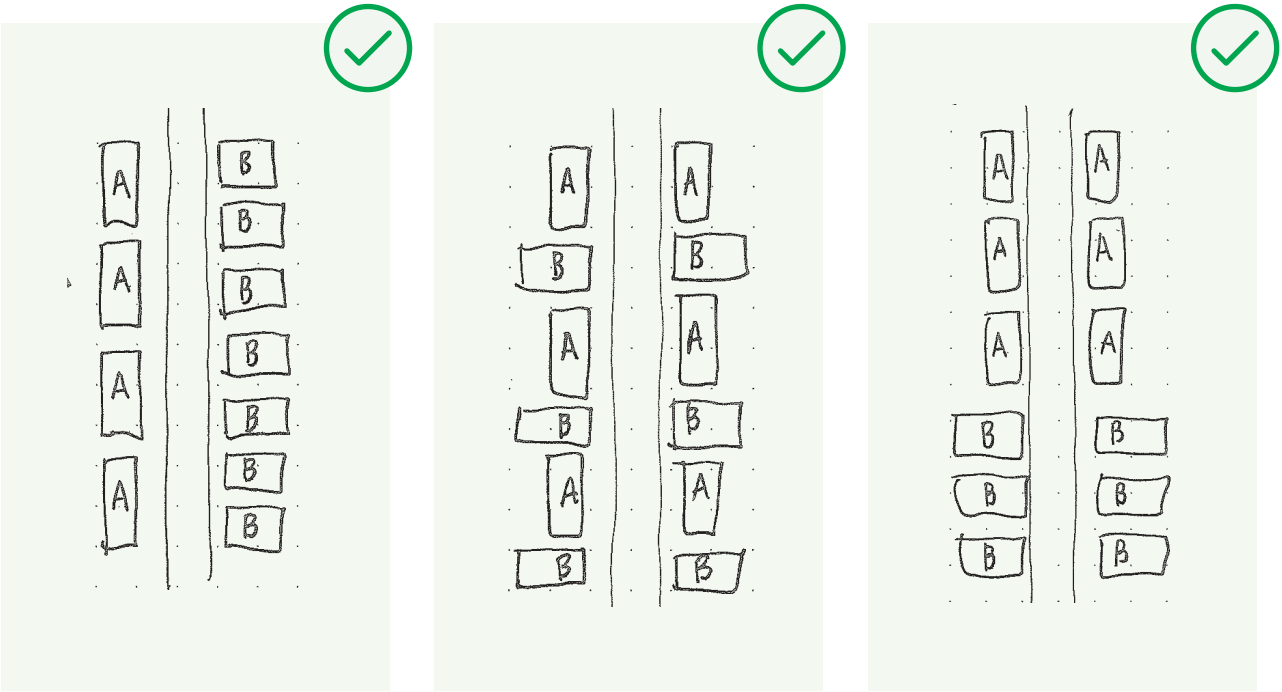
Materiality, massing, type and form of buildings on a street must work together to create a network of legible routes that each have their own character and are discernible from eachother.

Successful streets vary either materiality, form or none. Streets that include a variety of house types in multiple primary materials are overwhelming and will not be permitted. With this is mind, built form on streets must be designed in accordance with one of the categories included on the next pages.

Type A streets have consistent materiality and form, Type B streets vary form whilst Type C streets vary materiality.

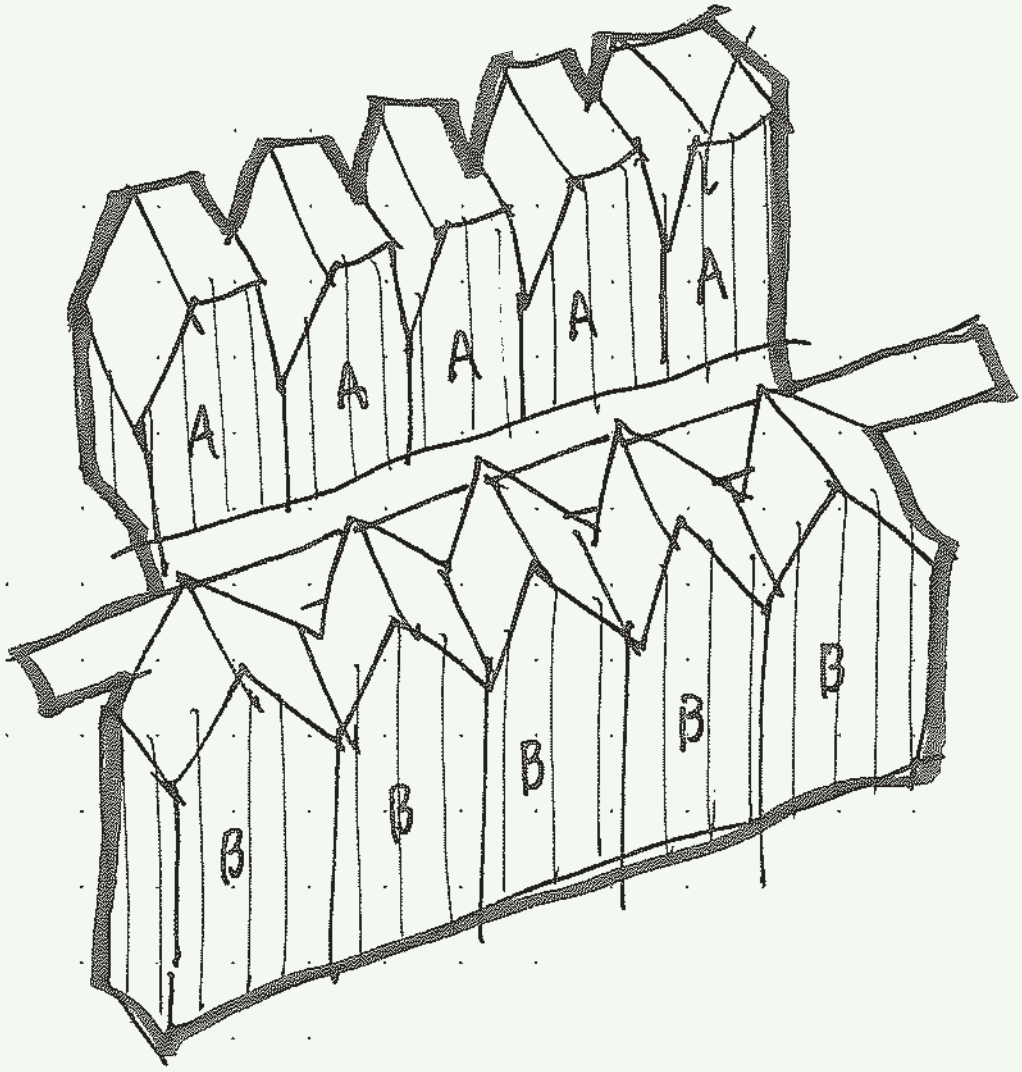
BF03.02 – Consistent Materiality and Form (Type A)

03.01A Location and Use	Suitable for short runs of residential streets that must not exceed 150m in length and are appropriate for both rural and urban settings. May be used to frame views to focal points as their consistency emphasizes changes in materiality and tone of the building terminating the vista.
03.01B Materiality	Consistent materiality on this street type is defined as all buildings on the street having the same primary material.
03.01C Form	Consistent form on this street type is defined as a maximum of two house types that must be arranged rationally as illustrated in the diagrams below.



Type A Street Local Example (XXXX), More info →

Type A Street National Example (XXXX), More info →


A
A
A
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B
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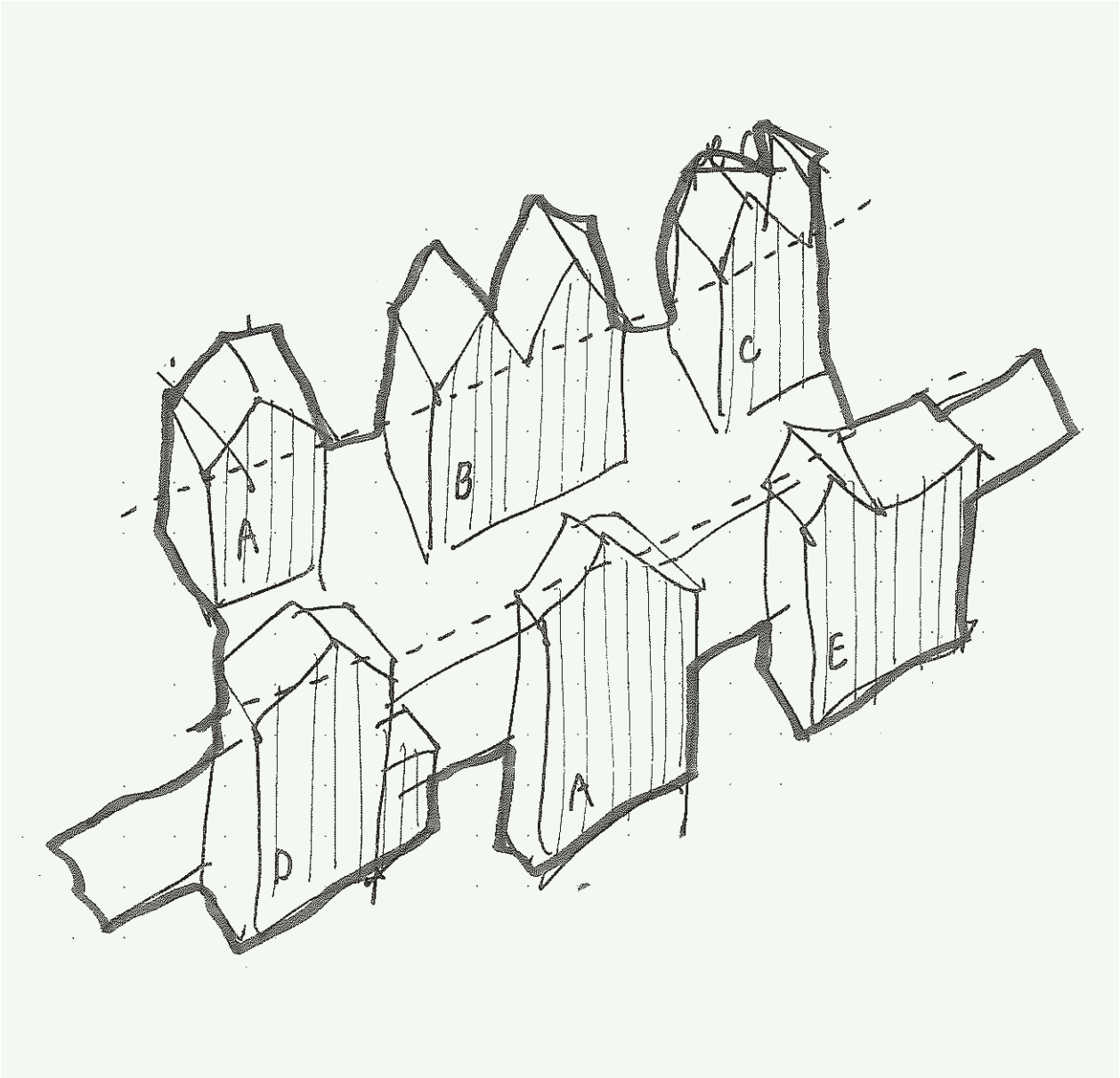
B

BF03.03 – Consistent Materiality and Varied Form (Type B)

03.03A Location and Use	Suitable for longer streets and are appropriate for both rural and urban settings.
03.03B Materiality	Consistent materiality on this street type is defined as all buildings on the street having the same primary material. Slight tonal variations will be permitted.
03.03C Form	Varied form on this street type is defined as a maximum of ten house types that must have a consistent ridge height.

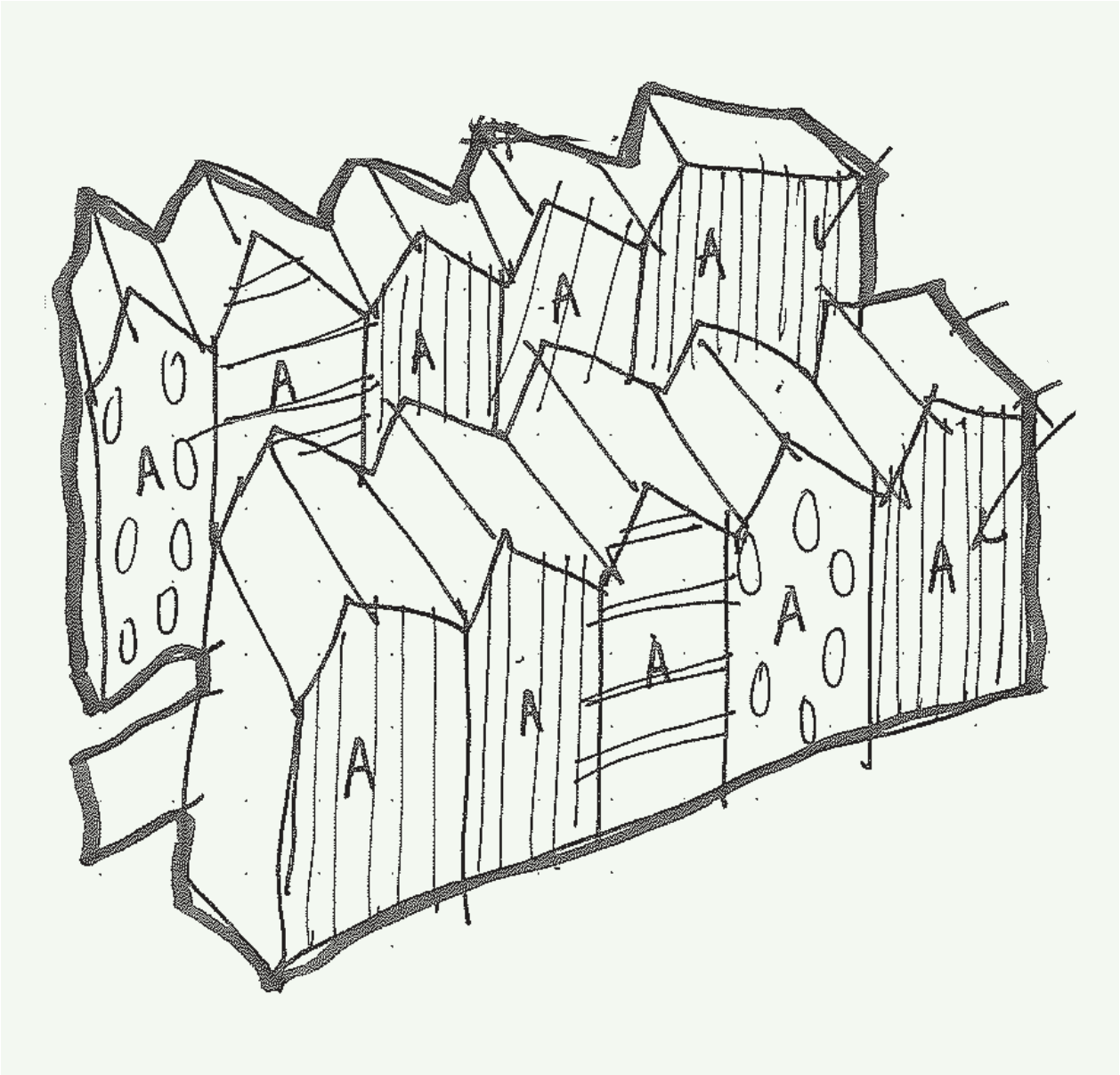


Hillshott, Letchworth Garden City (1913), More info →

Marleigh Housing, Cambridge, Pollard Thomas Edwards (2012), More info →

BF03.04 – Varied Materiality and Consistent Form (Type C)

03.04A Location and Use	Suitable for short runs of residential streets that must not exceed 150m in length and are appropriate for both rural and urban settings.
03.04B Materiality	Varied materiality on this street type is defined as a maximum of four primary materials. At least half the houses on the street must be in the same primary material.
03.04C Form	Consistent form on this street type is defined as a maximum of one house type.



ARCHITECTURAL APPROACH

PRIVATE AMENITY FOR APARTMENTS

BF05.01

Private outdoor space must be provided for all apartments in accordance with the table below.

Number of bed spaces	Minimum depth and width	Minimum area
1	1.5m	5 sqm
2	1.5m	5 sqm
3	1.5m	6 sqm
4	1.5m	7 sqm
5	1.5m	8 sqm
6	1.5m	9 sqm

BF05.02

Private amenity space for all apartments (including maisonette typologies) must be directly accessible from the principal living area of the dwelling. Maisonettes with detached rear gardens will not be permitted.

COMMUNAL AMENITY FOR APARTMENTS

BF06.01

A minimum of 50sqm of communal amenity space must be provided for apartment buildings with an additional 5sqm per unit over 5 units.

For example, an apartment building with 12 dwellings must provide a communal amenity space of at least 85sqm.

BF06.02

Communal amenity space can be delivered as a communal garden or roof terrace.

BF06.03

All apartments must have direct access to the communal amenity space via a communal entrance or lobby. Communal gardens must directly adjoin the apartment building it serves.

BF06.04

Communal gardens must have a minimum of 50% soft landscaping and a minimum of one tree per unit.

For example, an apartment building with 12 dwellings must provide a communal amenity space incorporating a minimum of 12 trees.

BF06.05

Communal gardens must be enclosed by walls or buildings with no public access or visibility from the public realm. Fencing as boundary treatments will not be permitted.

BF06.06

Ground floor units that face onto the communal amenity space must incorporate a minimum defensible space of 1.5m to ensure adequate privacy for residents.

PRIVATE AMENITY FOR HOUSES

BF07.01 – Quantum

Rear gardens must meet the minimum area and depth requirements as set out in the table below.

Number of bedrooms	Minimum area of rear garden	Minimum depth (m)
1	50 sqm	10*
2	50 sqm	10*
3+ in urban locations	60 sqm	7
3+ in rural locations	80 sqm	7

Urban locations are defined as development in and adjoining Letchworth Garden City, Baldock, Hitchin, Royston, Stevenage and Luton.

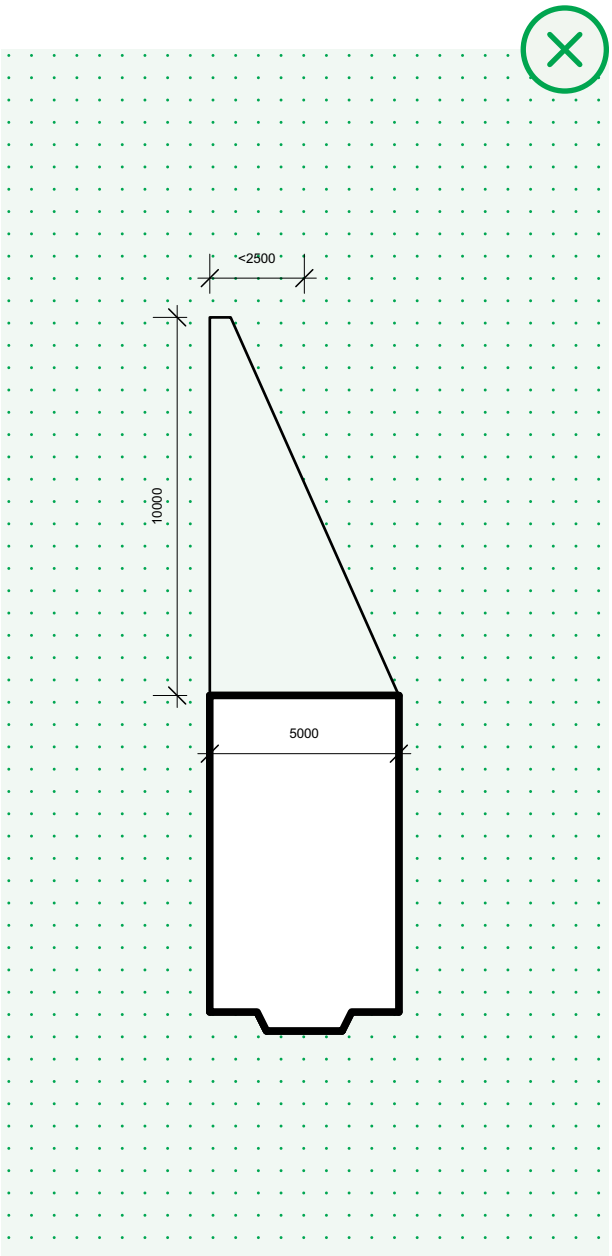
All other locations are defined as rural for the purposes of the table above.

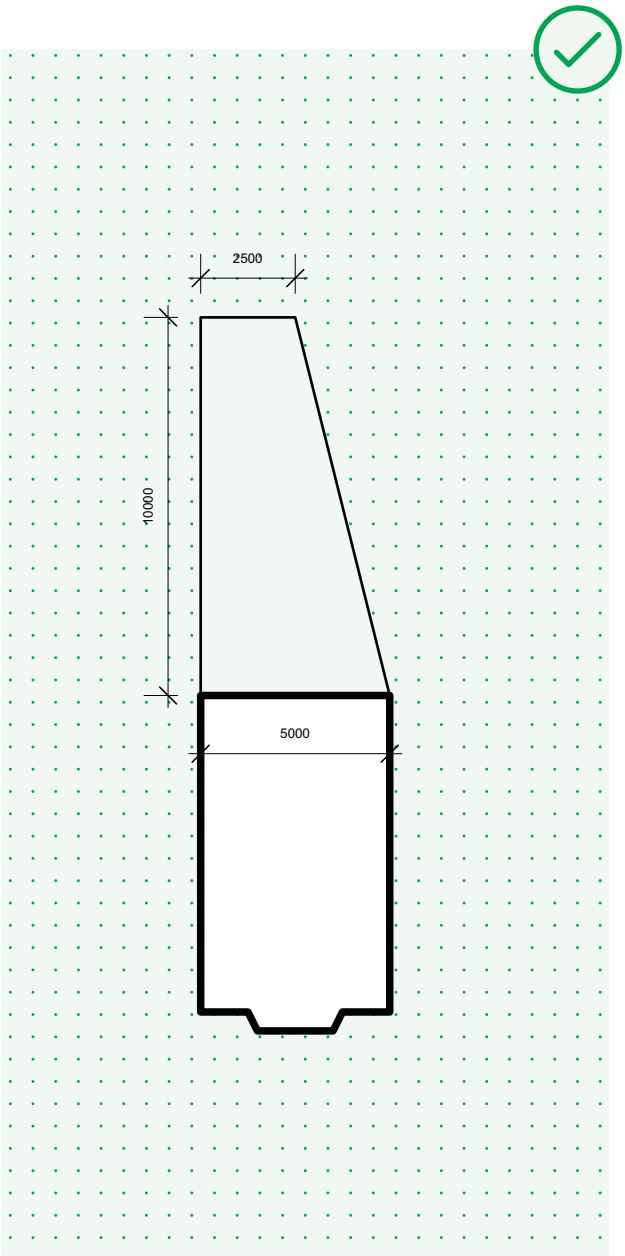
*If substantial front gardens (depth >2m) or first floor amenity is provided, the minimum rear garden depth for one and two bedroom properties may be reduced to 7m.

BF07.02 – Layout

Rear gardens must be regularly shaped. Tapered or oddly shaped gardens that reduce to more than half the plot width will not be permitted. Rear gardens to the side of dwellings are excluded from this requirement.

For example, a rear garden for a terraced dwelling on a 5m wide plot must maintain a minimum width of 2.5m.



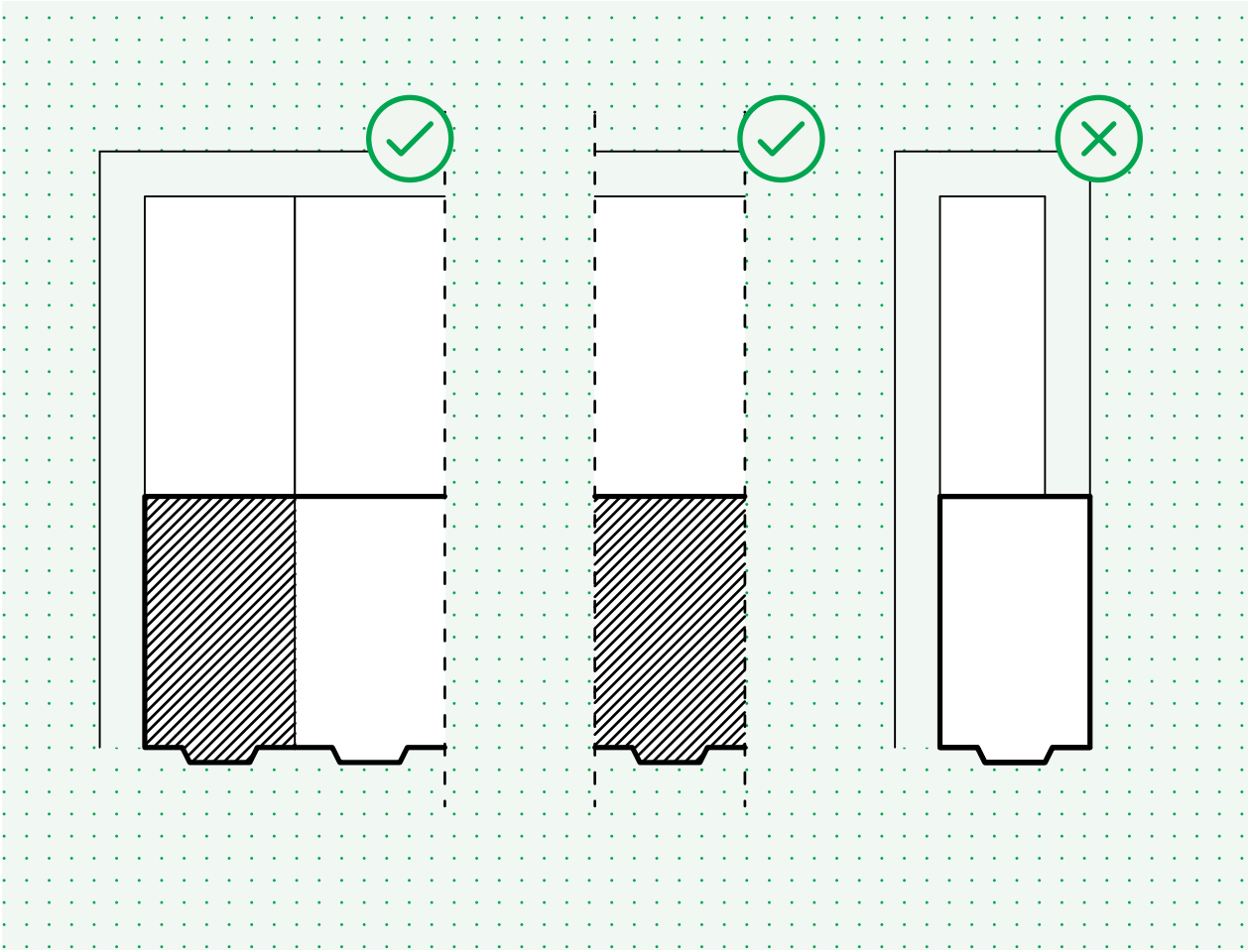


BF07.03 – Levels

A minimum of 50% of rear gardens must be at the same level to ensure usability by residents.

BF07.04 – Boundaries

Rear gardens must not be surrounded by access alleyways on more than one side with the exception of end of terrace plots which may incorporate access alleyways on two sides as illustrated below. In any circumstance, rear gardens surrounded by access alleyways on three sides will not be permitted.



BF07.05

Front gardens and defensible space at the front of homes must incorporate a minimum depth of 0.9m to the footway or carriageway to ensure adequate privacy for residents.

BF07.06

Front gardens and defensible space at the front of homes must not exceed 3.5m to prevent the loss of gardens to frontage parking.

Local Front Garden Example (XXXX), More info →

COMMUNAL AMENITY FOR HOUSES

BF08.01

In some contexts, providing communal amenity for a small group of houses may be more appropriate then Tier 1 Open Spaces that are publicly accessible. The council are open to exploring this approach and would support the provision of such spaces provided they are well-overlooked and internal to the plot layout for a sense of intimacy. It would be assumed that any communal amenity space for houses would replace Tier 1 Open Space provision for homes within the target walking distance.

Letchworth Internal Plot Green Space Example (XXXX), More info →

CYCLE PARKING AND STORAGE

BF09.01 – Quantum

Secure cycle parking must be provided in line with the table below.

Number of Bedrooms	Minimum Secure On Plot Spaces (Primary)	Additional On Plot (Secondary)	Additional Communal (Secondary)
1	1	1	0.25
2	2	1	0.25
3	2	2	0.75
4+	2	3	1.25

Primary spaces (in the second column) refer to the minimum number of secure on plot spaces that must be provided for all homes. These spaces must comply with codes BF09.02-09.

Secondary spaces (in the third and fourth columns) refer to the additional spaces required which can either be accommodated elsewhere on the plot (in a rear garden shed for example) or in a communal cycle store.

On Plot Cycle Parking

BF09.02— Location

Primary cycle parking for homes must be accommodated in one of the following locations to promote sustainable short journeys; at the front of homes in a secure cycle store that is holistically integrated with the defensible space boundary or at the side of homes in a secure cycle store, car port or garage. Accommodating primary spaces in rear gardens and coach houses is only permitted if direct access to the street (for example to a Rear Mews) from the rear garden is provided.

BF09.03— Accessibility

Primary secure cycle parking must not require cycles to be stored upright or in double-stacked racks.

BF09.04— Minimum Clearance

A passageway of 1200mm must be kept clear to manoeuvre cycles from the secure store to the street.

BF09.05— Design

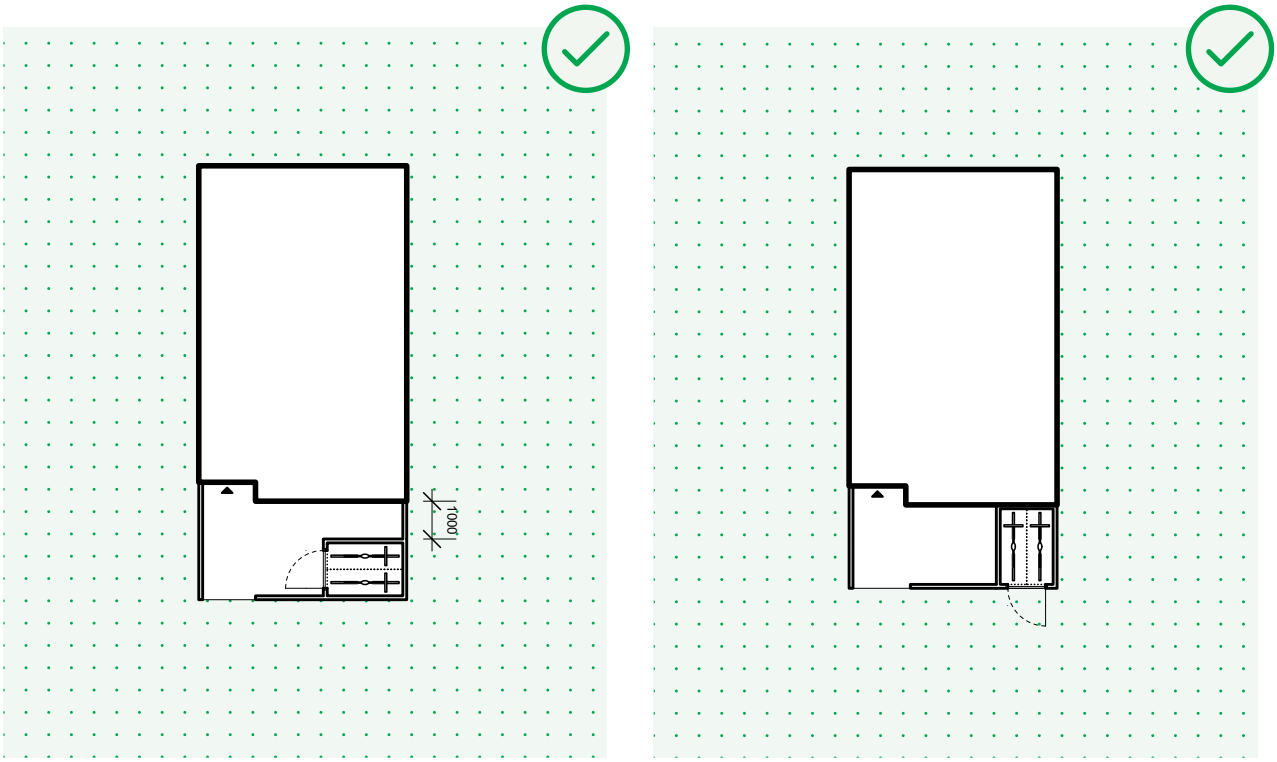
Secure cycle storage at the front of the dwelling must be holistically integrated into the boundary treatment for defensible space. Disjointed elements in different materials will not be permitted.

BF09.06 – Materiality

Secure cycle storage at the front of homes must be constructed from the same materials as the main structure. For example, a brick home will require brick cycle storage built from the same product.

BF09.07 – Habitable Rooms

If secure cycle stores run parallel to the front elevation of the dwelling, then a minimum corridor of 1000mm must be provided between the back of the store and front elevation of the dwelling to maintain a positive outlook from habitable room windows.

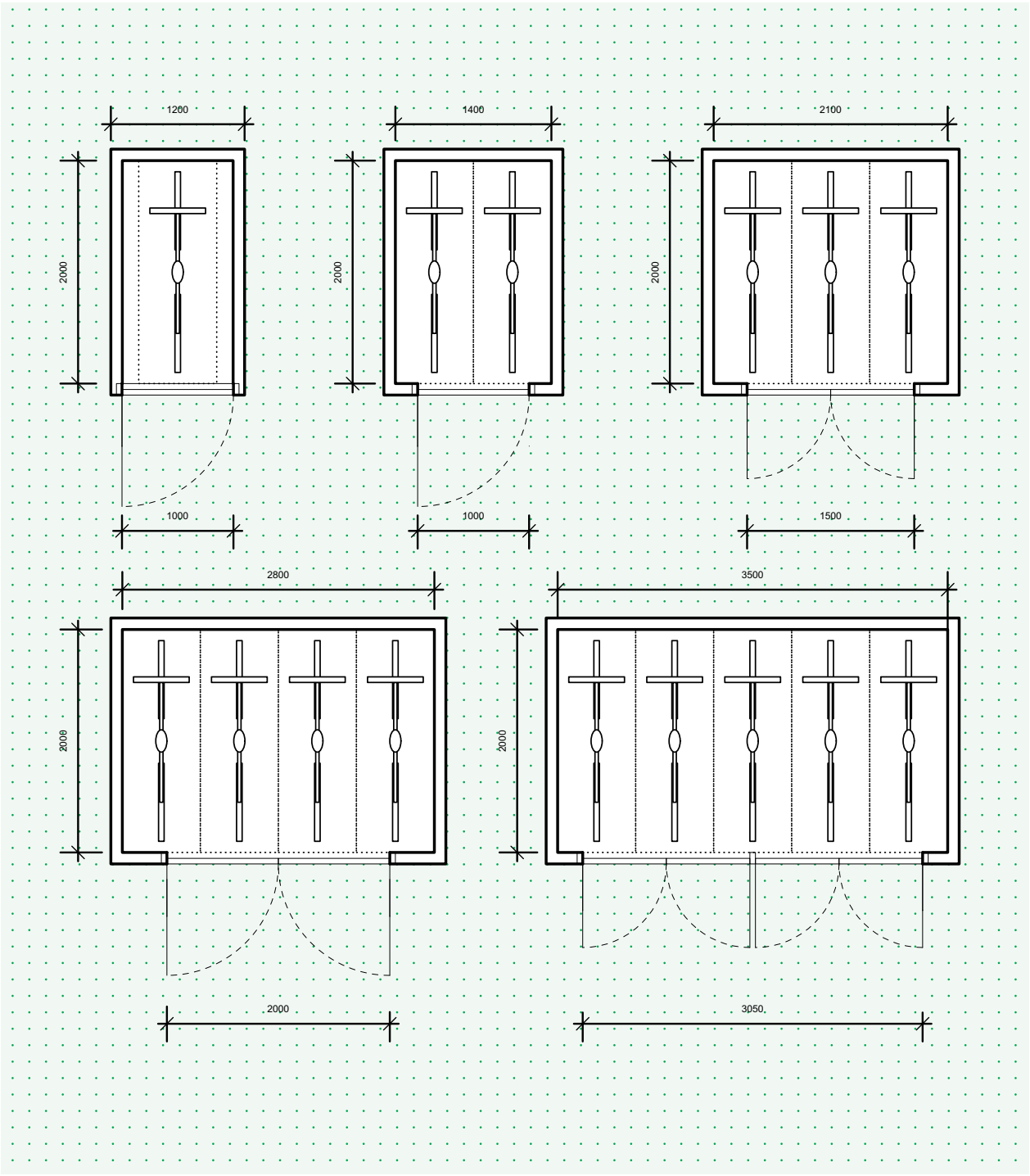


BF09.08 – Garage Access

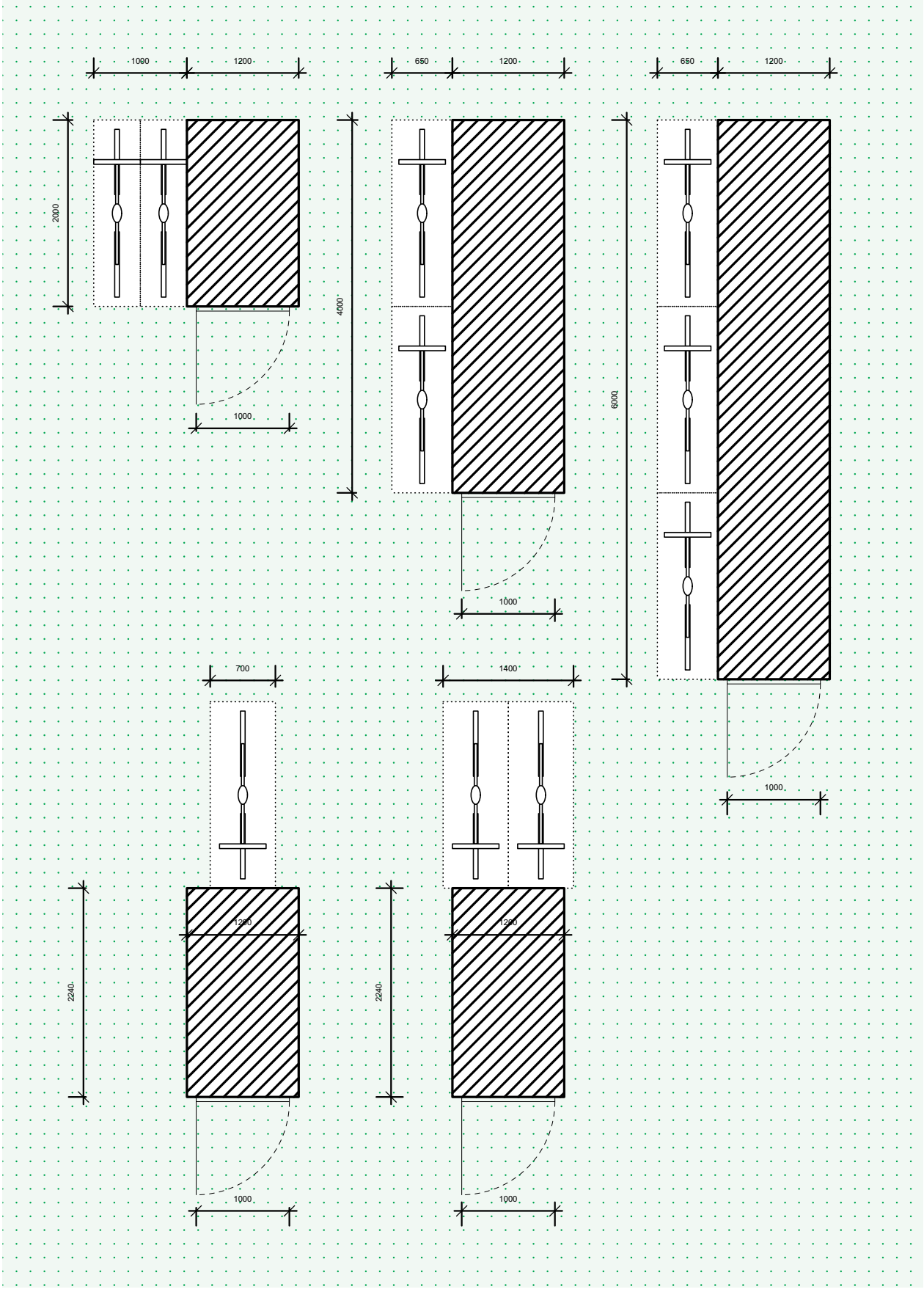
Any garages accommodating cycle storage must provide a pass door with a minimum clear width of 1000mm.

BF09.09 – Critical Dimensions

All secure on-plot cycle parking spaces (primary and secondary) must be designed in accordance with the diagrams below to ensure adequate space and ease of access for users.



Freestanding secure cycle stores for 1-5 bikes.



Critical dimensions required for 1-3 cycles incorporated into built structures (such as garages or coach houses).

Communal Cycle Parking

Communal cycle parking may be accommodated in on-street bike hangars or within purpose-built structures that can be combined with other uses such as community rooms or refuse storage. Communal cycle stores work well with terrace parking courts (PA02) as they bring activity and footfall to these public realm areas. BF09.11-15 do not apply to on-street bike hangars which are supported and encouraged.

BF09.10 – Location

Communal cycle stores must be within 100m of residents' front doors.

BF09.11 – Accessibility

Cycle parking in communal stores must not require cycles to be stored upright or in double-stacked racks.

BF09.12 – Design

Communal cycle stores must be located in well-surveilled areas with a minimum of one front door directly overlooking the entry point.

BF09.13 – Materiality

Communal cycle stores must be built from high quality materials with detailing equivalent to the surrounding homes.

BF09.14 – Access Aisles

All access aisles in communal cycle stores must be a minimum of 1.2m to manoeuvre bikes in and out of the space.

BF09.15 – Fenestration

Communal cycle stores must include a minimum of one window (glazing on access door not counted) to provide natural daylight to the cycle space and a sense of safety to users.

Communal Cycle Store Example (XXXX), More info →

WASTE AND REFUSE STORAGE

BF10.01

Waste and refuse storage solutions on new developments must comply with 'East and North Herts Shared Waste Services Waste Storage and Collection Guidance for Developers' requirements.

BF10.02

Residents must not have to move bins more than 30m from their secure storage area to the collection point.

BF10.03

A passageway of 1100mm must be provided to manoeuvre wheelie bins from the storage area to the refuse collection point.

BF10.04

If bin storage is accommodated in a garage, the space must be naturally ventilated. Permitted solutions include perforated doors and metal gates to ensure adequate odour control and fire safety.

BF10.05

Secure bin storage if provided at the front of homes must be constructed from the same materials as the main structure.

BF10.06

Secure bin storage at the front of the dwelling must be holistically integrated into the boundary treatment for defensible space. Disjointed elements in different materials will not be permitted.

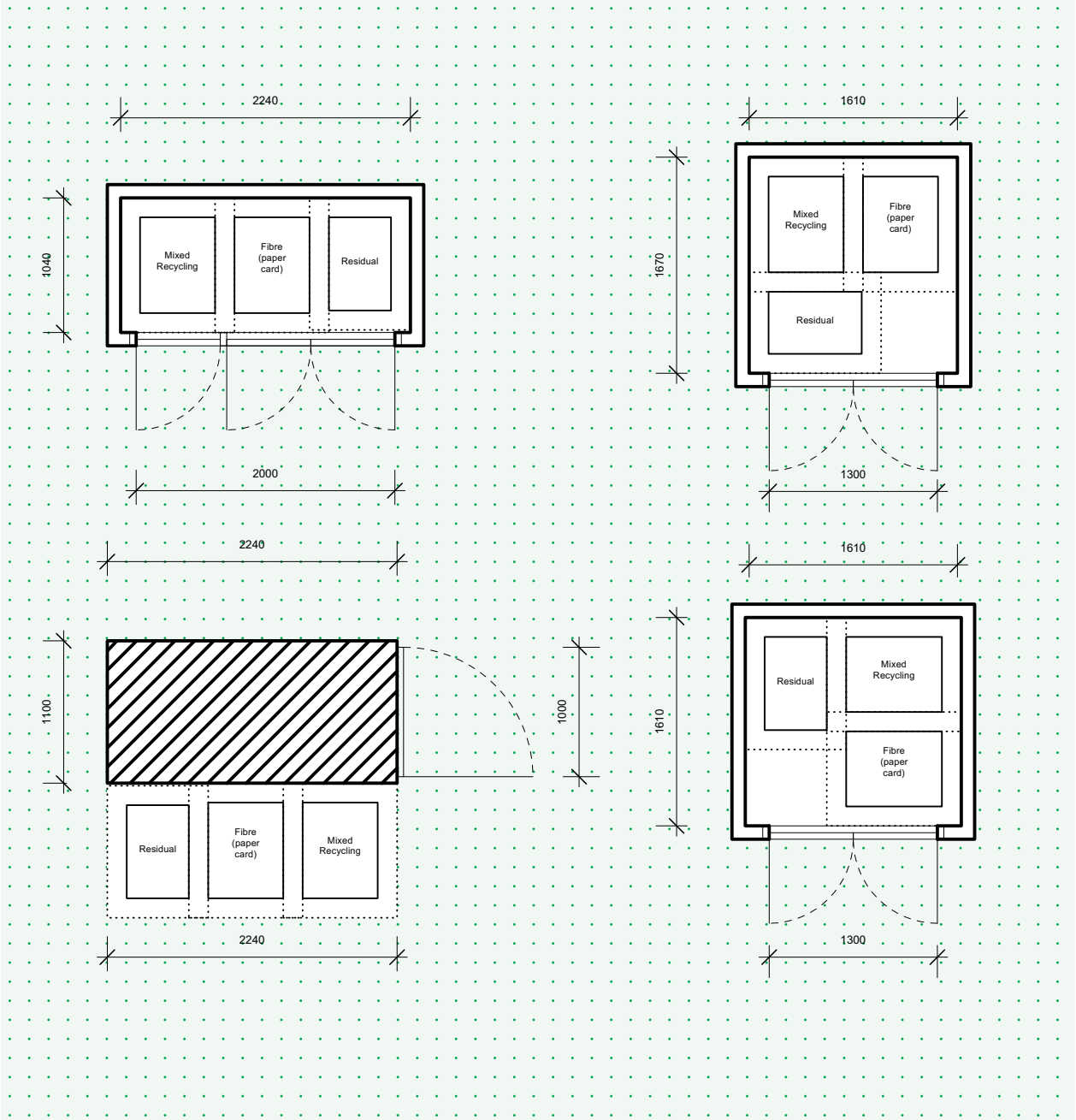
BF10.07

All bin storage for houses must accommodate 1no. 180L and 2no. 240L bins as a minimum as per the dimensions outlined in the table below. Larger homes may also provide space for 1no. 240L garden waste bin.

Capacity	Dimensions (mm)	Material
180L	480(w)x750(d)x1080(h)	Residual Waste
240L	580(w)x750(d)x1080(h)	Fibre, Paper and Card
240L	580(w)x750(d)x1080(h)	Mixed Dry Recycling
240L	580(w)x750(d)x1080(h)	Garden Waste

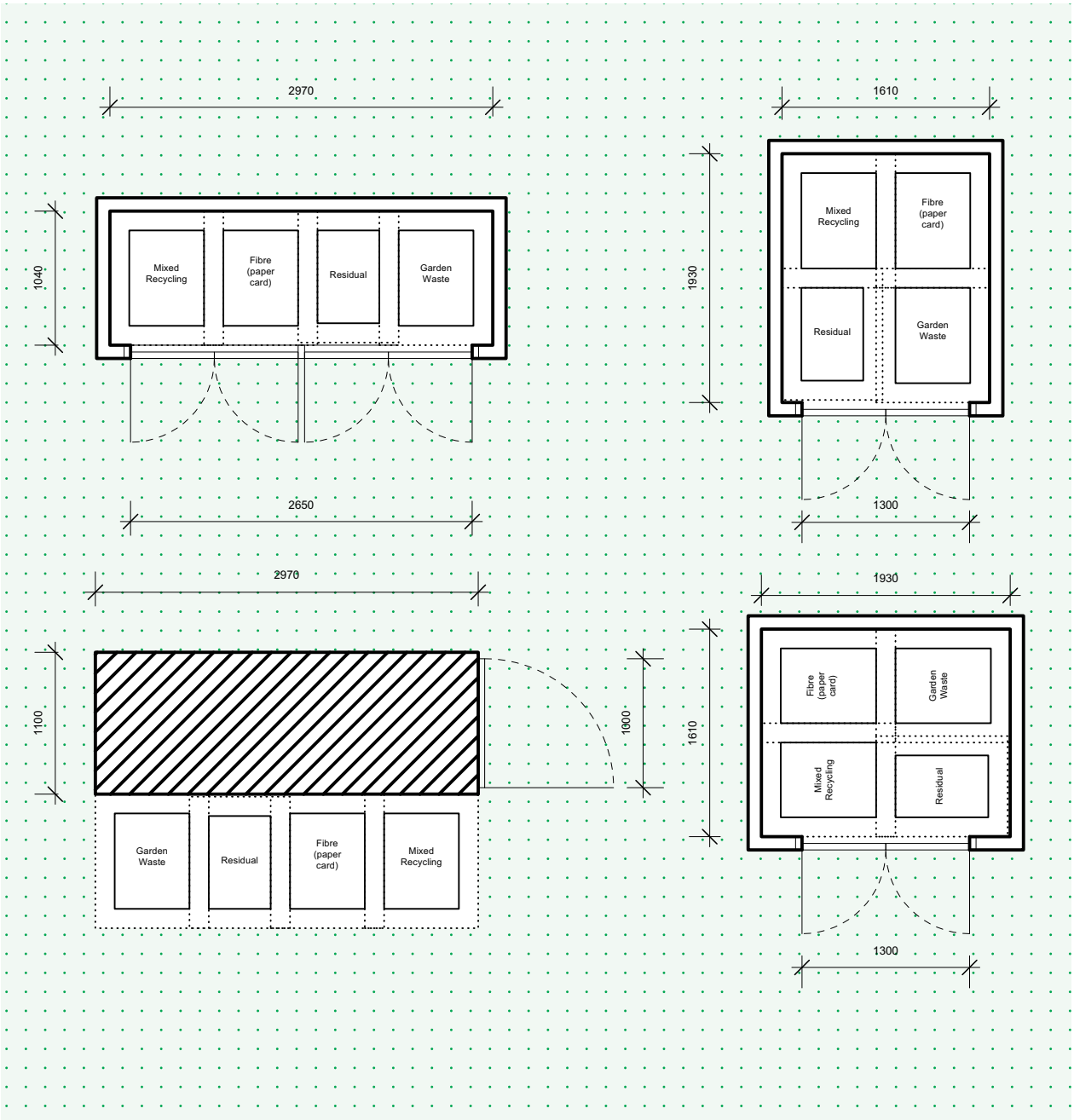
BF10.08

Refuse storage for houses must be designed in accordance with the figure below setting out critical dimensions for freestanding and integral refuse stores for three bins.



Refuse storage layouts for three bins.

Refuse stores that accommodate additional space for the garden waste bin must be designed in accordance with the figure below.



Refuse storage layouts for four bins.

GLOSSARY

Accessibility
How easy a place is for people to reach, move around, and use, including those with limited mobility or other needs. It covers both physical accessibility, such as step-free routes and clear paths, and perceived accessibility, meaning places that feel easy, safe, and straightforward to navigate. Good accessibility ensures streets, buildings, and open spaces can be comfortably used by everyone.

Active Frontage
Refers to building edges that face the street with doors, windows, or shop-fronts that create activity and interest. They make streets feel safer and more welcoming by allowing people to see in and out, encouraging walking and everyday interaction.

Active Travel
Getting around using physical movement rather than motor vehicles, mainly walking, wheeling, and cycling. Active Travel focuses on safe, direct, and enjoyable routes that make it easy for people to choose healthier, low-carbon ways of travelling in everyday life.

Aesthetic
Aesthetic refers to the overall look and visual qualities of a building, street, or place, including its style, materials, colours, and proportions. It is about how something appears and the impression it creates. In urban design, good aesthetics help make places attractive, coherent, and enjoyable to experience, while fitting well with their surroundings.

Affordable Housing
Refers to homes provided at prices or rents that are lower than the usual market level, so that people who cannot afford full-price homes still have access to a suitable place to live. In the UK this can include a range of tenures such as social rent, affordable rent, shared ownership, and homes sold at a reduced market price. The aim is to ensure that local people, including lower-income households, key workers, and those in housing need, can live within their community.

Amenity
The features of a place that make it pleasant, comfortable, and enjoyable to live in. This can include things like good natural light, privacy, attractive views, quiet spaces, access to greenery, and places to sit or spend time outdoors. In urban design, amenity is about ensuring that homes, streets, and open spaces provide a good quality of life for the people who use them.

Appearance
How buildings, streets, and spaces look, including their materials, colours, form, and architectural style. Appearance covers the visual qualities that shape the character of a place and how well elements fit together.

Back-to-Back Housing
Refers to homes where the rear garden or amenity space directly adjoins the rear garden of another property. This arrangement means two homes face outward onto different streets or spaces, but their private rear areas sit directly against each other.

Baseline Studies
The research and surveys carried out at the start of a project to understand the existing conditions of a site and its surroundings. They gather information about things like landscape, ecology, movement, heritage, local character, drainage, noise, and community needs. This creates a clear picture of what is already there, helping designers make informed decisions and ensuring the design responds properly to the site.

Biodiversity Net Gain
Making sure that new development leaves nature in a better state than before the development of the site. It requires developers to protect existing habitats and then create or restore additional natural areas so that the overall biodiversity metric (a way of measuring how ecologically diverse a site is) increases rather than decreases. This can include new planting, wildlife habitats, trees, wetlands, or changes to land management. The aim is for development to improve local ecology and support more plants, animals, and natural features over the long term.

Blocks
Groups of buildings and the spaces around them that are enclosed by streets. They help shape the structure of a neighbourhood by defining where homes, shops, and other uses sit, and how people move through an area. The size and layout of blocks affect things like walkability, access, sunlight, privacy, and how active or quiet different streets feel.

Blue Infrastructure
The water-based features within a place, such as rivers, ponds, streams, wetlands, swales, and sustainable drainage systems. These elements help manage rainfall and reduce flooding, support wildlife, and create attractive spaces for people to enjoy. In urban design, blue infrastructure works alongside green infrastructure to make neighbourhoods more resilient, healthier, and better connected to natural systems.

Boundary Treatment
The way the edges of a property or space are defined, often through the use of fences, walls, hedges, railings, or planting. They help create privacy, security, and a clear distinction between public and private areas.

Buffer Zone
A strip of land kept free from new built-form to protect valuable features such as historic or wildlife-rich hedgerows/woodland. It is usually planted or managed as grassland, creating space that enhances the asset's ecological value, improves its health, and provides a clear break between the asset and nearby development. In design terms, the buffer maintains separation, reduces disturbance, and helps new schemes sit more sensitively within their setting.

Building Line
The point where buildings are positioned in relation to the street or space in front of them. A consistent

building line means that all the buildings come forward to roughly the same point, creating a neat, continuous street edge. A varied building line means some buildings are set further back than others, which can add interest and create small spaces or changes in rhythm along the street.

Building Massing

Refers to the overall size, shape, and arrangement of a building, including its height, width, and general form. It is about how big a building feels from the street and how it sits alongside its neighbours.

Car-Dominated

Car-dominated streets are streets where the movement and storage of vehicles takes priority over people. They often have wide carriageways, large turning areas, frequent driveways/pavement crossovers, and limited space for walking, cycling, or greenery. These streets can feel unsafe, unpleasant, and difficult to navigate for anyone not in a car, reducing social activity and discouraging sustainable travel. Good urban design aims to avoid car-dominated layouts by creating streets that put people, safety, and everyday use first.

Circular Economy

An approach where materials, products, and resources are kept in use for as long as possible, rather than being thrown away after a single use. It encourages designing buildings and places so that materials can be reused, repaired, or recycled, reducing waste and lowering environmental impact. In urban design, this can mean using durable materials, planning for easy maintenance, and creating systems that minimise resource use over the lifetime of a development.

Climate Change Adaptation

Climate change adaptation means designing buildings, streets, and open spaces so they can cope with the effects of a changing climate. This includes planning for hotter summers, heavier rainfall, more frequent flooding, and stronger weather events. In urban design it involves using measures such as shade, cooling through trees and green spaces, sustainable drainage, and durable materials. The aim is to make places safer, more comfortable, and more resilient for the long term.

Climate Change Mitigation

Climate change mitigation means reducing the amount of greenhouse gases we produce, so we limit further warming of the planet. In urban design this includes things like creating energy-efficient buildings, supporting walking and cycling, using renewable energy, increasing tree cover, and designing places that require less carbon to build and run. The aim is to cut emissions and help create low-carbon, environmentally responsible developments.

Compact Development

Compact development means creating neighbourhoods where homes, services, green spaces, and public transport are located close together and linked by safe, convenient walking and cycling routes. This approach reduces the need for long car journeys, supports local centres, and makes everyday activities easier to reach. It also helps create lively, efficient places that use land efficiently and encourage healthier, low-carbon ways of living.

Community Cohesion

How well people in a neighbourhood get along, feel connected, and feel part of the same community. It is about creating places where residents of different ages, backgrounds, and tenures can meet, interact, and feel safe and supported. Good urban design encourages community cohesion by providing shared spaces, walkable streets, and environments that help people mix naturally as part of everyday life.

Connectivity

Connectivity refers to how easily people can move between different places within a neighbourhood. It is about having direct, well-linked routes for walking, wheeling, cycling, and public transport, so everyday destinations are simple and convenient to reach. Good connectivity creates places that feel joined-up, easy to navigate, and supportive of active and sustainable travel.

Context

Refers to everything around a site that helps shape how new development should look and feel. It can mean the immediate setting, such as the neighbouring buildings, streets, and landscape features directly next to a site. It also includes the wider district setting, which covers the broader character of the town or village, local patterns of movement, and important community landmarks. Context also takes into account the historical setting, including heritage assets, long-standing street patterns, and the stories or uses that have shaped the area over time. In this part of the country, context also relates to the local architectural typology, from rural farmsteads and village forms to more urban terraces and traditional town centres. Understanding context helps ensure new development fits comfortably into its surroundings and strengthens the identity of the place.

Contextual Design

Contextual design means shaping new development so it responds positively to the character and qualities of its surroundings. It does not mean copying nearby buildings or recreating historic styles. Instead, it involves understanding what works well in the area, such as proportions, materials, roof forms, landscape features, or patterns of streets and spaces, and interpreting these in a modern, thoughtful, and contemporary way. True contextual design fits comfortably within its setting while still allowing for creativity and high-quality, up-to-date architecture, rather than producing pastiche.

Convivial

Places that feel friendly, welcoming, and enjoyable to spend time in. A convivial street or space encourages people to meet, talk, and take part in everyday social life. In urban design, convivial environments are comfortable, safe, and active, helping communities feel connected and making public spaces pleasant to use.

Cul-de-Sac

A short street with only one way in and out, ending in a dead-end rather than connecting to other routes. Although they can feel quiet, they often make neighbourhoods harder to move through, reduce walking and cycling options, and can lead to confusing or disconnected layouts. Because they

limit choice of routes and weaken overall street legibility, cul-de-sacs are generally discouraged in favour of more connected street patterns that support safer, clearer, and more accessible movement for everyone.

Defensible Space

Refers to the parts of a home or building's surroundings that are clearly private and feel 'owned' by residents, such as small front gardens, porches, or well-defined thresholds. When these spaces are easy to see from inside the home and are separated from public areas, they help people feel safer and more in control of their environment. Good defensible space reduces the chance of antisocial behaviour by making boundaries clear and encouraging natural overlooking from nearby homes.

Density

Refers to how many homes, buildings, or people are contained within a given area of land. In urban design it helps describe the intensity of development, which can influence how a neighbourhood feels and functions. Higher densities can support better public transport, more local services, and lively streets, while lower densities create more spacious layouts but may lead to greater car dependence. Good design focuses on the quality of how density is arranged, ensuring places feel comfortable, well-proportioned, and supported by the right amount of open space and infrastructure.

Design Code

A strict set of rules that new development must follow. It sets out clear, measurable requirements for how buildings, streets, open spaces, and landscapes are designed, leaving little room for interpretation. Unlike general guidance, a design code focuses on mandatory standards that ensure development is consistently high quality and fits well within its context. It provides certainty for developers and the community by making expectations unambiguous from the outset.

Design Concept

The main idea that guides how a development is planned and shaped. It sets out the core thinking behind the layout, buildings, landscape, and movement, showing how the proposal responds to the site and the rules of the design code. It provides a simple, coherent vision that informs all later design decisions.

Design Quality

How well a place is planned, built, and experienced. It includes things like the usefulness of spaces, the comfort and safety they provide, the way buildings and streets look, and how well the development works for everyday life. High design quality means creating places that are attractive, durable, accessible, and enjoyable for the people who live in and use them.

Development Parcel

A clearly defined piece of land within a larger site that is planned and built as a single phase or block of development. It usually contains a group of streets, homes, or buildings that form a coherent part of the overall masterplan. Parcels help organise large sites into manageable sections, ensuring each area has a clear structure, identity, and connection to surrounding spaces.

Dual Aspect

Refers to a home or room that has windows on two different external walls, allowing light, fresh air, and views from more than one direction. This improves natural ventilation, brings in more daylight, and gives residents greater comfort and flexibility in how they use the space. Dual aspect homes are generally considered higher quality because they feel brighter, airier, and better connected to their surroundings.

Edge Condition

How a development meets or borders the spaces around it, such as open countryside, existing neighbourhoods, main roads, or parks. It describes the character and quality of this boundary, including how buildings, landscaping, and streets are arranged where the development meets something different.

Edge of Settlement

The edge of settlement is the boundary where a town or village meets open countryside or undeveloped land. It marks the transition between built areas and rural landscapes and therefore needs careful design to avoid a poor edge condition. In some locations, the edge of settlement can be planned in a way that allows for future growth, helping any later expansion to integrate more naturally with the surroundings. A well-designed edge might strategically create a sensitive relationship with the countryside while also futureproofing the settlement so that development can evolve in a coherent and sustainable way.

Enclaves

Small areas of development that are cut off from their surroundings, often with limited access points and few connections to nearby streets or communities. They tend to face inward rather than engaging with the wider neighbourhood, which can lead to isolated layouts, poor movement routes, and a lack of natural activity or surveillance

Enclosure

Enclosure refers to the way buildings, walls, trees, or other features create a sense of a defined, contained space along a street or within a public area. It describes how much a space feels 'held together' by the height and arrangement of the surrounding edges. Good enclosure helps streets feel comfortable, legible, and safe, with a clear sense of shape and purpose. Too little enclosure can make spaces feel open and exposed, while too much can feel cramped or overpowering.

Engagement

The process of involving local people, stakeholders, and community groups in the planning and design of new development or council policy-making. It gives residents the chance to share their views, local knowledge, and priorities so that proposals can better reflect community needs. Good engagement is open, early, and meaningful, helping build trust and ensuring that development or decision-making is shaped with the people who will live in/use it.

External Amenity Space

External amenity space refers to the outdoor areas that residents can use for relaxation, play, and everyday activities. This includes private gardens, balconies, terraces, shared

courtyards, and communal green spaces within a development. These spaces provide fresh air, natural light, and opportunities for socialising or quiet enjoyment. Good external amenity space improves quality of life by giving residents comfortable, usable areas outside their homes.

Form

The overall shape and structure of a building, including its height, roof profile, proportions, and the way its different parts fit together. It describes the three-dimensional outline of a building and how it appears from the street. In urban design, good form helps buildings relate well to their neighbours, create attractive street scenes, and contribute positively to the character of a place.

Frontage

Frontage refers to the side of a building that faces the street or public space. It includes the main entrance, windows, and any features that meet the public realm. Frontages shape how a street looks and feels, influencing activity, safety, and character. Well-designed frontages create welcoming, attractive streets by ensuring buildings face outward and positively engage with their surroundings.

Grain (Urban Grain)

Urban grain describes the pattern and spacing of streets, plots, and buildings in an area. It shows how closely buildings sit together, how frequently streets occur, and how small or large the development blocks are. Understanding urban grain helps ensure new development matches the scale and structure of its surroundings and supports a clear, walkable layout.

Green Corridor

A green corridor is a continuous strip of natural or planted space that connects parks, open spaces, wildlife habitats, and key walking or cycling routes. It provides safe, pleasant pathways for people while also allowing plants and animals to move between different areas. Green corridors help link neighbourhoods with nature, support biodiversity, and make it easier for residents to travel through attractive, green surroundings.

Green Infrastructure

Green infrastructure refers to the network of natural and landscaped spaces in an area, such as parks, trees, gardens, green corridors, wetlands, and sustainable drainage features. Together, these spaces support wildlife, help manage water, improve air quality, and create pleasant places for people to enjoy. In urban design, green infrastructure is planned as an interconnected system that benefits both the environment and the community, making neighbourhoods healthier, more resilient, and more attractive.

Human Scale

The design of buildings and spaces so they feel comfortable and relatable for people, rather than large or overwhelming. It focuses on proportions, details, and street widths that make places pleasant to walk through and easy to understand.

Inclusive Design

Inclusive design means creating buildings, streets, and spaces that everyone can use comfortably, regardless of age, disability, or personal needs. It focuses on removing barriers,

providing clear and accessible routes, and making places intuitive and welcoming for all users. The aim is to ensure that the built environment works well for the widest range of people without requiring special adaptations.

Inward Looking Development

Inward looking development refers to layouts where homes or buildings face internally towards private drives or courtyards, rather than addressing the surrounding streets and public spaces. This often results in blank backs or high fences facing the public realm, reducing street activity, natural surveillance, and overall connectivity. In urban design, inward looking layouts are usually discouraged because they can create inactive, disconnected, and poorly overlooked streets that feel less safe and less welcoming.

Landscape

All the natural and designed outdoor elements within a place, including trees, planting, grassed areas, water features, and the overall shape of the land. It also includes how these elements are arranged to create attractive, functional spaces for people to enjoy. In urban design, landscape plays a key role in shaping character, supporting wildlife, managing water, and providing pleasant areas for recreation and everyday use.

Landscape-Led Design

Planning new development around the natural features of a site from the very start. It prioritises things like existing trees, hedgerows, topography, water features, views, and habitats, and uses them to shape the layout of streets, buildings, and open spaces. This approach ensures that nature, character, and green-blue infrastructure guide the design, resulting in places that feel more sustainable, distinctive, and well-integrated with their surroundings.

Landmark

A landmark is a building, feature, or space that stands out in its surroundings and helps people find their way around. It might be a distinctive building, a tower, a public square, a piece of public art, or a notable landscape feature. Landmarks create points of interest, strengthen local identity, and make neighbourhoods easier to navigate by giving people memorable reference points.

Layout

The way streets, buildings, open spaces, and routes are arranged within a development. It sets out how different parts of a place fit together, including where homes sit, how people move around, and how public and private spaces are organised. A well-designed layout creates a clear structure that feels easy to navigate, supports walking and cycling, and helps new development function well as part of its surroundings.

Legibility

How easy a place is to understand and navigate. A legible neighbourhood has clear routes, visible landmarks, and well-defined spaces that help people find their way without confusion. Good legibility makes streets intuitive to follow, improves safety, and helps residents and visitors feel confident moving around.

Material Consideration

A material consideration is any factor that must be taken into account when deciding a planning application because it is relevant to the use and development of land. This can include things like design quality, impact on neighbours, highway safety, heritage, ecology, local policies, and national planning guidance. If an issue relates directly to how the proposal affects the area or the people living in it, it is likely to be a material consideration. Personal circumstances or opinions that do not affect land use are generally not material.

Mixed-Use Development

Development that combines different types of buildings and activities within the same area, such as homes, shops, workplaces, community facilities, and leisure spaces. By bringing uses closer together, it creates lively neighbourhoods where people can meet daily needs without long journeys. Well-designed mixed-use areas support walking, cycling, public transport, and a stronger sense of community by keeping places active throughout the day and evening.

Movement Network

The connected routes that people use to travel around an area, including streets, footpaths, cycleways, and public transport links. They show how different parts of a place are joined together and how easy it is to move between them. Well-designed movement networks prioritise safe, direct routes for walking, wheeling, and cycling, while ensuring vehicles, buses, and emergency access are properly accommodated. A strong movement network makes neighbourhoods easy to navigate and supports sustainable travel.

Natural Surveillance

The design of streets, paths, and open spaces so that they are easily overlooked by nearby homes, windows, and regular activity. When people can naturally see what is happening outside, places feel safer, antisocial behaviour is discouraged, and residents feel more comfortable using public spaces. Good natural surveillance comes from buildings facing the street, active frontages, and well-used routes, rather than relying on cameras or security measures.

Open Space

The outdoor areas within a development that are free from buildings and available for people to use and enjoy. This can include parks, play areas, green spaces, public squares, community gardens, and natural landscapes. Open spaces provide places for recreation, relaxation, socialising, and contact with nature, and they play an important role in creating healthy, attractive, and well-balanced neighbourhoods.

Parameters

Fixed rules or limits that guide how a development must be designed. They set out the key requirements for things like building heights, block layouts, street positions, open space locations, and movement routes.

Permeability

How easily people can move through an area using a choice of safe, direct, and connected routes. A permeable layout makes it simple to walk, wheel, or cycle between homes, streets, parks, and

local facilities without long detours or dead ends. Good permeability creates places that feel more accessible, legible, and well-connected, while reducing reliance on cars.

Place-Making

The process of designing and shaping buildings, streets, and spaces to create enjoyable, distinctive, and well-used places. It focuses on how people experience an area, making sure it feels welcoming, attractive, and easy to move around. Good placemaking brings together design, community needs, local character, and everyday activity to create places that support social interaction, health, and a strong sense of identity.

Plot

A single piece of land within a development that is set aside for one building or group of buildings, along with its private outdoor space. It includes the area for the home or building footprint, garden, parking, and any boundaries. Plots help organise how buildings sit within a street and ensure each property has a clear, usable space of its own.

Publicly Accessible Private Space

Land that is privately owned but open for the public to use and move through. Examples include privately managed courtyards, squares, or landscaped areas within a development that function like public spaces but are maintained by a landowner or management company. These spaces often look and feel public, but access can be controlled, and rules for use are set by the owner. Good design ensures they remain welcoming, inclusive, and easy for people to navigate.

Public Realm

The public realm refers to all the outdoor places that everyone can use and enjoy, such as streets, squares, parks, pavements, and other shared spaces. It includes everything between buildings that is publicly accessible and forms the setting for daily life.

Rationale

The explanation of the reasoning behind a design decision. It sets out why something has been planned or arranged in a certain way and shows how the choice responds to the site, local context, and the requirements of the design code. A clear rationale helps demonstrate that design decisions are well-thought-out, justified, and based on sound planning and urban design principles.

Setback

All the outdoor places that everyone can use and enjoy, such as streets, squares, parks, pavements, and other shared spaces. It includes everything between buildings that is publicly accessible and forms the setting for daily life.

Streetscape

The overall look, feel, and design of a street, including its buildings, pavements, lighting, trees, planting, street furniture, and materials. It is everything you see and experience when moving along a street.

Sustainable Drainage Systems (SuDS)

Features designed to manage rainwater in a natural and sustainable way. Instead of sending all water straight into drains and sewers, SuDS slow it down, store it, and allow it to soak into the ground where possible. This helps

reduce flooding, improve water quality, and create attractive green and blue infrastructure for people and wildlife. Examples include swales, rain gardens, wetlands, permeable paving, and retention basins. Good SuDS design turns water management into a visible, positive and interactive part of the landscape.

Sustainable Transport Modes

Ways of travelling that have a low environmental impact and reduce reliance on private cars. They include walking, wheeling, cycling, public transport, shared mobility options, and other low-carbon travel choices. Supporting sustainable transport helps cut emissions, improve air quality, reduce congestion, and create healthier, more active neighbourhoods. Well-designed places make these modes safe, convenient, and attractive for everyday journeys.

Tenure Neutrality

Designing homes so that properties of different tenures, such as private sale, shared ownership, or affordable housing, look the same from the outside and are integrated throughout a development. It avoids creating noticeable differences between tenure types, helping to reduce stigma and support mixed, inclusive communities. Good tenure-neutral design ensures all homes meet the same standards of quality, appearance, and layout, regardless of who lives in them.

Threshold Space

Small area between a building and the public street or path, such as a front garden, porch, step, or shared entrance space. It creates a gentle transition from public to private areas, giving residents a sense of ownership and providing a welcoming, clearly defined entrance. Well-designed threshold spaces improve privacy, support natural surveillance, and help buildings engage positively with the street.

Typology

Refers to the common types or categories of buildings, streets, or spaces that share similar features. It helps describe patterns such as terraced houses, apartment blocks, village greens, high streets, or rural lanes. In urban design, understanding typology makes it easier to choose forms that suit the character of an area and to design new development that fits well with its surroundings while still allowing for modern interpretation.

Wayfinding

The process of helping people find their way around a place easily. It includes the features that make routes clear and intuitive, such as landmarks, signage, building frontages, lighting, and the overall layout of streets and paths. Good wayfinding means people can navigate without confusion, understand where they are, and move confidently through a neighbourhood.