

05. Development Framework



Green Infrastructure, Biodiversity & Play

Green Infrastructure

The illustrative masterplan incorporates a landscape-led approach with green corridors running from the peripheries into the heart of the site. The newly enhanced green corridors connect into existing boundary vegetation enhancing the connectivity between the site and the wider landscape context.

The Green Infrastructure provision on site includes the retention of existing vegetation as well as new habitats including wildflower grassland, scrub, waterbodies and an integrated SuDS scheme. Tree planting has been included amongst built form and along key routes.

Biodiversity

The woody corridors which border grassland fields hold ecological value. By retaining these features and improving them through long-term biodiversity-led management, opportunities will be maintained and enhanced for a variety of flora and fauna.

The provision of species-rich habitats such as grassland, native scrub and wetland features will ensure net gains will be delivered on site. Species groups of conservation concern, such as birds and bats, will be able to benefit from the site post-development through the buffering and bolster planting of existing green corridors. New native planting will also provide opportunities which are currently absent from the site, such as wetland and hibernation potential for reptiles and amphibians.

Play Strategy

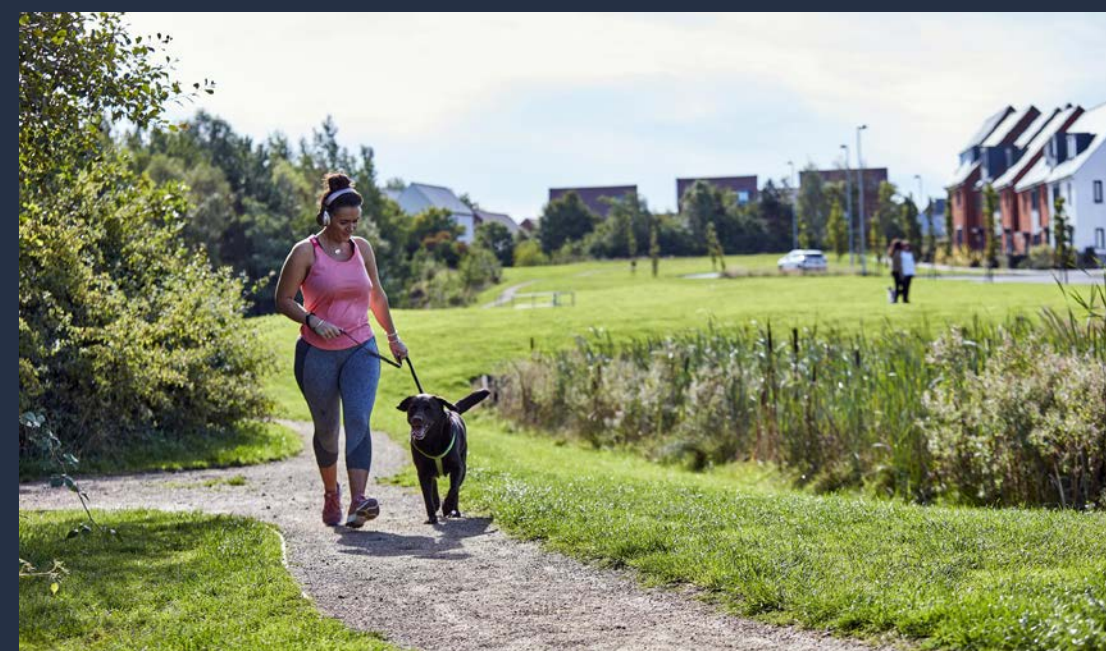
The proposed play strategy is based upon the provision of a variety of play areas within suitable walk distances of the new and existing residents. This includes a LEAP located at the heart of the site, a LAP located at the foot of the linear space running north south through the development area and an informal kick about area to the north of the site, adjacent to the Pembers Hill Drive development.

The play areas would be designed to take advantage of the landform and existing landscape. The equipment could include natural features such as balancing beams, stepping logs, climbing rocks, willow tunnels and timber swings, climbing structures and slides. The areas would be planned to incorporate interactive features, public art, and seating.

The exact location and specification of the play areas would be determined through further consultation and negotiation with the EBC to ensure provision which fits the character and vision proposed for the site. All play facilities provided within the site should seek to complement the existing nearby offer, not compete with it.

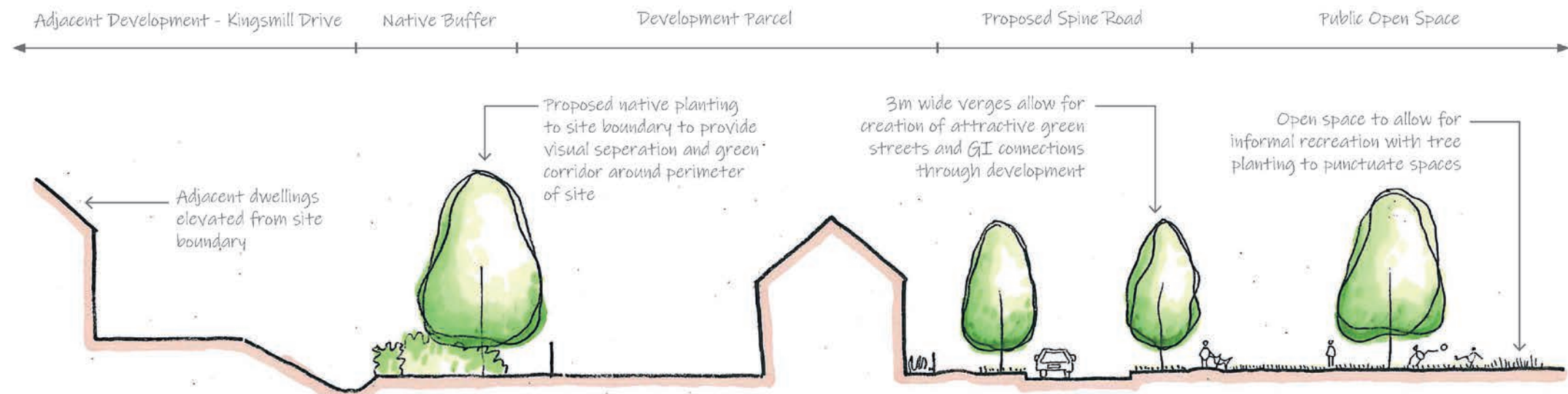


- 1 Existing vegetation will be retained across the site.
- 2 Buffer planting to south and western boundaries provides screening of site and completes woodland GI corridor around perimeter of development.
- 3 Development set back from north eastern corner to provide appropriate offset from Mortimers Farm.
- 4 Ecotone planting within and around SuDS feature enhances existing vegetation and creates informal character.
- 5 Central POS at heart of development with open spaces for informal recreation with provision of children's play facilities (LEAP) at appropriate 20m offset from dwellings.
- 6 Network of footpaths around the development to provide opportunities for informal recreation and promote healthy living – natural play trails of logs and boulders along routes.
- 7 Swale provides conveyance and treatment of storm water from POS linking to southern basin – marginal planting and grasses enhance BNG opportunities on site.
- 8 Southern basin to include retention feature to maximise POS allowing for creation of feature deck area as outlook point over extensive ecological planting – permanent wet areas/low flow channels maximise biodiversity opportunities.
- 9 Native hedgerow with tree planting to boundary of development along edge of track to retain rural character and provide visual separation to mortimers lane.
- 10 Drainage crates provide additional storage for surface water run-off.
- 11 Ornamental shrub planting will be incorporated across the site with flowering species to attract pollinating species whilst providing visual amenity throughout the development

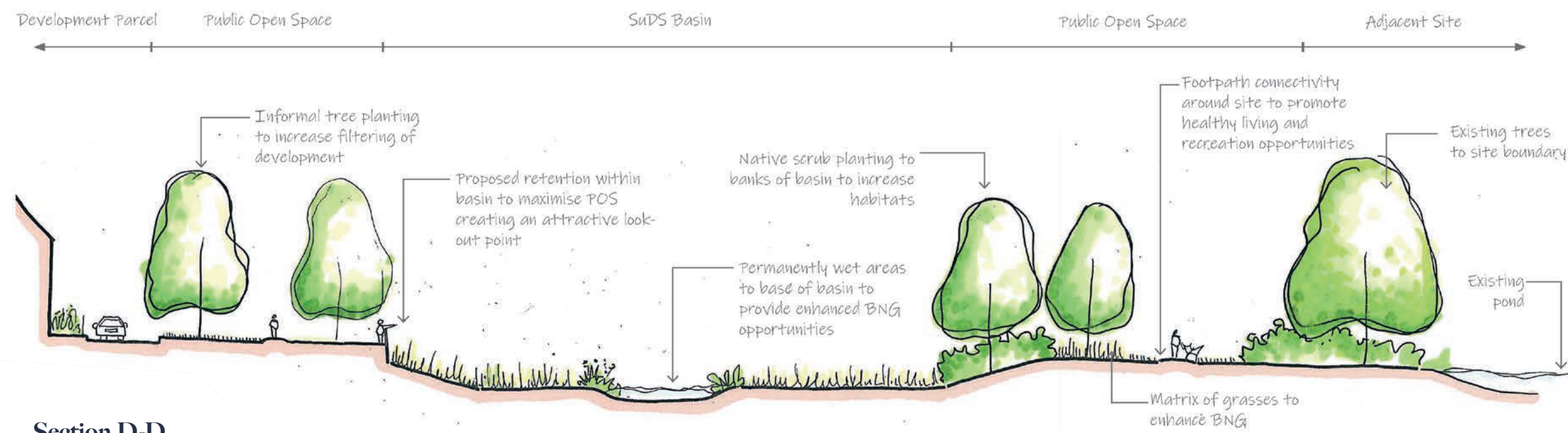


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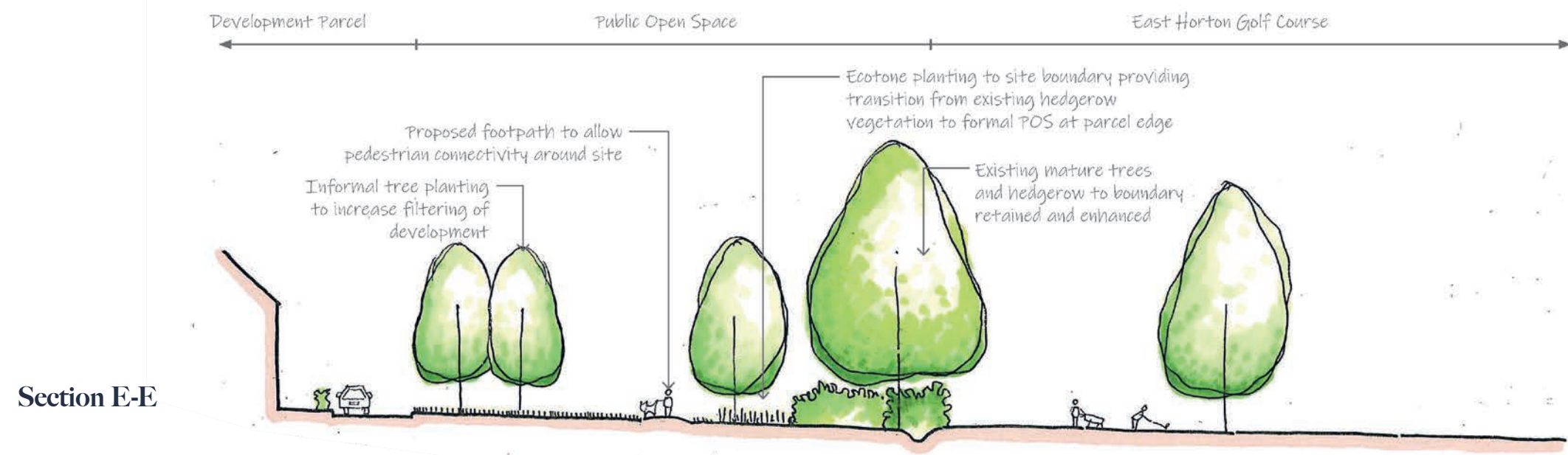
Illustrative Landscape Sections



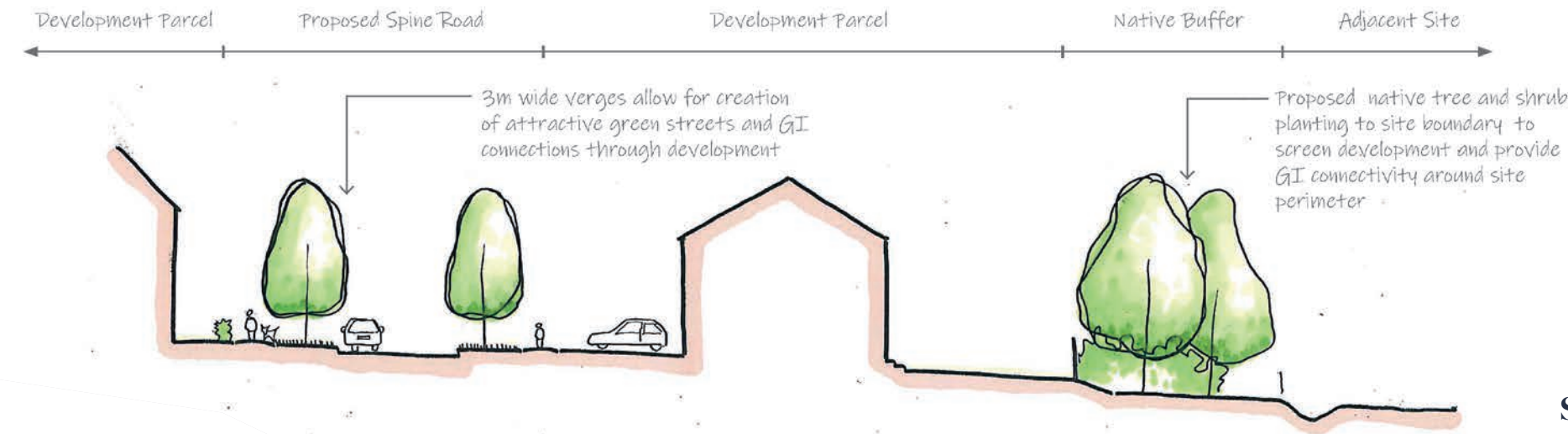
Section B-B



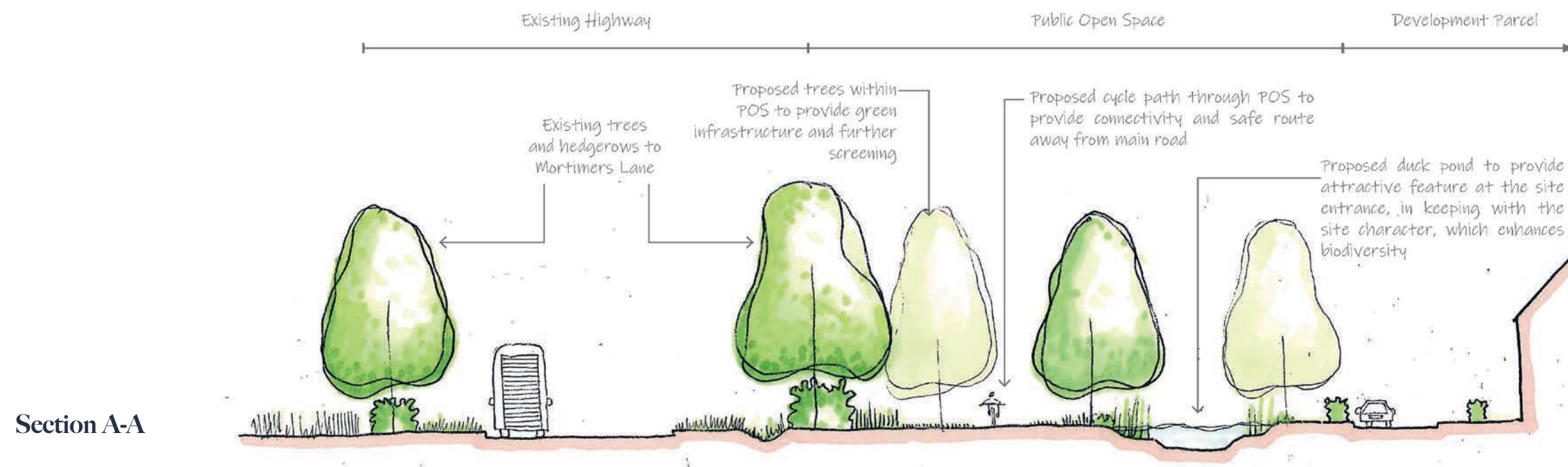
Section D-D



Section E-E



Section C-C



Section A-A



05. Development Framework

Drainage & Attenuation

Flood Risk

The site is in Flood Zone 1, at the lowest assessed risk of flooding from rivers and the sea. A review of other sources of flood risk indicates that the drainage ditches at the boundary of the site are likely to become full during times of heavy rainfall in winter, and soils in the lowest part of the site are likely to become soft and saturated. However no historic report or available information suggests that the proposed development area of the site would become flooded. The site is therefore considered to be at low risk of flooding from all sources.

A new development drainage strategy will be implemented, which will incorporate sustainable drainage features to manage and control rainfall run-off and prevent the development of the site from increasing flood risk on or off site.

Surface Water Drainage

The geological characteristics of the site mean that an infiltration-based strategy is not feasible at the site. There are existing drainage ditches and streams on every boundary of the site which fall generally to the southeast. The natural flow regime at the site is for rainfall runoff to make its way overland into the existing ditch network.

It is proposed to drain the site to the existing ditch network following the natural flow regime of the site and using a Sustainable Drainage System (SuDS) to control and slow flows to ensure good water quality in run-off leaving the site and providing attenuation to restrict the discharge rates to greenfield levels.

While full details of the SuDS system will need to be developed once the site layout is finalised, it is envisaged that a network of green swales, attenuation basins, and geocellular storage crates will be implemented throughout the site to ensure that flows are checked and managed on their way down through the site. All run-off will pass through open vegetated features to allow for silt and suspended solids to be filtered out and dissolved nutrients absorbed by vegetation to improve water quality in run-off leaving the site.

In the southeast corner of the site a large new pond is proposed which will serve both as the final attenuation and treatment stage in the site SuDS system and as a statement feature within the landscape strategy.

Foul Water Drainage

The site will be connected to Southern Water's public foul sewer in a road adjacent to the site. Southern Water have confirmed that there is currently not enough capacity in the nearby sewers for the site, but that they would have a duty to provide additional capacity as required if the site were to gain approval.

The site will require a new onsite foul pumping station to achieve a connection to the existing public sewer, and sufficient space has been allowed within the scheme to implement this item.



Secured By Design Principles

The development will incorporate Secured by Design Principles. These principles encourage the adoption of crime prevention measures in the design of development. The Illustrative Masterplan has been designed to meet the requirements of 'Secured by Design Homes 2024'. The requirements of the document for the purposes of this application are summarised below:

Layout Of Roads & Footpaths

Vehicular and pedestrian routes should be designed to ensure that they are visually open, direct, well used and should not undermine the defensible space of neighbourhoods. Defensible space has the simple aim of designing the physical environment in a way which enables the resident to control the areas around their home. This is achieved by organising all space in such a way that residents may exercise a degree of control over the activities that take place there.

Communal Areas & Play Space

Communal areas, such as playgrounds, toddler play areas, seating facilities have the potential to generate crime, the fear of crime and anti-social behaviour. They should be designed to allow natural surveillance from nearby dwellings with safe and accessible routes for users to come and go. Boundaries between public and private space should be clearly defined and open spaces must have features which prevent unauthorised vehicular access. Communal spaces as described above should not immediately abut residential buildings.

Dwelling Boundaries

It is important that the boundary between public and private areas is clearly indicated. For many housing developments, it will be desirable for dwelling frontages to be open to view, so walls, fences and hedges will need to be kept low or alternatively feature a combination of wall (maximum height 1 metre) and railings or timber picket fence if a more substantial front boundary is required.

Layout & Orientation Of Dwellings

Dwellings should be positioned facing each other to allow neighbours to easily view their surroundings and thus making the potential offender feel vulnerable to detection. Larger schemes should incorporate a mix of dwellings, enabling greater potential for homes to be occupied throughout the day. This gives increased opportunity for natural surveillance, community interaction, engagement and participation and environmental control.

Gable End Walls

It is important to avoid the creation of windowless elevations and blank walls immediately adjacent to public spaces; this type of elevation, commonly at the end of a terrace, tends to attract graffiti, inappropriate loitering, and ball games. The provision of natural surveillance, where possible, will offer additional surveillance over the public area.

Rear Access Footpaths

It is preferable that footpaths are not placed to the back of properties. If they are essential to give access to the rear of properties, they must be gated. Where possible the street lighting scheme should be designed to ensure that the gates are well illuminated.

Dwelling Identification

Clear signage (naming and/or numbering) of properties is essential to assist residents, postal workers and the attendance of emergency services.

Climbing Aids

Boundary walls, bins and fuel stores, street furniture, trees, low flat roofs, car ports or balconies should be designed to remove climbing aids to gain access into the property.

Vehicle & Bicycle Parking

Vehicles should either be parked in locked garages or on a hard standing within the dwelling boundary. In high crime areas the addition of a gate or bollard to protect the hard standing parking area may be required. Where communal parking areas are necessary, bays should be sited in small groups, close and adjacent to homes, be within view of active rooms, and allocated to individual properties. Short term visitor bicycle parking, shall be located adjacent to the primary building entrance and in view of occupants of the development.

Street Lighting

All street lighting for adopted highways and footpaths, private estate roads and footpaths and car parks must comply with BS 5489-1:2020. Where conflict with other statutory provisions occurs, such as developments within conservation areas, requirements should be discussed with the DOCO (Designing Out Crime Officer) and the local authority lighting designers.

Planting in New Developments

The planting of trees and shrubs in new developments to create attractive residential environments will be supported if they do not undermine security through blocking access routes, circulation areas or impeding natural surveillance.



06.Character & Appearance

Well Designed Places

Well-designed places have individual characteristics which work together to create its physical Character. These help to nurture and sustain a sense of Community. They work to positively address environmental issues affecting Climate. They all contribute towards the cross-cutting themes for good design set out in the NPPF.

The design proposals illustrated throughout this document have integrated the characteristics of good design. The development will be delivered in accordance with these characteristics of well-designed places ensuring the proposals deliver an exceptional new development for Fair Oak. The ten characteristics and a summary of the development proposal has responded to them are detailed below:

- **Resources:** the development will deliver sustainable homes with a range of energy efficient and low carbon measures as well as seek to use local resources during construction.
- **Public Spaces:** public and private spaces will be clearly identifiable within the development and a range of public spaces will be incorporated to provide areas of recreation, visual enjoyment and biodiversity interest.
- **Movement:** the development has been designed to be legible and easy to navigate for all users with suitable links for pedestrians, cycles and vehicles.
- **Identity:** the development will have its own identify but will draw influence from the existing character in Fair Oak and adjacent developments to deliver a high quality and well-designed place.
- **Lifespan:** the development will use high quality materials, energy efficient technology and a landscaping scheme that is well designed and can be maintained to ensure the development is made to last.
- **Nature:** the development will incorporate a range of measures to support nature including biodiversity net gain through the delivery of a range of habitat and the retention of existing habitat and trees.
- **Homes & Buildings:** the development will provide a range of homes of different sizes. These will be M4(2/3) and NDSS compliant and will including affordable homes. The wider development will provide areas of open space for recreation and enjoyment and links into Fair Oak through a new the provision of a mobility hub and enhancements to a wider pedestrian and cycle routes, which will promote healthy communities.
- **Context:** the development will take design cues from the local context, referencing the distinct palette of building materials, architectural details and characteristics of the public realm and landscape.
- **Built Form:** the development will create coherent pattern of development and sympathetic response to its location on the settlement edge and utilise built form reflective of the local context.
- **Uses:** the development will provide a mix of residential, and amenity uses in the form of public open space and play facilities. Additionally, it will provide a mobility hub and multi-functional space for community benefit. The package of proposals will ensure new residents will benefit from the existing services located within Fair Oak.



The ten characteristics of well-designed places: (p.9 of the national Design Guide)

Character Summary

Our vision is to make a positive impact on the local area creating an attractive, sustainable neighbourhood complementing Fair Oak. A landscape led design process has been at the heart of the concept with the masterplan designed to allow easy access to open space, walking routes and play facilities from all plots. The creation of a walkable neighbourhood and the development of attractive streets will elevate the community and create a great place to live, visit and enjoy.

The illustrative masterplan is largely made up from traditional perimeter blocks which have been designed to follow (where possible) the site natural topography and provide gaps between buildings for planting to be visible across the developed landscape. In addition to these there is an emphasis on the outward facing parts of the scheme and emphasis on the interrelationship of residential dwellings with the open space, tree belts and heritage assets and adjacent developments.

The character of a place is dependent on many factors, including development form, distribution of materials, architectural style, landscaping, and context. The architectural heritage of the Fair Oak and its surroundings will provide inspiration in guiding the development. Earlier in the design process (and presented within this document) a local context and character study was undertaken to understand the key aspects underpinning character of the local area. This study and the information found within the 'EBC Character Area Appraisal' has helped to shape the outline proposal but must also guide and shape the design and appearance of future reserved matters applications.

As this is an outline application the detailed architectural proposals, layouts and materials will not be provided until reserved matters stage and thus the purpose of this section of the document is to present indicative layers of information and design tools which will start to define the character of the new community and offer distinctiveness. These design tools and layers of information are as follows:

- **Built Form Principles.**
- **Indicative Street Hierarchy.**
- **Key Buildings & Groupings.**
- **Key Area Studies.**



Built Form Principles



The traditional buildings of Fair Oak and the adjacent new developments should provide examples and inspiration for the new development. This is not intended to be prescriptive or restrict design to copying existing development, but to ensure that development is in keeping with the immediate environment.

Fundamental principles have been established for the design of the built form which should be followed and can be summarised as follows:

- Built form should be simple and reflective of the local vernacular.
- Materials and detailing should be informed by both successful precedent schemes and the local area (Fair Oak and the adjacent developments).
- Together the buildings should convey an impression of unity relieved by minor details, materials, and groupings, producing variety with a harmonious identity.
- Visual impact, using special or elaborate details should be restricted to buildings in prominent locations or to larger buildings.
- Variety must not be gratuitous or regular and alternating detail should be avoided.
- A hierarchy of design detail related to size or importance of building should be developed. The design of buildings in important positions should be considered in relation their visual impact. An enhanced detail or a particular form may be all that is necessary to achieve this.
- Groups of buildings should be the principal visual elements in the scheme design and, apart from large or prominent buildings, individual buildings should be visually subservient to the building group.
- There should be a mixture of types of building groups distributed across the development. This mixture should provide variety and interest to streets and public areas and avoid the monotony of contrived and repetitive or regular variety.
- Where terrace groups are provided, they should be both of a unified design type and of an array constituted of varied house types.
- Unified terraces should be designed with special consideration given to end-of-terrace houses and, if appropriate, centre dwellings.
- High walls, trees, and major landscape elements or other features that have a significant visual or functional role are also important

06.Character & Appearance

Indicative Street Hierarchy

To establish a coherent movement pattern, it is necessary to have a clear hierarchy of street types. The appropriate use of these streets in conjunction with built form and landscaping will be the basis for creating this hierarchy.

The need to provide adoptable highway standards cannot be separated from the overall function and character of the street. Well-designed streets contribute significantly to the quality of the built environment and play a key role in the creation of sustainable, inclusive, mixed communities. Streets within the development will be designed as places for walking, socialising, playing or simply enjoying.

Although they are important vehicular corridors, we should not forget that the street can provide an important part of the life of residents, and that this should be acknowledged in their design, permeability, function, landscaping and maintenance.

The street hierarchy is made up from four different street types reflective of Hampshire County Council (HCC) technical specifications. The detailed design guidance and codes presented in the street hierarchy matrix summarise each street type. Where road widths are given, these should be seen as a minimum with scope for widening to follow the shape of the built form.

The four street types are detailed on the adjacent table.

	PRIMARY STREET	SECONDARY STREET	TERTIARY STREET	PRIVATE DRIVES
CHARACTER SUMMARY	Primary streets are the strategic vehicular and cycle routes through or into the development. They link the site to the wider highway network. These streets have a clear distinction between vehicular, cycle and pedestrian space and vary in their design according to their specific context and function	Secondary streets are quieter residential streets, although some non-residential uses may be present. These streets typically have a clear distinction between vehicular and pedestrian space, with a defined kerb and footways although some level surface sections could be incorporated.	Tertiary Streets are quieter residential streets including mews and streets designed to home zone principles. They are low trafficked connected streets and often have a level surface. They are residential in character are well enclosed, with buildings usually situated on both sides of the street.	These are very low trafficked streets, typically located on the edges of a development. They are often single sided streets and usually have a shared surface. Private unadopted streets with access to a small number of units only.
TARGET SPEED	20mph	20mph	20mph	> 15mph
DIRECT ACCESS TO PROPERTIES/ COURTYARDS	Yes	Yes	Yes	Yes
CARRIAGEWAY WIDTH	5.5 – 6.0m	5.5m	5.0m	4.2 – 4.8m
FOOTWAY WIDTH	3m cycle path one side / 2m footway on other. (where there is development frontage)	2m footways both sides.	2m footways both sides or Shared Surface.	Shared Surface.
SERVICE MARGIN (ADOPTED STREETS)	2m (1m where no development frontage)	2m (1m where no development frontage)	2m (1m where no development frontage)	N/A
HORIZONTAL CURVE RADII (MINIMUM)	42m	19m	10m	6m
JUNCTION RADIA (MINIMUM)	10m–6m	3m–6m	3m–6m	2m–3m
FORWARD VISIBILITY (MINIMUM)	25m	25m	18m	11m

Note: The specifications provided in the above matrix should be viewed with a degree of flexibility as changes may occur during the detail design stages. Guidance regarding design speed, visibility requirements and street lighting should be negotiated and agreed throughout the Reserved Matters and Section 278 process.



06.Character & Appearance

Key Buildings & Groupings

Key buildings will be located throughout the development, either as single buildings or building groups. The following information presents in more detail the different forms these buildings could take and their associated scale, features, and detailing.



Form

The term 'key building' can be interpreted in many ways and should not be taken at face value. A key building in urban design terms may not be a single building at all. A series of elements treated as an identifiable whole can be used to mark out built form as more of a landmark than its immediate neighbours. This could be in the form of: A pair of houses semi-detached or within a terrace; a plot series within a terrace; a plot series treated as a singular building or unit; a singular prominent feature as part of a building.



Detailing

Detailing of buildings will be an important consideration within the development. This will be especially important on key buildings, where detail elements are likely to be subject to an increased level of scrutiny. Normally attention to detail will have to be heightened on key buildings. Attention should be paid to the detailing of window cills and heads, eaves and door surrounds and canopies.



Features

The use of features on buildings such as projecting bay windows, gable features and projecting chimneys can be used to reinforce key building status. The feature itself might be used on a relatively simple building to impart key status or act as a focal point but must read as part of an identifiable whole.



Buildings On Junctions

Buildings will turn corners positively so that both elevations seen from the street have windows to them and avoid blank gable ends visible from the public realm. Generally, the longest side of the building will be turned to the street, allowing narrow gable ends and substantial window frontage provided to habitable rooms on both the main and return façades.



Scale

As a rule, the scale of key buildings should be in proportion to their importance within the streetscape or building group. Not every key building needs to be greater in size than its neighbours, but it should be imposing enough to mark it out as more important.



Landmark Buildings

Landmark buildings should be positioned in specific locations stop ending key views or at an important gateway location. Significant differentiation of dwellings with landmark status will be expected with enhanced facing materials. This will help aid visual legibility throughout the layout and provide variety in the street scene



Key Area Studies

This part of the document picks out key areas of the proposed scheme to demonstrate the varying qualities and features across the site. Whilst subtle changes give each area its own look and feel, each contributes to a cohesive quality across the development.

It should be noted that these areas do not cover the entire site, rather they set the tone for the overall feel and provide useful guidance for future detail design. When read in conjunction with the development framework and supporting illustrative material these pages help to illustrate what a finished scheme could be like.

All images presented are illustrative only and simply seek to present a one way in which the scheme could be delivered, in accordance with the Development Framework. They are not detailed proposals or a demonstration of how proposals must appear.

The adjacent plan identifies the key areas featured on the following pages. Each area is then described in more detail with the help of illustrative 3D visualisations.



06.Character & Appearance

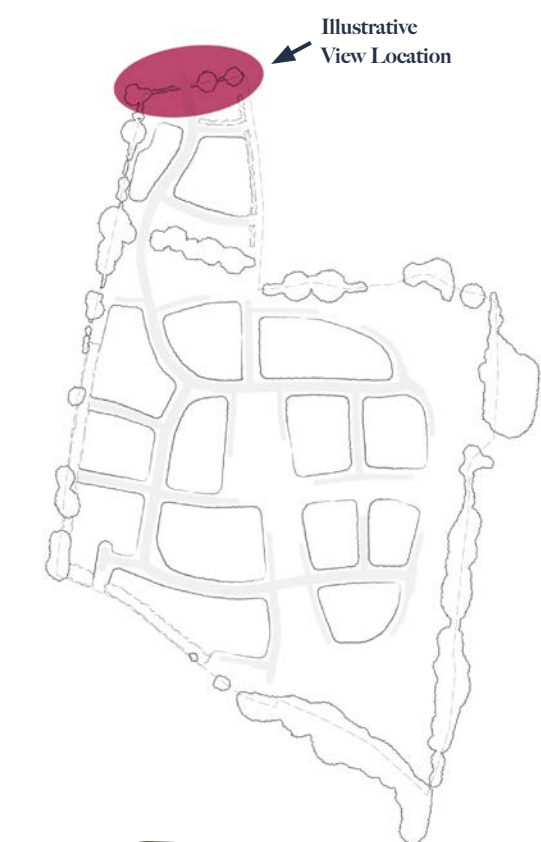
Area 01: Mortimers Lane

As the development of the site will extend the built-up area of Fair Oak east, closer to Mortimers Farm, how the site will be viewed and experienced from Mortimers Lane is an important consideration for officers.

The proposed vehicular access has been positioned to enable retention of higher value trees on the site frontage, whilst ensuring that a footway can also connect to the existing provision. A new gateway feature is provided east of the new junction helping to reduce vehicle speeds in the vicinity of the site access and defining the 'new' gateway into Fair Oak from the east.

The following CGI indicatively shows how the proposal will be viewed from Mortimers Lane and how the illustrative masterplan, access proposals and green infrastructure have been sensitively designed to provide an appropriate transition, retaining the character and setting of Mortimers Lane and Farm.

The new footpath illustrated on Mortimers Lane is to be delivered by Mortimer's Farm development (F/22/94435).



Character & Appearance



Mortimers Lane

06.Character & Appearance

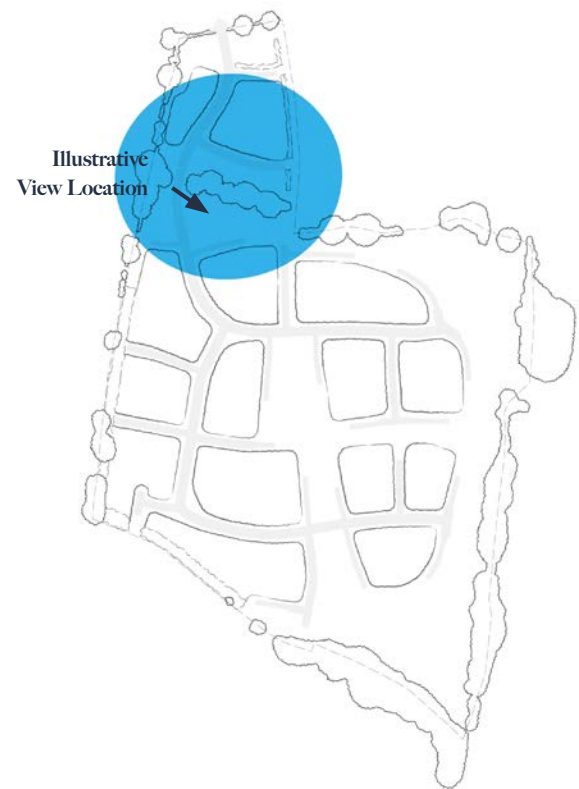
Area 02: Entrance Gateway

The design of the northern part of the site requires a sympathetic response to the nearby listed buildings at Mortimers Farm. A well-considered response has been set out, providing a sensitive transition to address the eastern boundary and existing building line present on Mortimers Lane.

The character at the front of the site is conceived as a village green with a low density, loose semi-rural feel, including a duck pond, benches and flexible open space and multi-function space for use by residents existing and new. The attractive landscaped area proposed will create a welcoming and verdant arrival experience.

A multi-functional space and mobility hub would be located within this part of the site although the exact content and function of this facility would be determined through further liaison with the local community, parish council and EBC officers. At the very least the facility would offer a community function, with outdoor amenity space and a Mobility Hub including bike parking, car share and electric charging.

A large open space including retain trees, swales and an informal kick about space will be provided to the south of the entrance gateway. This space will help integrate the site with the adjacent Pembers Hill Drive development offering an opportunity for permeability as well as an attractive outlook for properties which overlook the site.



Character & Appearance



06.Character & Appearance

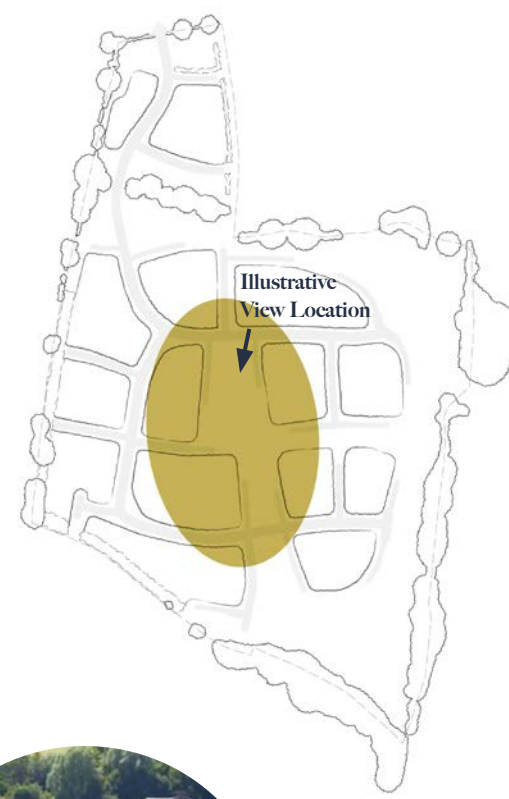
Area 03: Linear Park

The linear park will be the centrepiece of a cohesive neighbourhood that will faces inward onto the central play area.

The space is connected to Mortimers Lane via a pedestrian and cycle link running parallel to the retained agricultural access. This route will draw visitors into the site towards the play areas, SUDs features and extensive green infrastructure network.

The linear park will utilise the natural landform to articulate an engaging and attractive play area and local destination.

The precise make up, detailed design and location of this space will be determined at the reserved matters stage.



Linear Park

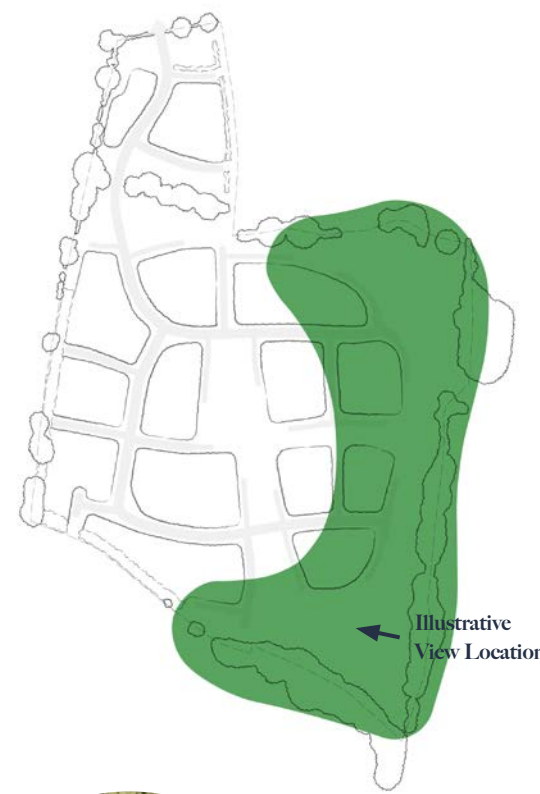
06.Character & Appearance

Area 04: Settlement Edge

The northern, eastern and southern edges that front onto the woodland areas will primarily be made up of lower density detached housing.

Properties will have attractive frontages allowing for quality landscaping to be integrated into the street scene emphasising the verdant character and appropriate edge of settlement pattern.

Homes will front onto the existing tree belts with multi-functional green corridors creating a beautiful natural environment home to walking trails, wildflower meadows, SUDs features and areas of biodiversity enhancement.



07. Conclusion

Summary Of Proposals

Well-designed places and buildings come about when there is a clearly expressed 'story' for the design concept and how it has evolved into a design proposal. This explains how the concept influences the development framework, masterplan, form, appearance, and details of the proposed development.

Proposals should draw inspiration from the site, its surroundings, or a wider context. They should introduce new approaches to contrast with, or complement, the context. This 'story' for the Land south of Mortimers Lane has been informed by the design evolution undertaken in collaboration with EBC officers.

This Design & Access Statement sets out a clear explanation of the design process and the principles that underpin the application proposal. This establishes a strong rationale for development of the site and presents clear concepts that can guide future applications and delivery.

The vision is to create an attractive new development that makes a positive impact on the local area. The proposed scheme responds positively to its setting having undergone a thorough assessment, consultation and design process.

The proposals presented represent a high quality, well designed and sustainable development. We trust the design material provided will allow officers to move towards a positive determination of the outline submission.



Significant Investment

In the construction of the proposed development



40 gross jobs

Full time equivalent (FTE) jobs supported on average during construction

Generating 25 net direct jobs

Of which 10 FTE jobs will be filled by Eastleigh residents

Plus 15 net indirect/induced jobs

Of which 5 FTE jobs will be filled by Eastleigh residents



£15.2 million

Productivity boost

GVA* generated during construction, including £11.6 million concentrated in Eastleigh



Up to 245

Low-carbon homes

Within a landscape that is resilient to climate change



Up to 590 Residents

300 of whom will be in employment, enhancing the town's economic competitiveness



£495,000

Council Tax

Revenue uplift for Eastleigh Borough Council



£11.1 million

Resident income

Increasing local spending power



£6.6 million

Resident expenditure

On retail and leisure goods and services



45

Retail and leisure jobs

Supported by resident expenditure



High-quality, healthy housing

Within Fair Oak, with connections to employment hubs in Eastleigh and Southampton



Multi-functional hub

Incorporating EV car and bike/scooter charging as well as club space to encourage active and sustainable travel while promoting low-pollution lifestyles



Enhanced open space and play areas

Creating a safe, accessible environment to boost physical activity, healthy living and social interaction



Connected and accessible community

Providing safe walking and cycle routes to boost connectivity and integrate walking and cycling into day-to-day lives

Creating a future place.

Conclusion

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