

# CARROW WORKS

## Norwich

Design Code  
June 2022



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# PART A

BACKGROUND



1. INTRODUCTION



2. THE REGULATORY PLAN



3. THE MASTERPLAN



# 1. INTRODUCTION

## 1.1 CARROW WORKS HYBRID APPLICATION

This Design Code has been prepared as part of the Hybrid Planning Application submitted to Norwich City Council (NCC) for the development of the Carrow Works.

The Hybrid Planning Application includes a Design and Access Statement (DAS) and Parameter Plans that set out the Vision and establish a series of principles for land use, open spaces, access and movement and building heights.

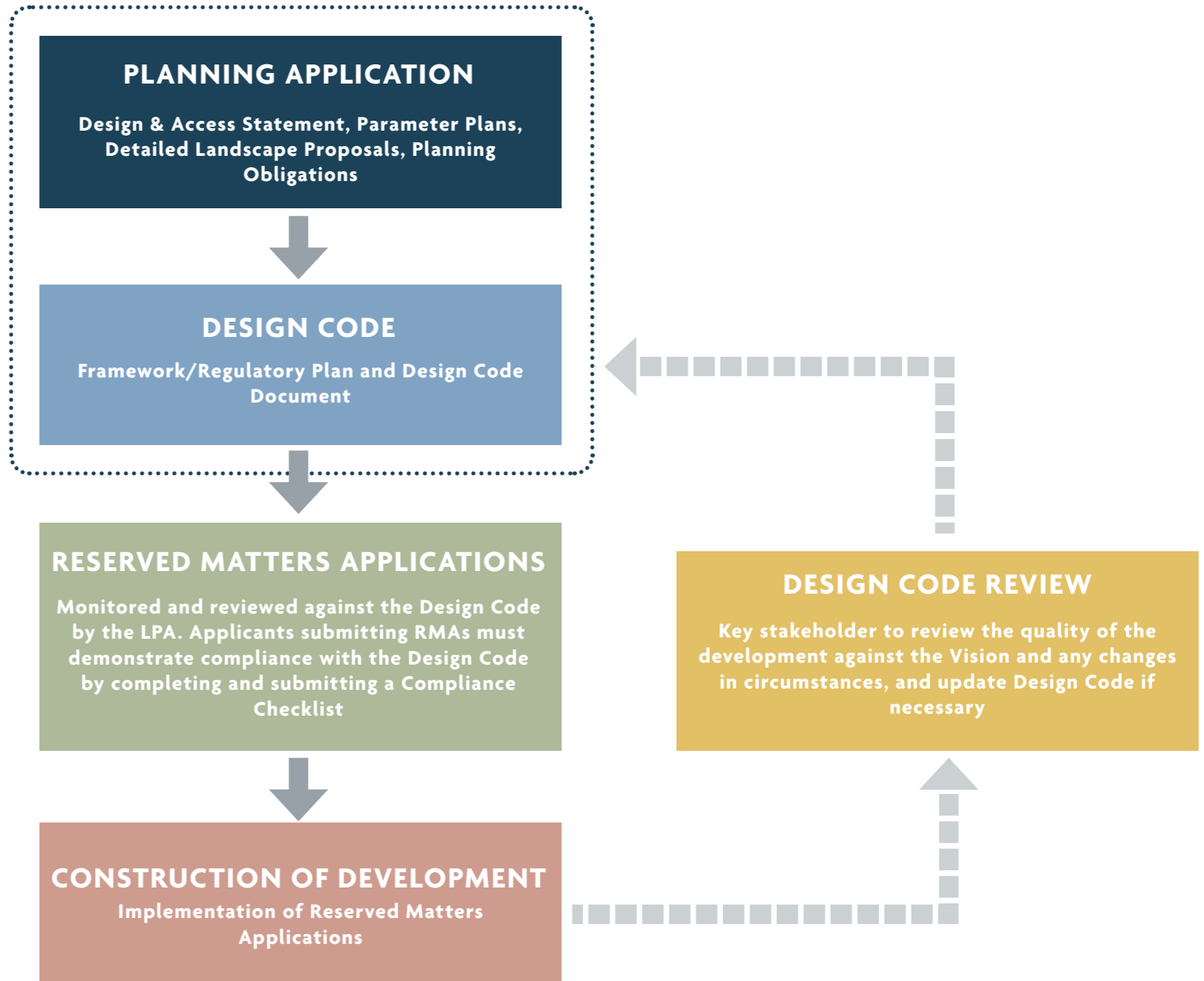
These documents inform the Design Code and should be read in conjunction with it.

## 1.2 PURPOSE OF THE CODE

The purpose of this document is to provide design guidance for the development of Carrow Works, by setting out a series of clear guidelines, principles, and design controls. This will assist the designers in preparing detailed design proposals and simplify the process of assessing and approving subsequent reserved matters applications.

The Design Code will ensure that new buildings and spaces will be of a consistently high quality across all phases of the development, and aims to ensure that the overall design ethos set out in the DAS is maintained as the new community grows.

SUBMITTED JUNE 2022





### 1.3 HOW TO READ THE CODE

The Design Code includes mandatory fixes and supporting design guidance related to the following key areas:

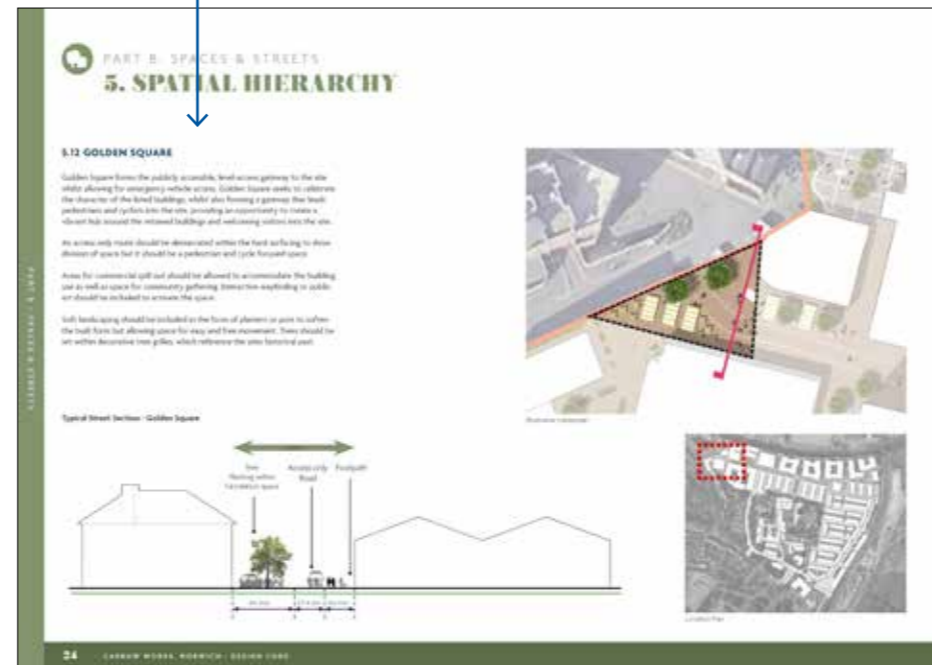
- Design of the public realm; including streets and green and blue infrastructure
- Design of buildings; including key principles for their form, appearance, and detailing
- Creation of character areas and a set of frontage characters, ensuring that the masterplan as a whole achieves a sense of unity without uniformity
- Technical design; including subjects such as utilities provision, waste & recycling and sustainable drainage

The text below shows how mandatory fixes are annotated throughout the Design Code. Supporting guidance is provided to illustrate how proposals could be configured to comply with mandatory fixes.

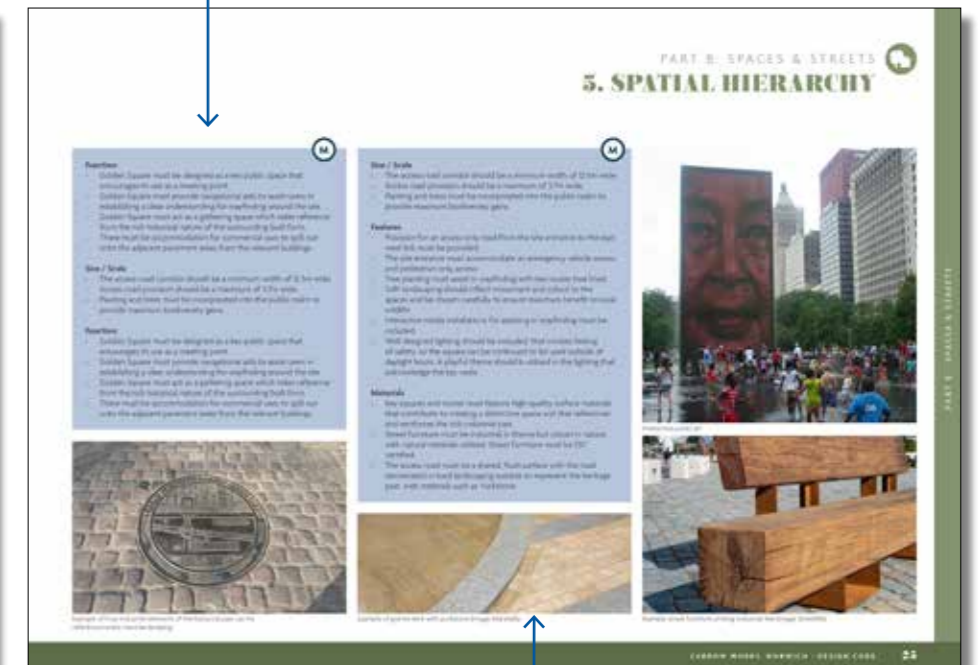


Mandatory fixes are clearly defined by coloured boxes marked with an 'm' as demonstrated here.

Guidance and description



Mandatory Requirements



Illustrative examples of how mandatory requirements could be met

### 1.4 COMPLIANCE WITH THE CODE

All reserved matters applications submitted as part of the Carrow Works development must demonstrate compliance with the Design Code by submitting a Compliance Checklist as part of the application. This checklist can be found in the Appendix of this document.

A draft checklist must also be submitted by developers during the pre-application process to assist the Master Developer and Development Management Officers tasked with providing feedback on emerging scheme designs.

### 1.5 CODE BREAKER

Departures from the Design Code will only be acceptable when a rationale for breaking the Code can clearly demonstrate placemaking benefits and/or respond appropriately to changing legislation, varying circumstances or technical advancements.

Detailed justification will need to be provided for any aspects of non-compliance; this will be subject to agreement with the Council and will then be taken into account when deciding whether to grant reserved matters approval.

### 1.6 REVIEW OF THE CODE

Periodic review of the Design Code will be agreed by the Council. This review will assess the quality of development to date against the original Vision, as well as considering any changes in legislation, technological advancements or other circumstances which may affect the design. If necessary, the document will be updated to ensure that quality is maintained.



# 2. THE REGULATORY PLAN

The Regulatory Plan forms an integral part of the Carrow Works Design Code and the layers within the plan relate to the sections in this Design Code document as explained in the diagram below.

The Regulatory Plan is the platform upon which all detail within the Design Code is based. It sets out graphically the location, extent and the status of key mandatory elements of the development. All reserved matters applications will be expected to conform to the framework set out by the Regulatory Plan.

Adherence to the Regulatory Plan will ensure that all phases of the development will follow the core Vision for Carrow Works, as well as integrate effectively with their immediate and wider surroundings.

The Regulatory Plan brings together the Placemaking Principles to form a coherent urban design strategy and provides the main design control tool setting the framework for development.

The Regulatory Plan sets out the key components of the masterplan layout and the urban design principles which should inform the detailed design and future Reserved Matters Applications for individual development parcels at Carrow Works.

The key below explains these components in more detail and is divided into sections, reflecting the layout of the subsequent sections of this Design Code.

## STREETS

### Access

- ➔ Primary vehicular, bus, pedestrian and cycle site access
- ➞ Secondary vehicular, pedestrian and cycle site access
- ➞➞ Pedestrian, cycle and emergency vehicle site access
- ⚡➞ Approximate location of pedestrian/cycle only access

### Street Character

- Main street
- Living street
- Mews street
- Neighbourhood street
- Abbey Drive

### Bus Routes & Stops

- ⊕ Potential location of bus stops

- Key footpaths / cycle ways
- Key footpaths (pedestrian only)

## DESIGN CODE & REGULATORY PLAN

**PART A: BACKGROUND**

- Sets out the purpose and status of the Design Code and the Regulatory Plan with guidance on how to use them.
- Provides information on the planning context, site and the Vision for Carrow Works.

**PART B: SPACES & STREETS**

- The Regulatory Plan defines the landscape features and key open spaces, street typologies, points of access and movement.
- Further detailed design considerations for landscape and public realm are provided to supplement the Regulatory Plan.

**PART C: BUILT FORM**

- The Regulatory Plan defines the key design fixes for land uses, heights and characters of areas and buildings frontages.
- Further design fixes for dwelling typologies, parking and boundaries are all set out in tabular form.

- A compliance checklist must be completed for all Reserved Matters Applications, demonstrating how proposals adhere to the design code requirements.
- Area specific technical constraints are identified.

## PART B: SPACES & STREETS

### SPACES

#### Green and Blue Spaces

- Existing trees to be retained
- Green Buffer
- Chimney Park
- Barley Green
- Priory Garden
- Sunken Garden
- Private Open Space
- ⌄ Community green link
- ⌄ Trowse Gardens

#### Key Spaces

- Wensum Walk
- Public Square

#### Play Strategy

- ▲ Indicative location of LEAP
- ▲ Indicative location of LAP

## PART C: BUILT FORM

### LAND USE

- Existing buildings /structures to be retained
- Scheduled Monument
- Residential
- Residential use of retained buildings
- Residential with mixed-use at ground floor
- Mixed-Use
- Mixed-Use of retained buildings
- Employment

### BUILDING DESIGN

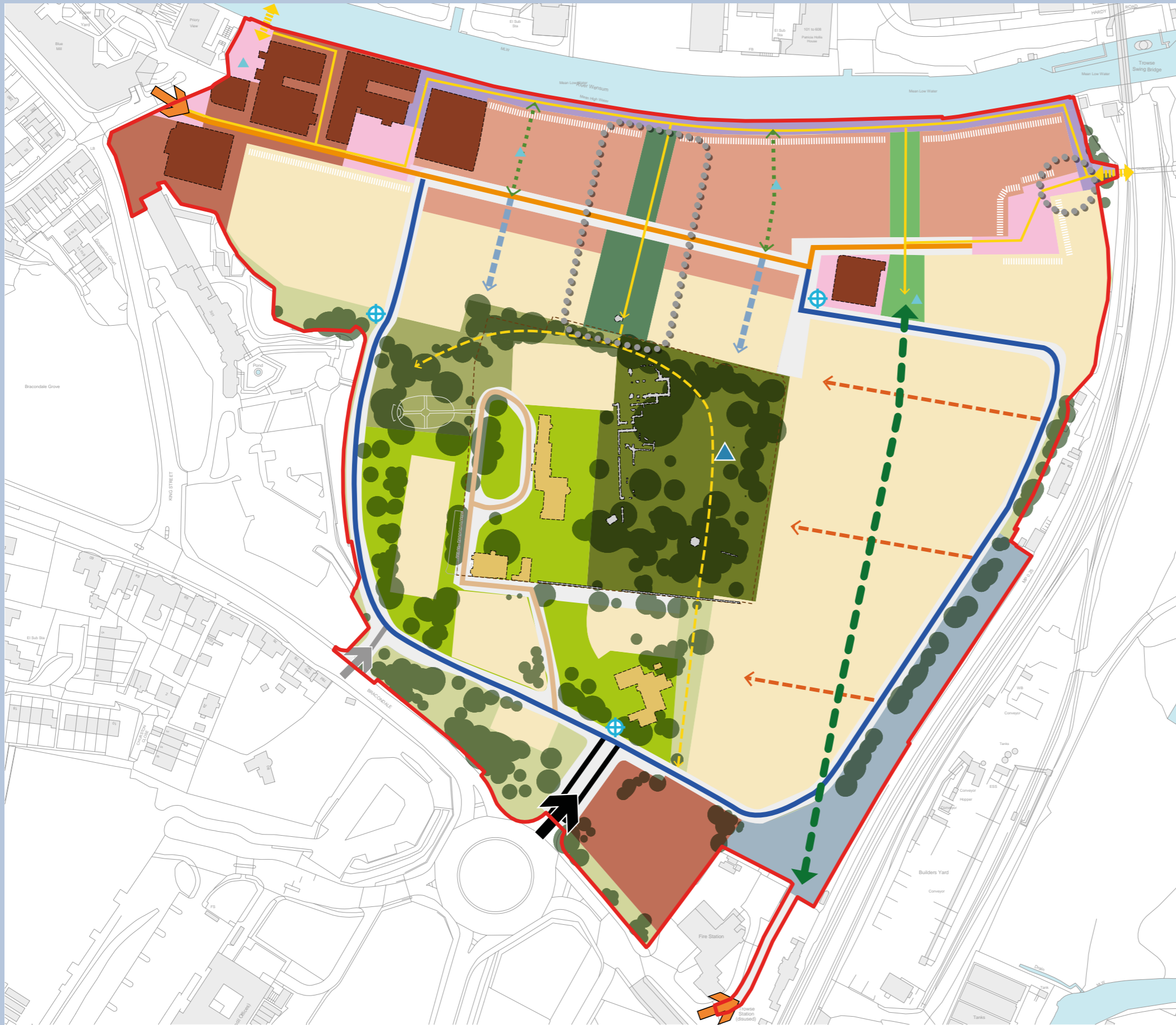
#### Character Area

- Key grouping
- Key frontage



## 2.1 REGULATORY PLAN

Reserved Matters Applications must comply with the key layout principles set out in the Regulatory Plan, to ensure the delivery of a coherent and attractive new neighbourhood.





## 3. THE MASTERPLAN

### 3.1 VISION

For a site so rich in history, so embedded in the identity of Norwich, the vision is an exciting and important one: to respect, revive and thus return the site to the people of Norwich. For hundreds of years the site has been an active contributor to the life and work of so many locals, but it now lies dormant.

By reconnecting the heritage of this place through landscape and homes, Carrow Works will once again foster a thriving community.



Illustrative view of Tinman's Square in Colman's Wharf character area



Illustrative view of Condiment Square in Mint Yard character area



# 3. THE MASTERPLAN

## 3.2 SUMMARY OF PROPOSAL

Hybrid application to develop Carrow Works for a phased, residential-led development (Use Class C3) with supporting mixed-uses (non-residential Class E/F1 use class), demolition of buildings, the retention, conversion and adaptation of listed and locally listed buildings and structures, landscaping, open space, new and modified access, car parking and other ancillary works.

Detailed application component comprises the construction of the primary internal road and associated public spaces and public realm, restoration and change of use of Carrow Abbey back to original residential use (Use Class C3), enhanced access to Carrow Abbey and Scheduled Ancient Monument and associated ancillary work



Illustrative view of Chimney Park (south) in Mustard Quarter character area



Illustrative view of Colman's Wharf character area



Illustrative view of Trowse Gardens in Robinson's Terraces character area



# 3. THE MASTERPLAN

## 3.3 MASTERPLAN DESIGN PRINCIPLES

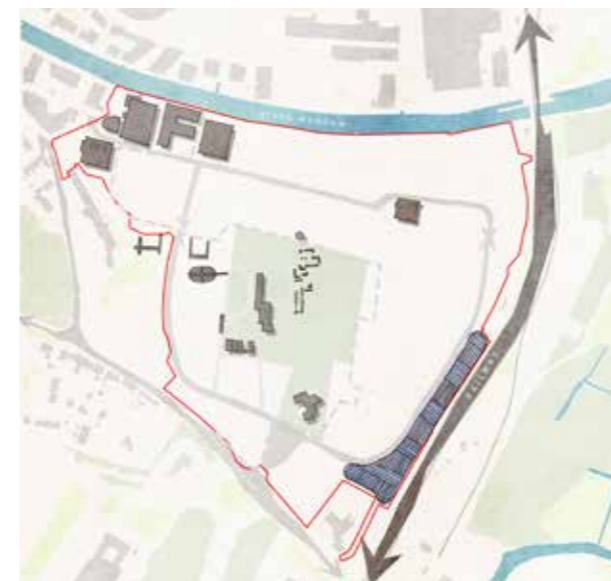
The illustrative masterplan submitted with the Outline Submission as shown opposite. 8 design principles were established to guide the evolution of the masterplan. These principles have informed the Design Code.



1. Retain historically significant buildings and areas



2. Utilise existing road routes



3. Provide employment along Industrial buffer



4. Retain and strengthen Green Assets



5. Create a kinetic heritage experience



6. Implement network of green and blue routes



7. Key public spaces



8. Commercial nodes



## 3. THE MASTERPLAN



Illustrative Masterplan

### 3.4 ILLUSTRATIVE MASTERPLAN

An illustrative masterplan has been prepared for the site, responding to the key design principles that have evolved through the design development and consultation process. It shows how proposed development will consist of a coherent network of streets and spaces, forming a framework within which parcels of development sit.

These development parcels will provide residential accommodation and a mix of non-residential uses along with supporting ancillary accommodation. The illustrative masterplan shows how it is proposed to bring these elements together to create a high-quality new neighbourhood with an attractive and vibrant public realm.

Only the elements falling within the detailed planning application boundary can be considered definitive. The detailed design of the remainder of the site, will be brought forward through future Reserved Matters Applications using the principles contained within this Design Code and associated Parameter Plans.

#### Key features of the Illustrative Masterplan include:

- Up to 1,856 new homes in a variety of sizes and tenures.
- Flexible commercial space creating an opportunity for local businesses and a focus for resident and visitor activity.
- A range of hard and soft landscaped spaces including:
  - Wensum Walk - a new publicly accessible riverside walkway connecting the city to the nature reserve east of the railway line.
  - Mustard Quarter and Mint Yard - new public squares to create a sense of arrival from each gateway into the site.
  - North-south green links including Chimney Park - connecting residents to the River Wensum.
  - Mustard Mill Way - an enhanced east-west route creating a primary vehicular, pedestrian and cycle link through the site.
  - Abbey Gardens - a large landscaped space, around the retained listed Abbey building, for relaxation and recreation.
- New and improved walking and cycling connections through the site including a new foot/cycle bridge over the river.
- Retention of listed buildings and local heritage assets on site. New public squares are anchored around existing historic buildings to create a kinetic heritage experience.
- Positive, active frontage to the river and east-west route.
- High-quality, contemporary architecture inspired by the industrial heritage of the site and Norwich.

A stylized illustration of an outdoor courtyard. In the foreground, a man in a dark shirt is walking towards the right. In the background, several people are sitting at small round tables, some with chairs. The scene is set against a building with arched windows and a large tree with dark leaves on the left. The overall color palette is muted, consisting of various shades of green and brown.

# PART B

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SPACES & STREETS



4. SPATIAL HIERARCHY



5. PLAY STRATEGY



6. STREET DESIGN



7. DETAILING THE PUBLIC REALM



# 4. SPATIAL HIERARCHY

## 4.1 GREEN & BLUE INFRASTRUCTURE

The green infrastructure creates a network of community and wildlife focused open spaces and green fingers, giving a unique identity to Carrow Works. The details of these spaces will help to create a series of multi-functional places that complement and link the existing site context together with the new development.

The mandatory design fixes specific to Green and Blue Infrastructure are set out below and shown on the adjacent Regulatory Plan extract.

- The green infrastructure elements must be designed to interface sensitively with existing retained green infrastructure and ecological assets including with respect to any light design.
- Public open spaces must be designed to reflect their character, function and location. They must be durable, safe and accessible for all.
- Public open spaces must be designed as multifunctional places throughout the design process, to ensure adequate provision for a range of activities.
- Spaces must be designed and planned with the local communities to achieve long term use and sustainable management of them.
- Open/green spaces must be connected by clear pedestrian links to promote a safe environment for communities. These must be sensitively designed and placed to avoid/minimise impacts on retained trees and woodland adjacent to the site.
- SuDS features must be incorporated wherever appropriate to form part of the open space, offer interaction with water, add visual interests, and most importantly to help reduce flood risk.

### KEY

	Existing trees to be retained		Private Open Space
	Green Buffer		Community Green Link
	Chimney Park		Trowse Gardens
	Barley Green		Wensum Walk
	Priory Garden		Public Square
	Sunken Garden		Indicative location of LEAP
			Indicative location of LAP







## 4. SPATIAL HIERARCHY



Green / Blue Infrastructure

The plan opposite highlights the key landscape spaces which have been explained and mandatory principles provided in the following pages.

### Chimney Park

Chimney Park is a key green space that links the river Wensum to the Abbey Grounds, the historical heart of the development.

### Barley Green

Barley Green is a key destination point, forms part of Silo Square and provides a key landscape connection to the river to the north for pedestrians and cyclists.

### Priory Green

Situated in the heart of the site, Abbey Cottages consists of important historical elements that need careful attention. It must provide careful protection of the ancient Monument the priory ruins, the Abbey house, and the registered parks and gardens.

### Sunken Garden

The Sunken Garden is a highly important landscaped link that connects the Abbey Grounds and Chimney Park green spaces.

### Private Open Space

Encompassing existing private open space, the design must reflect the existing character of the landscape immediately around the listed buildings and the Grade II listed pet cemetery.








### Trowse Gardens

Trowse Gardens is a sensory unique green and blue linear space that should hold its own identity whilst providing benefits to both wildlife and humans alike

### Community Green Link

Community green links are key green fingers that connects the east-west route to the river frontage through landscaped pedestrian and cycle only routes.

### KEY

	Chimney Park		Private Open Space
	Barley Green		Trowse Gardens
	Priory Garden		Community Green Link
	Sunken Garden		



# 4. SPATIAL HIERARCHY

## 4.2 CHIMNEY PARK

Chimney Park is a key green space that links the river Wensum to the Abbey Grounds, the historical heart of the development. Located at the centre of the development, the existing chimney provides a key wayfinding asset, with its unique structure and height which the design should celebrate. The park arrangement should aim to bring together the elements of the River and the existing chimney stack in a carefully thought out design that encourages the flow of pedestrian and cycle traffic.



### Function

- Chimney Park must bring together elements of the River Wensum and the existing chimney stack to create a landscaped space that encourages the flow of pedestrian and cycle traffic.
- Water features must be incorporated as part of the design to reference the River Wensum.
- Planting and trees must be incorporated to provide maximum biodiversity gains.
- Chimney park must accommodate parking where required.

### Size / Scale

- Barley Green must be a minimum of 26m wide to provide a space for gathering, entertainment and community events.

### Features

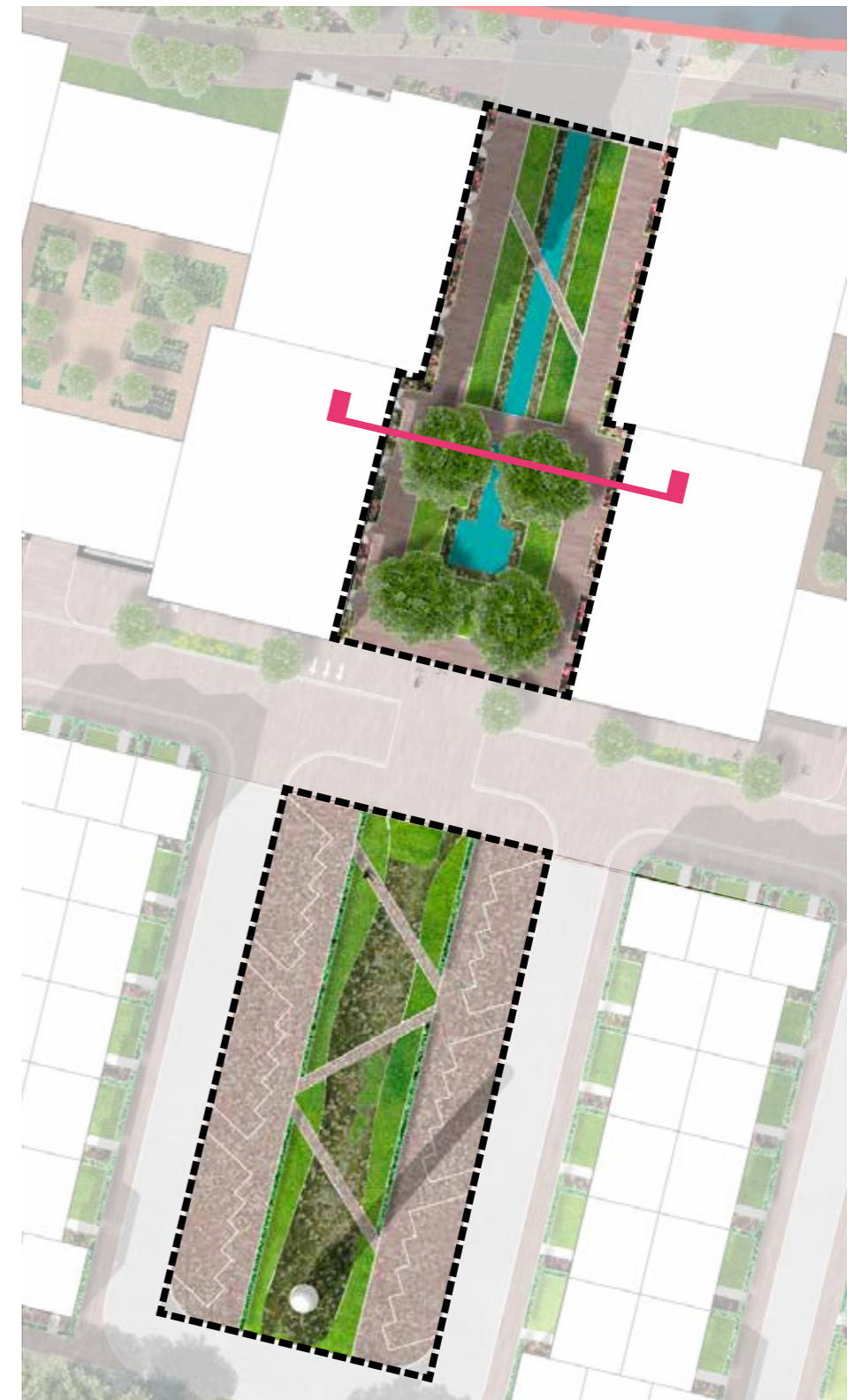
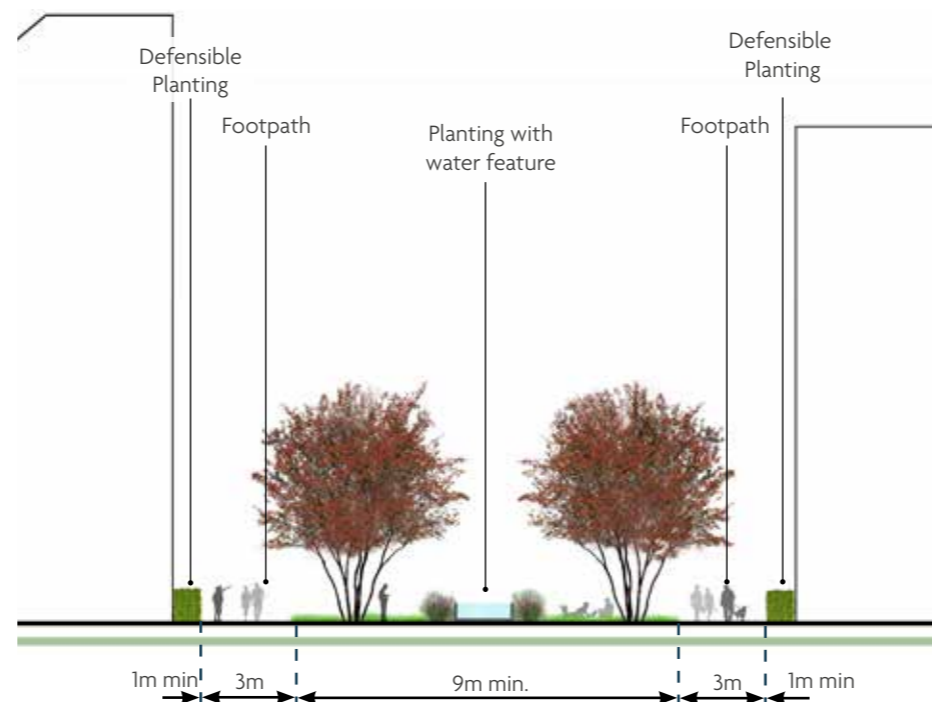
- The planting palette should be playful, with key characteristics of movement and colour and be naturalistic in style. It should be carefully chosen to ensure maximum benefit to local wildlife.
- Hard landscaping must define the square boundaries and so should read as a separate surface finish to the roads and routes that are accessed from it.
- Well designed lighting should be included, that invokes feeling of safety, so the park can be continued to be used outside of daylight hours.
- Defensible planting must be utilised to the front of residential blocks.
- Tree planting must be linear in form, funnelling views to the river to the north.
- The existing chimney stack must be utilised as a key feature and visual marker in the design



### Materials

- High-quality surface materials must be utilised. The same surface material must be utilised to both parts of the park to ensure continuity.
- The Chimney Park must have complimentary material treatments to the main east-west route.
- Street furniture must be playful in theme but robust in nature, with bright colours that reference the Coleman's Mustard past. Street furniture must be FSC certified.
- Access must be provided to Abbey Grounds.

Typical Section - Chimney Park





# 4. SPATIAL HIERARCHY

## 4.3 BARLEY GREEN

Barley Green is a key destination point, forms part of Silo Square and provides a key landscape connection to the river to the north for pedestrians and cyclists. The design must be strongly influenced by the past historical use of the site, in particular reference should be made to the silo's that are existing on site.



### Function

- Barley Green must incorporate new planting with structures set within to give height, versatility and emphasise the previous use of the site. The structures must have a materiality that echo's the past historical use of the site.
- Barley Green must provide a play area designed for use by kids under the age of 6. The play equipment must be produced from timber and metal and must have some form of link to the existing silo of the site in its theme.
- SuDS features must be incorporated as part of the surface water drainage provision and must be vegetated to ensure maximum biodiversity value.
- Planting and trees must be incorporated to provide maximum biodiversity gains.

### Size / Scale

- Barley Green must be a minimum of 26 metres to provide a space for gathering, entertainment and community events.
- The LAP play space must be a minimum of 100m<sup>2</sup>

### Features

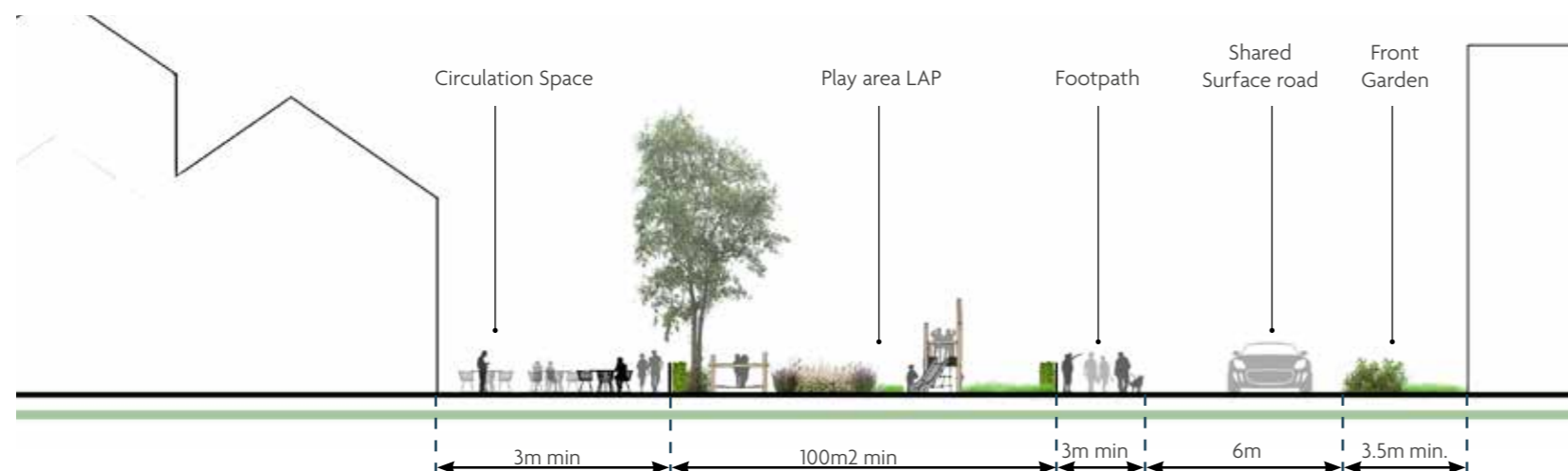
- The planting palette should be playful, with key characteristics of movement and colour and be naturalistic in style. It should be carefully chosen to ensure maximum benefit to local wildlife.
- Hard landscaping must define the square boundaries and so should read as a separate surface finish to the roads and routes that are accessed from it.
- Well designed lighting should be included, that invokes feeling of safety, so the square can be continued to be used outside of daylight hours.
- Defensible planting must be utilised to the front of residential blocks.
- Tree planting must be linear in form, funnelling views to the river to the north.

### Materials

- High-quality surface materials must be utilised. They must be laid in a pattern that references the past historic nature of this particular space.
- The terraced streets must have complimentary material treatments to the main square.
- Street furniture must be playful in theme but robust in nature, with bright colours that reference the Coleman's Mustard past. Street furniture must be FSC certified.
- Planting incorporated within the play space must be suitable; plant species with poisonous or harmful elements should not be used.
- The design of the play spaces must be in accordance with guidelines from Fields In Trust, including the selection of play equipment and the surfacing material for safety.



Typical Section - Barley Green





# 4. SPATIAL HIERARCHY

## 4.4 PRIORY GARDEN

Situated in the heart of the site, Abbey Cottages consists of important historical elements that need careful attention. It must provide careful protection of the ancient Monument the priory ruins, the Abbey house.

It must provide lush and green spaces that are in keeping with the secluded, calm and historic nature of the existing site, whilst allowing the special historic assets the opportunity to be centre stage within a sympathetic setting.



### Function

- Priory Garden must provide protection of the valuable historic assets through the careful use of soft landscaping.
- Priory Garden must keep the calm and secluded existing nature of the site
- Priory Garden must provide a play area. The play equipment must be produced in a naturalistic style. It must fit into the woodland setting seamlessly with careful consideration to existing tree health.
- Planting and trees must be sensitively incorporated to provide maximum biodiversity gains.



### Size / Scale

- Priory Green must include a landscape buffer from the private space of the Abbey to the Priory ruins.
- The LEAP play space must be a minimum of 400m<sup>2</sup>

### Features

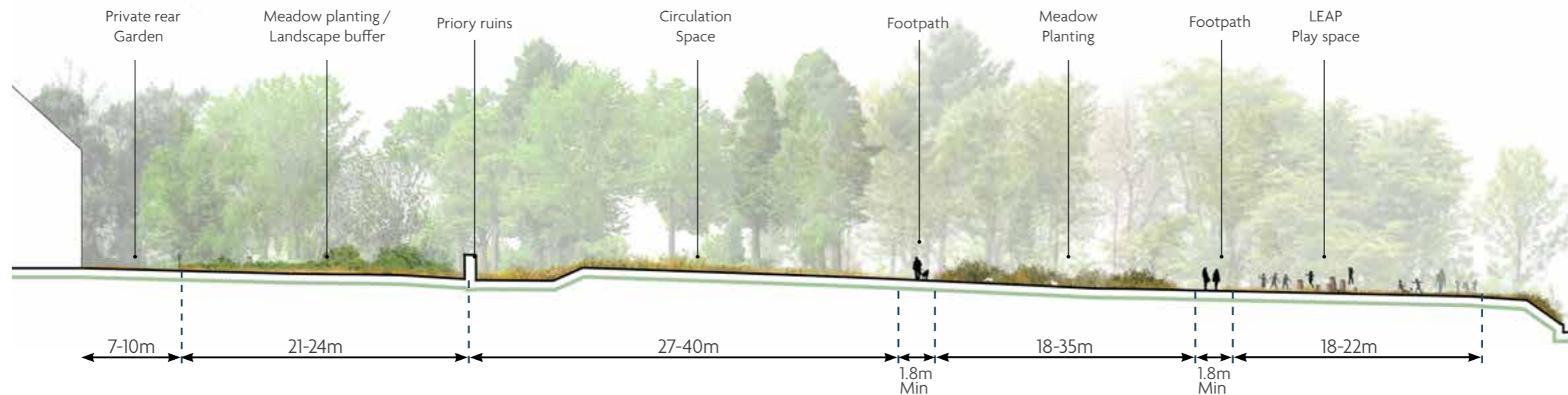
- The planting palette should be woodland in style to fit the habitat. It should be carefully chosen to ensure maximum benefit to local wildlife.

### Materials

- New footpaths must be of a suitable material for a no dig construction where required.
- Planting incorporated within the play space must be suitable; plant species with poisonous or harmful elements should not be used.
- The design of the LEAP should ensure no hard permanent boundary is required such as railings to ensure the integrity of the Priory Garden green space is not diminished.
- The design of the play spaces must be in accordance with guidelines from Fields In Trust, including the selection of play equipment and the surfacing material for safety.



Typical section - Priory Garden





# 4. SPATIAL HIERARCHY

## 4.5 SUNKEN GARDEN

The Sunken Garden is a highly important landscaped link that connects the Abbey Grounds and Chimney Park green spaces. It encompasses the valuable historical asset of the grade II listed sunken garden, the Grade II eastern air raid shelter and provides views across to the grade I listed Abbey building, all strong leading influences in the design for this space.



### Function

- The Sunken Garden green space must provide protection of the valuable historic assets through careful design consideration.
- Views to the grade I listed Abbey building must be maintained.
- Planting and trees must be sensitively incorporated to provide maximum biodiversity gains.

### Size / Scale

- The Sunken Garden green space must provide ramped, DDA compliant access to Chimney Park green space.

### Features

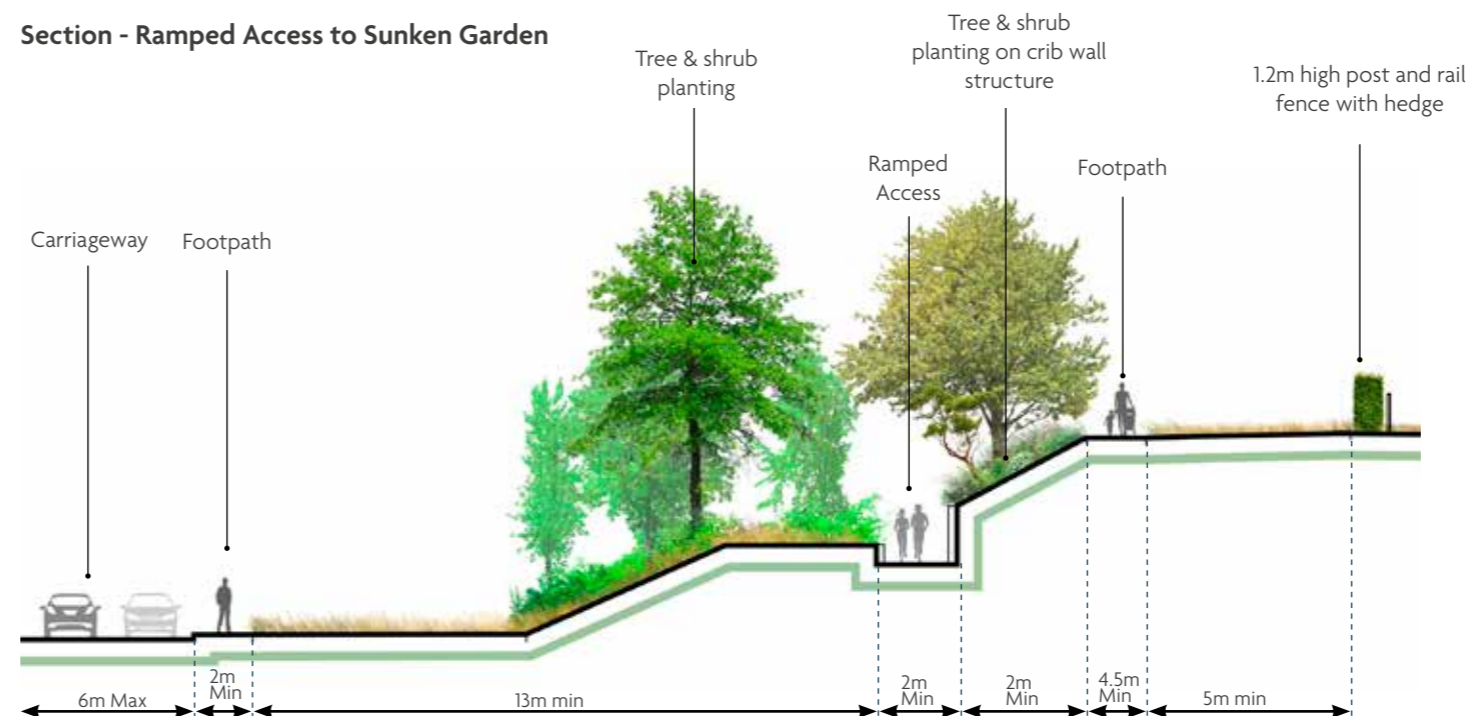
- The grade II listed sunken garden must be taken into consideration with careful thought on the enhancement and rejuvenation of the planting.
- Careful consideration must be given to any boundary treatments that divide public and private amenity space.
- Careful consideration must be given to the Grade II listed eastern air raid shelter and the new ramp.

### Materials

- New footpaths must be of a suitable material for a no dig construction where required.
- Planting incorporated within the sunken garden must be suitable, with heritage and herbal plant species incorporated.



Section - Ramped Access to Sunken Garden





# 4. SPATIAL HIERARCHY

## 4.6 PRIVATE OPEN SPACE

Encompassing existing private open space, the design must reflect the existing character of the landscape immediately around the listed buildings and the Grade II listed Pet Cemetery.

Existing trees should take the lead in any additional planting and fit seamlessly within any proposals.



### Function

- Private open space must provide landscaped amenity space for the housing within Abbey Grounds. The amenity space must take on the characteristics of the existing private open space.
- Private open space must provide protection of the valuable historic assets through careful design consideration.
- Views to the grade I listed Abbey building must be maintained.
- Planting and trees must be sensitively incorporated to provide maximum biodiversity gains.

### Features

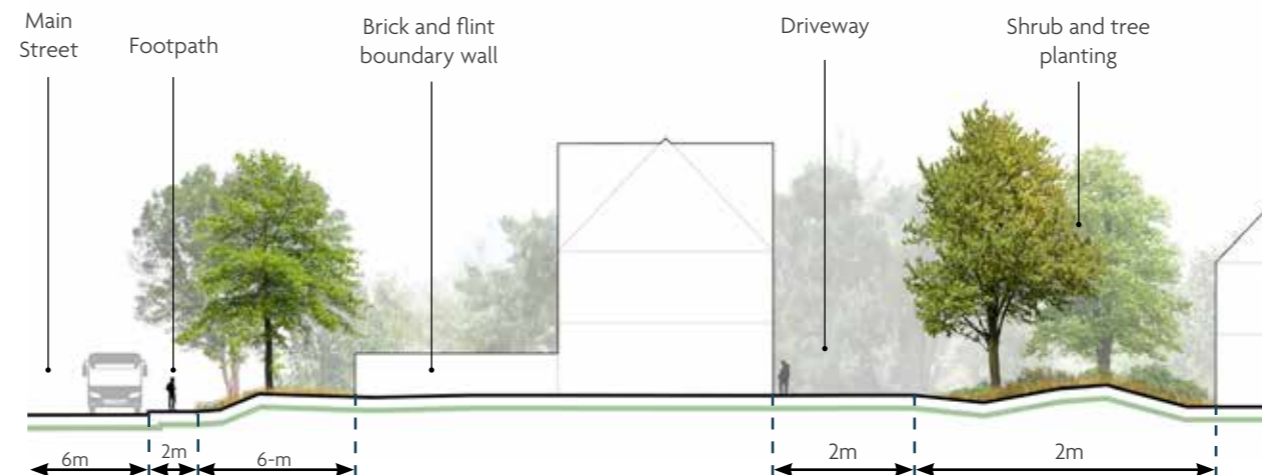
- Careful consideration must be given to any boundary treatments that divide public and private amenity space.

### Materials

- The Grade II listed Pet Cemetery must be taken into consideration with careful thought on the enhancement and rejuvenation of the area surrounding the graves.



Typical Section - Private Open Space





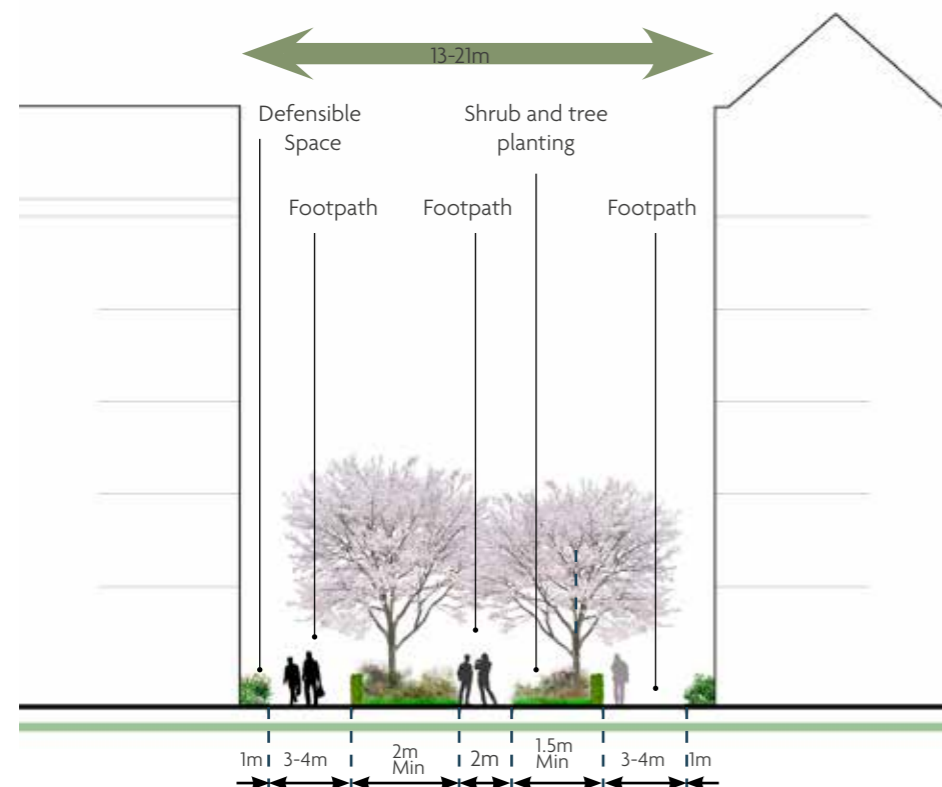
## 4. SPATIAL HIERARCHY

### 4.7 COMMUNITY GREEN LINK

Community green links are key green fingers that connects the east-west route to the river frontage through landscaped pedestrian and cycle only routes.

The design of these community green links is strongly built on the need to provide amenity space for residents in a way that brings together communities with activities such as children's play, leisure walks, learning, and community gardening and growing.

#### Typical Section - Community Green Link



#### Function

- Community green links must provide landscaped amenity space for the local residents, with opportunities for local residents to come together and enjoy doorstep green space.
- Community green links must be flexible in design to allow for small community events and informal play.
- Planting and trees must be sensitively incorporated to provide maximum biodiversity gains.

#### Size / Scale

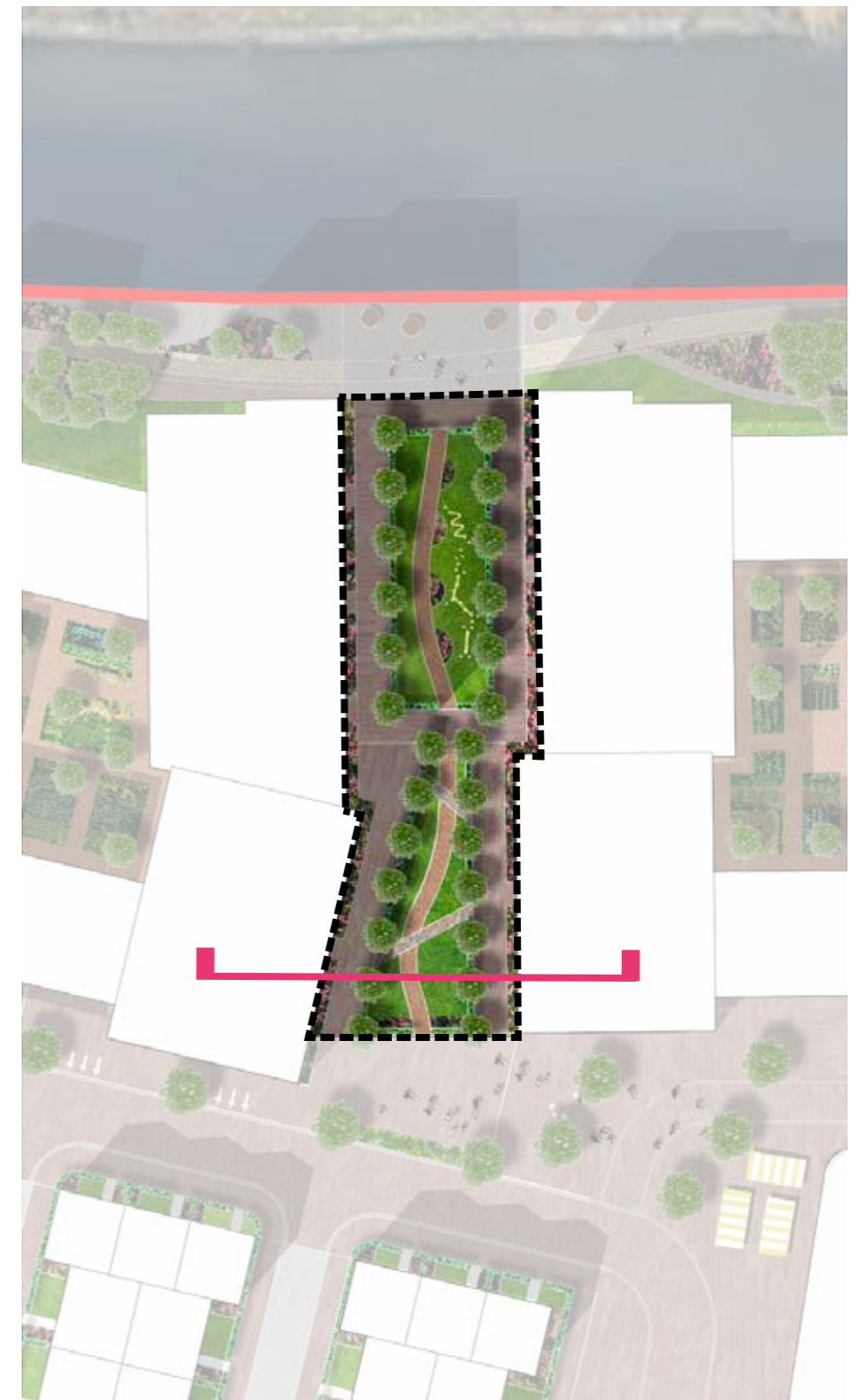
- Community green links must have a minimum width of 13m.
- Each play opportunity must be 100m<sup>2</sup> in total

#### Features

- Defensible planting to residential block edges must be incorporated.
- Informal play opportunities such as trail play with a natural theme must be incorporated within the community green links.
- SuDS features must be integrated as part of the surface water drainage provision and must be vegetated to ensure maximum biodiversity value.
- Hedging should be utilised to provide structure to the space and provide clear footpath boundaries.

#### Materials

- Feature trees must be included within the community green links to provide visual interest and aid in community growing.
- Careful consideration in tree planting arrangement to ensure views are funnelled to the river.
- The design of the play spaces must be in accordance with guidelines from Fields In Trust, including the selection of play equipment and the surfacing material for safety.





# 4. SPATIAL HIERARCHY

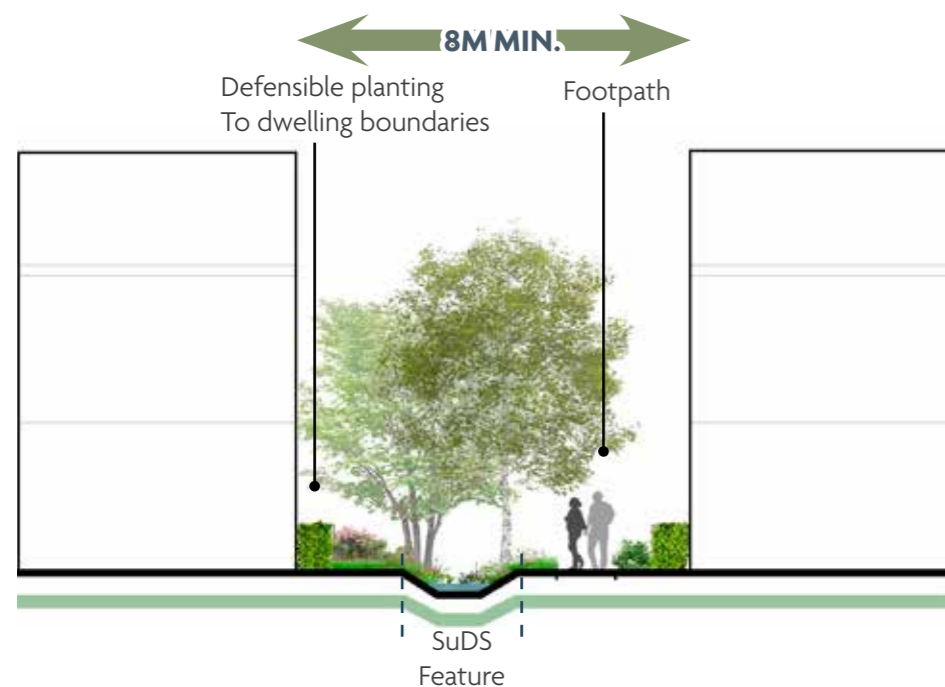
## 4.8 TROWSE GARDENS

Trowse Gardens is a sensory green and blue link that runs through the residential area from north to south nestled between the railway and the Abbey Cottages. Providing key SuDS functions it provides an opportunity for creating a unique green and blue linear space that can hold its own identity whilst providing benefits to both wildlife and humans alike.

Emphasis should be placed on bringing out the unique historical past of this part of the site, with a focus on community growing and a sensory journey determined by the location of the original kitchen garden on site. Carefully selected plant species to be mixed with vegetables to aid in biodiversity, making use of plant companions to ensure pollination.

Houses will side onto this link so careful design and selection of planting is required to make this a safe and accessible space.

Typical Section - Swale Link



### Function

- Trowse Gardens must provide a green and blue link that utilises SuDS features.
- The design of the link must take reference from the historical kitchen garden originally located on the site.
- Planting and trees must be sensitively incorporated to provide maximum biodiversity gains.
- Trowse Gardens must provide community growing spaces.

### Size /Scale

- Trowse Gardens must be a minimum of 8m wide between residential units.

### Features

- Careful consideration must be given to boundary treatments that divide Trowse Gardens with private amenity space.
- The link must be a sensory route with carefully selected species that stimulate the senses through smell, colour and texture.

### Materials

- Fruit trees should be included in the proposals where possible to encourage community growing and grow your own.
- Herbs and edible plants must be included within the soft planting palette to ensure links with historical land use.







## 4. SPATIAL HIERARCHY



Key spaces plan

### 4.9 KEY SPACES

Carrow Site Works is made up of 5 key spaces which give each space a unique feel whilst drawing on the heritage features of the site to ensure a cohesive development. Each key space will draw on its specific location within the site to benefit from key features to further reinforce its identity.

#### Wensum Walk

Situated along the northern boundary adjacent to the River Wensum, Wensum Walk is a new publicly accessible cyclist and pedestrian friendly route.

#### Golden Square

Golden Square seeks to celebrate the character of the listed buildings, whilst also forming a gateway that leads pedestrians and cyclists into the site, providing an opportunity to create a vibrant hub around the retained buildings and welcoming visitors into the site.

#### Winding Square

Drawing on the surrounding sports influence picked up from the football stadium situated across the river, this square creates the perfect opportunity to provide a space that enables community gathering with a sports theme.

#### Tinman's Plaza

Speaks of the site's industrial legacy and provides a setting for the retained listing buildings.







#### Silo Square

A key destination node functioning as a vista stop along the main east-west route.

#### Condiment Square

Condiment Square will be the arrival space to the development and the last piece of the jigsaw that links the site to the riparian landscape in the east to the industrial heritage and urban fringe of the city centre to the west.

#### KEY

 Wensum Walk	 Silo Square
 Golden Square	 Condiment Square
 Winding Square	
 Tinman's Square	



# 4. SPATIAL HIERARCHY

## 4.10 WENSUM WALK

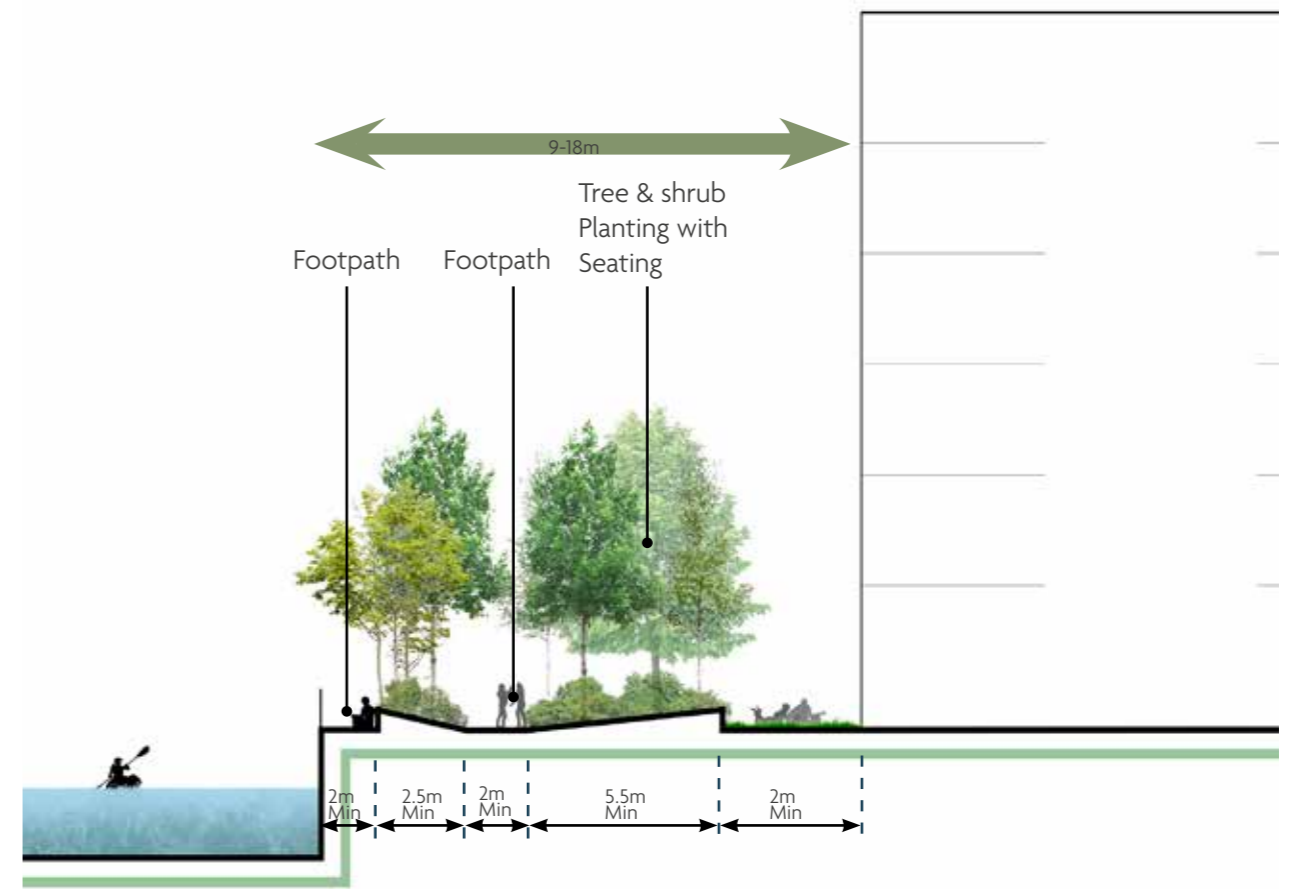
Situated along the northern boundary adjacent to the River Wensum, Wensum walk is a new publicly accessible cyclist and pedestrian friendly route. It should activate the river frontage by encouraging interaction with the water and allowing views through new development to the waters edge. A varied width between the buildings and the river edge of 9-18m creates a series of spaces that encourage lingering with the inclusion of seating, planting and public art. High-quality hard landscaping should demarcate easily navigable routes that sweep through a variety of spaces created by the arrangement of soft landscaping.

Soft landscaping should include shrub planting as well as lawned areas to provide interest and spill out places.

Soft landscaping should include texture, smell and seasonal interest to provide optimum spaces to linger. Naturalistic planting should be utilised, planted in drifts to pick up elements of movement, and be used in a repeating pattern along Wensum walk to provide continuity. Shade created by trees is important for providing places to linger, whilst softening the hard landscape and aiding in pollution mitigation.



Location Plan



Typical Street Section



Illustrative masterplan



## 4. SPATIAL HIERARCHY

M

### Function

- Clear, easily navigable cycle and pedestrian route along the entire river frontage
- Seating within tree planting must be provided to provide shaded seating
- Wensum Walk must provide connection points to the community green links

### Size / Scale

- Wensum walk should be varying in width and be between 9 and 18m wide.
- Cycle route should be minimum 3m wide
- Planting and trees must be incorporated to provide maximum biodiversity gains.

M

### Features

- Structure of space along river frontage must encourage lingering with pockets of soft landscaping to break up the linear form.
- To soften the built form and provide privacy and clarification for separation there must be low level planting to residential building frontages.
- Well designed lighting should be included, that invokes feeling of safety so the walk can be continued to be used outside of daylight hours. Care should be given to protect wildlife with laminar setting.

### Materials

- Street furniture must be playful in theme but robust in nature, with bright colours that reference the Coleman's Mustard past. Street furniture must be FSC certified.
- Feature trees must differ from other character areas. They must provide a focal point and complement the space.
- High-quality surface material must flow throughout the entire river frontage, providing clear routes for various uses.



Example of landscaped walkway (Image: Vestre)



Example street furniture utilising industrial feel (Image: Vestre)



Example of planting



# 4. SPATIAL HIERARCHY

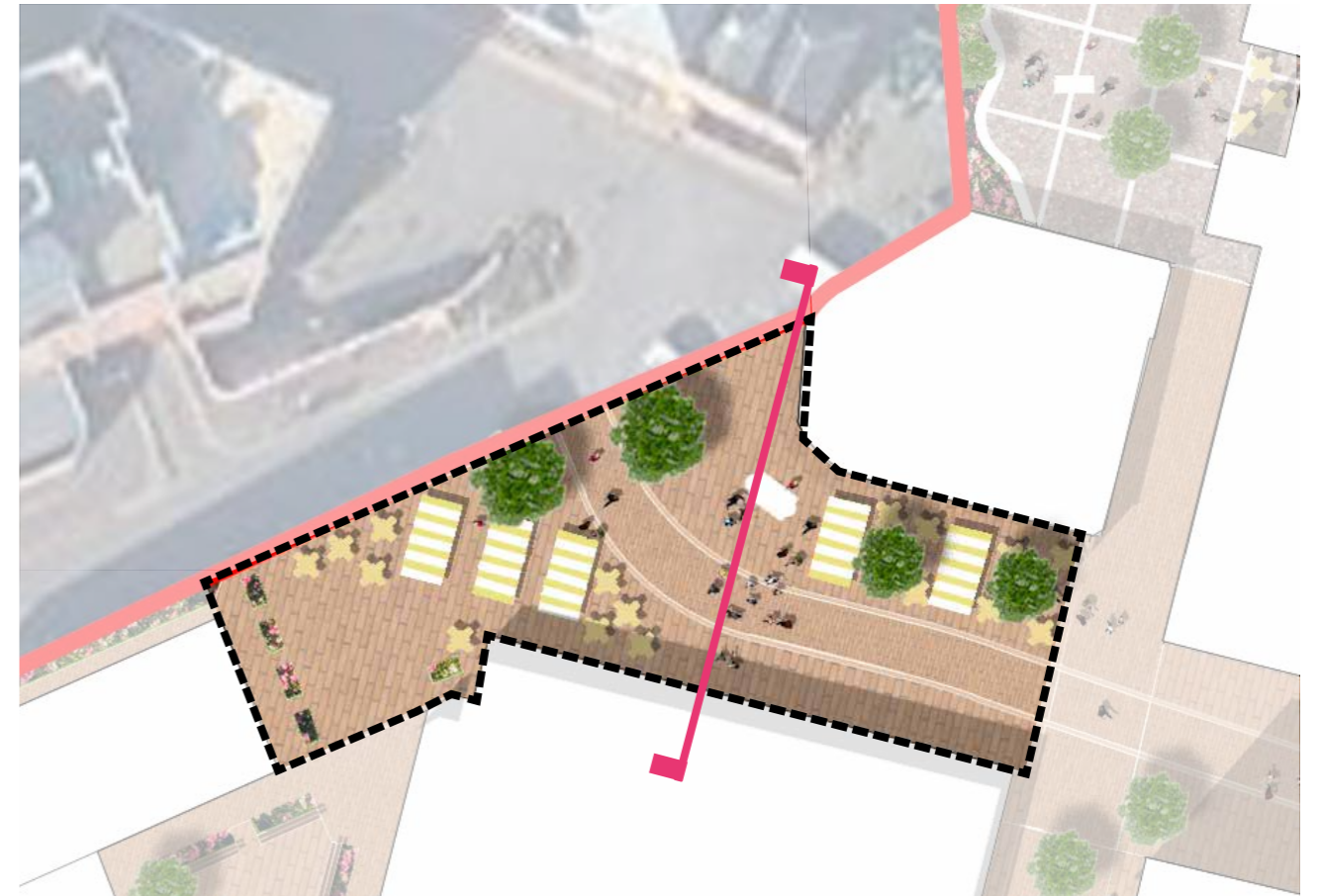
## 4.11 GOLDEN SQUARE

Golden Square forms the publicly accessible, level-access gateway to the site whilst allowing for emergency vehicle access. Golden Square seeks to celebrate the character of the listed buildings, whilst also forming a gateway that leads pedestrians and cyclists into the site, providing an opportunity to create a vibrant hub around the retained buildings and welcoming visitors into the site.

An access only route should be demarcated within the hard surfacing to show division of space but it should be a pedestrian and cycle focused space.

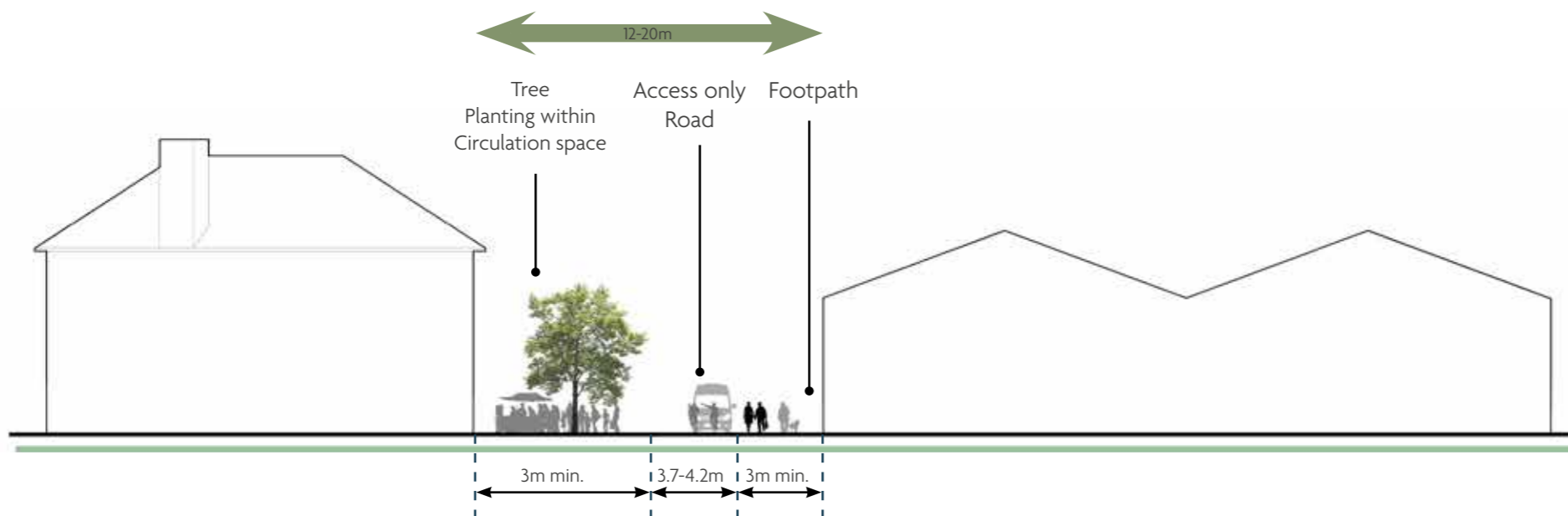
Areas for commercial spill out should be allowed to accommodate the building use as well as space for community gathering. Interactive wayfinding or public art should be included to activate the space.

Soft landscaping should be included in the form of planters or pots to soften the built form but allowing space for easy and free movement. Trees should be set within decorative tree grilles, which reference the sites historical past.



Illustrative masterplan

### Typical Street Section - Golden Square



Location Plan



## 4. SPATIAL HIERARCHY

M

### Function

- Golden Square must be designed as a key public space that encourages its use as a meeting point.
- Golden Square must provide navigational aids to assist users in establishing a clear understanding for wayfinding around the site.
- Golden Square must act as a gathering space which takes reference from the rich historical nature of the surrounding built form.
- There must be accommodation for commercial uses to spill out onto the adjacent pavement areas from the relevant buildings.

### Size / Scale

- The access road corridor should be a minimum width of 12.5m wide
- Access road provision should be a maximum of 3.7m wide
- Planting and trees must be incorporated into the public realm to provide maximum biodiversity gains.

### Function

- Golden Square must be designed as a key public space that encourages its use as a meeting point.
- Golden Square must provide navigational aids to assist users in establishing a clear understanding for wayfinding around the site.
- Golden Square must act as a gathering space which takes reference from the rich historical nature of the surrounding built form.
- There must be accommodation for commercial uses to spill out onto the adjacent pavement areas from the relevant buildings.



Example of how industrial elements of the historical past can be referenced within hard landscaping

M

### Size / Scale

- The access road corridor should be a minimum width of 12.5m wide
- Access road provision should be a maximum of 3.7m wide
- Planting and trees must be incorporated into the public realm to provide maximum biodiversity gains.

### Features

- Provision for an access only road from the site entrance to the east west link must be provided.
- The site entrance must accommodate an emergency vehicle access and pedestrian only access.
- Tree planting must assist in wayfinding with key routes tree lined.
- Soft landscaping should inflect movement and colour to the spaces and be chosen carefully to ensure maximum benefit to local wildlife.
- Interactive media installations for assisting in wayfinding must be included.
- Well designed lighting should be included, that invokes feeling of safety, so the square can be continued to be used outside of daylight hours. A playful theme should be utilised in the lighting that acknowledges the key node.

### Materials

- Key squares and routes must feature high-quality surface materials that contribute to creating a distinctive space and that references and reinforces the rich industrial past.
- Street furniture must be industrial in theme but robust in nature, with natural materials utilised. Street furniture must be FSC certified.
- The access road must be a shared, flush surface with the road demarcated in hard landscaping suitable to represent the heritage past, with materials such as Yorkstone.



Example of granite kerb with yorkstone (Image: Marshalls)



Interactive public art



Example street furniture utilising industrial feel (Image: Streetlife)



# 4. SPATIAL HIERARCHY

## 4.12 WINDING SQUARE

Winding Square occupies the north-west corner of the site. Drawing on the surrounding sports influence picked up from the football stadium situated across the river, this square creates the perfect opportunity to provide a space that enables community gathering with a sports theme. This should include recreational facilities such as exterior table tennis tables.

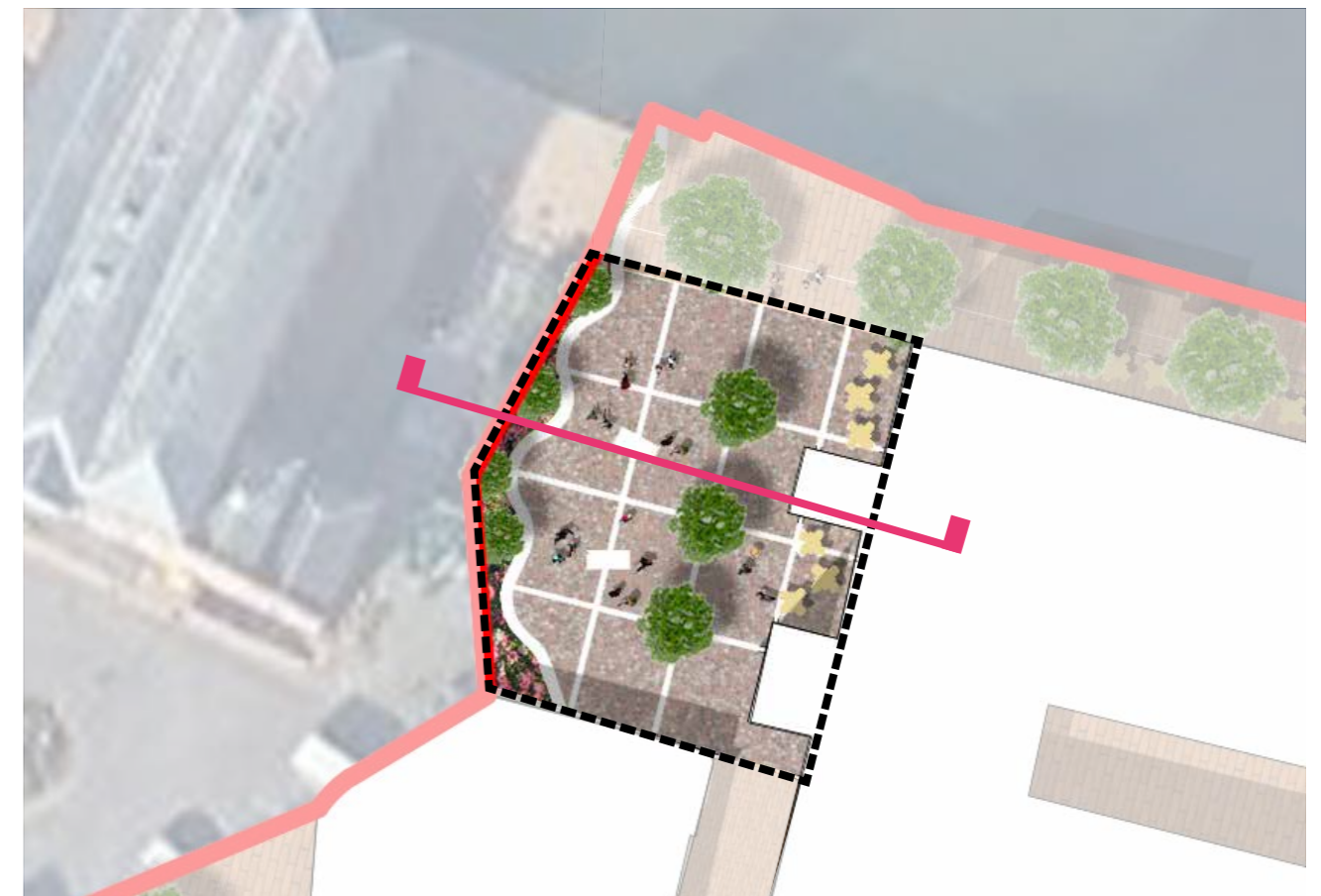
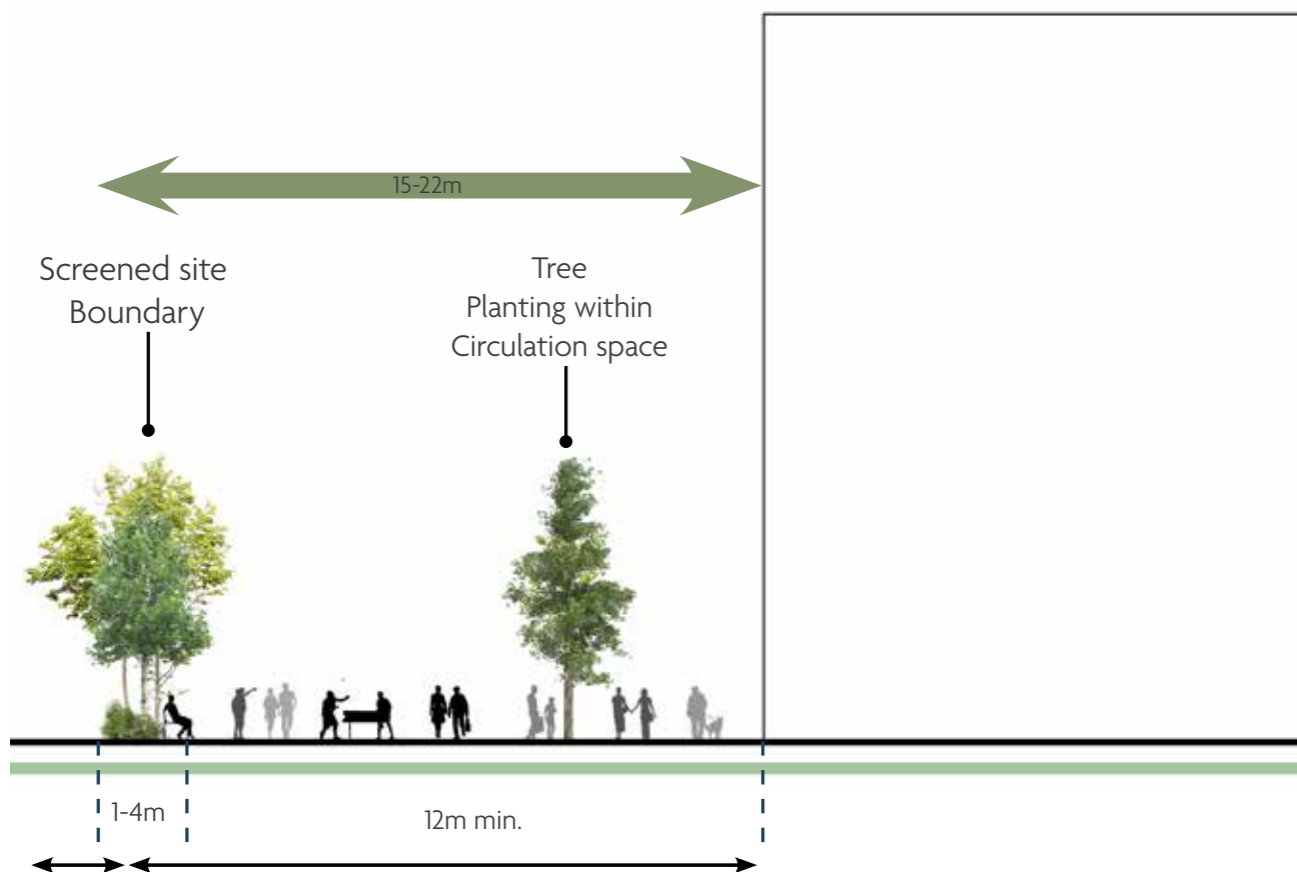
Seating and space for event gathering should be accommodated, with particular care to provide 'spectator' seating. Soft landscaping should aid in providing a lush screen to the boundary of the site, with tree planting providing shade. The planting palette should include a mix of evergreen shrubs to create a permanent framework through which herbaceous planting provides colour through the use of long flowering seasons.

Street furniture should emphasize the industrial nature of the site, with material finishes including Corten steel.

A change in surface materials should define the parameters of the space, with a varied width of 15-22m across the whole square.



Location Plan



Illustrative masterplan



## 4. SPATIAL HIERARCHY

M

### Function

- Planting and trees must be incorporated to provide maximum biodiversity gains.
- There must be accommodation for commercial uses to spill out on to the adjacent pavement areas from the relevant buildings.
- Space for event gathering should be accommodated
- 'Spectator' seating must be incorporated to encourage use of the square.

### Size / Scale

- The planted boundary should be between 1 and 4m wide
- The circulation space should be a minimum of 12m.

M

### Features

- Structure of space must be informed by the rich historical nature of the site, taking on qualities that symbolise the industrial past.
- Soft landscaping should inflect movement and colour to the spaces and be chosen carefully to ensure maximum benefit to local wildlife.
- Evergreen shrubs must be utilised to provide a permanent framework upon which to base herbaceous planting.
- Tree planting should be utilised that provide good autumnal colour to emphasis industrial links and provide good shade cover.
- Well designed lighting should be included, that invokes feeling of safety, so the square can be continued to be used outside of daylight hours.

M

### Materials

- Street furniture must be industrial in theme but robust in nature, with natural materials utilised. Street furniture must be FSC certified. Corten Steel finish should be utilised where appropriate.
- Different surface finish must be utilised to demarcate the space from the surrounding walkways.



Example of reclaimed granite blocks hard surfacing



Example street furniture utilising timber, in a playful way  
(Image: Woodscape)



Example of decorative tree grille with industrial finish  
(Image: Streetlife)



Example of suitable planting

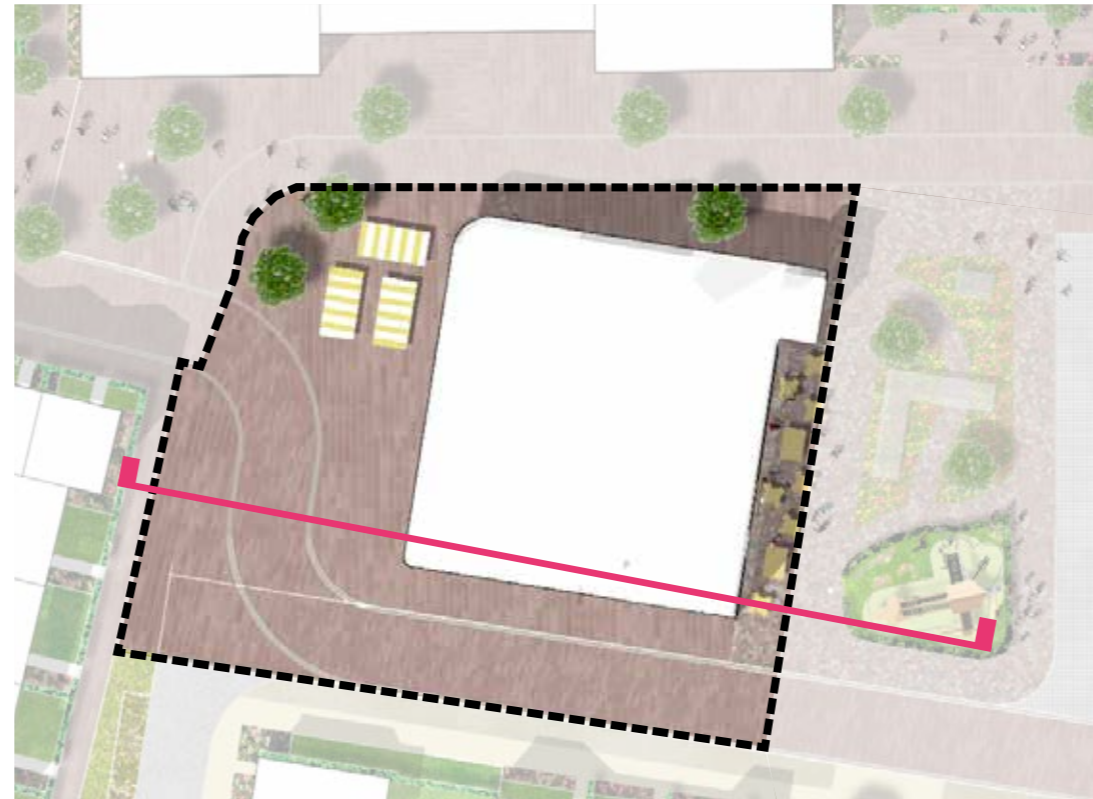


# 4. SPATIAL HIERARCHY

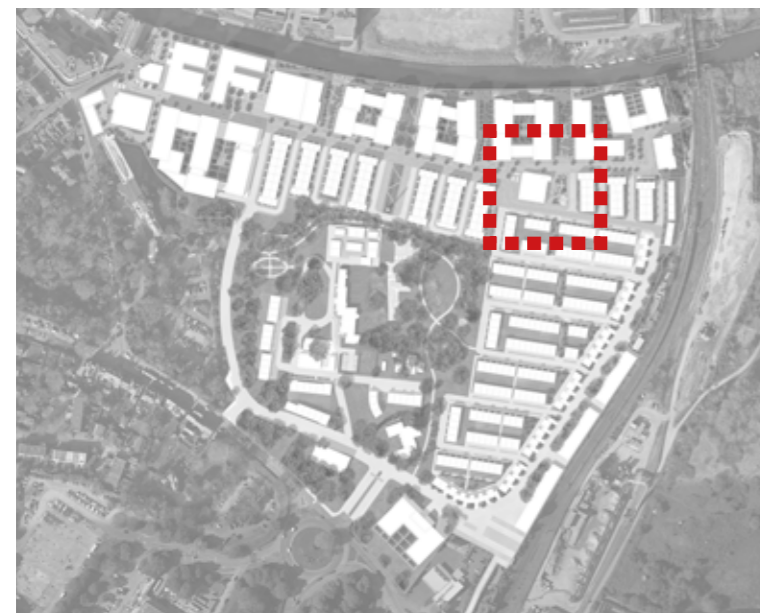
## 4.13 SILO SQUARE

Silo Square surrounds the old Mustard Seed Drier building. It must take reference from this historical link to the past through carefully selected hard surfacing materials and street furniture. It is a key destination node functioning as a vista stop along the main east-west route, as such meticulously arranged tree planting in this area should reflect its importance.

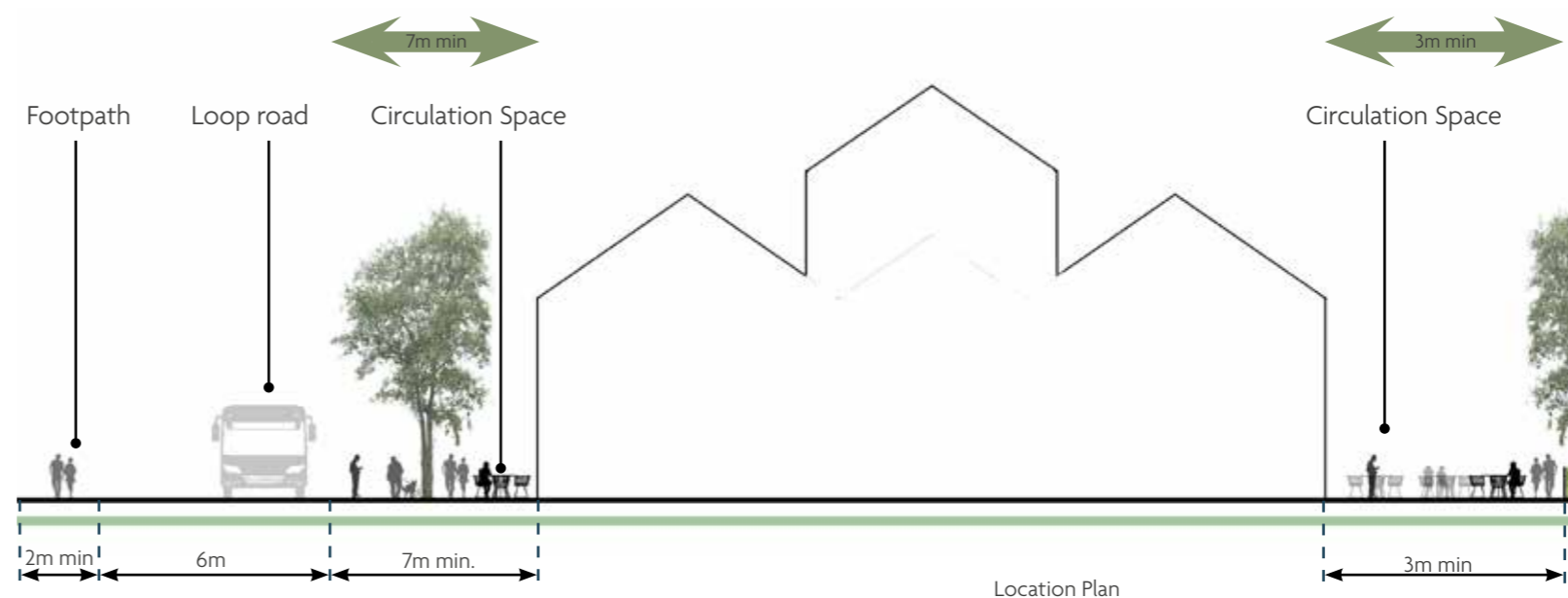
Hard landscaping must define the squares boundary to Barley Green space and allow for commercial spill out of the Mustard Seed Driers building to all sides as well as space to sit and overlook Barley Green.



Illustrative masterplan



### Street Section - SILO Square







## 4. SPATIAL HIERARCHY

M

### Function

- Silo Square must act as a key wayfinding space with areas for flowing out of the Mustard Seed Driers building to accommodate commercial uses.

### Size / Scale

- Silo Square must have a minimum of 7m offset to the demarcated road to the west elevation of Mustard Seed Driers building.
- Silo Square must have a minimum of 3m offset to the demarcated road to the south elevation of the Mustard Seed Driers building.
- Silo Square must have a minimum of 3m offset to the demarcated road to the east elevation of the Mustard Seed Driers building.



Street furniture should reflect potential use need of the Mustard Seed Drier building (Image: Woodscape)

M

### Features

- Trees must be carefully positioned to ensure the space is read as a key node.
- Silo Square must perform harmoniously with Barley Green space adjacent through arrangement of space and street furniture.
- Well designed lighting should be included, that invokes feeling of safety, so the square can be continued to be used outside of daylight hours.



Example of cube seating with bespoke elements (Image Woodscape)

M

### Materials

- Silo Square must feature high-quality surface materials that contribute to creating a distinctive space and that reference the historical past, particularly the Silo's.
- Street furniture must be playful in theme but robust in nature, with bright colours that reference the Coleman's Mustard past. Street furniture must be FSC certified.
- Feature trees must provide a focal point and complement the space.



Example of paving features Bonn Square by Graeme Massie Architects (Image: David Stewart Photography)



# 4. SPATIAL HIERARCHY

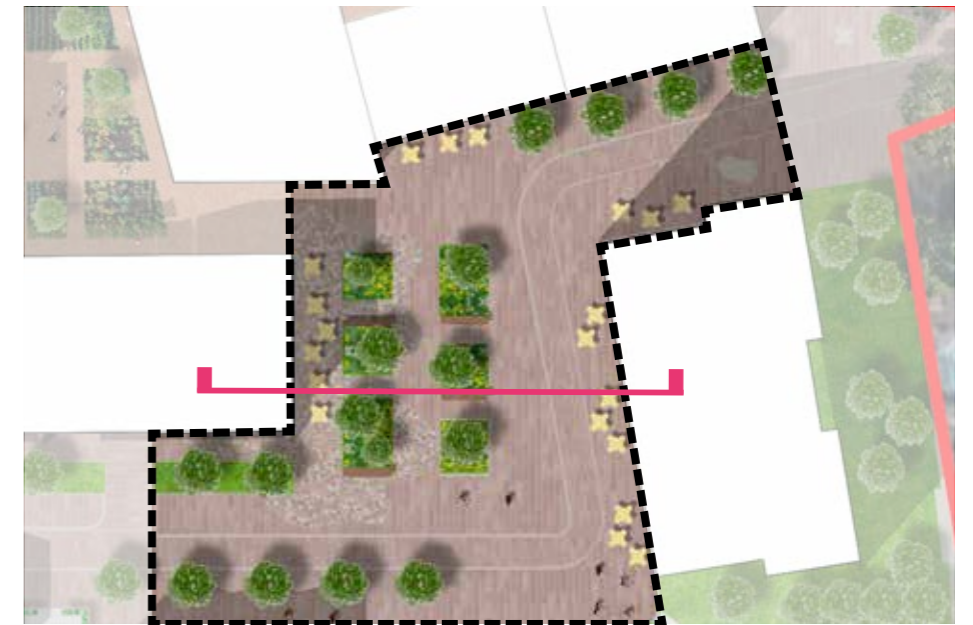
## 4.14 CONDIMENT SQUARE

Occupying the north-east corner of the site, Condiment Square will be the arrival space to the development and the last piece of the jigsaw that links the site to the riparian landscape in the east to the industrial heritage and urban fringe of the city centre to the west.

Condiment Square seeks to have remnants of a broader, wider landscape within, and like a riparian ecosystem it is the interface between the river and the surrounding landscape. The landscaping in this key node is one which should take inspiration from the past historical use of the buildings in this space. Previous building use such as the mint plant and culinary unit should influence the soft landscaping with herbs and edible plants included in the plant selection.

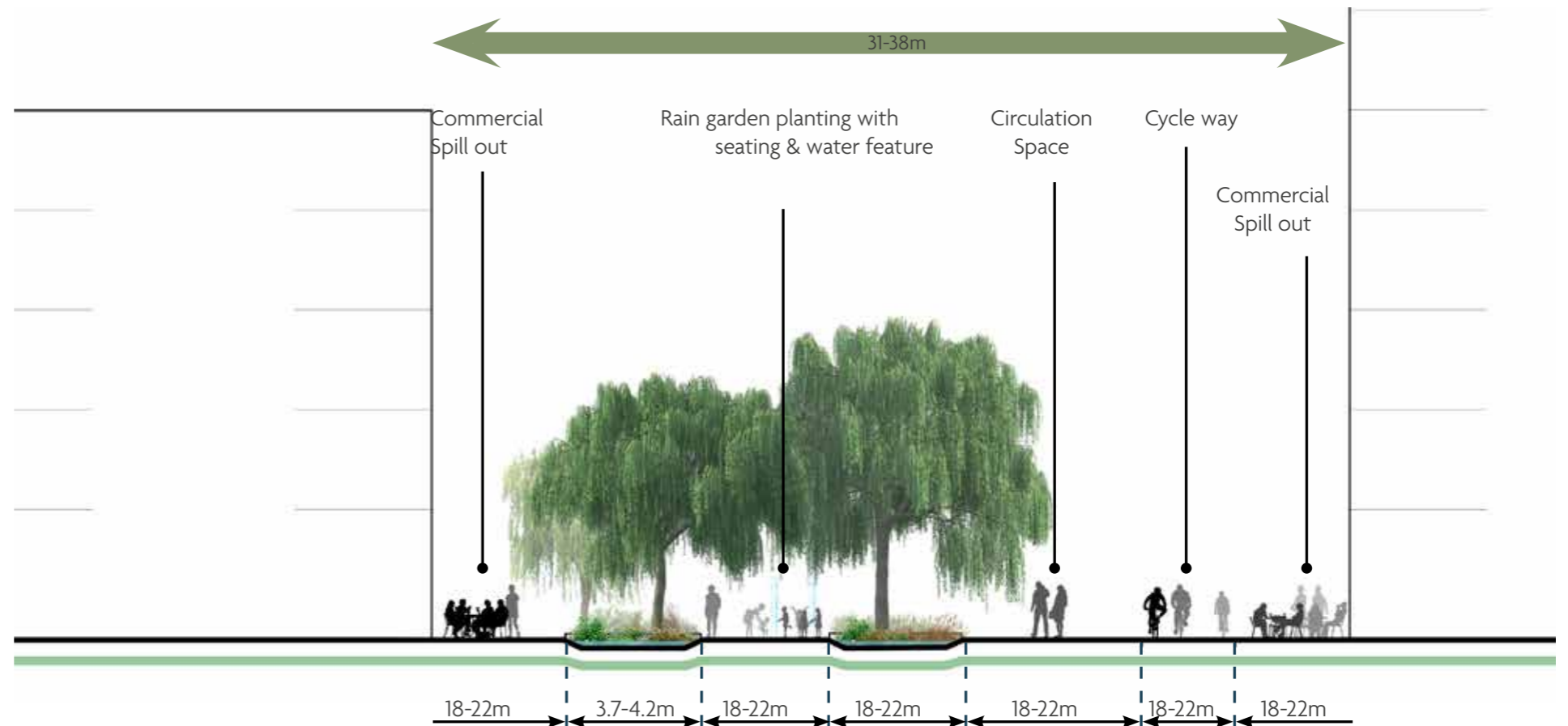
Condiment Square should be a minimum of 38m x 26m, to allow for a significant gathering point close to this entrance to the site.

Soft landscaping should incorporate rain gardens which have a naturalistic style and planted in swathes of native species to pick up elements of a riparian landscape and should utilise grasses and herbaceous plants. The planting to the residential blocks should echo this palette to create cohesive, unique green spaces across all frontage gardens. Shade created by trees is important for providing cooler places to linger, whilst softening the hard landscape. Planting where required, should be suitable species for use as rain gardens whilst providing colour and interest.



Illustrative masterplan

### Typical Street Section - Condiment Square



Location Plan



## 4. SPATIAL HIERARCHY



### Function

- Condiment Square must provide a safe and interesting entrance way to the site from the wider green network through the underpass.
- Condiment Square must act as a gathering space with areas for flowing out of the buildings to accommodate commercial uses.
- It must serve as the connection from the Mustard Quarter and the west of the site to the wider green network to the east, incorporating access to the river.
- SuDS features must be incorporated as part of the surface water drainage provision and must be vegetated to ensure maximum biodiversity value.
- Planting and trees must be incorporated to provide maximum biodiversity gains.
- Incidental play features, productive landscapes, such as orchards and community growing spaces must be provided for informal recreations.



### Size / Scale

- Condiment Square must be a minimum of 38 x 26 metres to provide a space for gathering, entertainment and community events.
- A demarcated cycle route to the underpass must be a minimum of 3m wide.

### Features

- To ensure maximum biodiversity gains, various forms of vegetated SuDS features must be incorporated throughout Condiment Square. These must include rain gardens and formal water features.
- Structure of space must be informed by riparian landscape character, taking on qualities of the informal, soft nature.
- Soft landscaping should be naturalistic in style and be chosen carefully to ensure maximum benefit to local wildlife.
- Community growing space must be included
- Well designed lighting should be included, that invokes feeling of safety, so the square can be continued to be used outside of daylight hours.



### Materials

- High-quality surface materials must be utilised. They must be laid in a pattern that references the riparian nature of the surrounding landscape.
- The terraced streets must have complimentary material treatments to the main square.
- Street furniture must be playful in theme but robust in nature, with bright colours that reference the Coleman's Mustard past. Street furniture must be FSC certified.
- Feature trees must serve as reminders of the riparian landscape feel and differ from other character areas. They must provide a focal point and complement the space.
- Interactive water features that activate the space must be included.
- Herbs and edible plants must be included within the soft planting palette to ensure links with historical building use.
- The cycle route must be a shared, flush surface demarcated in hard landscaping suitable to represent the heritage past, with materials such as Yorkstone or granite blocks.



Example of how herb and medicinal planting can be utilised to be sympathetic towards historic surroundings



Example of water feature to be included within Condiment Square



Example of how riparian concept can be interpreted within hard landscape features (Image: Marshalls)



Example of suitable planting (Image: Bowles and Wyer)



# 4. SPATIAL HIERARCHY

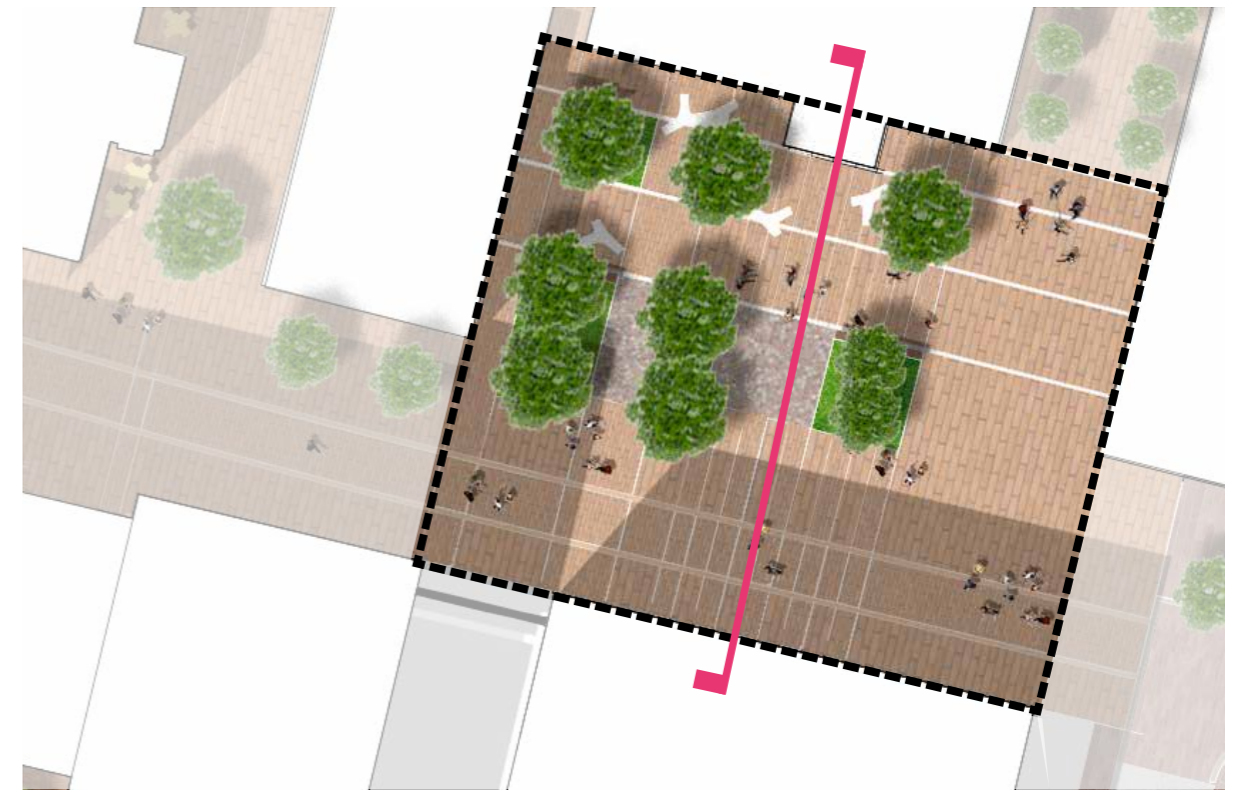
## 4.15 TINMAN'S SQUARE

Tinman's Square should incorporate new tree planting, raised planters and high-quality materials, which speaks of the sites industrial legacy and provides a setting for the retained listing buildings, which the design of the character of the main square should take inspiration from.

Soft landscaping should be used to demarcate the square allowing easy separation from the access only road adjacent creating an inner community space, giving pedestrians space to relax, sit and gather. Arrangement of tree planting should be two fold - it should be utilised to aid in achieving an easy to read space which is marked out as a key space whilst also providing shade and help to aid with pollution mitigation. Species selection should be suitably selected for these purposes.

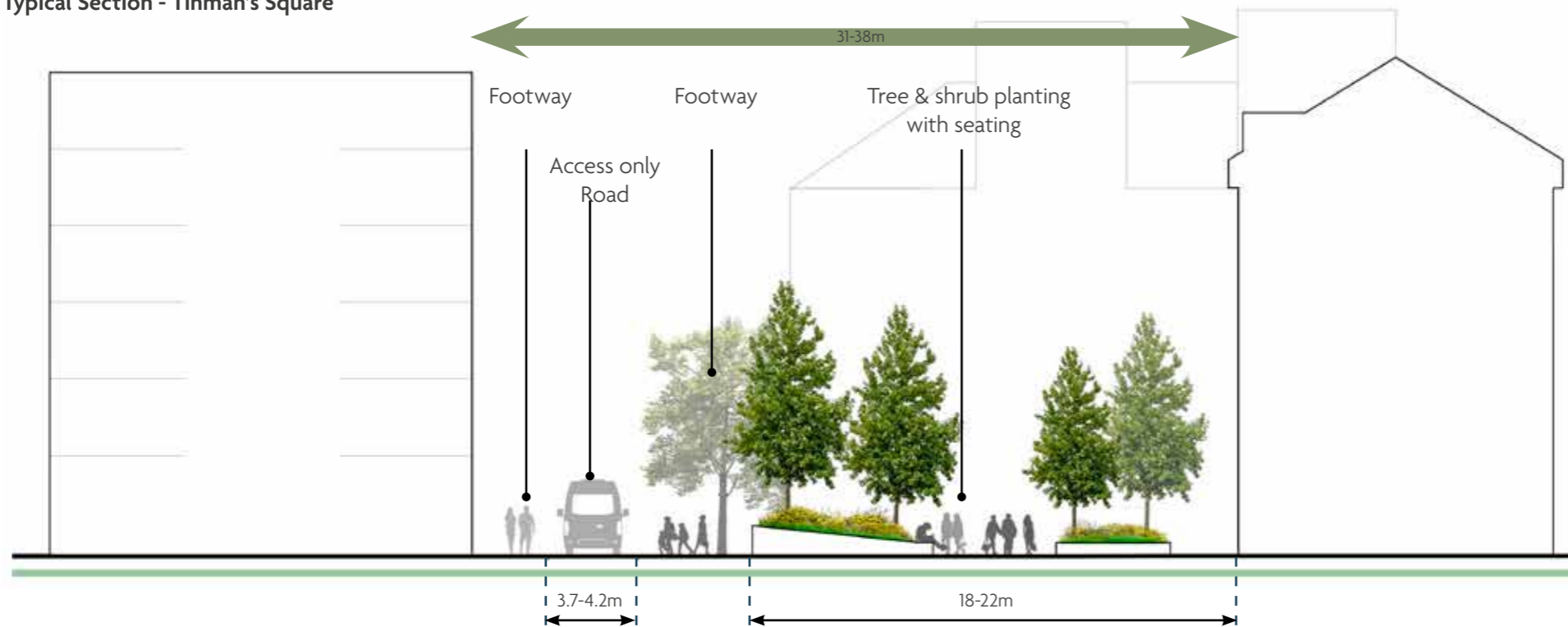
Public art, seating and street furniture should all have a playful theme, by utilising the colourful nature of Colman's legacy.

The planting palette should include a mix of evergreen shrubs to create a permanent framework through which herbaceous and ornamental grasses provide colour through the use of long flowering seasons.



Illustrative masterplan

### Typical Section - Tinman's Square



Location Plan



# 4. SPATIAL HIERARCHY



### Function

- Tinman's Square must act as a gathering space which takes reference from the rich historical nature of the surrounding built form.
- Soft landscaping must provide separation from the access road and provide an inner square.
- Planting and trees must be incorporated to provide maximum biodiversity gains.
- Public art must be included to aid in activating the space.

### Size / Scale

- The square should be a minimum of 15m x 26m.



### Features

- Arrangement of tree planting must assist in creating a key space
- Soft landscaping should inflect movement and colour to the spaces and be chosen carefully to ensure maximum benefit to local wildlife. Evergreen shrubs must be included to provide year round interest and structure.
- Seating facing into the square must be included to aid in activating the space.
- Well designed lighting should be included, that invokes feeling of safety, so the square can be continued to be used outside of daylight hours.



### Materials

- High-quality surface materials must contribute to creating a distinctive space which references and reinforces the rich industrial past.
- Street furniture must be playful in theme but robust in nature, with natural materials utilised. Street furniture must be FSC certified.
- Tree specie selection must have good autumnal appeal and be distinctive, signifying a key space.



Example of playful street furniture. (Image: Tournesol)



Example street furniture utilising industrial feel. (Image: Streetlife)



Example of Yorkstone paving



Example of suitable planting



# 5. PLAY STRATEGY

## 5.1 PLAY PROVISION




The play strategy for the Carrow works site must be provided in a creative way that utilises and takes advantage of the existing historical character and proposed landscape features. It must offer equipped, designated play spaces and informal play opportunities via a range of experiences that suits various ages and abilities.

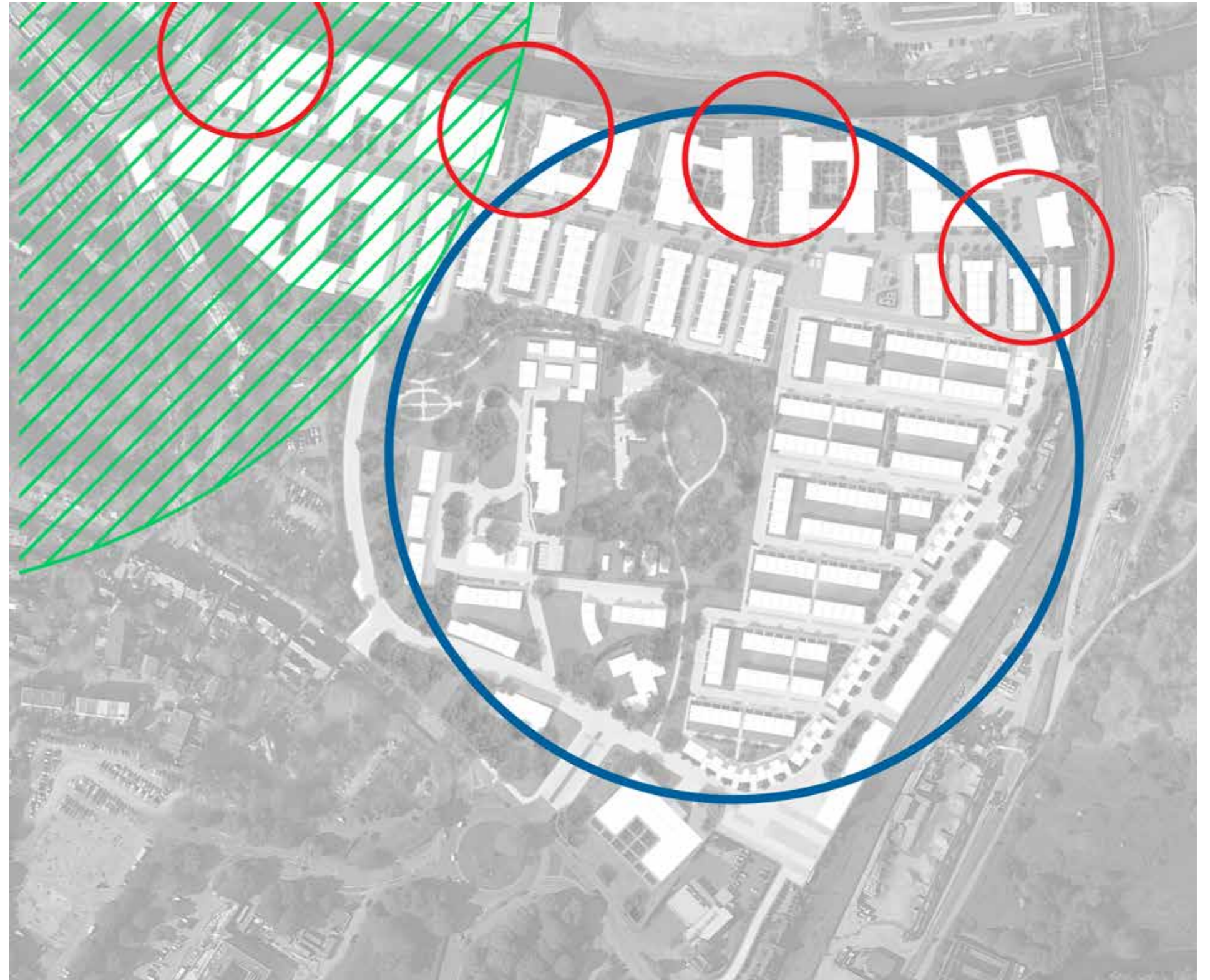
A variety of play spaces will be distributed across the site which incorporate a range of different play experiences. These play spaces must adhere to Norwich City Council guidelines as set out in the Norwich Development Management Policies Local Plan (Adopted December 2014), Norwich Local Plan (Adopted December 2014), the Greater Norwich Local Plan Regulation 19 Publication (Adopted 2022), the Open Space and Play Supplementary Planning Document (adopted October 2015) and to the recommendations of Sports England and Fields In Trust.

One LEAP, several LAP's and a variety of informal play spaces will be located within the various character areas on site. The informal play spaces will be located within amenity green space to offer doorstep play experiences. There will also be opportunities to include playful learning within community growing spaces.

DESIGN REQUIREMENTS FOR FORMAL PLAY SPACES		
	Local area for play (LAP)	Local Equipped Area for Play (LEAP)
Minimum activity zone	100sqm	400sqm
Minimum buffer zone	5m	20m
Actual walking distance	100m	400m

### KEY

-  LEAP - 400m catchment
-  LAP - 100m Catchment
-  Existing Younger Children's Play Facilities 400m Buffer (as according to Open Space and Play SPD, December 2014)



Play Catchment Diagram



- All play spaces must be accessible via pedestrian and cycle links, promoting safe and active journeys from home to play space.
- Play spaces must be designed into the landscape, to reference historical features within the character area to encourage themed imaginative play offered by unique play experiences.
- Play spaces must be well surveyed, in preference to fencing, play spaces should be enclosed utilising landscape features and should be sensitively integrated into their surroundings.
- Play spaces should have a natural theme, reinforced by materials such as timber and live plant material such as willow.
- Practise guidance from ROSPA, F.I.T ad play England must be adhered to.
- Tree planting and hedging should be included within play spaces where ever possible to ensure integration into the wider landscape network.



**LEAP**

- Play spaces must be designed into the landscape, to reference historical features within the character area to encourage themed imaginative play offered by unique play experiences.
- The play experience should range from designated equipment to natural play utilising the surroundings.
- It should be designed and aimed at children who are beginning to go out and play independent.
- The activity zone should be minimum of 400sqm.
- It should provide for a minimum of 6 stimulating and challenging play experiences.
- Buffer zone of 20m from activity zone to nearest habitable room facade of nearest dwelling, be relatively flat and with good drainage.
- Play spaces must be well surveyed, in preference to fencing, play spaces should be enclosed utilising landscape features and should be sensitively integrated into their surroundings.
- Play spaces should have a natural theme, reinforced by materials such as timber and live plant material such as willow.
- Seating and litter bins should be provided
- Signage indicating the children play area and that dogs are not welcome must be provided.
- Practise guidance from ROSPA, F.I.T ad Play England must be adhered to.



**LAP**

- Play spaces must be designed into the landscape, to reference historical features within the character area to encourage themed imaginative play offered by unique play experiences.
- It should be designed and aimed at children who are under 6 years of age.
- The activity zone should be minimum of 100sqm.
- Buffer zone of 5m from activity zone to nearest habitable room facade of nearest dwelling and be relatively flat with good drainage.
- Play spaces should have a natural theme, reinforced by materials such as timber and live plant material such as willow and be in the form of play trails.
- Seating and litter bins should be provided
- Signage indicating the children play area and that dogs are not welcome must be provided.
- Practise guidance from ROSPA, F.I.T ad Play England must be adhered to.



Example of how defined play equipment can be integrated sympathetically within surroundings



Example of how art installations can be utilised of play experiences



Example of how living elements can be incorporated into play experiences. (Image: Broxap)



Example of equipment for natural play

## 6. STREET DESIGN

### 6.1 INTRODUCTION

The following section sets out essential guiding design principles for the detailed design of all new streets on the site and ensures that future reserved matter applications will deliver the quality and character that is intended.

The principles of street design are to facilitate ease of movement and ensure consistent and legible wayfinding through the site, whilst responding to the built form and creating a diversity of streetscapes that are unique to the development.

This section is split into three parts:

- General guidance on the design and geometry of new streets including information about the proposed street hierarchy and characters.
- Specific requirements for each street typology within Carrow Works. Setting out key parameters including the width of streets, the relationship between different road users, parking arrangements, design speed limits and landscaping.
- Guidance on the detailing of streets, permitted materials and street furniture.

The detail in this section, even if it is within a blue box, will be subject to review and amendment in the event that highway design guidelines change over time.

The pedestrian and cycle routes to be created across the site are to be provided on a permissive basis, and it is not intended at this time that new public rights of way are created.

### 6.2 GENERAL GUIDANCE

#### A Legible and Permeable Network

Carrow Works has been designed to be a walkable neighbourhood - a place where a range of useful facilities are within a short walking distance of all homes. This aims to encourage people to walk and cycle rather than use private cars for short trips, but in order for this to happen, it is important that the street network is both legible and permeable.

The Regulatory Plan shows the proposed site access points, and a network of primary and secondary level streets within the site, which are fixed by the hybrid planning application (with the exception of the residential secondary streets which are shown indicatively). Additional tertiary streets will provide access within individual residential parcels to complete the network.

This network will form a clear hierarchy of streets with distinct character, with each street type serving a particular function; from the Main Street to the Neighbourhood Streets, carrying traffic around the site through the commercial areas and connecting to the wider street network; to the tertiary and edge streets, which are principally designed to serve the residents of adjacent homes. The aim of this hierarchy is to define a clear pattern of movement across the site and create a variety of attractive characterful streets.

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#### Key Design Principles

- Streets must interconnect - cul-de-sacs and one-way streets will not be acceptable. The only exception may be when serving a small number of homes (no more than 6 homes), but only if it can be designed to adequately accommodate the servicing of dwellings and does not sever pedestrian and cycle movements through the wider area.

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#### Street Alignment

The detailed alignment of streets should be determined by the arrangement of buildings along them and the desire to create varied, interesting places, not vice versa.

- All streets should be designed to naturally slow traffic by visual cues such as built frontage, landscape features, on-street parking, horizontal deflections and surface materials.
- Long straight sections of street should generally be avoided. Where this is not practical, additional measures such as those set out above and raised tables will be required to restrain speeds.

#### Inclusive Design

All public realm must be designed so that everyone can access it easily. This includes those with disabilities, including wheelchair users, blind and partially sighted people, but also the elderly, people with pushchairs and those walking with small children. Therefore holistic consideration should be given to the needs of all future residents. It is particularly important that road crossings are easy and convenient for everyone, as well as attractive. Treatments such as tactile paving and dropped kerbs at designated crossing points should be included in the design of primary streets.



Raised shared surface crossings act as speed restraints to traffic while making it easier for wheelchair and frame users, as well as people with pushchairs, to cross the road.



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**Junction Design**

Crossroads and T-junctions will be the most common forms of junctions along the Primary Street corridor (subject to horizontal alignment and junction modelling for primary junctions). In order to allow pedestrians and cyclists to follow straight desire lines when crossing the street, it is important that junction radii are kept as small as possible.

- Vehicle tracking must be undertaken to test designs and achieve tight radii at junctions.
- Kerb radii at junctions must be kept to a minimum (to be determined by swept path analysis), for the reasons set out in the diagrams on the right. In general a maximum of 4m is desirable, but it may be necessary to increase this to 6m in limited cases.
- It is acceptable for large vehicles to use the opposite carriageway when turning in areas where traffic is moving less than 20mph.
- Widening the street near the junction can help achieve tighter radii.
- Where on-street parking is provided near junctions, wider car parking bays may be used to allow visibility splays to be maintained.
- Street trees, with sufficient clearance under the canopy, can also be located within these visibility splays to allow continuity of street trees.
- Shrub or low-level planting at junctions should not obstruct visibility splays for highway users.

**Construction Quality**

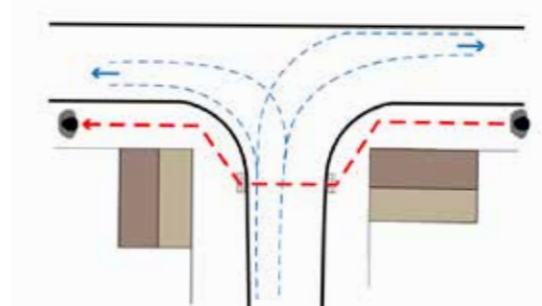
At the corners of all junctions or other vulnerable areas, footways or other hard-standings should be constructed to the same quality as the carriageway to avoid being damaged by vehicles overrunning the footways or parking.

The placement of trees, tree pits and utilities must be carefully considered at design stage to ensure a holistic design of the sub base and surfaces to ensure longevity.

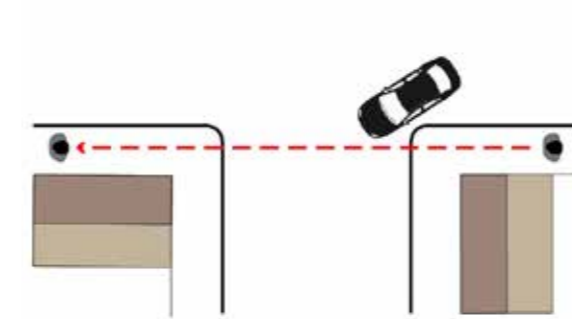
**Key Street Geometry Principles**

The below diagrams illustrate the junction design approach, which is also recommended by Manual for Streets guidance.

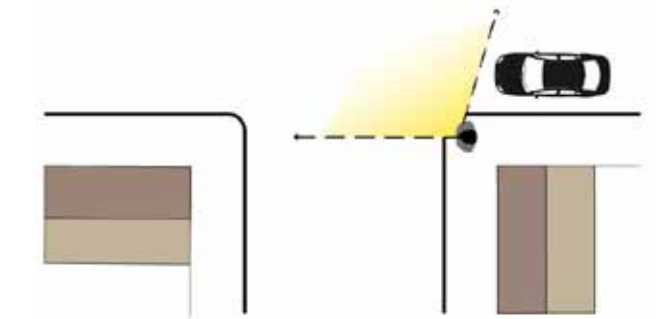
**Tight Junction Radii**



Larger radii force pedestrians to deviate.

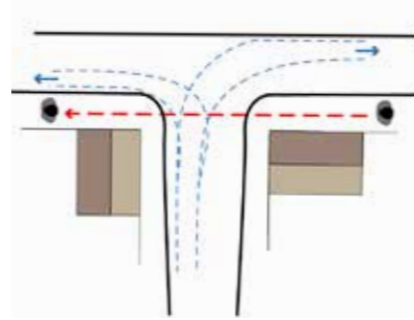


Tighter radii allows pedestrian desire lines to be maintained and vehicles turn slowly (10-15 mph). Pedestrians can easily establish priority because vehicles turn slowly.

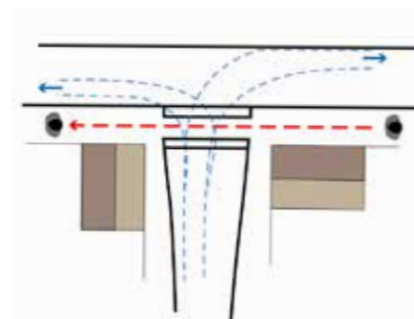


Pedestrian do not have to look further behind to check for turning vehicles.

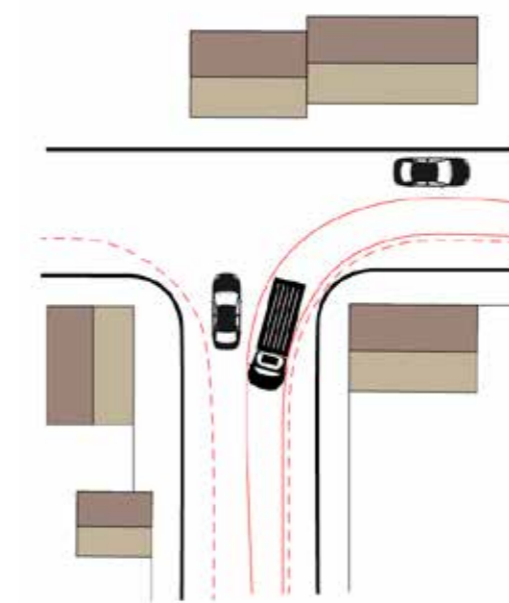
**Surfacing at Junctions**



Side street widens at junction & narrows further back to allow smaller radii. Smaller radii allow pedestrians to cross more easily.



Best solution includes raised surface for easier pedestrian crossing.



Tighter kerb radii can be used with a wider carriageway. The refuse vehicle turning requirement is still contained within the space, yet vehicles do not dominate.

By using the same concept of tracking, wider carriageways can be set out to generate tighter junctions. These have much better calming effect on traffic speed.

## 6. STREET DESIGN

M

**Street Lining**

Unnecessary road markings should be avoided as much as possible to reduce road clutter and maintenance costs.

- Avoid white and yellow lining.
- Where lines are deemed absolutely necessary 50mm white centre lines and 50mm wide primrose or yellow lines should be used, not 100mm lines.
- The use of different coloured paving is encouraged to demarcate carriageway, footway/cycle way and parking spaces (particularly in the Local Centre).



Different coloured paving should be used to demarcate the function of the space



Different coloured paving should be used to demarcate the function of the space



There should be no block paving where white lining is required

**Street Lighting**

Street lighting should be considered as an integral part of the design of the Main Street. Proposals should aim to reflect the rural character of the village and its setting by providing safe lighting levels in a visually unobtrusive manner and avoiding light pollution. Negotiation with the highways authority may be required to achieve the optimum solution.

- The height of lighting columns should generally be kept as low as possible to signify that the site is a residential environment where traffic is expected to move slowly and carefully.
- In key public spaces, lighting attached to buildings is encouraged, subject to appropriate maintenance agreements, to avoid clutter at ground level. The use of low-level bollard lighting or integrated down lights may be another suitable alternative (see below).



Avoid using different types of street lights in the same place



Sensitive lighting may be used to highlight key features



Flood lighting for sports pitches should be avoided



Use of low level lighting in green spaces that are ecologically sensitive

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- Lighting should be integrated into the design of key public spaces such as the High Street. Innovative solutions are encouraged, these could include integration of lighting with public art or water features.
- Using different types of street lights in the same space should be avoided.



Integrated down lights are used to avoid clutter on the street

PART B: SPACES & STREETS

# 6. STREET DESIGN

A

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### Street Furniture

The street furniture palette must be simple and contemporary, with consistent product types to achieve a suite of elements used across the development.

The furniture palette must consist of physically and visually robust components that are contextually appropriate. The primary material must be FSC certified timber in chunky dimensions with simple material interfaces. Furniture must contribute to and reinforce the site-wide distinctive character.

The choice of furniture must cater for all age groups and abilities and have a proportion of arm and backrests for comfort.



Street furniture examples

M

### Decluttering

The public realm within Carrow Works must aim to avoid unnecessary highway paraphernalia.

With the exception of the signs at the entrances to the whole development, it should not be necessary to place speed limit signage. This can be achieved if the street is designed carefully in the first instance to naturally slow speeds and provide design cues that make it obvious where parking is acceptable and where pedestrians are likely to be crossing the street.

Elements of street furniture should generally be grouped together to minimise visual clutter.



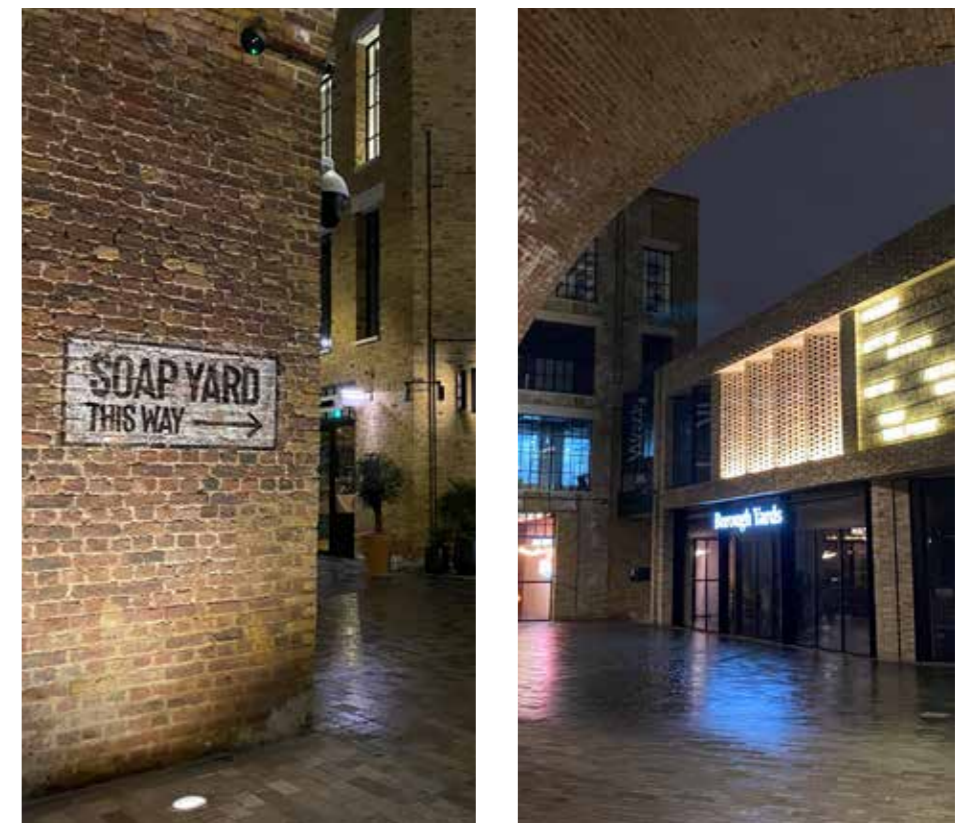
Street furniture, lighting and signage clutter must be avoided

M

### Signage

Wayfinding and street name signs will form part of a specially designed suite of elements with a distinctive look that will be used throughout Carrow Works.

A Signage and Wayfinding Strategy will need to be prepared to accompany all future reserved matters applications. This strategy must be developed alongside the specification of the street furniture palette, combining elements where appropriate to reduce visual clutter (e.g. signage mounted on lighting columns). Where possible, signs should be attached to buildings or walls, with methods that reflect the site's heritage, to avoid cluttering the street scene.



Examples of decluttered streets with traditional painted signage reflecting the industrial character, and innovative lighting on buildings.

PART B - SPACES & STREETS

## 6. STREET DESIGN

### 6.3 STREET CHARACTERS

The street hierarchy set out within the Access and Movement Parameter Plan has been divided further into street characters to reflect the detailed variations and identity of each street. These characters are differentiated by elements such as primary function, drainage integration, hard material specifications and tree planting. The design principles of each street character is summarised on the following pages, and supported by illustrations such as plans, sections and images.

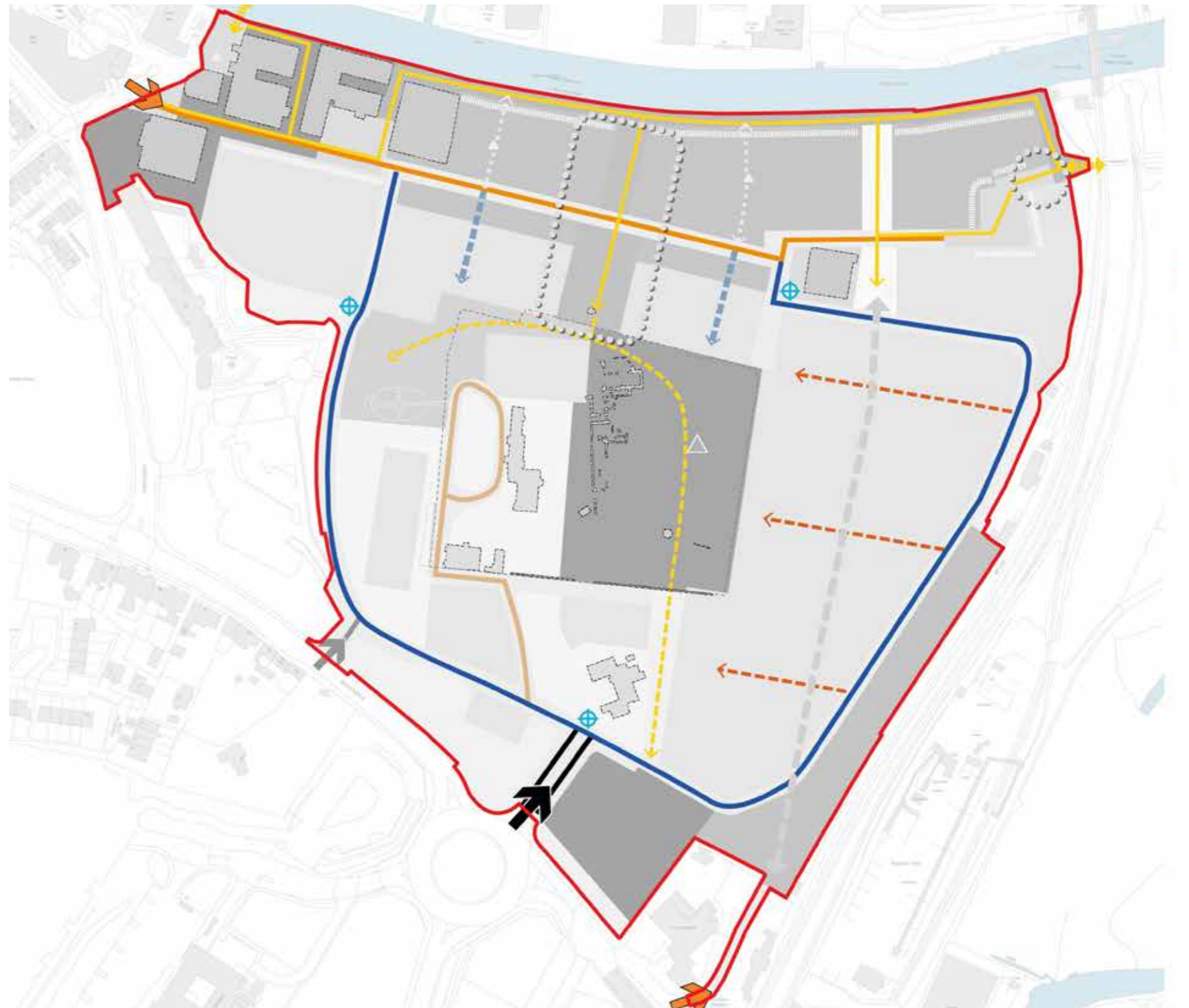
There are six key street characters as follows:

- The Entrance (Main and Secondary)
- Main Street
- Living Street (Type 1 & 2)
- Abbey Drive
- Mew Streets
- Neighbourhood Lanes

The lower down the street hierarchy, the fewer vehicles and the greater potential to create safer, slower streets, allowing the opportunity for interactive activities on people's doorsteps such as children's play. These principles are reflected in the character descriptions.

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- All streets must be designed for vehicular speeds less than 20 mph.
- The design of new streets must follow a user hierarchy, with pedestrians and cyclists considered first, public transport users/specialist service vehicles second, and then other motor traffic.
- All types of streets must incorporate traffic calming measures which could include surface changes, visual narrowing, sensitive parking provision and green infrastructure.
- On-street parking must be provided at appropriate locations to allow adequate space on the street for implementation of green canopies in accordance with street planting principles.
- The selection of trees species must be suitable for an urban environment with varied height, structure and appearance to create a greater sense of depth in the street scene.



PART B: SPACES & STREETS

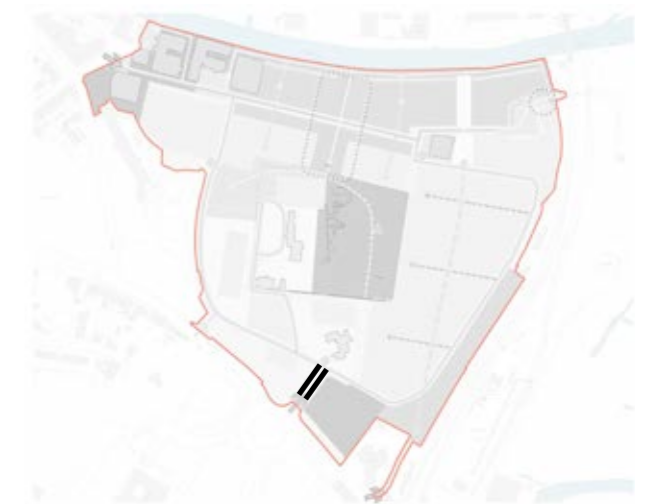
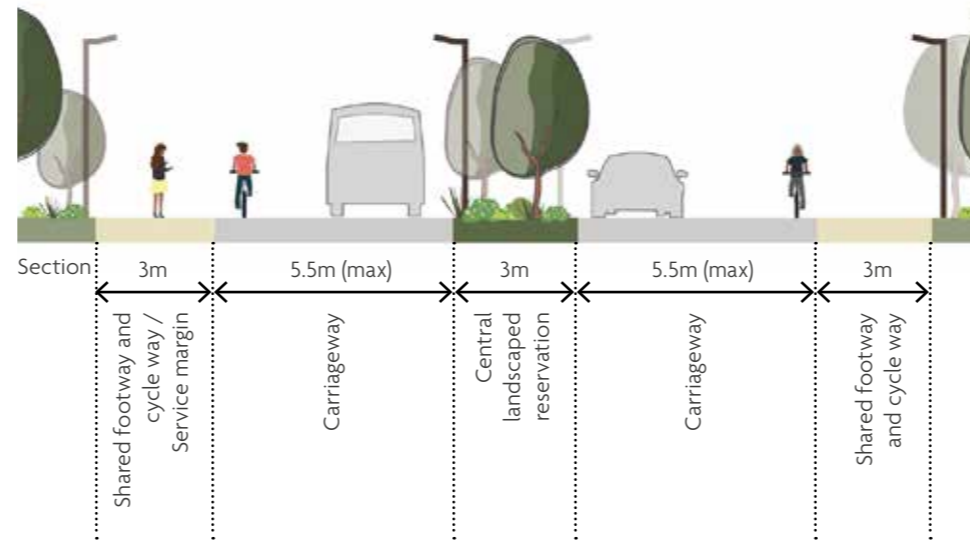
# 6. STREET DESIGN



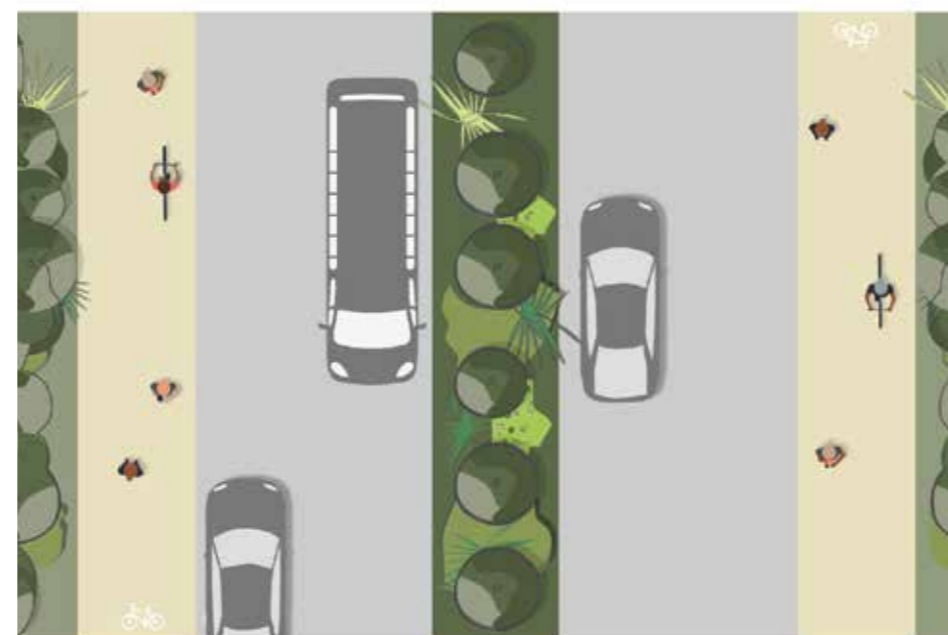
MAIN ENTRANCE	
TYPICAL FEATURES	
Design speed	<b>20</b>
Max. carriageway width	2 x 5.5m (max)
Footway / cycle way	3m shared footway and cycle way on both sides.
Bus access	Yes
On-street parking	None
Service strip	Services located beneath footway
TECHNICAL DETAILS	
Junction spacing (centreline to centreline)	N/A
Junction radii	min 8m and max 12m
Centreline radii	N/A
Forward visibility	25m
Visibility splays	2.4m X distance and 25m Y distance
Direct access to properties?	No
STREET LANDSCAPING	
Verge	3m central landscaped reservation between carriageway
Centre spacing for tree planting	N/A
Drainage / attenuation	Drainage to existing soakaways (subject to infiltration rates)
Paving materials	Macadam carriageway and footways
Street lighting	8m (max) high columns

### 6.3.1 THE MAIN ENTRANCE

A landscape gateway incorporating parallel carriageways with a green central reservation and shared cycle ways/footways on both sides



Key Plan



Plan



Precedent Image

# 6. STREET DESIGN

## 6.3.2 THE SECONDARY ENTRANCE

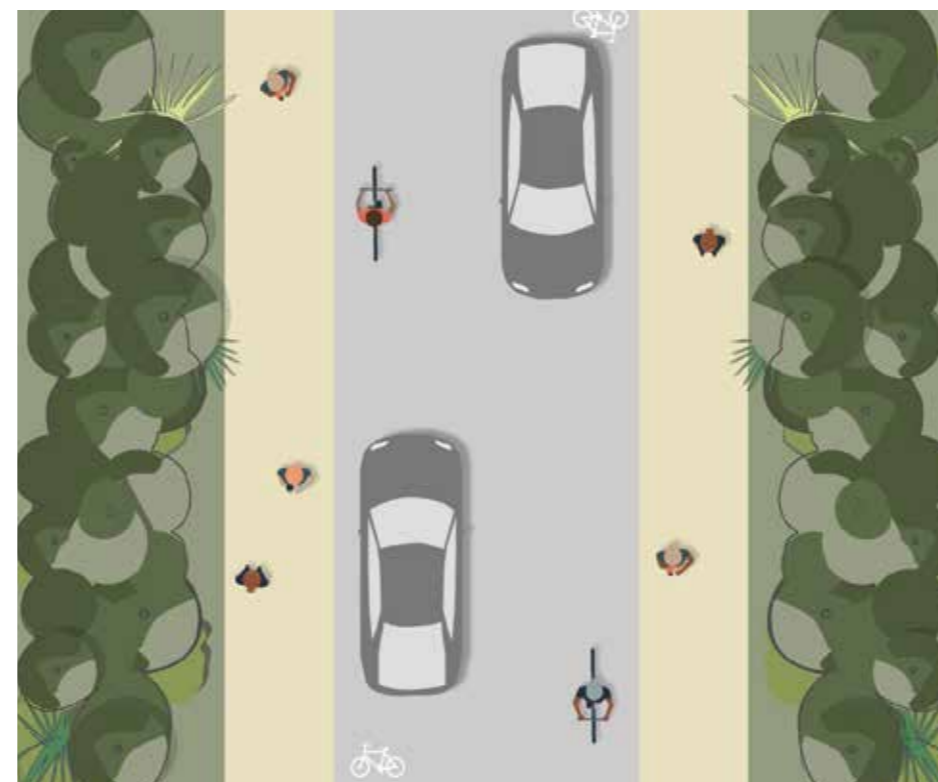
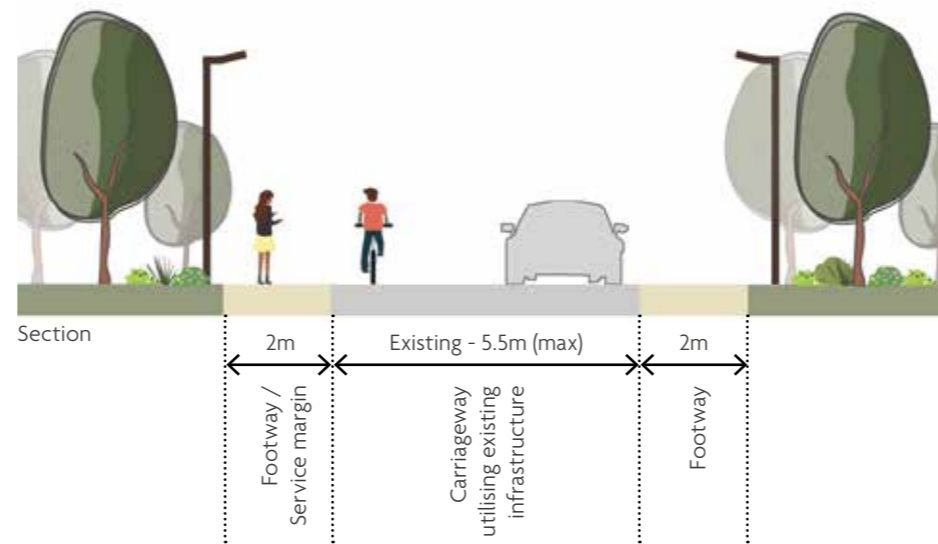
A limited-movements secondary access with no right turn out onto Bracondale. This will be lightly used on a daily basis but will provide access to the site should the Main Entrance become obstructed.



Key Plan



Precedent Image



Plan

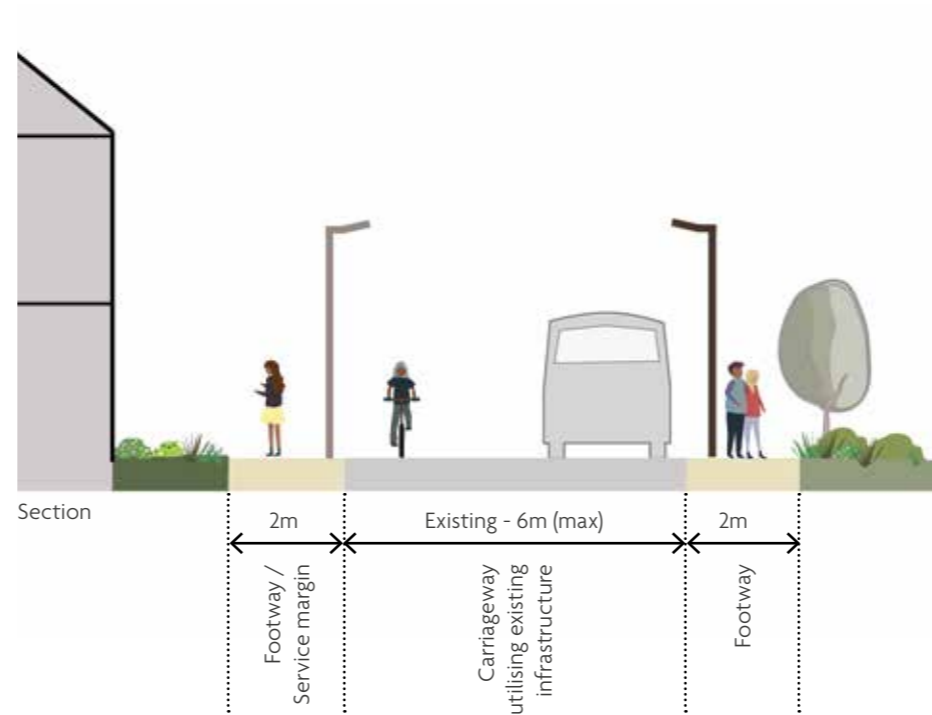
SECONDARY ENTRANCE	
TYPICAL FEATURES	
Design speed	20
Max. carriageway width	5.5m (max)
Footway / cycle way	2m footway on both sides. Cycle provision within carriageway.
Bus access	Emergency only
On-street parking	None
Service strip	2m service margin located beneath footway.
TECHNICAL DETAILS	
Junction spacing (centreline to centreline)	N/A
Junction radii	min 6m and max 10m
Centreline radii	N/A
Forward visibility	25m
Visibility splays	2.4m X distance and 25m Y distance
Direct access to properties?	No
STREET LANDSCAPING	
Verge	No verge
Centre spacing for tree planting	N/A
Drainage / attenuation	Drainage to existing soakaways (subject to infiltration rates)
Paving materials	Macadam for carriageway and footways
Street lighting	6m (max) high columns

PART B: SPACES & STREETS

# 6. STREET DESIGN



MAIN STREET	
TYPICAL FEATURES	
Design speed	<b>20</b>
Max. carriageway width	6m (max) - Utilising existing infrastructure
Footway / cycle way	2m footway on both sides, utilising existing infrastructure. Cycle provision within carriageway.
Bus access	Yes. Bus stops to be located within the carriageway.
On-street parking	None
Service strip	2m service margin located beneath footway.
TECHNICAL DETAILS	
Junction spacing (centreline to centreline)	25m (min)
Junction radii	min 4m and max 8m
Centreline radii	As existing
Forward visibility	25m
Visibility splays	2.4m X distance and 25m Y distance
Direct access to properties?	Limited - Direct access to properties in Robinson's Terraces character area only
STREET LANDSCAPING	
Verge	Retain all existing green verges
Centre spacing for tree planting	N/A
Drainage / attenuation	Drainage to existing soakaways (subject to infiltration rates)
Paving materials	Macadam for carriageway and footways
Street lighting	6m (max) high columns



### 6.3.3 MAIN STREET

This horse-shoe shaped perimeter route provides the main circulatory carriageway around the development and acts as a local distributor. This route re-purposes the existing Carrow Works perimeter road and makes it better suited for the proposed mixed-use development. This route will accommodate all vehicle types including cars, delivery vehicles and buses, as well as pedestrian and cycle movements.



Key Plan



Precedent Image

# 6. STREET DESIGN

## 6.3.4 LIVING STREET - TYPE 1

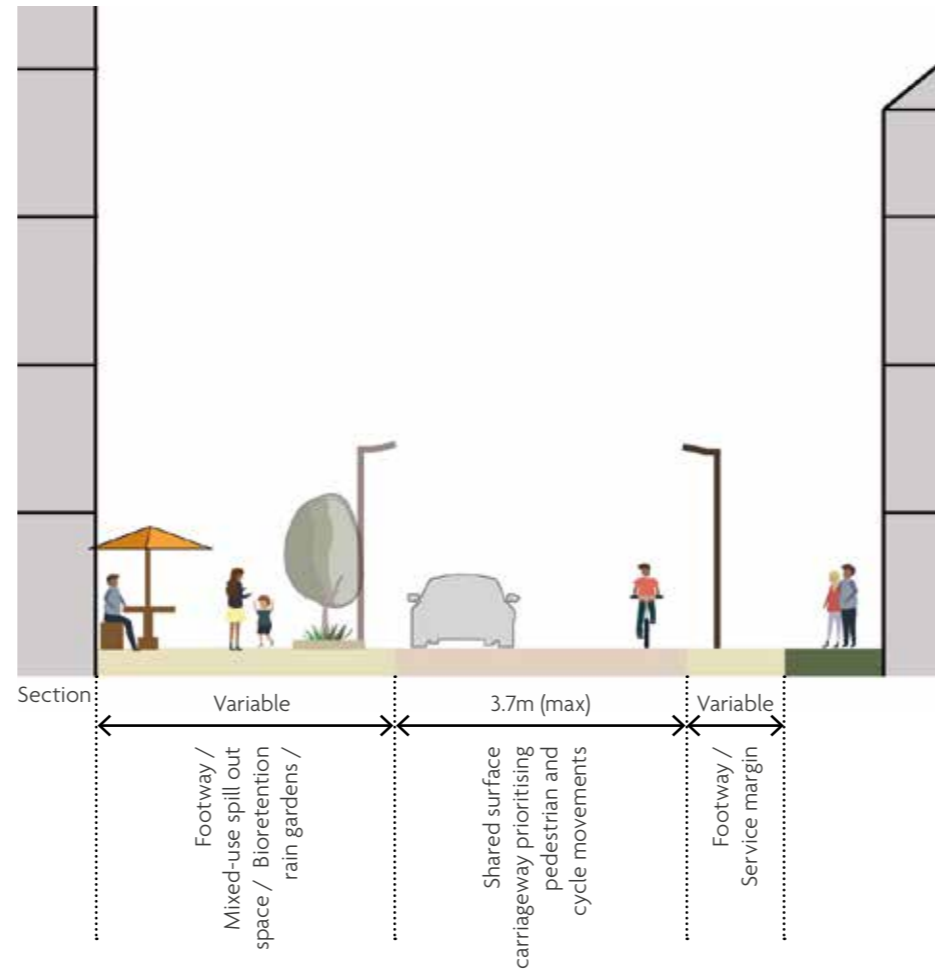
This balanced street will be designed at a human scale using the Healthy Streets approach. The use of complementary materials for the carriageway and footway areas will allow the whole space to read as a single piece of public realm through which vehicles share priority with pedestrians and cyclists.



Key Plan



Nicholson's Quarter, Maidenhead



LIVING STREET (TYPE 1)	
TYPICAL FEATURES	
Design speed	<b>20</b>
Max. carriageway width	6m (max) - Balanced street, prioritising pedestrian and cycle movements.
Footway / cycle way	Variable - Minimum 2m footways on both sides. Cycle provision within carriageway.
Bus access	Yes. Bus stops to be located within the carriageway.
On-street parking	None
Service strip	2m service margin located beneath footway
TECHNICAL DETAILS	
Junction spacing (centreline to centreline)	25m (min)
Junction radii	min 2m and max 6m
Centreline radii	25m (min)
Forward visibility	25m
Visibility plays	2.4m X distance and 25m Y distance
Direct access to properties?	Access to podium parking only. Service access for commercial units permitted.
STREET LANDSCAPING	
Verge	1.5m (min) wide verge for tree planting and rain gardens
Centre spacing for tree planting	Every 12-15m
Drainage / attenuation	Combination of bioretention rain gardens and below ground surface water attenuation system.
Paving materials	Yorkstone or granite. Different unit sizes to demarcate between road and pavement
Street lighting	6m (max) high columns

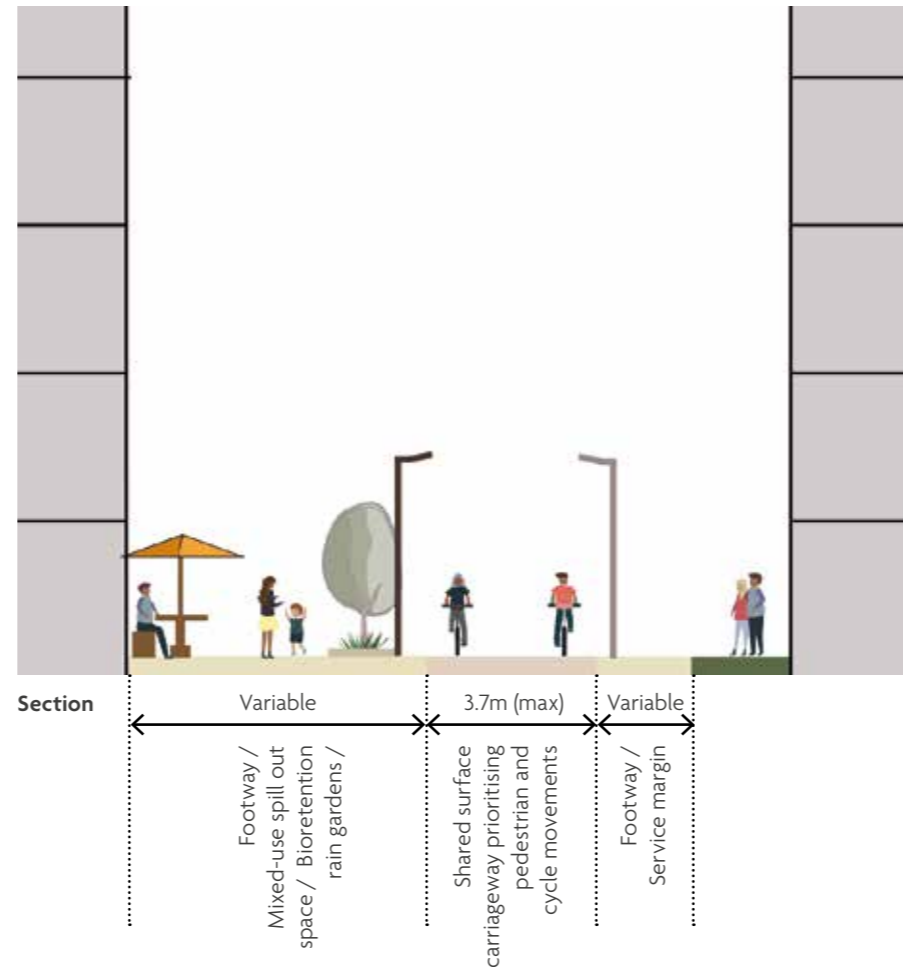


PART B: SPACES & STREETS

# 6. STREET DESIGN



LIVING STREET (TYPE 2) <span style="float: right; border: 1px solid black; border-radius: 50%; padding: 2px;">M</span>	
TYPICAL FEATURES	
Design speed	<b>10</b>
Max. carriageway width	3.7m (max) - Shared space, prioritising pedestrian and cycle movements
Footway / cycle way	Variable - Minimum 3m footways on both sides. Cycle provision within carriageway.
Bus access	No
On-street parking	None
Service strip	2m service margin located beneath footway
TECHNICAL DETAILS	
Junction spacing (centreline to centreline)	25m (min)
Junction radii	min 2m and max 6m
Centreline radii	25m (min)
Forward visibility	25m
Visibility splays	2.4m X distance and 25m Y distance
Direct access to properties?	No residential vehicular access permitted. Service access for commercial units only.
STREET LANDSCAPING	
Verge	None. Tree planting within tree pits as part of the public space design.
Centre spacing for tree planting	N/A
Drainage / attenuation	Combination of bioretention rain gardens, permeable materials and below ground surface water attenuation system.
Paving materials	Yorkstone or granite. Different unit sizes to demarcate between road and pavement
Street lighting	6m (max) high columns



### 6.3.5 LIVING STREET - TYPE 2

This will be a fully shared space with priority given to pedestrians and cyclists and limited access to service vehicles only.



Key Plan



Chequers Lane, Dagenham

# 6. STREET DESIGN

## 6.3.6 ABBEY DRIVE

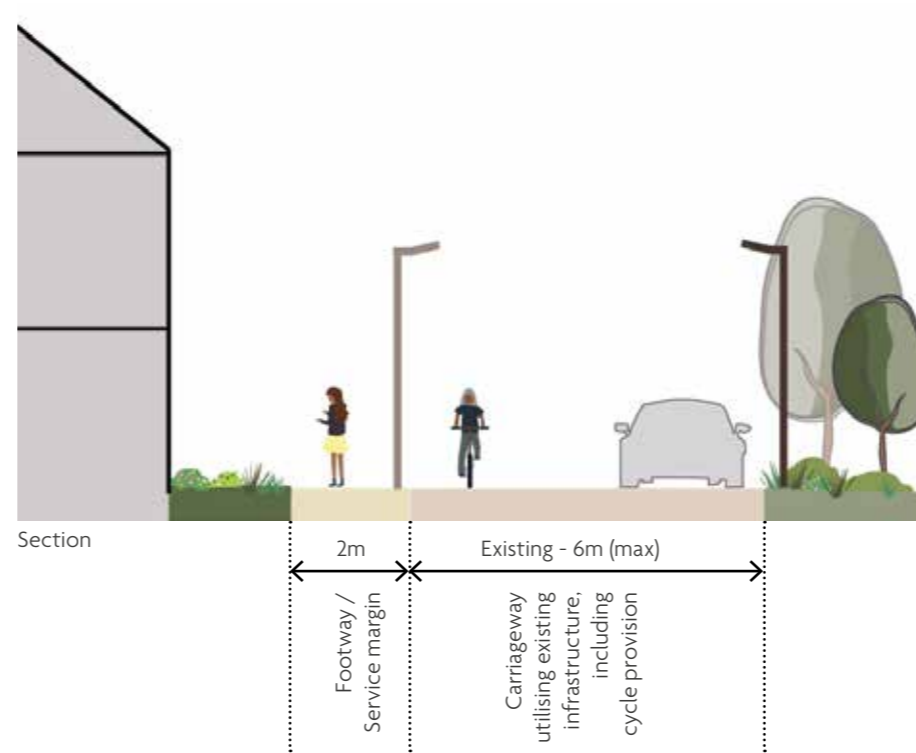
This area will utilise the existing infrastructure within the existing Abbey grounds. Proposed buildings will open up views to the Abbey from the entrance which will indirectly slow vehicular movements when approaching the Grade 1 listed building.



Key Plan



Graylingwell Hospital, Chichester



Plan

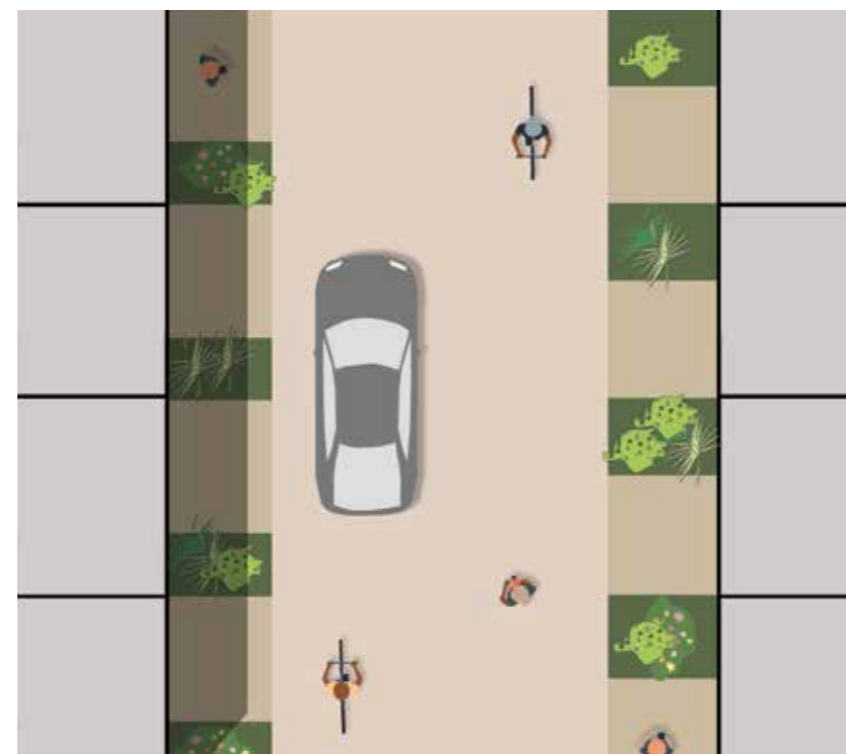
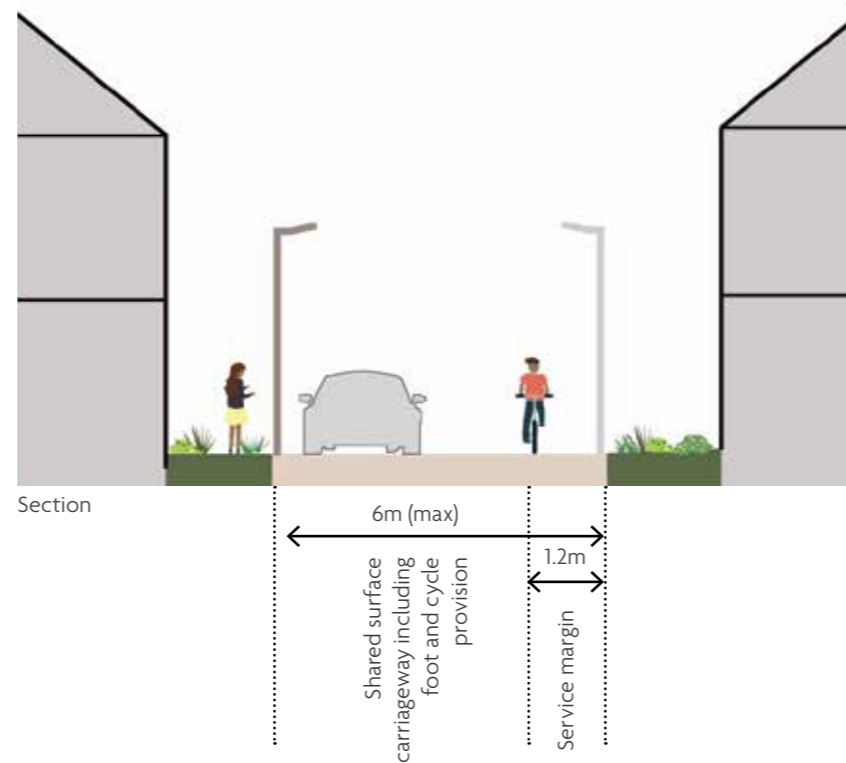
ABBHEY DRIVE	
TYPICAL FEATURES	
Design speed	<b>10</b>
Max. carriageway width	6m (max) - Utilising existing infrastructure.
Footway / cycle way	2m footway on at least one side. Cycle provision within carriageway.
Bus access	No
On-street parking	None
Service strip	2m service margin located beneath footway
TECHNICAL DETAILS	
Junction spacing (centreline to centreline)	N/A
Junction radii	min 2m and max 6m
Centreline radii	As existing
Forward visibility	20m
Visibility splays	24m X distance and 20m Y distance
Direct access to properties?	Direct access permitted.
STREET LANDSCAPING	
Verge	None
Centre spacing for tree planting	N/A
Drainage / attenuation	Drainage to existing soakaways (subject to infiltration rates)
Paving materials	Macadam to match existing road
Street lighting	5m (max) high columns

PART B: SPACES & STREETS

# 6. STREET DESIGN



MEWS STREET	
TYPICAL FEATURES	
Design speed	<b>10</b>
Max. carriageway width	6m (max) shared surface
Footway / cycle way	Footway and cycle provision within carriageway.
Bus access	No
On-street parking	Limited on-street parking which is restricted to around the Chimney Park
Service strip	1.2m service margin included within carriageway
TECHNICAL DETAILS	
Junction spacing (centreline to centreline)	25m (min)
Junction radii	min 2m and max 8m
Centreline radii	10m (min)
Forward visibility	20m
Visibility plays	2.4m X distance and 25m Y distance
Direct access to properties?	Yes
STREET LANDSCAPING	
Verge	None
Centre spacing for tree planting	N/A
Drainage / attenuation	Drainage to existing soakaways (subject to infiltration rates)
Paving materials	Granite or block paving
Street lighting	5m (max) high columns



### 6.3.7 MEWS STREETS

The Mews Streets reflect the character of the compact streets within the Mustard Quarter residential area. They are low speed, lightly trafficked streets prioritising access for pedestrians and cyclists but also providing vehicle access to the new homes.



Key Plan (indicative alignment)



Knights Park, Eddington, Cambridge (©Bradley Murphy Design Ltd)

# 6. STREET DESIGN

## 6.3.8 NEIGHBOURHOOD LANES

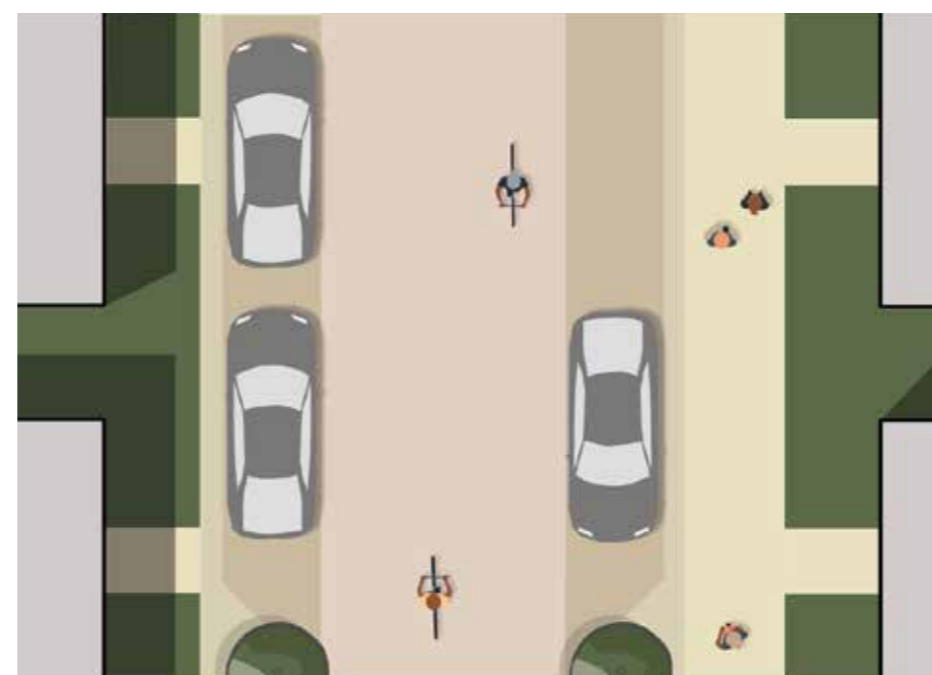
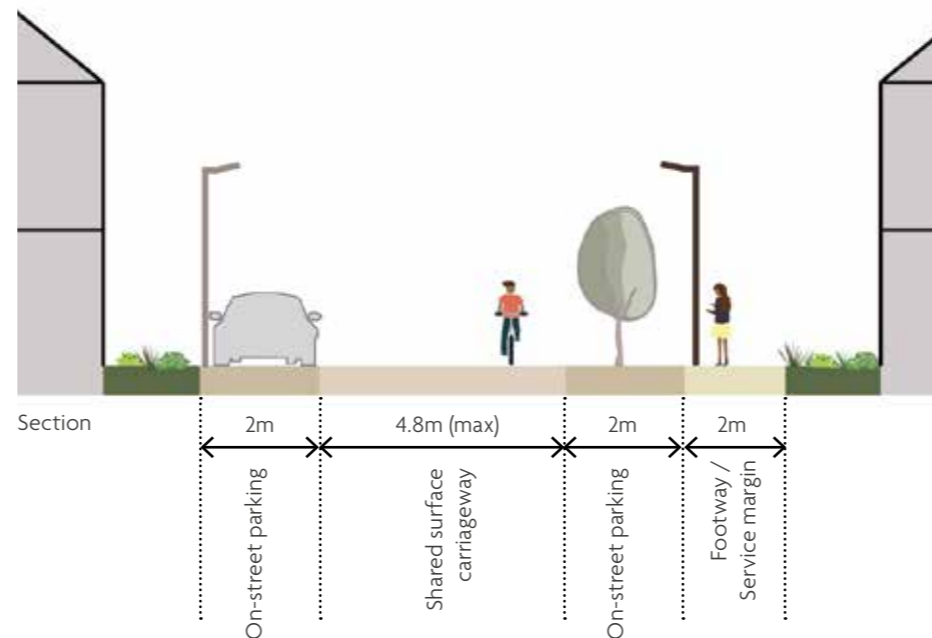
The Neighbourhood Lanes reflect the character of the streets within the Robinson's Terraces residential area. They are shared surfaced, low speed, lightly trafficked streets suitable for pedestrians and cyclists but also providing vehicle access to the new homes. These streets are designed to encourage regular interaction.



Key Plan (indicative alignment)



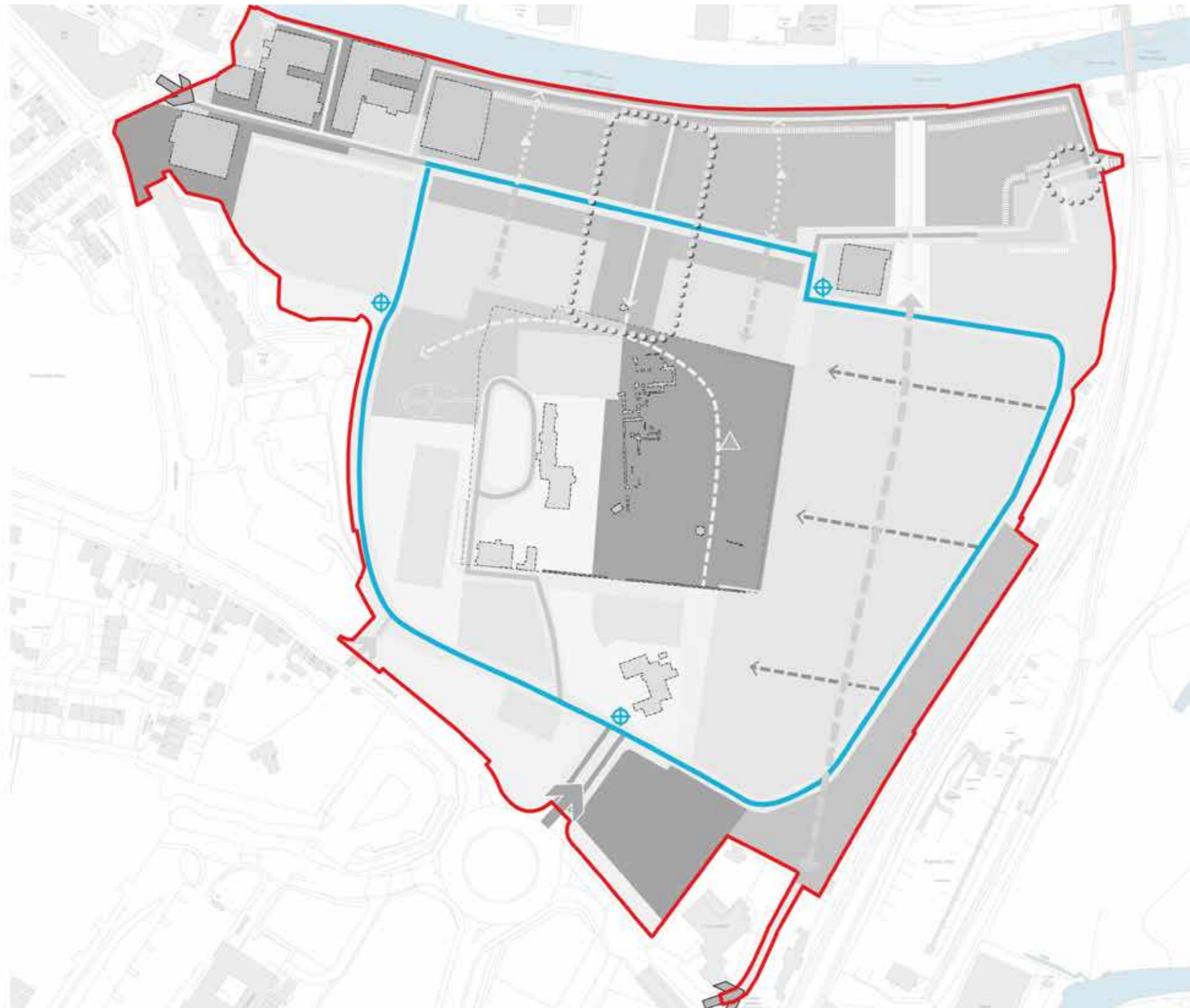
Goldsmith Street, Norwich



NEIGHBOURHOOD LANE	
<b>TYPICAL FEATURES</b>	
Design speed	<b>10</b>
Max. carriageway width	4.8m (max) shared surface
Footway / cycle way	2m footway on one side. Cycle way provision within carriageway
Bus access	No
On-street parking	Yes - 2m parallel parking on both sides
Service strip	2m service margin located beneath footway
<b>TECHNICAL DETAILS</b>	
Junction spacing (centreline to centreline)	25m
Junction radii	min 2m and max 8m
Centreline radii	10m (min)
Forward visibility	20m
Visibility splays	2.4m X distance and 25m Y distance
Direct access to properties?	Yes
<b>STREET LANDSCAPING</b>	
Verge	None. Tree pits between on-street parking spaces where possible.
Centre spacing for tree planting	N/A
Drainage / attenuation	Drainage to existing soakaways (subject to infiltration rates)
Paving materials	Block paving
Street lighting	5m (max) high columns

PART B: SPACES & STREETS

# 6. STREET DESIGN



## 6.4 BUS ROUTES & STOPS

As well as being well served by existing bus routes on the periphery, the site has the ability to be served by a new bus route which could operate through the site along the Main Street and main thoroughfare of Living Street Type 1.



- If a bus route is provided to the site, it must be a regular service connecting the site to Norwich City Centre.
- Bus stops must be positioned throughout the site to ensure the maximum number of residential and commercial units in the site fall within a 200m walking distance of a bus stop.
- Bus stops to be positioned close to three key locations:
  1. The main entrance to the site
  2. Close to mixed-uses near Mustard Wharf
  3. Silo Square, outside of the Mustard Seed Drying Shed
- Where possible bus stops must:
  - Be designed to complement and reflect the character of adjacent open spaces and residential buildings;
  - Be easily accessible to people with mobility impairments;
  - Be well-lit;
  - Provide shelter and real-time departure information; and
  - Have seating within a paved area.

For more detail including specification of bus shelters and recommended manufacturers, please refer to NCC guidance “Safe, Sustainable Development” (November 2019) and “Provision of New Bus Shelters”.



Precedent Images



# 7. DETAILING THE PUBLIC REALM

## 7.1 HARD LANDSCAPING STRATEGY

The key areas across the site must have a coordinated approach to the hard landscape character. The strategy must be distinct for each character area, but must aid in legibility and flow from one space to another seamlessly to avoid confusion in wayfinding.

The availability of products and guidance and standards may be revised throughout the duration of the project, therefore the palette of materials provide an indication of the character, quality and coordinated nature of the materials that would be expected to be specified.

The final specification of these materials will be determined at Reserved Matters Stage.



### Material Selection

- Key destinations along the east west route, Colman's Wharf and the Mint Yard must feature high-quality surface materials that contribute towards each character area.
- If streets are to be adopted, materials specification must conform with the Local Authority guidelines.
- Consideration must be given to the supply, durability and ease of replacement or replication.
- Materials must reflect street hierarchy and reinforce the character area.
- High quality permeable and bound surfacing must be used where appropriate for SuDS.

### Execution

- Service covers in areas of paving or resin bound surfacing must be recessed and inlaid with the same material. Covers should be aligned with the direction of paving and laying patterns continued through the cover.
- Where adopted and unadopted areas are adjacent the extent of adopted land must be subtly demarcated.
- Materials must be installed from mixed batches to avoid stark changes in colour or finish.

### Co-ordination

- Streets that sit within different phases of development that are of the same continuous material must have no discernible difference in finish or design.
- Streets that face onto key public spaces that are of different typologies must have complementary surface materials.
- Streets that face onto key public spaces that are of the same typologies must have matching surface materials.
- The main route must be clearly identified in all vehicular areas with clear definition provided between carriageway and pedestrian areas.



Granite paving pattern detail.



Heritage detail set within hard surfacing.



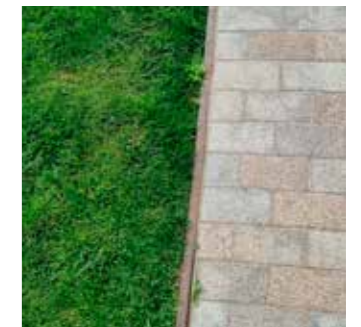
Heritage materials as features within paving..



Varying paving patterns set with edge details to reference.



Example of paving patterns defining routes.



Edge detail between soft and hard.



Subtle paving tones.



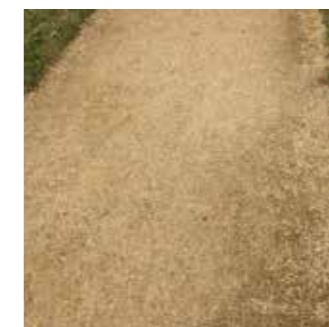
Yorkstone and granite paving.



Yorkstone Paving Pattern.



Yorkstone Paving.



Self Binding Gravel.



Granite sets.



## 7. DETAILING THE PUBLIC REALM



### 7.2 SOFT LANDSCAPE STRATEGY



#### Principles

- Planting focused on providing maximum benefits to wildlife must be included through the site with the use of pollinator and nectar rich species.
- Resilience against climate change, drought, pests and diseases must be taken into consideration when selecting species.
- The inclusion of wet meadow grasses, bio-swale vegetation, marginal and aquatic planting to vegetated SuDS features such as swales and bio-retention areas.
- Non-native and native species must be included

#### Abbey Grounds

- New trees must be of suitable size and species to provide a second canopy within established woodland planting.
- Additional planting must be completed with sensitivity to the existing woodland with the inclusion of shrub and herb layers to create various ecosystems.
- Tree planting within the Abbey Grounds must be of native species and include a mix of flowering, nut and fruit bearing species.

#### Hedgerows

- 7 varieties of woody, regional provenance species should be included within wildlife hedgerow specifications. The mix should only include a small percentage of Blackthorn and Elder species (5% or less).
- Within the green fingers and public spaces species rich hedgerows must be incorporated to provide wildlife corridors and structure to the open spaces.

#### Amenity Planting

- Must be included within the public squares, the river Wensum frontage, Robinson's Terraces, the Mint Yard and Colman's Wharf.
- It must be a mix of amenity shrub and herbaceous planting to add year round interest.

#### Shrub Planting

- A mix of native and non-native pollinator, fruit and nut bearing shrubs must be included to provide maximum biodiversity benefits.
- Evergreen and herbaceous/perennial species must both be included to ensure year round interest.



# 7. DETAILING THE PUBLIC REALM

## 7.3 TREE PLANTING STRATEGY

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### Feature Trees

Feature trees must be included within the public realm as single stand alone trees at key locations such as entrances or within central spaces. They must create an immediate impact and be a key focal point, helping to define the landscape character.

#### Form and character:

- Must be capable of achieving 20m.
- Must be clear stem
- Must be open or half open crown

#### Environmental Tolerance:

- Must be tolerant of an urban setting, being able to cope with paving and hard standing
- Must be tolerant of drought or waterlogged conditions

#### Ornamental Qualities:

- Must have high seasonal colour and visual interest.

### Suggested species:

Liquidambar styraciflua  
Ginkgo Biloba fastigiata  
Acer 'Norwegian Sunset'



Ginkgo Biloba fastigiata  
(Image: vdberk.co.uk)



Liquidambar styraciflua  
(Image: vdberk.co.uk)



Acer 'Norwegian Sunset'  
(Image: vdberk.co.uk)



Pyrus calleryana Chanticleer  
(Image: vdberk.co.uk)



Alnus glutinosa  
(Image: vdberk.co.uk)



Sorbus aria  
(Image: vdberk.co.uk)



Quercus palustris  
(Image: vdberk.co.uk)



Gleditsia triacanthos  
(Image: vdberk.co.uk)



Alnus glutinosa  
(Image: vdberk.co.uk)

### Street Trees

Street trees establish the character of the streetscape through their size, species selection, form and arrangement.

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### East West Link

#### Form and character:

- Must be capable of achieving 10 - 15m high.
- Must have a minimum 2m clear stem
- Linear arrangement to aid in directing movement.
- Conical and / or columnar crown

#### Environmental Tolerance:

- Must be tolerant of an urban setting, being able to cope with paving and hard standing
- Must be tolerant of drought or waterlogged conditions

#### Ornamental Qualities

- Flowering for seasonal interest
- Fruitless habit

### Suggested species:

Pyrus calleryana Chanticleer  
Alnus glutinosa  
Sorbus aria

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Must meet NHBC standards and recommended distances as set out in the Building Near Trees guidelines based on ground and foundation calculations.

### Secondary Streets, Robinson's Terraces, Green Fingers

#### Form and character:

- Must be medium sized, with compact form.
- Must have a minimum 2m clear stem
- Conical and / or columnar crown

#### Environmental Tolerance:

- Must be tolerant of an urban setting, being able to cope with paving and hard standing
- Must be tolerant of drought or waterlogged conditions

#### Ornamental Qualities:

- Flowering for seasonal interest
- Fruit and nut species to aid in biodiversity

### Suggested species:

Quercus palustris  
Gleditsia triacanthos 'Shademaster'  
Alnus glutinosa





## 7. DETAILING THE PUBLIC REALM

### SuDS Tree Planting

Tree planting within the SuDS features, should work with the inclusion of other planting suitable for that particular type of habitat.



#### Form and character:

- Must be capable of reaching <10m.
- Must be open or half open crown

#### Environmental Tolerance:

- Must be tolerant of wet soil and withstanding long flood

#### Ornamental Qualities:

- Bark interest

### Suggested species:

Salix alba  
Alnus incana 'Aurea'  
Betula nigra



Salix alba 'Sericea'  
(Image: vdberk.co.uk)



Alnus incana 'Aurea'  
(Image: vdberk.co.uk)



Betula nigra  
(Image: vdberk.co.uk)



Pear tree example



Damson fruit



Apple tree example

### Productive Landscapes

Productive landscape trees must be distributed throughout the public open spaces, orchards and within the green fingers. Productive trees must include nut and fruit bearing species that have high pollinator capabilities in order to achieve foraging opportunities for wildlife and residents alike.

#### Form and character:

- Must be capable of reaching 8-9m in height.
- Must be a heavy cropper with enough fruit for human and wildlife consumption.

#### Environmental Tolerance:

- Must be selected for pollinating, flowering and fruiting qualities.
- Must provide wide selection of species that include pollinating partners and ensure long flowering season for interest.

### Suggested species:

Malus d. 'Bountiful BR'  
Prunus Merryweather  
Pyrus d. 'Beth'  
Cydonia oblonga  
Morus nigra



# 7. DETAILING THE PUBLIC REALM

## 7.4 BOUNDARY TREATMENTS

The information on this page and the next, sets out the range of front and rear boundary treatments which are suitable for use within Carrow Works, and then identifies which ones should be used in particular character areas.

Boundary treatments are important in establishing how the development respond to its immediate context and should be carefully designed to ensure integration of the proposed development with the surrounding area and context.

Where feasible and appropriate, all edges and boundaries should be softened and embrace the use of planting.

The use of planting against a boundary should consider the following:

- That it complements and reinforces the open spaces it faces onto;
- That it softens the street scene and aids with legibility and wayfinding through the masterplan;
- That it provides more opportunity for ecology and biodiversity;
- That it provides a separating buffer between the private residential areas and public realm.

### 7.4.1 FRONT BOUNDARY TYPOLOGIES



#### Front Boundary Typologies Principles





- Boundary treatments must be consistent along the entire street length.
- The maximum height of any front boundary treatment must be 1.2m to balance the privacy needs of residents with the desirability of maintaining intervisibility between the street and home for reasons of security.
- Close boarded fencing to front boundaries is not permitted.
- Gates for pedestrians/vehicular access must be coordinated with the adjoining front boundary treatment.

FRONT BOUNDARY	DESCRIPTION	EXAMPLES	CHARACTER AREA
Railing on low brick or brick and flint wall with hedge	<ul style="list-style-type: none"> <li>• 1.2m maximum height. Height of wall must be a minimum 1/3 of the total height.</li> <li>• The brick must match the dwelling, including bond and mortar details, where applicable.</li> <li>• The railings must be painted black/grey metal with gates to match, where applicable.</li> <li>• Clipped hedge of continuous species</li> <li>• No footings or foundations of the railings must encroach on the public highway</li> </ul>		<ul style="list-style-type: none"> <li>• Mustard Quarter</li> <li>• Robinson's Terraces</li> <li>• Abbey and Cottages</li> </ul>
Railing and Planting	<ul style="list-style-type: none"> <li>• Maximum height for railing is 1.2m</li> <li>• The colour and texture of railing must be cohesive with building typology and material</li> <li>• Soft landscaping must be provided, with a mix of evergreen shrubs incorporated.</li> <li>• No footings or foundations of the railings must encroach on the public highway</li> </ul>		<ul style="list-style-type: none"> <li>• Mustard Quarter</li> <li>• Robinson's Terraces</li> </ul>
Low-level Hedge	<ul style="list-style-type: none"> <li>• 0.6m maximum height</li> <li>• The hedge must be of continuous species and can have a steel mesh fence behind, where required.</li> <li>• Clipped low hedge of continuous evergreen species</li> <li>• Hedge must not encroach on the public highway</li> </ul>		<ul style="list-style-type: none"> <li>• Mustard Quarter</li> <li>• Mint Yard</li> <li>• Robinson's Terraces</li> <li>• Abbey and Cottages</li> </ul>
Low-level Planting	<ul style="list-style-type: none"> <li>• 0.6m maximum height</li> <li>• Must be a mix of evergreen shrub and herbaceous planting to provide year round interest.</li> <li>• This boundary must be used where a less formal relationship between the dwelling and its surrounding is appropriate.</li> </ul>		<ul style="list-style-type: none"> <li>• Colman's Wharf</li> <li>• Mustard Quarter</li> <li>• Mint Yard</li> <li>• Robinson's Terraces</li> <li>• Abbey and Cottage</li> </ul>
No Physical Boundary	<ul style="list-style-type: none"> <li>• Plot boundary defined by distinct change of hard surface material (eg. paving) or, where paving material of footway extending to face of building (eg. retail frontage), by metal studs demarcating ownership boundary.</li> <li>• The materials must match the public realm materials to achieve visual continuity,</li> </ul>		<ul style="list-style-type: none"> <li>• Colman's Wharf</li> <li>• Mustard Quarter</li> <li>• Mint Yard</li> </ul>





# 7. DETAILING THE PUBLIC REALM

REAR BOUNDARY	DESCRIPTION	EXAMPLES	CHARACTER AREA <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">M</span>
<b>Brick or Brick and Flint Wall</b>	<ul style="list-style-type: none"> <li>• Must be 1.8m maximum height</li> <li>• Brick and Flint wall to be used in the Abbey and Cottages character area only.</li> <li>• Brick type must match facade of dwelling including mortar colour.</li> <li>• Must be softened with a mix of planting, so 1m strip to base of wall must be catered for.</li> <li>• Brick boundary walls must be stepped, if on a slope.</li> <li>• A 1m wide strip to the base of the wall must be allowed for, to enable inclusion of soft planting for softening of built form and removal of blank walls..</li> </ul>		<ul style="list-style-type: none"> <li>• Abbey and Cottages (Brick and Flint only)</li> <li>• Robinson's Terraces</li> <li>• Colman's Wharf</li> </ul>
<b>Low railing, hedge or planting</b>	<ul style="list-style-type: none"> <li>• Maximum height 1.8m</li> <li>• The colour and texture of railing should be cohesive with building typology and material.</li> <li>• Hedge between dwellings should be the same height as railing and must be clipped and of continuous species.</li> <li>• A garden gate can be provided as a direct access to adjacent public open space.</li> </ul>		<ul style="list-style-type: none"> <li>• Mustard Quarter</li> <li>• Mint Yard</li> <li>• Robinson's Terraces</li> </ul>
<b>Fence and Trellis</b>	<ul style="list-style-type: none"> <li>• Maximum overall height of fence to be 1.8m</li> <li>• Fence must be of high-quality timber, FSC certified.</li> <li>• Trellis must be 300mm high minimum.</li> <li>• Climbing plants must be incorporated that are evergreen to provide year round colour.</li> </ul>		<ul style="list-style-type: none"> <li>• Mustard Quarter</li> <li>• Mint Yard</li> <li>• Robinson's Terraces</li> </ul>
<b>Contemporary Timber Fence</b>	<ul style="list-style-type: none"> <li>• Maximum height to be 1.8m</li> <li>• Fence must of high-quality timber, FSC certified.</li> <li>• To be constructed out of timber with contemporary design approach to provide continuity with the main built form.</li> <li>• Timber fence must be detailed very carefully to avoid bog-standard timber fencing. Any post must be installed inside and not be visible from streets, public realm or mews. The fence must not be more than 2.1m high and the colour must complement the dwelling.</li> <li>• Boundary fence must be stepped, if on a slope. There must also be a minimum 1m wide green area adjoining the wall to allow for hedge planting and the avoidance of blank walls.</li> </ul>		<ul style="list-style-type: none"> <li>• Mustard Quarter</li> <li>• Mint Yard</li> <li>• Robinson's Terraces</li> </ul>

## 7.4.2 REAR BOUNDARY TYPOLOGIES M

### Rear Boundary Typologies Principles

- Rear boundaries must generally not be visible from the public realm (eg. green infrastructure, streets).
- An exception may be made for boundaries backing onto rear parking courts, but these must be formed from brick or brick and flint walls rather than close boarded fencing.
- Within the Abbey grounds, the rear boundary treatment must include soft landscaping to aid in softening the built form.
- Rear boundaries must contain hedgehog gaps to allow for habitat movement.
- Where there is rear access to multiple rear gardens, a gate must be provided at the front of the building line has a self-closing spring and a snap shut lock that needs a key to release.
- Property boundaries close to junctions must be carefully considered so that required visibility plays are kept clear.

## 7.4.3 SIDE BOUNDARY TYPOLOGIES M

### Side Boundary Typologies Principles

- Side boundaries which address a street, green link, mews or area of public realm must be constructed of brick or brick and flint to provide continuation of built form. Timber fencing is also acceptable to reflect contemporary design of houses.
- Side boundaries should contain hedgehog gaps to allow for habitat movement.
- Gates for pedestrian or vehicular access must be coordinated with the suitable adjoining side boundary treatment
- Property boundaries close to junctions must be carefully considered so that required visibility splay are kept clear.



Gates for pedestrian/vehicular access should be coordinated with the adjoining front boundary treatment.



Appropriate treatment for side and rear boundaries.



# 7. DETAILING THE PUBLIC REALM

## 7.5 STREET FURNITURE & SIGNAGE

Street furniture selection should emphasise the identity of each character area whilst providing a cohesive strategy that aids in wayfinding.

Products should be sourced from established suppliers with a consistent and proven supply chain wherever possible to

ensure a reliable procurement and replacement process, and exclude proposals of new innovative products or suppliers.

The palette is intended to illustrate the standard required only and the detailed specification should be agreed with the local authority at the reserved matters stage.



### Principles

- The specification of street furniture must support the unique character of the site and the character areas set within.
- Street furniture must be constructed to an adoptable standard and in line with local authority guidelines, where required.
- High importance is placed on the location of street furniture. It must be located conveniently, ensuring that it does not block pedestrian or cycle routes.
- Consideration must be given to the sourcing, supply and longevity of any street furniture.

### Seating

- Seating opportunities must be provided at regular intervals and be provided for all ages and abilities with space for wheelchair users accommodated.
- Seating should include back and arm rests where possible.
- The design of the seating should be informed by the character area where it is proposed and be sympathetic to its surroundings.
- Concealed recessed ground fixings must be used
- Seating must be resistant to vandalism and easy to maintain.

### Litter/Dog Bins

- Litter / dog bins must be provided along pedestrian and cycle routes, adjacent to bus stops and in key public spaces.
- They must be functional, robust and fire proof.



### Cycle Stands

- Cycle parking must be incorporated into key public spaces, community growing areas, play areas, the river walk and the east west route.
- A simple hoop design, such as a Sheffield Stand or similar, must be used to allow the frame to be directly locked to the rack, spaced at a minimum of 1m apart.

### Street Trees, Tree Pits and Tree Grilles

- Detailed specification and design will need to be agreed for each reserved matters application
- Designers must consider future adoption of trees
- Trees in hard standing must be finished with tree grilles which are designed to complement the character area within which they sit and to take reference from the historic nature of the site.

### Signage

- A detailed signage and wayfinding strategy must be provided alongside the street furniture palette, with combined elements where possible to limit street clutter (e.g lighting and navigation signs combined).
- Public art should be combined with wayfinding to provide a unique navigational system around the site that references the history of the site.



An example of timber and metal seating that references the historic past



Industrial feel bench (Image: Streetlife)



Curved timber seating reinforcing a playful experience. (Image: Woodscape)



Vestre Kong Cube seat (image courtesy of vestre.com)



An signage inlaid into the paving (Image: Marshalls)



An example of decorative tree grilles (Image: Blueton)



Decorative tree grilles (Image: Blueton)



Decorative tree grilles (Image: Streetlife)



Wayfinding example. (Image: Woodscape)



Wayfinding example. (Image: Marshalls)



Combined public art and wayfinding (Image: Woodscape)



Combined public art with wayfinding (Image: Woodscape)



An example of simple cycle stand (Image: Vestre)



Litter bins to be in keeping with character areas. (Image: Broxap)



Simple curved cycle stand (Image: Broxap)



Robust litter bin (Image: Broxap)



## 7. DETAILING THE PUBLIC REALM

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- Lighting must be designed to British Standard BS 5489-1:2013, BS EN 13201- 1:2015 (or any updated British Standards) in adoptable areas. Fittings should be selected with appropriate IP rating for its situation in accordance with standard EN 60529 (British BS EN 60529:1992, European IEC 60509:1989).
- Lighting must promote an environment that feels safe for movement around the site at night



Example of bollard lighting (Image: Architonic)



Example of how subtle lighting can light paths (Image: Lumideas)



Example of tree up lighting



Example of how subtle lighting can light paths (Image: Bowles Wyer)



Example of how lighting can make features out of ramped access to promote a feeling of safety. (Image: Atelier Espace Libre)



Example of how lighting can make features out of seating areas (Image: Streetlife)

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- Lighting designs must be energy efficient and sustainable, ensuring future maintenance is possible when required.
- Street lighting must be designed in accordance with adoptable standards
- Lighting must take into consideration the setting, ensuring ecologically sensitive areas are dealt with in a careful, thought-out manner.
- The lighting design must work with and complement the landscape design and material palette of the scheme.

### 7.6 LIGHTING STRATEGY

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The lighting strategy must consist of a coordinated palette of products that are energy efficient, sustainable and robust in nature.

The palette should be informed by the character of each area to ensure each space's identity is not lost but must aid in wayfinding with coherent legibility of the public realm. It should sit side by side with the built form, complementing materiality. Lighting levels and colour temperature must create an environment that is safe and comfortable by ensuring brightness does not disturb residents or wildlife.

#### Ecologically Sensitive Areas

- Lighting along the river Wensum and within the abbey grounds must be sensitively designed to ensure no impact is placed upon species that rely on darker habitats.
- Along the river Wensum the lighting design must take into consideration the ecological sensitivity of the environment and limit reflection off the water.
- Lighting must be low level where required and avoided where possible, with measures in place to ensure no minimal back lighting occurs on sensitive areas.
- Lighting proposals should adhere to current best practice with regard to bats and artificial lighting.
- Security lighting should be placed on short timers with motion sensors.

#### Gathering and Formal Open Spaces

- Key public routes should utilise a mix of column and feature lighting to ensure safe lighting levels are reached and interest is kept.
- Commercial frontages should include additional lighting to minimise street clutter.

#### Public Squares

- Lighting should be limited to paths, nodal points and formal play areas.
- Low level column or downward directional bollard lights should be used along strategic movement routes.
- Ground lighting, uplighters to trees or lighting integrated into street furniture, should be used at nodal points to form features and points of interest.

#### Streets

- The lighting of semi-private and private courtyards, pedestrian prioritised links and mews areas should be limited to paths, where required.

A stylized illustration of a building facade with arched windows. A person is shown in silhouette, looking out of one of the windows. The scene is overlaid with a semi-transparent dark blue band containing the text. In the foreground, there are silhouettes of trees and a person sitting at a table in an outdoor cafe setting.

# PART C

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BUILT FORM



8. KEY DESIGN & SUSTAINABILITY OBJECTIVES



9. LAND USES



10. BUILDING DESIGN



# 8. KEY DESIGN & SUSTAINABILITY OBJECTIVES



### Variety and Character

- The design of buildings should create areas of varied character within the site, but maintain a coherent and legible environment.

### Healthy Homes

- New homes should provide a comfortable and healthy internal environment, protected from noise and pollution, and offering good levels of natural day lighting and ventilation.
- Every home should have access to an external amenity space. This may be provided as a private garden, terrace or balcony, or through easily accessible communal gardens. It must, however, be integral to the overall design of the masterplan.

### Key Relationships

- Buildings should respond positively to adjacent buildings whether existing or proposed, with particular consideration given to the privacy and amenity of existing residents.
- Key dimensions between buildings and parcels set out in this document and the parameter plans should be adhered to.



Areas of varied character within the site



### Space Standards

- All homes should meet the minimum internal floor space figures set out in the Nationally Described Space Standards (NDSS) as described in Policy DM2 - Amenity.

### Accessible Dwellings

- As set out in Policy DM12 - Principles for all residential development, at least 20% of homes should be designed to meet Building Regulation requirement M4(2) – ‘Accessible and Adaptable Dwellings’. A target for up to 5% of these homes to achieve Building Regulation requirement M4(3) – ‘Wheelchair User Dwellings’.

### Dual Aspect Dwellings

- The number of dual aspect homes across the site should be maximised. Dual aspect homes are defined as those with windows on two or more façades with a minimum angle of 90° between them, which experience the benefits of multiple outlooks and cross-ventilation as a result.
- Single aspect north-facing dwellings should be avoided where possible, although may be appropriate where this optimises the number of dwellings with river views.



Considered relationship between buildings



### Energy Strategy

A detailed energy strategy must be submitted with every Reserved Matters application, demonstrating how the proposals meet the agreed targets set out in the Outline Planning Application (or as subsequently amended).

The energy strategy should follow the energy hierarchy approach:

- Be Lean (use less energy) - Proposals should incorporate passive design and energy efficient measures to reduce energy demand and CO<sub>2</sub> emissions.
- Be Clean (supply energy by carbon efficient means) - Proposals should adopt an all electric energy strategy, developed on a plot-by-plot basis (a site-wide CHP network has been discounted).
- Be Green (use low and zero carbon technologies) - Proposals should consider the integration of low and zero carbon (LZC) energy systems on a plot-by-plot basis, subject to viability.

### Be Lean

Recommended energy efficiency measures include:

- Improved fabric performance beyond minimum Building Regulations requirements.
- Improved air permeability beyond minimum Building Regulations requirements.
- Effective façade design to minimise heat losses in winter and solar gains in summer while providing adequate daylight and opportunities for views out.
- High efficiency lighting and automatic controls where appropriate.
- Daylight dimming in perimeter areas where appropriate.

### Be Green

The following technologies are potentially suitable and viable options for the development:

- Heat pump technology (either Ground Source or Air Source Heat Pumps (GSHP or ASHP))
- Photovoltaic panels (PVs)



Private amenity space for each dwelling





# 8. KEY DESIGN & SUSTAINABILITY OBJECTIVES

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## General Sustainable Building Design Principles

- All buildings in Carrow Works must be designed to reduce their carbon footprint and to achieve levels of environmental sustainability and self-sufficiency above Building Regulations standards current at the time a Reserved Matters Application is submitted.
- Carrow Works must aim to achieve Zero Carbon
- Designers of RM applications must be challenged to achieve LETI (London Energy Transformation Initiative) and Future Homes Standards.
- Buildings must be adaptable to different uses/lifestyles and be resilient to future change.
- Buildings must maximise energy efficiency through passive means and building envelope.

## Renewable Energy

- Low emission energy generation must be used for space heating, hot water and electricity (including EV charging), such as Air Source Heat Pumps (ASHPs), Photovoltaic panels (PV) or other technologies. Gas will not be permitted.
- Development will provide 50% active and 50% passive EV charging points on site to ensure that every parking bay on the site has the infrastructure in place to provide EV charging in the future.
- Development will provide high volume storage batteries in conjunction with solar generation to prevent unnecessary loss of energy and network groups of homes together to improve efficiency.



Solar slates integrated into a tiled roof can be virtually indistinguishable when viewed from the street.

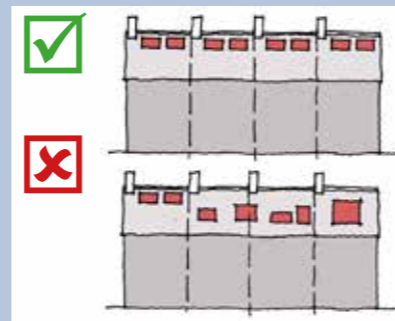


Photovoltaic panels that are visually intrusive to the public realm will not be acceptable.

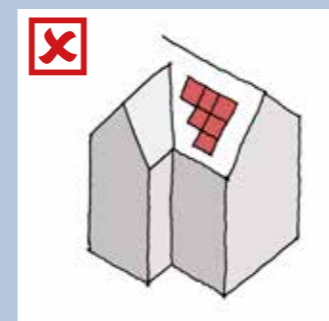
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## Photovoltaics (PVs)

- The design and location of photovoltaic (PV) panels /tiles will be well thought out as part of the overall roof composition so that they are not visually intrusive to the public realm. Innovative designs which integrate them into the building fabric will be encouraged.
- The provision of PVs will be consistent along any terrace or group of buildings.
- PVs will be on the south-facing roof slope to maximise solar energy gain.



Photovoltaics to be designed into the elevation and consistent along any terrace or group of buildings



Stepped configuration of photovoltaics will not be permitted

## Materials and Building Construction

- Use fabric first approach, using high insulation levels to reduce energy demand and reliance on mechanical solutions.
- Insulate buildings above Building Regulations standards.
- Building construction must achieve air-tightness above Building Regulations standards.
- Applicants are encouraged to source materials and labour locally. Applicants need to demonstrate that availability and capacity of local suppliers has been thoroughly considered and to have selected those most local to the site wherever possible. Robust justification must be provided for alternatives.
- All materials are to have an environmental product declaration where viable.
- Investigate and apply Modern Methods of Construction, pre-assembly and off-site fabrication to minimise waste and increase efficiency.
- Specified materials and products should:
  - Make use of lime mortars and renders to allow for carbon capture and future reuse and recycling of brick and block work;

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- Make use of organic and renewable building materials;
- Make use of sustainable timber from approved FSC (Forest Stewardship Council) sources;
- Make use of solvent free paints, internally and externally.

## Building Layout and Adaptability

- Houses must be designed with appropriate space to allow home working and flexibility to adjust to potential social changes in the future.
- Design to allow for expansion into roof space and extensions to the side and rear of homes, reducing the need to move home as the family grows and changes.
- Mixed-use buildings must be designed to allow easy subdivision or combination of adjacent units to suit changing needs.
- Use compact building forms to maximise the ratio of floor area to perimeter wall and thereby minimise unwanted heat losses.
- Ensure that sufficient space is given to internal storage and recycling facilities.
- Provide convenient, secure cycle storage for residents and visitors.

## Daylight and Sunlight

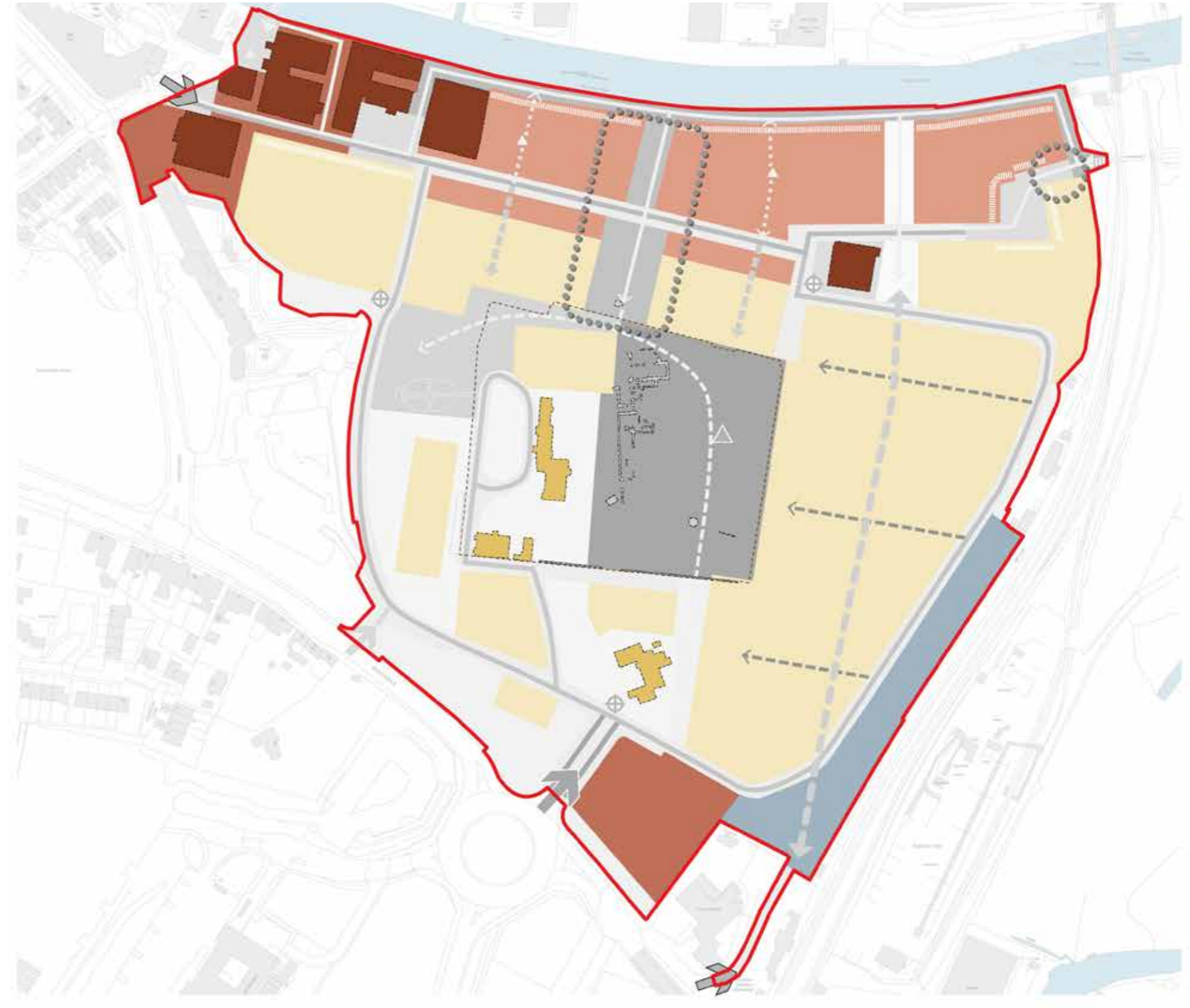
- Use winter sun to heat homes, but include suitable design measures to limit overheating from afternoon summer sun. These may include:
  - Detailed consideration of glazing specification;
  - The use of adjustable shading or specification of planted features which can allow low level sun to penetrate in winter but block high-level summer sun (e.g. deciduous trees);
  - Incorporation of natural ventilation to help dwellings stay cool in the summer and enhance the internal environment (e.g. by facilitating cross ventilation of habitable rooms, or using stack effect of staircases through provision of openable vents or roof lights).
  - Ratio of window to total wall area must be a maximum of 35%.
- A minimum 40% of the area of all podium gardens and key public and shared spaces must meet BRE guidelines on daylight and sunlight.











# PART C: BUILT FORM

## 9. LAND USES

The designation and amount of each land use underpins the structure of the new development and ensures that services and facilities are accessible to all residents, so that they are well used and remain viable.



### KEY

-  Existing buildings/structures to be retained
-  Scheduled Monument
-  Residential
-  Residential use of retained buildings
-  Residential with mixed-use at ground floor
-  Mixed-use
-  Mixed-use of retained buildings
-  Employment



**9.1 EXISTING BUILDINGS / STRUCTURES TO BE RETAINED**

These include existing buildings which are being retained for their historic significance. Retained buildings are predominately located in three key areas of the site which play a large part in forming the character of these areas.

These buildings will be either residential or mixed-use depending on its location and its specific historic significance.

**9.2 SCHEDULED MONUMENT**

The schedule monument lists the ruins and earthworks of a Benedictine convent which is an outstanding example of one of a small number of known female religious houses to have been established in England. Any development and landscape proposals must be designed with the utmost sensitivities to respect the rare historic asset.

**9.3 RESIDENTIAL (USE CLASS C3)**

These areas within the Regulatory Plan will primarily deliver residential uses only. Carrow Works will deliver up to 1,856 new homes.

- Affordable housing should deliver a range of size and tenure in line with local policy, and meet Nationally Described Space Standards (NDSS).
- Affordable homes must be tenure-blind and designed to be indistinguishable from private housing in external appearance and specification of materials. These homes must be distributed evenly across the site to encourage social cohesion.
- For each phase and associated Reserved Matters application(s), the mix of dwelling types, size and tenure is to be agreed with NCC.
- Areas of doorstep play spaces must be provided within the residential parcels, as indicated on the Regulatory Plan.
- Residential parking for cars and cycles must be provided to meet NCC requirements.



**9.4 RESIDENTIAL USE OF RETAINED BUILDINGS (USE CLASS C3)**

These buildings will change use to residential and are located within the grounds of the Abbey.

**9.5 RESIDENTIAL USE WITH MIXED-USE AT GROUND FLOOR (USE CLASS C3 & E)**

These areas will primarily deliver residential uses with mixed-uses at ground level only. Please see 10.4 Mixed-Uses for uses permitted at ground level.

**9.6 MIXED-USE (USE CLASS E)**

The mixed-use area comprises both residential and flexible commercial uses. The mixed-uses are primarily located along the northern edge of the site alongside the River Wensum and at the main entrance.

Flexible commercial uses will include those listed below:

- Local retail including a food store at the main entrance
- Cafes
- Offices
- Food and Beverage
- Community

This mix may be reviewed at Reserved Matters stage and could change according to future viability studies

**9.7 MIXED-USE OF RETAINED BUILDINGS (USE CLASS E)**

These buildings will change use to mixed-use and are located at the north-western gateway of Colman's Wharf, and the retained Mustard Seed Drying Shed.



**9.8 EMPLOYMENT (USE CLASS B)**

An employment area is proposed along the south-eastern edge of the site, alongside the existing railway. This area will adjoin existing employment uses, providing opportunities for new and existing business to benefit from positive cluster effect.

**OTHER LAND USES**

Refer to sections on 'Green and Blue Infrastructure' and 'Street Design'.



# 10. BUILDING DESIGN

## 10.1 BUILT FORM PRINCIPLES

This section sets out high level principles for the form and massing of apartment and podium buildings which, together with the following sections of this chapter, aims to guide the development of a rich character across the site within a coherent design framework.



### Articulation and Roof line:

- Longer buildings must be broken down through defined breaks or steps in massing and form. A maximum length of 50m will be acceptable without a break.
- Steps in height within and between buildings must be expressed architecturally through the full height of the building, defining distinct frontages at street level.
- Buildings must have predominantly simple roof lines with a consistent approach within each character area.



### Orientation:

- Wherever possible, maximise the potential for passive energy gains in the home by optimising the orientation of buildings so that their principal elevations are aligned either on a NE-SW or NW-SE axis.
- Optimise the area of glazing on elevations facing S, SE and SW (up to 60% glazing with appropriate shading) and minimise the glazed area on other elevations.\*
- Design floorplans so that principal living spaces benefit from access to the sun (e.g. south, south-west or west facing), and locate secondary spaces on the less sunny side(s) of the building.\*
- The orientation of individual buildings should be carefully considered to ensure that their massing takes account of daylight/sunlight impacts on adjacent buildings, particularly buildings on the southern edge of parcels with podium gardens behind.
- Setbacks to upper floors should be incorporated where appropriate to maximise the quality of daylight/sunlight to podium gardens and the dwellings surrounding them.
- Roof areas with suitable orientations should be designed to allow the integration of Photovoltaic panels (PVs), either now or in the future.

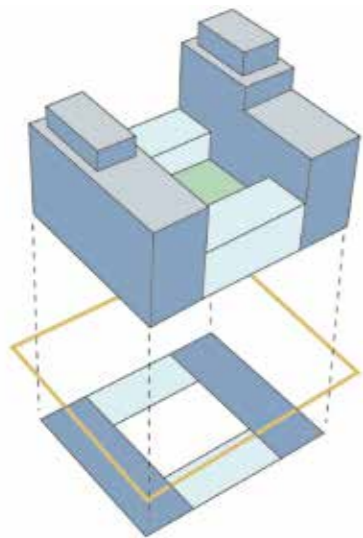


### Elevations:

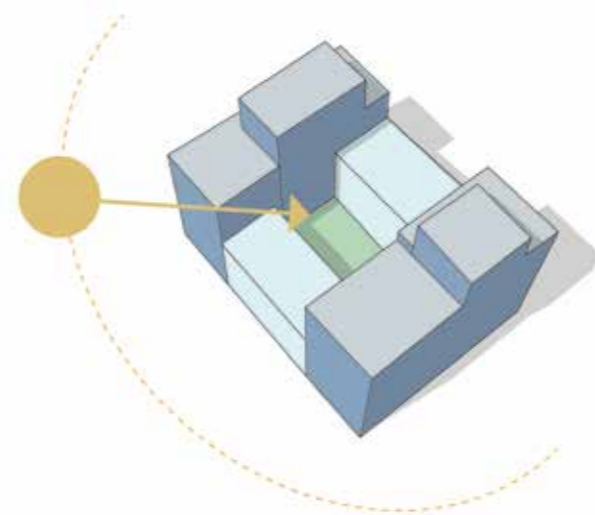
- Buildings should provide good natural surveillance to all public and semi-public spaces, but balance this with appropriate privacy for residents.
- All buildings located on the corner of a parcel should positively address both sides with active frontage at ground floor level where possible.
- There should be a subtle distinction between mixed-uses at ground/first floor levels and residential uses above. This is likely to be reflected in the design and scale of openings or the overall character of the elevation.

### Key Corners:

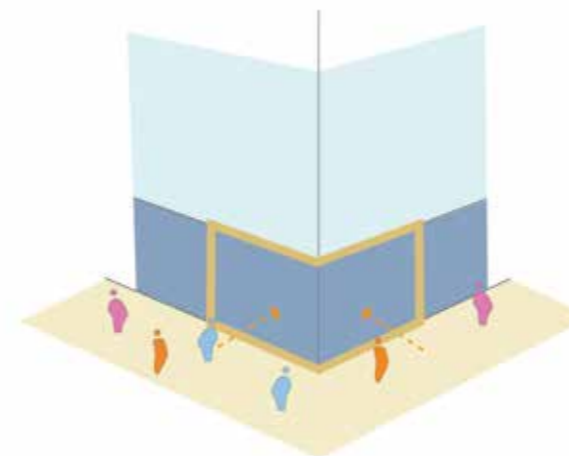
- Corners of apartment/podium blocks should be designed as focal point to frame views and emphasise key pedestrian routes through the site to aid wayfinding.
- These corner elements should have a distinct character from those around them, expressed through distinctive built form and detailing and/or the use of different/special materials.
- Corners at ground level may be expressed by the provision of a single or double height colonnade at the corner with a set-back floor plan.



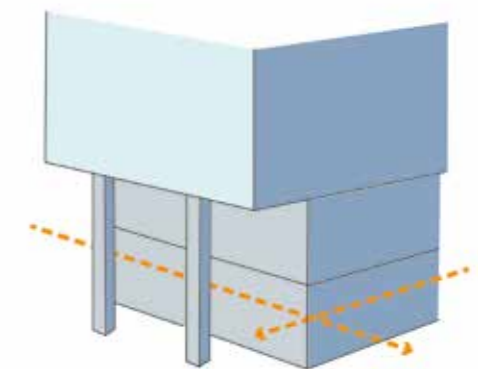
An aggregation of primary and secondary elements forming a central courtyard.



Lower building on southern side of parcel to optimise access to sunlight within courtyard garden.



All buildings located on the corner of a parcel should positively address both sides with active frontage at ground floor level where possible.



Key corners expressed at ground level by double height colonnade.



# 10. BUILDING DESIGN



Example of acceptable use of feature colour on window reveals, corrugated panels, industrial inspired signage and brick detailing



Example of corrugated panels and feature brickwork

## 10.2 FACING MATERIALS

The choice of facing materials is key to the delivery of an attractive built environment with a distinct identity, but it requires an appropriate balance between consistency and variation. Careful attention should be given to the way in which different materials sit alongside each other.



### Key Design Principles

- The palette of materials employed as facing materials at Carrow Works should be inspired by the materials, colours and textures of existing buildings on site and reflect the unique history of Colman's and Robinson's factories and their products.
- The relationship between the materials chosen for a building and those of adjacent, existing or proposed buildings, should be carefully considered to deliver an appropriate balance between consistency and variety.
- The use of detailing and materials which depart from this general approach may be acceptable when used to highlight Marker Buildings or key elevations, but will require an accompanying design justification as part of the RMA submission.
- Reflective materials (other than glass) should be avoided to minimise glare.

### Specification of Materials

The detailed specification of facing materials will be approved as part of future RMAs and careful thought should be given to their selection to ensure the delivery of a high quality scheme.



### Key Design Principles

- Specified materials should be durable, weather beautifully and consider long-term maintenance requirements from the outset. These factors are particularly important for areas where users come into direct contact with the building such as building entrances.
- Designers should aim to specify materials with low environmental impact; including those which have high recycled content and/or are locally available and/or are certified by an environmental/responsible sourcing scheme.
- Specification of secondary elements such as doors, windows, balconies, cast elements, metalwork and screens should be viewed as an opportunity to introduce craft and subtle ornament into the design and be used to define a clear architectural narrative.



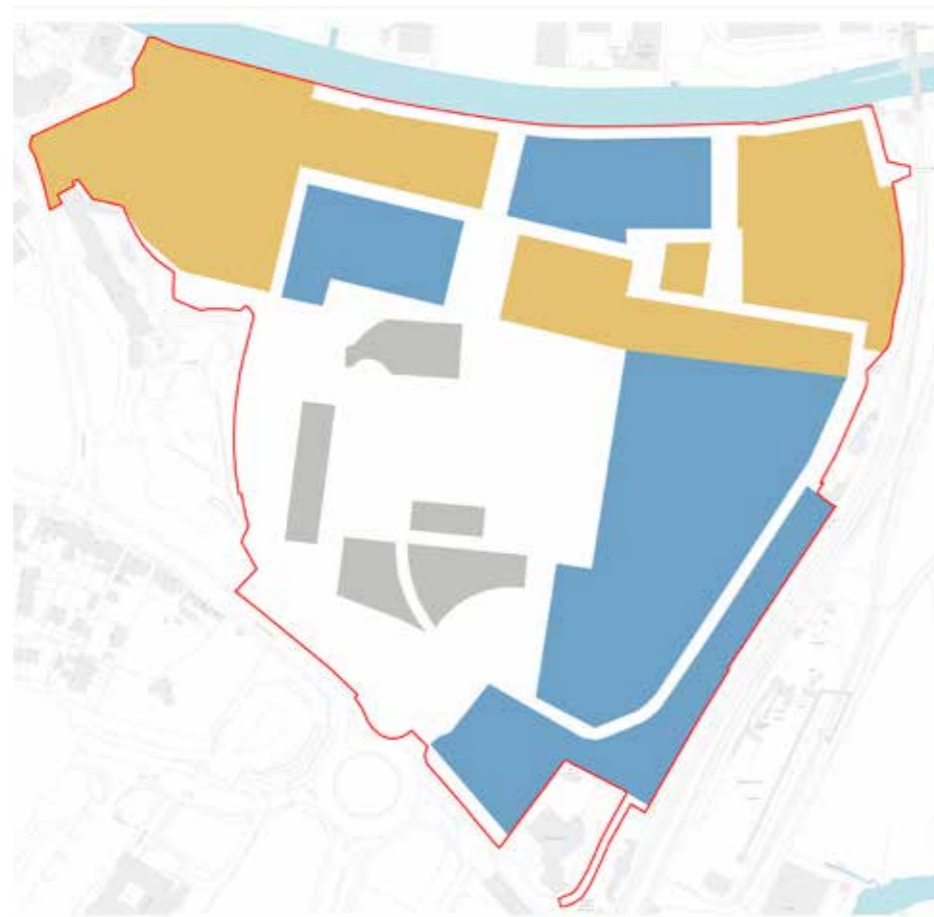
# 10. BUILDING DESIGN

## 10.3 MATERIALS PALETTE

The adjacent palette of main facing materials illustrates an appropriate approach for Carrow Works.

These materials have been chosen carefully to support the development of a site wide character which is distinctive but also reminiscent of the existing heritage and character of the site. The palette of materials chosen for each parcel should relate to the heritage of the site and the associated colour range.

The materials palette zones refer to the existing and historic split of Carrow Works between key users of the site, and designers are encouraged to provide a clear link between past and present through the use of facing materials and detailed design elements.

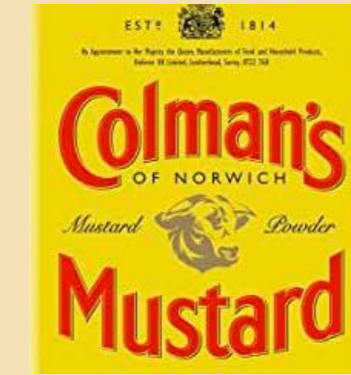


### KEY

- Colman's
- Britvic / Robinson's
- Carrow Abbey

### Inspiration From The Site's Heritage And Existing Buildings

#### COLMAN'S



#### BRITVIC/ROBINSON'S



#### CARROW ABBEY





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**COLMAN'S  
 PALETTE**

**PRIMARY  
 MATERIALS**

**SECONDARY  
 MATERIALS**

**PRIMARY  
 FEATURE COLOURS**

**SECONDARY  
 FEATURE COLOURS**



Light buff brick / stone to contrast with existing red brick buildings.



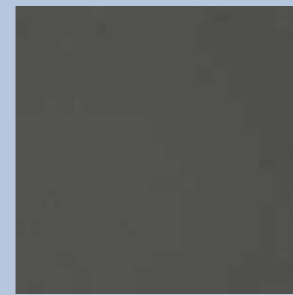
Grey / Pale brick



Red Multi Brick



Natural / white timber cladding or similar for linking elements



Aluminium metal balustrades, door ways and window frames

**COLMAN'S  
 WHARF**



Brass



Copper, Red Orange



Mustard Yellow



Colman's Red

**MINT YARD**



Light Grey Metal cladding



Mint Green



Turquoise

**BRITVIC /  
 ROBINSON'S  
 PALETTE**



Pale Red Multi Brick



Metal cladding



Natural timber cladding or similar



Light buff brick / stone



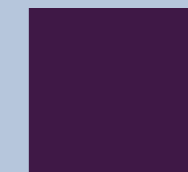
Aluminium metal balustrades, door ways and window frames



Apple Green



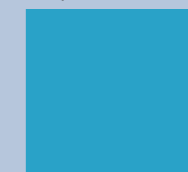
Steel Grey



Blackcurrant Purple



Lavender Purple



Sugar Free Blue

**CARROW ABBEY  
 PALETTE**



Grey / Pale brick



Contemporary Flint / Stone cladding



Red Brick



Metal cladding



White, pale grey or buff Chalk (or similar) for door ways and window frames



Neutral Stone



Terracotta



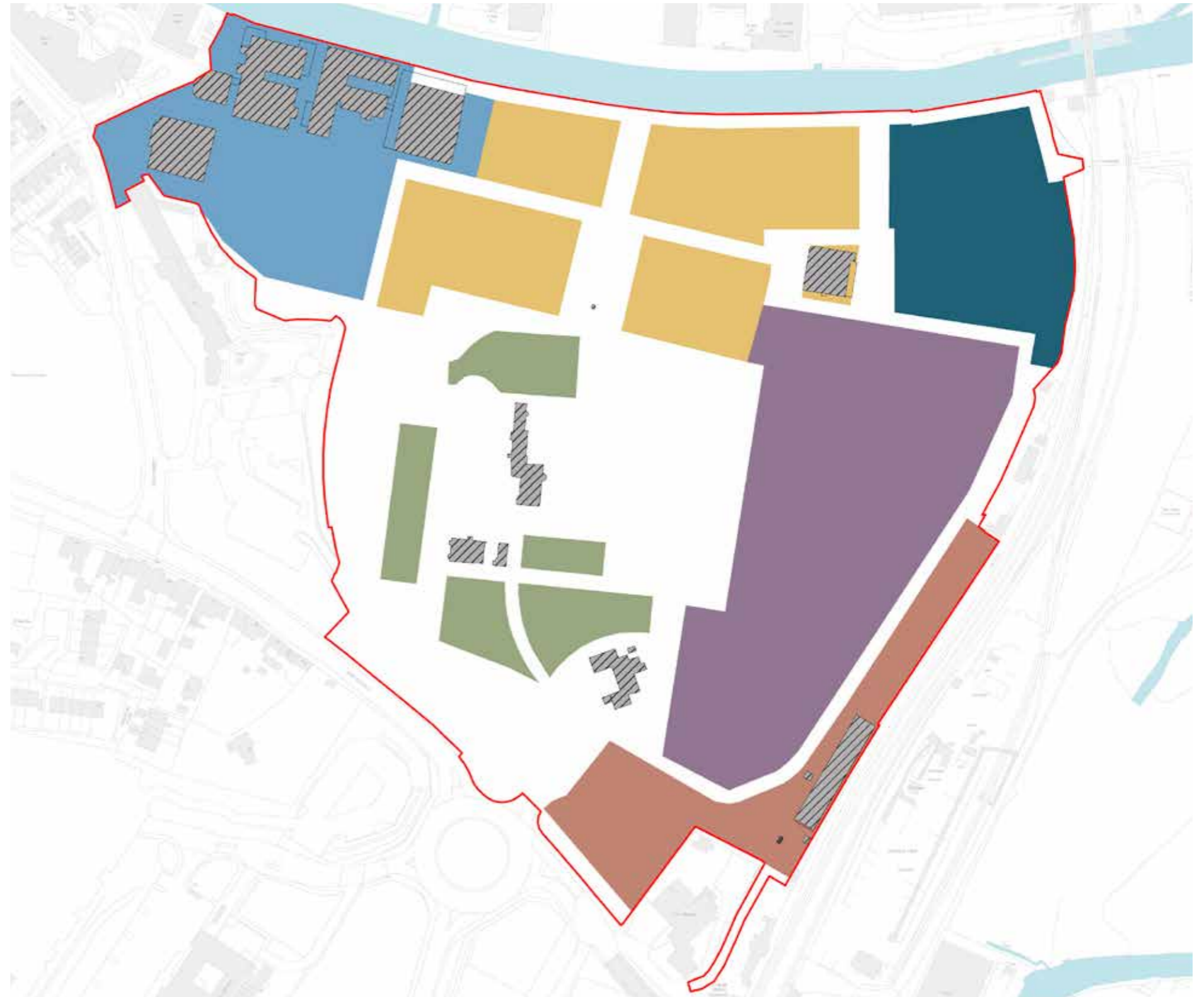
Copper, Turquoise



# 10. BUILDING DESIGN

## 10.4 CHARACTER AREAS

Carrow Works is formed of 6 distinct character areas, creating an interesting series of spatial and visual experiences throughout the neighbourhood. Each character area will be identified by unique approaches to design, scale of buildings, their relationship to the adjacent open spaces and density that reflects the rich historic and contextual context.



### KEY

- Coleman's Wharf
- Mustard Quarter
- Mint Yard
- Robinson's Terraces
- The Abbey and Cottages
- Workers Yard



# PART C: BUILT FORM

## 10. BUILDING DESIGN



The following section explores each character area and sets out specific mandatory principles depending on it's historical context and location. Each character area includes:

- **General Description** - providing an overview of the character area
- **Historical Reference** - referencing the historical context and former uses on site and how they are respected in the design proposals.
- **Architectural Character and Detailing** - looking closer at the details of existing buildings and how they can inform and inspire the form and elevational design of proposed buildings.
- **Built Form Principles** - setting out the building heights, building typologies, primary materials, parking typologies and roof forms which are permitted in that character area.
- **Illustrative diagrams** - showing how the buildings should be formed and arranged and drawing out mandatory requirements.
- **Key Layout Principles** - setting out mandatory layout principles, key spaces, street design and ground floor uses, where applicable.
- **Layout Plan and Building Heights** - Diagram illustrating the key layout principles and approach to building heights on site
- **Look and Feel** - Illustrative recommendations for the design of each character area

**General Description**

**Historical Reference**

**Architectural Character and Detailing**

11.1.1 COLMAN'S WHARF

**General**

This area will provide a mix of residential and commercial uses to meet the needs of the area and will be a mix of building heights and styles. The area will be a mix of building heights and styles. The area will be a mix of building heights and styles.

**Historical Reference**

This area is historically a mix of industrial buildings and residential buildings. The area is historically a mix of industrial buildings and residential buildings. The area is historically a mix of industrial buildings and residential buildings.

**Architectural Character and Detailing**

The area is historically a mix of industrial buildings and residential buildings. The area is historically a mix of industrial buildings and residential buildings. The area is historically a mix of industrial buildings and residential buildings.

**Built Form Principles**

**Illustrative Diagrams**

**Built Form Principles**

This area will provide a mix of residential and commercial uses to meet the needs of the area and will be a mix of building heights and styles. The area will be a mix of building heights and styles.

**Illustrative Diagrams**

This area will provide a mix of residential and commercial uses to meet the needs of the area and will be a mix of building heights and styles. The area will be a mix of building heights and styles.

**Built Form Principles**

**Layout Plan and Building Heights**

**KEY LAYOUT PRINCIPLES**

This area will provide a mix of residential and commercial uses to meet the needs of the area and will be a mix of building heights and styles. The area will be a mix of building heights and styles.

**Layout Plan and Building Heights**

This area will provide a mix of residential and commercial uses to meet the needs of the area and will be a mix of building heights and styles. The area will be a mix of building heights and styles.

**Look and Feel - Illustrative examples of way of how achieving mandatory requirements could be met**

**Look and Feel - Illustrative examples of way of how achieving mandatory requirements could be met**

This area will provide a mix of residential and commercial uses to meet the needs of the area and will be a mix of building heights and styles. The area will be a mix of building heights and styles.

Mandatory fixes are clearly defined by coloured boxes marked with an 'm' as demonstrated here.



# 10. BUILDING DESIGN

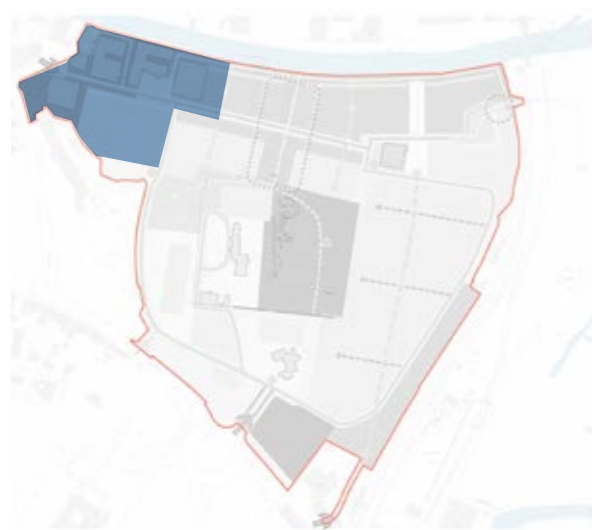
## 10.4.1 COLMAN'S WHARF

### General

A key gateway, Colman's Wharf will offer a new vibrant living and commercial quarter to Norwich. Colman's Wharf will celebrate the site's rich industrial heritage, with new buildings that are sensitive to the traditional architecture of the retained and listed buildings.

Colman's Wharf will be the primary pedestrian and cycle gateway from Norwich City Centre, activated by a mix of commercial and retail uses and three new public squares with spill out space. Safe and active travel will be prioritised here, with vehicular movement restricted to service and emergency access only.

### Key Plan



### Historical Reference

This area will predominantly be composed of retained industrial buildings and any new development must reflect the existing building footprints and arrangement of massing.

Building details and materials must also make reference to both the retained/listed buildings and the more recent buildings on the site which were occupied by Britvic i.e. Jif Plant and Concentrate Soft Drinks block.

The landscape strategy will be designed to highlight the Colman's heritage of the site, as well as facilitating wayfinding through this new quarter.

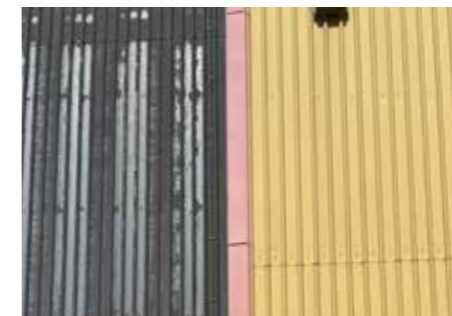


### Architectural Character and Detailing

- Primary materials of new buildings must contrast to the existing retained heritage buildings, with a buff or lighter shade of brick.
- New buildings must be simple in form with rhythmic fenestration with large and uniform openings to reflect the retained buildings.
- Detailing on the buildings should draw reference from key period features of retained buildings such as inset windows, arched openings, quoining, rounded corners and stepped corbel..
- Proposed buildings should also make reference to contemporary features and characteristics of the Concentrate Soft Drinks block, such as the use of corrugated panels and signage.



- Listed Buildings to be retained
- Heritage Asset to be retained
- - - Bracondale Conservation Area
- ① Grade II Listed Former Counting House (1857)
- ② Mustard Mill (1870s)
- ③ Grade II Listed Colman's Factory (c. 1870 with later additions)
- ④ Mustard Plant (1950-1969)
- ⑤ Jif Plant (1950-1969)
- ⑥ Concentrate Soft Drinks Plant, Britvic (1970-2000)



Grey, Red and Mustard Yellow corrugated panels



Signage on buildings and inset entrances



Pitched roofs with parapet wall forming gable ends



Brick quoining with rounded corner and stepped corbel above



Large, uniform openings with brick arch window detailing and canopies



Grade II Listed Offices



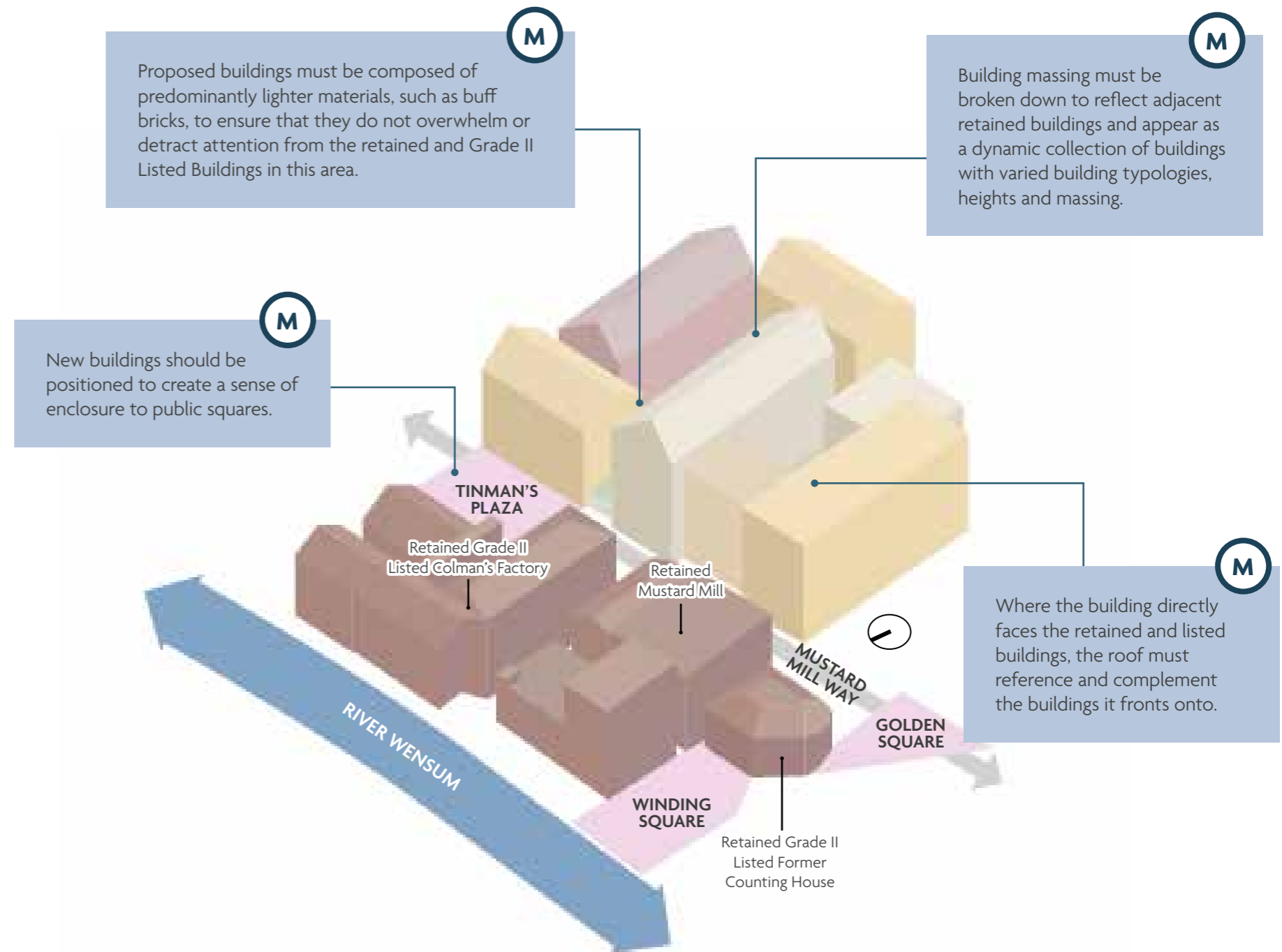
Grade II Listed Colman's Factory



**Built Form Principles**

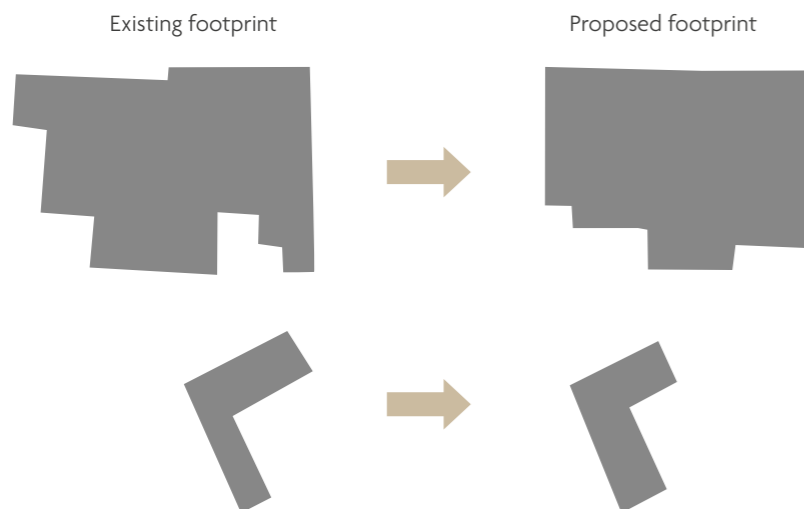
<b>Building Heights</b>	<ul style="list-style-type: none"> <li>5-8 storeys for proposed buildings</li> </ul>
<b>Building Typologies</b>	<ul style="list-style-type: none"> <li>Podium and apartment blocks, with commercial uses on ground floor.</li> </ul>
<b>Primary Materials</b>	<ul style="list-style-type: none"> <li>Colman's colour palette</li> <li>Light buff/grey bricks and stone as primary materials</li> </ul>
<b>Parking Typologies</b>	<ul style="list-style-type: none"> <li>Podium parking only</li> </ul>
<b>Roof Form</b>	<ul style="list-style-type: none"> <li>Typically pitched roofs with parapets/no projecting eaves, to reflect the character of existing industrial buildings</li> <li>Hipped roofs with chimney can be used to reflect the character of listed buildings</li> <li>Stepped back roofline can be introduced to relieve heights from street view</li> <li>Green and blue roofs where appropriate for attenuation and to enhance biodiversity</li> </ul>

Illustrative arrangements of buildings and roof forms that reflect existing and retained buildings



**Building Footprints**

New buildings must make reference to the footprints of the demolished blocks:





# 10. BUILDING DESIGN

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## KEY LAYOUT PRINCIPLES

### Layout Principles

- Building layouts and massing must take reference from the retained buildings, particularly encouraging the use of podium blocks and a mix of building typologies with differing shapes and sizes.
- Roof and forms of new buildings must refer to and respect the retained heritage assets which they front onto, to create a unified and harmonious development.
- Around Tinman's Plaza, taller buildings with a continuous frontage are encouraged to create a sense of enclosure.
- Architectural detailing of new buildings, such as inset balconies and windows should be considered along key frontages to create interest along street scene and break down long façades.

### Key Spaces

- Spaces and streets must be guided by a clear wayfinding strategy that takes reference from its industrial heritage, i.e. painted signage on walls.
- Entrances into Colman's Wharf must be celebrated with public open spaces, Golden Square and Winding Square.
- Public spaces must be anchored by the retained buildings.

### Street Design

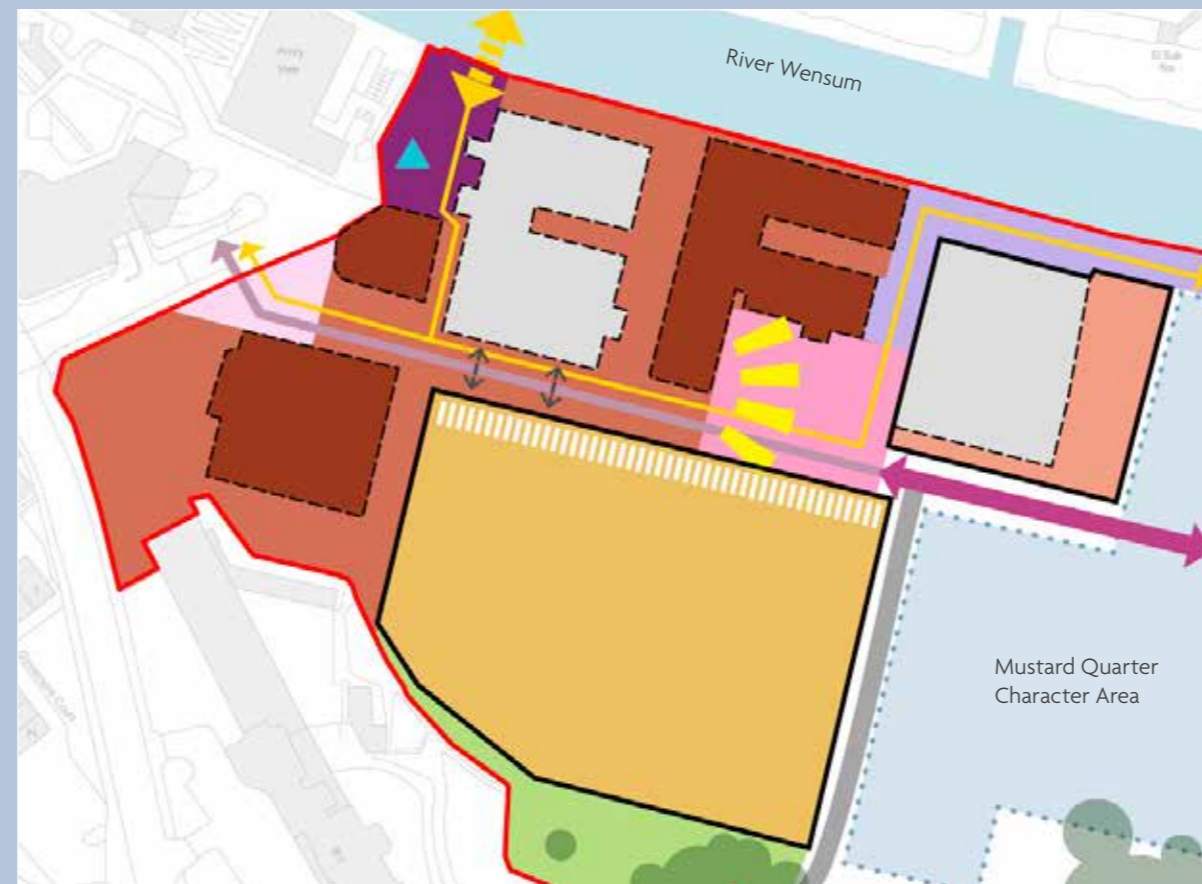
- Vehicular access to residential parcels is only permitted from Mustard Mill Way and the Main Street.
- Vehicular access is not permitted from the Living Street with the exception of controlled access for refuse, service and emergency vehicles.
- Beneath podia levels of residential blocks, car and cycle parking and other ancillary uses will be accommodated. These must be carefully screened from public view.

### Ground Floor Uses

- Frontages must be activated with frequent residential pedestrian accesses and/or ground floor commercial uses.
- Spill out space for mixed-uses are encouraged to create active and vibrant public squares.

M

## Layout Plan



**Layout Principles**

- Parcel Boundaries
- Key View
- Key Frontage
- Sensitive and positive relationship with retained building

**Key Spaces**

- Wensum Walk
- Tinman's Plaza
- Golden Square
- Indicative location of LEAP
- Winding Square
- Landscape Buffer

**Street Design**

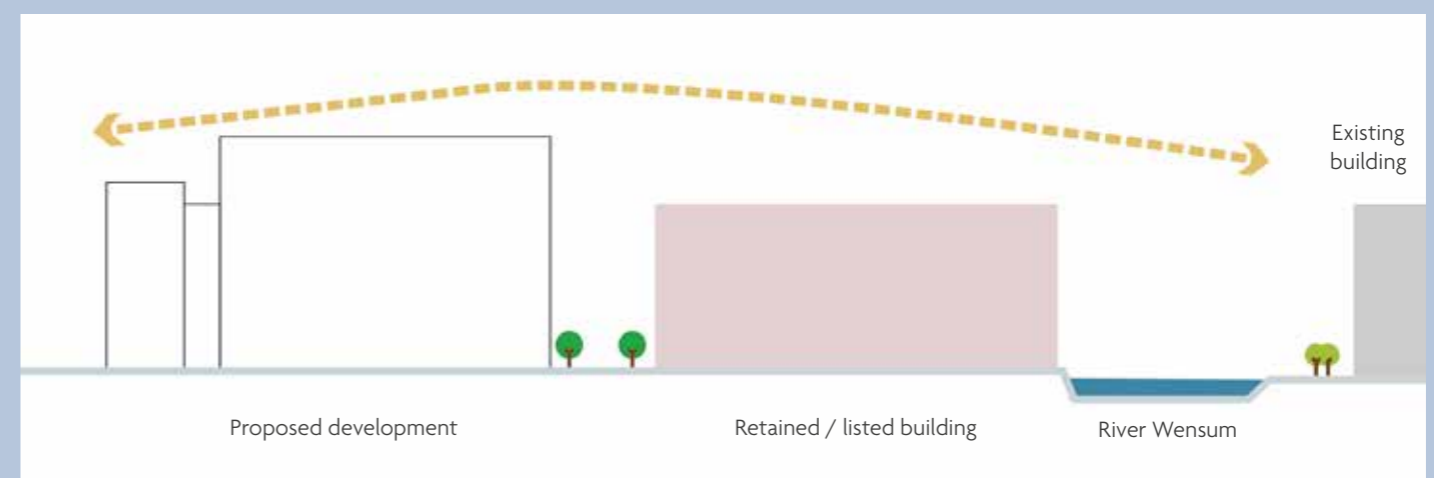
- Main Street
- Living Street
- Mustard Mill Way
- Key pedestrian and cycle route
- Foot/Cycle bridge (indicative)

**Ground Floor Uses**

- Existing Buildings to be retained
- Grade II Listed Buildings to be retained
- Residential (Use Class C3)
- Residential with Mixed-Use at Ground Floor (Use Class E and C3)
- Mixed-Use (Use Class E)

## Building Heights

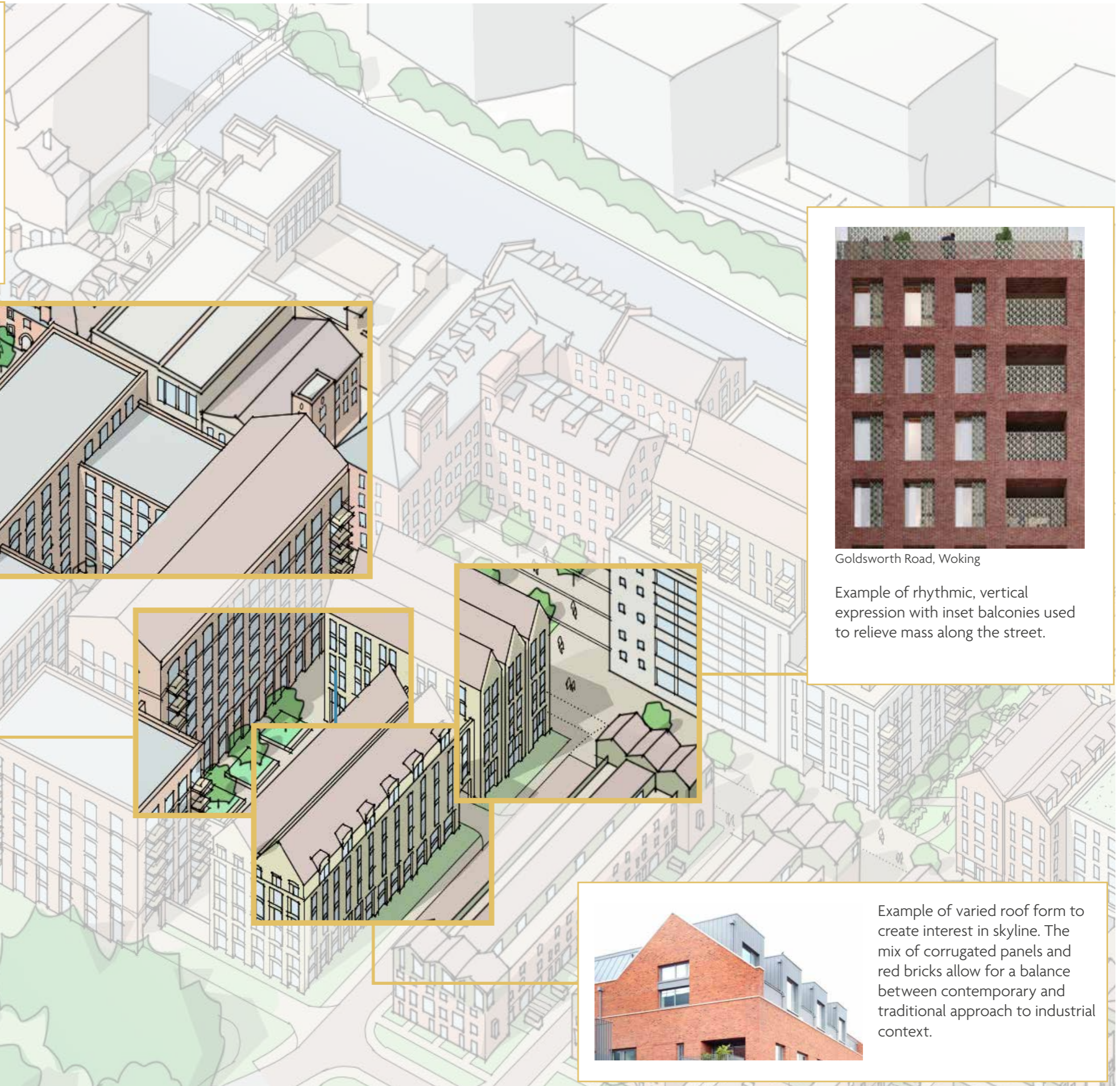
Generally, the building heights must relate to the existing and retained buildings. Heights and massing should not overwhelm the street scene, and the retained and listed buildings must remain the key focus and prominence in design, form and structure.





The Green Quarter, Southall

Acceptable approach to buildings fronting onto the Living Street - buff or lighter red brick as primary material, with simple elevations to not distract from the retained and listed buildings. Stepped building façades are encouraged to help break down the massing.



Goldsworth Road, Woking

Example of rhythmic, vertical expression with inset balconies used to relieve mass along the street.



Example of podium garden with windows and balconies overlap to create active surveillance onto the communal space.



Example of varied roof form to create interest in skyline. The mix of corrugated panels and red bricks allow for a balance between contemporary and traditional approach to industrial context.



# 10. BUILDING DESIGN

## 10.4.2 MUSTARD QUARTER

### General

High density, urban living maximising views of River Wensum. The key thoroughfare for activity with mixed-uses lining Mustard Mill Way, linking the retained Mustard Seed Drying Shed to the listed buildings within Colman's Wharf. Located between the heritage-rich Colman's Wharf and contemporary Mint Yard, as well as the riverside and Carrow Abbey, the buildings within Mustard Quarter will draw on a mixture of materials and building typologies to reflect the vibrancy of the area and act as the transition space between its distinct four edges.

The Mustard Quarter will provide a focus for activity and living for Carrow Works development and the immediate local area. It will accommodate a variety of functions and uses, including medium and higher density housing and commercial offers along Mustard Mill Way.

Reflecting the existing built form of the character area, north of Mustard Mill Way will be occupied by larger blocks, whilst the south will be of finer grain, supported by diverse typologies. Building details must draw upon historical and contextual references, working harmoniously together to create an industrial character by focussing on brick detailing, use of materials, window design and signage.

### Key Plan



- Jif Plant (1950-1969)
- Dry Foods Unit (1950-1969)
- Ready Drinks Unit, Britvic (1970-2000)
- Concentrate Soft Drinks, Britvic (1970-2000)
- Boiler, Water Plant House (1901-1949)
- Mustard Seed Silo (1901-1940)
- Mustard Seed Drying Shed to be retained (1870-1900\*)

### Historical Reference

This area will comprise of predominantly new development with the exception of the Mustard Seed Drying Shed, which marks the entrance to the adjacent character area of Mint Yard. The Grade II listed Former Mustard Seed Drying Shed will be celebrated and repurposed as the focus of the Mustard Quarter character area. The new Silo Square must wrap around the refurbished building, with active commercial uses that will encourage visitors to linger.

New streets, spaces and buildings must be arranged to respect and draw focus onto the Mustard Seed Drying Shed, and proposed building heights must step down towards the retained building. The heights and massing adjacent to the Abbey must be considered carefully and sit sensitively taking account of the existing ground level difference of the site. As development moves away from the Abbey and towards the River Wensum, building heights can step up to create a positive and active relationship with the river.

Despite the use of varied typologies, the former industrial use of the area must be presented through the design of building details. This can include, but is not limited to, large windows, brick detailing around openings, use of corrugated panels and red-multi bricks.

The landscape strategy will be designed to highlight both the Colman's and Britvic heritage of the site, as well as a means of wayfinding through this new quarter from both Colman's Wharf and Mint Yard.



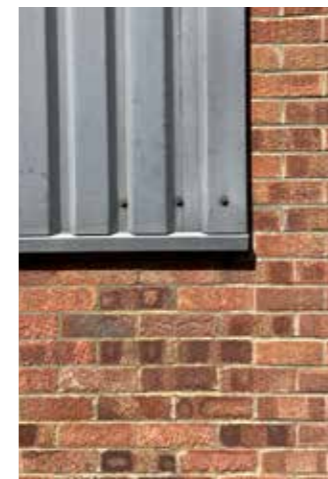
### Architectural Character and Detailing

Mustard Quarter today is occupied by remnant industrial buildings of the Colman's and Britvic factories. Proposed buildings must make reference to the key structures and detailing of the retained and existing buildings.

- Predominantly red multi brick with grey and buff bricks used to detail openings;
- The use of grey corrugated panels as a feature material;
- New buildings must reflect the forms and massing of the immediate surroundings and former buildings on the site.



Grade II listed Mustard Seed Drying Shed, 1890 - Large windows and change in material around window reveals.



Red multi brick with grey corrugated panel



Varied building typologies of smaller footprints arranged closely together

\*Approximate date of construction



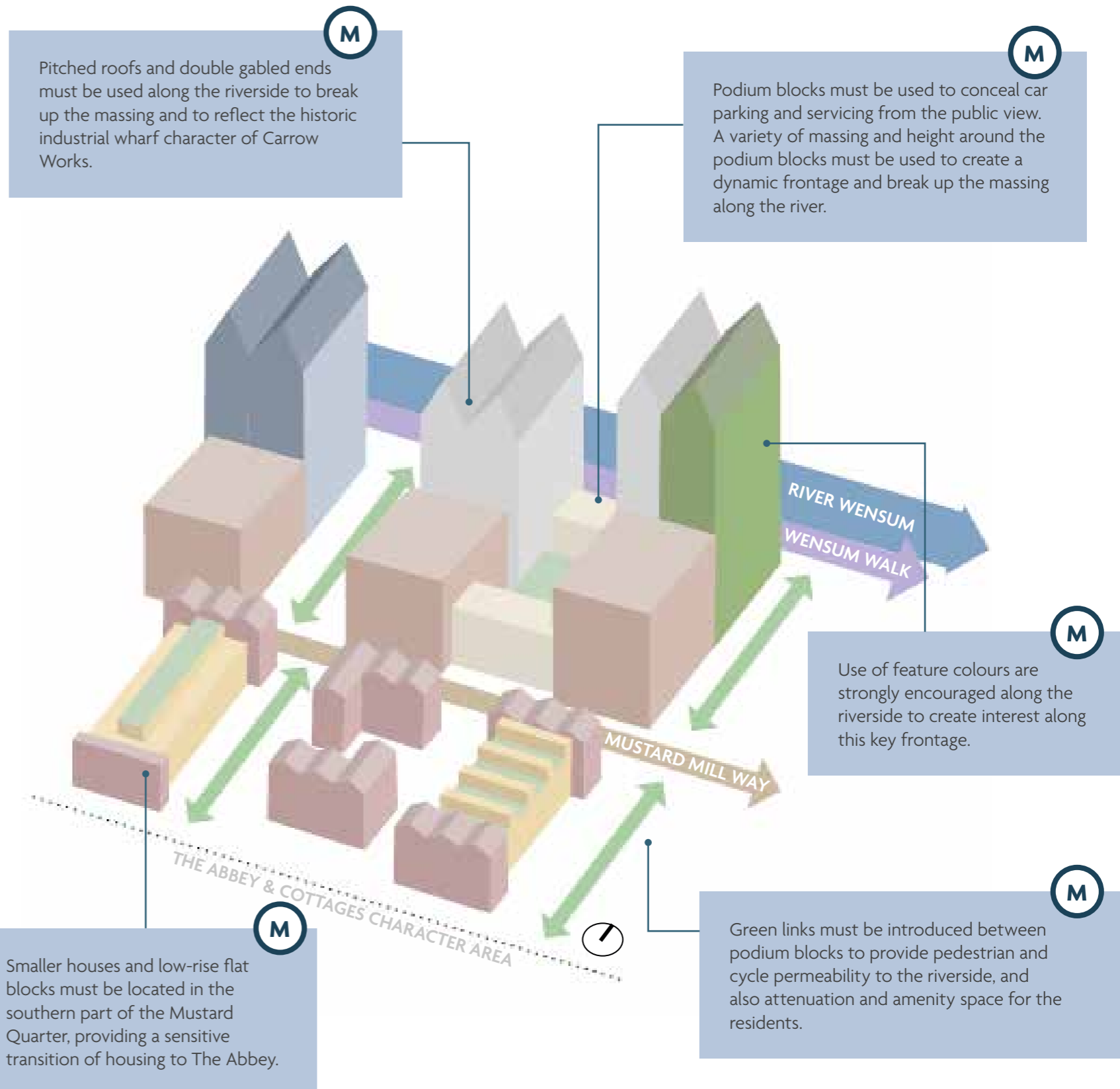
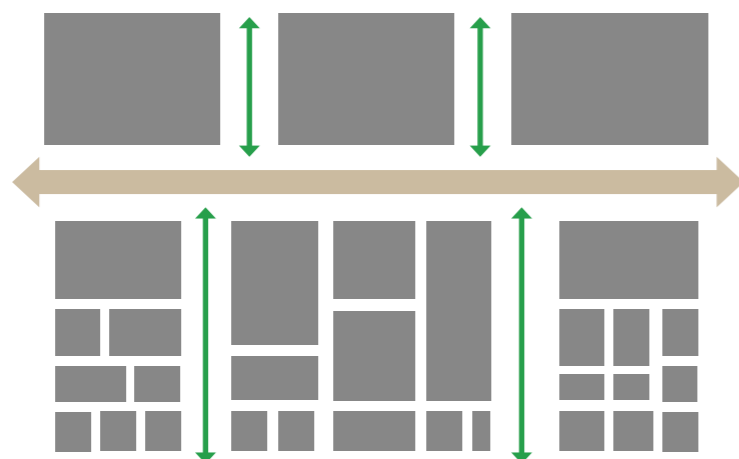
# 10. BUILDING DESIGN

### Built Form Principles

<b>Buildings Heights</b>	<ul style="list-style-type: none"> <li>8-11 storeys along the Wensum River</li> <li>4-6 storeys along Mustard Mill Way</li> <li>Up to 3 storeys adjacent to Abbey Gardens</li> </ul>
<b>Building Typologies</b>	<ul style="list-style-type: none"> <li>Podium blocks, apartment blocks and terraced housing</li> </ul>
<b>Primary Materials</b>	<ul style="list-style-type: none"> <li>A mixture of both Colman's and Britvic/Robinson's colour palettes.</li> <li>Buff and red brick as primary material, with coloured corrugated panels and timber cladding (or similar) used as secondary materials.</li> </ul>
<b>Parking Typologies</b>	<ul style="list-style-type: none"> <li>Podium parking only in the northern section of Mustard Quarter character area.</li> <li>Predominantly podium and integral parking in the southern section of Mustard Quarter character area.</li> <li>Small parking courts and on-street perpendicular parking may be permitted within the parcels, subject to detail design.</li> </ul>
<b>Roof Form</b>	<ul style="list-style-type: none"> <li>Predominantly pitched roofs along the riverside to reflect the industrial wharf building character and break up the massing along the river.</li> <li>Predominantly flat roofs for apartment buildings facing onto Mustard Mill Way for amenity space, attenuation and enhancing biodiversity.</li> <li>A combination of pitched and flat roofs in the south section of Mustard Quarter character area, to provide variation along the streetscene.</li> <li>Typically clipped verge/no projecting eaves</li> </ul>

### Building Footprints

Building blocks will be larger to the north towards the river and of finer grain and massing towards the south and the Abbey, reflecting the existing and adjacent built forms.





# 10. BUILDING DESIGN

M

## KEY LAYOUT PRINCIPLES

### Layout Principles

- Podium blocks with a mix of building types, sizes and arrangements are encouraged to create an attractive and varied urban form.
- Use of smaller buildings are encouraged on the south of Mustard Mill Way.
- Architectural emphasis should be given to the building façades facing north towards the River Wensum and the Riverside Walk.
- Key Grouping must be designed uniformly, to create a harmonious frontage along the Chimney Park.

### Key Spaces

- A mixture of podium blocks, apartments and terraced houses can be used to provide enclosure and definition to key open spaces and streets.
- A regular block layout should be achieved, promoting visual and physical access from Abbey Gardens to the Wensum Walk and from Tinman's Plaza to Silo Square along Mustard Mill Way.
- Buildings and streets should be arranged to put the Mustard Seed Drying Shed building at the heart of the Character Area.
- Long views along Mustard Mill Way must be terminated by retained Grade II Listed Buildings.
- Building blocks must be broken up by green links that accommodate play areas.

### Street Design

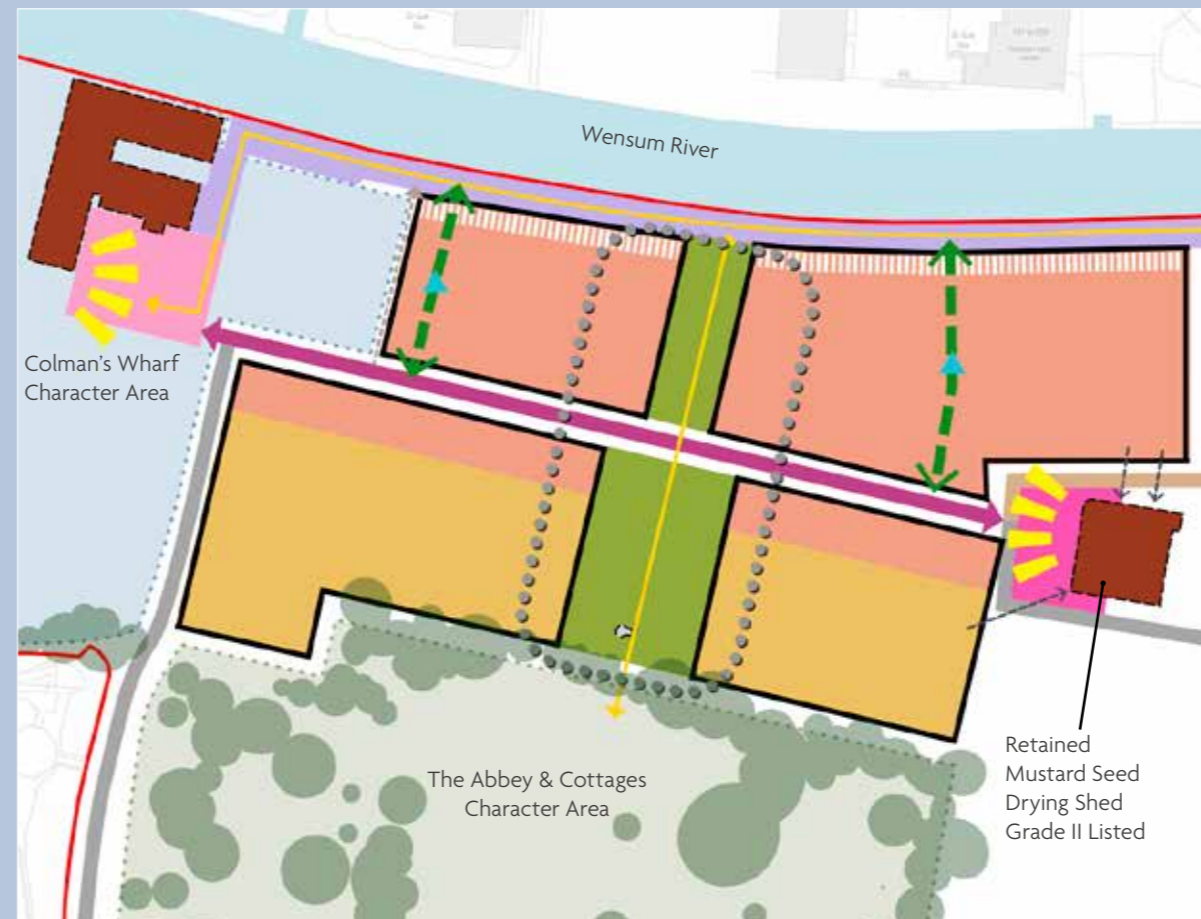
- Vehicular, refuse and service accesses should be provided in a controlled and infrequent manner from Mustard Mill Way.
- An occasional access route for vehicles can be provided along the western parcel boundary of the Character Area for Wensum Walk maintenance.
- The centre of the parcels will accommodate car and cycle parking and other ancillary uses. These should generally be screened from view by buildings and landscaping, although an exception may be made for short stretches of the Mustard Mill Way frontage.

### Ground Floor Uses

- Frontages should be activated along Mustard Mill Way and the Wensum Walk with frequent residential accesses and/or ground floor commercial uses.
- Spill over space for mixed-uses should be encouraged to activate the public squares.

M

Layout Plan



**Layout Principles**

- Parcel Boundaries
- Key Grouping
- Key View
- Key Frontage
- Sensitive and positive relationship with retained listed building

**Key Spaces**

- Wensum Walk
- Chimney Park
- Green links (indicative alignment, mandatory route)
- Indicative location of LEAP
- Silo Square
- Tinman's Plaza

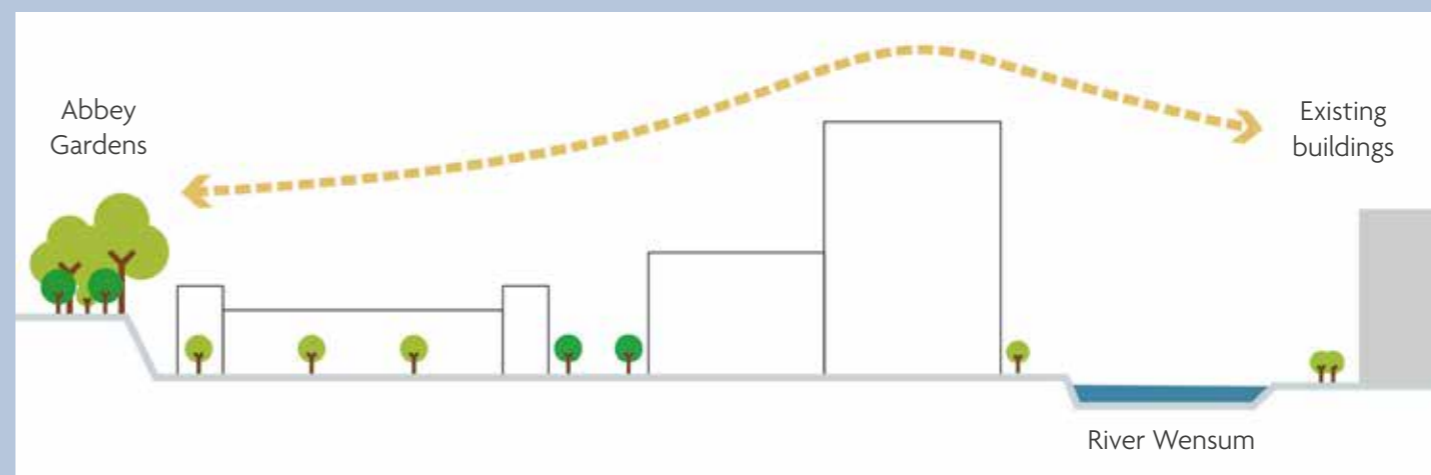
**Street Design**

- Mustard Mill Way
- Main Street
- Living Streets
- Key pedestrian and cycle route
- Maintenance access for Wensum Walk

**Ground Floor Uses**

- Grade II Listed Buildings to be retained
- Residential (Use Class C3)
- Residential with Mixed-Use at Ground Floor (Use Class E and C3)

**Building Heights**  
 Building heights must be the lowest along Abbey Gardens to sensitively address the Conservation Area and increase towards the north, maximising views to the river.







Malago Road, Bristol (JTP)

Example of vertical emphasis created by rhythmic fenestration on façades. Set-back upper floors with corrugated panels should be used to relieve massing along the river, as well as to add contemporary character to the buildings.



Albion Waterside, Gravesend

Example of acceptable use of feature material/colour to mark key corners and frontage. Gable roofs and projecting balconies are encouraged features that relate back to traditional riverside wharf buildings.



Kuvokino, Russia

Acceptable approach to Mustard Mill Way, with ground floor mixed uses that activate the street scene. Use of 4 storey apartment blocks with varied roof forms helps to create interest along the street.



Example of internal mews street framed by 3 storey terraces. The ends of the street is encouraged to be framed by taller block, of up to 6 storeys, marking the frontage along Mustard Mill Way.



Leven Road Gasworks, Poplar

Example of vertical emphasis on building façades that takes precedent from industrial buildings on site. Inset balconies and windows are used to create a strong rhythm to the facade. Double gable roofs are encouraged to break up the facade along the riverside.



# 10. BUILDING DESIGN

## 10.4.3 MINT YARD

### General

Mint Yard marks the entrance to Carrow Works from the Whitlingham Country Park. This area will be characterised by contemporary design that makes sensitive references to its past industrial heritage.

Mint Yard will offer high density homes nestled within soft and hard landscaped spaces that provide gathering opportunities for its residents. The vibrancy of this character area will be supported by a mix of building typologies and materials. Use of coloured cladding will make reference to the existing built forms and allude to the fruit of Robinson's iconic drinks. Mint Yard will also house the site's tallest building, which will be simple and gridded in form, and take gentle reference from the tallest elements of the site today - the concrete silos.

Proposed buildings will guide pedestrians and cycle movements to meander and flow through a sequence of public spaces, reflecting the winding nature of the River Wensum. Key thresholds of Mint Yard will be juxtaposed with the revealing of important spaces and buildings, including the Grade II Listed Mustard Seed Drying Shed, Condiment Square and the Country Park beyond the site.

### Key Plan

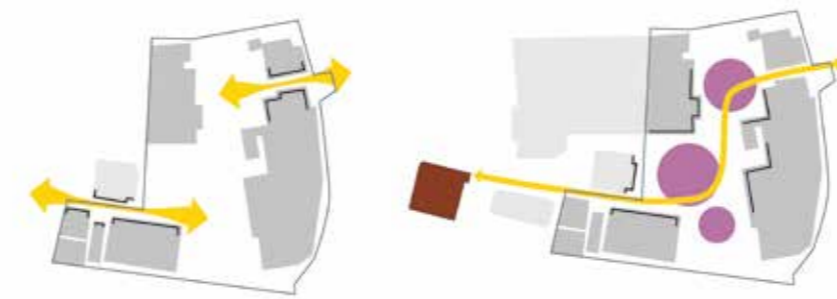
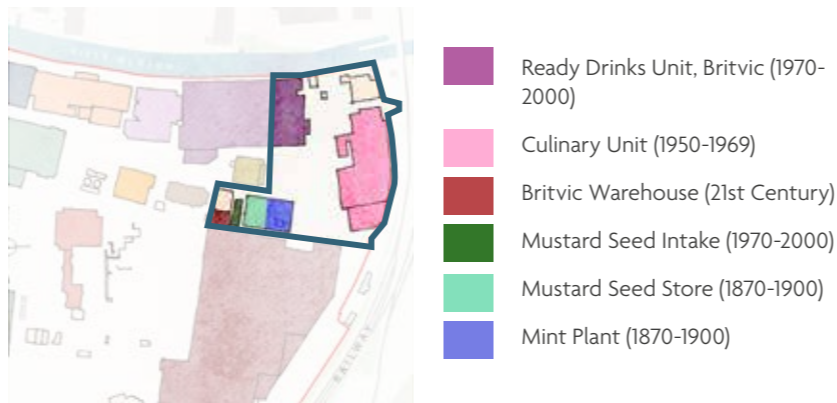


### Historical Reference

This area will comprise of predominantly new residential development and will mark the gateway to Carrow Works from the country park to the east. Contrasting with the heritage-rich Colman's Wharf character area, this part of the site is largely occupied by more modern buildings associated with Britvic/Robinson's. New buildings must reflect this and be of a modern and contemporary style of architecture.

The current layout is made up of a sequence of different spaces including narrow routes which open out onto large openings and spaces. The layout and arrangement of new buildings must reflect the contrast of spaces which narrow and open to create a sequence of revelations and a sense of discovery, mystery and drama when arriving to the site from the east. It is encouraged that openings or colonnades are used at the ground floor of key corners to provide glimpsed views and aid wayfinding for pedestrians.

The landscape strategy will be designed to highlight the transition from the Grade II Listed Mustard Seed Drying Shed to the adjacent Country Park, as well as a means of wayfinding through this character area.



Existing entrances narrows creating an anticipation of revelation. A sequence of public spaces must created through narrowing and openings similar to existing forms of the site.



### Architectural Character and Detailing

Mint Yard today is occupied by modern warehouse and storage buildings for Colman's Factory. Although buildings hold no historic significance, there are few features that is iconic of the area and must be considered and referenced in the design of this Character Area.

- Rhythmic, saw tooth roofs are encouraged to add character to the skyline and helps break up the built form;
- Use of coloured metal panels to reflect the fruits used in the production of Robinson's drinks;
- Predominantly brick for the base of buildings, with the use of colour to frame buildings or emphasise features such as balconies and window surrounds on buildings;
- Roofs are of a lighter shade than the base of the building;
- Painted signage on brick walls for wayfinding and to capture the industrial character of the area;
- Architecture of taller buildings must reference the Silo which currently stands as the tallest building on site.



Rhythmic, saw tooth roofs and dark apple green panels to frame the building.



Silo building simple in form and use of materials.



The use of corrugated panels to vertically emphasise the building



Red multi brick, blue corrugated panelled roof and painted yellow signage on walls.



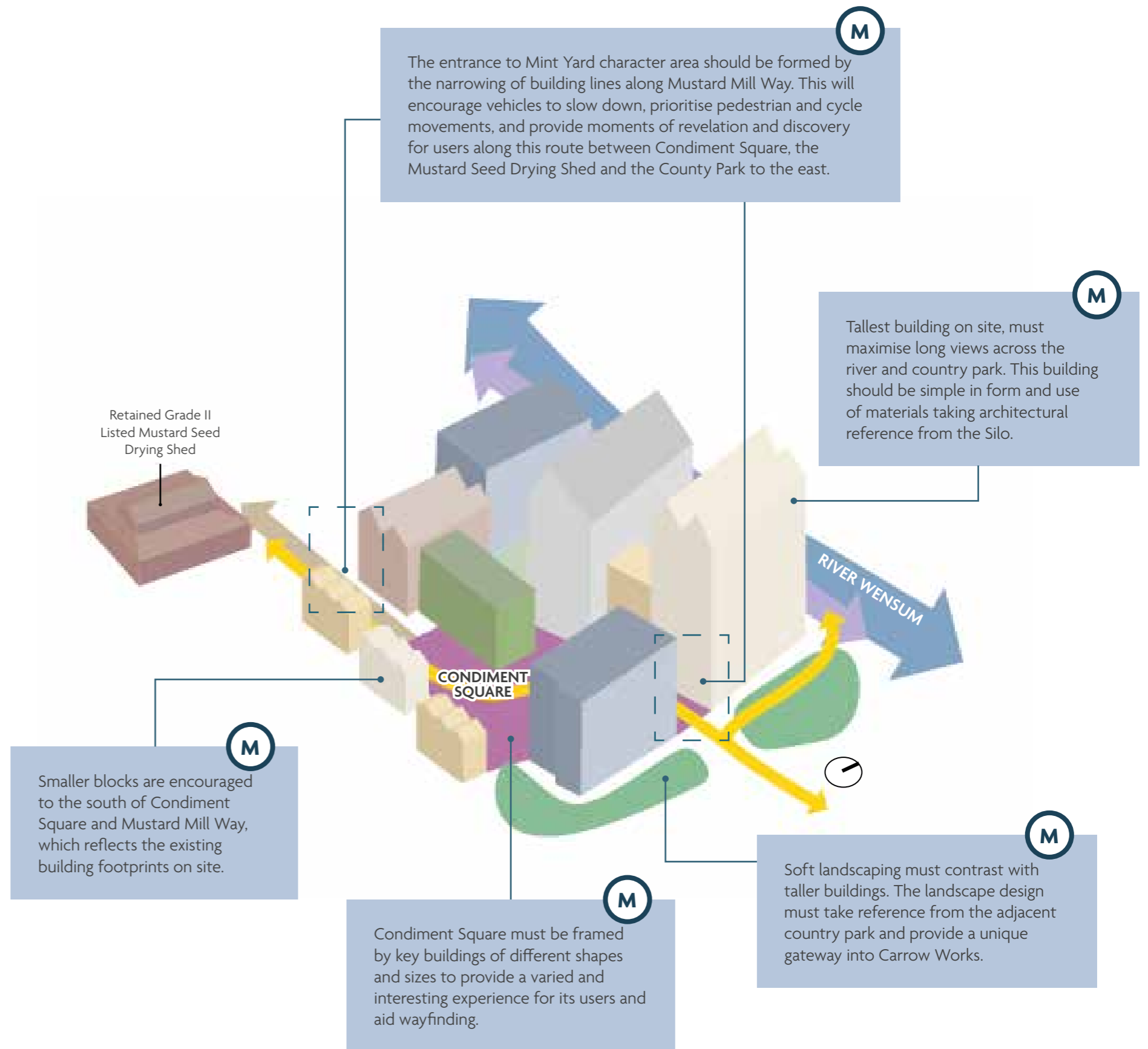
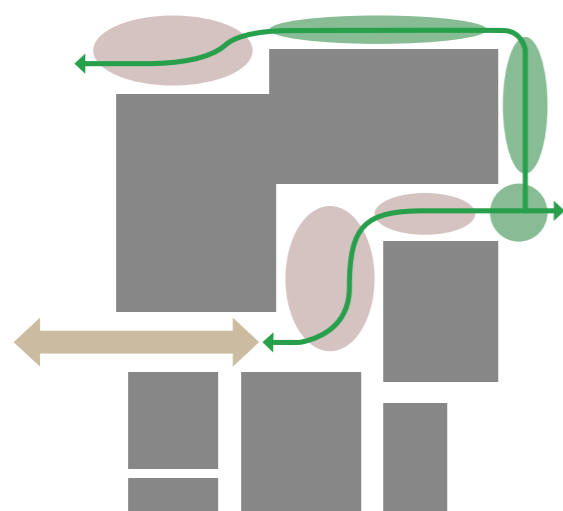
# 10. BUILDING DESIGN

### Built Form Principles

<b>Heights</b>	<ul style="list-style-type: none"> <li>8-11 storeys fronting along River Wensum and Nature Reserve gateway.</li> <li>Up to 14 storeys on the north-eastern corner</li> <li>3-6 storeys south of Condiment Square</li> </ul>
<b>Building Typologies</b>	<ul style="list-style-type: none"> <li>Podium blocks, apartment blocks and terraced housing</li> </ul>
<b>Primary Materials</b>	<ul style="list-style-type: none"> <li>Colman's colour palette</li> <li>Pale bricks as primary material</li> <li>Coloured corrugated/metal panels as feature materials</li> </ul>
<b>Parking Typologies</b>	<ul style="list-style-type: none"> <li>North of Mustard Mill Way, podium parking with access from Mustard Mill Way only</li> <li>Integral and podium parking is permitted to the south of Condiment Square, with limited use of on-street parking.</li> </ul>
<b>Roof Form</b>	<ul style="list-style-type: none"> <li>Varied roofscape to breakup the massing along the river</li> <li>Predominantly pitched roofs along the riverside to reflect the industrial wharf building character</li> <li>Flat roofs for amenity space, attenuation or biodiversity</li> <li>Typically clipped verge/no projecting eaves</li> </ul>

### Building Footprints

Building blocks and public realm should be designed to guide people through the hard and soft spaces. Through narrowing and opening of building lines, a sequence of revelation should be created in Mint Yard.





# 10. BUILDING DESIGN



## KEY LAYOUT PRINCIPLES

### Layout Principles

- Podium blocks with a mix of building types, sizes and arrangements are encouraged to create an attractive and varied urban form.
- Use of smaller building footprints are encouraged to the south of Condiment Square.
- Architectural emphasis should be given to the building façades facing north towards the River, and framing Condiment Square.
- Key Grouping must be designed respectfully, to create a harmonious gateway feature into the site from the Nature Reserve.
- Eastern edge of Mint Yard must be set against landscape buffer, to ensure residential homes are set back from the railway.

### Key Spaces

- A mixture of podium blocks, apartments and terraced houses can be used to provide enclosure, surveillance and definition to key open spaces, play areas and streets.
- A mixture of housetypes and arrangements should be used to create meandering streets and enclosed spaces.
- Soft landscape should define the eastern edge of Mint Yard, that takes reference from the Nature Reserve.

### Street Design

- Pedestrian movements should be prioritised, creating direct routes wherever possible.
- Cyclists should meander through the Character Area, slowing its movement and prioritising pedestrian safety.
- Vehicular, refuse and service accesses should be provided in controlled and infrequent manner.
- Vehicular access to homes are only permitted along zones indicated on the adjacent Layout Plan.
- The centre of the parcels will accommodate car and cycle parking and other ancillary uses. These should generally be screened from view by buildings and landscaping.

### Ground Floor Uses

- Frontages should be activated along Wensum Walk with frequent residential accesses and/or ground floor commercial uses.
- Ground floor commercial uses with spill out spaces are encouraged around Condiment Square.



## Layout Plan



**Layout Principles**

- Parcel Boundaries
- Key Grouping
- Key View
- Key Frontage
- Sensitive and positive relationship with retained listed building
- Landscape Buffer against Railway

**Key Spaces**

- Wensum Walk
- Condiment Square
- Silo Square
- Barley Green
- Indicative location of LEAP

**Street Design**

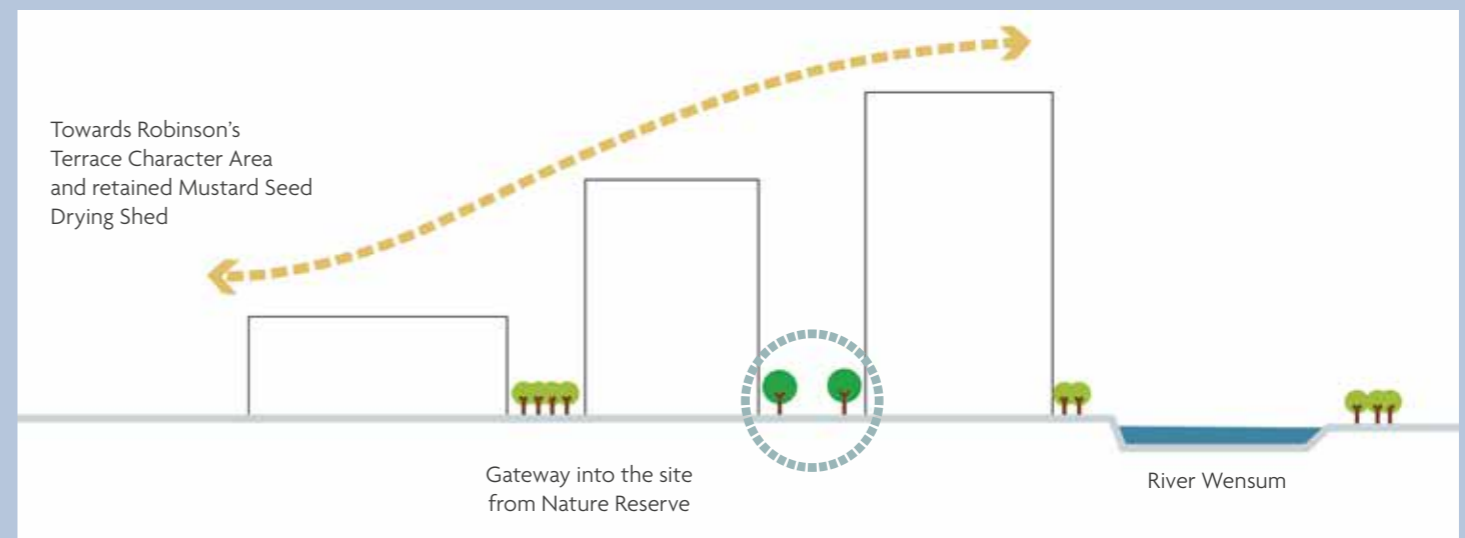
- Mustard Mill Way
- Living Street
- Main Street
- Permitted Zone for Vehicular Access to Parcel
- Key pedestrian and cycle route

**Ground Floor Uses**

- Grade II Listed Building to be retained
- Residential (Use Class C3)
- Residential with Mixed-Use at Ground Floor (Use Class E and C3)

## Building Heights

Building heights will increase from south-west to north-east, sensitively addressing the retained Grade II Listed Mustard Seed Drying Shed and maximising views out onto Wensum River and the Nature Reserve.





Example of double gable buildings adding interest to the river frontage. A combination of inset windows and projecting balconies provide contemporary nod to industrial heritage.



Example of saw tooth roof forms and the use of corrugated panels as primary material to reflect the existing Culinary Unit on the site.



Acceptable approach to design of the tallest gateway building into Carrow Works. Simple and rhythmic forms drawing inspiration from the Silos.



Nicholsons Quarter, Maidenhead

Example of mixed building typologies framing Condiment Square, activated by spill out uses from ground floor mixed-uses areas.



Acceptable contemporary translation of warehouse buildings through the use of coloured corrugated panels as primary material, with simple, large, inset windows. The variance in roof line also helps to create relief along the street scene.



# 10. BUILDING DESIGN

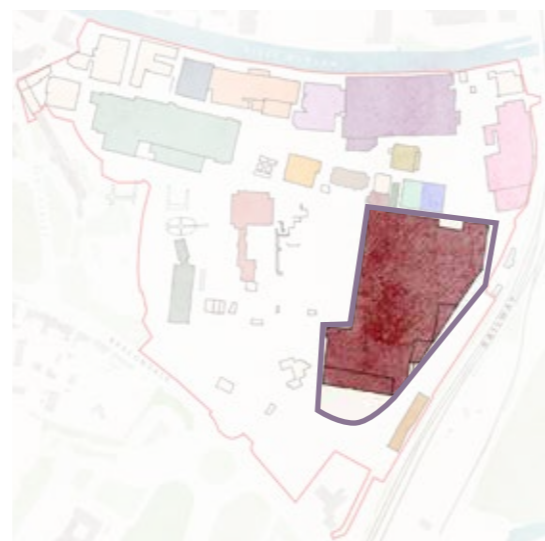
## 10.4.4 ROBINSON'S TERRACES

Drawing upon historic uses of this part of the site, Robinson's Terraces will be the 'living garden', providing green pockets for local food production and weaving its way through tight rows of terraced housing. The housing in this area is influenced by the architecture and character of the traditional terraced workers housing seen around Norwich, such as in Trowse Newton and Lakenham, built by Colman during 19th century for his employees.

A variety of housing sizes along each terrace will be encouraged, ensuring mixed communities and a suitable offering for all. Design principles such as set-backs and orientated roof pitches will be encouraged, to ensure privacy and daylight into gardens.

The housing in the Character Area will be a contemporary interpretation of the traditional Colman's housing, with the use of red brick, regular windows, on-street parking and small, guarded front gardens. Each end of terrace will have a feature corner building, reflecting the traditional village street hierarchy, comprising of a larger house with a different roof form.

### Key Plan



■ Britvic Warehouse (21st Century)



### Historical Reference

Robinson's Terraces today is occupied by Britvic Warehouse. There is no historic significance of the warehouse, although there is a potential to draw from its material palette. Prior to Britvic's occupancy, this area was largely used as an orchard and kitchen garden which cultivated fruit, seeds and plants for production.

The Colman family was renowned for taking a benevolent interest in their workforce and credited for creating a sense of community for their workforce by contributing to their social life as well as building and renting out terraced housing to their workers and their families, including special provision of low-cost accommodation for single women.

New housing within Robinson's Terraces character area must reflect these traditional terraced worker houses and designed with a green trail to provide opportunities for informal gathering through communal food growing.



### Architectural Character and Detailing

- New buildings must take a contemporary approach of traditional terraced housing
- There must be a consistent rhythmic with a limited use of house types to ensure the regularity of street scene.
- Primary materials must be consistent throughout the whole character area, with variation introduced through brick detailing.
- To create variety and interest, architectural features, garages and front doors must use colours which reference the fruit used for Robinson's drinks.
- Roof line must be interrupted by the use of either chimneys or an additional storey.



Terraced housing with a consistent frontage



Contemporary approach to traditional terraced housing



Variety along the street scene through colour front doors



Example of traditional terraced housing within Norwich

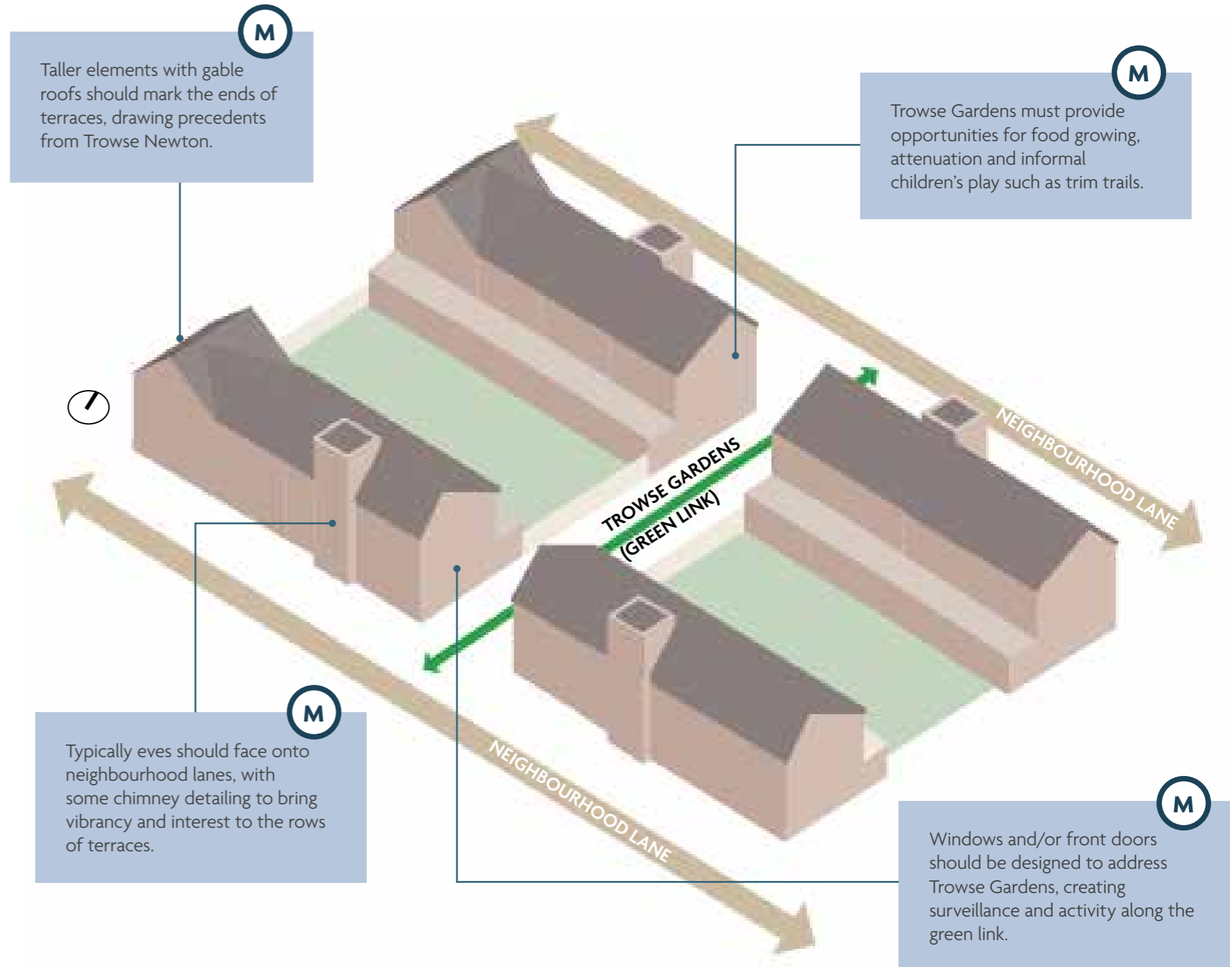
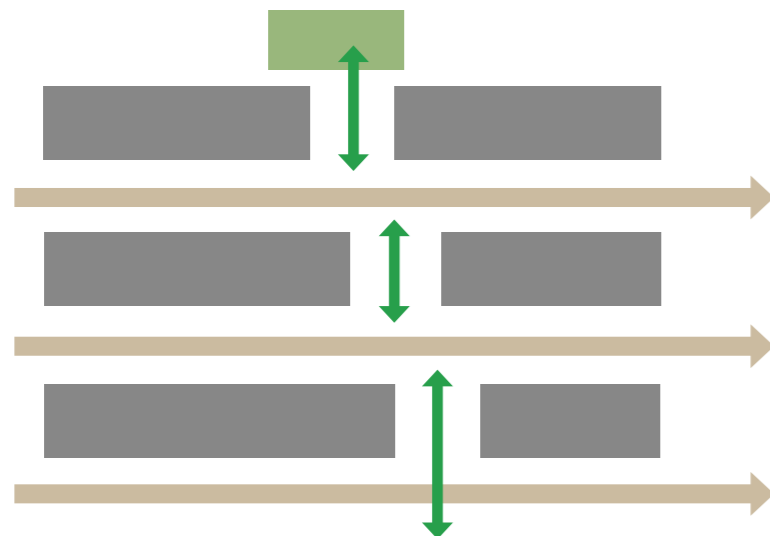


**Built form principles**

<b>Heights</b>	<ul style="list-style-type: none"> <li>Predominately 2-3 storeys, with taller elements on the end of terraces or on key corners.</li> </ul>
<b>Building Typologies</b>	<ul style="list-style-type: none"> <li>Terraced houses</li> <li>Low-rise apartment blocks for 3 storey elements may be permitted.</li> </ul>
<b>Primary Materials</b>	<ul style="list-style-type: none"> <li>Robinson's colour palette</li> <li>Pale red brick as primary material with colourful front doors</li> <li>Grey slate roofs</li> </ul>
<b>Parking Typologies</b>	<ul style="list-style-type: none"> <li>Integral parking</li> <li>On-street parking - Parallel</li> </ul>
<b>Roof Form</b>	<ul style="list-style-type: none"> <li>Varied roofscape with predominantly pitched roofs</li> <li>Feature corner houses to have different roof form, typically hipped</li> <li>Typically gable roofs along the edge of the parcel</li> <li>Typically eaves facing onto neighbourhood lanes</li> </ul>

**Building Footprints**

Building blocks will be regular, set along linear neighbourhood lanes and broken up by green links running vertically through the Character Area. The Green Links, although not necessarily linear, should be connected to one another and link to local gathering spaces and destinations.





# 10. BUILDING DESIGN

M

## KEY LAYOUT PRINCIPLES

### Layout Principles

- Terraces of varied house typologies are encouraged within internal neighbourhood streets to promote multi-generational living and create interest in streetscape and roofscape.
- Buildings must be designed sensitively in regards to choice of materials, detailing and heights, and have positive relationship to the retained Grade II Listed Mustard Mill Drying Shed.
- Side-on frontages along The Abbey & Cottages Character Area is encouraged, to ensure level of privacy is maintained for The Priory Gardens.
- Buildings must front onto the Main Street, ensuring active surveillance is maintained on-street.
- Windows should be designed to address corners and gaps in between buildings, and create natural surveillance along Trowse Gardens. Where possible, front doors should be located along the gardens to ensure that the link remains well-used.

### Key Spaces

- Trowse Gardens (green link) must be provided through Robinson's Terraces that connects Trowse village and Worker's Yard, to Barley Green and Wensum Walk.
- Trowse Gardens and smaller communal green open spaces will be designed to accommodate food growing, play-on-the-way and attenuation features.

### Street Design

- Homes will have direct vehicular access from Main Street, helping to reduce vehicular speeds and promoting activity on street.
- On-street parking will not be permitted along Main Street.
- Internal neighbourhood streets will have on-street parking, designed sensitively with adequate paving and landscape strategy to ensure that parking do not dominate the street scene.

Layout Plan



M

### Layout Principles

- Parcel Boundaries
- Sensitive Edge Treatment to The Priory Gardens (The Abbey & Cottages Character Area)
- Sensitive and positive relationship with retained listed building

### Key Spaces

- Silo Square
- Barley Green
- Trowse Gardens (indicative alignment, mandatory route)

### Street Design

- Main Street
- Living Street
- Mustard Mill Way
- Key pedestrian and cycle route

### Ground Floor Uses

- Grade II Listed Building to be retained
- Residential (Use Class C3)

### Building Heights

A variety of roof forms should be introduced along rows of terraces to create interest along mews street. The buildings are relatively of similar height, but within a row of terraces, heights are encouraged to vary between 2 and 3 storeys, accommodating a mix of housetypes.







Example of side-on housetypes, sensitively addressing The Abbey and Cottages Character Area. This example at Goldsmith Street in Norwich illustrates an acceptable approach to mews street with discreet on-street parking and varied house typologies that encourage multi-generational living. The diverse mix of homes introduce further interest in the street and roofscape.



Example of acceptable approach to contemporary interpretation of neighbourhood street that takes precedent from Colman's workers housing.



Example of linked terraced typology with integral garages to remove cars from streetscape.



Example of acceptable approach to Trowse Gardens, with windows or doors addressing the key space / route to create natural surveillance. Local activities should be encouraged by adding key features such as growing areas, play on-the-way and street furniture. Attenuation features like rain gardens should also be incorporated along the green link design.



# 10. BUILDING DESIGN

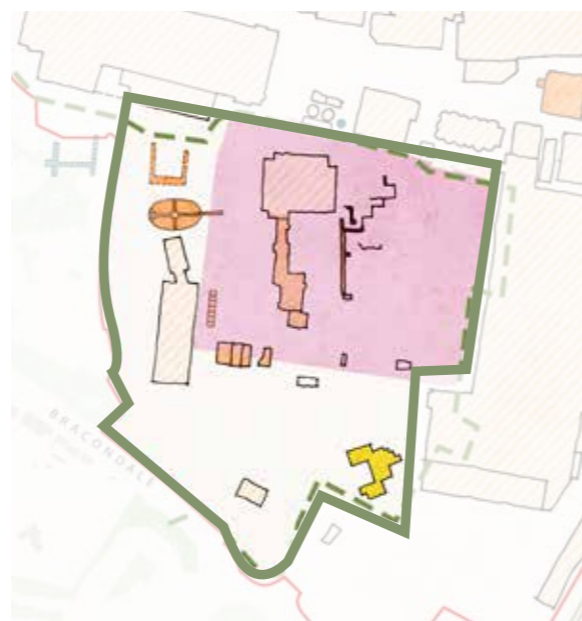
## 10.4.5 THE ABBEY & COTTAGES

The Priory Gardens are home to a number of historically significant buildings and a scheduled ancient monument area dating prior to Carrow Works industrial site. As such, the area will form a more private and quiet residential area that respects the heritage and is enhanced by the lush and mature green surroundings.

Sitting in the centre, the Grade I listed abbey is the heart of this character area. The proposal will reinstate the most important historical routes, views and spaces around the Abbey and restore much of the hard standing to green wildflower gardens.

New homes in this Character Area will be larger family homes, and must be outside the boundary of the Scheduled Ancient Monument area (with the exception of sitting on the footprint of existing 20th century buildings). As a general rule, new houses should be located on the footprint of existing buildings that are to be demolished, or on existing areas of hard standing.

### Key Plan



- Listed buildings
- Priory Ruins
- Scheduled Ancient Monument Area
- Conservation Area
- Locally listed buildings
- Heritage Assets

### Historical Reference

As a secluded, purely residential area, the development will be designed and planned with respect to the Grade I listed Abbey, Garden Lodge, Stable Cottage and various other heritage assets. Drawn from in depth historical analysis of the site, this area must adhere to the following design principles:

- New buildings must be developed either on the footprint of existing 20th Century buildings or on existing hard standing.
- New buildings must be developed outside the Scheduled Ancient Monument area, with the exception of housing on the existing Dining Hall footprint.
- Listed and heritage landscape assets such as the Sunken Gardens, Pet Cemetery, Flint Wall, Glasshouses, Rustic Summer House and Reeder House must be retained and protected. Where possible, the landscape design must positively respond to these assets.

The landscape strategy will be designed to enhance the secluded nature of this part of the site. New pedestrian only pathways will guide visitors around various parts of the area, allowing the historical features to be enjoyed whilst respecting their sensitivity.



### Architectural Character and Detailing

- The architecture of the new buildings must be simple in form, with subtle inspiration taken from the Abbey, reflecting its roof pitches, materials, and fenestration.
- New housing must be developed to frame the listed buildings and give them room to breathe.
- New housing must be designed to be simple in form and material palette in order to be subservient to the existing listed buildings.
- Architecture of the new housing must reflect the existing listed buildings in the area in a contemporary way, using similar materials and roof pitches.



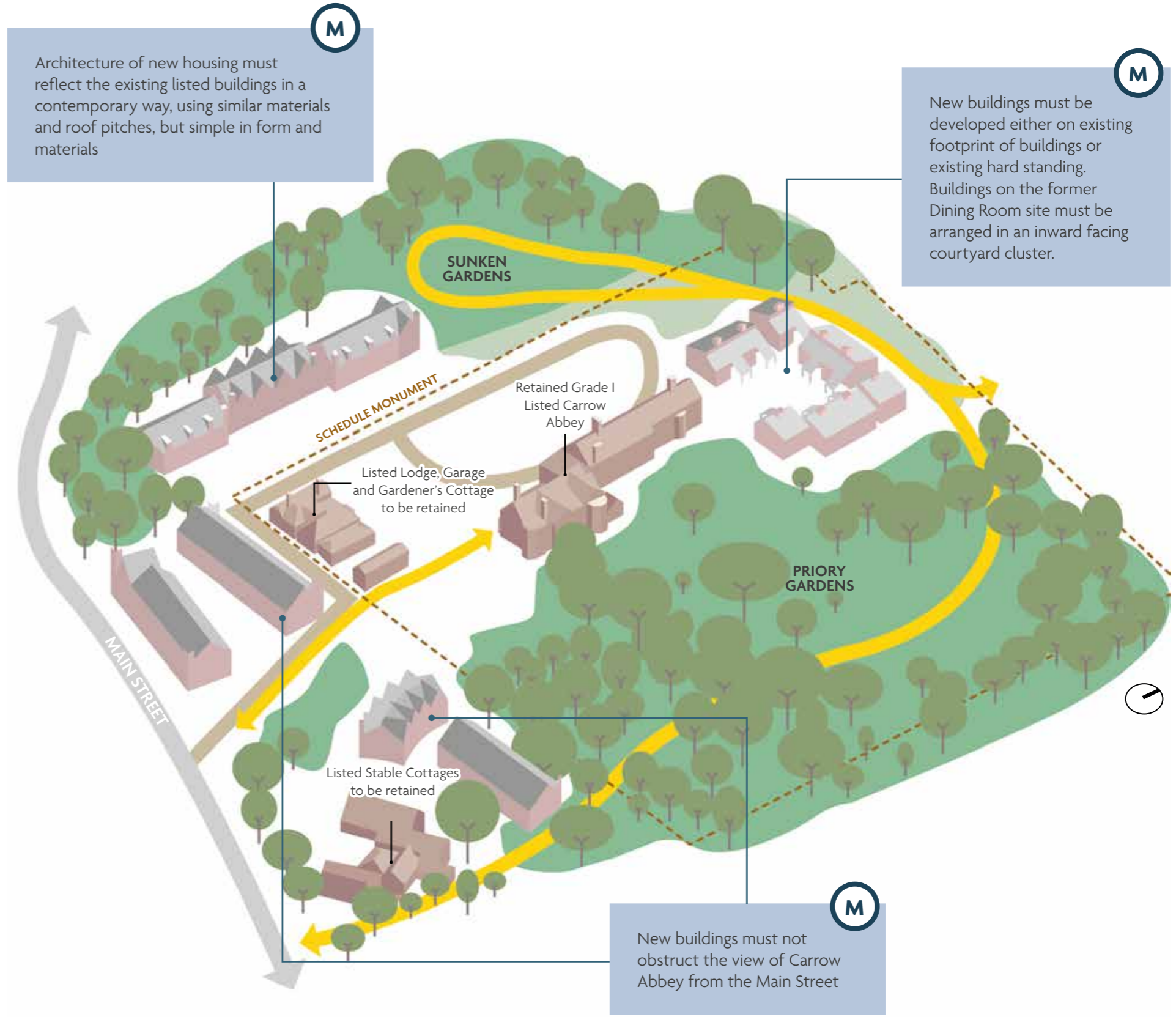
# PART C: BUILT FORM

## 10. BUILDING DESIGN



### Built Form Principles

<b>Heights</b>	<ul style="list-style-type: none"> <li>2-3 storeys outside the Scheduled Monument area</li> <li>Maximum 2 storeys within the Scheduled Monument area</li> </ul>
<b>Building Typologies</b>	<ul style="list-style-type: none"> <li>Large family housing</li> </ul>
<b>Primary Materials</b>	<ul style="list-style-type: none"> <li>Carrow Abbey colour palette</li> <li>Pale/grey brick and flint as primary material</li> <li>Muted, natural colour palette</li> </ul>
<b>Parking Typologies</b>	<ul style="list-style-type: none"> <li>Integral garage/carport</li> <li>On-plot between dwellings</li> <li>On-Street parking - parallel</li> <li>Shared parking court</li> </ul>
<b>Roof Form</b>	<ul style="list-style-type: none"> <li>Outside of the Scheduled Monument Area, roof form should reflect the pitches of the existing buildings</li> <li>Within the Scheduled Monument Area, roofs should be simple, low pitches and designed to allow inward facing housing typology</li> </ul>



Architecture of new housing must reflect the existing listed buildings in a contemporary way, using similar materials and roof pitches, but simple in form and materials

New buildings must be developed either on existing footprint of buildings or existing hard standing. Buildings on the former Dining Room site must be arranged in an inward facing courtyard cluster.

New buildings must not obstruct the view of Carrow Abbey from the Main Street



View looking to Carrow Abbey from Main Street



# 10. BUILDING DESIGN



## KEY LAYOUT PRINCIPLES

### Layout Principles

- Repeated housing typologies are encouraged along a street to create linear, rhythmic terraces
- Buildings must be designed sensitively in regards to choice of materials, detailing and heights, and have positive relationship to the retained Grade I listed Carrow Abbey and ancillary buildings
- Housing on the footprint of the Dining Hall should be inward facing with shared internal garden courtyard. The design should recreate the “walled” and protective relationship the existing Dining Hall has with the Abbey.
- Buildings must front onto the roads and main pathways within the Character Area to create natural surveillance.
- Buildings must not front onto any roads outside the boundary of the Character Area to ensure the secluded nature or the area is retained.
- Windows should be designed to address corners and gaps in between buildings, and create natural surveillance in surrounding gardens.

### Key Spaces

- Abbey Drive and Stable Meadow must provide clear view from the Stable Cottage up to the Garden Lodge and Carrow Abbey.
- The Pet Cemetery must be retained and protected. The proposed layout should celebrate the historic asset.
- The Sunken Gardens must be retained and protected. The proposed layout should celebrate the historic asset allow members of the public to enjoy it.
- The Glasshouses must be retained and protected. The proposed layout should celebrate the historic asset allow members of the public to enjoy it.

### Street Design

- Homes will have direct vehicular access from Abbey Drive, helping to reduce vehicular speeds and promoting activity on street.
- On-street parking should be avoided with the exception of where driveways would harm sensitive areas of landscape, such as Stable Meadow.
- Abbey Drive will have pedestrian pavement on one side to reduce the amount of hard landscaping and allow the green nature of this area to be experienced and enjoyed.

Layout Plan



**Layout Principles**

- Parcel Boundaries
- Sensitive Edge Treatment
- Sensitive Boundary Treatment between public and private spaces
- Sensitive and positive relationship with retained listed building
- Indicative views to Retained Carrow House

**Key Spaces**

- Sunken Garden
- Priory Garden
- Stable Meadow
- Chimney Park
- ▲ Indicative LAP
- ↔ Key pedestrian / cycle movement
- ↔ Key pedestrian only movement
- ↔ Indicative pedestrian access route to Chimney Park

**Street Design**

**Main Street**

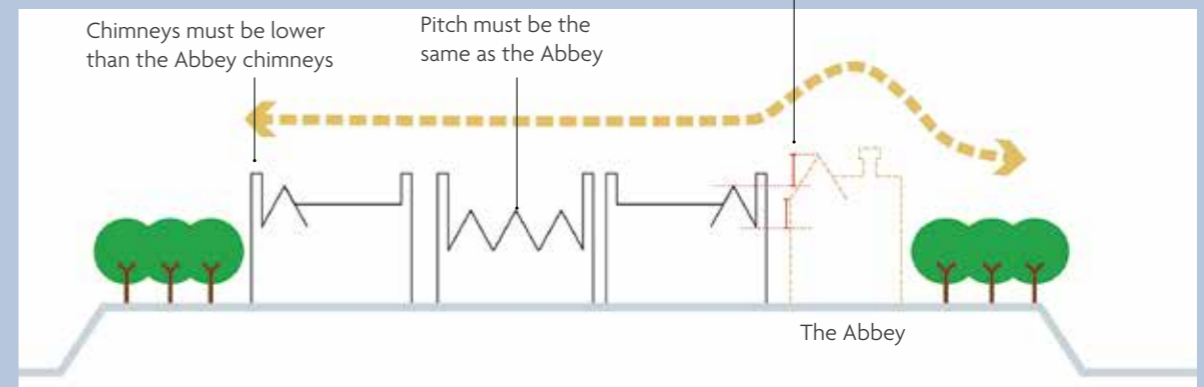
- Abbey Drive
- Abbey Drive (indicative link)

**Ground Floor Uses**

- Grade II Listed Building to be retained and refurbished for Residential Use
- Residential (Use Class C3)

### Building Heights

New homes will be designed so that the eaves heights are lower than the Abbey eaves, and ridge heights lower than the Abbey ridge heights. Roof pitches should match that of Carrow Abbey, with the exception of Priory Cloister, which should have simple, inward facing roof forms and must not exceed 2 storeys in height.





Example of acceptable approach to contemporary reflection of architecture of an existing listed building, using simplified facades, mimicking roof pitches and complimentary materials.

Brighton College Boarding House, Brighton. McLaren Group. [mclarengroup.com/projects](http://mclarengroup.com/projects). April 2018. ©



# 10. BUILDING DESIGN

## 10.4.6 WORKER'S YARD

Worker's Yard marks the entrance to Carrow Works from Bracondale and also acts as a buffer between the railway and Robinson's Terraces. This area will be characterised with contemporary design that makes sensitive reference to the industrial heritage of the site.

Worker's Yard will have a large commercial offering at the entrance to the site, inviting both visitors and residents. High density housing will be provided above the commercial. Use of coloured and metal cladding will make reference to the existing buildings on site and create a visual link along the railway buffer up to Mint Yard.

Industrial buildings within Worker's Yard will be simple in form and use of materials, providing a nod to the history of the site through function rather than form. Existing trees are to be added to in order to enhance the buffer from the railway and keep the privacy of homes on Robinson's Terraces facing onto Main Street.

The area will connect to Robinson's Terraces by continuing Trowse Gardens pedestrian link down to Trowse Railway. The pedestrian and cycle route will change from wide and green to harder surfaces to reflect the transition in character areas.

### Key Plan



### Layout Plan



**Layout Principles**

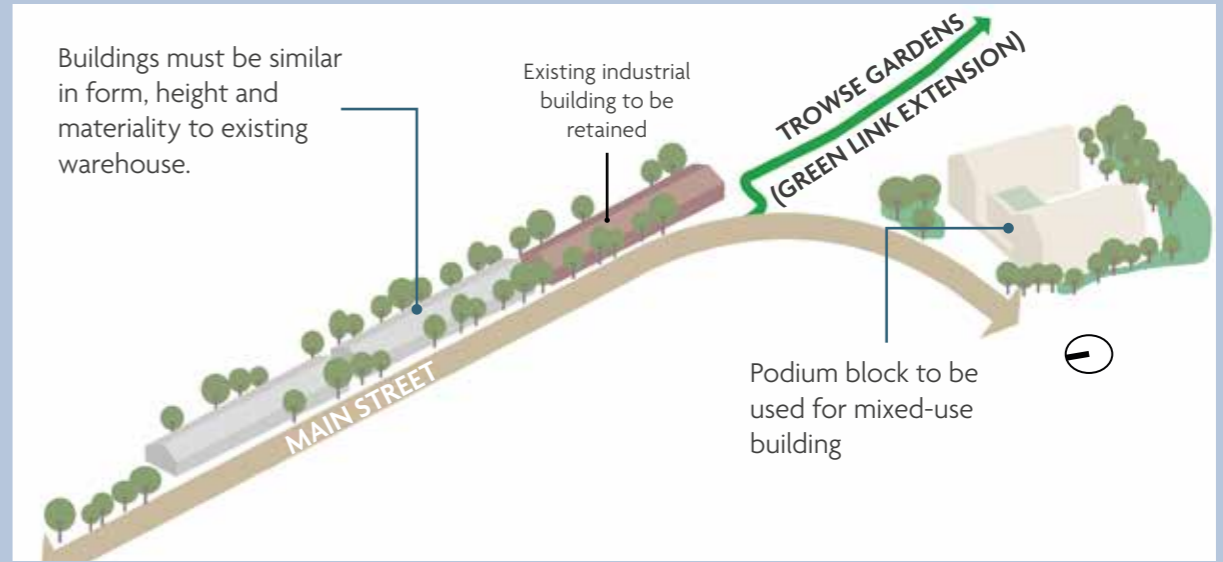
- Parcel Boundaries
- Key Industrial Frontage
- Key Mixed-Use Frontage

**Street Design**

- Main Street
- Key pedestrian and cycle route

**Ground Floor Uses**

- Industrial (Use Class B2)
- Existing buildings to be retained (Use Class B2)
- Residential with Mixed-Use at Ground Floor (Use Class E and C3)



### KEY LAYOUT PRINCIPLES

#### Layout Principles

- Proposed industrial buildings must be simple in form, height and materials to the existing warehouse building.
- The facade design of industrial buildings fronting onto residential use, must be designed carefully and sensitively so it does not negatively impact the adjacent homes.
- Buildings must have regular window openings fronting onto the Main Street roads and main pathways within the Character Area to create natural surveillance.
- Access to parking areas must be from the Main Street and not from Bracondale.
- The mixed-use building should be a podium block with the same built form principles and materials as mixed-use building in Mint Yard character area, creating a visual connection between north and south.

#### Key Spaces

- Soft landscape must be used to define the boundary of car parking for the mixed-use and industrial areas.

#### Street Design

- Pedestrian movements should be prioritised, with a pedestrian connection provided between the Main Street and Bracondale along Trowse Garden green link.



Acceptable contemporary translation of warehouse buildings through the use of coloured corrugated panels as primary material, with simple, large, inset windows. The variance in roof line also helps to create relief along the street scene.



Existing warehouse building in Worker's Yard, an example of the simple form and materiality acceptable for industrial buildings in this area.





# 10. BUILDING DESIGN

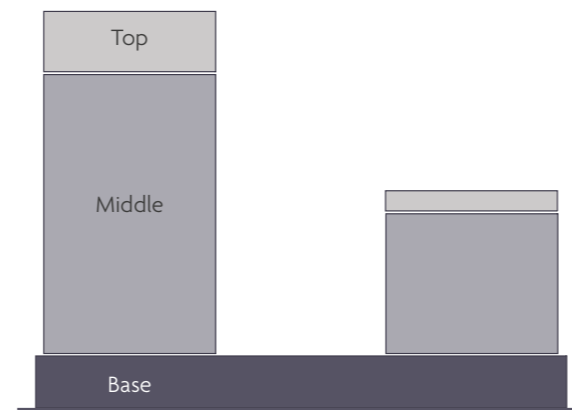
## 10.5 MIXED-USES

Mixed-uses form an integral part of the masterplan and will contribute to greater levels of activity and vitality, particularly along Mustard Mill Way and around key gateways of the development. These uses will be located at the ground and first floor levels of buildings and should be expressed in a way which clearly differentiates from adjacent residential uses.



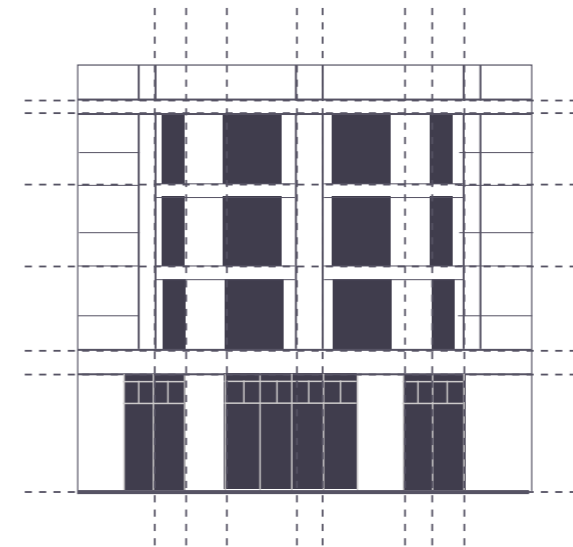
### Key Design Principles

- Mixed-uses must be clearly articulated within the building as a whole.
- A degree of diversity must be included to differentiate between uses and create visual interest.
- Commercial frontage must be sympathetic to the rest of the building in terms of scale, proportion and language.
- Main entrances must be clearly defined and long frontages should incorporate secondary entrances.
- The provision of large areas of glazing to provide active frontage and adequate internal lighting levels is encouraged but must take account of likely internal arrangements and the need for privacy in some areas.
- Servicing and storage must be located to the rear of buildings or beneath podium decks and must not be located on the frontages to key spaces, unless unavoidable. Where short lengths of inactive frontages are unavoidable, every effort must be taken to enhance their appearance.
- There must be active uses at the front of the building and clear views onto the street.
- Where appropriate to the use, and space allows, provisions must be made for activity to spill-out at ground level.
- Spill-out spaces must be managed and designed as part of the overall building facade.
- Signage must be clear, legible, and sensitively designed to support the wider character.
- The need for canopies or security shutters should be considered at an early stage and integrated into the elevational design. Security shutters should be internal if required and not be solid.
- Ancillary uses such as servicing and storage should be accommodated to the rear of buildings or beneath podium decks where possible and must not be located on the frontages to key spaces, unless unavoidable.
- Space for non-residential uses should be designed with sufficient adaptability to allow change over time, for example, easy future sub-division into smaller units.



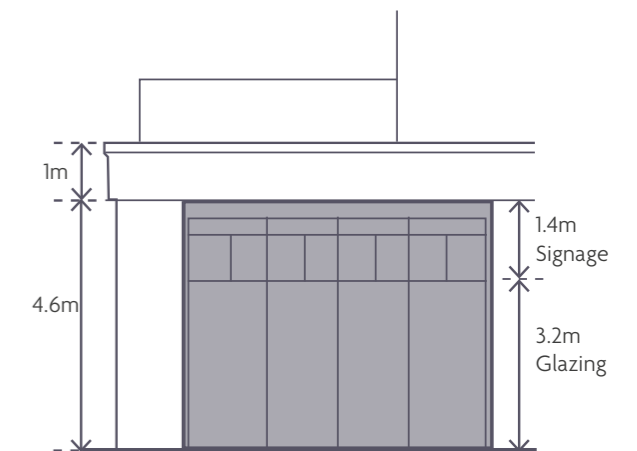
### Façade Hierarchy

Mixed-uses must be clearly articulated at the base of the building. Subtle projections, material changes or detailing can be used to distinguish the ground level from the upper floors. Materials used at the base should be high quality and durable as they are subject to touch.



### Frontage Hierarchy

Fenestration must be designed so that it provides clear views onto the street from inside, and the interior should be organised so that there are active uses at the front, particularly on the ground floor level. The scale and height of frontages must be well proportioned to allow for signage and display/active use.



### Clear Signage

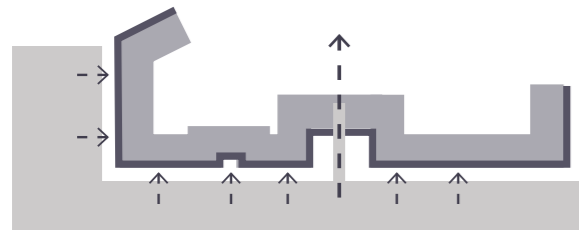
Signage should be considered from the outset, both in terms of overall character of the individual unit and in the context of site-wide branding strategy. Signage for commercial buildings should be in a clearly defined zone between ground and first floors. The use of branded adhesive films should be avoided. Hanging signs should generally be placed 2.8m above pavement level and at least 1m from the kerb to avoid potential damage.





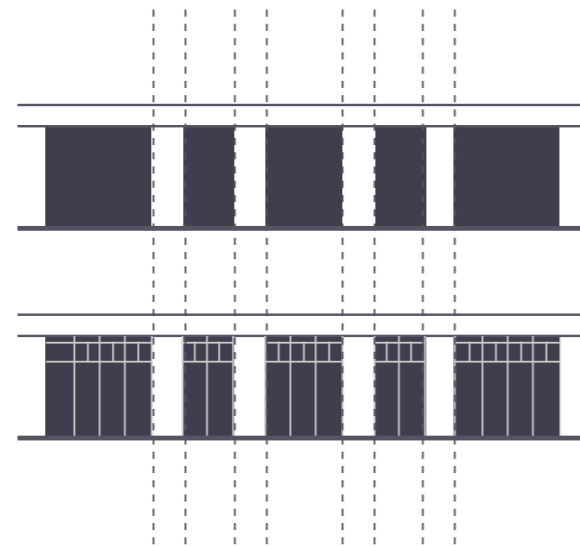


# 10. BUILDING DESIGN



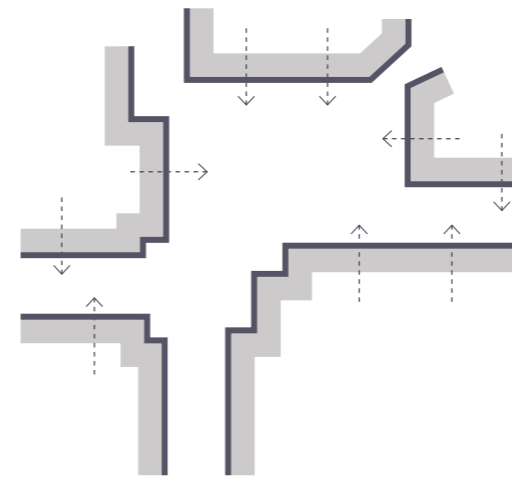
### Clear Entrances

Main entrances must be located and clearly identified along the street through the use of elements such as framing, recesses and variation in material. Long frontages should incorporate entrances at regular/frequent intervals. This will improve natural surveillance throughout the day and make the area vibrant.



### Visual Diversity

Mixed-use frontages are encouraged to celebrate character and identity through variation, colour and interest. Gridded fenestration and varied bay widths will also help to break the continuity of long frontages, while introducing a sense of rhythm and scale.



### Overspill Activity

Every opportunity must be taken to create frontages that engage with the street and where threshold space is sufficiently wide, uses should be encouraged to spill out into the adjacent spaces.

## 10.6 SECURITY OF PREMISES

The security of premises is important, but this should be achieved in a way which does not detract from the overall quality of the built environment, particularly when premises are closed.



### Key Design Principles

- Security should be considered from the initial design stages through application of the principles of Crime Prevention through Environmental Design (CPTED) to avoid any need for later, unsightly retrofitting.
- Physical security measures should not be visually dominant, in particular, security shutters should not be used.
- Shop fronts should use shatterproof, toughened or laminated glass.

### Security Shutters

The security of premises is important, but this should be achieved in a way which does not detract from the overall quality of the built environment, particularly when premises are closed.

Security shutters will not be permitted. In exceptional circumstances, internal, perforated or lattice roller shutters that sit behind the shop window may be allowed, subject to agreement.





# 10. BUILDING DESIGN

## 10.7 BUILDING ELEMENTS AND DETAILING

The design and detailing of building elements is of fundamental importance to the overall perception of quality of the proposals. Not only does it affect the appearance of individual buildings in the present, but also the manner in which they weather, and therefore how they will look in years to come. Carefully considered detailing has the potential to turn ordinary buildings into beautiful buildings.



### Key Design Principles:

- The construction of buildings should demonstrate skilful craftsmanship but avoid unnecessarily complicated detailing.
- Inspiration should be taken from the detailing of existing buildings on the site and in the wider area to reflect the industrial history of Carrow Works and create a distinct new character for the new neighbourhood.



### Residential Entrances

- The main building entrance should be visible from the public realm, clearly defined and create a sense of arrival.
- The design and scale of the entrance should be proportionate to the scale of the building and the number of people using it and complement the architectural language of the building as a whole.
- The entrance area should use high quality materials with a distinct character to provide visual (and tactile) interest, while being robust and easy to maintain.
- The design of entrances should carefully integrate signage, lighting, intercoms, and postboxes (if required externally) to ensure a coordinated approach.



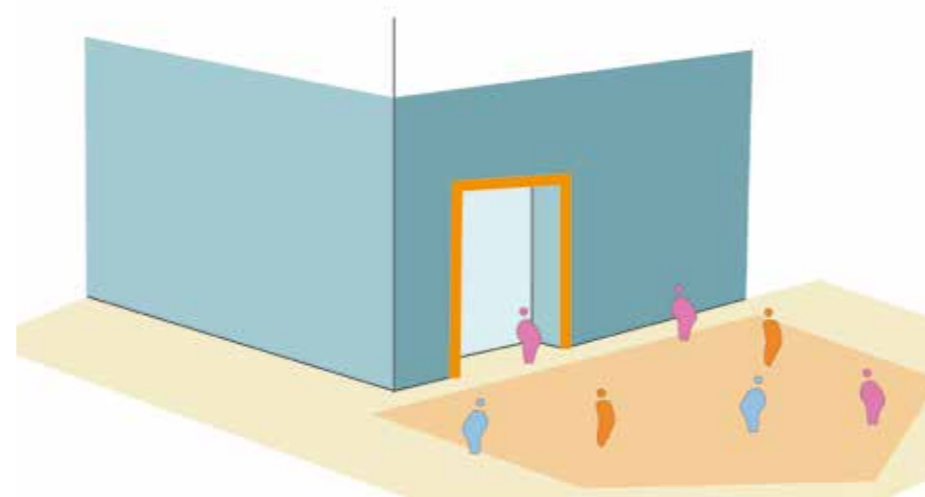
### Porches and Canopies

- A porch or canopy should be provided at the principal entrance to every dwelling or business to provide shelter from the elements.
- Porches and canopies should be sufficiently deep to provide meaningful shelter. A minimum of 700mm is required.
- Porches and canopies should be integral to the design of the elevation and not be overly dominant.
- The use of GRP (Glass Reinforced Plastic) composite elements for pre-formed structures including porches and bay windows is unlikely to be acceptable. An exception may be made for those which are designed and manufactured to a very high quality.



### Front Doors

- Front doors, whether to communal building entrances or individual dwellings, should be robust, high-quality and of a style and scale which complements the overall character of the building.
- Ironmongery should be carefully chosen to complement the style of the door and provide robust service for many years (this is a key indication of building quality for residents and visitors).
- All front doors must be recessed a minimum of 75mm from the finished face of the building.
- uPVC doors must not be used.



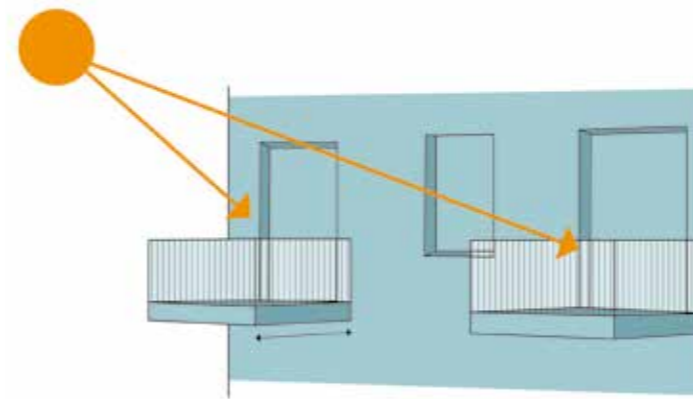


# 10. BUILDING DESIGN

## Balconies

M

- Balconies must be designed and located to ensure that they are useable:
  - Balconies must have a minimum depth of 1.5m (with the exception of Juliet balconies).
  - They must achieve a good balance between access to daylight and sufficient privacy for residents. The detailed design of railings and the inclusion of screens/shutters may usefully contribute to this.
- Balconies must have a level threshold with an outward opening door.
- Balcony soffits must be solid and carefully designed with consideration for views from below.
- Balconies with an area of more than 6m<sup>2</sup> must be actively drained, utilising a discreet design solution which avoids swan-necks and multiple, visually dominant downpipes. Equal consideration must be given to the free draining of balconies of less than 6m<sup>2</sup>.

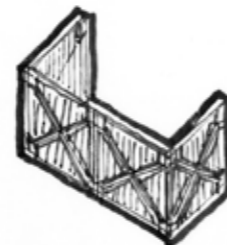


Balconies must be carefully designed and located to achieve good access to daylight and should have a minimum depth of 1.5m.



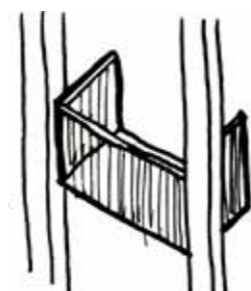
### 'WRAPPED'

Homogenous railing wraps perimeter of balcony.



### 'BRACED'

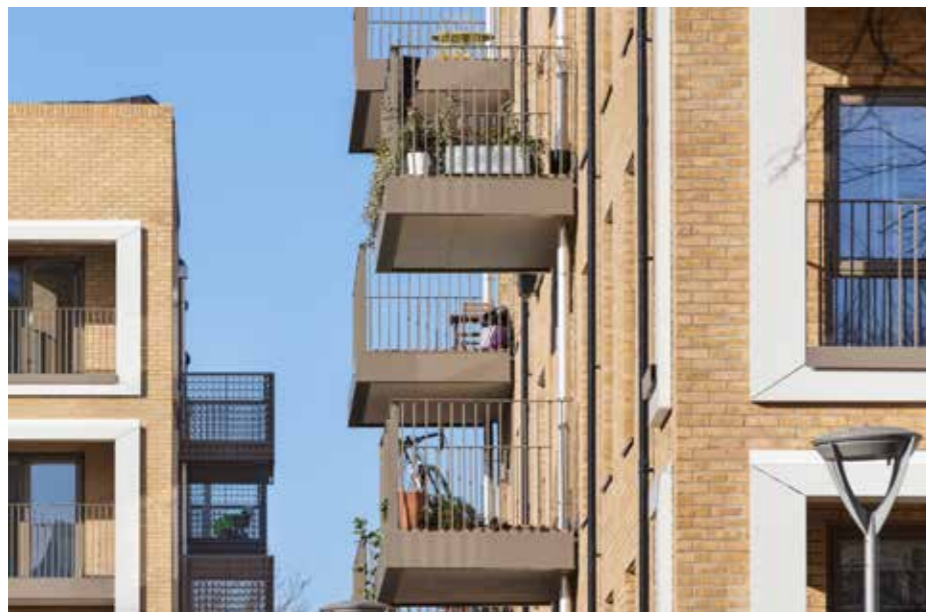
Large format diagonal bracing with inner run of fine vertical balustrading.



### 'GRID'

Balcony wrapped in homogenous railings inset between building panel grid structure.

Illustrative balcony typologies showing design detailing derived from the existing character of the site.



## Windows

M

- Windows must be of high-quality with slim profile frames.
- The colour, thickness of frame, quality and design of windows must be consistent on all elevations of a building.
- The use of a limited palette of window types with a vertical emphasis is encouraged.
- All windows will be recessed a minimum of 90mm from the face of the building elevation.
- The use of uPVC window frames is discouraged, unless they can be demonstrated to be high-quality.

## Rainwater Goods

M

- External rainwater goods, including guttering and downpipes, must not detract from the overall composition of the building elevation and must be carefully positioned to minimise visual clutter, avoiding unsightly alignments and junctions.
- External rainwater goods must be avoided on street-facing elevations where possible, and particularly on important elevations facing onto key public spaces.



# 10. BUILDING DESIGN

## Residential Signage

Residential signage provides an important opportunity to strengthen the identity of the new neighbourhood and express varying character and uses.

- The design of signage must be considered at an early stage so that it is well integrated with the façade design.
- The approach to signage must be coordinated across the site.
- The name or number of every building must be easy to find and clearly visible from the street frontage to facilitate visitors and deliveries.

## Building Services

- Plant and equipment on roofs must be discreetly located and screened, having regard for long range views. It must also be set back from the building edge (or inside face of parapet wall) by a minimum distance of 1.5m to facilitate maintenance and protect views from street level.
- The positioning and configuration of renewable energy plant and equipment should be carefully considered as part of the overall design and appearance of the building.
- Adequate natural and/or mechanical ventilation must be carefully incorporated into the façade design to avoid unsightly vents, particularly at street level.
- Pipes, flues and vents must be architecturally integrated through design to reduce visual intrusion.
- Any meter boxes provided for dwellings with individual street entrances must be hidden or semi-concealed and designed such that they do not detract from the quality of the public realm.

## Ancillary Uses

- Ancillary uses must be accommodated to the rear of buildings or beneath podium decks where possible and must not be located on the frontages to key spaces, unless unavoidable.
- The length of building frontage occupied by ancillary uses must be minimised and long runs broken up with residential or other more active uses.
- Entrances to ancillary uses must be discreetly located with simple, robust detailing. Particular consideration must be given to the design of doors serving refuse stores which will be susceptible to damage from regular use.
- Adequate space must be provided in front of entrances to allow easy access and avoid damage to surrounding landscaped areas or parked vehicles.
- Where short lengths of blank frontage to ancillary uses are unavoidable, positive design strategies must be taken to enhance their appearance. The use of textured brickwork, decorative metal screens, or vertical greening are examples of possible treatments.



Discreetly located entrance to car park and textured, timber façade to sub-station

The location of ancillary uses such as car parks, refuse stores, cycle stores and back of house functions within the development parcel and how they are accessed, has the potential to impact negatively on the appearance and character of streets and spaces. Long stretches of building frontage dominated by blank walls and service doors are both unattractive and contribute to poor community safety due to a lack of passive surveillance. For these reasons, these elements of the proposals should be very carefully designed and located.





# 10. BUILDING DESIGN

## 10.8 PARKING TYPOLOGIES

Car parking should be designed to minimise the visual impact of vehicles within the street scene. An important way of achieving this is to introduce a variety of parking solutions within an area and therefore, as a general principle, each character area will be expected to comply with the typologies set out in the table on the right.



### General Principles

- Types of car parking within Carrow Works must be selected from the Parking Typologies Library on the following pages.
- Within development parcels any of the permitted typologies may be used, but they must reinforce the identity of individual character areas and relate to the building typologies used.
- Reserved matters application must refer to local parking standards.
- In appropriate circumstances a lower provision of parking may be acceptable. In determining the standard for a proposed residential development regard must be made to the location and adequacy of public transport alternatives to the car, the potential impact of on-street parking, and whether a green travel plan has been prepared including sustainable alternative measures such as car clubs.
- Car parking must be designed to minimise the visual impact of vehicles within the street scene. As part of this each development parcel/character area should include a carefully controlled range of parking solutions, well coordinated with the built form.



### Residential Parking Principles

- Each dwelling must be provided with sufficient parking to meet acceptable levels in agreement with key stakeholder at the time a Reserved Matters application is submitted.
- Generally parking for individual dwellings will be provided on-plot or on-street. A limited number of rear parking courts will be permissible, subject to ensuring that the proposed parking is well overlooked and close to the homes it serves.
- Integral garages must be positioned to one side, and not be located on the principal section of the front elevation.
- Cars parked on driveways must not sit forward of the 'building line' to prevent over-dominance of vehicles in the street scene.
- No more than 4 perpendicular parking spaces must be provided in a row without sub-division by a landscape strip of minimum 1.5m wide or a large tree.
- No more than 3 on-street parking spaces, parallel to the carriageway, must be provided without sub-division by an area of landscape sufficient for the planting of at least one street-tree or shrub planting.

### Parking Layout

The layout and detailed design of vehicle parking should take account of the following:

- The type and number of vehicles that are expected to be parked at the site.
- The height, width, length and manoeuvring characteristics of those vehicles.
- The need to avoid complicated, or excessive manoeuvring and reversing of vehicles, in order to reduce risk of accidents.
- The provision of parking spaces that are sufficiently wide as to avoid the risk of damage from opening doors.



Minimise the visual impact of car parking within the street scene by varying the parking typologies, use of planting and positioning of street furniture and dwellings.



The full range of potential parking typologies for residential and mixed use development is described here, with further explanation of each typology's defining characteristics. Reserved Matters Applications will be required to clearly describe the range of parking typologies proposed.

PARKING TYPOLOGY	DESCRIPTION	EXAMPLES <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">M</span>
<b>On-Street Parking - Parallel</b>	<ul style="list-style-type: none"> <li>No more than three spaces in a row*, with each group separated by a landscape break sufficient to accommodate specimen shrub planting or a tree (may be within soft landscape or tree pit within hard landscape depending on street character).</li> <li>Parking and adjacent landscape treatments must be designed to prevent unauthorised parking.</li> </ul> <p><i>*Exception made in Mustard Quarter Character Area</i></p>	
<b>On-Street Parking - Perpendicular</b>	<ul style="list-style-type: none"> <li>Suitable for use on shared surface streets without footway on same side as parking.</li> <li>Serving clusters of 4-6 dwellings.</li> <li>No more than four spaces in a row, with each group separated by a landscape break of minimum 1.5m wide to accommodate specimen shrub planting or a tree (may be within soft landscape or tree pit within hard landscape depending on street character).</li> <li>Hedging and landscape treatments used to define the rear and sides of spaces.</li> <li>Hard landscape strip as required to allow pedestrians to readily manoeuvre around parked cars and avoid damage to landscape</li> </ul>	
<b>On-plot Between Dwellings</b>	<ul style="list-style-type: none"> <li>Parking spaces must be set behind the building line. There may be exceptions where this is not possible but it should happen in limited instances.</li> <li>Spaces will be designed so as not to allow for tandem parking projecting forward of the building line.</li> <li>The width of parking between buildings will not exceed one space.</li> <li>Spaces must be designed to ensure that there is enough room for people to bring bins out and cars to manoeuvre.</li> </ul>	

PARKING TYPOLOGY	DESCRIPTION	EXAMPLES <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">M</span>
<b>Integral Garage/Carport</b>	<ul style="list-style-type: none"> <li>Spaces will be designed so as not to allow for tandem parking projecting forward of the building line.</li> <li>There must be clear delineation between driveways for adjacent properties.</li> </ul>	
<b>Shared Parking Court</b>	<p>Each parking court to include no more than 16 spaces - larger areas of parking should be divided into distinct areas separated by landscape buffers of at least 2m in width including trees and shrub planting.</p> <ul style="list-style-type: none"> <li>Layout and landscaping to be considered as a whole to create a coherent space.</li> <li>Walls and/or landscaping must be used to create a good sense of enclosure. The width of the vehicular access point must be minimised to limit visibility of parked cars from the street.</li> <li>Where landscape strips are provided between parking spaces, these must be at least 0.6m in width.</li> <li>The parking court must include an area of space where a medium or large tree can be planted (no closer than 7m or 10m to the nearest building respectively) in a location where it will be visible from the street.</li> <li>Rear vehicular and parking court access and pedestrian/cycle-only access to the front.</li> </ul>	
<b>Podium Parking</b>	<ul style="list-style-type: none"> <li>Shared parking area beneath landscaped podium garden, surrounded by apartments providing visual screening.</li> <li>Controlled vehicular access from street with automatic gates/shutters for security.</li> <li>Direct pedestrian access provided to building stair/lift cores (where fire strategy allows) or direct to street.</li> <li>May also incorporate communal cycle store.</li> <li>Minimum number of spaces to meet the needs of surrounding buildings.</li> </ul>	





A stylized illustration of a community center courtyard. The scene is composed of flat, geometric shapes in shades of blue, yellow, and white. In the foreground, several people are depicted in silhouette or semi-silhouette. A man in a blue shirt and pants is walking towards the right, holding a white cup. A woman in a blue top and pants is walking towards the left, also holding a white cup. In the background, there are buildings with windows and a white awning. The overall style is modern and minimalist.

# APPENDIX

# DESIGN COMPLIANCE CHECKLIST



- Reserved Matters Applications should be accompanied by a fully completed copy of the following Design Compliance Checklist. Applicants should use this to confirm that they have read and complied with the mandatory design principles set out in the design guidance.
- Where the applicant is not able to demonstrate full compliance, they should provide an explanatory statement justifying non-compliance and submit this alongside the completed Design Compliance Checklist.

It is envisaged that the Local Authority may complete their own version(s) of the Checklist as part of their assessment of future Reserved Matters Applications.

Page 1 of 4

## CARROW WORKS, NORWICH DESIGN COMPLIANCE CHECKLIST

**RESERVED MATTERS APPLICATION DETAILS**

Phase:

Parcel Reference:

Developer:

Architect:

Landscape Architects:

**Notes:**

Wherever 'No' or 'Partially' is answered to any compliance question, an explanatory statement justifying non-compliance is required.

Explanatory statements will be submitted in support of the completed Compliance Checklist.

This Design Code Compliance Checklist will be completed and submitted with all Reserved Matters Planning Applications.

Colour boxes as appropriate in black:      Yes   Partial   No   N/A

COMPLIANCE WITH CODE	Yes	Partially <small>(With design justification provided)</small>	No <small>(With design justification provided)</small>	N/A
Does the proposal comply with all elements set out in the Design Code?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
If the answer to the above is 'No' or 'Partially', has a statement of justification been provided?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PART A: BACKGROUND	Yes	Partially <small>(With design justification provided)</small>	No <small>(With design justification provided)</small>	N/A
<b>2.0 REGULATORY PLAN</b>				
2.0 The Regulatory Plan?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>3.0 THE MASTERPLAN</b>				
3.0 The Vision	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3.3 The Masterplan Design Principles?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

1      CARROW WORKS, NORWICH - DESIGN CODE

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## CARROW WORKS, NORWICH DESIGN COMPLIANCE CHECKLIST

PART B: SPACES & STREETS	Yes	Partially <small>(With design justification provided)</small>	No <small>(With design justification provided)</small>	N/A
Do the proposals in the RMA comply with the following:				
<b>4.0 SPATIAL HIERARCHY</b>				
4.1 The Green and Blue Infrastructure Principles?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.2 The minimum dimensions and design principles for Chimney Park?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.3 The minimum dimensions and design principles for Barley Green?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.4 The minimum dimensions and design principles for Priory Garden?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.5 The minimum dimensions and design principles for Stunken Garden?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.6 The minimum dimensions and design principles for Private Open Space?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.7 The minimum dimensions and design principles for Community Link?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.8 The minimum dimensions and design principles for Trowse Gardens?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.10 The minimum dimensions and design principles for Wensum Walk?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.11 The minimum dimensions and design principles for Golden Square?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.12 The minimum dimensions and design principles for Winding Square?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.13 The minimum dimensions and design principles for Silo Square?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.14 The minimum dimensions and design principles for Condemnt?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.15 The minimum dimensions and design principles for Tinman's Square?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>5.0 PLAY STRATEGY</b>				
5.1 The minimum dimensions and design principles for play provision?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>6.0 STREET DESIGN</b>				
6.2 General Guidance for Street Design	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Key Design Principles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Street Alignment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Inclusive Design	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Junction Design	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Construction Quality	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Street Lining	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Street Lighting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Street Furniture	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Decluttering	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Signage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

2      CARROW WORKS, NORWICH - DESIGN CODE

# DESIGN COMPLIANCE CHECKLIST

CARROW WORKS, NORWICH  
DESIGN COMPLIANCE CHECKLIST

Page 3 of 4

PART B: SPACES & STREETS		Yes	Partially (With design justification provided)	No (With design justification provided)	N/A
Do the proposals in the RMA comply with the following:					
6.3	The key design principles for Street Characters?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.3.1	The features, technical details and landscaping for The Main Entrance?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.3.2	The features, technical details and landscaping for The Secondary Entrance?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.3.3	The features, technical details and landscaping for The Main Street?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.3.4	The features, technical details and landscaping for Living Street - Type 1?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.3.5	The features, technical details and landscaping for Living Street - Type 2?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.3.6	The features, technical details and landscaping for Abbey Drive?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.3.7	The features, technical details and landscaping for Mews Street?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.3.8	The features, technical details and landscaping for Neighbourhood Lanes?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.4	The key design principles for the bus route and bus stops?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>7.0 DETAILING THE PUBLIC REALM</b>					
7.1	The design principles of the Hard Landscaping Strategy?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Material Selection	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Execution	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Co-ordination	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7.2	The design principles of the Soft Landscaping Strategy?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Principles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Abbey Grounds	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Hedgerows	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Amenity Planting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Shrub Planting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7.3	The form, character, environmental tolerance and ornamental qualities of Feature Trees?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	The form, character, environmental tolerance and ornamental qualities of Street Trees?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	The form, character, environmental tolerance and ornamental qualities of SuDS Tree Planting?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	The form, character and environmental tolerance of Productive Landscapes?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7.4.1	The design principles of Front Boundary Typologies?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7.4.2	The design principles of Rear Boundary Typologies?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7.4.3	The design principles of Side Boundary Typologies?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CARROW WORKS, NORWICH  
DESIGN COMPLIANCE CHECKLIST

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PART B: SPACES & STREETS		Yes	Partially (With design justification provided)	No (With design justification provided)	N/A
Do the proposals in the RMA comply with the following:					
7.5	The key design principles for Street Furniture and Signage?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Principles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Seating	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Litter / Dog Bins	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Cycle Stands	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Street Trees, Tree Pits and Tree Grilles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	- Signage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7.6	The key design principles for Lighting Strategy?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PART C: BUILT FORM		Yes	Partially (With design justification provided)	No (With design justification provided)	N/A
Do the proposals in the RMA comply with the following:					
<b>8.0 KEY DESIGN AND SUSTAINABILITY OBJECTIVES</b>					
8.1	The Key Design and Sustainability Objectives?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>9.0 LAND USES</b>					
	The Land Use Parameter Plan?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>10.0 BUILDING DESIGN</b>					
10.1	The Built Form Principles?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10.2	Facing Materials	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10.3	Materials Palette	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10.4	Which Character Area is applicable for this application?				
	- Colman's Wharf <input type="checkbox"/> - Mustard Quarter <input type="checkbox"/> - Mint Yard <input type="checkbox"/> - Robinson's Terraces <input type="checkbox"/>				
	- The Abbey and Cottages <input type="checkbox"/> - Workers Yard <input type="checkbox"/>				
	Reflect the Historical context, Architectural Character and Detailing set out for each Character Area?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	The Built Form Principles set out for each Character Area?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	The Key Layout Principles, Layout Plan and Building Heights set out for each Character Area?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10.5	The key design principles for Mixed-Uses?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10.6	The key design principles for the Security of Premises?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10.7	The design principles for Building Elements and Detailing?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10.8	The design principles for Parking Typologies?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



**Fuel**  
Properties

