

Character Area & Neighbourhood Detailed Framework



6 Identity

LNCH will be visibly rooted in the surrounding area, bringing homes together into small neighbourhoods, each with their own character and with a village green and market square at their heart. Both building and landscape designs will have a locally inspired, refined, and contemporary details using a traditional and lasting material palette.



Marmalade Lane, Cambridge **Mole Architects**

Local character precedent, Cambridge

Accordia, Cambridge **Maccleanor Lavington**

Accordia, Cambridge **Grant Associates and FeildenCleggBradleyStudios**

Local character precedent, Cambridge

Knights Park, Eddington, North West Cambridge **Pollard Thomas Edwards and Alison Brooks Architects**

Accordia, Cambridge **Grant Associates and FeildenCleggBradleyStudios**

Abode, Cambridge **Proctor Matthews Architects**

Marmalade Lane, Cambridge **Mole Architects**

Abode, Cambridge **Proctor Matthews Architects**

Trumpington Meadows **Allies and Morrison**

Palette of materials

Bricks

The development should reflect the mixed use of materials in the local area. The dominant material should be brick.

Gault brick, the yellow-grey-white Cambridge brick, is highly distinctive but nonetheless includes within it an attractive variety of shades, from almost white, to pale buff and darker grey buffs.

A mixture of bricks should be used to help provide variation across the development. The brick palette opposite illustrates a range of yellow-grey-white shades, including light and dark tones – alongside soft reds. It also shows the importance of mortar choices.

Accent materials

The brick selection should be combined and composed with the other accent materials on the palette. Accent materials and decorative techniques should be used generously and with consistency – creating families of accent buildings and focal points, rather than isolated decorative flourishes.

- Bricks can be contrasted to create decorative patterns.
- Weatherboarding, reflecting its use in rural and agricultural buildings in the area. Boarding finishes should have dark or natural tones.
- Tile/shingle hanging can also be used. Where openings appear within areas of tile/shingle hanging the window opening must be consistently lined to provide a crisp edge detail.
- Render can only be used on small low-rise buildings, and must be carefully detailed with lined openings.
- Where cast masonry stone is used, for example around window openings, this must be contemporary in detail.

Roofs

Roof materials must be selected to harmonise or provide an attractive contrast with the host building.

Roof finishes should generally be varied to give a variety of textures and tones across the development, including the use of plain and pan tiles.

Standing seam roofing reflects agricultural precedents, providing a versatile finish that can be laid at varying roof pitches, as well as used as a wall finish. It should be used with the Village character area, for example on focal point buildings.

Roof verges and eaves must all be detailed to be consistent, unfussy and contemporary.

Rainwater goods and other metalwork must be simple and contemporary in character and colour-matched or otherwise harmonised.

Other materials

The material palette opposite is not intended to be exhaustive. The palette can be added to with other quality materials where these support the character of the development.

Dominant material



Light buff brick with light mortar



Light buff brick with matching mortar



Mid buff brick with matching mortar



Gault brick - Light

Accent materials



Soft light red brick



Dark grey brick



Decorative brick bonds



Masonry surround



Dark painted boarding/painted weatherboard



Shingles



Mortared roof verge



Dark tiles

Roof materials



Mottled red pan tiles



Dark grey roof tiles



Folded standing seam roof and walls



Tiles across roof and walls

Selection of materials should consider the sustainable sourcing, longevity, and potential re-usability of materials.

Using materials

Accent materials

Decoration and accent materials should be used to help emphasise important frontages where they appear at key moments in the masterplan, such as when enclosing neighbourhood squares, at focal points and at street corners.

The use of materials, and changes in materials and decoration, should be used to create a plot-based rhythm, and to help explain the structure of the underlining form such as its roof, or how it meets the ground, or to give prominence to entrances or other important architectural openings.

Materials and decoration should be used coherently to create visual interest, richness, and texture, and create a degree of complexity to create attractive facades from both near and far.

Detailing

Detailing should be contemporary and unfussy. This will be a key contributor to building character, and should be consistent through all details.

Examples of the detail quality expected by the code are illustrated opposite.

In order to ensure development quality, critical details and a materials must be provided as part of reserved matters applications, including:

- Window reveals, sills and heads
- Roof eaves and verges
- Decorative features
- Materials.

This should form a materials and details strategy, and can act as a 'details handbook' to guide the specification of materials and details during the discharge of condition stage.

Details should be provided at 1:5 unless agreed otherwise.

A varied brick palette used to emphasise a plot based, finer grain rhythm. Generous window reveals framed with accent material create modelling and depth.
Marmalade Lane, Cambridge **Mole Architects**

Pollard Thomas Edwards



Windows

Windows at Cherry Hinton North must be simple, elegant and contemporary with slim profiles using a minimum number of mullions and transoms to be functional.

The location and design of window openings must be composed as part of the street design – creating animated street frontages, well overlooked public spaces, and a clear hierarchy of openings.

Window design must optimise daylight, sunlight and natural ventilation within the building.

Stuck-on glazing bars, fake sash windows, and ad-hoc combinations of varying or fat profile depths must not be used.

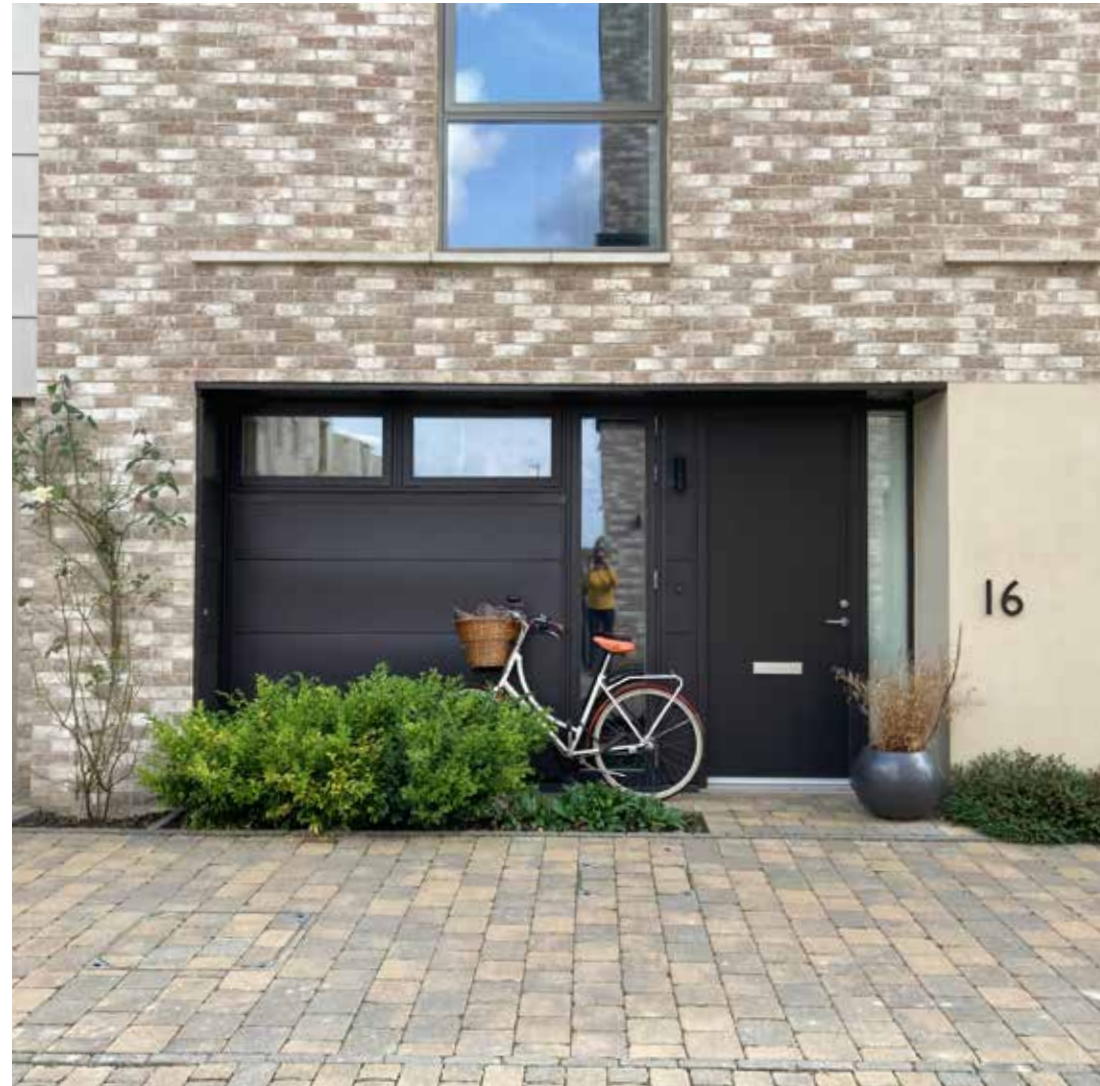
All openings should be recessed a minimum of 90mm from the face of the building elevation (with the exception or timber-clad or tile-hung buildings with lined openings). Larger apartments and forms should consider deeper reveals to increase façade modelling and depth.

As part of climate change resilience, window design must consider overheating risks, prioritising well integrated passive design measures for openings such as:

- Orientation and dual aspect to achieve effective cross ventilation
- Landscape planting, street design as well as
- Building modelling, including deep reveals
- Burglar resistance, for example secure night ventilation.

Mechanical ventilation would be provided within habitable rooms where internal noise levels considered unacceptable.

Roofs must be designed at the planning stage to maximise solar generation potential and to avoid unsightly and contorted flashing details and intrusive untidy rainwater goods.



Thoughtfully composed entrance on a mews. Knights Park, Eddington **Pollard Thomas Edwards and Alison Brooks Architects**



Simple window openings and feature entrances. Knights Park **Pollard Thomas Edwards and Alison Brooks Architects**



Special corner window. The Avenue, Saffron Walden **Pollard Thomas Edwards**



Window with integrated ventilation screen. Future Homes, Passivhaus, Southwark **Maccleanor Lavington**



Recessed lined entrance. Marmalade Lane, Cambridge **Mole Architects**



Patterned brickwork highlighting individual homes. Abode, Cambridge **Proctor Matthews Architects**



X Pastiche building components



X Pastiche building components



X Pastiche building components



X Pastiche building components

Entrances

Entrances must be simple, elegant and contemporary and focus on natural and hard-wearing finishes.

Door finishes should be painted, natural timber or metal. The material chosen for the front door is an important consideration, as it is something we come close to and touch, not just look at.

Where they are used, porches, canopies and surrounding glazing must be thoughtfully integrated within the surrounding architectural treatment.

The location and design of entrance features and doors must be composed as part of the street design. Consistent door designs can be a key part of the identity of groups of homes.

Entrances must be safe and feel well overlooked. They should be visible from the street and have natural surveillance either from windows within the home itself, windows from homes nearby, or both.

Opportunities to integrate seating into entrances should be considered to increase the sociability of front thresholds.

Windows composed in the street. The Avenue, Saffron Walden
Pollard Thomas Edwards

Pollard Thomas Edwards



Building design and elevations

Frontages

Building frontages must address with entrances and/or significant openings onto all the public spaces they face.

Prominent side elevations are as important as the main entrance frontage.

Thresholds

Threshold treatments at the front of each home must define the edges of the private and public realm. The threshold treatment should reflect the character of the street, and can be through a combination of planting, hedges, railings, or walls. The private footpath to the home should be subtly contrasting with the surrounding surfaces. Shallow thresholds, such as on mews streets, should be expressed through a combination of subtle changes in paving and climbing plants. Thresholds around ground floor apartments must provide a degree of privacy for rooms and private amenity spaces, but privacy should be balanced to retain high levels of natural surveillance from the homes onto streets and other public spaces.

Where low walls or railings are proposed as part of a threshold treatment, consideration must be given to the design of footings or foundations to avoid encroaching under the adopted highway. Consideration should also be given to railing design where adjacent to the adopted public highway to avoid risk of injury for

Form

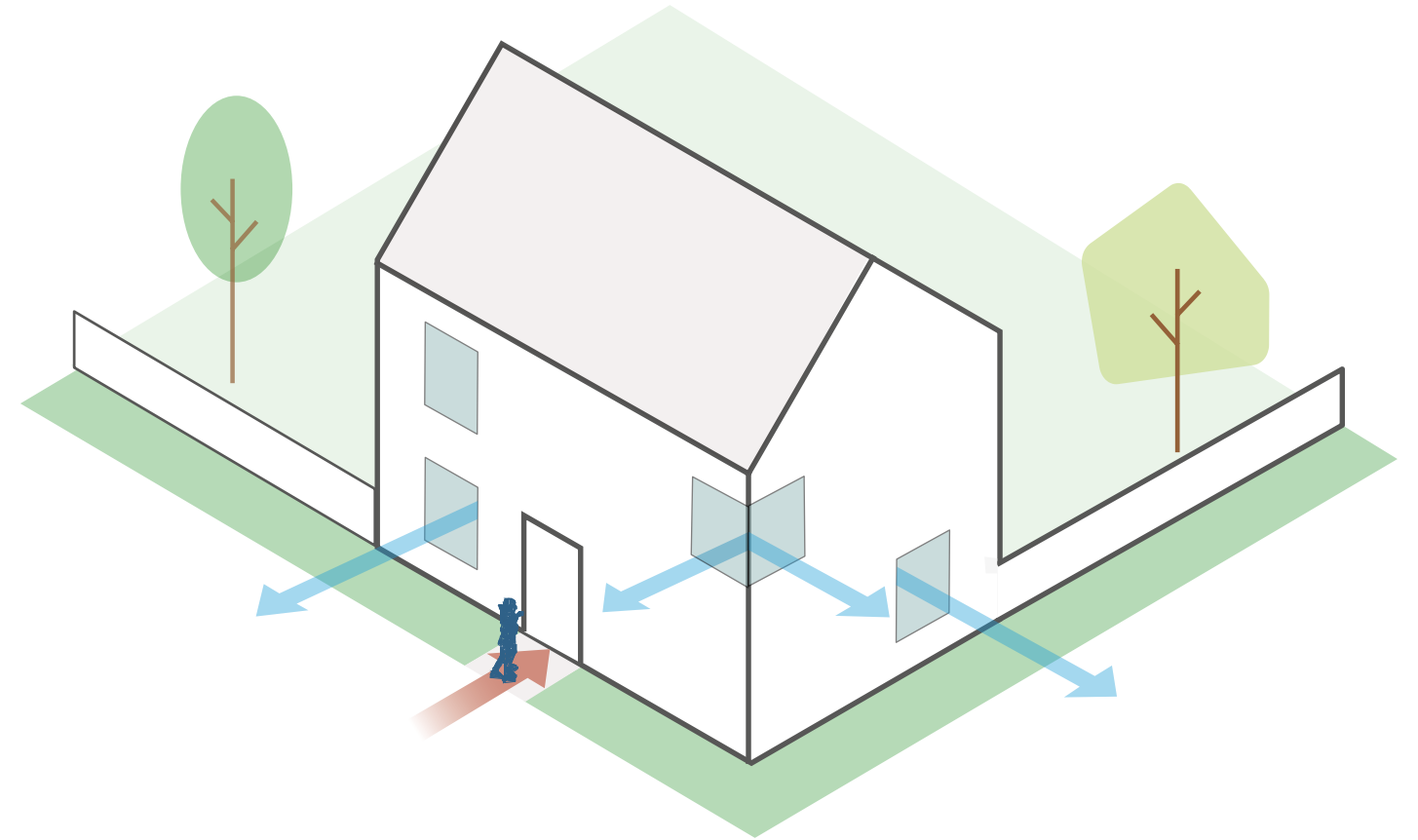
Building forms should contribute to both the sense of identity of the individual home, and how it belongs in the street. Building forms should contribute to creating diverse, fine grain and human scale streetscapes.

The roofscape of buildings and building groups must be considered as part of the urban design and character.

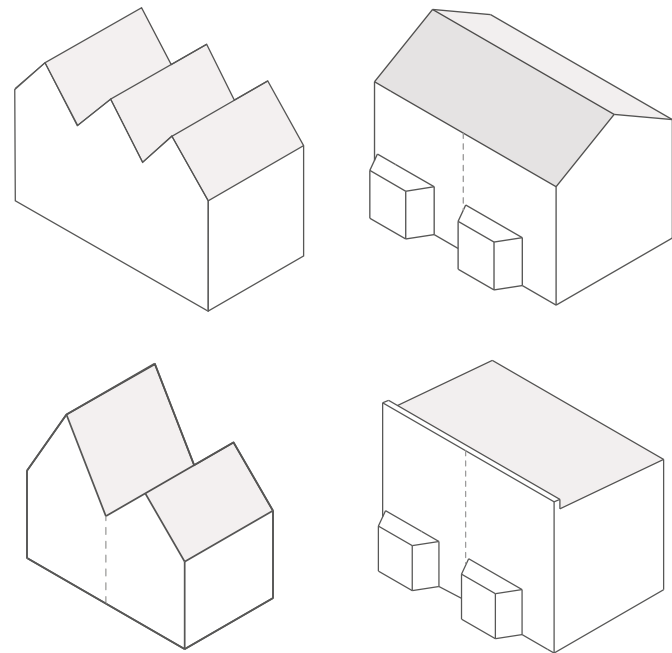
Varied roof forms and volumes, building modelling and bays should be used to break down larger footprint buildings to mitigate their bulk, contribute to the identity of homes and integrate apartment buildings into streets with houses.

Roof drainage must be considered at the planning stage to avoid unsightly and contorted flashing details and intrusive untidy rainwater goods.

Further guidance on how buildings are required to come together in groups can be found in the [Built Form](#) section of the Code.



Activate façades on key locations and engage with the public realm on all sides to help provide natural surveillance



Terraced houses with variation, end terraced dwellings and roof scape



Corner window can be used to activate two elevations



Corner buildings must engage with both street frontages



Apartment building depth broken down into 2 gables. Prominent side elevations are as important as the main frontage

Character Areas

The Design Code includes three Character Areas.

- 1. The Village**
A lower density area of village edge agricultural inspired buildings, including the local centre.
- 2. The Gateway**
An ordered network of urban inspired mid-rise terraced houses, mews homes, and apartments.
- 3. Parkside**
Semi-formal villas overlooking parkland edges, with mews and terraced homes behind.

Each Character Area includes special material, spatial, architectural and density characteristics to create sense of place.

These special characteristics work alongside the sitewide requirements of the Design Code, which apply in all Character Areas. The illustrations in this guidance are generated from the framework masterplan. They are intended to help design teams to understand and respond to the specific requirements and challenges of the different parts of the development, and how coding can be applied to create unique neighbourhoods.

The three Character Areas must be incorporated as part of delivering harmonious variety and distinctive neighbourhoods.

The key characteristics set out for each Character Area should be followed.

Where character areas join, along the main infrastructure routes, transitions between character areas should be gradual. To enable this, the heights parameters of buildings lining the main routes allow for both sides of these streets to be 3+ storeys.



Three character areas are proposed: The Village, The Gateway, and Parkside

KEY	
	Application Boundary
	Village
	Village Green
	Gateway
	Parkside
	Primary School
	Secondary School



1. The Village - Contemporary multi-purpose community building provides social amenity in Crystal Palace Park, **Chris Dyson Architects**



2. The Gateway - Rhythm of townhouses overlooking onto a green frontage, Knights Park **Pollard Thomas Edwards and Alison Brooks Architects**



3. Parkside - Rhythm of gables overlooking green frontage, Mosaics (Barton Park), Oxford **Pollard Thomas Edwards**

Village Character Area

The Village Character Area is a low-mid density area of agricultural and rural inspired buildings. It includes most of the local centre.

The Village is located on the south side of the development where it joins onto the northern edge of Cherry Hinton. It must be a good neighbour, connecting with the local community using low-rise homes and gardens to create secure back-to-back relationships with existing residential gardens. Design teams must undertake detailed early analysis of existing properties to identify any potential overlooking amenity issues.

The Village Character Area will form the bulk of the mixed-use local centre, alongside two residential neighbourhoods; East Village and West Village. The edges of these neighbourhoods are defined by the surrounding infrastructure of streets and green spaces.

Reflecting the lower density and agricultural character, The Village should generally feel loose and informal, transitioning to some formality along its northern boundary where it lines the south side of the Primary Street.

The scale of the Village is largely up to 2 storeys, with taller buildings only permitted in the area of the local centre and along the primary street boundaries. Where this additional height is available, it should celebrate significant points within the streetscape, as a tool to help generate focal points, and as a transition to higher density homes in the neighbouring character areas.

East Village

East Village is a network of informal residential lanes bounded by Teversham Drift, East Park, Primary Street and The Village Green. It is crossed by The Ridgeway (a car free route) and includes two neighbourhood parks and an area of allotments.

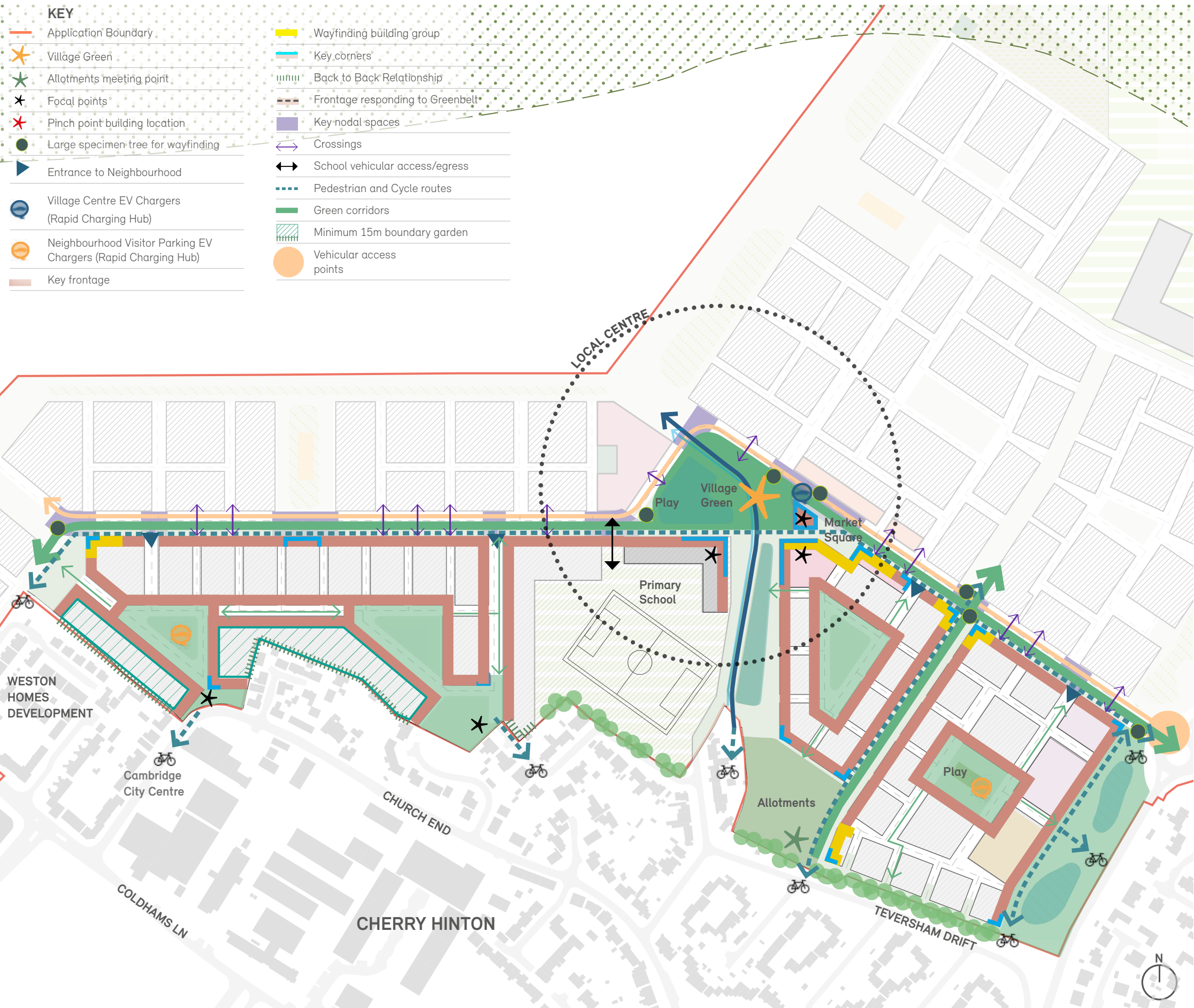
Noise risks to homes and amenity spaces from Cherry Hinton Road must be carefully considered.

West Village

West Village lies to the West of the primary school. Rear gardens of new homes must back on to and enclose the school playing fields boundary.

In contrast to East Village, West Village is potentially more formal, or semi-formal. It will be a low-rise residential area of streets and avenues, bounded to the north by the primary street, and to the south by the rear gardens of existing homes off Church End and recent development at Kings Meadow.

At its heart are two areas of linked green spaces, with frequent connections to the Primary Street. Well landscaped and overlooked walking and non-dedicated cycle links must be established to the south of the Village via modal filters, to connect to the existing street network.



The Village framework

Built form and layout

Buildings in The Village should reflect rural building forms; barns, cottages, and other agricultural working buildings.

Roofs should typically be steeply pitched and work with building footprints to create simple, legible, building volumes.

Where different building footprints are combined, the forms and roofs should be composed to create a cluster of distinct but related rural structures.

Materials

Material use should reflect the increased use of accent and rural materials within the site wide palette, such as the use of painted boarding. Patterned brickwork should be used to add texture and variation.

As important as the materials themselves, is the care in which they are used. The rural and agricultural buildings that inspire The Village are refined but also practical and unfussy structures.

Openings

Openings should reflect the tradition of agricultural structures and generally be large and simple.

As well as the size of openings themselves, this can be helped by the thoughtful use of carefully detailed cladding, shutters, shading and canopies.

Creating secure boundaries

Designs must maintain secure perimeter block principles combining frontages and high quality boundary treatments.

To maintain a softened, rural and agricultural feel, threshold boundaries must be traditional estate rail fences, hedges or informal natural planting. Exposed rear garden boundaries must be walls, with hedges or planting to front.

The building line can vary in a composed way with typically up to +/- 2m variation. This variation is to allow for smaller, more rural, groupings to be formed. Variation can be increased in key locations e.g. to help create pinch points. Suggested locations for these are identified on the framework plan.



Added height and a simple brick gable capture the corner of a street The Avenue, Saffron Walden **Pollard Thomas Edwards**



Gable fronted homes with decorative brickwork, Abode **Proctor and Matthews**



Threshold combining hedges and estate rail fencing The Avenue, Saffron Walden **Pollard Thomas Edwards**



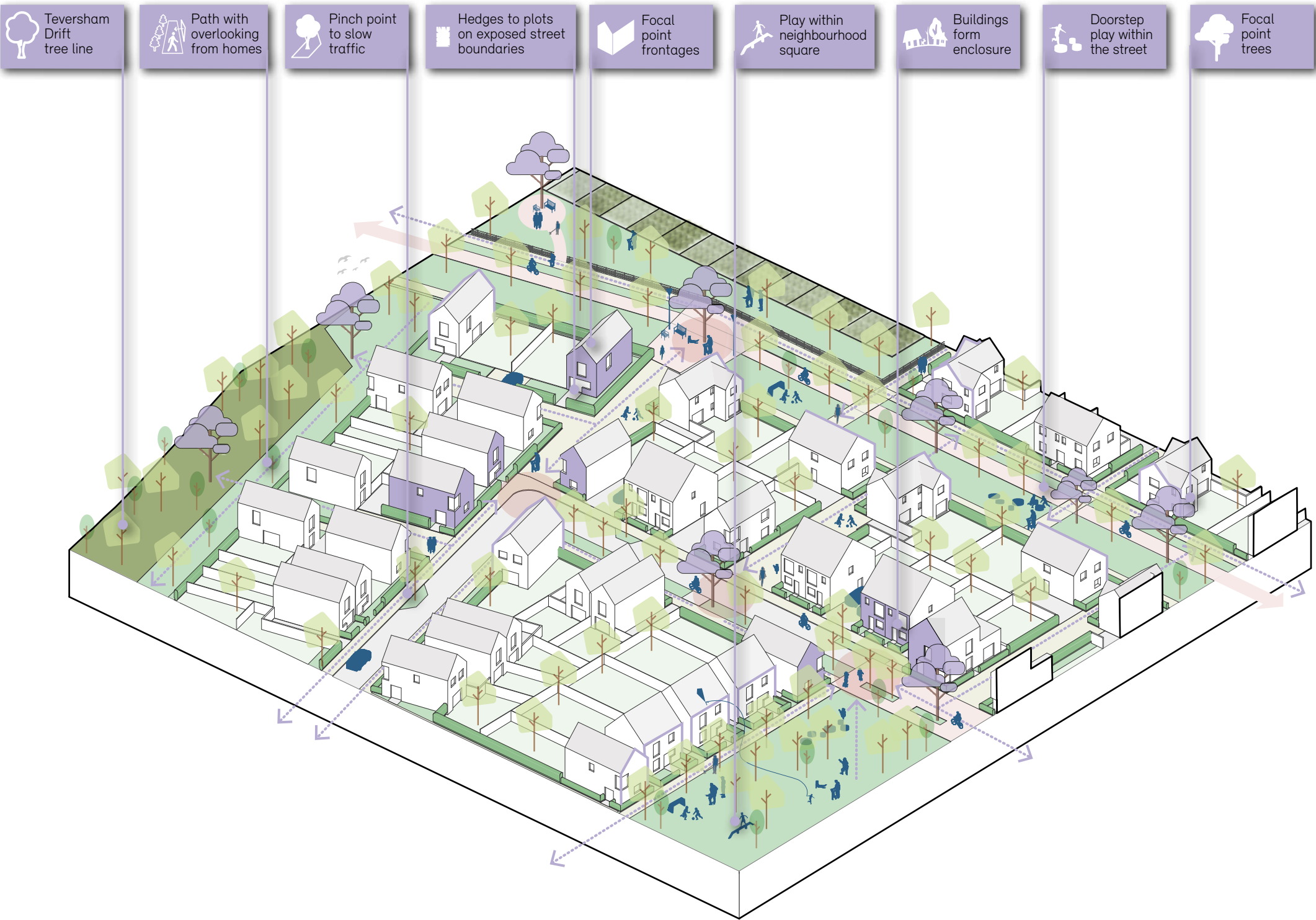
Car free link overlooked by homes and defined by walls layered with hedges, Abode **Proctor and Matthews**



Contemporary multi-purpose cafe/community building provides key social amenity in the heart of Crystal Palace Park, **Chris Dyson Architects**

This diagram illustrates how an example area of The Village character area can be developed following the principles set out within the Code.

- Individual low-rise buildings are arranged together with hedge-lined lanes to form enclosure
- Clusters of buildings with focal point frontages are arranged at junctions
- Trees are positioned as focal points at the end of lanes.



The Village Perimeter Block
Design Code, 01 September 2022

Local Centre

Market Square

The Market Square is a multi-use space framed by flexible community, retail, and mixed use residential uses. Together with the Village Green and primary school it creates the Local Centre, the most significant group of buildings and spaces within the development.

The co-location of these different uses within a small area is intentional. We want people to stay in these areas after shopping or school drop off pick up to support businesses and encourage social interaction.

When balancing priorities, the placemaking, social, and economic functions of the Local Centre are vital. A place-led design approach should be followed to prioritise its function by mitigating vehicle movement and reducing design speeds through e.g. changing surface treatments and emphasising a unified surface.

Building Design

The Market Square must be lined with special buildings and mixed-use frontages to create a family of agricultural and rural inspired structures that give an architectural and social focus to the development.

This family of buildings should be inspired by agricultural precedents with contrasts of texture, varied building heights, aisled frontages with wide openings, and distinctive silhouettes.

The community building must be a distinctive structure, located at a prominent focal point to act as a highly memorable building. It should be designed in the round and address both the Market Square and Village Green - acting as a hinge between the two spaces.

The local centre can provide up to 1850m² of flexible mixed-use space including

Flexible community space with a hall up to 250m²

500m² for a single retail food store, with its primary frontage facing the Market Square

To help ensure the Market Square is a focus of activity, all buildings that face onto the Square should provide flexible-use active frontages on the ground floor.

Market Square surface

The Market Square must have a unified surface treatment, extending to meet all the surrounding frontages and incorporating both the carriageway of the primary street and footways.

Demarcation of space will be required. Emphasis should be placed on the use of varying texture and low kerbs. Primary cycle routes should be red asphalt inkeeping with Local Highway Authority requirements.

The Market Square must be capable of hosting pop-up uses and provide spill out space for surrounding non-residential buildings. Frontages should generally be pulled back at least 7m from the carriageway.

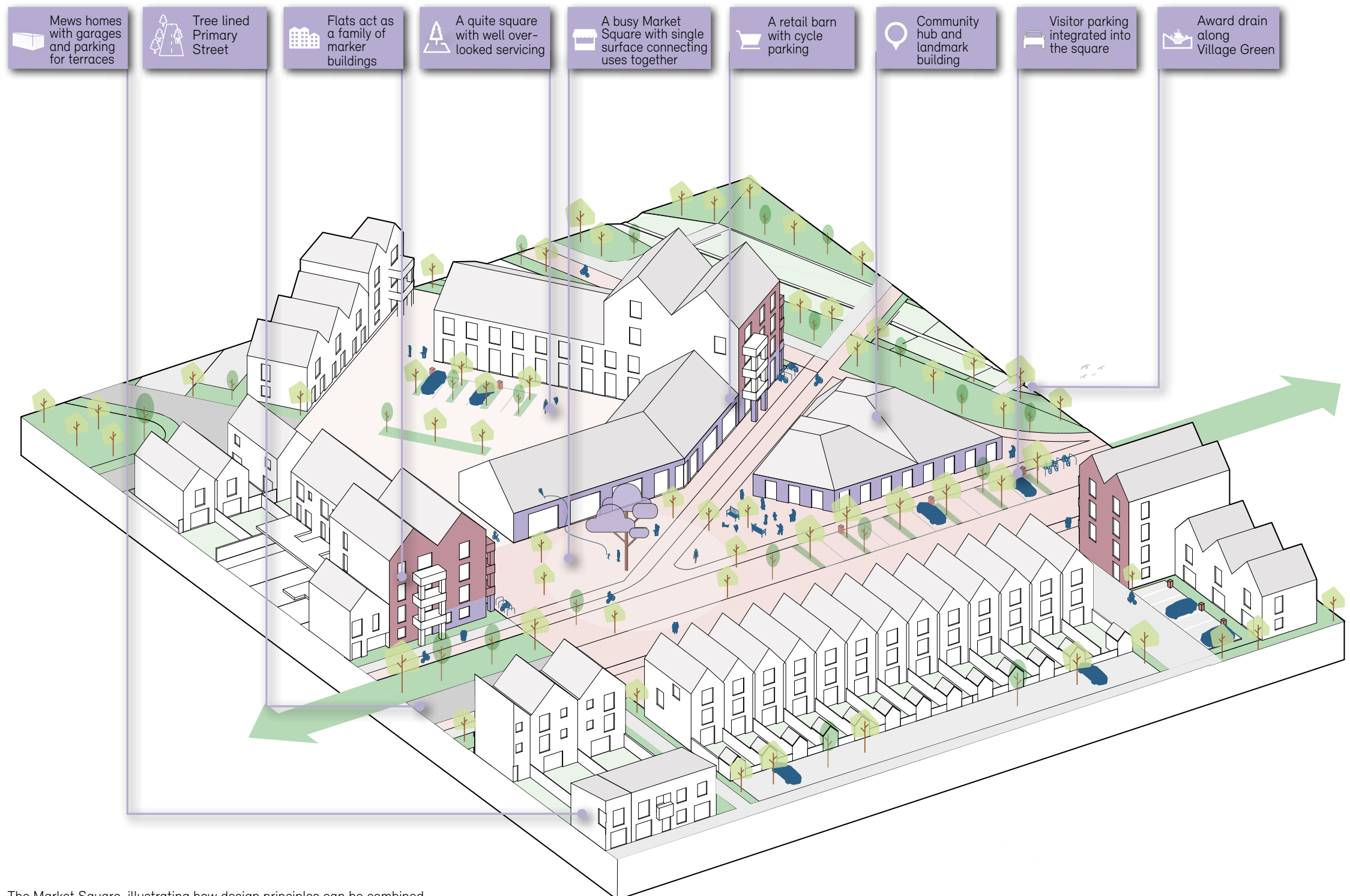
Pollard Thomas Edwards

Parking

The square should include a small amount of visitor parking, intended to act as an EV-charging hub, alongside car club provision, convenient cycle, e-cycle and e-scooter parking should be clustered to form a mobility hub.

Visitor and staff car parking provision should be minimised. Any parking spaces located within the market square must be shared by all market square users.

For further details of car and cycle parking provision refer to the [Movement](#) section of the Code.



The Market Square, illustrating how design principles can be combined

Village Green

Where the Market Square provides a largely hard landscape with a focus for shopping and community events, the Village Green must provide a focus for play, natural space and SuDS landscape.

The Village Green incorporates the award drain and SuDS attenuation.

The Village Green must include formal play. Principle play structures should reflect the Village Character Area and can act as a focal point.

For further details of the design for the Village Green refer to the [Public Spaces](#) section of the Code.

The Primary School

The primary school must be given a green, natural, and play focussed setting by the Village Green. The school forms an important frontage onto the green and the entrance should be located near to the play space, and be given prominence to act a focal point.

The Primary School should follow the Village character area. As a large footprint building, its roofscape should be broken down into smaller elements inspired by agricultural buildings.

Staff parking and servicing for the primary school must be located away from the village green frontage and be hidden behind the building line. The layout of the local centre discourages typical parental preferences for car drop off and collection. Instead, the school is well connected to the proposed walking and cycle network, and nearby bus stop for the proposed bus route. This modal shift is intentional, and is a fundamental principle of promoting health and wellbeing through active lifestyles and sociability through the code.

As part of the travel plan to promote active travel, adequate short stay and wheelchair parking requirements and management for specific safeguarding should be established at detailed design stage - where needs will be better known, and can be incorporated into the on-plot school servicing strategy.

Entrances and windows must create active frontages along the Village Green frontage and at the key corner, which terminates views down the secondary street.

A generous arrival space should be created to the east of the Primary School, set back from pedestrian and cycle and route.

Design and Layout should ensure that key school facilities (ie. School hall, playing field etc) can be used, independently outside of school hours.

School boundaries should be secure, but the design of the eastern edge should allow for the character of the green corridor to permeate into the site, so that the school is set within landscape creating a soft edge that is sensitive its surroundings.

The school should incorporate a canopy over the entrance to encourage social interaction.

Future uses

Future additional non-residential and community uses should be focussed within the Local Centre to promote the benefits co-location.

The parameter plans show potential mixed uses on all frontages extending around the Village Green. This allows space for future multiple non-residential uses, including possible health uses.

Local Centre framework

The plan opposite illustrates some of the key design considerations that must be reflected in the design of the Local Centre.

KEY

	Market Square
	Primary School Area
	Roads and Parking Bays
	Cycle Routes
	Pedestrian Key Routes
	Vehicle Route
	Mix Use Frontage
	Non Residential Frontage
	Key Corners
	Mixed Use Frontage Entrance
	Non Residential Frontage Entrance
	Charging Hub
	Bus Stop
	Mobility Hub



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METRES
1:5000 @ A3

