

Shared Gardens

Shared Gardens



The shared gardens are safe, linear, green spaces for the community which link the more urban centre of Eddington with the rural nature of Brook Leys. The character, layout and facilities in the gardens are intended to foster social interaction, provide spaces to dwell, garden and rest outside.

Minimum dimensions for the shared gardens are included in the parameter plans.

Green and Blue Infrastructure

Character and levels

SG.01. Diverse character

The character of the Shared Gardens **must** be diverse with a transition from formal urban character towards Cartwright Avenue to informal, naturalistic character towards Brook Leys.

To create a sense of transition between urban and rural, and provide variety of experience.

SG.02. Predominant softscape character

Shared Gardens **must** be predominantly soft landscape with an approximate ratio of 70:30 soft to hard landscape.

To support biodiversity and promote contact with nature by bringing nature to close to doorsteps.

SG.03. Markers

The design of the Shared Gardens **must** include features marking the transition from and to other spaces, for example on to Brook Leys or Cartwright Avenue. The features could include trees, planting, or other structures.

To create a distinctive place, with clear thresholds.

▶ Refer to Shared Gardens / Planting and biodiversity.

SG.04. Topography and access

Shared Gardens **must** respond to reflect the existing site topography. Level changes should be based on nature-based solutions such as slopes, and facilitate the usability of the Shared Garden.

To mediate level change, respond to the natural topography and create usable spaces.

SG.05. Lighting

Low-level lighting **should** be provided to illuminate the pathway. Additionally, decorative lighting can be used to enhance the ambience of the gardens.

To provide safety and security for all users with low impact on ecology.

▶ Refer to Lighting design concept proposal.

SG.06. Boundary to amenity

The boundaries to private amenity in the Shared Gardens **should** reflect the open nature of the shared amenity. They should be limited in height and be constructed with robust, durable materials.

To re-enforce the open character of the space and facilitate social cohesion

Community and amenity

SG.07. Play

Shared Gardens **must** include areas for play, which also incorporate seating and shelter.

To ensure equitable access for all, benefiting the health, wellbeing and social cohesion of the community.

▶ Refer to Sitewide / Green and Blue Infrastructure / Community and Amenity

SG.08. Playable spaces and residential uses

Playable spaces **must** not be located less than 5 metres from windows to domestic habitable rooms.

To avoid nuisance.

SG.09. Community growing

Each Shared Garden **must** include at least one space for communal growing. This space must include a water point (tap), and areas for seating. Community growing space must be sized to include space to plant, space to gather, be accessible, and others that may be appropriate for each case.

To promote healthy and sustainable lifestyles, and promote community cohesion.

SG.10. Public Art

Shared Gardens **should** include public art, suggesting spaces for people to meet and where practical providing space for it.

To foster social interactions and promote cultural connections.

▶ Refer to Public art strategy



Planting and biodiversity

SG.11. Support of character transition

Species selection **must** contribute to the character transition from urban to rural (from Cartwright Avenue to Brook Leys), for example using larger native species in Brook Leys, with grassland and native scrub to a more formal and semi-ornamental mix fronting Cartwright Avenue.

To support the placemaking strategy by creating a distinctive sense of place.

SG.12. Marker trees

Landmark trees **must** be located in appropriately scaled space, where they can assist with wayfinding and legibility.

To create a robust and sustainable tree framework with long term large scale canopy cover.

SG.13. Variety of scales and maturity

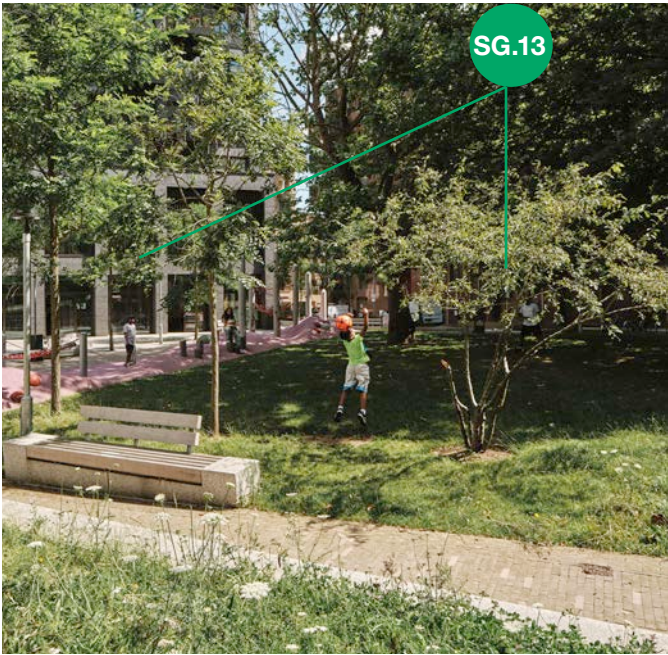
Planting **should** include species of different scale and levels of maturity. Larger scale and mature trees must be located within the widest sections of the shared gardens, to maximise long-term growing space.

To create a resilient planting structure, for optimal visual impact and establishment rates.

SG.14. Productive landscape

Planting on the Shared Gardens such as boundary treatments or planting between buildings **should** include edible species;

To create landscapes that could contribute to food production.



Water and drainage

SG.15. SuDS on Shared Gardens

SuDS **must** be incorporated into the Shared Gardens. This should include a variety of solutions such as rain gardens, and / or bioretention beds and permeable surfaces and should be expressed above ground where they do not compromise the usability of the public open space.

To express a positive response to the existing topography and natural systems.

► Refer to Sitewide / Green infrastructure / Water and drainage

SG.16. Below ground drainage solutions

Piped connections **should** be used to convey surface water where space is constrained.

To facilitate usable amenity space within the shared gardens.



Movement

SG.17. Publicly accessible

The design of the public **must** be publicly accessible.

To create inclusive public open spaces.

SG.18. Car free

The design of the public realm **must** be car free.

To create safe movement for pedestrians.

SG.19. Long Shared User Path

The design of the public realm **must** include a Shared User Path (SUP) for walking, wheeling and cycling along its length, connecting to key spaces at their end (for example Cartwright Avenue and Brook Leys).

To complement and connect the primary active transport networks within the wider site.



SG.20. Shared user path layout

The layout and location of the SUP **must** leave sufficient space for other activities such as community growing, play or seating areas. The route should also include at least one change of direction to slow the speed of cycles.

To promote the use and activation of the Shared Gardens.

SG.21. Connection to Cartwright Avenue

The design of the connection of the Long SUP **must** be suitable for facilitating the continuation of walking, wheeling and cycling. The connection should have a change of surface material to denote the transition between movement corridors.

To complement and connect the primary active transport networks within the wider site.



SG.22. Shared user path width

The SUP **must** be of a minimum width of 3 metres. As the SUP meets Cartwright Avenue, appropriate designs to manage the transition to segregated infrastructure must be provided.

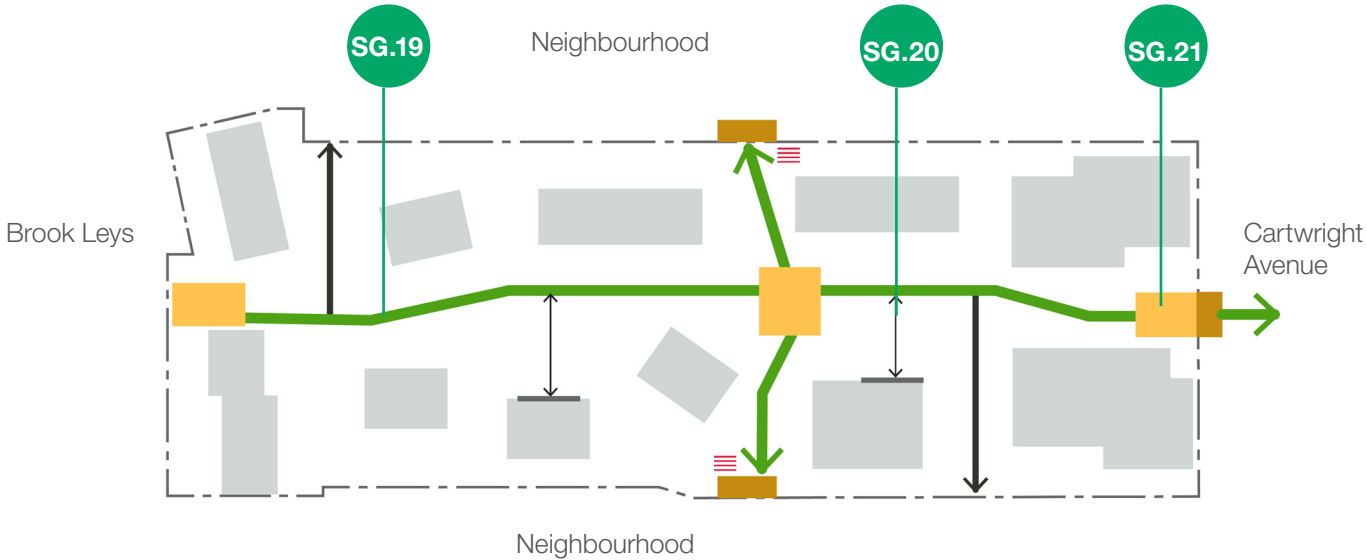
To complement and connect the primary active transport networks within the wider site.

SG.23. Transversal connections

The Shared Garden **must** include a SUP connecting the Community Lane at either side and should include at least one pedestrian route connecting Neighbourhood Streets at either side of the Shared Garden (see diagram below).

To complement and connect the primary active transport networks within the wider site.

Refer to Sitewide / Movement / Active travel framework.



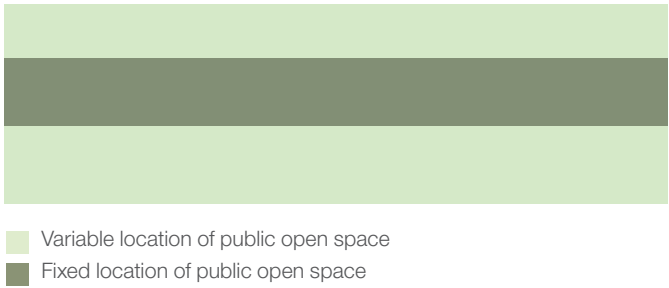
Built Form

Layout

SG.24. Development and Non-development Zones

Shared Gardens include a Fixed location of public open space where development is not permitted and a Variable location of open space where development is permitted. Buildings **must** not be located within the Fixed location of public open space.

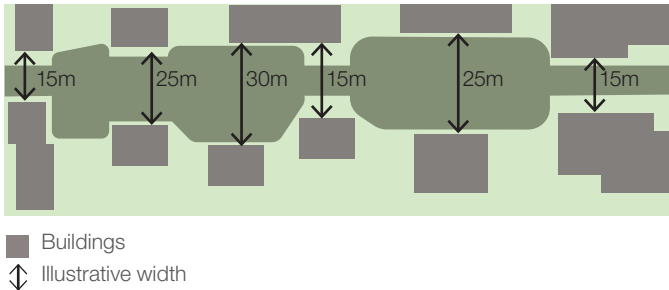
To ensure a minimum provision of shared public open space.



SG.25. Varying width

Buildings within the Variable location of public open space **must** leave a corridor of open space of varying width, with dimensions ranging from 15 to 30 metres between buildings façades. Moments of compression of space, with built form should be achieved in places establishing a series of outdoor “rooms”.

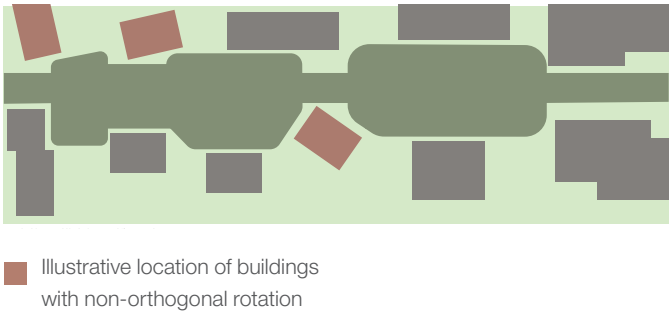
To avoid long linear spaces and reinforce the sense of centrality.



SG.26. Building rotation

Two to four buildings within each Shared Garden **should** be laid out at a different angle. Buildings should sit in the landscape as objects and avoid excessive terracing, this could be reinforced with projections, such as balconies or non-linear placement of buildings.

To accentuate vistas and create visual interest.



SG.27. Variety of building types

The edges of the Shared Gardens **should** be constituted by different building types. These could include stacked duplexes, clusters of semi-detached houses, terraced houses, and/or blocks of flats with different floorplates.

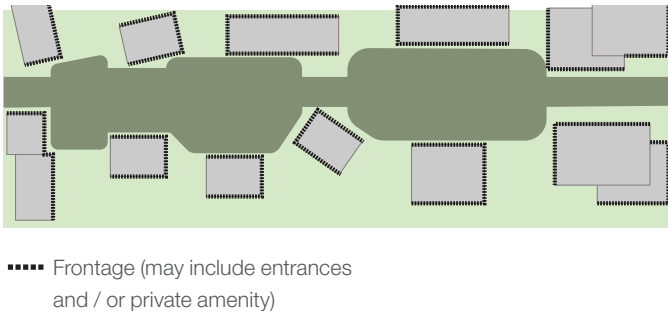
To provide variety and avoid coalescence.



SG.28. Multiple frontages

Buildings **must** have multiple frontages addressing various spaces including the Fixed location of public open space of the Shared Gardens, the Neighbourhood Street and/or the spaces in between buildings.

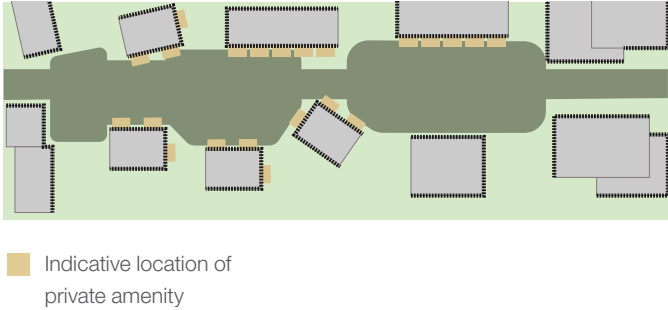
To ensure a variety of frontages, avoiding traditional “backs” and “fronts”.



SG.29. Private amenity

The location and treatment of the private amenity **must** contribute to the activation of the public realm. This could be achieved, for example through openings, low and/or visually permeable thresholds of a maximum of 1 metre high), and/or the inclusion of benches or seating. Private amenity could also be located at grade or slightly elevated from the public realm.

To ensure a variety of frontages, avoiding traditional “backs” and “fronts”.



Massing and character

SG.30. Transition in massing

Massing **must** include stepping in height. Stepping should avoid difference in heights of more than 3 storeys between adjacent buildings in the plot.

To contribute to the articulated skyline and avoid contrasting scales.

SG.32. Sense of depth

Buildings and heights **should** be distributed in ways where a number of buildings are visible when looking along a Shared Garden from its Fixed location of public open space.

To create a sense of depth and visual interest.

SG.31. Massing breaks

Buildings **must** introduce breaks in the massing creating permeability between the Neighbourhood streets and the Shared Garden.

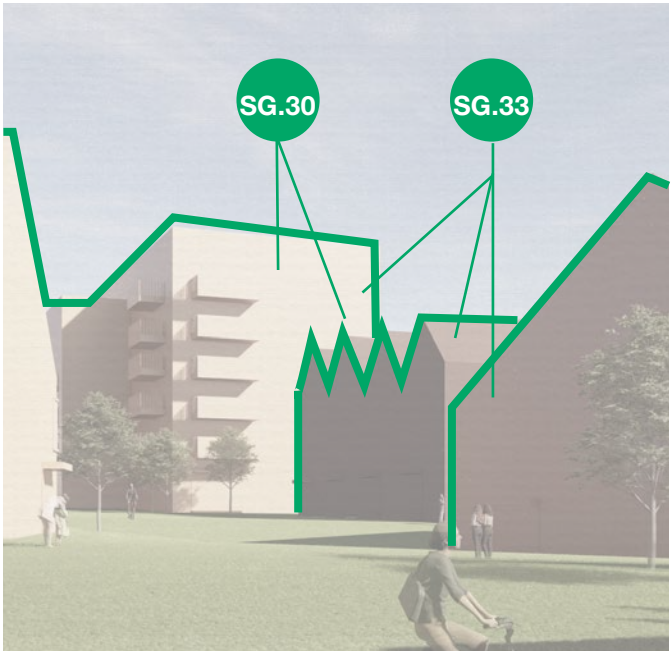
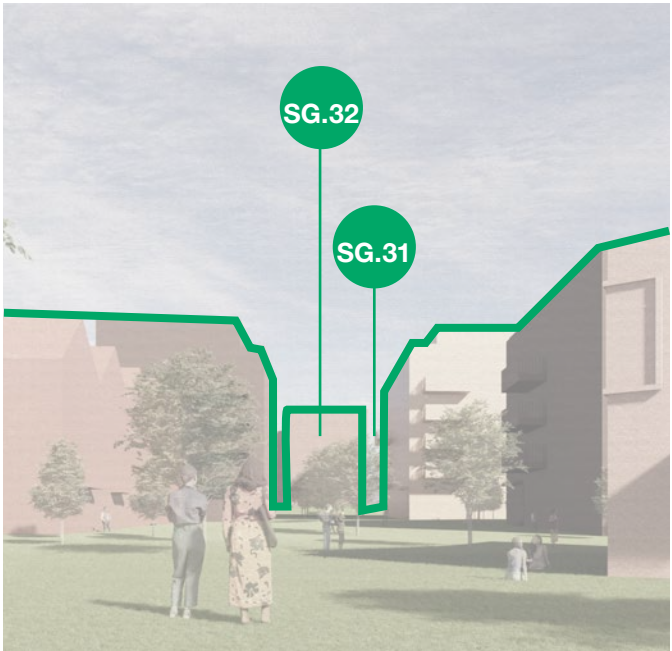
To ensure visual permeability between the Shared Gardens and adjacent streets.

SG.33. Tone and materiality

Tone and material selection **must** be selected to distinguish massing and avoid visual coalescence.

To contribute to the legibility of the massing.

▶ Refer to Sitewide / Built Form / Massing and character.



Neighbourhoods

Neighbourhoods



The neighbourhoods east and west of Cartwright Avenue will have a distinct character defined by the streetscape and public realm, the landscape design and architecture. Streets will be multi-purpose spaces allowing for vehicle access but pedestrians and cyclists will have priority, and the streets will integrate play and planting.



Green and Blue Infrastructure

Character and levels

NE.01. Coherent character

All components of the landscape design **must** be coordinated and form a coherent whole. This includes tree and planting, lighting, car storage, pavements and / or refuse. Street clutter should be avoided and prevent any obstruction to access routes.

To create a high quality, cohesive public realm design, with distinctive sense of place.

NE.02. Managing level changes

Defensible space in front of buildings **must** allow sufficient space for stepped or ramped level change to / from the public realm to facilitate at least one level threshold per unit or communal entrance.

To ensure consistent inclusive access to buildings throughout

NE.03. Location of stairs and ramps

Stairs, ramps, seating or other elements on building thresholds **must** not obstruct walking and cycling routes.

To ensure clear circulation and inclusive access throughout the public realm.

NE.04. Lighting

Whilst lower lighting levels are encouraged for residential areas, lighting **must** still be sufficient for car storage areas, pedestrian pathways, and cycling routes.

To provide a safe and secure public realm

▶ Refer to Lighting design concept proposal.



Community and amenity

NE.05. Doorstep play

The design of the public realm **must** include doorstep playable space;

To introduce opportunities for play on the way.

NE.06. Play in communal areas

Communal spaces **must** include resident doorstep playable space.

To support the site wide play strategy.

NE.07. Growing in public realm and communal areas

The public realm and communal spaces **must** include provision for resident growing or edible planting for communal foraging.

To support site wide food production objectives for health and well-being.



Planting and biodiversity

NE.08. Trees in massing breaks

Trees **should** be clustered in massing breaks;
To create visual connections assisting with navigation and wayfinding.

NE.09. Trees on streets

Trees on streets **should** be arranged in linear rows that contrast with the informal groupings of other areas such as Brook Leys or Shared Gardens.
To provide a distinction in character between shared open space and public realm for legibility.

NE.10. Planting

Planting **must** be incorporated within the streets.
To enhance biodiversity, and maximize soft landscape in the public realm.

Water and drainage

NE.11. Permeable paving

The public realm **must** include permeable paving. This must be applied to car storage bays, and should be considered for all footpaths and pedestrian or cycle routes.
To support site wide surface water drainage strategy and masterplan sustainability vision.

NE.12. SuDS on Neighbourhood streets

SuDS beds **must** be incorporated into the street design, and must support planting to enhance biodiversity. SuDS features could include rain gardens, bioretention beds or swales where space allows.
To support site wide surface water drainage strategy and masterplan sustainability vision.
▶ Refer to Sitewide / Green infrastructure / Water and drainage chapter.



Movement

NE.13. Publicly accessible

Neighbourhood streets **must** be publicly accessible.

To create inclusive public open spaces.

NE.14. Pedestrian priority

Footways **should** prioritise crossing points, for example through raised tables or other forms of pedestrian crossing prioritisation, in particular in corners or key crossings including connection to the Community Lane.

To ensure slow vehicular design speeds and convey pedestrian priority.

NE.15. Vehicular movement loops

Street layouts **must** define loop layouts with one vehicular connection to Cartwright Avenue.

To encourage healthy, low-speed neighbourhoods.

NE.16. Slow-speed streets

Neighbourhood streets **should** include a change in geometry, materials and direction where practical.

To ensure slow vehicular design speeds and convey pedestrian priority.

▶ Refer to Sitewide / Movement / Vehicular access and car storage

NE.17. Narrowing carriageway

Carriageway width **should** narrow down to the minimum required for each segment of road. For example, it could widen in front of bay car storage but narrow down where car storage is laid out in parallel. Widths must be informed by operational requirements for emergency and waste services.

To encourage healthy, low-speed neighbourhoods.

NE.18. Car storage close to main junction

The Neighbourhood street parallel to Cartwright Avenue **could** accommodate more car storage than other Neighbourhood streets if required; to reduce vehicular traffic on Neighbourhood streets. Car club spaces should be included in these locations with a direct relationship to the neighbourhood mobility hubs. Planting must be included between groups of 4 to 6 car storage bays with a minimum of 2 metres width to allow for tree planting.

To create an attractive, soft landscape setting.

NE.19. Clustered on-street car storage on pedestrian-priority areas

On-street car storage **should** be distributed in clusters with planted landscape areas between them.

To create an attractive, soft landscape setting.

NE.20. Shared visitor car storage

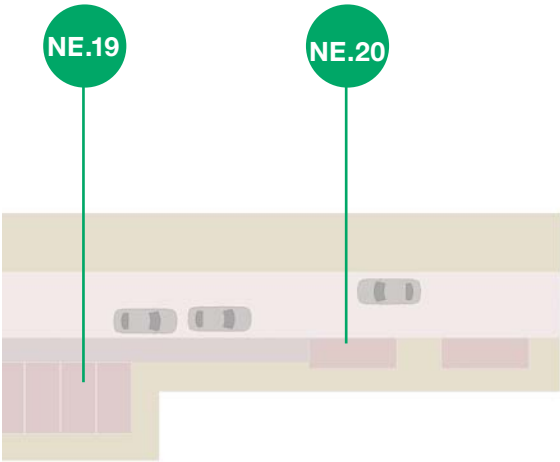
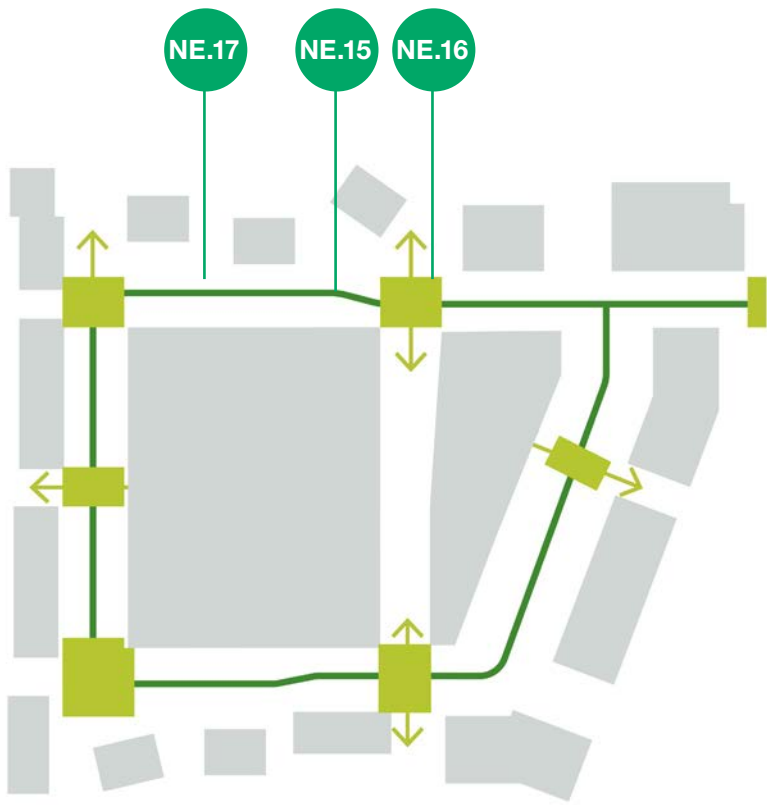
Where practical, visitor car storage on neighbourhood streets **should** be shared with servicing parking or with non-allocated residential spaces.

To introduce opportunities for play on the way.

NE.21. Visitor cycle parking

The Community Lane **must** include visitor cycle parking for a range of bike storage types. Visitor cycling storage should be located next to other street furniture, such as seating; to foster social interaction. Cycle parking should not be located so that it becomes an obstruction to access routes.

To create inclusive and equitable transport options, supporting active lifestyles.



Built Form

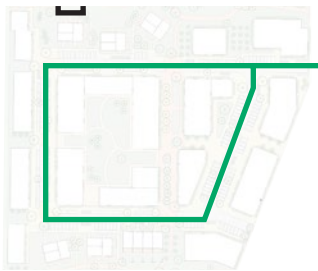
Layout

NE.22. Buildings shaping movement

Buildings **must** be laid out and aligned to form a loop movement system with one connection to Cartwright Avenue.

To encourage healthy, low-speed neighbourhoods.

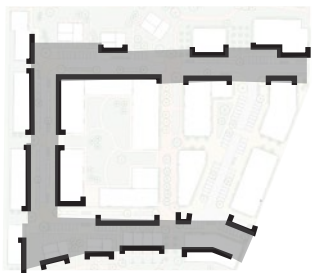
Refer to Sitewide / Movement / Vehicular movement



NE.23. Buildings defining streets

Buildings **must** be laid out and aligned in ways that form streets.

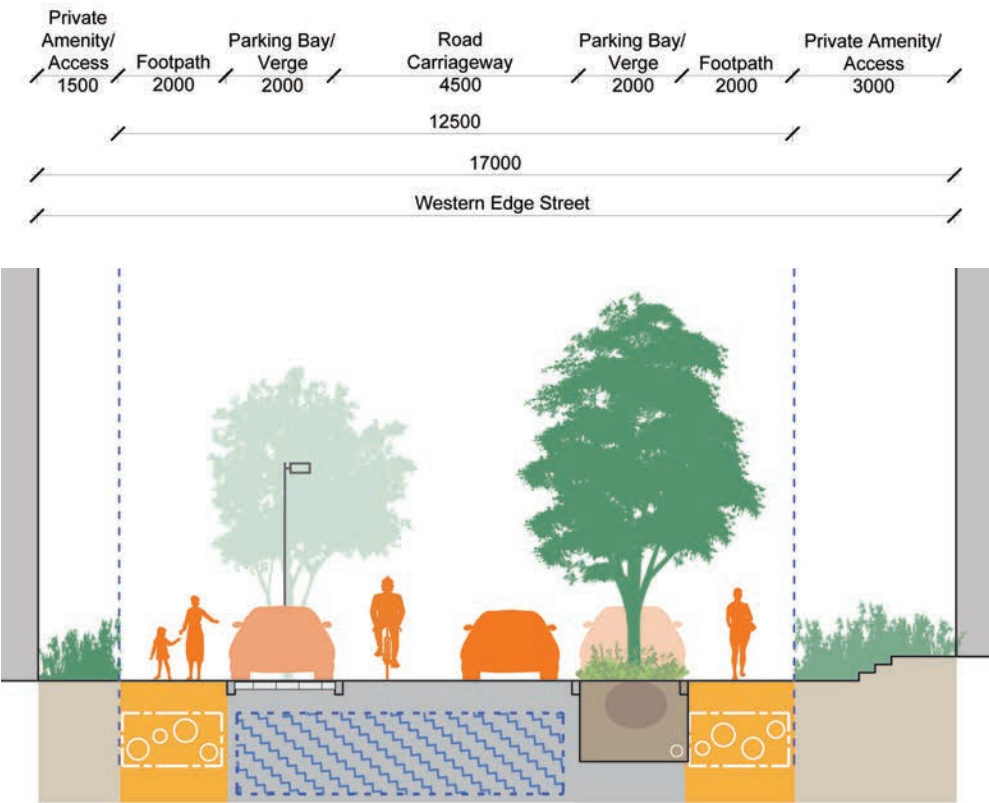
To create good streetscape and build from Phase 1.



NE.24. Street widths

Street width **should** be as narrow as practical, please see illustrative section below for reference.

To create intimate streets which facilitate social interaction.



Massing and character

NE.25. Transition in massing

Massing **must** include stepping in height. Stepping should avoid difference in heights of more than 3 storeys between adjacent buildings in the plot.

To contribute to the articulated skyline and avoid contrasting scales.

NE.27. Variations in roofscape

Roofscape types **should** be distributed to create varied streetscape.

To contribute to the character of the Neighbourhood streets.

▶ Refer to Sitewide / Built Form / Massing and character.

NE.26. Massing breaks

Massing breaks **must** create a visual hierarchy where bigger gaps in the massing visually connect streets with adjacent Shared Gardens leaving narrower gaps towards Cartwright Avenue or Brook Leys.

To contribute to the legibility of the massing and landscape.

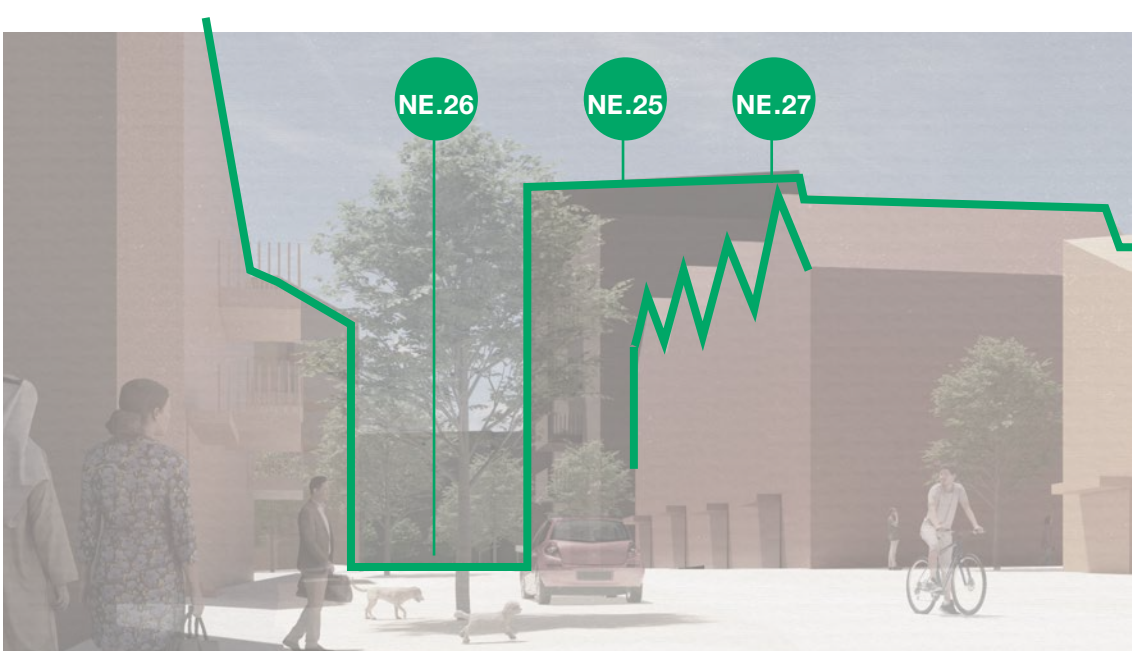
▶ Refer to Sitewide / Built Form / Massing and character.

NE.28. Tone and materiality

Tone and material selection **must** be selected to distinguish massing and avoid visual coalescence.

To contribute to the legibility of the massing.

▶ Refer to Sitewide / Built Form / Massing and character.



Community Lane

Community Lane



A pedestrian priority, safe and leisurely street.
Connecting the school, community centre, and
Local Centre, to formal sports and growing areas to
the north of the site.



Green and Blue Infrastructure

Character and levels

CL.01. Coherent character

The entire Community Lane **must** be designed with a single identifiable character and a united palette of materials along its full length so that there is consistency in paving, planting, street furniture and lighting along the entire length of the route.

To ensure the Community Lane is delivered to a consistent standard.

CL.02. Continuity

The Community Lane **must** have continuity along its length. This can be achieved with a palette of paving materials being established and consistent streetscape character.

To create good streetscape and build from Phase 1.

CL.03. Managing level changes

Where level changes are required, they **must** form an integral part of the design of the public realm and buildings. This could be achieved, for example, through ramped access creating a continuous and accessible route.

To ensure inclusive access, space efficient design and a coherent public realm.

CL.04. Lighting

The lighting design along the community lanes **should** be deliberately understated, providing enough visibility for users without disrupting the natural environment. Low level lighting ensures safety while maintaining a calm, discreet ambience that blends with the surroundings.

To create a distinct hierarchy with the adjacent streets and open space, assisting with legibility and wayfinding.

► Refer to Lighting design concept proposal.



Community and amenity

CL.05. Doorstep play

The design of the public realm **must** include doorstep playable space;

To support the site wide play strategy.

CL.06. Inclusive seating

Resting areas **should** provide choice of seating options to accommodate the needs of a variety of people, including people with mobility impairments and wheelchair users.

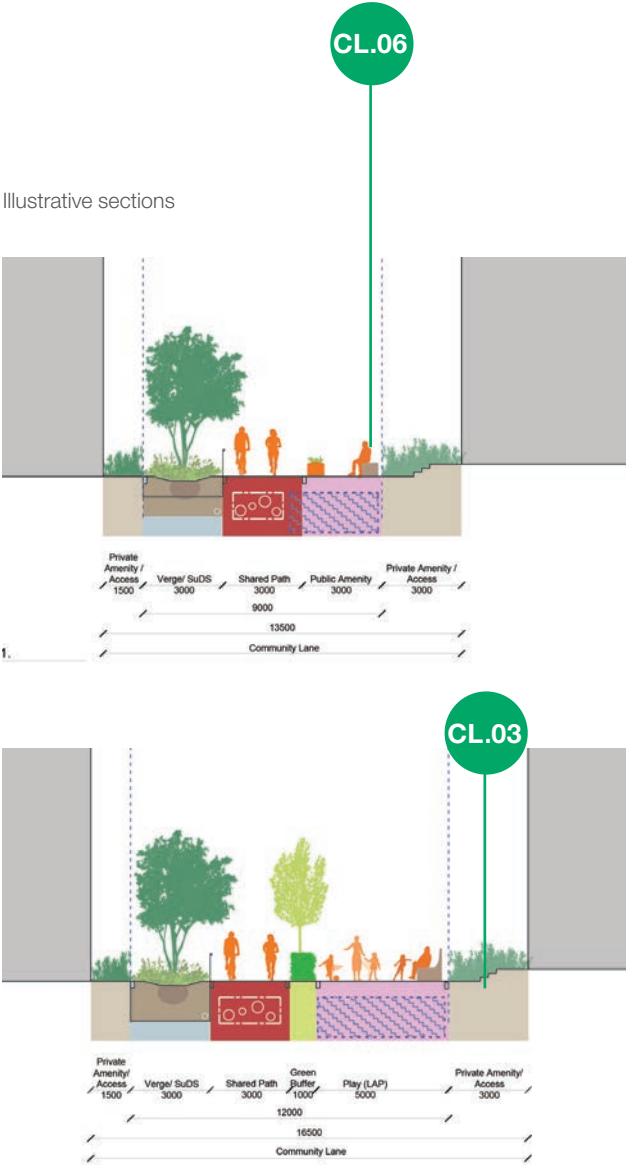
To ensure inclusive access, in the public realm.



CL.07. Safety on playable spaces

Playable space must be separated from cyclists. This could be achieved for example through soft landscaping or nature based solutions.

To design out potential points of user conflict and create a safe public realm for all.



Planting and biodiversity

CL.08. Trees

Tree species and location **must** support legibility and wayfinding, for example by lining routes, positioning specimen trees within wider sections of the route, or at junctions and crossings.

To create a legible and coherent public realm

CL.09. Planting strip

Planting **must** be incorporated within the Community Lane. This should be minimum of 2m where practical.

To enhance biodiversity, and maximize soft landscape in the public realm.

Water and drainage

CL.10. Permeable paving

Where there are instances of the pedestrian priority route being shared with vehicles the public realm **must** include permeable paving. This must be applied to car storage bays, and should be considered for all footpaths and pedestrian or cycle routes.

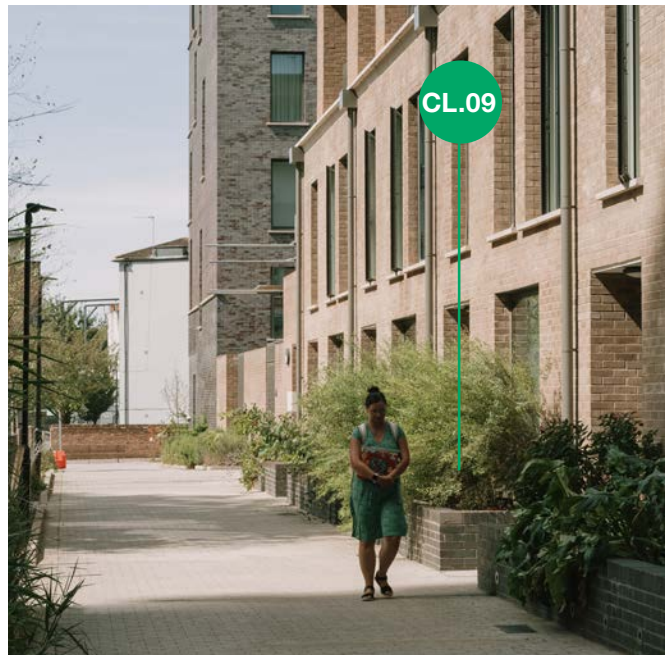
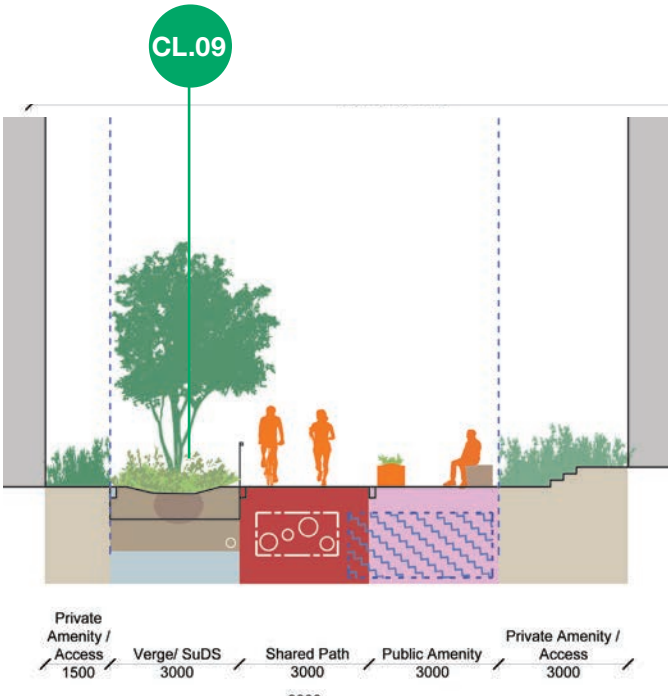
To support site wide surface water drainage strategy and sustainability vision.

CL.11. SuDS on Community Lane

SuDS **must** be incorporated into the public realm, and must support planting to enhance biodiversity. SuDS features could include rain gardens and/or bioretention beds.

To support biodiversity, site wide surface water drainage strategy and masterplan sustainability vision.

► Refer to Sitewide / Green infrastructure / Water and drainage chapter.



Movement

CL.12. Publicly accessible

The Community Lane **must** be publicly accessible.

To create inclusive public open spaces.

CL.14. Pedestrian and cycling only areas

Where there is sufficient distance between Cartwright Avenue and Brook Leys for the Community Lane to be separated from the Neighbourhoods movement loops, the Community Lane **must** be pedestrian and cycling access only (see diagram below).

To create inclusive and equitable transport options, supporting active lifestyles.

CL.16. Shared User Path

The Community Lane **must** include a Shared User Path (SUP) of a minimum of 3 metres wide. The SUP could have a sweeping layout.

To control speeds and avoid overly linear spaces.

CL.13. Continuity of the Community Lane

The Community Lane **must** provide a continuous route connecting Pheasant Drive to the south and the formal sports, and growing space to the north.

To provide a continuous safe route to the Local Centre.

CL.15. Pedestrian and cycling priority areas

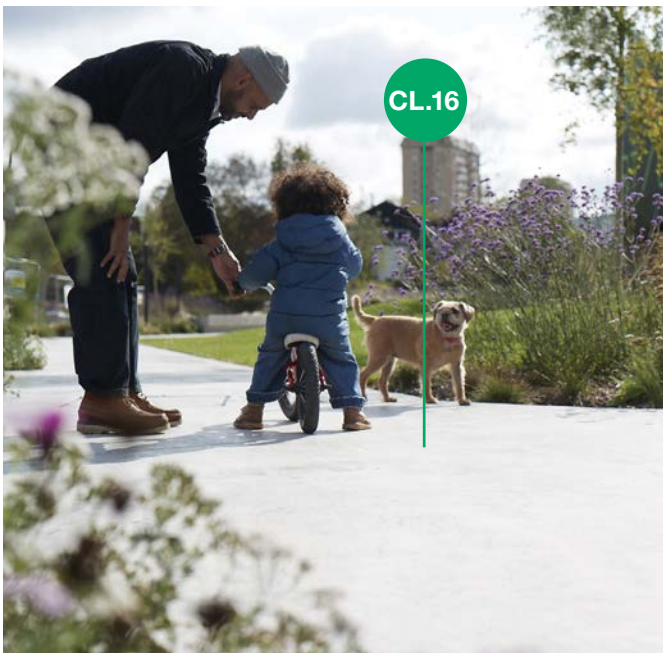
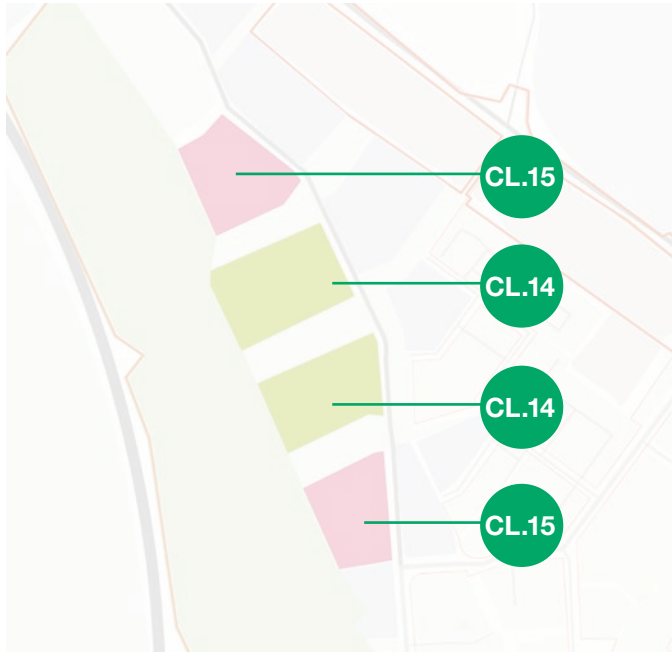
Where distance between Cartwright Avenue and Brook Leys does not allow for Community Lanes to be separated from the Neighbourhoods movement loops, the design of the Community Lane **must** have pedestrian priority crossings. This may happen in plots where pinch points occur. (see illustrative diagram below).

To create inclusive and equitable transport options, supporting active lifestyles.

CL.17. Visitor cycle parking

The Community Lane **must** include visitor cycle parking for a range of bike storage types. Visitor cycling storage should be located next to other street furniture, such as seating; to foster social interaction. Cycle parking should not be located so that it becomes an obstruction to access routes.

To create inclusive and equitable transport options, supporting active lifestyles.



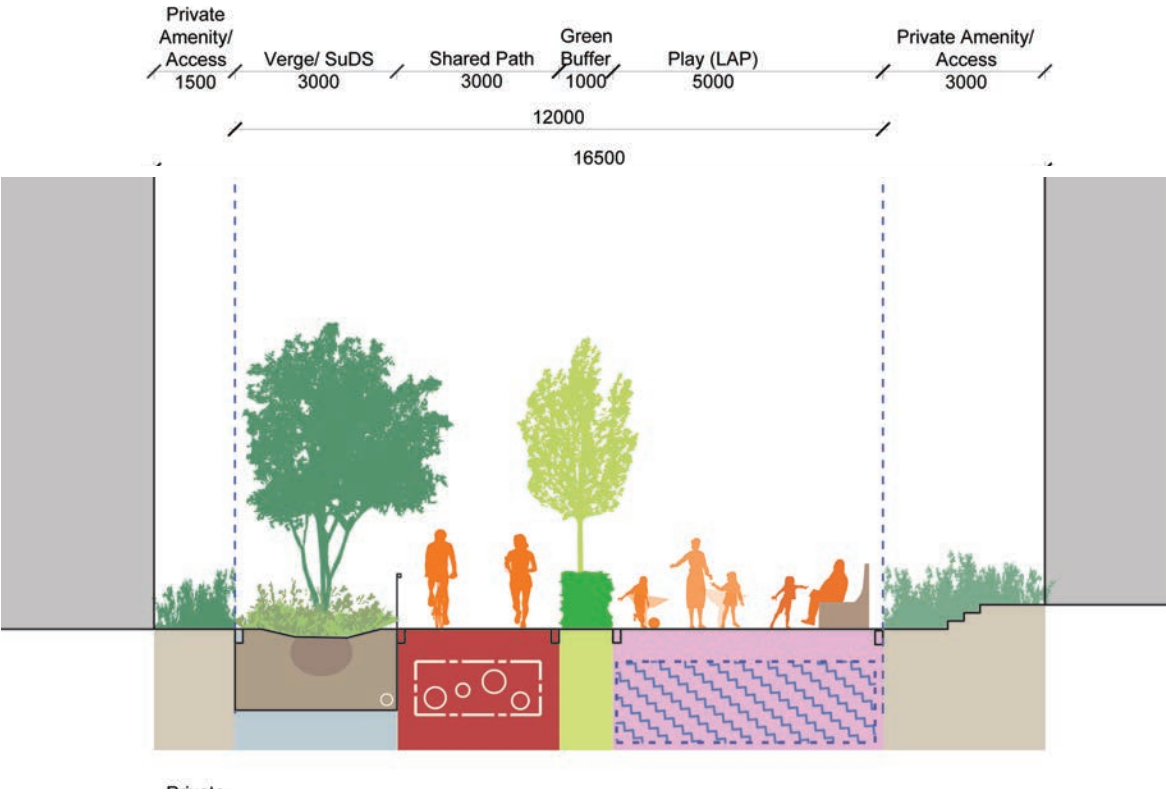
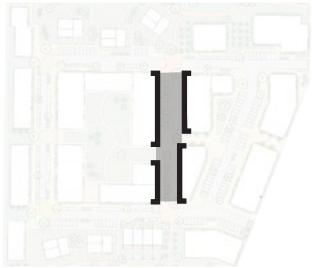
Built Form

Layout

CL.18. Varying width

Buildings **must** be laid out to create varying widths along the Community Lane. Please refer to the illustrative sections on this chapter.

To create variation and interest along the Community Lane.



Massing and character

CL.19. Transition in massing

Massing **must** include stepping in height. Stepping should avoid difference in heights of more than 3 storeys between adjacent buildings in the plot.
To contribute to the articulated skyline and avoid contrasting scales.

CL.20. Tone and materiality

Tone and material selection **must** be selected to distinguish massing and avoid visual coalescence.
To contribute to the legibility of the massing.
▶ Refer to Sitewide / Built Form / Massing and character.

