

HOUSE DESIGN GUIDELINES Part 1: General Matters

CONTENTS

PART 1: GENERAL MATTERS

CHAPTER 1: Purpose of the Guidelines......2 Approval Process4 Neighbourhood Design Themes......6 **CHAPTER 2:** Site Planning8 Streetscape and Compatibility......9 Vehicle Access and Parking......11 Site Facilities and Accessory Structures14 APPENDICES: Appendix 1 - Built Form and Built Character in Valley Setting.... 16 Appendix 3 - Site Management......21





CHAPTER 1 - INTRODUCTION

PURPOSE OF THE GUIDELINES

PART 1: GENERAL MATTERS

The Lakes subdivision has been designed to a vision based on a valley setting accommodating vast areas of parks and open space, water features, quality landscape features and specific roading design. It will offer a range of living opportunities through a diverse combination of housing types and locations, and is intended to create a vibrant community with a mix of age groups and household groupings.

In short, the emphasis in the design of **The Lakes** has been to develop an environment which is more than just a place to live, it is a place which creates a real sense of belonging.

Poorly considered private architectural or streetscape design can easily jeopardise the quality of the public environment that is being created. Conversely, adherence to some common sense urban design principles can ensure development that will compliment and enhance the value of **The Lakes** for all its residents and visitors.



The purpose of the Guidelines is thus:

- to inform purchasers, developers and designers of expectations for housing which is well designed against recognised benchmarks of both urban design and architectural quality (irrespective of density);
- to ensure purchasers, developers and designers of ongoing design quality (and therefore protection of their investment); and above all...
- to create an environment which is recognised as a great place to live.



WHO SHOULD USE THE GUIDELINES?

PART 1: GENERAL MATTERS

The Guidelines should be used by purchasers and developers to understand the requirements for constructing a house (or houses) in **The Lakes**, and also by their architects/building designers, in preparing their building designs.

The Guidelines are intended to guide designers rather than prescribe exact design, style or layout.

The Guidelines are supported by illustrations and with photographs of various good quality housing developments in New Zealand and overseas. These are included to provide examples of design solutions, but are not necessarily intended to represent the only solution.



APPROVAL PROCESS

PART 1: GENERAL MATTERS

The Lakes has been designed to accommodate a range of housing types at a range of densities. Some of the development at a medium or higher density will be subject to a resource consent approval process with Tauranga City Council or Western Bay of Plenty District Council which traverses similar design issues to those set down in The Guidelines. However, much of the development will consist of freehold properties where individual houses will be constructed by individual lot purchasers, builders and developers. The design of these buildings will not go through any Council design assessment.

Irrespective of any resource consent requirements, all housing development proposals must comply with **The Lakes** House Design Guidelines. When submitting plans for approval, the lot purchaser/developer/designer must also confirm that the building design is consistent with the New Zealand Building Code. He/she must also identify whether or not the design meets relevant District Plan development controls, and whether or not a resource consent will be required.

Prior to any building construction on any lot of **The Lakes**, a full set of building drawings with proper dimensions and annotations, design specifications, and a Site Landscape Plan showing planting and fencing proposals shall be submitted to '**The Lakes** Design Management Committee' for approval. If the committee is satisfied that the proposed design complies with '**The Lakes** House Design Guidelines', the purchaser/developer/designer will be advised to proceed with obtaining required 'building consent'. If the designer infringes any of the District Plan controls (or any condition of an approved resource consent) then, subject to the approval of the infringement(s) by the Design Committee, it will be the responsibility of the purchaser/developer/designer to obtain the necessary resource consent from the local authority.

STRUCTURE OF THE GUIDELINES

PART 1: GENERAL MATTERS

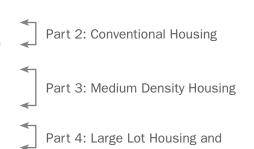
The Design Guidelines are described for convenience under seven different 'design elements', though these should always be considered together. For each Design Element, the Guidelines are structured at three 'levels': firstly, the 'Design Expectations', which define the desired outcomes to be achieved in a completed development; secondly, the 'Design Considerations', which provide the basis for both designing the house and for judging whether the expectations have been met; and thirdly, the 'Design Standards', which prescribe precisely what needs to be done to meet the design expectations and design considerations.

Where the designer does not meet a Design Standard, he/she will be required to demonstrate to the satisfaction of **The Lakes** Design Management Committee that the alternative proposed still achieves the Design Expectations and Considerations. It should be noted that not all the Design Considerations can be translated directly into measurable standards, therefore, some of the Guidelines are described here only in terms of Design Expectations and Design Considerations.

It is also important to consider the effect of a standard related to one Design Element on other Design Elements, and if they contradict, the most 'public' aspect of the design should generally be given priority.

The Lakes subdivision has been designed to accommodate the following seven different types of housing products, which are addressed against specific Design Elements in three different parts of the Guideline document:

- Small lot (350m² 450m²) detached house
- Conventional vacant lot (450m² up to 1350m²) detached house
- Detached (or zero lot line) medium density house
- Attached (duplex or terrace) house
- Multi-storey apartment
- Large lot (1350m² +) detached house
- Retirement villages



Retirement Villages

While there are some common issues among these housing products, each gives rise to slightly different specific design and amenity issues. Thus for each Design Element the 'Design Expectations' and 'Design Considerations' cover all house types, and these are described under General Matters in Part 1 of this document. However, specific Design Standards are needed to address the specific issues associated with individual house types. Therefore, the 'Design Standards' are divided into different groups for different house products (as above) and are included in three separate parts of the document (i.e. Part 2: Conventional Housing, Part 3: Medium Density Housing, and Part 4: Large Lot Housing and Retirement Villages).



NEIGHBOURHOOD DESIGN THEMES

PART 1: GENERAL MATTERS

The landscape design of **The Lakes** subdivision has been evolved on the basis of 'place based design'. The lot, roading and open space layout of **The Lakes** recognises that the right design response for one place and/or neighbourhood will not necessarily be appropriate for another. The historical character of the land, its topography, landscape values and contextual setting are the determinant factors in establishing the 'place based design'. This design concept forms the overall 'vision' and individual 'neighbourhood design theme' for **The Lakes**, which is characterised by the site's historical valley setting.

The journey along the valley clearly defines three different locations:

- Lower Valley
- Mid Valley and
- Upper Valley

The topographical and landscape analysis has characterised each valley location into three parts:

- Valley Floor
- Valley Wall and
- Plateau

The 'built forms and built characters' appropriate in this valley setting are described in Appendix 1 of this part (i.e. Part 1: General Matters) of the guidance to provide an outline of the vision applied in this project.

Specific landscape design principles have been considered appropriate for each valley setting, which will assist in establishing individual neighbourhood design themes. House designers are expected to respect the 'neighbourhood design themes' where they exist.

The Landscape Design principles in relation to the valley setting are included in Appendix 2 of this part (i.e. Part 1: General Matters) of the guidance to guide landscape architects/designers in order to develop an on-site landscape proposal for individual lots.





CHAPTER 2 - THE DESIGN GUIDELINES

SITE PLANNING

PART 1: GENERAL MATTERS

Design Considerations:

- Buildings for all types of houses should maintain the appropriate distance from site boundaries to avoid adverse visual dominance, shadowing and privacy effects on the adjoining public space and private properties (as appropriate to their typology).
- Buildings should be oriented appropriately to allow adequate daylight to houses and sunlight to main living rooms, private outdoor spaces and balconies.
- Houses should be positioned and openings designed to capitalise on any views that are available.
- A sufficient quantity of well-sited and carefully detailed private outdoor space or balcony
 (as appropriate to their housing typology) should be provided for each house to accommodate a
 range of activities that residents can enjoy in and around their house.
- Buildings should be located within the site for maximum utilisation of on-site external spaces and balconies. In this respect direct connection between internal and external living areas and a northerly aspect of the external living area is desirable.



Design Expectations:

The position of all houses within their respective sites does not adversely affect the amenity and privacy of neighbouring properties, avoids any adverse dominance effect at the interface with other sites or public space, and maximises the amenity and enjoyment of the residents.

STREETSCAPE AND COMPATIBILITY

PART 1: GENERAL MATTERS

Design Considerations:

- Building design should offer visual interest when a building or a group of buildings is viewed from any street and/or any other adjoining public open space, by incorporating design aspects such as varied roof form, articulation in façade treatment, variation in setback, opening design etc.
- A monotonous streetscape should be avoided through:
 - Avoiding long sequences of identical designs in adjacent detached houses and
 - Providing variation in scale and façade treatment in attached houses and apartment buildings.
- A transition in height and scale between a new development and any neighbouring building should be provided.
- Front doors should be weather protected and be easily identified from the street boundary to provide a sense of individual address and identity, and ease of visitor orientation.
- Garage doors should not dominate the public frontage (refer also 'vehicle access and parking' design element).
- Fences and walls along any street boundary and between the street and the front face of the closest building should be generally avoided or limited in height (refer also 'fencing' design element).
- Houses fronting the street should include windows or doors to active habitable rooms (not service rooms) on the front elevation to provide surveillance of the public realm.
- Street boundary treatment should be compatible in design with the neighbourhood and/or the development.





Design Expectations:

Design and architectural detailing of the houses emphasises the public face of the building, where it relates to a public road, walkway or any other adjoining public open space. The building design complements any specific neighbourhood theme, and offers surveillance, visual enhancement, variety and a positive sense of enjoyment of the public space.

HOUSE PLANNING

PART 1: GENERAL MATTERS

Design Considerations:

- The house planning should result in a visually attractive building, and variety in building mass and shape.
- Privacy and amenity of the adjoining properties should be preserved by appropriate house planning.
- Exterior building materials should be selected in terms of texture, pattern and colour in relation to building's location along the valley.
- The house planning should complement energy efficiency and sustainable building design, and be of a depth and layout which allows natural ventilation through the house.





Design Expectations:

The house planning creates amenity, enjoyment, health and safety for the residents and avoids adverse visual dominance, privacy and shadowing effects on adjoining properties.



VEHICLE ACCESS AND PARKING

PART 1: GENERAL MATTERS

Design Considerations:

- The resident parking requirements for each house should be accommodated within the site.
- The garage door(s), and associated vehicular access and manoeuvring space should not dominate the streetscape.
- Use of space within the site for vehicle manoeuvring should be minimised to increase on-site green space.
- Vehicle crossings from the kerb and channel to the footpath, or where there is
 no footpath, to the boundary, shall be constructed in the same exposed
 aggregate concrete materials that exist in that precinct of the development.





Design Expectations:

The design of vehicular access, parking and garaging is appropriately integrated with house design so that the overall streetscape quality is not compromised.





FENCING

PART 1: GENERAL MATTERS

Design Considerations:

- The fence design should be consistent with the architectural design (i.e. style, character, material and colour) of the associated building.
- The fence, if required, should not dominate the streetscape.
- The fence should be appropriately used to preserve privacy between adjoining private open spaces.
- The design of the fence should improve the safety of the adjoining public spaces including roads and accessways.
- If any retaining wall is required, its visual appearance should be softened and disguised with associated fencing and landscaping.





Design Expectations:

Fencing assists in defining property boundaries, integrates with the character and style of the building on the site, improves the visual appearance of adjoining public spaces including roads and accessways, and does not unduly compromise the personal safety of residents or persons in adjacent public spaces.

SOFT LANDSCAPING

PART 1: GENERAL MATTERS

Design Considerations:

The landscape design submitted to **The Lakes** Design Management Committee as part of the design approval process should consider the following design matters:

- The landscape design must be submitted with the building plans for approval.
- The landscape design should include both soft and hard landscaping consistent with any neighbourhood design themes.
- The front yard landscaping should complement the adjoining street and public open space landscaping.
- The matured size and number of on-site trees should be in proportion to the scale of the house and the amount of available open space around the house.
- The landscape design should be carefully considered to enhance the safety of the public spaces and the privacy between adjoining private open spaces.
- Selection and location of deciduous and evergreen trees should be considered based on the
 orientation of the house and its private outdoor space to balance the varying climatic conditions
 of summer and winter.



Design Expectations:

The landscaping associated with each house complements the neighbourhood design theme, signals the transition from the public street and other adjoining public space to the house's interior private space, softens the visual appearance of the builtform, provides scale to the house, protects privacy between adjoining houses, offers shade in the summer and allows the sunshine to enter into the house during winter, and improves the visual appearance and amenity of the property.

SITE FACILITIES AND ACCESSORY STRUCTURES

PART 1: GENERAL MATTERS

Design Considerations:

 Accessory structures and site facilities should be located for the enjoyment and amenity of the residents without detracting from the visual amenity of the streetscape.

Design Expectations:

All accessory structures are designed to integrate their visual appearance with the overall built-form. Site facilities on more extensive development are located to maximise their convenience to residents and minimising any adverse visual impacts.





APPENDICES

PART 1: GENERAL MATTERS

BUILT FORM AND BUILT CHARACTER IN VALLEY SETTING

The topography of the valley may be used to guide the articulation of the building form, mass and shape, and also the architectural style of the building. The valley floor will accommodate more intensive housing than any other parts of the site for the ease of construction with minimal land modification.

The valley floor will be overlooked from above, and demands variety in built form to avoid the monotonous building appearance in a neighbourhood which is dominated by closely associated housing.

The valley wall will be a difficult area to build houses as the contours are not easy. At the same time the wall will have high level of exposure from both the top plateau and the bottom floor. Therefore, a variety in combination with formal and regular built forms is recommended to establish the neighbourhood design theme for the valley wall.

The plateau will form the skyline and will be visible from a distance. The neighbourhoods in this area demand formal approach in mostly accommodating regular built forms to avoid any unnecessary visual disturbance in the natural environment.



PART 1: GENERAL MATTERS

LANDSCAPE DESIGN PRINCIPLES

The overarching landscape vision has been prepared by Edaw Jasmax (EJ) and is contained within their document titled **The Lakes**, Pyes Pa West, Tauranga - Landscape Master Plan Report (Issue E September 2005).

The EJ report identifies three distinct zones within the development and attributes a different landscape value to each of the zones. The three zones are Valley Floor, Valley Wall and Plateau. These zones are further classified into three development areas which are, Lower Valley, Mid Valley and Upper Valley.

From this analysis and identification, aesthetic qualities have been attributed to each of the three zones. The Lower Valley landscape values are identified as irregular, the Mid Valley as Naturalistic and the Upper Valley as Formal. These values have been attributed to the overall development, generally the public space, and these guidelines relate these qualities to the individual lots, generally the semi-private space.

The EJ report recognises the site's natural history and has attempted to relate this history to the proposed development identity. The area has been identified as being a lowland podocarp forest on the lower areas and hardwood podocarp forest on the slopes. Consideration should be given at all times to the site context and content, and species should be chosen which are appropriate to the theme and the local conditions. The attached schedules are indicative only and use of other suitable species will be considered as long as they enhance the theme and are appropriate in form and scale to the location.

The Design Principles are intended to be the guidance for the landscape development of individual lots within the development. The final design solution should fit within the framework of the overall design themes; but there is flexibility to create a design which offers alternative solutions within these principles.

PART 1: GENERAL MATTERS

LOWER VALLEY DESIGN PRINCIPLES

The urban identity for the Lower Valley includes conventional large lot development, medium density development and small lot development including terraces. A series of Landscape Design Guidelines has been prepared to cover all these different types of housing of the development. These can be found under 'Soft Landscaping' design element of this document. EJ's report identifies the pattern of land use as being askew, and materials as being crisp.

The EJ report attributes the irregular landscape aesthetic to this area. This is interpreted as being in between the formal aesthetic of the upper slopes and the naturalistic aesthetic of the mid slopes. To create the irregularity; spacings, sizes and plant types, all require variation so no discernible pattern can be detected. A smaller palette of plant material may be used to achieve this, and while regularity is to be avoided the use of single species of trees at irregular spacings may assist in developing the theme. Tree planting may be varied within both front and rear yards.

Urban Design principles still require that the potential mature height is minimised so as to maintain clear views from dwellings to the street. Variety in species, their spacings, form and colourings are all attributes which are desirable. Planting is intended to be predominantly native with the inclusion of selected exotic tree and shrub species to provide relief in form and colour and reinforce the overriding theme of irregularity.

The intention with shrub planting is to continue the irregular theme.

Built structures and hard landscaping should inform the overall theme which calls for crisp materials implemented to an askew pattern. Fences should be constructed in finished materials such as timber, stone or plaster. Hard landscape materials such as paving should be crisp and clean lined, but can be implemented in such a way as to represent the 'askew' pattern suggested by EJ.

PART 1: GENERAL MATTERS

MID VALLEY DESIGN PRINCIPLES

The urban identity for the Mid Valley includes conventional detached housing on a combination of medium to small lots. The landscape character proposed for this zone is identified as naturalistic. This is interpreted as being a combination of the formal and the irregular. There should be a complete lack of formality to the landscape solutions, and there should be no evidence of regularity.

The irregularity offers the opportunity to implement a variety of landscape solutions to both the front and rear yards of properties, with the only common feature being the selection of species. Naturalistic planting offers opportunities to mass plant areas with a range of species in a manner which may be indicative of the site's historical plant association. Given that the overarching concept is naturalistic, there is an opportunity to introduce a variety of plants which still fulfil the intent of the theme.

Front yards may contain more than one specimen tree, with the only guiding principle being the maintenance of clear sight lines from the dwelling to the street. Shrub planting should also be selected to fulfil this role. EJ's report identifies the pattern of land use for this zone to be 'askew', which is an intermediate phase between formality and chaos.

Materials should be textured but implemented in such a way as to appear crisp. This may be achieved through straight lines or smooth curves. This is particularly applicable to fence materials and offers a host of opportunities to provide interesting design solutions. There should be a clear contrast between built forms and planting. Hard landscape materials should continue to reinforce the overall theme and should be textured with a crisp line. Again these may be placed in such a manner as to represent the askew pattern suggested by EJ.

PART 1: GENERAL MATTERS

UPPER VALLEY DESIGN PRINCIPLES

The urban identity for the Upper Valley includes standard residential lots and special uses. The landscape characteristic for this zone is identified as formal in the EJ report. This indicates planting should be structured, patterned, regular and crisp. EJ's report identifies the pattern of land use for this zone to be 'formal' while materials should be rugged. There should be a clear contrast between built forms and planting. This suggests the use of natural materials in their most rudimentary form being implemented in fences, with the planting being ordered.

Formal planting should be organised in an ordered way with repetition and linearity being significant features of the landscape. It is still important to maintain clear sight lines from dwellings to the public realm. Trees should be planted in lines at regular spacings or in a manner which represents an unnatural landscape. Mass planting of shrubs is considered appropriate, although shrub planting should still represent the formal planting. Clipping or shaping of hedges and trees is encouraged as a method of representing formality. The use of a smaller palette of plants is encouraged, too much variety does not reinforce the formal ideal.



PART 1: GENERAL MATTERS

SITE MANAGEMENT

Prior to, during and after house construction commences, the visual appearance and the safety of the property, and construction hours should be maintained appropriately to preserve the prevailing residential quality of the neighbourhood all the time. In this respect, the purchaser/developer and the builder should be aware of the following site management measures, which are required to keep the site tidy during and after construction, and even when the site is empty, and also to minimise any possible adverse noise, personal health and safety, and heavy vehicle movement effects associated with building construction.

Site Security

Immediately prior to the commencement of siteworks or building construction, the site shall be made secure and safe by constructing a 1.8m high temporary site perimeter screen and gate constructed from cladding material supplied by the vendor. The purchaser/builder shall be responsible for providing an appropriate strength frame for the screen and the gate. The perimeter fence shall be erected in a tidy and tradesmanlike manner.

Vehicle Access

Temporary vehicle access for construction traffic shall be provided at the final vehicle access location for the dwelling. The kerb and channel, road berm and footpath (at the vehicle access) shall be protected with appropriate materials during construction of the dwelling.

All damage to the kerb and channel, road berm and footpath shall be repaired to the same standard that existed prior to construction of the house and contemporaneously with the construction of the permanent vehicle access and dwelling driveway.



PART 1: GENERAL MATTERS

Deliveries and Storage

All building materials, temporary toilets and building equipment must be stored within the property boundaries at all times. The footpaths, roadways, neighbouring properties and public areas must be kept clear at all times.

Rubbish Removal

A covered rubbish collection bin shall be provided by the lot owner during the construction period and kept within the property boundary.

Signage

Builders/tradesperson's signs are permitted on allotments during construction to a maximum size of 2m wide by 1m high if required.

Hours of Operation

Compliance with the local Council's regulations or District Plan requirements is required.

Planting

Soft landscaping shall be completed within the first planting season following completion of the dwelling. No species which is identified as a weed or is likely to grow uncontrollably shall be allowed.

Silt Control

During construction of the temporary site perimeter screen, temporary silt control devices shall be constructed in accordance with Environment Bay of Plenty's Regional Council small site silt control guidelines for building construction to avoid silt migrating onto the road reserve or neighbouring properties. All overland flowpaths shall be kept open at all times.



PART 1: GENERAL MATTERS

REFERENCES The following are the principal documents reviewed in the preparation of this document and their inspiration is duly acknowledged:

Christchurch City Council

New Housing in Living 3 Zones - A Design Guide

Ministry for the Environment

People, Places and Spaces: A Design Guide for Urban New Zealand

North Shore City Council

Good Solutions Guide for Intensive Residential Developments

Papakura District Council

Plan Change No. 3, Medium Density Housing Development Design Assessment Criteria

State Government of Victoria

Victorian Code for Residential Development

Waitakere City Council

Developers Design Guide for Residential Subdivision and Medium Density Housing

Waitakere City Council

Operative District Plan, Medium Density Housing Criteria

Wellington City Council

Operative District Plan, Multi-Unit Housing Design Guide

Western Australian Planning Commission

Liveable Neighbourhoods - Edition 2

Edgewater on the Maribyrnong

Edgewater Housing Establishment Requirements - Allotments 242 to 365

Ellenbrook: The New Town in the Swan Valley

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