

Northfleet Harbourside

Design Code

Rev A

24 August 2023



**Northfleet
Harbourside**



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**Northfleet
Harbourside**

Part A Background

Northfleet Harbourside

- 1.0 Planning and Purpose of Design Code
- 1.1 Structure and Application of Design Code
- 1.2 Sustainability Ambition Statement
- 1.3 Vision Statement

Part A Background

1.0 Planning and Purpose of the Code

The Design Code has been prepared as part of the Northfleet Riverside Outline Planning Application (OPA) to provide design guidance for the future development of the site. The Design Code should be read in conjunction with the Design and Access Statement, along with the Parameter Plans accompanying the OPA.

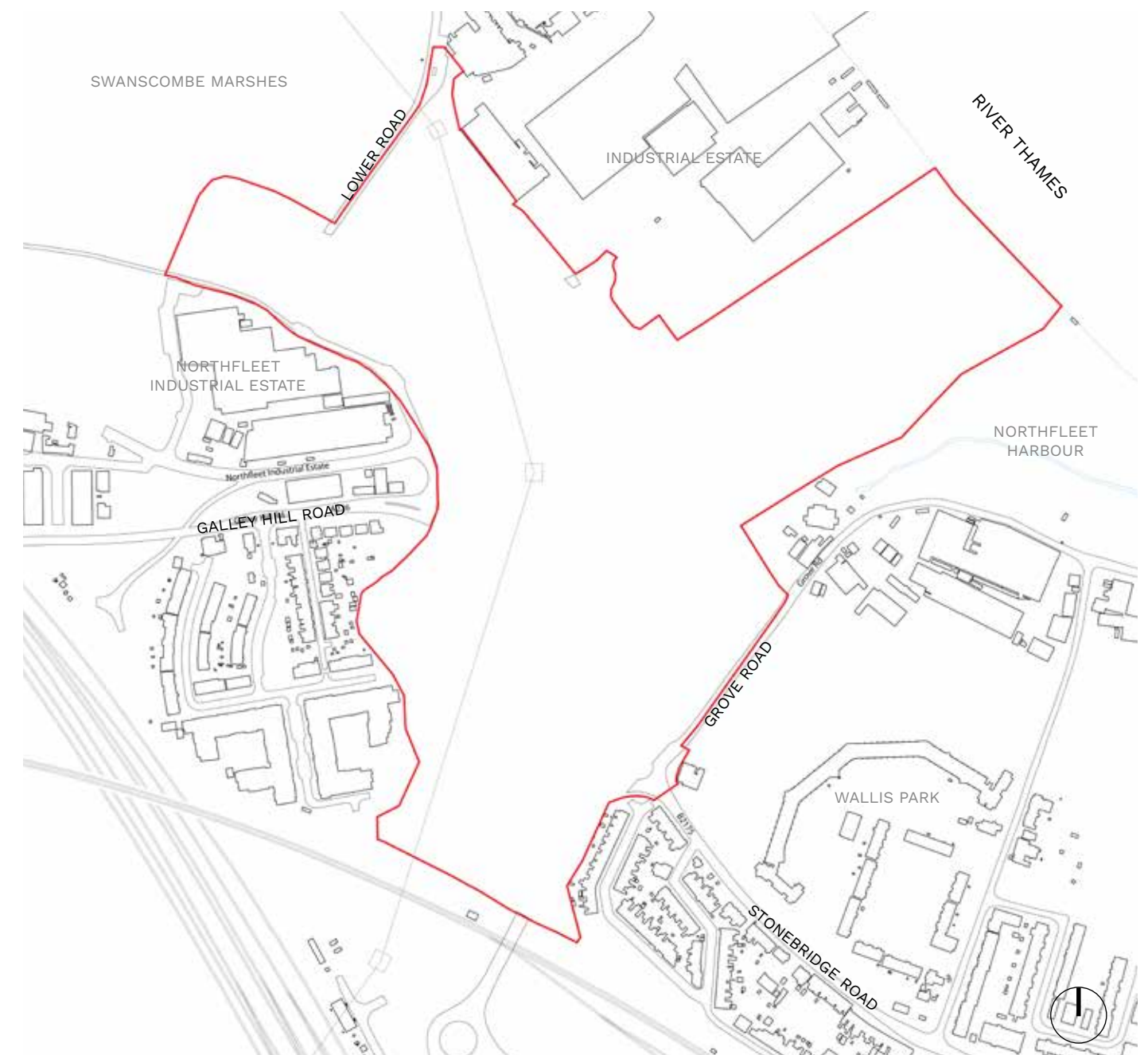
Together they provide the primary design information needed by the designers of future detailed Reserved Matters Applications (RMA). The Design Code has been prepared to ensure that the highest standard of design is delivered across the site, as individual development parcels are brought forward through a process of phased development.

It also aims to ensure a consistent and coherent design approach between different parcels and character areas, whilst maintaining the overall design ethos for the wider development set out in the Design and Access Statement (DAS).

This document sets the expected levels of design quality to be delivered across the scheme. This will provide certainty to residents, stakeholders and Gravesham Borough Council that Northfleet Harbourside will deliver excellence in placemaking.

Site Application Boundary

The guidance in this document relates to all development within the red line



Design Components of the Application



Parameter Plans

Sets out the development plots, land use, road network and location of public spaces and green infrastructure.



Design and Access Statement

Provides background to the layout, design concept and strategies for the development.



Design Code

Controls the form and detailed design of future Reserved Matters Applications through illustration of the Spatial Masterplan Framework.

Part A Background

1.1 Structure and Application of Design Code

The Design Code presents information in a variety of ways depending on the degree to which it should be complied with (as illustrated on the adjacent sample pages).

- Text set within a colour box, or within a table with a colour header, indicates ‘design objectives’ that must be followed to ensure the development follows the high-quality aspirations desired.
- Text, which is not in a box, indicates design requirements that reflect ‘best practice approach’ and recommendations desired as part of the application to achieve the distinctive character desired.
- Plans and diagrams are illustrative only unless contained within a box with a blue header.
- Artist’s impressions and precedent photographs are illustrative only and give an impression of how the design principles might be interpreted.

The specific guidance within this Design Code is provided to inform each individual development parcel within Northfleet Harbourside. It is important that developers and designers read and understand the guidance that relates to the development, and in particular they should be aware of relationship of neighbourhood parcels immediately adjacent to the parcel or phase which is being designed.

Compliance with the Design Code

All future RMAs should look to comply with the relevant elements of the design guidance. In order to demonstrate this, each application should include a completed copy of the Design Compliance Checklist, which can be found at the end of the document.

Future RMAs will be subject to detailed design and public consultation which may lead to deviation from this guidance, but should that occur appropriate justification will be included within future applications.

Further explanation of the design rationale will be provided within individual design statements accompanying each RMA. Departures from the principles in the Design Code will only be acceptable where they can clearly be shown to demonstrate placemaking benefits and/or respond appropriately to changing legislation, varying circumstances or technological advancements. Detailed justification will need to be provided to justify departures from the principles in the Design Code.

All Reserved Matters applications should demonstrate compliance with the Design Code and be accompanied by:

- A completed Design Compliance Checklist.
- Detailed justification for any aspects of non-compliance.

Design requirements and recommendations which represent ‘best practice approach’



Part A Background

1.1 Structure and Application of Design Code

The Design Code is organised into four key sections; Spatial Masterplan Framework, Neighbourhoods, Detailing the Building and Detailing the Place. This structure allows for a wider understanding of the site proposals, before focusing on detailed aspects of the design and how the multitude of components combine to form the framework masterplan.

Spatial Masterplan Framework



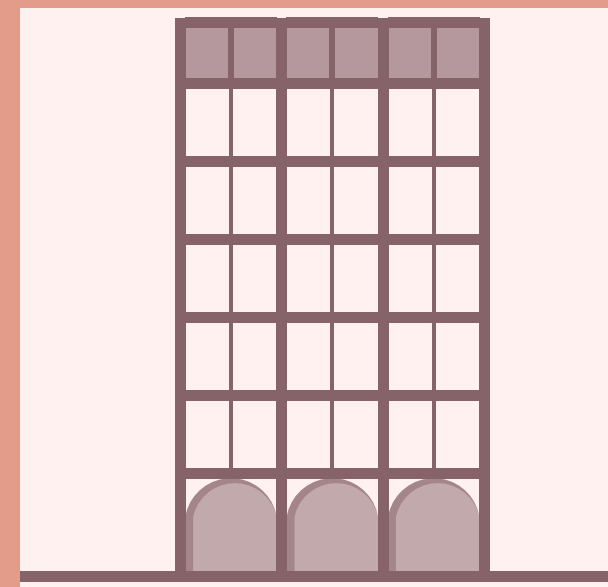
The spatial masterplan framework chapter sets out the key site wide design parameters which define the proposals. These parameter drawings present a series of extents which combine to form the framework masterplan from which all design approaches are based.

Neighbourhoods



More detailed proposals for each neighbourhood area are defined through a series of topics which are illustrated to convey the principal design elements for individual spaces and, the allocated development parcels. There are common themes described throughout the character areas that are integral to the wider masterplan. These include, development parcels, access and movement, green infrastructure, and site edge conditions.

Detailing the Building



This part of the document sets out key design objectives for the buildings on the site. Its principal focus is to provide detailed guidance on the design parameters for each of the various building typologies. These include residential, commercial, retail, hospitality, and stadium.

The residential typology is made up of three themes, presented as design guidance to create an architectural language that unifies the character areas.

There is also more general guidance on appropriate massing strategies for each neighbourhood, building form, scale, rhythm, appearance, critical distances, elevational composition across each typology, guidance on buildings of significance, pedestrian requirements, and the articulation of appropriate building signage.

Detailing the Place



The detailing the place chapter describes the specific elements within each of the open spaces and public realm. It sets out key design principles relating to individual types of space character, and includes illustrative plans, sections and, precedent images to explain the design intent.

It also includes detailing principles for the design and specification of hard and soft landscape elements, boundary treatments, street furniture and street lighting. It includes diagrams and precedent photos to provide further guidance.

Part A Background

1.2 Sustainability Ambition Statement

To achieve the sustainability objectives set out in the DAS, the Design Code requirements that must be adhered to include:

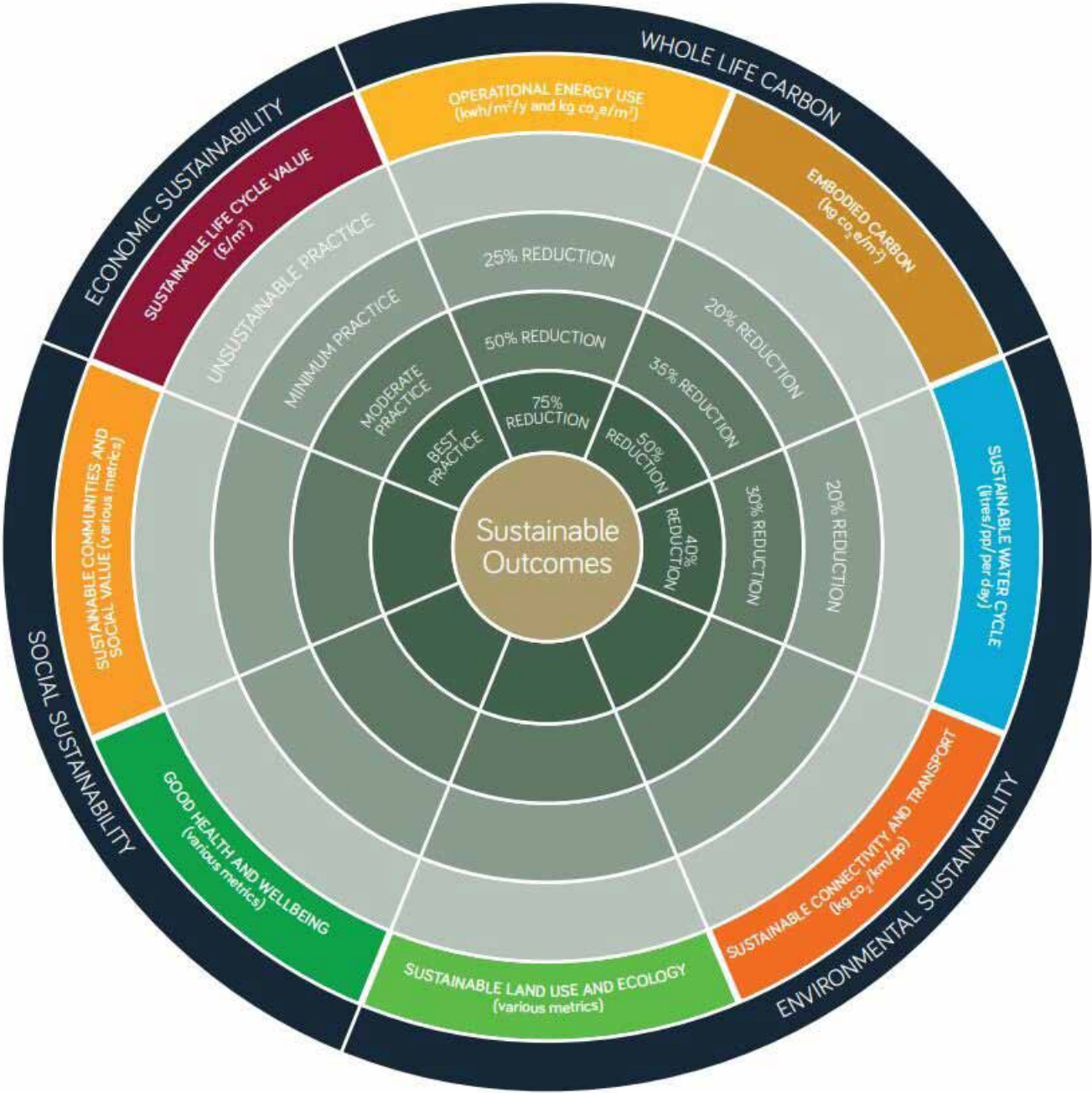
- Sustainable land use through reuse of existing developed and brownfield site
- Sustainable communities connected with Gravesham and Northfleet that deliver social value
- Sustainable connectivity and modal transport changes by creating a 15min walkable neighbourhood
- Biodiversity Net Gains through habitat creation
- Improvements to open space provision
- A modal shift to active travel and the promotion of public transport

As part of Reserved Matters in pursuance of the outline, each application must deliver the sustainable outcomes for Northfleet Riverside development as follows:

- reduce carbon dependency
- achieve sustainable development with remarkable outcomes
- define together a coherent sustainability strategy for delivery our aspiration
- collaborate with the Council to support them in delivering:
 - National Determined Contributions
 - Council's Corporate Plan 2019-2023
 - Climate Change Strategy 2022-2030
 - Circular economy initiatives
 - Social value (aligned with socio-economic objectives), and a
 - Green travel plan strategy

As part of the reserved matters applications, each building will be modelled in detail to demonstrate the CO² savings and the submission sets design parameters that follow LETI guidance. This guidance was developed to ensure that new buildings would achieve exemplary energy performance and ensure that the UK would meet it's 2050 Net Zero commitment by reducing demand on the electrical grid and enable it to use renewables and decarbonise. The energy statement also includes a commitment to meet BREEAM Excellent for non-domestic buildings as well as achieving 4 credits under Wat01 through the selection of efficient sanitary ware & potential rain/ grey water harvesting technologies being adopted on the scheme.

Robust low and zero carbon technologies including air source heat pumps and solar photovoltaics have been selected for the site. Utilising these technologies on the development will allow the applicant to put forward a sustainable energy strategy, backed by proven strategies, built on robust principles



Above: “RIBA Core Sustainable Outcomes Target” from RIBA Sustainable Outcomes Guide, published by RIBA 2019.

Part A Background

1.3 Vision Statement



“ The Vision Northfleet Harbourside: **People, Pride, Place.** ”

The neighbourhood with Ebbsfleet United at it's heart.
A strong community for the future, built from a proud past.



Part A Background

1.3 Vision Statement

Vision Pillars

Six key Vision Pillars come together to create a comprehensive placemaking vision for Northfleet Harbourside. The Pillars take into account all of the key aspects required for the creation of a sustainable new neighbourhood; active travel and transport, the creation of a welcoming and engaged community, green and blue infrastructure, addressing the climate emergency, recognising the heritage of the area and providing a broad mix of homes. RMA's must comply to deliver on these Vision Pillars.

01 A Well Connected Place

A permeable, well connected network of active travel connections and easy access to public transport.

02 A Welcoming Community

Centred around the new home of Ebbsfleet United FC, Northfleet Harbourside has community at its heart. The new development connects in with existing neighbourhoods and provides them with new facilities such as health care and community meeting spaces.

03 A New Green Northfleet

Two new parkland areas, publicly accessible river and harbour frontages, as well as numerous pocket parks and public squares. Northfleet Harbourside presents new outdoor amenities for new and existing residents. The green and blue infrastructure is designed to increase the biodiversity of Northfleet.

04 Low Energy, Low Carbon and the Climate Emergency

Homes and commercial buildings with low energy requirements and producing their own energy through renewable sources. Reducing carbon emissions in construction and operation wherever possible.

05 A Strong Future Built on the Past

The proud heritage of the area is to be captured and used as inspiration for the architecture and landscape of Northfleet Harbourside - referencing both the maritime and industrial legacy of the neighbourhood.

06 A Rich Mix of Uses

A broad mix of green spaces, shops, healthcare facilities, leisure attractions, cafés, bars along with workplaces and homes, all contribute to the creation of a 15 minute neighbourhood. Most day to day needs can be found within the neighbourhood, without the need to get there by car. In addition to a mix of uses there will be wide variety of homes in terms of size and levels of affordability.





**Northfleet
Harbourside**

Part B Spatial Masterplan Framework

Northfleet Harbourside

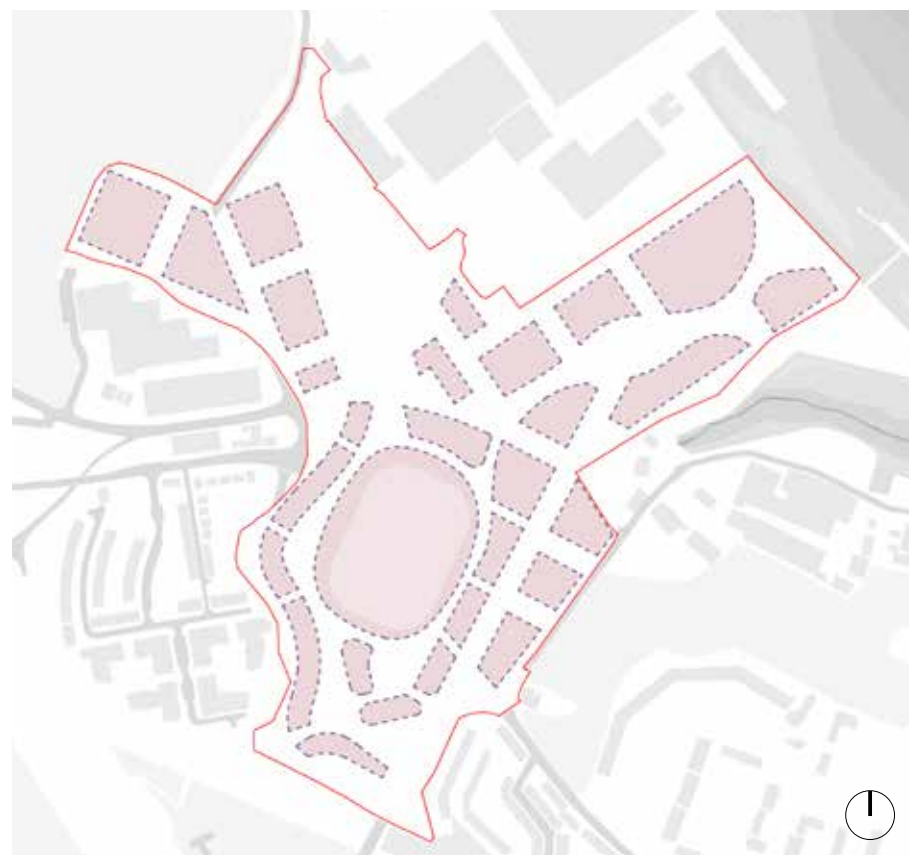
- 2.0 Masterplan Principles
- 2.1 Illustrative Masterplan
- 2.2 Framework Masterplan

Part B Spatial Masterplan Framework

2.0 Masterplan Principles

Urban Blocks

The development parcels should be set out as illustrated to define a coherent streetscape and open space strategy. They must form a strong built edge to define the enclosure of public spaces alongside promoting active frontages, social interactions, safety and security.



Maximum development parcel footprint

Connections and Permeability

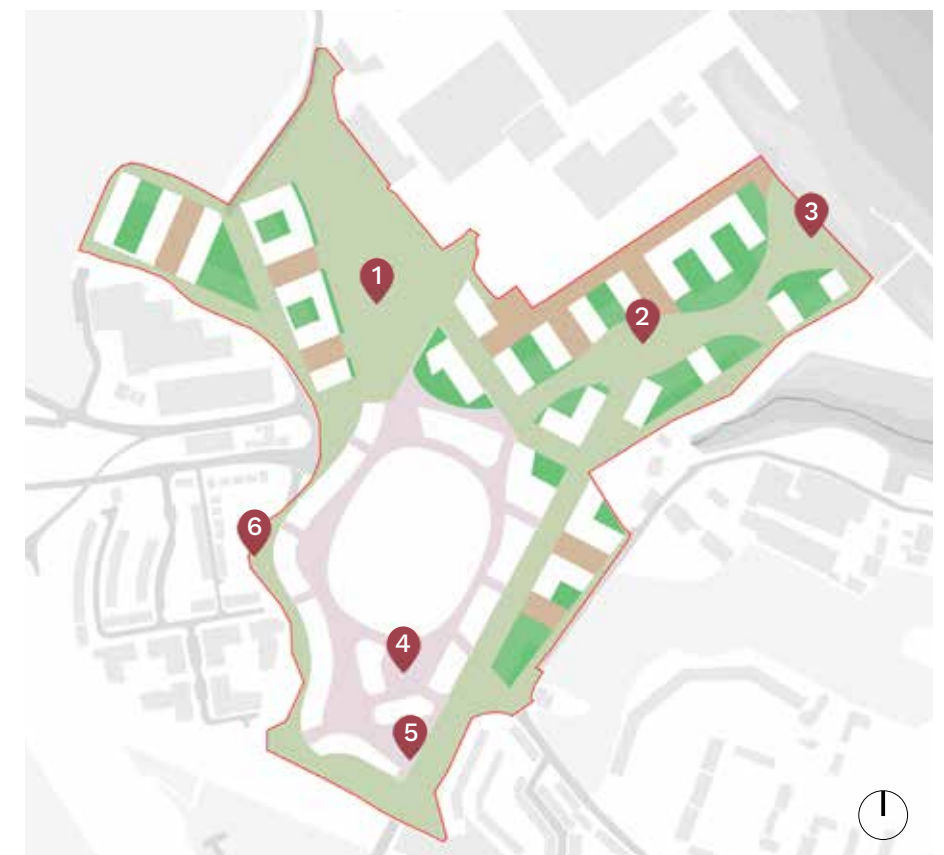
A highly permeable network of active travel routes are brought through open spaces and along streets. Convenient connections to existing routes must be made to promote walking and cycling with provisions to be made for potential future connections.



• • Walking only route • • Walking + cycling + mobility routes

Key Public Spaces

A series of public open spaces are provided across the site. Strategically located to connect active travel routes through car-free environments. Each space has its own character and function reflected in the landscape and architectural design.



Public space Private podium garden Semi Private space
Public-podium level
1 Power Park 3 Riverwalk 5 Stonebridge Plaza
2 Riverwalk Gardens 4 Marketplace 6 Community Green Buffer

Part B Spatial Masterplan Framework

2.0 Masterplan Principles

Heights and Massing

Building heights generally increase up to three tallest areas; there is a high point adjacent to Swanscombe Marshes, towards the River Thames and another towards the centre of the site. The centrally located tall building is strategically positioned to reduce its visual impact to surrounding areas whilst not overshadowing the primary public spaces or park areas.

The lowest building heights are in the Marketplace. This has the dual purpose of maintaining power line clearance whilst respecting the heights of the existing properties to the western boundary.

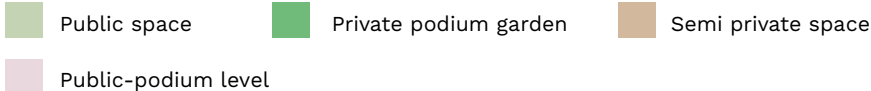
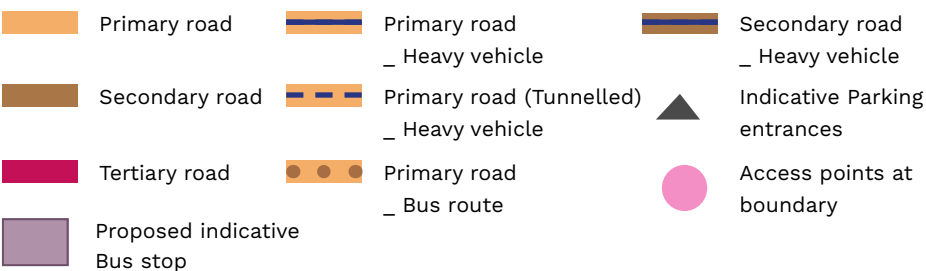
Vehicular access, refuse and emergency vehicular movement

The primary concept for vehicular movement is to keep traffic away from the key public spaces, ensuring an attractive landscape environment that promotes active travel. Vehicular routes from the north and west to the south and east are routed through a podium tunnel beneath the Marketplace.

Access to the proposed residential buildings is provided along routes away from the key public spaces. A bus only section of road along the Boulevard ensures that this street is safe and attractive to active travel as well as creating a pleasant, low traffic commercial street with active uses at ground floor.

Public and Private Space

There should be a clear division between publicly accessible spaces and private spaces. Generally private residents gardens are located at podium level away from the public realm. A restricted area along the northern boundary separates pedestrians from service traffic to the industrial uses. There is also a service route for the buildings in the north western edge. For security, access to this route is limited to residents only.



Part B Spatial Masterplan Framework

2.0 Masterplan Principles

Active Frontages

Building frontages at entrance level should be lined with uses appropriate to the street and space they face. This principle ensures streets and spaces have the appropriate level of activity and overlooking - essential for a well used and safe public realm.

Mixed uses are focused around the Marketplace and Boulevard with some additional food and beverage outlets located around the waterfront areas. Local amenity uses are evenly distributed throughout the development.

Elsewhere residential frontages predominate. The design of the residential frontages should be altered according to their setting - they can be categorised in three main groups; green space facing, street facing or residential ancillary frontage. The last category is applied where the entrance level area is appropriate only for service uses.

Building podiums are designed to reduce the amount of inactive frontage facing public realm. Inactive frontage onto public realm should be limited to a maximum extent of 25m.

Servicing, Maintenance and Emergency Access

Servicing to the residential building podiums is intended to be from the street network away from the park areas and key public spaces. Likewise servicing for the Marketplace is intended to take place within the podium away from the public realm area above. Vehicle movement associated with servicing and waste collection should be carefully managed to reduce impact on residents and so as to not negatively impact the quality of the pedestrian focussed street network.

Maintenance and emergency routes through the parks and public realm should be designed to the minimum dimensions possible. This is to reduce excessive amounts of hard landscaping within the public spaces that can reduce amenity, increase surface water run-off and increase embodied carbon.

Any turning heads must be integrated into hard landscape design and must not negatively impact the quality of the public realm.

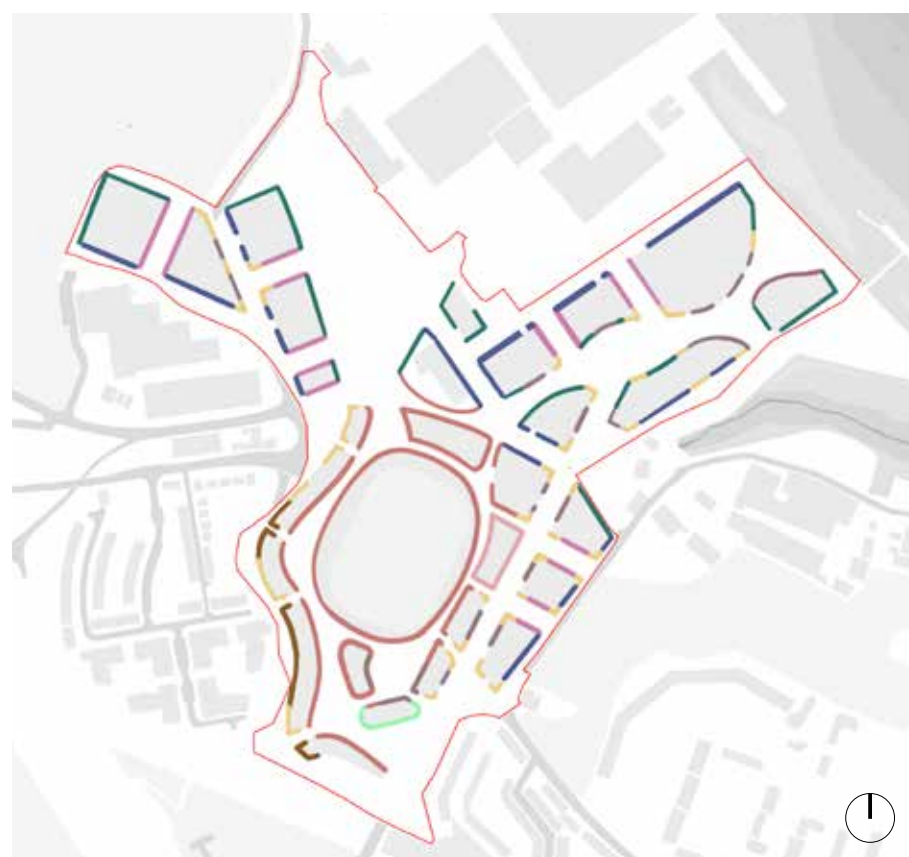
Parking strategy

The majority of cycle and car parking should be provided off street within building podiums. A limited number of visitor and disabled parking spaces are to be provided at surface level.

Parking for the Marketplace and Stadium is located in an area of two storey podium. A regular distribution of lifts and stair cores provide access from the podium parking garage to the shopping area.

Building podiums are to be designed to reduce the amount of inactive facade onto public realm areas. The frontages addressing public realm are to be wrapped in active uses such as ground floor apartments, duplexes and townhouses, residential entrances, amenity uses, shops and cafes.

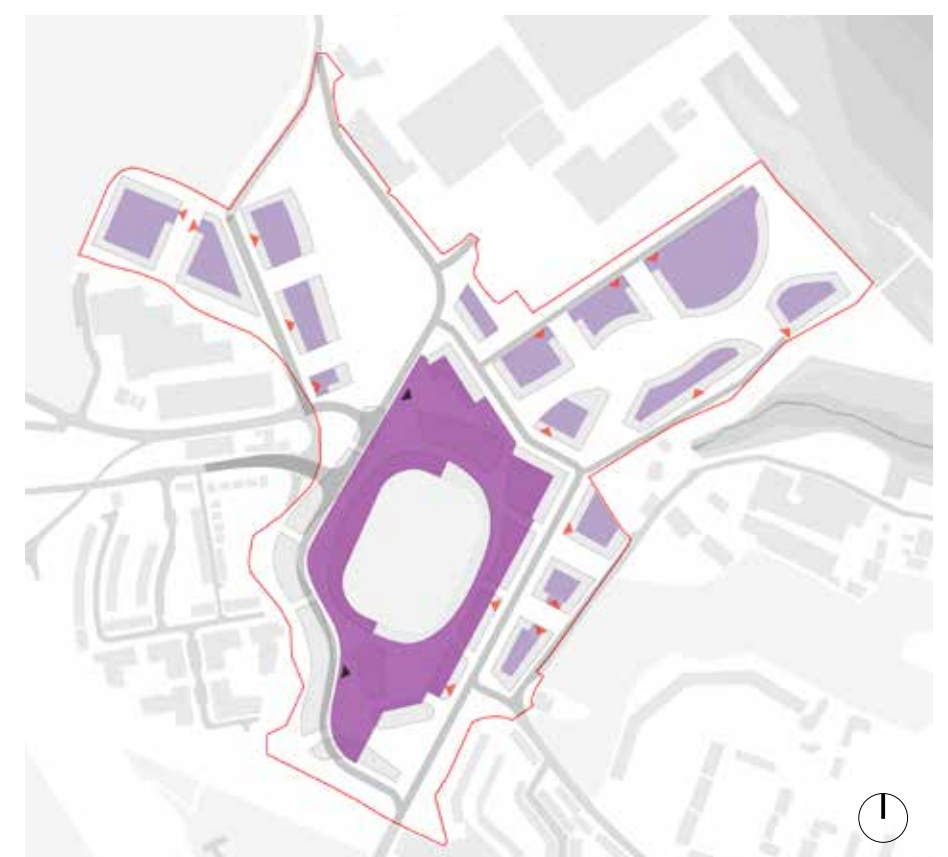
Parking entrances should be located discretely away from key vistas.



- Mix of Residential and Residential Ancillary
- Green Facing Residential
- Retail
- Street Facing Residential
- Local Amenity
- Cafés, restaurants and bars
- Community Uses
- Hotel
- Business Incubator Space



- Planned primary service route
- Servicing route in road tunnel
- Service route for employment area
- Secondary emergency access and maintenance route
- River wall maintenance access



- Indicative Marketplace podium parking area
- Indicative area of podium parking within residential blocks
- ▲ Indicative entrance to residential podium parking
- ▲ Indicative entrance to marketplace podium parking

Part B Spatial Masterplan Framework

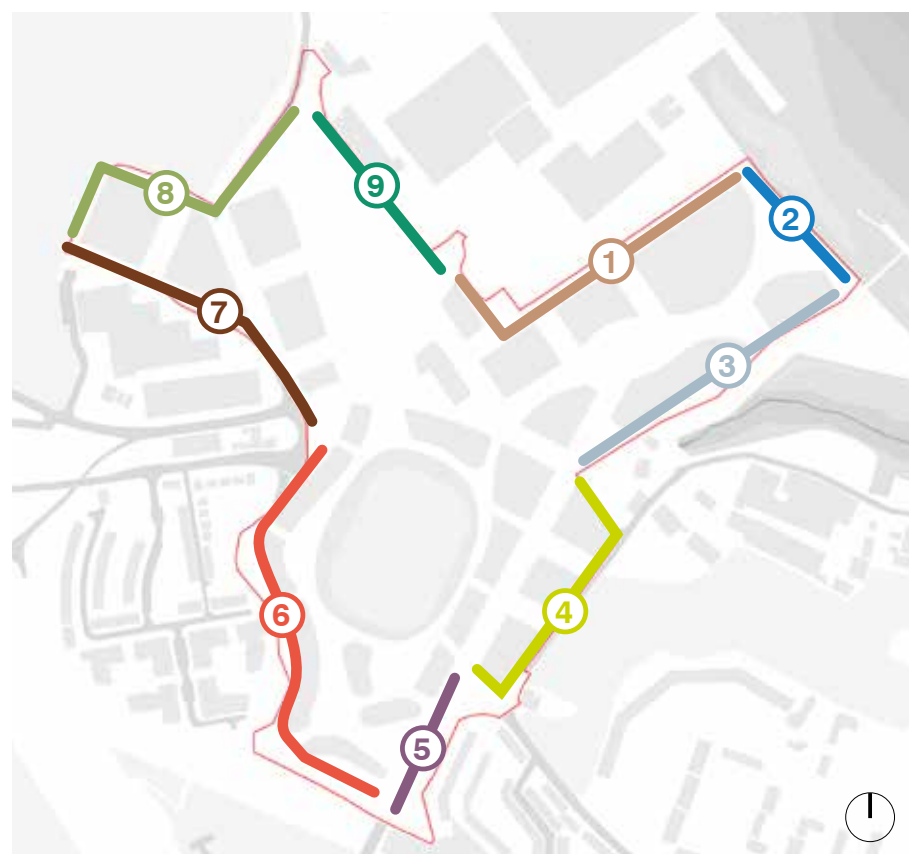
2.0 Masterplan Principles

Site Edges

Northfleet Harbourside has a variety of site edge conditions and uses. The development represents an opportunity to connect and improve the context for existing communities that are currently disconnected by heavy road infrastructure and industrial uses. Surrounding neighbourhoods will now meet with high quality landscape and a mix of uses complementary to residential uses. Connections between river, harbour and marsh are made for better access for people, as well as, wildlife.

In other areas, where existing industrial uses bound the site, the agents of change principle will apply: a variety of measures are proposed to mitigate the potential impact of the existing industrial activity from new residential and leisure uses. This will ensure homes and green spaces are safe and comfortable whilst industrial activity can continue unhindered.

The site edges have been designed to respond to their context. Each parcel is composed as a combination of different and distinct building forms with appropriate gaps between them - this will avoid the appearance of a wall of development.



Northern Boundary Service Route Edge

Buildings along this boundary will be designed to allow industrial and residential uses to coexist comfortably. Apartments along this edge will be designed and orientated to maximise views of Riverside Gardens and the River Thames. Further acoustic and air quality analysis at Reserved Matters Application (RMA) stage will conclude whether further mitigation is required, such as, mechanical ventilation strategies or the use of winter gardens in certain apartments.

Further detail on this edge can be found in Part C - 4.0 Riverside Character Area.



Thames View Edge

Publicly accessible riverside frontage. Homes will benefit from views over the river. At ground floor, amenity spaces, shops and cafes will activate the promenade area.

Further detail on this edge can be found in Part C - 4.0 Riverside Character Area.



Harbourside Edge

Publicly accessible harbourside frontage. Homes will benefit from views over the historical Northfleet Harbour. At ground floor, residential entrances and ground floor apartments will activate the promenade area. The harbourside edge to Robins Creek will be designed to provide intertidal habitats. Further assesment at RMA stage will further develop ecological enhancements to Robins Creek.

Further detail on this edge can be found in Part C - 4.0 Riverside Character Area.



Grove Road Edge

The frontage along Grove Road establishes a residential character to activate the street edge. The majority of homes along this street will overlook the woodland providing visual amenity and passive surveillance to the green space. This residential edge of the development will provide a welcoming threshold to existing and proposed neighbourhoods to the east.

Further detail on this edge can be found in Part C - 5.0 Boulevard Character Area.



Stonebridge Plaza Edge

Stonebridge Plaza is the key threshold space for Northfleet Harbourside from the south and east. It is the main arrival space from Ebbsfleet International, Northfleet Station or Gravesend. The eastern edge of the landscaped plaza provides a sizeable green buffer to the Railway Street neighbourhood opposite.

Further detail on this edge can be found in Part C - 7.0 Marketplace Character Area.



Marketplace Green Buffer

A new, high-quality landscaped amenity space with active travel route is proposed along the western edge adjacent to the Robinson Way neighbourhood. The new green edge will be activated by community uses such as incubator units for supporting new businesses. It will also include supporting facilities/retail at ground floor to serve existing and proposed communities and those commuting through the site. Access to the Marketplace and Northfleet Harbourside beyond is provided at regular intervals. This edge will greatly improve connections and visual amenity for surrounding residential properites in addition to biodiversity improvements.

Further detail on this edge can be found in Part C - 7.0 Marketplace Character Area.



Northfleet Industrial Estate Edge

Buildings along this boundary will be designed to allow industrial and residential uses to coexist comfortably. Apartments along this edge will be designed and orientated to maximise views towards Swanscombe Marshes and Power Park. Further acoustic and air quality analysis at Reserved Matters Application (RMA) stage will conclude whether further mitigation is required, such as, mechanical ventilation strategies or the use of winter gardens in certain apartments.

Further detail on this edge can be found in Part C - 6.0 Parkland Character Area.



Swanscombe Marsh Edge

Homes along this edge will benefit from views over Swanscombe Marshes. The broad opening of Power Park to the marsh will connect habitats into Northfleet Harbourside's parkland - creating a substantial increase to biodiversity and habitats in the area.

Further detail on this edge can be found in Part C - 6.0 Parkland Character Area.



Power Park Edge

The northern boundary to Power Park is designed to allow industrial uses and green infrastructure to coexist comfortably. Acoustic screening and integrated planting separates the park from the service road to the industrial estate to the northeast. Further detailed study through the RMA process will be carried out to determine exact levels of acoustic and visual separation required. A substantial buffer has been allowed for the creation of a safe and comfortable environment within the public open space.

Further detail on this edge can be found in Part C - 6.0 Parkland Character Area.

Part B Spatial Masterplan Framework

2.1 Illustrative Masterplan

An illustrative masterplan has been prepared for the site, responding to the key design principles set out within the Design and Access Statement (DAS) that have evolved through the design evolution and consultation process.

It shows how the proposed development will consist of an exciting new stadium to house Ebbsfleet FC, alongside a high-quality retail village and marketplace, a significant and coherent provision of new streets, public open spaces surrounded by three new residential neighbourhoods.

The resulting neighbourhood character areas and their specific development parcels will provide residential accommodation and a mix of non-residential uses, along with supporting ancillary accommodation to make this a thriving new area for Gravesham and Northfleet. The illustrative masterplan shows how it is proposed to bring these elements together to create a high-quality and vibrant destination for Gravesham.

The detailed design of the site will be brought forward through future RMAs using the guidance contained within this Design Code and the associated Parameter Plans.

Key Features of the Illustrative Masterplan:

- Up to 3,500 new homes in a mix of size, type and tenure.
- Over 2.1ha of new parkland area in Parkland Gardens and Riverwalk Gardens.
- Two new, publicly accessible, destination waterfront walk opening out onto River Thames and overlooking Northfleet Harbour.
- New c.8,000 capacity stadium for Ebbsfleet United with associated up-to-date supporting facilities.
- Up to 21,000m² of commercial and retail space in three distinct settings:
 - The Marketplace - a pedestrianised shopping area including cafés, bars and other leisure attractions.
 - The Boulevard - a tree-lined, car-free street lined with active frontages including offices, hotel and retail uses.
 - The Riverside - a collection of cafés, restaurants and shops overlooking the Amphitheatre and River Thames.
- A new network of safe, car-free walking and cycling connections linking routes from surrounding neighbourhoods, Ebbsfleet International Station, Northfleet Station to the Swanscombe Marshes, the river and Northfleet Harbour.
- Improved road access that separates pedestrians and cyclists from vehicles and Heavy Goods traffic.



Part B Spatial Masterplan Framework

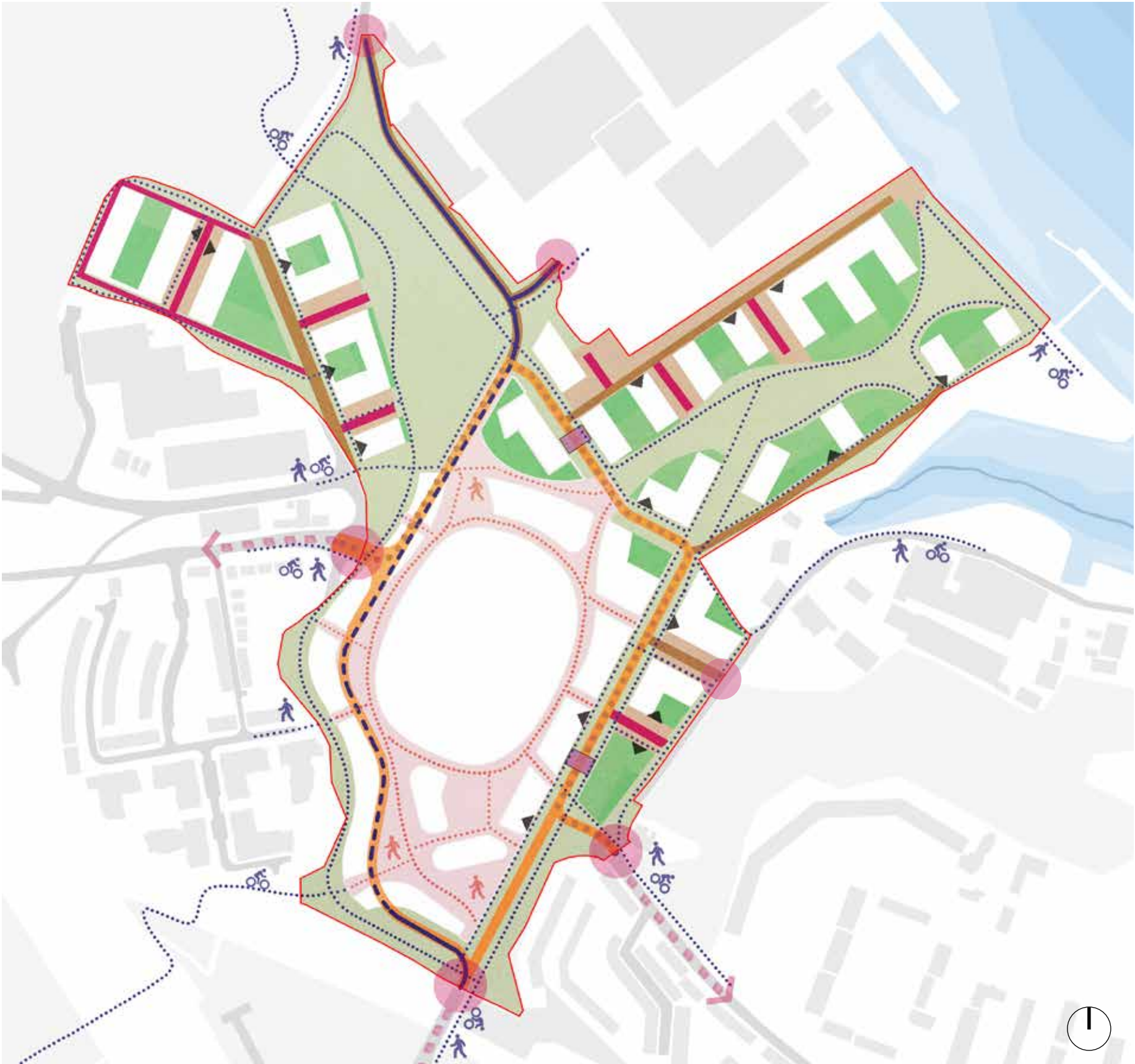
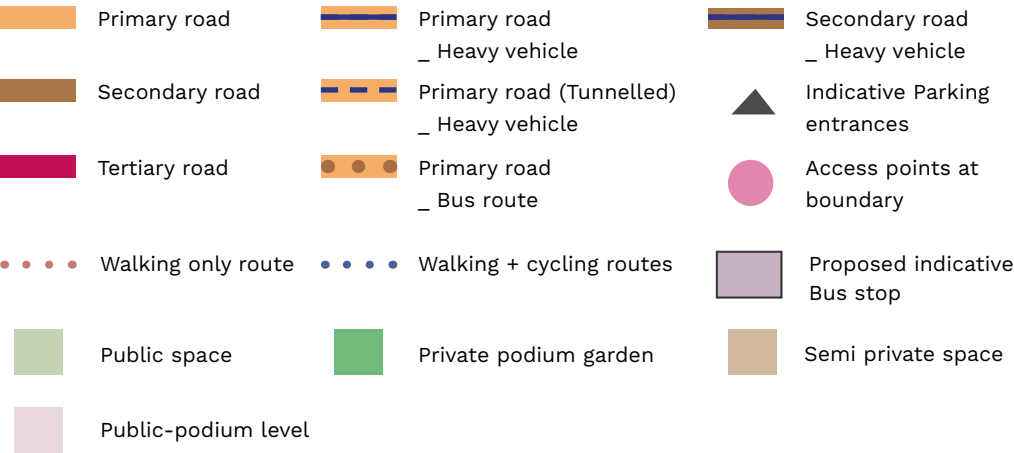
2.2 Framework Masterplan

The Framework Masterplan serves to illustrate the land uses of the site and their arranged adjacencies. The plan is the result of the design process undertaken as explained within the Design and Access Statement.

The primary Framework Masterplan elements are composed of built form, access and landscape. Within these piers of use further parameters are illustrated that will govern the sites development through future RMA's.

The Framework Masterplan also conveys the design objectives and requirements of each element needed to deliver the development vision. The design objectives and requirements are listed and explained along with visual examples.

In the following section each character area is explored in more detail, providing explanation of key design principles achieved through the site organisation and arrangement of key uses.



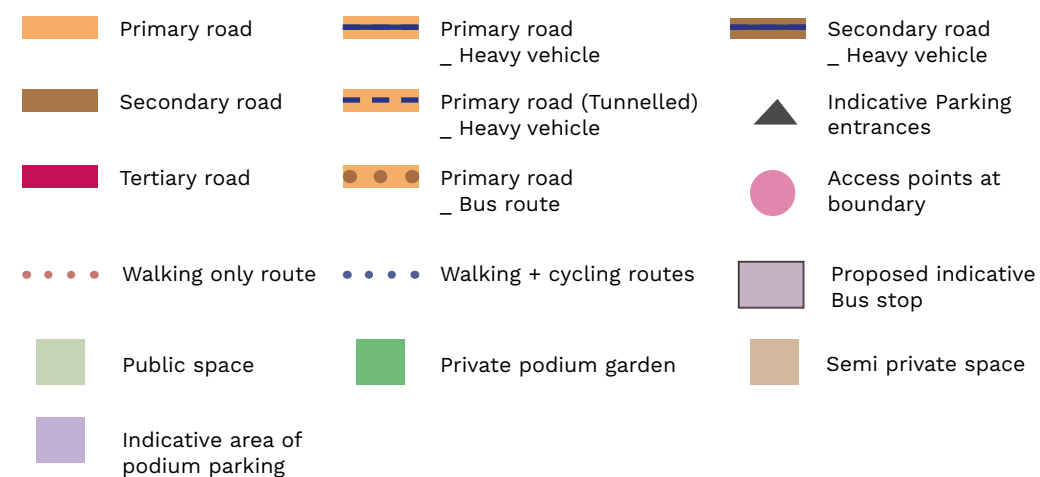
Part B Spatial Masterplan Framework

2.2 Framework Masterplan - Ground access level

The adjacent Framework Masterplan demonstrates the lower, access level of Northfleet Harbourside. At ground floor, all of the apartment buildings feature podiums filled with car parking. The podiums are to be lined with mixed uses and residential entrances to ensure the surrounding public realm is activated and well overlooked.

A large podium surrounds the stadium. The podium features a road tunnel re-routing traffic from the north and east of the site to the southern boundary. The primary benefit of this strategy is separating traffic, including Heavy Goods Vehicles to the surrounding industrial areas, from pedestrians using the Marketplace and Stadium. The existing industrial traffic benefits from efficient, direct connections and is not inconvenienced by the development. Northfleet Harbourside residents and visitors benefit from road traffic being removed from the central area of the site making active travel connections safe with improved air quality.

Centrally located within the podium is car parking. The edge of the podium is again lined with active uses - community uses line the green buffer along the western edge, commercial and retail uses line the eastern edge along the Boulevard.





**Northfleet
Harbourside**

Part C Character Areas

Northfleet Harbourside

- 3.0 Introduction
- 4.0 Character area 1- Riverside
- 5.0 Character area 2- Boulevard
- 6.0 Character area 3- Parkland
- 7.0 Character area 4- Marketplace

Part C Character Areas

3.0 Introduction

The Masterplan has been organised into five distinctive neighbourhood areas; **Riverside**, **Parkland**, **The Boulevard**, **The Marketplace** and **The Stadium**. This section sets out the principles for how each neighbourhood is to be laid out - describing how buildings, streets, public spaces and parks are to interact. This section also describes the edges of the site - how the development will respond to its surrounding neighbours and landscape context such as the River Thames and Swanscombe Marshes (SSSI).



Parkland

The Parkland is a residential community set around a new public open space. This Power Park contains play and leisure facilities with abundant landscape to create habitats to ensure Biodiversity Net Gain. Power Park will connect new habitats with the existing Swanscombe Marshes, to further encourage biodiversity into the site. The majority of homes have views over green space and incorporate pocket parks and gardens.



Riverside

The Riverside residential community includes a new publicly accessible frontage onto the River Thames and views to Robins Creek. Residents and visitors alike will be able to walk along the river edge and admire the view before connecting back into the new Riverside Gardens. A series of residential buildings line the northern edge forming a distinctive built form character up to 20 storeys in height providing views over the new green space and over the river.



Marketplace

Surrounding the Stadium is the Marketplace - a car-free leisure and retail destination. A lively place will be created by shops and cafés spilling out into the landscaped public realm. The vibrancy of the area will extend into the evenings and all throughout the year.



Stadium

The Stadium is the new home of Ebbsfleet United FC. In addition to a new stadium environment, the club will benefit from modern facilities such as changing and treatment rooms, hospitality areas and a club shop. Arrival to the stadium will be an event in itself as fans can congregate within the food and beverage areas and enjoy the new landscaped spaces surrounding the ground.

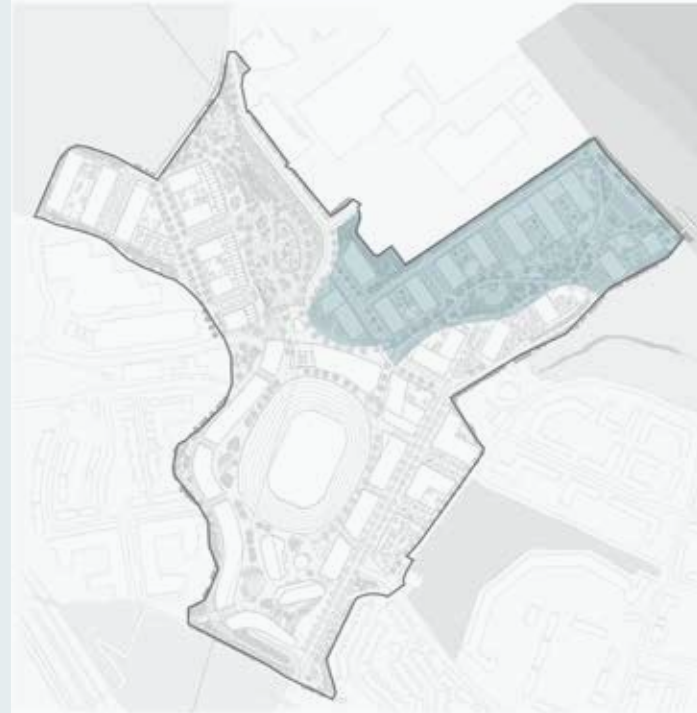


Boulevard

The Boulevard character area is centred around a formal tree lined street activated by mixed uses to include residential, office, hotel and community amenities. Traffic along the street is limited to only buses and cycling routes. Along with broad pavements this makes the street attractive to browsing shops and for outdoor dining. As well as providing homes, the surrounding buildings house a hotel and offices. The Boulevard forms the important connection with Stonebridge Road and access to Gravesham.

Part C Character Areas

4.0 Character Area 1 - Riverside



4.1 Introduction

The Riverside residential community includes a new publicly accessible frontage onto the River Thames and Robins Creek. Residents and visitors alike will be able to walk along the river edge and admire the view before connecting back into the new Riverside Gardens. The Gardens house habitat areas, play spaces and areas for sitting and relaxing. A series of residential buildings line the northern edge of the Riverside Gardens taking in views over the new green space or over the River Thames.



Part C Character Areas

4.0 Character Area 1 - Riverside

4.2 Framework plans

 Primary road	 Primary road _ Heavy vehicle	 Secondary road _ Heavy vehicle
 Secondary road	 Primary road (Tunnelled) _ Heavy vehicle	 Indicative parking entrances
 Tertiary road	 Primary road _ Bus route	 Active travel routes
 Public space	 Private podium garden	 Semi-private space

Access and Movement

- 1 Primary road - Bus route**
Primary road providing key east-west connection through the site. Routed through podium tunnel to allow landscaped public realm to pass above.

2 Secondary road - service route
Secondary road with restricted access toward Riverwalk to serve podium parking garages and extend to emergency service access when required.
- 3 Tertiary road - Riverside Mews**
Landscaped arrival courts activated by apartments at ground floor.

4 Turning heads
Design of turning heads must be integrated into hard landscape design and must not negatively impact the quality of the public realm.

Green Infrastructure and Public Realm

- 5 Riverside Gardens**
Park area connecting the River Thames to the heart of the neighbourhood. Green space contains car-free active travel routes, formal and informal play elements. SuDS features and planting areas provide habitat areas.

7 Riverwalk
New publicly accessible waterfront promenade integrating flood defence wall with landscape elements and seating. Cafés and bars open out onto the public realm overlooking the river.
- 6 Amphitheatre**
Amphitheatre created within public open space providing views towards an informal stage area.

8 Harbourside
New publicly accessible waterfront promenade overlooking Northfleet Harbour and Robin's Creek. Includes heritage features referencing the history of the harbour.

Built Form

- 9 Communal Podium Gardens**
Private landscaped spaces for residents within the apartment buildings.

 **Primary Frontages**
Primary frontages are distinctive façades with mixed elevation treatments of retail and residential characters.



The Riverside
The lively mixed use neighbourhood with active public realm connected to the Thames riverfront.

Part C Character Areas

4.0 Character Area 1 - Riverside

4.3 Key Streets and Spaces: Northern Boundary Service Route



Indicative section through the Northern boundary service route

Objectives:

A secondary road with restricted access to serve podium parking garages. Access road dimensions between 4.8 - 6m wide designed to accommodate emergency and refuse collection, along with residential vehicular traffic to podium parking. Pedestrian use limited to residential access.

Street scene designed to provide a rhythm and character suited to residential use. A green curtain structure along northern edge to provide acoustic and visual separation from the adjacent industrial estate.

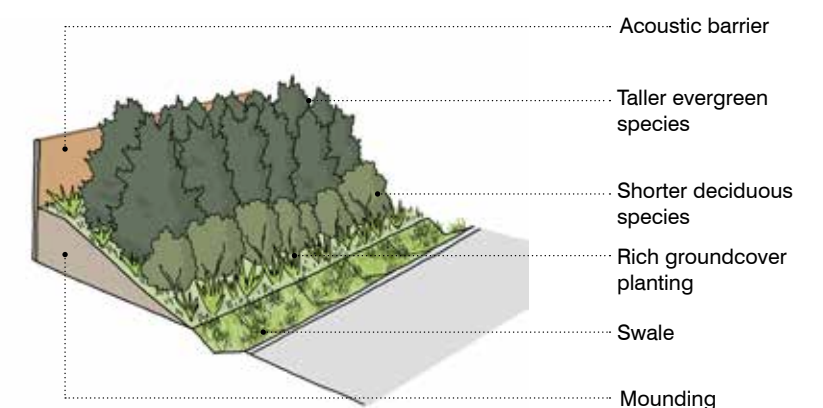
This space will be planted with structural planting of a raised 'green curtain'. Green curtain will be constructed up to a height of 6m with banked planted area reducing in height to ground level. Planting will consist of broadleaved woodland planting and under storey native species shrub planting. Structure must provide mitigation of any visual impacts from the adjacent industrial estate and form a continuous habitat corridor.

The green curtain should establish an attractive 'green' outlook and appearance for the development as a whole. Performing a role in filtering particulates from the atmosphere and reducing the perception of noise, lighting and other operational impacts on residents.

Northern boundary service route must include the following features:

- Secondary Street 4.8m-6m wide
- A green curtain structure along northern boundary with minimum 3m high landscape bund with a 1:2 and 1:3 sloped planted bank to provide screening of the adjacent industrial estate;
- Broadleaved woodland planting and under storey native species shrub planting providing a continuous habitat corridor;
- Habitat enhancement measures such as bird, bat and bee boxes and deadwood to encourage wildlife and increase biodiversity;
- Evergreen species to provide year round green screening; and
- Sustainable drainage features designed to promote water filtration and habitat creation.

Green Curtain



Part C Character Areas

4.0 Character Area 1 - Riverside

4.3 Key Streets and Spaces: Riverside Gardens



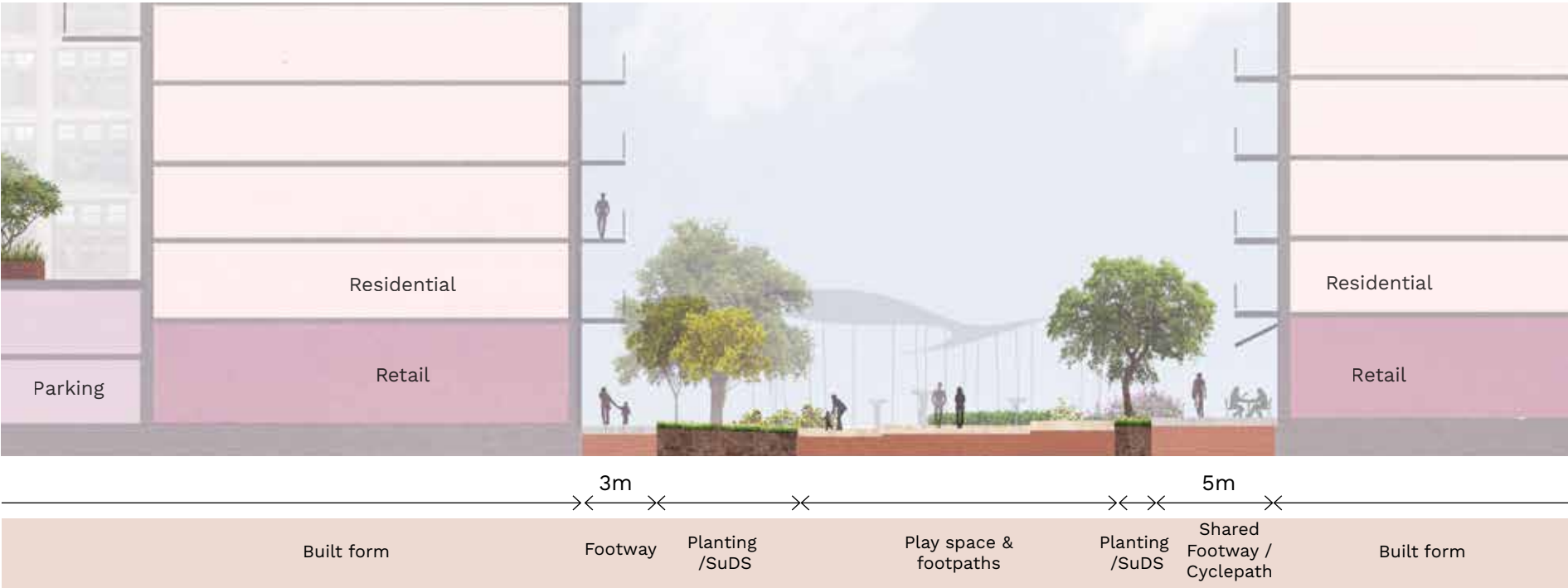
Objectives:
The Riverside Gardens are located centrally east of Northfleet Harbourside development. Providing a combination of lawns, wildflower meadows, seating, ornamental planting, doorstep/incidental play features for younger children, waterpark and central communal events space.

Each space shall be designed individually but follow an underlying concept to use organic, free flowing shapes influenced from the tidal forms of the River Thames and to contrast with the geometry of each residential block.

Apartment buildings with mixed uses at ground floor line the edges of Riverside Gardens. Where non-residential uses are present at ground floor hard landscape abuts the buildings providing access to the shops, cafés and bars. Where ground floor apartments are present the building edges are lined by private terraces.

Safe pedestrian footpaths and cycle routes run through the car-free public space. The routes connect the river and harbourside back to the central area of the development.

Semi-mature trees and multi-stem, specimen and medium height shrubs shall create the structure for the layout of the Riverside Gardens. The structural planting will form the background for ornamental compositions of herbaceous perennials and evergreens (40% & 60% respectively). The centre of the gardens should comprise a mixture of lawns, species rich wildflower meadow and a paved communal event space (80% & 20% respectively). Paths will include wayfinding, continue the heritage/art/ecological trail and use local materials use as Thames aggregate, self-binding gravel, hoggin, crushed brick or similar aggregate materials.



Indicative section through the Riverwalk Gardens

Riverside Gardens must include the following features:

- Landscape designed specifically to maximise ecological habitats;
- Planting design to consist of evergreen semi-mature multi-stem, specimen and medium height shrubs. Trees to provide year round seasonal interest;
- Ornamental planting with seasonal interest and emphasis on native species must be chosen. Planting design arranged in drifts as a response to the flow of River Thames;
- Integrated play elements, both informal and formal must be located to meet local needs and to allow for recreation and wider community use play;
- A heritage/art/nature trail throughout the site;
- Footpaths to meet accessibility requirements routed through the central green space;
- SuDS features shall be planted to promote a diverse range of locally indigenous species; and
- Lighting of footpaths and cycleways must be illuminated to agreed levels



Water rockery playscape



Central sheltered community space

Footpaths and cycle routes	2m (min)-3.8m (max) allowing for emergency / maintenance access to surrounding buildings
Green Space	80% minimum to be soft landscape
Edge Conditions	Non-residential frontage: 5m (min) hard landscape edge for access and to allow outdoor dining space Residential frontage: 1.5m (min.)-2m (max.) defensible private terrace space or a 1m (min) planted defensible boundary in front of ground floor windows

Part C Character Areas

4.0 Character Area 1 - Riverside

4.3 Key Streets and Spaces: Thames View



Objectives:

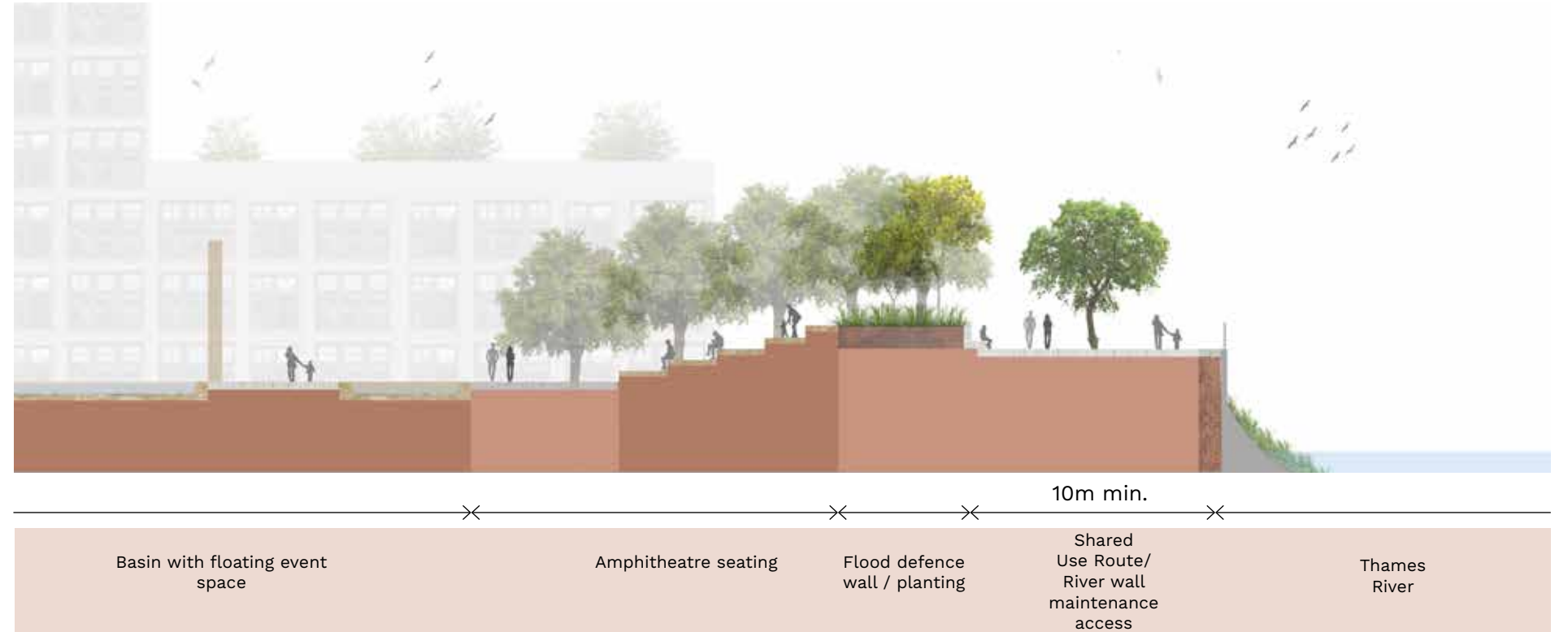
The Thames View public realm is located at the north edge of site and is formed by the extent and shape of development plot parameters. The development plots will be designed to contain the space with active frontages that activate the Thames view area.

An average width between the river wall edge and the residential/commercial façades will range from 10m minimum, and up to 20m. This variety in width allows the Thames View and Robin's Creek public realm areas to provide the additional interest of planting beds, trees, and places to rest, with outward facing seating looking towards the river Thames.

The public realm including the north edge of Robin's Creek also connects to the Riverside Gardens central public realm space.

The public realm spaces will include landscape planting, seating, incidental play, water features, lighting, and an entertainment space. Planting should respond to the Design Code palette of soft and hard landscape elements. The two public realm spaces should feel as one connective area, with organic shapes and swathes of landscape materials expressed as a garden 'spilling out' towards the Thames. The spaces will include public art and information signage as part of the scheme design.

The mini amphitheatre space provides a raised stepped seating area focusing views onto an informal stage located in the water feature. This will provide opportunities to host events and community activities.



Indicative section through Thames View

Thames View must include the following features:

- Minimum 10m shared walkway for pedestrians and cyclists alongside the River Thames;
- Public realm and planting must vary between 1.5m min and 4.5m maximum;
- Rain gardens and SuDS integrated into the design;
- Amphitheatre to be designed in accordance with Part M of the building regulations providing inclusive design solutions for all types of user;
- 1100mm (minimum height) railing with integrated art to be included along the river edge;
- Bird, bat boxes and deadwood included in all planting areas;
- Public art and educational signage to be included;
- Incidental play such as boulders and stepping logs to be included within the planting; and
- Paving materials to be high quality granite, yorkstone or sandstone with heritage features integrated into the public realm



Basin with floating event space



Ornamental planting along Thames edge



Food and beverage spill out space

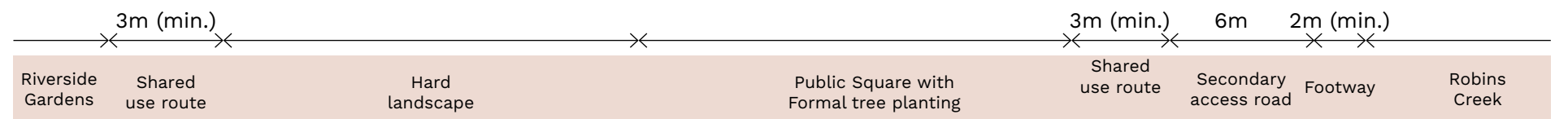


Amphitheatre down to the basins edge

Part C Character Areas

4.0 Character Area 1 - Riverside

4.3 Key Streets and Spaces: Harbourside



Indicative section through the Harbourside

Objectives:

The Harbourside public realm is located at the southeast edge of site and is formed by the extent and shape of development plot parameters and the adjacent historic Northfleet harbour. The development plots will be designed to front the space with active frontages that activate the harbourside view.

An average width between the river wall edge and the residential and commercial façades will be a maximum of 10m. A service vehicle access is required to pass this area and will be constructed as a shared surface with its route indicated through material choices.

The Harbourside public realm will provide for a more intimate space connected to the historic Northfleet Harbour. The public realm areas will be mostly hard landscape, incidental tree and contained shrub planting, with structures to sit on, facing towards the historic harbour.

The paving surface will consist of high-quality finishes marking the space, such as granite setts and natural slabs.

The Harbourside public realm will provide a green link connecting to the Riverside Gardens space.

In accordance with the recommendations within the Preliminary Ecological Appraisal tree and shrub planting species should be native to provide ecological enhancement to Robins Creek. Planting should also respond to the Design Code palette of soft and hard landscape elements.

The public realm connects to both the Thames View and Riverside Gardens central public realm spaces. The two Thames facing public realm spaces should feel as one connective area, with organic shapes and swathes of landscape materials expressed as a gardens 'spilling out' towards the Thames.

The spaces will include public art and information signage as part of the scheme design. Lighting should be incidental and located as part of existing structure or within the surface material or under seating structures.

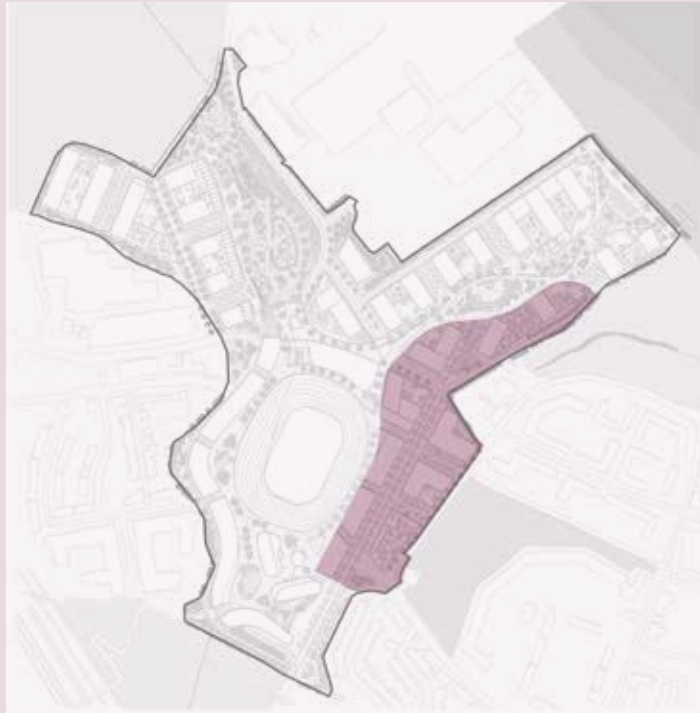
The public realm space will not include incidental play, water features or entertainment spaces.

Harbourside must include the following features:

- Built form frontage to provide a coherent design and straight edge to this space;
- SuDS solutions must be integrated into the design; this could include permeable paving and rain gardens where viable;
- Street trees to be planted a minimum of 1m from edge of service route;
- Arrangement of boxhead trees with an understorey of seating and tables to be located between development plots;
- High quality colourful table and chairs providing incidental seating under trees, in addition to fixed seating structures positioned to maximise places to congregate along this edge;
- High-quality surface finishes such as granite setts in warmer tones to be used; and
- Native tree and shrub planting species must be used along southeast boundary adjacent to Robin's Creek.

Part C Character Areas

5.0 Character Area 2 - Boulevard



5.1 Introduction

The Boulevard forms the primary access from Stonebridge Road, into the heart of Northfleet Harbourside. The Boulevard character area is an urbanised street centred around formal mature trees and activated by mixed use buildings. Traffic along the street is limited to only buses and active travel.

The Boulevard will be designed with broad pavements, providing room for browsing at shop windows and street activations.

As well as providing homes, the surrounding buildings house a hotel, offices and a community and business incubator hub. The Boulevard has stemmed from a desire to create a street that has a unique sense of place and authenticity within the local community and provides opportunity for activation and discovery throughout the day.

The Boulevard should include an enjoyable biodiverse linear landscape that links to proposed artisanal shops and local craft stores. The EUFC stadium can also be accessed from the Boulevard.

Art and heritage interventions will connect stories of an industrial past with the character of a modern Northfleet destination. This may be interpreted with material choices, patterns, sculptures and feature trails.



Part C Character Areas

5.0 Character Area 2 - Boulevard

5.2 Framework plans

 Primary road	 Primary road _ Heavy vehicle	 Secondary road _ Heavy vehicle
 Secondary road	 Primary road (Tunnelled) _ Heavy vehicle	 Indicative Parking entrances
 Tertiary road	 Primary road _ Bus route	 Proposed indicative Bus stop
 Active travel routes	 Walking only	 Urban block outline
 Public space	 Private podium garden	 Semi-private space

Access and Movement

- 1 Primary road - The Boulevard**
A tree-lined commercial led mixed use street with active frontages at ground floor. Vehicular traffic is restricted to bus only, improving accessibility. Secondary and tertiary roads connect through to Grove Road.
- 2 Secondary road - Harbourside Drive**
A shared-surface waterfront promenade overlooking Northfleet Harbour and Robin's Creek with active travel priority. This restricted vehicular access serves a number of residential buildings.
- M Mobility Hub**
Potential features:

 - Cycle Hire
 - E-scooter hire
 - Car club hire
- 3 Secondary road - Grove Lane**
A landscape enhanced secondary road. This vehicular access serves a number of residential buildings between the proposed Boulevard and existing Grove Road.
- S Access Steps and Lifts**
Various level mediators such as steps and ramps allows the flow of users from raised pedestrian zones into the surrounding street network ensuring permeability of built form. Alternative step-free access is to be provided via lifts at regular intervals.
- 4 Tertiary road - Grove Lane**
Landscaped arrival, low traffic shared surface access for residential buildings.

Green Infrastructure and Public Realm

- 5 Stonebridge Plaza**
Primary arrival plaza from Northfleet, Gravesend and beyond. A shared surface space with traffic calming measures to manage speeds and prioritise pedestrians and cyclists. Mobility Hub anchors an arrival point at Stonebridge Road.
- 6 Harbourside Yard**
A landscaped, car-free public space terminates the northern end of the Boulevard. The south facing space presents opportunities for outdoor dining.

Built Form

- 7 Communal Podium Gardens**
Private landscaped spaces for residents within the apartment buildings.
-  **Primary Frontages**
Primary frontages are distinctive façades with mixed elevation treatments of retail and residential characters.



The Boulevard
A crafted neighbourhood with provision of artisanal shops and local amenities for the neighbourhood.

Part C Character Areas

5.0 Character Area 2 - Boulevard

5.3 Key Streets and Spaces: Boulevard



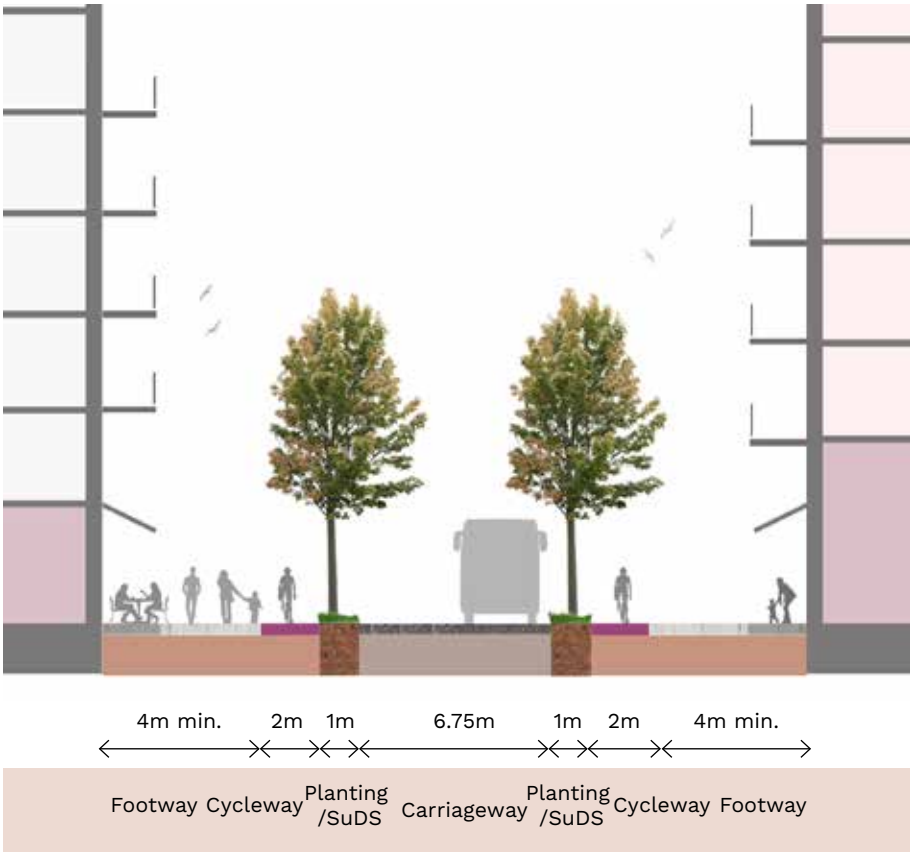
Objectives:
The Boulevard is an important primary street connecting Stonebridge Road with the Riverside character area. It is planned as an active travel priority route, providing access to the stadium, offices, local artisanal amenities, residential areas, and the Riverside Park.

Designed to capture the imagination of all ages, the space will be brought to life through rich architectural details in the building façades, strong rhythms in building design, along with coordinated building and surface materials to create a cohesive street scene.

The Boulevard provides a valuable lineal greenspace, with tree and shrub planting and integrated SuDS designed to create interest along its length. Opportunities to increase biodiversity will be encouraged within planted zones, thus creating a shared sanctuary for people and pollinators within a dense urban environment.

The Boulevard must include the following features:

- Development plots to be aligned and form a straight edge to street.
- Architectural detailing to be coordinated from ground to second story, aligned with the palette and themes of materials described in Detailing the Buildings chapter.
- Bus only and emergency vehicle carriageway will be located centrally within the shared surface street and be delineated with a flush banding edge to create a subtle indicator of its route.
- Formal specimen mature tree planting located on either side of the bus route with sufficient space to allow trees to grow to a substantial size.
- Trees positions set back a minimum of 1m from the edge of the bus carriageway edge and, no closer than 3m from the edge of the building façade.
- Trees to be planted at regular intervals along Boulevard length (5m min.- 10m max.).
- SuDS integrated into street design, via underground crates and permeable paving, rills, channels, and rain garden elements where appropriate.
- Boulevard carriageway and footway to be paved in high-quality paving aligned with the palette and themes of materials described in Detailing the Place chapter.
- The bus route, incorporating cycle path, should be 7m maximum. The footways either side will be 3m minimum in widths.
- Bright, interesting modular seating to be located along the Boulevard, with integral seating planters located appropriate the street design. All furniture choices to align with the palette and themes of materials described in Detailing the Place chapter, and
- The industrial heritage of the site will be captured through art and sculpture interventions and heritage boards where appropriate.



Indicative section through The Boulevard

Carriageway Width	6.75m maximum 2.3m wide drop off and loading zones
Footways	4m minimum on both sides of carriageway
Cycleways	2m minimum on both sides of carriageway
Landscape Character	Allows two-way vehicle movement Formal regular boulevard tree planting within rain garden and green planting verge (1m wide min.) No raised kerb upstands Unified surface treatment

Part C Character Areas

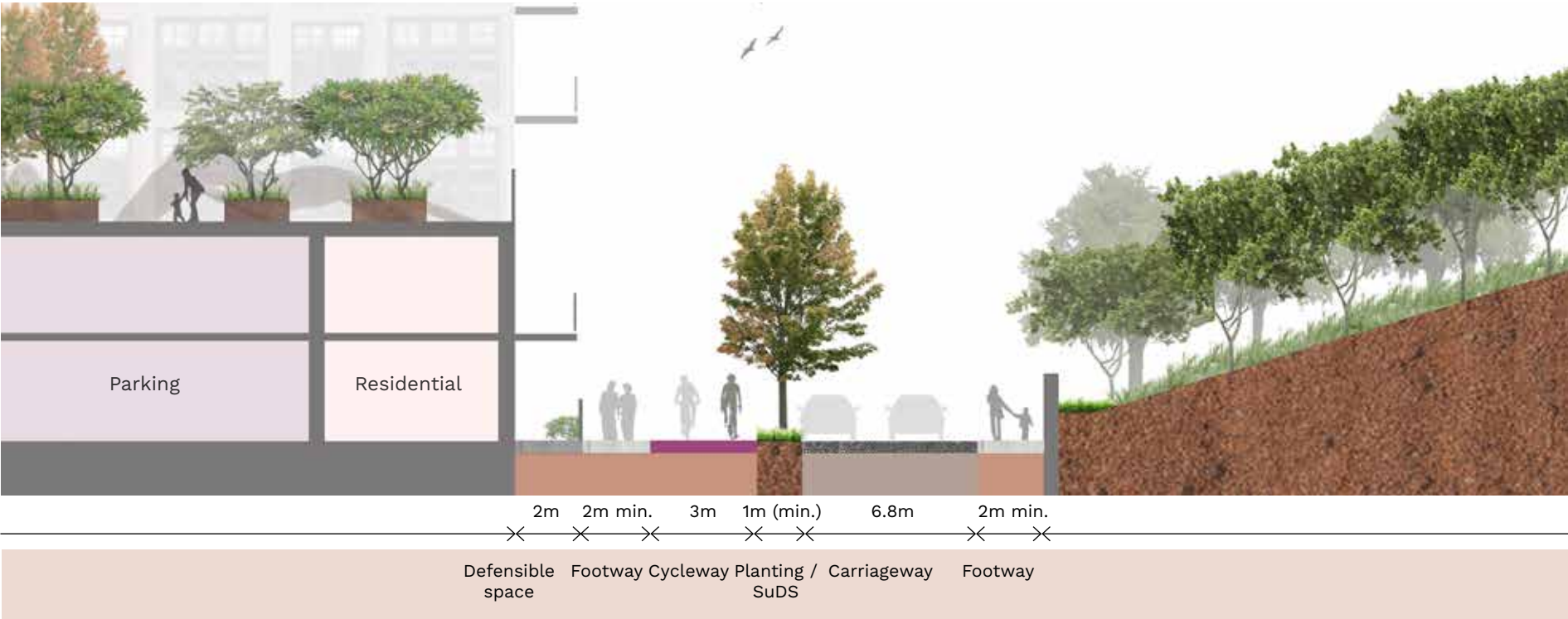
5.0 Character Area 2 - Boulevard

5.3 Key Streets and Spaces: Grove Road



Objectives:
Grove Road will form one of the residential vehicular access points and site wide service routes into the proposed development. It is an existing road straddling part of the southern site boundary that will be a maintained and upgraded with formal streetscape design. Grove Road will continue to provide access to and from the historic Northfleet Harbourside and local businesses to the east of the site, along the River Thames. It also continues to be connected to Stonebridge Road but will be transformed into a plaza area at its most southern point. The proposed buildings along Grove Road will be aligned to the street edge, and of varying heights. The built form edge includes access routes into the site for all users, with occasional private access into residential courtyards.

Design of buildings should include for natural surveillance along the street. Responding to the linear nature of Grove Road and the wooded area adjacent to the site, the new architectural elevations fronting Grove Road will be reinforced by semi-mature avenue tree planting with incidental parallel street parking will be located along one side.



Indicative section through Grove Road

Grove Road must include the following features:

- Active frontage to street edge
- Building elevations to be constructed in alignment with the pavement edge;
- Access routes through built plot areas will be shared surface to enable pedestrians and wheeled users easy access along Grove Road;
- Carriageway width 6.8m maximum 2.3m wide drop-off and loading zones where required;
- Footway and wheeled user pavement, 2.0m minimum;
- Cycle route on road, demarcated in colour;
- Grove Road to be a minimum of 9m in width in total;
- Planted defensible space against residential frontages including rain gardens, SuDS, mature tree planting and pollinating species where possible;
- Unified hard landscape surface treatment should include permeable surfacing where possible; and
- Large semi-mature trees planted in designated soft landscape zones within the street pavement edge.



Inclusion of rain gardens



Street planters with integrated seating



Verge with street trees and an abundant ground level planting



Rain gardens planted with pollinating species

Carriageway	6.8m minimum
Footways	2m minimum
Cycleway	3m two-way cycleway (single side only)
Landscape Character	A green buffer of native planting incorporating active travel routes and SuDS.

Part C Character Areas

6.0 Character Area 3 - Parkland



6.1 Introduction

The Parkland residential community is set around a new public open space, Power Park, providing a diverse collection of experiences for local residents. Power Park combines a sequence of spaces that will activate and delight the user.

The Power Park starts to the north of stadium and falls from the raised podium level down to the primary activity area which includes a NEAP along with seating, paths, trees and canopies for shade. Tree avenues follow the paths and form a perimeter to the park's edges adjacent to the access roads.

From the Power Park activity area users can pass through a woodland glade of trees providing canopy shade and shelter, assisting with cooling and cleaning the air. This intern builds a cascading green tree top view for the residential block balconies that overlook onto the park.

The woodland glade will then break up to a more random scattering of tree groups, set within a mounded landscape of amenity grass, wildflower areas, and rustic natural play structures. This landscape will recognise the neighbouring Swanscombe Marshes SSSI ecology and will be planted



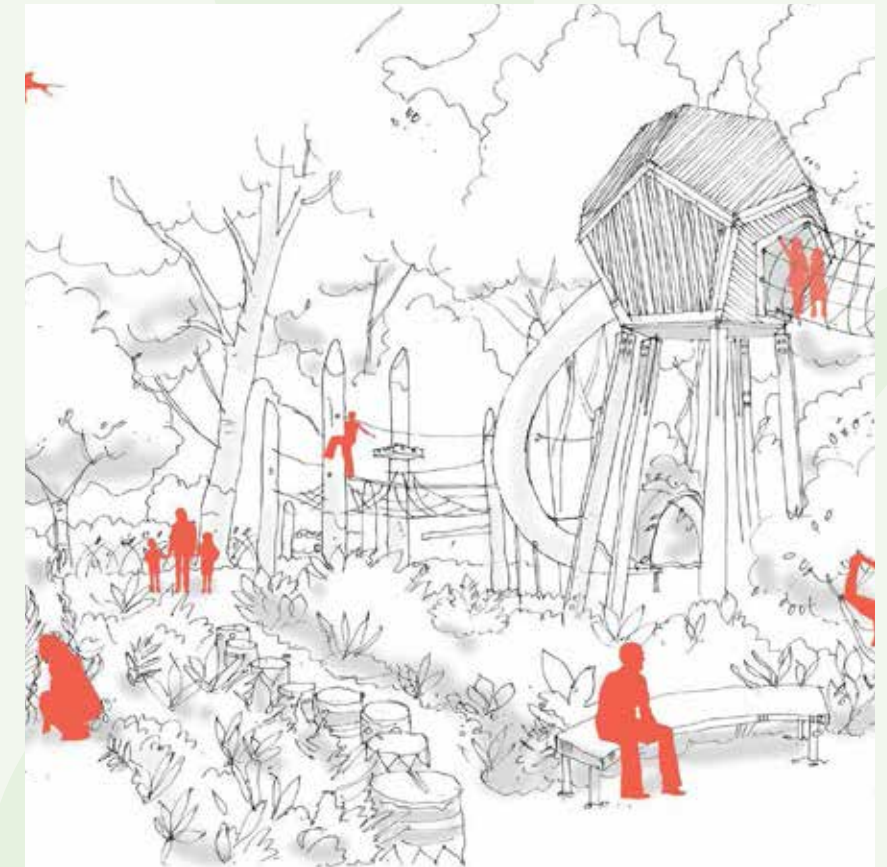
Illustrative photomontage of Power Park

with species that help to attract those special wildlife features into the site to improve biodiversity. The central area, while designed, will feel more informal, offer wet areas, a pond and natural features to engage with.

To the east is an edible buffer. This will be a densely planted zone of fruit trees and fruit bearing shrubs that will be available for the community to forage from. This contribution will include a 'Pod of Knowledge' where the community can share and learn about growing fruits and vegetables in the landscape.

Courtyard gardens associated with the residential developments will have both private and semi-private spaces designated to each residential building and provide congregation areas within the centre of each neighbourhood community.

Practical landscape treatments will also include densely planted green buffers along the non-active edges and selective tree and shrub planting within the streets. Designed to create separation between vehicles and pedestrians, the design intent is to ensure a planted green environment is the dominant feature within this 'Parkland' neighbourhood.

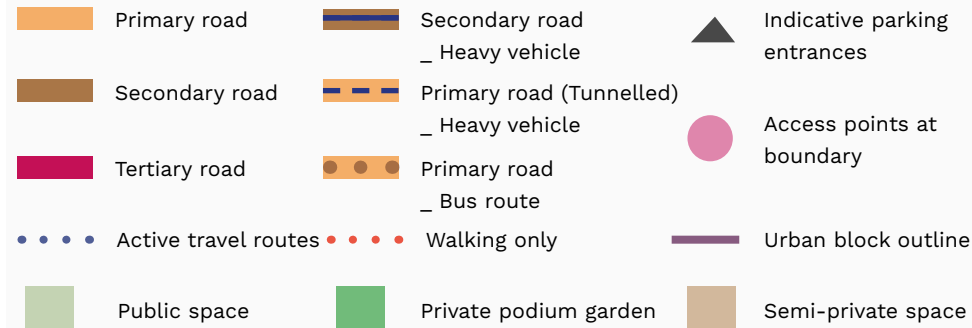


Illustrative sketches of the of play provision within Power Park

Part C Character Areas

6.0 Character Area 3 - Parkland

6.2 Framework plans



Access and Movement

1 Primary road tunnel
Primary road providing key north-south connection through the site allowing industrial traffic alongside local bus route. By directing vehicular traffic through podium tunnel this allows landscaped public realm to seamlessly flow to the Power Park at the level above.

2 Secondary road - Lower Road (realigned)
Lower Road is realigned and downgraded to a secondary street with street tree planting, improved footway and mobility access. Heavy goods traffic serving the employment uses is redirected prior to entrance of this road.

3 Secondary road - Service route for employment uses
Heavy goods traffic serving the employment uses to the north is directed along a new service road. An acoustic bund with tree screening is positioned alongside the route separating the traffic from Power Park.

4 Tertiary road - Parkland Avenue
Landscaped arrival, low traffic, shared surface access for residential buildings.

Green Infrastructure and Public Realm

5 Power Park
A public park adjacent to Swanscombe Marshes becomes the heart of the neighbourhood. This contains formal and informal play spaces, habitat areas and spaces for rest and relaxation.

6 Private town house backgarden
Private landscaped spaces cater specifically to the residents of the town houses overlooking the Power Park.

Built Form

7 Communal Podium Gardens
Private landscaped spaces for residents within the apartment buildings.

 **Primary Frontages**
Primary frontages are distinctive façades with mixed elevation treatments of retail and residential characters.



The Parkland
A residential led green neighbourhood with activated open spaces and amenities for the larger community.

Part C Character Areas

6.0 Character Area 3 - Parkland

6.3 Key Streets and Spaces: Power Park



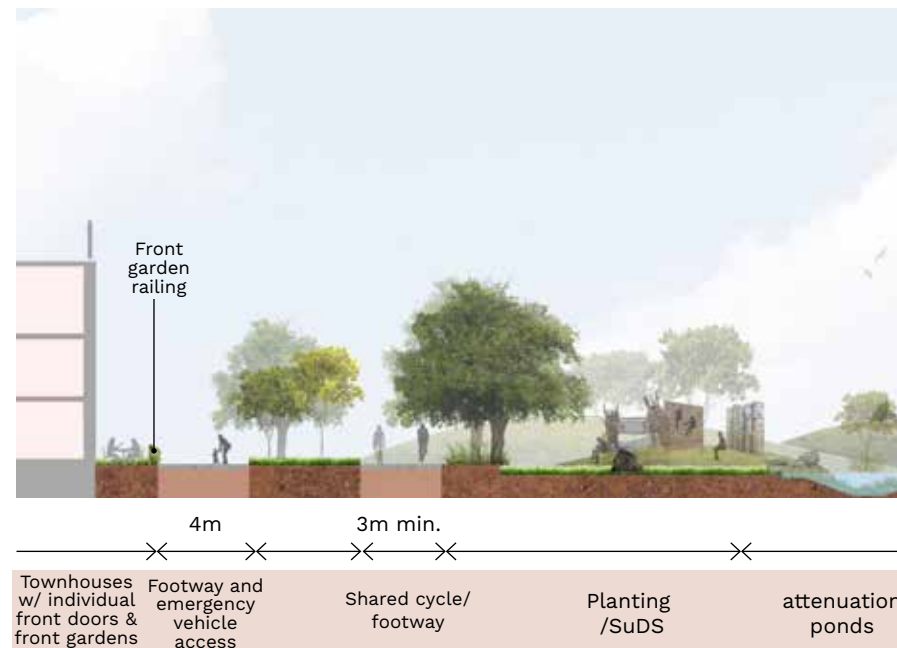
Objectives:

The Power Park will form an integral open space of 1.7ha connecting communities within Northfleet Riverside and the surrounding communities through Green Infrastructure.

The Power Park will include a NEAP adventure play area, woodland glade, cafe/visitor centre, running track, edible community orchards and allotments.

A connected active travel route will meander through the Power Park promoting sustainable travel opportunities into and out of Northfleet Harbourside.

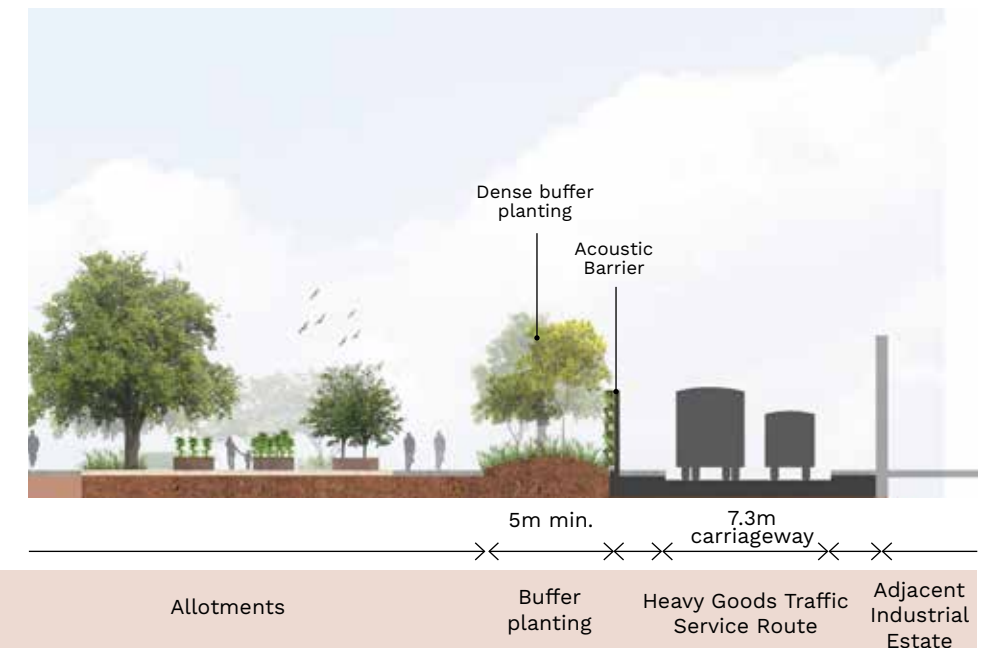
Residents living in apartments to the west of the Power Park will enjoy views onto a lush green space.



Indicative section through the Power Park

Power Park must include the following features:

- Significant planting to define the character and provide visual amenity for the public and residents, evergreen species to maximise year round cover;
- Integrated play elements, both informal and formal (NEAP) to allow for door-step play and recreation and wider community use;
- Play equipment for all ages should be included and adopt a more naturalistic tone, with an emphasis on timber products;
- Inclusion of a heritage/art/nature trail connecting to wider site accessibility routes;
- Accessible paths are to be well-lit to maximise passive surveillance. They shall be constructed from self-binding gravel, hoggins, crushed brick or similar aggregate materials;
- SuDS features shall be planted to promote a diverse range of locally indigenous species;
- Woodland glade planting shall be characterised by native tree species and a range of understorey woodland perennials;
- Adjacent to the Swanscombe Marshes (SSSI) inclusion of a wild garden which includes planting species in keeping with the SSSI remarkable mosaic of grasslands, coastal habitats, scrub and intricate wetlands; and
- Edible orchard and allotment provision to be provided.
- Acoustic fence and dense buffer planting along the full length of the northern service route to visually and acoustically separate Power Park from industrial uses to the north.



Adventure play area



Woodland glade

Footpaths and cycle routes	2m(min)-4m(max) allowing for emergency and maintenance access to surrounding buildings.
Green Space	80% minimum to be soft landscape.
Edge Conditions	Non-residential frontage: 4m (min) hard landscape edge for access and to allow outdoor dining space. Residential frontage: 1.5m (min.) deep front garden or private terrace space or a 1m (min) deep planted defensible boundary in front of ground floor windows. Terrace and defensible space to be enclosed by a railing, wall or a planted boundary.

Part C Character Areas

6.0 Character Area 3 - Parkland

6.3 Key Streets and Spaces: Lower Road

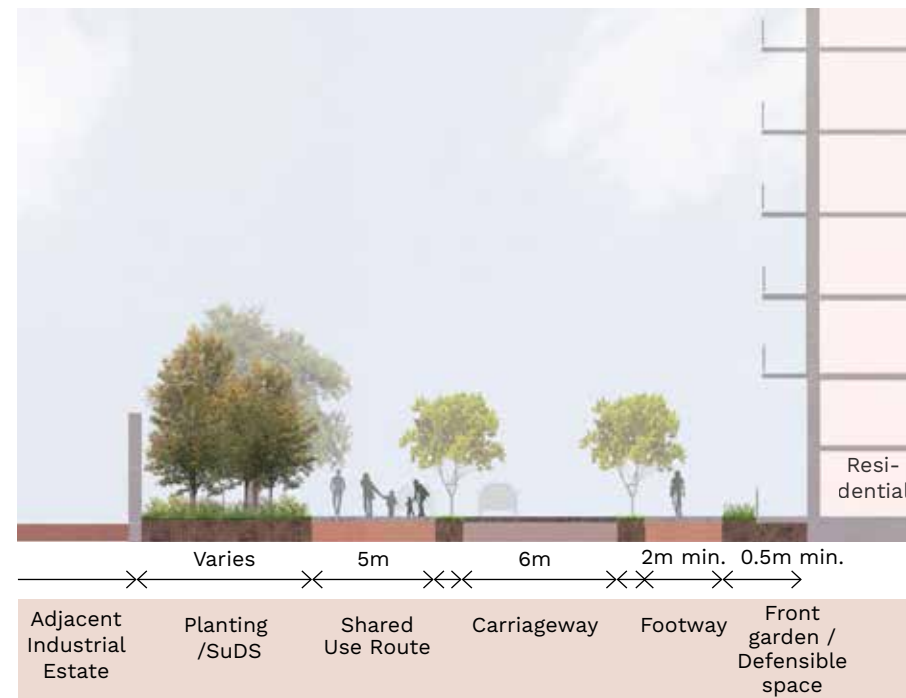


Objectives:

The Parkland residential streets will form tree lined links to the residential apartments and townhouses west of Northfleet Riverside. The streets should have a 18m wide section comprised of defensible space where appropriate to ground floor residential units, 2m footways and a 6m wide carriageway. Visitor car park spaces should be provided perpendicular to the carriageway.

The surface finish throughout this street should be one level using flush kerbs installed throughout the street. Surface finishes should use a subtle combination of permeable asphalt, block paving and clay setts, using a variety of colour tone and texture to delineate between carriageway, car parking and footway.

Mature tree planting, SuDS such as rain gardens and swales and incidental play features will form important components of the green verge to be a minimum of 5m.



Indicative section through the realigned section of Lower Road

Parkland Streets must include the following features:

- Predominantly active frontages at ground floor to activate the public realm and offer passive surveillance;
- Circulation zone should be located centrally within the street and delineated with a contrasting flush kerb;
- Planting and mature street trees to define a parkland character and provide visual amenity for the public and residents;
- Street trees to be planted a minimum of 1m from edge of carriageway;
- Design should integrate SuDS solutions, including permeable paving and rain gardens where viable;
- Planted defensible space of 0.5m (min) to be provided where appropriate to residential town houses at ground level; and
- Paving to be visually matching product to ensure unified surface treatment from facade to facade, although colour and texture variation should be permitted.

Footway	2m minimum
Cycleway	Incorporated into 5m shared use route on single side
Landscape Character	A tree lined residential street with active frontage to apartment buildings at ground floor



Illustrative sketch of the parkland streets



Informal play within planted margin



Woodland glade



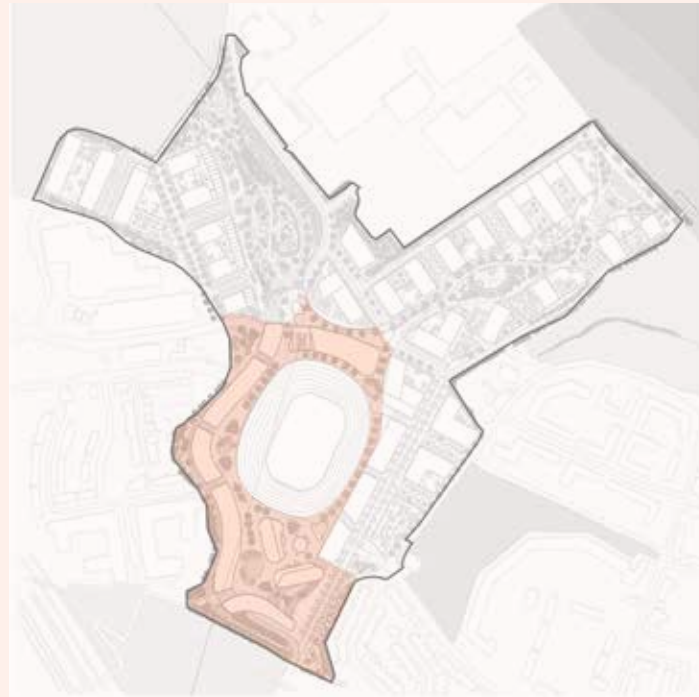
Rain gardens forming defensible space



On street parking interspersed with street tree planting

Part C Character Areas

7.0 Character Area 4 - Marketplace



7.1 Introduction

The Marketplace is located, south of the red line boundary at the entrance of the development, wrapping around the perimeter of Ebbsfleet Stadium. Forming a key arrival gateway into the development.

In order to create interest and diversity along the public realm, seating and play should be integrated into the streetscape in accordance with the hard materials strategy. High quality hard materials will be encouraged which are in keeping with the industrial design language, referencing the history of the site.

Public art at the Marketplace should be an expression of place, driven by the future community and stakeholders and guided by creatives. Key sculptures and art interventions should be present at the entrance to the development forming a strong sense of arrival and creating an art journey through the site.

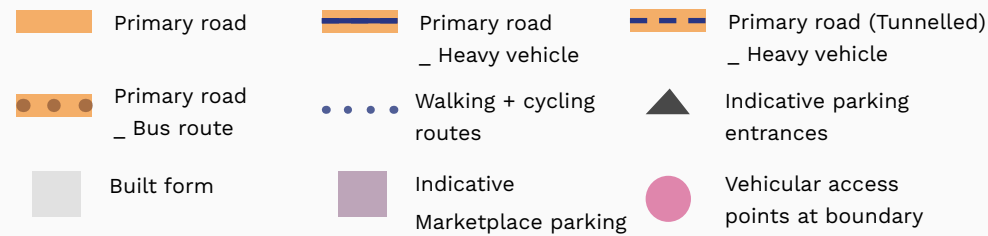
The main site entrance will form an important pedestrian link which connects Ebbsfleet Station to the mixed-use development. Driven by a desire to provide valuable green space, activate the streetscape and increase biodiversity. Green Infrastructure will form an important role using playful and vibrant planting full of leafy grasses, pollinating species and winding climbers, creating an immersive experience; a green oasis in a urban jungle backdrop. The plant selection will be chosen to include a number of hardy, evergreen native species to ensure year-round coverage.



Part C Character Areas

7.0 Character Area 4 - Marketplace

7.2 Framework plan- Podium plan at ground level



Access and Movement

1 Primary road - Re-routed Stonebridge Road
Heavy goods traffic serving the employment uses to the north of the site are directed along this road. The road tunnel is located under the Marketplace podium.

2 Primary road tunnel (under podium)
All traffic between Stonebridge Road (A226), Galley Hill Road and the employment uses to the north is redirected through a road tunnel running below the Marketplace podium. It helps address challenges of sound and noise pollution currently faced by the community. The tunnel provides entry points to parking at specific locations below the Marketplace.

3 Primary road tunnel - Bus route
This portion of the road (tunnelled) facilitates both the ongoing industrial traffic and the bus route connecting Stonebridge Road to Galley Hill Road is redirected through the site.

4 Primary road - Stonebridge Plaza
The primary road passing through Stonebridge Plaza is treated as a pedestrian friendly shared surface route that allows the flow vehicular traffic that caters to residential and commercial uses of the site.

Built Form

5 Parking zone - retail and commercial uses
The double level indicative parking zone below the Marketplace podium level caters to retail, commercial and occasional sports facility audience / users of the site. The access to this parking zone is provided through the podium tunnel primary road and ground level indicative parking areas of the commercial buildings located in the Boulevard character area of the site.

Public realm

6 Pocket park
Landscaped edge providing interactive interface with Marketplace and a buffer with the existing community to the west. By allowing for community oriented local amenity uses at ground floor it promotes an activated edge with pedestrian and accessibility.



Marketplace Podium Level
The ample spaces below the Marketplace caters to the existing and future parking needs of the neighbourhood

Part C Character Areas

7.0 Character Area 4 - Marketplace

7.2 Framework plan- Above podium plan

- Public space

Public-Podium level

Walking + Cycling routes
- Private podium garden

Access points at boundary

Walking only route
- Semi private space

Indicative Entrance to Stadium

Green Infrastructure and Public Realm

- 7

Stonebridge Plaza
A landscaped arrival space marking the entrance to the Marketplace. Shared surface area of traffic-calmed carriageway slows traffic and prioritises walking and cycling.
- 8

Marketplace Public Realm
The podium level pedestrianised shopping area connects pedestrian routes from the south of the neighbourhood to the northern areas. The vibrant retail environment is designed to allow outdoor dining and shops to spill out onto this space. The podium features a high quality landscape environment with planting, seating areas and water features.
- 9

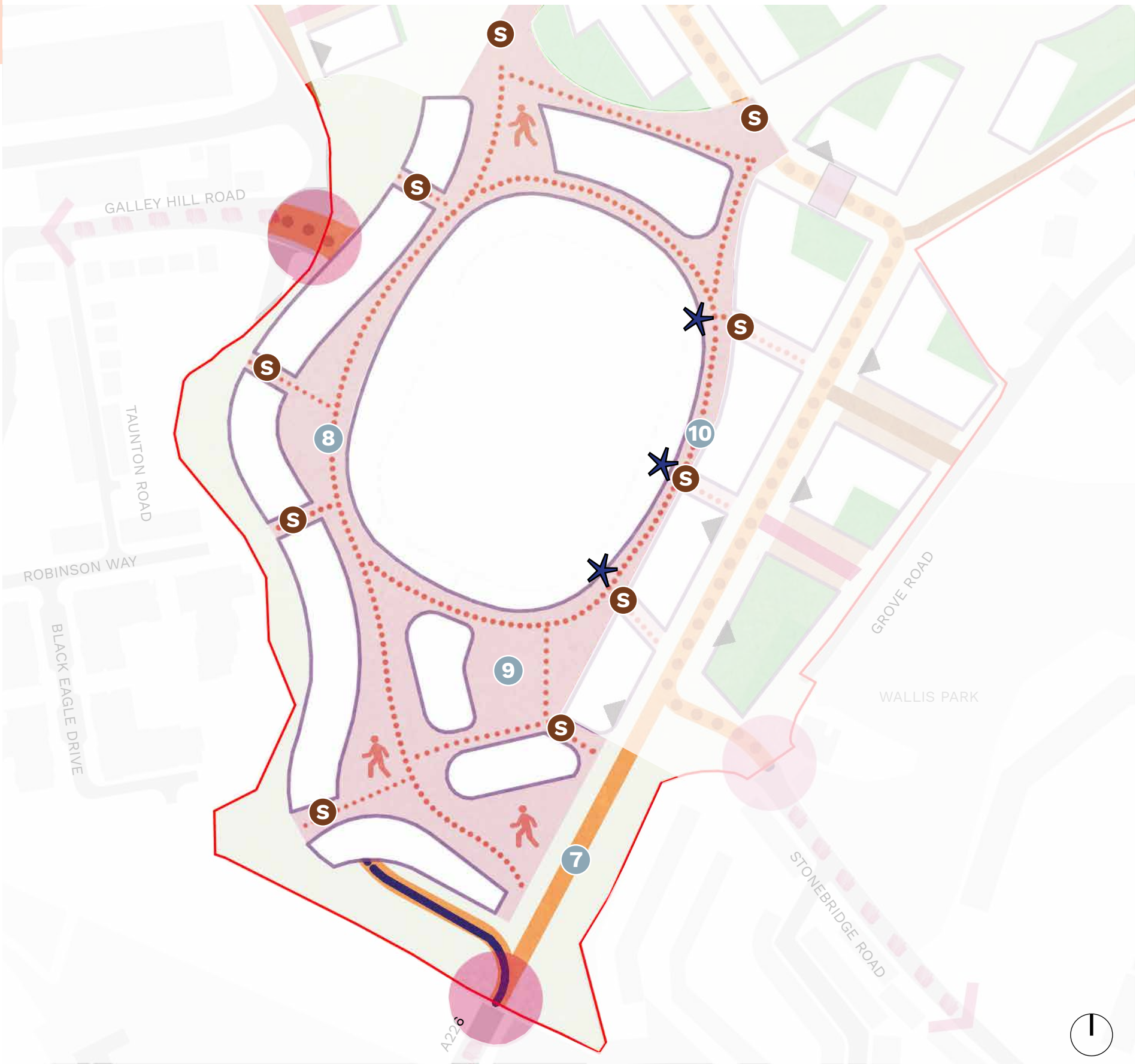
Marketplace Food Court
Bars, cafés and restaurants cluster around the food court. The area can accommodate crowds on match days as well as hosting seasonal events and markets.
- 10

Stadium way
Access to stadium from Boulevard treated as a sheltered walkway with stadium focused amenities.

Built Form

- S

Stepped access and lifts
Various level mediators such as steps and ramps allows the flow of pedestrians into the surrounding character areas ensuring permeability of built form. Alternative step-free access is to be provided via lifts at regular intervals.



Marketplace Podium Level
The lively shopping area energised by shops and cafés spilling out into active public realm

Part C Character Areas

7.0 Character Area 4 - Marketplace

7.3 Key Streets and Spaces: Podium road tunnel



Objectives:

Traffic from Stonebridge Road (A226) to Galley Hill Road and beyond is routed through a tunnel below the podium level. The tunnel will handle all vehicles including heavy goods vehicles servicing the industrial uses located to the north and west of the site.

The tunnel has the primary design benefit of keeping the Marketplace retail area free of traffic and reduces the impact of the heavy vehicles on the residential areas to the west.



Typical section through the Marketplace podium tunnel

The Podium must include the following features:

- Emergency escape footways on either side of carriageways to be provided;
- Sufficient clearance for all traffic including Heavy Goods Vehicles;
- Access into the podium parking garage and service areas adjacent to the tunnel are provided through parking entrance routes; and
- Adequate lighting to be provided along the entire stretch of the tunnelled road to create a legible, safe and secure environment for footway users.

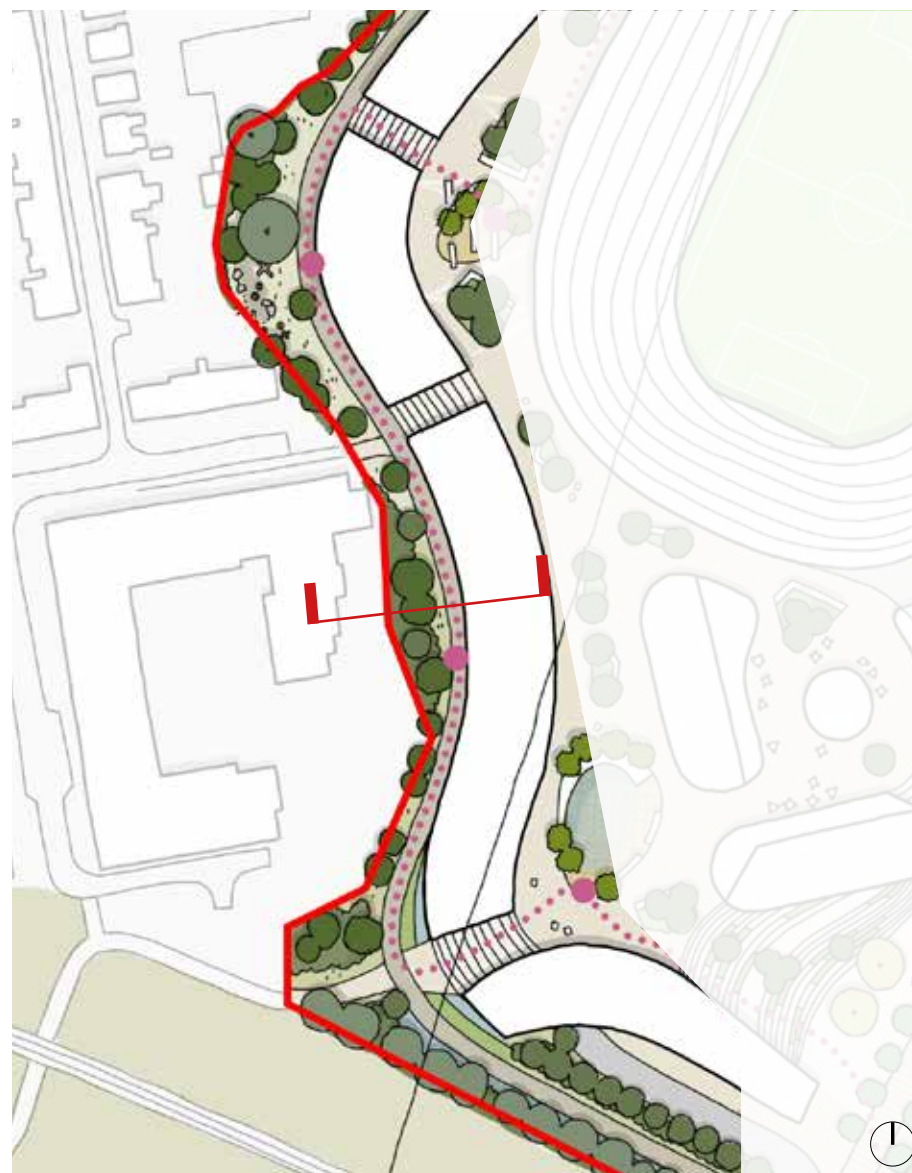


Carriageway Width	7.3m maximum
Footway	2m emergency footways on either side
Cycleway	Not applicable
Landscape Character	Not applicable

Part C Character Areas

7.0 Character Area 4 - Marketplace

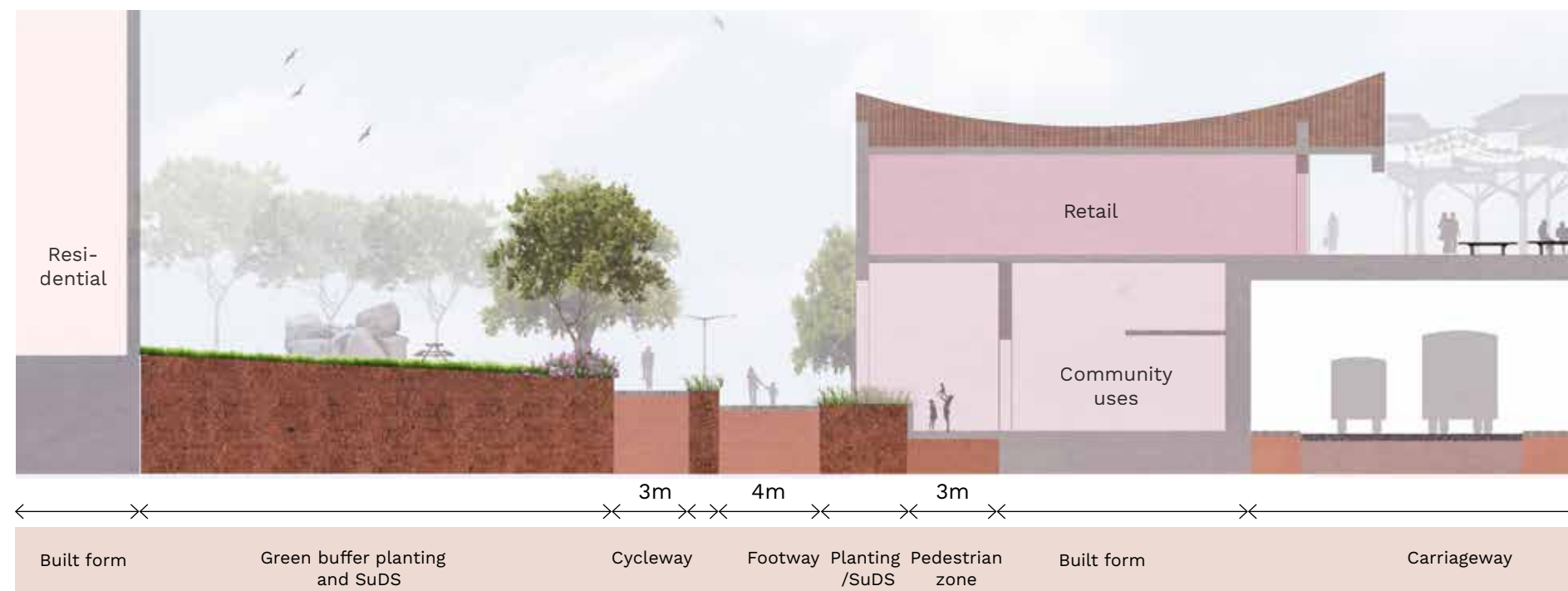
7.3 Key Streets and Spaces: Green Buffer



Objectives:

The green buffer will consist of existing broadleaved trees and proposed woodland understorey planting providing mitigation of any visual impacts perceived from surrounding residential neighbourhoods. Providing a continuous habitat corridor which links existing landscape features.

The green buffer along with the dynamic built form should establish an attractive 'green' outlook and appearance for the development as a whole. Performing a role in filtering particulates from the atmosphere and reducing the perception of noise, lighting and other road traffic impacts on residents.



Typical section through the Green Buffer

The Green Buffer is to include the following features:

- Native species planting;
- Habitat enhancement measures such as bird, bat and bee boxes, deadwood. For further information refer to Detailing the Landscape section;
- Paths constructed from self-binding gravel, hoggin, crushed brick or similar aggregate materials;
- Future selective thinning of small trees and shrubs once established in dense areas to encourage natural regeneration and more diverse ground flora once approved by an arboriculturist to promote the growth and future establishment of the existing woodland understorey and newly planted native stock;
- Evergreen species to provide year round green screening; and
- SuDS to manage surface water drainage.



Pedestrian and cycle connections into the Marketplace through the Green Buffer

Footway	3m minimum
Cycleway	3m two-way cycleway
Landscape Character	A green buffer of native planting incorporating walking and accessibility routes

Part C Character Areas

7.0 Character Area 4 - Marketplace

7.3 Key Streets and Spaces: Podium Public Realm



Objectives:

A podium level terrace is proposed for the marketplace providing an integral part of the public realm. Level changes have been designed to not only provide safe and easy access for all users and provide opportunity for soft landscape and tree planting. The podium terraces will provide a variety of uses including communal events space, outdoor cinema, water play, eating and socialising, and intimate quiet spaces. All designed to encourage interaction between visitors and residents and provide opportunities for escape from the busy and bustling surroundings.

Wide pavement areas to be paved in high quality, natural materials and incorporate new planting and mature street trees. Water features will have jets individually controlled and lit providing hours of entertainment and Instagram opportunities. Children will be able to run through the jets, providing hours of fun for kids of all ages. The square will transform at dusk when the fountains will be illuminated, creating a spectacular light show. A giant watery playground.



Typical section through the Podium Public Realm

Podium public realm must include the following features:

- High quality hard material finishes used to define spatial areas complimenting the colours and tones of the retail buildings;
- Rain gardens and bio-retention planters should be considered to manage surface water drainage;
- A mixed-use event space with water jets providing a water play function but equally used for markets, community activities and music events;
- Part M and Part K of the Building Regulations should be applied to maximise creation of inclusive environments across multiple levels;
- Seating provision should be included to enclose the mixed use space;
- Central ornamental, clear-stem trees in planters to define space; and
- Creative lighting so the space can function at night.



Destination spaces with water features



Planters with seating integrated

Footway	10m minimum allowing for emergency and maintenance access
Cycleway	not applicable - the Marketplace is a pedestrian + mobility aid only environment
Landscape Character	A multi-function, high quality hard landscaped public space with water features, ornamental planting in raised planters and seating opportunities

Part C Character Areas

7.0 Character Area 4 - Marketplace

7.3 Key Streets and Spaces: Stonebridge Plaza

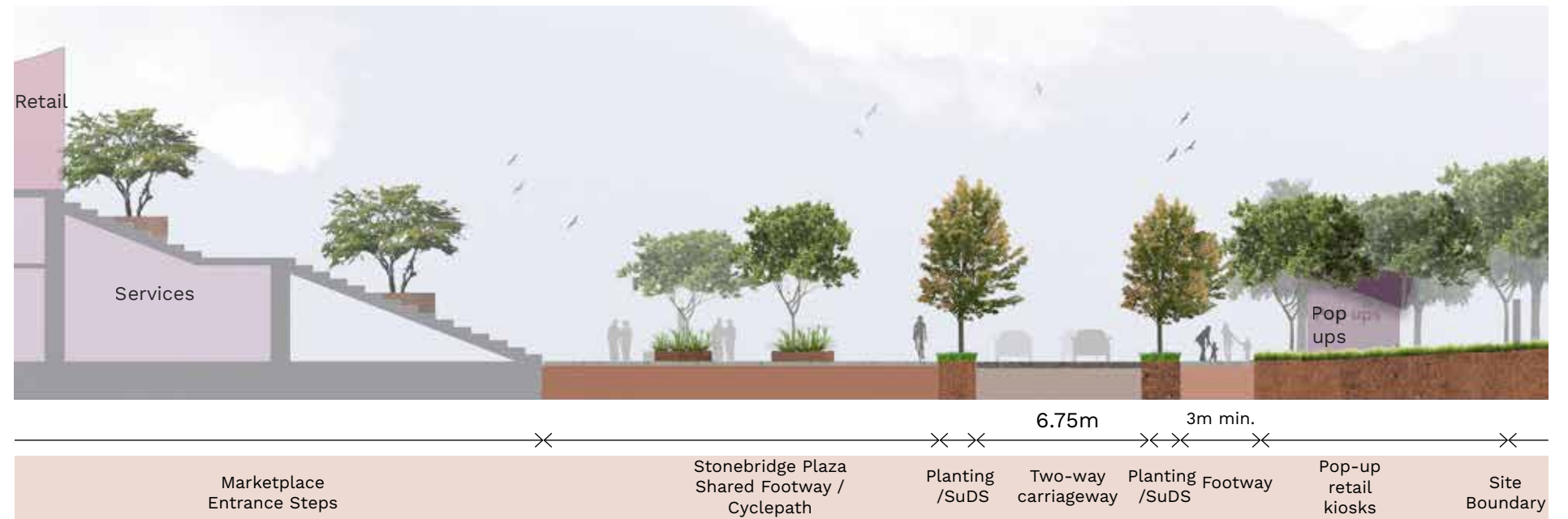


Objectives:

Stonebridge Plaza forms the key threshold space for Northfleet Harbourside from the south and east. High quality landscape and planting will create a strong sense of identity and arrival. Traffic is calmed through the space using a patterned shared surface.

The plaza will provide spaces to sit, reflect and unwind close to the stadium yet set back within lush tree canopies and understorey planting helping to provide a noise barrier and visual interest. Temporary public art installations will form an important changing feature, providing a learning and immersive experience to the space.

An entrance pocket park should include species rich meadows, mounds, habitat enhancement feature and sensitive lighting. Creating a space with a strong sense of arrival.



Typical section through Stonebridge Plaza

Stonebridge Plaza must include the following features:

- A patterned shared surface environment of high quality contrasting stone or concrete setts. The contrasting paving pattern stretching across the footway and carriageway will provide an attractive public realm as well slowing traffic speeds and prioritising pedestrians and cyclists;
- A screen of tree and shrub planting along the south eastern edge of the plaza are to be included to screen the rear of the properties on Railway Street;
- Design should integrate SuDS solutions including permeable paving and rain gardens where appropriate;
- Plaza to be kept clear of parking bays and drop-off areas to allow for unrestricted flow of pedestrians around the Marketplace entrance area;
- An arrival pocket park on south eastern edge should include vibrant art and light installations creating a strong sense of arrival to the Northfleet Harbourside development;
- Species rich meadows and pollinating species should be included in the landscape; and
- Habitat enhancement features such as bird, bat boxes, bee hives and hybernacula should be included in the proposals.



Focal steps to access the podium level



Meadow entrance area with sculpture



Pop up shops to activate the plaza



Landscaped steps create a sense of arrival



**Northfleet
Harbourside**

Part D Detailing The Buildings

Northfleet Harbourside

- 8.0 Stadium
- 9.0 Marketplace
- 10.0 Community
- 11.0 Commercial
- 12.0 Residential
- 13.0 Hospitality
- 14.0 Meanwhile and Business Incubators
- 15.0 Standard Design Requirements

Part D Detailing The Buildings

8.0 The Stadium



The Stadium will offer the Ebbsfleet United Football Club an identity and the community a focal point in the Masterplan Design

Stadium - Key Principles

- The Stadium should give the Ebbsfleet United Football Club an identity and a focal point for community engagement.
- It should have a functional mix of programs which allow its use outside of match days.
- The Stadium is the new home for Ebbsfleet United FC and forms the community heart of Northfleet Harbourside. As well as hosting football fixtures, the stadium will hold other events such as concerts and performances.
- The Stadium facility will bring high levels of activity and vitality to this Northfleet Harbourside development and has been centrally located in the masterplan to fully harness this vibrancy. The Stadium is easily accessible for fans and visitors and should function effectively during events as well as at quieter times and respond effectively to the surrounding uses.
- The Stadium is the new home for Ebbsfleet United FC – as such the colour palette for seating, building accents, signage and public art should relate to the club's livery.
- The Stadium's appearance during both fixture and event days, and when it is not in use, should be equally considered to form a coherent part of the development.
- The Stadium's appearance at night must be considered to ensure it serves to provide a safe and delighting environment, along with being designed sensitively in response to the surrounding residential neighbourhoods.
- The material palette for the Stadium must compliment and work in synergy with the surrounding Marketplace and Boulevard buildings, as characterised within this design code.

Part D Detailing The Buildings

8.0 The Stadium

PROJECT ASPIRATIONS

The detailed design of the stadium will be subject to detailed consultation with the community including football club supporters.

The following precedents are exemplary in their materiality and formal expression. These precedents serve as inspiration for level of ambition, quality of detail and finish in which the Ebbsfleet United Football Club stadium strive for.



Japan National Stadium - Kengo Kuma



Smithsonian American Art Museum- Foster and Partners



Coal Drops Yard - Heatherwick Studio



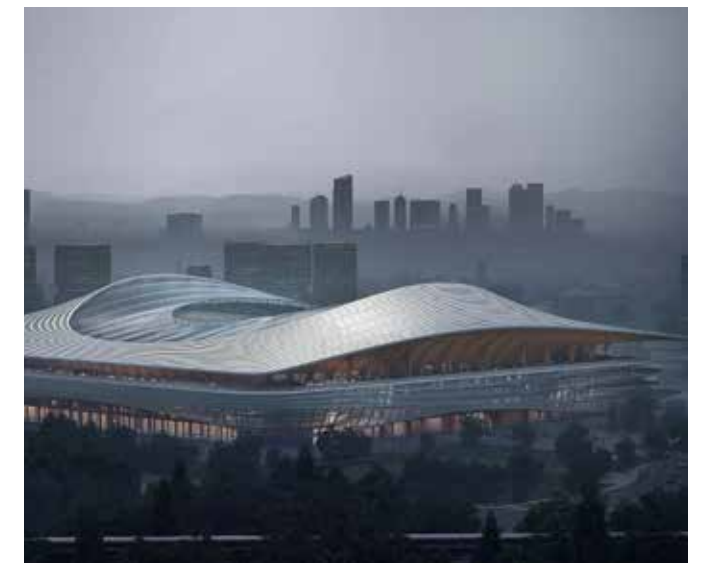
Forest Green Rovers Stadium - Gloucestershire - Zaha Hadid



O2 Arena London



Coal Drops Yard - Heatherwick Studio



Xi'an Stadium - Zaha Hadid



Japan National Stadium - Kengo Kuma



Al Janoub Stadium - Zaha Hadid Architects



Stadio Artemio Franchi - Pier Luigi Nervi



Coal Drops Yard - Heatherwick Studio



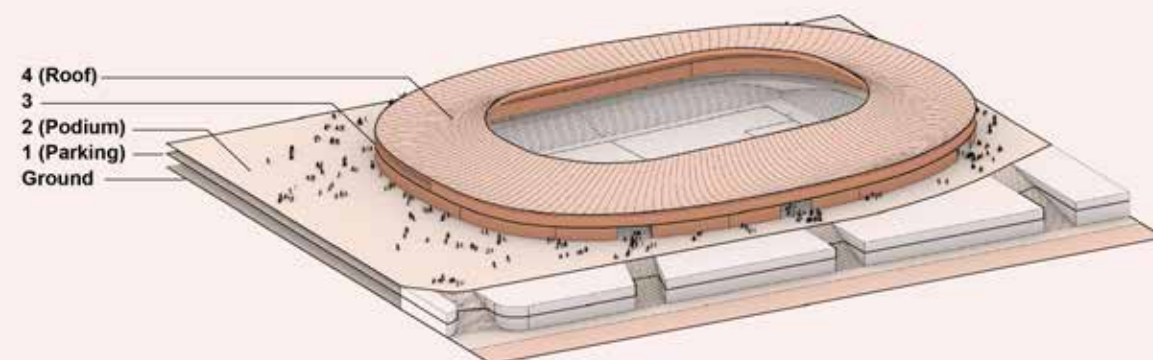
Xi'an Stadium - Zaha Hadid

Part D Detailing The Buildings

8.1 The Stadium - Layout and Access

The following pages describe the general layout and accessibility of the Stadium and its position relative to other functions of the podium. The Stadium is accessible on three levels; Ground, Level 1 and Level 2 (Podium level). The general principles of accessibility are summarised below.

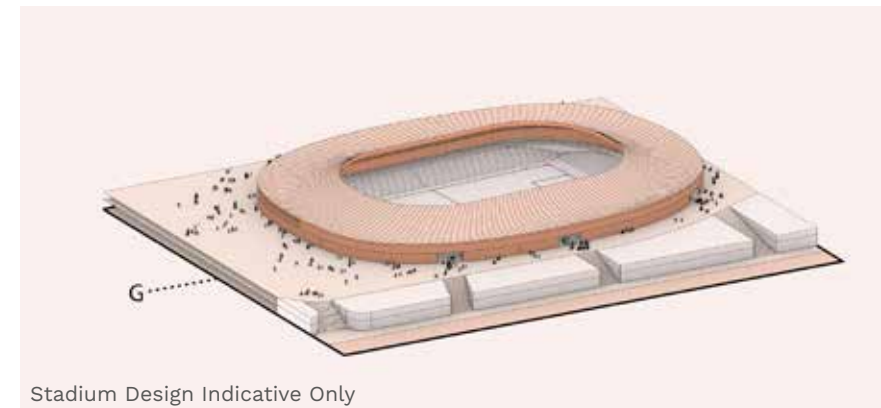
- Main pedestrian entrances to the stadium are located to the east side of the Stadium on podium level adjacent to the Boulevard - this is to ensure functional separation during peak flow times of the retail functions on the west side of the stadium.
- A main entrance should be located to address a surrounding key public space.
- Spacious gathering places should be provided adjacent to all entrances to allow crowds to safely congregate and dissipate before and after stadium events.
- Clear emergency evacuation strategies will ensure safe and efficient evacuation of the Stadium.
- Signage and wayfinding should be clear and legible to cater for high volumes of visitors.
- Public transport use for Stadium visitors must be promoted through clear, direct access and routes to the surrounding train stations and bus stops.
- Mobility hubs should be located at key transport nodes close to the Stadium to improve access to public transport and active travel modes.
- Cycle parking should be provided for visitors in clearly signposted, convenient, and safe locations with good levels of passive surveillance.
- Vehicle access to the podium parking and servicing areas is to be provided from the podium tunnel route.
- Parking and ancillary uses are located within the podium surrounding the Stadium.
- Pedestrian access to the Stadium from the parking areas is to use clear wayfinding and be well lit.



Stadium Design Indicative Only

Level Overview

Northfleet Harbourside
Design Code



Stadium Design Indicative Only

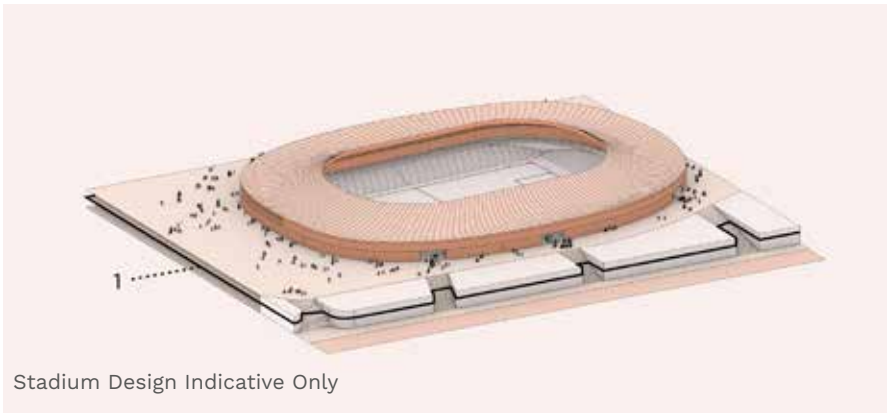
The below drawing is of indicative layout and functional arrangement of the Stadium and adjacent podium programmes on ground level.

Indicative Program - LEVEL Ground

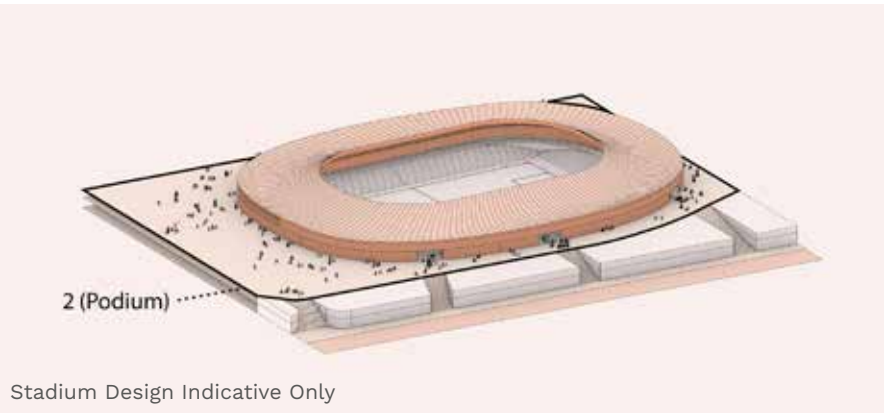


Part D Detailing The Buildings

8.1 The Stadium - Layout and Access



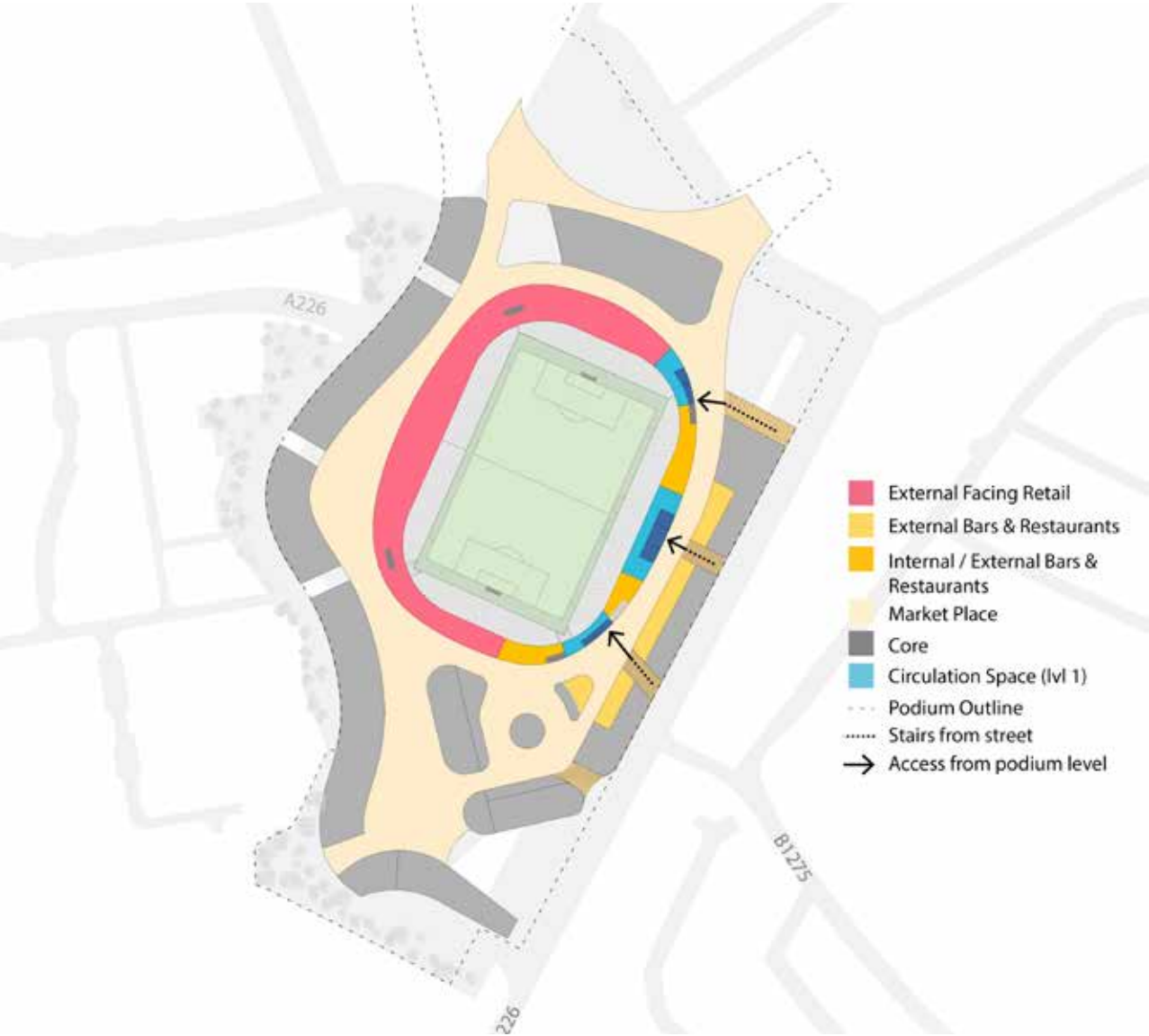
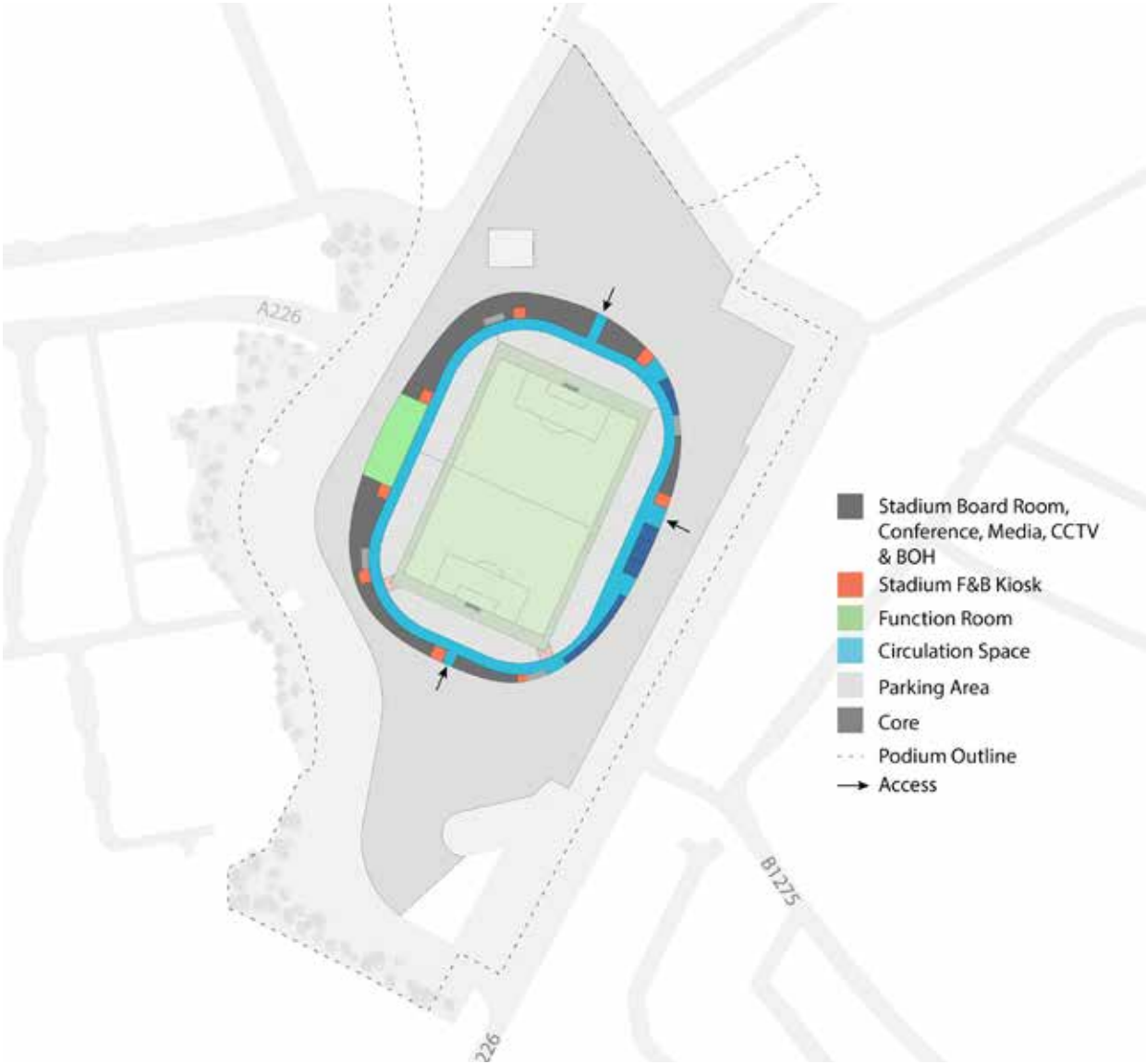
The below drawing is of indicative layout and functional arrangement of the Stadium on first level.



The below drawing is of indicative layout and functional arrangement of the Stadium and adjacent podium programmes on 2nd level (podium level).

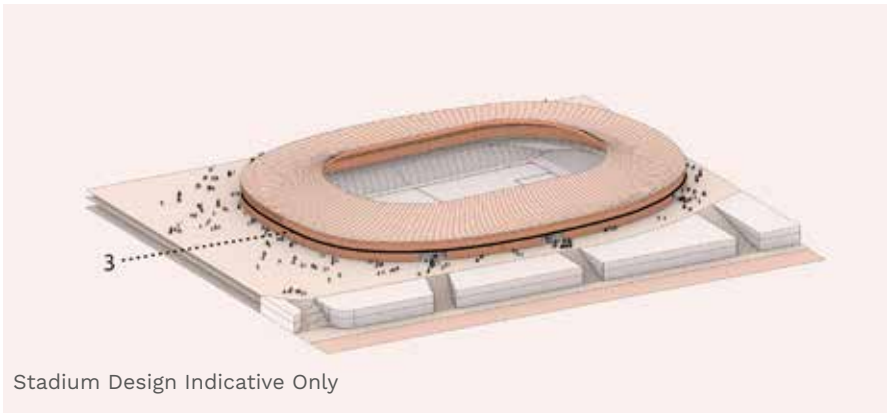
Indicative Program - LEVEL 1 (Parking)

Indicative Program - LEVEL 2 (Podium)



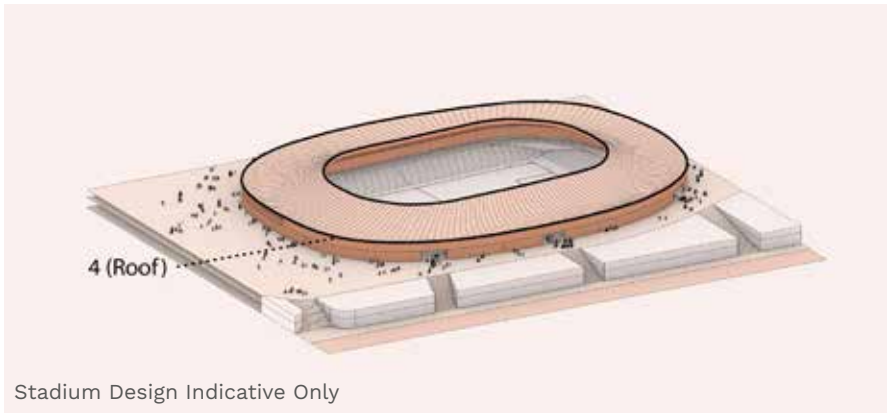
Part D Detailing The Buildings

8.1 The Stadium - Layout and Access



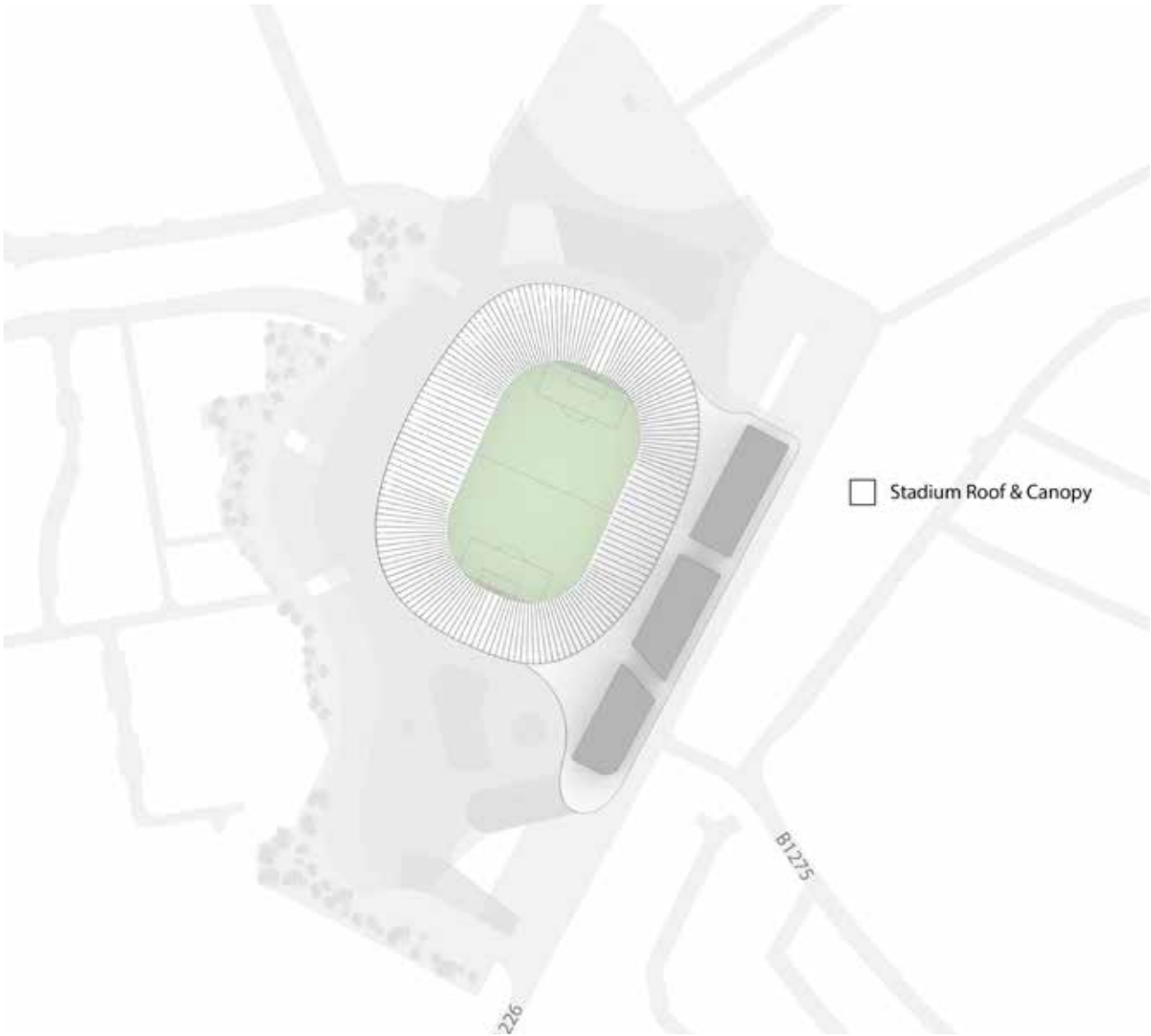
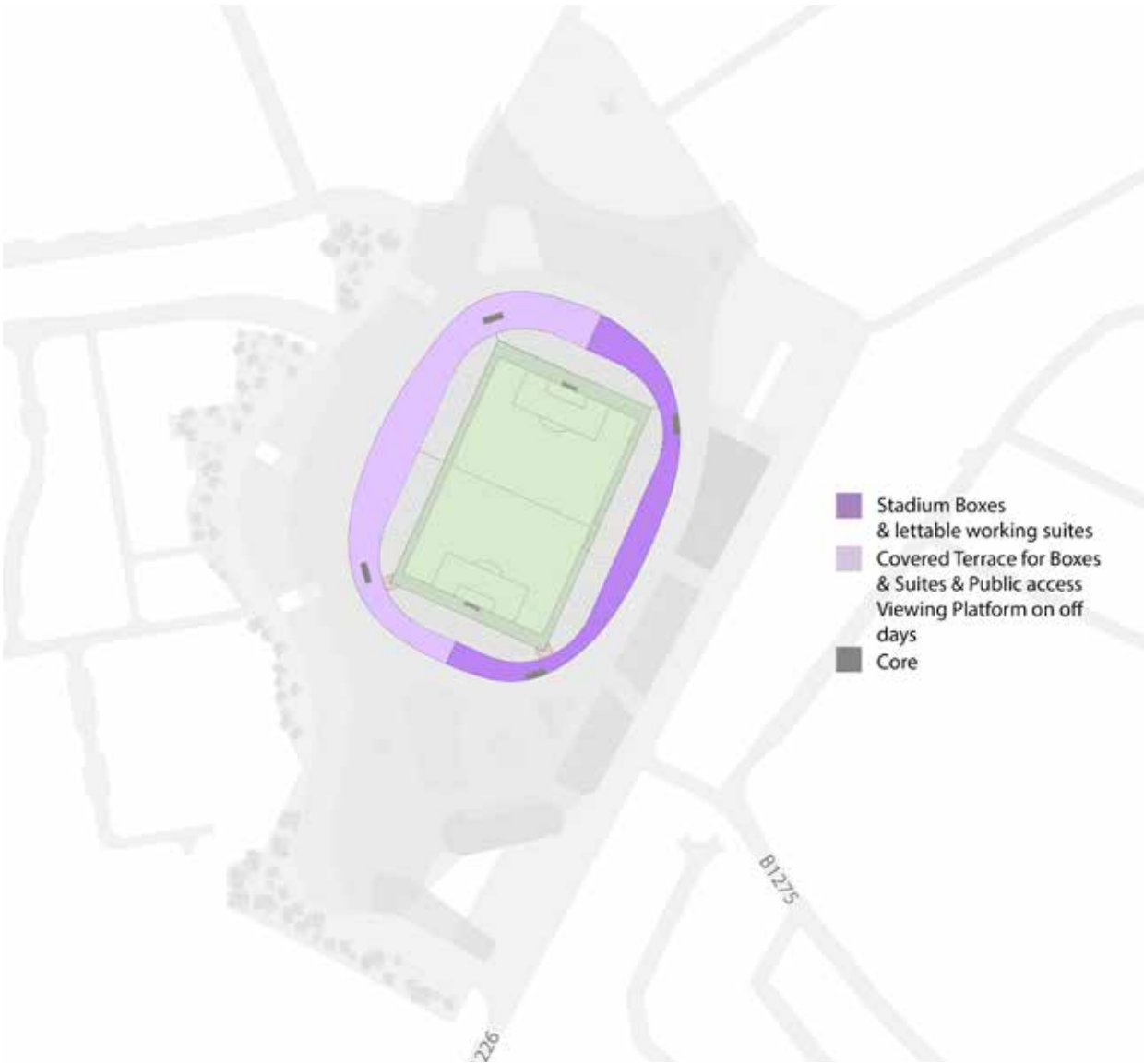
The below drawing is of indicative layout and functional arrangement of the Stadium on 3rd level.

Indicative Program - LEVEL 3 (Stadium Boxes)



The below drawing is of indicative layout and functional arrangement of the Stadium and adjacent podium programmes on 4th level (roof level).

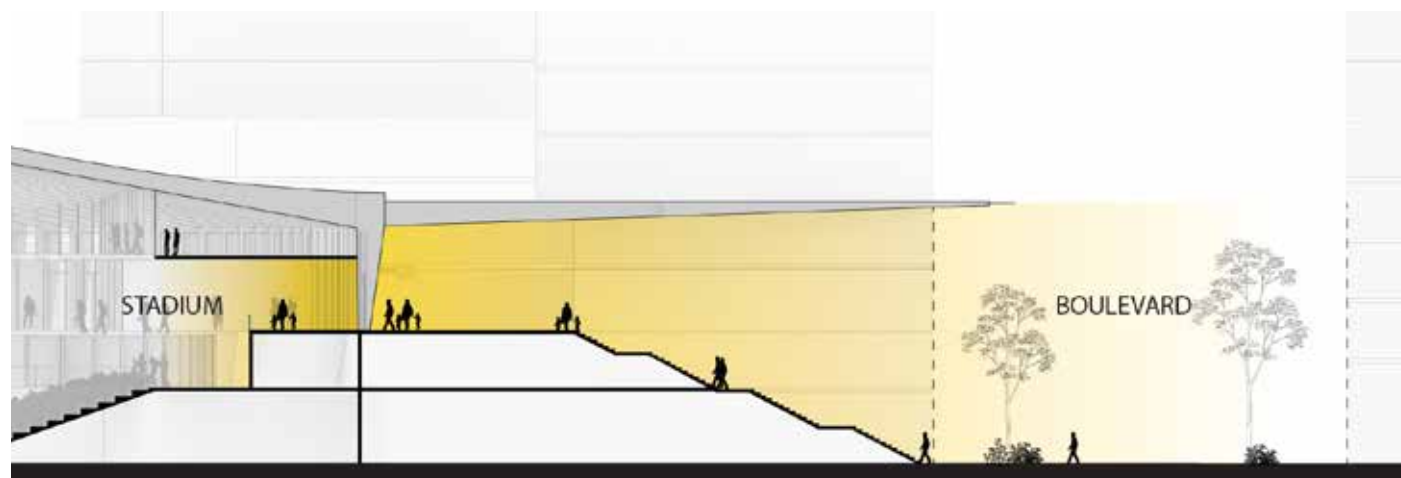
Indicative Program - LEVEL 4 (Stadium Roof)



Part D Detailing The Buildings

8.2 The Stadium Connectivity & Access - Match Day & Stadium Access

The stadium's predominant access is to the east adjacent to the boulevard. This proximity to the boulevard and its public transportation services ensures the efficient movement of large crowds on match day.



Indicative Section showing the spatial relationship between the stadium and boulevard

The stadium podium is a multifunctional urban space.

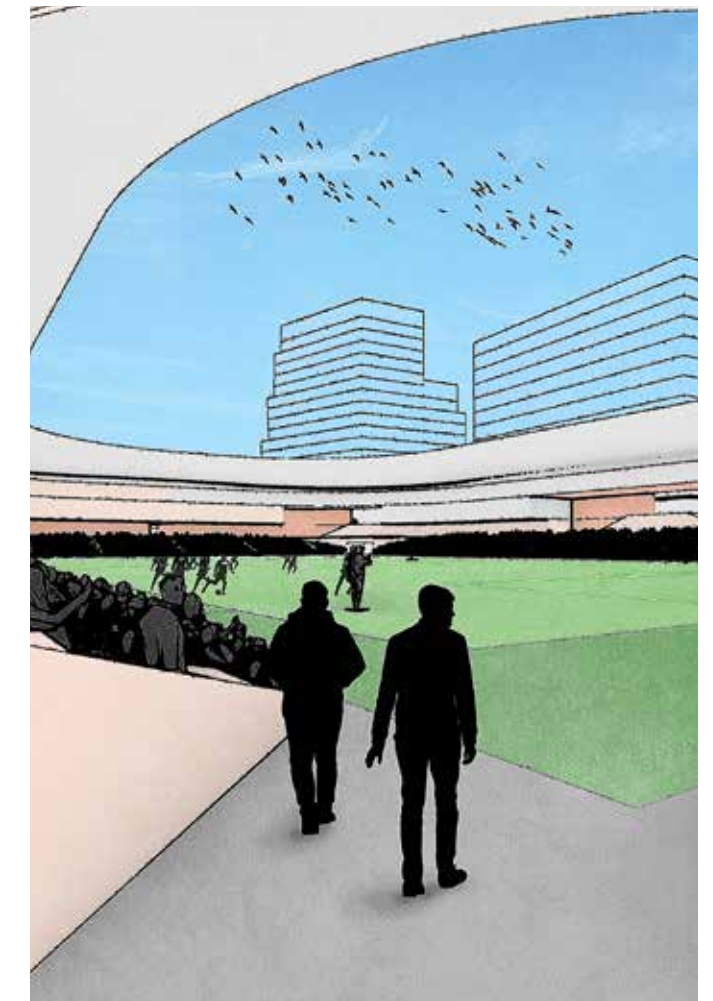
In order to structure the many offerings on the podium the Stadium and its access is predominantly to the east adjacent to the Boulevard separated from the marketplace to the west.

Whilst separation is important at peak usage times - a continuous circulation around the Stadium ensures that users can engage in both activities like sports and shopping if they wish.

The majority of food and beverage provisions are adjacent to the Stadium and its entrances to the east. Visitors can enjoy a meal and drink before or after the game and if they wish partake in shopping activities.

Access to the Stadium from the Boulevard must be seamless from the adjacent public transportation options (as indicated left).

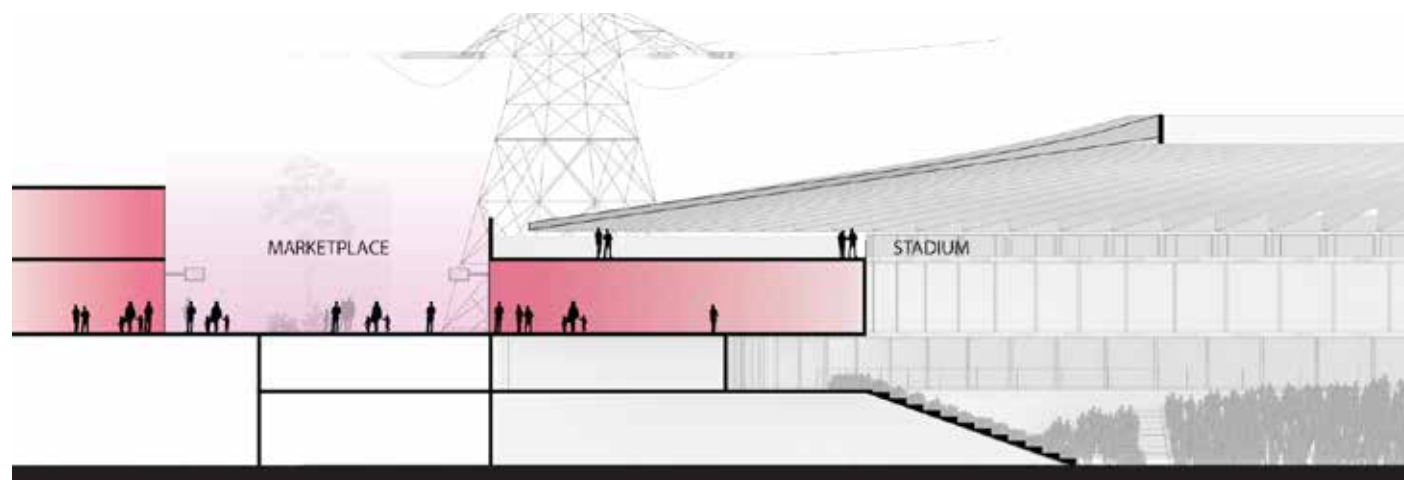
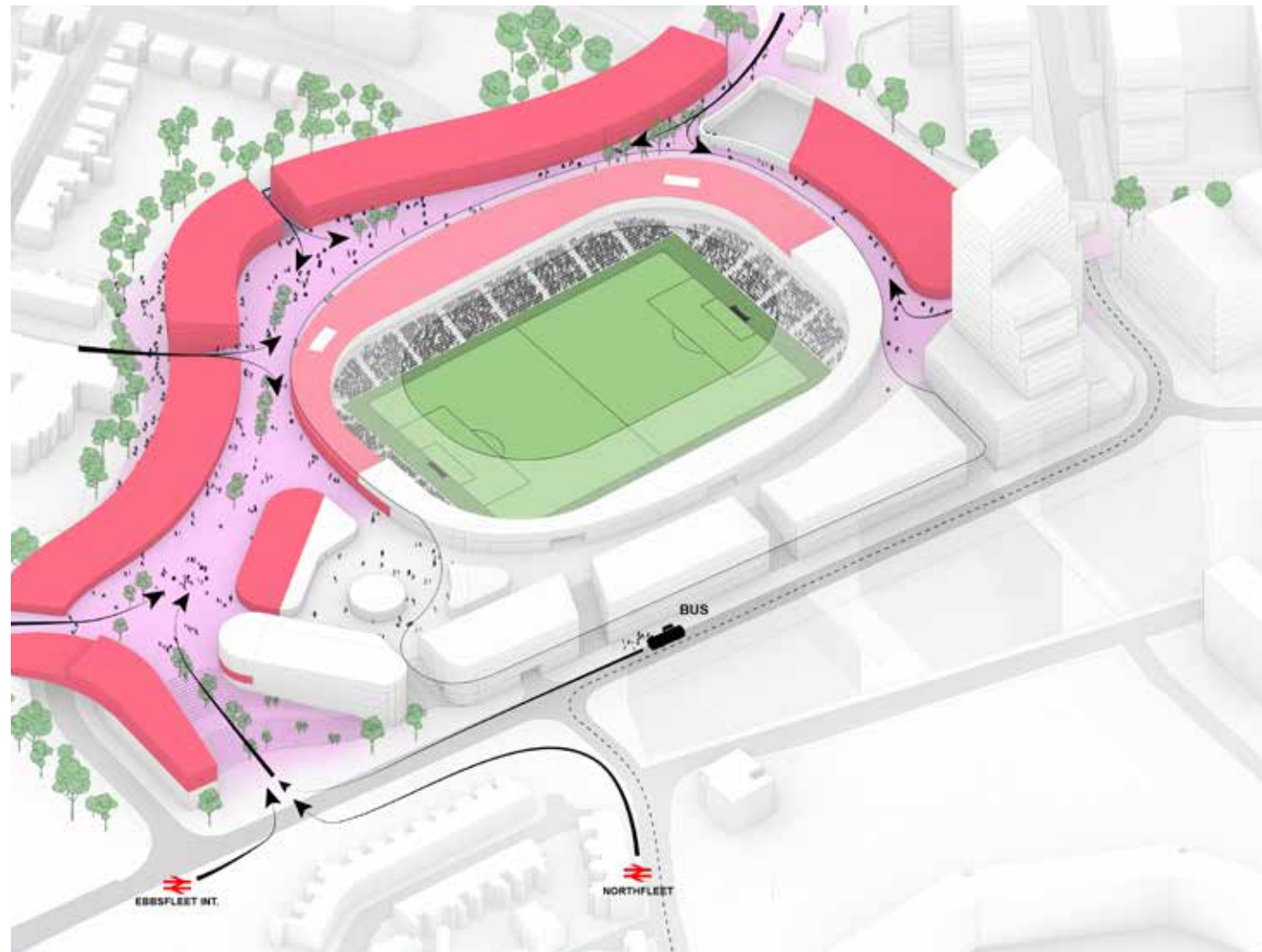
Further to transport and pedestrian access the parking areas located in the podium provides quick access to the Stadium for vehicular users and people mobility issues.



Part D Detailing The Buildings

8.2 Stadium Connectivity & Access - Marketplace

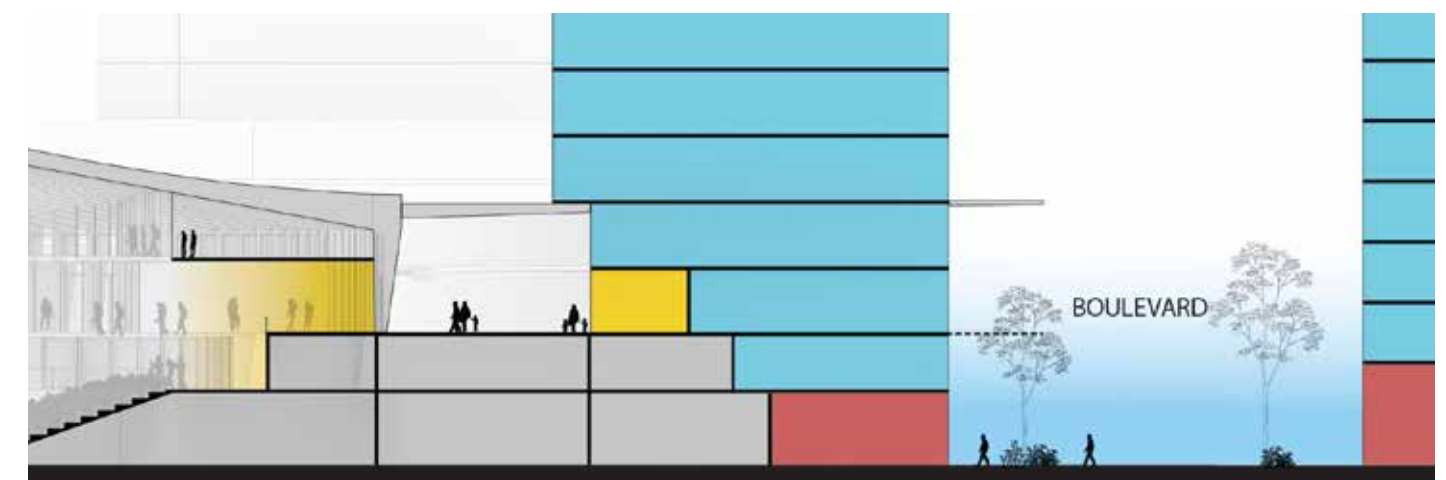
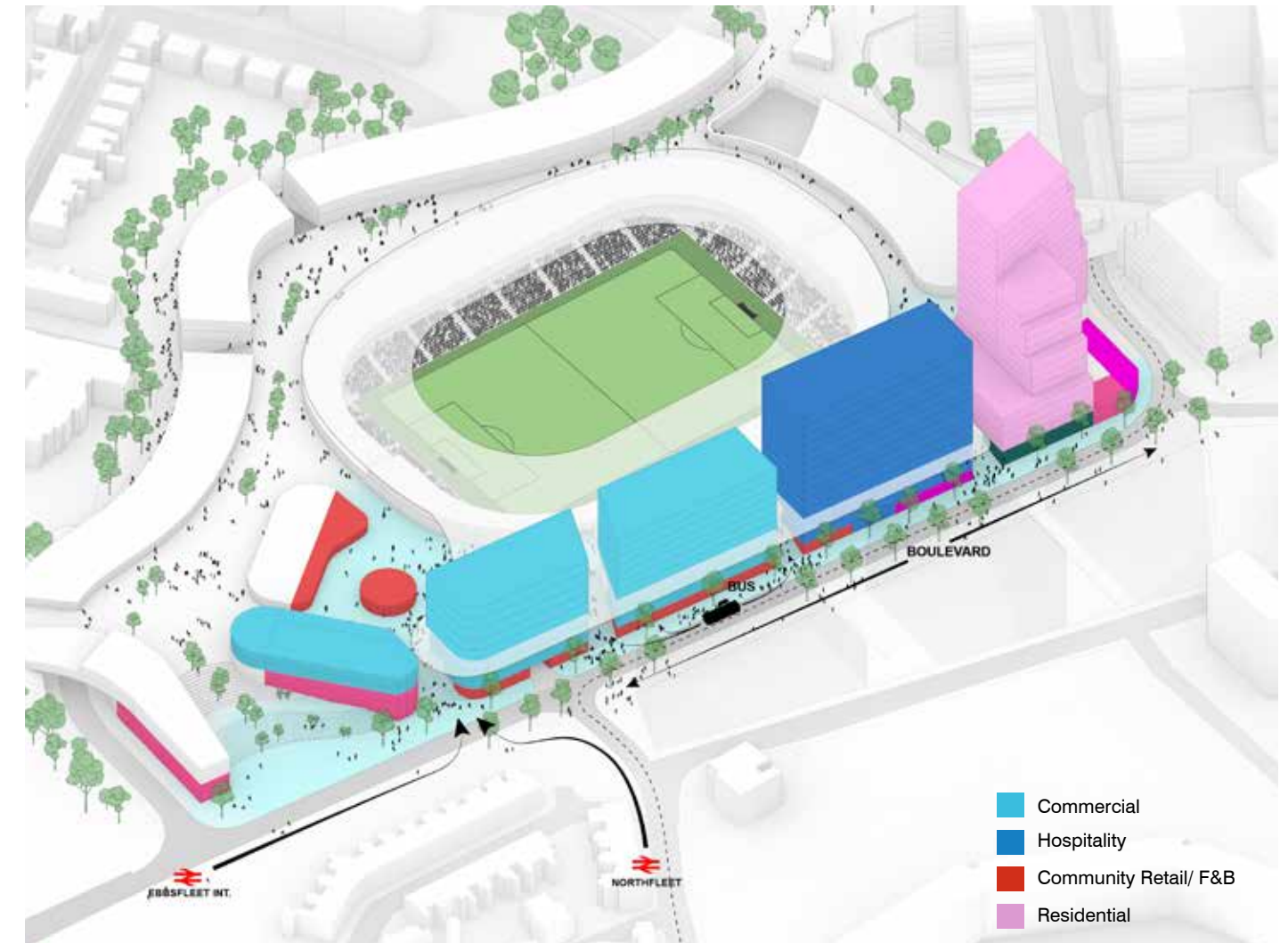
The Marketplace borders the west side of the stadium. Its main access is located to the south nearest to Ebbsfleet and Northfleet Stations and is accessible also via the adjacent local roads.



Indicative Section showing the spatial relationship between the stadium and marketplace

8.2 Stadium Connectivity & Access - Boulevard

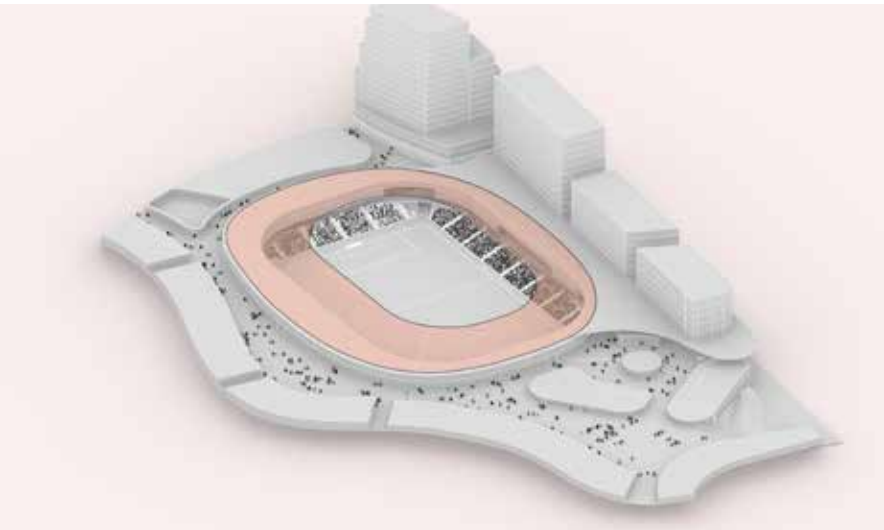
The Stadium is mediated to the Boulevard by a number of buildings including a hotel and commercial office space. And on grade with the Boulevard; food and beverage, retail and other community spaces.



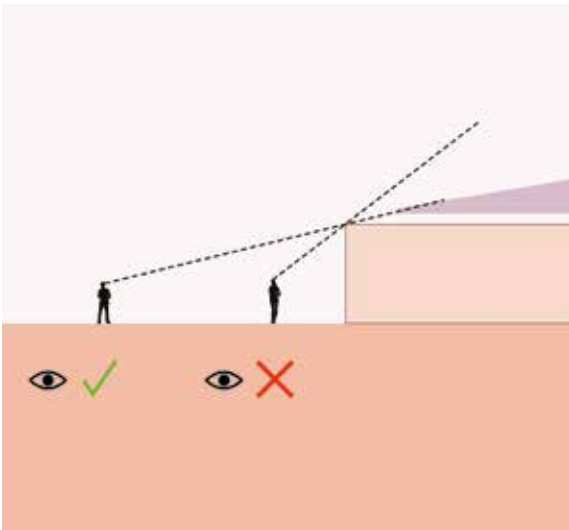
Indicative Section showing the spatial relationship between the stadium and boulevard mediated by office and F&B facilities

Part D Detailing The Buildings

8.3 Stadium Elements - Roof



The Stadium roof is a key part of the design and will give identity and character to the Stadium and its position within the masterplan context. The Stadium roof design will be partially enclosed (except above the pitch). As the roof covers a large area, photovoltaic solar panels will be considered as an integrated part of the stadium roof, and its design as a renewable energy generation strategy.

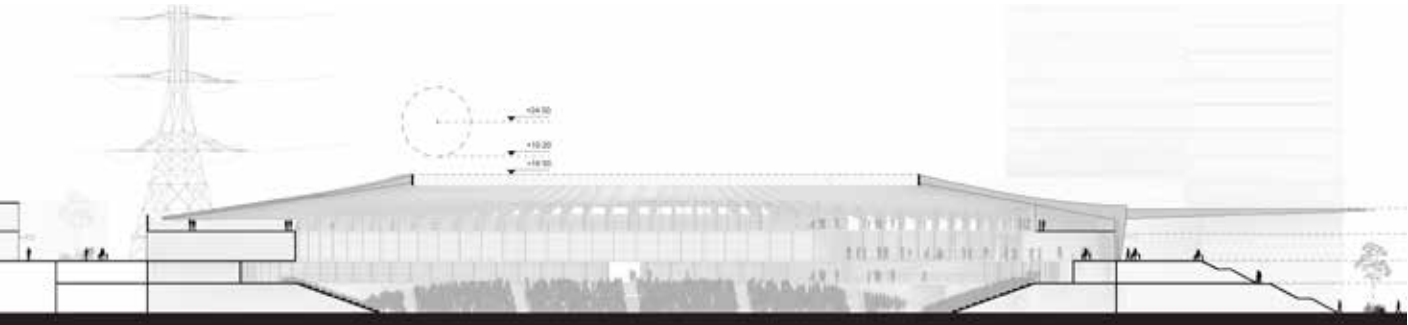


Within the Marketplace zone - the roof of the Stadium is designed in such a way that the consistent architectural language and immersive Marketplace experience is not disrupted.

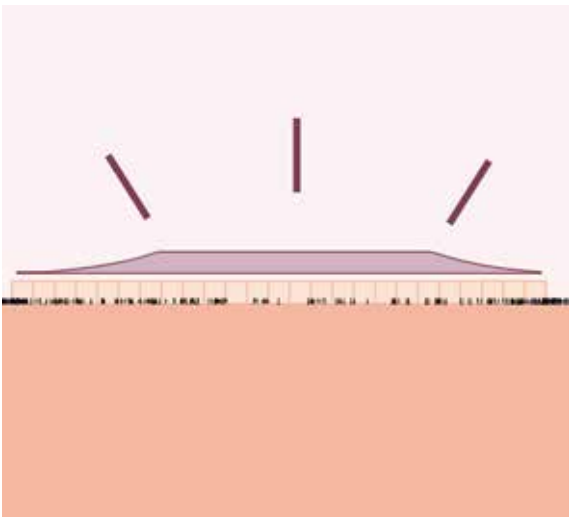
An adjacent Marketplace user should not be able to view the roof of the Stadium.

STADIUM ELEMENT - ROOF

STADIUM ROOF VISIBILITY



A section of the stadium and its connection to context



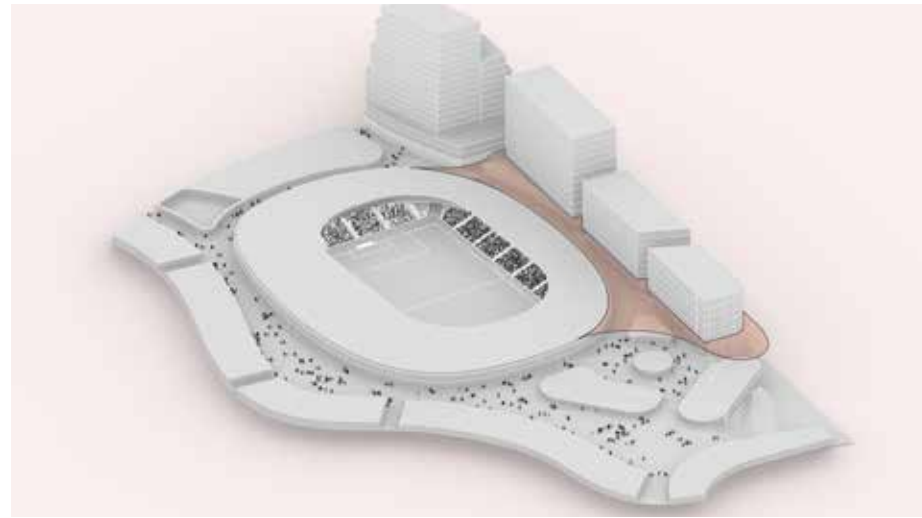
From a distance the Stadium roof should be visible to a user and iconic in such a way which gives focus and identity to the Stadium.

STADIUM ROOF VISIBILITY



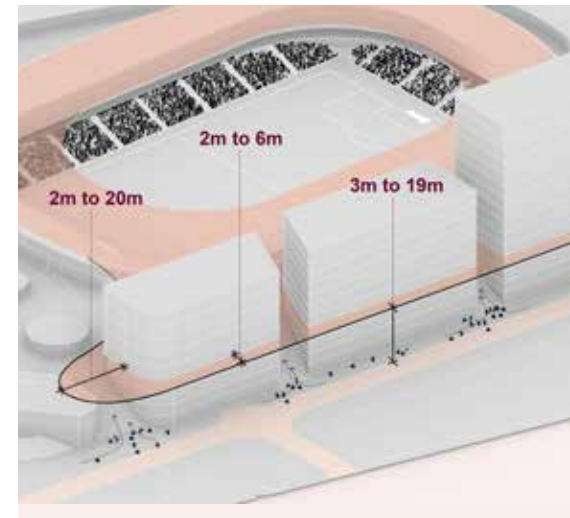
Part D Detailing The Buildings

8.3 Stadium Elements - Canopy



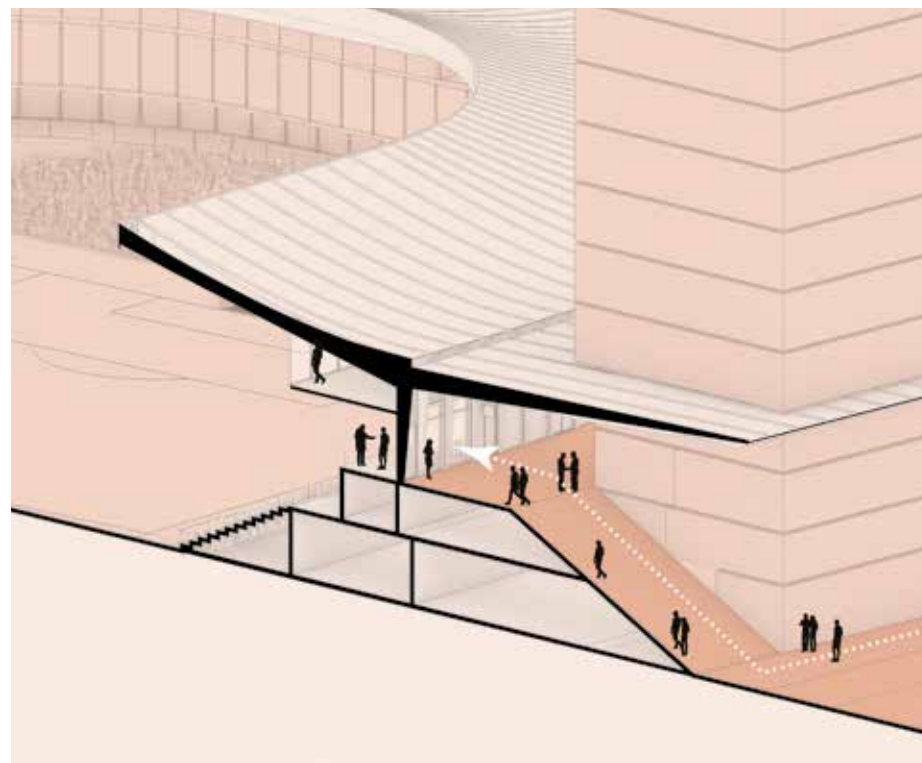
STADIUM ELEMENT - CANOPY

The Stadium canopy covers and protects the many entrances to the Stadium and Food & Beverage offerings. It's design will be closely related to the roof of the Stadium - as such will act as visual guide and intuitive wayfinding tool to guide users to the stadium precinct its entrances and functions.

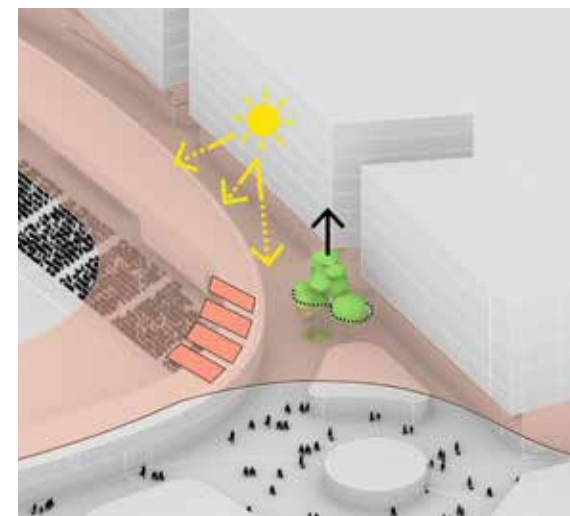


CANOPY & STADIUM VISIBILITY - BOULEVARD

The canopy within the stadium precinct should be visible from the boulevard in a way which ensures Stadium users are intuitively guided up the stairs to the entrance of the Stadium. The canopy serves as a visual guide to the Stadium precinct.



An indication of the stadium arrival experience from the Boulevard



CANOPY PERMEABILITY

The canopy should allow for daylight to pass through and in designated locations will be open to the sky to allow vegetation to penetrate.

The Stadium canopy and roof should make allowances for the integration of photovoltaic solar panels.



Part D Detailing The Buildings

8.3 Stadium Elements - Greening Strategy



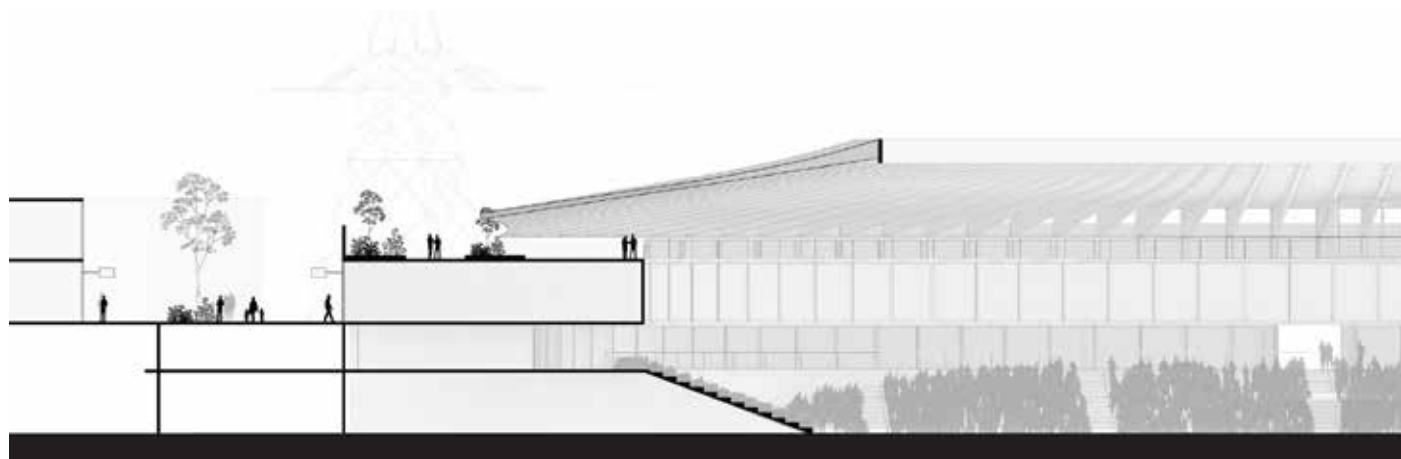
An effective greening strategy will be a part of the Stadium's design to ensure the health of its occupants and surrounding users.

STADIUM ELEMENT - GREENING STRATEGY



Designated green areas in the public forecourt of the stadium will be open to sky to allow for vegetation to penetrate and allow for a green view to the adjacent building occupants

CANOPY & STADIUM FORECOURT

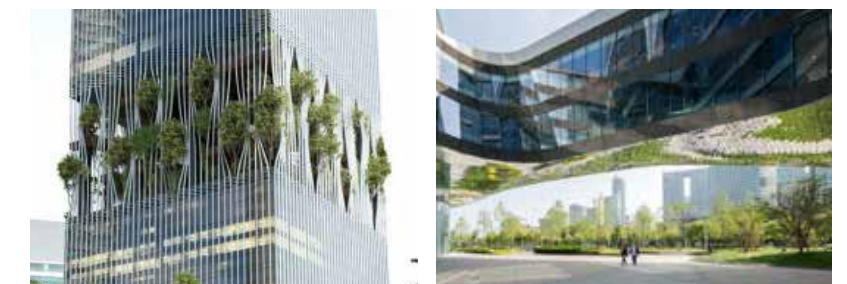


An indication of how the stadium can incorporate greening strategy into its facade & roof design.



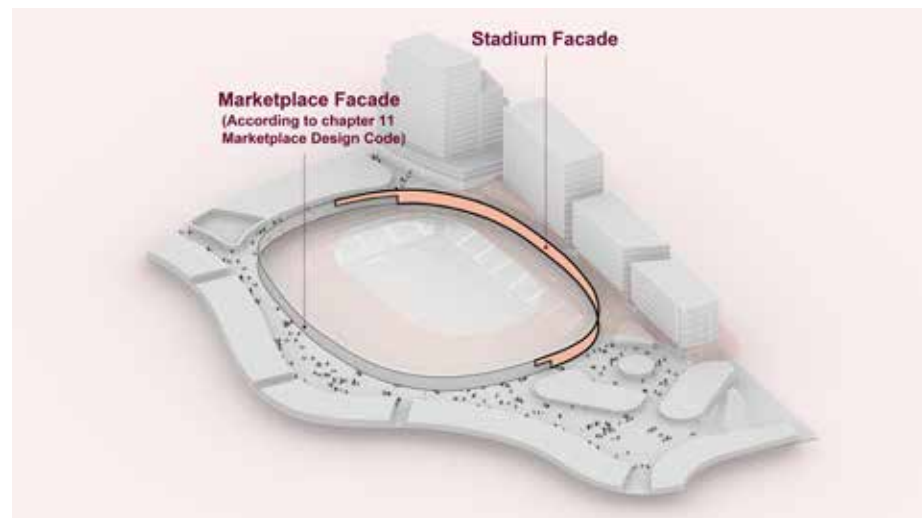
In the locations where the canopy meets the adjacent buildings possible green breakout spaces can facilitate the wellness of the office and hotel occupants.

PODIUM AND BUILDING FAÇADES



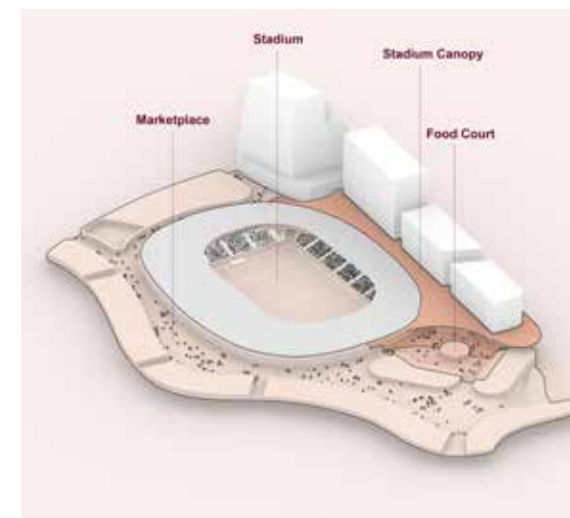
Part D Detailing The Buildings

8.3 Stadium Elements - Façade



The Stadium Façade wraps the Stadium's functions (to the east of the Stadium as indicated) - including Food & Beverage outlets, Stadium entrances and other services.

STADIUM ELEMENT - FAÇADE



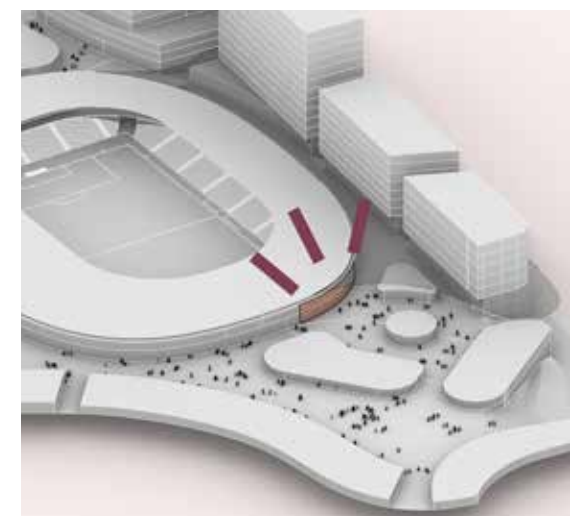
The Stadium, its adjacent food court and the marketplace should have distinct formal and material characteristics to give legibility and structure to the many offerings on the podium level.

The design of the Marketplace Façade on the west elevation of the stadium is denoted in the Marketplace section of this design code.

FAÇADE LANGUAGE SEPARATION

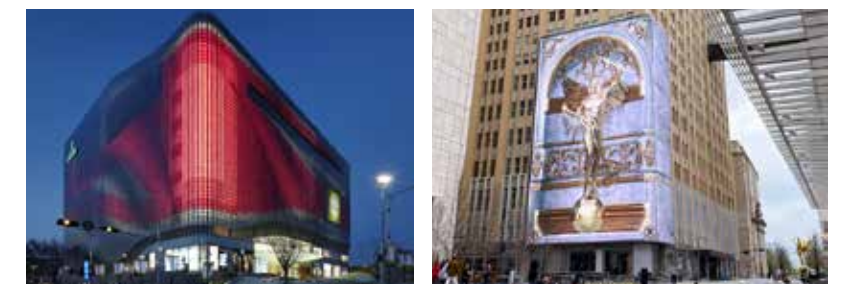


An indication of how the stadium facade could create a cohesive identity through its consistent language, materiality and signage.



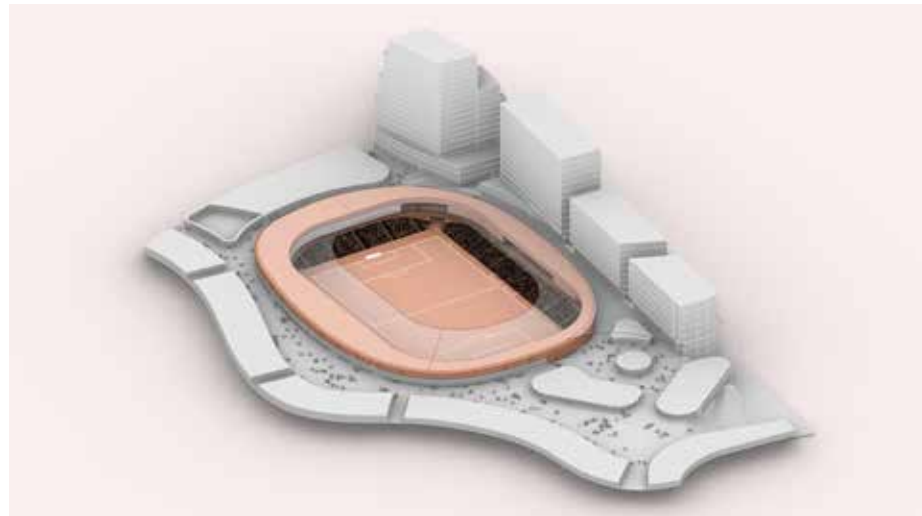
The introduction of a media façade upon entrance to the Stadium forecourt distinguishes space and creates an arrival experience for the users. The façade can be programmed according to the use of the Stadium and enable a functional and programmatic flexibility.

STADIUM ELEMENT - MEDIA FAÇADE

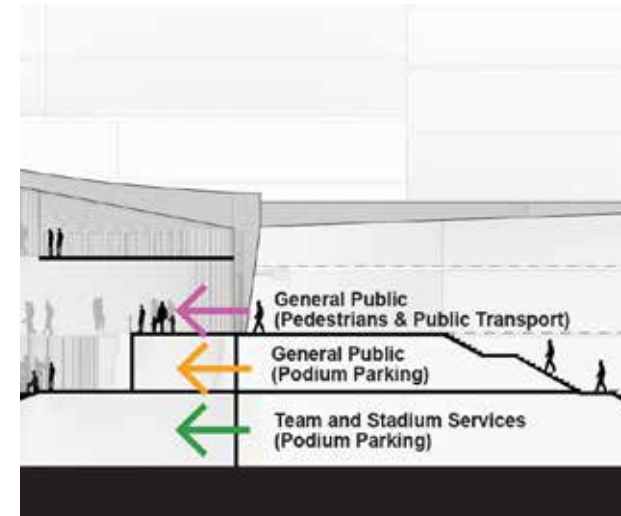


Part D Detailing The Buildings

8.3 Stadium Elements - Internal Functions & Seating



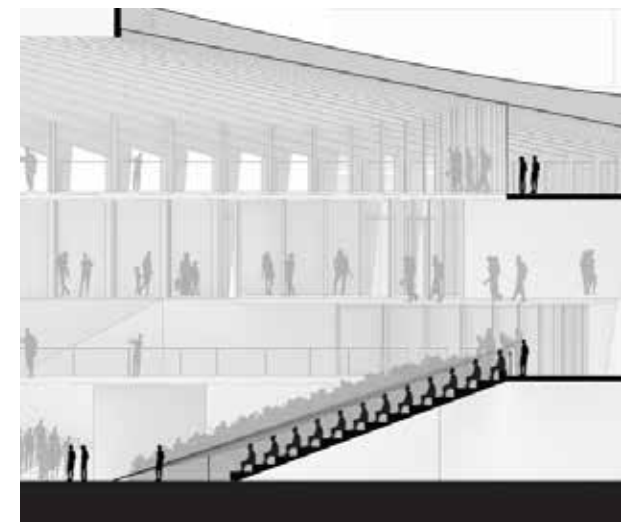
The internal functions of the Stadium should be designed together with a thorough and effective circulation and wayfinding system to ensure the various programmes and facilities of are easy to find for its many user & occupant groups.



ACCESS

Access to the Stadium will be split over the 3 levels to allow for safe and efficient entry & egress of different user groups.

STADIUM ELEMENT - INTERNAL FUNCTIONS AND SEATING

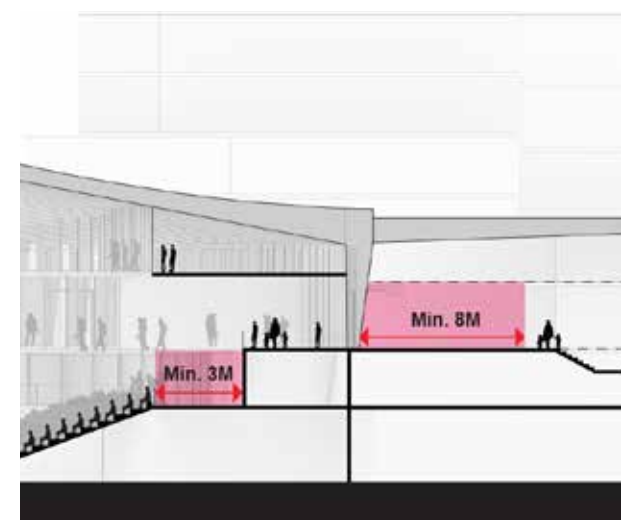


SIGHTLINES

Sightlines for the occupants should be designed to a high standard to ensure a limited amount of undesirable seating options.



An impression of the stadium interior

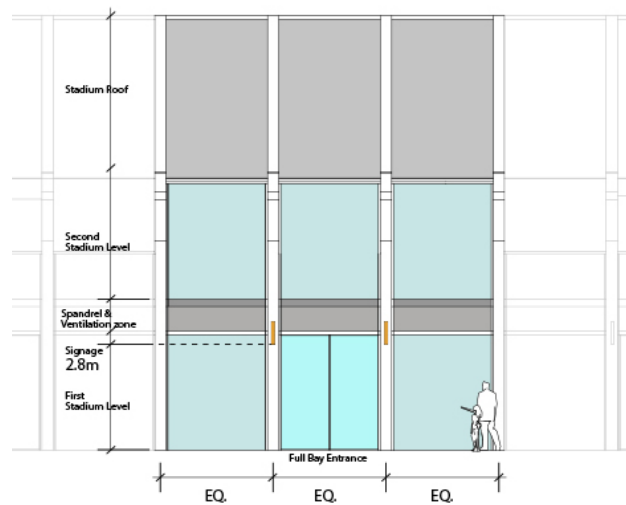


CIRCULATION & OVERSPILL

The surrounding public space located at the main entrances of the stadium will allow crowds to congregate safely. The internal circulation of the stadium should allow for the safe movement of crowds and fire dispersal.

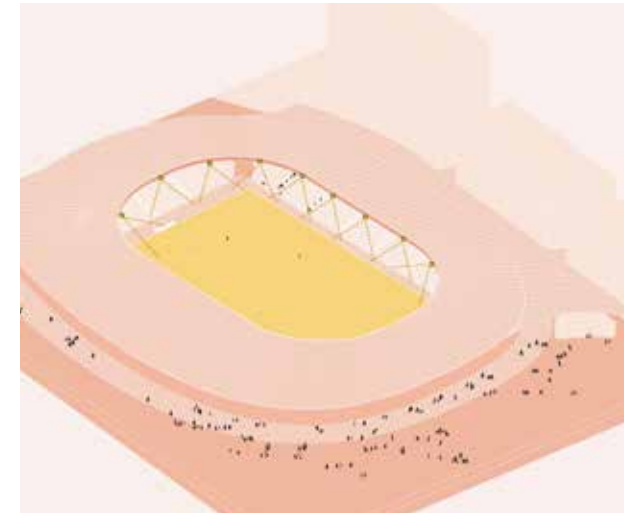
Part D Detailing The Buildings

8.3 Stadium Elements - Internal Functions & Seating



SIGNAGE & ENTRANCES

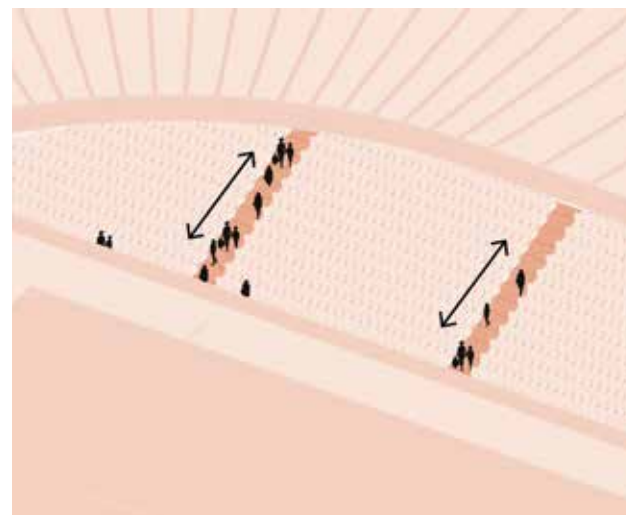
Signage and wayfinding should be clear and legible to cater for high volumes of visitors. Entrances should be clearly marked and consistent throughout the façade of the Stadium.



LIGHTING

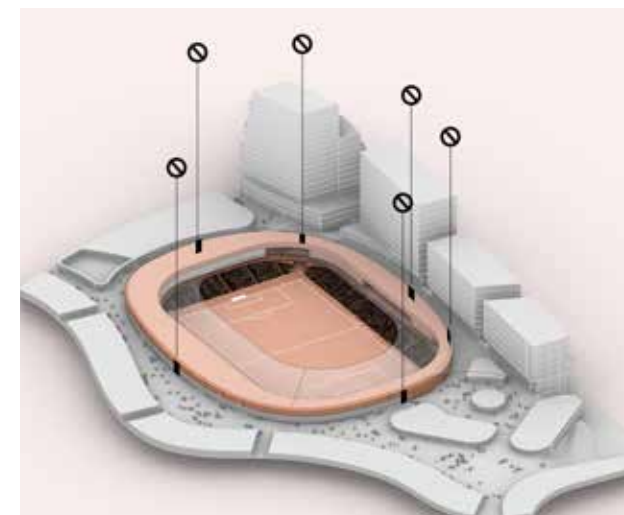
Floodlight design should be carefully considered to integrate with the design of the stadium roof and the surrounding buildings and must comply with the Sports Grounds Safety Authority Green Guide.

Lighting design should be carefully designed to minimise negative impacts on surrounding uses.



WAYFINDING

Wayfinding should be clear and designed holistically with the material choices and layout of the Stadium. Intuitive wayfinding strategies and visual signification systems should be incorporated into the Stadium design.



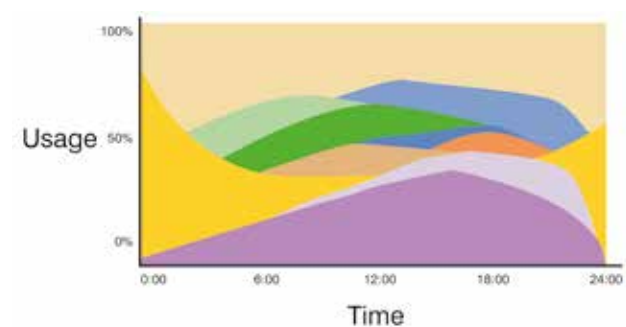
SECURITY

The security of the Stadium is of high importance for the safety of large crowds and must comply with the Sports Grounds Safety Authority Green Guide.

Security should be considered from the initial design stages through the 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. Design of the Stadium entrance gates and shutters should be carefully considered and correspond to the material choices of the surrounding façades.

Safety design should be achieved in a way which integrates well with the overall project design and should not detract from the quality of the built environment, particularly when the Stadium is not in use.

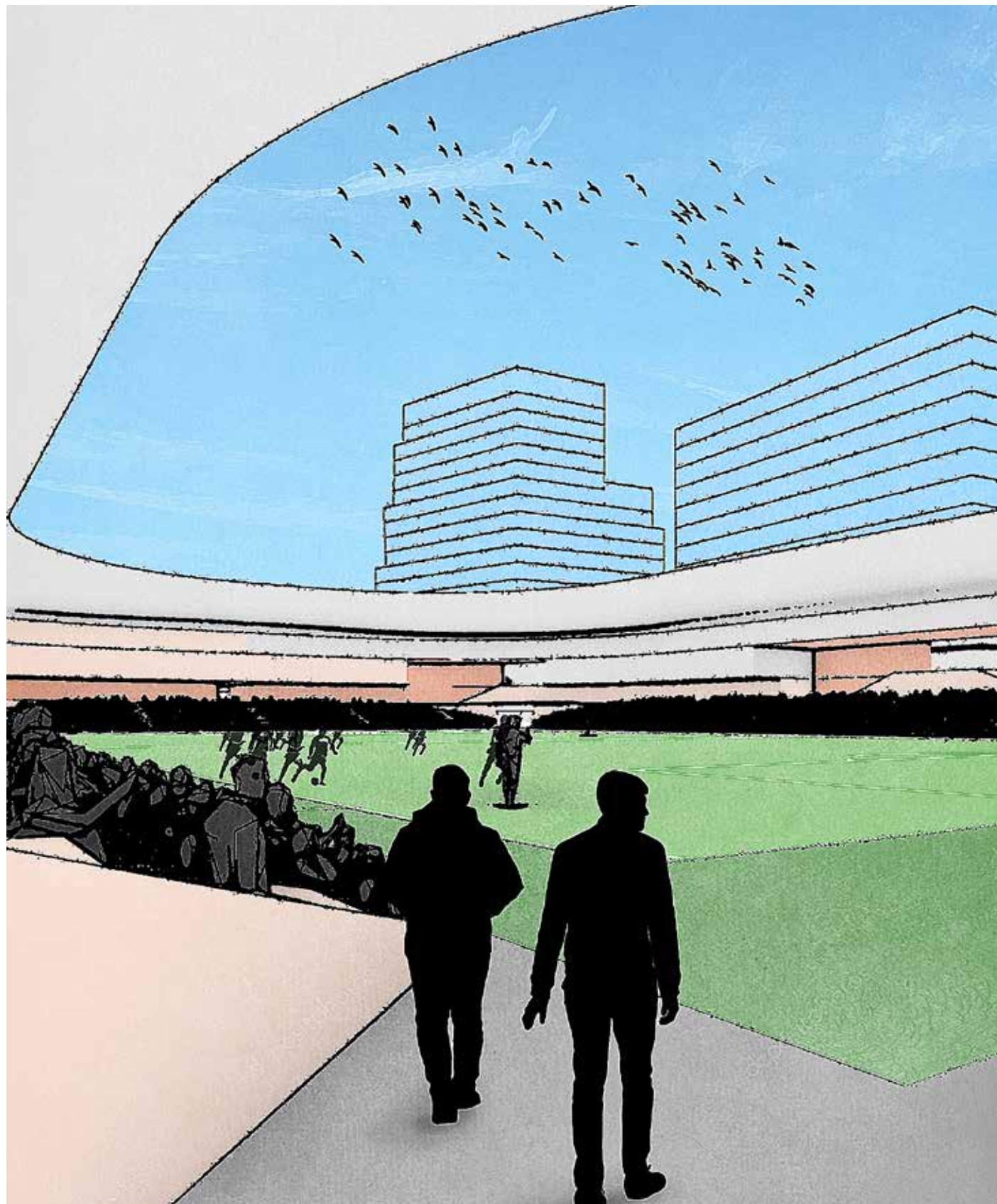


A MULTIFUNCTIONAL STADIUM

Programmatic flexibility is a key aspect of the Stadium design to ensure a functional mix and multifunctional urban landscape across all times of the day to prevent 'dead' zones and increase public safety and street life vibrancy.

Part D Detailing The Buildings

8.3 Stadium Elements - Internal Functions & Seating

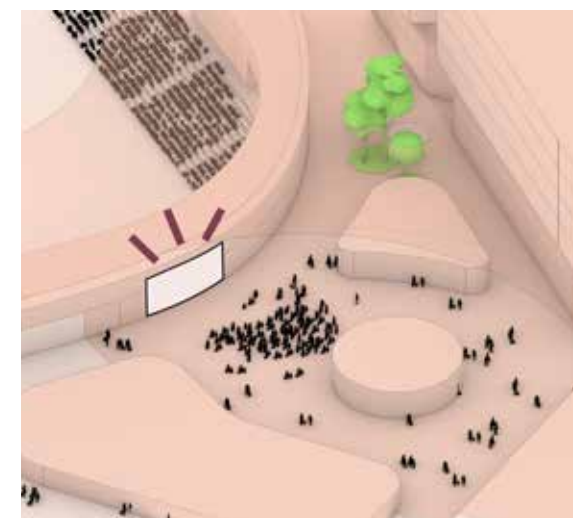


An impression of the Stadium interior



EBBSFLEET UNITED F.C. COLOR PALATE

The colour and livery of the Ebbsfleet United Football Club should be incorporated in the design and choice of colour and materials.



GAME SCREENING

The Stadium should aim to engage as much with its context and community as possible. This could be in the form of a match day screening on external media screens or in an open amphitheatre adjacent to the Stadium. Here information about upcoming matches or events could be displayed to the public during off days.



Part D Detailing The Buildings

8.4 Stadium Design Palette

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. All specified materials below should be durable, weather well and consider long-term maintenance requirements from the outset. These factors are particularly important in high traffic areas where users come into direct contact with the building such as at Stadium entrances. Designers should aim to specify materials with low environmental impact; including those which have low embodied carbon, high recycled content, are locally sourced, and/or are certified by a responsible sourcing scheme.

The design of secondary building elements such as doors, gates, seating, and metalwork should be viewed as an opportunity to further define the architectural narrative. It should relate to the livery of Ebbsfleet United and the agreed design intent.

Design Palette - Materiality

PRIMARY STRUCTURE & FACADE

The primary structure and façade of the stadium will be functional, tactile and human. The specification of materials should contribute to the overall design language of the Stadium, be humanistic and inspire inclusivity.



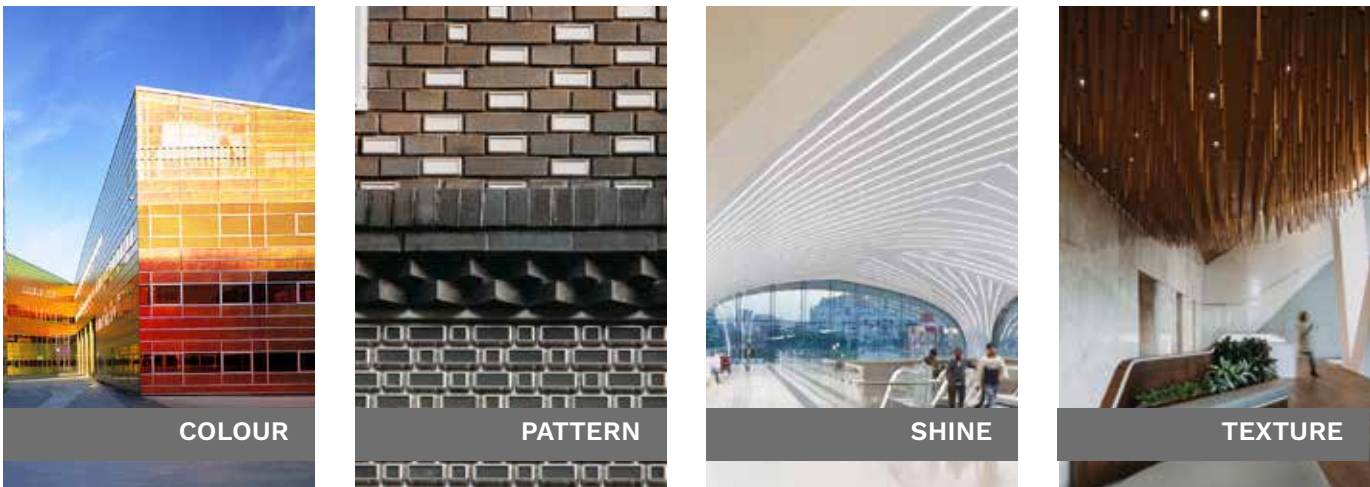
ROOF

The roof in its form, material and detail will be iconic, expressive and contribute wholly to the cohesive design language for the entire Stadium relating to the overall masterplan's design language.



ACCENT PALETTE

The accent palette is used in very specific places in order to draw attention to certain programmatic, public realm or wayfinding interventions within the Stadium. This palette is intentionally contrasting providing clear moments of difference within the relative uniformity of the other palettes.



Specified materials should be durable, weather beautifully and consider long-term maintenance requirements from the outset. Sustainability should be paramount and recycled materials in accordance with the above parameters should be encouraged where possible.

Part D Detailing The Buildings

9.0 Marketplace



The Marketplace
The lively shopping area is energised by shops and cafés spilling out into the public realm



- | | |
|-----------------------------------|------------------------------------|
| Typology 1 - Single storey retail | Typology 4 - Cores |
| Typology 2 - Mezzanine retail | Typology 5 - Independent buildings |
| Typology 3 - Pavilion structure | |

Marketplace - Key Principles

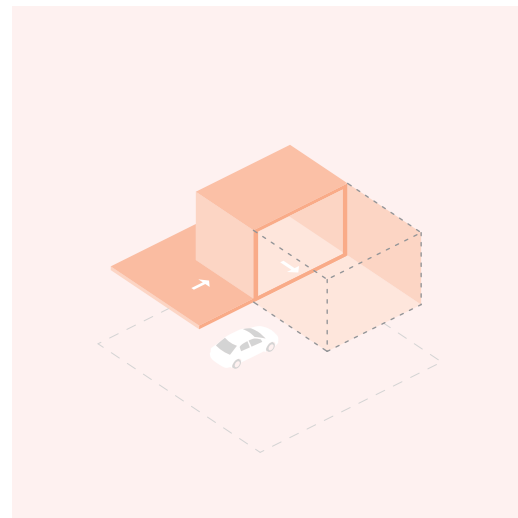
- The Marketplace draws inspiration from the industrial heritage of the site utilising forms and materials reminiscent of its historical uses.
- It should exhibit contemporary architecture which evokes its own sense of place and creates a new identity for Northfleet Harbourside.
- The built form should all interrelate creating a consistent aesthetic which is recognisable as the Marketplace.
- Different building typologies can be applied in accordance with the following code in order to provide interest and variation within the design.
- The architecture should provide a consistent sheltered edge in order to encourage increased dwell time.
- The public realm should be varied in width and shape to provide streetscape activation and spaces for public art interventions and pop-up activity.
- Individual units should be flexibly designed in shop front width and internal areas to allow for different scales of stores as well as providing future flexibility.



A curated vibrant retail zone offering a diverse range of activities for various user groups.

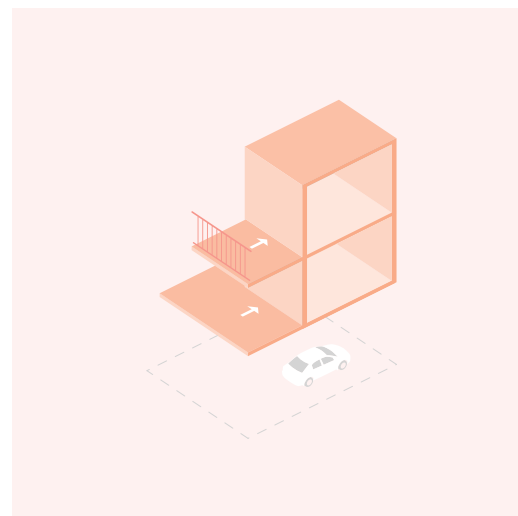
Part D Detailing The Buildings

9.1 Marketplace - Building Typologies



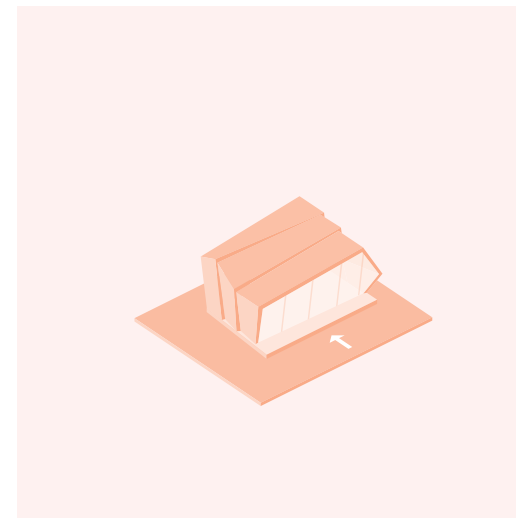
Typology 1 forms the majority of the Marketplace experience and is designed to present a consistent, inspiring aesthetic for the presentation of retail goods. These units should be set out on a consistent structural grid with the ability to combine units internally where desired. Units should have a consistent canopy to provide protection from the elements and should provide a retail area (including back of house) of between 100 and 200 sq m. Larger combined units can be facilitated internally but should not be overtly articulated on the facade.

TYOLOGY 1 - SINGLE STOREY RETAIL



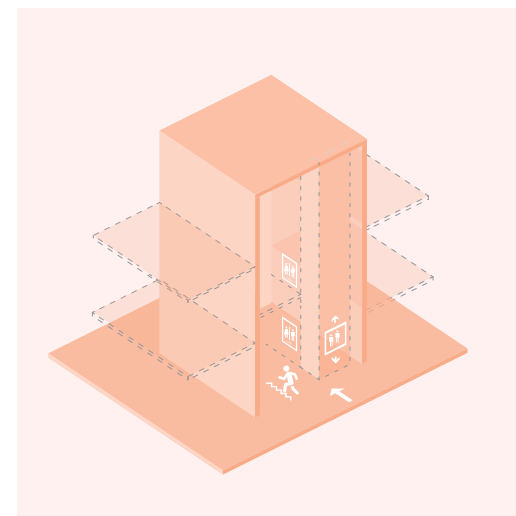
Typology 2 is found in two locations within the Marketplace and provides areas of intrigue along the harbourside walk. The typology consists of a two storey structure atop the podium with a generous mezzanine providing canopy at ground floor level and walkway above. Units should be vertically separate to allow for a changing retail experience on each level and should provide retail areas similar to typology one. Feature staircases and accessible lifts will provide access and the roof structure should provide consistent protection from the elements.

TYOLOGY 2 - MEZZANINE RETAIL



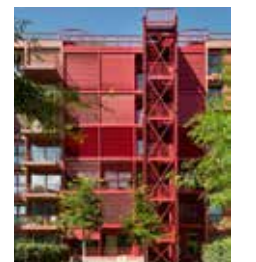
Typology 3 is found within the main entrance points to the Marketplace and is intended to provide vibrant moments of design which generate interest in the uses beyond. Structures should be single storey and freeform in their aesthetic. Pavilions can provide accommodation for both retail and food and beverage provision depending on their location and should be permanent structures. Temporary pavilions and pop-up stalls are not considered as part of this typology.

TYOLOGY 3 - PAVILION STRUCTURE



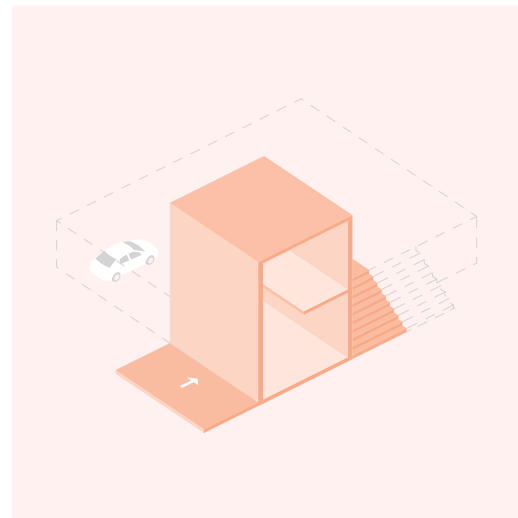
Typology 4 creates anchors within the design providing the main vertical circulation from within the podium. Design should be considered on all levels and should provide wayfinding beacons within parking zones to improve the experience of these levels. Where possible cores should be used to convey natural light into the podium. Design at podium level should be consistent and highly recognisable ensuring that wayfinding is simple and effective. Cores should be similar in structure but distinctive in aesthetic to allow recognition of the most appropriate circulation route

TYOLOGY 4 - CORES



Part D Detailing The Buildings

9.1 Marketplace - Building Typologies



Typology 5 borders the main entrance steps to the Marketplace and provides an initial snapshot of the experience at podium level as well as consistent animation across the levels navigated by the steps. This typology can extend to a maximum of 4 storeys depending on surrounding restrictions and must be highly cognisant of relating to both the Marketplace context and the existing Northfleet communities. Units within the building may be extended either vertically or horizontally to ensure a consistent level of activation at all levels.

TPOLOGY 5 - LEVEL MEDIATORS



11.0 Marketplace - Signature Buildings

Key Principles

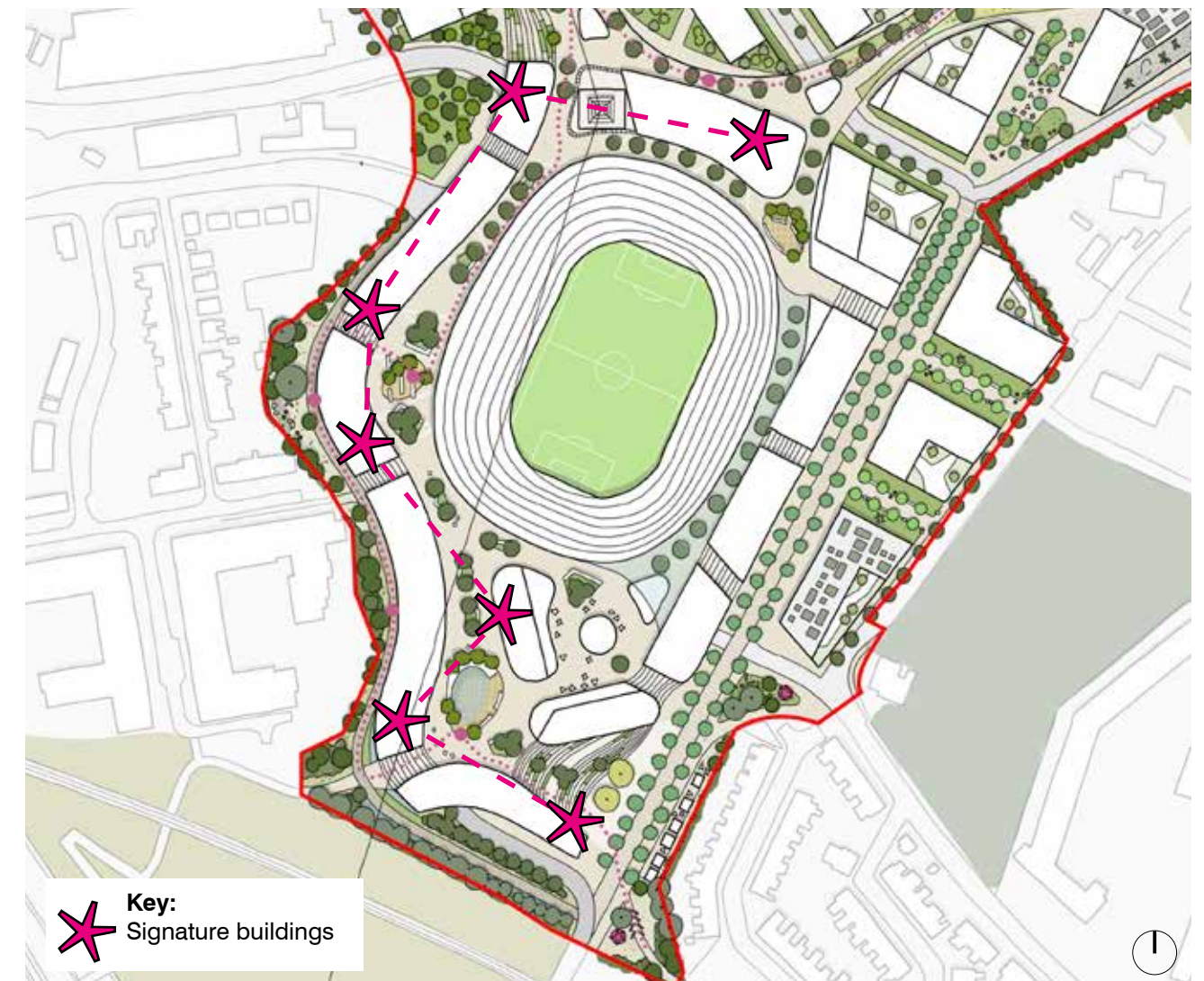
Signature buildings are located on key corners, junctions or visually prominent locations and create key wayfinding markers along the harbourside walk.

The succession of signature buildings creates a visual and physical pathway enabling visitors to easily locate their next destination.

Signature buildings will always be within typologies 1, 2 or 5 and must signify a retail or food and beverage focussed marker.

Signature buildings will be recognisable through variations of the Marketplace design palette (shown on page 69) but will remain true to the key principles of their typology.

Where a signature building addresses two different edge conditions this structure must act as the mediator between community users and be sensitive to existing development at all times.



Part D Detailing The Buildings

9.2 Marketplace - Minimum Distances

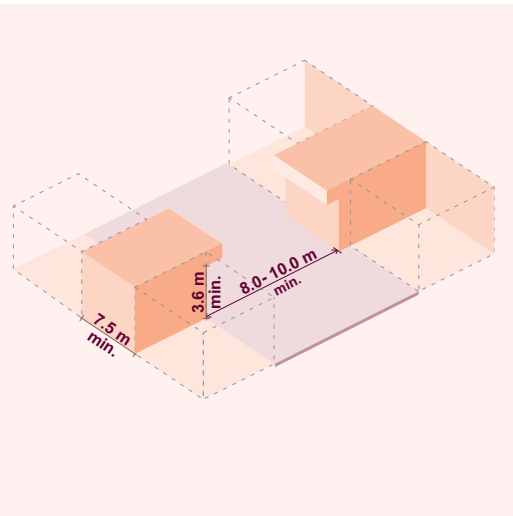
Key Principles

Minimum distances vary between typologies and provide ranges for building/unit heights, widths and canopy depths as well as acceptable widths between building façades.

The applied ranges have been developed in order to ensure that different areas exhibit specific characteristics and evoke particular experiences.

Typology mix and applied critical distances will create a varied and interesting experience for the visitor as well as ensuring a certain level of uniformity and equality for all vendors and retailers

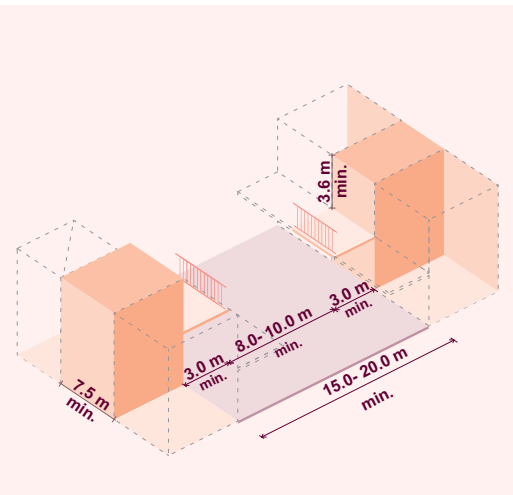
Set out below are the key dimensions for each typology which should be applied to the development of any relevant reserved matters application.



TYPOLOGY 1 - SINGLE STOREY RETAIL

- Minimum unit height : 3.6m
- Minimum unit width : 7.5m
- Distance between façades : 8-10m
- Minimum canopy depth : 1.8m

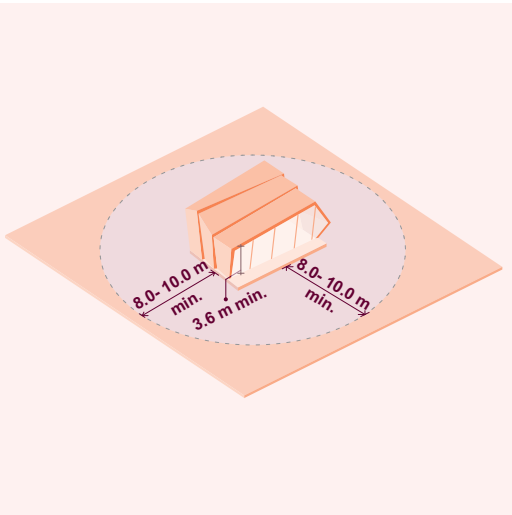
Typology 1 creates small to medium sized retail units and contributes to a 'streetscape' experience. Pathways should be wide enough to allow easy two way pedestrian traffic but should not become so wide that facing frontages cannot relate to one another. Canopies should comfortably allow for cover of disabled users or groups of two people.



TYPOLOGY 2 - MEZZANINE RETAIL

- Minimum unit height : 3.6m
- Minimum unit width : 7.5m
- Distance between façades : 15-20m
- Minimum canopy depth : 3m

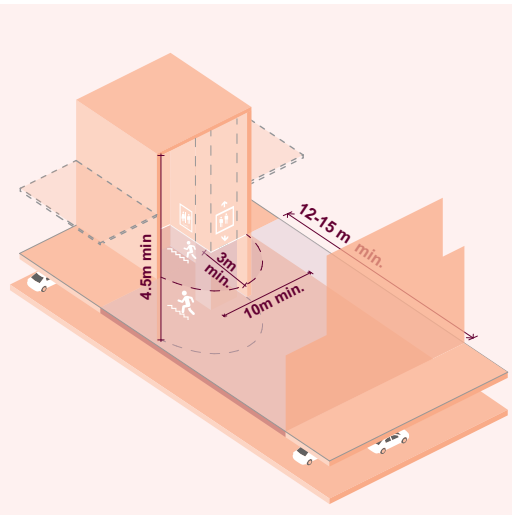
Typology 2 is utilised where wider spaces can be facilitated creating areas of relief from the 'streetscape'. Minimum unit heights refer to one storey as these units are not to be vertically combined. Canopies in this location should be wider to reflect the larger pathway and should also be applied to the second storey roof overhang.



TYPOLOGY 3 - PAVILION STRUCTURE

- Minimum unit height : 3.6m
- Minimum unit width : N/A
- Clear radial distance : 8-10m

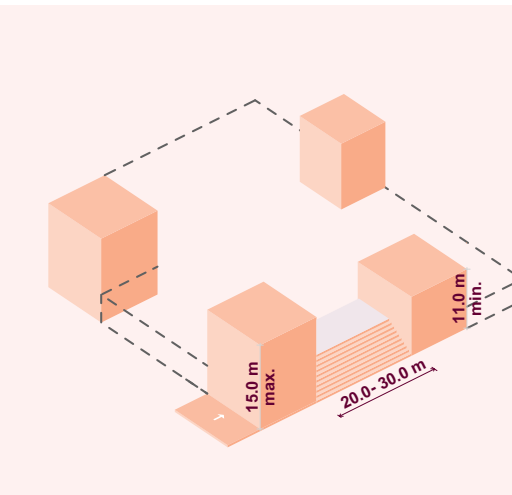
Typology 3 has limited measurable restrictions owing to its freeform nature. However structures must be fit for purpose and robustly designed. Pavilions should encourage a 360 degree experience and are therefore subject to 'clear radial distances' as opposed to linear measurements. Pinch points are acceptable where no frontage is visible however distances should never fall below 5m.



TYPOLOGY 4 - CORES

- Minimum unit height : 4.5m
- Minimum unit width : 10m
- Distance between façades : 12-15m
- Clear pedestrian zone at lower levels : 3m

Typology 4 requires additional circulation space to allow for the conveyance of significant crowds to and from the Marketplace and Stadium at multiple levels. Its height should significantly exceed single storey units in order to ensure clear visibility from within. Widths should be capable of accommodating both circulation cores and sanitary facilities.



TYPOLOGY 5 - LEVEL MEDIATORS

- Minimum building height : 11m
- Maximum building height : 15m
- Minimum unit width : N/A
- Distance between façades : 20-30m

Typology 5 should be treated as a distinct building and should provide a significant distance between façades. The height of the building should not exceed 4 storeys and should directly relate to the heights of the neighbouring typologies at podium level. Units can vary in width and height to allow for continuous activation across levels.

Part D Detailing The Buildings

9.3 Marketplace - Design Palette

Key Principles

The Marketplace design palette reflects the industrial character of the existing site by utilising materials and forms reminiscent of industrial architecture in a contemporary way.

The design palette comprises of materiality, roofline and furniture guidance which work together to create a flexible collection of elements which can be interpreted to suit emerging designs.

Visitors should be inspired and excited by the varied architectural journey which must provide a consistent overarching aesthetic.

The design palette should adapt to reflect signature buildings, circulation points and interventions within the public realm ensuring that wayfinding is simple and effective and points of interest are well signposted throughout the journey.

The Marketplace should be a highly contemporary area which utilises high quality architecture and materials to create a strong sense of place.

There is limited evidence on historic materiality of the site, further historical research should be undertaken to inform the Reserved Matters process.

Design Palette - Materiality

PRIMARY PALETTE

The primary palette should create the main aesthetic for the Marketplace and should be strongly reminiscent of the industrial heritage of the area. Below are some examples of industrial materials including profiled metal cladding, steel mesh and exposed structural framework. This palette should be utilised consistently across the Marketplace but different elements can be introduced for different typologies. The primary palette used across the Marketplace should not vary within individual typologies. Where possible reuse of materials from the existing site should be considered to improve sustainable credentials.



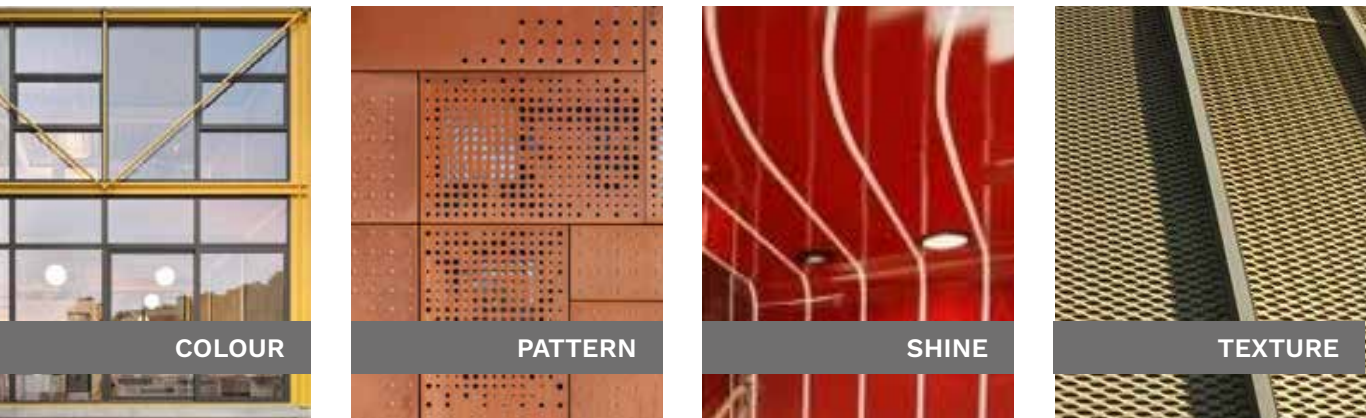
SECONDARY PALETTE

The secondary palette is intended to provide a neutral base layer which compliments the primary palette and reinforces the industrial character of the area. This palette includes glazing, fenestration and set back cladding creating a simple consistent treatment across typologies. Although some variation can occur in order to complement different aspects of the primary palette the secondary palette should remain largely consistent creating an underlying uniformity which ties the development together.



ACCENT PALETTE

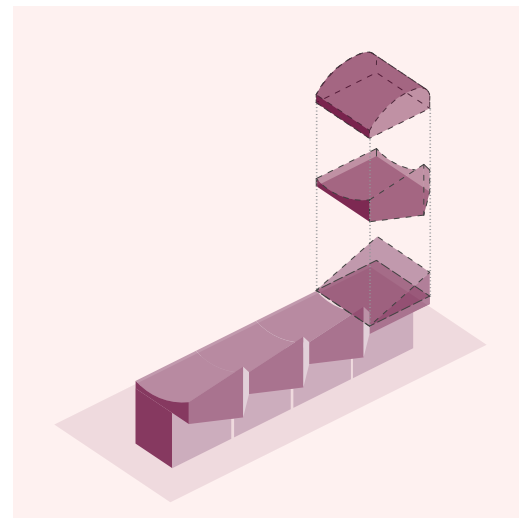
The accent palette is used in very specific places in order to draw attention to certain programmatic, public realm or wayfinding interventions within the Marketplace. This palette is intentionally contrasting providing clear moments of difference within the relative uniformity of the other palettes. The accent palette can occur on colour, pattern, shine or texture, but should maintain a uniform approach across the Marketplace. Each use of the accent palette should be recognisable and clearly linked to all other accent areas.



Specified materials should be durable, weather beautifully and consider long-term maintenances requirements from the outset. Sustainability should be paramount and recycled materials in accordance with the above parameters should be encouraged where possible.

Part D Detailing The Buildings

9.4 Marketplace - Articulating the Roof



ROOF LINE 1 - REPETITIVE

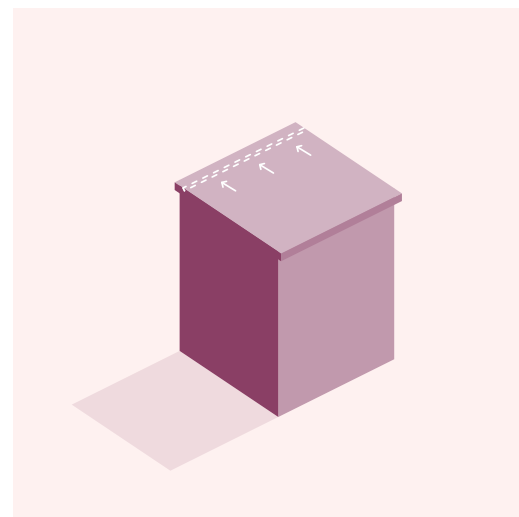
Contiguous roofs create continuously repeating forms which are instantly recognisable. These roofscapes should be used in conjunction with typologies 1 and 2, it should have a consistent material treatment from the primary palette. Roof forms should create the canopy for users below and can be combined with supporting structural elements where needed. Where possible rainwater pipes should be carefully integrated within the design and should not be visible on the façade unless specifically included as part of the design intent.



Example 1 - Typology 1 with signature building

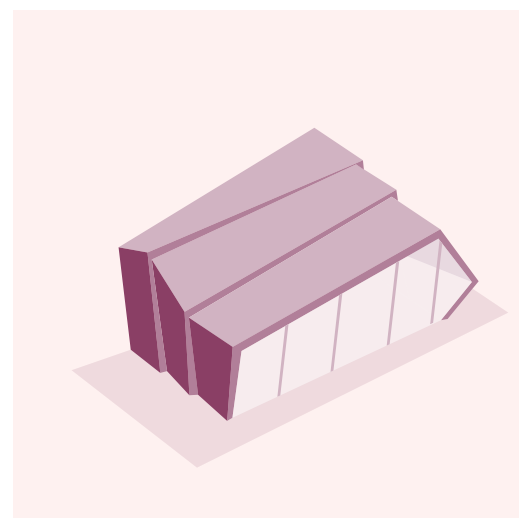


Example 2 - Typology 2 with adaptive roofline



ROOF LINE 2 - FLAT

Flat roofs should be used for typology 5 and can be introduced on some signature buildings where appropriate. All flat roofs should ensure a minimum finished fall of 1:80 in accordance with BS6229:2018 to ensure effective drainage throughout the design. Where possible rainwater pipes should be carefully integrated within the design and should not be visible on the façade unless specifically included as part of the design intent.



ROOF LINE 3 - FREEFORM

Freeform roofs should be used for typologies 3 and 4. These can be integrated briefly into all other typologies in response to public realm interventions or signature buildings. Careful consideration should be given to effective drainage solutions and rainwater pipe locations to ensure these do not impact the quality of the finish. Freeform roofs can be paired with either primary or accent material palettes.



View north from Stonebridge plaza towards steps up the Marketplace

Part D Detailing The Buildings



View of Marketplace public realm

Part D Detailing The Buildings

10.0 Community



Community uses line the green buffer along the eastern boundary

Community - Key Principles

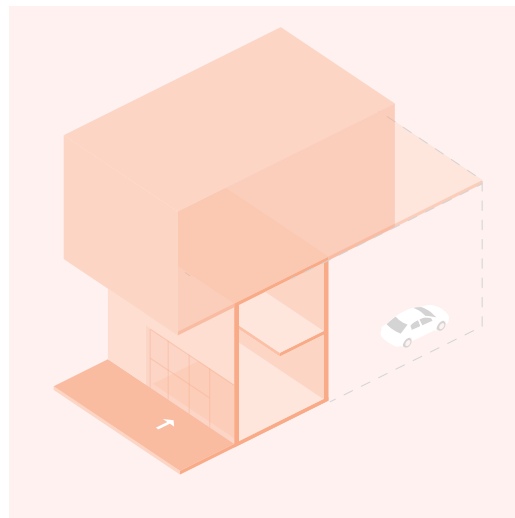
- The Community edge must respond sensitively to the existing residential community surrounding Galley Hill paying close attention to the existing materials, scale and character of the buildings. It should provide a welcoming, active frontage which will be beneficial to both new and existing users.
- Aesthetically the design should take inspiration from a more natural palette but still retain a connection to the industrial heritage of the area.
- Community infrastructure such as nurseries, GP surgeries, dentists and community centres should be accommodated at ground floor level linking directly to the existing Galley Hill communities.
- The provision should create new services or improve existing facilities within the area and should serve both the existing and emerging Northfleet communities.
- The community edge should encourage active travel and should be a secure, welcoming environment for both daytime and night-time journeys.



- Typology 1 - Community unit
- Typology 2 - Level mediator
- Typology 3 - Back of house

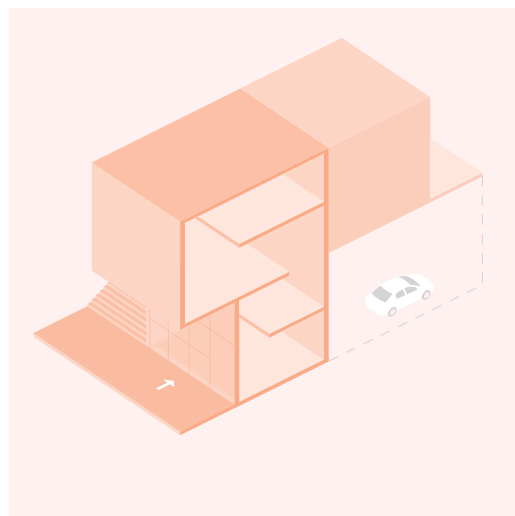
Part D Detailing The Buildings

10.1 Community - Building Typologies



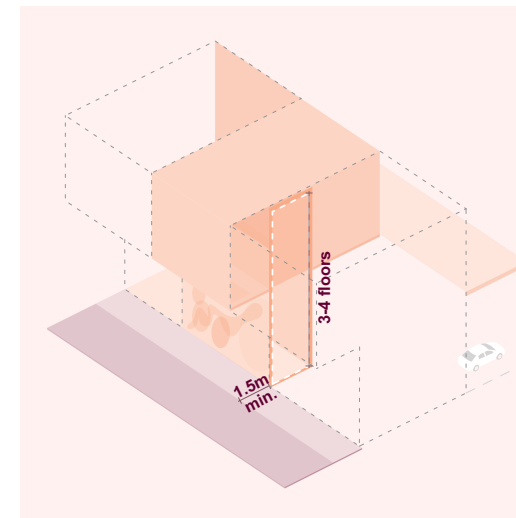
Typology 1 is located at the edge of the podium and houses community infrastructure such as GP surgery, nursery, community centre. It is a double storey unit with an additional single or double height back of house facade corresponding with the rear of the Marketplace units. These units are intended to create an active community focused edge to the podium, ensuring that the development carefully integrates the existing communities of Northfleet. Where possible units should be double height in order to create a larger active frontage and should provide a consistent canopy to protect the main pedestrian walkway.

TYOLOGY 1 - COMMUNITY UNIT



Typology 2 correlates with typology 5 within the Marketplace bordering the main entrance steps to the Marketplace. These units provide an initial snapshot of the experience at podium level as well as consistent animation across the levels navigated by the steps. These units can extend to a maximum of 4 storeys depending on surrounding restrictions and must be highly cognisant of relating to both the Marketplace context and the existing Northfleet communities. These units can house either community or retail focused uses but must provide two-way activation at their base ensuring that the level change and ground floor walkway are addressed equally.

TYOLOGY 2 - LEVEL MEDIATOR



Typology 3 will be found along Galley Way in areas where plant or back of house servicing areas are required. This typology will present a blank facade with the likely incorporation of vents and extraction facilities. Although blank these units must present an architecturally considered façade, merging seamlessly with the adjacent typologies and taking on a consistent architectural language. Internal configuration will depend on the operational requirements for the facilities but all external requirements such as vents or extraction units should be hidden insofar as possible. These units can also be utilised as canvases for public art where appropriate.

TYOLOGY 3 - BACK OF HOUSE



Part D Detailing The Buildings

10.2 Community - Critical Distances

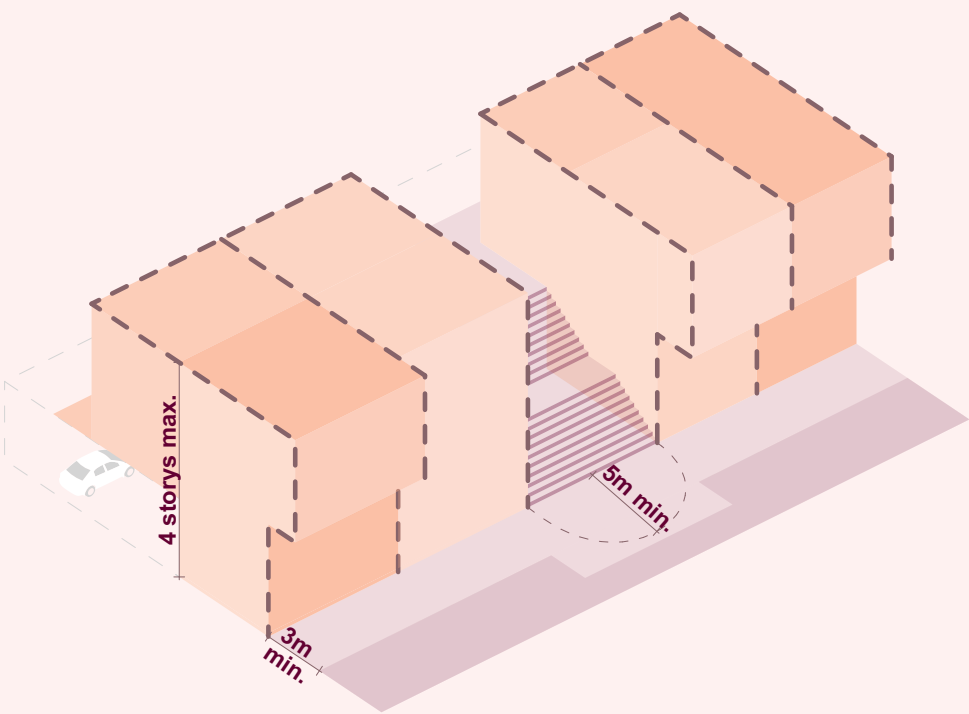
Key Principles

Minimum distances can vary between building typologies and users. This design code provides a range for building/unit heights, widths and canopy depths as well as acceptable widths between building façades.

The applied ranges have been developed in order to ensure that different areas exhibit specific characteristics and evoke particular experiences.

Typology mix and applied critical distances will create a varied and interesting experience for the visitor as well as ensuring a certain level of quality for all external and internal spaces.

Set out below are the key dimensions for the community edge and adjacent are more specific distances for each typology. These rules should be applied to the development of any relevant reserved matters application.



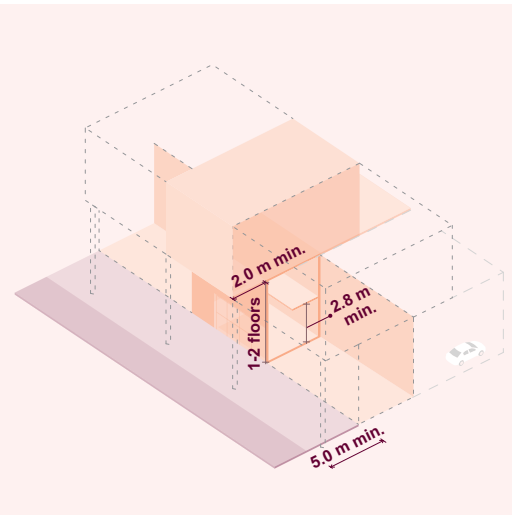
Maximum building height	4 storeys
Minimum pedestrian walkway depth	3m (min.)
Minimum radial landing zone at base of steps	5m
Maximum unit height	2 storeys

The community buildings along the residential edge provide activation to one of the key active travel routes for the site and critical distances must be carefully followed

to ensure a high quality, safe environment.

A consistent two-way cycle route and separate pedestrian pathway should be allowed for with planting and socialisation space provided in-between. The pedestrian zone where possible should be associated with the edge of the podium where canopies can be integrated to provide protection from the elements.

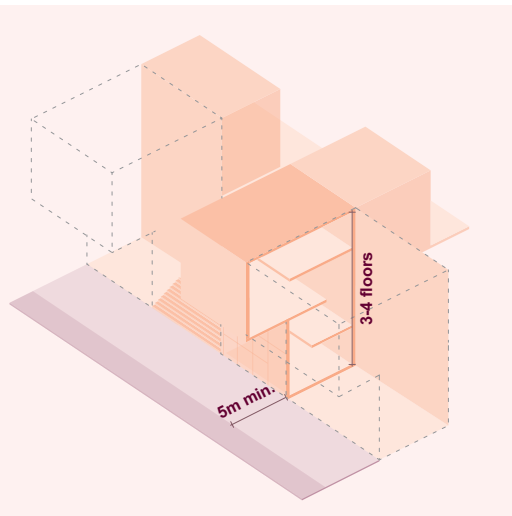
The built form should not exceed 4 storeys and should directly correlate with the height of the podium retail. Where possible, units should be double storey to provide a larger area for activation along this edge.



TPOLOGY 1 - COMMUNITY UNIT

Minimum floor to ceiling height	: 2.8m
Minimum canopy depth	: 2m
Minimum pedestrian zone at entrance	: 5m

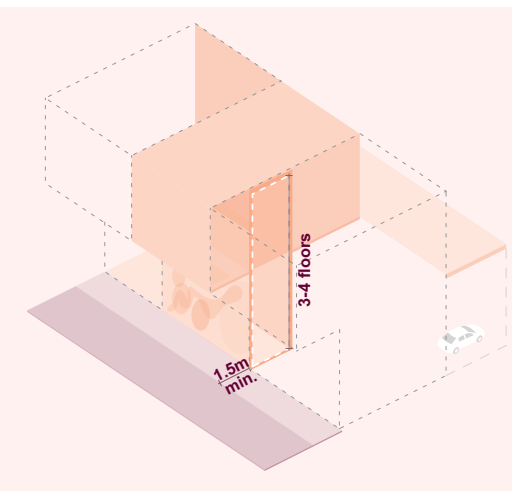
Typology 1 should ensure that community units are accompanied by a generous pedestrian zone particularly around facility entrances. Protection from the elements should be considered with the integration of a covered walkway or canopy along the length of the community space. The height of spaces should focus on health and well-being as well as correlating with the podium and retail spaces behind.



TPOLOGY 2 - LEVEL MEDIATOR

Minimum building height	: 3 storeys
Maximum building height	: 4 storeys
Minimum Distance between façades	: 10m
Minimum pedestrian landing zone	: 5m

Typology 2 should be distinctive in character and provide significant space for pedestrian traffic onto the podium. The height of the building should not exceed 4 storeys and should directly relate to the heights of the neighbouring typologies at podium level. Units can vary in width and height to allow for continuous activation across levels.



TPOLOGY 3 - BACK OF HOUSE

Minimum building height	: 3 storeys
Maximum building height	: 4 storeys
Minimum maintenance access strip	: 1.5m

Typology 3 should integrate seamlessly with its adjacent units and provide the opportunity for the integration of public art and/or planting buffers. All back of house units should ensure a consistent maintenance/access strip of a minimum of 1.5m and should carefully consider servicing/plant replacement strategies from the outset.

Part D Detailing The Buildings

10.3 Community - Design Palette

Key Principles

The Community building design palette is more natural in character reflecting the green surroundings and residential context of Northfleet Town.

The palette is made up of materials, and façade design guidance which work together to create a flexible collection of elements to suit emerging designs.

Visitors should be inspired and excited by the architectural journey which must create variety across a consistent aesthetic.

The design palette should adapt to each typology, circulation points and interventions within the

public realm, ensuring that way-finding is simple and effective and points of interest are well signposted throughout the journey.

The community zones should be welcoming, inclusive and highly accessible and should take inspiration from the natural and historical forms and materials within Northfleet and its surroundings.

There is limited evidence on historic materiality of the site, further historical research should be undertaken to inform the Reserved Matters process.

PRIMARY PALETTE

The primary palette should be evident along the community edge and its usage should not vary within individual typologies. Below are some examples of a natural heritage materials including timber cladding, brickwork textures and natural stone.



SECONDARY PALETTE

The secondary palette is intended to provide a neutral base layer which compliments the primary palette and reinforces the natural, welcoming character of the area. This palette includes glazing, fenestration and set-back cladding creating a simple consistent treatment across typologies. The secondary palette should remain consistent creating an underlying uniformity which ties the development together.



ACCENT PALETTE

The accent palette is used in very specific places in order to draw attention to certain programmatic, public realm or way-finding interventions within the community edge. This palette is intentionally contrasting providing clear moments of difference within the relative uniformity of the other palettes. Along the community edge this palette should be used to link the edge to the industrial design of the adjacent Marketplace calling on colour, pattern, texture, vegetation etc. Each use of the accent palette should be recognisable and clearly linked to all other accent areas.



Specified materials should be durable, weather beautifully and consider long-term maintenances requirements from the outset. Sustainability should be paramount and recycled materials in accordance with the above parameters should be encouraged where possible.

Part D Detailing The Buildings

11.0 Commercial



Commercial - Key Principles

- Commercial buildings act as a transition zone between the Marketplace and residential zones and create the first impression of Northfleet Harbourside when approaching from both Ebbsfleet and Northfleet.
- The buildings must be outward facing welcoming and exciting with strong aesthetic links to the industrial heritage of the area.
- The commercial buildings must create a gradient of architecture beginning with the playful Business incubator hub and ending in more formal office buildings which relate to the adjacent residential building.
- Building heights should be progressive from the Business incubator hub providing transition in massing which mediates the level change between the existing residential dwellings, the Marketplace and the higher commercial and residential buildings beyond.
- Commercial architecture should clearly respond to and integrate the surrounding public realm ensuring a continuous active edge and a welcoming inclusive environment.

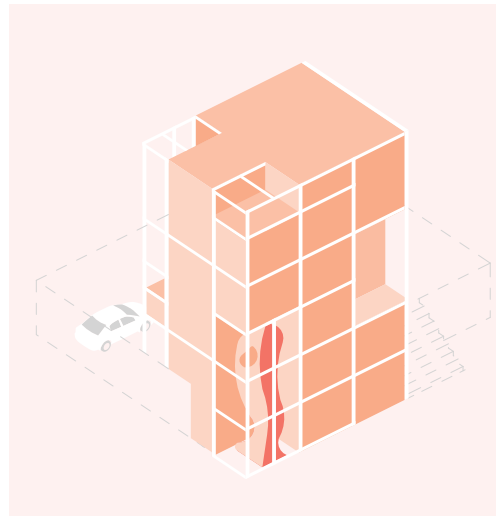
Commercial Avenue
The permeable edge
integrating Northfleet
Harbourside with Northfleet.



- Typology 1 - Office buildings
- Typology 2 - Business incubator hub

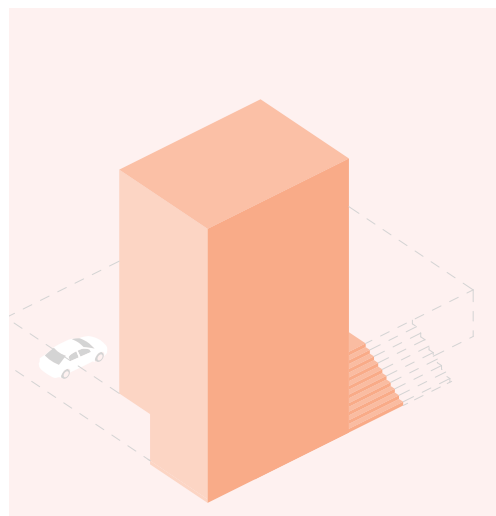
Part D Detailing The Buildings

11.1 Commercial - Building Typologies



Typology 1 is located adjacent to the main entrance steps and acts as a mediator between the Boulevard and the Marketplace. The building must create a contemporary, exciting space for small to medium enterprises as well as providing a variety of co-working spaces which cater to the local community. This typology must create a highly interactive façade exhibiting a distinct structural frame which is visually independent from the spaces created within. 'Internal' spaces can be highly varied in accordance with the façade articulation principles and must provide a mixture of lettable workspace and semi-open community areas.

TYPOLGY 1 - BUSINESS INCUBATOR



Typology 2 is located along the Boulevard and provides more traditional office accommodation. This building should be designed according to the BCO guide to specification as set out in this document in order to ensure high quality, flexible workspace which is future-proofed for a changing environment. Façades should be developed in accordance with the façade articulation principles exhibiting a gradient of industrial architecture which facilitates the transition from Business incubator building to residential zones.

TYPOLGY 2 - OFFICE BUILDING

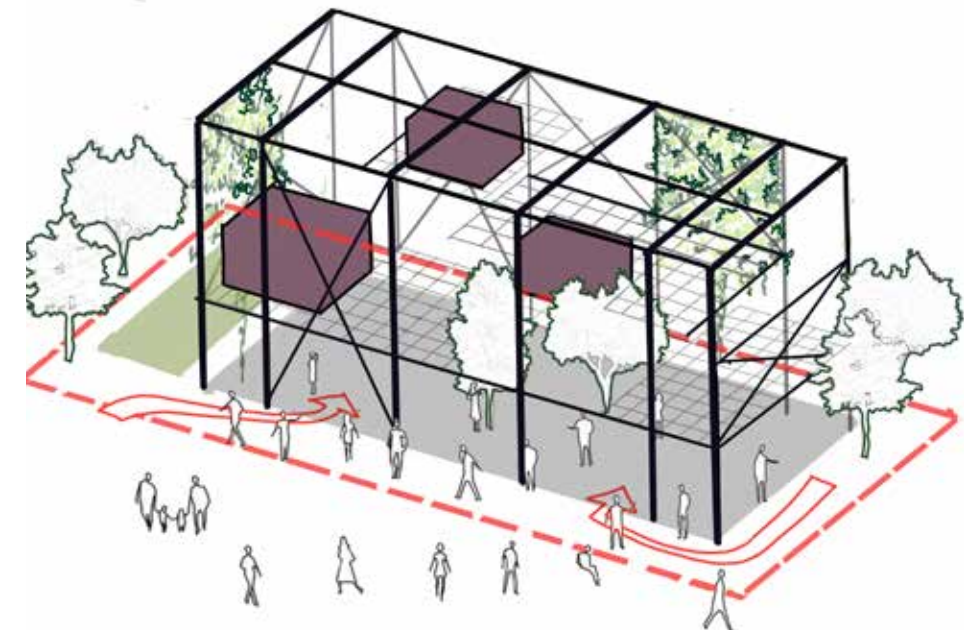


Illustration of permeable ground floor circulation in Business Incubator typology

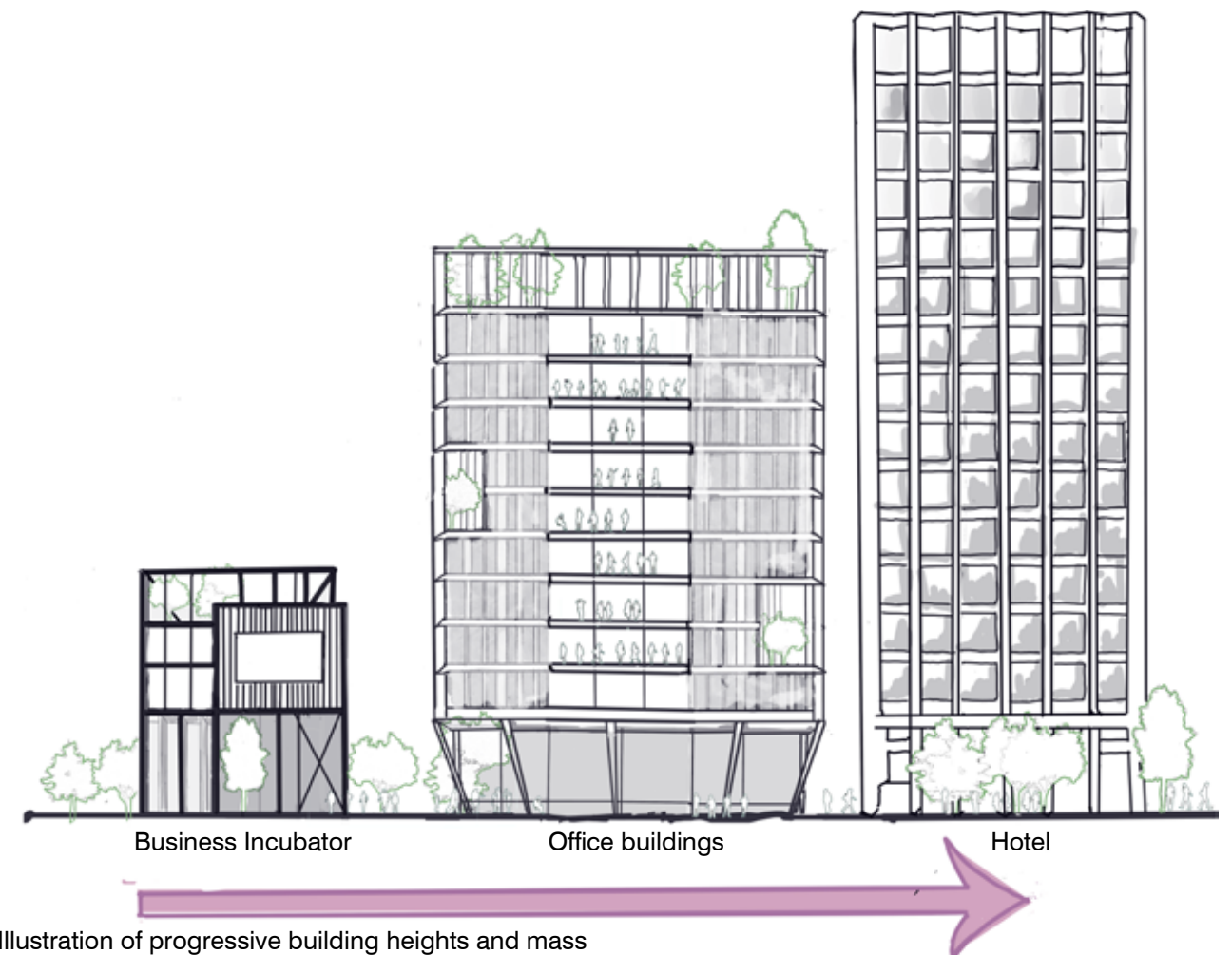


Illustration of progressive building heights and mass

Part D Detailing The Buildings

11.2 Commercial - Critical Distances

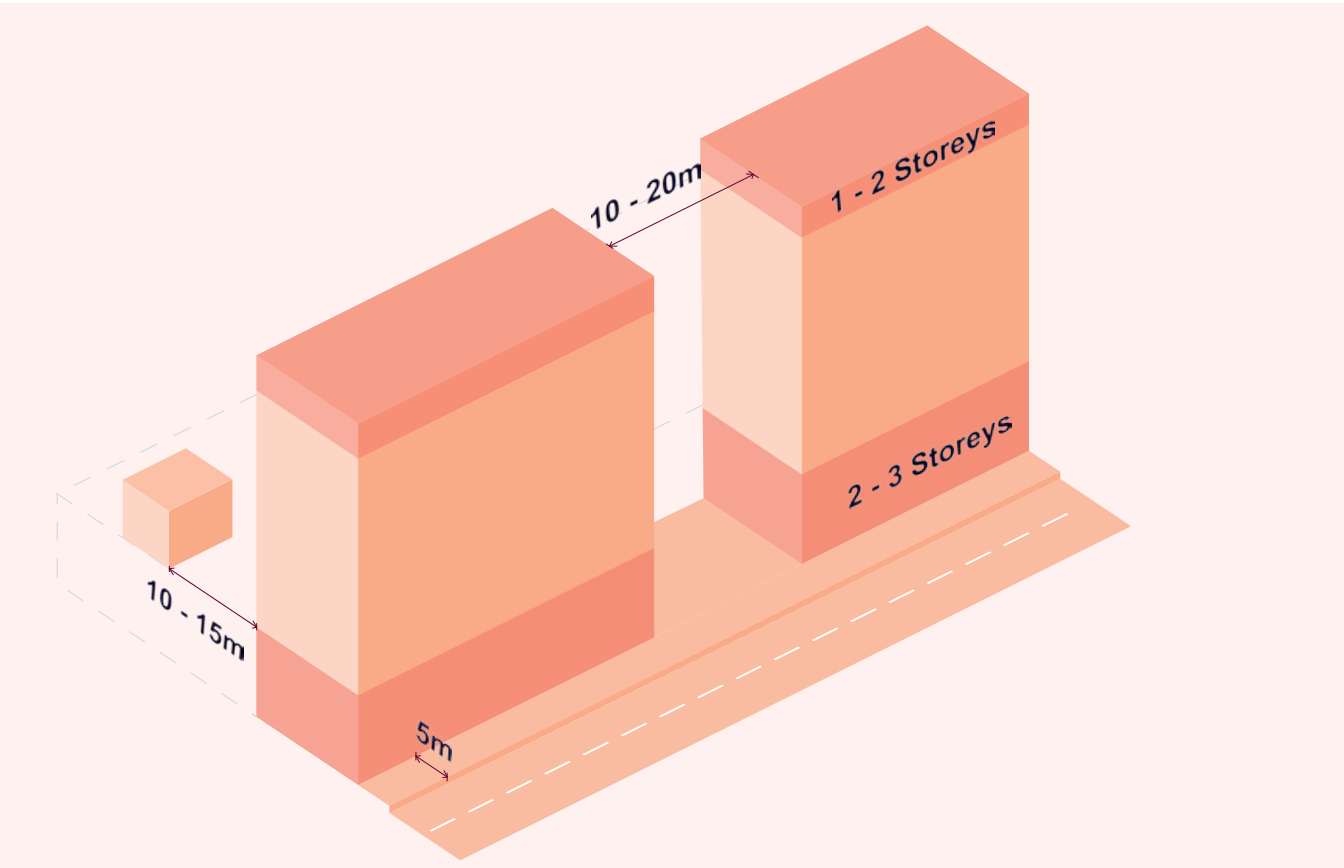
Key Principles

Critical distances for commercial buildings are based on the BCO guide to specification and aim to ensure consistent, pragmatic design decisions which will provide high quality spaces at Northfleet Harbourside.

These principles should be applied to both typology 1 and 2 but can be interpreted in different aesthetic

styles in accordance with the façade articulation principles.

In addition to these principles commercial space should be designed to accommodate a maximum effective density occupation of 1 person per 10sqm to ensure user comfort and future flexibility.

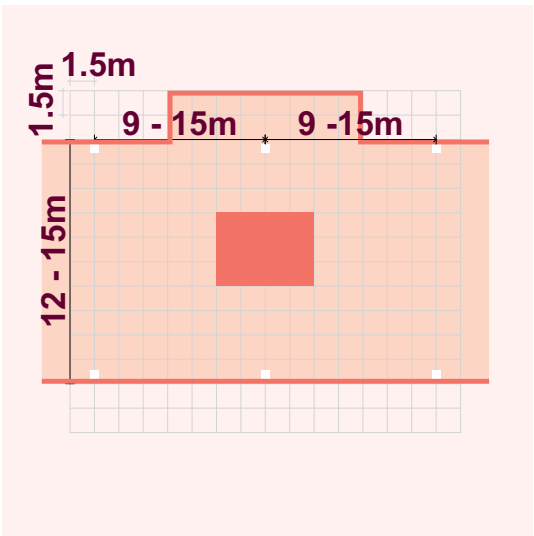


Minimum distance between multi-storey buildings:	10-20m
Minimum distance between single-storey buildings:	10-15m
Minimum distance from edge of pavement:	5m
Appropriate height of articulated base element:	2-3 storeys
Appropriate height of articulated top element:	1-2 storeys
Minimum clear floor to ceiling height:	2.8-3.2m

Commercial buildings should be highly cognisant of the impact they have on the surrounding community particularly in relation to the privacy and wellbeing of inhabitants both within and without. Maintaining adequate spacing between buildings is essential as well as ensuring that areas for pedestrian movement such as pavements and walkways are wide enough to allow for effective flow and spill out areas. All commercial buildings should have a visually distinct top, middle and base creating a clear hierarchy of spaces within the facade. Floor to floor heights should adhere to the BCO guide of specification and space configuration advice to ensure high quality internal spaces.

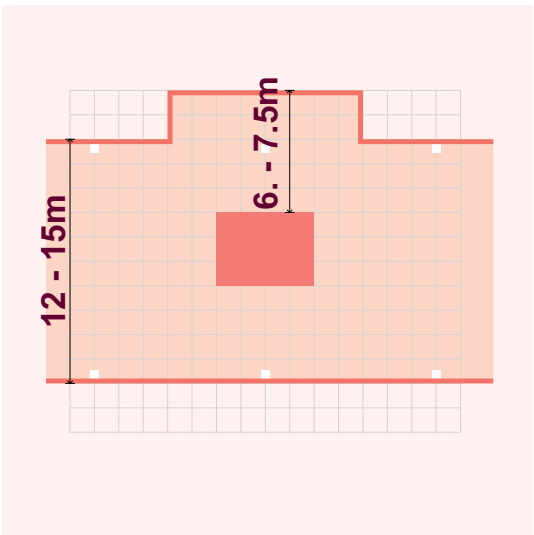
Planning and Structural Grid

All commercial buildings should be set out on a planning grid of 1.5m in order to allow for effective layout of internal spaces. As stated within the BCO guide to specification “This grid supports efficient planning of circulation and open workspace and allows a range of room widths around the perimeter and cores – 3.0 m, 4.5 m, 6.0 m and so on – to be fully co-ordinated with the building elements and services.” Further to this all floorplates should be designed around a structural grid which is a multiple of the 1.5m planning grid and should facilitate maximum flexibility for subdivision of the space where possible. For shallow depth buildings (12-15m window to window) clear span structures are encouraged whilst for deeper floorplates a grid of 9, 10.5, 12 or 15m is recommended.



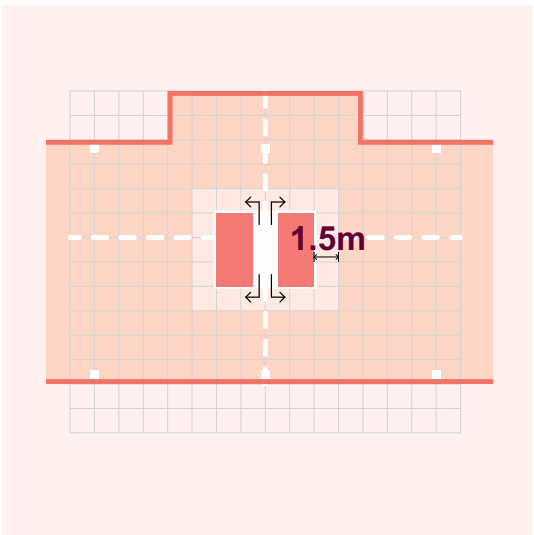
Floorplate Depth

In shallow plan buildings the ideal distance from window to core is 6-7.5m with window-to-window distances of between 12-15m. This depth allows for the opportunity to use natural or mixed mode cooling and ventilation, higher levels of natural light over a greater proportion of the office floorplate and improved views to the outside for a greater proportion of occupiers. For deeper plan buildings the integration of atria or light-wells should be considered and distances of between 6-13.5m window to core and 15-21m window-to-window should be adhered to. All regular working zones should be located within 6m of a natural light source and should ensure adherence to the target spatial daylight autonomy set out within the BCO guide to specification-key design updates 2022.



Core Design and Circulation

Core design should adhere to the 1.5m planning grid and should allow for the provision of lifts, toilets and services in accordance with the occupancy levels of the building and the acceptable waiting time (for lift provision). Core sizing will therefore vary and can be provided in central or dispersed locations depending on the length of building and corresponding escape distances. Where possible a centralised core with communal entrance should be considered to allow maximum flexibility for subdivision. Within the floorplate a clear circulation route of 1.5m should be provided around the core with access to all workspace areas as well as the core facilities. Secondary circulation routes of between 1-1.2m should ensure that all desks and working areas have access to the primary clear route.



Part D Detailing The Buildings

11.3 Commercial - Facade Articulation



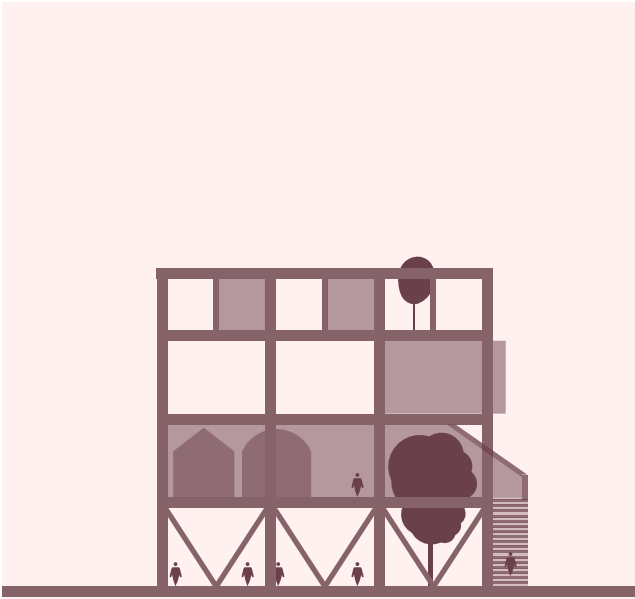
- Treatment 1 - False Facade
- Treatment 2 - Framed Facade
- Treatment 3 - Articulated facade
- Treatment 4 - Rhythmic Facade

Key Principles - Facade Treatment

The indicated façade treatment is intended to create a gradient of architecture which transitions from the playful, industrial character of the Marketplace to the crafted palette of the Boulevard residential area. Each commercial building must respond to a variety of settings and it is therefore imperative that elevational treatment is considered as a responsive tool rather than a holistic treatment.

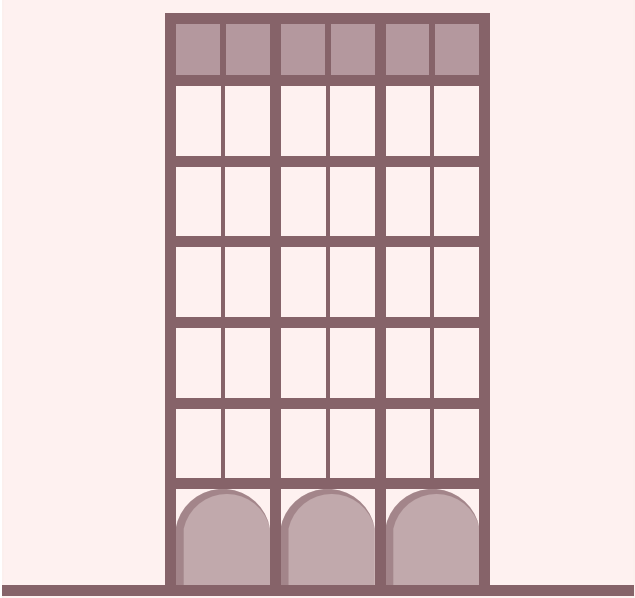
The diagram above identifies 4 different treatments ranging from the ‘false façade’ of the Business Incubator to the ‘rhythmic façade’ facing the stadium. Adjacent are the key principles which each of these façades must adhere, so that each building can respond to its street, podium and contexts.

Irrespective of the façade treatment each elevation must adhere to the core principles of base, middle and top articulation as set out in the critical distances section (Pg 70).



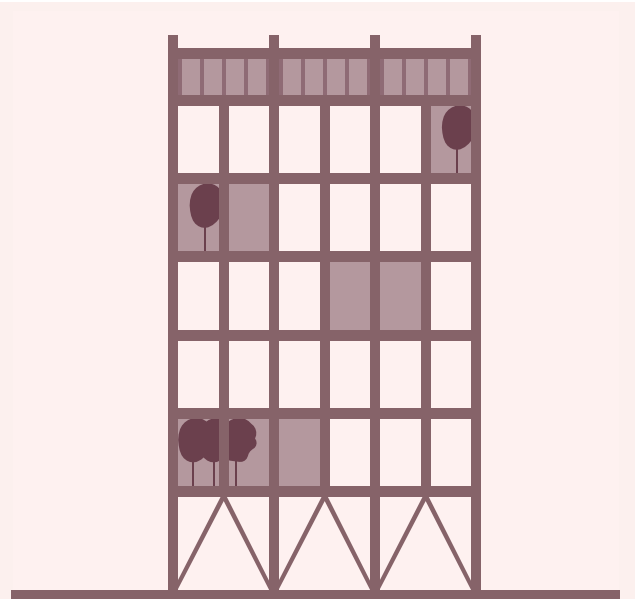
False Façade - key principles

False façade elevations should exhibit outer and inner layers consisting of an outer frame structure which reflects the industrial character of the existing site and inner structures which provide playful interpretations of the Marketplace beyond. The inner layers must be accessed from a central core and entrance facility but they do not need to be uniform and are not required to adhere to the rhythm of the outer structural frame.



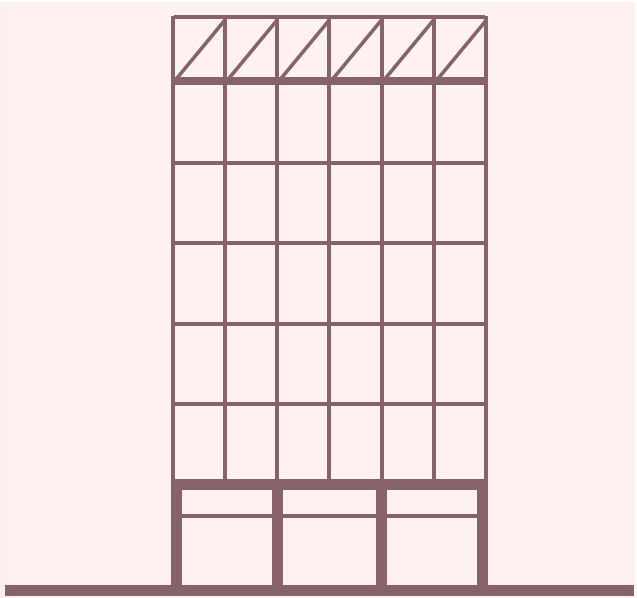
Articulated Façade - key principles

The articulated façade should show a distinct rhythm and expressed structural elements such as piers and columns. However the materiality and forms should respond more to the crafted characteristic of the Boulevard residential zone. The façade should largely be conceived as one holistic element with primary and secondary characteristics however, the relationship between inner and outer elements can be broken to distinguish the top and base elements.



Framed Façade - key principles

Framed façades are the next evolution providing a transition between the playful Marketplace zone and the more formal residential areas. An inner and outer layer should be clearly distinguishable within the elevations but both should adhere to the same rhythm and be noticeably more unified. In specific areas the inner and outer layers can become independent, breaking the unifying rhythm to provide moments of surprise within the façade.



Rhythmic Façade - key principles

Rhythmic façades present a more minimalist interpretation of the industrial aesthetic. Here the façade should be designed with thinner structural elements and minimal articulation of façade layers utilising fenestration and small changes in depth to define top and base elements. Rhythmic façades should be in keeping with the architectural palette and design intent of the building as a whole but should present a paired back interpretation to compliment its surroundings.

Part D Detailing The Buildings

11.4 Commercial - Level Mediation

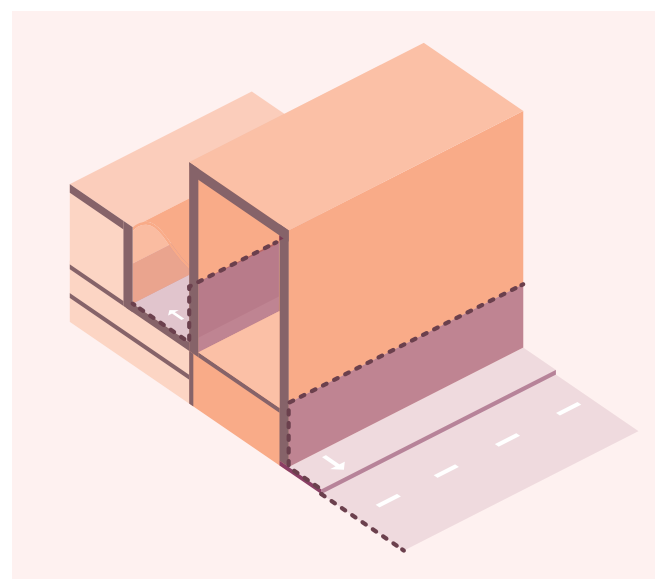
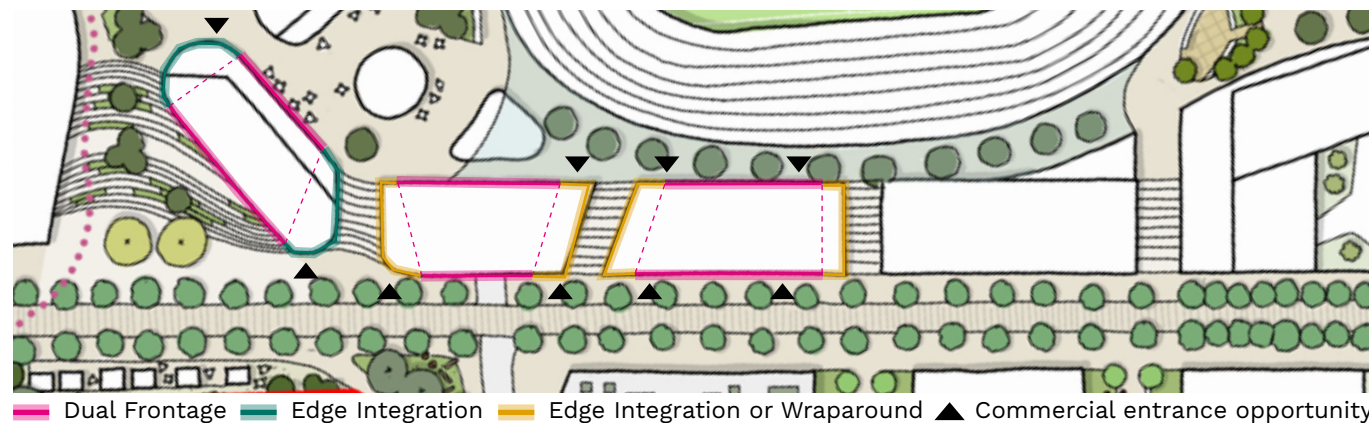
Key Principles

The Commercial buildings have a critical role in mediating the level change between the street and the podium ensuring that the development is inherently outward facing rather than insular.

The façade articulation will announce the character of the development, weaving in aspects of programme, heritage and hierarchy. The way in which each building responds to the adjacent change in level will be critical to the success of creating an outward

facing, welcoming proposal.

All commercial buildings should have a dual frontage ensuring activation at both street and podium levels. Breaks between buildings should be addressed as part of the architectural design employing either an edge integration or wraparound solution which will animate and enliven the edge. Blank walls should not form part of the solution unless essential for operational purposes.



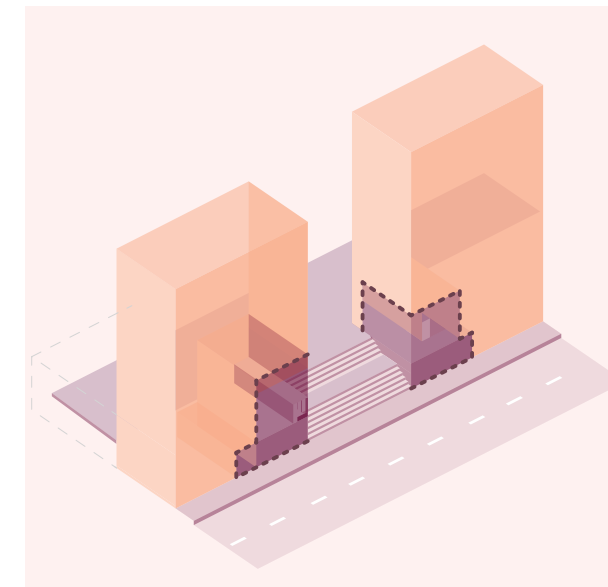
Dual Frontage

All commercial buildings should provide animation at both podium and street levels and should allow for retail spaces and/or commercial entrances addressing both streets.

Commercial entrances should ensure consistent connectivity to the main core(s) providing additional flexibility to enable different entrances for different tenants should it be required.

Retail spaces do not need to be interconnected and should respond directly to the different characters of the Boulevard and Stadium areas. Boulevard frontages should respond to a community context providing, cafés, bars and day-to-day retail offerings whilst Stadium frontages should provide for more specific Stadium or Marketplace related offerings.

Commercial entrances should be located on key corners allowing for continuous stretches of targeted retail/ commercial which can be flexibly subdivided to suit.



Edge Integration

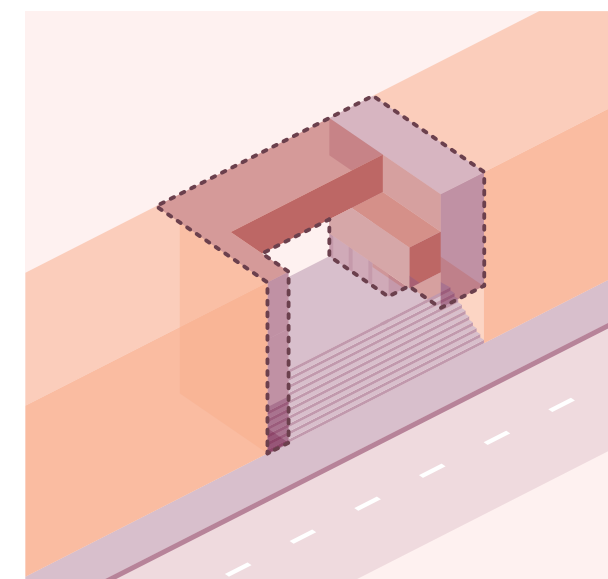
Edge integration creates architecture which extends the adjacent public realm into the building envelope itself and is utilised where breaks between the commercial buildings occur.

This can be facilitated in multiple ways such as a thickened façade, colonnade, extended walkway, half-landing or stair integration, pocket landscape and should create an architectural solution which seamlessly integrates internal and external conditions.

Edge integration should give consideration to all levels but must ensure that the interim level(s) are incorporated in all instances. This ensures that no level is left without animation and that the change in level between podium and street is managed gradually.



Where possible an animated façade should have direct interaction with the integrated edge and night time illumination should be carefully considered.



Wraparound

Wraparound architecture creates a solution where the building is only broken at certain levels creating a staggered form which wraps around the visitors to create multi-level animation.

Wraparound level mediation should ensure a minimum clear height of 2 storeys and a maximum of 4 storeys at all times in order to create well lit spaces which maintain a clear relationship to the transition zone.

Bridging elements should prioritise animating, consistently active uses to create interest and should ensure that night time lighting is carefully considered in order to create a safe and welcoming environment.

Wraparound forms can be staggered, providing different experiences as the visitor ascends to the next level or singular focussing on one particular element of animation.



Part D Detailing The Buildings

11.5 Commercial - Design Palette

Key Principles

The commercial design palette is made up of materials, floorplate and façade principles which work together to create a flexible collection of elements which can be interpreted to suit emerging designs.

The material palette will vary depending on the identified typology and façade treatments whilst façade and floorplate guidance should remain largely consistent.

The collection of commercial buildings should be conceived as one gradient of materials which all take inspiration from industrial structures and processes

and visibly relate to each other and the surrounding context both existing and new.

Visitors should be inspired and excited by the architectural journey which must create a visual edge that addresses both Northfleet and the new development.

Sensitivity to the integration of Northfleet is paramount, creating a strong and relatable sense of place which is both exciting and welcoming for all.

There is limited evidence on historic materiality of the site, further historical research should be undertaken to inform the Reserved Matters process.

PRIMARY PALETTE

The primary palette should create the aesthetic for the 'outer layer' of the commercial buildings and should create a visible transition from the 'industrial' character to the 'crafted' character of the Boulevard residential zone. Below are some examples of an appropriate material transition including exposed steel I beams, prominent metal fins, accentuated fenestration and crafted brick piers. This variety should be applied in accordance with the façade articulation gradient. Where possible reuse of materials from the existing site should be considered particularly in relation to the more industrial inspirations.



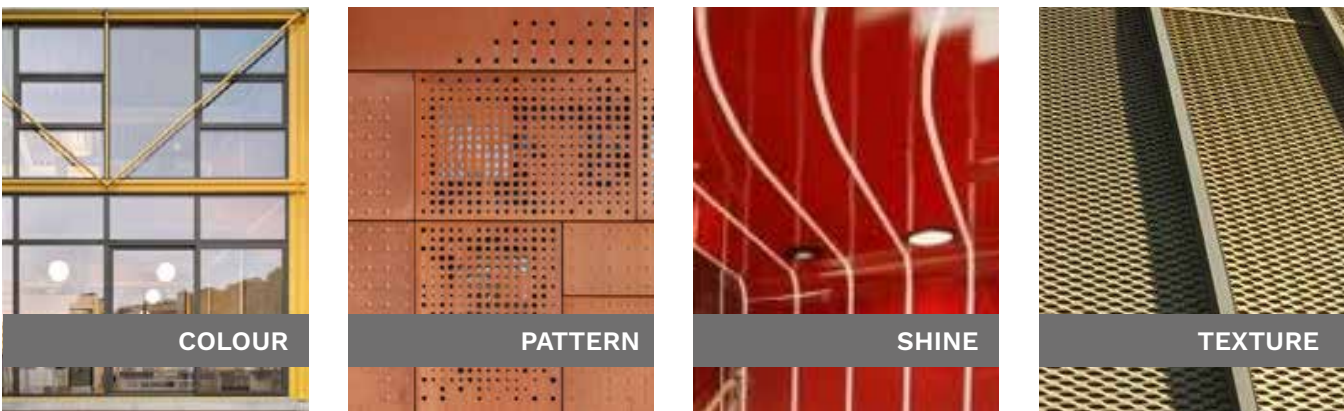
SECONDARY PALETTE

The secondary palette is intended to provide a neutral base layer which compliments the primary palette and reinforces the cohesion within the area. This palette includes glazing, fenestration and set back cladding creating a simple, consistent treatment across typologies. Although some variation can occur in order to complement different aspects of the primary palette the secondary palette should remain largely consistent creating an underlying current of uniformity which ties the development together.



ACCENT PALETTE

The accent palette will be used in different quantum for different façade articulations. Within the false façades significant use of the accent palette is acceptable in order to articulate the playfulness of the Business Incubator building whereas for the framed and articulated façade it should only be integrated within the areas of separation between inner and outer layers or to articulate the top and base elements. This palette should not be used on rhythmic façades. The accent palette can call on colour, pattern, shine or texture and should be complimentary to the primary palette. It is acceptable for the approach to change between buildings to reflect the transition gradient.



Specified materials should be durable, weather beautifully and consider long-term maintenance requirements from the outset. Sustainability should be paramount and recycled materials in accordance with the above parameters should be encouraged where possible.

Part D Detailing The Buildings



Example elevation of commercial buildings on Boulevard



Example view of Stone bridge plaza and commercial office buildings along Boulevard character area

Part D Detailing The Buildings

12.0 Residential - Key Design Objectives



Healthy and Sustainable Community

A healthy community can be defined as one that meets the needs of all users, regardless of age, gender, race, or sensory and mobility abilities. In the broadest sense, this means creating places that can be enjoyed by people from all cultural and socio-economic backgrounds. For residential developments to be considered sustainable, the overall mix should include a variety of people from all stages of life.

Accessible Space

Inclusivity for all should be central to the design concept. Accessible design has evolved from designing just for people with disabilities- instead, it should promote an all-inclusive approach which allows all people to use the space in the same way and on equal terms. The Building Regulation requirement M4(2) - 'Accessible and Adaptable Dwellings' should be followed for all the proposed apartments.

Identity

The design process for large developments should acknowledge how the residents and visitors will resonate with the area by creating recognisable features that promote cultural and emotional attachment to the place. Dividing the scheme into character areas is a great strategy to provide a sense of belonging and at the same time avoiding extensive feature repetition. In addition, new schemes should have a positive impact on the identity of the surrounding neighbourhood.

Energy Strategy

The environmental effects of a project should be considered at all stages to ensure that the development has been optimised to amplify positive environmental effects while reducing negative environmental impacts wherever possible. The energy strategy for residential schemes should provide energy efficient homes, equipped for the anticipated challenges brought about by a changing climate. All RMA's will demonstrate how the proposals meet the agreed targets set out in the Outline Planning Application.

Efficient Land Use

Along with including low-energy homes, sustainable new schemes should make good use of land by increasing densities that are easily accessible by public transport. The scheme should also provide a mix of uses that support everyday activities including space to live, work and play.

Dual Aspect

The design should maximise the number of dual aspect homes in order to optimise natural light, cross ventilation and multiple outlooks. These benefits contribute to a more energy efficient development. Due to the development scale, north facing single aspect units should overlook a significant amenity such as a river, public park or some other amenity feature.

Sunlight, Daylight and Shelter

Building orientation is key for a sustainable development as it drives the quality of daylight/-sunlight received by the proposed building as well as the adjacent buildings. As part of the detailed design process, daylight and sunlight assessment and shadow studies will be carried out to achieve optimum internal environments. As part of a Reserved Matters Application buildings will be designed to accommodate these constraints. Mitigation techniques include the placement of balconies to provide solar shading or alterations to glazing dimensions to allow greater levels of daylighting internally.

The external amenity spaces should be carefully considered through all design stages to ensure sunlight penetration is maximised. Orientation will also follow the wind micro-climate assessment to create spaces that are sufficiently sheltered.

Gardens and Balconies

Outdoor amenities are a basic human need. The core objective is to provide access to an adequate area of outside space. Further information on how balconies can be designed to respond to micro-climate conditions surrounding site constraints is included in the following pages of the Detailing The Buildings section.

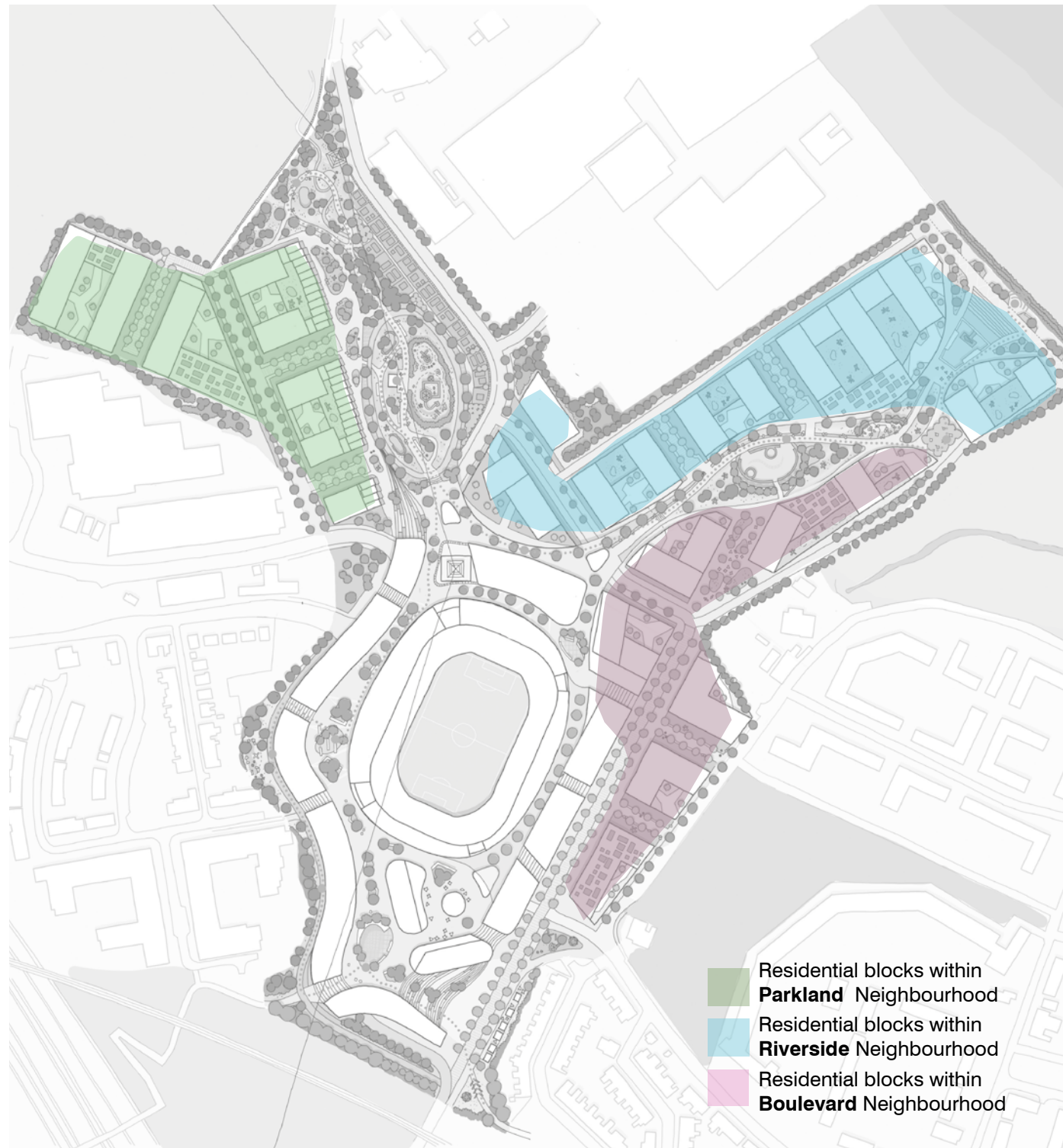
In addition to private balconies, the development can increase the outdoor amenity by providing semi-private areas within the building, such as roof garden and podiums.

Part D Detailing The Buildings

12.1 Neighbourhood Characterisation for Architectural Design - Residential

Materials and Identity

The elevational treatment of the character area has been conceived with a particular colour palette to ensure that each neighbourhood is easily identifiable to both the internal and external users. The colours have been extracted from a series of paintings which exhibit a dominant colour with variations on that theme.



Respecting the historical material palette of the surrounding context; masonry has been selected as the primary material, along with metal features which respond to the industrial nature of the site. There is limited evidence on historic materiality of the site, further historical research should be undertaken to inform the Reserved Matters process.

The use of different tones and textures helps to provide identity to the specific character of each neighbourhood. The brickwork is complemented by several key features such as the windows, balconies and spandrel panels at the plinth level.

These elements help to break down the elevations to

avoid a long linear block expression by eroding sections of the façade and reducing the elevations to a suitable aesthetic scale.

By mixing and matching the selected materials, each urban block should have its own distinctive character while still reading cohesively as a part of the whole. The palette of materials should be developed holistically to ensure harmony between each set of elements as they move from block to block.

A variety of features should be employed to assist with breaking up the mass of the blocks and to introduce movement and rhythm into the façades, avoiding a monolithic expression.

Objectives

- The choice of materials are required to minimise long-term maintenance through selection of high quality and durable products.
- Sustainability and circular economy should be paramount with recycled materials used where possible. How materials can be reused after demolition must be considered.

Requirements

- Facade construction comprises non-combustible materials as required by Building Regulations.

Part D Detailing The Buildings

12.1 Neighbourhood Characterisation for Architectural Design - Parkland



On the Thames and Medway Canal, near Northfleet - Frederick Stonham

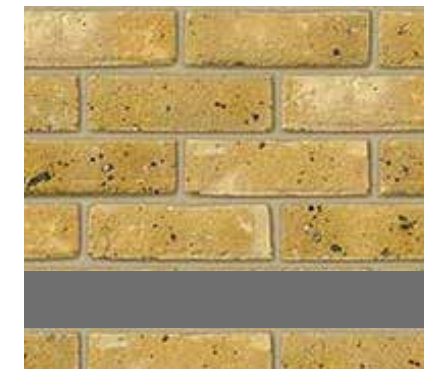


Objectives

A residential neighbourhood characterised by living, green elements and features that form part of the architectural vernacular.

The residential buildings within this character area should be defined by the following design objectives:

- Buildings should include external features and structures that enable planted elements to be present.
- Green structures can be integral to the primary structures or, bolted on as secondary elements.
- Planted elements must predominantly be located within the ground, first and second storey elevation plane, but can extend further where technically suitable and practically viable.
- Vertical and horizontal (public realm level) green elements should combine to form a coherent planted habitat.
- Planting choices should benefit biodiversity and encourage nature into the residential neighbourhood.
- Consideration should be given to solar orientation to ensure planted elements succeed.
- Water management -rainwater collection and irrigation- should be powered through sustainable means.



PRIMARY MATERIAL - MASONRY (INDICATIVE PICTURES)



ARCHITECTURAL FEATURES - METAL (INDICATIVE PICTURES)

Part D Detailing The Buildings

12.1 Neighbourhood Characterisation for Architectural Design - Boulevard



The Fighting Temeraire - Joseph Mallord William Turner

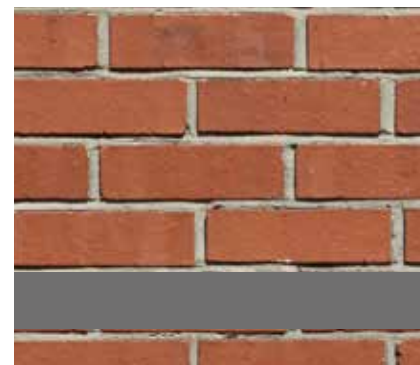


Objectives

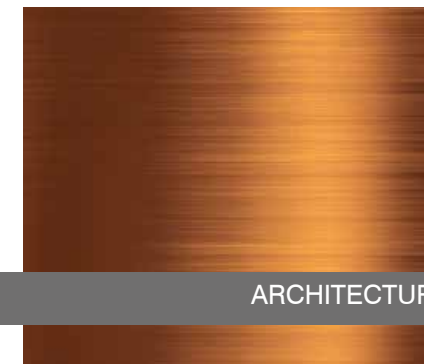
A residential neighbourhood characterised by crafted brick work elements and detailed with rich architectural features forming a cohesive vernacular that is more unique and intimate in scale.

The residential buildings within this character area should be defined by the following design objectives:

- The external face of buildings at the ground, first and second storeys must be composed of brick, elements, uniform in tones that ground the building to public realm.
- Ground, first and/or second floor façade structures visually linked within the elevation plane should provide visualisation of load bearing walls and, they must include arches over door and window openings, setting up a rhythm that is cohesive through the neighbourhood.
- Vertical and horizontal façade design should be proportional and harmonious with each other, and they should be repeatable but not homogeneous in look.
- Consideration should be given to the design detailing of edges (brick arris) and corners to building features. An imagined localised construction technique should be sought from historic references or practices, to provide the cohesive decorative language that unifies this neighbourhood (i.e., Polychromatic and indented brickwork, diapering, quoins, bull nose, double bull nose or cow nose frames, and string or band course features etc.).
- Natural materials should be used where possible to provide a feeling of warmth and permanence.



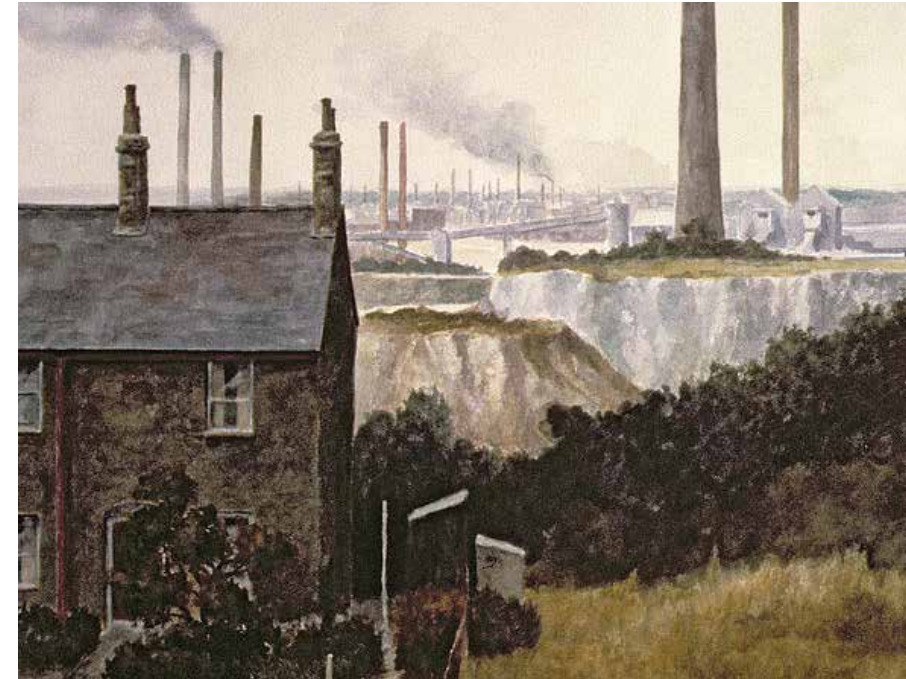
PRIMARY MATERIAL - MASONRY (INDICATIVE PICTURES)



ARCHITECTURAL FEATURES (INDICATIVE PICTURES)

Part D Detailing The Buildings

12.1 Neighbourhood Characterisation for Architectural Design - Riverside



North Kent Landscape Nr Northfleet Gravesend - Vic Trevett



Objectives

A residential neighbourhood characterised by industrial styled elements and features that form part of the architectural vernacular.

The residential buildings within this character area should be defined by the following design objectives:

- Visible building structures should include steel – both weathered and finished – and exposed concrete to form an industrial style that provides echoes of Gravesham's historic past.
- Features should be integral to the structure of the building and form a language that can be replicated within the neighbourhood.
- Vertical and horizontal façade treatments should be proportional and harmonious with each other, and they should be repeatable but not homogeneous in overall appearance.
- Consideration should be given to the scale of material used. Larger, thicker bolder elements to be complimented by more textured or patterned features.
- Solar orientation, façade angles and concentration and dominance of building material elements should be assessed to avoid magnified Urban Heat Island Effect.
- Where possible recycled material from the site should be considered in feature locations.



PRIMARY MATERIAL (INDICATIVE PICTURES)



ARCHITECTURAL FEATURES (INDICATIVE PICTURES)

Part D Detailing The Buildings

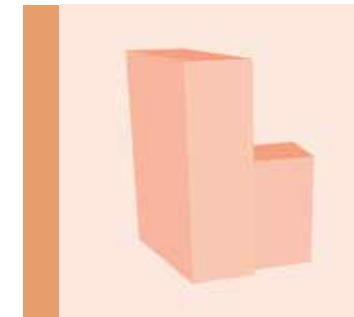
12.2 Residential - Building Typologies

Building Typologies

Each of the blocks should be considered individually and as a part of the whole. Their overall form is staggered both horizontally and vertically to create a dynamic elevation that changes as you move through the development. This play of solid and void is informed by the layout, location, aspect and orientation of the blocks.

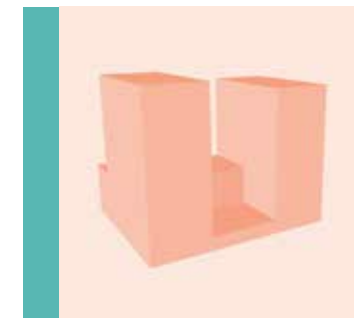


- Form 1 - Focal block
- Form 2 - Twin Blocks
- Form 3 - "L" Block
- Form 4 - Single Block
- Form 5 - Townhouse



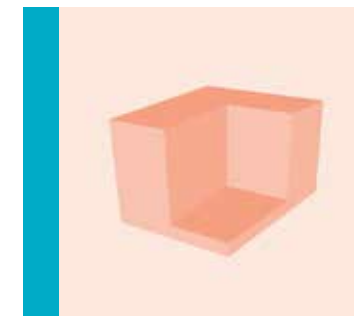
Form 1 - Focal block

Focal blocks are located at key spots in the masterplan to help identifying a landmark area. In order to create a focal point, this urban block configures in a predominant tall building featuring at a corner forming a distinct building element with overall vertical emphasis.



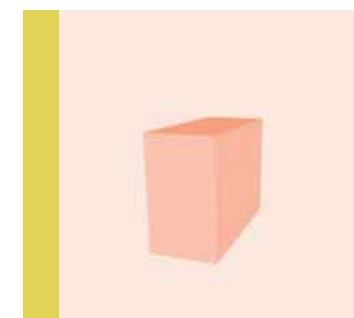
Form 2 - Twin Blocks

The most common block form in the scheme, occurring in all character area, the twin block is formed by parallel buildings connected by a lower piece creating a sheltered courtyard garden (above podium). This urban block is consolidated by a base element.



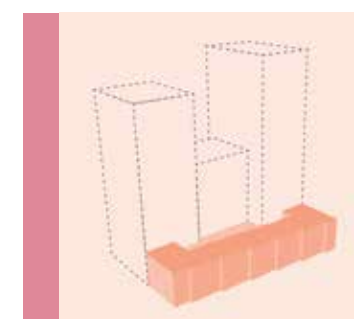
Form 3 - "L" Block

Lower in height, block "L" type emphasize a horizontal character. The form consists of two elements joined at an angle creating an enclosed space at the centre.



Form 4 - Single Block

Without internal courtyard, this stand alone block is small in volume compared to the other forms. A simpler shape to balanced out the overall composition.



Form 5 - Townhouse

As a typical low rise urban townhouse, the units are grouped in line but they are stepped to create a dynamic form. 3 storey in height, the townhouse is the lowest residential element within the scheme

Part D Detailing The Buildings

12.3 Residential - Façade Articulation



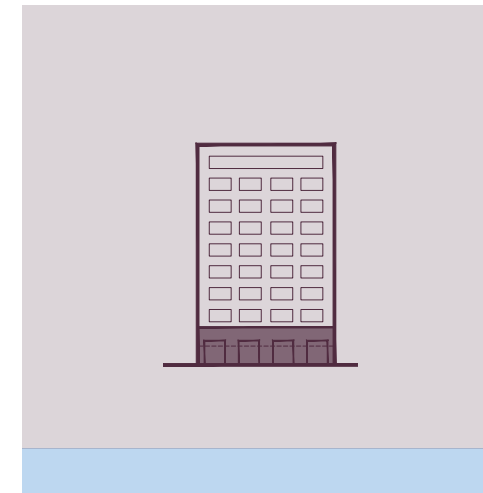
- Flat Facade + Flat Roof
- Flat Facade + Pitch Roof
- Two Storey Grid + Flat Roof
- Three Storey Grid + Flat Roof
- Three Storey Grid + Shed Roof
- Four Storey Grid + Penthouse

Facade Articulation

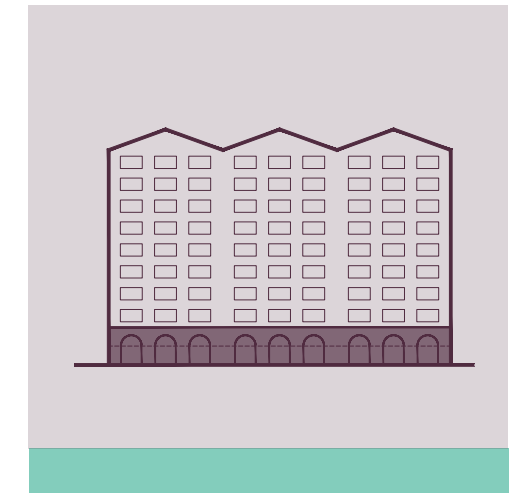
Due to the scale of the development, the façade articulation should vary between areas to encourage a dynamic visual appearance.

A variety of features should be employed to assist with breaking up the mass of the blocks and to introduce movement and rhythm into the façades.

Architecture features should vary in scale from overall massing strategies down to the detail level so that the activity is legible from a variety of distances



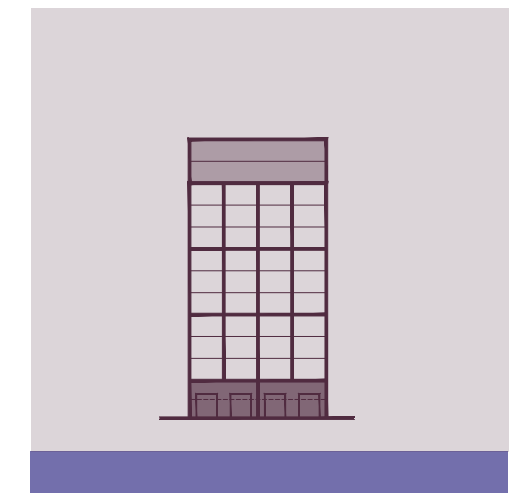
Flat Facade + Flat Roof



Flat Facade + Pitch Roof



Two Storey Grid + Flat Roof



Three Storey Grid + Flat Roof



Three Storey Grid + Shed Roof

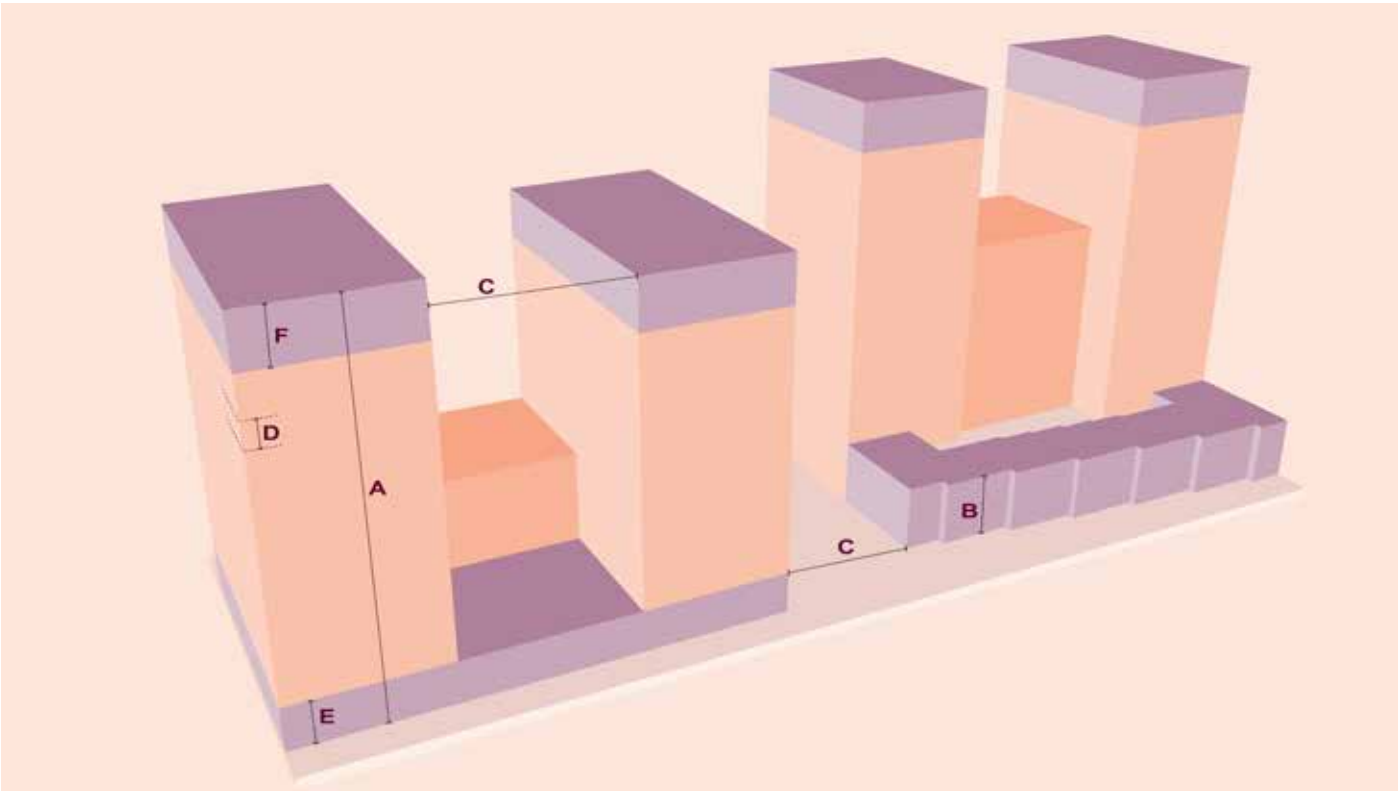


Four Storey Grid + Penthouse

Part D Detailing The Buildings

12.4 Residential - Key Dimensions & Principles

The diagram below illustrates the key relationships between blocks and identifies important critical dimensions. These are mandatory minimum distances that should be maintained between adjacent façades (not including projecting balconies).



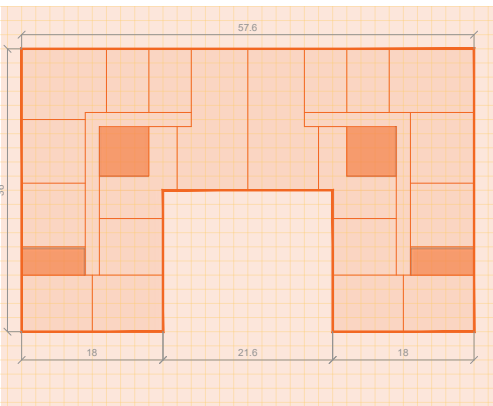
A - Residential building height:	5-20 storeys
B - Townhouse height:	3 storeys
C - Minimum distance between multi-storey buildings:	21m
D - Height of typical floor:	3.2m
E - Height of articulated base element:	2-3 storeys
F - Height of articulated top element:	2-3 storeys

Requirements

- Proposals must demonstrate that the building line falls on or inside the maximum parameter envelope.
- Buildings must be designed in compliance with the latest legislation and regulation. Attention must be given to future-proof designs to comply with emerging standards, such as fire safety.

Objectives

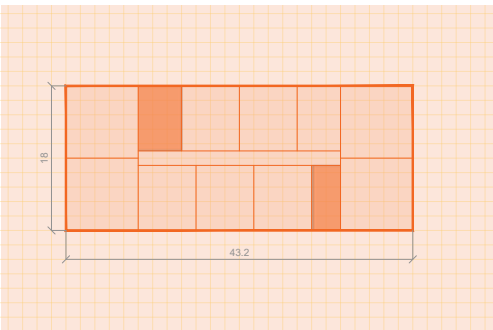
- Avoid inappropriate overlooking between adjacent properties.
- Establishing overall physical relationships, while allowing for variation between the expressions of the buildings will contribute to a sense of cohesiveness within the development.
- The dimensions may be greater than the minimum dimensions measured between blocks on the parameter plan.
- Building edges should not impact on the future development potential of neighbouring properties
- Building edges should be set out to maximize privacy and avoid overlooking in residential properties
- Single aspect north facing dwellings should be avoided.



Maximum and minimum building dimensions

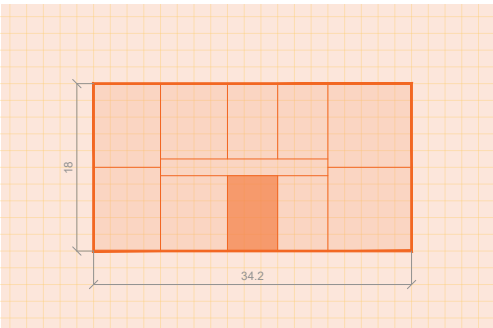
For an efficient layout, residential blocks should be 16 to 19m (including external wall) in order to accommodate apartment units along both facade with corridor at the centre.

Information on the maximum and minimum building dimensions can be found in the Parameter Plans, principally the Built Edge Deviation Plan (NFH-UNS-MAST-DR-1011). The plans set out the maximum building envelopes for each parcel. Within this envelope, the buildings can be altered by the dimensions specified. The building forms must also respect the minimum dimensions set out in the table opposite.



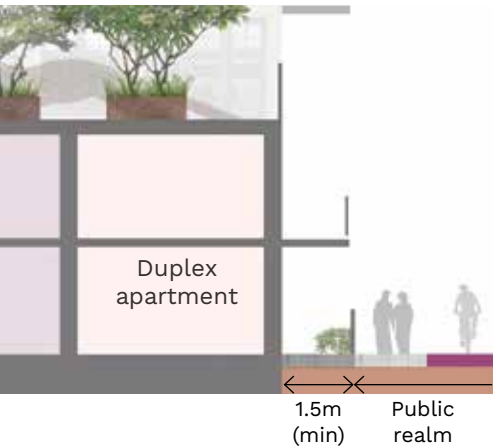
Grid

Ideally, residential buildings should be set out on a 1.8m grid to facilitate internal layouts.



Core and Circulation

The cores and circulation should be designed in compliance with the latest Building Regulation and guidance to achieve accessibility for all and meet safety standards.



Ground floor residential units

The integration of ground floor apartments, duplexes and townhouses form an important part of the strategy for activating the public realm. All ground floor units must have a 1.5m (minimum) deep front garden or terrace accessed from the main living spaces. Ground floor windows should be separated by the public realm by a 1m (minimum) deep planted defensible boundary.

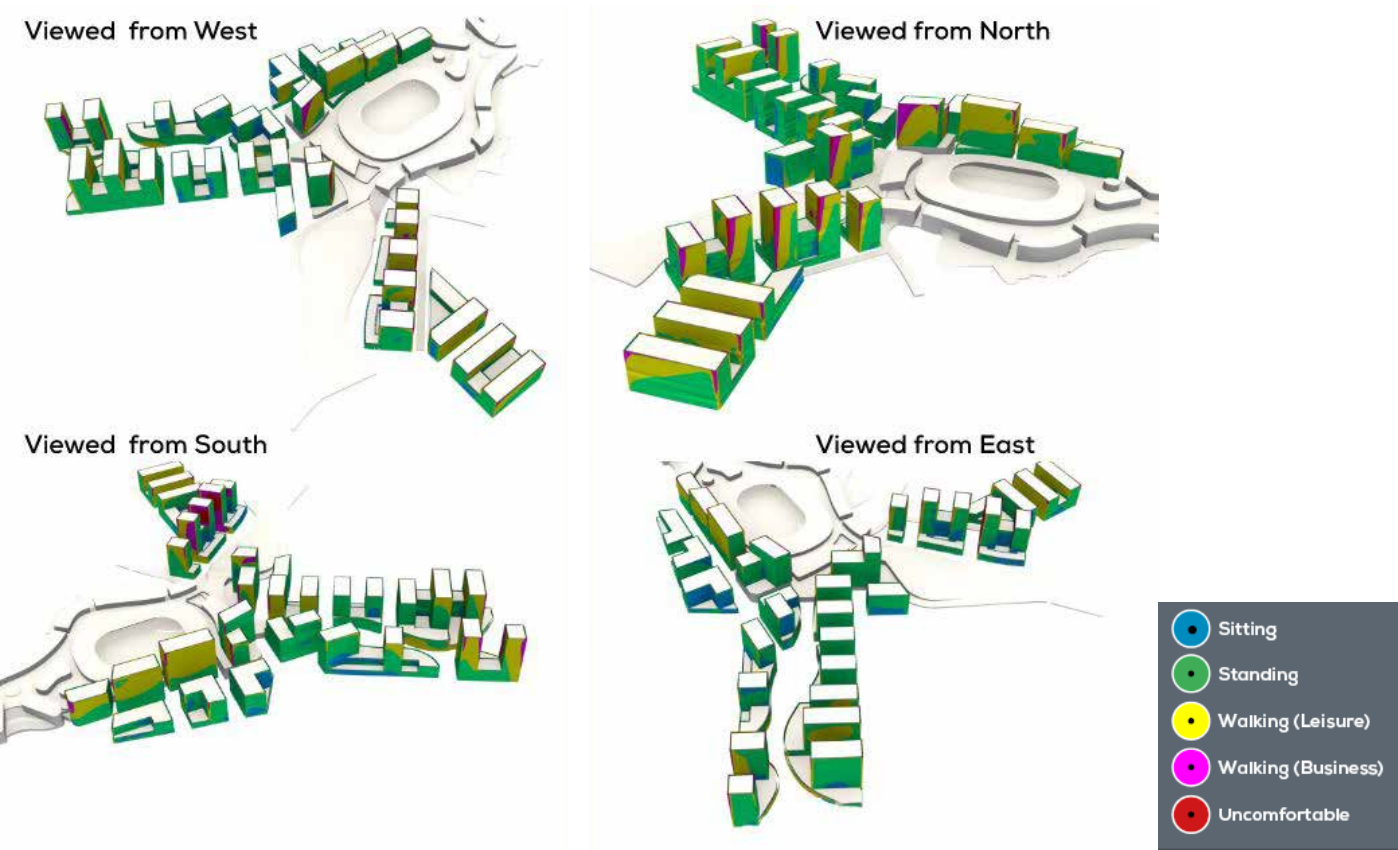
These outdoor spaces should be defined by a railing, wall or a planted boundary. Special consideration should be given to ensure sufficient levels of privacy for these homes - this may take the form of planting, fenestration design or utilising level changes between apartments and the adjacent public realm.

Part D Detailing The Buildings

12.5 Residential - Building Elements and Detailing

Private Amenity Space

Objectives	Requirements
- All residential units to have access to private amenity space. This may take different forms such as, balcony, roof terrace, ground floor terrace or winter garden. - Where winter gardens are provided measures must be taken to ensure residents also have access to communal amenity space. - Daylight to be taken into account regarding locations and orientation. - Projecting balconies may project beyond the maximum building parameter envelope.	- Proposed development line falls on or inside the maximum parameter envelope. - The size of all private amenity must meet the required policy minimum dimensions and areas. - Guards/ railing must be designed in compliance with the most current Building Regulations. - Privacy screens are required between shared balconies. - Wind mitigation measures are to be considered in all façades. - Further detail to be investigated for balconies in the magenta/ red regions below.



Preliminary Wind Assessment

Balcony Design

The diagrams below correspond with the parameter plans and give additional guidance around how the private amenity can be positioned in relation to the maximum parameter envelope.

Line of maximum parameter envelope

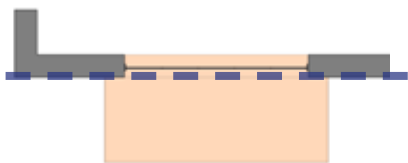
Inset Balcony



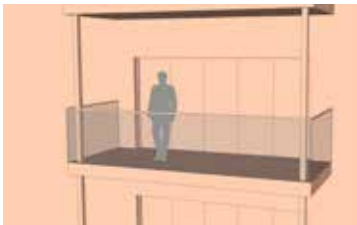
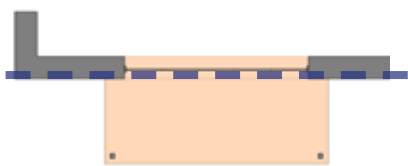
Winter Garden



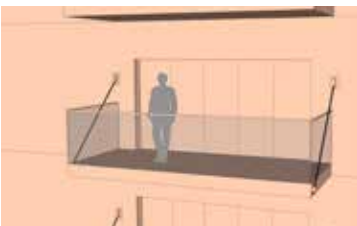
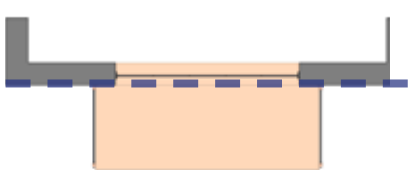
Cantilevered Balcony



Stacked Balcony



Hung Balcony



Plan view

3D view

Part D Detailing The Buildings

12.5 Residential - Building Elements and Detailing

Designing facades for microclimate and site constraints

There are a variety of facade design solutions available to respond to microclimate constraints such as overheating and wind. These solutions are also useful for designing for particular site conditions such as noise and privacy. These solutions would be selected and tested through further detailed study during the Reserved Matters Application (RMA) process.

The following images represent a small selection of examples of how these solutions may be deployed.



Cantilevered balconies

One of the benefits of a cantilevered balcony solution is the shading it can provide to windows below preventing overheating.



Inset balconies

Inset balconies are useful in areas where greater privacy and shelter are required.



Winter gardens

Enclosed winter gardens are commonly and successfully used where there is risk of noise and in taller buildings without undermining the quality of space or architecture. Winter gardens can be designed with openable panels allowing residents to adjust the internal environment.



Balustrades with solid panels

Detailed wind studies through the RMA process will investigate areas where additional protection from wind may be necessary on balconies. The addition of solid panels to balustrades can be used to provide extra shelter.



Semi-recessed corner balconies

Corners of buildings can experience higher wind speeds. By recessing the balconies in these locations greater levels of shelter is provided.



Directing views

A variety of techniques are available where it is advantageous to direct and screen views away from neighbouring sites. These solutions might include blinkered windows, pop out windows or the addition of screens to the sides of windows.



Tall balustrade panels

Further shelter from wind can be provided by tall balustrade panels. This feature can have the added benefit of providing increased privacy and/or shading.



Fully inset corner balconies

Built in corner balconies can be used to further increase shelter and privacy at the exposed corners of buildings.



Mechanical ventilation

In areas where further study finds that natural ventilation cannot be achieved, mechanical ventilation can be introduced to apartments. This solution would form part of the overall energy and sustainability considerations for the site.

Part D Detailing The Buildings

12.5 Residential - Building Elements and Detailing

Entrances

Entrances for the residential buildings should be clearly defined in order to show their importance.

The location should be visible from the public realm and to create a sense of arrival.

Signage, lighting, intercoms, and postboxes should be carefully integrated in the design of entrances to ensure a coordinated approach.

Scale of the entrance should be proportionate to the building size and the number of residents.

The entrance should complement the architectural language of the building.



Porches and Canopies

Porches and canopies should be integral to the design of the elevation and not be overly dominant.

A porch or canopy should be at the residential entrances to provide shelter from the elements.

Porches and canopies should be sufficiently deep to provide meaningful shelter.

Building canopies to be permitted to project beyond parameter line.



Signage

Signage should be used to help residents and visitor identify the buildings.

All signage should be a consistent design feature throughout the development.



Windows and Doors

Windows and doors should be robust, high quality and of a style and scale which complements the overall character of the buildings.

Window cills are permitted to project beyond the maximum parameter envelope.

Apartment windows should have slim profile frames.

The colour palette should be consistent on all elevations of a building.



Rainwater Goods

Rainwater must be concealed or integrated into the design of the facade.

External rainwater goods should not depreciate from the overall building design.

Locations to be carefully positioned to minimise visual clutter and should be avoided on street facing elevations.



External Amenity space

- Based on the current parameters tested, as set out in ES Volume 1, Chapter 9: Noise and Vibration, mitigation measures are required at external amenity spaces (balconies) at Plots 3, 4, 6-8, 12, 15-19 to ensure that suitable noise levels for private amenity spaces are achieved in line with the relevant guidelines. This may comprise the implementation of acoustic balconies within the detailed design, or consideration of winter gardens at certain locations. Alternatively, additional shared amenity within the development plot could be implemented where appropriate conditions are achieved. If external amenity spaces are considered at these areas at the detailed design stage, further consideration of the detailed designs will need to be undertaken in order to ensure that the required noise conditions are achieved. The assessment of appropriate measures, as relevant, by an experienced noise engineer should be secured through an appropriately worded planning condition.

Part D Detailing The Buildings

13.0 Hospitality

Located between Boulevard Neighbourhood and Marketplace Area; the hospitality building connects the commercial/ stadium with the residential buildings.



Objectives

- The built form should all interrelate creating a consistent aesthetic.
- The materials and external design should make a positive contribution to the Market Place area, Stadium and residential blocks.
- Ground levels façades should provide active frontage, face onto streets, pedestrian paths and podium.
- Building heights should increase from the commercial blocks.
- Building spacing should be considered to ensure that there are comfortable separation distances between habitable rooms.
- The orientation should follow the wind microclimate assessment in order to reduce the windiness across the site and to assist in maintaining wind conditions within acceptable limits.
- The environmental effects should be considered at all stages to ensure that the development has been optimised to amplify positive environmental effects while reducing negative environmental impacts wherever possible.



Form 4 - Single Block

The hotel building is a rectangle shape; a simple form but very efficient.

Part D Detailing The Buildings

13.1 Hospitality - Layout

Horizontal Levels of Deviation

The maximum parameter envelope sets the boundaries for the maximum buildable area of each block and establishes parameters for minimum separation distances between various buildings.



- Built Edge Deviation $\pm 0.5\text{m}$
- Built Edge Deviation (Ground & Podium Level) $\pm 3.0\text{m}$
- Built Edge Deviation (Upper Floor & Tower Levels) $\pm 3.0\text{m}$

Building Line

The building line is the outside surface of the thermal assembly of the facade.



13.2 Hospitality - Access

Objectives

- Ground floor facade will accommodate lobby entrances, amenity areas as well as commercial units.

Requirements

- Entrances must have level access and in compliance with Part M.



- Access to the Hotel building (indicative)
- Commercial/Retail entrance (indicative)
- Active frontage at ground floor level
- Access from "The Boulevard" to "Winter Gardens"

13.3 Hospitality - Scale

Objectives

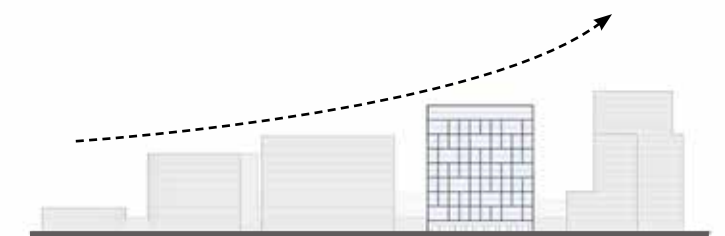
- The 'building height' will be considered the top of the parapet, where the edge of the building meets the sky.
- Rooflines should relate to their immediate surroundings and should be progressive in height to create sensitive development principles.

Requirements

- Any roofs set back from the building face must be within the maximum building height.
- Tops of buildings must fall on or within the maximum building height.



Max. 71.4 m

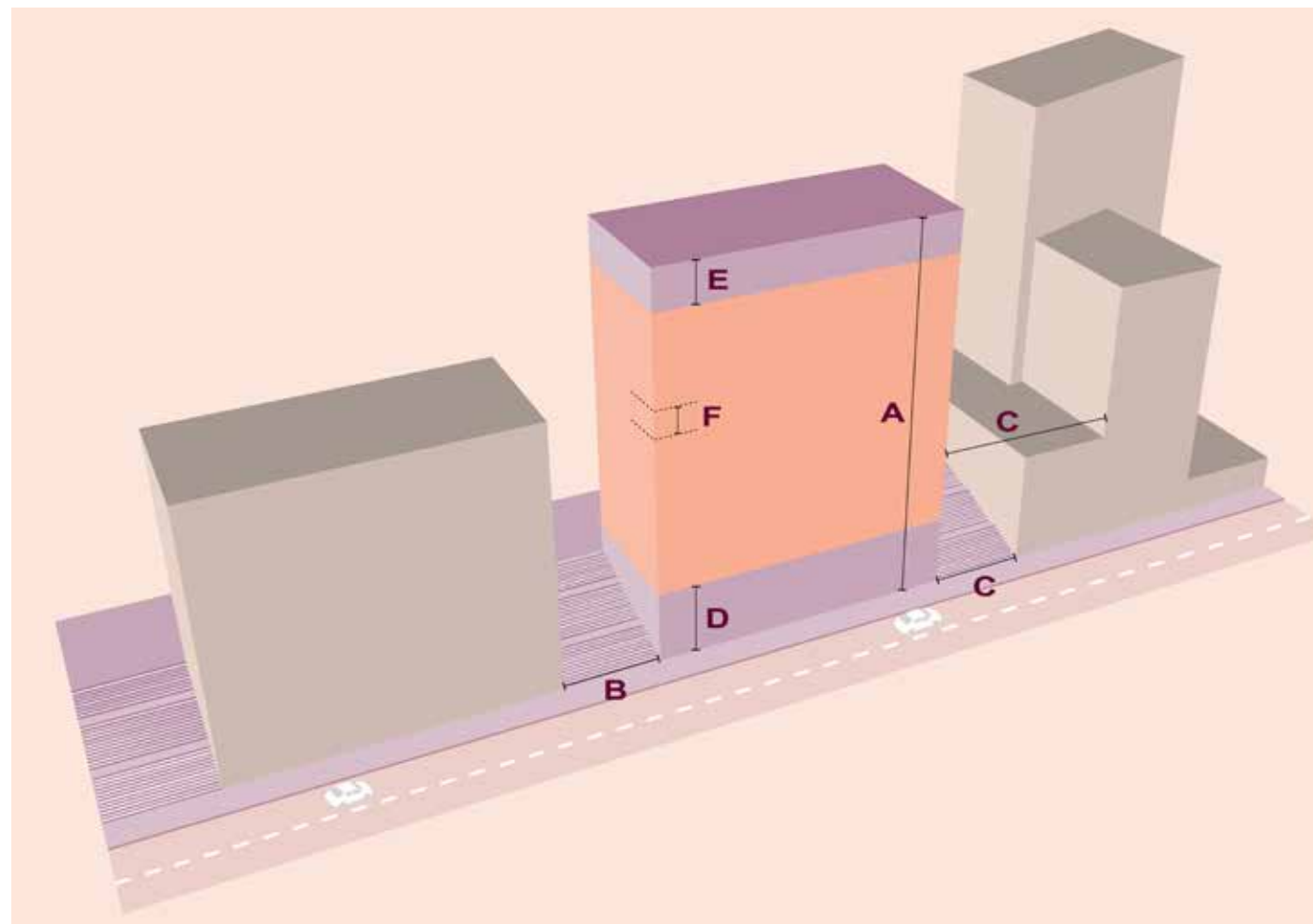


Part D Detailing The Buildings

13.4 Hospitality - Critical Distances

The diagram below illustrates the key relationships between blocks and identifies important critical dimensions.

These are mandatory minimum distances that should be maintained between adjacent façades (not including projecting balconies).



Critical Distances

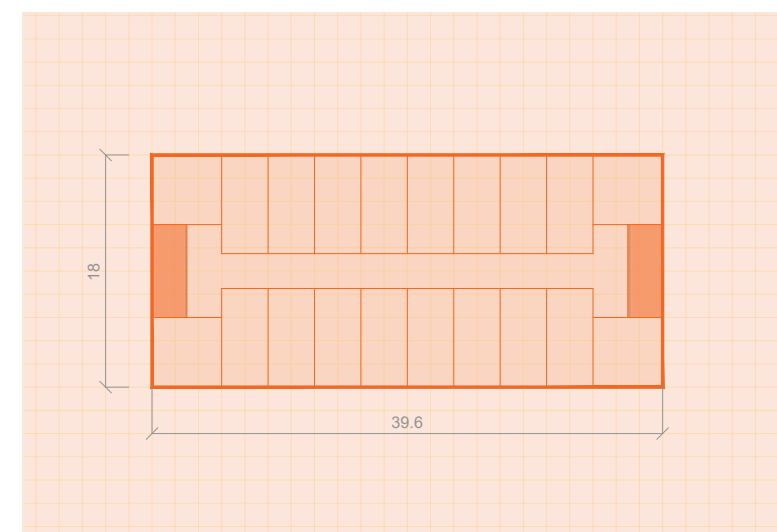
A - Maximum Hotel height:	20 storeys
B - Minimum distance to Commercial Building:	10-15 m
C - Minimum distance to Residential Building:	15-30 m
D - Height of articulated base element:	2-3 storeys
E - Height of articulated top element:	1-2 storeys
F - Height of typical floor:	3.2m

Objectives

- Avoid inappropriate overlooking between adjacent properties.
- Establishing overall physical relationships, while allowing for variation between the expressions of the buildings will contribute to a sense of cohesiveness within the development.
- The dimensions may be greater than the minimum dimensions measured between blocks on the parameter plan.
- Building edges should not impact on the future development potential of neighbouring properties.
- Building edges should be set out to maximize privacy and avoid overlooking in residential properties.

Requirements

- Proposals must demonstrate that the building line falls on or inside the maximum parameter envelope.



Grid

Ideally, hotel buildings should be set out on a 1.8m grid to facilitate internal layouts.

Floorplate depth

For an efficient layout, hotel block should be 16 to 19m (including external wall) in order to accommodate hotel bedrooms along both facade with corridor at the centre.

Core and Circulation

The cores and circulation should be designed in compliance with the latest Building Regulation and guidance to achieve accessibility for all and meet safety standards.

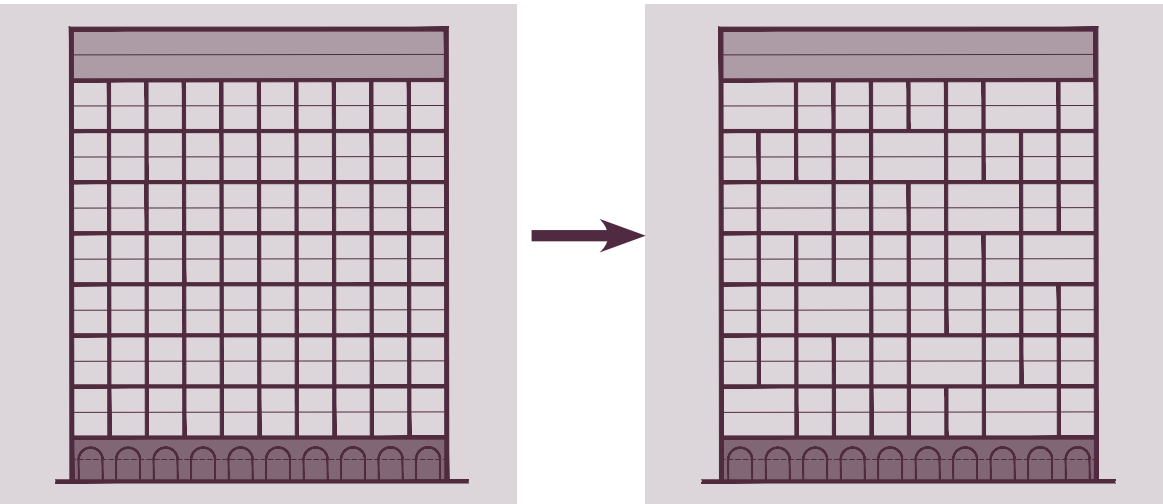
Part D Detailing The Buildings

13.5 Hospitality - Rhythm

Facade Articulation

A variety of features should be employed to assist with breaking up the mass of the blocks and to introduce movement and rhythm into the façades.

Architecture features should vary in scale from overall massing strategies down to the detail level so that the activity is legible from a variety of distances.



The approach to the hospitality block is dynamic facade using the structure grid as base.

The starting point was a basic simple grid with a well-market Base, Middle and Top.

Objectives

- Reasonable consideration should be given to facade articulation to benefit the character of the area.
- Consideration to the existing surroundings, design aspiration and overall composition should be taking into account.
- Distinct entrance to the lobby should be considered.
- Facade should be a response to environmental conditions including daylight/sunlight and ventilation.
- Locations of glazing should be in response to microclimate and views.
- Simple, clean alignments which integrate all facade components to create a legible and ordered appearance.

Requirements

- Insets, setbacks or recesses are permitted since the maximum parameter envelope is followed.
- Proposed buildings that face existing buildings should provide a sympathetic response that demonstrates an understanding of the context and heights.
- Small protrusions that are minor features including pilasters, brise soleil, fins or pronounced mullions are permitted to extend beyond the maximum parameter envelope.
- Glazing to solid ratio should be analysed to avoid solar glare.
- Minimum ventilation requirements per Building Regulations.
- Facade proposals should demonstrate how they differentiate base, middle and top.

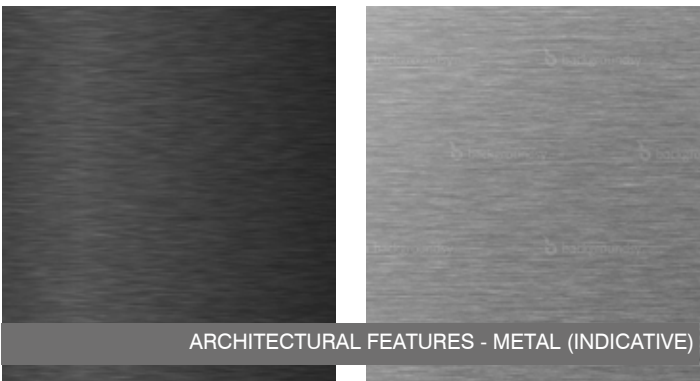
13.6 Hospitality - Appearance

Materiality

Masonry is primary material, along with metal features which help to break down the elevations to avoid a long linear block expression by eroding sections of the façade and reducing the elevations to a suitable aesthetic scale.

The palette of materials should be developed holistically to ensure harmony between each set of elements as they move from block to block.

A variety of features should be employed to assist with breaking up the mass of the blocks and to introduce movement and rhythm into the façades, avoiding a monolithic expression.



Objectives

- Careful consideration has been given to the choice of materials, with a desire for high quality, durability and maintenance requirements.
- Sustainability should be paramount and recycled materials in accordance with the above parameters should be encouraged where possible.

Requirements

- Facade construction comprises non-combustible materials as required by Building Regulations.

Part D Detailing The Buildings

14.0 Meanwhile Use and Business Incubators



Meanwhile use

Meanwhile use is a term employed for the creative reuse of derelict or disused sites in the years before construction. In the case of Northfleet the proposed phasing will mean that many industrial buildings will remain in situ whilst initial phases of development are completed and are likely to be vacated at different stages of the projects as existing tenants find alternative premises.

In this scenario meanwhile use and/or business incubator space should be carefully considered and implemented within the vacated structures/sites providing new and exciting facilities for the residents and businesses of Northfleet.

The aim of future meanwhile use is to reinvigorate an otherwise vacant area, creating animation and intrigue within the area for future development.

Key Principles:

- Meanwhile developments should be sustainably constructed and where possible utilise existing structures or materials to facilitate the project.
- Where possible uses should carefully correlate with those provided within Northfleet Harbourside to ensure continuity for users as the remainder of the masterplan is realised.
- Meanwhile use projects should be developed alongside the residents of Northfleet and Gravesham, ensuring that emerging projects will be supported and patronised by existing residents.
- The design aesthetic of meanwhile projects should take inspiration from elements of the emerging Northfleet Harbourside project ensuring that meanwhile use is intrinsically linked to the future development of the site.

Meanwhile use, business incubator and industrial reuse project examples
Copeland Park Peckham
MFO Park Zurich
Gusto Headquarters San Francisco
Bull Music Academy Madrid



Example - Copeland Park Peckham

Copeland Park was one of the first meanwhile projects in England creating creative studios, business incubator space and a lively events venue for Peckham residents. The project showcases local artists and is often used for exhibitions, workshops and creative festivals facilitated by the creative adaptation of the existing industrial buildings and surrounding car parks.



Example - MFO Park Zurich

MFO Park was created on the site of an old machine factory (Maschinenfabrik Oerlikon) using the existing structure of the factory to create a striking vertical parkland within the new urban district of Zurich Nord. This facility is frequently used for cultural events such as festivals and open air movie theatres and is open at all times for residents to enjoy.



Example - Business space San Francisco

Once a machine shop for military destroyers and submarines, this industrial structure was radically transformed to create a creative workspace for Gusto. This adaptation retained the character and scale of the industrial building introducing open place workspace and meeting pods on the two mezzanine levels whilst collaborative space fills the main central hangar.



Example - Bull Music Academy Madrid

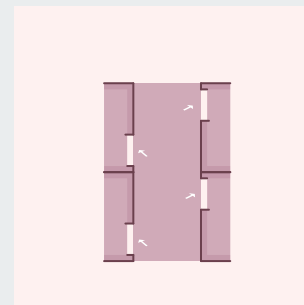
The Bull Music Academy was designed by Langarita Navarro Arquitectos as an emergency structure for the annual music festival when its location in Tokyo fell through. It utilises an existing warehouse as a canopy with varied temporary pavilions interspersed throughout. The project is designed to be 'lightweight' capable of being dismantled or adapted easily throughout the course of its lifespan.

Part D Detailing The Buildings

15.0 Standard Design Requirements

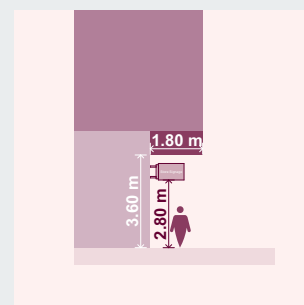
Retail Entrances

Entrances should be located at a consistent point on the façade with all units creating a clear rhythm along the building. Adjoining entrances should be avoided where possible to improve pedestrian flow. All thresholds should provide level access for disabled users and employ the accent material palette in order to clearly identify access points.



Signage

Signage should be considered from the outset of the design and should be incorporated clearly within the public frontages of the design. Commercial signage should be consistent with the overall chosen aesthetics. Back of house units can be used in appropriate locations to facilitate way-finding.



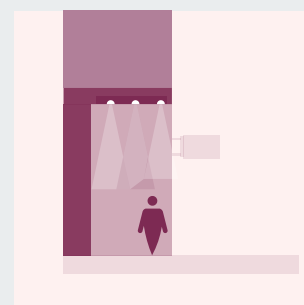
Ventilation Strategy

Natural ventilation should be utilised alongside MVHR (or other sustainable) systems to regulate temperatures when needed. All floorplates should have a 600mm horizontal ventilation zone internally and ducts/vents should not be visible on the facade unless part of the original design intent.



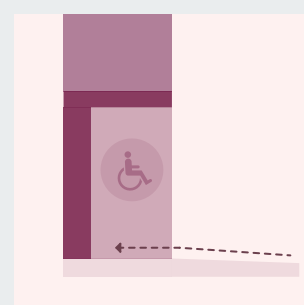
Lighting Strategy

Down lighting should be provided under all canopies to ensure a safe and welcoming environment at all times. Consistent street lighting should be integrated at both low and high level. Dark, dead end spaces should be removed insofar as possible.



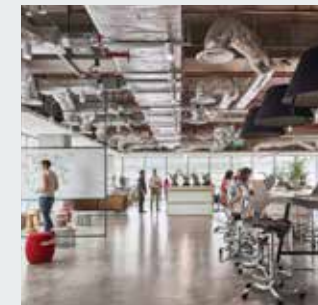
Accessibility

Accessibility for everyone should be considered at all times both within the buildings and at external thresholds in accordance with Part M of the building regulations. Where possible level transitions should be non-divisive ensuring that all visitors use the same means of transportation.



Occupancy Standards

General workplace density should not exceed the BCO guide to specification update 2022 recommendation of 10m² NIA per worksetting. Consideration should be given to ensure that floorplates are highly flexible allowing for hybrid worksettings in addition to desks.



Security

Security should be considered through application of the principles of Crime Prevention through Environmental design (CPTED). Physical security measures should be well integrated as part of the design and should not be a prominent design feature. Shop fronts should use shatterproof, toughened or laminated glass.



Sanitary Provisions

Toilets and shower facilities should be provided in accordance with BS 6465 and should be easily accessible for all building users. Toilets should be located within the cores and should allow for successful subdivision of the floorplate if required.



Finished Floor Levels

All Finished Floor Levels of 'more vulnerable' development will be raised 600mm above the tidal breach 2100 flood level for each building. There will be some areas where reception areas and entrances will be required to be located at ground level, below the flood level, however the vulnerable areas of these land uses will be raised above the flood levels where appropriate.



Cycle and Locker Provision

Cycle and locker provision should allow for a minimum of 1 locker and 1 cycle space per 10 staff in accordance with the BCO guide to specification update 2022. Cycle storage should be provided in a centrally accessible location and should be provided in a secure, internal location.

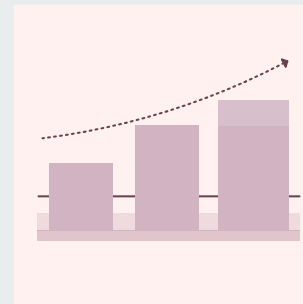


Part D Detailing The Buildings

15.0 Design Requirements - Commercial Office Buildings

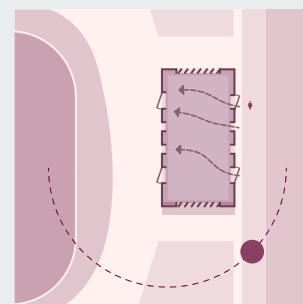
Articulating the Roofline

Rooflines should relate to their immediate surroundings and should be progressive in height to create sensitive development principles. Flat roofs should be predominantly utilised with a minimum finished fall of 1:80 in accordance with BS6229:2018.



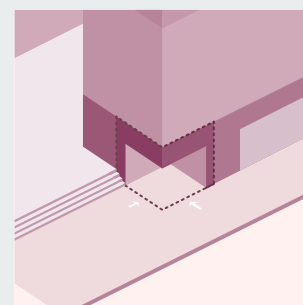
Orientation

Orientation of commercial buildings should take into account thermal comfort and sustainable servicing through the minimisation of southern and northern façades, integration of solar shading on southern façades and the provision of openable windows to maximise cross ventilation. Appropriate façade mitigation, e.g. glazing specifications, will be implemented to meet the indoor ambient noise level criteria recommended in BS 8233:2014;



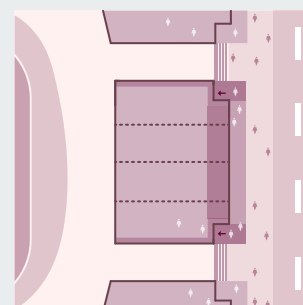
Corner Junctions

Corner junctions should be clearly identifiable and should be articulated utilising a recessed facade with an overhanging entrance structure. This set-back can be continued into the ground floor articulation but corners should be clearly identifiable to create a clear wayfinding structure.



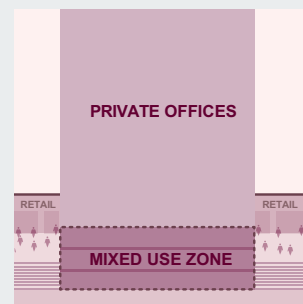
Office Entrances

Office entrances should be located so as to provide maximum flexibility for the retail uses at ground floor providing the ability to accommodate larger or smaller units depending on demand. Entrances should be clearly articulated and provide for overspill activity where possible.



Public and Private Zones

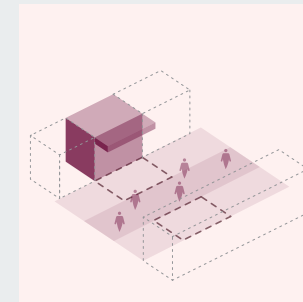
The first three storeys of each commercial block should provide a mixture of public and private zones providing clear interaction with the street along its length. Private office space should be avoided on street level where possible.



Design Requirements- Marketplace

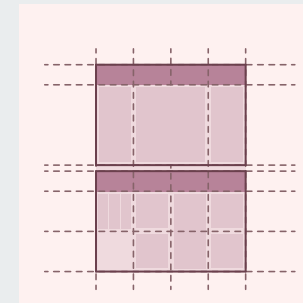
Overspill activity

Provision should be made to ensure that overspill activity is encouraged where possible creating a varied edge along the marketplace which can change from day-to-day. This is particularly relevant in areas where public realm interventions are planned to allow places for people to congregate.



Frontage

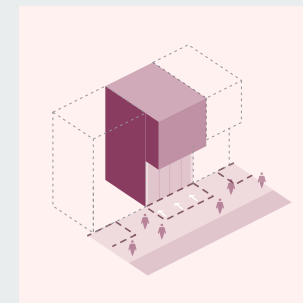
Frontages of units should be predominantly glazed to allow for effective window displays. Fenestration should be carefully designed and set out on a consistent grid that can be replicated across all typologies.



Design Requirements- Community Edge building

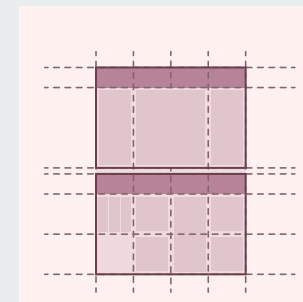
Overspill Activity

Provision should be made to ensure that overspill activity is encouraged where possible creating a varied edge. With community oriented activities, spaces must be designed to accommodate weekend activities such as farmers market and seasonal produce markets.



Frontage

Frontages of units should incorporate glazing where appropriate in order to provide activation on the community edge. At second storey level windows and openings are encouraged in accordance with the programme of each unit.



Roof Level Plant Zone

The maximum building height parameters include a +1.5m plant zone. Roof design will be subject to future detailed design to come forward through RMA's.

Part D Detailing The Buildings

15.1 Standard Design Requirements - Waste and Recycling Storage Collection

Location

- Buildings will have an off-street collection area at ground level.
- Waste storage facilities will not block any utility service points.
- Bins pose a hazard for pedestrians, especially blind or partially sighted people and those who use wheel chairs or pushchairs. Bins will not be left unsecured or positioned on the public footway.
- Built bin storage area doors will not open over the public footway or road. Particular considerations would apply to listed buildings or buildings in a conservation area.
- Waste storage areas will not obstruct sight lines for pedestrians, drivers and cyclists

Convenience

- Residents will not carry waste more than 30 metres from their individual units to the bin storage areas.
- Waste collection crews and caretakers will not:
 1. Carry waste sacks more than 15 metres;
 2. Carry bins or move wheeled bins (up to 360 litres) more than 10 metres;
 3. Manually navigate flights or steps or steep slopes or marked changes in level;
 4. Move larger wheeled bin more than 10 metres; or
 5. Cross a main, dual road or cycle pathway in order to deposit or transfer waste.

Screening or Covering

- The waste and recycling containers housed will be big enough to fit as many containers as are necessary to facilitate collection and will be high enough for lids to open and close where lidded containers are installed. Internal housing layouts will allow all containers to be accessed by users.
- Bins will be fitted with close fitting lids to prevent vermin access.
- Internal built storage areas will conform to BS 5906:2005.

Signage

- Waste and recycling storage areas will be marked, and signs should be provided in the bin stores.
- There are a number of industry standard colours that are accepted for different categories of waste and recycling. These will not to be used when the bin doesn't hold the specific waste and recycling category.
- Users will be made aware of the fire risk from waste and recycling storage. This will be done using signage and displaying the danger when waste and recycling materials are stored carelessly.
- All roads will be clearly marked and controlled to prevent unauthorised parking

Accessibility

- Waste and recycling storage areas will be located in a position that provides easy and safe access for both waste and recycling producers and collectors. In addition, this will also provide an ease of use for older persons, persons short of stature and people with disabilities.
- Internal and external facilities for buildings will be designed for older persons and persons with disabilities as set out by the Disability and Discrimination Act (DDA), as specified in BS 8300:2001 (Ref. 25).
- Waste and recycling storage areas will provide a clear turning circle with a minimum diameter of 1,500 mm for wheelchair users, as specified in Part M of the Building Regulations (Ref. 26) and shown in Figure A.

Access Paths and Roads

- All doors and pathways will be 200 mm wider than any bins that are required to pass through or over them.
- Routes from bin storage areas to collection points will be as straight as possible with no kerbs or steps. Gradients will be no greater than 1:12 and surfaces should be smooth and sound, concrete rather than flexible. Dropped kerbs will be installed as necessary.
- There will be no steps and projections at the entrance of a bin store.
- The bin store will be external to the building or capable of being isolated from the main building. This will ensure access to the main building will not be used through the bin store.
- Roads will have a minimum width of 5 m.

Vehicle Access

- Adequate waste and recycling storage arrangements will be made so that waste and recycling does not need to be placed on the public highway other than immediately before it is due to be collected.
- Roads will be arranged so that collecting vehicles can continue mainly in a forward direction.
- Vehicles will not be reversing.
- Vehicles operating in service areas will enter and leave in a forward-facing direction.

Materials and Finishing

- The walls and roofs of the bin store will be formed of non-combustible robust and secure materials with a smooth finish suitable of washing down. The door of the bin store will be made of steel.

Safety and Anti-social Behaviour

- Location of the bin store will be considered to minimise environmental impacts and nuisance from anti-social behaviour.
- The door of the bin store will be capable of being opened from the inside as well as the outside for reasons of safety.
- Unsightly bins can damage the visual amenity and contribute to increased level of anti-social nuisance such as odour and litter. Therefore, bins are planned carefully and will not be stored in a publicly accessible area

Fire Safety

- Stored waste and recycling material will be identified as a potential hazard in any fire risk assessment.
- Internal bin stores will be constructed within a fire compartment structure which is designed to contain a fire.
- Suitably sized manual fire extinguishers will be deployed. For larger risks, a dedicated automatic fire sprinkler or water mist system will be considered.
- The walls and roofs of the bin store will have a fire resistance of one hour when tested in accordance with BS 476-21. The door of the bin store will be made of steel or have a fire resistance of 30 minutes when tested in accordance with BS 476-22.

Part D Detailing The Buildings

15.1 Standard Design Requirements - Waste and recycling storage collection

Ventilation and Lighting

- Bin stores will be lit to be safe for facilities management team and collection operatives to use and service during darkness hours.
- Permanent ventilators will be provided giving a total ventilation area of not less than 0.2 m². Passive ventilators will be fly and vermin proof and will be located near to the ceiling and floor of the bin store as possible but away from windows and dwellings.
- Electrical lighting will consist of sealed bulkhead fittings with houses related to IP65 in BS EN 60529:1992 (Ref. 27) for the purpose of cleaning down with hoses and inevitable splashing.
- Luminaires will be low energy light fittings or low energy lamp bulbs, controlled by a proximity detection or time delay button to prevent lights being left on.

Maintenance

- Arrangements will be made for the cleaning of the bin store with water. A hose union tap should be provided in agreement with the local water authority and the Environment Agency.
- The floor of the bin store will have a suitable fall towards the drainage point. Gullies will be positioned not to be in the track of container wheels and should incorporate a trap which maintains a seal, even during prolonged periods of disuse.

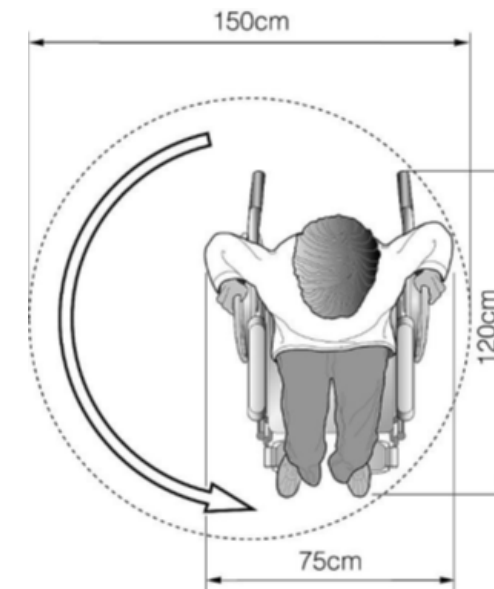


Figure A. Example Wheelchair Turning Circle

15.2 Standard Design Requirements - Solar Glare

The potential for solar glare will be considered throughout the detailed design process for Plot 2, 3, 4 and 5 blocks and potential effects will be mitigated through the below measures to ensure that effects are reduced and not significant:

- Orienting the façades to not reflect sunlight at a particular time or place;
- Reducing any large areas of glazing or reflective cladding;
- Introducing fins to minimise reflections from a particular section of the façade; and/or
- Blocking the view of the building in question from receptors such as through planting trees in the line of sight.

Further Lighting Design Considerations:

- Ensuring that any external lighting, such as the stadium, does not directly illuminate the sky;
- Ensuring that any external lighting visible from any sensitive receptor is of low intensity;
- Avoiding external lighting which directly illuminates the SSSI and the harbour in particular;
- Provision of blinds for commercial offices;
- Lighting strategies that reduce the output of luminaires closer to the façades; and
- Light fittings controlled through the use of sensors which switch on and off the light according to office occupancy.



**Northfleet
Harbourside**

Part E Detailing The Place

Northfleet Harbourside

- 16.0 Furniture and Signage
- 17.0 Lighting Strategy
- 18.0 Public Art Strategy
- 19.0 Productive Landscapes
- 20.0 Ecology and Biodiversity
- 21.0 Play and Outdoor Sport
- 22.0 SuDS Drainage and Blue Infrastructure
- 23.0 Soft Landscape
- 24.0 Hard Landscape Materials
- 25.0 Site Level - Podium Level Mediators

Part E Detailing The Place

16.0 Furniture and Signage

The street furniture and signage should be consistent throughout the site, creating a sense of continuity in the public realm. The palette of street furniture and signage should be of high quality and aid in reflecting street hierarchy. It is accepted that new processes, availability, new standards, and guidance may affect the selection of street furniture and signage as the project develops. Therefore, the palette should be seen as indicative.



Colourful bike stands



Drinking fountain



Signage incorporated into the facade

Requirements:

- During street furniture and signage selection, priority must be given to products that are highly durable, easily repaired or replaceable and in good supply;
- Street furniture and signage must be made from sustainable materials and sourced from local suppliers;
- There must be a range of seating opportunities available throughout the site, such as seating with armrests, backrests, leaning ledges, walls and steps;
- Street furniture must also be located in a range of environments, such as shaded and sunny environments, areas with a sense of prospect coupled with more hidden spaces, group seating and individual seating spaces;
- Where possible street furniture must be combined together, such as lighting and signage to remove clutter from the streetscape;
- Street furniture must be carefully located in places where it is needed, such as cycle stands being positioned near building entrances;
- Signage must be placed in arrival spaces into the site and be clear and legible, using 'you are here' motif to pin point their current location;
- Signage must be consistent throughout the site but must be in various forms, such as totem signage, wayfinding engraved in paving and façade signage; and
- Street furniture which encourages healthy and sustainable living must be adopted such as air pump for cyclists and drinking fountains for refilling reusable water bottles.



Playful group seating elements



Green roof bins



Totem signage



Seating combined with planter



Informative signage



Playful street furniture

Part E Detailing The Place

17.0 Lighting Strategy

Lighting should be consistent throughout the site, whilst also aid in reflecting street hierarchy. Lighting elements selected should be complementary to the space, creating safe, usable and exciting spaces. It is accepted that new processes, availability, new standards, and guidance may affect the selection of street furniture and signage as the project develops. Therefore, the palette should be seen as indicative.

- Engagement with Secured By Design will take place at the detailed design stage and that recommendations from the DOCO will be taken into account at that point.
- Implementation of appropriate lighting systems as part of the detailed design will promote low energy, safe and friendly environments with appropriate lighting levels that 'deter' anti social behaviour, reduce vandalism, and promote safer neighbourhoods even after dark.

Requirements:

- Lighting must be designed in line with British Standard BS 5489-1:2013, BS EN 13201-1:2015 or CIE 115 (or any updated British Standards) in adoptable areas. Fittings must be selected with appropriate IP rating for its situation in accordance with standard EN 60529 (British BS EN 60529:1992, European IEC 60509:1989);
- As further detail into the design progresses, lighting levels will be adequately designed, in accordance with the relevant Institution of Lighting Professional (ILP) Guidelines and the Bat Conservation Trust (BCT) Artificial Lighting Guidance. The detailed lighting strategy will look to minimise unnecessary light spill upon areas of soft landscaping and notable habitats (to be set out within a Landscape and Ecological Management Plan (LEMP), to be secured via condition, as detailed in ES Volume 1, Chapter 14: Ecology and Biodiversity) as far as is reasonably practicable;
- Lighting elements must be energy efficient and must use timers/sensor systems, LED bulbs and be solar powered where possible;
- Lighting elements must be made from sustainable materials and sourced from local suppliers;
- Lighting elements which have a reduced impact on wildlife must be chosen over other elements, with lighting directed downwards, warm tone light and minimum light spread;
- Lighting must be cohesive with a simple palette applied site wide;
- During lighting selection, priority must be given to products that are highly durable, easily repaired or replaceable and in good supply; and
- Where possible lighting elements must be combined with street furniture and signage to remove clutter from the streetscape.



Tree uplighting



Street lighting columns



Overhead festoon lighting



Lighting integrated with furniture



Lighting incorporated into paving



Bollard lighting



Suspended orb lighting trail



Bespoke lighting in the staircase



Focal lighting columns

Part E Detailing The Place

18.0 Public Art and Heritage Strategy

Public art at Northfleet Harbourside should be an expression of the site's unique identity. The integration of art throughout the public realm, should be explored as a site wide continuous thread, referencing the sites history, culture and ecological merits. The creation of public art must involve the future community, to create a sense of stewardship and community pride.

The Proposed Development has aspirations to echo the valued archaeology and heritage of the local area within the public realm. The Applicant will look to discuss effective ways to do this with key stakeholders and statutory consultees. A "Public Art and Heritage Trail Strategy" is to be submitted with each Reserved Matters Application. This will provide certainty over the how the interpretation of the history and archaeology of the site is to be delivered. As examples these could include (but are no means limited to) the use of materials, landscaping, public art, heritage trail, interpretation boards and online digital information (via QR codes etc).

Requirements:

- Public art is intended to be inspired by the unique qualities of the site itself and its local context, including its history, ecology, culture;
- A continuous thread of public art, the Northfleet Trail, is to be implemented, offering a walkable route throughout the site connecting the majority of public art features;
- It is intended to have a variety of permanent public art and a calendar of temporary public art throughout the year;
- Public art is envisaged in a variety of forms including sculpture, paving detailing and lighting features;
- Public art is to be displayed during site construction, enhancing plain hoardings, displaying temporary exhibitions;
- Public art will be in key focal spaces throughout the site and aid in wayfinding;
- Where possible existing site relics must be integrated and re purposed into public art features helping to maintain the sites identity;
- Public art is envisaged and integrated with play where possible and be interactive, offering the ability to climb, offering sensory experiences and the opportunity to learn;
- Public art is to be of interest at night with bespoke lighting; and
- Recyclable and sustainable materials are intended to be used to produce public art features. Additionally public art must be produced on site or locally where possible to reduce travel.



Duncan Grant, Gravesend born local artist



Mary Evans Northfleet, Kent



David Cox, Northfleet Kent



Heritage trail where public art tells the story of the local area



Heritage trail where public art tells the story of the local area



Public art that doubles as a play feature



Local community decorating their local spaces



Sensory public art



Surface graphics

Part E Detailing The Place

19.0 Productive Landscapes

Productive landscape must be offered in a variety of forms, mixing traditional methods such as allotments and community orchards with doorstep food production such as orchard clusters and edible streets. This will allow for multi-generational use of the productive landscapes, providing opportunities for all abilities and ages.

Requirements:

Allotments

A minimum of 3200sqm of allotments must be delivered. Allotments must provide a range of plot sizes, from 60sqm quarter plots down to 25sqm micro plots. They should incorporate storage facilities, water points and parking. Servicing, deliveries and the provision of welfare facilities should be considered.

Community orchards

The community orchards will be delivered through integration with allotments and should include local varieties of fruit and nut trees. They must offer congregation spaces to hold small to medium sized events with seating and tables. Shared use with allotment facilities should be considered.

Edible streets

Edible streets will be integrated within community links or public open spaces. They should provide residents with free access to fruiting trees and edible plants such as vegetables and herbs. They should provide gathering spaces with the potential to hold small events and should provide opportunities for education and hands on learning.

Productive roofs

These locations are flexible but should include planters with herbs and edible plants on roof top amenity spaces. Providing space for residents to grow food and connect with each other.



A selection of allotment plot sizes will be prepared for community use.



Community growing zones provide opportunity to learn about nature, the value of food production and local provenance.



Fruit bearing walls used within public open space can encourage pollinator species such as bees and butterflies



Pollinator friendly planting used within public open space can encourage pollinator species such as bees and butterflies

Part E Detailing The Place

20.0 Ecology and Biodiversity

A minimum of 20% Biodiversity Net Gain will be delivered. The site has limited existing ecology. Where possible existing boundary planting will be retained and enhanced. The following measures must be included.

Requirements:

To be read in accordance with ES Volume 1, Chapter 14: Ecology and Biodiversity:

- Bird and bat boxes (integrated into the walls of buildings and on suitable trees), including features for house sparrows, starlings, swifts and house martins;
- Native and locally characteristic tree, shrub and hedge planting;
- Provision of brown roofs to the north-eastern extent of the site (within the Riverside Neighbourhood Character Area) to allow for suitable habitat for black redstart and other bird species;
- Bug hotels and purpose made bug boxes;
- Wildlife links hibernacula and refugia suitable for smaller fauna including reptiles and amphibians;
- The use of nectar-rich and berry producing plants to attract a wider range of insects, birds and mammals and continue to accommodate those already utilising the site;
- A wildlife sensitive lighting strategy;
- Controlled pedestrian access and signposting displaying the sensitivity of Swanscombe Peninsula SSSI to human disturbance, for example highlighting the potential detrimental impacts of dogs off leads upon nesting birds during the relevant ecological season;
- Access should be managed to the SSSI; for example, fences should be erected at the site boundary to reduce pedestrian footfall to the north-west of the site;
- The provision of an information centre/cafe within the Power Park, next to the play areas, to encourage walks around the site as opposed to within the SSSI, and to provide information regarding notable species and habitats including relevant protection measures within the local area and the SSSI in particular; and
- Boundary of trees between SSSI and site to provide barrier rather than continuation of the SSSI into the site.



Any trees cut down to be retained on site and used as a deadwood habitat



Playful bird and bat boxes in proposed tree planting



Hibernacula provide habitats for a variety of fauna including reptiles and amphibians



Nature focused water bodies are essential for amphibians, wading birds, reptiles and amphibious invertebrates



Pollinator friendly planting used within public open space can encourage pollinator species such as bees and butterflies



Fruiting trees provide vital food sources for a variety of wildlife, as well as people



Sensitive low level lighting can illuminate footpaths with limited impact on foraging routes for nocturnal species



Shallow vegetated swales provide habitat diversity and topographical changes at a micro scale



Planted green/brown roofs

Part E Detailing The Place

21.0 Play and Outdoor Sport

Play Provision

Play provision and outdoor sport must deliver a range of experiences and offer multi-generational activities that are accessible, inclusive and suit all abilities, encouraging social interaction and promoting a healthy community. The scheme provides a significant amount of new public open space for the area which is capable of delivering a range of recreational play facilities. The public realm is also able to deliver movement through play opportunities, and each residential block is capable of delivering doorstep play.

Policy

A proposal of this scale has opportunity and flex to deliver a range of spaces that provide the necessary play facilities to the appropriate quality and standard.

Play provision has been calculated in accordance with Gravesham Borough Council, Open Space Standards Paper, August 2016. These standards have been applied to 3,500 homes based on a ratio of 2.3 residents per unit. The play provision calculations are provided for the purposes of setting upper quantum of development. Future Reserved Matters Applications will finalise the housing mix and resultant play provision in line with the housing needs at that time.

Requirements:

- All play spaces will be accessible via pedestrian and cycle links, promoting active and safe journeys from home to play space, and create an interconnected play network;
- Play spaces will provide adequate seating, be well surveyed and enclosed by landscape features rather than fencing;
- Play and outdoor sport design will adhere to best practice guidance provided by RoSPA, F.I.T. and Play England;
- Outdoor sport will be delivered through a combination of permanent provision, supplemented by temporary offerings, as the phasing of the development progresses;
- Alongside the mandatory formal play provision of NEAPs, LEAPs, LAPs and community play, the play provision will be supplemented by opportunities for self-led wilderness play such as den building within the informal and semi natural open spaces;
- Play spaces will respond to the individual character of their setting and heritage assets, offering unique play experiences and creating stimulating spaces to promote imaginative play;
- Play spaces will have a natural theme using timber based equipment and landscape feature. See examples of good and bad play items and settings in the images opposite; and
- To aid wayfinding, play spaces will have features that children can easily relate to, making them recognisable and easily identifiable. Wayfinding features could include distinctive colours, landmark play pieces, unique materials, public art or clearly articulated themes.

LAP 60m walking distance from all homes. Specifically designated and primarily laid out for very young children to play close to where they live. 100sqm zone.



Play trails through planting



Playful graphics on street



Natural play elements

LEAP 270m walking distance from all homes. For children who are beginning to play independently. 400sqm zone.



Cycle and scooter tracks



Vertical play elements



Water play

NEAP 600m walking distance from all homes. Specifically designated, laid out and equipped mainly for older children. 100sqm zone.



Adventure play towers



Different play spaces for different age groups



MUGA's

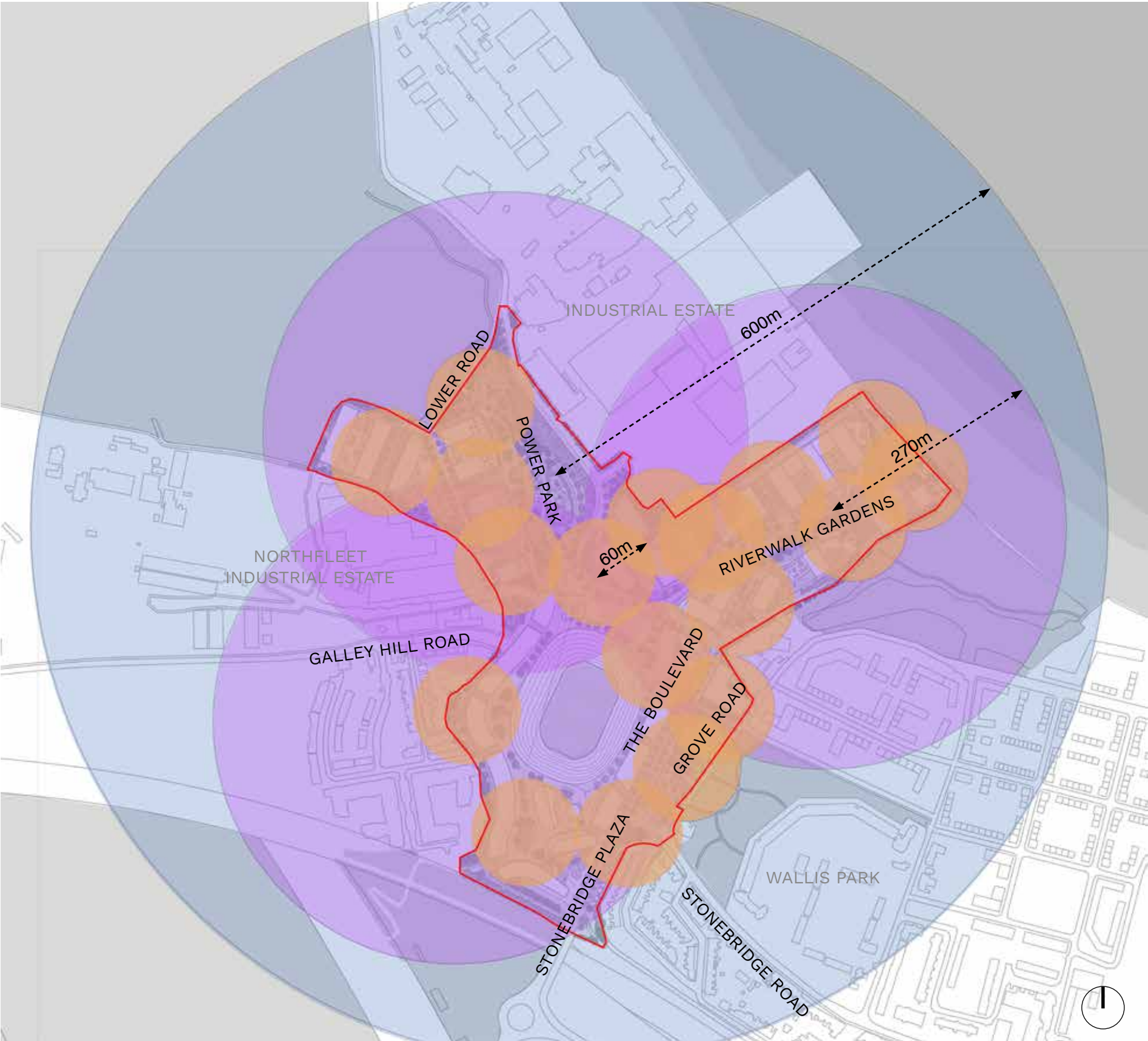
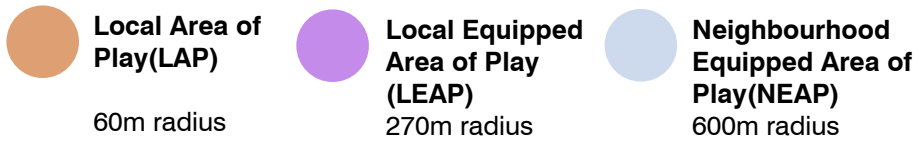
Part E Detailing The Place

21.1 Play Strategy

The play network will help to connect people to places by linking residents and visitors to leisure and work destinations along a network of safe and clearly defined routes. The play space and recreation strategy makes provision, so all homes within the urban area are located not more than one minutes' walking distance from a local area for play (LAP), five minutes' walk from a local equipped area for play (LEAP) and fifteen minutes' walk from a neighbourhood equipped area for play (NEAP), in line with Fields in Trust guidance. Maintenance provision must be provided to a high standard to ensure the aesthetic and functional qualities of these spaces are preserved. The green infrastructure strategy will provide a holistic and fully integrated response to play.

	Local Area for Play (LAP)	Local Equipped Area for Play (LEAP)	Neighbourhood Equipped Area for Play (NEAP)
Minimum activity zone	100m ²	500m ²	1200m ²
Minimum buffer zone	5m	20m	30m
Actual walking distance	100m	450m	1000m
Straight line distance*	60m	270m	600m

Design requirements for formal play space from the National Playing Fields Association guidelines



Part E Detailing The Place

22.0 SuDS Drainage and Blue Infrastructure

The Masterplan has been developed to provide a positive drainage system that is drained into attenuation ponds and permanent water collection areas. These will be located within the green infrastructure.

The creation of such areas for drainage and biodiversity will require specialised design and management. Once created, the ponds and attenuation areas will provide opportunities for colonisation of marginal plants and associated habitats increasing the biodiversity value of the development.

Habitat creation and management practice shall be developed in collaboration with the civil engineers, such that the operations of each shall be cognisant of the objectives and requirements of the other. Sustainable Drainage features shall be designed to promote the interests of both drainage and habitat creation.

Requirements:

- Provision of flood defence on-site to meet the Thames Estuary 2100 (TE2100) standards;
- Diversion and realignment of the Ebbsfleet Culvert on-site to provide a 'betterment';
- Ensure suitable access for future management of the Ebbsfleet river culvert beneath the site, e.g. provision of additional manholes either side of the proposed buildings to allow for access for maintenance and inspection. A management regime of the culvert will also be implemented which will include regular inspection of the culvert, repairs and removal of any debris where required;
- All Finished Floor Levels of 'more vulnerable' development will be raised 600mm above the tidal breach 2100 flood level for each building. There will be some areas where reception areas and entrances will be required to be located at ground level, below the flood level, however the vulnerable areas of these land uses will be raised above the flood levels where appropriate;

As set out in the Conceptual Drainage Strategy, the detailed drainage design will adhere to the following requirements:

- Rainwater Harvesting (RWH) will be used in the residential blocks (where feasible);
- Where green/brown roofs are provided, RoofBloxx or similar attenuation measures will be implemented;
- Swales will be implemented within Riverside Gardens;
- Rain gardens will be implemented where feasible within the Riverside character area; and
- Roof runoff from the Stadium will be directed to shallow tanks beneath the pitch, providing attenuation and water for irrigation.



Inclusion of swales within soft landscape.



Inclusion of wetland areas that dry out.



Inclusion of green and brown roofs.



Inclusion of attenuation basins within the hard landscape



Inclusion of retention ponds where practical



Inclusion of rain gardens in street design.

Flood Risk Management

These are captured within the Design Code submitted with the Outline Planning Application to ensure that the detailed design that comes forward (subject to RMAs) includes such measures.



Inclusion of retention ponds where practical

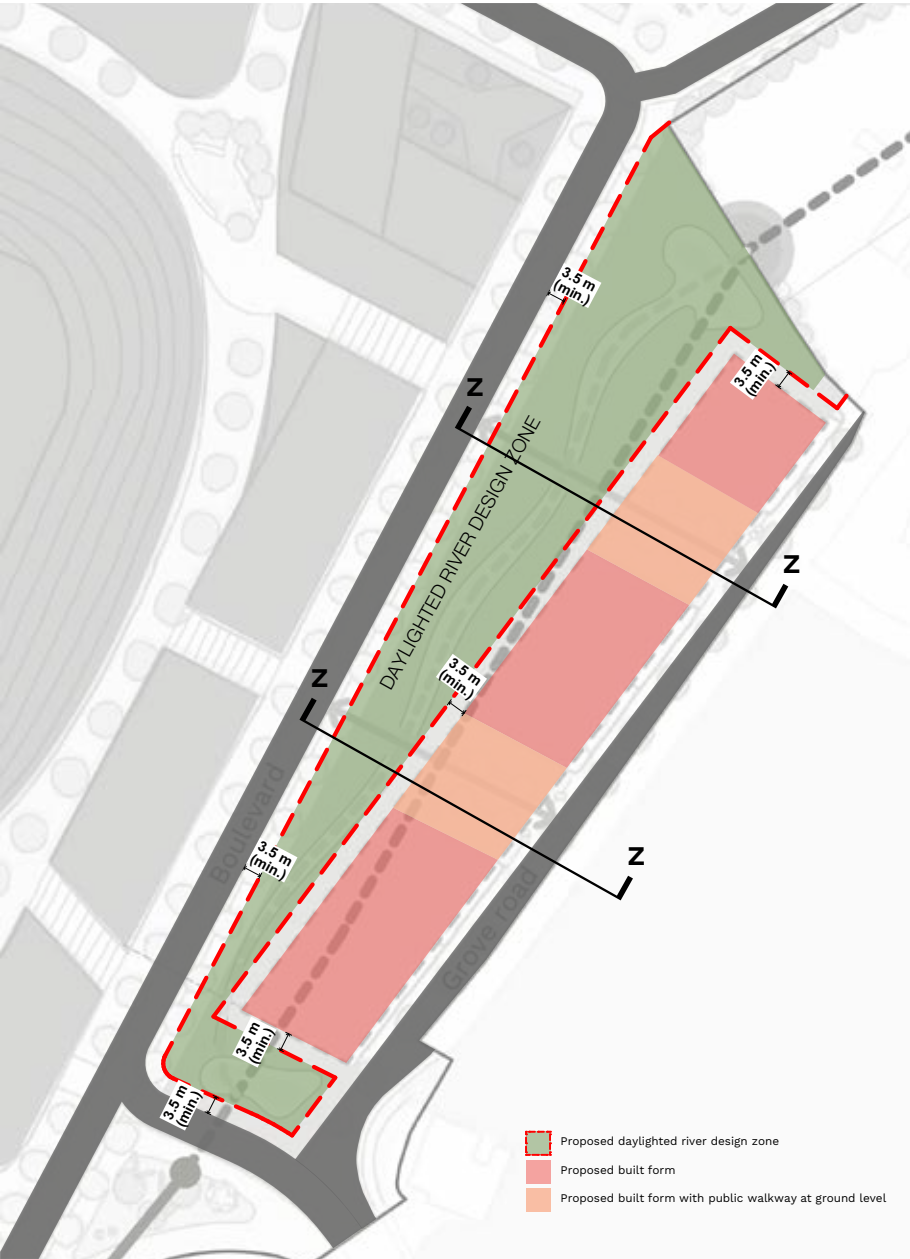
Part E Detailing The Place

22.0 SuDS Drainage and Blue Infrastructure

Daylighting the River Ebbsfleet

In response to comments from and dialogue with Environment Agency and Canals and Rivers Trust, an option for daylighting the River Ebbsfleet as it runs along the proposed Boulevard has been explored and modelled. Technical work relating to this is included in the EIA.

The southern part of the culverted river cannot be revealed due to ownership and location beneath roads, however there is an opportunity to explore daylighting part of the area within the scheme. This intervention has the potential to add character, amenity and biodiversity to the Boulevard area.

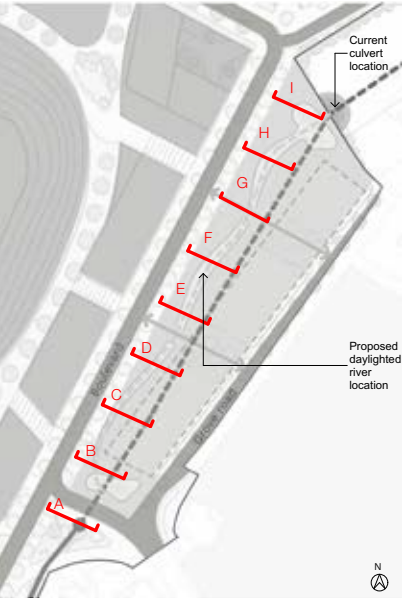


Emerging area of daylighted section of River Ebbsfleet

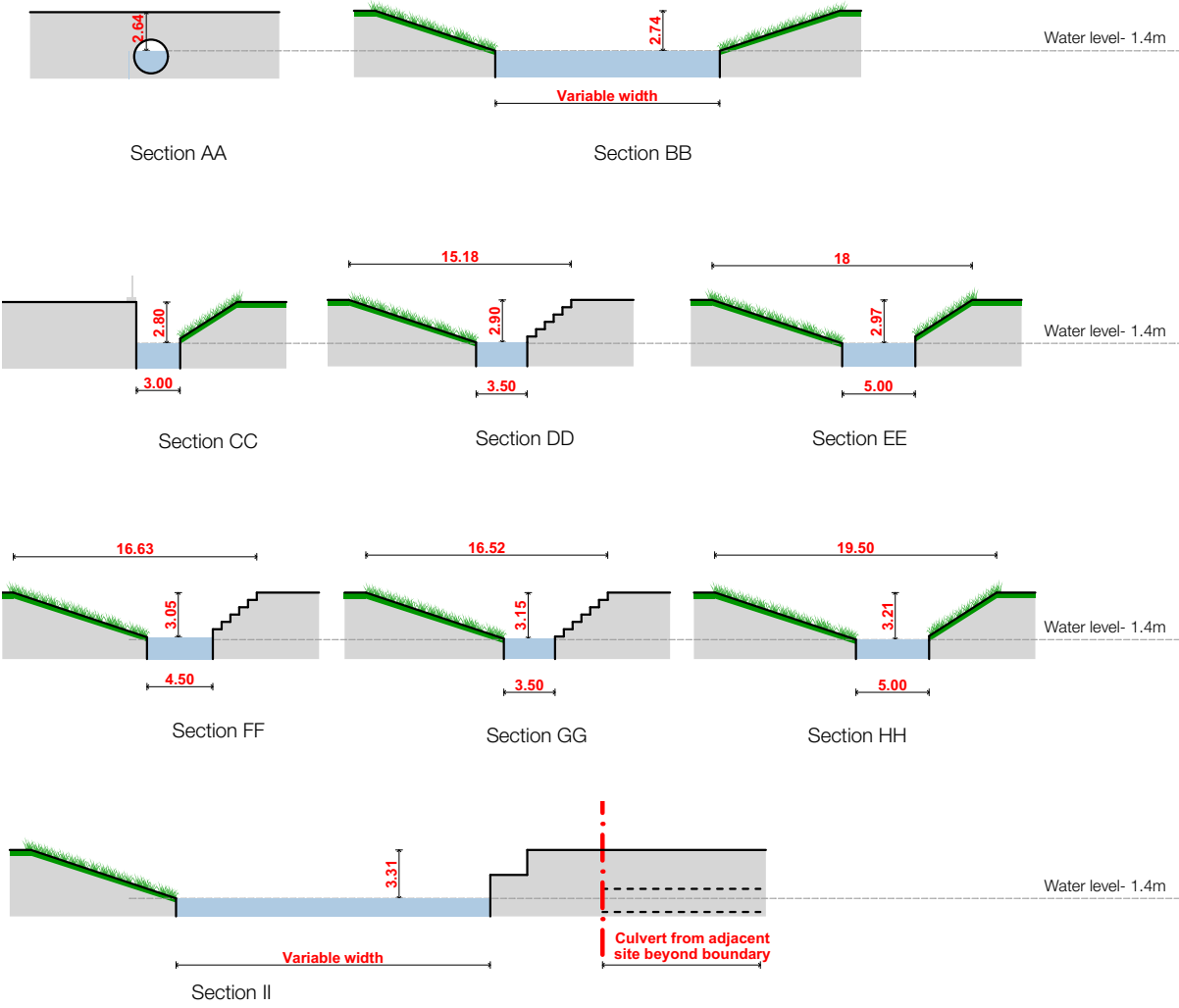


Examples of daylighted urban rivers

A series of typical sections have been prepared to demonstrate how the banks of the river might be designed with areas of soft landscape and stepped hard landscape should the opportunity arise. Further design work and feasibility for this area should be taken forward to the reserved matters stage, with justification provided for not pursuing this in future submissions should further technical work demonstrate this is not feasible



Key plan



Part E Detailing The Place

23.0 Public Spaces: Placemaking Approach

A High Density, Liveable Place

Northfleet Harbourside benefits from a wide variety of public spaces with something for everyone. There are lively, sociable spaces such as the Marketplace and Boulevard, two types of waterfront promenade with expansive views over the Thames and Harbour, biodiverse parkland opening out onto the Swanscombe marshes, as well as more intimate neighbourhood spaces off the primary park areas.

The variety of spaces means a variety of opportunity for enjoying the outdoors at different times of the day, year and in different weather conditions. The

river front spaces will be perfect for sunny days and the more intimate spaces provide shelter in more blustery weather. More detailed study of the developments microclimate will be carried out through the Reserved Matters process. and the spaces tailored to suit.



Lively, sociable public spaces

The more lively public spaces such as the amphitheatre area of Riverside Gardens will be a perfect place for the community come together within a high quality landscape setting.



Intimate streets and spaces

Between buildings leading from the main park areas are more intimate residential streets. These spaces will be safe and calm spaces with little or no through traffic, ideal for doorstep play.



Characterful waterside living

Buildings and landscape will be designed together to create a memorable, characterful place interwoven with the DNA of Northfleet.



High density and biodiversity

High density development does not preclude the creation of habitats and biodiversity net gain. Homes will benefit from views onto these ecologically rich spaces and nature will be brought back into the once industrial landscape.



High quality play on the doorstep

The more intimate spaces and courtyards are ideal for sheltered, well overlooked, play as well as quieter places to stop and enjoy the landscape.



Maximising expansive views

The masterplan has been designed to maximise long views from homes over parkland, marsh and river. Views over these expansive spaces balance areas of high density development.



A positive relationship between buildings and green space

The parks will be well used, vibrant hearts of the new community. Homes will have immediate access to the green spaces with mixed uses at ground floor spilling out onto them.



An urban, liveable place

Waterfront areas and the deculverted river make for great places to live. Homes and neighbourhood cafes and bars at ground floors will be designed to make full use of these spaces.



A close-knit community

One of the benefits of high density living is the opportunity to build a strong, close-knit community. Spaces in the landscape will be designed to facilitate this process. Community gardens and gathering spaces will be designed to be sunny, sheltered and well overlooked.

Part E Detailing The Place

23.0 Soft Landscape

Site wide softworks key design objectives:

The layout of the parks and gardens, natural and semi-natural greenspace, allotments, and amenity space provides the opportunity to create a strong interconnected network of planting, contributing to the creation of a habitat mosaic and biodiversity gains. Appropriate planting helps define the character and function of an area, creating distinctiveness and a sense of place.

Existing trees and vegetation

Northfleet Harbourside should be developed to retain vegetation wherever possible or appropriate. Where removals are necessary, they should be mitigated by widespread planting of new trees within both the public realm and semi-private areas.

Requirements:

- Wildlife focused planting must be included throughout Northfleet Harbourside to provide finer grain interconnectivity between the larger habitat areas and to support gains in biodiversity;
- Planting within the public realm should include pollinators as well as fruit, nut and nectar bearing species, favouring UK native and local varieties;
- Formal open space planting should be characterised by swathes of herbaceous planting featuring a high proportion of ornamental grasses. This should be set against a framework of tree and shrub planting. Native shrub planting should characterise informal open space;
- Productive landscape should be distributed throughout Northfleet Harbourside with fruiting orchard trees, edible herbs and plants featuring within public open spaces providing doorstep foraging opportunities for the local community;
- SuDS features such as swales, bio-retention basins and larger attenuation areas within public open spaces and along highways, must be planted. They should include wet meadow grasses, bio-swale vegetation, marginal and aquatic planting to achieve a habitat mosaic. Phragmites should only be planted in large, controlled spaces where they can be more easily maintained;
- Species selection should be robust and resilient to climate change, pollution, water-logging and drought;
- The specification of plant stock must have regard to best practice biosecurity measures. A range of species should be selected to mitigate against potential impacts caused by diseases and other pathogens; and
- Tree stock within the public open spaces should vary depending on its context and purpose, from mature stock for landmark trees and key groups through to young trees as part of the woodland mixes.

Site Wide - Trees and soft planting

Planting Objectives	Suggested Key Species
Site Wide - SuDS planting The planting palette should draw influence from species aimed at creating and enhancing habitats located within the SuDS and should promote the primary functions of these areas. A mixture of water purifying species, ornamental grasses and water tolerant trees should be used to create a wetland character palette of species.	Trees: Alnus glutinosa, Betula pubescens, Salix cinerea, Salix purpurea ‘Nana’ Shrubs / grasses / herbaceous: Carex acutiformis, Carex riparia, Eupatorium cannabinum, Iris pseudacorus, isolepis setacea, Juncus effusus, Luzula campestris, Phragmites australis (reedbeds only) Wildflower meadow: Species rich wet tolerant wild meadows co-ordinated with ecological recommendations
Site Wide – Primary Roads – Verges Large formal street trees with large canopies. 2m clear stem to accommodate visibility splays. Trees must be planted with a linear arrangement with spacing reflecting the rhythm of contextual built form, approximately 13-18m spacing. Inclusion of wildflower meadow and pollinating shrub species where possible.	Trees (semi mature): Acer campestre, Alnus cordata, Corylus colurna, Quercus robur, Tilia cordata Wildflower meadow: Species rich meadows co-ordinated with ecological recommendations Shrubs / grasses / herbaceous: Hebe ‘Margret, Dryopteris flax-mas, Stipa tenuissima ‘Pony Tails’
Site Wide – Primary Roads – Junctions Large feature trees with spreading habit. Possibly flowering and offering seasonal interest. 2m clear stem and high canopy to accommodate visibility splays.	Trees (semi-mature): Platanus x hispanica, Quercus rubra , Tilia x euchlora Shrubs / grasses / herbaceous: Allium tuberosum, Lavandula angustifolia, Rosmarinus officinalis
Site Wide - Secondary Roads - Verges Medium sized trees offering a human sense of scale with 2m clear stems to accommodate for visibility splays. Possibility for fruiting species with seasonal interest. Supported by a rich shrub perennial understorey where possible.	Trees (semi-mature) for min 2.5m wide verges: Acer campestre ‘Elsrijk’, Alnus cordata Ginkgo biloba , Prunus ‘Sunset Boulevard’, Tilia cordata ‘Rancho’ Trees (semi-mature) for min 4m wide verges: Corylus colurna, Liquidambar styraciflua, Prunus avium, Tilia cordata ‘Greenspire’ Feature Trees (semi-mature) (where space allows): Platanus x hispanica, Liriodendron tulipifera Shrubs / grasses / herbaceous: Corylus avellana, Lavandula angustifolia ‘Hidcote’, Anemone x hybrida ‘Andrea Atkinson’



Example of wildlife friendly planting within SuDS



Example of species rich meadows



Example of semi-mature trees along primary roads

Part E Detailing The Place

23.1 Soft Landscape Palette - Marketplace

Marketplace

The Marketplace character area is predominantly on podium level. Careful consideration will be required for topsoil, tree sizes and planting sizes in line with loading requirements in the Reserved Matters Applications. The adjacent table provides further breakdown of the key planting characteristics and suggestive key species. Further detailed planting schedules will be developed in the Reserved Matters Applications.



Exotic planting within the Winter Gardens



Species rich meadows should be included in the Pocket Park



Buffer planting should include deciduous and evergreen trees



Podium planters including SuDS features

Marketplace Character Area - Trees and soft planting

Planting Objectives	Suggested Key Species
Marketplace – Winter Gardens planting Where applicable winter gardens are intended to showcase unusual and exotic specimens from around the globe on a podium level. With a semi-permeable canopy with openings that encourage semi-natural irrigation. Shrub planting must include shade tolerant, vibrant planting with varied foliage.	Tree ferns (Semi mature): Dicksonia antarctica, Dicksonia fibrosa and Dicksonia squarossa Groundcover and grasses: Pachysandra terminalis, Arum italicum, Polystichum setiferum, Bamboo sp, Fatsia sp, Phorium sp
Marketplace – Podium planters The podium planters must where possible form SuDS features. Planting is more intimate, human scale to reflect the enclosed nature of these spaces, with clear stem tree planting suitable for an urban setting. Planting must reinforce vistas, desire lines and frame spaces within the parks. Species selection must be flexible as the character will vary between areas to reflect their unique locations within the masterplan. Planting must offer seasonal interest, colour, varied texture and scent.	Trees: Acer platanoides, Fagus sylvatica, Liquidambar styraciflua, Pinus sylvestris, Platanus x hispanica, Quercus robur, Sorbus torminalis, Betula pendula Shrubs / grasses / herbaceous: Allium tuberosum, Lavandula angustifolia, Rosmarinus officinalis
Marketplace – Buffer planting Buffer planting will form a mature structural canopy which must help to screen the development. Including a range of deciduous and evergreen tree species, native species hedgerow with an open ground storey, with low-level spring flora rich in bulbs such as bluebell and ramsons.	Trees: Acer platanoides, Fagus sylvatica, Pinus sylvestris, Platanus x hispanica, Quercus robur, Tilia x europea, Tilia cordata Shrubs / grasses / herbaceous: Digitalis grandiflora, Mahonia x media 'Winter Sun', Pulmonaria 'Diana Clare', Skimmia japonica, Geranium pratense, Hedgerow: Crataegus monongyna, Prunus spinosa, Rhamnus cathartica, Ulmus glabra, Viburnum opulus Bulbs: Colchicum autumnale, Ornithogalum pyrenaicum, Allium schoenoprasum var anglicum, Hyacinthoides non-scripta, Galanthus nivalis, Crocus Speciosus, Crocus vernus.
Marketplace – Pocket Park Creating an exciting entrance arrival space must include species rich meadows mounds, groups of native species tree planting and swathes of herbaceous perennial planting.	Trees: Quercus robur, Tilia x europea, Tilia cordata Wildflower meadow: Species rich meadows co-ordinated with ecological recommendations.

Part E Detailing The Place

23.2 Soft Landscape Palette - Parkland

Parkland

The Parkland character area contains a large percentage of the sites green infrastructure including the Power Park, allotments, and orchards forming significant primary green infrastructure. The adjacent table provides further breakdown of the key planting characteristics and suggestive key species. Further detailed planting schedules will be developed in the Reserved Matters Application.



Ecological planting links with Swanscombe Marshes SSSI



Example of wildlife friendly planting within SuDS



Ornamental fruit and nut bearing trees within allotments and orchard



Townhouse front garden planting character



Woodland glade planting



General ornamental planting character

Parkland Character Area - Trees and soft planting

Planting Objectives
Parkland – Townhouse front gardens Townhouse planting are to respond to its setting and context, with suitable species that complement the ecological and landscape objectives of its surroundings. Species selection must be appropriate for a residential setting, clear stemmed and appropriately offset from buildings. Hedgerow species suitable for residential / building frontages to be primarily single species.
Parkland - Ornamental fruit and nut bearing trees within Allotments and Orchard Areas within the landscape that provide year-round community food sources, accessible by both people and wildlife.
Parkland – Woodland Glade Creating a woodland glade with sturdy robust deciduous and evergreen trees within the Power Park. Understorey must be largely clear of dense vegetation, instead supporting amenity uses and permeability whilst retaining a sense of separation from adjacent built form. Shrub and grass species must be shade tolerant. Inclusion of bulb understorey planting to provide colour and improved structural diversity.
Parkland – Swanscombe Gate The Swanscombe Gate will include mitigation structural planting of deciduous and evergreen trees, native species hedgerows and specimens along the boundary between the Swanscombe SSSI and the proposed development.
Parkland – General planting A combination of mature tree planting and lawn areas with ornamental shrub and herbaceous planting to ensure the Parkland is significantly soft landscaped in character. Species selected must have the form of low to medium sized plants, to maintain good visibility and to remove potential hiding places yet vary in texture, smell and seasonal interest. The use of native species must be encouraged.

Suggested Key Species
Trees: Acer campestre ‘Elsrijk’, Alnus cordata, Amelanchier canadensis, Betula pendula, Sorbus torminalis Shrubs / grasses / herbaceous: Choisya ternata, Cotoneaster lacteus, Nandina domestica ‘Fire Power’, Saracocca confusa Hedgerow: Carpinus betulus, Euonymus japonica ‘Jean Hugues’, Fagus sylvatica, Ilex crenata, Ligustrum vulgare, Osmanthus x burkwoodii Wildflower meadow: Species rich meadows co-ordinated with ecological recommendations
Trees: Cydonia oblonga, Juglans regia, Malus x domestica, Mespilus germanica, Morus nigra, Prunus domestica, Prunus dulcis ‘Macrocarpa’, Pyrus communis
Trees: Acer platanoides, Fagus sylvatica, Pinus sylvestris, Platanus x hispanica, Quercus robur, Tilia x europea, Tilia cordata Shrubs / grasses / herbaceous: Digitalis grandiflora, Mahonia x media ‘Winter Sun’, Pulmonaria ‘Diana Clare’, Skimmia japonica, Geranium pratense, Hedgerow: Crataegus monongyna, Prunus spinosa, Rhamnus cathartica, Ulmus glabra, Viburnum opulus Bulbs: Colchicum autumnale, Ornithogalum pyrenaicum, Allium schoenoprasum var anglicum, Hyacinthoides non-scripta, Galanthus nivalis, Crocus Speciosus, Crocus vernus.
Trees: Acer platanoides, Fagus sylvatica, Pinus sylvestris, Platanus x hispanica, Quercus robur Hedgerow: Crataegus monongyna, Prunus spinosa, Rhamnus cathartica, Ulmus glabra, Viburnum opulus
Trees: Betula pendula, Acer campestre, Prunus avium Shrubs / grasses / herbaceous: Crataegus monongyna, Prunus spinosa, Corylus avellana, Rosa canina, Anemone x hybrida ‘Hororine Jobert’, Hebe species, Allium nigrum, Dryopteris filixmas, Verbena bonariensis, Stipa tenuissima ‘Pony Tails’, Lavandula angustifolia ‘Hidcote’, Wildflower meadow: Species rich meadows co-ordinated with ecological recommendations.

Part E Detailing The Place

23.3 Soft Landscape Palette - Riverside and Boulevard

Riverside

The Riverside character area includes the Riverside Gardens a primary green infrastructure space and Thames public realm planting. The riverside location should include species which are tolerant of high winds and sea water.

Boulevard

The Boulevard character area includes mature deciduous tree planting carefully planted in hard paving and SuDS planters. Further detailed planting schedules will be developed in the reserved matters application.

Riverside and Boulevard Character Area - Trees and soft planting

Planting Objectives	Suggested Key Species
Riverside – Riverside Gardens A combination of mature, multi-stem species tree planting and lawn areas with ornamental shrub and herbaceous planting, wildflower meadows and rain garden planting. The soft landscape must work hard in adopting a distinctive style and a fairly restricted palette of materials. With a certain degree of added emphasis through repetition of the selected elements. Within this strong framework there must be a series of 'seasonal events' – plants bursting into flower, brilliant autumn colour etc. all of which mark seasonal change. Likewise, plant material will seek to be responsive to location and weather – so preference would be given to plants that move in the wind, rustle and generally intrigue. The Riverside gardens must include areas of lawn planting for seating. Riverside – Thames view public realm planting The public realm planting will include ornamental grasses, evergreen shrubs and perennials of year-round interest. Edible herbs and sensory shrubs should be carefully developed in keeping with the River Thames microclimate. SuDS planters should be included where possible. Riverside – Robins creek Extensive brown roofs: situated close to Robins Creek to be provided in order to encourage valuable habitat for local bird species, including black redstart. Brown roofs are inaccessible to residents Boulevard planting A boulevard landscape character will include formal mature, deciduous tree planting on either side of the road. Sufficient space to be provided to allow trees to grow to a substantial size. Trees must be planted at regular intervals every 1.5m. Trees to be set back a minimum of 1m from the edge of the carriageway and no closer than 3m from the edge of the building façade. SuDS in the form of rain garden pollinating planting or swales must be included where possible.	Trees: Betula pendula, Acer campestre, Prunus avium Shrubs / grasses / herbaceous: Crataegus monongyna, Prunus spinosa, Corylus avellana, Rosa canina, Anemone x hybrida 'Hororine Jobert', Hebe species, Allium nigrum, Dryopteris filixmas, Verbena bonariensis, Stipa tenuissima 'Pony Tails', Lavandula angustifolia 'Hidcote' Wildflower meadow: Species rich meadows co-ordinated with ecological recommendations Lawn: should be included in the Riverside Gardens. Trees: Alnus glutinosa, Acer pseudoplatanus, Aesculus hippocastanum Grasses / herbaceous: In more wet coastal conditions the following could be used: Phragmites australis, Typha latifoli, Crithmum maritimum, Salicornia sp, Atriplex portulacoides, Aster tripolium, Limonium vulgare, Zostera (Zosterella) noltei, Scoloplos armiger, Pygospio elegans Trees: Platanus x hispanica, Quercus rubra , Tilia x euchlora Grasses / herbaceous: Aronia arbutifolia, Cornus sanguinea 'Midwinter Fire', Hydrangea quercifolia, Persicaria affinis 'Superba', Veronicastrum virginicum 'Album', Carex pendula, Cyperus longus, Iris pseudacorus, Brunnera macrophylla



Multi stem trees should be included in the Riverside Gardens



Buffer planting should include deciduous and evergreen trees



Herbaceous perennial planting should be included in the Riverside and Boulevard



Planters along the Thames view public realm should include evergreen species



SuDS features in the form of rain gardens should be included in the Riverside and Boulevard



Planting integrated should be integrated into stepped seating



Lawn planting should be included in the Riverside character area.



Pollinating species should be included along the Boulevard.

Part E Detailing The Place

23.4 Soft Landscape - Podium Courtyards

Podium Courtyard Soft Landscape

Podium courtyards offer additional semi-private space for residents, allowing them to access green space on their doorstep. The podium courtyards help to supplement the overall green infrastructure of the site. The adjacent table provides further breakdown of the key planting characteristics and suggestive key species. Further detailed planting schedules will be developed in the Reserved Matters Application.

Requirements:

- Communal gardens must include a range of seasonal planting to provide interest year round, including bulb planting;
- Communal gardens must provide protection from south easterly wind through the use of trees and shrubbery located accordingly;
- Lawn areas must be included within the roof gardens to allow for amenity space for events and gatherings;
- The placement of trees must be co-ordinated with architects/ engineers of the building to ensure load bearing is sufficient;
- Species selection must be robust and resilient to climate change, pollution, water-logging, drought and high winds which can be experienced at podium level;
- The specification of plant stock must have regard to best practice biosecurity measures. A range of species must be selected to mitigate against potential impacts caused by diseases and other pathogen.

Site Wide - Podium Courtyard Soft Landscape

Planting Objectives

Site Wide - Podium Courtyard

The planting palette must offer a rich sensory experience for users of the courtyards. Small tree species, ornamental grasses and shrubs must offer protection from the predominantly south easterly winds. A rich understorey of colourful perennial species must be combined with bulb planting to offer seasonal interest.

Suggested Key Species

Trees: Betula pendula, Amelanchier lamarckii, prunus serulla, Cornus kousa
Shrubs / grasses / herbaceous: Euphorbia characias subsp. wulfenii, deschampsia cespitosa 'Goldtau', calamagrostis x acutiflora 'Karl Foerster', Cornus alba, Anemone x hybrida 'Honorine Jobert', Rudbeckia fulgida var. sullivantii 'Goldsturm', Salvia officinalis, verberna bonariensis, Achillea 'Terracotta', Viburnum x bodnantense 'Dawn', Mahonia x media 'Winter Sun'
Bulbs: Allium 'Globemaster', Narcissus 'Juanita', Galanthus nivalis



Rich herbaceous beds



Colourful planting display



Planting with seasonal interest



Ornamental multi stem trees

Part E Detailing The Place

24.0 Hard Landscape Materials

The table on the following page highlights appropriate hard materials to be selected for the public realm spaces.

The overall aim of the hard materials palette is to offer enough variety to clearly highlight the various character areas and aid legibility, whilst ensuring a cohesive and harmonious overall appearance.

Requirements:

- When different materials meet careful consideration must be taken as to how they join;
- When a hard landscape space has been constructed in a previous phase, and an adjoining new phase is being constructed, the same materials, detailing and finishes must be used to ensure consistency across the site;
- When hard landscape areas have a particularly curved shape it will be more appropriate to use porous materials, such as resin bound surfacing, over paving blocks, which would create excess waste cut offs;
- Materials must be made from sustainable materials and sourced from local suppliers where possible;
- During material selection, priority must be given to products that are highly durable, easily repaired or replaceable and in good supply;
- When street trees are planted in hard landscape careful consideration must be taken to ensure the good health and longevity of the trees, and avoid subsidence or root heave;
- Key destination areas with high footfall must use high quality materials, such as Thames View and the Marketplace podium;
- The materials palette must help to improve the legibility of the site and contribute to the street hierarchy;
- Where possible permeable paving units must be used and be co-ordinated with drainage specialist;
- All service covers must be flush with the hard surface and filled with the same material. When they are filled with pavers, the pavers must follow the same pattern as the paving surrounding the service cover;
- Paving must be laid using a variety of batches to ensure there are no clear colour changes over the overall surface.

Site Wide - Hard Materials

Primary Roads Carriageways Kerbs and Edging Footways Cycleways Crossing Points Medians/Overruns Raised Tables Bus Stops Tactile Paving	Suggested Key Materials Gray asphalt Silver grey granite kerb stone Various buff tone rectangular flags Red bituminous surface Concrete block paving, dark grey Tumbled setts, various grey colours Buff stone pavers Permeable vehicular sett paving, dark grey with white thermoplastic lining Buff concrete
Secondary Roads Carriageways Kerbs and Edging Footways Cycleways Crossing Points Medians/Overruns Raised Tables Bus Stops Parking Bays	Suggested Key Materials Gray asphalt Silver grey concrete kerb stone Tegula permeable paving setts Red bituminous surface Concrete block paving, dark grey Tumbled setts, various grey colours Buff stone pavers Permeable vehicular sett paving, dark grey with white thermoplastic lining Permeable vehicular sett paving, light grey with white thermoplastic lining
Tertiary Roads Carriageways Kerbs and Edging Footways Crossing Points Medians/Overruns Raised Tables Parking Bays	Suggested Key Materials Permeable vehicular sett paving, buff tones Tumbled stone sett kerb, buff tones Tegula permeable paving setts Concrete block paving, light grey Tumbled setts, various grey colours Buff stone pavers Permeable vehicular sett paving, light grey, with white thermoplastic lining
Heritage Trail Heritage Trail	Suggested Key Materials Concrete or granite pavers with brass plates engraved



Hard materials palette creating a clear hierarchy



Harmonious hard materials, demarcating the raised table



Visual interest through simple paving pattern and colour variation

Part E Detailing The Place

24.0 Hard Landscape Materials

Boulevard

The hard materials selected for the Boulevard have an intricate quality, reflecting a sense of craftsmanship that will highlight this key route through the site. The adjacent hard materials table provides further breakdown of suggestive key materials. Further detailed material schedules will be developed in the reserved matters application.

Riverside

The Riverside character area will feature high quality materials that reflect the industrial heritage of the site, including metal edging and demarcation studs. The adjacent hard materials table provides further breakdown of suggestive key materials. Further detailed material schedules will be developed in the reserved matters application.

Riverside and Boulevard Character Area - Hard Materials

Boulevard	Suggested Key Materials
Primary Boulevard Carriageway	Tumbled vehicular sett paving, buff tones
Staircases to Podium Level	In-situ grey concrete, polished
Northern Boulevard Public Realm	Clay block paving

Riverside	Suggested Key Materials
Primary Riverside Park Footway	In-situ exposed grey aggregate poured concrete
Secondary Power Park Footways	Self binding gravel
Riverside Park Footways Edging	Flush aluminium edging
Thames View Waters Edge Footway	Silver granite flags, various sizes
Thames View Public Realm	Yorkstone paving flags
Thames View Amphitheatre	In-situ poured concrete
Thames View Deck	Composite timber decking
Harbour Gardens	Clay block paving
Food and Beverage Spill Out	Tegula permeable paving setts, pennant grey
Riverside Park Central Public Realm	Buff resin bound surfacing



Tumbled vehicular sett paving, buff tones



Clay block paving



In situ exposed grey aggregate poured concrete



Buff resin bound surfacing



Composite timber decking



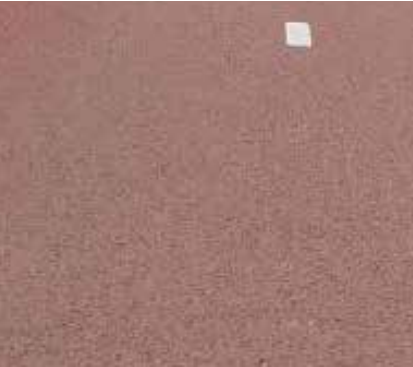
Tegula permeable paving setts, various sizes, pennant grey



Silver granite flags, various sizes,



Rectangular flags, various tones,



Red bituminous surface



Permeable vehicular sett paving,



Flush aluminium edging



Silver grey granite kerb stone

Part E Detailing The Place

24.0 Hard Landscape Materials

Marketplace

A limited and clear palette of high quality materials should be used to create a calm setting for shoppers of the marketplace. The adjacent hard materials table provides further breakdown of suggestive key materials. Further detailed material schedules will be developed in the reserved matters application.

Parkland

The Parkland will have a largely soft and sensory palette of materials, reflecting the Character Areas proximity to the Swanscombe/Botany Marshes SSSI. The adjacent hard materials table provides further breakdown of suggestive key materials. Further detailed material schedules will be developed in the reserved matters application.

Marketplace and Parkland Character Area - Hard Materials

Marketplace	Suggested Key Materials
Main Podium Public Realm	Buff tone rectangular concrete flags, stretcher bond
Staircases to Podium Level	In-situ grey concrete, polished
Goal Square	Yorkstone paving flags
Retail Edges	Conservation blocks, cream and silver grey
Primary Boulevard Carriageway	Tumbled vehicular sett paving, buff tones
Winter Gardens Public Realm	Yorkstone paving flags

Parkland	Suggested Key Materials
Primary Power Park Footways	In-situ poured concrete, buff tones
Secondary Power Park Footways	Buff self binding gravel
Elevated Power Park Footways	Composite timber decking
Primary Power Park Footways Edging	Flush aluminium edging
Secondary Power Park Footways Edging	Timber edging
NEAP Play Surface	Loose bark surfacing
Running Track Surface	Blue polymeric rubber crumb surface
Parking Bays	Blue polymeric rubber crumb surface
	Grasscrete



Yorkstone paving flags



In situ grey concrete, polished



Blue polymeric rubber crumb surface



Loose bark surfaging



Conservation block, buff tones



Timber edging



Buff tone rectangular concrete flags



Buff self binding gravel



Composite timber decking



Grasscrete paver



Tegula permeable paving setts



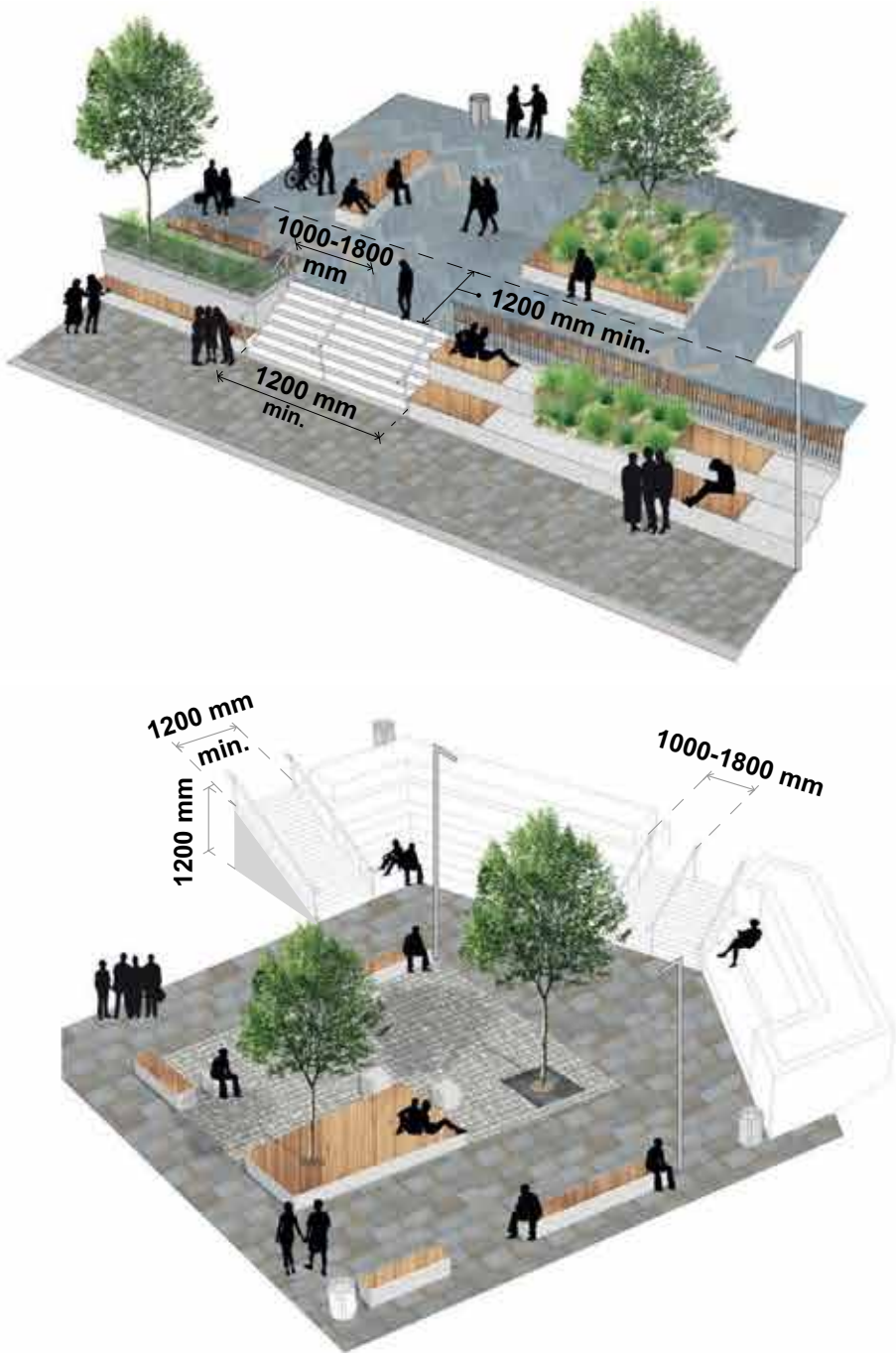
Tumbled stone sett kerb

Part E Detailing The Place

25.0 Site Level - Podium Level Mediators

Stepped Access

The site has various levels of the podium. Stepped access should be provided in accordance with Part M, Building Regulations. External stepped access has been divided into two types. Primary stepped access forming significant entrance points to the market and retail spaces and secondary stepped access connecting the immediate context and its various levels at regular intervals.



Illustrative vignettes showing primary and secondary stepped access



Primary stepped access must include the following features:

- Steps are to be uniform with a rise between 150mm and 170mm;
- The rise of a flight between landing contains no more than 12 risers for a going less than 350mm and no more that 18 risers for a going of 350mm or greater;
- Materials for thread must not present a slip hazard, especially when the step is wet;
- Wider steps providing a seating opportunity, larger ramps providing opportunity for social interaction and meetings spaces;
- Handrails for support need to be placed at adequate intervals;
- Level landing to be provided at the top and bottom of each flight and clear of any form of entrance door swings; and
- Length of the stair can be broken with hardscape and soft landscape elements where possible.

Unobstructed landing length	minimum 1200mm
Width between handrail location	minimum 1m and maximum 1.8m
Landscape Character	High quality surface finishes integrated with soft landscape of trees and ornamental where possible.

Secondary stepped access must include the following features:

- Steps are to be uniform with a rise between 150mm and 170mm;
- The rise of a flight between landing contains no more than 12 risers for a going less than 350mm and no more that 18 risers for a going of 350mm or greater;
- Materials for thread must not present a slip hazard, especially when the step is wet;
- Continuous handrail to be provided on both sides of flight and landing;
- All stepped access to be well lit and easily identifiable.

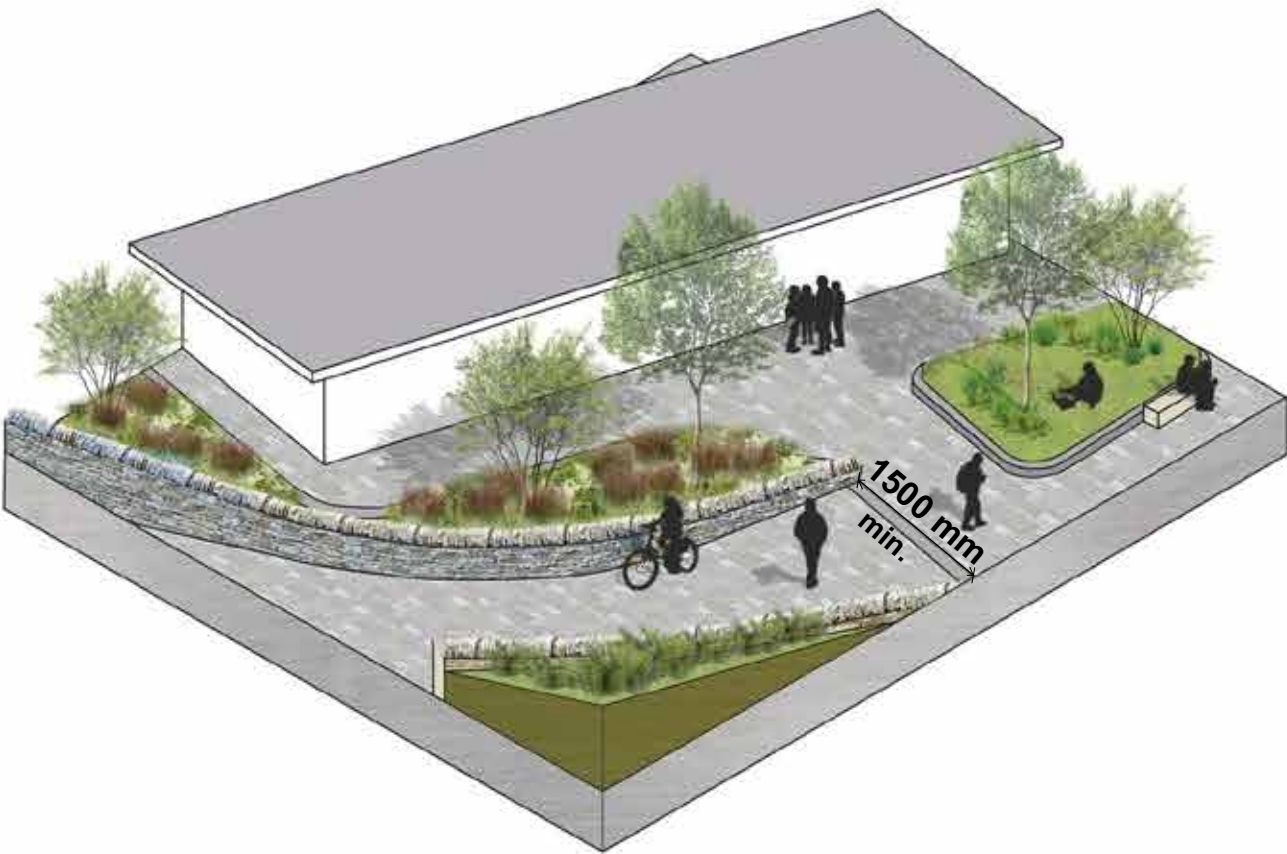
Unobstructed landing length	minimum 1200mm
Staircase width	minimum 1200mm
Staircase rise	150mm to 170mm

Part E Detailing The Place

25.0 Site Level - Podium Level Mediators

Ramped Access

In situations across the site where the gradient of approach is over its whole length or in part is steeper than 1:20 this part of the approach should be designed as a ramp. The gradient of the ramp should be as shallow as to accommodate wheelchair access, people pushing prams, pushchairs and bicycles. Ramped access should be integrated with soft landscape to create a seamless transition of levels. Ramps should be designed in accordance with Part M, Building Regulations.



Illustrative vignette of ramp access



Primary softscape ramped access must include the following features:

- Materials for tread must not present a slip hazard, especially when the step is wet;
- Ramps in the Power Park and Riverside gardens must use be designed for inclusive accessibility. It must be well-lit and laid out to maximise passive surveillance in accordance with BS 8300;
- Soft landscape in the Power Park and Riverside Gardens must include mounded seating terraces to help mitigate the level changes;
- Wheelchair users will need adequate space to stop on landings, to open and pass through doors without having to reverse into circulation routes or face rolling back on slopes; and
- All landings are subject to a maximum gradient of 1:60 along their length and maximum cross-fall gradient of 1:40.

Unobstructed landing length	minimum 1200mm
Width between handrail location	minimum 1 m and maximum 1.8 m
Landscape Character	Creating stepped terrace level changes in the parks providing space for seating.

Secondary hardscape ramped access must include the following features:

- All ramps to be a maximum gradient of 1:20 to 1:15;
- Top and bottom landing to be provided at every flight;
- An intermediate landing to be provided between individual flights and at any change of direction;
- Every landing is to be at level, subject to a maximum gradient of 1:60 along their length and a minimum of 1200mm clear of any door or gate swing to be provided;
- An alternative means of access for wheelchair users to be provided when the total rise is greater than 2m;
- The ramp surface needs to be slip resistant, especially considering times when wet; and
- Handrail on either sides to be provided.

Ramp width	1500mm minimum
Gradient	1:20 maximum for 10m going of flight
Landscape Character	High quality reclaimed hard material finishes such as York or stone to be used for ramps in public realm areas.



**Northfleet
Harbourside**

Appendix

Northfleet Harbourside

A Daylight & Sunlight - Design Guide