



SPELTHORNE DESIGN CODE

SPELTHORNE BOROUGH COUNCIL



Appendix A Understanding Spelthorne Today

This appendix sets out a summary of the existing urban design and key indicators of Spelthorne borough. This information informed the development of the Design Code.



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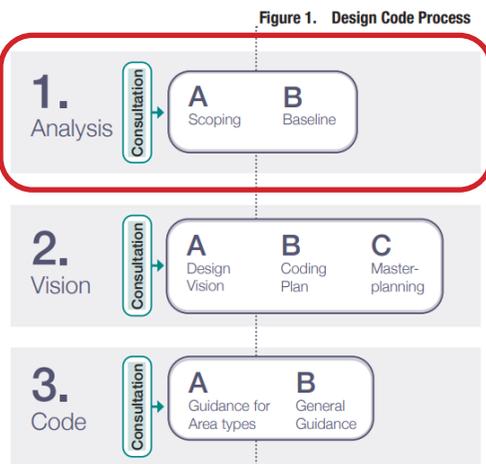
EXECUTIVE SUMMARY

PURPOSE OF THE DOCUMENT

Spelthorne Borough Council is developing a Design Code that will set out the design requirements for proposed new development in the borough. It will ensure that new development is locally supported, sustainable and functions well for all its users.

The first stage of preparing the Design Code is to understand the places of Spelthorne in detail, learning about what makes it distinctive, what the key design-related issues are, and how the design code can enhance and improve the borough in the future.

This report sets out information and overviews to build a baseline understanding of the borough and the key design issues facing it.



Where this work sits in the National Model Design Code methodology

WORK UNDERTAKEN

Following the methodology set out in the National Model Design Code, key information about the borough has been mapped and analysed, across:

- Historic Development
- Green and Blue Infrastructure
- Movement
- Built Form
- People

Recent development and the emerging Local Plan have been analysed for patterns of development and growth that the Design Code will need to consider to be most effective.

Following this overview, detailed urban design characterisation analysis of the whole borough has been undertaken to understand the different area types and places in detail. This has been undertaken through a combination of desktop analysis, 3D imagery and walking, cycle and public transport-based site visits across the borough to record and observe.

Taken together this work has resulted in a draft Area Types plan, shown to the right.

PRIORITIES FOR THE DESIGN CODE

The analysis has found a number of key priority areas that the Design Code should address.

- **Key Borough-Wide Design Issues** that all development should address: creating healthy environments; integrating high quality open spaces that have amenity value, nature value and can help manage surface water; design of streets that prioritise people; managing the transitions and interfaces between different uses and forms of development.
- **Key Types of Development** that are anticipated and need detailed coding: High Density Mixed Use beyond what is typically seen in the borough today; development that intensifies but can integrate successfully into existing built-up areas ('urban' densities); medium-density residential design.
- **Key Areas of Change** that would benefit from more detailed Design Code consideration: Staines town centre; Sunbury Cross; Stanwell.

NEXT STEPS

This analysis, along with the community views we have gathered and technical input from stakeholders, will inform Stage 2 of the Design Code, where Visions of what future development should aim to achieve will be formulated for key places and area types, in close collaboration with the community and stakeholders. Taken together, this work will inform what is coded for in the Draft Design Code, and at what level of prescription.

SPELTHORNE DESIGN CODE

INTRODUCTION

PURPOSE OF THE DOCUMENT

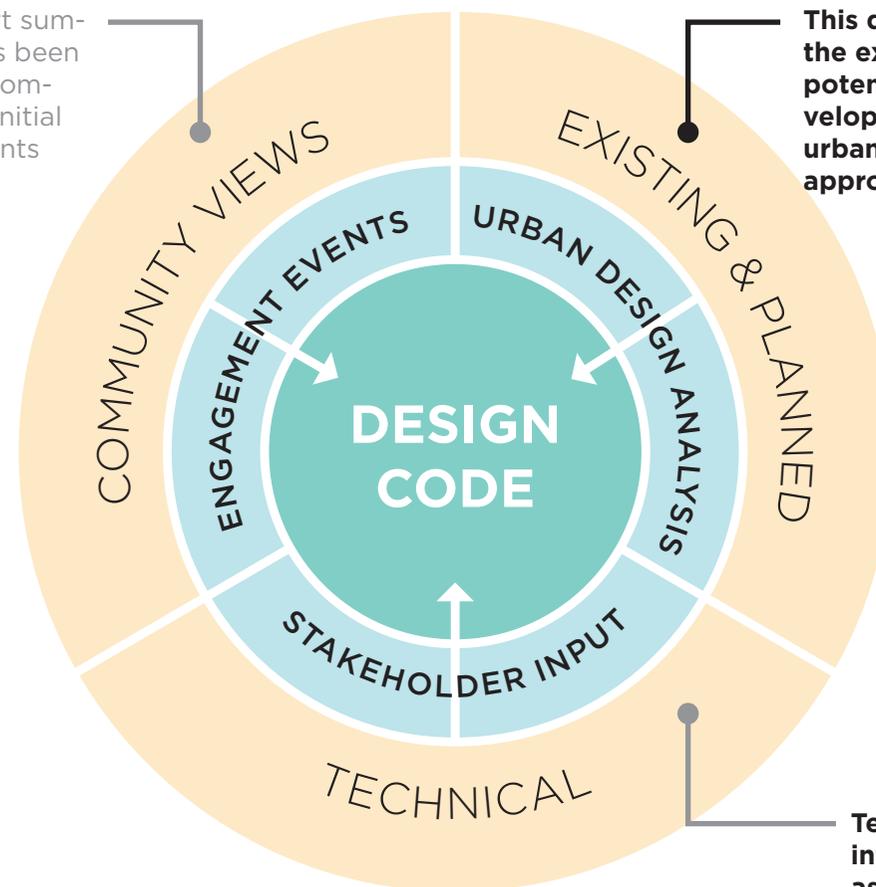
Spelthorne Borough Council is developing a Design Code that will set out the design requirements for proposed new development in the borough. It will ensure that new development is locally supported, sustainable and functions well for all its users.

The Design Code will be used to determine whether planning applications are acceptable in design terms, and will support the emerging Spelthorne Local Plan. It will contain simple, concise, illustrated design requirements for streets, open spaces and buildings. It will also set out expectations for the process to be followed when proposals are designed. It will be based on wide-ranging input including that from the local community, other stakeholders and wider understanding of the places within the borough, to ensure it is locally-supported, robust and can be used in practice.

The first stage of preparing the Design Code is to understand the places of Spelthorne in detail, learning about what makes it distinctive, what the key design-related issues are, and how the design code can enhance and improve the borough in the future.

This report sets out initial information and overviews to build a baseline understanding of the borough and the key design issues facing it. Each section sets out a summary of the information presented, sources of the data and information, and what the information means for the preparation of the Spelthorne Design Code.

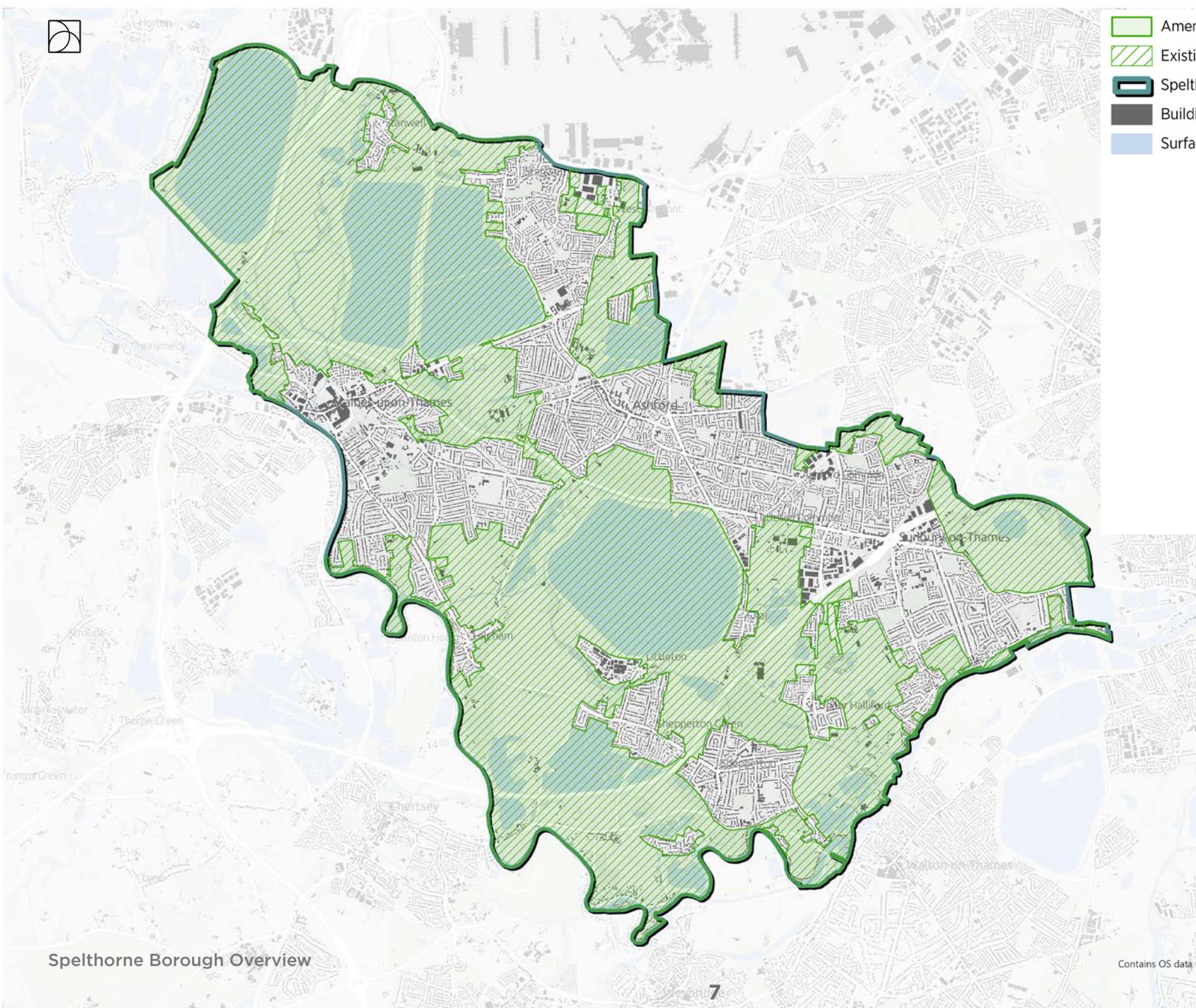
A separate report summarises what has been learnt from the community through initial engagement events



This document looks at the existing place and potential future development through an urban design analysis approach.

Technical input has informed baseline aspects of this report. Requirements and stakeholder inputs for the future are being recorded to inform the next stage of the Code.

The key inputs to a Design Code (outermost ring) and approaches adopted by the Spelthorne Design Code to understand them (middle ring).



-  Amended GB Boundaries
-  Existing Green Belt
-  Spelthorne Borough Boundary
-  Buildings
-  Surface Water

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Client:



Spelthorne Design Code
Baseline Plans - Borough Overview

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SPELTHORNE DESIGN CODE

SPELTHORNE'S IDENTITY AND CHARACTER

OVERVIEW

Spelthorne is part of 'urban Surrey'. The historic pre-20th century towns and villages have attractive 18th and 19th century architectural, streets, public realm and open space characters that form the core 'sense of place' of the borough.

Much of the borough's distinctiveness and connection with its rural past has been lost during the 20th Century, as it became a part of the continuous London built-up area, and increasingly integrated with its economy and infrastructure needs. Architectural styles and development patterns since 1945 have been less inspired by place and context, and more by prevailing national development styles of the times. This has led to a loss of distinctiveness and sense of place in the built environment. In recent years proximity to London and good transport links have meant higher density and more urban forms of development have become more common.

As following sections will demonstrate, the borough has developed around this series of small historic towns and a set of smaller villages, that have been joined together by an urban fabric of 20th century suburbs that assumed their current extent by the early 1970s. Due to the creation of the Metropolitan Green Belt preventing further sprawl, the borough has largely avoided 1980s-1990s-style cul-de-sac development.

These four types of area set out to the right (historic towns, historic villages, pre/post-WW2 suburbs) thus form the bulk of the built-up area and define the prevailing character.

WHAT DOES THIS MEAN FOR THE CODE?

The borough's location, on the fringe of London, gives it an overall split identity. When it works well, it offers the connectivity, economic and facility benefits of a major city along with the open space and other benefits of the suburbs and countryside. However in other situations it can combine the downsides of being a suburb on the fringes of major city (traffic, major infrastructure, poor/degraded green areas) without the benefits of a city such as high quality public transport or walkable access to facilities and services.

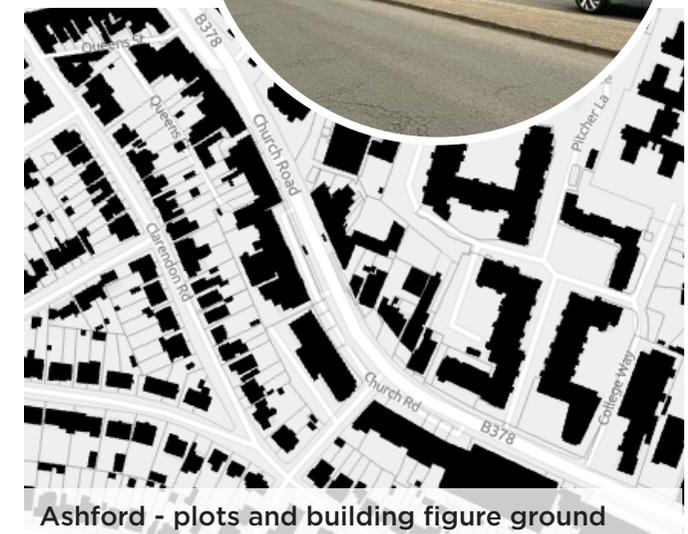
The code could strengthen the identity of the borough, and help bring out the benefits of Spelthorne's location, through:

- ensuring new development considers, reflects and transitions well to existing prevailing development forms
- supporting architecture that reflects a sense of place and history
- embedding the importance of green space and nature in all places
- enabling places that can support local living, good active travel and strong communities
- setting out the key morphological features that make areas distinctive, such as typical plot widths, building setbacks, heights, street sections and other dimensions that can be seen on plot/figure ground diagrams such as those shown to the right

HIGH STREETS AND TOWN CENTRES

Spelthorne's main centres (Staines, Ashford, Shepperton, Sunbury Cross) are based around historic linear high streets with a disparate mix of architectural styles along them as buildings have been replaced over time. With the exception of Sunbury Cross, there is a generally fine grain of buildings and typical height and scale to these important places.

Ashford High Street



Ashford - plots and building figure ground



HISTORIC VILLAGES

The historic small villages of the borough (e.g. Laleham, Stanwell village, Lower Sunbury) have mostly been absorbed by surrounding suburban development, but retain their historic role as centres and have a character based around small green open spaces, a church and varied 18th-19th century buildings.

See p82 for more →

Stanwell village



Laleham - plots and building figure ground

PRE-WW2 SUBURBS

Suburban areas primarily built in the Edwardian era and in the earlier part of the Inter-War period share a common character, with small front gardens, terraced or semi-detached homes with attractive detailing and a rigid grid of streets.

See p74 for more →

Staines-upon-Thames



Ashford - plots and building figure ground

POST-WW2 SUBURBS

Suburban areas built later, up to the mid-1970s, share a similar character with larger front gardens, more space for car parking, mostly semi-detached homes with simpler architecture, and street networks that form a continuous grid but have more variety and changes of direction.

See p78 for more →

Stanwell



Stanwell - plots and building figure ground

SPELTHORNE DESIGN CODE

SPELTHORNE'S HISTORIC DEVELOPMENT

SUMMARY

The borough is shaped by its combination of historic towns and villages and its rapid suburban development in the inter-war and post-WW2 period. This has produced large areas of relatively homogenous prevailing suburban character, with focused areas in historic villages and towns which have a more historic, attractive character. Large infrastructure such as the M3 and the Thames Reservoirs serve London and the wider region.

WHAT DOES THIS MEAN FOR THE CODE?

Spelthorne's existing character is largely determined by the period in which it was developed, and prevailing building styles at that time. The Design Code will need to draw out the key characteristics that are valued from these periods whilst also supporting modern, environmentally sustainable development that addresses present and future needs.

WHERE DID THIS DATA COME FROM?

- Ordnance Survey archive mapping (1 inch series)

END OF THE 19TH CENTURY - 1880

Spelthorne at the end of the 19th Century is a largely rural agricultural area, with a series of small nucleated villages (e.g. Ashford, Laleham, Littleton, Stanwell) and a single larger town, Staines.

Staines is a historic settlement with Roman origins, as a historic Roman bridging point on the Thames. The High Street and London Road have Roman origins. The arrival of the railway in the mid-19th Century stimulated the growth of the town and location of some industry - linoleum was manufactured for nearly a century from the mid-1860s.

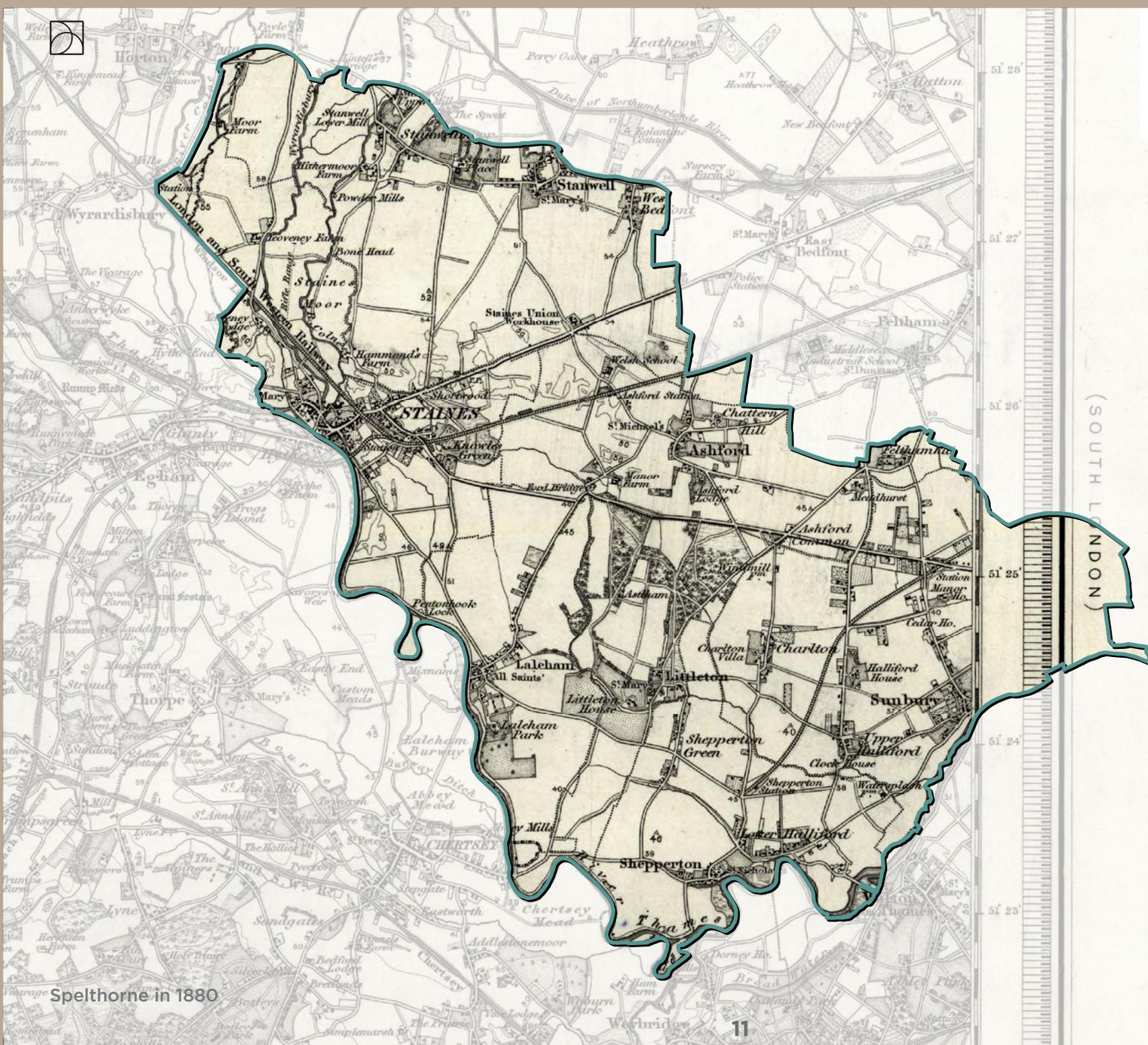
Many of the villages are surrounded by orchards. There is limited woodland by this point in history, and key routes are already well-defined. Although just off the edge of the plan, Kempton Park racecourse opened in 1878.



Staines village



Stanwell village



(SOUTH LONDON)

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Spelthorne Design Code

Baseline Plans - Historic Maps

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Spelthorne in 1880

PRE-WW1 - 1909

During the early part of the 20th Century, railway links stimulate the development of suburban commuter areas, particularly around Staines, Ashford and Sunbury stations. These areas share distinctive street layouts and building types.

The increasing interdependence of the area with the needs of London are also seen on maps with the development of the first two Thames Reservoirs to the north of Staines.



Sunbury-on-Thames - detailed facades

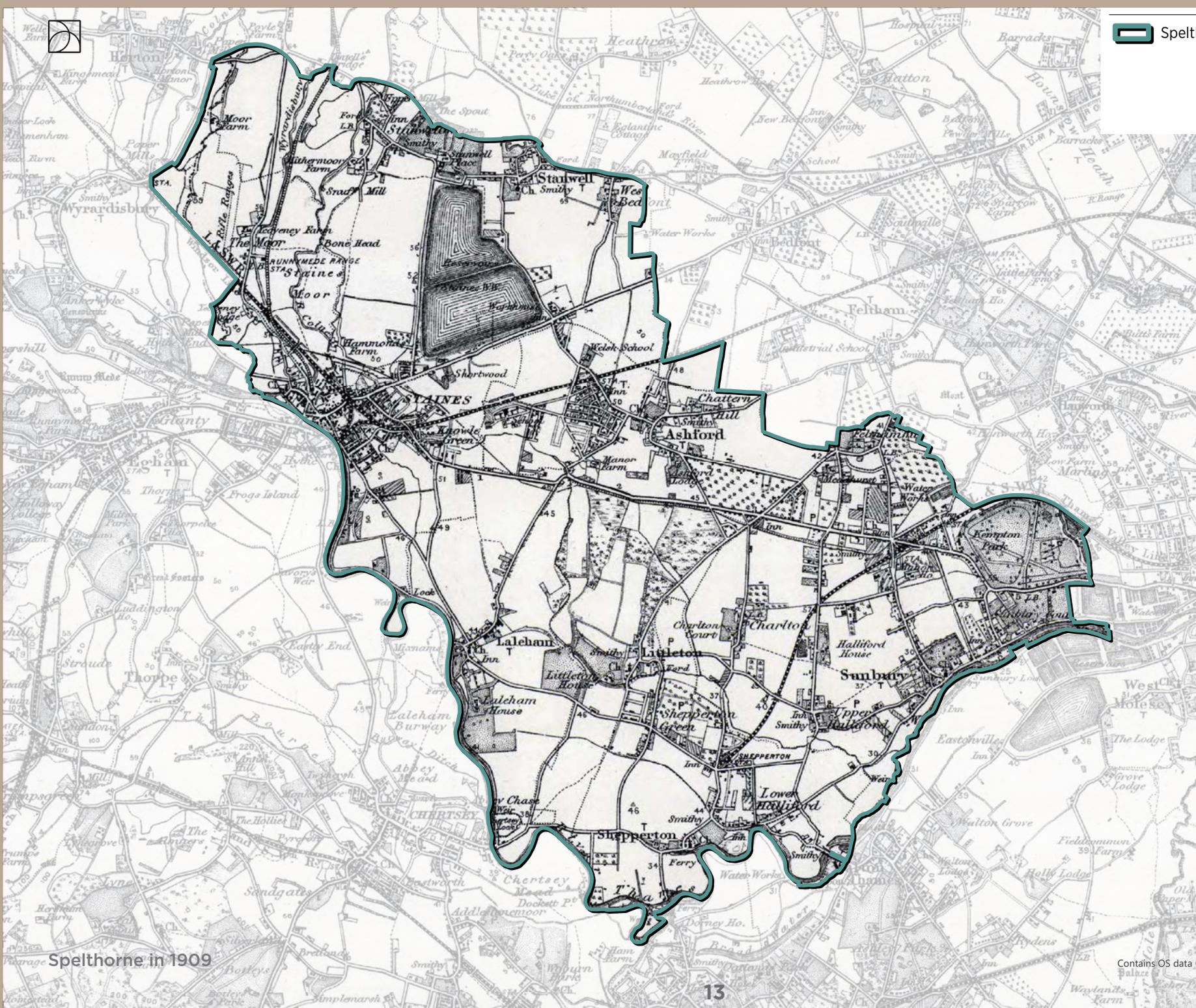


Shepperton - 'villa' type home



Ashford - inner suburban streets

 Spelthorne Borough Boundary



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Spelthorne Design Code

Baseline Plans - Historic Maps

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Spelthorne in 1909

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INTER-WAR - 1934

During the inter-war period further suburban development expands Staines, Sunbury, Ashford and Shepperton, all close to railway stations. Building forms are increasingly influenced by 'garden suburb' type development, with larger front gardens, larger plots and small areas of open space incorporated within developments.

'Ribbon development' along main roads is increasingly evident, a common development form in the interwar period.

Significant new infrastructure is evident - an additional reservoir and new electricity pylons serving wider needs.



Sunbury-on-Thames - 'garden suburb' type development

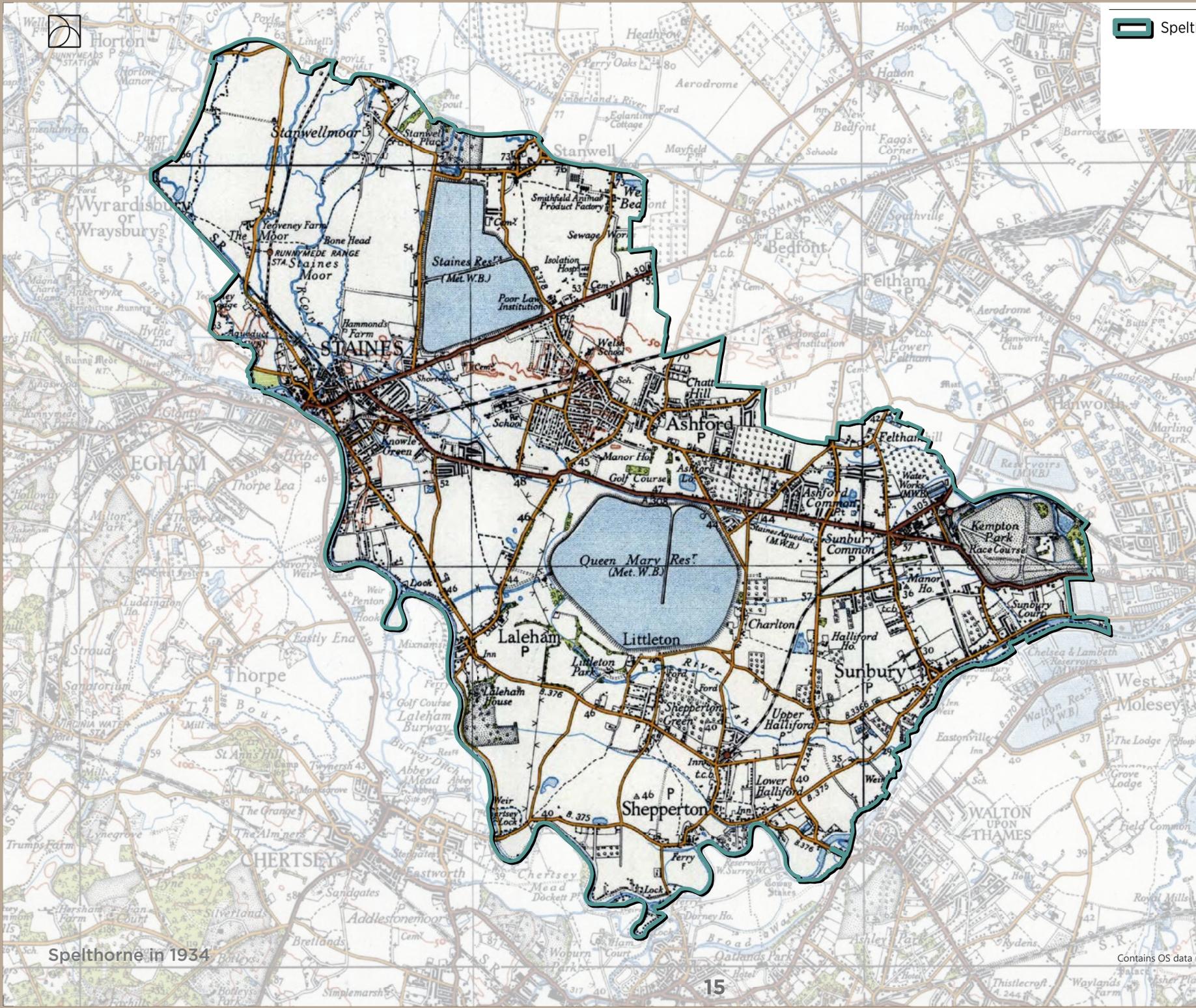


Staines-upon-Thames - detached development



Sunbury-on-Thames - semi-detached development

 Spelthorne Borough Boundary



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Spelthorne Design Code

Baseline Plans - Historic Maps

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Spelthorne in 1934

POST-WW2 - 1959

The immediate pre-war and then post-war period sees a considerable change in the borough, with very significant new suburban development evident on the historic maps. This largely follows the street structure of previous development, and with housing types influenced by 1930s forms, along with large areas of local authority housing developed following the 1947 Town & Country Planning Act.

This period sees the development of a number of distinctive parades of shops as neighbourhood and village centres.

A further embanked reservoir has been constructed (King George VI), and large areas of surface water from gravel extraction are now evident. Aqueducts moving water from reservoirs to the Thames are increasingly evident.

'London Airport' (Heathrow) has been created from a former airfield built under wartime emergency powers to the north.



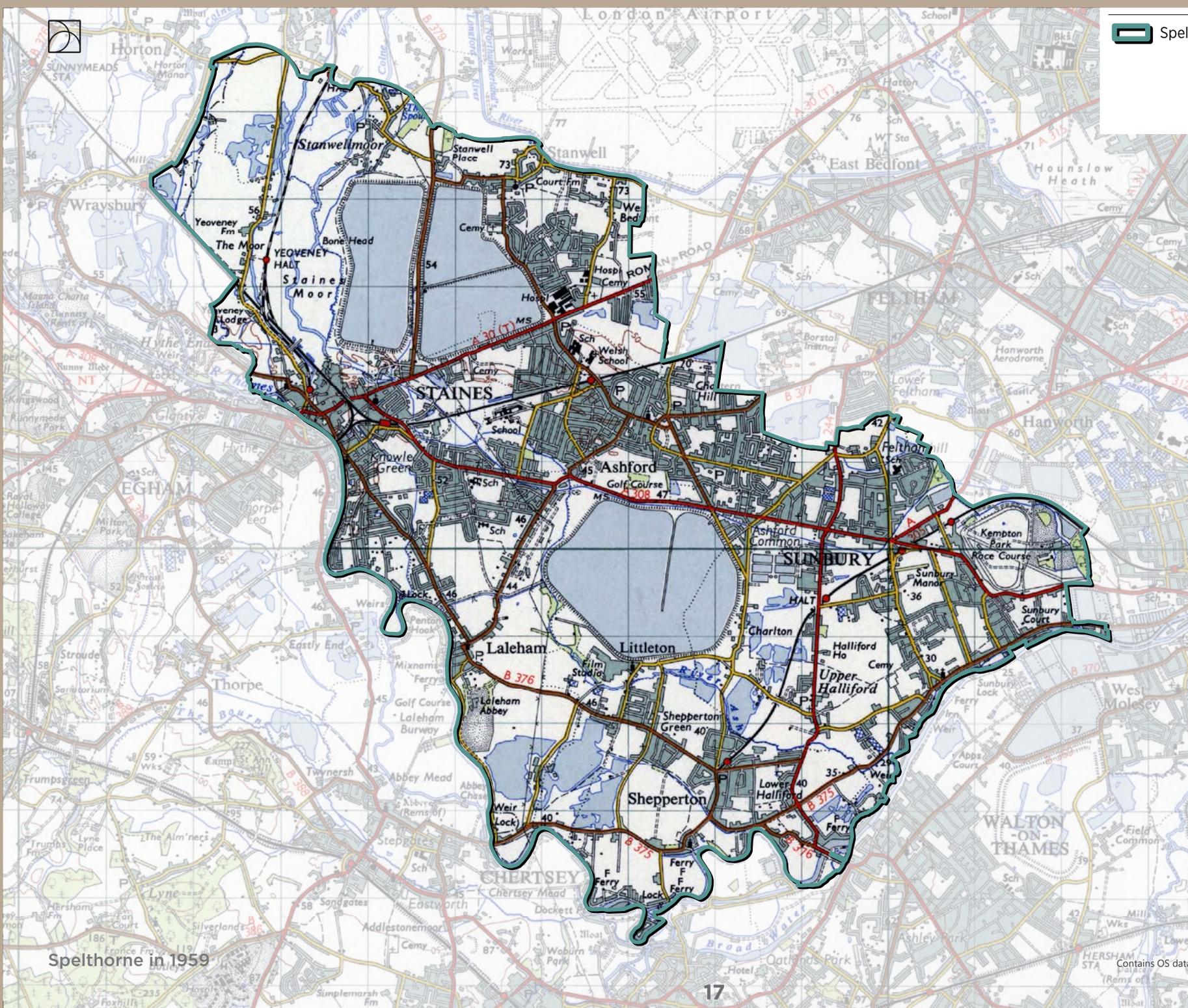
Example of local parade of shops - Shepperton



Littleton - semi-detached development



 Spelthorne Borough Boundary



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Spelthorne Design Code

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Spelthorne in 1959

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INTO THE MODERN ERA - 1970

By the early 1970s, the overall built-up area of Spelthorne is very similar to that of today, with additional growth constrained by the Metropolitan Green Belt, introduced in the early 1960s.

The A308 and A30 roads have been upgraded as major dual carriageway trunk roads. The final embanked reservoir in the north-west of the borough is under construction. Heathrow Airport to the north continues to expand to serve the needs of the capital.

Although following years see the overall built/unbuilt balance of the borough remain fairly constant, continual change happens within the borough, with intensification of key centres, the growth of business areas such as BP's headquarters and Shepperton Studios. Additional infrastructure, tied to the growth of London and the overall south-east region, sees links such as the M3 and M25 define and carve up the borough. Heathrow expansion continues to the north, although transport links with the borough remain poor.



More recent suburban development - Stanwell



Lates 2010s development - Ashford High St



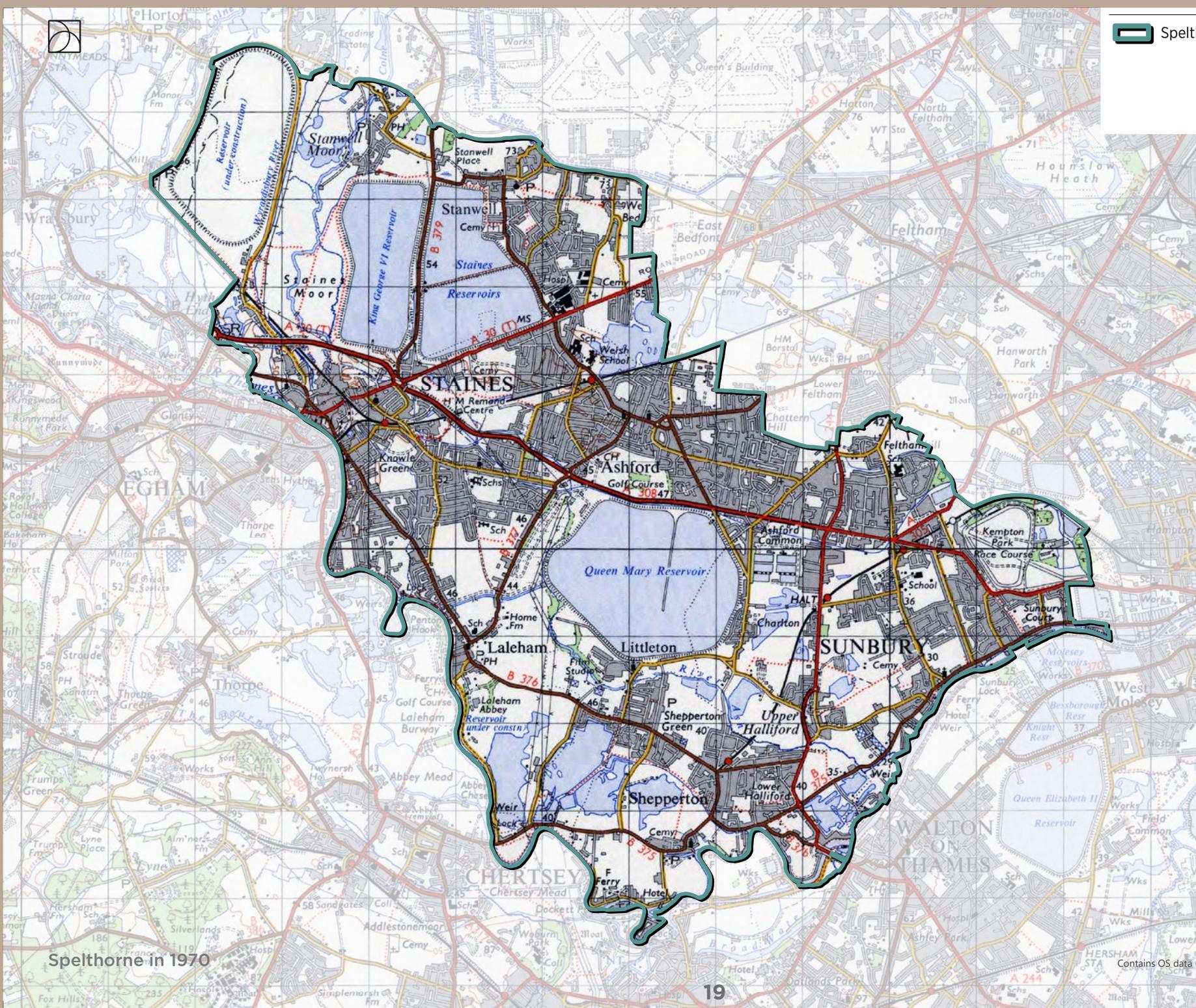
Sunbury Cross



Commercial business park (BP offices)



 Spelthorne Borough Boundary



Spelthorne in 1970

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Spelthorne Design Code

Baseline Plans - Historic Maps

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GREEN AND BLUE INFRASTRUCTURE

WATER

WHAT DOES THE PLAN SHOW?

The plan shows surface water bodies, watercourses and areas of fluvial flood risk.

The southern edge of the borough is bounded by the River Thames, and reservoirs make up 18% of the borough's area. The borough is largely flat, and there are large designated zones where river (fluvial) flooding is a risk.

The reservoirs can cause severance between communities, and prevent views from ground level.

Storm events, of increasing severity due to climate change, can also cause surface water flooding issues. These effects are often localised and difficult to map at a borough level.



River Thames at Sunbury



River Colne in Staines - an underused asset

WHAT DOES THIS MEAN FOR THE CODE?

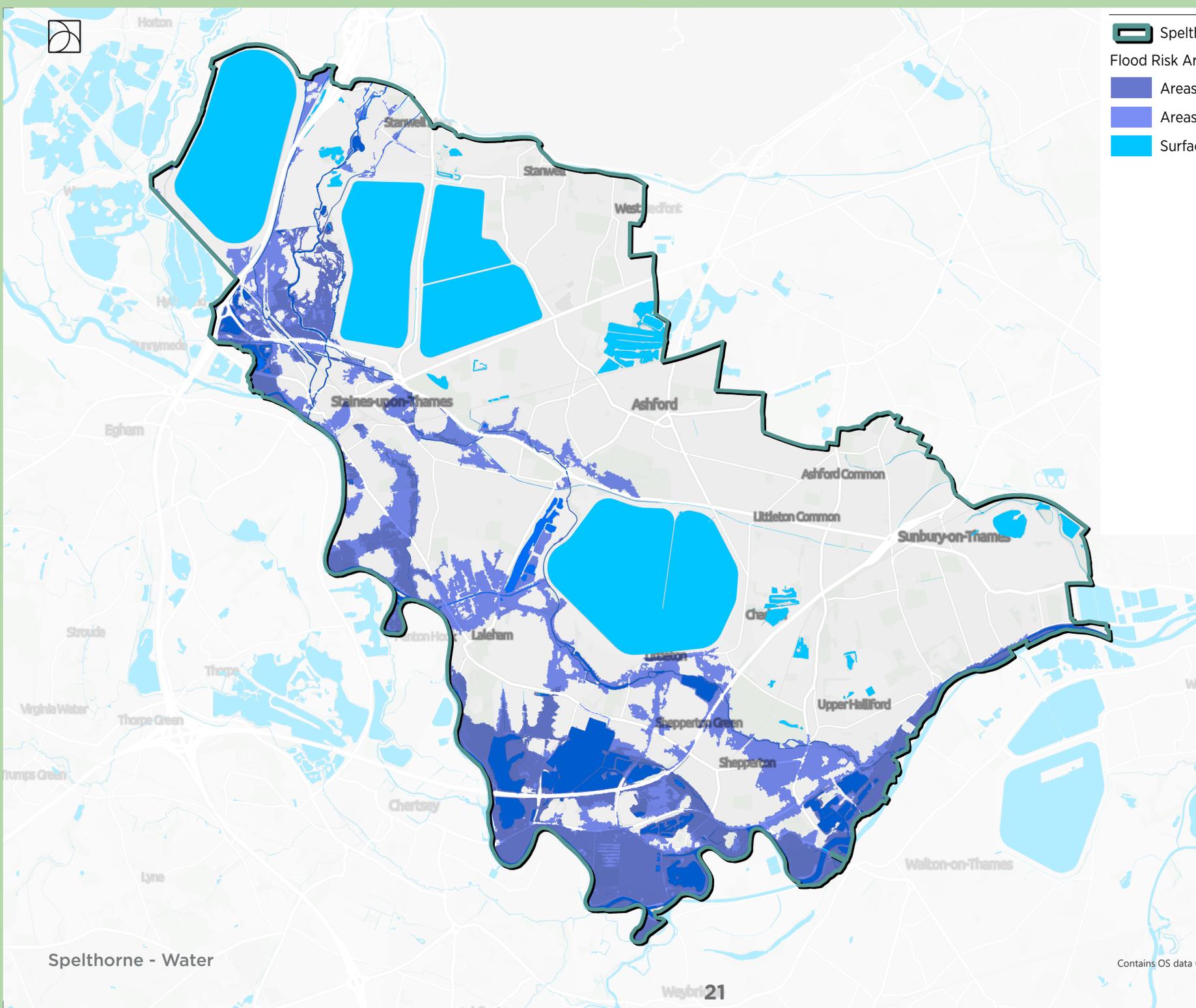
At a technical level, the Design Code will need to set out how new development can take measures to appropriately mitigate their impact on surface water flows. It may need to consider how fluvial flooding and future changes due to climate change will affect the design of development in areas of risk.

Water is also an important component of high quality placemaking, and development near to water will need to consider how to make the most of Spelthorne's assets through connectivity, access to water for users, and views.

Groundwater and groundwater flows are an area of active interest and as evidence becomes validated and available the Design Code may need to consider it, although any impact this might have on development location or type will be determined by Local Plan policy.

WHERE DID THIS DATA COME FROM?

- Ordnance Survey OpenData - Surface Water Layer
- Surrey County Council - Strategic Flood Risk Assessment (fluvial flooding)



 Spelthorne Borough Boundary

Flood Risk Areas

 Areas Liable To Flood (20 Year Event)

 Areas Liable To Flood (100 Year Event)

 Surface Water

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Spelthorne Design Code

Baseline Plans - Water

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GREEN AND BLUE INFRASTRUCTURE

GREEN INFRASTRUCTURE

WHAT DOES THE PLAN SHOW?

The plan shows Green Infrastructure assets within the borough, based on national data.

Green infrastructure is a network of multi-functional green space and other green features, urban and rural, which can deliver quality of life and environmental benefits for communities.

It includes parks, open spaces, playing fields, woodlands - and also street trees, allotments, private gardens, green roofs and walls, sustainable drainage systems (SuDS) and soils. It can also include rivers, streams, canals and other water bodies, sometimes called 'blue infrastructure'.

There are a wide range of natural and accessible green spaces in the borough, both within and on the edge of built-up areas to provide space for recreation and access to nature. Some of these spaces and habitats are joined up, often through connected woodland corridors.

Areas such as Ashford, Sunbury Cross and Staines-upon-Thames town centre, although near to large open areas, have little green open space within the built-up areas. Stanwell has some open space and parks although of limited quality.

Other areas, such as Sunbury village, are well-provided with attractive green open spaces which form a key part of their character.



Stanwell Village Park



Sunbury Park

WHAT DOES THIS MEAN FOR THE CODE?

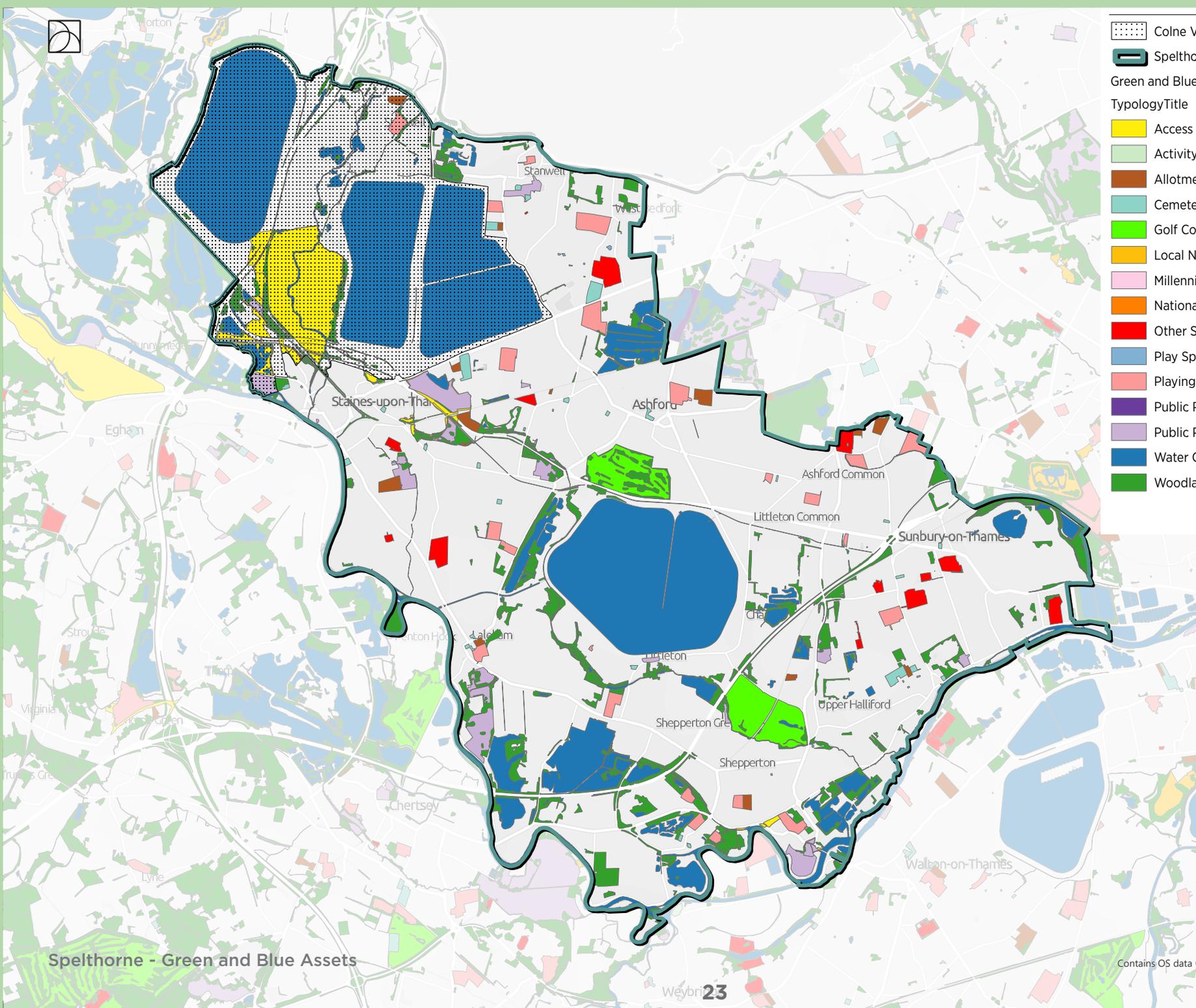
High-quality, accessible green infrastructure in a borough such as Spelthorne is vitally important. The Design Code could set out how different types of development can incorporate these spaces throughout, increasing publicly accessible Green Infrastructure.

In areas where there is a relative lack of open space, it can emphasise its importance in design. In areas where there are opportunities to extend existing networks and habitats, the Design Code can signpost these. New development should connect to existing open spaces as much as possible to further their use and amenity.

In areas of Biodiversity Opportunity, the Design Code should flag to applicants where to find information on incorporating key measures into their schemes.

WHERE DID THIS DATA COME FROM?

- Natural England - Green and Blue Infrastructure Assets



-  Colne Valley Regional Park
-  Spelthorne Borough Boundary
- Green and Blue Assets**
- TypologyTitle**
-  Access Land (Countryside Rights of Way Act)
-  Activity Spaces Provision
-  Allotments and Community Growing Spaces
-  Cemeteries and Religious Grounds
-  Golf Course
-  Local Nature Reserve
-  Millennium or Doorstep Green
-  National Nature Reserve
-  Other Sports Facilities
-  Play Space Provision
-  Public Park - Country Park
-  Public Park - General
-  Water Courses and Surface Water Features
-  Woodland

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Spelthorne Design Code

Baseline Plans - Green and Blue Assets

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GREEN AND BLUE INFRASTRUCTURE

PROTECTED ENVIRONMENTS

WHAT DOES THE PLAN SHOW?

The plan shows statutory and policy designations for environmental protection within the borough.

The north of the borough, around Staines Moor and the reservoirs has a range of environmental protections, reflecting its importance as a space for wildlife and ecology.

Many of these areas serve double-duty for wildlife and recreational use, and are valued open spaces for the community.

Elsewhere in the borough, there are opportunities to improve biodiversity and provide new habitats, which new development will need to respond to.



Shortwood Common - Site of Special Scientific Interest (SSSI), Common Land, Biodiversity Opportunity Area

WHAT DOES THIS MEAN FOR THE CODE?

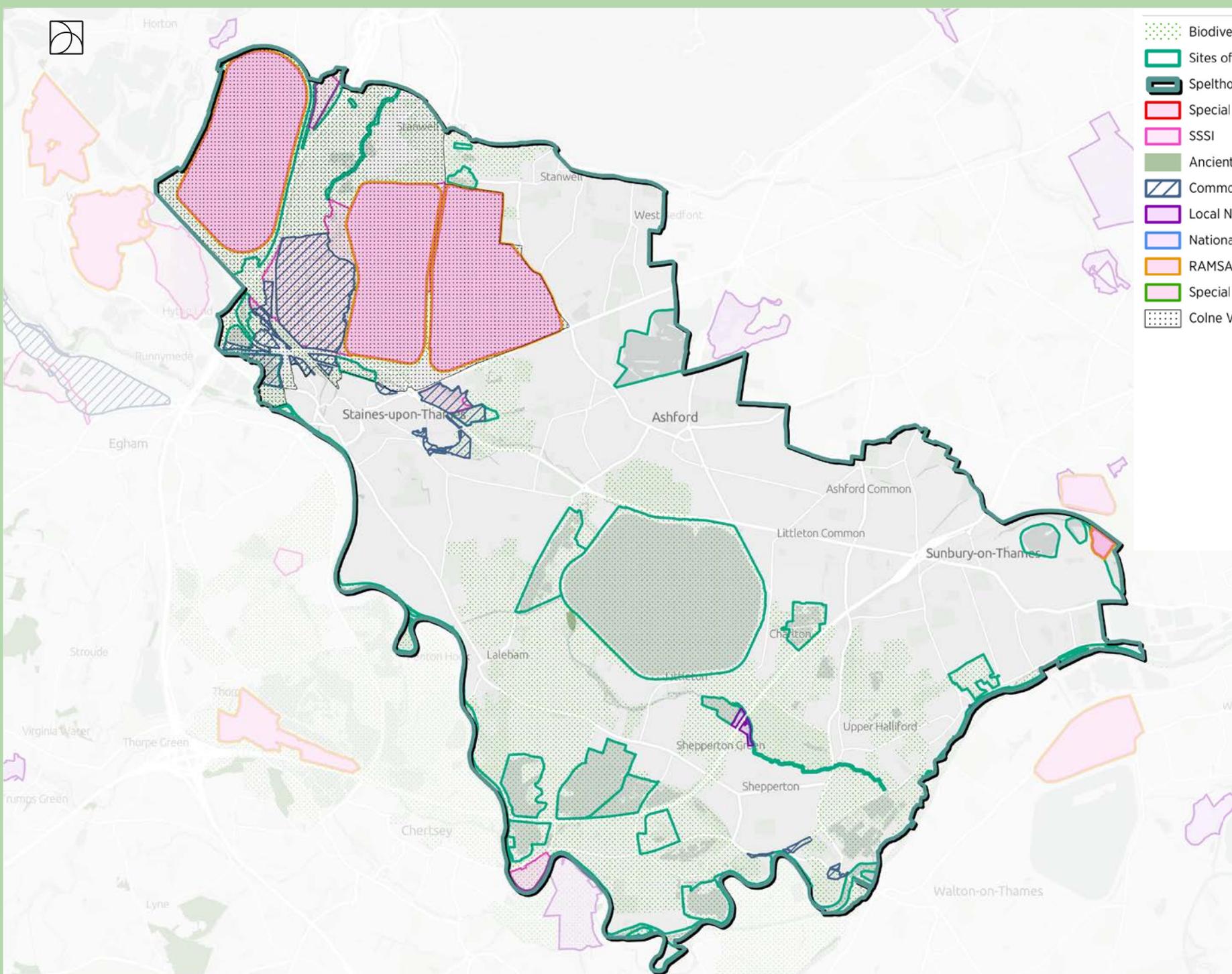
The Design Code can set out approaches for enhancement of biodiversity throughout new development, enhancement of existing networks and spaces, and creation of new habitats.

Measures identified in Biodiversity Opportunity Areas can be highlighted to ensure wider awareness and application.

Many applications will need to demonstrate how they will deliver their statutory obligation for Biodiversity Net Gain (BNG). The Design Code should set out appropriate design opportunities to achieve this.

WHERE DID THIS DATA COME FROM?

- Natural England - Environmental Designations
- Spelthorne Emerging Local Plan - Sites of Nature Conservation Importance
- Spelthorne Emerging Local Plan - Colne Valley Regional Park boundary



-  Biodiversity Opportunity Areas
-  Sites of Nature Conservation Importance (LP)
-  Spelthorne Borough Boundary
-  Special Protection Areas
-  SSSI
-  Ancient Woodland
-  Common Land
-  Local Nature Reserves
-  National Nature Reserves
-  RAMSAR
-  Special Areas of Conservation
-  Colne Valley Regional Park

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Spelthorne Design Code
Baseline Plans - Green & Blue Assets

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GREEN AND BLUE INFRASTRUCTURE

TOPOGRAPHY

WHAT DOES THE PLAN SHOW?

The plan shows the elevation of the borough above sea level.

Spelthorne is a largely flat borough, gently rising from south to north, reflecting its location in the Thames Valley. This has enabled relatively productive agriculture and then unconstrained development patterns historically.

The embanked reservoirs are very prominent within the surrounding landscape, which can cause intervisibility issues at ground-level and poor place quality in their vicinity. Reservoirs do serve to maintain separation between urban areas and retain their distinctiveness, but also form barriers to movement and connection.



Embankments between Staines Reservoirs

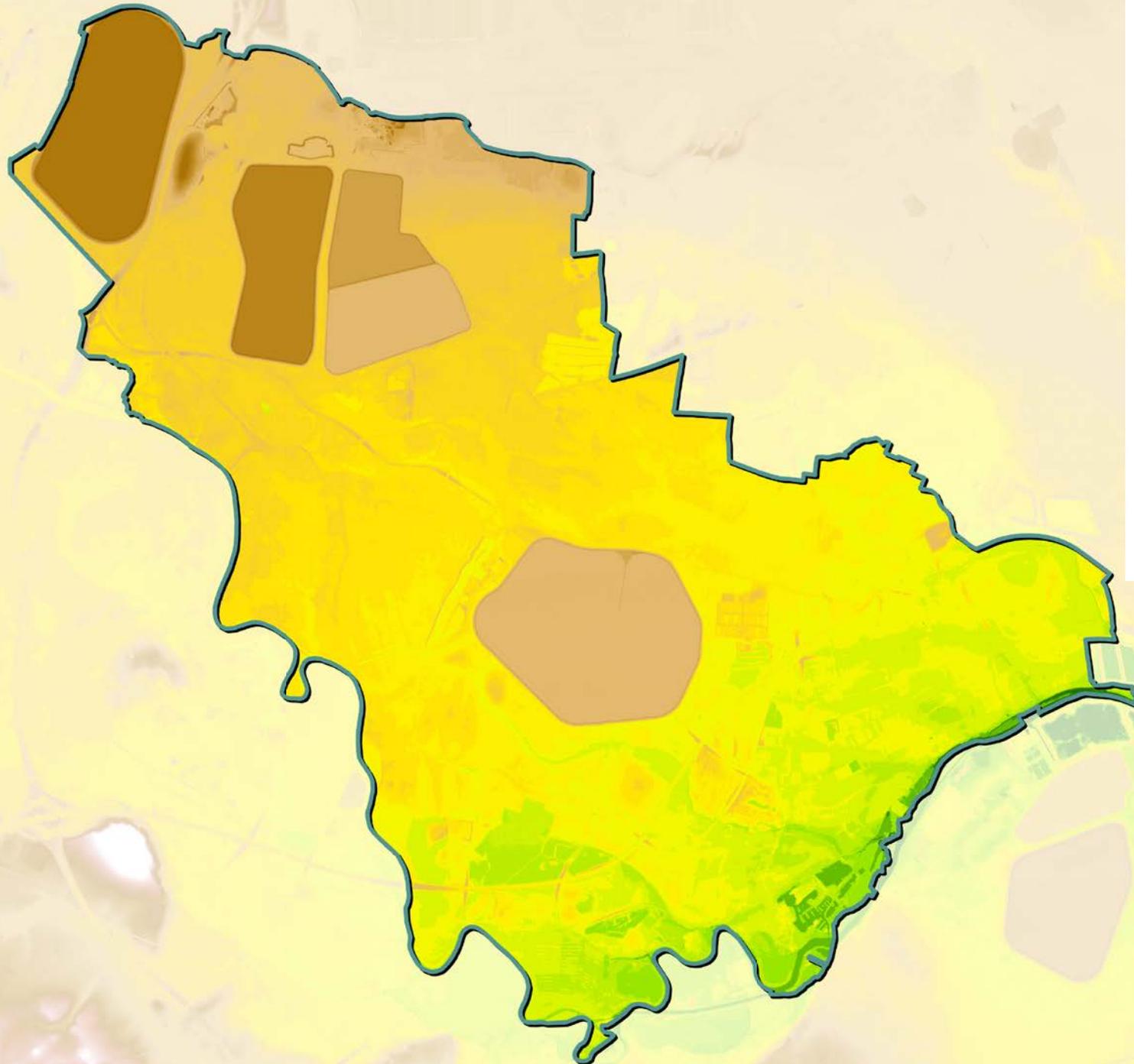
WHAT DOES THIS MEAN FOR THE CODE?

Unlike in some areas, the Design Code will not need to examine in detail development on slopes or areas of complex topography, as this is not a major constraining influence on form, layout and type of development. The visual impacts of development are more localised as there is little raised ground to form view points.

Relatively flat topography can support active travel, particularly cycling, as an attractive mode of transport provided segregated, safe infrastructure is in place.

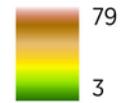
WHERE DID THIS DATA COME FROM?

- Environment Agency LIDAR Digital Terrain Model (1m)



 Spelthorne Borough Boundary

LIDAR Elevation



Spelthorne - Topography

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Client:



Spelthorne Design Code

Baseline Plans - Landscape

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SPEL04-005 - 27.06.2024

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MOVEMENT

STREET NETWORK

WHAT DOES THE PLAN SHOW?

The plan shows the layout of streets and roads within the borough.

Spelthorne is well-connected with good rail and road links to the surrounding area, regionally and nationally. This makes it an attractive and convenient place to live and work, but can bring challenges for the design of places, as major roads and railways can create 'severance', making it difficult to cross them. Three major routes - the A30, A308 and M3 define and separate much of the borough from each other.

The layout of many residential areas is on a grid of parallel through streets within a framework of relatively straight main routes. Spelthorne is largely free of extensive cul-de-sac development that can make it difficult to walk and cycle in an area. Many of the streets have very similar characteristics. Older streets tend to lack street trees and verges, whereas post-war streets are more likely to feature these.



Geometric grid of streets (Ashford)



Large dual carriageways with residential and commercial frontages

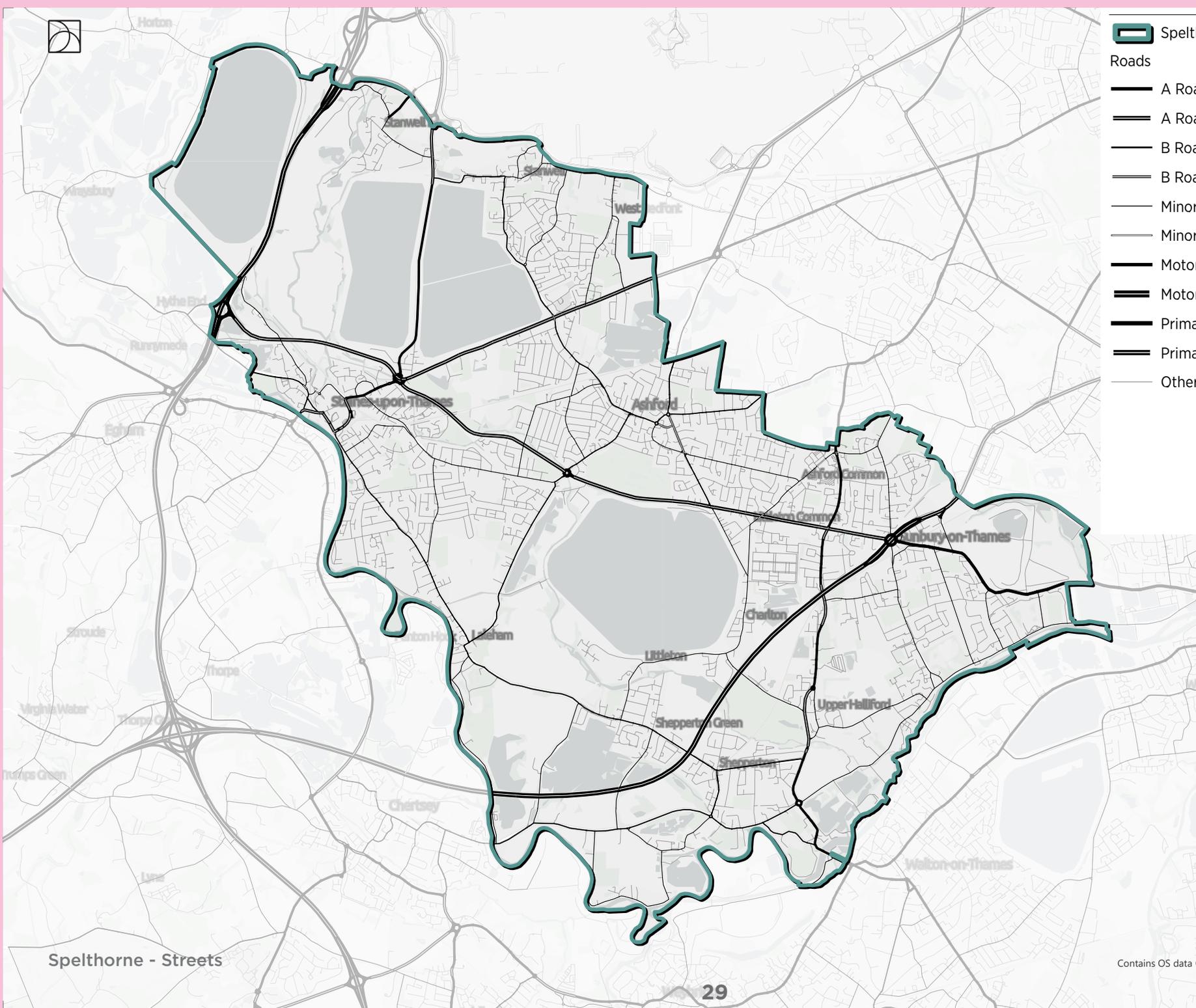
WHAT DOES THIS MEAN FOR THE CODE?

The Design Code can consider how to reduce the effects of severance and poor environmental quality by major roads in areas of change, such as at Sunbury Cross where major roads, junctions and railways make it difficult to move about.

The Design Code can advocate for development within an efficient grid structure, connecting to existing streets, promoting integration of existing and new places, and reflecting modern best practice for creating attractive, people-friendly streets. Approaches to manage vehicle traffic will need to be considered.

WHERE DID THIS DATA COME FROM?

- Ordnance Survey OpenData - Streets Layer



-  Spelthorne Borough Boundary
- Roads
-  A Road
-  A Road, Dual Carriageway
-  B Road
-  B Road, Dual Carriageway
-  Minor Road
-  Minor Road, Dual Carriageway
-  Motorway access
-  Motorway
-  Primary Road
-  Primary Road, Dual Carriageway
-  Other Road

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Spelthorne Design Code
Baseline Plans - Water

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MOVEMENT

ACTIVE & SUSTAINABLE NETWORKS

WHAT DOES THE PLAN SHOW?

The plan shows public rights of way, cycling infrastructure and Sustrans National Cycle Network routes within the borough. It also shows bus routes (although not weighted by frequency of bus), bus stops and railway stations.

Due to having good road links and being quite spread out, Spelthorne has a high level of car use, which causes congestion, poor air quality and noise. Options for walking, cycling and using public transport to get about are good in places, but missing in others.

In places such as Staines-upon-Thames, where walking and cycling to the town centre are viable options due to short distances and flat terrain, patchy provision and conflicts with vehicles at junctions and bridges into the town centre make using these modes of travel more difficult than it should be.

There are signposted cycling links between many of the key locations in the borough along a mix of streets.

Public transport provision covers much of the borough but is often infrequent. Getting from west to east can be difficult, as frequent rail services do not cover the gap and run into London, and buses can be variable.



Thames Path in Staines



Staines bus station

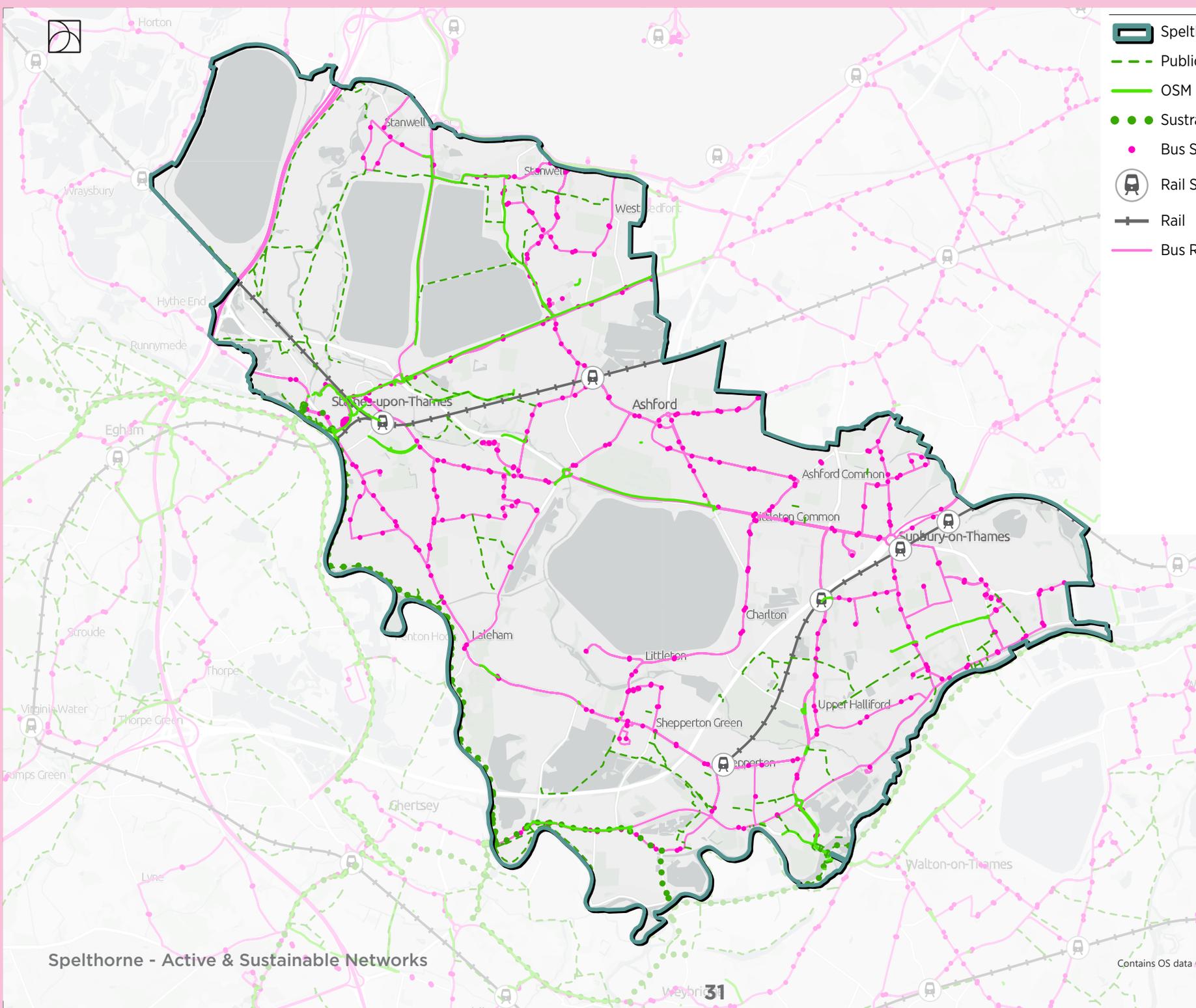
WHAT DOES THIS MEAN FOR THE CODE?

The Design Code can flag areas of poor active travel provision and encourage new proposals to address these where possible. Approaches to bridging gaps in provision should be encouraged and demonstrated. The Design Code should align with Surrey County Council's Healthy Streets design code and other emerging transport proposals such as the Spelthorne Local Cycling and Walking Infrastructure Improvement Plan (LCWIP).

Where development is located in areas that are highly accessible by public transport, the Design Code should ensure proposals make the most of this opportunity and are well-connected to public transport infrastructure.

WHERE DID THIS DATA COME FROM?

- Ordnance Survey OpenData - Railways
- OpenStreetMap - Cycling Infrastructure
- OpenStreetMap - Bus Routes
- National Public Transport Access Nodes (NaPTAN) - Bus Stops
- Surrey County Council - Public Rights of Way
- Sustrans Network Data



- Spelthorne Borough Boundary
- Public Rights of Way
- OSM Cycleways
- Sustrans
- Bus Stops (NAPTAN)
- Rail Station
- Rail
- Bus Routes

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Spelthorne Design Code

Baseline Plans - Active/Sustainable Mvm

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Spelthorne - Active & Sustainable Networks

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BUILT FORM

PLOTS

WHAT DOES THE PLAN SHOW?

The plan shows land ownership boundaries from Land Registry data. In most instances in built-up areas these correlate to plots, on which development sits.

The layout of plots is a vital part of understanding and reflecting the character of an area. Spelthorne has large areas of long, thin plots arranged in a rectangular/geometric layout, forming a highly efficient framework within which to define development. In most suburban and inner suburban areas these have characteristic widths and depths.

More historic areas, such as Staines town centre and the villages of the borough have less regular patterns but are still distinctive, and reflect their historic development influences. For example High Street plots are often very long and thin so as to provide as many owners as possible with some retail frontage to a busy high street. Historically the backs of these plots then faced onto countryside.

Modern development has often amalgamated plots to form larger ownership areas.



Regular plots, 7-10m wide, 30-50m deep



Historic plot pattern on Staines High Street, where street frontage width is the most valuable asset for development

WHAT DOES THIS MEAN FOR THE CODE?

The prevailing arrangement and dimensions of plots is an important factor in the character of an area. The Design Code can encourage development to respect this in proposals, and define appropriate dimensions.

WHERE DID THIS DATA COME FROM?

- Land Registry - Plot Boundaries



 Spelthorne Borough Boundary

 Plots (Land Registry)

Spelthorne - Plots and Land Ownership Boundaries

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Spelthorne Design Code

Baseline Plans - Plots

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BUILT FORM

BUILDINGS

WHAT DOES THE PLAN SHOW?

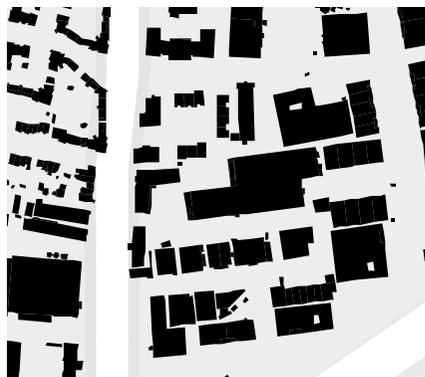
The plan shows the outline of buildings within the borough, known as a 'figure ground'. It shows built coverage of the area.

Areas of larger buildings stand out clearly on the plan. This pattern of buildings is known as the 'urban grain', and fewer, larger buildings is a 'coarse grain'. Areas of many, smaller buildings have a 'fine grain'. It is an important characteristic of an urban area.

'Fine grain' areas are typically residential, suburban or historic town and village centres. They are typically more walkable, human-scaled and are considered more attractive as places. An example would be a comparison of the grain of buildings of Staines High Street against the coarser grain of buildings at Sunbury Cross, another retail centre in the borough. Although other factors contribute to the difference in character, the scale and grain of buildings is crucial.



Fine grain
of buildings
(Staines)



Coarse grain
of buildings
(Sunbury Cross)

WHAT DOES THIS MEAN FOR THE CODE?

The grain of buildings, and proportion of built form to open space, is a major factor in the character of an area. The Design Code can set out how new proposals can successfully respond to the prevailing grain of an area.

WHERE DID THIS DATA COME FROM?

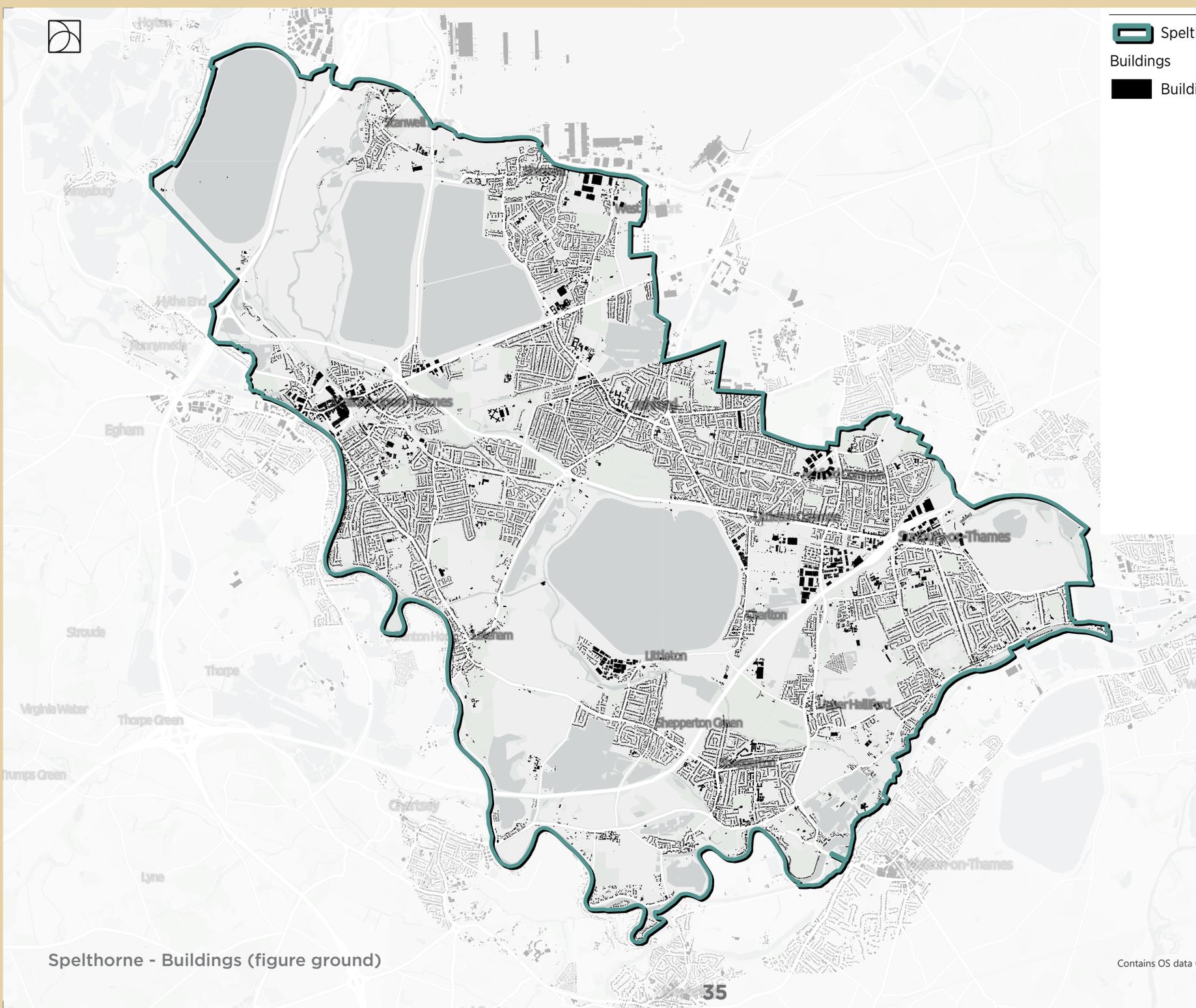
- Ordnance Survey Mastermap - Buildings Layer



 Spelthorne Borough Boundary

Buildings

 Buildings



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Spelthorne Design Code

Baseline Plans - Building Figure Ground

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Spelthorne - Buildings (figure ground)

BUILT FORM

HEIGHTS

WHAT DOES THE PLAN SHOW?

The plan shows the heights of buildings in the borough up to the base of the roof ('eaves'). Using this measure ensures consistency between building types and their perceived scale, and excludes small items such as tall chimneys which make a less significant difference to a street scene and perceived scale of an area.

Heights across the borough in most areas are broadly consistent at around 2-3 storeys, with 2 storey areas predominating in the suburbs. In town centres heights rise. Ashford High Street rises to around 4 storeys consistently. Sunbury Cross has a range of heights between 3 and 15 storeys, concentrated close to the M3 junction.

Staines town centre is mostly between 3 and 6 storeys, with a few recent developments along the London Road rising to between 10 and 12 storeys. The scheme currently under construction on the former Masonic Lodge is 13 and 15 storeys. An inset of heights within Staines town centre is contained within the 'Area Types' section later in this document.

Centres and areas where commercial uses are concentrated stand out clearly.

Most of the borough is limited in maximum building height to 45m (approx 15 storeys) due to Heathrow Airport safeguarding requirements.



Contrasting building heights at transition (Staines)



Height change blended into context (Ashford)

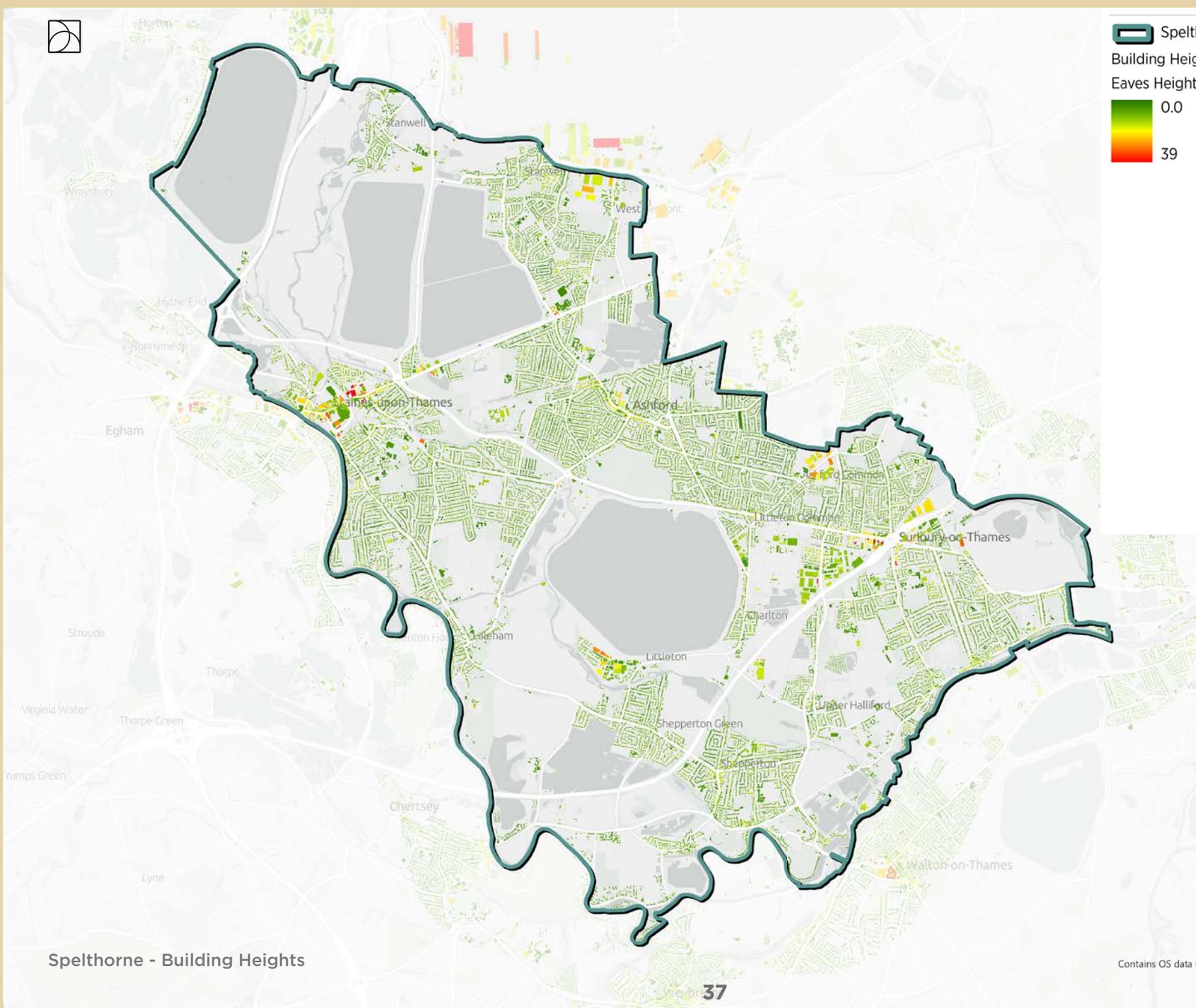
WHAT DOES THIS MEAN FOR THE CODE?

Heights and scale of buildings is an area of considerable public interest in Spelthorne. Some recent and anticipated development in areas of change such as Staines town centre has focused attention on the scale and relationship of new development to the existing places in which they are built. The Design Code will set out how height (and transitions between heights) can be successfully handled for different development typologies in these areas of change, considering relationship with the street, public realm, overshadowing, long-distance views, amenity of residents and other factors.

Much of the borough, where significant change is not anticipated, has prevailing heights for development which can be respected in future design of proposals. The Design Code can set these out.

WHERE DID THIS DATA COME FROM?

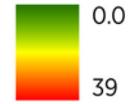
- Ordnance Survey Mastermap - Heights Layer



 Spelthorne Borough Boundary

Building Heights

Eaves Height (m)



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Spelthorne Design Code

Baseline Plans - Heights

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BUILT FORM

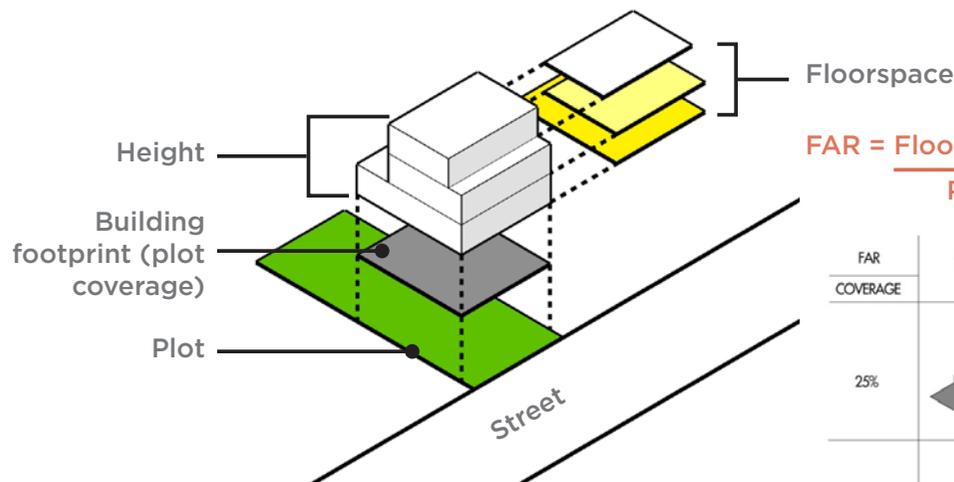
FLOOR AREA RATIO

WHAT DOES THE PLAN SHOW?

The plan shows calculated Floor Area Ratios across the borough. This is a key measure of built-up area density.

Much of the borough's suburban areas have floor area ratios between 0.4 - 0.8, becoming higher closer to main centres. Town and village centres are evident in the plan as much more intensively developed, reflecting their attractive locations for development.

WHAT IS FLOOR AREA RATIO?



$$\text{FAR} = \frac{\text{Floorspace Area}}{\text{Plot Area}}$$

| FAR | 0.25 | 0.5 | 1 | 1.5 |
|-----------|------|-----|---|-----|
| COVERAGES | | | | |
| 25% | | | | |
| 50% | N/A | | | |
| 100% | N/A | N/A | | |

The same Floor Area Ratio can be delivered in different ways

Floor Area Ratio is Floorspace within a plot divided by the plot area, as shown in the diagram above which relates plots, building footprint, heights and floorspaces (all previous layers set out in this report).

Higher values of Floor Area Ratio mean a plot is more intensively developed.

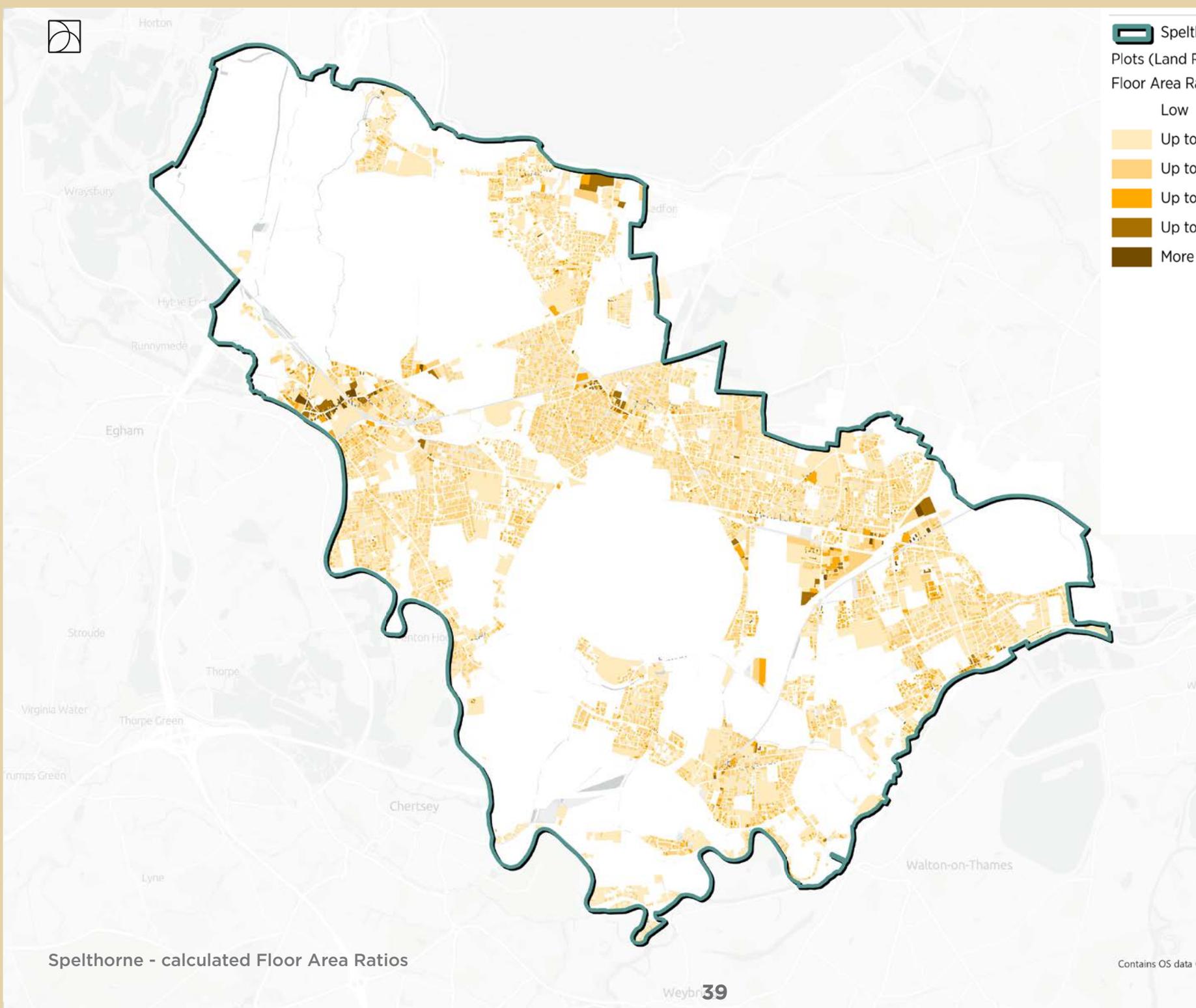
WHAT DOES THIS MEAN FOR THE CODE?

Floor Area Ratio is a key measure of how 'built-up' a place feels. As demonstrated in the figure to the bottom left, there are many ways of achieving the same Floor Area Ratio in the design of a new development, and the Design Code can demonstrate this.

The Design Code can also set out appropriate values of Floor Area Ratio in different parts of the borough to assist developers in bringing forward appropriate proposals.

WHERE DID THIS DATA COME FROM?

- Land Registry - Plot Boundaries
- Ordnance Survey Mastermap - Buildings Layer
- Ordnance Survey Mastermap - Heights Layer



 Spelthorne Borough Boundary

Plots (Land Registry)

Floor Area Ratio

- Low
-  Up to 0.4
-  Up to 0.8
-  Up to 1.5
-  Up to 2.5
-  More than 2.5

Spelthorne - calculated Floor Area Ratios

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Spelthorne Design Code

Baseline Plans - Floor Area Ratio

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BUILT FORM

RESIDENTIAL DENSITY

WHAT DOES THE PLAN SHOW?

The plan shows calculated residential density across the borough, calculated in terms of 'dwellings per hectare' (dph). This is a different measure of density of development to Floor Area Ratio, and is commonly used by the development industry and in planning.

In the context of Spelthorne, dwellings per hectare can be a misleading measurement of how density feels in reality, and the type of places it delivers, as it does not account for the type of homes being delivered (e.g. is it 1-bed or 4-bed?).

Much of the borough's suburban areas have a density of between 30-50dph, with higher densities seen in older (pre-WW2) areas, and around the villages in the south of the borough. In more recent developments and town centres it is considerably higher, reflecting the intensification of built-up areas since outward growth was prevented by the Green Belt.



Development at approximately 150dph (Ashford)



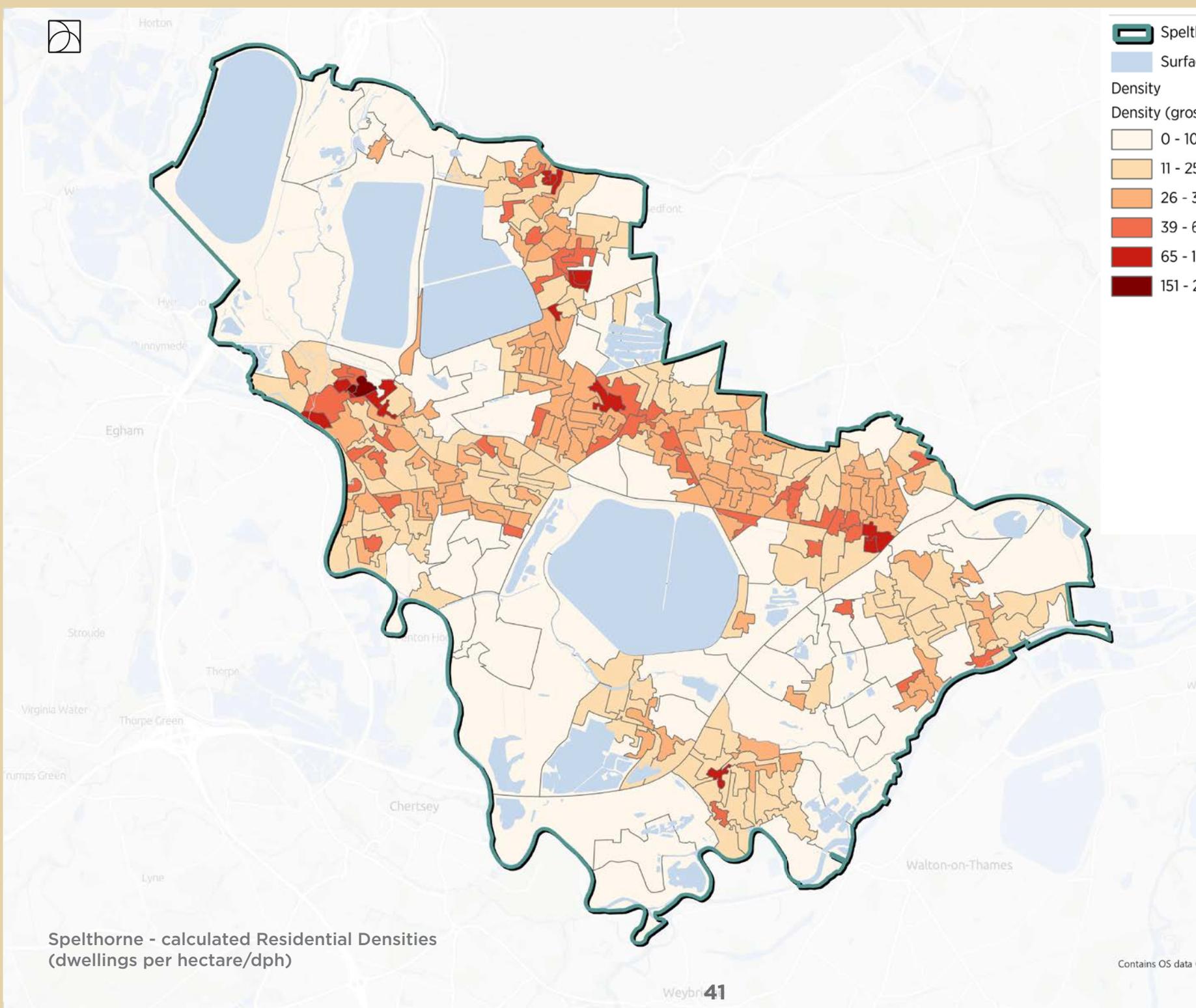
Development at approximately 350dph (Staines)

WHAT DOES THIS MEAN FOR THE CODE?

The analysis is helpful in that it has demonstrated that some recent and anticipated developments are at very high gross densities that are beyond what currently exists in the borough. This further supports a rationale for strong design coding for these types of development as they will change the existing character of the areas in which they are built.

WHERE DID THIS DATA COME FROM?

- Ordnance Survey OpenData - AddressPoint
- Office for National Statistics - Census 2021 Output Area Boundaries



Spelthorne Borough Boundary

Surface Water

Density

Density (gross dph, OA)

- 0 - 10
- 11 - 25
- 26 - 38
- 39 - 64
- 65 - 150
- 151 - 220

Spelthorne - calculated Residential Densities
(dwellings per hectare/dph)

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Spelthorne Design Code
Baseline Plans - Densities

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BUILT FORM

HERITAGE ASSETS

WHAT DOES THE PLAN SHOW?

The plan shows listed buildings, statutorily protected heritage assets, locally listed buildings of community importance and Conservation Areas.

Clusters of listed buildings are seen in and around Conservation Areas, and correspond to the historic villages of the borough seen in the 1880 map earlier in this report. This reflects the importance of an 'ensemble' of buildings and other components forming a key part of valued historic environment, and reinforces the importance of design coding in setting out what parameters are important in the development of places overall.



Staines village Conservation Area



Sunbury village Conservation Area

WHAT DOES THIS MEAN FOR THE CODE?

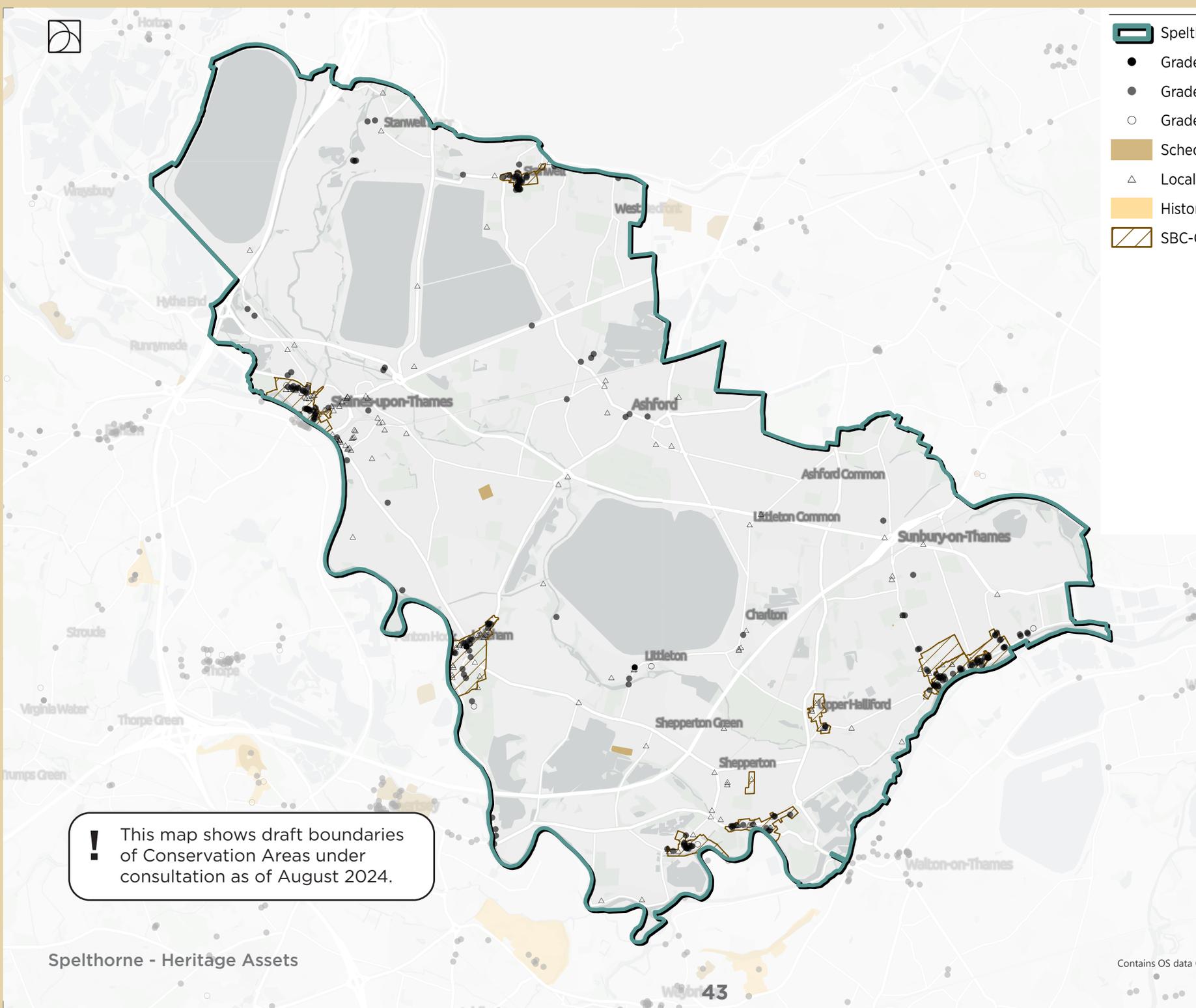
The Design Code should signpost towards Conservation Area appraisals as a key guide to the existing character of these areas.

Existing heritage assets and Conservation Areas, concentrated in some of the most historic areas of the borough, can provide important design cues as to what makes a positive contribution to townscape. Typically their success as places is about how the individual components (e.g. buildings, public realm, planting, open spaces and trees) relate to one another holistically, rather than individual examples of architecture.

Conservation Areas in proximity to areas of potential change (e.g. Staines) should be given particular emphasis in detailed coding. Successful transitions between these areas and new proposals are important in retaining their character.

WHERE DID THIS DATA COME FROM?

- Historic England - Listed Buildings, Scheduled Ancient Monuments, Historic Parks and Gardens
- Spelthorne Borough Council - Conservation Area Boundaries (draft for consultation as of August 2024)
- Spelthorne Borough Council - Locally Listed Buildings



- Spelthorne Borough Boundary
- Grade I Listed
- Grade II Listed
- Grade II* Listed
- Scheduled Ancient Monuments
- Locally Listed Buildings
- Historic Parks and Gardens
- SBC-ConservationAreas

! This map shows draft boundaries of Conservation Areas under consultation as of August 2024.

| Rev | Description | Date |
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Spelthorne Design Code
Baseline Plans - Heritage

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| Drawing Number: | SPEL04-012 | | Revision: | A | | Date: | 23.08.2024 | |

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BUILT FORM

ARCHITECTURE

WHAT DOES THE PLAN SHOW?

The plan shows a selection of architecture observed across the borough, with some context as to when they were developed.

Spelthorne's prevailing architecture is divided into three clear periods:

- **Historic towns and villages**, 18th/19th Century, with a mixture of Surrey village vernacular styles and a small number of Georgian buildings in characteristic classical style
- **Early 20th century to mid-1930s/pre-WW2**, predominantly terraced or semi-detached 'villa' style homes with rich detailing and brickwork using multiple types of brick, reflecting mostly 'national' styles prevailing at the time
- **Post-1945 to mid-1970s**, typically semi-detached with simple detailing and materiality, again reflecting mostly 'national' or 'mass-produced' styles prevailing at the time

The bulk of residential development is low-rise (2/3 storey) houses rather than apartment buildings.

Following these historic periods there is a more limited number of recent developments, which are predominantly apartments at higher densities. These are typically of contemporary design, reflecting what is being built elsewhere in the south-east of England, with limited detailing, simple brick facades and metal balconies.

MATERIALS AND DETAILING

Selection of historic materials and detailing:



Roof decoration and prominent chimneys



Dormer windows and brickwork detailing



Arch-top windows
Prominent porches



Bay windows



Rich palette of materials and bricks



Georgian architecture

WHAT DOES THIS MEAN FOR THE CODE?

The Design Code will need to strike a balance between emphasising those architectural features that help to define and strengthen the sense of place in Spelthorne (and its constituent places), and allowing change and innovation. The Code can set out typical materials and features to provide inspiration and a 'library' of background information on the existing built form.

Successful design is about more than just external architectural appearance, which is often a matter of taste, whether it be traditional or contemporary. However applicants should demonstrate why they have chosen the style and exterior architecture of their proposals through a clear design process explanation that refers to the surrounding context and how it has influenced the resulting design.

WHERE DID THIS DATA COME FROM?

- Site visits and observations



Horton

Spelthorne Borough Boundary

Pre-WW1 - decorative architecture, terraced and semi-detached 'villas'

Historic village - mix of vernacular forms and neo-classical buildings

21st century - higher density typologies

Inter-war / post-WW2 - pattern book semi-detached homes

Pre-WW1/Inter-war - decorative architecture, terraced and semi-detached 'villas'

18th/19th Century historic villages including Georgian-style architecture

Spelthorne - Architecture and Character



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... reported to the
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PEOPLE & PLACES

LAND USE

WHAT DOES THE PLAN SHOW?

The plan shows classifications of land use in the borough.

The borough's built-up area is largely devoted to residential use, with centres evident.

Light industrial uses are located next to major roads or close to Heathrow. There remain some quarries within the borough, and scattered agriculture within the Green Belt.

Areas with high diversity of land uses (e.g. Stanwell, Sunbury Cross), have a wide variety of interfaces between different land uses where there could be conflicts that need to be managed through design.

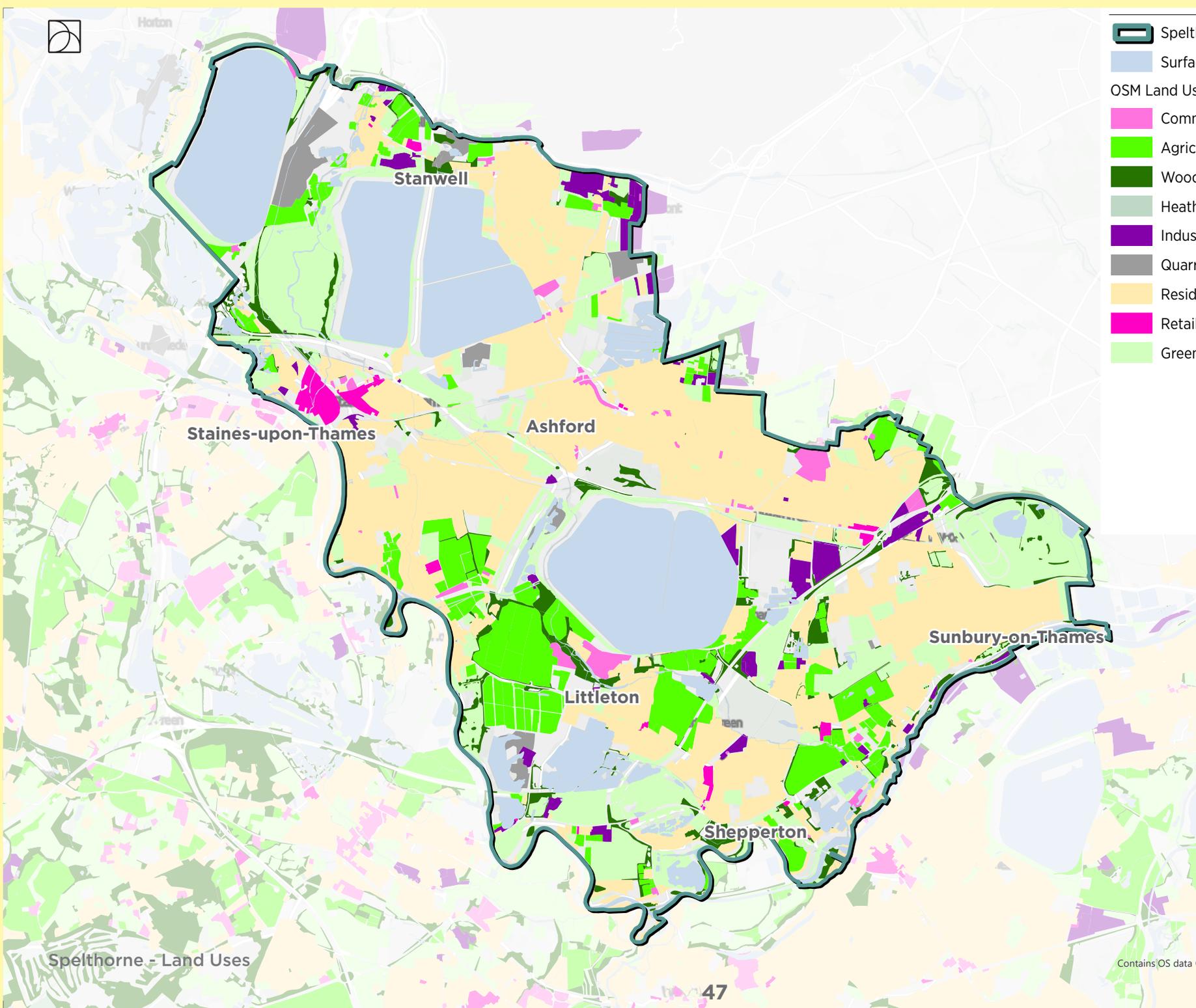
WHAT DOES THIS MEAN FOR THE CODE?

Allocation of land use is a matter for the Local Plan. However the Design Code can demonstrate how development abutting a different land use (e.g. residential adjacent to industrial) can successfully handle the relationship. In Spelthorne many of the potential conflicts (e.g. noise, overlooking, smells) between different land uses are at local scale (e.g. within mixed use areas in town centres).

Mix of land uses near Heathrow (left) - industrial, storage, open space, residential, education, sewage treatment, quarries

**WHERE DID THIS DATA COME FROM?**

- OpenStreetMap - Land Use Layer



-  Spelthorne Borough Boundary
-  Surface Water
- OSM Land Use
-  Commercial
-  Agriculture
-  Woodland
-  Heath
-  Industrial
-  Quarry
-  Residential
-  Retail
-  Green Spaces

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Spelthorne Design Code

Baseline Plans - Land Use

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| SPEL04-008 | - | 27.06.2024 |

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PEOPLE & PLACES

HIGH STREETS

WHAT DOES THE PLAN SHOW?

The plan shows the location of the main High Streets in the borough.

Spelthorne's High Streets are key locations for the function, vitality and identity of the borough. The main centre, Staines-upon-Thames, has a thriving High Street which is pedestrianised along its core length. Others remain busy streets for vehicles as well as people.

Staines and Ashford are the major high streets, and are the most historic, seen as well-developed by the end of the 19th Century. Shepperton and Sunbury Cross develop further in the Inter-War and post-War period.

Although these streets tend to have some common characteristics along their length such as height ranges and street widths, they vary in architectural style, uses and even grain (width) of building frontage. This can give them a very disparate or undefined character, which can give them a more run-down appearance than their overall economic vitality deserves. This is coupled with significant vehicle traffic, poor air quality and a general lack of street trees or quality public realm.

Although there is considerable potential for improvement, it should be remembered that these are vital places for the identity of the towns of Spelthorne, and change should be carefully managed, retaining what makes them successful.

STAINES HIGH STREET FROM SOUTHWEST



To Staines Bridge

WHAT DOES THIS MEAN FOR THE CODE?

High streets are often the core of a town centre and the identity of places. The Design Code cannot control all aspects of what makes them attractive and successful, but can ensure proposals along these streets are aware of their role in their continued quality and vitality. This includes the interface with the public realm, any public realm they are responsible for, the scale and grain of proposals and the design of frontages, including shop fronts. The Design Code can only control changes that require planning permission. It should be noted that many changes within high streets are allowed by permitted development (PD) rights.

The Design Code should reflect Surrey County Council's Healthy Streets design coding, and emerging plans for street and public realm improvements in these key locations.

WHERE DID THIS DATA COME FROM?

- High Street site visits



Horton

 Spelthorne Borough Boundary



Spelthorne - High Streets

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Spelthorne Design Code

Baseline Plan

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| SPEL04-034 | - | 21.08.2024 |

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Contains OS data

PEOPLE & PLACES

COMMUNITY FACILITIES

WHAT DOES THE PLAN SHOW?

The plan shows a range of primary community facilities within the borough - schools, healthcare facilities and supermarkets.

Some areas of the borough have clear clusters of facilities (e.g linearly in Ashford), and others are relatively sparse (e.g. around Stanwell). New development has an opportunity to incorporate a selection of facilities (e.g. local retail) which could enhance their local area.



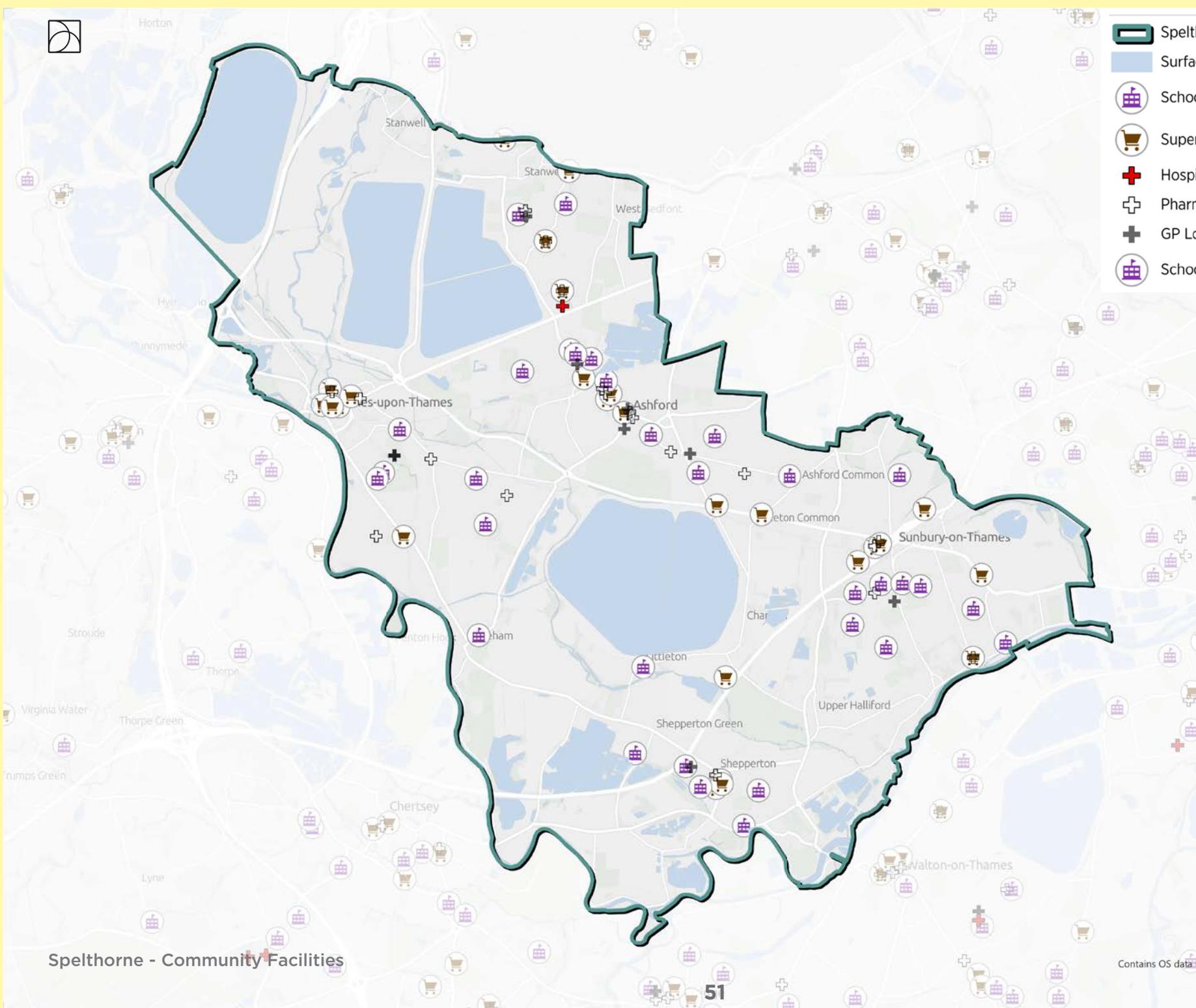
Spelthorne Leisure Centre (under construction)

WHAT DOES THIS MEAN FOR THE CODE?

Provision of community uses is a matter for the Local Plan. The Design Code can set out how existing uses such as supermarkets or retail can be successfully incorporated into mixed-use proposals which also incorporate residential and other community or commercial uses.

WHERE DID THIS DATA COME FROM?

- GOV.UK OpenData - Schools
- NHS Digital - Hospitals, GPs, Pharmacies
- Geolytix Open Data - Supermarkets



-  Spelthorne Borough Boundary
-  Surface Water
-  Schools
-  Supermarkets
-  Hospitals
-  Pharmacies
-  GP Locations
-  Schools

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Spelthorne Design Code
Baseline Plans - Social Infrastructure

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PEOPLE & PLACES

DEPRIVATION

WHAT DOES THE PLAN SHOW?

The plan shows the Office for National Statistics' Index of Multiple Deprivation, which measures a range of indicators to understand relative deprivation in the population across the UK.

Like most boroughs, Spelthorne has areas of comparative affluence and deprivation. Areas closer to rail links into London tend to be less deprived, and areas closer to the River Thames are also more affluent.

Closer to Heathrow, and around the M3 (especially in Sunbury Cross), there are areas of higher deprivation.



Sunbury Cross (top) and Stanwell (bottom) - areas of higher deprivation in the borough

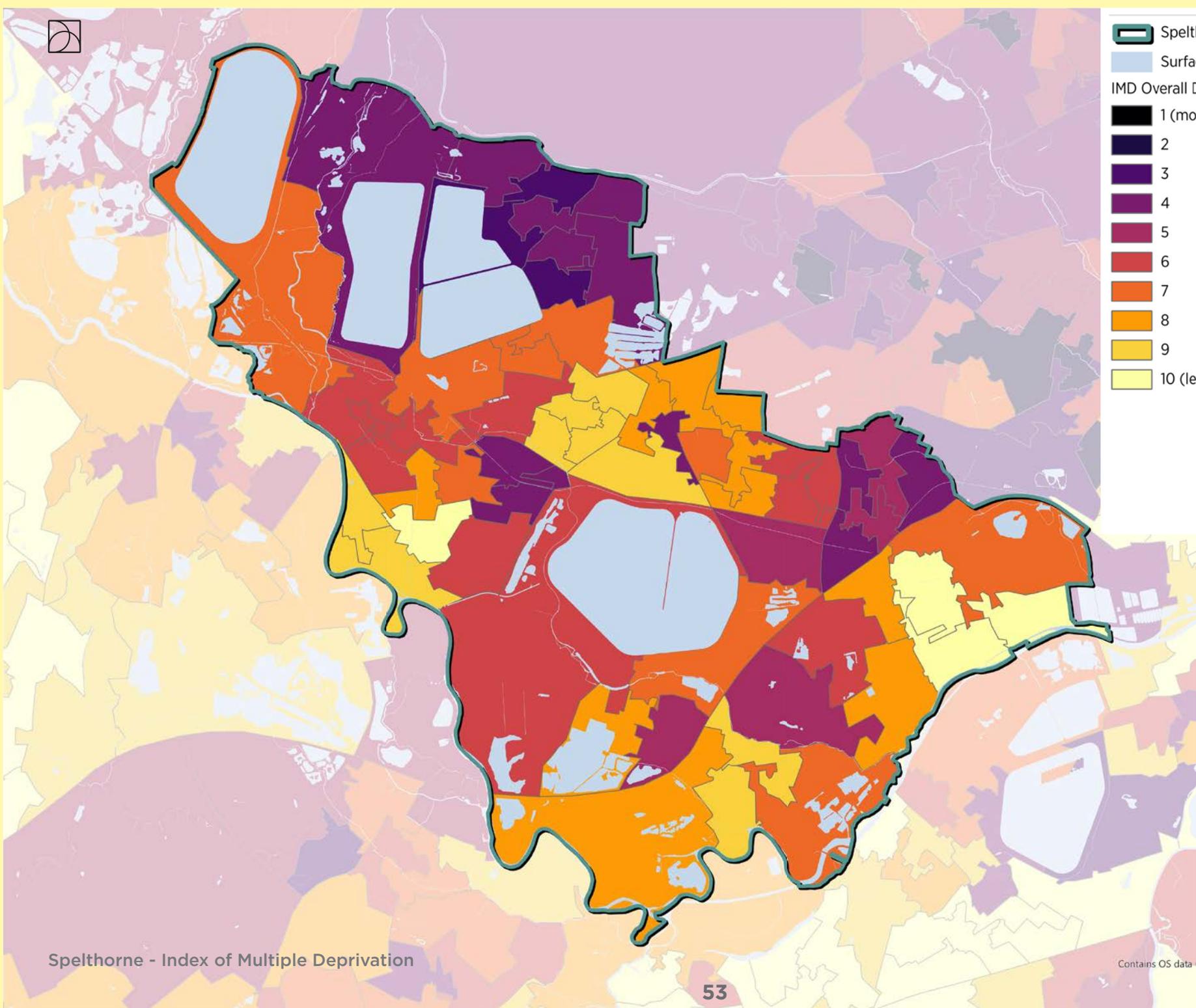
WHAT DOES THIS MEAN FOR THE CODE?

Good urban design can contribute towards lessening inequality and deprivation in areas, in combination with other focused policies

The Design Code should encourage proposals to be mindful of the reasons for deprivation in local areas and encourage all new development to create safe, attractive, walkable places that can encourage community interaction, pride in place, inclusion and accessibility for all groups.

WHERE DID THIS DATA COME FROM?

- Office for National Statistics - Index of Multiple Deprivation (IMD)



Spelthorne Borough Boundary

Surface Water

IMD Overall Decile

- 1 (most deprived)
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 (least deprived)

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Client:



Spelthorne Design Code

Baseline Plans - Deprivation

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PEOPLE & PLACES

HEALTHY ENVIRONMENTS

WHAT DOES THE PLAN SHOW?

The plan shows the Access to Healthy Assets and Hazards Index (AHAH) from the Consumer Data Research Centre, a collaboration between UCL, Oxford, Liverpool and Leeds Universities. The index measures a range of indicators that contribute to whether a place is healthy to live in. These are summarised on the right.

Planning and urban design can make a significant contribution to how healthy a place is to live. In addition to the metrics set out in the AHAH index, there are a range of other factors within the control of the planning system which can have significant impacts on people's health, summarised below right.

The plan shows that areas closer to Heathrow and with higher levels of deprivation are generally the least healthy environments. Staines town centre and Ashford town centre perform poorly, due to a combination of poor air quality, lack of green space and prevalence of fast food, gambling and tobacco outlets.

Many of the borough's suburban areas perform comparatively well, although with room for improvement.

WHAT DOES THE INDEX MEASURE?

- **Retail environment** (access to fast food outlets, pubs, tobacconists, gambling outlets),
- **Health services** (access to GPs, hospitals, pharmacies, dentists, leisure services),
- **Physical environment** (Blue Space, Green Space),
- **Air quality** (NO₂, PM10, SO₂).

WHAT ELSE IS IMPORTANT IN CREATING A HEALTHY PLACE?

- **Good quality active travel provision**
- **Walkable neighbourhoods**
- **Healthy, adaptable homes for all stages of life**

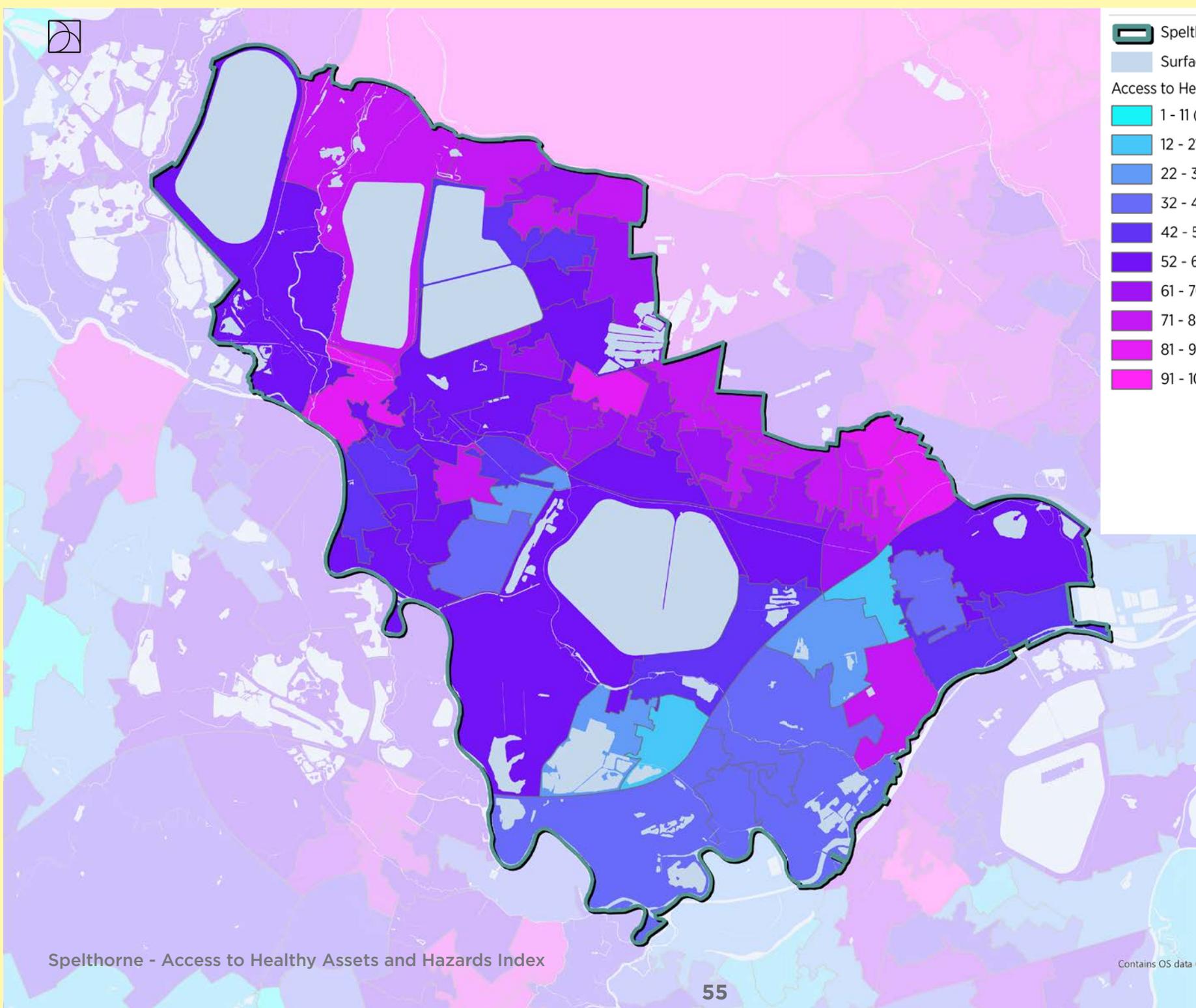
WHAT DOES THIS MEAN FOR THE CODE?

Good urban design, architecture and landscape architecture is intrinsically linked to the creation of healthy environments, both physically and mentally. Historically Spelthorne has been developed as an area that offered the potential of a healthy place to live - close to London but with access to open space, fresh air and good homes.

A focus on using good design to create places that are healthy, active and inclusive could be a defining theme for the design code, encouraging all proposals to demonstrate their approach to creating such environments at all scales.

WHERE DID THIS DATA COME FROM?

- Consumer Data Research Centre - Access to Healthy Assets and Hazards Index (blend of multiple data sources)



Spelthorne Borough Boundary

Surface Water

Access to Healthy Assets and Hazards Index

1 - 11 (healthiest)

12 - 21

22 - 31

32 - 41

42 - 51

52 - 60

61 - 70

71 - 80

81 - 90

91 - 100 (least healthy)

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Client:



Spelthorne Design Code

Baseline Plans - Healthy Environment

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Drawing Number: Revision: Date:
SPEL04-015 - 27.06.2024

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THE FUTURE

FUTURE DEVELOPMENT

WHAT DOES THE PLAN SHOW?

The plan shows allocated sites within the Spelthorne Emerging Local Plan. This is at Regulation 19 Stage and has been submitted to the Planning Inspectorate for Examination.

Although the Local Plan is not yet adopted, and may be subject to change, it nevertheless serves as a guide to what development types and locations may be expected to come forward within Spelthorne in the future.

This information is explored further over the following pages, to answer the two questions on the right.

- **What types of development are anticipated?**
- **Where is development anticipated?**

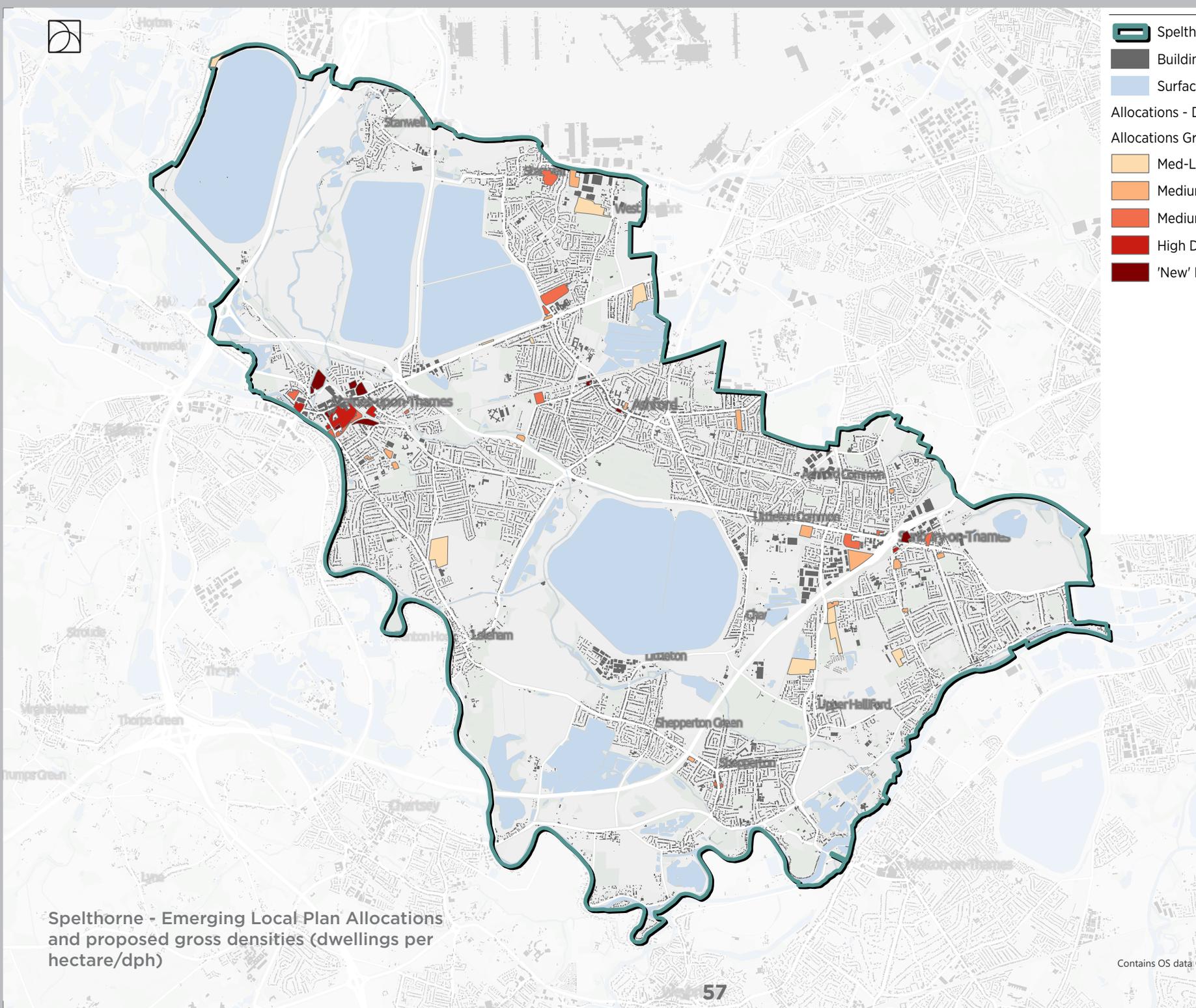
WHAT DOES THIS MEAN FOR THE CODE?

Areas and development types where most activity is anticipated should be prioritised in the development of the code, for the code to have maximum effect.

The anticipated location and types of development being planned for are vital to understand to set the content and priorities for the Design Code. For example, coding for higher density mixed use residential development will be important as it is a key component of the spatial strategy in the emerging Local Plan, whereas there is little anticipated pressure for warehouse & logistics development.

WHERE DID THIS DATA COME FROM?

- Emerging Spelthorne Local Plan



Spelthorne Borough Boundary

Buildings

Surface Water

Allocations - Draft

Allocations Gross Density (dph)

Med-Low Density (up to 45dph)

Medium Density (46-80 dph)

Medium-High 'Urban' Density (81-120dph)

High Density (121-220dph)

'New' Highest Density (Over 220dph)

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Spelthorne Design Code

Allocation Densities

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Contains OS data



Spelthorne - Emerging Local Plan Allocations and proposed gross densities (dwellings per hectare/dph)

THE FUTURE

KEY DEVELOPMENT TYPES

OVERVIEW

This section sets out what development types are anticipated in Spelthorne, based on the Emerging Local Plan and an analysis of recent development.

This analysis can help prioritise the content of the Design Code, concentrating on those areas where clear parameters would assist in addressing emerging issues, or where they can encourage excellence in design and help achieve key objectives of policy.

'NEW' HIGHEST DENSITY MIXED USE

A number of allocations and recent developments call for development at densities higher than seen in the borough at scale to date. These developments have the potential to change the character of areas such as Staines town centre, although they can also deliver high quality, sustainable and attractive places. They can be delivered in a number of different ways. Careful design coding will be needed to ensure the right balance is found for Spelthorne.

Residential density range

250-450dph

Typical housing type

1-2 bed apartments

Includes mixed-use/commercial provision?

Yes

Potential Floor Area Ratio*

3-4.5

Anticipated locations

Staines town centre, Sunbury Cross

Key design issues

Amenity for residents, heights and scale, appropriate development typology, relationship with street, change in existing character of place, green infrastructure provision, surface water handling, car parking.



CAMDEN COURTYARDS
(SHEPPARD ROBSON)



LANTERNS COURT
(SQUIRE + PARTNERS)

* Floor Area Ratio calculation is a high-level estimate based on application of Nationally Described Space Standards, typical parking standards and provision type, circulation requirements and any measure of mixed use provision. It is for indicative and comparison purposes only.



HIGH DENSITY MIXED USE

A number of allocations and recent developments call for development at high densities but within the boundaries of what is already seen in Spelthorne. They can be delivered in a number of different ways and can blend successfully with the context. Careful design coding will be needed to ensure the right approach is found for Spelthorne.

Residential density range

150-220dph

Typical housing type

1/2/3 bed apartments

Includes mixed-use/commercial provision?

Yes

Potential Floor Area Ratio*

2-2.5

Anticipated locations

Staines town centre, Sunbury Cross, Ashford town centre

Key design issues

Amenity for residents, heights and scale, impact on street, provision of mixed use in right place, green infrastructure provision, surface water handling, car parking.



OTHER DEVELOPMENT CODING PRIORITIES

In addition to the development types set out on this page and the following, there are other areas of potential change in Spelthorne that could be included in a code.



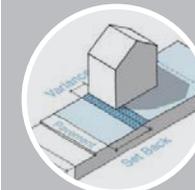
Redevelopment / intensification and mixed use provision at existing 'big box' retail parks



Transformation of major dual carriageways and busy roads into more people-centred environments



High quality landscape and open space design throughout new development



Setting out clear, simple rules for extensions (85% of applications) and single dwellings (10% of applications, using existing Development Management guidance)

MEDIUM-HIGH 'URBAN' DENSITY RESIDENTIAL

This type of development sees urban densities above what is typically seen in most British towns and cities outside of London, which can deliver excellent amenity and quality of life for residents, sustainable development patterns, while blending successfully with their surrounding context.

Residential density range

80-120dph

Typical housing type

Mix of 1/2/3 bed apartments, duplexes, terraced homes

Includes mixed-use/commercial provision?

Typically small-scale

Potential Floor Area Ratio*

1-1.5

Anticipated locations

Staines town centre, Sunbury Cross, Ashford town centre, Shepperton town centre, Stanwell

Key design issues

Parking provision, shared amenity space provision, ensuring appropriate transition to surroundings, surface water handling.



CHOBHAM FARM
(PTE)



PARK VIEW MANSIONS
(HAWORTH TOMPKINS)

MEDIUM DENSITY RESIDENTIAL

This level of density is at the upper end of typical densities possible with houses in urban areas. It requires careful design of car parking, arrangement of homes to ensure privacy, but can fit well into an environment such as Spelthorne with good design and consideration of detail.

Residential density range

55-80dph

Typical housing type

Some apartments, mostly terraced homes

Includes mixed-use/commercial provision?

Typically no

Potential Floor Area Ratio*

0.75-1

Anticipated locations

Sunbury Cross, Stanwell, Sunbury-on-Thames

Key design issues

Parking provision, amenity and overlooking for residents, high quality public realm and streets, green infrastructure provision



EDDINGTON
(PTE)



ABODE, NEWHALL
(PROCTOR & MATTHEWS)



THE AVENUE
(PTE)



ASHFORD
(CZWG)

LOW-MEDIUM DENSITY RESIDENTIAL

This level of density is typical for edge of settlement suburban development. With good design at the upper end of the density range it can create places that prioritise people over cars and support an efficient use of land, but without appropriate design consideration can become generic 'housing estates'.

Residential density range

35-45dph

Typical housing type

Mix of semi-detached, detached and some terraced homes

Includes mixed-use/commercial provision?

Typically no

Potential Floor Area Ratio*

0.4-0.6

Anticipated locations

Edge of settlement, Stanwell, Sunbury, Upper Halliford, Staines/Laleham

Key design issues

Parking provision, high quality public realm and streets, green infrastructure provision, efficient layouts, distinctiveness

THE FUTURE

LOCATIONS OF CHANGE

WHAT DOES THE PLAN SHOW?

The plan shows zoomed insets of three areas within Spelthorne:

- Staines-upon-Thames town centre
- Sunbury Cross
- Stanwell

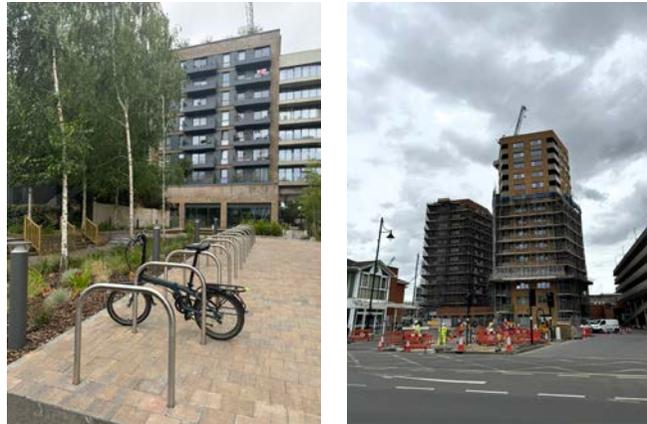
Each zoomed inset as earlier shows allocated sites within the emerging Spelthorne Local Plan. Although the Design Code does not rely on the Local Plan being in place, it is a good guide as to what development may come forward and might need to be considered in design terms.

These three areas are the anticipated focus for new development in the borough. In the case of Staines and Sunbury Cross, this is aligned with good transport links and existing infrastructure.

In Staines town centre, anticipated development is at significantly higher densities than the prevailing character of the area.

In Stanwell, development is anticipated to be an intensification of the existing character, but comparable to areas elsewhere in the borough for precedent.

In Sunbury Cross, development is anticipated to be at similar densities to the surrounding area, but will cover a number of sites around the edge of the centre and M3 junction. Integrating development and overcoming severance will be a key consideration.



Recent development in Staines town centre



Sunbury Cross, a focus for growth

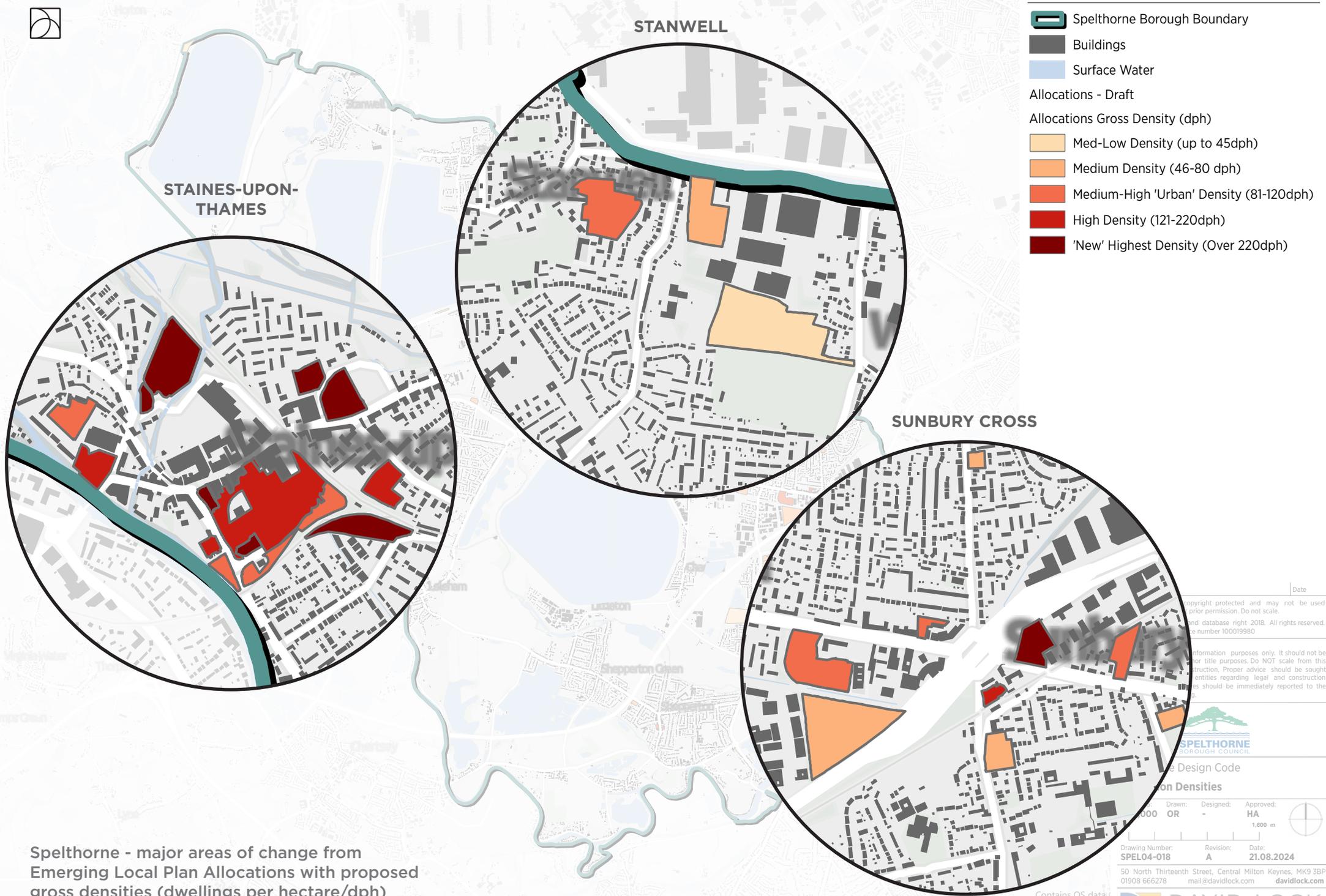
WHAT DOES THIS MEAN FOR THE CODE?

These locations should be prioritised in the development of the code, for the code to have maximum effect.

The Design Code should set out detailed parameters for development in these areas of focussed change. These parameters should consider how to integrate new development successfully into the existing place, led by a realistic community-derived vision of what the place should aim to be in the future.

WHERE DID THIS DATA COME FROM?

- Emerging Spelthorne Local Plan



Spelthorne - major areas of change from Emerging Local Plan Allocations with proposed gross densities (dwellings per hectare/dph)

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Spelthorne Borough Council
 Design Code
 Allocations Densities

| | | |
|----------------------------|--------------|------------------|
| Drawn: OR | Designed: HA | Approved: HA |
| Drawing Number: SPELO4-018 | Revision: A | Date: 21.08.2024 |

50 North Thirteenth Street, Central Milton Keynes, MK9 3BP
 01908 666278 mail@davidlock.com davidlock.com

Contains OS data

AREA TYPES

OVERVIEW

WHAT DOES THE PLAN SHOW?

The plan shows a summarised assessment of the area types of Spelthorne. Area types share key urban design characteristics in their existing design, and the potential development that might occur in the future.

Area types can include other uses, such as a small factory or school within a suburban area type. The principle being that, if that site came up for development, then it would be appropriate to be guided by the identified area type.

WHAT WAS THE METHODOLOGY?

Following the methodology set out in the National Model Design Code, detailed data gathering on the existing design and characteristics of the places in the borough began at borough-wide level with the plans and conclusions presented so far in this report.

From this overview, an initial high-level assessment of area types was undertaken, using the data outlined above and use of 3D mapping via Google Earth and other resources. A deeper review of the area types outlined has:

- Assessed distinctive urban design characteristics of the places
- Assessed what positively contributes to place character
- Collected quantitative parameters on what makes them distinctive (heights, street widths and other parameters as outlined in the NMDC)
- Refined the area type categories, splitting them some in some cases
- Refined the boundaries of the area types

This desktop assessment has then been tested by in-person visits to a number of locations across the borough, using public transport, walking and cycling to examine, test and record the characteristics of the places of Spelthorne.

WHAT DOES THIS MEAN FOR THE CODE?

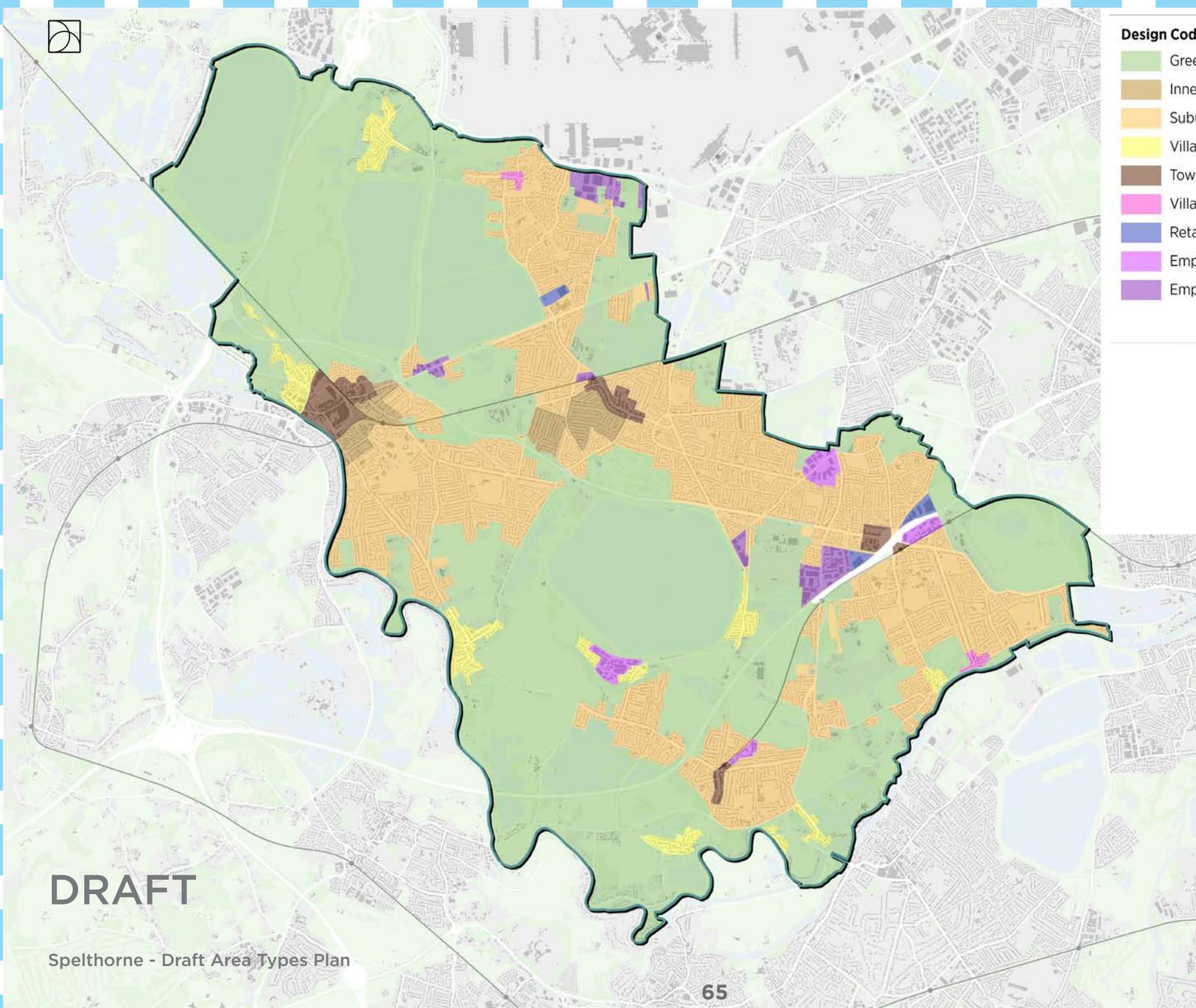
Once tested and refined, the Area Types plan will form the basis of the Design Code's spatial rules as to what design responses are appropriate in different places.

The rest of this section of the report sets out key characteristics of a selection of these area types, and their relevance for future coding.



Design Code Areas

- Green Belt
- Inner Suburban
- Suburban
- Village
- Town Centre
- Village Centre
- Retail Park
- Employment - Business Park
- Employment - Light Industrial/Estate



| Rev | Description | Date |
|-----|---|------|
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| | Client: | |



Spelthorne Design Code

Design Code Areas

Scale@A3: Drawn: Designed: Approved:
 1:40,000 NMW - OR
 0 1,500 m

Drawing Number: SPEL04-022 Revision: A Date: 05/08/2024
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DRAFT

Spelthorne - Draft Area Types Plan

AREA TYPES

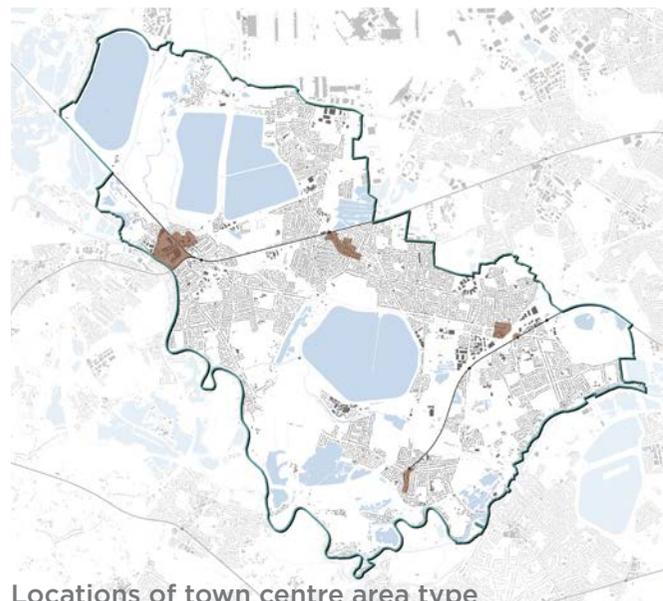
TOWN CENTRES

OVERVIEW

There are four identified town centres within Spelthorne, based on their urban form. Each should be treated individually for coding purposes as they are very distinct in character from each other.

- Staines-upon-Thames
- Ashford
- Sunbury Cross
- Shepperton

Town centres are located in a more dense urban or suburban context, involving a high proportion of retail and service uses. The residential uses that exist are generally high-density.



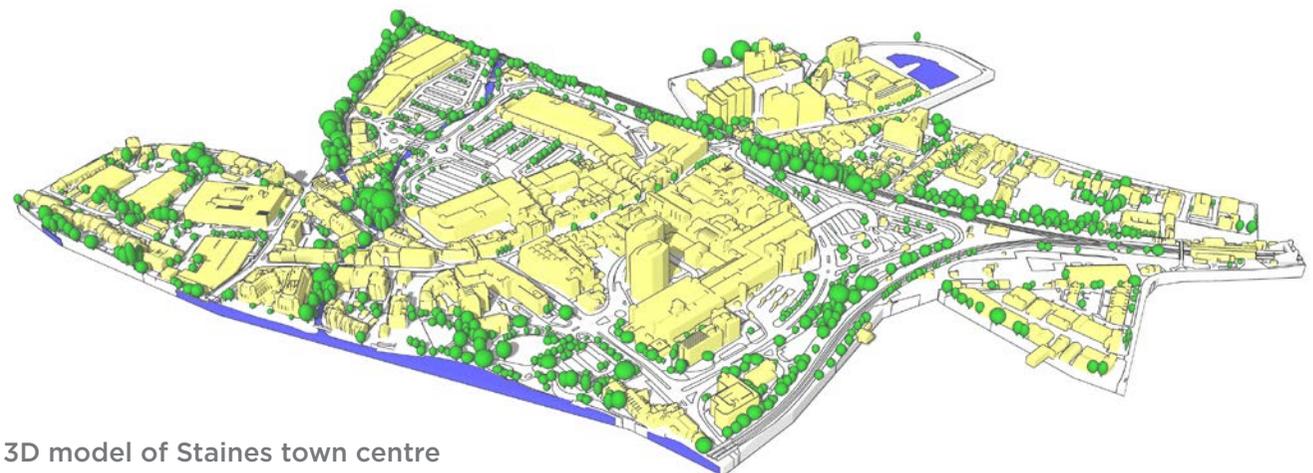
Locations of town centre area type

STAINES-UPON-THAMES

Staines-upon-Thames is the borough's main centre and largest historic town. It is based around a Roman route to a bridging point on the Thames, and a historic High Street remains its focal point.

The core High Street is flanked by large areas of more modern development, including the Two Rivers Retail Park on the site of a former linoleum factory, and the Elmsleigh Shopping Centre / Tothill Car Park complex. The town centre is also bounded by railway lines to the north and east.

The west of the town centre transitions quickly to Staines village, a Conservation Area with a very different and attractive character.



3D model of Staines town centre

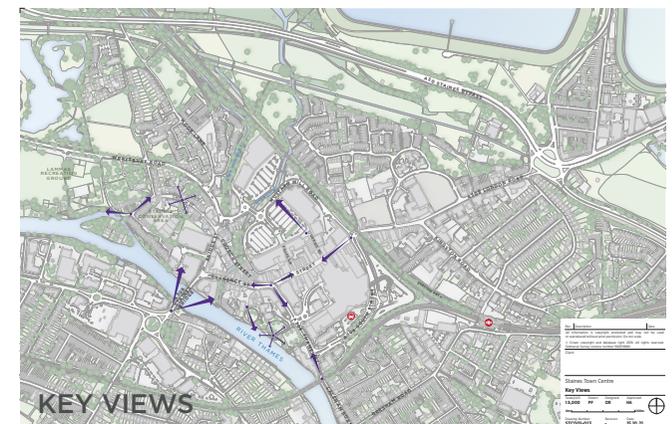
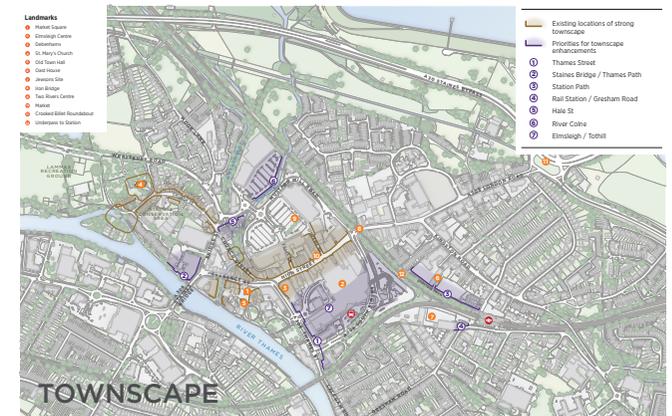
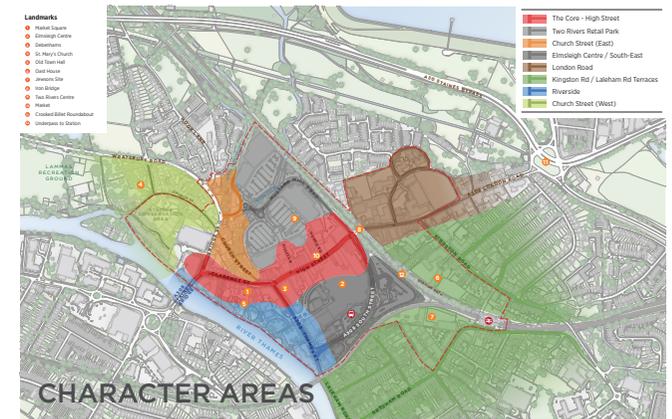
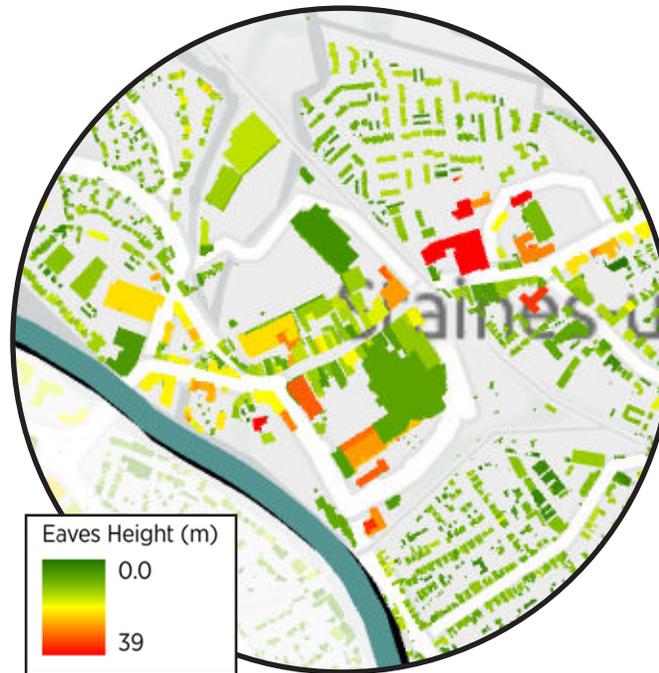


A substantial amount of work has been done on characterising Staines town centre and its environs through the 2022 Staines Development Framework (DLA) which forms part of the baseline for this document. This is set out in the diagrams to the right, taken from the Development Framework, and the characterisation table on the following page. The Design Code will build upon this work.

CODE PRIORITIES

Considerable change in recent years, and the potential for further change, means this will be an area of significant focus.

- Ensuring new high density development has high amenity and living standards
- Interfaces between new and existing development
- Identifying key areas, places and views that are locally valued, form part of the character and require protection
- Appropriate development typologies, and delivering higher densities at more appropriate heights than seen in recent developments
- Successfully managing transitions in heights
- Public realm and street quality



Town centre characterisation undertaken as part of Staines Development Framework

| | The Core - High Street | Riverside | Kingston Road terraces | Laleham Road terraces | Church Street (West) | Church Street (East) | Two Rivers Retail Park | London Road | Elmsleigh Centre / South-East |
|-------------------------------|--|---|--|--|---|--|--|---|--|
| Typical Uses | Retail Food & Beverage Leisure | Residential Some Civic/Community Uses | Residential Some Community Uses | Residential Some Community Uses | Residential Some Employment Uses Hidden Away | Retail Residential Commercial/Employment | Retail Leisure | Secondary Retail Residential | Retail Transport Interchange Commercial/Employment |
| Street Widths | Typically 18m Varies 14-22m Alleyways 7m | 25m, but open on one side No strongly defined street corridors | 20-22m | 20-22m | Typically 10-24m Narrower at town centre end, opens towards river end | Church St 8-10m Others up to 15m | No clearly defined streets Surface car parking | Typically 18m | South Street 30-40m, but without clear definition |
| Building Heights | Typically 3-4 storey Up to 5 in places | 3-5 storey | 2-3 storey Up to 5 storey occasionally | 2-3 storey Up to 4 storey occasionally | 2-3 storey Occasional 5 storey | 3-5 storey | 2-3 storey | 2-3 storey 'traditional development' 8-12 storey 20th/21st century buildings | 4-6 storey Plant up to 8 storeys |
| Building Widths/Grain | Typically 7-15m Occasionally up to 30m | Varied, up to 30m | 6m dwelling (12m total width) | 6m dwelling (12m total width) | 5-15m, typically around 9m | 7-11m Up to 25m at western end | 60-100m Some subdivisions at 20-30m, others at 50m | 6-8m 'traditional development' 18-25m 20th/21st century development | Mixed with no clear pattern Very coarse grain with very large buildings |
| Building Line | Continuous | Discontinuous Mix of backs and fronts | Semi-detached, regular 4-5m gaps | Semi-detached, regular 4-5m gaps | Strong with some gaps between buildings | Continuous at town centre end Mix of backs and fronts at western end Breaks up and discontinuous at western end | Continuous edge in retail park No variation | Continuous on London Road Broken on side streets, strong line | No clear building line Mostly backs and service entrances |
| Setbacks | None | No clear building line | 5m front gardens | 5m front gardens | None at town centre end Some front gardens of variable width at river end | None at town centre end Mix of widths at western end, no clear pattern | None at edge of retail park Other smaller units have green space in front | None on London Road 2-3m on side streets | No clear building line |
| Planting and Trees | Street Trees at Northern End No GI at Southern End except at river crossing | Variation between tree-lined pathway to open space of medium scale Strong green character | Occasional street trees Private front gardens | Occasional street trees Private front gardens | Increasingly green character moving from town centre toward river Open space around church contributes strongly | Green, soft edges to Wrybury and Colne Green nodes at river crossings Open space around church at western end No planting at TC end | None in pedestrian areas Some trees in car park Trees and green banks to rivers Little accessibility to GI | Little on-street Some private gardens Railway line embankment forms green node | Occasional trees in car parks Treed rail embankment |
| Building Materials | Buff brick White render Red brick | Buff brick Concrete for MSCP White render Red brick | Red brick White render | Red brick White render | Buff brick White render Red brick | Buff brick White render Red brick | Buff brick Steel | Buff brick Red brick Steel Mixed renders | Concrete Red brick |
| Frontages | Regular Ground Floor Entrances Continuous Active Frontages | Mix of backs and fronts Building frontages typically behind planting | Regular residential front doors Set back behind front gardens Coarser grain, less active frontage on main street | Regular residential front doors Set back behind front gardens Coarser grain on main street | Regular residential entrances | Church St has continuous retail frontage No frontages onto rivers Very disjointed frontages at western end | Retail frontages, coarse grain, large entrances Car parks have no frontages or enclosure | Continuous active frontages Regular entrances Residential developments have active ground floors | Mostly backs and service entrances Little active frontage |
| When Built? | Typically 19th Century Some 20th Century | Majority mid-late 20th century View to Town Hall, 19th century | Typically Edwardian | Typically Edwardian | Mix of Victorian, Edwardian and post-WW2 | Early-late 20th Century | Early 21st Century | Victorian, Edwardian - traditional development 1970s blocks on side streets Early 21st century | Mostly 1970s/1980s |
| Noise Levels | High and vehicle-dominated at southern end Medium and human at northern end | Medium-low, mostly human Vehicle noise near Thames St | Low | Low | Low | Low-medium on Church St Vehicle noise at western end Quiet on rivers | Medium, high around vehicle links | High | High on South St |
| Street Activity Levels | High at north end, lower at southern end | Busy use of river frontage Lower levels on Thames St | Low but overlooked | Low but overlooked | Low but overlooked | Low-medium on Church St Low at western end Quiet on rivers | High at retail edge | Medium-low | Low |
| Townscape Features | Projection and recession on buildings Incidental moments Fluctuation of widths on High St Deflection of views | Occupied Space Focal Points Changes of levels Openness | Projection and recession on buildings | Projection and recession on buildings | Projection and recession on buildings Incidental moments Fluctuation of widths Deflection of views Screened vistas | Projection and recession on buildings Fluctuation of widths Deflection of views Screened vistas | Few - some occupied space | Relatively few Screened vistas on side streets Projection and recession on some buildings | Few - does not contribute to town |
| Notes | Strong townscape and character | Attractive green character Some areas with good relationship to built environment Other areas with no relationship to buildings | Coarser grain on main streets, with strong character and form on residential streets Main streets are less continuous and lack strong building line | Coarser grain on main streets, with strong character and form on residential streets | Strong and attractive residential character with a transition from urban to riverside Village feel | Strong urban fabric at town centre end Broken urban fabric at western end, very disjointed Green infrastructure throughout but not accessible Needs urban fabric repair | Successful retail park but lacking in enclosure Clear pedestrian links around edge of car park that tie into street network Does not use rivers successfully | Busy secondary retail street - functions as extension of high street Feels disjointed from town centre due to railway line Tired buildings and vehicle-dominated street scene | Monolithic, disjointed and unattractive development that does not contribute to a human-scale town centre Bland material palette No real streets, just highways for vehicles |
| Positive | Attractive heart of town Human scale Good mix of uses | Access to water Green infrastructure | Attractive, coherent residential environment Some GI | Attractive, coherent residential environment Some GI | Attractive residential environment Clear character Green end near river | Fine grain urban fabric at town centre end Water and GI running throughout | Busy and active Clear pedestrian links linking to streets | Active frontages | Gateway - public transport, vehicles and rail |
| Negative | Thames St vehicle-dominated Lack of GI on Thames St Poor links to river | Poor Thames St frontage Few links to town centre Car parking uses space | Coarser grain on main streets could be improved Main streets have disjointed frontages | Coarser grain on main streets could be improved Main streets have disjointed frontages | Some detracting 20th century development | Little access to water and GI Disjointed environment at western end Backs and service entrances at western end | Does not use rivers or GI No urban enclosure | Vehicle-dominated street scene Tired traditional building stock Little GI | Incoherent environment, no clear streets, no active frontages Little GI Vehicle dominated Inefficient land use Detracts from rest of town centre and riverside |
| UD Strategies | Preserve character through grain, massing, mix of uses Reduction in vehicle domination of Thames St Preserve views from core area to minimise visibility of taller buildings | Improve Thames St frontage to match scale and nature of space Reduce vehicle domination of Thames St Improve links to 'Core' | Densification and stronger frontages on main streets Better overlooking and frontage on Station Path | Densification and stronger frontages on main streets Clearer wayfinding from station to town | Preserve character through grain, massing, mix of uses Preserve views from street to minimise visibility of taller buildings | Fabric repair from new development with clear frontages Integrate water and GI to make distinct character | Progressive infill development of car parks over time to form new street network Infill development to form strong frontage to water Landscape strategy to make rivers active and part of town | Reduction in vehicle domination of London Road General increase in heights for infill development to form coherent street Additional street GI | Redevelopment to create new streets and spaces for people Edges at lower heights, interior has potential to host taller buildings Reduction in vehicle domination |

Staines Development Framework Character Assessment - zoom for detail. To be read with plan on previous page setting out identified character areas.



ASHFORD



KEY CHARACTERISTICS

Land Use:

A wide range of retail and service uses including multiple convenience stores, takeaways, coffee shops, hairdressers, health & beauty uses, and a bank.

Layout:

The centre has a linear form along Church Road, with Ashford train station at the northeastern end where the centre extends around the Woodthorpe Road / Station Approach / Clarendon Road mini-roundabout. The centre has expanded northwards with recent mixed-use and high-density residential development.

Built Form:

Mostly 2-3 storey terraced buildings, with shop frontage on the ground floor. The recent redevelopment north of Church Road introduces a larger block form.

Materials:

Brick buildings, some rendered. Various shopfront treatments with modern signage.

Landscape & Green Infrastructure:

Distinct lack of greenery within the centre. Some street trees along Church Road.

Street Types:

Church Road is wide (16 to 25m), the widest sections including a parallel parking lane, causing car dominance. Woodthorpe Road is around 15m, with on-street parking.

CODE PRIORITIES

- Reinforcing key parameters that make town centre special
- Identifying how new development can enhance public realm
- Ensuring new development adopts key parameters and integrates successfully



Victorian roof features



21st century development



Pedestrian spaces



Mid-century infill



Typical brickwork



Street tree - Church Rd

SUNBURY CROSS



KEY CHARACTERISTICS

Land Use:

A range of retail uses, including fast food, health & beauty uses, and convenience stores / supermarkets. High density residential located in tower blocks and above retail units. Community uses include a library and church. Includes offices and a hotel.

Layout:

The main town centre area is located to the west of the A308 roundabout / M3 flyover, focused on the very wide Staines Road West. 'The Parade' is a parallel road for parking to access retail units.

Built Form:

A 3-storey terraced perimeter block frames the northwest of the A308 roundabout. However, the rest of the built form is largely dominated by tower block building types.

Materials:

The range of materials is varied and incoherent. Tower blocks are a mixture of brick, white render, and modern white/grey/blue cladding. Other buildings are brick-finished.

Landscape & Green Infrastructure:

The centre is particularly grey, with only a few street trees and limited grassed area.

Street Types:

Staines Road West is a dual carriageway, with a parallel road for retail access and parking. The 35m wide road area creates a hostile walking environment.

CODE PRIORITIES

- Improving pedestrian connections
- Safety, overlooking and use of space
- Maximising green infrastructure provision
- Ensuring new development is well-connected
- Scale of development



Housing above retail



Reflective apartment block



Railings causing severance



Brown/grey colours



No visual surveillance



Retail set back by parking



SHEPPERTON



KEY CHARACTERISTICS

Land Use:

Wide range of retail and service uses including supermarkets / convenience stores, cafés and bakery, health & beauty, butcher's, grocer's, post office, card shop, and various independent / specialist shops. Petrol station located on the High Street. Includes medium-density residential, and community facilities e.g. village hall.

Layout:

Linear centre along the High Street (B376). Access/service lanes either side of the main road.

Built Form:

Mostly 3-storey terraced buildings with ground-floor retail and upper floor residential. Some 2-storey buildings and residential terraces. Interesting and varied architectural styles, with some key distinctive buildings acting as landmarks and adding character.

Materials:

Most buildings are brick built, some with render or tiled cladding. Pavements are block paved.

Landscape & Green Infrastructure:

The street benefits from mature trees, hedges and planters.

Street Types:

The street width varies from approx. 15-35m. Service lanes provide parking along the widest areas.

CODE PRIORITIES

- Reinforcing key parameters that make town centre special
- Ensuring new development adopts key parameters and integrates successfully



Distinctive architecture



Feature trees



Historic village hall



3-storey terrace houses



Tree-lined road island



Benches along the street

AREA TYPES

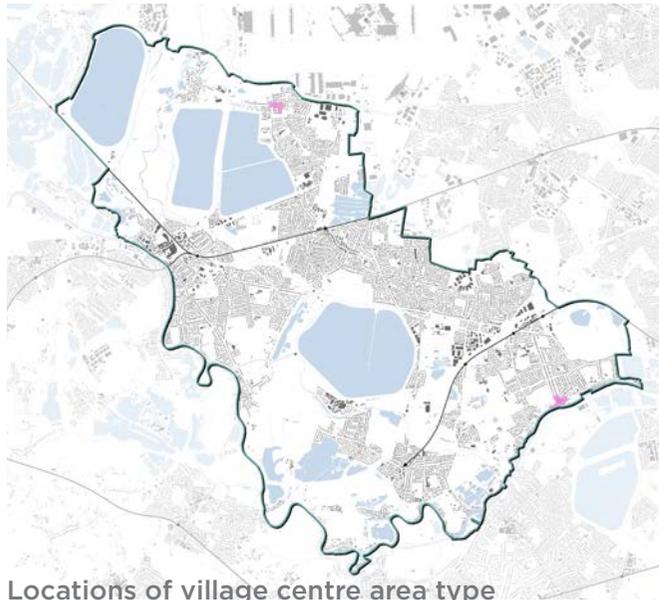
VILLAGE CENTRES

OVERVIEW

Due to its historic development, Spelthorne has a small number of historic villages that have been absorbed by suburban development in more recent years. As such the small historic village has become a distinctive centre - an island within wider suburbs.

These village centres are distinct from larger 'villages' (later in this section) which tend to be more separate from nearby suburban areas and retain a more complete settlement form as a village.

Any development in this area type is anticipated to be small-scale and infill-type, fitting strongly with the existing character.



Locations of village centre area type

STANWELL

KEY CHARACTERISTICS

Land Use:

There is a small range of shops including two convenience stores, a range of takeaways, and a pub. The village green and church are a focal point. The predominant land use is residential.

Layout:

The layout is nucleated, with a triangular green to the centre. Plot forms are irregular, with a mixture of terraced and detached properties.

Built Form:

Buildings are a mixture of detached and terraced, with a wide variety of sizes.

Materials:

Buildings are brick or rendered, with a range of colours but predominantly yellow/buff brick. A mixture of grey and red tiled roofs.

Landscape & Green Infrastructure:

The village green is the key landscape feature, with mature tree. The village park is located behind St Mary the Virgin church.

Street Types:

No typical road width due to the irregular built form. The High Street is approx. 8.5-10m wide.



Historic church



Village green



Feature property



Variety of trees



SUNBURY-ON-THAMES

KEY CHARACTERISTICS

Land Use:

Mostly residential, with a parade of shops. A small range of restaurants. A park area is located to the edge of the centre.

Layout:

A linear form along Thames Street, extending to the north along The Avenue.

Built Form:

Buildings are typically 2-3 storey terraces.

Materials:

Buildings are mostly brick or rendered. Many buildings along Thames St have been painted in a variety of colours.

Landscape & Green Infrastructure:

There is an informal meadow / parkland to the north of Thames street, with areas of wildflowers. Other green spaces are close by including Rivermead Island. While there is close proximity to the Thames, there is limited direct access from the village centre.

Street Types:

Thames Street is a narrow at approximately 8-10m wide. This provides no opportunity for on-street parking, only on The Avenue which is wider with dedicated parking.



Sunbury Park & meadow



Georgian townhouses



Characterful street



Distinctive terraces



21st Century neo-Georgian



Landmark building

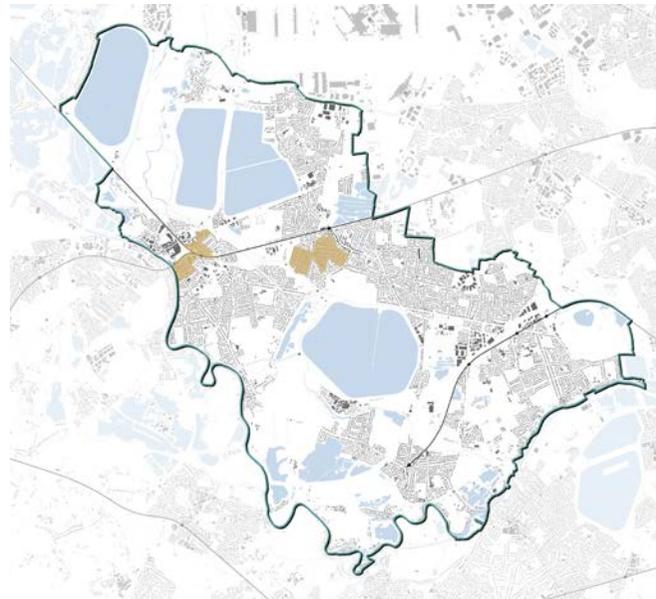
AREA TYPES

INNER SUBURBAN

OVERVIEW

These are areas developed predominantly pre-war and in the early inter-war period. They have comparatively high densities compared to the rest of the borough, and are closely related to their nearby town centre.

Development in this area type is anticipated to be small-scale and infill-type, with some level of intensification possible. Design coding may concentrate on ensuring that proposals reflect the existing form while allowing for sensitive intensification.

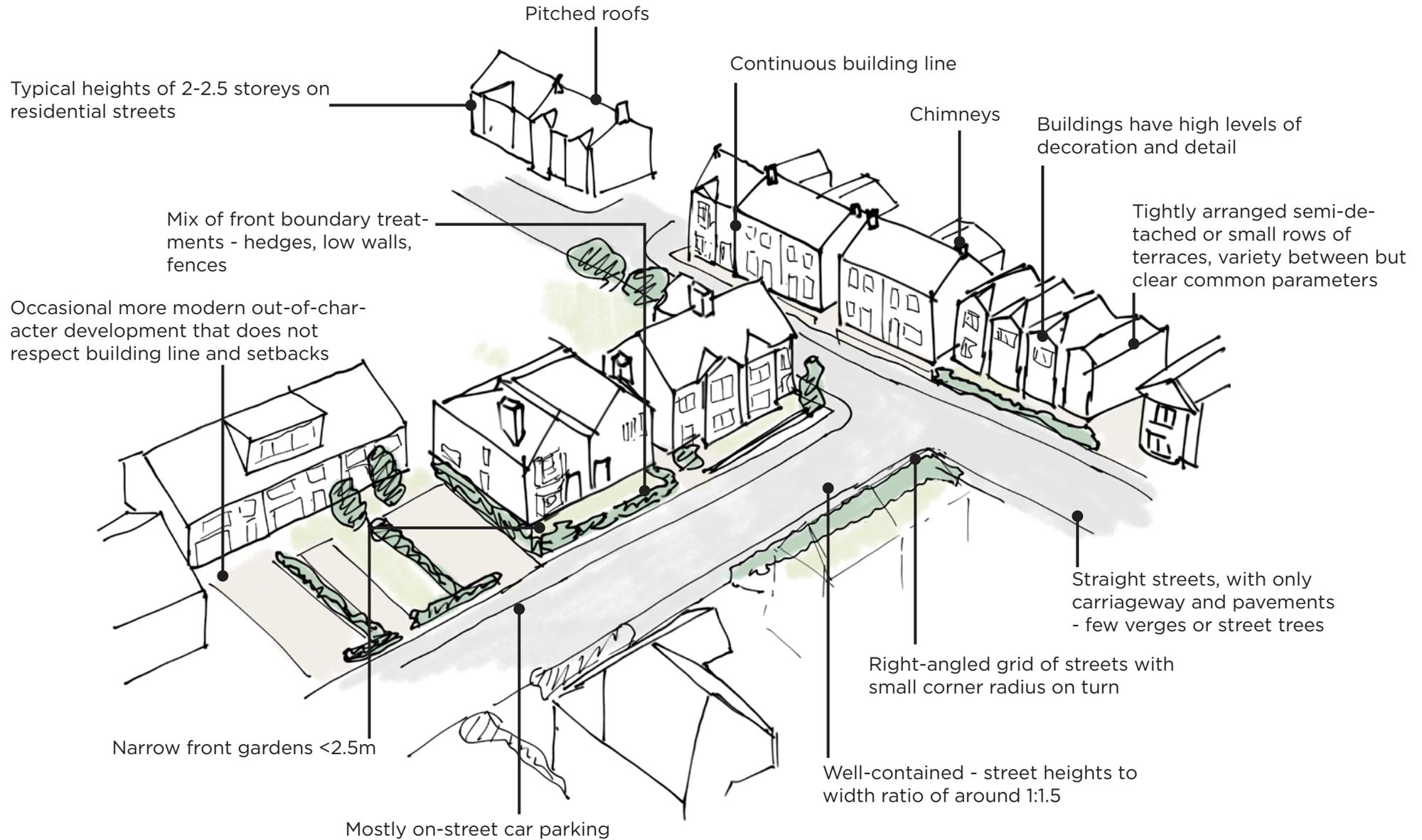


Locations of inner suburban area type





WHAT DO THE INNER SUBURBS LOOK LIKE?



INNER SUBURBAN

| MOVEMENT | NATURE | BUILT FORM | IDENTITY |
|---|--|--|--|
| <p>Street network character: Street network links to high trafficked town centre locations, arterial routes quieten through inner suburbs, but with busy high streets through central areas of inner suburbs.</p> <p>Within 5mins walk of a bus stop: All</p> | <p>Within 5min walk of a local park: the minority</p> <p>Street trees: some but often sparsely planted</p> <p>Open space features: some incidental green spaces or landscaped verges or planters within high streets.</p> | <p>Average density: 40-55dph</p> <p>Average plot ratio: 0.25-0.4</p> <p>Average floor area ratio: 0.45-0.7</p> <p>Block structure: Various, mostly along a linear route.</p> <p>Building set-backs: varies, typically 2-5m</p> <p>Building line: Mostly consistent following a straight line or gently curving. Gaps of 3m+ between buildings.</p> <p>Building height: typically 2-3 storeys, with some 4-5 storey buildings.</p> | <p>Materials: Mostly traditional brick. Some modern glass and metal buildings. Some buildings clad with wood or tiles.</p> <p>Local building features: Brick detailing, historical landmarks in centres, mock tudor timber gable ends, picture windows, iron railing balconies.</p> <p>Roof form: Consistent along terraces, others varying</p> <p>Boundary Treatment: often directly onto street or narrow front garden with low brick wall and/or hedgerow in older traditional streets.</p> <p>Architectural style: Varies, contemporary apartments, chapel conversions, 80's/90's apartment blocks with communal perimeter gardens.</p> |



| PUBLIC SPACE | USE | HOUSE TYPES | GARDENS |
|---|---|---|--|
| <p>Primary Streets - Small pockets of public realm between road and shopfronts.</p> <p>High Streets - 'Islands' between parking/service lanes and the main road. Often including seating and planters.</p> <p>Secondary Streets - Transition to 'suburbs', increasing verge widths and incidental open spaces.</p> | <p>A mix of uses, including a range of retail, community facilities and food outlet premises.</p> <p>Residential uses represent a greater proportion of overall use compared to town centres. Housing density remains relatively high to the rest of the borough, reducing towards the interfaces with 'suburbs'.</p> | <ul style="list-style-type: none">• Apartments• Terraced• Semi-detached• Corner houses• Town houses | <ul style="list-style-type: none">• balconies• communal• private |

AREA TYPES

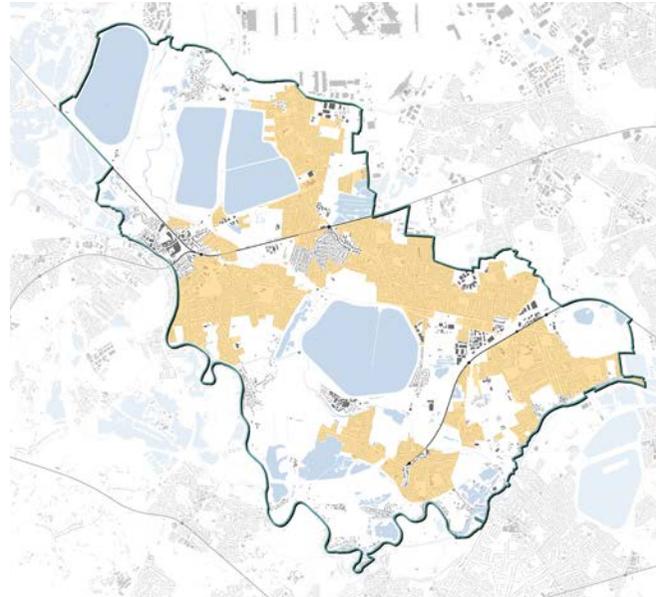
SUBURBAN

OVERVIEW

Suburban areas are characterised by lower-density housing. While semi-detached houses are most common; terraced and detached homes as well as bungalows are found across the borough.

Many of Spelthorne's suburban locations benefit from proximity to green spaces and larger plot sizes. Due to the nature of suburbs, there is often less distinctive identity between the areas in contrast to centres. Because they tend to be further from their core town centres, they often host small local parades of shops at key nodes.

Development in this area type is anticipated to be small-scale and infill-type, with some level of intensification possible. Design coding may concentrate on ensuring that proposals reflect the existing form while allowing for sensitive intensification.

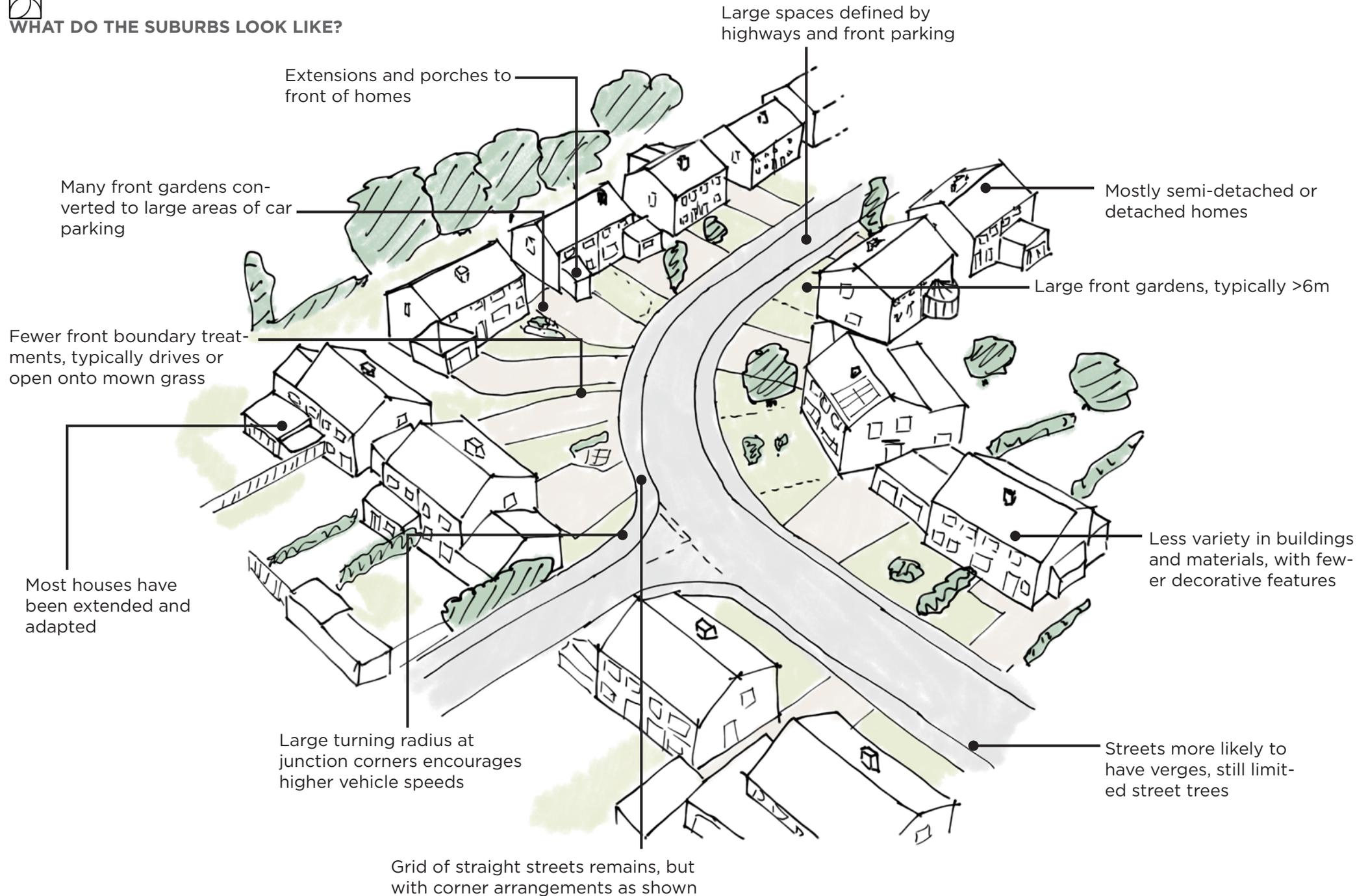


Locations of suburban area type





WHAT DO THE SUBURBS LOOK LIKE?



SUBURBAN

| MOVEMENT | NATURE | BUILT FORM | IDENTITY |
|---|--|--|--|
| <p>Street network character: Mix of secondary and tertiary streets with predominantly residential character.</p> <p>Within 5mins walk of a bus stop: Almost all</p> | <p>Within 5min walk of a local park: the majority</p> <p>Street trees: varies, some streets continuously planted others just individual street trees around incidental open space.</p> <p>Open space features: some areas with generous front gardens and tree line streets, other streets no verges and minimal landscaping but some incidental open spaces.</p> | <p>Average density: 25-40dph</p> <p>Average plot ratio: 0.1-0.3</p> <p>Average floor area ratio: 0.2-0.5</p> <p>Block structure: Mix of traditional perimeter blocks, terraced streets and extended cul-de-sacs as well as looser perimeter blocks with larger detached units.</p> <p>Building set-backs: varies, typically 5-10m</p> <p>Building line: varies but typically consistent. Gaps of 5m+ between buildings</p> <p>Building height: majority 2-2.5 stories (loft conversions) with some bungalows.</p> | <p>Materials: Wide mix, common materials include: red, multi and buff brick and render</p> <p>Local building features: Bay windows, brick detailing, mock tudor timber eaves</p> <p>Roof form: Varied</p> <p>Boundary Treatment: Varies, often a mix of hedgerows and low brick walls or front gardens converted to driveways.</p> <p>Architectural style: Varied, some georgian, victorian, mock tudor, 80's + 90's estates, and contemporary.</p> |



| PUBLIC SPACE | USE | HOUSE TYPES | GARDENS |
|---|-------------------------------------|---|---|
| <p>Primary Streets: wider boulevard style streets with wide verges and mature trees and segregated private drives.</p> <p>Secondary Streets: generous street widths for the most part, with front gardens largely given over to parking and hard paving.</p> <p>Local Streets: narrower streets within older perimeter blocks where houses directly front the streets.</p> | Housing with occasional other uses. | <ul style="list-style-type: none">• Terraced• Semi-detached• Detached• Wide frontage• Corner houses• Town houses | <ul style="list-style-type: none">• private• communal• incidental open spaces |

AREA TYPES

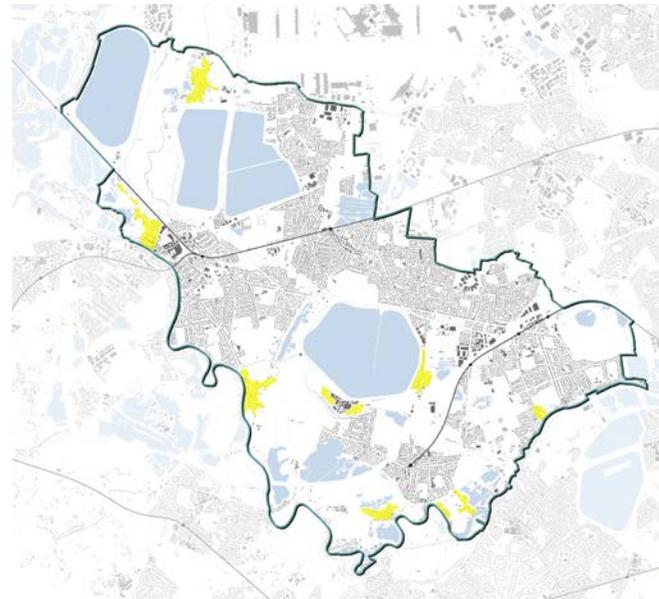
VILLAGES

OVERVIEW

Spelthorne has a series of historic villages which have retained their character over time. Most of these have retained some separation from surrounding suburban-type development, making them distinct from the village centre area type earlier in this document.

Village Area Types are defined by a more rural character with a recognisable traditional village core with common features being a village green, corner shop, post office, pub or sport ground or village hall.

Any development in this area type is anticipated to be small-scale and infill-type, fitting strongly with the existing character.

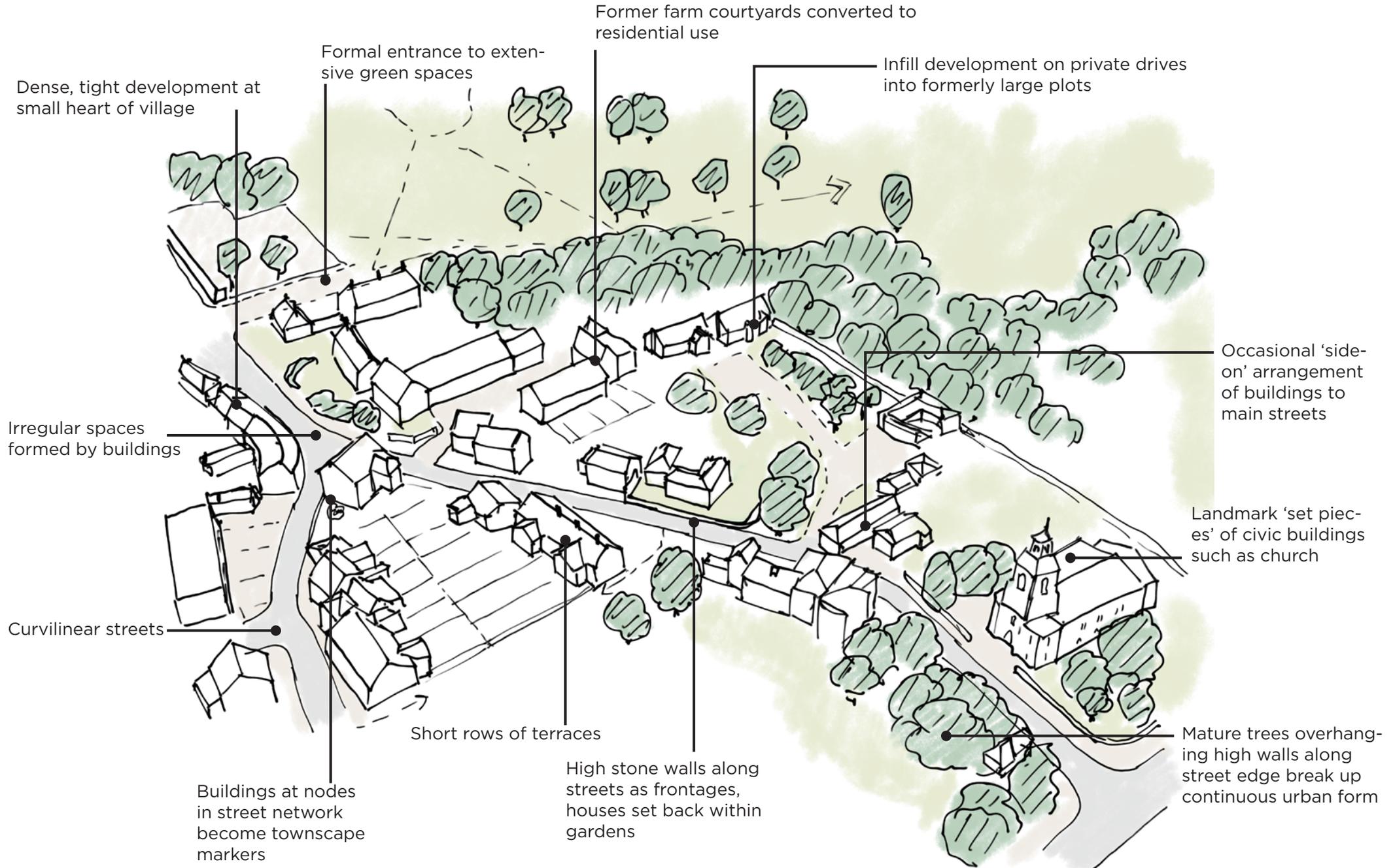


Locations of village area type





WHAT DO THE VILLAGES LOOK LIKE?



VILLAGES

| MOVEMENT | NATURE | BUILT FORM | IDENTITY |
|---|---|---|--|
| <p>Street network character: one traditional main street; cul-de-sacs, closes and local streets spur off</p> <p>Within 5mins walk of a bus stop: excl. Shepperton, very little - 10-15min walking catchments for majority</p> | <p>Within 5min walk of a local park: all (TBC)</p> <p>Street trees: regular features and often mature street trees on most streets and within open spaces.</p> <p>Open space features: incidental open spaces, common areas/greens</p> | <p>Average density: 15-40dph, varies depending on context</p> <p>Average plot ratio: varies depending on context</p> <p>Average floor area ratio: varies depending on context</p> <p>Block structure: informal perimeter blocks, row blocks, cul-de-sacs and closes</p> <p>Building set-backs: varies X-Xm</p> <p>Building line: mostly informal or curved</p> <p>Building height: majority max. 2 storey with large proportion of bungalows</p> | <p>Materials: historically red brick and red tile, some buff and multi brick, rendered facades and buff brick more common in more recent development</p> <p>Local building features:</p> <p>Roof form: varied</p> <p>Boundary Treatment: generally generous front gardens with soft boundary treatments + railings/fence line or low brick walls</p> <p>Architectural style: portrait windows, georgian picture windows</p> |



| PUBLIC SPACE | USE | HOUSE TYPES | GARDENS |
|---|--|---|---|
| <p>Secondary streets - 12-15m</p> <p>Local Streets - 10-12m</p> <p>Tertiary Streets - 9-10m wide, 3-7m building heights (to roof line) enclosure ratio X, frontage X</p> | <p>Mostly housing with some local community facilities</p> | <ul style="list-style-type: none">• semi-detached• detached• special house types• cottage style terraces | <ul style="list-style-type: none">• private• village greens• public parks |

Prepared for Spelthorne Borough Council by



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