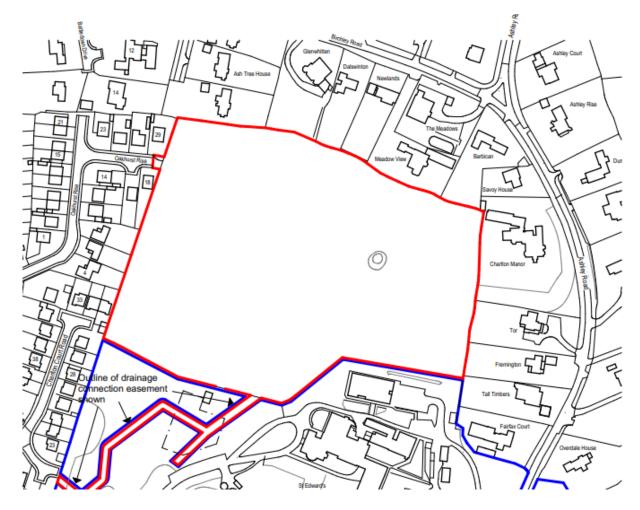
Land adjacent to Oakhurst Rise

22/00112/OUT

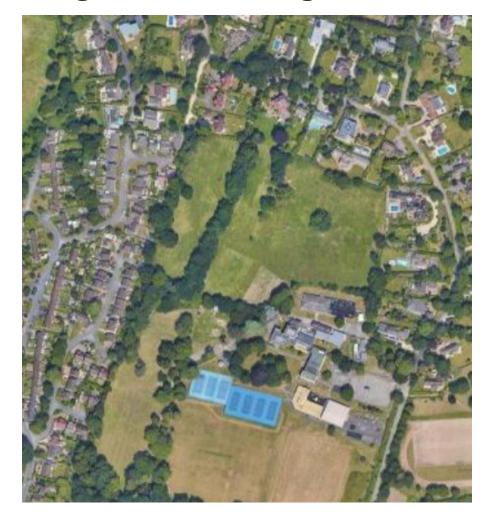
Outline application for residential development of 25 dwellings – access, layout and scale not reserved for subsequent approval.

Recommendation: Permit subject to s.106

Site location plan



Google earth image



Previous application layouts



17/00710/OUT – 90 dwellings

18/02171/OUT – 69 dwellings

Previous application layouts



20/00683/OUT – 43 dwellings



Current application – 25 dwellings

Block Plan



Nolli Plan



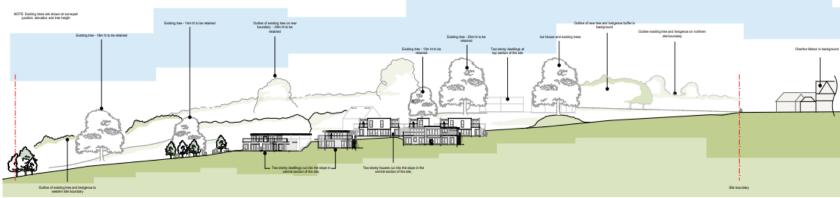
Building scale plan



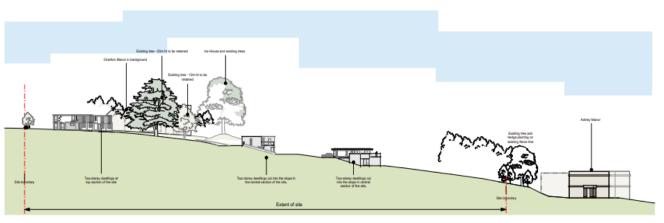
Extent of Development





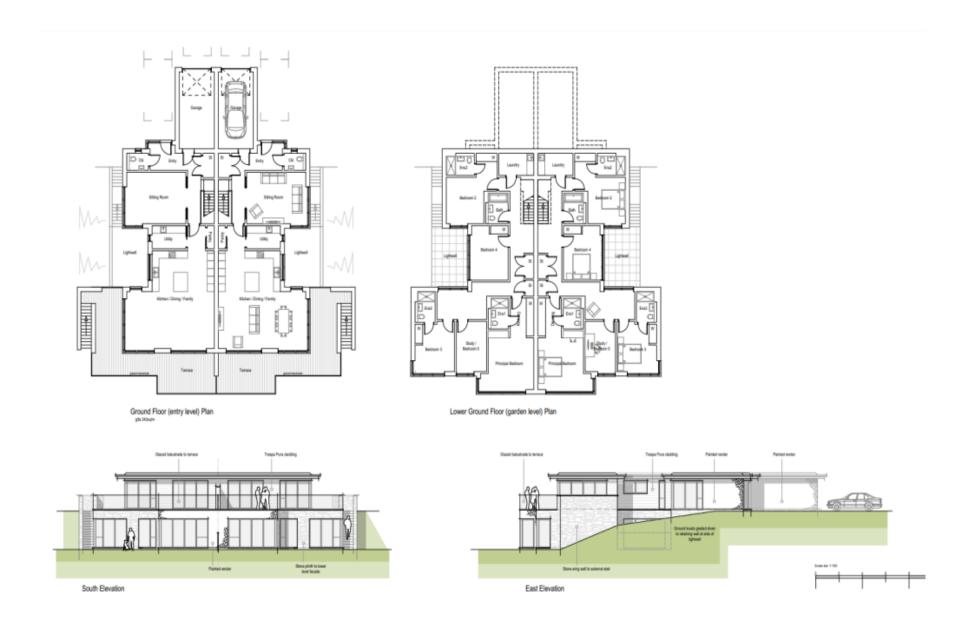


Section A-A



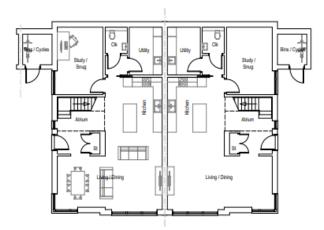
Section B-B

Indicative plans





South Elevation

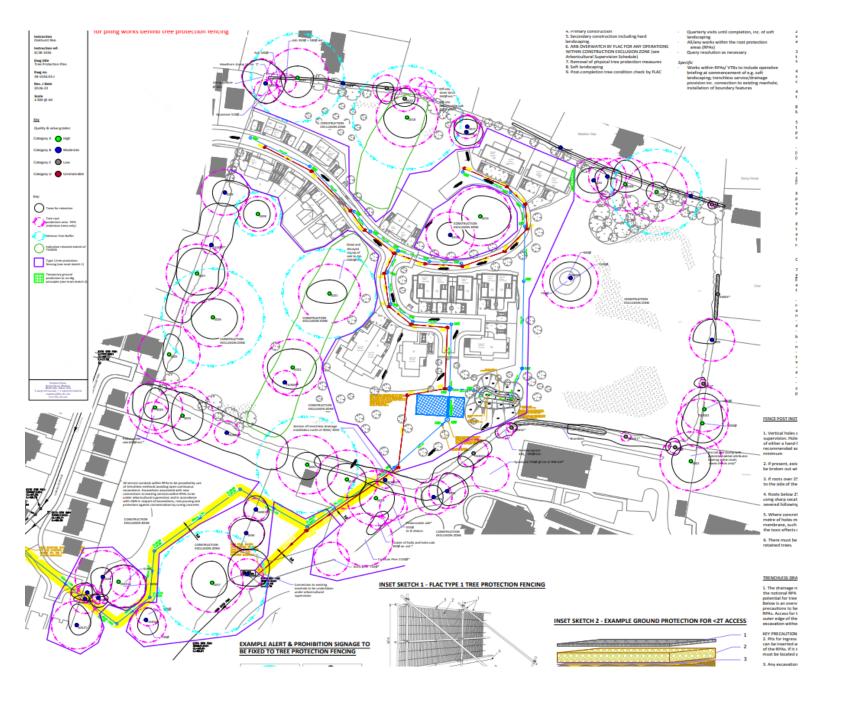


Ground Floor (entry level) Plan gila 146.3sq/m



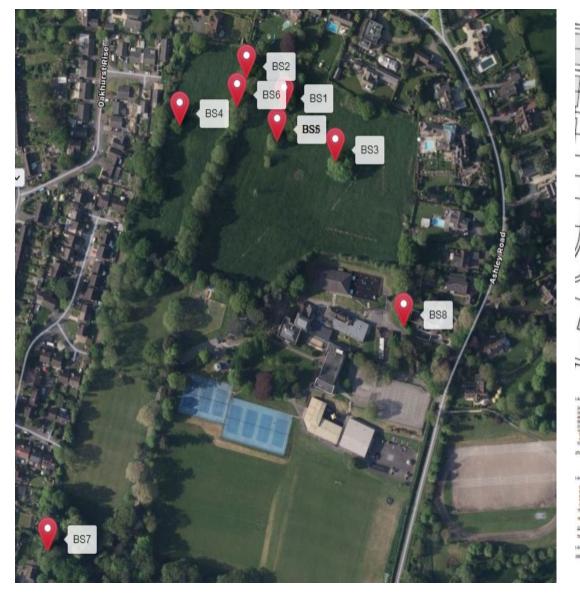
Side Elevation







Extract from Badger report





Key planning matters:

- Principle of development
- Heritage impacts
- Ecology and biodiversity
- Trees, Hedgerows and landscaping
- Design and layout
- Access and highways
- Neighbour amenity
- Sustainability
- Landscape
- Waste and recycling
- Drainage and flooding
- Affordable Housing

Recommendation: Permit subject to signing s.106

Conditions:

- 1. Time limit
- 2. Consent for 25 dwelling
- 3. Submission of reserved matters
- 4. Approved plans
- 5. Submission of surface water drainage works
- 6. Highway improvements
- 7. Construction management plan
- 8. Waste management plan
- 9. Waste and recycling
- 10. Access completed prior to occupation
- 11. Provision of parking/turning

12. Cycle parking
13. Travel Plan
14. Visibility splays
15. EV charging points
16. Retention of parking spaces

17. Submission of CEMP

18. Disposal of foul water

22. Submission of LEMP

20. Levels

19. Control of external lighting

21. Foundations method statement

23. Fire hydrants
24. No-dig method in RPAs
25. Maintenance of landscaping
26. Tree Protection Plan
27. No clearance during nesting season
28. Hours of construction work
29. Beechwoods Homeowner Information Pack
30. Improvements to ice house