

Ebbfleet Public Realm Design Process

Use this enhanced design process to guide you from project initiation to delivery for all new public realm schemes in Ebbfleet.

Ebbfleet's public realm design process builds on the Kent Design Guide to prioritise integrated and inclusive design that is co-owned by all design specialists, as well as key stakeholders and the local community.

INTRODUCTION

PUBLIC REALM DESIGN PROCESS OVERVIEW

STEP 1 - UNDERSTANDING THE SITE

STEP 2 - ESTABLISHING PRINCIPLES & PUBLIC REALM CHARACTERS IN AREA / QUARTER MASTERPLAN

STEP 3 - GETTING THE DETAILING RIGHT

STEP 4 - CONSTRUCTION, MONITORING & STEWARDSHIP



An integrated, inclusive and collaborative design process for Ebbsfleet's public realm

This guidance sets-out the preferred approach for designing and delivering the public realm in Ebbsfleet.

The guidance has been informed by a review of the existing design and consenting processes for public realm projects within Ebbsfleet to identify barriers to better practice design.

This assessment identified three key areas that could enhance design performance and quality within the design process;

- 1. Integration of specialist design input** throughout the design process, to achieve a better delivery against all design outcomes.
- 2. Enhanced engagement** with stakeholders and the community (when feasible) at the earliest opportunity.
- 3. Timely information flow** between design and consenting teams, to collectively identify the objectives, review performance and manage risk effectively at the right time in the process.

A 4 step design process

This guidance promotes a collaborative, inclusive and integrated design approach for all future public realm projects in Ebbsfleet.

The process has been broken down into 4 steps;

Step 1: Understanding the Site

Step 2: Establishing Principles & Public Realm Characters in Area / Quarter Master Plan

Step 3: Getting the Detailing Right

Step 4: Implementation, Supervision, Monitoring & Long Term Management

Collectively, these steps are intended to provide a clear and logical sequence of design tasks, collaborative meetings and design reviews that will enable better design integration collaboration and inclusivity.

Design Audits will be used at key points in the design process to collectively and constructively review and optimise proposed schemes.

Collaborative design

Garden City principles promote the involvement of stakeholders and the community at the earliest opportunity, to incorporate their knowledge and creativity within the design, and their commitment to the successful delivery, management and stewardship of the public spaces into the future.

To encourage this collaboration, the design process sets out key engagement opportunities within each of the 4 steps.

Design Audits will also provide a key tool for promoting better collaboration between design and consenting teams.

Inclusive design

The Garden City's public realm is where Ebbsfleet's residents will travel, exercise, relax, celebrate and socialise together. The public realm is the city's most important asset, and these public spaces must therefore support all residents openly and inclusively from cradle to grave.

To support the ambition for an inclusive design process, designers should consider a wide range of users and abilities, to support the greatest level of accessibility for all abilities, which may include (but not limited to)

- Wheelchair and mobility scooter users
- Users with pushchairs, prams and small children
- People suffering from dementia
- Visually impaired users
- Hearing impaired users

Integrated design

The design team and consenting team (i.e. the planners and engineers within the local authorities) should work collaboratively as a single team, with all team members having joint responsibility for all design areas.

The approach is one of shared responsibility, where team members collectively agree on project objectives, undertake design evaluation through the design process and manage risk together. The aim is to deliver design performance across all 9 Healthy Street Design Indicators, and ensure the streets and public spaces are a healthy place for everybody.

Two tools have been identified and developed to promote this approach;

Design Audits

Evaluation Framework
(see Section 3)

What is a design audit?

Design Audits are promoted in both the Department for Transport's 'Manual for Streets' and Kent County Council's Kent Design Guide as a workshop session (or sessions) focussed on the public realm where all those involved in the design, consenting and management of the public realm sit together around the table and review the proposals.

The Ebbsfleet Public Realm Strategy develops this tool further, promoting the use of the **Ebbsfleet Healthy Streets Evaluation Framework** within Design Audits, to enable a shared responsibility from all those involved across all 9 design indicators. In this way any spatial or technical issues that may be limiting the inclusion of items such as SuDs, traffic calming, and tree planting can be considered, and a layout that balances all the competing requirements can be collectively discussed and further developed. as required.

The process promotes the use of at least two Design Audits within a public realm project.

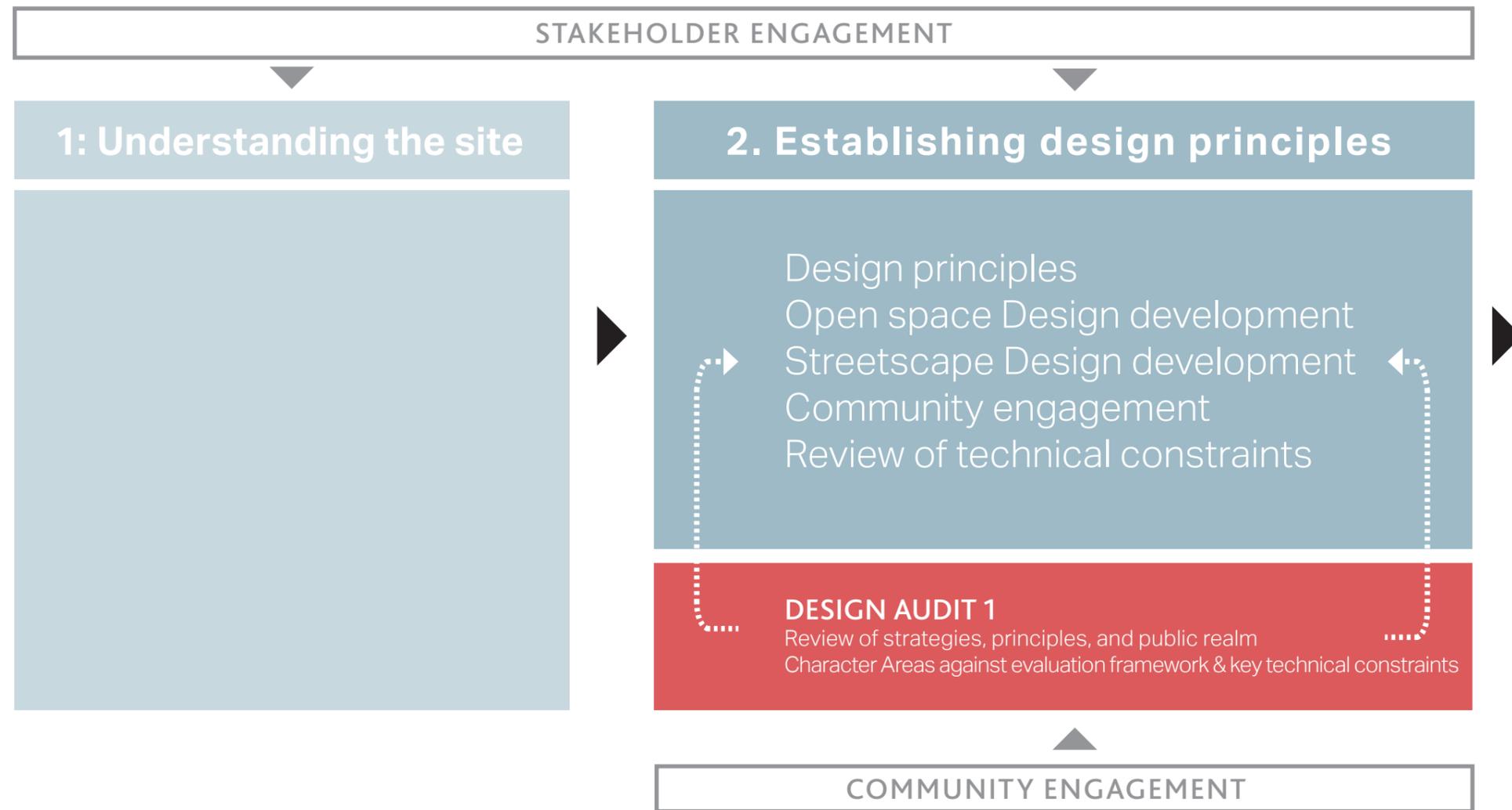
Initial Design Audit in Step 2

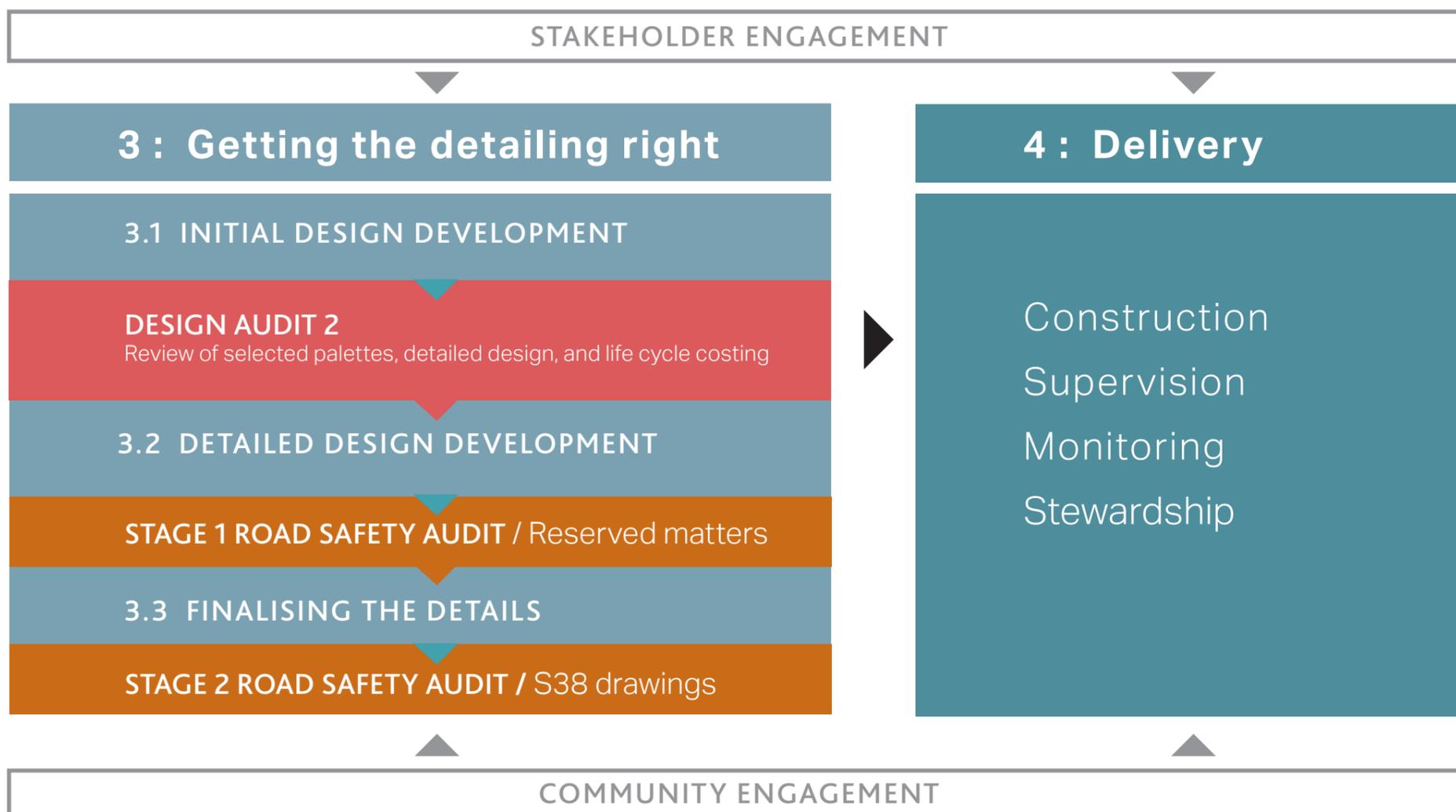
This audit should focus on reviewing key technical issues earlier in the area master planning process. This design audit is to include a review of proposed public realm strategies, parking strategies, streetscape hierarchy & development, open space development, maintenance strategy, and community engagement strategy.

Detailed design audit in Step 3

The second stage of the review process is a second design audit in the middle of step 3. This design audit is to occur in advance of the Reserved Matters Application and aims to review the proposal's design development, hard material and planting palettes, and typical public realm details. A critical objective of this audit is to ensure there are no technical limitations to delivering the proposal- e.g. lighting, trees and sight lines have been coordinated, sustainable urban drainage systems (SuDS) integrated etc.

Public Realm Design Process overview





1 Understanding the site

Design Process Outcomes

Identify opportunities and constraints, ideally illustrated through maps, plans and diagrams.

Establish key stakeholders and local communities, and define a shared approach across design and consenting teams to engagement within the design process.

Consenting team role

The consenting team's role is to support the designers in assembling the relevant information, and advising on how the planning documents, such as the Ebbsfleet Implementation Framework, and the Public Realm Strategy may be interpreted for the project's site area and street/space typologies.

Design Tasks : The boxes below outline the key tasks for the design team.

DOCUMENT REVIEW	SITE APPRAISAL											
<p>Review of existing outline consents and relevant planning documents including:</p> <ul style="list-style-type: none"> ✎ Landscape strategies associated with the outline consent ✎ Ebbsfleet Implementation Framework ✎ Design for Ebbsfleet Design Guide ✎ Ebbsfleet Public Realm Strategy <p>Review of existing site data and surveys.</p>	<p>Undertake a comprehensive site appraisal including:</p> <table border="1"> <thead> <tr> <th>Site history & cultural heritage</th> <th>The level and lie of the land</th> <th>Movement & circulation</th> <th>Built environment</th> </tr> </thead> <tbody> <tr> <td> <ul style="list-style-type: none"> ✎ Historical development of the area & influences shaping landscape character/development ✎ Archaeological remains </td> <td> <ul style="list-style-type: none"> ✎ Topography, ground conditions, water table, contamination, ✎ Views to and from site ✎ Hydrology, flood risks, streams, and water bodies ✎ Existing landscape features and trees ✎ Open spaces & adjacent public realm ✎ Climate, microclimate and other environmental factors ✎ Ecology & wild life </td> <td> <ul style="list-style-type: none"> ✎ Proposed & existing street pattern, public rights of way, bridle ways ✎ Provision of public transport & location of bus stops ✎ Proposed & existing pedestrian and cycle ways ✎ Mapping pedestrian or cycle desire lines and key connections to adjacent areas ✎ Identification of proposed street profiles </td> <td> <ul style="list-style-type: none"> ✎ Landuse & commercial centres ✎ Building types, scale, height, styles and density ✎ Infrastructure (e.g. pylons, railways, etc.) ✎ Statutory protection, listed buildings ✎ Relationship between existing and proposed buildings and public realm ✎ Schools, community facilities & other public buildings ✎ Boundary treatments </td> </tr> </tbody> </table>				Site history & cultural heritage	The level and lie of the land	Movement & circulation	Built environment	<ul style="list-style-type: none"> ✎ Historical development of the area & influences shaping landscape character/development ✎ Archaeological remains 	<ul style="list-style-type: none"> ✎ Topography, ground conditions, water table, contamination, ✎ Views to and from site ✎ Hydrology, flood risks, streams, and water bodies ✎ Existing landscape features and trees ✎ Open spaces & adjacent public realm ✎ Climate, microclimate and other environmental factors ✎ Ecology & wild life 	<ul style="list-style-type: none"> ✎ Proposed & existing street pattern, public rights of way, bridle ways ✎ Provision of public transport & location of bus stops ✎ Proposed & existing pedestrian and cycle ways ✎ Mapping pedestrian or cycle desire lines and key connections to adjacent areas ✎ Identification of proposed street profiles 	<ul style="list-style-type: none"> ✎ Landuse & commercial centres ✎ Building types, scale, height, styles and density ✎ Infrastructure (e.g. pylons, railways, etc.) ✎ Statutory protection, listed buildings ✎ Relationship between existing and proposed buildings and public realm ✎ Schools, community facilities & other public buildings ✎ Boundary treatments
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Watch points : The questions below are intended to help design and consenting teams address key issues

- Has the design team been made aware of all current outline consents ?
- Has the Implementation Framework, Design for Ebbsfleet and Public Realm Strategy been shared with the design team?

COMMISSIONING NEW STUDIES / INFORMATION

Surveys:

- ✎ Topographical, services & stats, drainage, arboricultural, archaeological, community feedback & desires, and any other necessary new data required to make an informed proposal.

PUBLIC ENGAGEMENT

Would it be appropriate for the design and/or planning team to engage with the local community to ascertain what their ambition may be for the project, and facilities included within it?

- ✎ Topographical, services & stats, drainage, arboricultural, archaeological, community feedback & desires, and any other necessary new data required to make an informed proposal.

OPPORTUNITIES AND CONSTRAINTS REPORT

Analysis & interpretation of site data:

- ✎ Identify & outline constraints and opportunities
- ✎ Understand any changes that may have occurred in the time since the outline consent
- ✎ Identify potential for community engagement

Has there been any engagement with the local communities on the project to date?

When should the project team engage the community during the design process and how?

Has the opportunities and constraints analysis identified all issues that are currently known by the consenting team?

2A Public Realm in Masterplanning

Design Process Outcomes

- Develop a vision for the project’s public spaces derived from a defined design narrative
- Develop street and public space hierarchy for project area.
- Benchmark street types against Public Realm Strategy street types.
- Explore design narrative(s) and vision with the community and stakeholders.

Consenting team role

The consenting team’s role is to

- 1) test the design of the project’s streets and public space network (and the associated hierarchy) against local policy and associated design guidance as set out within the Kent Design Guide and the Ebbsfleet Implementation Framework.
- 2) test the design layouts of specific streets and space types against local policy and associated design guidance as set out within the Ebbsfleet Public Realm Strategy.

Design Tasks : The boxes below outline the key tasks for the design team.

ESTABLISH DESIGN NARRATIVE

Develop a vision and associated design narrative for the landscape and public realm in response to the site analysis and your review of the EDC’s planning documents (step 1) by responding to the following questions:

- ✎ How does the proposal link to and build on the site’s existing unique qualities and landscape character?
- ✎ How does the proposal embrace the site’s history and local cultural heritage?
- ✎ How does the project vision connect to the Ebbsfleet Implementation Framework and the Ebbsfleet Public Realm strategy?

DEVELOP DESIGN PRINCIPLES

Develop landscape and public realm design principles to accompany the Area Master Plan demonstrating how the proposal responds to the ambitions laid out in the EDC’s Implementation Framework and Public Realm Strategy. To include:

- ✎ Landscape and public realm objectives
- ✎ Open space typologies
- ✎ Movement network and street hierarchy demonstrating measures to encourage modal shift away from the car, access to public transport, integration with cycle network
- ✎ Play
- ✎ Lighting, street furniture and signage
- ✎ Public art
- ✎ Integration of sustainable surface water management systems
- ✎ Growing spaces
- ✎ Planting typologies

Watch points : The questions below are intended to help design and consenting teams address key issues

Which of the four Ebbsfleet landscape character narratives are appropriate for the project’s site?

If the design team has developed an alternative design narrative, has this been derived from Ebbsfleet’s landscape or cultural heritage, and is it appropriate?

Has the vision for the project been informed by the narrative?

Has the public space network been developed in alignment with the guidance, to provide a well connected and accessible framework that prioritises walking and cycling?

Does the project include a range of streets that form a legible hierarchy?

What types of street are included in the masterplan, and are they aligned with the design principles for that street typology as set out in Section 4 of the Public Realm Strategy.

Has the public space network been developed in alignment with the guidance, to provide a well connected and accessible framework that prioritises walking and cycling?

Does the project include a range of streets that form a legible hierarchy?

What types of street are included in the masterplan, and are they aligned with the design principles for that street typology as set out in Section 4 of the Public Realm Strategy.

PUBLIC ENGAGEMENT

Would it be appropriate for the design and/or planning team to engage with the local community to ascertain what their ambition may be for the project, and facilities included within it?

STREET DESIGN DEVELOPMENT

Define street character

- ✎ Typical plans and sections of each proposed street typology
- ✎ Define soft landscape areas, pavement, cycleways, traffic calming, pedestrian crossings, parking arrangement, access to on-plot parking, sustainable urban drainage, and dimensions
- ✎ Typical plans of junctions (level 1 to level 2, level 2 to level 3, etc.)
- ✎ Utility corridors to be identified in street cross sections to ensure sufficient space below ground for the proposed trees

REVIEW OF TECHNICAL CONSTRAINTS

Review of streetscape against technical constraints

- ✎ Masterplan with street trees and planting with impact of visibility splays highlighted
- ✎ Masterplan with street trees / planting with main service runs highlighted
- ✎ Masterplan with street trees & street lighting to identify conflicts
- ✎ Masterplan with required turning radius

Do the indicative street cross-section and layout for each type of street included in the masterplan provide the same number of street trees (or greater) as the equivalent street within Section 4?

Do the indicative street cross-sections and layout for each type of streets included in the masterplan provide the same area of planting (or greater) as the equivalent street within Section 4?

Do the indicative street cross-sections and layout for each type of street included in the masterplan provide the same level of sustainable drainage (or greater) as the equivalent street within Section 4?

2_B Public Realm in Reserved Matters

Design Process Outcomes

- Develop a vision for the project’s public spaces derived from a defined design narrative.
- Develop spatial layouts for street designs.
- Benchmark street types against Public Realm Strategy street types.
- Explore design narrative(s) and vision with the community and stakeholders.

Consenting team role

The consenting team’s role is to test the design layouts of specific streets and space types against local policy and associated design guidance as set out within the Ebbsfleet Public Realm Strategy.

A pre-app meeting at this stage is essential to ensuring the scheme is aligned with the original vision and principles set out in stage 2A.

Pre-app meetings should be based around concept street layouts (ideally showing a 50m length of street) to allow robust discussion of strengths and weaknesses.

Design Tasks : The boxes below outline the key tasks for the design team.

OPEN SPACE DESIGN DEVELOPMENT & REVIEW OF TECHNICAL CONSTRAINTS		MANAGEMENT & MAINTENANCE
<p>Use design narrative and hierarchy to refine scale and character of each public open space.</p> <ul style="list-style-type: none"> ✎ Scale comparisons & best practice exemplar research into each open public opens space type ✎ Prepare plans, sections and illustrations of each proposed street /open space type. ✎ Plan should define locations of trees, soft landscape areas, hard paving, pathways / lines of desire, activity areas, seating, play areas, informal & formal recreation, sustainable urban drainage systems (SuDS), event spaces, and key dimensions 	<p>Review of each street /open space type against technical constraints</p> <ul style="list-style-type: none"> ✎ Plan with trees and planting with the impact of visibility splays of any adjacent streets highlighted ✎ Plan showing servicing for commercial locals and social infrastructure ✎ Plan with a sunlight / shade study overlaid ✎ Plan with trees / planting with main service runs highlighted ✎ Plan with trees & lighting to identify conflicts ✎ Maintenance requirements & access strategy 	<p>Establish and agree responsibilities for management and maintenance of each street/space type.</p> <ul style="list-style-type: none"> ✎ Determine which streets and spaces will be adopted, and which areas will be incorporated within stewardship scheme. ✎ Review life expectancy and maintenance / management requirements for each street /space type and ensure they align with the design guidance in Public Realm Strategy.

Watch points : The questions below are intended to help design and consenting teams address key issues

Which of the four Ebbsfleet landscape character narratives are appropriate for the project’s site? <input checked="" type="checkbox"/>	Do the indicative street cross-section and layout for each type of street included in the masterplan provide the same number of street trees (or greater) as the equivalent street within Section 4? <input checked="" type="checkbox"/>	Does the management and maintenance plan align with the requirements of the Public Realm Strategy? <input checked="" type="checkbox"/>
If the design team has developed an alternative design narrative, has this been derived from Ebbsfleet’s landscape or cultural heritage, and is it appropriate? <input type="checkbox"/>	Do the indicative street cross-sections and layout for each type of streets included in the masterplan provide the same area of planting (or greater) as the equivalent street within Section 4? <input type="checkbox"/>	
Has the vision for the project been informed by the narrative ? <input type="checkbox"/>	Do the indicative street cross-sections and layout for each type of street included in the masterplan provide the same level of sustainable drainage (or greater) as the equivalent street within Section 4? <input type="checkbox"/>	

COMMUNITY ENGAGEMENT STRATEGY	DESIGN AUDIT	REFINE DESIGN TO ALIGN WITH DESIGN AUDIT AND CONSULTATION FEEDBACK	SUBMISSION OF LANDSCAPE PROPOSALS AS PART OF THE AREA/ QUARTER MASTERPLAN
<p>Develop community engagement strategy</p> <ul style="list-style-type: none"> ✎ Outline of consultation and engagement opportunities ✎ Identification of event spaces & program of events ✎ Feedback consultation responses into design proposals 	<p>Use the Evaluation Framework (Section 3) to undertake a design audit with the relevant stakeholders.</p> <ul style="list-style-type: none"> ✎ Design audit to be held in a workshop format with all relevant stakeholders together around the same table ✎ The design audit to include a review of proposed public realm strategies, interface with parking strategies, streetscape development & hierarchy, open space development, maintenance strategy, and community engagement strategy. 	<p>Summarise design audit conclusion in formal minutes</p> <ul style="list-style-type: none"> ✎ Agree to a resulting action list based on the design audit feedback ✎ Respond to comments by refining and adjusting proposals as required 	<p>Developed landscape and public realm proposals to be incorporated within Area / Quarter Masterplan documents.</p>

Have relevant parties engaged in the design process as set-out in the project engagement plan?

3 Getting the detail right

Design Process Outcomes

- Develop detailed street designs
- Develop detailed specification for planting
- Develop detailed specification for hard surfaces, street furniture and lighting.
- Develop signage design and specification

Consenting team role

The consenting team should continue to support the design development, ensuring specification and detailing is aligned with the narrative and the design approach set-out in the public realm strategy

Design Tasks : The boxes below outline the key tasks for the design team.

ESTABLISH MATERIALS PALETTES

Develop detailed design and specification
Refer to Section 5 Ebbsfleet Hard Landscape guidance for :

- **Hard surfaces materials palette**
- **Street furniture palette**
- **Lighting palette**
- **Co-ordinated signage**
- **Lifecycle schedule**

Refer to Section 6 Ebbsfleet Planting Guidance for

- **Trees and Planting**

Evaluate and demonstrate the design meets the life expectancy and maintenance / management requirements through analysing alternative options

DEVELOPMENT OF DETAILS

Hard landscape details
Refer to Section 5 Ebbsfleet Hard Landscape Guidance

Planting details & specifications
Refer to Section 6 Ebbsfleet Planting Guidance

- ✎ Tree pit details
- ✎ Sustainable urban drainage system (SuDS) details
- ✎ Clear stem height of street trees (planted & final sizes)

DESIGN AUDIT

Using this document's evaluation framework (chapter 3) perform a design audit with the relevant stakeholders.

- ✎ Design audit to be held in a workshop format with all relevant stakeholders together around the same table.
- ✎ Review proposed proposals, palettes, development of details.
- ✎ Ensure there are no technical limitations to delivering the proposals- e.g. lighting, trees and sight lines have been coordinated, sustainable urban drainage systems (SuDS) integrated.
- ✎ Summarise design audit conclusion in formal minutes & agree to a resulting action list based on the design audit feedback

Watch points : The questions below are intended to help design and consenting teams address key issues.

Does the hard surfaces specification align with the hard surfaces strategy?

Does the street furniture and lighting specification align with the public realm strategy?

Does the planting specification align with the narrative and public realm planting strategy?

Does the detailing of the hard surfacing meet the guidance in the public realm strategy?

Are the tree pits detailed in alignment with the guidance in the public realm strategy?

Are SuDs designed in alignment with best practice guidance?

REFINE DESIGN

**SUBMISSION OF STAGE 1 ROAD SAFETY
AUDIT AND RESERVED MATTERS**

FINALISE DETAILED DESIGN

**STAGE 2 ROAD SAFETY AUDIT & S38
DRAWINGS**

Incorporate comments from design audit

Respond to any conditions placed upon public realm in reserved matters

Produce tender/ construction drawings and specifications

Prepare documents for road safety audit

Prepare S38 detailed drawings for highway adoption

4 Construction, monitoring and stewardship

Design Process Outcomes

- Support the tendering and procurement of contractor to deliver the landscape scheme.
- Monitor delivery of scheme to ensure specification and detailing is followed
- Audit completed scheme to ensure it aligns with consented scheme.

Consenting team role

The consenting team's focus should switch to ensuring that the completed scheme is delivered as specified and detailed within the planning permission, and the appropriate maintenance and management protocols are established as envisaged in the application to support a quality stewardship practice.

Design Tasks : The boxes below outline the key tasks for the design team.

IMPLEMENTATION	ESTABLISH MAINTENANCE AND DEFECTS SNAGGING	ADOPTION / ACCEPTANCE INTO STEWARDSHIP SCHEME
<p>Suggested practices for promoting quality in construction :</p> <ul style="list-style-type: none"> • Sample panels • Nursery visits to select trees and plant stock • Inspecting works on site by qualified landscape architect • Certificates • Clerk of works • Stage 3 road safety audit 	<p>Provision of required maintenance for the successful establishment of soft landscape</p> <ul style="list-style-type: none"> • Management of hard landscape • 12 months defects inspection • 5 year maintenance & replacement of landscape 	<p>Audit by planning authority that works have been implemented to the approved plans</p> <ul style="list-style-type: none"> • Adoption • Acceptance into stewardship scheme

Watch points : The questions below are intended to help design and consenting teams address key issues

Have sample panels been conditioned, and if so do they meet the requirements set out in the permission?

Have sample panels been conditioned, and if so do they meet the requirements set out in the permission?

Does the completed scheme align with the consented scheme in terms of

- Specification of hard surfaces
- Detailing of hard surfaces
- Specification, installation and quantities of street furniture
- Specification, height, maturity and quantities of trees
- Specification, height, maturity and quantity and quality of planting

LONG TERM MANAGEMENT

10 year management plan

- ✎ To be a live document that will need to be updated regularly based on monitoring
- ✎ To include reviews and updates of the original lifecycle plan to reflect any subsequent changes (i.e. high usage effecting life expectancy)

Community feedback & engagement

- ✎ To be done using the stewardship governance

Maintenance schedules

Monitoring

Management of events (park ranger / estate manager)

Input/ engagement with local community on going

