



 **Jack's Point** | VILLAGE | Design Guidelines

DRAFT AUGUST 2021

# Design Guidelines

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# Location



# The Vision

Jack's Point Village is the vibrant heart of our growing community and provide a central hub for a range of activities catering to the everyday needs of locals and visitors alike. It will be a place to live, to work, to stay, to learn, to relax and connect within a lakeside setting.

A successful village is much more than an urban settlement of a particular size. It is a term that encapsulates a particular character and feel; a type of urban living that offers a distinct experience.

The Village provides for urban style buildings designed to respond to and nestle within the extraordinary natural environment that Jack's Point sits within.

The Village fully respects its special natural landscape setting by the careful integration of land use activities and buildings into a wider strong framework of protected green and blue open space and a well-connected trail network.



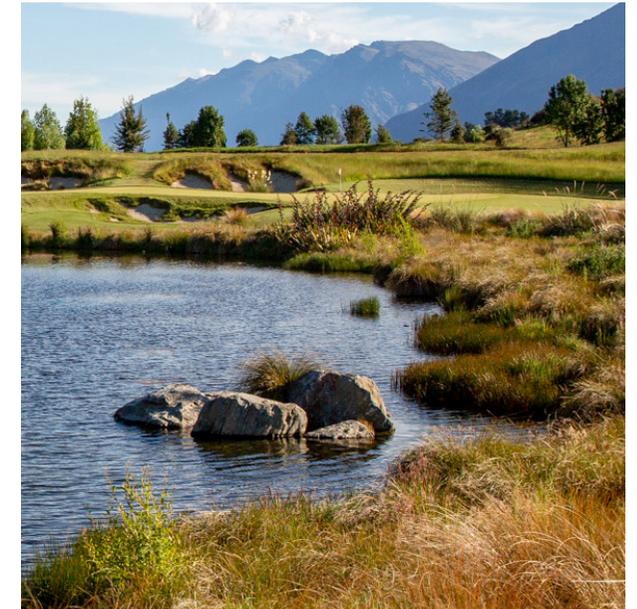
This Guide has been developed to initiate that process and to ensure:

- Architecture is of a high quality that respects the Villages natural landscape setting through the careful and considered use of raw, natural materials and finishes;
- The use of varied architectural typologies (location, materiality, scale, and form), that will read as a collection of buildings avoiding monotonous, large built form to emphasise a Village character;
- A high-quality public realm and pedestrian experience of The Village, for residents and visitors alike;
- The site's strong landscape identity is retained and enhanced in Jack's Point Village;
- Architecture is of a high quality that respects the Village's natural landscape setting;
- Stakeholders involved have surety over the vision, design direction and the high expectation of quality that is held for all sites within The Village.

It is the principal document for the development of Jack's Point Village as an exemplar mixed use development in support of the already successful residential neighbourhoods. It encourages development in a coordinated manner, in keeping with the vision of 'treading lightly on the land' and with an absolute commitment to this extraordinary landscape.

# Designing in Context

Building designs are encouraged to be distinctive and reflect the preferences of the individual. However, it is important that building design still expresses that they are clearly within the Jack's Point Village.



# Purpose of the Design Guidelines

The Jack's Point Village Design Guidelines provide design guidance on how development can achieve high quality urban design outcomes that are consistent with the vision for the Village.

The Design Guidelines apply to land within the Village. Development proposals are required to demonstrate their consistency with the Design Guidelines by covenants that apply to lot titles.

All development proposals must be reviewed by the Jack's Point Village Design Review Board ('DRB'). The role of the DRB is assess consistency of the proposal with the Design Guidelines.

Review by the DRB is separate from the resource consent that development within Jack's Point Village requires under Rule 41.4.2.1 of Chapter 41 'Jacks Point' of the Proposed Queenstown Lakes District Plan from Queenstown Lakes District Council.

Rule 41.4.2.1 requires development to be in accordance with the Comprehensive Development Plan ('CDP') that applies to Jack's Point Village.

The rule also reserves to Council control over a number of matters, including the external appearance of buildings, the creation of active frontages adjacent to road and public open space, and design guidelines in relation to buildings, open space and streetscapes.

The Jack's Point Village Design Guidelines are a non-statutory document that sits outside the Proposed District Plan. It is anticipated, however, that a resource consent application which has demonstrated consistency with the Design Guidelines by approval from the DRB will assist Council in determining that the outcomes covered by these matters of control have been achieved.

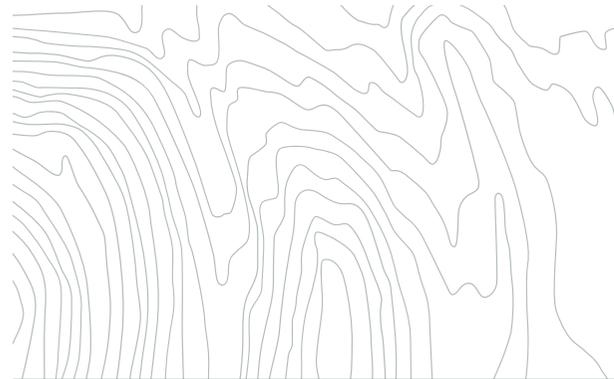


# Design Process

Before applying for a review by the DRB, in addition to familiarising themselves with the Design Guidelines, design teams should be aware of the requirements of the CPD and Chapter 41 of the Proposed District Plan, and the Design Guidelines.

The CDP contains Land Use, Roading Network and Hierarchy, Pedestrian and Cycle Network and Open Space Network Regulatory Plans. These establish the spatial layout of the Village. The CDP also has Design Controls. These rules are on prescriptive matters such as building coverage. Reference should also be made to Chapter 41, which has rules on matters such as maximum building height (12m and no more than 3 storeys).

The Design Guidelines are a living document. It is anticipated that they will evolve over time, enabling guidance to respond to the learned experience of developing the Village.



# Use of the Guidelines

The Design Guidelines are structured as follows:

- **Part 1: Design Strategy**
- **Part 2: Village-wide Design Guidelines**
- **Part 3: Character Area Design Guidelines**

Part 1 provides context for the themes that are expected to under development in Jack's Point Village as a whole. These themes have been used to inform and develop the Guidelines in Parts 2 and 3.

Designers should have an understanding of how their development contributes to the overall design strategy for the Village, as set out in Part 1. However, in seeking approval from the DRB, design teams should demonstrate the consistency of their proposal with the Guidelines in Parts 2 and 3.

Reference should be made to each of Parts 2 and 3. Part 2 applies to all development proposals in the Village.

Parts 2 and 3 are split into 'Outcomes' and 'Guidelines.' Consistency is not required with all guidelines, providing a proposal can demonstrate that it meets the overall Outcomes.

# Design Review Board

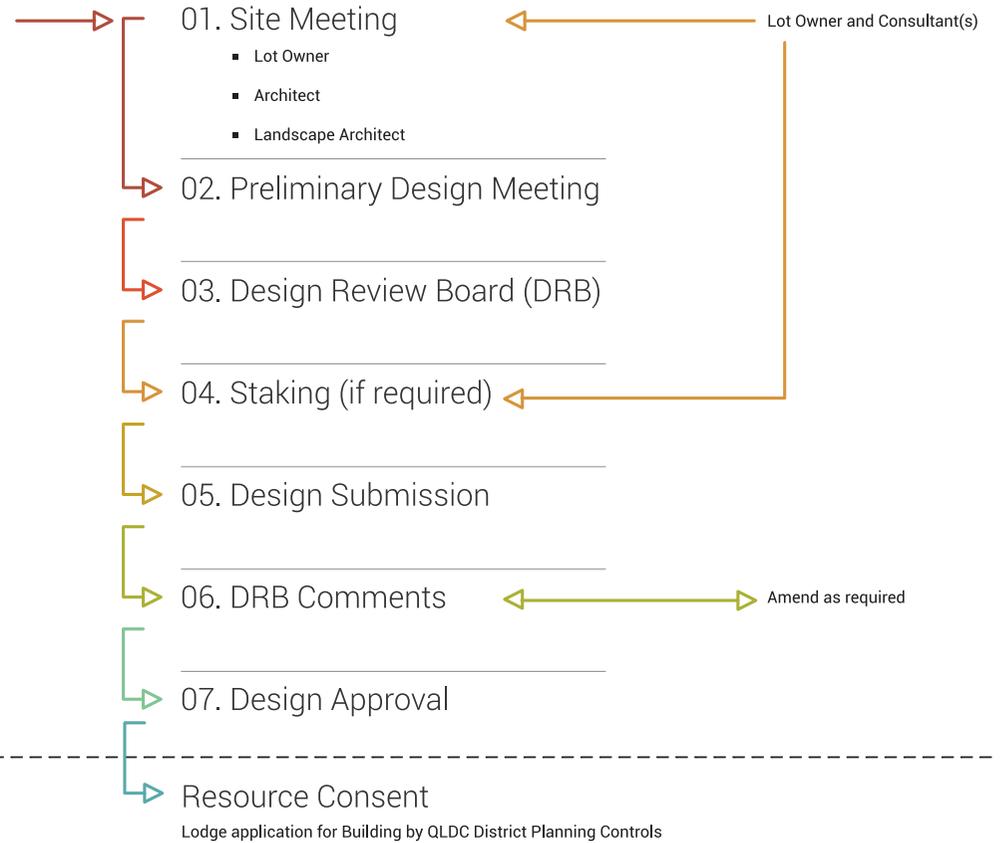
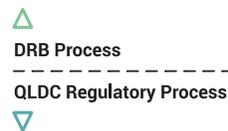
All development within Jack's Point Village is subject to review by the Jack's Point Village Design Review Board (DRB). The DRB has the responsibility of assessing whether a project is consistent with the Design Guidelines and Vision.

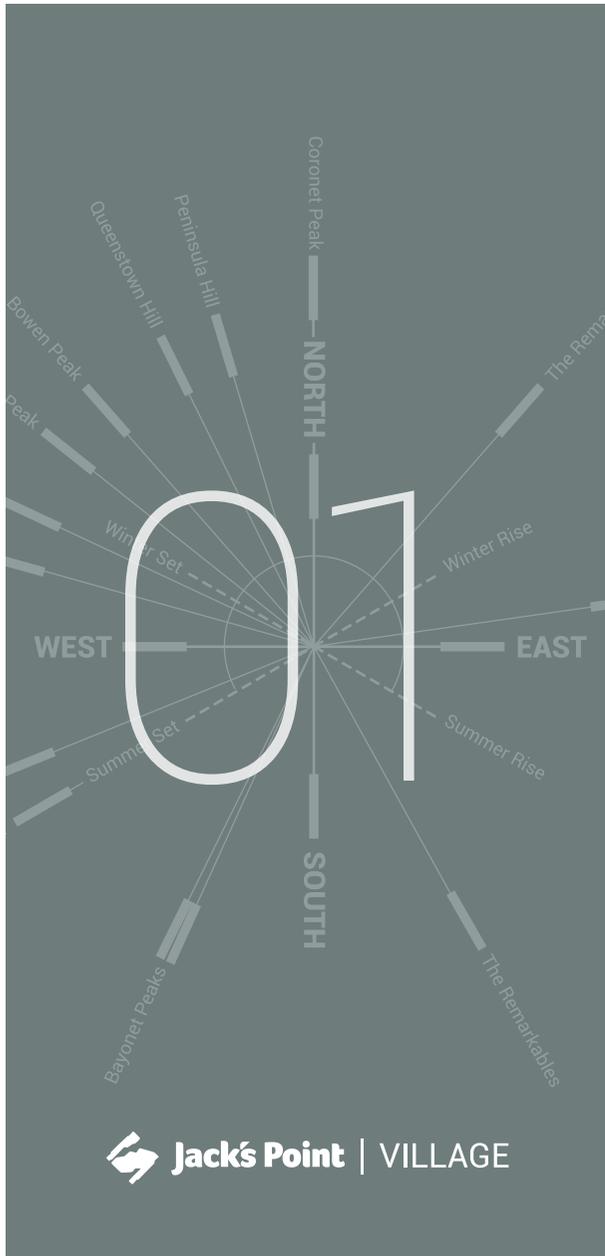
The DRB comprises the following members:

- Council Representative
- JPROA Representative
- Developer Representative
- Architect
- Landscape Architect
- Urban designer (as required)

**Design Review Board members:**

- Council Representative
- JPROA Representative
- Developer Representative
- Architect
- Landscape Architect
- Urban designer (as required)





## Part 1 – Design Strategy



The following principles are not “guidelines”, but are intended to provide an overview of the key principles that informed the spatial and written framework of the Village. These should be kept in mind by designers throughout the process to ensure proposals are in general accordance with these principles.

## 1.1 Amenity

### Principle

To ensure that Jack's Point Village has a high amenity in which to live, work, learn and visit.

### Outcomes

Development supports a strong public realm, at the core of which are sheltered and sunny urban, blue, and green open spaces that provide for a variety of activities.

A cohesive and concentrated local shopping centre with a 'Village Main Street' caters to both the existing and future day-to-day convenience retail needs of the local community and visitors.

Community needs and supporting infrastructure are provided for by development in the Village, including within the local shopping centre.

## 1.2 Connectivity

### Principle

To create a pedestrian-focused, safe, efficient, and well-connected Village environment.

### Outcomes

The Village is a pedestrian and bicycle-focused environment, with safe and attractive walking and cycling routes which connect to the adjacent Jack's Point Neighbourhoods, open spaces, and the wider Wakatipu Basin.

Vehicular movement through the Village is provided for in an efficient manner that does not affect the quality of the pedestrian environment.

Development blocks provide for pedestrian links and visual breaks between buildings, enhancing access to open spaces and to and along the edge of Lake Tewa.

Development contributes to a pedestrian-friendly, publicly accessible Lake Tewa waterfront.

## 1.3 Character

### Principle

To create a Village character that reflects its unique mountain setting and celebrates the history and architectural traditions of Jack's Point and the wider district.

### Outcomes

The form and appearance of buildings and open spaces in the Village enhances a unique sense of place and responds to the natural and cultural values of Jack's Point.

The placement of buildings, siting of open spaces and alignment of roads, protect key view shafts to the wider landscape.

The Village has a common design language of buildings and spaces that use raw and natural materials, integrating development into the surrounding natural environment.



## 1.4 Environment

### Principle

To promote Jack's Point Village's development as a sustainable urban system that minimise its environmental footprint and 'steps lightly' on the land.

### Outcomes

Buildings use sustainable materials and green engineering systems to minimise their environmental impact.

Intelligent design achieves a healthy and comfortable living environment of high-performance, energy efficient buildings.

Development promotes non-carbon and active modes of transport, including walking, cycling, e-bikes and electric vehicles.

Development uses low-level lighting systems to minimise impacts on the night-time sky.

Development avoids negative impacts on the water quality of Lake Tewa.

# 1.5 Land Use Areas

Jack's Point Village is comprised of five land use Land Use Areas. The range of land uses provided for within each Land Use Area is set out in the Jack's Point village CDP. It is anticipated that development in accordance with the CDP and consistent with the Jack's Point Village Design Guidelines will result in the following environments in each Land Use Area:

## Mixed Use Land Use Areas

The Mixed Use Land Use Areas are located mainly around the core of the Village. It provides for a wide range of activities, including residential, visitor accommodation, community activities, commercial uses and retail. At the heart of the Land Use Area is a local shopping centre. This lively and vibrant area is intended as a focal point for the community.

Community uses are also enabled in the Mixed Use Land Use Area Land Use Areas and expected to develop within the local shopping centre.

Buildings in the Mixed Use Land Use Areas will have an urban scale, and define the street edge, while avoiding slab-like forms and providing for visual and physical connections through development blocks with pedestrian laneways and public spaces.



## Visitor Accommodation Land Use Areas

The Visitor Accommodation Land Use Areas provides a diverse range of accommodation opportunities, from hotels, cabins, boatsheds and lodges in open space settings.

Buildings in the Visitor Accommodation Land Use Areas have a form and design that strongly integrates them into the surrounding landscape.

## Residential Land Use Areas

The Residential Land Use Areas provide for an inclusive range of living opportunities within the Village. It is connected to the centre of the Village through pedestrian, cycle, and pedestrian friendly street networks.

Buildings in the Residential Land Use Areas are to provide a variety of typologies, from detached houses, to terraces and low-scale apartment buildings. Residential development is focused, where possible, around communal landscaped spaces.

## Community Land Use Areas

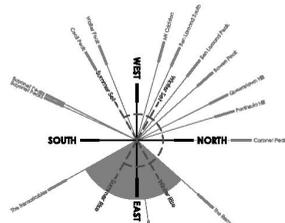
The Community Land Use Area is on Homestead Bay Road opposite Jack Tewa Park. It provides for a range of community activities, including things such as education and health related activities, in close proximity to open space and well connected to both the Village and the surrounding residential neighbourhoods.

## Open Space Land Use Areas

The Open Space Land use is a network of open spaces, serving different functions and community needs, that are a key element of the public realm of the Village. The open spaces are connected by Village streets and pedestrian and cycle paths.

There are four major Land use open spaces:

- The Village Square is a key destination and meeting space at the centre of the Village. From here, locals and visitors are able to wander through to the Main Street and out to the Lake Tewa waterfront.
- The Village Wetland enhances the water quality of Lake Tewa and treats run-off from road and development areas, while also contributing to the visual amenity of the Village through attractively designed detention, filtration and treatment systems. This will be accompanied by pathways, boardwalks, and native vegetation along the wetland margins.
- The Village Green is a multi-functional space for the community to gather on the edge of Lake Tewa, sheltered from the south-westerly wind by surrounding buildings. It is a space to engage with the Lake, through a lake-edge beach, and a jetty to launch small sail boats, kayaks, or to swim from. Uses surrounding the Village Harbour / Green range from restaurants, bars and cafés.
- The Lake Tewa Waterfront provides direct interaction with and views to the Lake, in addition to the surrounding mountains. It provides a high-quality, publicly accessible walking route between the Clubhouse, Village Square, and the Village Green. Pedestrian movement is anticipated to be along a boardwalk (or pathway) within a naturalised lake edge environment. Built form will run alongside the boardwalk / waterfront and provide for a range of destinations and activities along the lake edge.



TO PRESERVE AND LODGE SITE

TO HOMESTEAD BAY

TO FARM PRESERVE

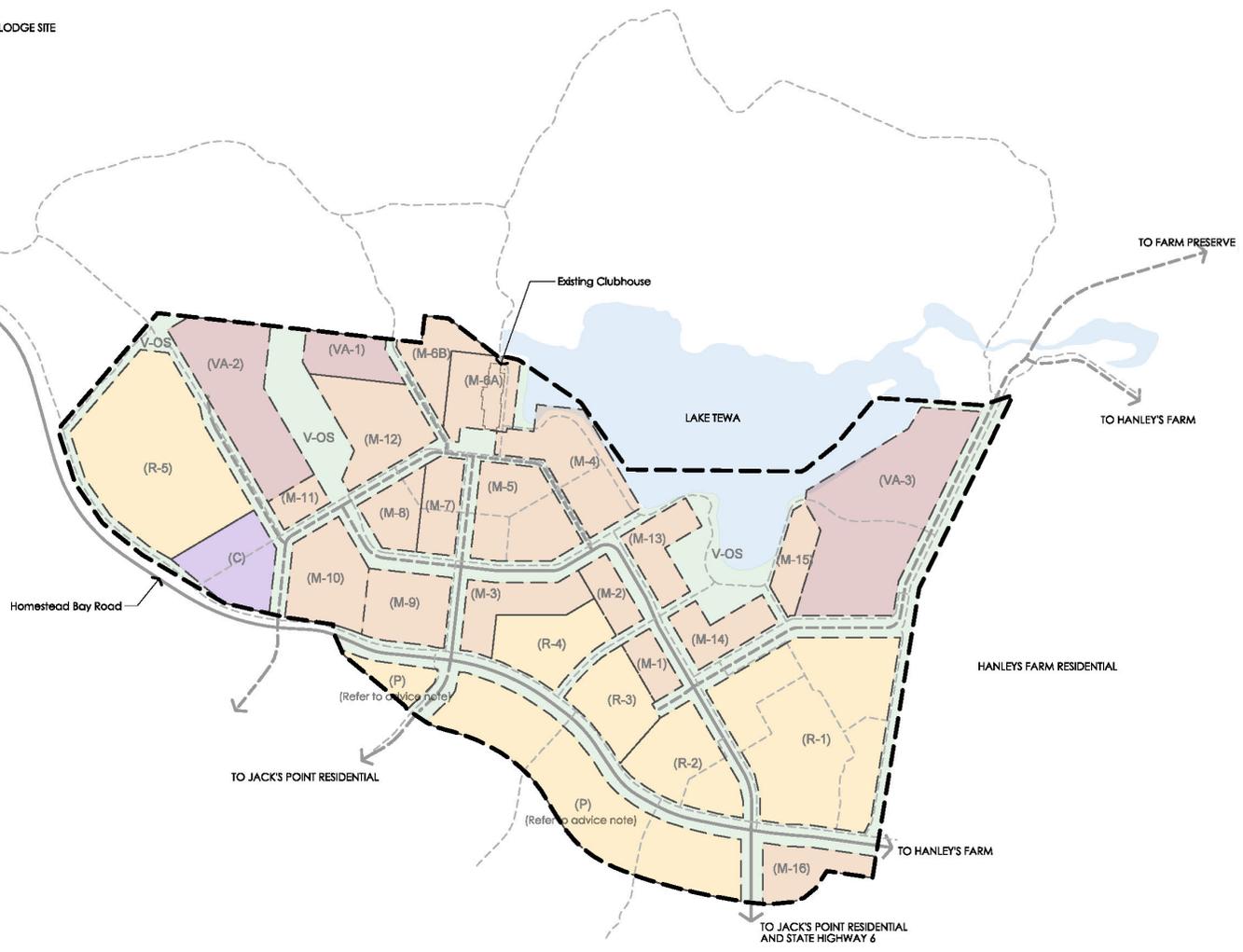
TO HANLEY'S FARM

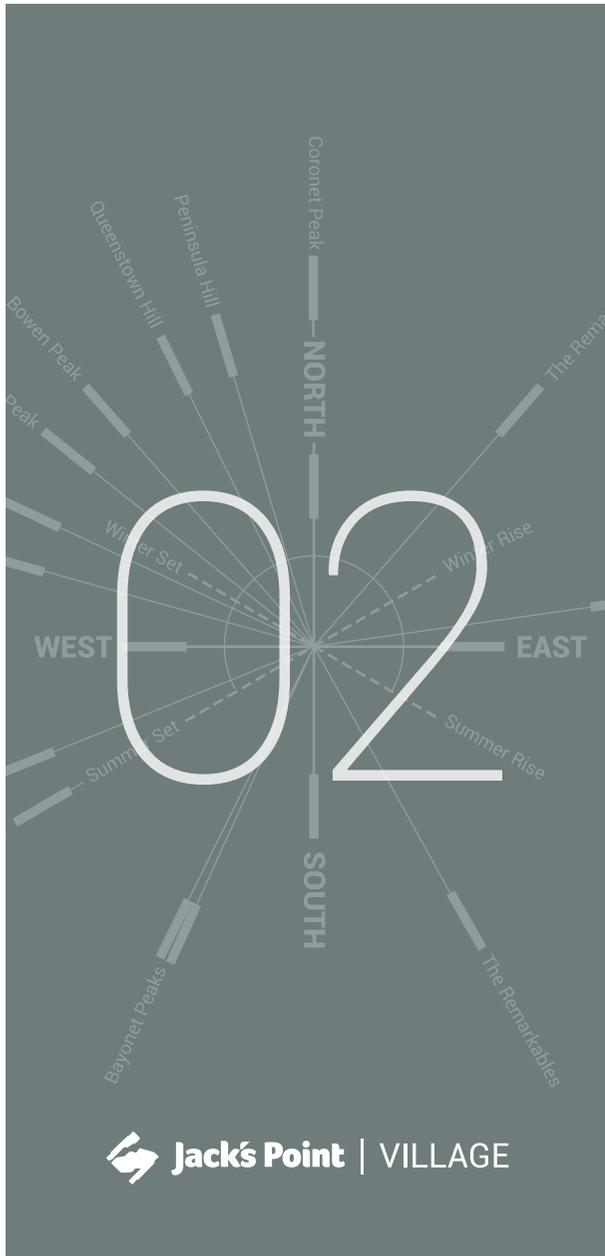
**KEY:**

- (V) Activity Area - CDP Area
- Landuse Areas**
- Visitor Accommodation (VA)
- Mixed Use (M)
- Residential (R)
- Community (C)
- Village - Open Space (V-OS)
- Road Network / Hierarchy**
- 

**Advice Note:**

(P) are provisional landuse areas only as sought by JPROA Residential Precinct Committee and QLDC following consultation in accordance with the environment court directions dated 30th July 2021.





# Part 2 – Village-wide Design Guidelines

# 2.1 Site and Building Layout

It is essential that the fundamentals of site planning are adhered to for every building, or group of buildings. In the design of buildings, views must be considered both to and from the physical object.

Jack's Point is blessed with a panorama of views in all directions. The view rose attached shows the variety of views that are available within the site.

Jack's Point is both a sunny and windy site. Buildings within this landscape must recognise these elements and develop strategies to both respond to and make best use of these conditions to develop a high-quality village urban environment.

## Outcomes

- New buildings respond appropriately to their site and wider context and contribute positively to the overall Village.
- The layout of any new building responds positively to existing site conditions, such as climatic factors, views to the surrounding landscape and surrounding buildings and development.

## Guidelines

1. A detailed site and context analysis, commensurate with the scale of the development, should be undertaken to demonstrate how the proposal responds to the site's opportunities and constraints.
2. The design should take into consideration neighbouring buildings and properties with respect to privacy, solar access and compatibility of uses.
3. The layout and orientation of the building should create spaces protected from the wind and rain that optimise solar access.
4. Site layout and building orientation and massing, together with the internal layout of buildings, should respond to and incorporate views to the surrounding landscape, mountains, and Lake Tewa.
5. Buildings should be 'good neighbours' and enable views from adjacent sites to these landscape features.
6. Critical view shafts to consider from within, around and through buildings are:
  - Views to the Remarkables Mountain Range;
  - Views to Cecil Peak and Bayonet Peak;
  - Views to Ben Lomond and Bowen Peak;
  - Views over Lake Tewa;
  - Views North to Coronet Peak.



## 2.2 Building, Open Space and Street Interfaces

The interfaces between buildings, development sites and open spaces are critical creating a high quality urban environment with active streets and high quality spaces for both public and private use.

### Outcomes

- New buildings achieve a positive relationship with the street and open spaces, contributing to a safe and high amenity pedestrian environment.
- Buildings provide shelter and sunlight access to key public spaces.
- New buildings provide a clear transition between the public and private realm, giving a sense of ownership to all spaces and contributing to the definition of the streetscape.
- New buildings and how they are accessed are easy to interpret for both residents and visitors.

### Guidelines

1. Street and public open space façades should optimise the use of windows, doors and balconies, to contribute to passive surveillance and safety (while maintaining reasonable privacy for ground floor residential uses).
2. The internal layout of the ground floor of buildings for all types of activities should place uses and habitable rooms adjoining the street and open spaces which optimise its activation and passive surveillance (while maintaining reasonable privacy for ground floor residential uses).
3. Building entrances for all types of activities should be highly legible within the street facade and clearly visible from the street.

4. Where common entries occur, such as at lobbies or apartment style units, transitional spaces between the public street and building interiors are encouraged to signal the location of entrances, enhance the sense of arrival, and provide shelter.
5. Site and building design should clearly demarcate between private, semi-public and public spaces, particularly at ground level through the use of landscaped edges or building frontages, as appropriate to the context.
6. All plant and building services equipment (including air conditioning units, water tanks, wastewater pipework and ducting) should not be visible from streets and open spaces or should be screened in an attractive manner which integrates them into the overall architectural composition of the building.
7. No service (waste, power, telecoms etc) entrances, doors or otherwise, are to be provided directly from the Village street frontages. All access to such facilities is to be catered for internally.
8. Clotheslines for residential activity should be sited in rear or side yards or otherwise be screened from view from streets and open space.
9. Lighting design and placement should be consistent with Crime Prevention Through Environmental Design Principles.
10. Any building signage (noting that signage is not expected in the Residential Land Use Areas) should be designed as an integral part of the building and should avoid the appearance of being 'added on'.

### 11. Setbacks:

#### a. Mixed Use and Visitor Accommodation:

Setbacks within the Mixed Use and Visitor Accommodation Land Use Areas should be driven by each individual buildings uses. For that reason, varied setbacks are expected.

Retail and Commercial uses are encouraged to utilise 0.00m setbacks to street frontages to ensure an active frontage is created. Setbacks can still be proposed where they emphasise building entries, overhangs etc.

Larger setbacks are encouraged where courtyard spaces are created for cafes, and can create interest and variation in buildings lines along street frontages.

#### b. Residential:

Residential units shall have a setback of a minimum of 2.50m from street and open space frontages. Garages and covered areas of car parking may be located within that setback where they have appropriate architectural treatment.

### 12. A vegetated "buffer" is to be provided by development sites along homestead bay road to "soften" the edge of the Village. This can incorporate:

- a. Planting
- b. Mounding
- c. Pedestrian and cycle pathways

This buffer will not be required around site and Village entries to ensure that these are legible.

## 2.3 Building Design, Form and Massing

The building's design and appearance, including its scale, articulation, façade composition, should contribute to the Village as a whole, adding to its experience and character. The character of buildings within Jack's Point has been shaped by the history of the land, and a requirement for buildings to be subservient to the surrounding landscape resulting in a unique character that is in keeping with our alpine setting.

Building design within the village should be a modern, contemporary expression reminiscent of rural vernaculars, with incorporation of a density likened to that of small European alpine villages.

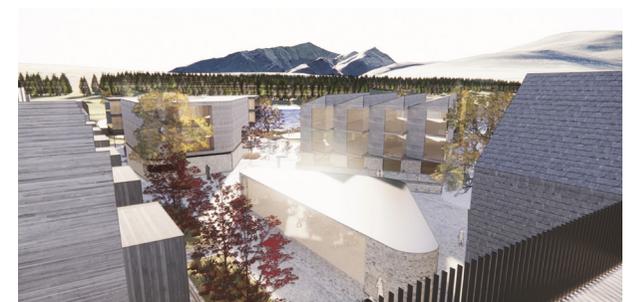
Buildings should emphasise verticality over horizontality and aim to create a fine grain urban environment through appropriate scale, and form of buildings.

The buildings should create active and interesting street frontages through appropriate window placement, facade rhythm and articulation.



### Outcomes

- New buildings avoid an overly bulky or visually dominant form and appearance.
- New buildings provide visual interest and variation and avoid visual monotony.
- New buildings create active, vibrant street frontages.
- New buildings are aesthetically coherent and respond to the scale, pattern, and appearance of neighbouring buildings.



## 2.3 Building Design, Form and Massing

### Guidelines

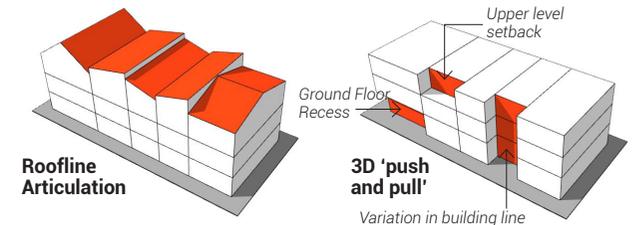
1. Building façades should be designed to balance cohesiveness with variation through the use of architectural recesses, expression of 'solid' and 'void' elements, and variation in materiality and texture.
2. Building footprints, scale and massing should enable visual and pedestrian permeability through to adjoining areas, with a focus on key open spaces such as the Lake Tewa waterfront.
3. Large-scale buildings should use design techniques including modulation of massing and articulation of façades to visually diminish their overall bulk. The expression of verticality should be prioritised over horizontality.
4. Facade composition should employ 'honest' crisp, clean lines, with massing and articulation clearly relating to modules or units within the building.
5. Blank or unrelieved façades should be avoided, particularly where visible from streets, neighbouring buildings and publicly accessible open spaces.
6. Individual units are to be recognisable through architectural form and facade treatment.
7. Adjacent buildings should be intentionally different in their form and facade treatment.
8. Building façades should have a fine grain rhythm that preferences verticality over horizontality.
9. Roofs should be designed to contribute to variation in building massing and form, with the profile of the roofline against the sky having interest and variety.

10. Literal representations of 'mountainous silhouettes' and overly complicated roofs should be avoided, with the roof being an integrated element of the overall design.
11. For larger-scale buildings, roof peaks should be integrated with main pedestrian entrances, where possible, to help enhance their legibility from the street.
12. Buildings within the Mixed Use Land Use Areas of the village should employ modulation in their form and massing to visually reduce their overall scale and ensure variety in architectural forms along development sites and street / open space frontages.

Roof forms of varied planes and lines are encouraged.

Techniques shall include:

- Roofline articulation;
- 3D push and pull: Variation in building line;
- 3D push and pull: Upper-level setback\*;
- 3D push and pull: Ground floor recess.

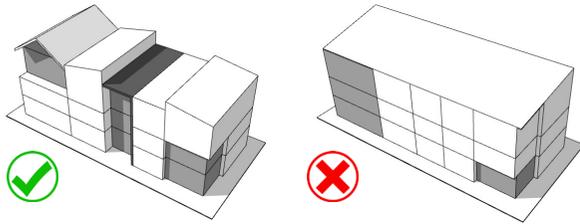


Buildings should use different modulation techniques in their form and massing from their neighbours in at least one of the above aspects.



## 2.3 Building Design, Form and Massing

13. Adjacent buildings should be designed to enhance the variety of three-dimensional form articulation along the street.



14. To ensure that a vertical rhythm is emphasised through buildings within the Mixed-Use Land Use Areas, buildings should generally be divided into major and minor modules as set out in the diagrams below.

The configuration of major and minor modules is interchangeable, and designers may choose to order them in a way that suits the building's use and site. In doing this, the wider streetscape elevation must be considered, with the design responding to the façade rhythm of adjacent buildings in a way that ensures variety and interest along the street is achieved.

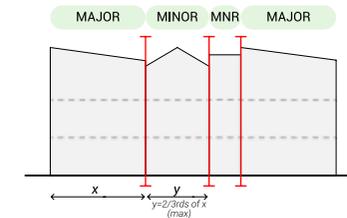
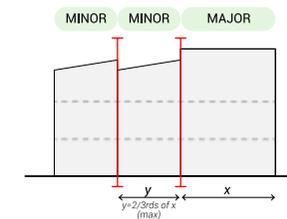
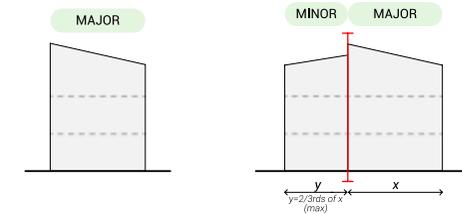
Facade modulations may or may not relate to internal building subdivision/separate tenancies but the internal activity and external facade features such as windows and doors should be carefully aligned and thoughtfully integrated with façade modules.

There should be a maximum number of two 'Major' modules on any one building's façade.

No more than two modules of the same width should appear consecutively on the same building.

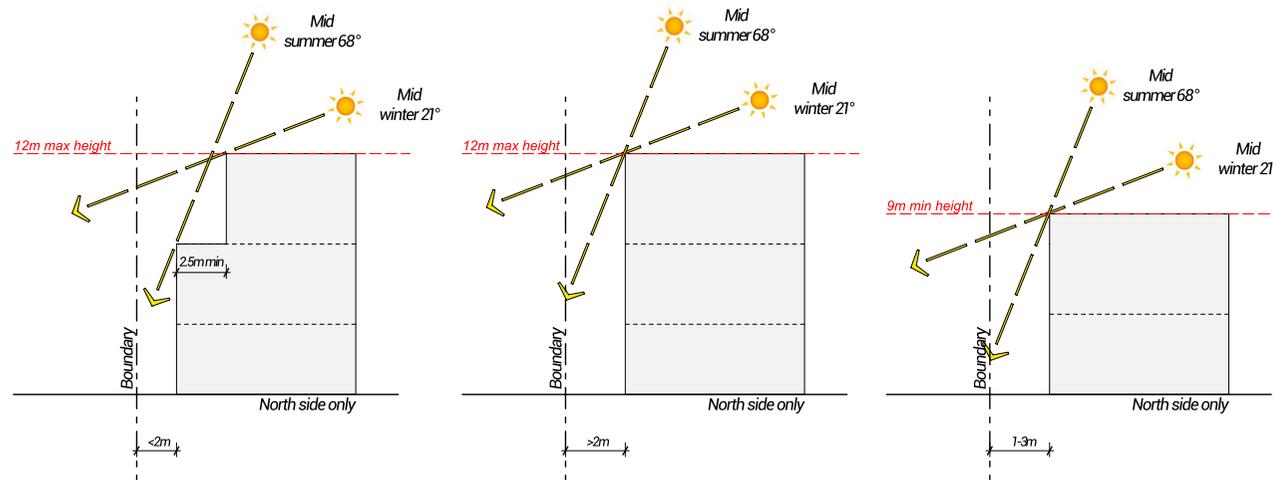
The architectural treatment of rear and side elevations should have the same architectural quality as front elevations where they are visible from streets, open spaces, pedestrian walkways, and adjacent development sites.

### Facade Modulation



## 2.3 Building Design, Form and Massing

15. Buildings addressing the northern side of any street frontage that are higher than 9m with a ground floor setback of less than 2m should include an upper-level setback of a minimum 2.5m depth for no less than 50% of the building length.



16. Design of any retail or commercial space on the ground level should;

- Maximise glazing and the number and position of entrances at ground level in order to contribute to safe and active streets and provide visual interest to the public realm.
- Lively / active internal uses at ground level are preferred, and on occasion this is encouraged to spill out onto the streetscape.
- Incorporate universal design principles wherever practical;

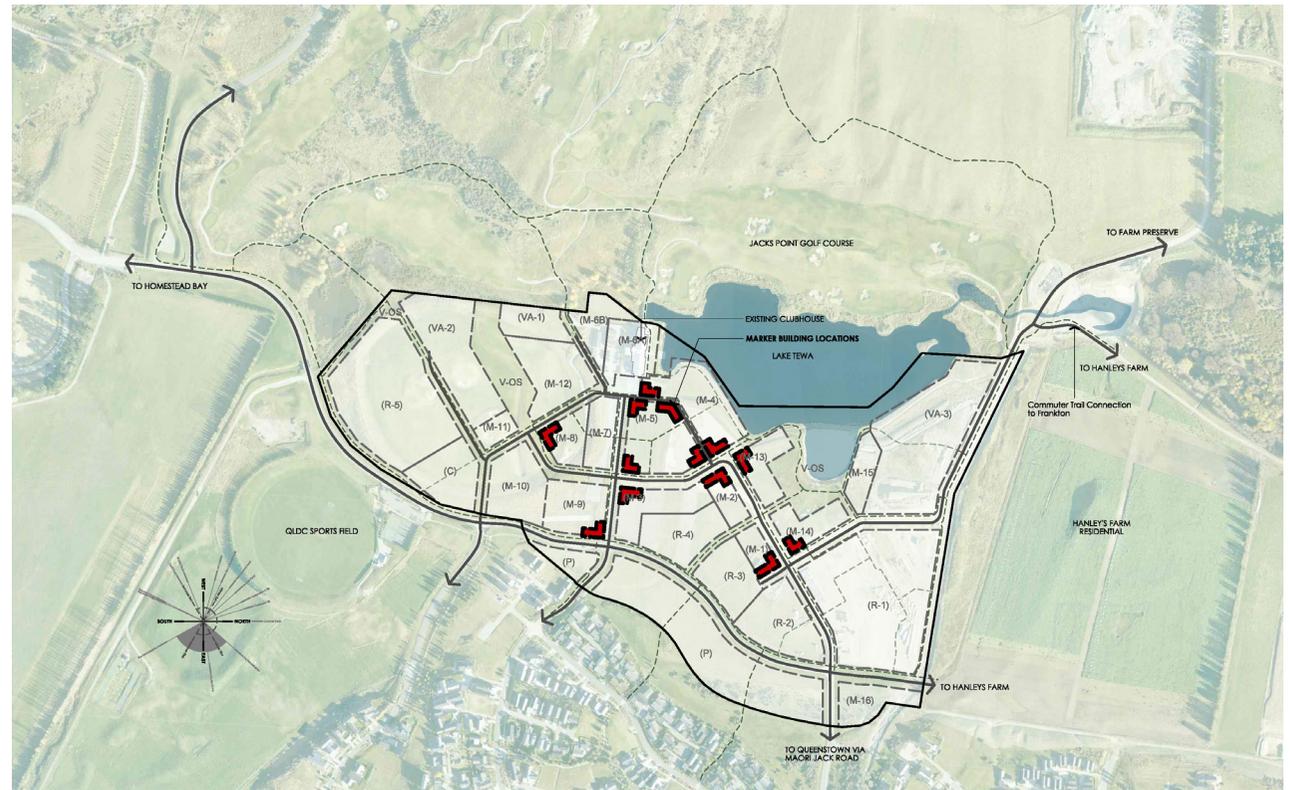
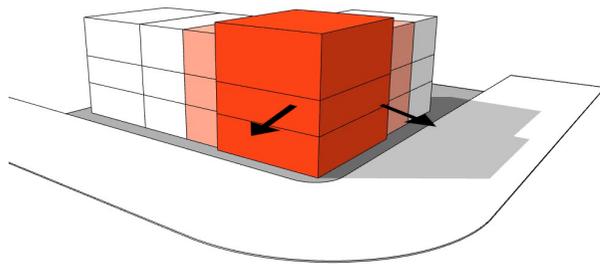
- Transitional spaces between the public street and building interiors are encouraged to signal the location of entrances, enhance the sense of arrival, and provide shelter.
  - Entrances to commercial, retail, or residential uses should be separated and clearly differentiated at street level. Shared entrances at ground level (Residential and Commercial), can be used only in order to accommodate mixed commercial and residential uses on narrow lots / buildings.
  - Where there is retail or commercial activity on ground level, the provision of a canopy line or awning is very desirable as it provides protection for pedestrians along key routes. Awnings should be positioned above entrances to create shelter and a visually legible entry into the building from the street. These should be generally consistent in with neighbouring / adjoining buildings where awnings are provided.
17. Ground floor residential units adjoining streets in the Mixed-Use Land Use Areas should employ techniques to manage the public-private interface, including a raised threshold, setback facades, recessed entranceways, and landscaping.
18. Where Visitor Accommodation within or adjoining the Local shopping character area, habitable rooms should be confined to upper levels only, with the ground floor reserved for lobbies, restaurants and other non-habitable uses that have high engagement with the street.

## 2.3 Building Design, Form and Massing

19. Buildings on key sites within the Village (including corner sites) as identified on plan should be designed to positively respond to both their street frontages through techniques including architectural features that wrap around the corner and alignment with minimum setbacks on both their street boundaries to ensure they are in view from further along a street.

Marker buildings should:

- Be architecturally superior than neighbouring buildings through high quality design and detailing;
- Have a clear and coherent architectural form;
- Respond to their location adjoining key viewshafts, critical intersections of movement networks, and key parts of the open space network;
- Display added prominence through their building form and/or height;
- Have ground floors with additional ceiling height;
- Actively interface with the adjacent public realm; and
- Align with minimum setbacks on all boundaries to ensure they are in prominent view.



## 2.4 Residential Amenity

The village anticipates a higher density of residential living than that featured within the Residential neighbourhoods at Jack's Point.

Common expectations apply across the village for residential units in terms of sunlight access, privacy, and provision of useable outdoor living areas. Privacy between neighbours, especially in regard to residential occupation, must take precedence over views.

### Outcomes

- Residential use within the village develops in such a way that access to sunlight, views and privacy are maximised.

### Guidelines

1. Residential units should be designed to optimise the number of hours of sunlight access to principal internal living areas and to outdoor living areas, particularly in mid-winter.
2. Residential units should be provided with an outdoor living area that is sheltered from the wind and is of proportions that can be comfortably used for outdoor dining that sits at least the number of people the unit is designed for.
3. The outdoor living area may be in the form of patio, deck, balcony or roof terrace, but should in all cases be directly connected to the unit's principal living room.
4. Outdoor living areas and windows of main internal living areas should be positioned and designed so that they do not have a direct short-range view into the outdoor living areas and primary internal living areas of neighbouring units. For balconies, design techniques to minimise overlooking and achieve reasonable privacy include semi-recessed and recessed balconies, side separation/screening between balconies, and recessing the ground floor behind the main building line.
5. Shared or communal private open space for multi-unit residential developments are encouraged. These spaces should: have convenient access to all dwellings, be positioned for sun, shelter and views, and be well-sized for the number of residents they serve.
6. Large scale developments where children are likely to live should consider inclusion of play features, located with consideration of their access, safety, surveillance, and potential noise.
7. Bedrooms of residential units should not be placed in close proximity to noise generating uses in the same or neighbouring buildings, such as the outdoor dining areas of restaurants and bars that have night-time operating hours. Where this is unavoidable, appropriate design solutions should be employed to minimise effects on the residential unit.



## 2.5 Materiality

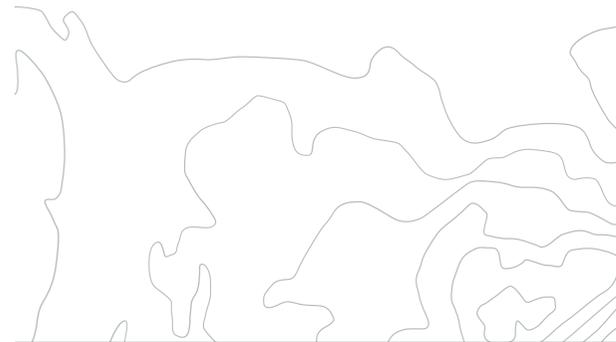
The Village must differentiate itself as a special and unique destination; an effective way of achieving this is through the use of a distinctive material palette. This provides a common unifying theme without requiring all buildings to look the same.

Materials within the village should be used honestly, and respectfully.

The essence, or inspiration for the materials palettes used at Jack's Point are drawn from the site itself, the surrounding raw and rugged environment, and the history of the area.

### Outcomes

- Buildings within the village show individuals creativity and preferences in their design, but feature a consistent palette of materials create a unique sense of place.
- Buildings within the village do not visually impact the surrounding landscape with their material use.



### Guidelines

1. Responding to the rocky, mountainous landscape and character of Jack's Point, buildings should use a simple materiality of 'raw' finishes of:
  - Timber
  - Metal
  - Stone
  - Concrete
  - Glass
  - Paint, plaster, or other 'masking' finishes, may be appropriate in some instances, subject to the assessment of the DRB.
2. Materials should be used as an integrated part of design and form rather than as simple 'cladding'.
3. Cladding colours should relate to the surrounding environment, with paints being recessive of a matte finish and having a maximum LRV of 30%.

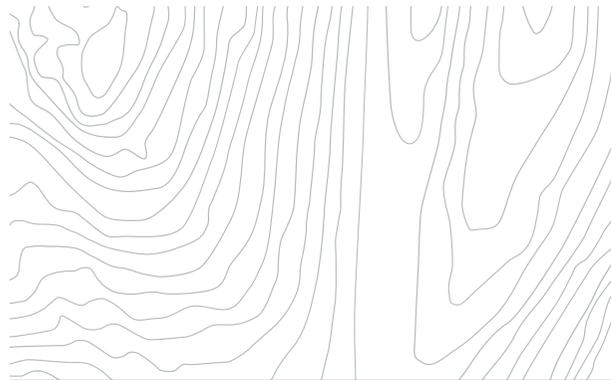


## 2.6 Access and Parking

The Village is to provide a safe interface between pedestrian's cyclists and vehicles and ensure that the visual impact of vehicles is minimised in order to provide an attractive village environment.

### Outcomes

- Car parking, loading areas, servicing and vehicle access are integrated into the Village in a way that is safe for pedestrians and cyclists and does not compromise the visual quality of streets and open space.
- Vehicle needs are met, but use of non private vehicle related modes of transport are encouraged and provided for throughout the village.



### Guidelines

1. All development sites should ensure that there is sufficient parking provided within the site to accommodate the parking numbers generated by its anticipated use. This includes: Permanent Resident Parking; Visitor Parking; Guest Parking (Visitor Accommodation); and Staff Parking.  
  
*Parking numbers shall be calculated from the table on the right →*
2. Buildings with ground floor habitable uses should screen car parking from street and open space frontages. Alternative solutions, on a case by case basis, may include enclosing carparking within a half floor podium structure, or for limited lengths or where adjoining streets of open space of lower public use, the use of architectural or landscape screening devices.
3. Where a development has large areas of at-grade car parking, extensive tree planting and varied surface treatments should be used to 'break-down' the visual scale of the car parking.
4. All parking (both car and bicycle) should be designed consistent with Crime Prevention through Environmental Design Principles and, in the case of at-grade parking, have good levels of passive surveillance.
5. Grouped car parking (decoupled from individual units) is encouraged for larger-scale residential development and should be designed to be consistent with guidelines 2-4.
6. Drop off and pick up areas within developments should be designed as an integrated part of the streetscape and not compromise the pedestrian environment.

### Parking Requirements

		Parks required	
<b>Residential</b>	Studio	0.7	
	1bed	0.7	
	1bed	1	
	3bed +	1.5	
	Visitor Provision	0.2 per bedroom	
<b>Visitor Accommodation (Unit)</b>	Studio	0.7	
	1bed	0.7	
	1bed	1	
	3bed +	1.5	
	Visitor Provision	0.2 per bedroom	
<b>Visitor Accommodation (Hotel)</b>	Less Than 50 rooms	1	per 3 guest rooms
	Above 60 rooms	1	per 5 guest room thereafter
	Coach parks	1	greater than 60 rooms
<b>Retail</b>	Per 100m2 GFA	4	
<b>Office</b>	Per 100m2 GFA	2	
<b>Restaurant</b>	Per 100m PFA	4	
<b>Community</b>	Per 100m2 GFA	1	
<b>Commercial Activities</b>	Per 100m2 GFA	4	

## 2.6 Access and Parking

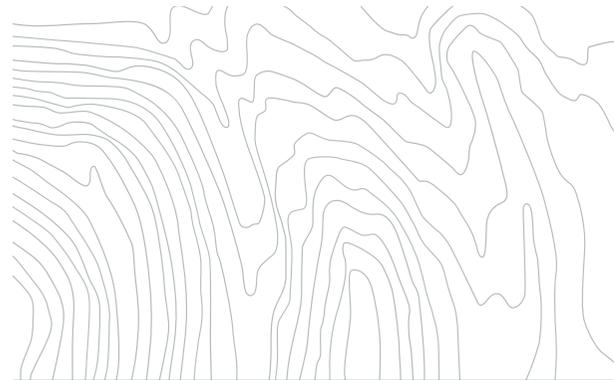
7. Larger-scale developments should provide charge facilities for electric cars and parking and facilities for transport options other than private cars, including but not limited to bicycles, scooter and car share services.
8. When designing for these transport modes, space/area requirements, security, accessibility and end of trip facilities such as changing rooms, showers and lockers should be considered.
9. Vehicle crossings should be kept to a minimum to allow access to internal parking / service lanes
10. Individual driveway crossings and garages directly to street edges are strongly discouraged in the Mixed-Use Land Use Areas.
11. 1Parked cars, garage doors and any retaining walls associated with carpark space should not be dominant elements along the street frontage.
12. Laneways are encouraged within the Mixed-Use Land Use Areas to provide vehicle access to parking away from street frontages.
13. Laneways should: be linked to the surrounding pedestrian network; provide a quality pedestrian environment through landscaping and a 'shared space' design approach; incorporate lighting; and consider alternative uses which allow residents to socialise, such as block parties and children's bike riding.
14. Garages should not dominate laneways, with garage doors being integrated into the rear facade design where possible.
15. Laneways should include consolidated blocks of mass planting for maximum growth potential, visual effect and amenity.
16. Landscaping within adjoining lots should filter direct views to garaging.
17. Lighting should be provided along laneways with public street lighting aligned wherever possible to the entrance of laneways.
18. Physical speed restrictions such as speed tables, chicanes or carriageway narrowing are encouraged.
19. All laneways should provide or link to a continuous pedestrian connection through the block.
20. Gateways to properties should be provided within the rear fence to facilitate easy pedestrian access and movement of items such as wheelie bins where required.
21. Designs should include a variety of surface finishes and materials along with a clear threshold between the laneway and adjoining street.
22. Shared surfaces are encouraged in order to indicate equal status to pedestrians and vehicles. Laneway designs should consider the potential for alternative uses encouraging residents to socialise, such as block parties, children's bike riding etc.
23. Both edges of the laneway should include building line variation to offer visual interest and provide space for layering of soft landscaping.
24. Gateway buildings with height expressed at the entrance point overlooking the laneway are encouraged.
25. A mix of garages and carports (solid and void) should be explored, with double garages utilising split doors to provide a finer grain or scale to the laneway.
26. Driveways, open carparking and garaging should not be dominant features in the streetscape, with vehicle access from laneways or grouped car parking screened from the street by buildings encouraged.
27. Where vehicle access from a laneway or grouped car parking is not possible, garages should be recessed behind the front building façade, located to one side of the dwelling, and open carparking and driveways should have landscaping that filters direct views to parked cars from the street.
28. Landscaping and fencing either side of vehicle crossings should be low, and driveways should be straight and short.
29. Front door access paths should be distinguishable from driveways through differentiation of surface finishes or separation with soft landscaping.

## 2.7 Pedestrian and Cycle Networks

The Village provides for a pedestrian and cycle network that connects to the existing residential neighbourhoods, and a commuter trail connection to Frankton. The Village will be an urban environment that encourages the move away from motor vehicle-based transport.

### Outcomes

- A safe, high amenity network of pedestrian and cycle trails and pathways that allow residents, visitors, employees, and guests in the village to move throughout the village without requiring motor-based transport.
- Convenient bicycle parking and access is provided for in all development.
- Vehicle needs of the current day are met, but the use of non-private vehicle related modes of transport are encouraged and continued to be provided for throughout the village.
- A series of loops surrounding and connecting through sites within the village are created.



### Guidelines

1. Developments should provide the number of bicycle parks required by *Table 29.6 in Chapter 29* of the Proposed District Plan. In addition to the activities listed in that table, residential development should provide bicycle parking at the rate of one bicycle park per residential unit.
2. Bicycle parking should be easily and conveniently accessible to the street, well-lit, secure, and sheltered from the elements. Wall mounted bike hangers at the end of a parking space in a parking garage are discouraged due to inconvenience.
3. Bicycle storage for apartment and multi-unit residential development should consider: provision for charging e-bikes; storage for a range of bikes including children's bikes and cargo bikes; a water source for cleaning bikes; and facilities for bicycle repair.
4. Where bicycle sheds are proposed, these should be designed as an integral part of the architecture of the building.
5. Pathways, trails and cycle paths are generous in width allowing for safe passing of cyclists, and pedestrians.
6. Pedestrian pathways should be legible, and assist in wayfinding throughout the development site and Village.
7. Pedestrian pathways and cycle lanes should be designed in accordance with CPTED (Crime prevention through environmental design) principles which facilitate passive surveillance, clear site lines and adequate lighting.



## 2.8 Waste Management and Recycling

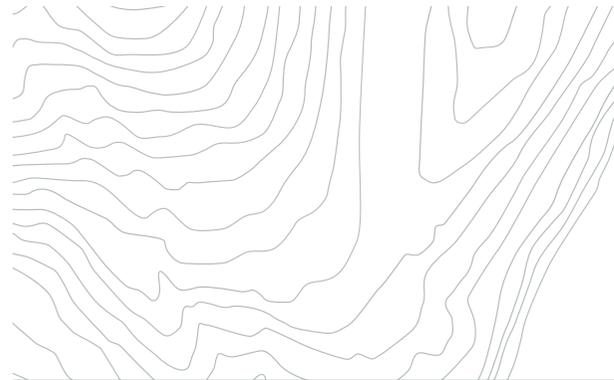
The Village will aid and promote efficient practices in waste avoidance, reduction, collection and recycling. From the planning phase through construction and into when it is fully inhabited.

### Outcomes

- The promotion of a culture in the Village, where waste minimisation and recycling is a key fundamental.
- The provision of waste management facilities are accessible, easy and efficient so as to ensure residents participation.
- The centralization of recycling and composting facilities both within developments and the Village as a whole.
- The utilization of low waste construction methods.

### Guidelines

1. Sufficiently sized waste/recycling storage should be provided to meet the needs of the development. Larger-scale developments should generally have shared bin storage space.
2. Waste/recycling storage should be attractively screened from view from street and open spaces.
3. Waste/recycling storage should be conveniently accessible from the unit/s it serves while also being located at a distance that reduces the impact of noise and odours.
4. Waste/recycling storage should be designed to facilitate the separation of general waste, food waste/organics and recycling.
5. Waste/recycling storage should be located to facilitate efficient collect by rubbish collection vehicles.
6. The design of waste/recycling storage should allow the spaces to be easily cleaned.
7. Where rubbish bins are collected from streets or laneways, it should be demonstrated that bins can be placed on the street or laneway clear of driveways.



## 2.9 Landscaping

Landscaping of a site should contribute to the Village's sense of place, demonstrate a response to its context, and be complementary to established landscaping patterns.

Material and plant use within the Village should be consistent and development on the existing landscape treatments and material use already implemented within Jack's Point.

The relationship between buildings and landscape should appear well-integrated and seamless.

### Outcomes

- Landscaping within a development contributes to the sense of place of the Village and assists in integrating buildings into the surrounding landscape.
- Individual Land Use Areas within the village are identifiable as being part of the wider Village through the use of consistent materials and plant species.



### Guidelines

1. Landscape elements should be appropriate to the scale of the new building and help integrate it into the adjoining streetscape or open space.
2. Plant species selection should respond to site micro-climates and soil condition.
3. Plant species should generally be selected from the Jack's Point Village Plant list (see *Appendix*).
4. Hedging is encouraged along the street boundaries in the Residential Land Use Areas, in order to define the street edge. Hedging along street boundaries should be maintained to a height of no more than 1.2m.
5. Pedestrian links through development sites should be formed in materials with a natural, raw finish such as stone paving, exposed aggregate concrete paving, loose schist chip, unitised concrete pavers, and wooden boardwalks.
6. Walls or fences fronting streets or public space should not exceed 1.2m in height and should generally be constructed from in-situ concrete (shuttered finish), drystone walls, or post and rail fencing.  
  
*Wall or fences taller than 1.2m will only be approved by the DRB where analysis demonstrates that there will be minimal adverse effects on the public realm.*
7. Cut retaining walls taller than 1.5m should be avoided.
8. Lighting should be designed to minimise light spill and light pollution and comply with Council standards and best practice urban design standards (CPTED), and follow the Southern Light strategy in order to protect the night time ambience and sky at Jack's Point.
9. The use of indigenous tree species for street planting is encouraged. However, the use of exotic species for street trees will be considered within the Village.
10. The mass planting of indigenous tree species will be encouraged in areas such as the surrounding open space and pedestrian linear parks that link the residential areas to the village.
11. Hedging, between private space and public realm is encouraged in the Village between for example residential development and the streetscape. Height is restricted to 1.2m where fronting public spaces.
12. The lake, which sits to the east of the village, will have a variety of edge treatments e.g. grassed, boardwalk, jetty or building. In areas where public access is not required, will be 'naturalised' riparian areas.



## 2.10 Sustainability

The Village is to provide a reference point for other future developments in terms of representing the highest-level sustainable practices through construction to the ultimate occupation of the Village, with a focus on its economy, community and the environments it sits within.

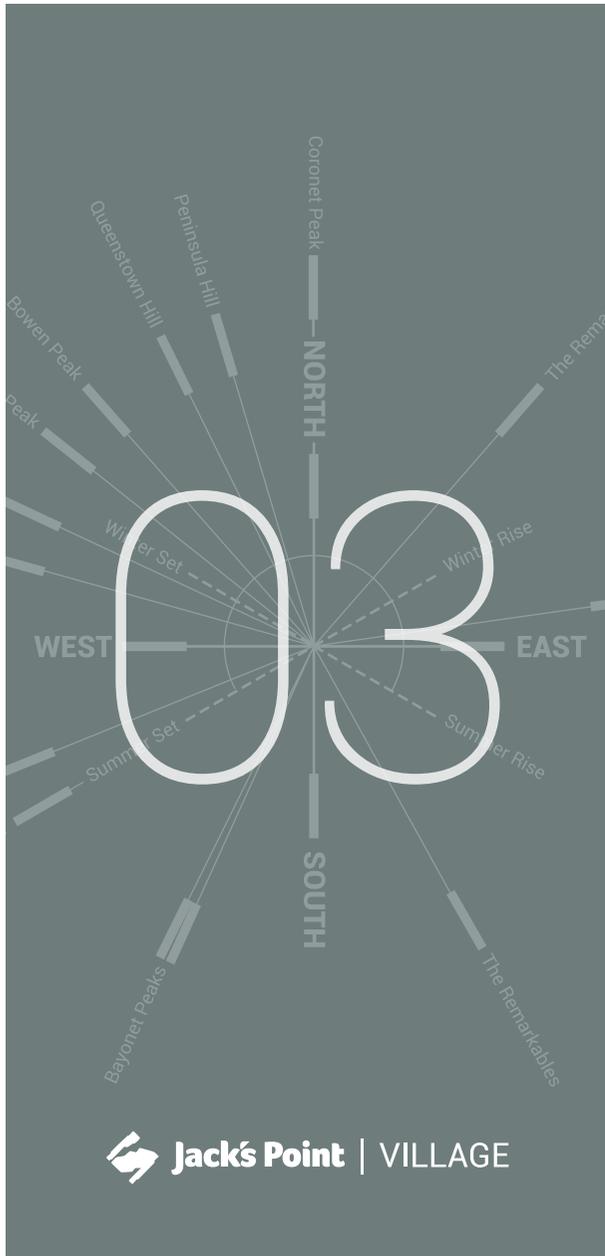
### Outcomes

- Highly efficient building design
- A diverse and complementary economic offering
- An inclusive social environment
- Minimised carbon footprints for individual developments and the Village as a whole and the ultimate realisation of carbon neutrality.
- The protection of its water quality
- The utilization of low waste construction methods. The promotion of alternate transport methods and a reduction of a reliance private motor cars.



### Guidelines

1. Site and building design should consider selection of low carbon and carbon banking materials.
2. Site and building design should consider specification of locally sourced and manufactured materials.
3. Building layout and design should minimise energy use and optimise sunlight/daylight access and opportunities for natural ventilation.
4. The use of low energy fittings and insulation above minimum requirements is encouraged.
5. Building design processes that minimise waste during the construction process and full life-cycle of a building are encouraged. This includes: designing in modules to reduce off cuts and waste, management of construction waste, adaptive re-use of recycled materials, and consideration of end of life processes for materials.
6. New development should improve the quality and reduce the quantity of stormwater runoff. Techniques include: using materials with reduced/no contaminants, minimising impervious surfaces, filtration and attenuation around car parks and other large impervious surfaces, roof gardens, and soakage/ground water recharge.
7. Water conservation should be incorporated into both landscape and building design. This could be through: water efficient appliances and fittings, reducing demand on mains by recycling captured stormwater as greywater, capturing roof runoff in stormwater retention tanks for re-use, and the use of plant and tree species selection that do not require as regular irrigation.



# Part 3 – Character Area Design Guidelines

## 3.1 Character Area

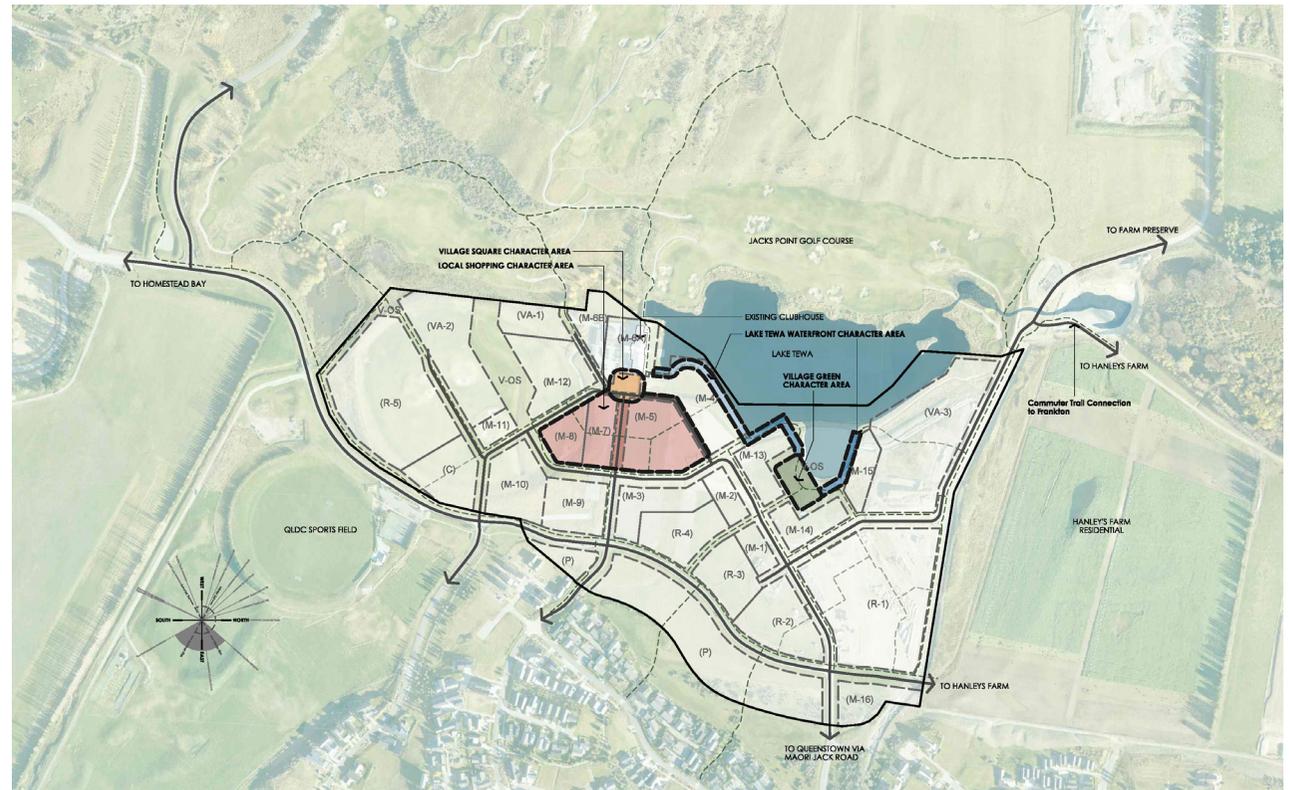
There are four character areas in Jack's Point Village. These apply to development adjoining key parts of the public realm of Jack's Point Village, including open spaces, Lake Tewa, and the Local Shopping Area.

Development within the Character Areas is subject to an additional level of guidance in order to achieve specific urban design outcomes that respond to the particular outcomes sought for these areas.

The location and extent of the Character Area is shown on the Character Area Plan.

The four-character areas are:

- Local Shopping Character Area;
- Village Square Character Area;
- Lake Tewa Waterfront Character Area;
- Village Green Character Area.



## 3.2 Local Shopping Character Area

The local shopping character area features the most urban built form outcomes in the Village. This area is intended to provide a dense urban village environment that provides concentrated areas of retail and commercial activity for locals.

The frontage of buildings which adjoin the street frontages within this area should have short or no setbacks to encourage a high level of engagement with the street, and fine architectural grain that contributes to a richly varied streetscape experience for pedestrians.

## 3.3 Village Square Character Area

The Village Square Character Area applies to buildings which adjoin the Village Square. The Square is a key public meeting space in the Village, as well as a primary arrival point for visitor accommodation guests.

### Guidelines

1. Ground floor activities fronting the Village Square should be restricted to active uses (retail and commercial) that encourage a high level of pedestrian engagement around the square.
2. Buildings should directly adjoin the Village Square with nil setback.
3. Building frontages adjoining the Village Square should be highly glazed, contributing to the activity of the open space.
4. Vehicle movements within the Village square should be separated by bollards to ensure level changes, kerbs and other details associated with normal road construction are not required. The Village square should be read as one continuous surface.



## 3.3 Lake Tewa Waterfront Character Area

The Lake Tewa Waterfront Character Area applies to buildings and the open spaces which adjoin the Lake Tewa Waterfront.

### Guidelines

1. Buildings in this Character Area should have broken and staggered edges to the Lake Tewa waterfront.
2. Buildings should have varied and deep landscaped setbacks from the edge of the Lake Tewa Waterfront open space.
3. There should be regular and visibly open 'gaps' between buildings within the Waterfront Character Area, to enable both visual and pedestrian links between the Main Street and Lake Tewa. Visual links should be a minimum of 4m in width and pedestrian links should be a minimum of 6m in width.
4. Ground floor uses adjoining the Lake Tewa Waterfront open space should be non-residential. They may be habitable rooms associated with Visitor Accommodation. However, a sense of separation should be achieved with the open space through level changes and/or buffer planting.



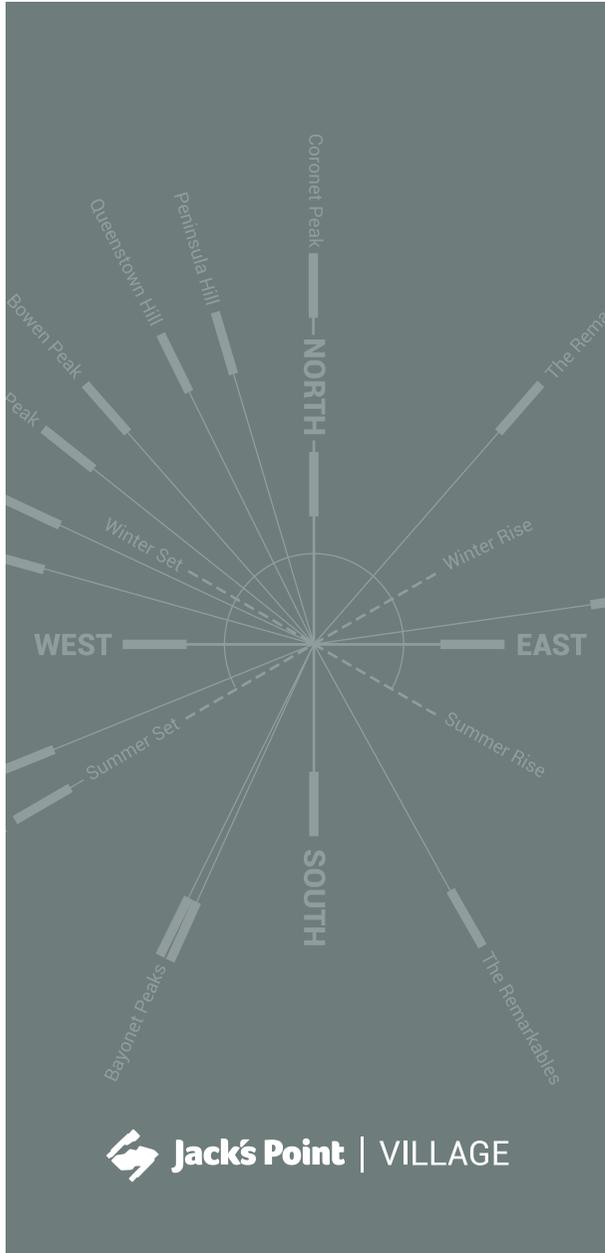
## 3.3 Village Green Character Area

The Village Green Character Area applies to buildings that adjoin the Village Green open space. The Green is intended to be a place for community gathering on the edge of Lake Tewa. Buildings around the edge of the Green should support its use as a lively, well defined, and active space.

### Guidelines

1. Building should have a minimum height of 2 storeys.
2. Buildings should have setbacks of between 0-2m.
3. Buildings which adjoin the Village Green open space should provide shelter from the wind to the Green.
4. Ground floor uses adjoining the Village Green open space should be non-residential. Visitor Accommodation at ground floor adjoining the Village Green is limited to lobbies, restaurants and other non-habitable uses that have high engagement with the open space and street front.
5. Food and beverage uses are encouraged at ground floor adjoining the Village Green open space.
6. Outdoor dining is encouraged to extend into the village green may occupy an area of up to 3m from the building façade, thus occupying a portion of the reserve in places, provided it does not encroach on pedestrian desire lines or promenade locations. Applicants are expected to show the extent of outdoor dining on all concept plans for approval by the DRB.





# Appendix

# Appendix 1: Plant List

## Trees

Botanical Name	Common Name	Sun	Mid Sun	Shade	Moist	Dry	Sheltered	Exposed
<i>Aristotelia serrata</i>	<i>Wineberry</i>	☑	☑	☑	☑	☑		
<i>Carpodetus serratus</i>	<i>Putaputaweta / marbleleaf</i>	☑	☑	☑	☑			
<i>Coprosma linariifolia</i>	<i>Mikimiki</i>	☑	☑	☑	☑	☑		
<i>Cordyline australis</i>	<i>Ti kouka / cabbage tree</i>	☑	☑	☑	☑	☑		
<i>Fuchsia excorticata</i>	<i>Kotukutuku / tree fuchsia</i>	☑	☑	☑				
<i>Elaeocarpus hookerianus</i>	<i>Pokaka</i>	☑	☑	☑				
<i>Griselinia littoralis</i>	<i>Kapuka / broadleaf</i>	☑	☑	☑	☑	☑		
<i>Hoheria lyallii</i>	<i>Mountain ribbonwood</i>	☑	☑	☑				
<i>Melicytus lanceolatus</i>	<i>Mahoe wao</i>	☑	☑	☑	☑			
<i>Melicytus ramiflorus</i>	<i>Mahoe / whiteywood</i>	☑	☑	☑	☑	☑		
<i>Metrosideros umbellata</i>	<i>Southern rata</i>	☑	☑	☑	☑	☑		
<i>Myrsine australis</i>	<i>Mapou</i>	☑	☑	☑	☑	☑	☑	
<i>Nothofagus fusca</i>	<i>Red beech</i>	☑	☑	☑	☑	☑		
<i>Nothofagus solandri</i> var. <i>cliffortioides</i>	<i>Mountain beech</i>	☑	☑	☑	☑	☑		
<i>Pennantia corymbosa</i>	<i>Kaikomako</i>	☑	☑	☑	☑	☑		
<i>Pittosporum eugeniooides</i>	<i>Tarata / lemonwood</i>	☑	☑	☑	☑	☑		
<i>Pittosporum tenuifolium</i>	<i>Kohuhu</i>	☑	☑	☑	☑	☑		
<i>Podocarpus hallii</i>	<i>Hall's Totara</i>	☑	☑	☑	☑	☑		
<i>Prumnopitys taxifolia</i>	<i>Matai</i>	☑	☑	☑	☑	☑		
<i>Pseudopanax crassifolius</i>	<i>Lancewood</i>	☑	☑	☑	☑	☑		
<i>Sophora microphylla</i>	<i>Kowhai</i>	☑	☑	☑	☑	☑		

# Appendix 1: Plant List

## Shrubs

Botanical Name	Common Name	Sun	Mid Sun	Shade	Moist	Dry	Sheltered	Exposed
<i>Aristotelia fruticosa</i>	<i>Mountain wineberry</i>	☑			☑			☑
<i>Carmichaelia petriei</i>	<i>NZ broom</i>	☑	☑	☑	☑			☑
<i>Coprosma crassifolia</i>	<i>NZ Coprosma</i>	☑	☑		☑	☑		☑
<i>Coprosma lucida</i>	<i>Shining Karamu</i>		☑	☑	☑	☑		☑
<i>Coprosma propinqua</i>	<i>Mingimingi</i>	☑			☑	☑		☑
<i>Coprosma rugosa</i>	<i>Needle-leaved Mt Coprosma</i>	☑	☑		☑	☑		☑
<i>Corokia cotoneaster</i>	<i>Korokia</i>	☑	☑		☑	☑		☑
<i>Cyathodes juniperina</i>	<i>Mingimingi</i>	☑	☑			☑		☑
<i>Discaria toumatou</i>	<i>Matagouri</i>	☑			☑	☑		☑
<i>Dracophyllum longifolium</i>	<i>Inaka</i>	☑	☑			☑		☑
<i>Dracophyllum uniflorum</i>	<i>Turpentine shrub</i>	☑	☑		☑			☑
<i>Gaultheria antipoda</i>	<i>Tall snowberry</i>	☑		☑	☑	☑	☑	
<i>Hebe cupressoides</i>	<i>Cypress Hebe</i>	☑		☑	☑	☑		☑
<i>Hebe odora</i>	–	☑			☑			☑
<i>Hebe rakaiensis</i>	–	☑			☑	☑		☑
<i>Hebe salicifolia</i>	<i>South Island Koromiko</i>	☑			☑			☑
<i>Hebe subalpina</i>	–	☑			☑	☑		☑
<i>Leptospermum scoparium</i>	<i>Manuka</i>	☑	☑		☑	☑		☑
<i>Melicytus alpinus</i>	<i>Porcupine shrub</i>	☑	☑		☑	☑		☑

*Shrubs continue on the next page*

# Appendix 1: Plant List

## Shrubs

Botanical Name	Common Name	Sun	Mid Sun	Shade	Moist	Dry	Sheltered	Exposed
<i>Myrsine divaricata</i>	<i>Weeping mapou</i>	✓	✓		✓	✓		✓
<i>Olearia arborescens</i>	<i>Southern Tree Daisy</i>	✓	✓		✓	✓		✓
<i>Olearia avicenniifolia</i>	<i>Tree Daisy</i>	✓				✓		✓
<i>Olearia bullata</i>	–	✓				✓		✓
<i>Olearia cymbifolia</i>	–	✓	✓		✓	✓		✓
<i>Olearia fragrantissima</i>	–	✓	✓			✓	✓	
<i>Olearia hectori</i>	–	✓			✓	✓		✓
<i>Olearia lineata</i>	<i>Tree Daisy</i>	✓	✓		✓	✓		✓
<i>Olearia nummulariaefolia</i>	<i>Tree Daisy</i>	✓				✓		✓
<i>Olearia odorata</i>	<i>Tree Daisy</i>	✓			✓		✓	
<i>Ozothamnus</i> sp.	<i>Cottonwood</i>	✓			✓	✓		✓
<i>Pimelea aridula</i>	<i>NZ daphne</i>	✓			✓	✓		✓
<i>Pseudopanax colensoi</i> var. <i>ternatus</i>	<i>Mountain three finger</i>		✓	✓	✓	✓		✓

# Appendix 1: Plant List

## Grasses

Botanical Name	Common Name	Sun	Mid Sun	Shade	Moist	Dry	Sheltered	Exposed
<i>Aciphylla aurea</i>	<i>Golden speargrass</i>	☑				☑		☑
<i>Aciphylla glaucescens</i>	<i>Blue speargrass</i>	☑				☑		☑
<i>Astelia fragrans</i>	<i>Bush lily</i>		☑	☑	☑		☑	
<i>Astelia nervosa</i>	<i>Mountain Astelia</i>		☑	☑	☑	☑		☑
<i>Carex coriacea</i>	<i>NZ swamp sedge</i>	☑			☑			☑
<i>Carex maorica</i>	<i>Carex</i>	☑	☑		☑			☑
<i>Carex secta</i>	<i>Purei</i>	☑	☑		☑			☑
<i>Chionochloa conspicua</i>	<i>Bush tussock</i>	☑	☑		☑	☑		☑
<i>Chionochloa rigida</i>	<i>Narrow-leaved snow tussock</i>	☑			☑	☑		☑
<i>Cortaderia richardii</i>	<i>South Island Toetoe</i>	☑				☑		☑
<i>Festuca novae zelandiae</i>	<i>Hard tussock</i>	☑				☑		☑
<i>Juncus distegus</i>	<i>Wiwi</i>		☑		☑			☑
<i>Juncus gregiflorus</i>	<i>NZ soft rush</i>		☑		☑			☑
<i>Juncus sarophorus</i>	<i>Wiwi</i>	☑			☑			☑
<i>Phormium cookianum</i>	<i>Mountain flax</i>	☑			☑	☑		☑
<i>Phormium tenax</i>	<i>Harakeke/swamp flax</i>	☑			☑	☑		☑
<i>Poa cita</i>	<i>Silver tussock</i>	☑			☑	☑		☑
<i>Schefflera digitata</i>	<i>Seven finger</i>	☑	☑		☑	☑	☑	
<i>Schoenus pauciflorus</i>	<i>Bog rush</i>	☑					☑	
<i>Typha orientalis</i>	<i>Raupo / bullrush</i>	☑			☑			☑

A dark grey background with white contour lines representing a topographic map. The lines are more densely packed on the left side, indicating a steeper slope, and more widely spaced on the right side, indicating a flatter area. The contours form various shapes, including a large, roughly circular feature on the right side.

 **Jack's Point** | VILLAGE