Find your way around the Design Guidelines
Welcome to the Kāinga Ora design outcomes and review process for large-scale developments. This is Part 1, Module ‘a’ — the mandatory design outcomes for large-scale projects. Each module is contained in a separate PDF document.

Large-Scale Projects Design Guidelines
PART 1

1a Design Principles and Review Process
Start here for an overview of Kāinga Ora objectives for large-scale urban developments.
The module sets out the design outcomes which are required of our delivery partners, including masterplanners, architects and landscape designers.
Find out about the design review process for Kāinga Ora large-scale projects.

1b The Built Environment
Explore the detail of how to achieve our design outcomes in order to deliver housing and the public realm well, under Kāinga Ora Large-Scale Projects.

NOTE:
Please view all guidelines as mandatory for all proposals unless marked as ‘recommended’. We request that delivery partners also follow all recommended design guidance unless they can demonstrate a practical reason not to.
Foreword

Housing is core community infrastructure and key to Auckland being an internationally competitive city. Kāinga Ora large-scale projects will contribute to more homes being delivered in Auckland more quickly, and is a key part of the government’s contribution, alongside the private sector, to expand housing supply.

These large-scale projects are a once-in-a-generation opportunity to increase the urban density of Auckland in ways that create better places to live and improve outcomes for everyone. Kāinga Ora will deliver well-designed living environments to support stronger, vibrant communities.

These projects will lead innovation across the residential development sector to improve market provision of affordable homes, as well as a wider range of types of homes that are better suited to future household needs. These mandatory design guidelines are an integral part of that innovation and will significantly contribute to delivering best practice urban design, and in turn creating long-lasting value.

IMPORTANT

Compliance with the design guidelines will be assessed through a design review process. This module outlines what is reviewed, when, and by whom.

NOTE: This document will be reviewed and updated annually.
A Place Called Home

A place to meet, a place to greet
A place to laugh and a place to cry
A place to be happy and a place to be sad
A place to think and a place to sing
A place to rest and a place to eat
A place for my toys and place to fix my bike
A place to hang my family photo and a place to grow my tomatoes
A place to rest and a place to sleep
A place to have friends and a place to share
A place that is friendly
A place to tell stories a place to dream
A place to listen and a place to learn
A place to be merry and a place to make a cake
A place to keep me dry and a place that is warm
A place to study and a place to sew
A place to play and a place to dance
A place that is safe
A place where I am yelled at the most
but a place where I am loved the most
A place called home

Rewi Thompson
1.0 INTRODUCTION

2.0 DESIGN OUTCOMES

3.0 DESIGN REVIEW PROCESS
1.1 Kāinga Ora Large-Scale Projects

Established in October 2019, Kāinga Ora – Homes and Communities brings together the people, capabilities and resources of the KiwiBuild Unit, Housing New Zealand and its development subsidiary HLC.

Kāinga Ora large-scale projects are a ‘once-in-a-generation’ opportunity to increase urban density in a way that creates better places to live and improved outcomes for everyone. The projects will deliver well-designed homes and neighbourhoods to support strong, vibrant communities. The developments will chiefly utilise current Kāinga Ora landholdings in existing communities. It incorporates the build and acquisition of new and additional state housing along with housing for the wider market, including affordable housing.

Kāinga Ora will not only deliver new homes (at much higher densities than currently exist), it will also build physical infrastructure, transport facilities and enhanced networks, community facilities, parks and open spaces and provide significant amenity upgrades. Kāinga Ora will lead innovation across the residential development sector to improve market provision of affordable homes, as well as a wider range of types of homes that are better suited to future household needs.
1.2 Vision

More homes, great neighbourhoods.

Increased density, done well, can be the catalyst for improving our suburbs.

Kāinga Ora large-scale projects provide the opportunity to improve amenity in each neighbourhood by increasing the number of people that live in close proximity to those amenities.

Amenity improvements linked to increased density include:

- Better transport facilities, such as more frequent public transport or new cycle routes
- Improvements to open spaces such as new parks, or more accessible reserves with new recreation facilities
- Improved community facilities such as new school buildings, new community hubs and community gardens
- New employment and retail opportunities.
A new generation of suburbs

Our vision is to improve our suburbs through creating quality neighbourhoods that improve wellbeing for both current and new communities.

Kāinga Ora will create a new generation of suburbs. The scale of this programme creates an opportunity to make significant positive change in these suburbs, working with existing communities. Residents, both existing and new, play a crucial role in the delivery of these neighbourhoods.

WE WANT TO CREATE NEIGHBOURHOODS THAT:

- Are socially equitable
- Foster genuine connections between people
- Have a strong sense of place
- Accentuate the community’s best features and qualities while thoughtfully incorporating new homes, streets, open spaces and residents
- Are safer and more walkable and cycle-able so that people, especially children, have independent mobility and opportunities for improved physical wellbeing.

These design guidelines are aimed at ensuring the physical environment delivered through large-scale projects facilitates positive social outcomes and wellbeing for people through best practice design. Kāinga Ora recognises that the built environment – its homes, streets and open spaces – is a fundamental building block in achieving great neighbourhoods.

Our vision is to improve our suburbs through creating quality neighbourhoods that improve wellbeing for both current and new communities.
1.3 Goals

The design guidelines aim to fulfil unique yet integrated and related goals across four key user groups. These user groups are: Community, Mana Whenua, Developers/Builders and Designers, and Kāinga Ora.

**Foster relationships with Mana Whenua**
Kāinga Ora has a mandate that spans a number of projects across Aotearoa including a significant area of Tāmaki Makaurau/Auckland. Kāinga Ora is committed to upholding the principles of the Te Tiriti o Waitangi/ Treaty of Waitangi, in particular the principles of Partnership, Active Protection, and Redress. In relation to the principle of Partnership we will have meaningful and early engagement with mana whenua in this urban development process.

**Promote wellbeing**
Warm, dry, healthy homes and walkable neighbourhoods that promote positive social interaction.

**Facilitate physical connectedness**
Safer, better connections to open space, transport, employment and education.

**Maintain and create diversity**
Neighbourhoods where people from many different backgrounds are welcome.

**Encourage pride and a sense of place**
Residents take pride in their homes and neighbourhoods and feel a sense of belonging/Tūrangawaewae.

**Protect and create value**
Quality design which supports investment into property, infrastructure and businesses.

**Create value through quality suburban development**
Builders and developers are able to create value for themselves and be reassured that all development sites will be held to the same requirement for quality.

**Maintain a high level of design flexibility**
The guidelines are generally non-prescriptive allowing builders and designers to interpret them, provided the design intent and targeted outcomes are achieved by their proposals. Where prescriptive parameters are required, these are clearly stated and are limited in number.

**Certainty and simplification of the design and approval process**
Design, and therefore construction programmes, can be set with confidence and the path to design approval is clear and straight forward.

**Increased ability to operate at scale and pace**
Guidelines and approval processes allow the design and delivery of more homes, more quickly. We encourage proposals that offer innovation in design, construction and/or the long term maintenance of the built environment.
Good design to deliver on two fronts

Together, building ‘whānau’ and ‘place’ is about ensuring the physical environment contributes to a person’s, and therefore their whānau’s, health and wellbeing. It includes things like homes that are warm, dry, and inviting to visit, walkable neighbourhoods and outdoor spaces that are safe and fun to socialise and play in.

It is about growing the positive aspects of the existing community as we fold new people into it, all the while encouraging more and better connection; making sure the existing community stays connected, and new members become connected.

Whānau

In this concept, a person’s whānau is the family and friends they live with, they visit, or who visit them. The focus is on putting people first.

Place

In this concept, ‘Place’ is as much about the social environment – the ways people positively interact – as it is about the physical environment of a neighbourhood.
Our developments will impact whānau and place through the quality of the environments we design and deliver. These environments are what the design guidelines apply to.

There are two key environments to consider:

**Home**
The private realm: the dwelling and its outdoor space, i.e. the spaces you enjoy with your whānau.

**Neighbourhood**
The public realm: streetscapes and open spaces, i.e. the spaces between your home and others that you enjoy with your whānau, neighbours and community.
2.0 DESIGN OUTCOMES
2.1 Targeted Design Outcomes

*These design guidelines are focused on achieving outcomes related to Community, Liveability and Identity.*

People who have what they need to be healthy, comfortable and safe, can contribute positively to their immediate and wider whānau groups. Neighbourhoods that unite and that have value, whether it be economic or social, become places that are resilient, safe, healthy and loved.

The following pages outline the targeted outcomes for Community, Liveability and Identity:

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**Quality homes and neighbourhoods can be achieved through design that encourages, facilitates and improves:**

*community + liveability + identity*

- **Environment**
  - Environments that promote positive neighbourly interaction between residents and encourage a sense of belonging.

- **Quality en**
  - Quality environments that provide residents what they need in order to go about their daily lives in a way that is positive, comfortable and healthy.

- **Home**
  - Homes and neighbourhoods that fit with the surrounding character while providing opportunities for personalisation.
2.1.1. Targeted Outcomes for Community

1. I have good visibility over my street and can watch my children playing outside.

2. My entranceway is clearly visible. My visitors can easily find their way to my front door.

3. I can comfortably spend time in my front yard engaging with the street.

4. I can easily visit my neighbour.

5. I can let my children play in the street, and am happy for them to walk by themselves to the nearby park.

6. I know my neighbour and can wave to them or chat with them if I want to.

7. My neighbours and I can grow food.

8. It is easy to meet new people in my neighbourhood.

9. My neighbours and I have places to go to talk and interact.
2.1.2. Targeted Outcomes for Liveability

1. My home is warm, dry and healthy.
2. I have peace of mind that my carpark and driveway are safe.
3. I can easily access and use the outdoor spaces at the front of my house.
4. My entrance way is well lit and I have shelter from the rain at my front door while I find my keys or take my shoes off.
5. I have a good balance of private spaces as well as spaces that let me interact with my neighbours and the street.
6. I can easily access my home from my street.
7. I can easily walk or ride my bike to my friends’ houses.
8. I let my children walk or ride their bikes to school.
9. My home is easy to manage, maintain and keep tidy.
10. It is easy for me to store and put out my recycling and rubbish for collection.
11. I have opportunities to connect with nature.
12. There are opportunities to play, for my children alone, for me alone, and as a whānau.
13. My entranceway layout lets me choose how I welcome visitors to my home. I can have privacy at my front door if I want it.
14. My street is safe, enjoyable, direct and legible.
15. My local park is safe.
16. It’s enjoyable and easy to find my way through my neighbourhood whether I’m walking, cycling or driving.
2.1.3. **Targeted Outcomes for Identity**

1. I can tell my home apart from my neighbours.
2. My house is easy to find.
3. My house looks as good as my neighbours’ homes.
4. My neighbourhood has a reputation for being friendly and safe.
5. A mix of people live in my neighbourhood.
6. The existing character in my neighbourhood is retained and strengthened.
7. Existing and new cultures are present and represented in my neighbourhood.
2.2 Design Review Remit

*The design guidelines are focused on ‘Streetscape’ and ‘Public Realm’. They apply to all development that occurs within the highlighted area of the cross section illustrated adjacent.*

Streetscapes are organising elements within a neighbourhood. They are both conduits for movement and physical connection as well as social, public spaces where people can meet, play and talk.

All types of streets, roads or lanes in the street hierarchy have a streetscape, or an overlapping of ‘Home’ and ‘Neighbourhood’ environments, even pedestrian and cycling linkages.

The streetscape includes the public realm and the elements within it such as footpaths and street tree planting, as well as the portion of a private lot that has a physical and visual relationship with the public realm adjacent to it. The internal layout of a building can influence how it relates to the street, and therefore will also require careful consideration.

Things in the private lot that help make up the streetscape include:
- Fences and gates
- Landscaping and planting
- Pathways and letterboxes
- Front doors and entranceways
- The façade of the building that faces the public realm
- Windows that look onto the street and the types of rooms they're associated with
- Driveways and carparks or garages
- Setbacks and heights of buildings
- Any infrastructure or service elements visible from the public realm
- Frontage type.

It is also important to note that many of the same frontage relationships occur when homes are adjacent to parks, so for the purposes of these guidelines, we often think about park edges as akin to street edges, and talk about them collectively as ‘public realm’.
## Design Outcomes

### 2.2.1. Design outcomes for typical front-loaded standalone/terrace homes

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>LIVING IN FRONT YARDS</strong></td>
<td>Covered patio in front yard accessed from internal living space via full height sliding doors</td>
</tr>
<tr>
<td><strong>ENTRANCES</strong></td>
<td>Clearly visible and accessible front door with paved pathway</td>
</tr>
<tr>
<td><strong>GARAGES</strong></td>
<td>Setback from front façade</td>
</tr>
<tr>
<td><strong>DRIVEWAYS</strong></td>
<td>Straight, short driveway with low planting either side; separated from front yard living by fence and gate; narrow and paired with neighbour</td>
</tr>
<tr>
<td><strong>ACTIVE HABITABLE ROOMS AND WINDOWS TO STREET</strong></td>
<td>Windows facing the street across both levels</td>
</tr>
<tr>
<td><strong>FRONT SETBACK</strong></td>
<td>Distance that balances usable space in the front yard with prominence to the street</td>
</tr>
<tr>
<td><strong>LETTERBOXES AND NUMBERING</strong></td>
<td>Individual letterboxes associated with front doors, clearly visible numbers</td>
</tr>
<tr>
<td><strong>FAÇADE DIVERSITY</strong></td>
<td>Diverse interesting street appearance, three dimensional house fronts with variation in materials</td>
</tr>
<tr>
<td><strong>FENCING</strong></td>
<td>Low height maintaining outlook to street</td>
</tr>
<tr>
<td><strong>FRONT YARD LANDSCAPING</strong></td>
<td>Plant heights maintain outlook to the street, specimen tree included, mix of textures</td>
</tr>
<tr>
<td><strong>SERVICING AND WASTE</strong></td>
<td>Not visible from street</td>
</tr>
</tbody>
</table>

*REFER MODULE 1b: The Built Environment for detailed guidance for each design consideration. Diagrams do not depict all required design considerations.*
2.2.2. Design outcomes for typical narrow lot, front-loaded standalone/terrace homes

**ENTRANCES**
Clearly visible and accessible front door with paved pathway

**CAR PARKING**
Fully integrated with landscape approach

**DRIVEWAYS**
Straight, short driveway with low planting either side

**ACTIVE HABITABLE ROOMS AND WINDOWS TO STREET**
Windows facing the street across both levels

**FRONT SETBACK**
Homes with large front setback occur in short runs between homes with small front setback

**LETTERBOXES AND NUMBERING**
Individual letterboxes with clearly visible numbers

**FENCING**
50% visually permeable

**SERVICING AND WASTE**
Bin enclosures associated with fencing or carparks and integrated with the front yard landscaping

**STREETS**
Front-loaded narrow lots in short runs to ensure regular spacing of planted berms and street trees

REFER MODULE 1b: The Built Environment for detailed guidance for each design consideration. Diagrams do not depict all required design considerations.
2.2.3. Design outcomes for typical rear-loaded standalone/terrace homes

**BUILT FORM WITHIN LANEWAYS**
- Roofline variation
- Lofts or living spaces over garages contributing to surveillance
- Balconies contributing to surveillance
- Building line variation
- Distinctive changes to material
- Horizontal displacement traffic calming

**LANDSCAPING WITHIN LANEWAYS**
- Continuous connection through the block
- Variety of surface finishes and materials
- Landscape scale relative to architectural scale
- Vertical landscaping e.g. climbers
- Consolidated blocks of mass planting

REFER MODULE 1b: The Built Environment for detailed guidance for each design consideration. Diagrams do not depict all required design considerations.
2.2.4. Design outcomes for typical corner lot standalone/terrace homes

**CORNER LOT TREATMENT**
Positively address both street frontages
Three dimensional architectural features to reinforce the corner

**FAÇADE DIVERSITY**
Interesting street appearance, three-dimensional house fronts with variation in materials

**ACTIVE HABITABLE ROOMS AND WINDOWS TO STREET**
Windows facing the street across both levels, on both street-facing façades

**FENCING**
Privacy fencing to rear yard only, 50% visually permeable
Low height wall maintaining outlook to street, wrapping corner

**FRONT YARD LANDSCAPING**
Plant heights maintain outlook to the street, specimen tree included, mix of textures

**LETTERBOXES AND NUMBERING**
Individual letterboxes associated with front doors, clearly visible numbers

REFER MODULE 1b: The Built Environment for detailed guidance for each design consideration. Diagrams do not depict all required design considerations.
2.2.5. Design outcomes for typical apartment buildings

**UPPER LEVEL SETBACK**
The fifth level is set back from the main building line.

**DESIGNING IN CONTEXT**
Height is carefully considered.

**PLACING THE BUILDING**
The building placement demonstrates a clear public front and addresses the street.

**SAFETY, ACTIVITY AND OVERLOOKING**
Windows and balconies provide views over the street.

**LEGIBILITY AND WAYFINDING**
The building contributes to the legibility and wayfinding of the wider neighbourhood.

**FRONT YARD LANDSCAPING**
Trees accommodated in ground floor gardens.

**FENCING AND WALLS**
Planting used to soften the appearance of fences and walls at street level.

**GROUND LEVEL DESIGN**
Ground level apartments have individual accesses.

**STREET TO FRONT DOOR**
Main building entrance is welcoming, safe and clearly visible.

REFER MODULE 1B: The Built Environment for detailed guidance for each design consideration.
Diagrams do not depict all required design considerations.
3.0 DESIGN REVIEW PROCESS
3.1 The Importance of Design Review

Design review is effective, and especially important for Kāinga Ora large-scale projects. The design review process ensures efficiency, consistency and quality in process and outcomes on these projects.

A standardised and therefore equitable review process is a cost-effective way to ensure good design. It gives designers and builders certainty by providing clear milestones, and therefore the ability to programme their time effectively.

Design review helps ensure an equal standard of design quality and design detail across all developments. The design review process plays an important part in ensuring all parties are held responsible for their part in achieving the vision and targeted outcomes.

Through a robust and consistent review process, all parties can trust that they are each acting in the best interest of the neighbourhood and its community and thus contributing to and maintaining value for all. This incentivises designers and builders to continue to deliver quality design throughout the life of the project via thoughtful consideration of the design guidelines and the neighbourhood in which they are operating.

This, in turn, can provide the community with confidence and reassurance around potential outcomes that may affect them.
3.2 Kāinga Ora and Council Design Review Processes

The purpose of the design review process is to promote good design and compliance with the design guidelines. This is achieved by engaging expert professionals to assess proposals and provide impartial advice on the success of the designs to Kāinga Ora. Different local authorities might have different requirements for consenting.

WHEN WORKING IN THE AUCKLAND COUNCIL AREA, THE FOLLOWING APPLIES:

The design review process operates with two groups of assessors – the Kāinga Ora Auckland Housing Programme Design Review Panel (Kāinga Ora AHP DRP) and the independent Auckland Council Dedicated Panel. The majority of proposals only require review by the Kāinga Ora AHP DRP, however some will require additional review by the Auckland Council Dedicated Urban Design Panel. Complex and significant developments may trigger a review by the Auckland Council Dedicated Urban Design Panel. However, this is at Auckland Council’s discretion. Arrangements for these reviews are made with the Urban Design Unit at Auckland Council.
3.3 The Reviewers and their Role

Kāinga Ora Design Review Panel (Kāinga Ora DRP)
The Kāinga Ora DRP is a panel made up of:

- Independent urban design/architect expert
- Independent urban design/landscape architect expert
- Kāinga Ora masterplanner/urban designer
- Additional experts.

Their role is to assess proposed developments against the outcomes prescribed in the design guides, and to provide expert advice to both the applicant and Kāinga Ora on the success of the design proposal. The Kāinga Ora DRP is a critical friend to applicants, providing urban design advice and promoting good design and a quality urban environment in reference to the relevant design guideline modules. They consider the overall context and setting of the development in terms of the architectural, landscape and urban design qualities articulated in the design guidelines, and review development proposals for all sites. The Kāinga Ora DRP will use the design guide for decision making, and best professional judgement where improved outcomes could be achieved.
3.4 Design Review Process

The design review process as applied to all Kāinga Ora large-scale projects is as follows:

The design review process starts at concept design stage and in most cases concludes with the lodgment of resource consent. In some instances additional design review may be required where there is significant change management beyond the resource consent phase.

Every development is reviewed by the Kāinga Ora DRP – a first review at concept design, another at developed design. Additional reviews may be required at either stage. The Kāinga Ora DRP reviews are 45 minutes long, and usually conducted with the applicant present. It is expected that the pre-application process with Auckland Council is initiated at concept design stage and before the first Kāinga Ora DRP review.

* Example given for Auckland. This may differ in other local authority areas.
Design Review Process

The design review process as applied to all Kāinga Ora large-scale projects is as follows:

1. **INTRODUCTION**

2. **DESIGN REVIEW PROCESS**

   - **STEP 1** CONCEPT DESIGN
   - **STEP 2** PRE-DRP MEETING WITH KĀINGA ORA
   - **STEP 3** AUCKLAND COUNCIL PRE-APPLICATION MEETING
   - **STEP 4** KĀINGA ORA AHP DRP 01
   - **STEP 5** KĀINGA ORA AHP DRP ASSESSMENT REPORT
   - **STEP 6** DEVELOPED DESIGN
   - **STEP 7** KĀINGA ORA AHP DRP 02
   - **STEP 8** FINAL ASSESSMENT REPORT
   - **STEP 9** LODGE RESOURCE CONSENT
   - **STEP 10** CHANGE MANAGEMENT

**DESIGN PROCESS**

Before starting a Kāinga Ora AHP DRP project, we ask the design team to read and understand the two modules in Part 1 and the relevant neighbourhood module from Part 2. The guidelines in these modules are mandatory and can be found on our website [kaingaora.govt.nz/publications/design-guidelines](http://kaingaora.govt.nz/publications/design-guidelines).

These modules are designed to help you to meet targeted outcomes and ensure your projects will not only create economic and social value now, they’ll hold that value into the future.

During the concept and developed design phases, these modules are your reference. Once you have a good understanding of these modules, they should aid you in your design decisions and alignment with the design review process.

Fully resolved landscape drawings will also be expected at DRP 02.

The Kāinga Ora urban designer for your neighbourhood is your first point of contact if you have design related questions.
Design Review Process

The design review process as applied to all Kāinga Ora large-scale projects is as follows:

**STEP 1**
CONCEPT DESIGN

**STEP 2**
PRE-DRP MEETING WITH KĀINGA ORA

**STEP 3**
AUCKLAND COUNCIL PRE-APPLICATION MEETING

**STEP 4**
KĀINGA ORA AHP DRP 01

**STEP 5**
KĀINGA ORA DRP ASSESSMENT REPORT

**STEP 6**
DEVELOPED DESIGN

**STEP 7**
KĀINGA ORA AHP DRP 02

**STEP 8**
FINAL ASSESSMENT REPORT

**STEP 9**
LODGE RESOURCE CONSENT

**STEP 10**
CHANGE MANAGEMENT

**PRE-APPLICATION MEETING**

The applicant must coordinate and attend the Auckland Council pre-application meeting. It is recommended to arrange this meeting with the resource consent planner at concept design stage.

During this meeting Auckland Council will assess the requirement for the applicant to present the development to Auckland Council’s Dedicated Urban Design Panel.
Design Review Process

The design review process as applied to all Kāinga Ora large-scale projects is as follows:

BOOKING A PANEL SESSION
Kāinga Ora DRP sessions are held on a regular basis and can be booked via email at DesignReview@kaingaora.govt.nz.
A regular DRP slot is 45 minutes.
Bookings should be made with Kāinga Ora Urban Design Panel team no less than two weeks prior to the desired panel session date. Details on uploading design documents to Basecamp will be provided at this time.

DOCUMENTATION STANDARDS
The following general documentation standards apply to assist the Panel in review:
- All drawing sets must include page numbering, DRP session date and superlot code and address
- Separate PDF for architectural drawings and landscape plans
- Accurate scale and north arrow on all plans
- All lots should be individually numbered
- Drawing package to be a single PDF file no greater than 35mb.

DOCUMENT DISTRIBUTION
The design team or developer partner uploads the relevant design documents to Basecamp two working days prior to the DRP session. The Panel members will review the material prior to the panel session. If timeframes and information requirements are not adhered to, the DRP will be postponed.

DRP SESSION
The Development Partner or representatives (e.g. architect, builder) presents the scheme, which should be limited to 20 minutes.
The Chair invites the panellists to seek points of clarification and to discuss key issues with the Development Partner and representatives.
The design review process as applied to all Kāinga Ora large-scale projects is as follows:

During this Auckland Council pre-application phase, Auckland Council will assess the requirement for the applicant to present the development to Auckland Council Dedicated Urban Design Panel. Projects typically only attend Auckland Council's Urban Design Panel once but a follow-up may be required.

Auckland Council Dedicated Urban Design Panel review process is set out in the AHP DRP terms of reference available from the Urban Design Unit at Auckland Council.
The Kāinga Ora AHP DRP will prepare a Design Assessment Report outlining the Panel’s considerations in relation to the success of the proposal in meeting the outcomes set out in these design guides. The assessment report will describe issues as ‘Fundamental’, ‘Significant’, or ‘Advisory’. The definitions of these terms and how they are to be interpreted are as follows:

**Assessment Report**

**Fundamental**
‘Fundamental’ issues are likely to have a wider effect than an individual lot and are either:
- Non-complying with the design guidelines (or other relevant statutory requirements as identified by the applicant, council planners or other relevant party) and/or;
- Do not meet the character and standards of design expressed and illustrated in the design guidelines.
- In any case of fundamental non-compliance with the design guidelines, a conclusive justification will need to be presented to Kāinga Ora.

**Significant**
‘Significant’ issues are those design solutions which may technically comply with the design guidelines, but in some circumstances, may be considered to result in a less than optimal design outcome. The Kāinga Ora DRP will recommend that the applicant review the issue and explore alternative solutions. A rationale is required to satisfy Kāinga Ora that the original design provides the most appropriate outcome from a number of alternative solutions considered.

**Advisory**
All comments, issues and recommendations that do not classify as ‘Fundamental’ or ‘Significant’ are considered to be ‘Advisory’ issues. These comments are intended to assist the applicant in achieving a better design outcome through the design process, or provide support for the applicant’s design through the resource consent process. The applicant is not required to resolve these issues immediately, but may agree that they warrant further consideration through subsequent stages of the design process.

It is in the applicant’s best interests to address all issues and receive a fully supportive design assessment report to assist with streamlining Kāinga Ora approval and the consent process. Where the applicant has proactively identified that a design does not comply with the design conditions in the design guides, or other relevant Council statutory requirements, but has adequately justified the advantages or lack of alternatives as part of the application, then the Kāinga Ora DRP may support non-compliance and support the approval and consent process.
The Kāinga Ora has a change management process to ensure that all significant changes to developments beyond the resource consent phase are subject to a robust design review process. This ensures the development maintains the overall vision and quality of design outcomes.

Design changes at the superlot and/or individual lot level may occur due to further refinement to the design, unforeseen technical constraints, changes in market condition or as a result of value management processes. Where design changes fundamentally affect the design outcomes of the development, the applicant will need to re-engage with Kāinga Ora.

Revised documentation outlining all changes should be submitted to the Urban Design Panel team (DesignReview@kaingaora.govt.nz), who will identify an appropriate method to assess and approve these changes. Minor changes may be reviewed and approved internally by the Kāinga Ora urban designer for the neighbourhood, whereas major changes may require additional input or presentation to presentation to the DRP. In all instances a Change Request Approval Report will be issued identifying the requested changes as well as rationale for approval.
3.5 DRP Information Requirements

This set of instructions for the preparation of Kāinga Ora DRP presentation material is consistent and aligned with the information requirements for resource consent applications.

The material has been split into Concept Design (DRP 01) and Developed Design (DRP 02) reviews, with some material to be presented at both reviews.

**DRP 01 – CONCEPT DESIGN**

Focus on understanding of the superlot within the neighbourhood masterplan, Unitary Plan and neighbourhood context. This will include analysis of site conditions and context, and the exploration of a number of superlot masterplanning options.

A draft of the preferred masterplan option including diagrams, plans and elevations that demonstrate key site features, distribution of architectural typologies and building massing, articulation of key frontages, open space network, pedestrian and vehicle circulation.

**DRP 02 – DEVELOPED DESIGN**

Focus on development of architecture to a point where it can be illustrated in 2D and 3D to convey massing, built form and articulation, relationships with the topography, street and other buildings, and finalised floor plans with unit dimensions.

Landscape should detail the approach to all public and private outdoor spaces with an emphasis on interfaces with streets/laneways, common spaces and strategies for fencing, retaining, washing lines and rubbish collection/bin stores.

A detailed schedule of cladding materials, finishes and colour selections will also be expected at this session.

Non compliances should be either resolved or flagged as intentional with architectural and urban design rationale as to why they should be exempted.

Drawing set is to be completed to a level appropriate for submitting to Council for resource consent.
### 3.6 Information Requirement Checklist

The material has been split into Concept Design (DRP 01) and Developed Design (DRP 02) reviews, with some material to be presented at both reviews. The following information and design documents are required to be uploaded to Basecamp two working days before the design review session.

<table>
<thead>
<tr>
<th>REQUIRED INFORMATION</th>
<th>CONCEPT DRP 01</th>
<th>DEVELOPED DRP 02</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>UNITARY PLAN CONTEXT</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Summary of Unitary Plan context including:</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td>• Plan showing relevant zones, overlays, designations, precincts, and scheduled items and places (incl. heritage buildings) on and surrounding the site</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td>• Reasons for consent of relevance to the panel review e.g. new building, infringement of standards, heritage building</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td>• The degree of any infringement – what’s permitted vs. what’s proposed</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td>• The relevant urban design-related plan provisions (objectives, policies, purpose statements and assessment criteria) and how the proposal is in general accordance with these</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td><strong>AERIAL PHOTO</strong></td>
<td></td>
<td>F</td>
</tr>
<tr>
<td>1:1000 minimum scale, identify site</td>
<td>F</td>
<td></td>
</tr>
<tr>
<td><strong>NEIGHBOURHOOD CONTEXT</strong></td>
<td></td>
<td>F</td>
</tr>
<tr>
<td>1:5000 minimum plan(s) of existing features of the neighbourhood that show:</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td>• Subject site and north point</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td>• Topography, landscape, open spaces, vegetation, watercourses and coastal environments</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td>• Movement and access for vehicles, servicing, cyclists and public transport including proximity to bus stops, train stations, ferry terminals</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td>• Key pedestrian desire lines to community facilities, public transport, commercial centres and throughout the neighbourhood</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td><strong>SITE CONTEXT</strong></td>
<td>D</td>
<td>F</td>
</tr>
<tr>
<td>Site plans(s) of the existing site based on a survey drawing showing the features of the site and immediate surroundings including:</td>
<td>D</td>
<td>F</td>
</tr>
<tr>
<td>• Boundaries, site dimensions and north point</td>
<td>D</td>
<td>F</td>
</tr>
<tr>
<td>• Street/public realm context: Location of berm, footpath, vehicle crossings and street trees and any public accessible areas abutting the site e.g. parks or walkways</td>
<td>D</td>
<td>F</td>
</tr>
<tr>
<td>• Topography at 0.5m intervals for the site and across the site boundaries. Site sections showing land gradients of abutting properties where level changes exist.</td>
<td>D</td>
<td>F</td>
</tr>
<tr>
<td>• Location, height and use of existing buildings, and location of open spaces (public and private) on the site and adjoining sites</td>
<td>D</td>
<td>F</td>
</tr>
<tr>
<td>• Pedestrian and vehicle access into the site and adjoining sites including location of parking</td>
<td>D</td>
<td>F</td>
</tr>
</tbody>
</table>
### REQUIRED INFORMATION

<table>
<thead>
<tr>
<th>D – Draft</th>
<th>F – Final</th>
</tr>
</thead>
<tbody>
<tr>
<td>Natural characteristics on and across the site including vegetation, watercourses, coastal edges, predominant wind patterns, sun movement and views</td>
<td>D</td>
</tr>
<tr>
<td>Relevant infrastructure or legal considerations incl. easements, overland flow paths, property boundaries and utility services</td>
<td>D</td>
</tr>
</tbody>
</table>

### VISION AND OVERALL CONCEPT FOR THE DEVELOPMENT

Description of the vision for the development proposed. Concept Plan that identifies the general design principles that respond to design guidelines.

### DEVELOPMENT DETAILS

A summary of the proposal that identifies the:

| Site area | D | F |
| Activities and GFA | D | F |
| Unit numbers and mix | D | F |
| Height in metres and storeys | D | F |
| Number of vehicle and cycle parking spaces | D | F |
| If mixed tenure, define where each is located | D | F |

### DESIGN PROPOSAL

Scaled plans and drawings of the proposal illustrating:

| Site layout including ground floor plans for buildings | D | F |
| Building and open space locations (any open space adjacent site to be dimensioned and labelled on all plans) | D | F |
| Land uses throughout the development | D | F |
| Pedestrian and vehicle entrances, and movement (parking and rubbish truck turning where applicable) | D | F |
| Representative floor plans of internal layouts (with overall dimensions) incl. roof & parking levels | D | F |
| Elevations of entire development identifying building materials, colours, and architectural concept for all buildings | D | F |
| Building heights, scale and massing | D | F |
| Concept landscape plan including fencing and retaining walls (indicate heights), bin store, bike storage, washing line and letterbox locations | D | F |
| Hard and soft landscape plan including fencing and retaining wall heights and types, materiality & surface treatments, section details where relevant to describe strategies for changes in level, and planting palette (combined plan) | F |

### BUILDING MASSING AND APPEARANCE

Visualisations that show the proposal in the immediate and neighbourhood context at pedestrian level. The visual simulations must accurately and realistically illustrate the general massing and appearance of the proposal.
PLEASE GET IN TOUCH IF YOU HAVE ANY QUESTIONS IN REGARDS TO THIS DOCUMENT.

Manager Urban Design Panels
designreview@kaingaora.govt.nz