

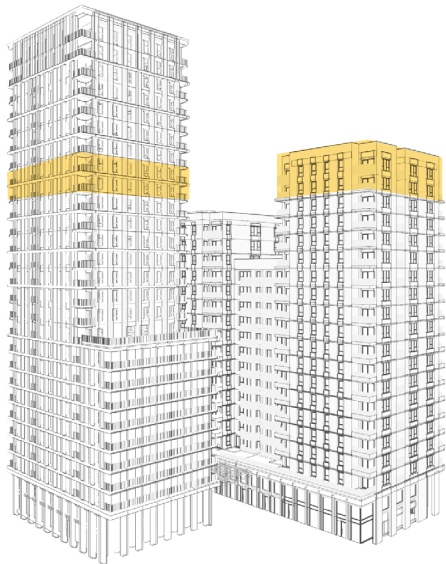
4.3.10 Eighteenth to Nineteenth Floor Plan

3 bed homes have been located on the top two floors of H3.

Key:

- 1 Bed
- 2 Bed
- 3 Bed
- Lobby/Corridor

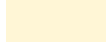
Floor Level Key:



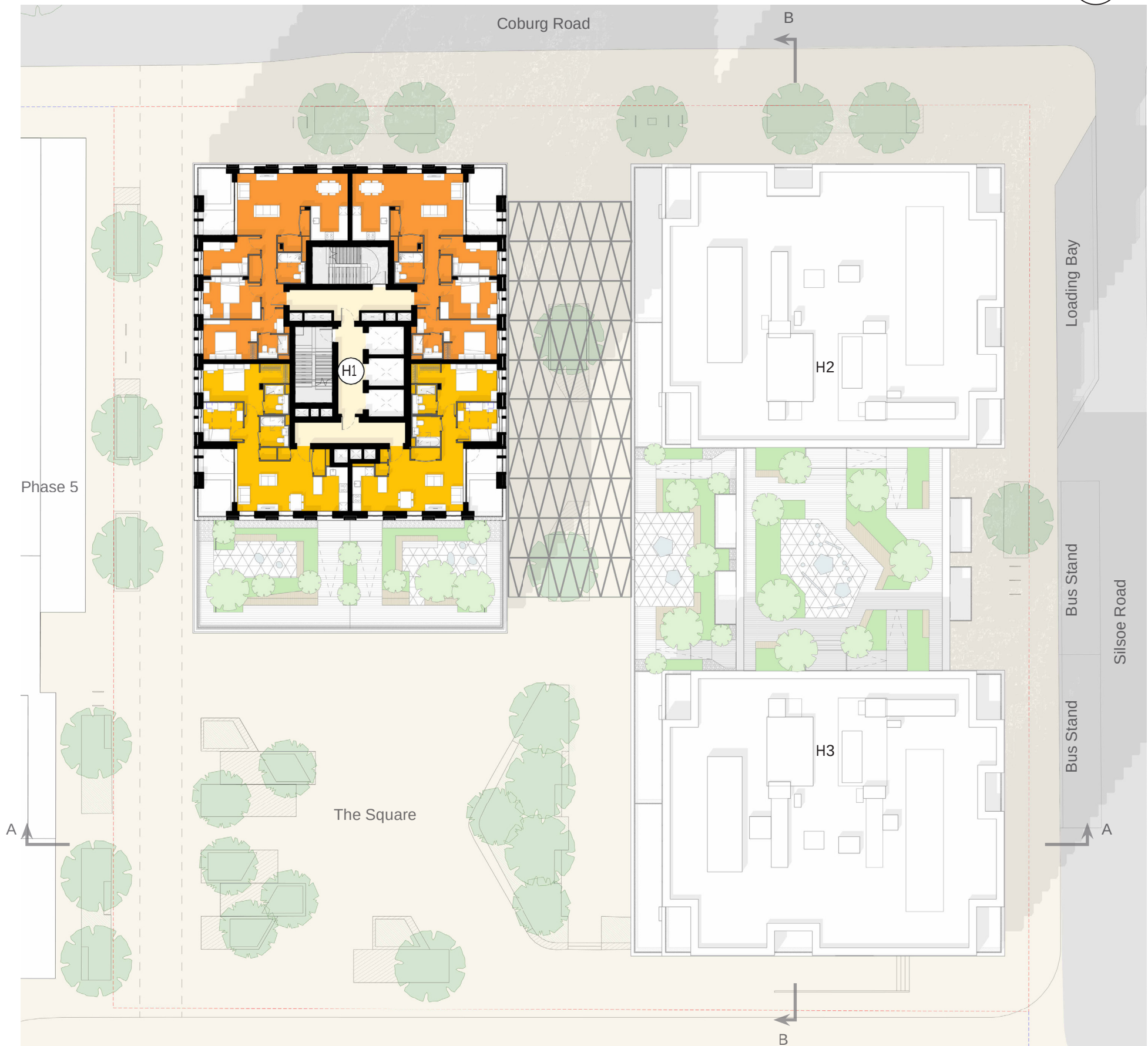
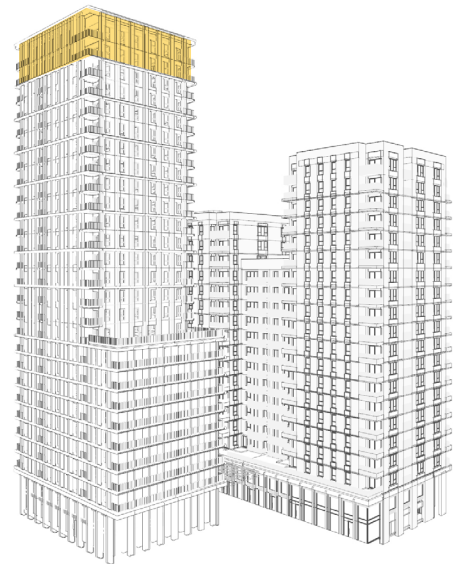
4.3.11 Twenty-fourth to Twenty-fifth Floor Plan

Larger 2 bed and 3 bed homes have been located on the top two floors of H1.

Key:

	1 Bed
	2 Bed
	3 Bed
	Lobby/Corridor

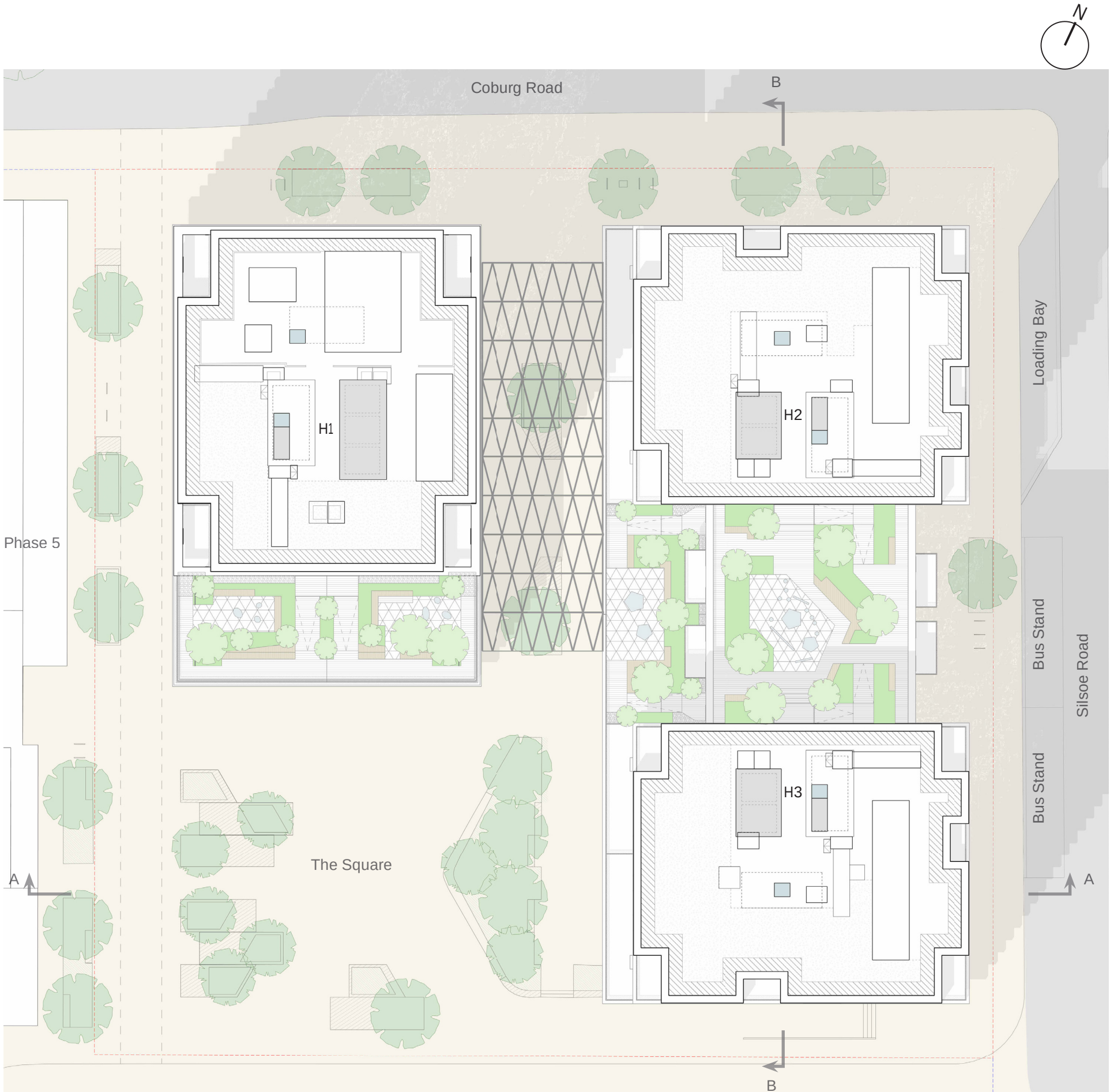
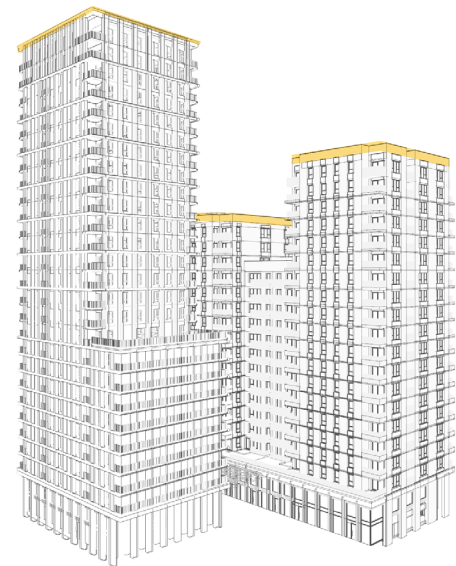
Floor Level Key:



4.3.12 Roof Plan

Note, plant roof plant arrangement shown is indicative and subject to detailed design.

Floor Level Key:



4.3.13 Sections

Note, plant roof plant arrangement shown is indicative and subject to detailed design.



4.4 Accommodation Schedule

4.4.1 Accommodation Summary

Accommodation Summary

	Number of Homes
Total	377
Of which:	
CAT 3 Homes	34
CAT 3 Homes (%)	9% (10% combined with earlier Phases)

	Phase 4
Total Habitable Rooms	861
Dual Aspect %	62%
No. of Storeys	17-27

Areas Summary

	Total Area (m²)
GEA	40,137
Residential Areas (m²)	
GIA	31,089
NIA	21,862
Non-Residential Areas (m²)	
GIA	5,235

Schedule of Accommodation

	Phase 4		
Type	Proposed No. of Units	Total NIA m2	Units % of mix
Manhattan	85	3,431	22.5%
1 Bed	108	5,978	28.6%
2 Bed	176	11,720	46.7%
3 Bed	8	733	2.1%
Total	377	21,862	100%

Schedule of Basement Areas

	GIA (m²)
Car Park	961
Residential Lobby	291
Cycle Store	706
Plant/BOH	570
Refuse	176
Corridor	91
Total	2,795

Schedule of Non-Residential Areas

	A3 Use GIA (m²)
A3 Use	334
Refuse	33
Corridor	44
Total	411

	B1 Use GIA (m²)
B1 Use	1,522
Lobby	432
Cycle Store	47
Refuse	21
Total	2,022

	C3 Residents' Facility GIA (m²)
Residential Lounge	27
Car Park	961
Cycle Store	760
Plant/BOH	692
Refuse	214
Parcel Room	57
Corridor	91
Total	2,802

4.4.2 Accommodation Per Block

Schedule of Accommodation

	Building H1		
Type	Proposed No. of Units	Total NIA (m²)	Units % of mix
Manhattan	46	1,798	28%
1 Bed	18	908	11%
2 Bed	94	6,291	58%
3 Bed	4	377	3%
Total	162	9,374	100%

	Building H1
Total Habitable Rooms	380
Total WC Accessible Units	0
Dual Aspect %	62%
No. of Storeys	27

Schedule of Areas

	Total GEA Area (m²)
GEA	15,773

	Residential Areas (m²)
NIA	9,374
GIA	13,403

Schedule of Accommodation

	Building H2		
Type	Proposed No. of Units	Total NIA (m²)	Units % of mix
Manhattan	18	754	19%
1 Bed	39	2,129	39%
2 Bed	41	2,776	39%
3 Bed	2	179	3%
Total	100	5,838	100%

	Building H2
Total Habitable Rooms	227
Total WC Accessible Units	13
Dual Aspect %	60%
No. of Storeys	14-17

Schedule of Areas

	Total GEA Area (m²)
GEA	11,289

	Residential Areas (m²)
NIA	5,838
GIA	8,200

Schedule of Accommodation

	Building H3		
Type	Proposed No. of Units	Total NIA (m²)	Units % of mix
Manhattan	21	879	21%
1 Bed	51	2,941	44%
2 Bed	41	2,653	30%
3 Bed	2	177	5%
Total	115	6,650	100%

	Building H3
Total Habitable Rooms	254
Total WC Accessible Units	21
Dual Aspect %	63%
No. of Storeys	14-20

Schedule of Areas

	Total GEA Area (m²)
GEA	9,956

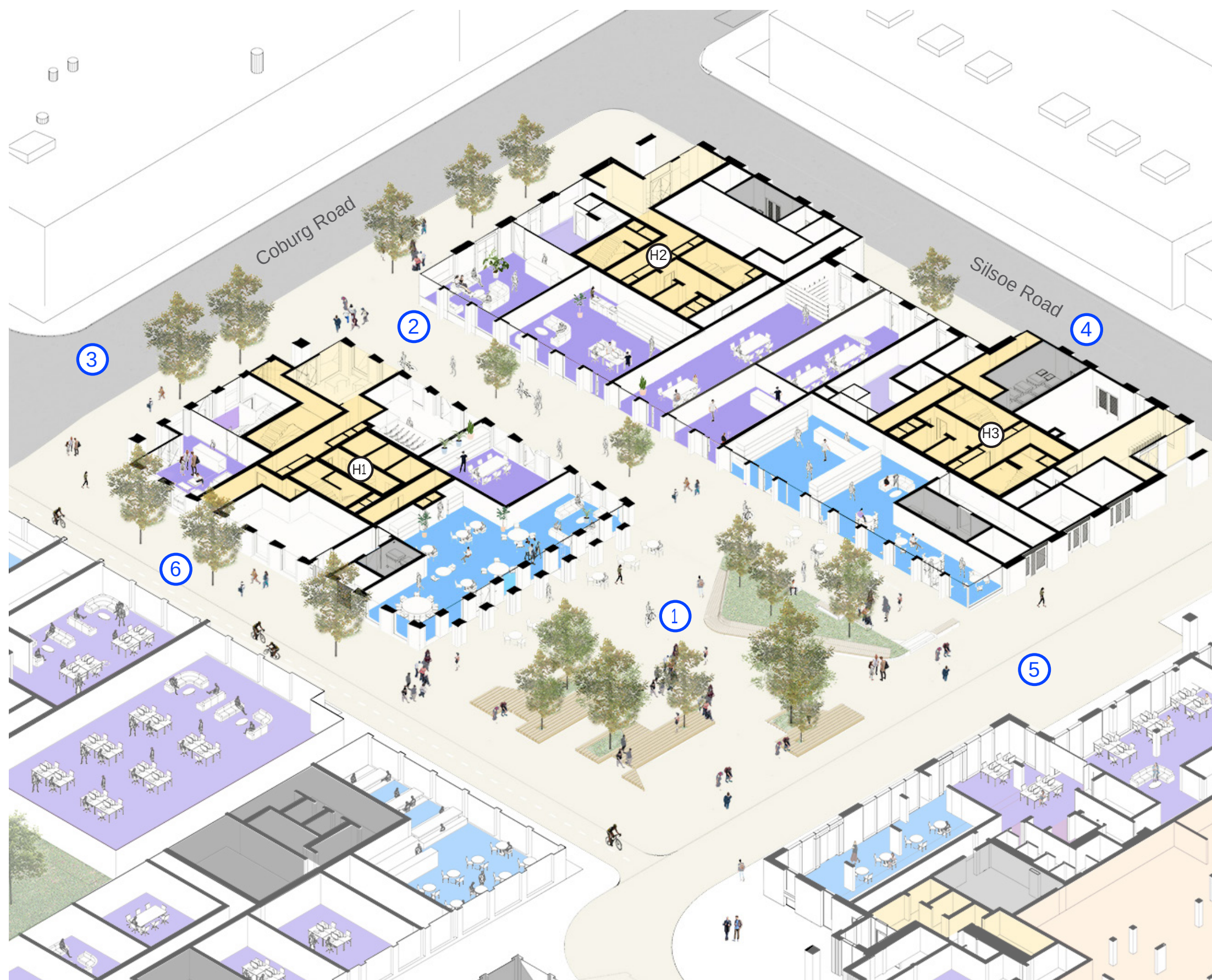
	Residential Areas (m²)
NIA	6,650
GIA	9,486

4.5 Improvements to Public Realm

- ① The Square - a new civic / community square for the local community and residents within the masterplan and the wider area.
- ② The Arcade - pedestrian path connecting Coburg Road to the new square.
- ③ Coburg Road - Civic Boulevard connecting Wood Green Station and High Street to Alexandra Park and Palace.
- ④ Silsoe Road - a secondary one-way road which will facilitate servicing and loading and also form part of a new bus route through the area.
- ⑤ Internal Servicing Road - a servicing road between Phase 4 and Phase 3B with shared surface and controlled access.
- ⑥ New Lane - a landscaped shared cycle and pedestrian route between Phase 4 and Phase 5 which will form part of the cycle network through the area.

Key:

	Commercial Workspace (B1 use)
	Restaurant/Tap Room (A3 use)
	Residential Lobby
	Residential Core
	Commercial Core
	Refuse



4.5.1 New Square

The square has been designed as a neighbourhood space at the heart of the masterplan which will be used by residents and local community as a meeting point and place of gathering. The active restaurants, spilling out seating and commercial uses fronting the square, ensures animation and activity both during the day and in the evening. The spatial layout and landscape design supports day-to-day activities and uses, as well as occasional larger events and markets.

More details on the landscape design of the square can be found in Section 5 of this document.



Restaurant / Taproom with Outdoor Seating



Artist Render - View of the Square and the Arcade



Artist Render - View of the Square from Mary Neuner Road Junction