



**HLC Design
Guidelines**
Part 1

Module 1a
The Design Guide

Foreword

In association with:



These guidelines were prepared by
Isthmus Group Ltd.

Note: This document will be reviewed
and updated annually.

Housing is core community infrastructure and key to Auckland being an internationally competitive city. The Auckland Housing Programme (AHP) 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.

The AHP is 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. The AHP will deliver well-designed living environments to support stronger, vibrant communities.

The AHP 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.

Find your way around the Design Guidelines

Welcome to HLC's Auckland Housing Programme Design Guidelines. This is Part 1, Module 'a' – the mandatory design outcomes for development. Each Module is contained in a separate PDF document.

Design Guidelines Part 1:

AHP Wide Guidance

1a: The Design Guide

Start here for an overview of HLC's objectives within the Auckland Housing Programme. The module sets out the design outcomes which are required of our delivery partners, including masterplanners, architects and landscape designers.

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 HLC's part of the Auckland Housing Programme.

1c: The Approval Process

Find out about the design review process for development in HLC's part of the Auckland Housing Programme.

Design Guidelines Part 2:

Neighbourhood Specific Modules

2a: Northcote

2b: Roskill South

2c: Ōwairaka

2d: Mangere West – Stage 1

Design Guidelines Part 3:

Supplementary Modules (Recommended)

3a: Small Homes

3b: Children Living at Density

3c: Waste Management

Potential future supplementary modules:

Affordable housing

Mana Whenua

Process around developing
own/further modules

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.

These guidelines were prepared by Isthmus Group Ltd.

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IMPORTANT

This is Part 1, Module 1a of the HLC Design Guidelines: The Design Guide.

This module is one of the most important documents in the Design Guidelines; it introduces the Auckland Housing Programme, our goals and aspirations for the design guidelines and the important role they play in how HLC's part of the AHP will deliver more homes and great neighbourhoods.

In Section 2.0, it outlines our targeted outcomes and summarises the required design considerations that are important to make sure new homes, whatever form they come in, contribute positively to the community they are joining. These design guidelines are focused toward outcomes for Community, Liveability and Identity. Through these we aim to create home and neighbourhood environments that successfully build 'whānau' and 'place'.

This module contains design guidance and targeted outcomes that are mandatory for all.

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

1.1 What is the Auckland Housing Programme?

The Auckland Housing Programme (AHP) is a joint initiative between Housing New Zealand and HLC to deliver housing developments of differing scales in Auckland over the next 10-20 years.

The AHP is a 'once in a generation' opportunity to increase the urban density of Auckland in a way that creates better places to live and improved outcomes for everyone.

The programme will deliver well-designed homes and neighbourhoods to support strong, vibrant communities.

The development will chiefly utilise current HNZC 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.

The AHP 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.

The programme 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.

The Auckland Housing Programme has been in operation since June 2016.



1.2 HLC Vision & Purpose

Auckland's new generation of suburbs

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

The AHP will create Auckland's next 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 AHP.

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
- Are safer and more walkable and cycle-able.

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

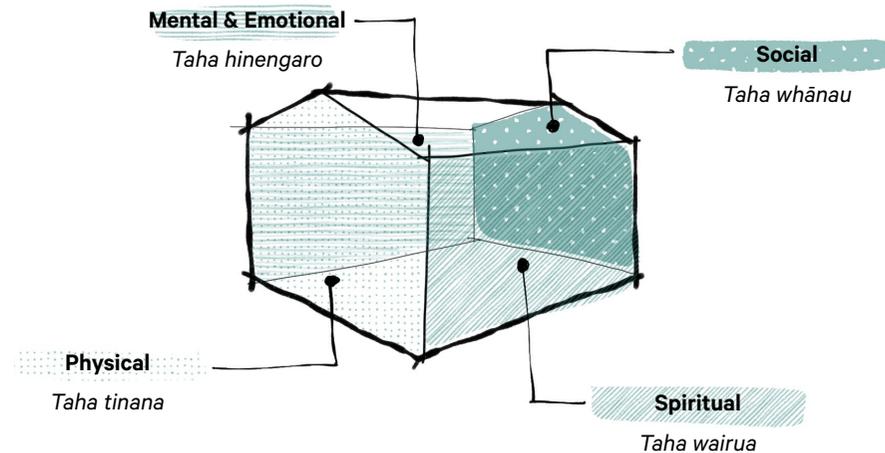


Figure 1: Aspects of people's wellbeing influenced by the built environment.

1.2 HLC Vision & Purpose (cont.)

More homes, great neighbourhoods.

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

The AHP provides 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
- Improvements to public open spaces
- Improved community facilities
- New employment and retail opportunities.

Delivering through the Auckland Unitary Plan

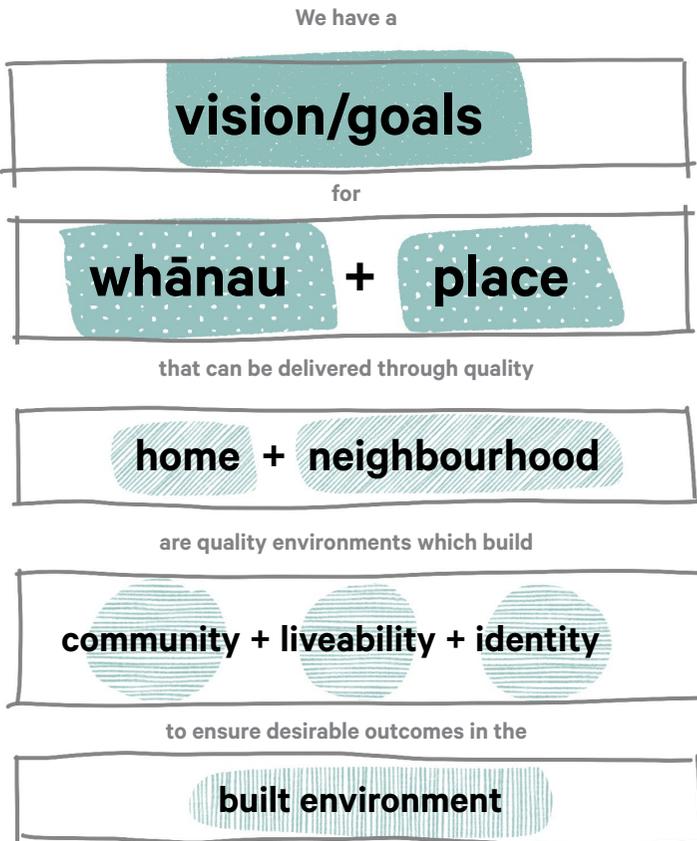
The Auckland Housing Programme will deliver the Auckland Unitary Plan through utilising underlying zoning and the Plan's associated design requirements. These design guidelines do not replace the Plan or any other relevant statutory documentation; rather they sit alongside and work in harmony.

Keeping pace with change

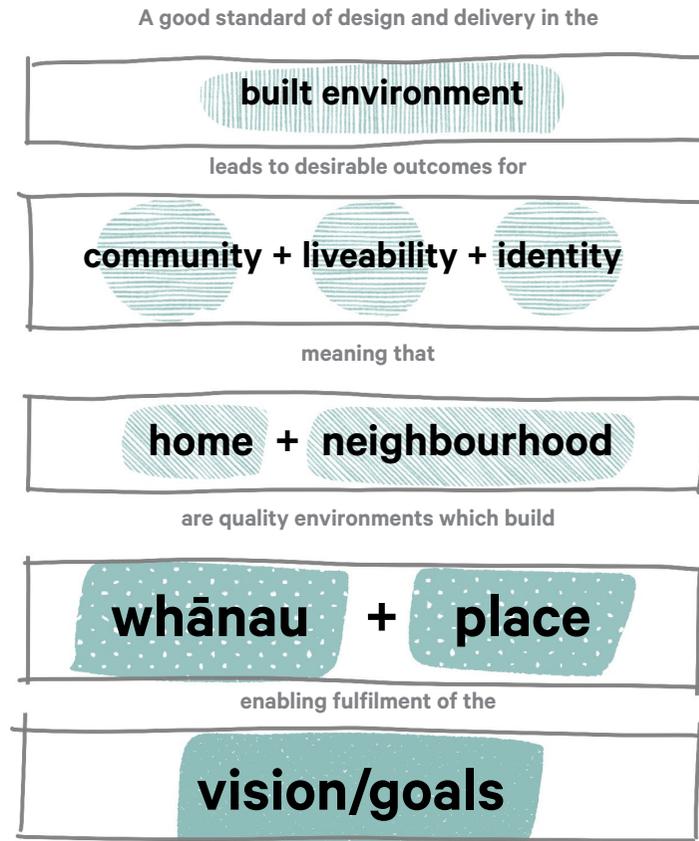
These design guidelines will be reviewed annually by HLC to ensure they continue to achieve the targeted outcomes and keep pace with the changing needs of the community, the developers, HNZA and HLC.

1.3 Our goals for these design guidelines

Why we're investing:



Why we need our designers and builders to invest too:



1.3 Our goals for these design guidelines (cont.)

These design guidelines are focused on achieving outcomes related to Community, Liveability and Identity. Section 2.0 of this module outlines the targeted outcomes for Community, Liveability and Identity. It is expected that all targeted outcomes are given equal consideration during the design and approval of all new developments.

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



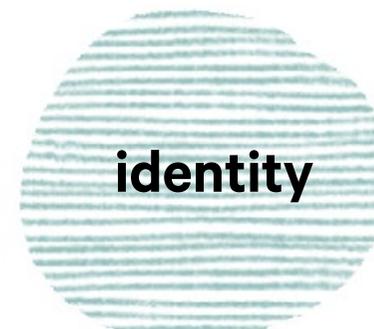
Environments that promote positive neighbourly interaction between residents and encourage a sense of belonging.

+



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.

+



Homes and neighbourhoods that fit with the surrounding character while providing opportunities for personalisation.

1.3 Our goals for these design guidelines (cont.)

We aspire to use good design to deliver on two fronts; design that encourages and facilitates:

WHĀNAU Building



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.

Together, 'whānau building' and 'place building' 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.

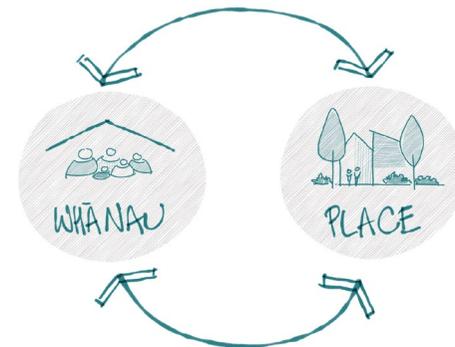
PLACE Building



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.

Quality public and private realm; buildings and landscapes within which people can thrive.

'the tangible stuff' that people need.



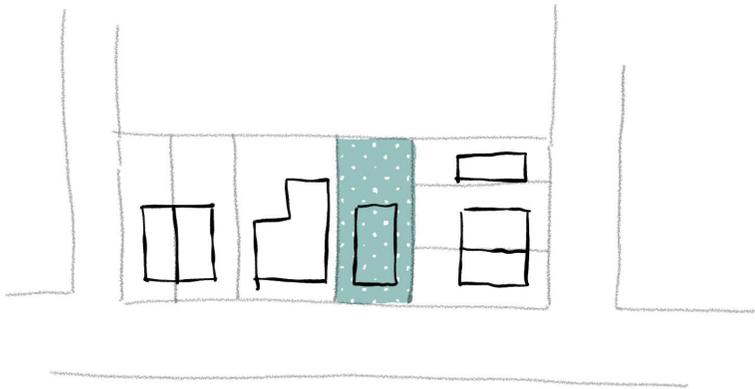
Strong community and strong community identity; positive neighbourly interaction.

'the intangible stuff' that people create.

1.3 Our goals for these design guidelines (cont.)

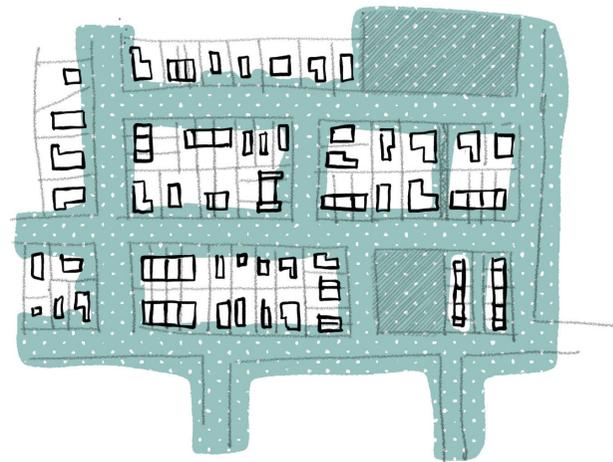
Our developments will impact whānau and place through the quality of the environments we design and deliver. These environments are what the design guidelines apply to. There are two key environments to consider:

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.

1.3 Our goals for these design guidelines (cont.)

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 HLC and Housing New Zealand.

Goals for Community

Bring people together

Fit for purpose inclusive environments that promote participation in community, neighbourliness and positive social interaction.

User-friendly neighbourhoods

Fit for purpose environments that promote safe and improved connections to surrounding open space, transport, employment and education facilities both within, and outside, the neighbourhood.

Promote wellbeing

Homes that are warm, dry and safe. Everyday neighbourhoods that are walkable, cycle-able, playable and safe. Residents that are socially connected.

Encourage a sense of belonging

Residents can identify with place, they feel empowered, connected and at home.

Maintain and create diversity

Neighbourhoods are diverse communities where everyday people from many different backgrounds are welcome.

Create pride

Residents can take pride in their homes and neighbourhoods and feel ownership of them/responsibility for them regardless of tenure.

Protect and create value

The design guidelines work to deliver quality design, thereby seeking to preserve and add further value to investments in property, infrastructure and businesses.

Goals for Mana Whenua

Our relationship with Mana Whenua is ongoing and these design guidelines will be reviewed following a consultation and engagement process with Iwi and Hapū. In the interim, we encourage designers to refer to the Auckland Design Manual Māori Design Hub.

Goals for Developers, Builders & Designers

Create value

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 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.)

Bring certainty

Design, and therefore construction programmes, can be set with confidence and the path to design approval is clear and straightforward.

Increase scale and pace

Guidelines and approval processes allow the design and delivery of more homes, more quickly.

Goals for HLC & HNZC

Deliver quality neighbourhoods

Environments that build happy and healthy 'Whānau', and positive 'Place'.

Facilitate innovation

The design guidelines are open to allow for and encourage proposals that offer innovation in design, construction and/or the long term maintenance of the built environment. Innovation is seen as an important component of value protection and liveability.

Protect value

The design guidelines work to both produce quality design and provide comfort to the market and community to ensure that value is held in the short term, facilitating sales, and in the long term protecting the return on both public and private investment.

Ensure design 'fit'

New homes are designed appropriately to their context. Interfaces and proximities are well thought out and different tenures are incorporated in a positive and integrated way that responds appropriately to neighbours.

Ensure design quality

Designers and developers can make informed decisions about what to prioritise in the built environment to ensure design intent can be achieved by all sites regardless of budget, development cost model or end price point.

1.4 What do the design guidelines apply to?

The Design Guidelines are focused on ‘Streetscape’. 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.

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, See diagram on over the page.

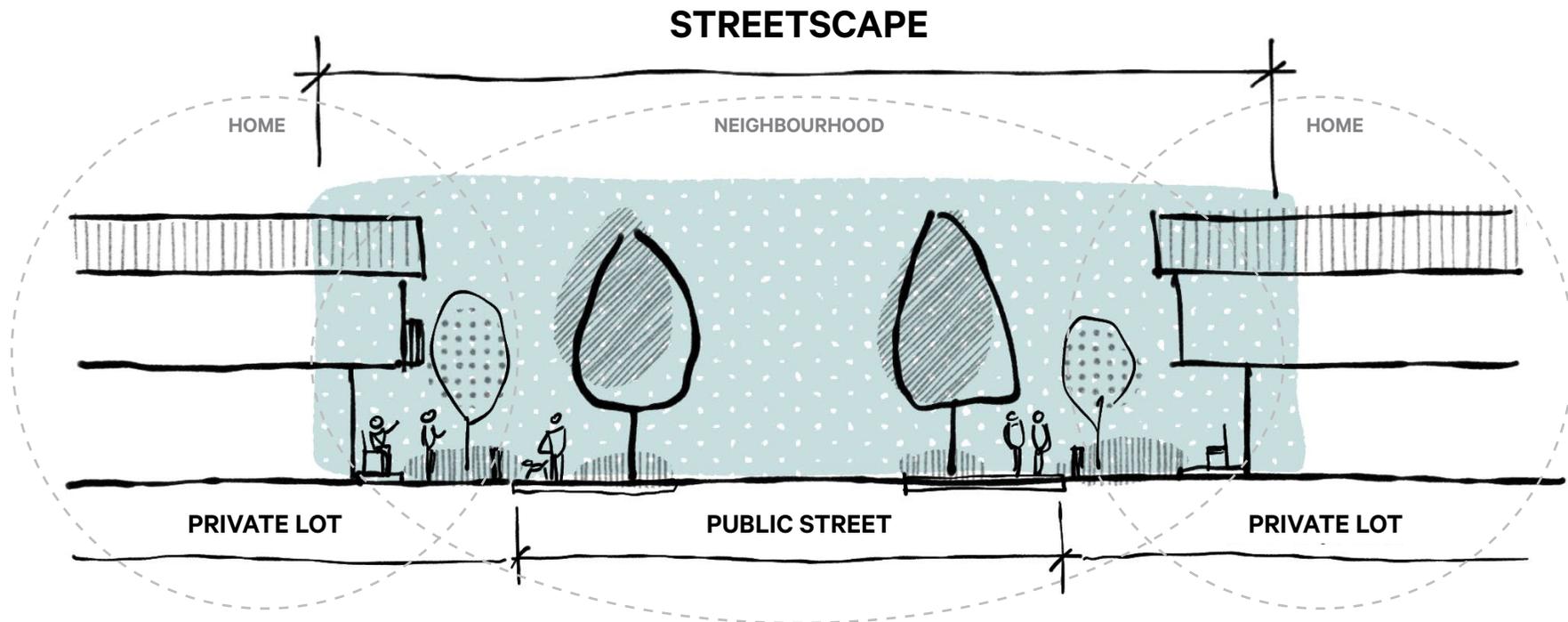
Things in the private lot that help make up the streetscape include:

- 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 carpark 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’.

1.4 What do the design guidelines apply to? (cont.)

'Home' and 'neighbourhood' overlap to form 'streetscape'. The streetscape is a building block for community.



1.5 How to use these design guidelines

The Design Guidelines serve a number of audiences, including developers, builders and designers, and the community. How you, as a member of one of these audiences, might approach the guidelines, and what modules you will find most important is outlined here.

Developers, Builders and Designers

Pre-design phase:

Before starting an AHP project, we ask you to read and understand the three modules in Part 1 and the relevant neighbourhood module from Part 2. The guidelines in these modules are mandatory.

In addition, we ask you to undertake your work in alignment with any relevant supplementary module from Part 3. Part 3 modules contain recommended guidance for specific scenarios that may occur on a range of projects. You are expected to implement this guidance where there is no practical reason not to.

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

Design phase:

During the design phase, these same modules are your reference. Once you have a good understanding of Module 1a, Module 1b should aid you in your design decisions, with support from relevant Part 2 and Part 3 modules.

Design review:

When it comes time to prepare for review, Module 1c contains everything you need to know. Use this to guide you in preparing and submitting your drawings to the relevant review parties.

The Community

We invite you to read all modules of the Design Guidelines to understand the positive changes coming to your neighbourhood.

Of particular interest will be:

Part 1: AHP Wide Guidelines. This can be used as a 'go to' document for the guiding principles for the developments.

Part 2: Neighbourhood Specific Modules can be used to learn what developers, builders and designers are required to do when designing and building in your neighbourhood.

1.6 The importance of design review

Design Review is effective, and especially important for HLC's part of the AHP. The design review process ensures efficiency, consistency and quality in process and outcomes on these large scale projects.

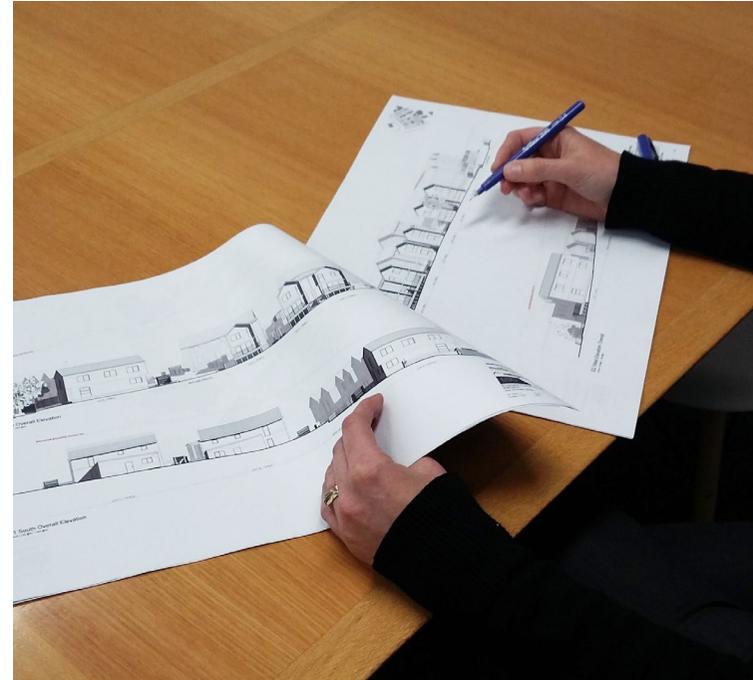
A standardised and therefore equitable review process is a cost-effective way to ensure good design. It gives designers and builders certainty by providing clear milestones, and therefore the ability to programme their time effectively.

Design review helps ensure an equal standard of design quality and design detail across all development. 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 for 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.

Module 1c outlines the review process and what is expected of applicants.



The purpose of the design review process is to promote good design and compliance with the Design Guidelines

2.0 Design Intent

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

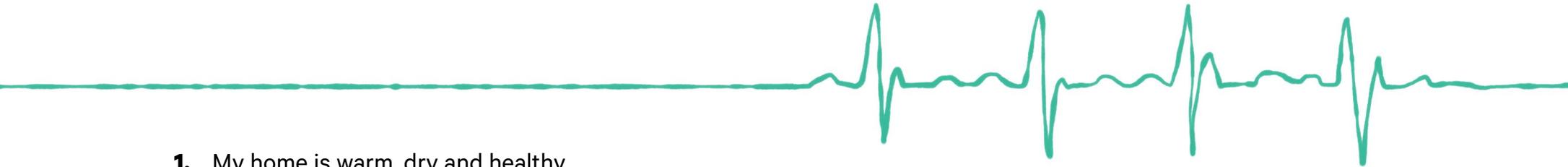
It is expected that all targeted outcomes are given equal consideration during the design and approval of all new developments.

2.1 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.



2.2 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 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.

2.3 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.



2.4 Design considerations: Indicative Diagrams

2.4.1 Standalone/terrace building typology

Requirements for a typical front loaded street frontage:

Living in front yards

Covered patio in front yard accessed from internal living space via full height sliding doors

Entrances

Clearly visible and accessible front door with paved pathway

Garages

Setback from front façade

Driveways

Straight, short driveway with low planting either side; separated from front yard living by fence and gate; narrow and paired with neighbour

Active habitable rooms and windows to street

Windows facing the street across both levels

Front setback

Distance that balances usable space in the front yard with prominence to the street

Letterboxes and numbering

Individual letterboxes associated with front doors, clearly visible numbers

Façade diversity

Diverse interesting street appearance, three dimensional house fronts with variation in materials

Fencing

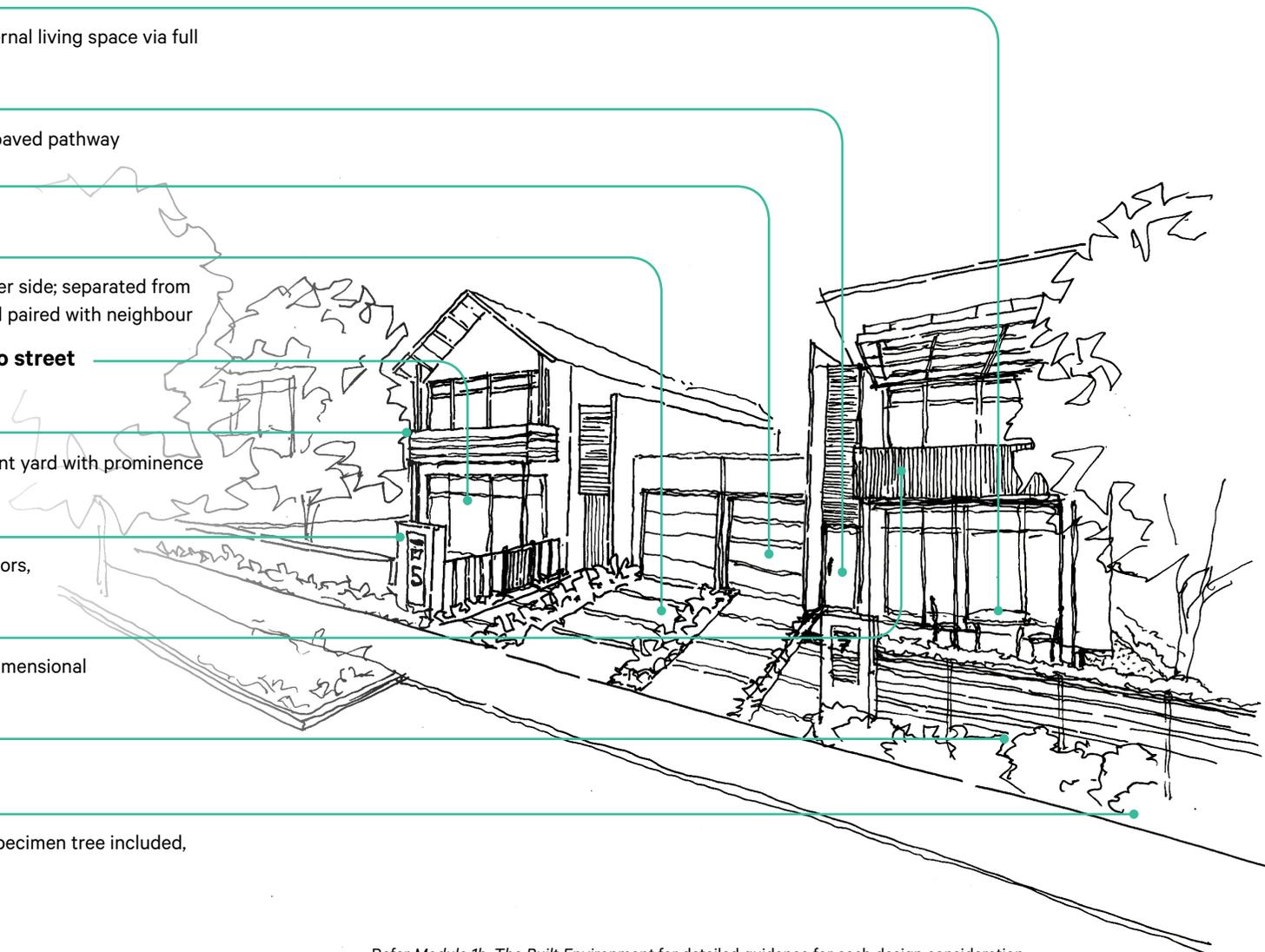
Low height maintaining outlook to street

Front yard landscaping

Plant heights maintain outlook to the street, specimen tree included, mix of textures

Servicing and waste

Not visible from street



Refer *Module 1b: The Built Environment* for detailed guidance for each design consideration. Diagrams do not depict all required design considerations.

2.4 Design considerations: Indicative Diagrams (cont.)

2.4.2 Standalone/terrace building typology

Requirements for a typical narrow lot front loaded street frontage:

Entrances

Clearly visible and accessible front door with paved pathway

Car parking

Fully integrated with the landscape design

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

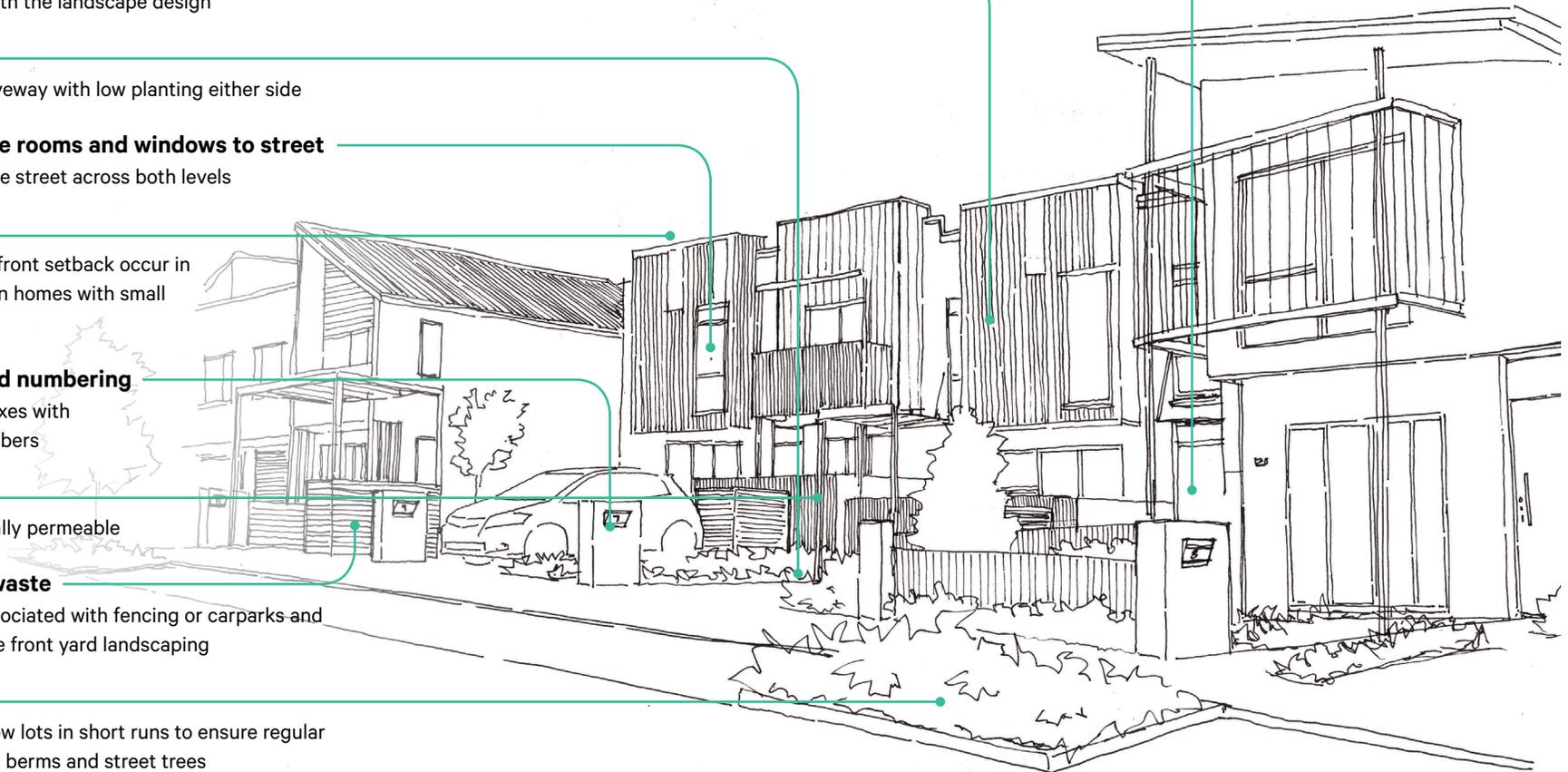
Fifty percent visually permeable

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.

2.4 Design considerations: Indicative Diagrams (cont.)

2.4.3 Standalone/terrace building typology

Requirements for a typical rear loaded lane frontage:

Built form within laneways

Roofline variation

Built form within laneways

Lofts or living spaces over garages contributing to surveillance

Built form within laneways

Balconies contributing to surveillance

Built form within laneways

Building line variation

Built form within laneways

Distinctive changes to material

Landscaping within laneways

Horizontal displacement traffic calming

Landscaping within laneways

Continuous connection through the block

Landscaping within laneways

Variety of surface finishes and materials

Landscaping within laneways

Landscape scale relative to architectural scale

Landscaping within laneways

Vertical landscaping eg climbers

Landscaping within laneways

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.

2.4 Design considerations: Indicative Diagrams (cont.)

2.4.4 Standalone/terrace building typology

Requirements for a typical corner lot street frontage:

Corner lot treatment

Positively address both street frontages

Corner lot treatment

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

Fencing

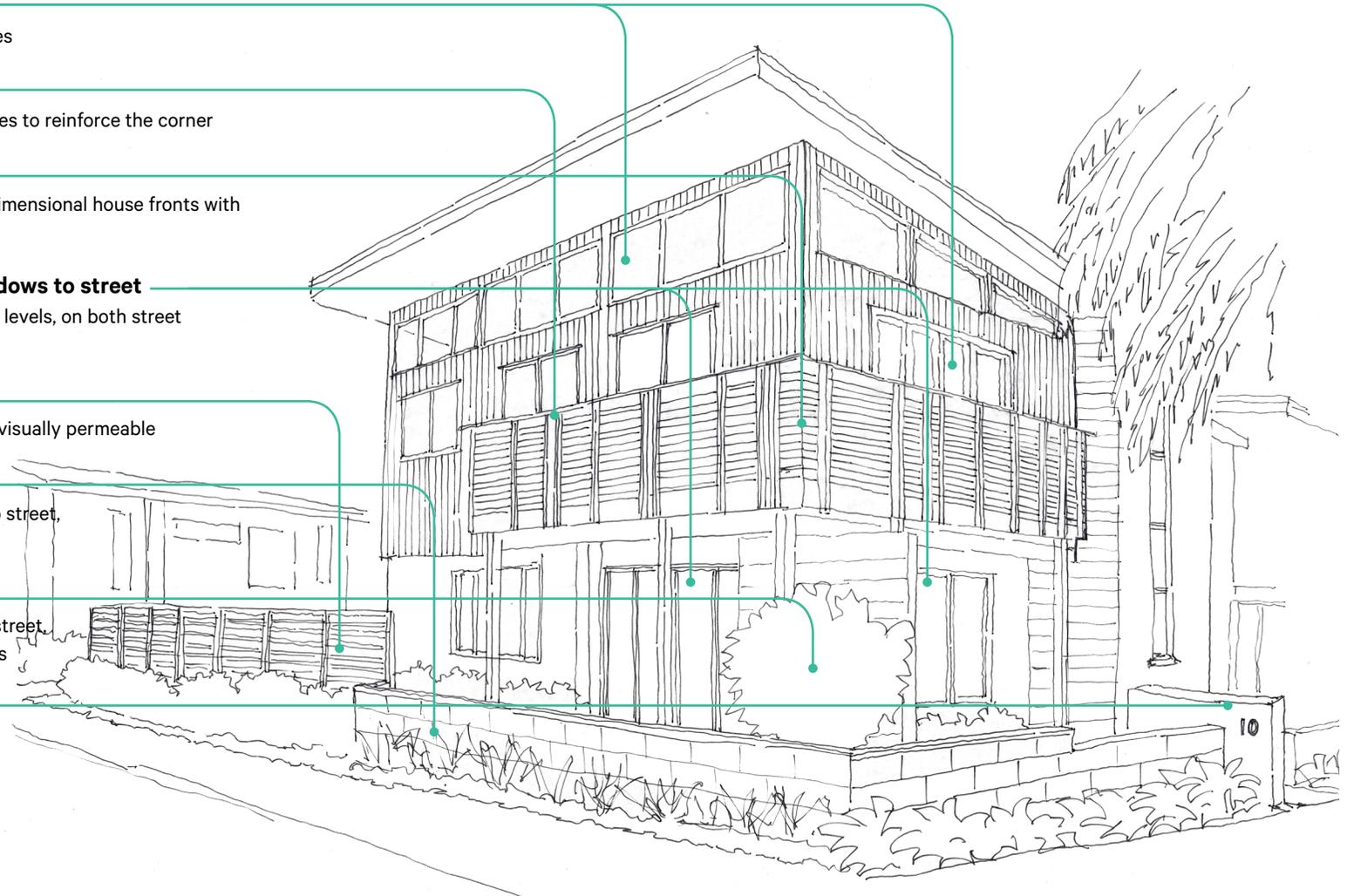
Low height wall maintaining outlook to street, wrapping corner

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.

2.4 Design considerations: Indicative Diagrams (cont.)

2.4.5 Apartment building typology

Requirements for a typical street frontage:

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

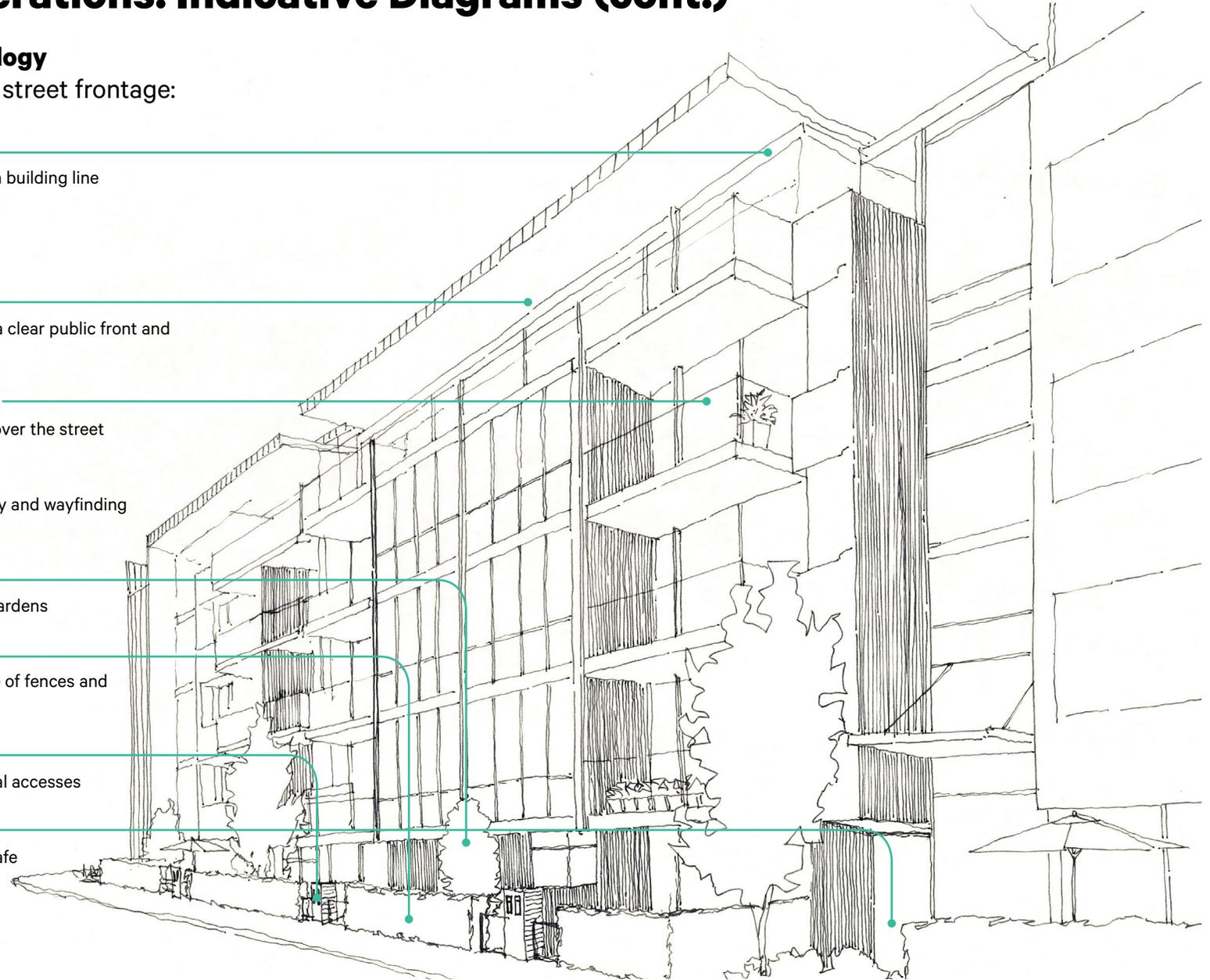
Planting used to soften the appearance of fences and walls at street level

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 Definitions

Common acronyms used through the HLC Design Guidelines

AHP Auckland Housing Programme

AHPDP Auckland Housing Programme Design Panel

AT Auckland Transport

CPTED Crime Prevention Through Environmental Design

HNZC Housing New Zealand Corporation

TAG Technical Advisory Group

Word	Definition
Active habitable room	<p>A room in the dwelling for the purposes of living and engaging as a whānau (whānau may be visitors) which has windows facing the street/public realm.</p> <p>Includes living rooms, lounge spaces, dining rooms and may include kitchens if the size and configuration is such that generously-sized windows can occur. Does not include bedrooms, bathrooms, media rooms, storage or utility spaces.</p>
Apartment building	<p>A building of four stories and over, containing dwelling units sharing walls, floors and land with other units that are predominantly accessed via elevator.</p>
Development	<p>Multiple dwelling units and associated landscaping being designed and constructed in the same Stage by the same entity. May be a single superlot or multiple adjacent superlots.</p>
Entrance	<p>A home's 'front door'. The entranceway that has the primary relationship with the streetscape/public realm. Located on a 'Front' frontage type.</p>
Shared Driveway	<p>In the context of the design guide, a Shared Driveway is a Jointly Owned Access Lot (JOAL) servicing three or less units. Any JOAL servicing three or more units is considered a laneway.</p>
Landmark	<p>An object or feature of a neighbourhood that is easily seen and recognised from a distance, especially one that enables someone to establish their location. eg a maunga, a building, a specimen tree, an artwork.</p>
Laneway	<p>In the context of the design guide, a Laneway is defined as a JOAL servicing three or more units. A laneway's primary function is to provide access to garages, serving units fronting public realm that have access restrictions, or attached and apartment typologies which require narrow lots and/or rear-facing driveways. Building design guidance that relates to streets typically applies.</p>
Legibility	<p>The ease in which a user can navigate and remember a street or street network using a series of environmental cues, such as buildings and landmarks.</p>
Marker Building	<p>A complete building design that sets itself apart from its surroundings. It plays an important role in neighbourhood legibility and identity. Marker buildings could be any typology. All relevant typology guidance applies in addition to the marker building guidance.</p>
Narrow Home	<p>Homes, typically terrace typologies, which are 5m wide or less.</p>
Neighbourhood	<p>A smaller area within a suburb, identifiable through landmarks and community relationships.</p>

3.0 Definitions (cont.)

Open Market Home	A home sold to the private market, without price point requirements/restrictions.
Precinct	The widest area of masterplan investigation and strategic framework planning for the Auckland Housing Programme, made up of parts of, or whole, adjacent suburbs in an area of the Auckland isthmus. eg 'wider Mt Roskill'
Public Realm	Streetscapes and open spaces, public amenity, the natural and built environment; the spaces between your home and others which you can enjoy with your neighbours. Public Realm includes public open space, public streets, private lanes, community streets, pedestrian and cycling links.
Raised Threshold	Raised separation between street level and the finished floor level (at ground floor) in a building. Raised thresholds can be used to accommodate undercroft car parking without the need for a full basement and provide privacy for ground floor residential apartments.
Recommended Guidance	Design guidance marked 'Recommended' is expected to be followed within developments that pose no practical reason for it not to be met.
Small Home	A standalone or terraced home, with a GFA less than 100m ² and a width of 5m or less.
Stage	A construction stage. An area, or multiple areas, within a neighbourhood identified for development on a defined timeline.
Standalone Home	A dwelling unit on its own lot, not sharing walls or land with other units.
State Home	A home owned and managed by HNZC.
Suburb	The area where a resident lives defined by their address/post code and/or geographical or infrastructural features such as ridge lines or roads. Made up of multiple neighbourhoods.
Superlot	A block of developable land made up of multiple lots, created through subdivision.
Tenure neutral	For all tenures, an equal standard of design quality such that you can't easily determine tenure from the street.
Terrace Home	A dwelling unit on its own lot, attached to another unit (or two) with an adjoining party wall. Includes duplexed homes.
Walk-up building	A building of three stories and under, containing dwelling units sharing walls, floors and land with other units that are predominantly accessed via stairs.

3.0 Definitions (cont.)

Te Reo Māori Glossary

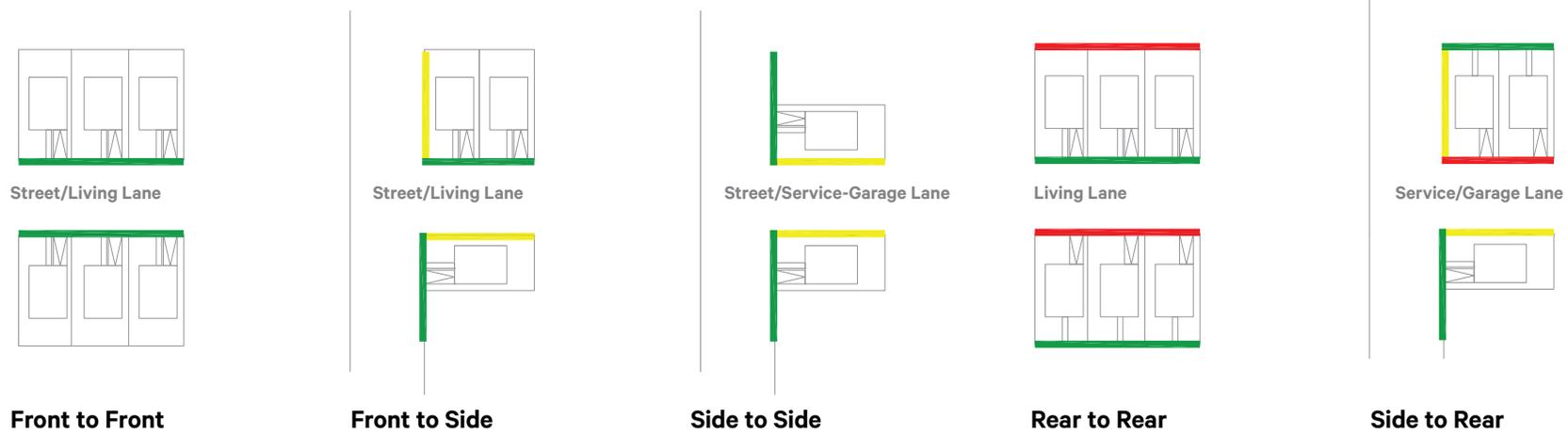
Tūrangawaewae	Our place to stand. Tūrangawaewae are places where we feel empowered and connected. They are our foundation, our place in the world, our home. (teara.govt.nz)
Whakapapa	Genealogy, lineage, descent. Whakapapa maps relationships so that mythology, legend, history, knowledge, tikanga (custom), philosophies and spiritualities are organised, preserved and transmitted from one generation to the next. (teara.govt.nz)
Whānau	Extended family or family group, including the physical, emotional and spiritual dimensions. Based on whakapapa. Whānau is multilayered, flexible and dynamic. (teara.govt.nz)
Mana Whenua	Territorial rights and power from the land. Maori iwi or hapū that have authority over land and territory they have occupied for generations. (maoridictionary.co.nz)

Frontage Types and Relationships

Frontage is taken as the entire length of the lot adjacent to the public realm or another lot. Frontage in the context of HLC’s AHP Design Guidelines is concerned with a building’s interface or relationship with the street and/or another building. It should not be confused with Yards as described in the Auckland Unitary Plan. Frontage can be defined in three types:

Front	Faces the public realm and always includes the side of the dwelling where the entrance occurs.
Side	Faces another lot or in some cases, the public realm and may include garage entry where garage and front door are not located on the same façade.
Rear	Faces another lot and is the most private side of the building. May also face a laneway if the home’s garage or car park is serviced from the rear.

Refer to diagrams below for further guidance



Key

- Front (Green line)
- Side (Yellow line)
- Rear (Red line)