**STREET SCENE 1**

| Win (As) | Ros (As) | Win (Opp) | SG | Wall | Che Cr (Opp) | 2m Path | 5.5m Road | 7.5m Verge | 2m Path | Cly Cr (As) | Tiv (As) | Win (As) | SG | Cor (Opp) |
|----------|----------|-----------|----|------|--------------|---------|-----------|------------|---------|-------------|----------|----------|----|-----------|
| (Belmont) | (Hornsea) | (Belmont) | | | (Coniston) | | | | | (Lockwood Cr) | (Tiverton) | (Belmont) | | (Holywell) |

**STREET SCENE 1**   Character Areas 1 - Coastal   Enhanced Contemporary Houses

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**STREET SCENE 2**

| Cly Cr (Opp) | 2m Path | 5.5m Road | 2m Path | Che Cr (Opp) | DG | Cha (Opp) | Sou (As/Opp/As) | Ros (Opp) | Han (As) | Cly Cr (As) | 2m Path | 7.5m Verge | 5.5m Road |
|--------------|---------|-----------|---------|--------------|----|-----------|-----------------|-----------|----------|-------------|---------|------------|-----------|
| (Lockwood Cr) | | | | (Coniston) | | (Grasmere) | (Windermere) | (Hornsea) | (Barton) | (Lockwood Cr) | | | |

**STREET SCENE 2**   Character Areas 2 - Green Edge   Standard Contemporary + Enhanced Options on Corners

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**STREET SCENE 3**

| Che Cr (Opp) | SG | Cha (As) | Cha (Opp) | SG | Hat (Opp) | 4.2m Road | Che Cr (As) | DG | Cly Cr (As) |
|--------------|----|----------|-----------|----|-----------|-----------|-------------|----|-------------|
| (Coniston) | | (Grasmere) | (Grasmere) | | (Derwent) | | (Coniston) | | (Lockwood Cr) |

**STREET SCENE 3**   Character Areas 3 - Heart   Standard Contemporary Houses

CONCEPT ARCHITECTURE