Statement of Evidence of

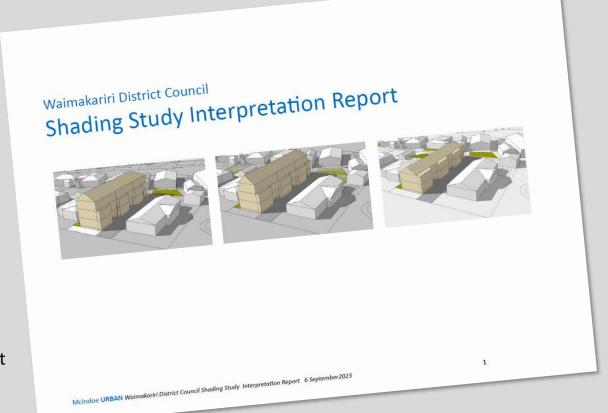
Graeme Robert McIndoe

on behalf of Waimakariri District Council

Urban Design

19 August 2024

Key images and tables extracted from evidence including Attachment 1, 6 September Shading Study Interpretation Report



Selection of representative lots for testing

Development on street facing lot

5. Lot on NE-SW axis, street to north







5A

54 Koura Drive, Rangiora

Lot attributes

- 600 sqm (approx.)
- · Contemporary subdivision.
- · Compact proportions (approx. 1:2).
- · Most open space SW facing at rear.
- · Modest front setback.
- · Local street.

5B

19 Monarch Boulevard, Kaiapoi

Lot attributes

- 700 sqm (approx.).
- · Contemporary subdivision.
- · Compact proportions (approx. 1:2).
- · Generous N facing side yard.
- · Extensive mid-block open space.
- · Broad collector road.

5C

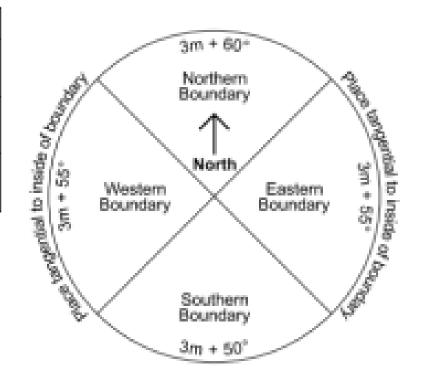
15 Johns Road, Rangiora

Lot attributes

- 600 sqm (approx.)
- · Traditional subdivision.
- · Elongated proportions (approx. 1:3).
- · Most open space SE facing at rear.
- · Broad collector Road.

Parameters for theoretical development on each site

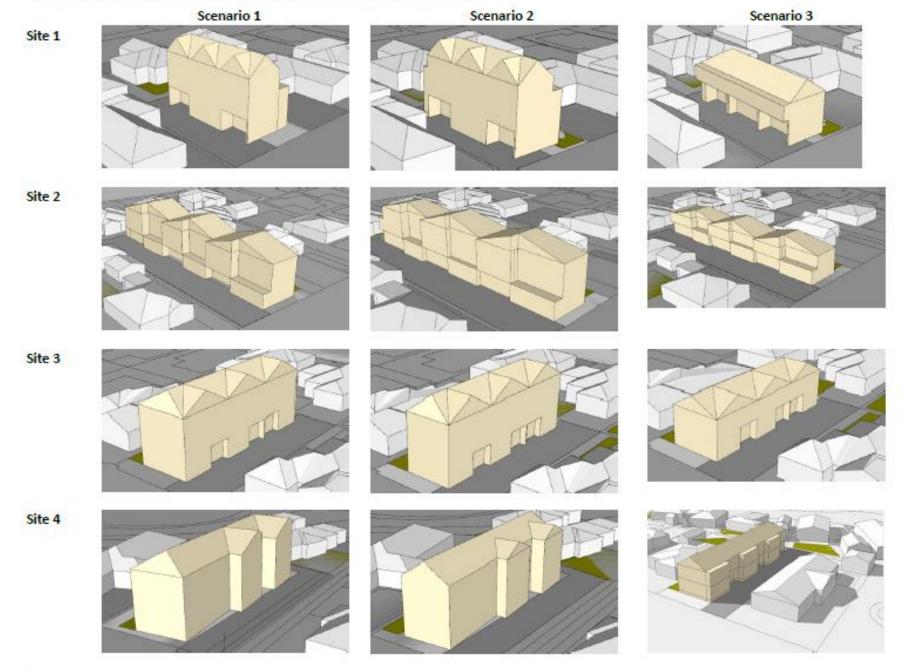
	Maximum permitted height	HIRB
Scenario 1	11m + 1m for roof features	MDRS 4m+60°
Scenario 2	11m + 1m for roof features	Orientation specific, as per CHCH City Council (refer Figure 1)
Scenario 3	8m + 1m for roof features	Orientation specific, as per CHCH City Council (refer Figure 1)



- D Applicable to all buildings:
- in the Medium Density <u>Residential Zone (MRZ)</u>
 and High Density Residential Zone (HRZ)

Development testing

(Attachment 1, p12)



Scenario 1

Development testing

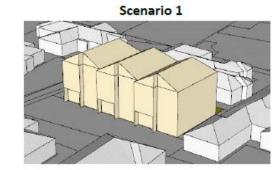
(Attachment 1, p13)



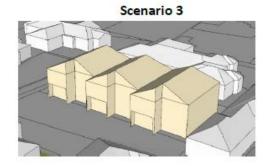
Development testing

(Attachment 1, p14)

Site 9







The architecture of typical multi-unit development

(Attachment 1, pp14,15)











Development potential

(Attachment 1, pp16,17)

Table 2 Floor area of development achieved

	Scenario 1: MDRS height 11m, HIRB 4m+60°		Scenario 2 height 11m, HIRB orientation-specific		Scenario 3 height 8m, HIRB orientation-specific		
Site	Site area m²	Total GFA m ²	Average unit m ²	Total GFA m ²	Average unit m ²	Total GFA m ²	Average unit m ²
1	309	282	94	270	90	187	62
2	1013	1283	428	1076	359	718	239
3	528	628	209	516	172	389	130
4	750	980	327	847	282	606	202
5	606	713	238	699	233	479	160
6	671	835	278	758	253	544	181
7	449	656	219	556	185	435	145
8	998	1178	393	936	312	694	231
9	870	979	326	873	291	689	230
	Average unit size1		284		247		182

¹ This calculation of average unit size excludes the smallest and largest sites (sites 1 and 2 respectively).

McIndoe URBAN Waimakariri District Council Shading Study Interpretation Report 6 September 2023

TABLE 3 Typical unit sizes for comparison

	2 bed	3 bed	4 bed	Notes
2 storey without garage	82 m²	107 m²	130 m²	MHUD minimum GFA ²
2 storey with built-in garage	120-130 m ²	135-150 m ²	150-175m ²	Estimate
3 storey without garage	n/a	n/a	145-170m²	Estimate
3 storey with built-in garage	n/a	150-160 m ²	165-190 m ²	Estimate

Sample shading study

(Attachment 1, p19)

In order to inform an assessment of the implication on shading of the three scenarios for height and HIRB, one of the typical sites has been selected as a test. This is site 5, which is considered to be representative of the group of nine. It is close to the typical orientation of the urban grid that is most common in Waimakariri's townships, and with the street to the north of the site.

Conventional shading studies have been produced for the summer and winter solstices, and the spring equinox. The rationale for selection of the sample times is recorded in Table 4. In undertaking these studies, the individual shading studies for each scenario were produced and then these were overlaid and a dashed line shows the maximum extent of shading. The example below is for 9.30am on June 21.



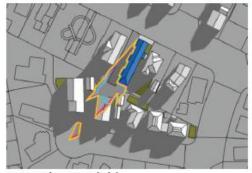
Scenario 1



Base shading



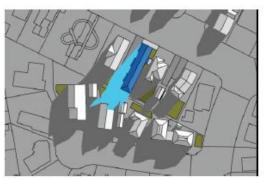
Scenario 2



Scenarios overlaid



Site 5: lot on NE-SW axis, street to north



Scenario 3

Table 4 Selection of times for shading effect check on a representative lot

Logic for selecting shading times

(Attachment 1, p20)

Sunrise		Meridian		Sunset
7.52am		12.25pm		4.59pm
9.30am	$\Delta = 3hr$	12.30pm	$\Delta = 3hr$	3.30pm
1.5hr after sunrise				1.5hr before sunset
6.16am		12.17pm		6.18pm
8.30am	∆ = 4hr	12.30pm	$\Delta = 4hr$	4.30pm
2.25hr after sunrise				1.75hr before
				sunset
5.44am	•	1.21pm		8.59pm
8.30am	∆ = 5hr	1.30pm	$\Delta = 5hr$	6.30pm
2.75hr after sunrise				2.5hr before sunset
Early/mid morning - Sun is moderately low		Midday - Sun is at or close to its highest in the sky and shadows will be shortest		Late afternoon / early evening - Sun is moderately low
	7.52am 9.30am 1.5hr after sunrise 6.16am 8.30am 2.25hr after sunrise 5.44am 8.30am 2.75hr after sunrise Early/mid morning - Sun is moderately	7.52am 9.30am $\Delta = 3hr$ 1.5hr after sunrise 6.16am 8.30am $\Delta = 4hr$ 2.25hr after sunrise 5.44am 8.30am $\Delta = 5hr$ 2.75hr after sunrise Early/mid morning - Sun is moderately	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	7.52am 9.30am $\Delta = 3hr$ 12.30pm $\Delta = 3hr$ 1.5hr after sunrise 6.16am 8.30am $\Delta = 4hr$ 12.30pm $\Delta = 4hr$ 2.25hr after sunrise 5.44am 8.30am $\Delta = 5hr$ 1.30pm $\Delta = 5hr$ 2.75hr after sunrise Early/mid morning - Sun is moderately low Midday - Sun is at or close to its highest in the sky and shadows will be

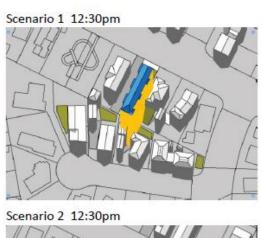
The output of shading studies as undertaken using SketchUp software for the three scenarios of development on Site 5 is tabulated below:

- Comparative shading study outcomes are shown in Table 5.
- Tables 6.1-6.3 show the base shading diagrams used to prepare Table 5.
- Observations on shading effects relating to different development scenarios on the selected representative lot are recorded in Table 7.

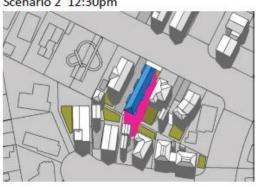
(Attachment 1, p22)

Scenario 1 9:00am Scenario 2 CCDP - 11m - 9:00am

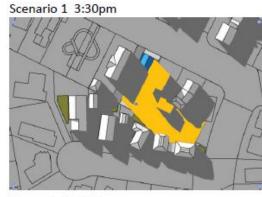




Key







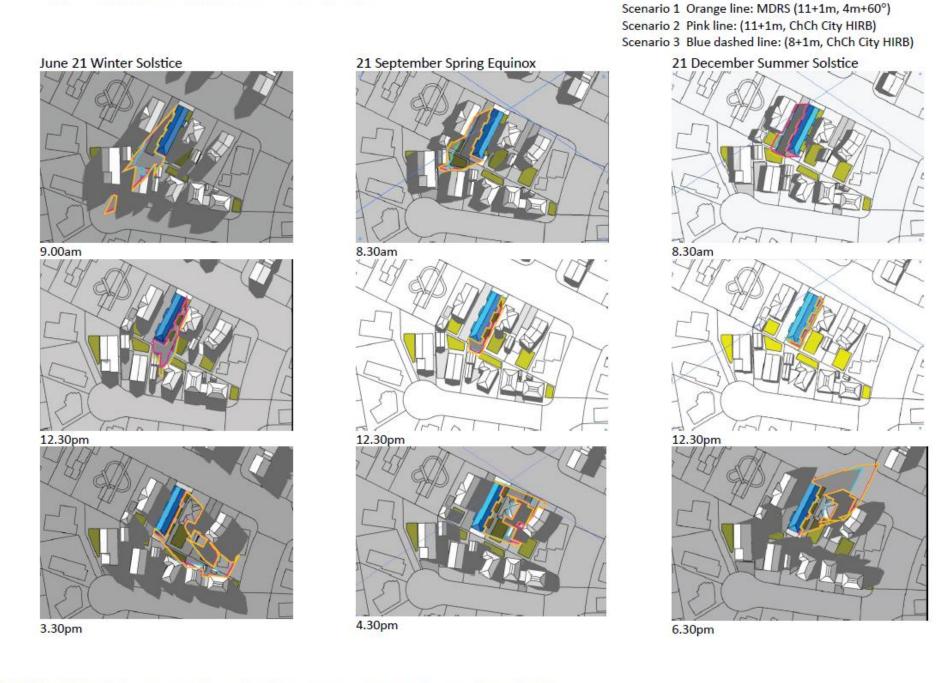
Scenario 1 Orange: MDRS (11+1m, 4m+60°) Scenario 2 Pink: (11+1m, ChCh City HIRB) Scenario 3 Blue: (8+1m, ChCh City HIRB)





Sample shading study

(Attachment 1, p21)



Key