



“We Want a Larger Garage For A Classic Car and We Want a Games Room”

Question: How do you accommodate a classic car in a garage thats barely big enough to house four bikes, and how can the family play table tennis all year when the table is outdoors?

Answer: Build a new, bigger, double garage and tack on a games room facing the garden.

Burnmill Road is located on the northern outskirts of Market Harborough in Leicestershire. With neighbouring properties either side, Mike & Erika’s home benefits from a wide plot with a secluded well-established rear garden.

Their substantial semi-detached home was probably built in the early-mid 19th Century and was one of the first houses to be constructed along the Road.

Our brief was to replace the single garage facing the road with a new double garage to park their classic car, and replace the brick-built garden store to the rear with a new garden room to accommodate a full-size table tennis table.

The properties along Burnmill Rd. have strong Regency-period detailing. Our design was scaled to sit comfortably between adjacent properties by adopting similar proportions and materials including gabled and hipped roofs covered in blue slate.

As the site slopes from north-to-south, and from west-to-east, we designed the new building with independent roofs; creating two attached forms with a decidedly ‘human’ scale.

Using brick and render for the garage the new building closely reflects the existing buildings while thermally modified timber was used on the the garden-facing structure to create more of a ‘summer-house’ feel.

Key Facts + [] Conservation Area [] Listed Building [X] New Build [] Extension [] Alterations
Services Delivered: [X] Survey [X] Design [X] Planning Permission [X] Building Regs. [X] Tender [X] Site Inspection



No. 96
Burnmill Rd
Market Harborough



"This was the first time we had employed an architecture practice and the result's great! Our new garage & garden room are perfect for our needs."

Mike & Erika Lucas, 96 Burnmill Rd., Market Harborough.