

County Durham
Design Code
Supplementary
Planning Document
(SPD)
2nd draft 2023



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Section One: Introduction and Background

Introduction and Vision

What is the County Durham Design Code SPD and who is it for?

This document sets down an approach for ensuring well-designed buildings and places that are suited to County Durham. The County Durham Design Code supports policies set down in the County Durham Plan to establish a framework for ensuring high quality design, in accordance with national planning policy and guidance. It is intended to support all types of development, from householder works to large scale housing and commercial proposals, although the document is housing focused.

The Design Code consists of three main sections:

- Section Two and Section Three - County Durham Context and Significance, and Settlement Categories - these sections provide key information about context and the underlining factors that have contributed to this - it can help developers understand setting and character
- Section Three – Model Design Code and Checklist - this section sets down model codes for different types of settlement - it also provides guidance for different locations within a settlement (for example centre, suburbs, edge)

The SPD is primarily for:

- applicants and their design teams, who prepare applications for planning permission
- people in local communities and their representatives, including groups preparing neighbourhood planning documents
- councillors, who make planning decisions
- local authority planning officers, who prepare local planning policy and guidance and assess the quality of planning applications

What is the purpose of the Design Code?

The Design Code aims to inspire design excellence through the creation of locally inspired buildings and places which celebrate and reinforce the unique character, identity, heritage and culture of County Durham.

By providing clarity about what is meant by high quality locally distinctive design - in the context of County Durham Plan Policy 29 (Sustainable Design) and requirements set down in other policy guidance - it can aid the planning and implementation of all types and scale of new development.

The 'model code' provides a series of worked examples for the settlement typologies found in County Durham. These examples provide the main building blocks for developing more detailed design codes are intended to cover most of the scenarios for developing in County Durham. While the model codes provide useful information for all scales of development, design coding tends to have more relevance for larger developments.

How has the Design Code been produced?

The County Durham Design Code follows guidance set out within the National Model Design Code, and follows the principles of good design contained within the National Design Guide.

In line with guidance set out within the National Model Design Guide, our design code covers the entire local authority area and focuses on codes for area types.

What is unique about County Durham?

County Durham is a distinctive place with a rich variety of built, historic and natural environments. They include a significant area of outstanding natural beauty, the Durham Castle and Cathedral World Heritage Site, a heritage coast and the Durham Dales, as well as swathes of high quality landscape which provide an attractive setting for many of our settlements.

Culturally the history of the Prince Bishops has helped to define many of the older settlements. Over 90 conservation areas, 226 scheduled monuments and well over 3,000 listed buildings provide a history of Britain from Roman times, through early Christianity to the birth of the railways and the start of the industrial revolution. County Durham also has a rich history of mining and mineral working, and these factors have combined to shape the settlements we see today.

Understanding the Context and Local Character

The County Durham Design Code SPD provides specific local guidance for developments in County Durham. The SPD is based upon an approach to settlement characterisation which is identified in the Landscape Character Appraisal. Section One illustrates the broad landscape character areas and settlement types found within County Durham.

A range of different settlement typologies are identified across the County and these are detailed in Section Two of the document. Settlement Character Studies have been prepared for these settlements and are available for developers to use. These studies provide a key evidence base for understanding the history and essential character of our settlements, as they identify elements such as the arrangement of development, open space and landscape setting, as well as detailed matters including layout, form and materiality. They sit alongside the Design Code, providing specific detail on the settlement that is subject to development. An example - Newton Aycliffe Settlement Character Study - is included at Appendix I of this document.

The Vision

By following the approach set down in the Design Code SPD, development will:

Maintain the strong tradition of buildings which respond to and are inspired by the varied local landscape and built environment of County Durham - development will be sustainable and inclusive, conserving and enhancing local distinctiveness and sense of place.

Introduction

How to use this Design Code

The Design Code SPD is intended for a range of purposes, including as a useful tool kit for developers to help them create better quality development. Whilst the document provides guidance on a wide range of issues, some may not be appropriate to all developments. For example, proposals for one or two new houses are unlikely to need to consider the same range of design considerations as for larger scale proposals, which are more likely to impact upon a broader range of matters.

As a guide applicants should demonstrate how they achieve good design, as follows:

- Small scale development - Smaller schemes, including householder proposals and residential schemes of less than 50 dwellings should reflect the guidance set down in the SPD. This should be appropriate and proportionate to the development proposal and should be set down in the Design and Access Statement.
- Large scale development (including schemes for 50+ dwellings) - Larger schemes, including residential development that are required to submit a Building for Life Statement, should demonstrate accordance with the SPD and consider the production of a specific Design Code based upon the model code in this SPD. Sites identified through the plan making process or within extremely sensitive locations may require the development of site-specific design briefs and associated design codes informed by a clear understanding of context, significance and setting.

The model codes in Section Three focus on common characteristics relevant to different settlement types. They should therefore be supplemented by further specific detailed information produced as part of local character assessments, for example within DCC Settlement Character Studies, Conservation Area Character Appraisals, Neighbourhood Plans, Development Briefs, as well as information gathered by the developer during their analysis. For example, the code may refer to the 'dominant material palette' of the settlement, however this will vary depending on the settlement and is not necessarily specific to typology area.

Proposals should include an assessment of local character and demonstrate how the development responds positively to it. This should be proportionate to the scale and complexity of the proposal, in accordance with the guidance above. For larger schemes, applicants should include this information within supporting design documents as part of any pre-application or formal planning application. This will involve understanding the site context through a site visit and utilising existing guidance as set out in the diagram on this page.

The checklists within the model codes should be used to ensure proposals respond positively to all aspects of local characteristics. There may be valid, site-specific reasons why the code cannot be fully complied with or where specific elements cannot be reflected positively, so the applicant should provide the reasons why.

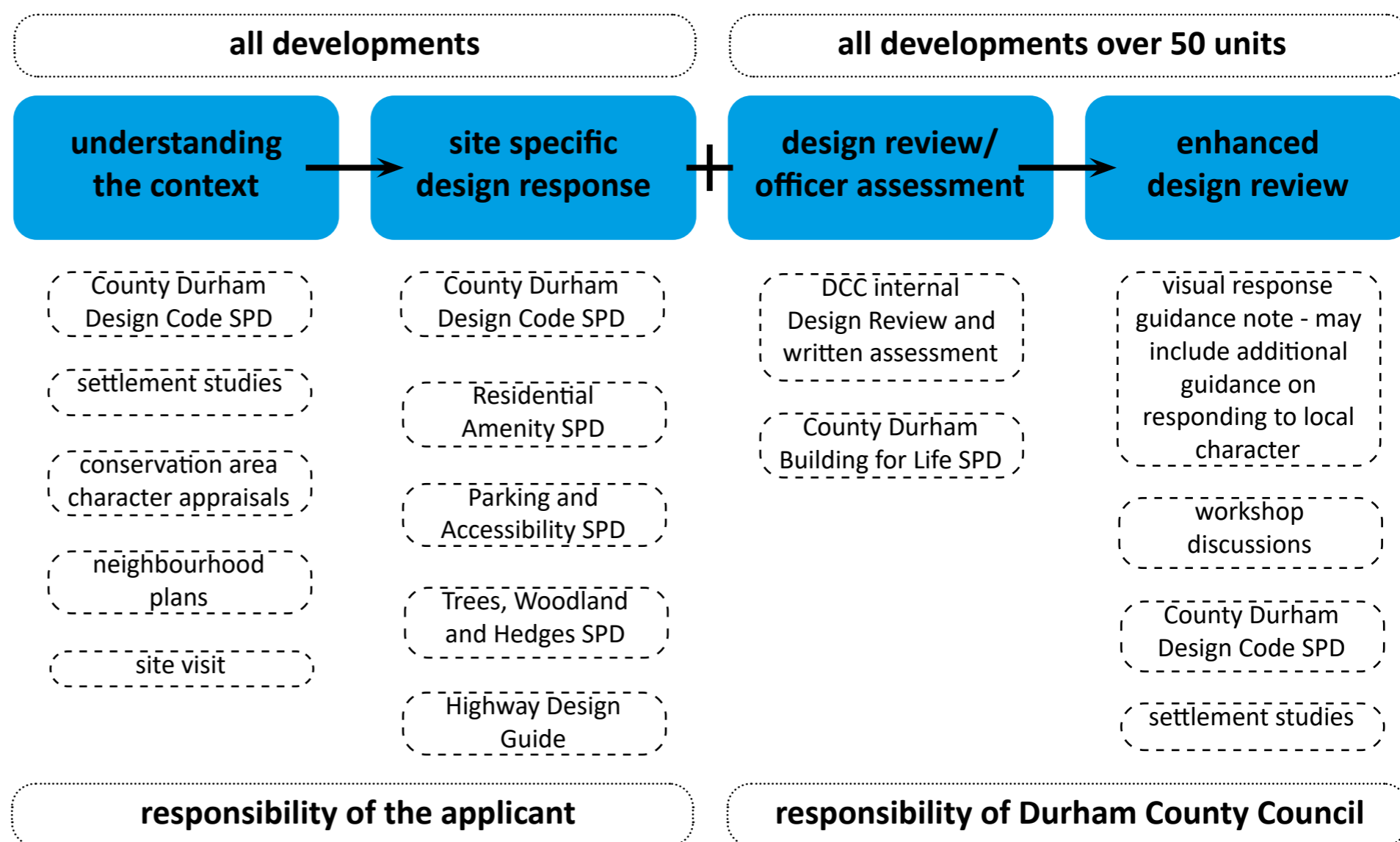
The typology checklists will be used by the Planning Officer and/or the Design Review panel assessing the application. The checklist is therefore a useful tool for applicants to ensure the proposal positively responds to all aspects of the code.

How this document fits with current policy documents

The SPD should be read in conjunction with other supplementary documentation, for example in relation to Residential Amenity Standards, Trees and Parking and Accessibility. Not all specific topic areas are covered in this document as they are covered in great detail in other SPDs.

How this document will be used with the Design Review Process

The Design Review process relates to development of 50 or more units. This document and associated Settlement Character Studies should be used to ensure as many 'green' scores as possible when assessed against the County Durham Building for Life SPD. How development responds to the site context and local character forms part of the specific design-based questions and therefore there is consistency between the two processes.



development process flow chart

Policy Context

Planning policy - at both national and local levels – clearly requires good design, which is a key aspect of sustainable development, so that we create better places in which to live and work, and help make development acceptable to communities. The National Planning Policy Framework goes as far as to state that permission should be refused for development of poor design that fails to take the opportunities available for improving the character and quality of an area and the way it functions. By following this design code, developers can ensure that they are creating a well-designed place.

National

National policy states that significant weight should be given to development which reflects local design policies and government guidance on design, taking into account any local design guidance and supplementary planning documents, such as design guides and codes. Significant weight should also be given to outstanding or innovative design which promotes high levels of sustainability, or helps to raise the standard of design more generally in an area, so long as the development fits in with the overall form and layout of the surroundings.

- Design quality should be considered throughout the evolution and assessment of individual proposals. Early discussion between applicants, the local planning authority and local community about the design and style of emerging schemes is important for clarifying expectations and reconciling local and commercial interests.
- Applicants should work closely with those affected by their proposals to evolve designs that take account of the views of the community. In accordance with national policy, applications that can demonstrate early, proactive and effective engagement with the community should be looked on more favourably than those that cannot.

In relation to design guides and codes, national policy informs that they can be prepared at an area-wide, neighbourhood or site specific scale.

- Whilst Design Codes should provide more certainty for projects - setting out what is expected in a particular development site - they should generally be strategic, aiming to define key placemaking qualities and ensure these are delivered through the detailed design process.
- Our design code can also provide a basis for landowners and developers who choose to prepare design codes in support of a planning application. Neighbourhood planning groups may also choose to prepare a design code or codes in support of their work.
- All guides and codes should be based on effective community engagement and reflect local aspirations for the development of their area, taking into account the guidance contained in the Durham Design Code, as well as National Design Guide and the National Model Design Code, amongst other good-practice documentation (see Reference Documents section).

Local

The County Durham Plan requires development proposals to achieve well designed buildings and places. It contains a range of policies to inform the design process, including Policy 29 (Sustainable Design) and those in relation to green infrastructure, house types and transport, etc.

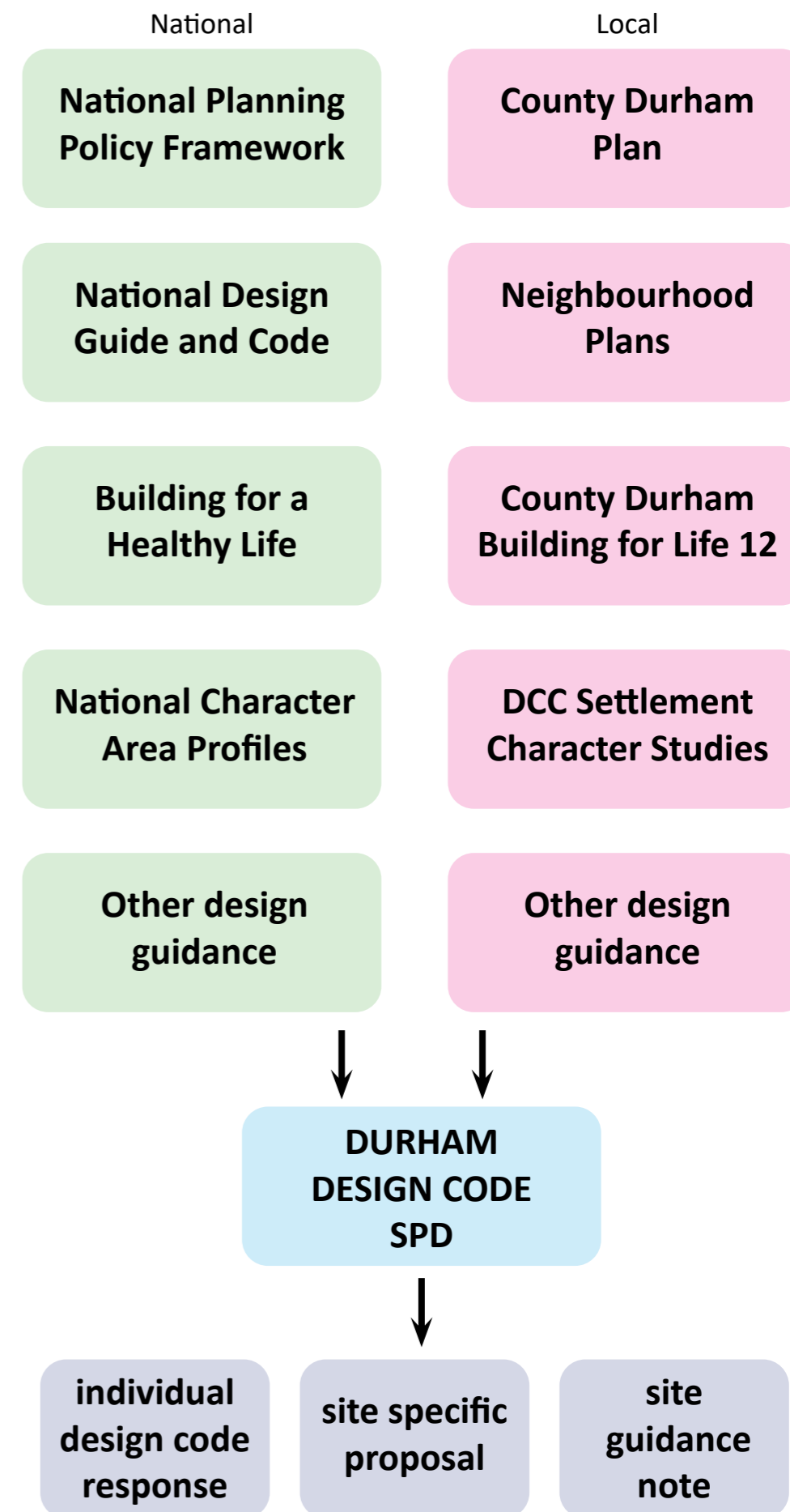
Policy 29 also links to supplementary design guidance on Building for Life and Residential Amenity Standards. The County Durham Building for Life SPD is based upon the 12 Building for Life Standards. These Standards require development to integrate into the neighbourhood, ensuring successful place creation and streets and spaces for all. It also sets down guidance on the Council’s design review process, which provides a wholistic, multi-disciplinary appraisal of development proposals against the 12 Building for Life Standards set down in the SPD.

A number of neighbourhood plans sit alongside the County Durham Plan, forming part of the development plan against which planning decisions must be determined. Most of these neighbourhood plans contain design policies and are backed up by local evidence documents and statements which should be referenced within the development process. Many plans also include policies on local heritage, sustainability, local green spaces and other relevant matters that are likely to have a bearing on the design process.

Ensuring higher standards of design can also help achieve broader Council ambitions around climate change, environmental growth and nature recovery, health and wellbeing and economic prosperity. We must, for example, ensure that the natural and built environment are resilient to change and help to reduce our carbon footprint, in terms of operation (including heating, lighting and ventilation) as well as the fabric of the building (considering low carbon materials, construction and transportation) and the way that we access buildings and places.

Environmental growth and nature recovery seek to actively increase our environmental assets and make better use of nature for drainage, food growing and creating great places to be. All new development must help nature to recover, achieve biodiversity net gain and ensure that residents have access to good quality green and natural spaces and support integration.

The Council recognise that our future living environment will be impacted by and can influence climate change. The environment that we create and manage should support achievement of better quality lifestyles through the places where we live, meet and play. The design of new layouts and communities should include active, connected and healthy places to live with opportunities to grow our own food and to walk or cycle to work and local facilities.



policy framework diagram

What is good design?

Well-designed, sustainable places and buildings adopt an integrated design process which brings together good design in a mutually supporting way. The following factors help to define what is meant by good design to create an overall character of place. They can apply to proposals of all types and sizes - from small scale incremental changes, new buildings, infill developments, to major developments and larger scale developments such as urban extensions, new neighbourhoods and infrastructure – to create better quality developments.

Context

- Relates well to the site, including the local and wider contexts
- Heritage, local history and culture are valued

Identity

- Appropriate response to existing local character and identity
- Well-designed, high quality and attractive
- Create character and identity

Built Form

- Form of development and building types are appropriate to context, function and setting

Movement

- Based upon integrated network of routes for all modes of transport
- A clear structure and hierarchy of streets
- Well-considered parking, servicing and utilities infrastructure for all users

Nature

- High quality, green open spaces with a variety of landscapes and activities including play
- Improve and enhance water management
- Support rich and varied biodiversity

Public Space

- Well-located, high quality and attractive public spaces
- Provide well-designed spaces that are safe and health-supporting
- Public spaces support social interaction

Use

- A mix of uses where appropriate to ensure sustainable communities
- Residential schemes include a mix of home tenures, types and sizes
- Socially inclusive

Homes and Buildings

- Healthy, comfortable and safe internal and external environment
- Well-related and connected to external amenity and public spaces
- Attention to detail and local context
- Storage, waste, servicing and utilities are appropriate and in the right place

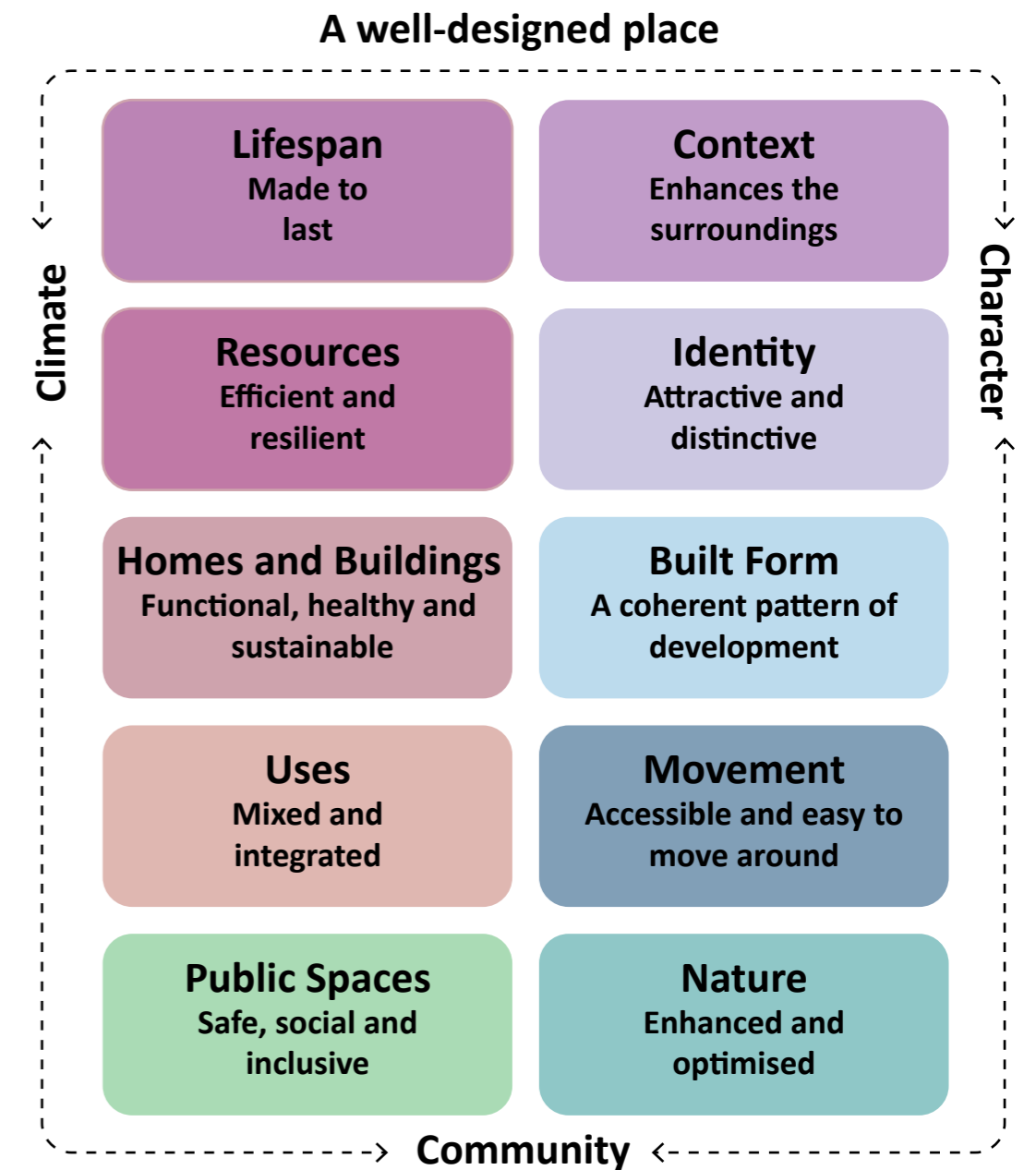
Resources

- Follow the energy hierarchy
- Materials and construction techniques respond to context
- Maximise resilience

Lifespan

- Well-managed and maintained
- Adaptable to changing needs and evolving technologies³
- A sense of ownership

Well-designed places and buildings often come about when there is a clearly expressed 'story' for the design concept and how it has evolved into a design proposal. This explains how the concept influences the layout, form, appearance and details of the proposed development. It may draw its inspiration from the site, its surroundings or a wider context. It may also introduce new approaches to contrast with, or complement, its context.



the ten characteristics of well-designed places

County Durham Context and Distinctiveness

County Durham Context and Distinctiveness

Understanding the setting - County Durham Context

Historically, design in County Durham's built environment has evolved and reflected local geology, landscapes, culture and industry. This has led to diverse built environments that are distinctive and have their own character. Where attention is paid to the locality, developers are more likely to produce thoughtful and sustainable environments that are distinctive. This also helps to reverse the modern tendency towards places that lack character and a sense of place.

Understanding the site context is imperative for a strong design process. Proposals should therefore respond to the distinctive elements of County Durham's character.

Three key characteristics of geology and landscape which have influenced the settlement pattern and built environment of County Durham include:

- Undulating series of hills (fells) and valleys (dales)
- Extensive deposits of coal and a history of mining
- Extensive deposits of sandstone and its use as a local building material

County Durham has significant variations in topography and height, from sea level at the coast, to 788 metres at the highest point at Mickle Fell in the Pennines. The County consists of a series of hills, ridges and plateaus separated by valleys and gorges. This landscape affects the settlement pattern and built environment, resulting in:

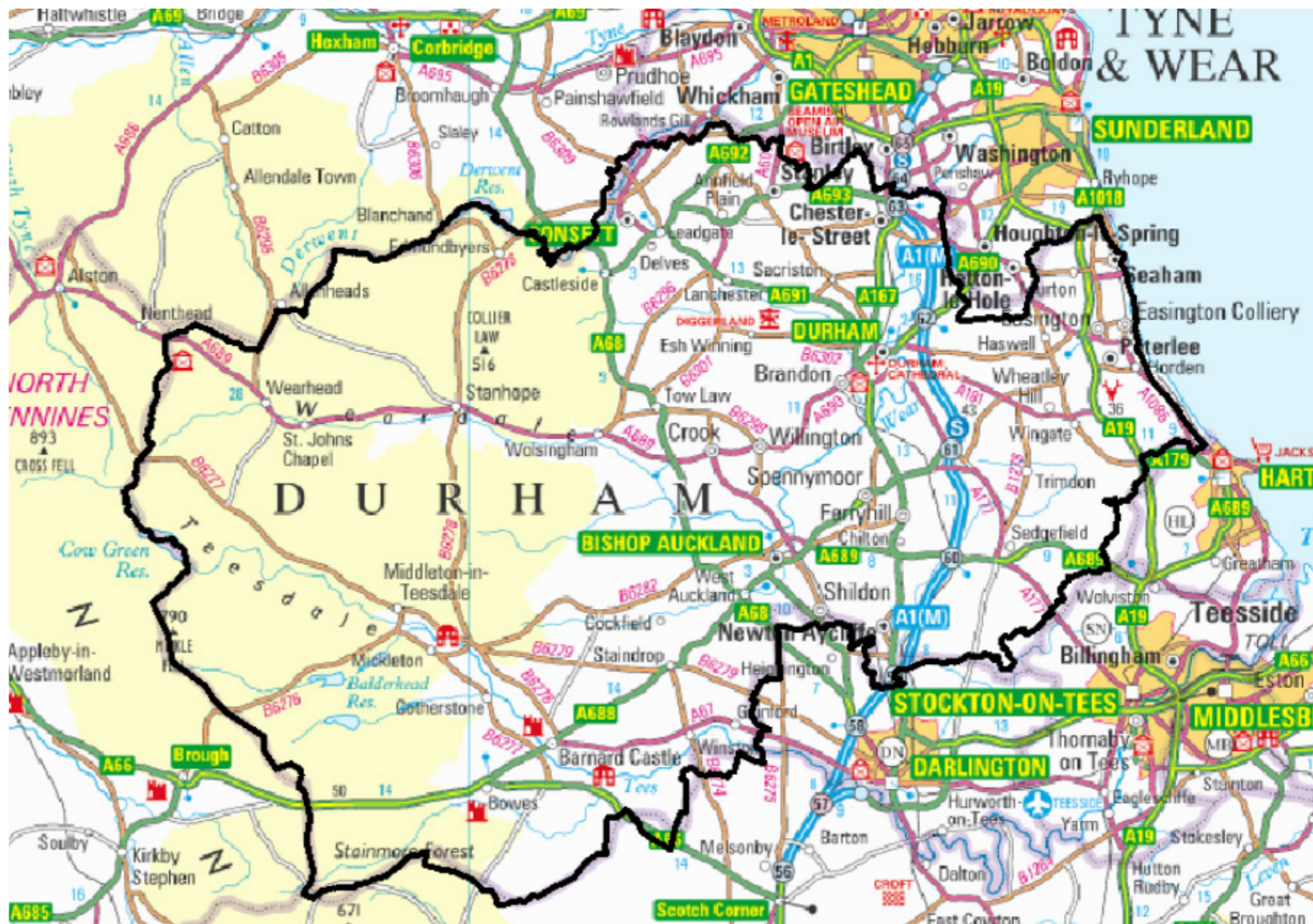
- Numerous ridge and hill top settlements
- Many sites on hillsides and sloping areas
- Prominent hill top or hill side sites which can be seen in long distance views
- Green corridors or 'fingers', typically river valleys or narrower and steeper wooded gorges that penetrate through settlements, such as Durham City and Chester-le-Street

National Character Areas

The character of England's landscapes is mapped at a strategic level by Natural England who identify 159 National Character Areas. County Durham has been divided into six National Character Areas. These landscapes have had a fundamental impact on the distribution of settlements and built vernacular across the County.

A National Character Area profile - which provides descriptive material on the character of the landscape and guidance on management - has been produced for each of the six NCAs in the County and these are described in the following section.

The National Character Areas are referenced within Policy 39 (Landscape) of the County Durham Plan.



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National Character Areas

North Pennines

Settlement pattern

Small villages, hamlets and clusters of small farms, built of millstone grit or Carboniferous sandstone and with roofs of stone flag, are dispersed along the dale floors, their locations linked to the early development of mining. Isolated farms are located along the moorland margins.

Source: North Pennines Countryside Character Area description; Countryside Quality Counts (2003)

Local vernacular and building materials

A high proportion of the buildings in the area are characterised by simple architectural detailing and the use of local sandstone which provides a high degree of visual unity and reveals a close connection with the underlying land. Roofs are traditionally of stone slate, although Welsh or Cumbrian slate is common on later buildings. Many villages contain more modern housing, often constructed of brick. The settlement characteristics of the dales are strongly influenced by land tenure. A large proportion of the area is managed by estates and the whitewashed buildings of the Raby estate in Teesdale are particularly distinctive.

Source; National Character Area Profile: 10. North Pennines (NE428)



Tyne and Wear Lowlands

Settlement pattern

Settlements include the spreading conurbation of Tyneside, the planned structures of new towns, notably Peterlee, and more dispersed large towns and villages further south. The area is dominated by widespread urban and industrial development and a dense network of major road and rail links. Coal mining has resulted in locally-prominent opencast extraction areas, spoil heaps and recently restored sites.

Local vernacular and building materials

There are scattered 'green' villages with buildings of local sandstone and roofs of red clay pantile or slate, as well as numerous mining and industrial terraces of Victorian brick and slate, and later estate housing.

Source; National Character Area Profile: 14. Tyne and Wear Lowlands (NE483)



Durham Magnesian Limestone Plateau

Settlement pattern

Settlements include Durham, Sunderland, Hartlepool, South Shields, Houghton-le-Spring, Peterlee, Newton Aycliffe, Seaham and Hetton-le-Hole. Semi-rural agricultural villages in the south, 20th century coal mining villages, and two notably planned New Towns of Peterlee and Newton Aycliffe. There is widespread urban development with major infrastructure corridors and large industrial estates with scattered mining towns and villages near the coast. Limestone quarries are prominent on the escarpment and areas of recently restored colliery land lie close to settlements.

Local vernacular and building materials

The traditional villages of the plateau, which still have some local stone-built houses clustered around central greens, contrast with Victorian brick built terraces. Traditional buildings are built of local Magnesian limestone for walls and slates for roofs. Contrasting uniform brick Victorian terrace houses with Welsh slate roofs are typical of the mining settlements, standing out in the rural landscape.

Source; National Character Area Profile: 15. Magnesian Limestone (NE435)



National Character Areas

Durham Coalfield Pennine Fringe

Settlement pattern

Settlements include Bishop Auckland, Consett, Stanley, Crook, Shildon, Willington, Annfield Plain and Lanchester. Old agricultural villages and farmsteads are found on ridge tops or valley floors, and in less densely populated areas of the south and west. To the north east, settlement is denser with several industrial and urban centres visually prominent along ridge tops. These settlements tend to sprawl across the landscape with an urban fringe effect and mosaic of paddocks and allotments. Many settlements now have more recent estates of modern housing and industrial development. Occasional parklands and wooded estates surround small country houses. Relics of the mining industry include disused railway lines and viaducts, old coke ovens and small spoil heaps

Local vernacular and building materials

The denser settlements in the north-east vary in building styles, from local stone or brick workers' terraces to inter-war and post-war housing. The lower valleys have small nucleated villages and hamlets with outlying farmsteads - typically linear and courtyard forms, built in local sandstone with stone flag roofs. 19th century regular courtyard farmsteads are a feature of the eastern and southern valleys. More common in western areas are traditional buildings, mostly dating from the late 17th century, and comprised of sandstone or Millstone Grit with stone flag roofs. To the west, linear farmsteads (mostly late 17th-19th century) predominate, with field barns of the late 18th and 19th century. Many settlements now have 20th century estates of modern housing and industrial development utilising modern conventional building materials
Source; National Character Area Profile: 16. Durham Coalfield Pennine Fringe (NE458)



Pennine Dales Fringe

Settlement pattern

Settlements include small, historic market towns including Kirkby Malzeard, Middleham, Masham, Leyburn, Richmond and Barnard Castle, as well as the larger spa town of Harrogate. There is a strong pattern of nucleated villages and smaller settlements. Most settlements are located along the bottom of the foothills of the Pennines, within the more fertile lowlands of the area. Leyburn is considered more of a 'Yorkshire Dales' town being near the higher moorland area. Catterick Garrison is the largest army camp in Europe.

Local vernacular and building materials

Villages, farms and larger settlements are all built in local stone which contributes greatly to the character of the landscape, particularly where stone walls are also present as field boundaries. Most of the buildings are built of Millstone Grit but limestone buildings occur especially in the east. The small, attractive historic market towns help to provide a strong sense of historical continuity and local identity. Most have a central market place but Masham is remarkable for its range of styles and inclusion of limestone as a building material. The spa town of Harrogate is the most significant settlement in the area with its fine hotels, arcades, many built with local sandstone, and parks.
Source; National Character Area Profile: 22. Pennine Dales Fringe (NE474)



Tees Lowlands

Settlement pattern

Quiet rural areas contrast with the extensive urban and industrial development of Darlington, Stockton, Middlesbrough, Billingham and Redcar, which are concentrated along the lower reaches of the Tees, the estuary and coast. Large-scale chemical and oil refining works, docks and other heavy industries along the estuary form a distinctive skyline, and transport and infrastructure corridors are also prominent. Rail heritage is of international significance for early and pioneering engineering and technological development at Darlington and Stockton.

In rural areas a nucleated pattern of small green villages connected by winding lanes, and scattered farms remains. The southern part of the area has a series of attractive Georgian market towns including Yarm and Stokesley. Larger urban areas in the west such as Darlington and Newton Aycliff follow the northerly route of the A1 and the railway.

Local vernacular and building materials

Some of the small villages, such as Gainford, are early 'green villages', typically with terraced cottages of red sandstone built around a central tree-lined green and often retaining their long characteristic tofts and garths radiating out to meet the countryside beyond. Yarm has developed as a market town with a long, wide central street and market place lined with elegant Georgian town houses. The historic centres of Middlesbrough, Stokesley and Darlington have fine 19th century municipal buildings in the town centres built of local sandstones. Darlington is an amalgam of Victorian town houses and railway worker terraces of red brick and slate roof construction.
Source; National Character Area Profile: 23. Tees Lowland (NE439)



Settlement Categories

Settlement Categories

County Durham Settlement Categories

County Durham consists of over 229 settlements, differing in character and size. Settlements often have unique roles, ambitions and relationships with the communities around them. Many have altered over time, usually as a result of shifting roles depending upon their industrial base and strategic location. Changes can be recognised as distinct phases of growth, often impacting on the layout and form of the settlement. For example, settlements such as Durham City feature a historic core and later phases of expansion at the edge, adding a series of large neighbourhoods such as Newton Hall and Framwellgate Moor. This is the case for many of our larger settlements, where it is possible to discern a range of character areas, and development proposals should respond to this. Nevertheless, for the purposes of this SPD an approach has been taken which divides all settlements into the following broad categories:

- Historic towns and cities
- Historic villages
- Estate villages
- Early industrial villages
- 19th century industrial towns
- 19th century mining villages
- 20th century new towns

The categories are grouped according to scale and age. This is an approximate process and there may be crossover, for example various 19th century mining villages have historic origins, however their primary character today derives from their 19th century industrial expansion, and they are categorised accordingly. Whilst the list may omit some settlements, this is due to the fact that the County contains a great number of smaller settlements that may not be large enough to be regarded as villages in their own right. Nevertheless, the Design Code establishes a general approach that can be followed for any context; ensuring that the existing context and wider character of place is reflected.

A series of Settlement Character Studies are being prepared which include greater detail on the origins, layout and character, as well as analysis of different character areas within the settlement. An example is included at Appendix I for Newton Aycliffe.

Historic Towns and Cities

- Barnard Castle
- Bishop Auckland
- Chester-le-Street
- Durham City

- Bowes
- Bradbury
- Brignall
- Cornsay
- Cotherstone
- Cowshill
- Daddry Shield
- Easington Village
- Eastgate
- Ebchester
- Edmundbyers
- Esh

Historic Villages

- Beamish
- Binchester
- Blackhouse
- Bolam
- Boldron

- Frosterley
- Gainford
- Gilmonby
- Hamsterley
- Hawthorn
- Hett
- Helton
- Hutton Magna
- Ingleton
- Ireshopeburn
- Iveston
- Lanchester
- Lanehead
- Mainsforth
- Middlestone
- Middridge
- Mordon
- Muggleswick
- Newbiggin
- Old Cassop
- Ovington
- Plawsworth
- Romaldkirk
- Rushyford
- Satley
- Scargill
- Seaton
- Sedgefield
- Shadforth
- Sherburn
- Sherburn House
- Shincliffe
- St John's Chapel
- Staindrop
- Stanhope
- Tanfield Lea
- Thornley (Tow Law)
- Trimdon
- Tudhoe
- Wackerfield
- Wearhead
- West Auckland
- West Blackdene
- Westerton
- Whorlton
- Witton le Wear
- Wolsingham
- Woodland

Estate Villages

- Barningham
- Brancepeth
- Castle Eden

- Cleatlam
- Croxdale
- Eggleston
- Greta Bridge
- Headlam
- Hunstanworth
- Lartington
- Sunderland Bridge
- Winston

Early Industrial Villages

- Butterknowle
- Cockfield
- Copley
- Middleton in Teesdale
- Morley
- Rookhope

19th Century Industrial Towns

- Consett (including Blackfyne, Blackhill, Bridgehill, Castleside, Crookhall, Delves Lane, Leadgate, Moorside, Shotley Bridge, Templeton, The Grove, and Villa Real)
- Crook
- Ferryhill (inc. Ferryhill Station)
- Seaham
- Shildon
- Spennymoor (inc. Middlestone Moor)
- Stanley (including East Stanley, Kip Hill, Oxhill)

19th Century Mining Villages

- Annfield Plain (including Catchgate, Greencroft, New Kyo and West Kyo)
- Bearpark
- Billy Row
- Bishop Middleham
- Blackhall Colliery / Rocks
- Bournmoor
- Bowburn
- Brandon
- Broompark
- Burnhope
- Burnopfield
- Byers Green
- Cassop
- Chester Moor
- Chilton
- Cornsay Colliery

- Coronation
- Coundon (inc. Leeholme)
- Coundon Grange
- Coxhoe
- Craghead
- Crimdon
- Deaf Hill
- Dipton
- Easington Colliery
- East Hedleyhope
- Edmondsley
- Eldon
- Eldon Lane
- Escomb
- Esh Winning
- Etherley Grange
- Evenwood
- Fencehouses
- Fir Tree
- Fishburn
- Flinthill
- Grange Villa
- Great Lumley
- Hamsterley Colliery
- Haswell
- Haswell Plough
- Helmington Row
- Hesleden
- High Etherley
- High Handenhold
- High Lands
- High Pittington
- High Shincliffe
- Horden
- Howden-le-Wear
- Hummerbeck
- Hunwick
- Hutton Henry
- Kelloe
- Kimblesworth
- Kirk Merrington
- Langley Moor
- Langley Park
- Leamside
- Leasingthorne
- Lintzford
- Littleton
- Low Etherley
- Low Westwood
- Ludworth
- Maiden Law
- Meadowfield
- Medomsley

- Murton
- Nettlesworth
- New Brancepeth
- Newfield
- No Place
- North Bitchburn
- Oakenshaw
- Ouston/Urpeth
- Pelton
- Pelton Fell
- Perkinsville
- Phoenix Row
- Pickering Nook/Hobson
- Quaking Houses
- Quarrington Hill
- Quebec
- Ramshaw
- Roddymoor
- Sacriston
- Sherburn Hill
- Shotton Colliery
- South Cleatlam
- South Hetton
- Spring Gardens
- St Helen Auckland
- Stanley Crook
- Station Town
- Sunnyside
- Sunnybrow
- Tantobie
- Thornley
- Toft Hill
- Toronto
- Tow Law
- Trimdon Colliery/Trimdon Grange/Trimdon Station
- Ushaw Moor
- Waterhouses
- Wellfield
- West Cornforth
- West Pelton
- West Rainton (inc. Rainton Gate)
- Wheatley Hill
- Willington (inc. Sunnybrow)
- Wingate
- Witton Gilbert
- Witton Park

20th Century New Towns

- Newton Aycliffe
- Peterlee

Settlement Categories

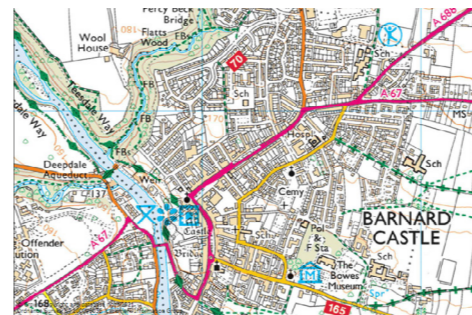
Historic Towns and Cities

- Settlements with Medieval origins or earlier
- Original location dictated by defensive position and/or religion
- Central Market Place focal point of settlement
- Historically a higher status settlement through Medieval/pre-industrial era, serving as market town and/or important place of worship
- High status buildings at core, often dating from 18/19th centuries (e.g. banks)
- Service hub for surrounding communities e.g. coaching inns, larger parish church, banks, service industries
- Variety of residential areas including worker's housing with surrounding small-scale workshops
- Higher quality housing for burgeoning middle classes
- Locally sourced materiality at core due to development prior to railways/mass production of cheaper imported materials
- Steady expansion over time, possibly evolving into industrial centre with associated characteristics
- Examples: **City of Durham, Barnard Castle, Chester le Street, Bishop Auckland**

Barnard Castle



c1860 OS map



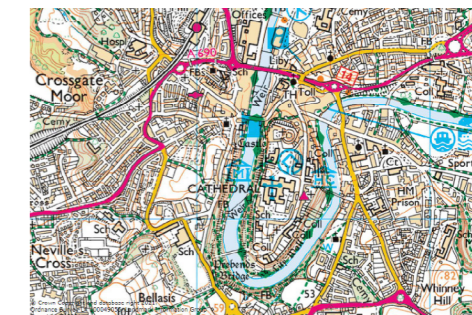
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Durham City



c1860 OS map



present day OS map



Chester-le-Street



c1860 OS map



present day OS map



Bishop Auckland



c1860 OS map



present day OS map



Settlement Categories

Historic Villages

- Range in size from larger villages such as Lanchester, Sedgefield and Stanhope, down to small hamlet which have a much more rural, agricultural and landscape dominated character and appearance
- Settlement origins date to the Medieval period or earlier
- Agricultural origins; settlement initially based on a cluster of farm houses and diminutive farm worker's cottages
- Informal arrangement/layout of buildings. Position dictated by geographical features, e.g. river crossing points/higher ground above flood plain
- Original development based around a central village green, often with parish church, sometimes a public house / coaching inn
- Buildings constructed from locally sourced materials
- Limited expansion resulting from industrial revolution / C19
- Typically no intentional connections to major transport routes
- Evidence of burgage plots
- Examples: **Cotherstone, Hawthorn, Hamsterley, Romaldkirk**

Hawthorn



c1860 OS map



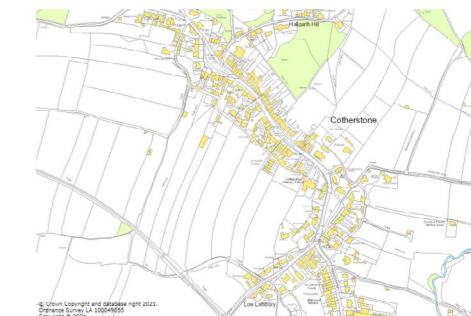
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Cotherstone



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Hamsterley



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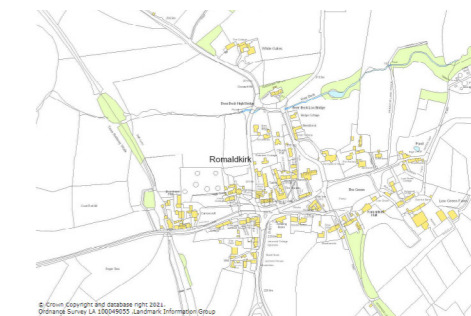
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Romaldkirk



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present day OS map



Settlement Categories

Estate Villages

- Settlement based around servicing estate and its associated industries/agriculture
- Historic origins, associated with estate development and fortunes
- Uniform design and material characteristics to settlement influenced by land owner
- Planned housing for estate workers, sometimes designed by individual architects creating distinct settlements with unique characteristics separate from surrounding villages
- Often not connected to wider transport networks during the Victorian period
- Housing often not in individual private ownership
- Covenants/restrictions on land use within settlement
- More recent development limited and constrained by surrounding land ownership, typically estate land
- Further private expansion restricted by estate boundaries and potential designations e.g. Parks and Gardens of National/Local Interest
- Examples: **Barningham, Lartington, Brancepeth, Sunderland Bridge**

Barningham



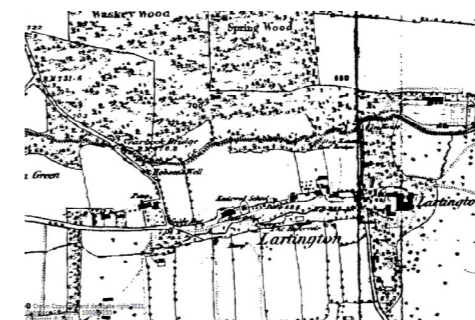
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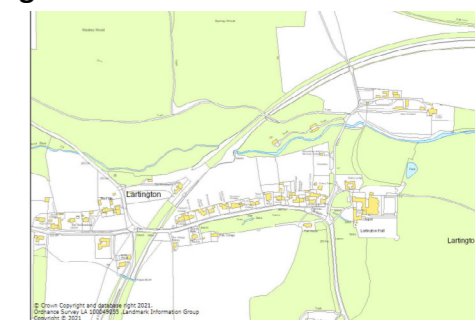
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Lartington



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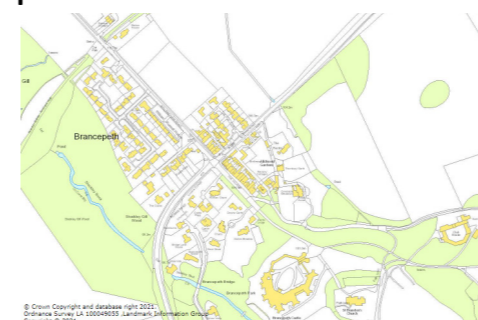
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Brancepeth



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present day OS map



Sunderland Bridge



c1860 OS map



present day OS map



Settlement Categories

Early Industrial Villages

- Potential medieval origins - location dictated by early small scale mining/industrial activity
- Earliest development ad hoc, small scale informal layout
- Initial settlement layout established prior to mid-19th century
- Connected to other settlements and wider area by waggonways
- Significant phase of expansion during Industrial Revolution
- Where settlement did not expand in C19 often not connected to Victorian railway network
- Workers housing clustered around mines / rivers,
- Industrial location becomes dominant focus of settlement rather than village green or place of worship
- Initial buildings constructed from locally sourced materials i.e. stone
- Where industry continued through C19, more formal layout dominates further expansion (i.e. regimented terraced blocks and grid pattern to streets)
- Later Victorian developments as below
- Examples: **Cockfield, Copley, Middleton in Teesdale, Morley**

Cockfield



c1860 OS map



present day OS map



Copley



c1860 OS map



present day OS map



Middleton in Teesdale



c1860 OS map



present day OS map



Morley



c1860 OS map



present day OS map



Settlement Categories

19th Century Industrial Towns

- Although settlements may have Medieval origins, these were either small scale or lost through substantial expansion during 18th and 19th centuries
- Production centre, location for factories and manufacturing industry
- Commercial core serving as hub for local area and surrounding mining villages
- Railway hub / transport intersection for surrounding branch lines/ roads
- Major period of growth through Victorian era due to advancements in technology
- Rapid period of expansion mid-late C19, with extensive workers housing
- Regimented pattern of terraced housing on grid layouts. Housing featured small read yards and rear lanes
- Limited public open space. Some existence of public parks/gardens in later Victorian era
- Building materials often mass-produced/imported due to expansion of transport connections (railways), e.g. brick, Welsh slate
- Higher status buildings at core, serving as focal point for local community. Higher quality palette of materials and architectural detailing, e.g. dressed/coursed stone. (Banks, Co-operative stores, Halls)
- Late Victorian expansion features separate areas of higher quality middle-class housing, larger terraces/villas often set away from factories/industrial locations. Properties larger, more architectural detailing, gardens to front and rear, trees planted, and higher quality materials
- Public services provided for workers, e.g. Welfare parks, schools, libraries, civic buildings, cemeteries, churches (often Methodist)
- Steady expansion through C20 dictated by fortunes of industry
- Examples: **Consett, Crook, Stanley, Seaham**

Consett



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present day OS map



Crook



c1860 OS map



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Stanley



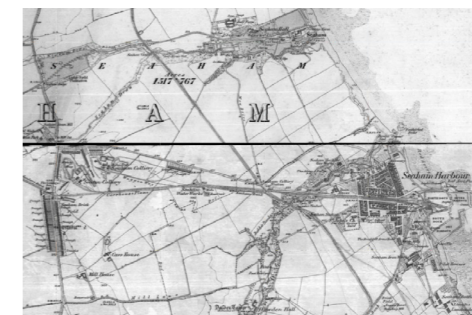
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Seaham



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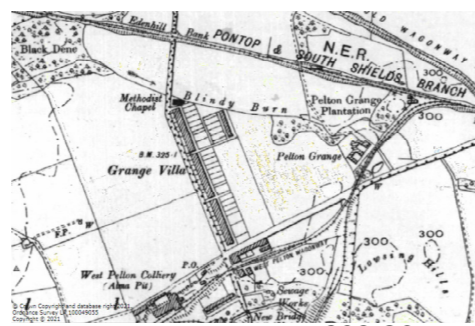


Settlement Categories

19th Century Mining Villages

- Any pre-Victorian development very limited, or sometimes no reference to a settlement at all
- Location dictated by proximity to mines/seams
- Housing for incoming workers planned and developed by colliery owners
- Very rapid substantial development in line with expansion in mining, railways and technology
- High density, basic housing with outdoor space limited to small yards
- Housing arranged in terraces with small rear yards and rear lanes, often with scoria paving
- Earliest housing prior to railways, constructed from locally sourced materials, however cheaper, mass-produced materials soon became dominant characteristic (typically brick, Welsh slate etc)
- Modest public buildings, such as Methodist Chapel, Club, School, Hall
- No central village green, public open spaces such as Welfare Parks, gifted by mine owners
- Allotments
- Mid / later 20C Coal/Local Authority housing estates
- Later 20C private housing estates
- Aged miners housing, single storey properties arranged in blocks with shared open space
- Examples: **Grange Villa, Evenwood, Leadgate, West Auckland**

Grange Villa



c1898 OS map



Leadgate



c1860 OS map



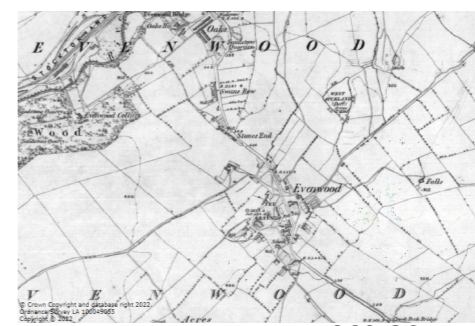
Evenwood



present day OS map



Evenwood



c1860 OS map



Evenwood



present day OS map



West Auckland



c1860 OS map



present day OS map



Settlement Categories

20th Century New Towns

- Central overarching coordinated development plan e.g. influenced by the Beveridge Report/administered by Development Corporations
- Early stages of development influenced by political/social experimentation, e.g. classless society in the mid-20th century
- Planned layout with areas specifically designated for housing, commercial and industrial uses
- Larger housing than other surrounding workers' housing, with public open space. Intended to replace slum clearances/poor quality Victorian colliery housing
- Unifying characteristics across settlement
- Planned and designed public open spaces
- Some consideration for car ownership from outset
- Initial plans to incorporate housing, work and leisure facilities within the settlement
- Examples: **Newton Aycliffe, Peterlee**

Newton Aycliffe



c1898 OS map



present day OS map



Peterlee



c1860 OS map



present day OS map



The Code

The Model Code and how to use it

Our Design Code is intended for a range of purposes, including as a useful tool kit for developers to help them create better quality development. The principles set down in the SPD are applicable to most developments, from small scale residential schemes and alterations to major commercial/non-residential proposals and housing estates, however the model codes are likely to be more relevant for larger scale proposals, including sites identified through the plan making process or within extremely sensitive locations which may require the development of site specific design briefs and associated design codes informed by a clear understanding of context, significance and setting.

Whilst the SPD provides guidance on a wide range of issues, some may not be appropriate to all developments. Proposals for one or two new houses are unlikely to need to consider the full implications of the Design Code, for example, however the 'good design' principles on page 6 will still be relevant, along with an appreciation of the context and character of the area in which the development is proposed. Larger sites, on the other hand, are more likely to impact upon a broader range of design matters and will generally need to demonstrate that they are meeting all requirements.

Our Design Code will help developers to demonstrate how their scheme accords with the 'good design' principles and in particular how the scheme ensures an appropriate response to context, identity, built form and spaces. Given the clear mandate for good design set down in planning policy, applicants will need to demonstrate how they achieve this in their planning proposal.

The following sections set down key design characteristics and considerations, grouped according to settlement typology. For example, where development is proposed for a historic town, or for Durham City, the designer should take on board and reference the information and guidance relevant to those settlement types. Similarly, where development is proposed in one of our industrial towns, such as Consett, Crook or Stanley, then that part of the code will provide the relevant context.

Your design code

The National Design Guide defines a design code as 'a set of illustrated design requirements that provide specific, detailed parameters for the physical development of a site or area. The graphic and written components of the code should build upon a design vision, such as a masterplan or other design and development framework for a site or area.' National policy clearly informs that significant weight should be given to development which reflects local design policies and government guidance on design, taking into account any local design guidance and supplementary planning documents, such as design guides and codes. Significant weight should also be given to outstanding or innovative design which promotes high levels of sustainability, or helps to raise the standard of design more generally in an area, so long as the development fits in with the overall form and layout of the surroundings.

Design quality should be considered throughout the evolution and assessment of individual proposals. Early discussion between applicants, the local planning authority and local community about the design and style of emerging schemes is important for clarifying expectations and reconciling local and commercial interests. Applicants should work closely with those affected by their proposals to evolve designs that take account of the views of the community. In accordance with national policy, applications that can demonstrate early, proactive and effective engagement with the community should be looked on more favourably than those that cannot.

At an early stage of the design process, the relative priority for different characteristics may be discussed and agreed. The most relevant characteristics are likely to be determined by a number of considerations, such as:

- the site and location of the development
- the scale of the proposal
- locally identified priorities and concerns
- the strategic priorities of the local authority
- the priorities of a particular user group
- the design process, whether it is at a strategic or detailed stage

Design guides and codes can be prepared at an area-wide, neighbourhood or site specific scale. Whilst Design Codes should provide more certainty for projects - setting out what is expected in a particular development site - they should generally be strategic, aiming to define key placemaking qualities and ensure these are delivered through the detailed design process. Our design code can also provide a basis for landowners and developers who choose to prepare design codes in support of a planning application.

Neighbourhood planning groups may also choose to prepare a design code or codes in support of their work. All guides and codes should be based on effective community engagement and reflect local aspirations for the development of their area, taking into account the guidance contained in the Durham Design Code, as well as National Design Guide and the National Model Design Code, amongst other good-practice documentation (see Reference Documents section).

Planning policy is clear, at both national and local levels that it is imperative for development to achieve good design. The National Planning Policy Framework goes as far as to state that permission should be refused for development of poor design that fails to take the opportunities available for improving the character and quality of an area and the way it functions. By following this design code, developers can ensure that they are creating a well-designed place.

Settlement Typology: Historic Towns and Cities

Settlements include Barnard Castle, Durham City, Bishop Auckland, Chester-le-Street

Understanding the Context

Plan Form

- Historic core generally comprising of a tight-knit urban grain along principal streets/routes with building frontages at the back of pavement edge.
- Long and linear streets leading towards historic central focal points, e.g. Market Places and entrance locations.
- Market Places relate to medieval origins in terms of street layout and strong relationship to key medieval buildings e.g. Auckland Castle.
- Surviving historic burgage plots, typically linear, long and narrow dictate plan form in historic core and in some more outlying places.
- Examples of grid pattern of Victorian terraced development with rear yards and connecting pedestrian back lanes that are important features.
- Generally unplanned more adhoc phases of outwards development expansion often with merging phases of differing forms and designs.
- Main front streets tend to be densely developed with some gaps with lanes, vennels and side streets to rear areas.
- Some important historic secondary spaces of different uses such as church yards, rear courtyards, and former industrial areas.
- Later modern phases of development in perimeter block form with front and rear gardens.

Built Form

- Historic cores predominantly dense terraced forms of two and three storey buildings with limited four storey within central commercial areas framing streets and spaces.
- Tall buildings tightly packed created narrow streets with strong sense of enclosure therein.
- Highly varied built form in historic cores dictated by use.
- Examples of lower scaled ancillary buildings to the rear and areas with back-of-house character.
- Wide variety of significant individual landmark buildings such as castles, churches, town Halls, viaducts, banks and public houses etc, and higher status townhouses.
- Frontage widths and building heights generally varied, roofscapes often stepped with the topography.
- Predominance of traditional forms and proportions,

some uniformed groups representing particular phases of development.

- Surrounding areas of tightly packed terraced housing, often originally associated with historic industrial sites and land uses.
- Later areas of residential expansions tend to be detached and semi-detached dwellings, some front gable forms, often set back from the road.
- Settlement edges characterised by two storey detached and semi-detached dwellings.

Architectural Detailing

- Within historic cores level of detailing varies generally reflects period of construction, building use and status.
- Characteristics include vertical balance and rhythm, symmetrical frontages, and steeply pitched roofs with chimneys common vertical features often with band detailing.
- Vertically proportioned fenestration with head and cill details, examples of bay windows, single and full height with timber panelling
- Windows are highly varied, examples of timber sashes in Victorian and Georgian styles, some Yorkshire sashes, examples of stone mullioned-and-transomed windows, lancet windows, and Gothic arch windows.
- In some areas dormer windows are original features, traditional in design, gabled and hipped forms with examples of wall dormers.
- Doors in historic areas generally traditional timber painted, moulded panelled (4,5,6 are common place) in stone and timber surrounds and architraves often including over-lights. Cottage doors tend to be solid vertical timber plank style.
- Other elements of detailing include drip moulds, floor banding, water tabling, finials, barge boards, quoins, painted plinths, boot-scrappers.
- In areas of later expansion, detailing is reduced but there are bay windows, front porches, chimneys, heads and cill treatments.
- Inner urban worker's housing is more functional and uniformed in appearance.
- There are examples of later bands of housing, where the quality is more limited and degree of detailing reflective of period of development.
- At settlement edges there are more generic house types with limited architectural detailing, less reflective of traditional local characteristics.

Materials

- In historic cores there is a wide palette of

traditional materials specific to the location, availability and reflecting building status and ongoing development.

- Historic buildings of buff coloured local sandstone and ashlar, facing red brick with examples of hand-made brick, and rendered facades in different colours sometimes incised, roofs of natural slate mainly Welsh, stone or pantile roof coverings.
- Surviving traditional timber joinery, and traditional cast iron rainwater goods but there are examples of unsympathetic replacements in modern materials.
- Some examples of decorative cast iron work to more significant buildings.
- Stone used for dressings, lintels, cills and plinths to many buildings some painted in contrasting colours, brick also used as detailing.
- In areas of later expansion there is a predominance of red, orange, or brown brick, render in full or part, tile hanging etc where there is less dependence on locally sourced materials.
- At settlement edges red and buff brick, modern render, pantiles and more use of artificial materials can be found such as uPVC, composite for doors, concrete tiles and synthetic slate.

Boundary Treatments

- Within historic core there are examples of stone and brick boundary walls (low to the front, generally higher to the rear) some traditional metal railings, piers, metal and timber gates.
- Highly significant historic boundaries including castle and parkland walls, with integrated gatehouses, some walls castellated others with simple stone copings.
- Buildings often front pavements with no boundary features, but with back walls of stone and brick.
- In areas of Victorian terraces brick walls with timber gates enclose rear yards and back lanes.
- In later areas of examples there are examples of low brick walls, hedges and open boundaries to the front, and timber fences to the rear.
- At settlement edges frontages are generally more open plan although some hedging and low fences, and timber fences to the rears can be found

Car Parking

- Within historic commercial areas there are car parks, in the outlying residential streets on-street parking dominates.
- Surviving historic plot boundaries often prevent in-plot parking, some removal and gardens lost

to create parking, negatively impacting on the character of the street.

- To some Victorian terraces there are examples of garaging in rear yards and detached on the opposite side of the back lane, where space was available.
- In later areas of expansion there is a combination of in-plot and on-street parking, with an increase in prevalence of in-plot garaging.
- To settlement edges there is in-plot and on-street resident car parking with allocated visitor parking areas in most recent developments, and examples of properties with designed integral and detached garaging and some courtyard parking.

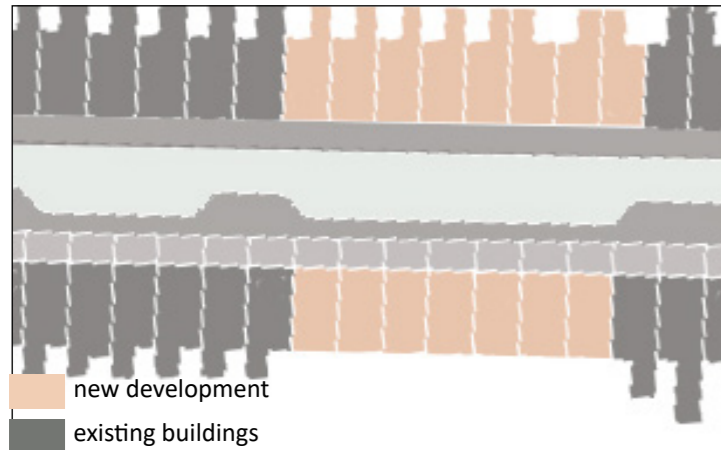
Landscaping and Open Space

- Within historic cores there is a mix of landscaping and open space provision depending on location. Market squares are hard landscaped, whereas historic estate grounds are of designed landscaping and parkland. There are riverside green spaces, areas of ancient woodland, historic parks, recreational grounds and designed play spaces.
- There are examples of important green buffers that soften the urban form and provide transitional spaces into the surrounding countryside and farmland that is important to setting.
- Mature trees and vegetation in undeveloped areas and also in historically higher status, historic neighbourhoods.
- There are notable grass verges and green spaces defining corners, roads, streets, entrances and boundaries, that include trees and planting, that are important to the setting of the buildings and general visual appearance of the area.
- Well stocked and maintained private gardens that are seen in the public domain enhance the character and appearance of the streetscene.
- In later areas of expansion and to settlement edge development there is more generous public amenity and private space provision.

Settlement Typology: Historic Towns and Cities

IDENTITY

The historic core is characterised by high density development, presenting strong building lines and active frontage to hard landscaped squares and streets. Burgage plots are common and provide private space to the rear. Later expansion areas provide more generous plots with private and public open space at a lower density.



BLOCK PLAN FORM - INFILL DEVELOPMENT



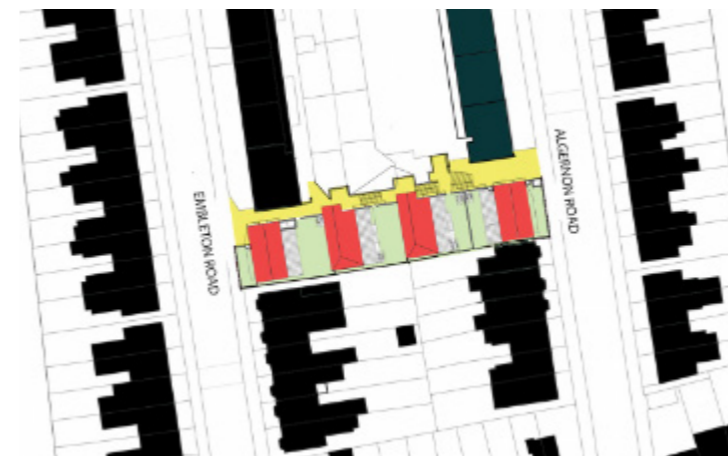
BLOCK PLAN FORM - EDGE OF SETTLEMENT



plan-form relating to the site context - The Brooks, London (Housing Design Awards)



backland site courtyard development - Lavender Hill, London (Housing Design Awards)



redevelopment of a disused garage site - Lewisham (Housing Design Awards)



development follows the dominant building line - Westminster, London (Housing Design Awards)



historic streets re-introduced to create permeable, well-sized urban blocks - Timekeepers Square, Salford (Housing Design Awards)



development designed to respond to the urban fabric of the locality - Hackney (Housing Design Awards)

PLAN-FORM PRINCIPLES CHECKLIST

Historic Core - infill development

- buildings should follow the dominant building line
- buildings should be located at back of pavement with no private space to the front
- introduce long private amenity space to the rear
- development should follow historic plot widths avoiding inappropriate subdivision of plots
- where burgage plots are legible, backland development should be avoided

Later Expansion - infill/small development sites

- buildings should follow the dominant building line where the site integrates with the existing settlement
- development should create blocks of back-to-back plots of outward-facing development and long private rear gardens

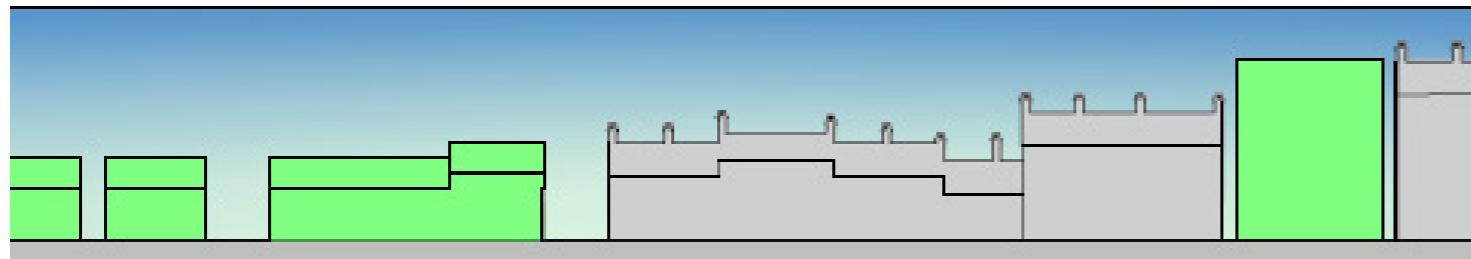
Settlement Edge - medium-large development sites

- buildings should follow the dominant building line where the site integrates with the existing settlement
- development should create blocks of back-to-back plots of outward-facing development and long private rear gardens

Settlement Typology: Historic Towns and Cities

IDENTITY

The historic core is characterised by tight-knit development of over three storey in scale. Plot widths and development form can vary however active street frontage dominates. In areas of later expansion, two storey terraced, detached and semi-detached building forms can be found.



BUILDING FORM



infill development (Housing Design Awards)



contemporary infill development responding to scale and detailing (Flanagan Lawrence Architects)



repetition of building form (Mole Architects)



positive response to scale, form, detail and materials



building form and scale responding to terraced street opposite (Helen McArdle)



reference to local Georgian detailing and material palette (JRP)

BUILDING FORM AND HEIGHT CHECKLIST

Historic Core - infill development

- predominantly 3 and 4 storey buildings, additional storey heights may be appropriate at prominent corner junctions or when framing public open space. Adjacent building heights should be respected where infill development is proposed
- repetition of building form where existing street is consistent
- terraced building forms
- pitched roofs with use of dormers where examples exist within the street
- ensure strong built active frontage
- ensure overlooking of strategic landscaping and limited front private amenity space
- introduce animated gables at prominent junctions and adjacent to streets and spaces

Later Expansion - infill/small development sites

- predominantly 2 storey buildings, additional height may be appropriate at prominent corner junctions or when framing public open space
- repetition of building form
- terraced, detached and semi-detached building forms
- predominantly pitched and hipped roof forms
- ensure strong active built frontage
- overlooking of the street and public/private amenity space
- introduce animated gables at prominent junction

Settlement Edge - medium/large development sites

- 1 and 2 storey buildings are considered appropriate, particularly at the edge of the settlement, adjacent to the countryside
- some variation in building form can be introduced
- terraced, detached and semi-detached building forms
- predominantly pitched and hipped roof forms
- introduce continuous or staggered building lines
- ensure strong active built frontage
- overlooking of the street and public/private amenity space
- introduce animated gables at prominent junctions

Settlement Typology: Historic Towns and Cities

IDENTITY

In the historic core, there is variation in materials and architectural detailing although vertical proportions are a consistent feature. In areas of later expansion, brick dominates and there is less emphasis on vertically proportioned elevations.



contemporary architectural interpretation of adjacent Victorian streets (Housing Design Awards)



contemporary response to adjacent building (Musson Brown Architects)



contemporary infill development utilising local materials (Bennetts Associates)



shrubs defining curtilage (Mickail Riches)



no boundary treatment to the front

DETAILING AND MATERIALS CHECKLIST

Historic Core - infill development

- the front elevation should be the designed principal elevation, the rear elevation should be simpler
- for infill sites, the proportions of the front elevation should respond directly to the adjacent buildings
- materials should respond directly to the dominant palette of the street. Contemporary materials and detailing will be assessed on a site by site basis.

Later Expansion - infill/small development sites

- where development directly addresses the settlement, there should be a positive response to existing detailing.
- materials should respond directly to the dominant palette of the wider context. Contemporary materials and detailing will be assessed on a site by site basis.

Settlement Edge - medium/large development

- provide a contemporary interpretation of local detailing.
- materials should respond directly to the dominant palette of the wider context. Contemporary materials and detailing will be assessed on a site by site basis.

BOUNDARY TREATMENT CHECKLIST

Historic Core - infill development

- no boundary treatment to the front or where private space is provided the approach to boundary treatment should replicate that of the street
- high brick boundary walls to the rear

Later Expansion - infill/small development sites

- low brick boundary wall or no boundary treatment to the front with open gardens
- 1.8m high fence to the rear to define private space. Where parking is provided to the rear of the plot, lower boundaries should be introduced, allowing for natural surveillance.
- where boundary treatments address the street or open space, a combination of wall, piers and fence should be introduced, providing visual interest.

Settlement Edge - medium/large development sites

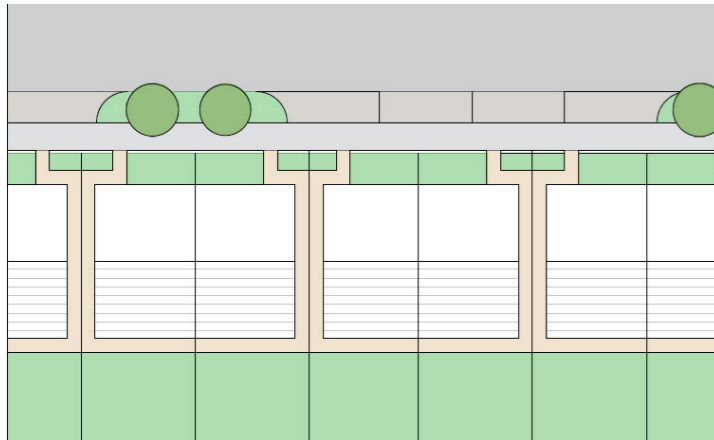
- informal boundary treatments to the front in the form of hedges or no boundary treatment with open front gardens
- 1.8m fences to the rear to define private space. Where parking is provided to the rear of the plot, lower boundaries should be introduced, allowing for natural surveillance.
- where boundary treatments address the street or open space, a combination of wall, piers and fence should be introduced, providing visual interest

Settlement Typology: Historic Towns and Cities

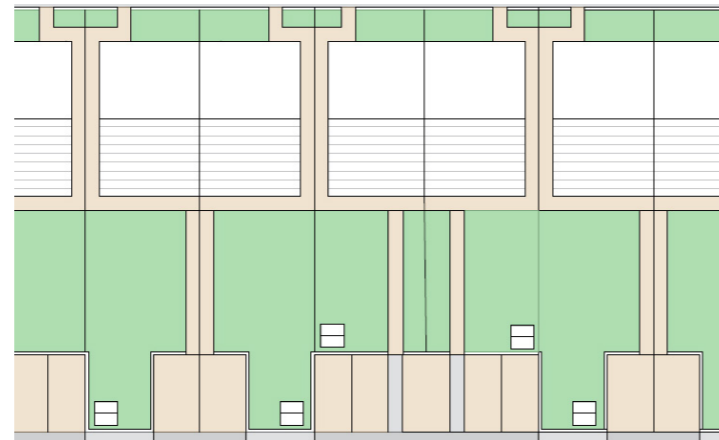
IDENTITY

On-street parking is a key characteristic of the historic core with boundary walls defining private space. In areas of later expansion, low density development and larger plots allow for on-plot parking. Private space is generous and development is set around public open space.

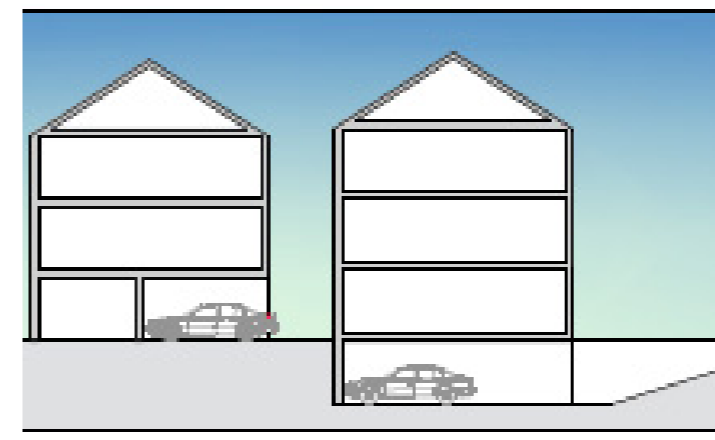
PARKING PLAN FORM



on-street parallel parking



on-plot parking to the rear



undercroft parking



parking to the rear - Timekeeper's Square, Salford (Historic England)



shared courtyard garden - Lavender Hill, London (Housing Design Awards)



undercroft parking at back of pavement - Greenwich, London (BTPW)



shared courtyard parking - Thorngate, Barnard Castle



housing providing surveillance of open space and play area - Filwood Park, Bristol (Housing Design Awards)



shared surface street accommodating landscape and parking in an urban context - Cambridge Street, London (Housing Design Awards)

PARKING CHECKLIST

Historic Core - infill development

- on-street, underground, undercroft and courtyard parking, rear parking

Later Expansion - infill/small development sites

- on-plot driveway parking to the side of the dwellings, positioned adjacent to areas of private landscaped spaces

Settlement Edge - medium/large development sites

- on-plot parking to the front and side of dwellings, positioned adjacent to areas of private landscaped spaces and screened with eye level hedges
- there should be a maximum of 4 spaces in a row before this is broken up with landscaping of an equivalent width to a parking space

LANDSCAPING AND OPEN SPACE CHECKLIST

Historic Core - infill development

- development at the back of pavement with no private space to the front. Where private space to the front is characteristic, the type of space and boundary treatment should be followed
- private space to the rear should follow the historic plot width and depth. Historic burgage plots should not be subdivided.
- shared courtyard gardens to private semi private space

Later Expansion - infill/small development sites

- private space to the front of dwellings should be generous (at least 5m in depth)
- private space to the rear of dwellings should be generous (at least 9m in length)
- public open space should provide a focal point with buildings positioned to provide surveillance of the space.

Settlement Edge - medium/large development sites

- private space to the front of dwellings should be generous (at least 5m in depth).
- private space to the rear of dwellings should be generous (at least 9m in length).
- numerous public open spaces should be provided across the site, with buildings positioned to ensure surveillance of the space.

Settlement Typology: Historic Villages

Settlements include Cotherstone, Hawthorn, Hett

Understanding the Context

Plan Form

- Clusters of farmsteads with farm workers cottages infilling surrounding spaces
- Development and infill dictated and enhanced by surrounding green spaces and landscape features
- Historic workers' cottages often front the highway, sometimes with front gardens, or opening directly onto access routes, giving strong but varied building line
- Traditional agricultural workers' cottages feature small curtilage spaces, larger Victorian/20th century properties include more generous curtilage sometimes extending outside village cores.
- Historic burgage plots typically linear in fashion dictate plan form
- Public footpaths connect village to surrounding countryside
- Larger higher status dwellings are set within individual plots of land or generous gardens
- Farmsteads set within their own grounds dictated by land ownership rather than relationship with village
- Pockets of mid-later 20th century housing which often does not reflect local vernacular or plan forms

Built Form

- Predominantly one and two storeys, occasional three storey examples
- Predominant traditional forms and proportions.
- Simple and solid nature of traditional properties whose orientation has been influenced by local topography, e.g. upland locations
- Steep pitch to accommodate traditional roofing materials
- Minimal use of dormers
- Eclectic ranges of historic agricultural buildings converted to residential uses

Architectural Detailing

- Simple traditional architectural character to majority of buildings
- Level of detailing reflects surrounding development – some examples of historically higher status buildings feature significant level of architectural detailing, for example mouldings, water tabling, finials
- Vertically balanced and proportioned fenestration
- Examples of bay windows

- Use of stone quoins, water-tabling, plinths, heads and sills informed by surrounding developments
- Gabled and hipped roof forms with chimneys

Materials

- Material palette historically informed by landscape area, and availability of materials
- Use of uniform material palette in many locations
- Locally sourced stone predominant across County in historic village centres
- Brick to later 19th century developments following availability of mass produced materials
- Use of render, notably in areas where historic buildings were constructed from softer local stone, e.g. Trimdon
- Traditionally sourced roofing materials, such as stone slate; natural Welsh slate, pantiles

Boundary Treatments

- Low stone boundary walls to the front in some villages
- Open boundaries to the front in some villages
- Typically stone walls with copings and gate piers
- Examples of fencing and soft boundary features such as hedging
- Brick boundary features in areas with less prevalence of local stone
- Metal estate railings depending on tenure of surrounding land.

Car Parking

- On-street common in historic locations, due to limited property curtilages.
- In-curtilage parking to larger properties
- Courtyard parking within converted farmsteads

Landscaping and Open Space

- Settlements have developed around long and often narrow village greens
- Some limited examples of small tightly enclosed market places in village cores
- Historic village cores and historic agricultural workers housing often feature limited curtilages
- Larger rural housing features more generous front and rear gardens

- Green fingers of agricultural land encroach significantly into village cores, based on historic field patterns and land tenures
- Historic burgage plots extend outwards from village cores and form interface with open countryside
- Limited examples of other public open spaces within historic villages beyond greens.



Cotherstone



Hawthorn



Hett

Settlement Typology: Historic Villages

IDENTITY

The plan-form of historic villages is defined by the landscape and often determined by land ownership. Built form is predominantly one and two storey of simple, traditional forms and proportions. Farmhouses and farmstead developments are often found within or at the edge of historic villages.



context inspired infill development following the plan form of the village - Toft Hill, County Durham



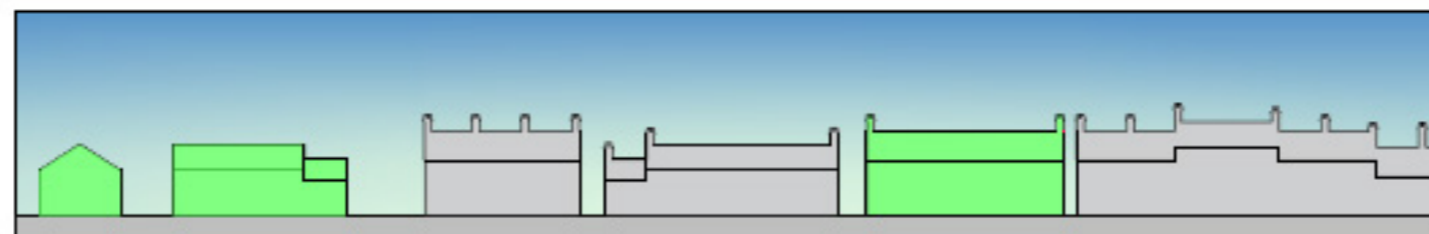
BLOCK PLAN FORM - INFILL



BLOCK PLAN FORM - EDGE OF VILLAGE



context inspired small scale development, Mickleton



BUILT FORM



context inspired edge of settlement development, Cotherstone



edge of settlement development - Channels, Chelmsford (Housing Design Awards)



development reflecting local built form - Yorkshire Dales

GENERAL PRINCIPLES CHECKLIST

Plan Form

- building lines to respond directly to the positive established pattern in the area.
- plot size, shape, depth, and density, should conform to the local pattern and character.
- provide positive connections to the main street and the surrounding countryside where appropriate.
- respect local topography and landscape to minimise landscape engineering works
- orientation and layout should be informed by landscape features and not challenge them, notably in upland areas
- respect historic plots of land (e.g. burgage plots) and ensure their legibility is retained
- where development lies adjacent to larger higher status housing, new dwellings should reflect the plan-form, sitting in large plots of land.

Built Form

- development designed to sensitively integrate with the surroundings.
- development should be predominately 1 and 2 storey.
- traditional forms and proportions to openings should be introduced.
- use of strong uniform material palette dependent on individual settlement. Material palette should be informed by relevant landscape character area
- development should reflect simple and solid nature of traditional properties.
- pitched roofs to accommodate traditional roofing materials.
- the use of dormers should be avoided except where they are a strong feature of the street.

Settlement Typology: Historic Villages

IDENTITY

Buildings are designed to be simple, of traditional character with vertically balanced and proportioned fenestration. Materials are locally sourced and laying patterns reflect local design characteristics. Contemporary architecture utilises contextually appropriate materials.



locally inspired development referencing architectural detailing and materials



locally inspired response to the Victorian streetscape (County Life Homes)



locally inspired, contemporary development (Historic England)



contemporary response to local materials and detailing (Musson Brown Architects)



architectural detailing and openings reflecting farmsteads (Housing Design Awards)



locally inspired development

GENERAL PRINCIPLES CHECKLIST

Architectural Detailing

- reflect the simple traditional architectural character of the village.
- where development lies adjacent historically higher status buildings which feature larger buildings with more significant levels of architectural detailing, an interpretation of this could be provided.
- use of alternative material palettes may be acceptable where there is no strong uniform material character.
- vertically balanced and proportioned fenestration.
- pitched roofs and chimneys.

Materials

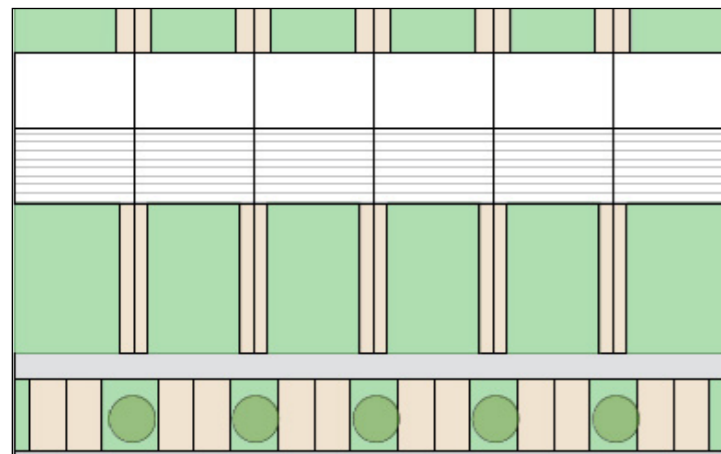
- buildings should utilise the material palette dominant in the context. Accent materials may be acceptable and will be assessed on a case by case basis.
- traditional timber windows are encouraged.
- use of appropriate timber doors for location, typically either panelled or boarded.
- locally sourced materials should be used where appropriate, e.g. natural stone.
- natural stone laying patterns should reflect local design characteristics.
- use of render will be acceptable in locations where this is a prevalent material.
- traditional colour palette to joinery. This can be wide ranging but should relate to locally used colours.
- use of materials for decorative / accent features where appropriate, e.g. stone quoins, heads and cills.
- boundary materials should reflect local features, e.g. natural stone, soft features.

Settlement Typology: Historic Villages

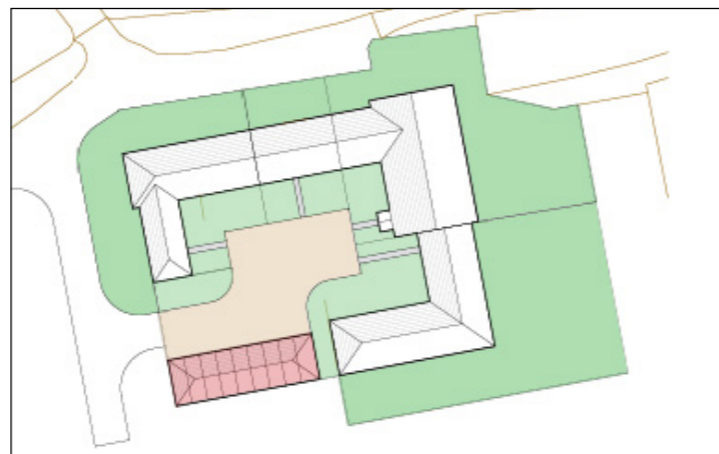
IDENTITY

Public and private amenity space is generous. Streets, open space and private amenity space are often defined by stone boundary walls. Parking is accommodated on street or to the rear of buildings, retaining stone boundary walls.

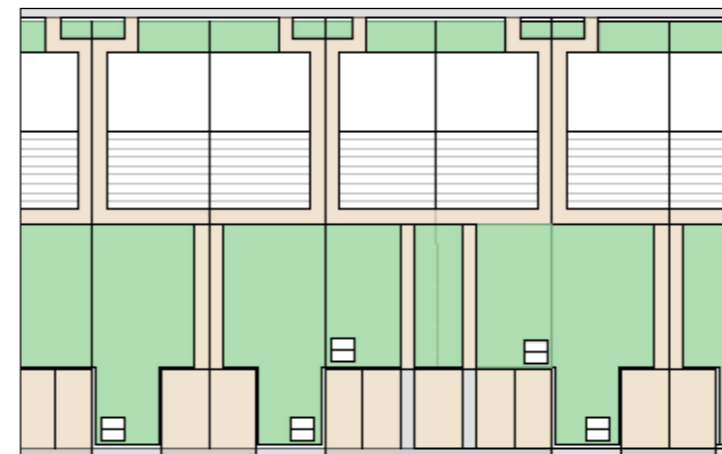
PARKING PLAN FORM



courtyard parking to the rear



farmstead courtyard parking



on-plot parking to the rear



parking within a courtyard referencing local farmsteads - North Wingfield Road, Chesterfield (Housing Design Awards)



'landscape ribbons' connecting housing to countryside - Abode Great Kneighton (Proctor Matthews)



edge of village boundary treatment - Loveden Fields (Housing Design Awards)



boundary walls and hedges reference local character and screen on-plot parking - Witton-le-Wear, County Durham



stone boundary walls to the front with access to small rear parking courtyard - Mickleton, County Durham



hedges define the rear boundary to the open countryside - Hilltop Farm, County Durham (Squires Barnett)

GENERAL PRINCIPLES CHECKLIST

Car Parking

- car parking should be specific to the village context.
- where stone boundary walls predominate, removal of historic features to accommodate in-curtilage parking will be resisted.
- parking should be provided on-street or to the rear of dwellings.
- where new dwellings form part of a farm complex, parking should be well related to the dwelling whilst not introducing formal suburban driveway solutions.

Landscaping and Open Spaces

- farm complex developments should have limited curtilages, particularly to the front.
- generous front and rear gardens.
- where historic burgage plots are recognisable, they should not be subdivided to accommodate backland development.

Boundary Treatments

- replicate the approach to boundary treatment in the immediate context of the site.
- new stone walling should be based on traditional construction techniques.
- metal estate railings in relevant locations are also appropriate, depending on tenure of surrounding land.
- where dwellings open directly onto open spaces, e.g. village greens, the creation of boundary features should be avoided.

Settlement Typology: Estate Villages

Settlements include **Barningham, Brancepeth and Lartington**

Understanding the Context

Plan Form

- Predominantly of a linear pattern either side of a primary single historic street with some back land development and limited infill in places.
- Properties generally fronting the main highway in either ridged blocks, or more staggered patterns.
- Properties tend to be set back behind enclosed front gardens but in some places face directly onto areas of green open space.
- Rear gardens back onto historic agricultural field systems.
- Plan form and plot size/shape dictated by ownership, estate land use, and landscape or topographical constraints.
- Some examples of surviving historic burgage plots, narrow and linear in plan orientated north-south off primary street.
- Some examples of agricultural building in linear groups or courtyard format.
- A mixture of historic workers cottages, terraced properties and examples of larger detached properties in more generous private grounds.
- Public footpaths are common place, connecting the village to the surrounding countryside, and dissect areas of green open space.

Built Form

- Predominantly one and two storeys but heights and frontage widths vary.
- Examples of lower-scaled ancillary buildings and structures in the streetscene.
- Patterns of uniformed vernacular design, and examples of symmetrical frontages.
- Predominant traditional scales, forms and proportions.
- Traditional gabled and hipped roof forms predominate, there are occasional cat-slides.

Architectural Detailing

- Historically contextual architecture with some buildings more elaborately detailed than others reflective of status.
- Generally, simple, vertically balanced and uniformed fenestration.
- Common use of stone quoins, water-tabling, kneelers, eaves course, plinths, heads and sills, windows and door surrounds.

- Windows and doors set in reveals, some notable examples of arched topped heads, shoulder drip moulds, stone door surrounds, and bay windows.
- Steeply pitched roofs of varying degrees with chimneys and overhanging eaves.

Materials

- Traditional palette specific to location and based upon local availability.
- Stone predominant, some use of red brick and render.
- Roof coverings mainly pantiles in some areas, natural grey slate in others, material specific to location.
- Some examples of stone slate roofs.
- Traditional timber painted windows and doors, some examples of metal windows.

Boundary Treatments

- Mainly low stone walls with different styles of copings including half-round and triangular, many walls with gate piers and turning corners.
- Abundance of soft hedging forming boundaries or set behind walls.
- Some brick walls, close boarded timber fencing (mainly to the sides and rears) and timber gates.
- Examples of metal estate style railings in specific locations.

Car Parking

- Dependant on local constraints, parking mainly on-street but some in-curtilage/private front drives.
- Historic boundaries prevent in-plot parking.
- Some shared parking to rears accessed via long side informal driveways in farm complexes.

Landscaping and Open Space

- Many dwellings have private front gardens and benefit from generous rear gardens, type and extent dependant on location, historic land use and status.
- Landscaping to roadside verges and at corners, streets enhanced by street trees, hedgerows and vegetation, that also define private and public spaces.

- Trees and hedges to sides and rears provide interface to surrounding open countryside.
- Some larger areas of open green space and tree groups/small areas of woodland to urban edges.
- Agricultural land penetrating into village bounded by rear garden plots.
- Most significant green spaces relate to the historic estate parkland, formal gardens, farmland and woodland areas.



Barningham



Brancepeth



Lartington

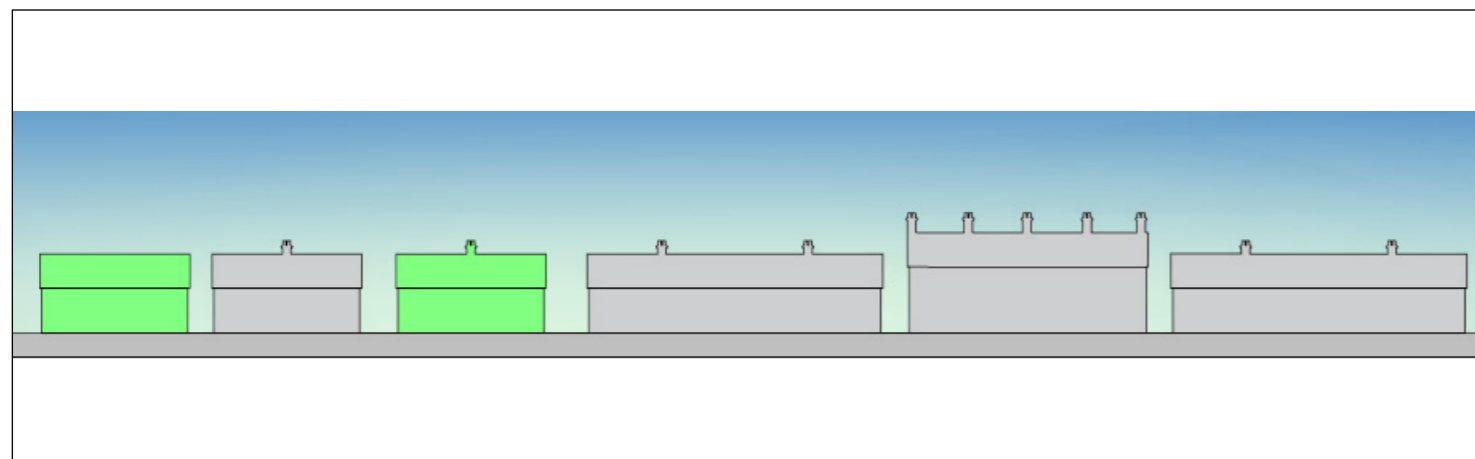
Settlement Typology: Estate Villages

IDENTITY

Estate villages are characterised and enhanced by their planned design, simplicity of form, and overall lower density development restricted by land use, ownership and geography. Villages are enhanced by generous green open spaces and landscape features within both the private and public realm with strong physical and visual connections to the surrounding countryside.



BLOCK PLAN FORM - INFILL, SMALL SITE AND EDGE OF VILLAGE



BUILT FORM



plan-form, architecture and boundary detail reinforcing local character - Pegswood, Northumberland (MussonBrown Architects)



estate architectural detailing in new development - Lambton Park, County Durham



mews development referencing estate architecture - Wilderness House, Sevenoaks (Historic England)

GENERAL PRINCIPLES CHECKLIST

Plan Form

- development designed to sensitively integrate with the existing grain and character.
- building lines, and/or arrangement responding directly to, or inspired by, the positive established pattern.
- plot size, shape, depth, and density, to be appropriate to conform to local pattern.
- adopt appropriate means of access sensitive to the location.
- provide positive connections to main street and surrounding countryside where possible and appropriate.

Built Form

- use context appropriate building types and forms, considering overall composition and techniques to add visual interest.
- height, scale, and massing to respect the buildings around the site and those in the existing street frontage. Typically 1 to 2 storeys.
- provide active frontages by primary elevations facing onto the main street.
- backland development to be subservient in scale to street frontage.

Architecture and Detailing

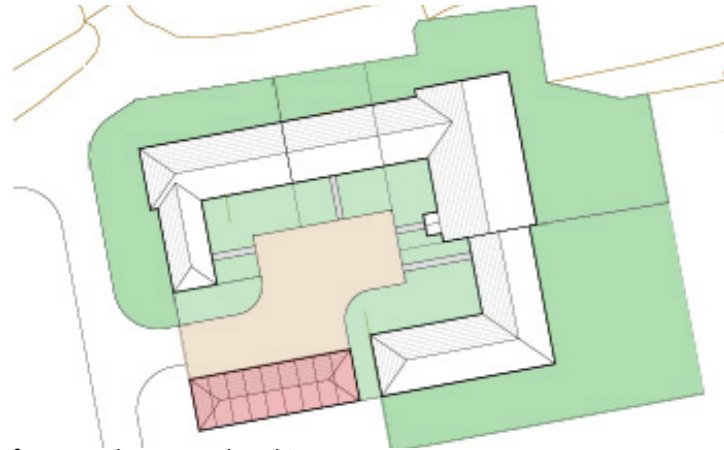
- traditional approach to architecture, as either locally inspired or contemporary, drawing cues from historic character and based on the highest design standards.
- backland development may offer opportunities to distinguish itself from street facing development through use of more innovative and contemporary design.
- roof form, plan depth and pitch to draw from prevailing countered by roof line features such as chimneys.
- variation to fenestration but generally balanced placement, with vertical emphasis.
- include sensitive integration and high standards of sustainable technologies where possible.

Settlement Typology: Estate Villages

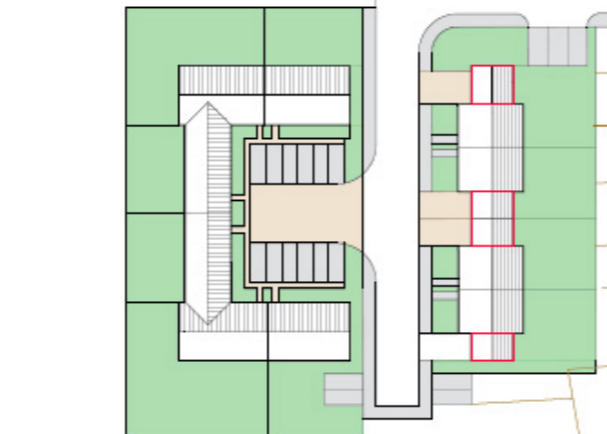
IDENTITY

Estate villages have historic contextual architecture that has evolved over time employing traditional design principles, unified by material characteristics. There is some repetition of form, type and character dictated by age, use and context.

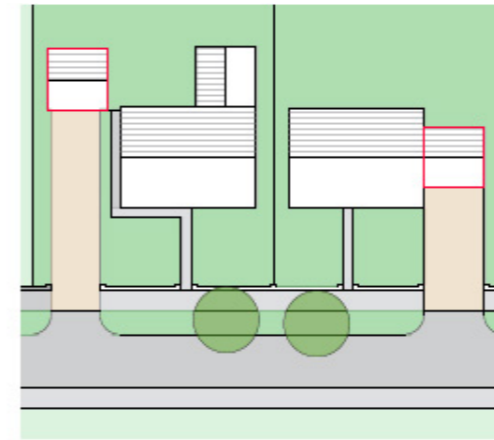
PARKING PLAN-FORM



farmstead courtyard parking



courtyard parking



on-plot parking to the side



landscaping defines the area between private space and public realm - Clock House Gardens, Welwyn (Housing Design Awards)



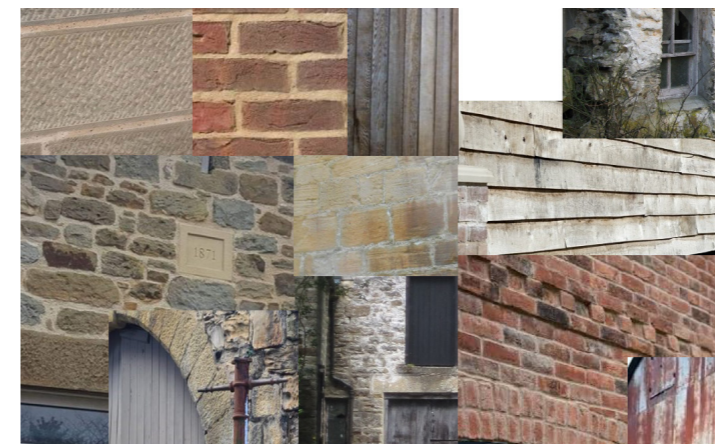
hardscape areas of parking softened by planting - Forbury, Blackheath (Housing Design Awards)



large, edge of village dwellings set around open space - Leithfield Park, Surrey (Housing Design Awards)



material palette and detailing responding to the historic estate - Belsay (County Life Homes)



BUILDING MATERIALS MATRIX - WALLING



BUILDING MATERIALS MATRIX - ROOFING

GENERAL PRINCIPLES CHECKLIST

Materials

- use of locally predominant traditional materials with accents of another to add visual interest where appropriate. A simple palette avoiding too many contrasting materials should be utilised.
- use material detailing to create distinctiveness.
- materials whether traditional or contemporary must be of high quality.

Car Parking

- must be sensitively designed to pay due regard to specific location, context, and respond positively.
- use existing access arrangements where possible, or shared driveways.
- provide parking to the side or rear to minimise visual impact.
- provide in-plot parking where appropriate.
- car parking to front should be softened by landscaping to avoid car dominance and enhance visual amenity of the streetscene.

Landscaping

- generous and usable private amenity spaces where possible.
- provide landscape transition/interface to existing frontage green spaces and surrounding countryside as relevant to location
- layout should allow for retention of intrinsic landscape features of value.
- provide green spaces as appropriate to reinforce local village character.
- maximise opportunities to incorporate trees, hedgerows and planting.

Boundaries

- boundaries should be provided if they exist in the local context.
- should respond positively to village character in terms of types, styles, constructions, and materials to the positive boundary features within the surroundings of the site.
- depending on location it may be appropriate to provide green open frontages onto the street.

Settlement Typology: Early Industrial Villages

Settlements include Butterknowle, Cockfield, Copley

Understanding the Context

Plan Form

- Historic workers' cottages often front the highway, sometimes with front gardens, or opening directly onto access routes, giving strong but varied building line
- Layouts are less rigid and more informal than later 19th century industrial settlements, with small pockets of housing and terraces around individual small scale industrial sites and locations
- Settlements are not based on a formal planned layout but accommodated on available surrounding land heavily dictated by local topography.
- Development and infill dictated and enhanced by surrounding green spaces and landscape feature
- Public footpaths connect village to surrounding countryside
- Larger higher status dwellings are set within individual plots of land or generous gardens
- Pockets of mid-later 20th century housing which often does not reflect local vernacular or plan forms

Built Form

- Predominantly one and two storeys
- Frequent examples of individual terraced blocks of housing dictated by local topography and available land
- Predominant traditional forms and proportions.
- Simple and solid nature of traditional properties whose orientation has been influenced by local topography, e.g. upland locations
- Steep pitch to accommodate traditional roofing materials
- Minimal use of dormers

Architectural Detailing

- Simple traditional architectural character to majority of buildings
- Level of detailing reflects surrounding development – some examples of historically higher status buildings feature significant level of architectural detailing, for example mouldings, water tabling, finials
- Vertically balanced and proportioned fenestration
- Gabled roof forms with chimneys

Materials

- Material palette historically informed by landscape area, and availability of materials
- Use of uniform material palette in many locations
- Locally sourced stone predominant across County
- Brick to later 19th century developments amid periods of later expansions following availability of mass produced materials
- Traditionally sourced roofing materials, such as natural slate

Boundary Treatments

- Low stone boundary walls to the front in some villages
- Typically stone walls with copings and gate piers
- Examples of fencing and soft boundary features such as hedging

Car Parking

- On-street common in historic locations, due to limited property curtilages.
- In-curtilage parking to larger properties

Landscaping and Open Space

- Early industrial mine workings and industrial areas inform expansion and development of settlement
- Historic village cores and historic agricultural workers housing often feature limited curtilages
- Larger housing features more generous front and rear gardens
- Limited examples of public open spaces.
- Surrounding agricultural land tightly encloses settlements where industry has not previously existed
- Historic industrial landscapes have often not reverted back to high quality agricultural land
- Numerous examples of sites being designated as scheduled monuments surrounding settlements.
- Occasional examples of village greens where settlement has evolved from very early origins



Butterknowle



Cockfield



Copley

Settlement Typology: Early Industrial Villages

IDENTITY

Early industrial villages are characterised by informal plan forms on suitable land heavily dictated by local topography. Built form consists of workers cottages adjacent main routes as well as higher status dwellings in large plots. Buildings are predominantly one and two storey, and simple in form, proportion and detailing. Higher status buildings include greater levels of architectural detailing.



BLOCK PLAN FORM - INFILL



BLOCK PLAN FORM - SMALL SITE



BUILT FORM



development responding to edge of village farm buildings



locally inspired architectural detailing and materials



contemporary interpretation of local typologies (National Design Guide)

GENERAL PRINCIPLES CHECKLIST

Plan Form

- sensitively integrate with the existing grain and character.
- layout and arrangement to respond directly to, or be inspired by, the positive established pattern and local topography where relevant.
- plot size, shape, depth, and density, should respect the established pattern and character of the area.
- retain and respond positively to local landscape features.

Built Form

- introduce appropriate building types and forms to the sites surroundings.
- scale, massing and proportions to reflect the buildings around the site and those in the existing street frontage. Typically 1 or 2 storeys to reflect the predominant built form, with additional subordinate forms to the rear.
- active frontages to primary elevations.
- backland development should be subservient to the street frontage.

Architectural Detailing

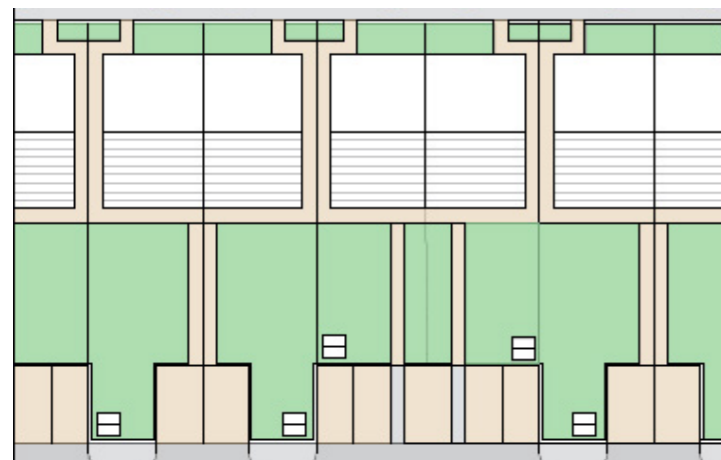
- simple approach to architecture and detailing, responding to the positive characteristics of the context.
- level of detailing to reflect that of surrounding development.
- roof form, plan depth and pitch to draw from prevailing countered by roof line features such as chimneys.
- variation to fenestration, vertically balanced placement with traditional proportions.
- openings should be deeply recessed with head and sill treatment as appropriate to the sites surroundings.

Settlement Typology: Early Industrial Villages

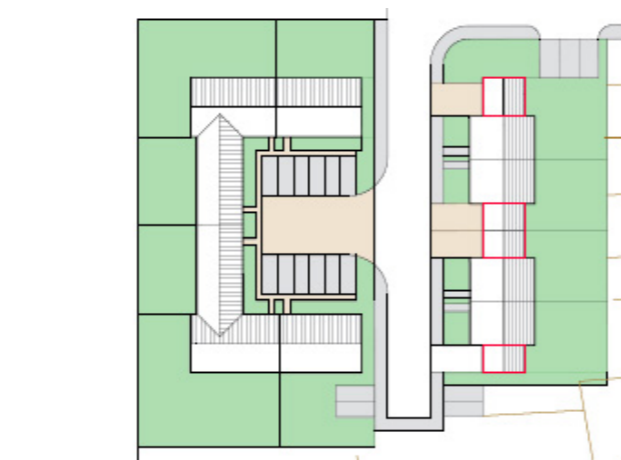
IDENTITY

Materials in early industrial villages are informed by the landscape and local availability. Boundary walls are low and define small private gardens, forming a key characteristic of the street. Parking is typically on street due to small dwelling curtilages. Public open spaces are limited with the wider landscape tightly enclosing villages.

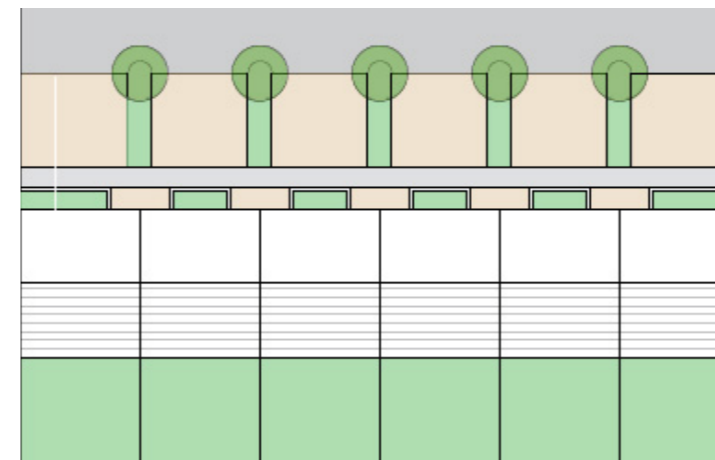
PARKING PLAN-FORM



on-plot parking to the rear



courtyard/shared space parking



on-street parking to the front softened by landscaping



reference to local materials and boundary treatments - Bingley (LABC)



hedges screen parking to the front of dwellings - Oakfield, Swindon (Housing Design Awards)



contemporary response to domestic village architecture - Surrey (Housing Design Awards)



stone boundary walls reflect the character of the village - Ilkley, West Yorkshire (Bowman Riley)



BUILDING MATERIALS MATRIX - WALLING



BUILDING MATERIALS MATRIX - ROOFING

GENERAL PRINCIPLES CHECKLIST

Materials

- materials to respond positively to traditional, simple palettes.
- use material detailing to create distinctiveness and enliven frontages where appropriate.
- materials must be of high quality.

Parking

- must be sensitively designed to pay due regard to site specific location, context, and respond positively.
- use existing access arrangements or shared spaces where possible.
- seek to provide parking to the side or rear to minimise visual impact in the streetscene.
- provide in-plot parking where appropriate and where it would not harm the streetscene.
- car parking to front where unavoidable to be softened by landscaping to avoid car dominance and enhance visual amenity of the streetscene.

Landscaping

- provide generous and usable private amenity spaces where possible.
- provide landscape transition/interface treatment as relevant to location.
- layout designed to enable retention of sites intrinsic landscape features of value.
- provided green spaces as appropriate to reinforce local village character.
- maximise opportunities to incorporate trees, hedgerows and planting.
- respond positively to village green context where appropriate.

Boundary Treatments

- boundaries should be provided if they are an established local feature.
- types, styles, constructions, and materials to respond positively to existing positive boundary features within the surroundings of the site.
- depending on location it may be appropriate to provide green open frontages onto the street rather than being enclosed.
- backland development should have a softer approach if backing onto open countryside.

Settlement Typology: 19th Century Industrial Towns

Settlements include Consett, Crook, Stanley

Understanding the Context

Plan Form

- Clear historic hierarchy with development orientated around former industrial uses and town centre.
- Former network of 19th and 20th century railway industrial development now provides a network of recreational routes connecting settlements.
- Terraced/planned forms with limited public open space in residential areas – tends to be focussed in larger communal areas. Terraces are located at the back of pavement with yards to the rear.
- Occasional grand villas set within larger plots.
- Later residential infill and expansion (council and coal authority housing followed by private development) at a lower density and set within public and private open spaces with space for parking.
- Later highway expansion and reorientation of settlement layout.

Built Form

- Linear rows of high-density terraced houses of simple, uniform built forms.
- Clear hierarchy with predominantly two storey development, with three storey and higher in town centres.
- Areas of distinctive workers dwellings (single storey tight terraces i.e. Consett Iron Workers).
- Bungalows tend to be from mid-20th century phases of development.
- Variation within later private residential estates, however often lacking cohesive character.

Architectural Detailing

- Historic properties have windows with a vertical emphasis, modern are more horizontal in form.
- Examples of cantered and circular style bay windows – mostly ground floor bay windows.
- Examples of quoins, stone lintels and plinths – some decorative cornices.
- Varying design details such as stepped entrances and plain stone lintels, chimneys and pitched and hipped roofs across the terraces.

Materials

- Roughly coursed sandstone rubble or neatly coursed sandstone blocks in earliest developments.
- Red brick in later development.
- Occasional decorative glazed bricks and light-coloured buff depending upon settlement.
- Welsh slate roofing.
- Mid-20th century housing utilised more generic brick types and materials – use of render, pan tiles and increasingly concrete tiles and felt for flat roofs – material palettes remain muted (brown and reds).
- Later residential development utilised greater variety of materials - generally less-muted colour palettes especially roofs.

Boundary Treatments

- Workers terraces located at the back of pavement - varying amounts of defensible private space to frontages - rear yards enclosed by boundary walls.
- Higher status Victorian properties reflected by their front gardens, stone boundary walls, stone steps, and iron railings.
- Boundaries used to create well defined spaces, design materials and height form integral part of areas of different character.
- Flat copings, brick-on-edge detailing, and metal driveway gates common place.
- Some walls stepped with gradient.
- Hedgerow boundaries found throughout.
- Some timber fencing enclosing front gardens.
- Many examples of front and rear red brick boundary walls, some with piers.
- Local authority housing with fenced front and large rear gardens.
- Mid-late 20th century housing lacks defensible space.
- Recent development with open plan front gardens/ driveways and enclosed rear gardens.

Car Parking

- Terraced areas mostly on-street parking, with occasional driveways and in-plot garaging especially to rear yard or lane.
- Local authority housing occasionally features in-curtilage parking.

- Mid-late 20th century housing features courtyard parking and on-street arrangements.
- Recent development with in-curtilage parking.

Landscaping and Open Space

- High density terraces feature limited open space.
- Formal communal open spaces (parks, cemeteries).
- Reclaimed industrial land turned now plantations or industrial estates.
- Presence of some green squares around which mid-20th century housing built.
- Roadside linear and corner plot green amenity spaces and street trees.
- Local authority housing with enclosed front and rear gardens.
- Recent development with open plan front gardens/ driveways and enclosed rear gardens, minimal public open space however occasional pockets of designed green amenity space within some areas.



Consett

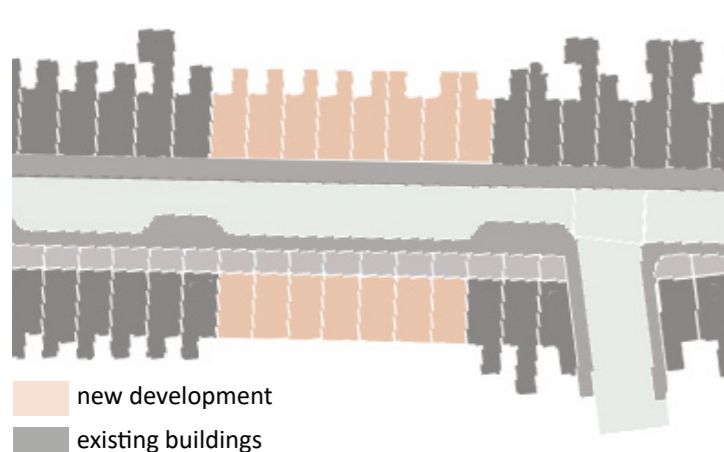


Crook

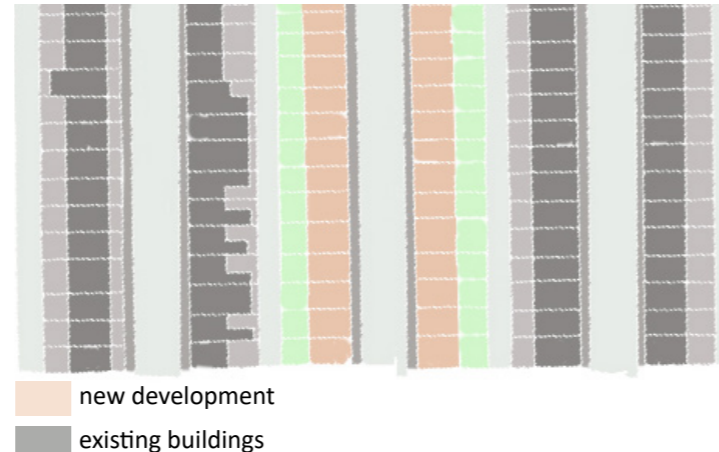
Settlement Typology: 19th Century Industrial Towns

IDENTITY

The core of industrial towns is characterised by tight-knit terraced plan forms. Dwellings sit at the back of pavement with yards to the rear. Occasional higher status buildings in larger plots also exist. Later expansion areas are lower density with increased private amenity space on larger plots.



BLOCK PLAN FORM - INFILL



BLOCK PLAN FORM - REDEVELOPMENT



BLOCK PLAN FORM - EDGE OF SETTLEMENT



backland site responding to urban form of terraces to the north (Housing Design Awards)



development responds to existing plan-form (Housing Design Awards)



plan-form relates to the site context (Housing Design Awards)



consistent building line (FBN Passivhaus Ltd)



contemporary interpretation of the existing plan and built form (Barnett NorthLLP)



terraced street with small private space at back of pavement (Housing Design Awards)

PLAN-FORM PRINCIPLES CHECKLIST

Industrial Core - infill development

- follow the dominant building line
- development should be located at back of pavement with no private space to the front
- introduce private amenity space to the rear
- follow historic street grid patterns

Later Expansion - infill/small development sites

- follow the dominant building line where the site integrates with the existing settlement
- create blocks of back-to-back plots of outward-facing development and long private rear gardens

Settlement Edge - medium-large development sites

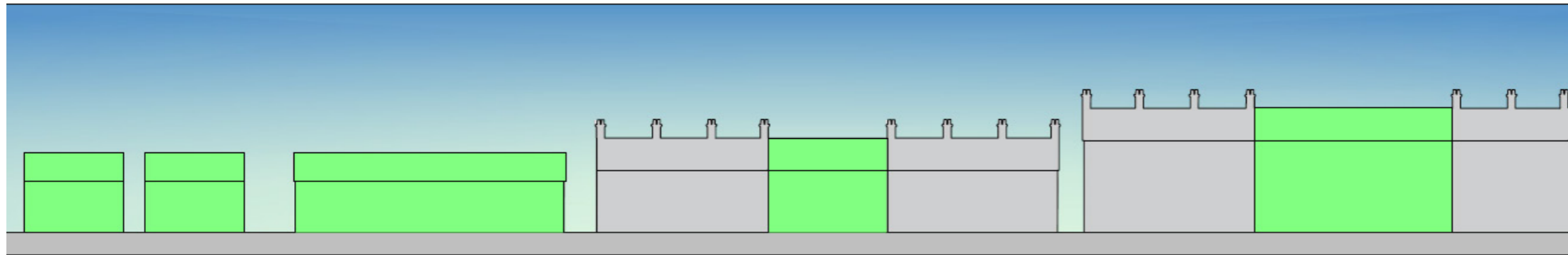
- follow the dominant building line where the site integrates with the existing settlement
- create blocks of back-to-back plots of outward-facing development and long private rear gardens

Settlement Typology: 19th Century Industrial Towns

IDENTITY

Industrial towns have a clear hierarchy of scale with two storey dwellings dominating residential areas and over three storey in town centres. Residential terraced streets are characterised by uniform built forms. Later expansion areas see variation in built form although scale remains consistent.

BUILDING FORM AND HEIGHT



contemporary infill (Historic England)



redeveloped terraced streets



back of pavement terrace form (Housing Design Awards)



strong frontages and animated gables (IDPartnership)



contemporary interpretation of terraced form (Housing Design Awards)

BUILDING FORM AND HEIGHT CHECKLIST

Industrial Core - infill development

- predominantly 2 storey, additional storey heights may be appropriate at prominent corner junctions or when framing public open space. Adjacent building heights should be respected.
- repetition of building form
- terraced building forms
- pitched roofs with use of dormers where examples exist within the street
- strong built active frontage overlooking streets and spaces
- limited front private amenity space
- animated gables at prominent junctions and adjacent to streets and spaces

Later Expansion - infill/small development sites

- predominantly 2 storey, additional height may be appropriate at prominent corner junctions or when framing public open space
- repetition of building form
- terraced, detached and semi-detached building forms
- predominantly pitched roof forms
- strong active built frontage
- overlooking of the street and public/private amenity space
- animated gables at prominent junction

Settlement Edge - medium/large development sites

- 1 and 2 storey buildings are considered appropriate, particularly at the edge of the settlement, adjacent to the countryside
- some variation in building form
- terraced, detached and semi-detached building forms
- predominantly pitched roof forms
- continuous or staggered building lines
- strong active built frontage
- overlooking of the street and public/private amenity space
- animated gables at prominent junctions

Settlement Typology: 19th Century Industrial Towns

IDENTITY

The core of industrial towns are dominated by repetition of detailing and materials, with vertical proportions and emphasis. Buildings sit at the back of pavement with private space to the rear bound by high brick walling.



brick detailing (Housing Design Awards)



brick detailing (Countryside Properties)



architecture responds to an existing mill building (Housing Design Awards)



detailing and materials reference an historic brewery building (Housing Design Awards)



consistent form and detailing with variation in materials (National Design Guide)



low brick boundary walls define private space (Housing Design Awards)

DETAILING AND MATERIALS CHECKLIST

Industrial Core - infill development

- the front elevation should be the principal elevation, the rear elevation should be simpler
- proportions of the front elevation should respond directly to the adjacent buildings
- materials should respond to the dominant palette of the street. Proposals for contemporary materials and detailing will be assessed on merit.

Later Expansion - infill/small development sites

- where development directly addresses the settlement, there should be a positive response to existing detailing and materials.
- materials should respond to the dominant palette of the wider context. Contemporary materials and detailing will be assessed on merit.
- contemporary interpretations of local detailing should be utilised, avoiding the use of standard housetype designs or 'anywhere' architecture.

Settlement Edge - medium/large development

- materials should respond to the dominant palette of the wider context.
- contemporary materials and detailing will be assessed on merit.
- contemporary interpretations of local detailing should be utilised, avoiding the use of standard housetype designs or 'anywhere' architecture.

BOUNDARY TREATMENT CHECKLIST

Industrial Core - infill development

- no boundary treatment to the front
- high brick boundary walls to the rear

Later Expansion - infill/small development sites

- low brick boundary wall or no boundary treatment to the front with open gardens
- 1.8m high fence to the rear to define private space

Settlement Edge - medium/large development sites

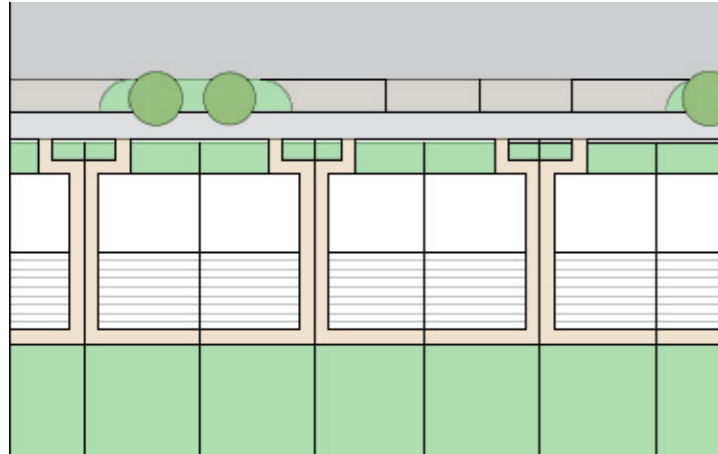
- informal boundary treatments to the front in the form of hedges or no boundary treatment with open front gardens
- 1.8m fences to the rear to define private space. Where parking is provided to the rear of the plot, lower boundaries should be introduced, allowing for natural surveillance.
- where boundary treatments address the street or open space, a combination of wall, piers and fence should be introduced, providing visual interest.

Settlement Typology: 19th Century Industrial Towns

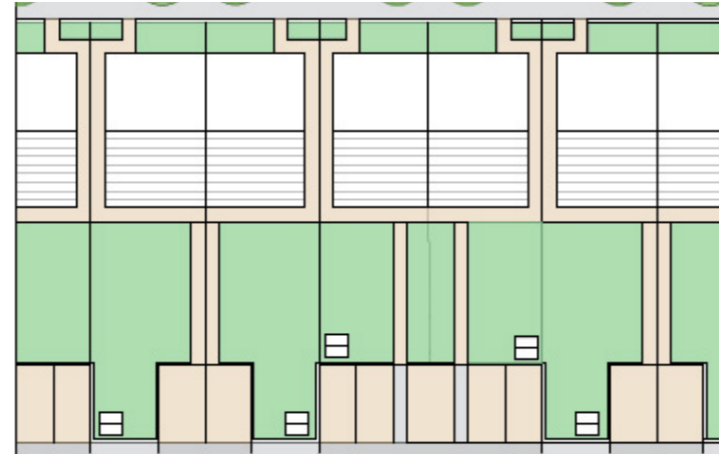
IDENTITY

In the industrial core, on-street parking dominates, private space is restricted to rear yards and green open space is limited. In later expansion areas, lower density development allows an increase in public and private green space. Parking on-plot results in pedestrian friendly streets.

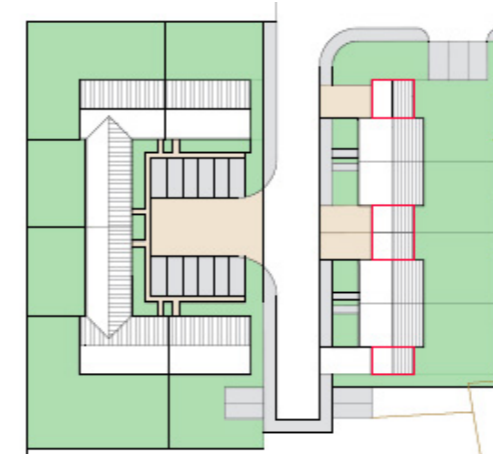
PARKING PLAN FORM



on-street parallel parking



on-plot parking to the rear



courtyard parking and on-plot parking to the side



on-plot parking to the front screened by low-level walls and landscaping - The Gables (Housing Design Awards)



on plot parking vertically screened - Riverside Road, Watford (Housing Design Awards)



private space defined and parking screened by landscaping and boundary walls - Rochester (Housing Design Awards)



undercroft parking and landscaping ensures cars do not dominate the street - Priory Road, London (Housing Design Awards)



communal open space in high density area - Port Loop, Birmingham (Housing Design Awards)



mix of parking solutions and low brick boundary walls - Dujardin Mews, Enfield (Housing Design Awards)

PARKING CHECKLIST

Industrial Core - infill development

- on-street parking or in-curtilage parking to the rear

Later Expansion - infill/small development sites

- on-street parking or parking in small courtyards
- on-plot driveway parking to the side of the dwellings, positioned adjacent to areas of private landscaped spaces

Settlement Edge - medium/large development sites

- on-street parking or parking in small courtyards
- on-plot parking to the front and side of dwellings, positioned adjacent to areas of private landscaped spaces and screened with eye level hedges

OPEN SPACE AND LANDSCAPING CHECKLIST

Industrial Core - infill development

- development at back of pavement with no private space to the front. Where private space to the front is characteristic of the context, the type of space and boundary treatment should be followed.
- private space to the rear should follow

Later Expansion - infill/small development sites

- private space to the front of dwellings should be generous (at least 5m in depth)
- private space to the rear of dwellings should be generous (at least 9m in length)
- public open space should provide a focal point with dwellings providing natural surveillance.

Settlement Edge - medium/large development sites

- private space to the front of dwellings should be generous (at least 5m in depth)
- private space to the rear of dwellings should be generous (at least 9m in length)
- public open space should provide a focal point with dwellings providing natural surveillance.

Settlement Typology: 19th Century Mining Villages

Settlements include Evenwood, Grange Villa, Leadgate

Understanding the Context

Plan Form

- Strong grid-iron terraces in two storey, two bay design, occasionally constructed with rear offshoot. Generally constructed with either small front gardens with low boundary treatment or opening directly onto the street and small rear yards with higher boundary treatment than the front.
- Later residential infill and expansion (council and coal authority housing followed by private development) at a lower density and set within public and private open spaces with space for parking.

Built Form

- Mix of single and two storey dwellings in detached semi, detached and terraced form.
- Earlier 19th century terraces have a vertical emphasis in terms of building proportions and openings.
- Construction of developments such as Aged Miner's Homes are comprised of single storey dwellings in a U or C shape, overlooking an area of open space and featuring front and rear gardens.
- Terraced built form to earlier buildings, semi-detached and in some cases detached for inter-war council housing and 21st century development.
- Variation within later private residential estates, however often lacking cohesive character.
- Mix of roof styles, with earlier buildings featuring pitched roofs, inter-war and some later 20th century developments featuring hipped roofs.

Architectural Detailing

- Simple architectural detailing such as stone or brick headers and cills, quoins, and eaves cornices.
- Some higher status stone terraces with ground floor bay windows.
- Frequent use of brick chimney stacks until mid-20th century.
- Modern development generally lacks architectural detailing, with the exception of some header and cill treatment in reconstituted stone or concrete and the use of quoins.

Materials

- Earlier dwellings are of brick/rubble stone construction.
- Inter-war council housing is generally rendered with facing brick.
- 21st century development in red or buff brick, occasionally with render.
- Roof materials include slate or modern materials with muted tones.

Boundary Treatments

- Predominantly high brick boundary walls to rear yards of terraces and lower brick boundary walls with small front garden area.
- Low stone boundary walls to the front of stone terraces
- Interwar boundary treatments vary from brick walling to timber fencing.
- Late 20th century and early 21st century estates lack front boundary treatments and have open front gardens. Generally bounded to the rear by a 1.8m close boarded timber fence.

Car Parking

- On-street parking adjacent to terraced housing
- On-street or on plot parking in inter-war areas and later social housing developments
- On-plot parking in 21st century development, as well as on street car parking on kerbs or within visitor bays.

Landscaping and Open Space

- Older terraces generally lack private amenity space, featuring small front gardens unless backing onto the street and a small rear yard which would be hard-standing.
- Inter-war and later social housing development estates feature grass verges, areas of open space between dwellings and streets and more generous private gardens.
- Some modern estates have small open front gardens and rear private gardens, some ancillary green space but generally lacking in functionality.
- Newer 21st century development typically lack cohesive landscaping schemes, with small front and rear gardens and an emphasis on hard standing and car parking provision.



Grange Villa

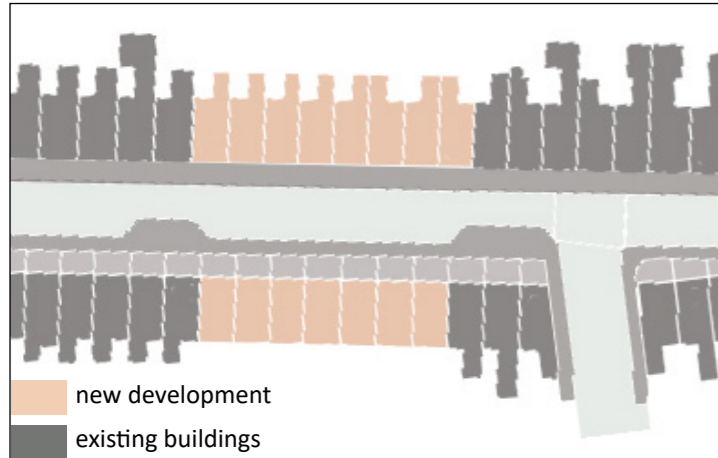


Leadgate

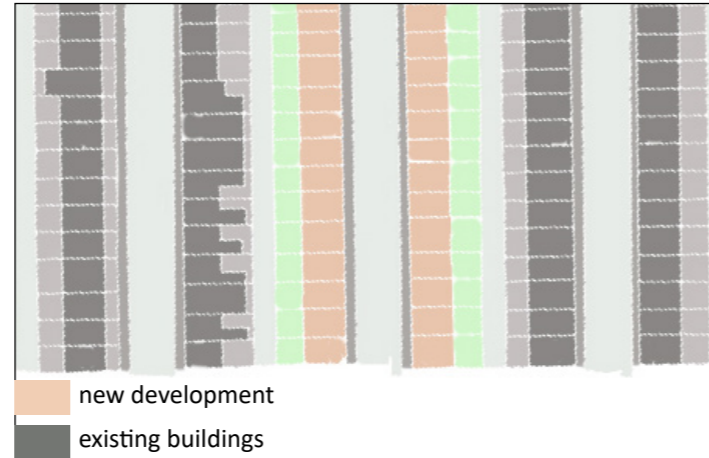
Settlement Typology: 19th Century Mining Villages

IDENTITY

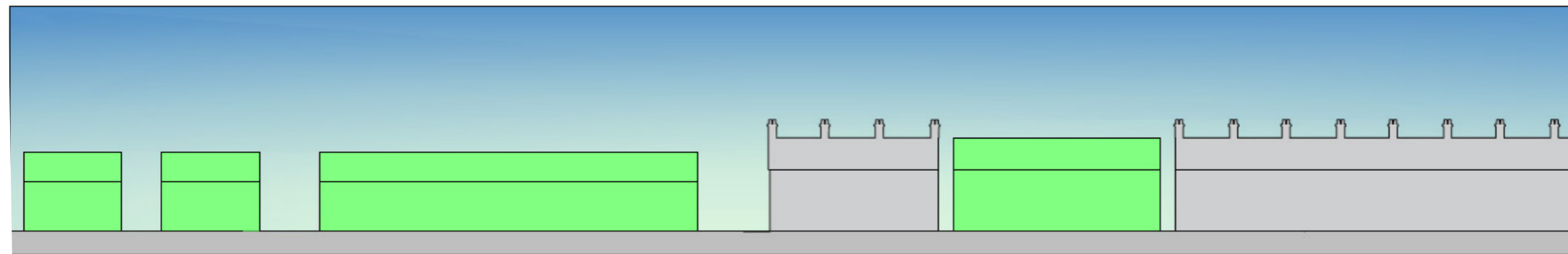
19th century mining villages are characterised by purpose-built clusters of terraces. They have a dense urban grain and simple architectural form, with limited private external space. Some higher status terraced housing with increased architectural detailing.



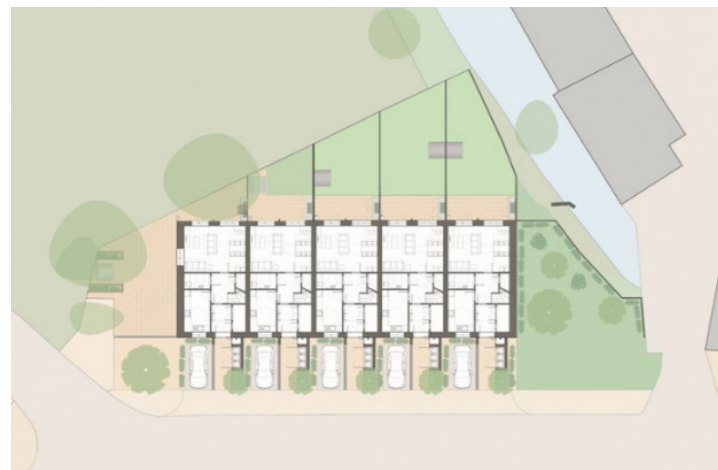
BLOCK PLAN FORM - INFILL



BLOCK PLAN FORM - REDEVELOPMENT



BUILT FORM



edge of settlement response to plan-form - Riverside Road (Housing Design Awards)



contemporary interpretation of local vernacular - West Yorkshire



layout references local plan-form - Hetton, Sunderland (Place First)

GENERAL PRINCIPLES CHECKLIST

Plan Form

- designed to sensitively integrate with the existing grain and character.
- building lines, and/or arrangement responding directly to, or inspired by, the positive established pattern.
- plot size, shape, depth, and density, to be appropriate to conform to local pattern.
- adopt appropriate means of access sensitive to the location.
- provide positive connections to main street and surrounding countryside where possible and appropriate.

Built Form

- use appropriate building types and forms to context considering overall composition and techniques to add visual interest.
- height, scale, and massing to respect the buildings around the site and those in the existing street frontage. Typically 1 to 2 storeys.
- provide active frontages by primary elevations facing onto the main street, including front gardens with low boundary treatments.

Architectural Detailing

- new development should reflect local character of simple architectural detailing, either as pastiche or a high standard contemporary approach
- roof form, depth and pitch to draw from prevailing roof line features, including typical local features such as chimney stacks
- new development should reflect local fenestration proportions which are varied but with a vertical emphasis
- include sensitive integration and high standards of sustainable technologies where possible.

Settlement Typology: 19th Century Mining Villages

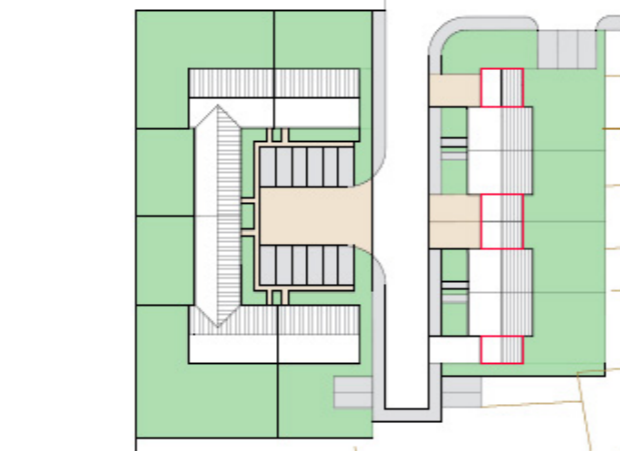
IDENTITY

Villages are enhanced by visual connections to the surrounding countryside. Phases of development utilise a consistent singular material palette with private space defined by boundary walls. Parking is generally provided in public areas and green space is generally shared.

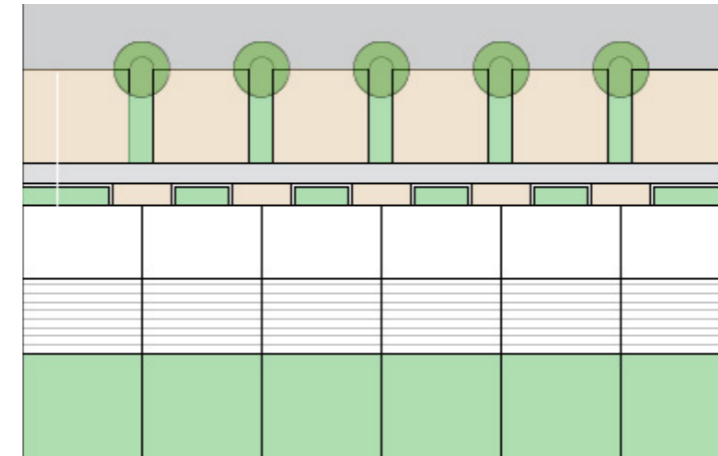
PARKING PLAN-FORM



on-plot parking to the rear



courtyard/shared space parking



on-street parking to the front softened by landscaping



brick walls define private space (Housing Design Awards)



consistent material palette and detailing (Housing Design Awards)



planters give definition to private space (Countryside Properties)



variation in material palette responding to context (Bell Phillips Architects)



public space softens terraced blocks of development - Goldsmith Street (Housing Design Awards)



open space softens terraced blocks of development (Countryside Properties)

GENERAL PRINCIPLES CHECKLIST

Materials

- use of materials prevalent in local vernacular
- simple palette avoiding contrasting details and materials
- high quality materials.

Parking

- utilise existing accesses where possible
- avoid visual dominance of car parking in streetscene, consider use of landscaping and boundary treatments to soften visual impact
- removal of boundary treatments and front gardens to accommodate front in-curtilage car parking should be avoided
- innovative approaches to parking provision are encouraged.

Landscaping

- usable private and shared amenity spaces should be delivered
- connections and enhancements to wider countryside should be incorporated within new development
- maximise opportunities to incorporate trees, hedgerows and planting
- layout of new development should retain and enhance any existing landscape features.

Boundary Treatment

- low boundary treatments typical within local area should be reflected, and in locations with a defined street frontage.

Settlement Typology: New Town

Settlements include Peterlee, Newton Aycliffe

Understanding the Context

Plan Form

- Cells of housing within strategic landscaped spaces
- Strong, continuous building lines in some areas, and stepped building lines in other areas

Built Form

- Predominantly short terraces, detached and semi-detached, two storey housing
- Some bungalows and some four storey blocks of flats with external stairwells to the gable
- A mix of shallow pitch, gabled and mono-pitch roof forms

Architectural Detailing

- Simple modernist architecture
- Large horizontal fenestration, different fenestration shapes within the primary elevation
- Repetition of housetype within the streetscene
- Active gables and true corner-turning units
- Ground floor bay windows and full width ground floor flat canopies over windows and doors

Materials

- Brick (predominantly a mix of brown and red brick with some buff brick), timber painted cladding, painted brick, white and cream render, pebble dash, UPVC windows and doors – white and brown

Boundary Treatments

- Combination brick walls and horizontal timber fences (mainly to the rear), close-boarded fences, some hedges

Car Parking

- Parking is located to the rear, on-street and within parking courts adjacent to garage blocks, allowing for uninterrupted green space around dwellings

Landscaping and Open Space

- Dwellings are set amongst formal landscaped open spaces in the form of large open space with mature trees
- Pedestrian only public open space areas to the front of dwellings, beyond private amenity space grass verges and trees
- Private amenity space to the rear often has lower boundary treatments and is open and visible from the street, allowing surveillance of parking areas



Newton Aycliffe



Peterlee



Newton Aycliffe



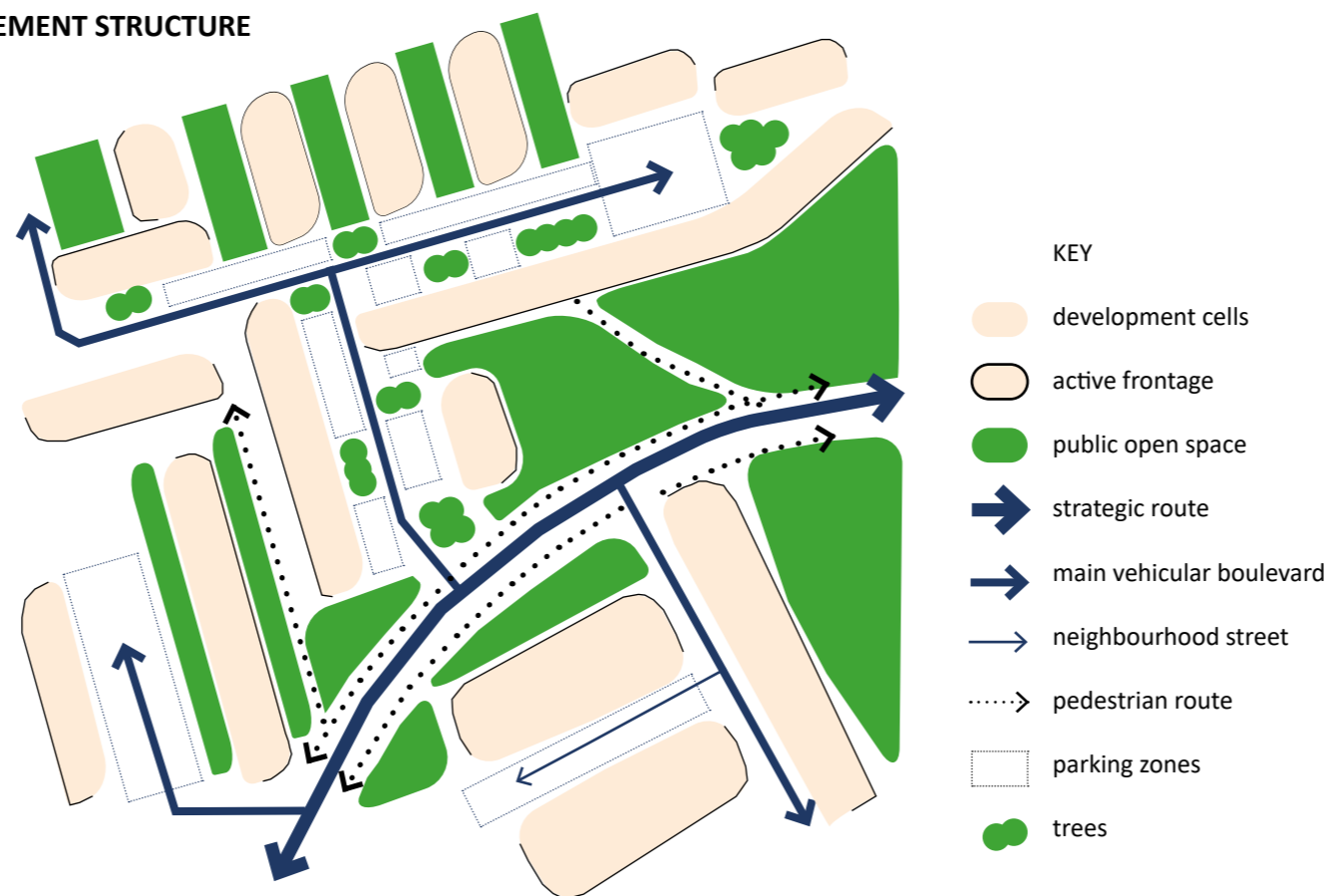
Peterlee

Settlement Typology: New Town

IDENTITY

New Town streets are enhanced by landscaping, with green open spaces and groups of trees, tree-lined streets and pedestrian priority off strategic routes. Development provides natural surveillance of streets, open spaces and parking areas, through active built frontage, true corner-turning units and animated gable detailing.

SETTLEMENT STRUCTURE



STREET HIERARCHY CHECKLIST

Key Strategic Routes

- strategic landscaping
- dwellings significantly set-back from the highway beyond the strategic landscaping
- groups of trees within landscaping
- vehicular access via the rear of dwellings or to the front via private drive arrangement

Main Vehicular Boulevard

- grass verges/deep front private amenity space
- tree-lined street
- dwellings set back beyond generous public and private space
- vehicular access via the rear of dwellings or to the front via private drive arrangement

Neighbourhood Street

- generous private amenity space adjacent to the highway
- vehicular access via in-curtilage parking to the front or side of dwellings, or in shared parking courtyards adjacent to public open space



housing adjacent landscaping - Port Loop (Housing Design Awards)



BLOCK PLAN FORM

BLOCK PRINCIPLES CHECKLIST

Strategic Routes

- continuous or staggered building lines
- strong built active frontage
- overlooking of strategic landscaping and limited front private amenity space
- animated gables
- parking to the rear or within small courtyards

Main Vehicular Boulevard

- continuous or staggered building lines
- strong active built frontage
- overlooking of the street and public/private amenity space
- animated gables
- parking to the rear or within small courtyards

Neighbourhood Street

- less structured building lines
- strong active built frontage
- overlooking of the street and small areas of public open space
- on-plot parking to the front and side of dwellings, positioned adjacent to areas of private landscaped spaces



pedestrian priority - Great Kneighton (Building for a Healthy Life)



animated gables to landscaping (Building for a Healthy Life)

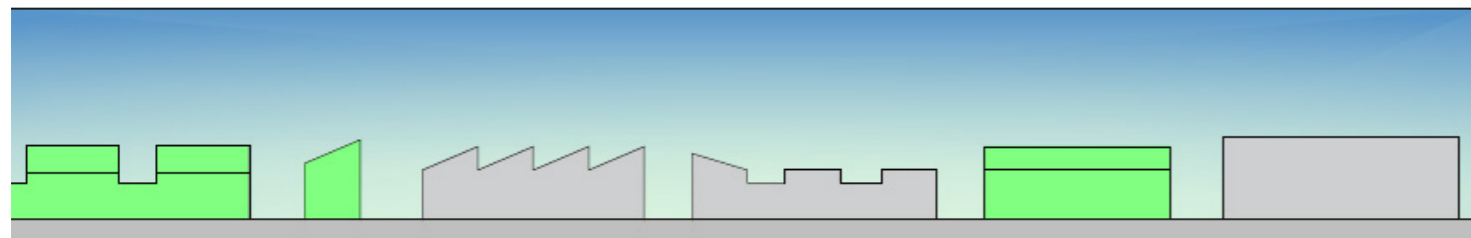


strong network of streets - Beaulieu Keep (Housing Design Awards)

Settlement Typology: New Town

IDENTITY

Built development utilises modernist principles with a simple approach to architecture and detailing. At prominent junctions, increase in scale is common. There is repetition in building form and housetype design, in terraced units as well as detached and semi-detached dwellings.



BUILDING FORM



increased scale at junction (Housing Design Awards)



dominant material, consistent detailing (Housing Design Awards)



dominant material, varied fenestration



mixed scale terrace form (Housing Design Awards)



consistent material palette and detailing



consistent form and detailing (Housing Design Awards)

BUILDING FORM AND HEIGHT CHECKLIST

Strategic Routes

- 2-3 storey, 4 storey buildings may be appropriate at prominent street junctions and adjacent to strategic open space
- repetition of building form
- terraced, detached and semi-detached plan forms
- shallow pitch, gabled and mono-pitch roof forms

Main Vehicular Boulevards

- 2-3 storey
- repetition of building form
- terraced, detached and semi-detached plan forms
- shallow pitch, gabled and mono-pitch roof forms

Neighbourhood Streets

- 1 and 2 storey
- some variation in building form
- terraced, detached and semi-detached plan forms
- shallow pitch, gabled and mono-pitch roof forms

DETAILING AND MATERIALS CHECKLIST

All Streets

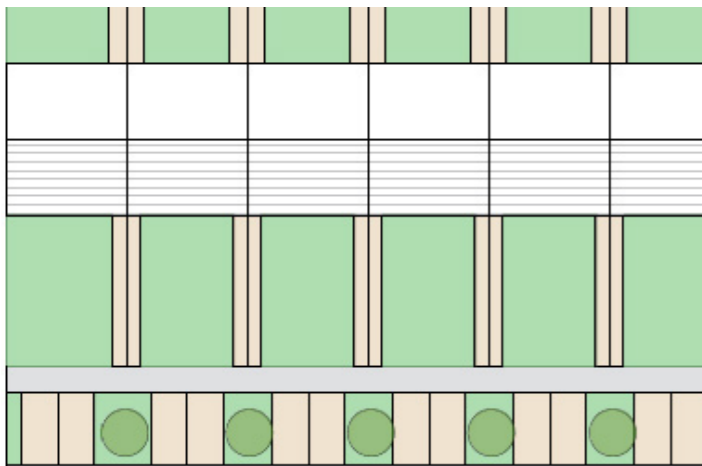
- simple approach to architecture and detailing
- variation in window size, shape and placement
 - large simple openings
 - vertical alignment and randomly placed
 - consistent shaping or variation in shape/size
- limited material palette
- dominant use of a mix of brown and red brick with some buff and grey bricks
- accents of cladding/weatherboarding/tile hanging/painted brick/render
- pantiles

Settlement Typology: New Town Code

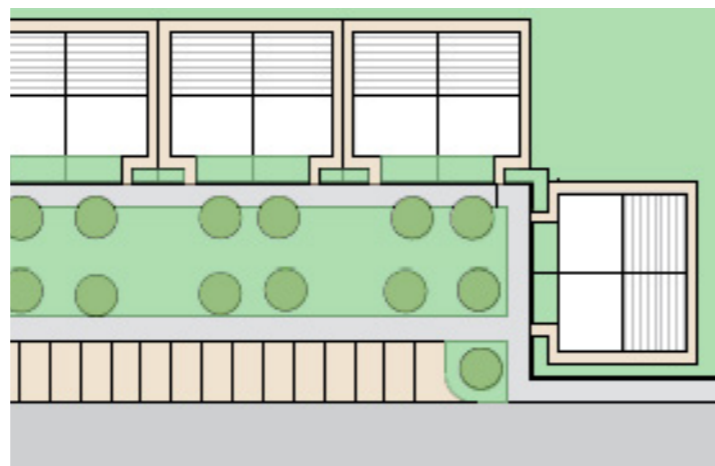
IDENTITY

New Town streets give pedestrian priority to residents and visitors, with vehicles accommodated to the rear of buildings in small courtyards, or on spacious plots benefitting from large front gardens and increased landscaping. Boundary treatments give definition to private rear gardens but are rarely seen to the front of dwellings.

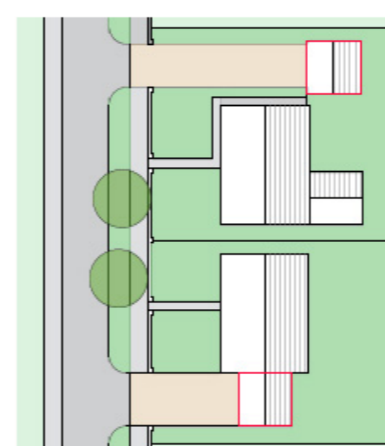
PARKING PLAN FORM



on-street parking to the rear



grouped on-street parking adjacent open space



on-plot parking to the side



high hedges screen parking (Housing Design Awards)



short groups of parking with landscaping - Bonnington Walk (Housing Design Awards)



walls defining private space - Goldsmith Street (Mickail Riches)



parking screened by landscaping - Horsted Park (National Design Guide)



open garden, parking to the side (Building for a Healthy Life)



shared space streets - Derwenthorpe (Housing Design Awards)

BOUNDARY TREATMENT CHECKLIST

Strategic Routes

- no boundary treatment to the front
- 1-1.2m lower boundary treatment to the rear to allow natural surveillance of parking areas

Main Vehicular Boulevard

- no boundary treatment to the front
- 1-1.2m lower boundary treatment to the rear to allow natural surveillance of parking areas

Neighbourhood Street

- informal boundary treatments to the front in the form of hedges or no boundary treatment
- 1.8m fences to the rear to define private space

PARKING CHECKLIST

Strategic Route

- parking to the rear or within small courtyards - groups of parking bays should be broken up and softened by landscaping

Main Vehicular Boulevard

- parking to the rear or within small courtyards - groups of parking bays should be broken up and softened by landscaping

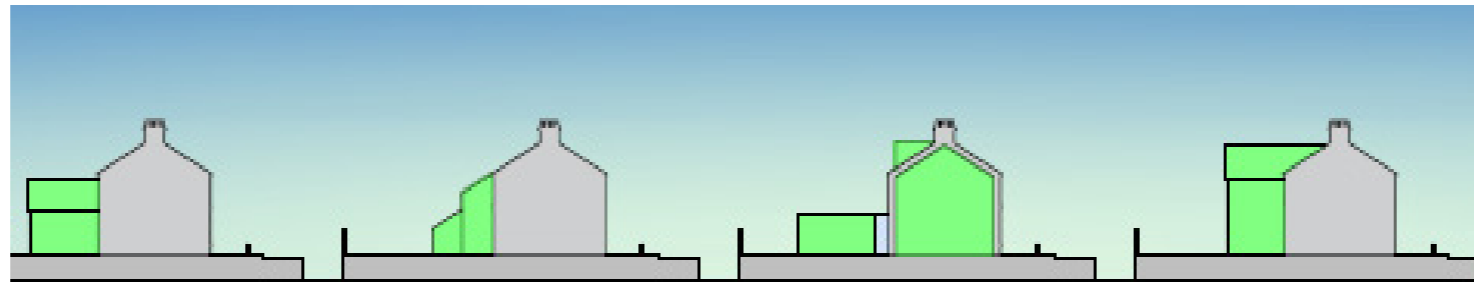
Neighbourhood Street

- on-plot parking to the front and side of dwellings, positioned adjacent to areas of private landscaped spaces and screened with eye level hedges

EXTENSIONS



contemporary glazed extension (Brable Architects)



EXTENSION PLAN SKETCH INFILL AND EDGE



contemporary extension (Adam Knibb Architects)



simple extension Milton Architects)



contemporary dormer (Konishi Gaffney)



lightweight extension (Eastbrook Architects)



contemporary extension and box window (ODC Glass)



contemporary dormer (PLANSTUDIO)

GENERAL PRINCIPLES CHECKLIST

General

- respond positively to the original architectural character of the individual host building.
- respect existing building lines, development patterns and surrounding spaces.
- play a subordinate role and not dominate the original building in terms of size, scale, siting and massing.
- provide a complementary addition, taking design cues from the original building – in some cases a contrasting approach may be acceptable.
- external materials, finishes and detailing should match the existing or provide an aesthetically suitable contrast appropriate to context.
- fenestration should be harmonious, balanced and in proportion to existing – in some cases a contrasting/varied approach may be provided, including full height glazing, wrap-around corner glazing.
- have regard to the private external space and respond positively to its character - boundary treatments such as gates, walls and fences, as well as trees and vegetation should help to define private from public areas, whilst landscape schemes can help to integrate extensions into their context.

Side Extensions

- where dwellings are close together, side extensions must be sensitively designed to avoid loss of gaps in the streetscene that are characteristic of the settlement.
- should retain the symmetry of the original block where applicable.
- avoid wrapping around the front and rear elevations.

Dormer/Roof Extensions

- should only be provided where dormers are an existing characteristic of the settlement.
- must be in scale and proportion with the roof and overall building envelope.
- must be of a form and style appropriate to the host building and its context.

Glossary and References

GLOSSARY

<p>Accessibility - The ease with which a building, place or facility can be reached by people and/or goods and services. Accessibility can be shown on a plan or described in terms of pedestrian and vehicle movements, walking distance from public transport, travel time, etc..</p>	<p>Conservation Area Character Appraisal - A published document defining the special architectural or historic interest that warranted the conservation area being designated.</p>	<p>and design policies. It will usually contain some indicative, but flexible, vision of future development form. A development brief usually covers a site most of which is likely to be developed in the near future.</p>	<p>Juxtaposition - The relationship between two or more things, when viewed together.</p>
<p>Active Frontage - Where a building overlooks the street, or where it is directly accessible from the street or space which it faces; the opposite effect to a blank wall.</p>	<p>Context (or site and area) Appraisal - A detailed analysis of the features of a site or area (including land uses, built and natural environment, and social and physical characteristics) which serves as the basis for an urban design framework, development brief, design guide, or other policy or guidance.</p>	<p>Development Management - The process through which a local authority determines whether (and with what conditions) a proposal for development should be granted planning permission.</p>	<p>Landmark - A building or structure that stands out from the background buildings</p>
<p>Adaptability - The capacity of a building or space to respond to changing social, technological, economic and market conditions.</p>	<p>Context - The setting of a site or area.</p>	<p>Development Plan - Plan prepared by the local authority to describe the intended use of land in an area and provide a basis for considering planning applications.</p>	<p>Landscape - The appearance of land, including its shape, form, colours and elements, the way these (including those of streets) components combine in a way that is distinctive to particular localities.</p>
<p>Amenity - Something that contributes to an area's environmental, social, economic or cultural needs. The term's meaning is a matter for the exercise of planners' discretion, rather than being defined in law.</p>	<p>Defensible Space - Private and semi-private space that is surveyed, demarcated or maintained by somebody.</p>	<p>Elevation - Can relate to: (i)The external face of a building. (ii) A diagrammatic drawing of this. (iii) The height of a site above sea level.</p>	<p>Layout - The way buildings, routes and open spaces are placed in relation to each other.</p>
<p>Building Envelope - The outer extent in three dimensions of a building.</p>	<p>Density - The mass or floorspace of a building or buildings in relation to an area of land. Density can be expressed in terms of plot ratio (for commercial development); homes or habitable rooms per hectare (for residential development); site coverage plus the number of floors or a maximum building height; space standards; or a combination of these.</p>	<p>Enclosure - The use of buildings and boundary treatments such as walls, hedges and trees to create a sense of defined space.</p>	<p>Legibility - The degree to which a place can be easily understood by its users and the clarity of the image it presents to the wider world. Often related to how easy it is to navigate through or around places.</p>
<p>Building Line - The line formed by the frontages of buildings along a street.</p>	<p>Design Audit - An independent assessment of a design, carried out for a local authority by consultants or some other agency.</p>	<p>Energy Efficiency - The result of minimising the use of energy through the way in which buildings are constructed, arranged and operated on site.</p>	<p>Local Distinctiveness - The positive features of a place and its communities which contribute to its sense of place.</p>
<p>Built Environment - The entire ensemble of buildings, neighbourhoods and towns including their infrastructure.</p>	<p>Design and Access Statement - Documents that explain the design thinking behind a planning application, including encapsulating responses to the guidance within this document.</p>	<p>Facade - The principal face of a building.</p>	<p>Massing - The combined effect of the arrangement, volume and shape of a building or group of buildings.</p>
<p>Built Form - Buildings and structures and the way they are arranged.</p>	<p>Design Workshop - A participative event, which brings together a range of people (often local people and professional advisors) to discuss design issues relating to a site or area. Also known as a charrette.</p>	<p>Feasibility - The appropriateness of development in relation to economic and market conditions.</p>	<p>Mixed Uses - A mix of complementary uses within a building, on a site or within a particular area. 'Horizontal' mixed uses are side by side, usually in different buildings. 'Vertical' mixed uses are on different floors of the same building.</p>
<p>Bulk - The combined effect of the arrangement, volume and shape of a building or group of buildings. Also called massing.</p>	<p>Desire Line - A line linking facilities or places which people would find it convenient to travel between easily.</p>	<p>Fenestration - The arrangement of windows on a facade.</p>	<p>Mobility - The ability of people to move around an area, including carers of young children, older people, people with mobility or sensory impairments.</p>
<p>Character Appraisal - An assessment of the qualities of sites or areas.</p>	<p>Development Appraisal - A structured assessment of the characteristics of a site and an explanation of how they have been taken into account in drawing up development principles.</p>	<p>Form - The layout (structure and urban grain), density, scale (height and massing), appearance (materials and details) and landscape of development.</p>	<p>Movement - People and vehicles going to and passing through places and spaces.</p>
<p>Character Area - An area with a distinct and identifiable character.</p>	<p>Development Brief - A document providing guidance on how a specific site of significant size or sensitivity should be developed in line with the relevant planning</p>	<p>Grain - The pattern of the arrangement and size of buildings and their plots in a settlement; and the degree to which an area's pattern of street blocks and street junctions is respectively small and frequent (fine), or large and infrequent (coarse).</p>	<p>Natural / Passive Surveillance – Ensuring spaces and places are overlooked to discourage wrong-doing including by the presence of passers-by or the ability of people to see out of windows.</p>
<p>Community Involvement - The process of engaging local people with the planning or development process.</p>		<p>In-curtilage Parking - Parking within a building's site boundary, rather than on a public street or space.</p>	<p>Neighbourhood Plans - Local policy made possible by the Localism Act (2012), allowing local people to choose where they want new homes, shops and offices to be built, have their say on what those new buildings should look like and what infrastructure should be provided.</p>
<p>Conservation Area - An area designated by a local authority under the Town and Country Planning (Listed Buildings and Conservation Areas) Act 1990 as possessing special architectural or historical interest.</p>		<p>Indicative Sketch - A drawing of building forms and spaces which is intended to guide preparation of the detailed design.</p>	

Node - A focal point of activity and routes such as public transport interchanges, road intersections, public squares, large civic buildings etc.	that connect locally and more widely, and the way developments, routes and open spaces relate to one another.
Permeability - The degree to which a place has a variety of pleasant, convenient and safe through-routes.	Vernacular - The way in which ordinary buildings were built in a particular place before local styles, techniques and materials were superseded by imports.
Perspective - A drawing showing the view from a particular point as it would be seen by the human eye.	Visual Clutter - The uncoordinated arrangement of street furniture, signs and other features.
Plot Ratio - A measurement of density expressed as gross floor area divided by the net site area.	
Public Art - Products of the process of involving artists in the conception, development and transformation of the built and rural environment.	
Public Realm - The parts of a village, town or city that are available, at all times without charge, for everyone to use or see, including streets, squares and parks.	
Scale - The size of a building, or parts thereof, in relation to its surroundings, particularly in relation to the size of a person.	
Section - A drawing showing a slice through a building or site.	
Settlement Pattern - The distinctive way that the roads, paths and buildings are laid out in a particular place.	
Sight Line - The direct line from a viewer to an object.	
Street Furniture - Structures in the public realm which contribute to the street scene, such as bus shelters, litter bins, seating, lighting and signs.	
Terminus - The end of a route, space or view, often used to denote a feature of interest within the built environment.	
Topography - The arrangement of the natural and artificial physical features of an area.	
Urban Design - The design of buildings, groups of buildings, spaces and landscapes, in villages, towns and cities, and the establishment of frameworks and processes that facilitate successful development.	
Urban Structure - The framework of routes and spaces	

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Appendix 1

Settlement Character Study

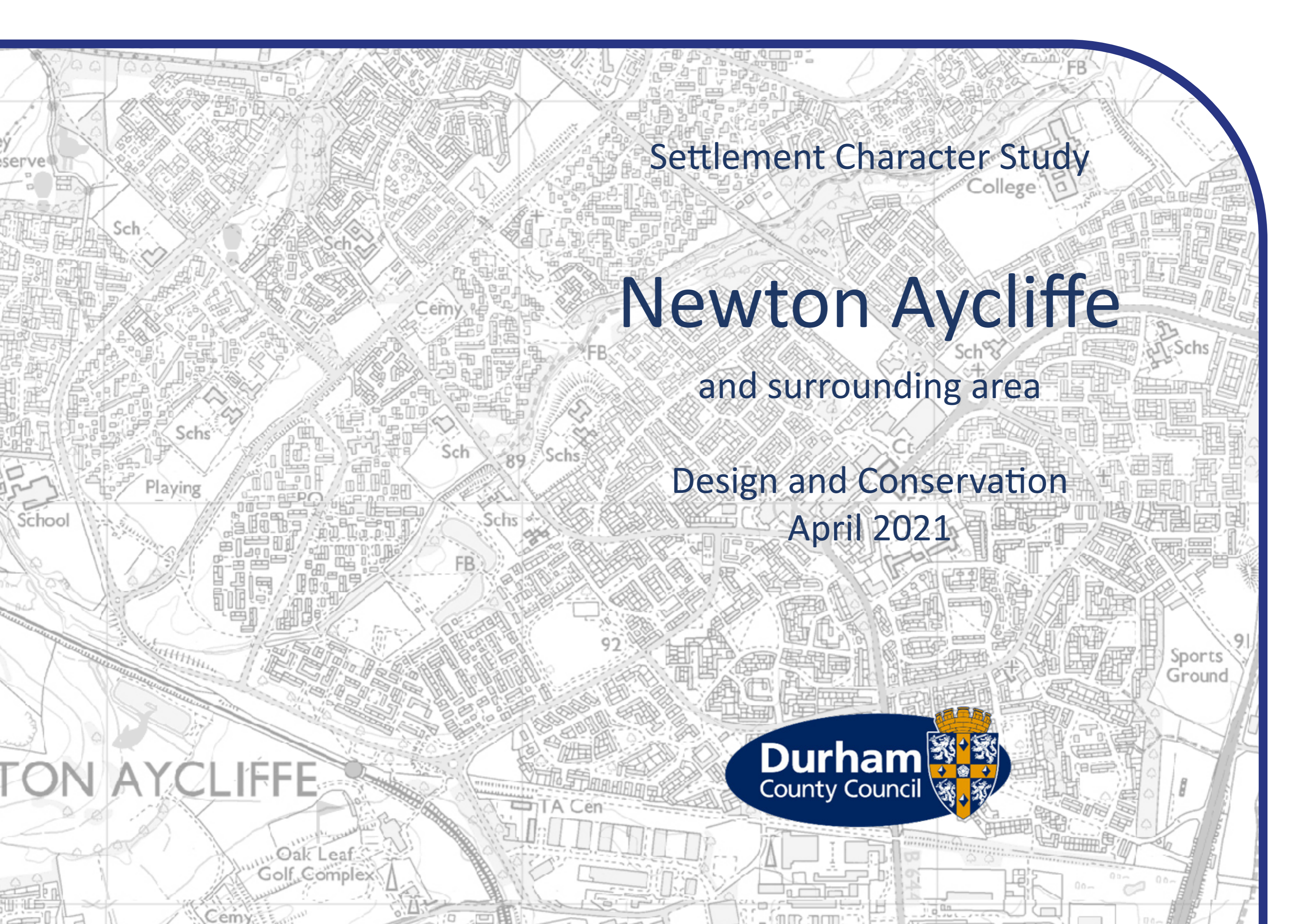
Newton Aycliffe

and surrounding area

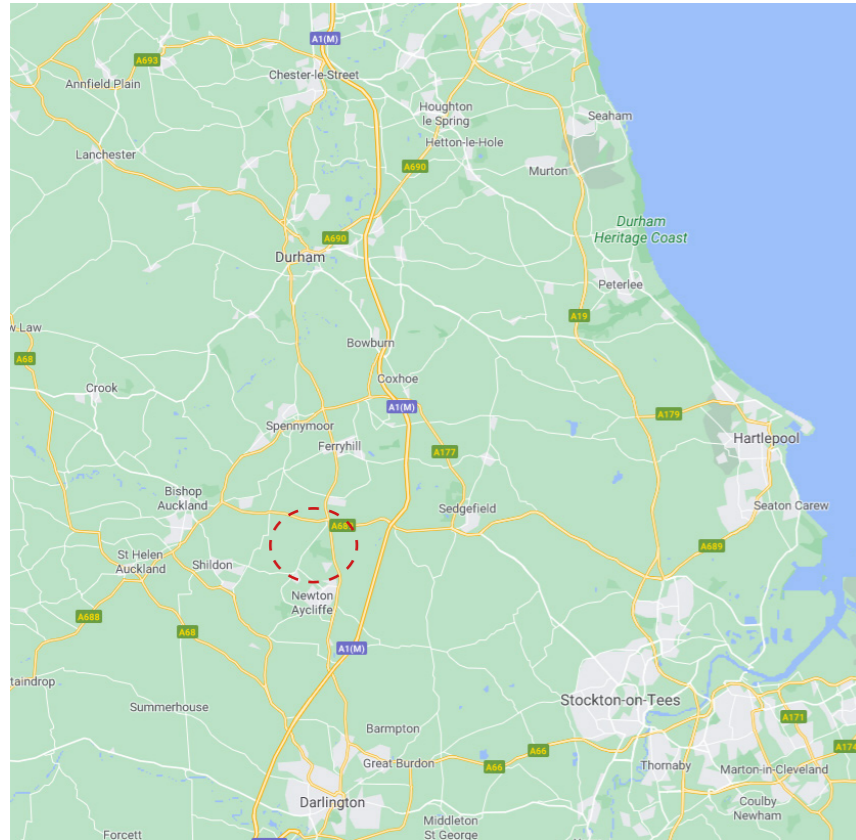
Design and Conservation

April 2021

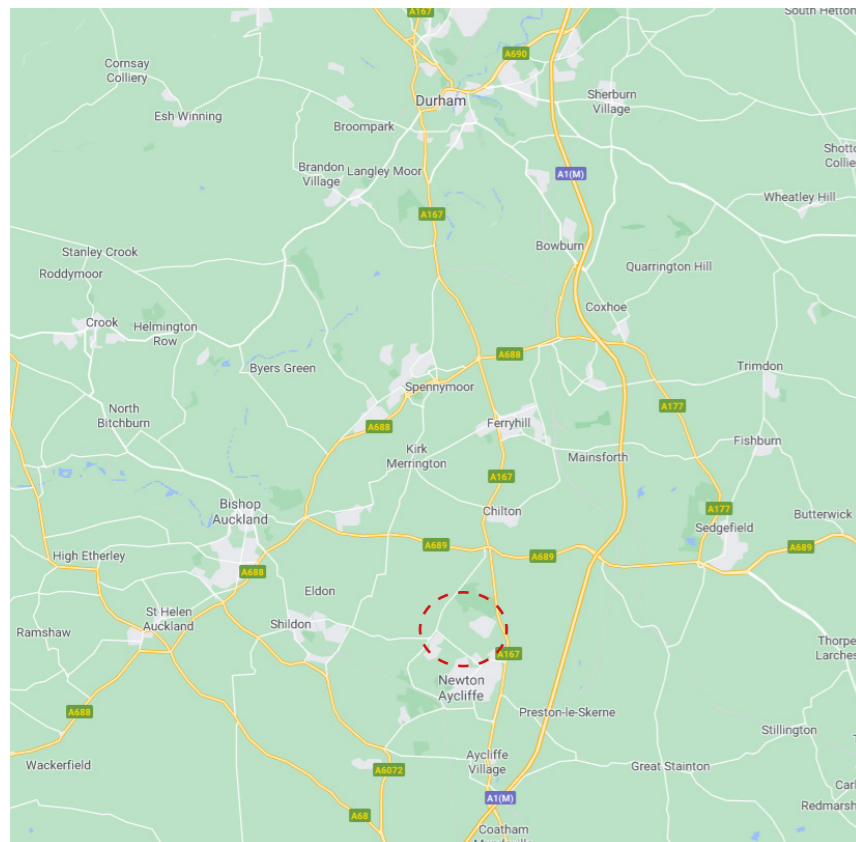
TON AYCLIFFE



Settlement Context



regional context



county context



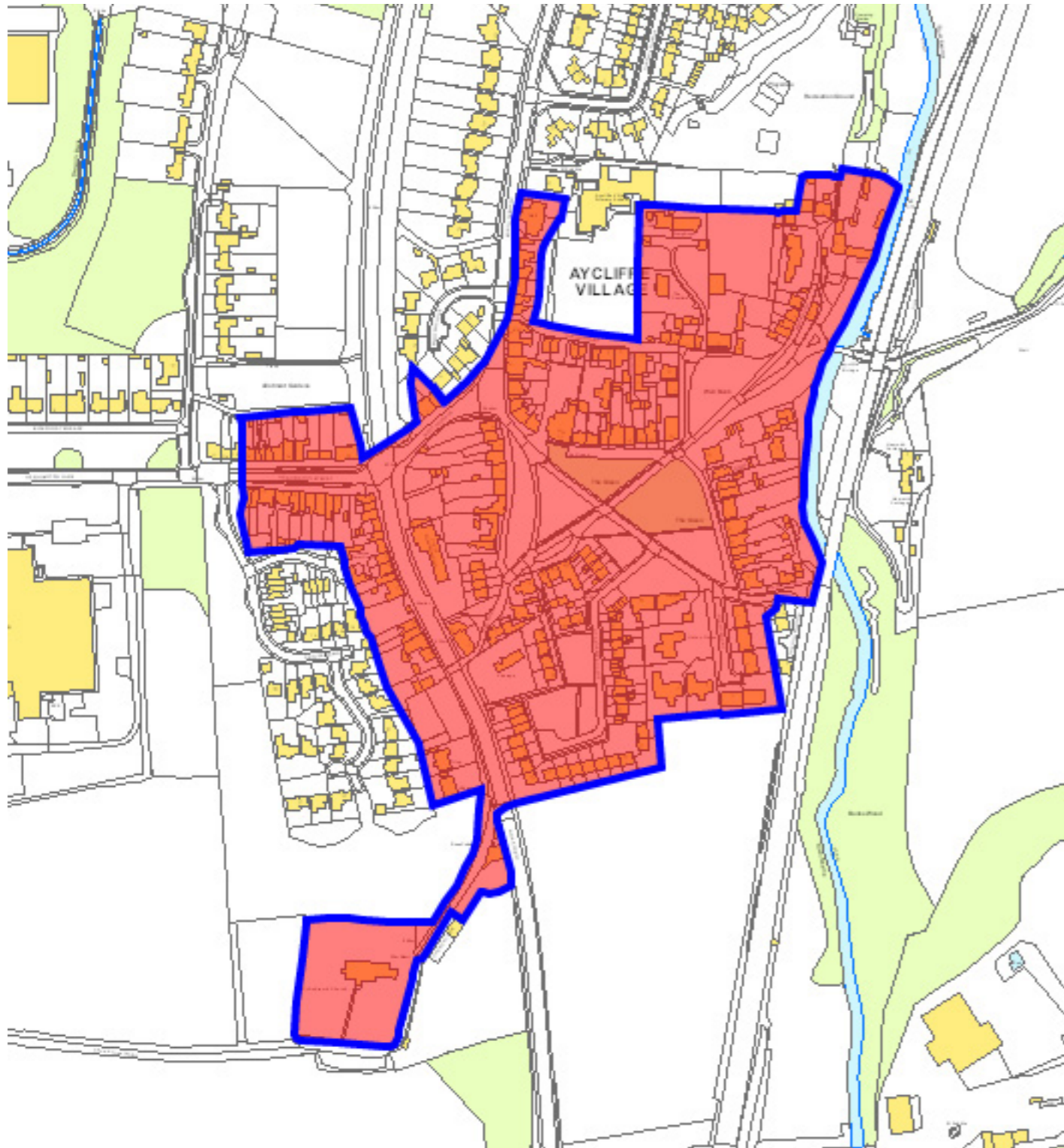
local context

Settlement Typology: Newton Aycliffe - New Town Aycliffe Village - Historic Village

Settlement: Newton Aycliffe, including Aycliffe village

Conservation Area: Yes (Aycliffe Village), designated 1981

Adopted Conservation Area Character Appraisal: No



Aycliffe Village Conservation Area



Newton Aycliffe aerial

Origins and Historic Development

Map Analysis and Historic Map Regression

Aycliffe Village

Aycliffe village has Saxon origins and remained as small settlement based on agriculture up until the late 18th/early 19th century, when the first industries started up powered by the River Skerne. This increased further by the arrival of the railways, and development along the Great North Road to the west.

Despite this, the historic village retains much of its original character and retains a distinct identity, separate to that of Newton Aycliffe. The village green remains the focal point of the village, surrounded by predominantly Victorian development. This character has been recognised through designation as Aycliffe Conservation Area.

School Aycliffe

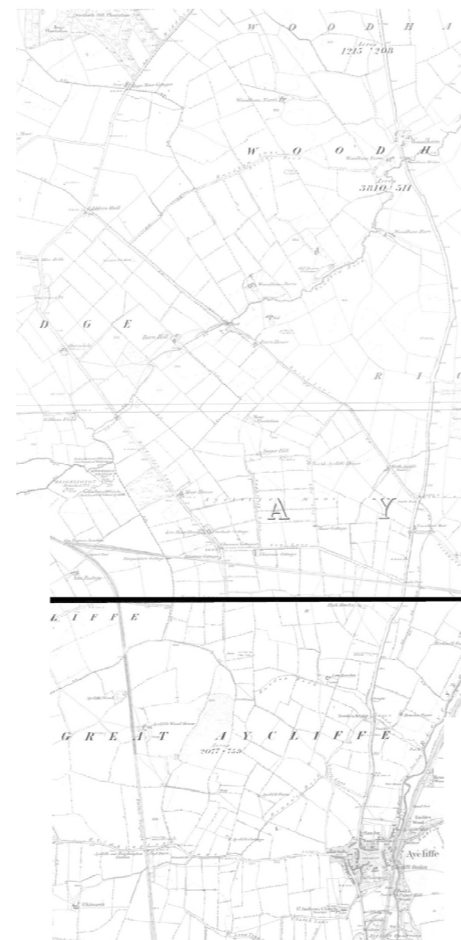
Up until the inter-war period School Aycliffe was no more than a small cluster of historic houses west of Aycliffe village, likely based around agriculture. During this 1920-30s, a hospital was built, and following its closure in the second half of the twentieth century two sizeable housing estates were developed substantially increasing the size of the settlement into a more defined village in its own right, clearly distinct from neighbouring Newton Aycliffe.

Note that the Local Authority boundary passes directly through the village, along School Aycliffe Lane. All land south of the road is outside the Durham County Council boundary, and within that of Darlington Borough Council.

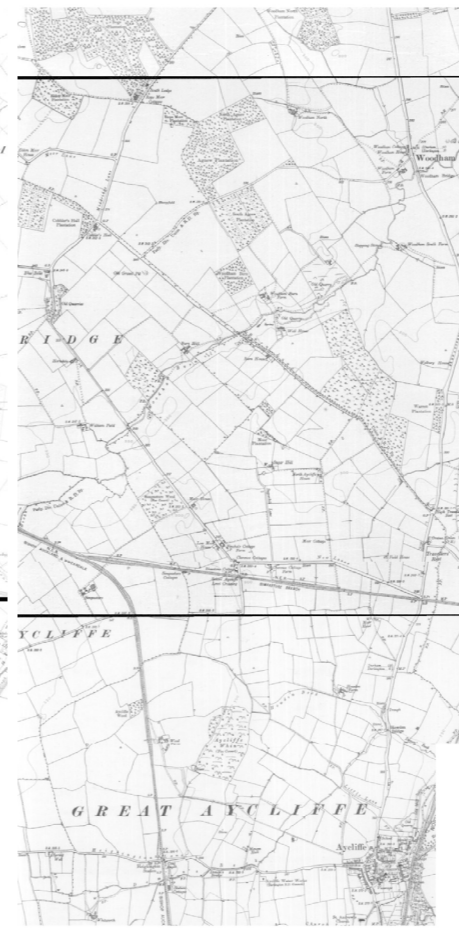
Newton Aycliffe

During the Second World War the Government established an ordnance factory near Aycliffe, the site of which evolved into an industrial estate after the war, and still in use as such. After the war a new town was planned north of the factory and Lord Beveridge adopted the new town as the flagship of his new welfare state. The New Towns Act of 1946 sought to ensure the planned decentralisation of congested areas with further aims of providing self-contained and balanced communities for work and living. The houses in the New Town were intended to replace the old poor-quality housing found in mining villages in the surrounding areas, following the demise of the coal industry. The concept envisaged by Lord Beveridge was for a 'classless town' with everyone living side by side in Council houses. Houses were to be grouped around greens so children would have somewhere to play safely away from roads.

By the mid-1950s the population reached 6600 and steadily increased to around 28,000 by the end of the 1970s. By this time the original concept of a 'classless town' was no more. Existing housing was refurbished, and private developers began to build housing estates, Byerley Park, the Chase, and Woodham. This has resulted in a wide variety of design concepts across the town, albeit the theme of sizeable and numerous green public open spaces is still a key characteristic of the town. There was a small contraction in population through the 1980s as unemployment increased in the industrial areas of the town and the population fell to 25,000.



c1860



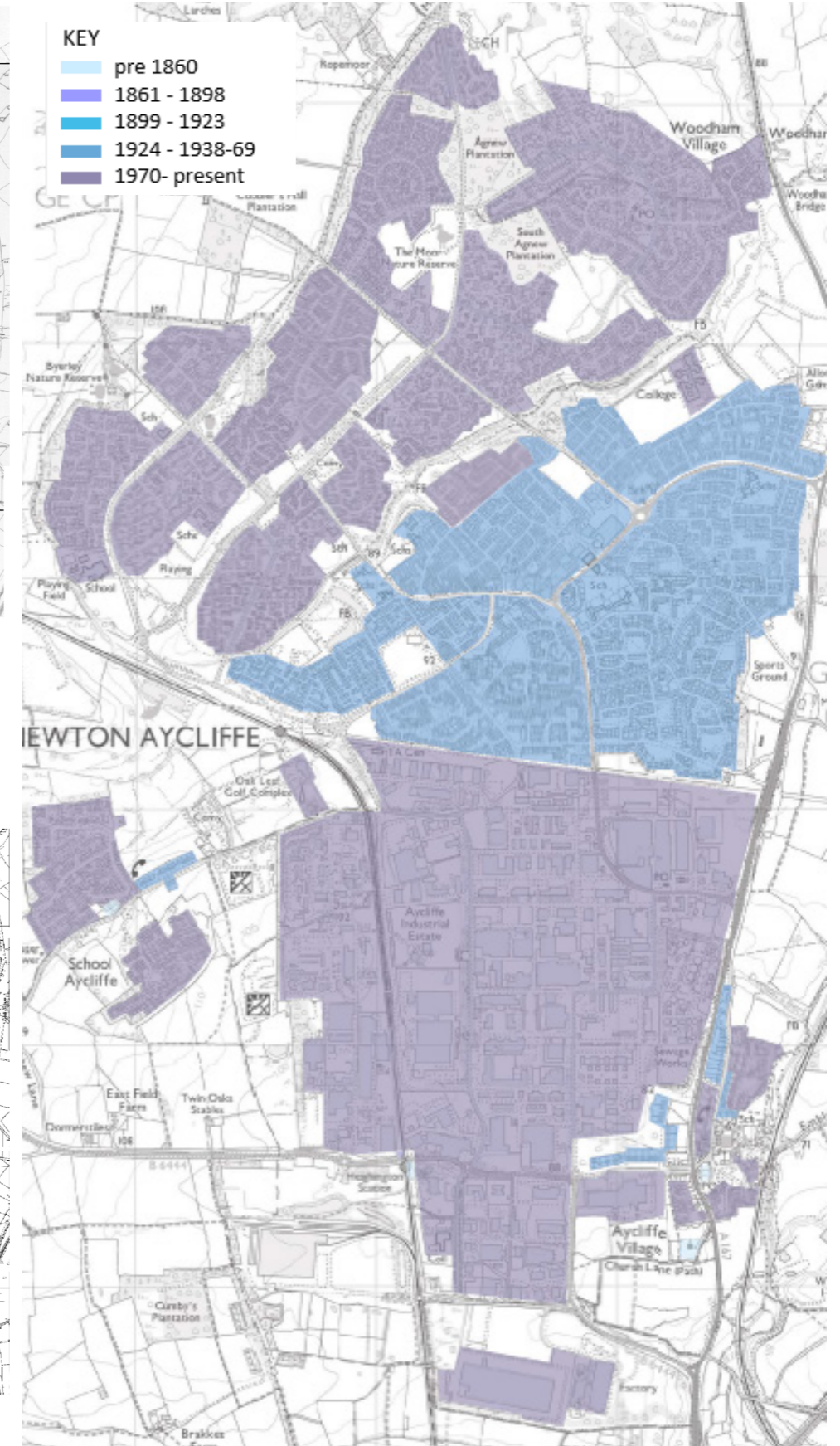
c1923



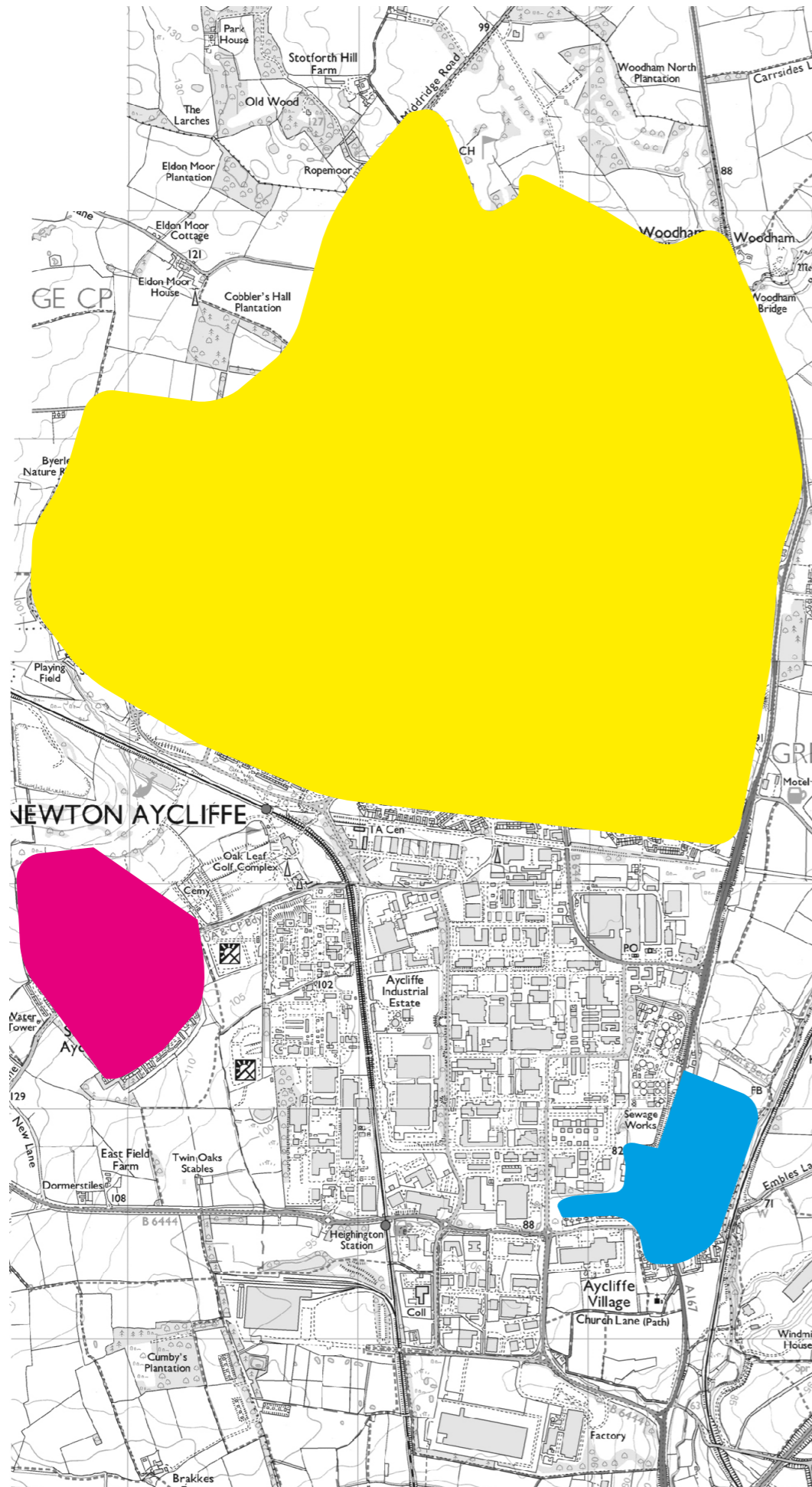
c1960-69



c1970-79



Settlement Sub Areas



Landscape Character

Aycliffe Village is within the Lowland Plain broad landscape character type. The topography is flat, gently rolling or gently undulating, including small watercourses often straightened to follow field boundaries, and occasionally incised in small shallow denes. Field patterns are semi-regular, most dating from the enclosure of the common fields of older villages in the 1600s. Field boundaries are hawthorn hedges and are usually cut low. Field systems are heavily fragmented in places by amalgamation into large arable fields. The landscape is generally very open and sparsely wooded with occasional small broadleaved plantations. Despite the low tree cover, hedgerow trees are often important skyline features and help articulate and define space. In heavily wooded areas there is a greater degree of enclosure and a more intimate scale. It is locally more heavily wooded in areas of old parkland or wooded estate farmland. The landscape has a long history of settlement and a nucleated pattern of small green villages, and scattered isolated farms. Villages and farms are connected by a network of narrow hedged lanes. The plain is crossed by a number of busier modern highways. It is a visually open and broad scale landscape in which the Cleveland Hills form a distant horizon to the south.

At a local level the town is predominantly urban, but incorporates a dean and woodham burn that runs NE-SW through with plantations such as Cobblers Hall, Eldon Moor, Agnes and South Agnew Plantations within the settlement. There are three nature areas, most of the Great Aycliffe Way which includes sections of The Burn, two woodlands and a number of green amenity open spaces. There are areas of recreational land in the form of playing fields, and small-to-modest pockets of local green amenity space spread throughout many overlooked by dwellings. The village green is at the heart of the conservation area creating an important focus and a feature associated with traditional villages. The settlement is renowned for its tree lined avenues and leafy green areas that are positive aspects of its character. The settlement is bounded by agricultural land in the north at Woodham Village and south, at Hill House Farm. To the north and south on the edges of the urban extremities of the village green area there are larger areas of open landscape that provide important separation and the setting of the village.

Aycliffe Village

Form, Layout & Architectural Character

- Buildings around the village green and at the back of pavement
- 2 storey terraced and detached mid-19th century buildings
- Ground floor bay windows, vertical proportions
- Terraced cottages lining surrounding roads including the A167, the former Great North Road, some over three storeys
- Topography and land use has dictated development, notably the village green, river to the east Great North Road to the west and north and industry beyond.



Pease Way



The Green, south side



The Green, west side

Material Palette

- Rendering to a lot of properties around the village green.
- Examples of stone walling still evident on earliest buildings.
- Red brick to later buildings.
- Timber sliding sash windows
- Other examples of pvc sliding sash units to later properties including recent new builds and conversions.
- Natural slate roofing, some pantile examples



The Green, east side



North Terrace



A167, High Street

Boundary Treatments

- Numerous properties open directly onto village green
- Houses on North Terrace are set back from the road with large enclosed front and rear gardens, with hedges to boundaries.
- Some open plan front gardens and driveways.
- Terraced housing opening directly onto pavements



The Green, east side

Spaces

- The Village green formation at the heart of the conservation area creates a village focus; and substantial area of quietness, commonly associated with traditional villages.
- Examples of large rear gardens.
- Village layout also dictated by road layout, namely the A167 which was previously the Great North Road passing to the west and north of the green.



Newton Aycliffe

Analysis - Layout, built form, architecture, materials

Form, Layout & Architectural Character

- Short terraced rows of 2 storey buildings on continuous building lines addressing open spaces
- Small blocks of flats over 2-4 storeys
- Different estates each have own identity
- Characteristics include low pitch roofs, red/ grey brick or render dependant on estate
- Estates tightly surround town centre accessed by arterial routes leading to individual estates

Material Palette

- Red brick with tiled roof predominant materials throughout developments
- Variation across neighbourhoods, with examples of grey/brown brick and render.
- Render detailing to some dwellings.
- upvc windows

Spaces

- There are three golf courses, a driving range, numerous outdoor sports pitches.
- The area benefits from a number of parks and/ or play areas.
- Three nature areas, most of the Great Aycliffe Way which includes sections of The Burn, shown below, two woodlands and a number of green amenity open spaces.
- Numerous planned open spaces of varying scales within most housing estates.
- Houses face onto green open areas, often set back from roads
- Newer housing has much less open space within the developments.

Boundary Treatments

- Most housing estates have enclosed rear gardens and open plan front gardens.
- New housing developments have open plan front gardens/driveways and fenced rear gardens.
- Blocks of flats are surrounded by open unenclosed spaces.



Pease Way



Beechfield Road



Ida Place



Gilpin Road



Stainmore Crescent



Sid Chaplin Drive



Stephenson Way



School Aycliffe

Form, Layout & Architectural Character

- Bungalows and two storey detached and semi-detached dwellings.
- Earliest development lining School Aycliffe lane, with 20th century housing developments to the north and south of the road, arranged around cul-de-sacs off main arterial routes.

Material Palette

- Limited early developments constructed of stone and red brick
- Mid 20th century dwellings with light brown brick and grey/black tiled roofs with occasional use of render
- 1980s dwellings with grey-light red brick and red tiled roofs with render accents
- 1970s dwellings with light brown bricks and

Spaces

- Oakleaf Golf Complex and Sports complex creates large areas of open space to the east of the built-up area of School Aycliffe.
- Sizeable areas of open space surrounding individual housing developments.
- North Cottages positioned around green space

Boundary Treatments

- Open plan front gardens and driveways throughout housing developments, with enclosed fenced rear gardens.



Westfields



High Barn Road



Eastfields Road



Westfields



North Cottages



South Cottages



Hawthorn Drive



Analysis

Aycliffe Village

Positive

- The spire of the Grade I listed St. Andrew's church, which is partially visible above mature vegetation along the A167, acts as a visual gateway into Aycliffe Village
- Historic layout of terraced development surrounding village green and surrounding roads remains intact
- Later infill development follows this earlier form
- Earlier buildings have retained traditional detailing and material palette
- Village green remains the primary focus of the village
- Mature trees significantly contribute to the character of the settlement
- The historic village green and village core are visually separated from the major trunk road (A167) despite the proximity, and thus the impact of this busy road does not detract from the setting of the village core.

Negative

- Impact of traffic along the A167, dissects the village into two, (although the road is visually concealed from the village green).
- Views of Aycliffe Business park from St. Andrew's Church detract from the historic setting
- Incremental alterations to historic buildings, which is contributing to a loss of original features
- Introduction of poorer quality modern architecture in terms of detailing and material palette, which detracts from the quality of the area.

Aycliffe Village

Newton Aycliffe / School Aycliffe

Positive

- Extensive green amenity open spaces within the New Town - green corridors between residential areas prevent the coalescence of areas, forming a substantial pedestrian and cycle network
- Landscape setting and connections with the wider countryside
- Generally good passive surveillance
- Simple modernist building designs – distinctive local features such as shallow-pitched roofs, projecting window and door surrounds, and alignment of detailing
- Soft boundary treatments
- Material palette in modern residential areas such as Woodham has been used to create a hierarchy of well-defined space
- Ornamental planting along Central Avenue forms a distinctive entrance to the town centre from the A167
- The clock tower is a landmark within the town centre due to its height - it forms a central focus within the town centre and is visible from a number of approaching roads, including Pease Way

Newton Aycliffe / School Aycliffe

Negative

- Poor quality and design of additions, repairs and maintenance (for example poorly proportioned later pitched roofs added to flat roof buildings, front porches and bays, etc)
- Loss of uniformity to windows and doors
- Later phases of private development lack the amenity space and distinctiveness of the new town housing - dwellings are generally pattern design and detached
- Integral garages and dominant front canopies
- Irregular and inconsistent use of materials, including gravel and concrete setts, occur within streets where provisions for parking have been implemented on an ad-hoc basis
- Amenity green space is located at the edges of each estate/not as well integrated within the recent private developments in the north of the settlement