

RUDDINGTON **DESIGN GUIDE**

Part 2 Design Codes for Minor Developments

Referendum Draft

Ruddington Parish Council

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urban imprint



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Part 2 Design codes for minor development

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What is the purpose of this document?

This document is the second part of the Ruddington Design Guide and should be read in conjunction with Parts 1&3.

The purpose of including design codes for minor development is to allow careful consideration of the nuanced requirements of different scales of development. There will be specific features to consider for minor development that require separate consideration to major development.

Minor development, as defined by the Town and Country Planning Act, involves any one or more of the following:

- A. The provision of dwellinghouses where the number of dwellinghouses to be provided is 9 or less and where the floorspace does not exceed half a hectare
- B. Office / light industrial not exceeding 1 hectare
- C. General industrial not exceeding 1 hectare
- D. Retail not exceeding 1 hectare

Whilst major development might offer the opportunity to introduce new character areas into Ruddington, the likely in-fill nature of future minor development requires a design approach that responds to existing character features. The incremental impact of minor scale development can over time have a significant impact on local character and thus it is important to understand how such schemes can be encouraged to make a positive contribution.

General development principles

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Scale, mass and arrangement

Why is it important that scale, mass and arrangement are considered?

In order to both complement and also enhance Ruddington's built environment, careful consideration must be given to scale, mass and arrangement. Doing so ensures that the existing character is appropriately maintained whilst also providing flexibility to allow Ruddington to develop in the future. Whilst the aim is not to replicate the existing built fabric in the village, scale, mass and arrangement of new developments should reflect the general character that is valued by local residents, as identified in the Character Area Assessment in Part 1.

Elements to consider

Strong building lines are key to ensuring a positive streetscape character. Whilst these come in different forms, from consistent terraced building lines, to staggered lines created by detached properties, some consideration of existing building lines are key to new developments if they are to support local character. Buildings that break the building line can, in some successful cases, create interest, but often they serve to weaken the building line and thus the character of the street. It is essential that new developments maintain street enclosure.

Whilst varying building heights may add interest to the streetscape, too much variation may result in a loss of character. Exemptions to this may come in the form of key buildings acting as land marks. The individual nature of the character areas within Ruddington, as identified within the Character Assessment in Part 1, means that there cannot be a one-size-fits-all rule for building heights, but that all new developments should consider existing building heights and the impact that might occur if deviating from these heights.

It is expected that the primary frontage of buildings will have a strong relationship with the street, regardless of whether they are set back behind gardens or forecourts or built to the immediate back of the pavement. Where backland development occurs, as is common in the historic core of Ruddington, the orientation may be more varied and should be considered on individual merit. Corner buildings require strong frontage on both sides, to facilitate a relationship with both streets. Where the side of a building faces the street, windows should be utilised to create a visual connection. There are positive examples of this in the village, particularly on Widdowsons Row, whereby rows of terraces front side streets but windows on the side elevation create a connect with the main street.

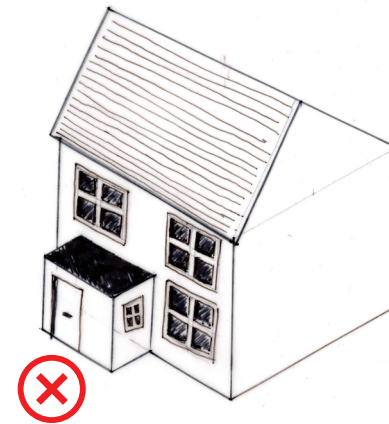
Generally, dormers should be located on rear elevations to avoid intrusion into the streetscene. However, for some larger properties set in larger plots this may be part of the existing character. Where such features are prevalent within local character area, elements such as dormers and porches can be used on the primary frontage to reinforce interest in the streetscene. The larger buildings within Ruddington tend to have more of this type of feature.

DESIGN CODE A1

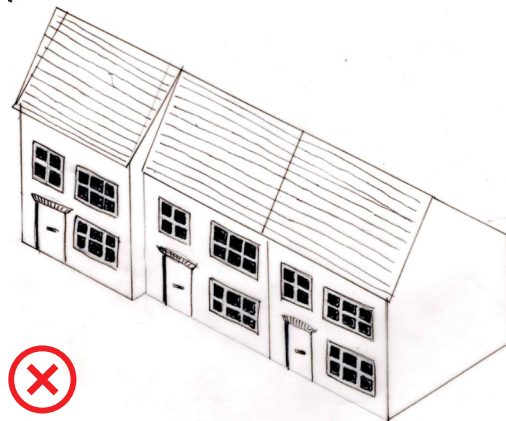
New dwellings and extensions must respect the existing arrangement of buildings and avoid protrusion in front of an established building line. Front porches are supported where they are in line with permitted development rights. Those which require permission will not be supported unless it can be demonstrated that they complement local character. Setbacks can be used to add interest and definition to the streetscene but should be carefully justified.



Terraces – front extension



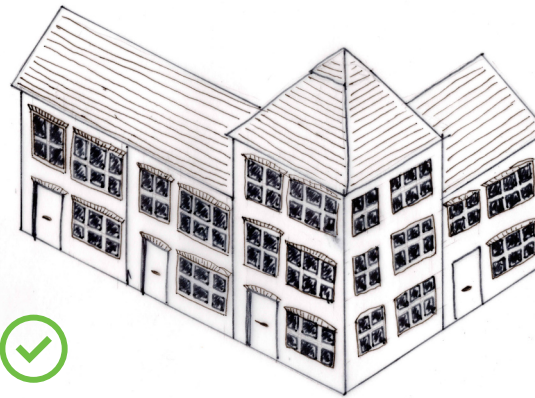
Detached – front flat roof



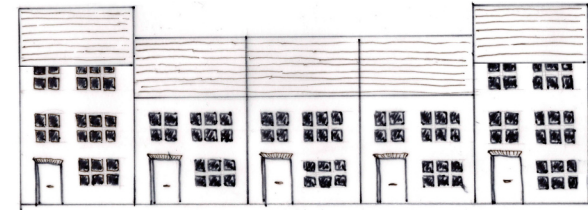
Protruding terraced plot in otherwise uniform building line

DESIGN CODE A2

Proposed building heights should reflect the immediate context. If a taller feature building or element is proposed justification of its contribution to the streetscene in design terms will be required.



Corner turner



Bookends



Setback

DESIGN CODE A3

Properties should front the street unless there is a clear pattern of alternative orientation within the character area.

DESIGN CODE A4

Windows should be retained and placed to ensure a visual connection is maintained with the street.

DESIGN CODE A5

Dormers should be located on rear elevations unless there is clear evidence of their prevalence on front elevations within the character area. If considered appropriate on front elevations care must be taken to ensure they are appropriate in terms of scale and level of detailing. Gabled dormers and porches offer a more sensitive addition to the streetscene.



Gabled dormer on front elevation

Extensions and alterations

Why is it important that extensions and alterations are considered?

Extensions and alterations to buildings can have significant impact on not only the host building, but also neighbouring properties and the general streetscape. They offer the opportunity to improve homes and businesses, helping them to be increasingly fit for purpose. However, if designed inappropriately, neighbour amenity may be impacted negatively, and the character of the streetscape may be damaged.

Elements to consider

As a general rule, extensions should remain subservient to the original building in order to avoid the property's entire character being altered. Where it is the intention of an extension to bring a new character to a dwelling, the surrounding character area will be a key consideration in deciding if the new character is contextually appropriate. The roofs of extensions should reflect that of the host building in terms of gradient and materials. In some cases within the village, flat extension roofs have been installed that are not complementary to existing roof patterns.

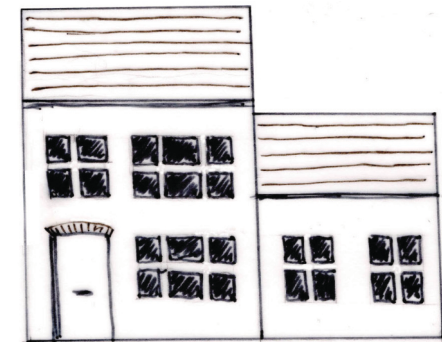
Whilst roofs need not all look the same within the streetscape, their general scale should be sensitive to those which already exist. Interest may be added via gables and chimneys, where they are not juxtaposed to the street character. New buildings may better tie in with the existing built form by making use of these more ornamental features. Attempts to copy these features directly will likely be inappropriate and not have the required high quality effect, but there is opportunity to bring forward these features in a contemporary style.

DESIGN CODE B1

Pitched and mono-pitched roofs for extensions will generally be favoured over flat roofs. Flat roofs should be avoided unless their positive contribution to the streetscene and architectural style of the host property can be robustly justified.

DESIGN CODE B2

Rear extensions should remain out of view from the street whilst side extensions should remain subservient to the main dwelling. Extensions to the front elevation of a dwelling will not be supported.



Showing subservience to host dwelling



Not showing subservience to host dwelling

DESIGN CODE B3

Materials of extensions and alterations should match existing unless an alternative can be justified as complementary to the existing dwelling.

DESIGN CODE B4

Existing features such as chimneys, gables and other architectural elements such as fenestration to be retained and not removed as a result of extensions or alterations. Of most importance is that the chosen style is sympathetic to the character of the host property and surrounding properties, for example, whether the host property has a vertical or horizontal emphasis.



Inappropriate fenestration

Outbuildings

Why is it important that outbuildings are considered?

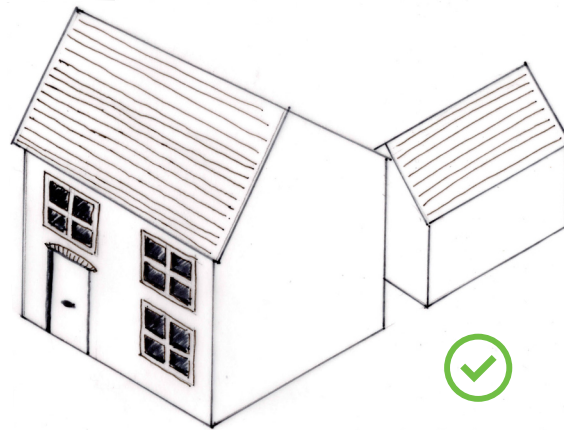
Whilst outbuildings are ancillary to the main property, they nonetheless have the potential to impact on its setting and character. This is particularly key if the building exists within a conservation area. Outbuildings may also impact on the amenity of neighbouring properties. Thus, their design in terms of scale, massing and arrangement are a key consideration.

Elements to consider

Garages provide a useful alternative to on-street parking, which has been identified as an issue in some parts of Ruddington, as described in the character area assessments in Part 1. They should, however, remain ancillary to the host building and complementary in terms of scale and use of materials.

DESIGN CODE C1

Ancillary buildings are not to be placed in front of the front elevation of an existing property unless it can be demonstrated to form part of the local character and is appropriate in terms of the scale and location of the proposed building. All should be single storey and have pitched roofs. Ancillary buildings should be orientated at right angles to the main building to help provide enclosure on the site. If carefully integrated with boundary treatments and appropriate within the streetscene blank single storey facades to the road may be acceptable.



Ancillary building behind detached house

Local detailing

Use of materials 18

Landscaping and boundary treatment 20

Use of materials

Why is it important that materials are considered?

It is of utmost importance that materials are carefully considered throughout the design process as they play a key role in contributing to and creating local character. In the case of extensions and alterations, special attention should be paid to ensure that the materials used complement both the existing dwelling and that of the local vernacular, whilst all new developments should correspond to the character of the area in which the property lies.

It is essential that, for new developments in Ruddington, careful consideration is given to the quality, durability and maintenance of the materials used so that developments continue to contribute positively to the character in the longer term, in accordance with the National Design Guide.

Elements to consider

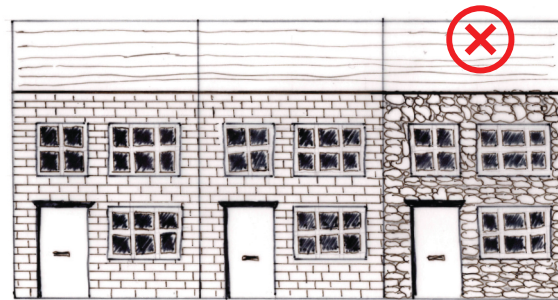
There are a number of elements to consider when thinking about materials. These include, but are not limited to, the type of material used, the colour palettes used and the ways in which the colours relate to the existing materials, either on site or in the immediate vicinity. The number and mix of materials should be kept as simple as possible.

It is also important that there is a level of consistency with architectural details, such as fenestration and chimneys, which have come to characterise Ruddington. It is important that all these elements are considered in relation to the existing dwelling and to the dwellings in the vicinity, as a piecemeal approach to decoration could result in an environment which appears inconsistent and ungrounded.

DESIGN CODE D1

Materials should be justified through a study of local vernacular within the relevant character area and relevant context.

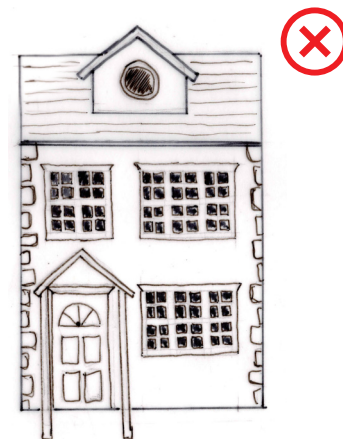
See palette of materials in the Character Assessment.



Stone cladding, bad example of use of materials

DESIGN CODE D2

Architectural detailing and fenestration to be kept simple and consistent with the existing dwelling being altered and/or within the immediate character area context.



Too much detailing

Landscaping and boundary treatment

Why is it important that landscaping and boundaries are considered?

Landscaping and boundaries are important elements to consider as they help to enhance and define the streetscape, providing consistency along key paths and improving the health and wellbeing of residents and visitors. Landscaping helps to improve the overall image of the streetscene and may encourage people to spend more time outdoors. Boundary treatment is equally as important as it serves the dual function of creating visual alignment along key routes whilst also helping to differentiate between public and private space.

Elements to consider (landscaping, green infrastructure, boundary treatment, front gardens)

It is paramount that any landscaping or boundary treatments are appropriate in the context of Ruddington. In terms of landscaping and green infrastructure, special attention should be given to ensure that local landscape character and landscape designations (e.g. Local Wildlife Sites, Conservation areas etc.) are respected, whilst also accounting for the visual impact of any landscaping additions.

Boundary treatments should be designed with special considerations relating to height and materials and their relationship to private dwellings as well as the overall streetscape. Boundaries may be defined by way of the introduction of a physical barrier such as a wall, fence or hedging. A more subtle approach may be delivered by introducing a change in surface colour and pattern, which will help to differentiate between public and private space. Front gardens are also effective boundary treatment and offer a soft and decorative solution, as long as they are maintained.

The loss of front boundaries will be resisted, in addition to the loss of front gardens for parking where the front boundary forms a key part of the streetscene and local character.

DESIGN CODE E1

Landscape plans shall be submitted where appropriate demonstrating use of native species where possible, particularly where the development alters vegetation adjacent to the highway.

DESIGN CODE E2

Front boundaries should be retained where identified as part of the local character – see Character Assessment Part 1.



Semis showing front boundary lost vs retained

DESIGN CODE E3

Where front gardens are to be lost, as much of the front boundary should be retained as possible to retain enclosure to the street.

Preservation of amenity

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Outlook and amenity

Why is it important that outlook and amenity are considered?

Provision of outlook and **amenity space** ensures that those residing within the Ruddington area can enjoy sufficient space to meet the recreational and domestic requirements of the occupants. Amenity space can be of a passive, active or functional nature and may facilitate a wide range of activities, from sitting out, providing play space for children or drying clothes. Outlook and amenity space also ensures that sunlight and daylight can be enjoyed.

Elements to consider

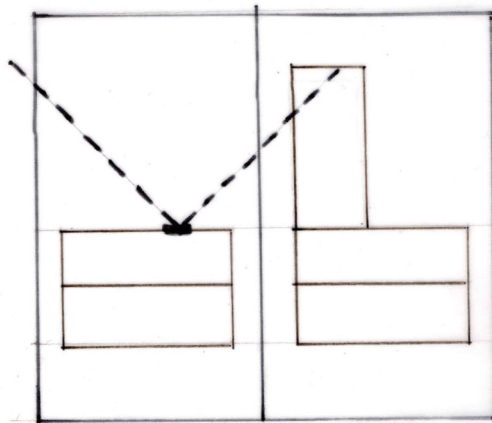
There are a number of elements to consider with regard to outlook and amenity. First and foremost, any new development must ensure that both new and existing dwellings enjoy a certain degree of privacy. In order to achieve this, developments must ensure that windows do not overlook private areas (living rooms, dining rooms and bedrooms, as well as kitchens, patios and gardens) of neighbouring dwellings. It is therefore recommended that any new development or extension to existing development is situated at an appropriate distance from neighbouring dwellings.

Amenity space

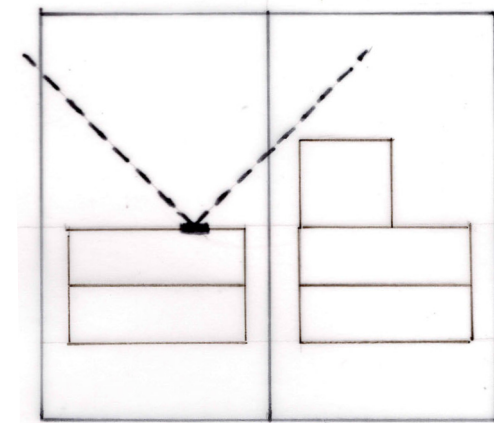
The outside space associated with a home or homes. It may be private or shared, depending on the building it serves.

DESIGN CODE F1

Residential extensions should consider the impact on amenity of proposals on neighbouring properties. The 45 degree rule should be used to assess whether a scheme has an inappropriate impact on amenity. This can be tested by how it impacts on daylight and outlook and whether it is overbearing.



Bad example of rear extension and 45 degree angle



Good example of rear extension and 45 degree angle

Parking and storage

Why is it important that parking and storage are considered?

It has been identified during the character assessment that there is a lack of car parking facilities in some areas of Ruddington. Whilst this is undoubtedly an annoyance for the residents of Ruddington, a sensitive approach should be adopted to ensure that car parking does not dominate the public realm.

Refuse and bin storage facilities play an important role in the functioning of households, however they also may have a negative visual impact on the streetscape and create issues with access and well-being. It is therefore recommended that a considered and sensitive approach to parking and storage is adopted so that the public realm can be both functional and attractive.

Elements to consider (car parking, cycle and bin storage)

Car parking facilities should be clearly identifiable yet subtle additions to the public realm. Provision of covered and secured cycle storage should be located in strategic and accessible locations to encourage more people to cycle and minimise the risk of theft. Careful attention should also be paid to providing ample space for bin storage facilities as a reluctance to do so may contribute to an unattractive streetscape and may obstruct key paths. A lack of appropriate bin storage facilities may also pose a threat to public health.

DESIGN CODE G1

All schemes that propose additional bedrooms or additional dwellings must be accompanied by a plan demonstrating how cars, bicycles and bins will be accommodated on the site. Designs should avoid the domination of the streetscene with these features, whilst ensuring safe and convenient access and use for occupants.

DESIGN CODE G2

Garages will only be permitted where they are large enough to accommodate a modern car.

Garages should have the following minimal internal dimensions:

- Standard single = 6m x 3.3m with minimum door width of 2.8m
- Double = 6m x 6m, with minimum door width of 4.2m.

If cycle parking is not provided for residential developments, it may affect the way that the use of garages is considered, i.e. whether they should count towards parking provision.

DESIGN CODE G3

For residential development, cycle parking spaces should be under cover and secure. For developments with common facilities, such as flats, one space should be provided for every five dwellings. For individual dwellings, one space should be provided per dwelling.

DESIGN CODE G4

On plot garages for individual properties should be located so that cars can park in front of the garage doors, leaving sufficient room for the garage door to be opened.

Non-residential development

Village centre development **30**

Public realm **32**

Village centre development

Why is it important that non-residential development is considered?

Non-residential development plays a role in **activating the streetscene**, providing employment and community uses, and supporting the creation of the community as a whole. Residential and non-residential development often sit alongside one another and thus both have an important impact on the character of Ruddington. This is particularly key in the areas of Ruddington where there are a greater mix of uses, such as the Village Centre and Historic Core identified in the Character Assessment in Part 1.

Elements to consider

In terms of attractive and vibrant streetscape, it is important to consider retail frontages, particularly in the centre of Ruddington. High quality and well-maintained shop frontages, combined with well-considered public realm, can become the heart of villages by encouraging people to spend time there.

Activating the streetscene

To encourage activity and surveillance along a street by ensuring there are windows and entrances at ground level and avoiding blank elevations with no doors or windows.

Whilst typically light industrial uses might not offer the same attractiveness as the usual shopfronts, their design and relationship to the street remains a key consideration. Noise constraints and parking requirements often lead these uses to be set into larger plots. Their design and boundary treatment therefore needs to be considered carefully to ensure that these plots do not become dead spaces or create fragmentation. Ways should still be sought for them to contribute to the character of Ruddington where possible.

Whilst backland sites may not have such a pressing impact on the character of Ruddington, their proximity to private spaces such as gardens demands careful consideration of their design in terms of visual amenity and setback distances. Backland development can offer an efficient use of space for development but must not encroach on the privacy of neighbouring gardens.

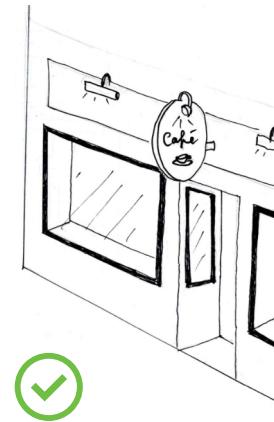
The design of access to these spaces is particularly important, as many backland developments in Ruddington have single access roads. Consideration for turning space is therefore key, particularly in relation to light industrial and commercial uses that require servicing.

DESIGN CODE H1

Shopfronts should be designed to complement and not detract from the streetscene. One hanging sign will be supported per retail unit and illuminated signs should be avoided. Where illuminated signs are considered appropriate they should be externally illuminated and not internally illuminated.



Externally illuminated shopfront signs



Public realm

Why is it important that the public realm is considered?

The public realm should be attractive, comfortable and consistent in order to facilitate a number of different uses and users and allow social interaction to take place, therefore creating community cohesion.

Elements to consider (accessibility, inclusivity, legibility, streetscape)

As a precondition, the public realm should be accessible for and inclusive of all ages and abilities. This means that pavements should be of good quality and a sufficient width to ensure that there is a smooth flow of pedestrians along paths. However, in areas where historic street patterns may restrict the design of wider pavements, it may not be possible to achieve a truly accessible public realm. In these areas special measures must be taken to find alternative solutions.

Local residents have expressed interest in the introduction of clearer sign-posting of heritage assets. This should be taken into account when making alterations to the streetscape or in any new developments.

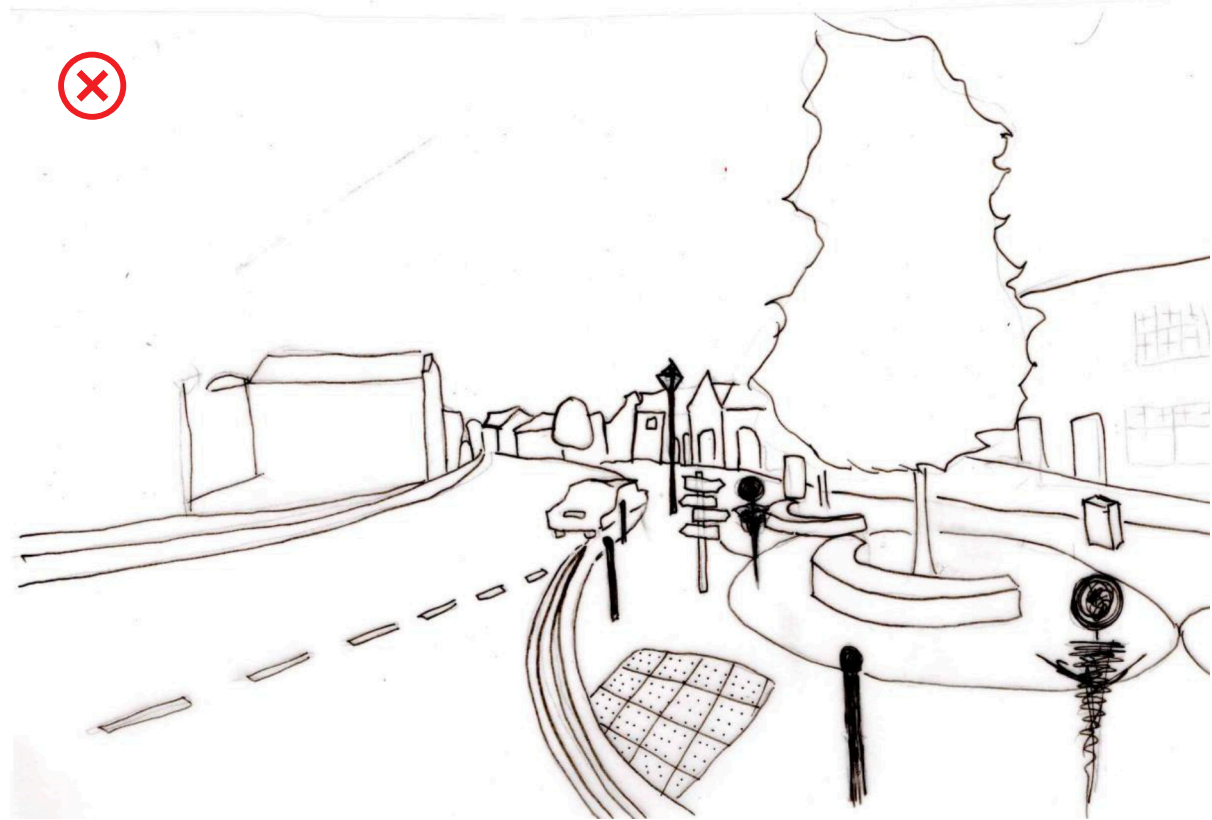
To further the cause of accessible public realm, street furniture should be used to provide seating and shelter for all so that local residents and visitors can rest or better engage with the public realm and community.

Opportunities to enhance the streetscape through green infrastructure will be viewed favourably. This may be achieved through the installation of planters and hanging baskets that are already seen as a positive contribution to Ruddington's public realm.

It is important to the character of Ruddington that the townscape does not become dominated by advertising as this may detract from the quality of the streetscape, particularly in the village centre and historic core. Advertising may be presented in numerous forms, from wall mountings to sandwich boards, but each display should consider the character of the host building, and that of the local vernacular. It is therefore inappropriate for advertisements mounted on buildings to be overbearing in scale and design. Moveable advertisements such as sandwich boards can be an attractive feature of local streets, but must be placed with careful consideration for pedestrians using the pavement and should not over-clutter the street. Good maintenance is key to ensuring that advertising does not detract from local character.

DESIGN CODE I1

Care should be taken to avoid overly cluttered with signs, posts and utilities. Seating should be provided to encourage social interaction at key locations.



Bad example of street clutter



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