

RUDDINGTON **DESIGN GUIDE**

Part 3 Design Codes for Major and Strategic Developments

Referendum Draft

Ruddington Parish Council

June 2021



Urban Imprint Limited | .Company number 8059162 | Registered in England and Wales
Registered Office | 82 Reddish Road | Stockport | SK5 7QU

Part 3 Design codes for major and strategic development

What is the purpose of this document?	5
Urban design objectives	6
Layout: Structure	9
Layout: Grain	13
Landscape	16
Density	19
Scale: Height and mass	22
Appearance: Details and materials	26

What is the purpose of this document?

This document is the third part of the Ruddington Design Guide and should be read in conjunction with Parts 1&2.

The purpose of preparing design codes for major development is to ensure that new larger scale development proposals will make a positive contribution to the character of the settlement but also that they will integrate well into the existing fabric of the place. Therefore elements such as the existing and proposed pedestrian network, building lines and green infrastructure, amongst many others, should be carefully considered both as part of the context of a site but also in terms of what the response to these existing networks and patterns will be on site.

Major 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 10 or more; or the development is to be carried out on a site having an area of 0.5 hectares
- B. The provision of a building or buildings where the floorspace to be created by the development is 1,000 square metres or more; or
- C. Development carried out on a site having an area of 1 hectare or more

In order to achieve this, a series of urban design objectives should lead the design and development process and shape how decisions are made from the choosing of sites down to the detailing of materials. These are set out on the following pages..

Urban design objectives

(Reference: National Design Guide 2019 and ByDesign, DETRA, 2000)

DESIGN CODE J1

All major development proposals must include a statement demonstrating how the design objectives have been considered throughout the design process.

Following these objectives the document is split according to aspects of development form that need to be carefully considered throughout the design process.

Character and context creating a place with its own identity

Understanding the existing character of a place is crucial as a first step in ensuring new development responds to and reinforces that character. The Ruddington Character Assessment, Part 1 of this document, provides a detailed analysis of 21 character areas across the village. The aim of this assessment was to identify the components and features which give Ruddington its unique and special character. New development can then be designed using that knowledge and understanding of what exists as a starting point.

Continuity and enclosure a clear distinction between public and private spaces

A crucial element that contributes towards the character of a place is how public and private spaces (and the areas in between) are divided and defined. As the character assessment identifies, parts of the village are characterised by strong building lines, strong boundary treatments and well enclosed streets, particularly in the village centre. Elsewhere this continuity of street frontages and the enclosure of space is less defined, again adding to character. New development should aim to provide well defined streets and spaces but in a way that complements and reinforces the way in which that has been achieved in the village already.

Quality of the public realm attractive and successful outdoor areas

Ruddington benefits from a variety of public spaces. From the village centre to the Country Park, residents have an excellent choice of high quality spaces available. All public spaces, existing and new, should ensure that spaces and routes are attractive, safe, social, uncluttered and work for all users. The existing landscape and natural resources should be retained, incorporated and enhanced through new development.

Ease of movement a place that is easy to get to and move through

All new development should follow the order of priority of road users defined within this document and promote accessibility and permeability by creating connections, encouraging public transport and putting people before traffic.

Legibility and built form
a place that has a clear image
and is easy to understand

Ruddington has a number of landmarks and assets that aid in wayfinding. These existing assets should be retained, reinforced and enhanced, where appropriate, whilst new development should strive to provide recognisable routes, junctions and landmarks to create convenient and easily navigable places.

Adaptability and lifespan
a place that can change easily
but is built to last

Ruddington as a settlement has changed and adapted over time depending on changes in social and economic trends and demands. The success of the village as a place to live, work and visit is in part down to this adaptability. However, the quality of older buildings has been crucial in creating the character of the village. New development should seek to adapt to changing social, technological and economic conditions, whilst ensuring quality of materials and design.

Diversity and identity
a place with variety and choice

Another key to the success of Ruddington is the variety of types of dwelling, business and activities available. This all gives the place a vibrancy that should be celebrated. New development should promote diversity

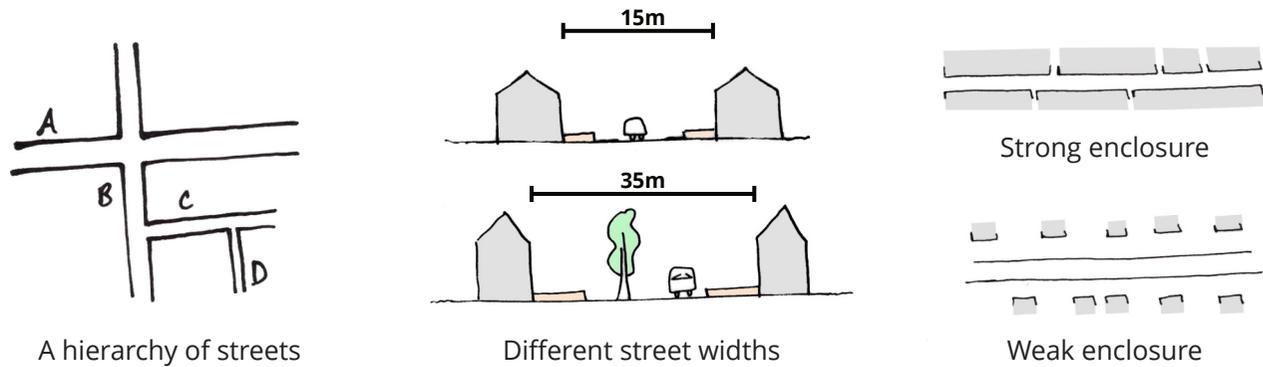
Layout: Structure

Why is it important that structure is considered?

Structure refers to how streets and spaces are connected in a network at a site, neighbourhood and settlement scale. It is crucial that a layout is designed with these scales in mind to ensure that developments, streets and spaces relate well to one another. This structure should provide the framework on which the other elements of built form and land use are based. Within this structure the priority and needs of key users should be carefully considered. The priority of road users should start with pedestrians and wheelchair users, cyclists and finally cars and other vehicles.

Elements to consider

Proposed major development should be supported by evidence justifying the design of the structure of the layout. Analysis of the existing networks of routes, spaces and infrastructure should form the first stages of the design process. This part of the design process should be well evidenced within documents supporting a planning application. The exact networks analysed will depend on the individual context of the site. The layout structure should be based on urban design best practice that focuses on creation of a street hierarchy and ensures permeability and legibility.



A hierarchy of streets

Different street widths

Weak enclosure

DESIGN CODE K1

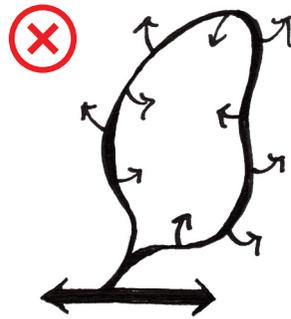
Schemes should follow a simple but well defined street hierarchy and a strategy of how this will be interpreted 'on the ground'. Elements of the street hierarchy should be defined through a narrowing of street widths, use of different materials and planting strategies.

The table to the right provides an example of a street hierarchy which could be appropriate for Ruddington.

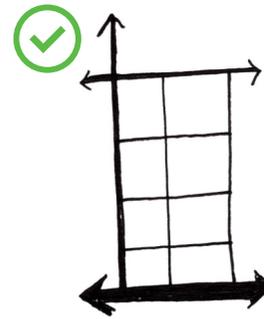
Capacity based definition	Street type	Ways to define the street
A Settlement distributor	Avenue or boulevard – formal, generous landscaping	<ul style="list-style-type: none"> • Strong enclosure • Bus stops, cycle lanes well defined • 27 - 36 m width with formal landscaping
B Neighbourhood distributor	May have a mix of uses and active frontages	<ul style="list-style-type: none"> • Strong enclosure • Some taller buildings – particularly at corners • 18 – 30 m total street width where services are provided
C Access road	Street – predominantly residential with measures to slow traffic down	<ul style="list-style-type: none"> • Pinch points and on street parking • 12 - 18 m total street width
D Cul-de-sac	Mews and courtyards – shared spaces and other uses	<ul style="list-style-type: none"> • More relaxed enclosure of the street • Maximum of two storey dwellings • Soft landscaping dominant • Narrow 7.5 – 12 m total street width

DESIGN CODE K2

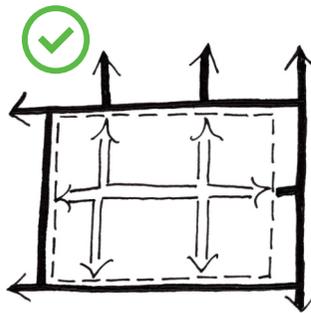
The arrangement of streets, routes and spaces must be permeable for pedestrians and cyclists - with focus on access to services and facilities, public transport and existing routes. The proposed development must demonstrate how it promotes cohesion and access to the parts of Ruddington adjacent to it.



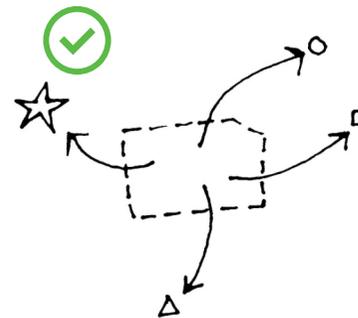
One access road serving cul-de-sacs



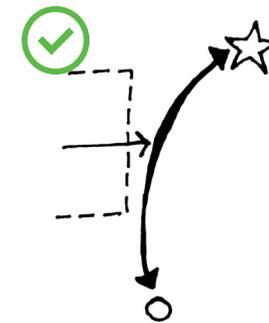
A grid system with multiple access points



Linking to existing networks of routes



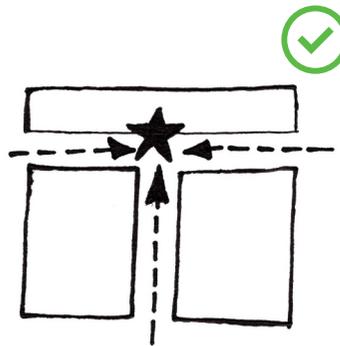
Thinking about nearby services



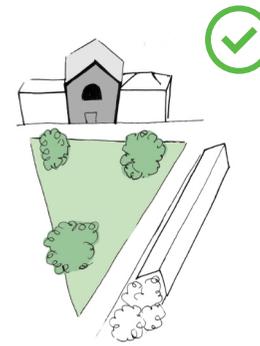
Linking to key existing routes to services

DESIGN CODE K3

The legibility of schemes should be secured through careful use of features such as vistas, header buildings and a hierarchy of streets and spaces.



A header building draws the eye helping with navigation



An example of a header building in Ruddington

Layout: Grain

Why is it important that urban grain is considered?

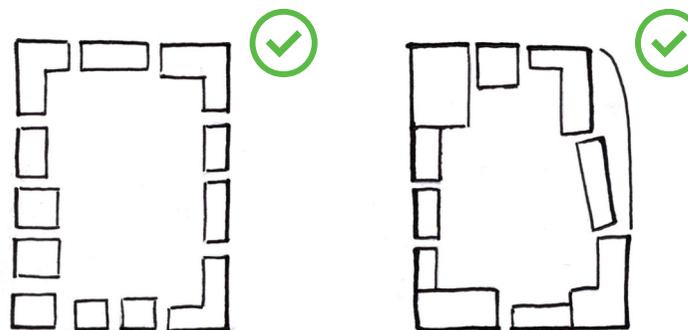
Urban grain refers to the way in which street blocks and plots are arranged and their size. Small and frequent blocks and plots are known as having a fine grain whilst larger blocks and plots are known as having a coarse grain. This basic decision about how plots are formed and arranged has a huge effect on the new character created by schemes.

Elements to consider

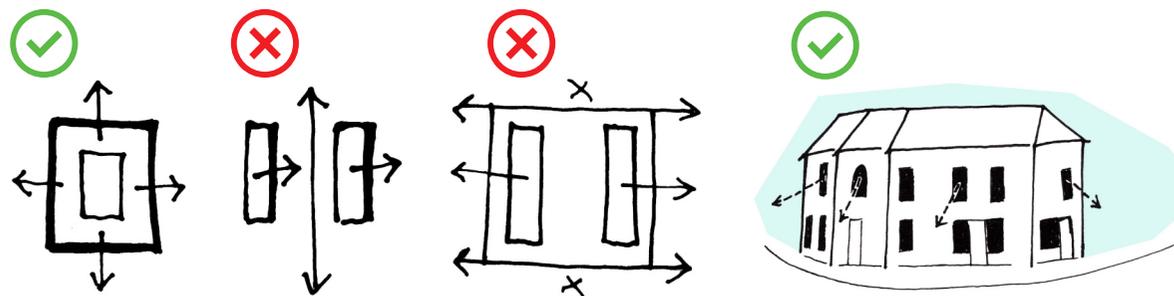
The design of urban grain in a new development should take the lead from the existing character of an area. The Ruddington Character Area Assessment should be used to demonstrate how the design of new schemes will respond to local character in this way. When the proposed development is on the edge of the settlement and not within a defined character area, those which it adjoins should be strongly taken into account.

DESIGN CODE L1

Schemes should be laid out using perimeter blocks to ensure that streets are fronted by buildings and private spaces are clearly located behind the building frontage. This approach also ensures that there are 'eyes on the street' and thus promotes safety and social interaction.



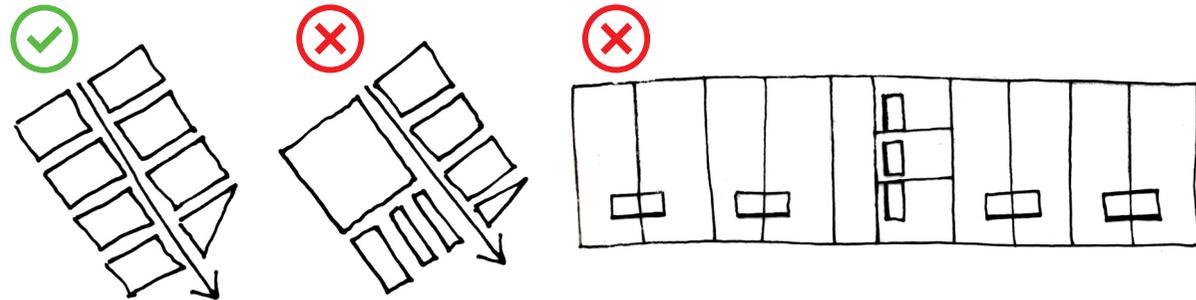
Examples of how perimeter blocks can be used even if building types vary (Ruddington examples)



Ensuring perimeter blocks face out and avoid stretches of street which are not overlooked

DESIGN CODE L2

The existing character of the area in which development is proposed or lies adjacent to should be the basis on which blocks and plot sizes are designed.



Ensuring that plot forms and sizes complement the existing local character

Landscape

Why is it important that landscape is considered?

The character and appearance of land surrounding or adjacent to a site is important to understand when designing a layout. The shape, form, ecology, natural features, colours and elements of the landscape are key in how they contribute towards local character, both as individual elements and in combination. Landscape should be considered in two ways. Firstly, the character of the surrounding landscape and secondly, the existence of landscape features (e.g. mature trees), their retention and the design of new planting arrangements in proposed layouts.

Elements to consider

Ruddington is the subject of a Nature Conservation Strategy (2016-2020) that characterises the landscape around the settlement and is covered by the Trent and Belvoir Vales National Character Area (NCA 48). The term used to describe the character is 'village farmland' and it lies within the South Nottingham Farmland Landscape Character Area. The edges of the parish therefore have a distinct character which should be protected and reinforced by new development.

A crucial element when considering landscape is the retention of existing landscape features. Mature trees and vegetation make a significant contribution to the village in terms of environmental, biodiversity and visual benefits; green spaces provide a setting to listed and heritage assets: hedgerows and mature trees provide enclosure within the streetscene. Vegetation is a crucial element within the majority of Ruddington's Character Areas and different species and forms of planting will be more or less appropriate depending on the area.



Ruddington houses softened by the landscape at the edge of the settlement

DESIGN CODE M1

It must be demonstrated that proposed development has been designed to take account of the character of the landscape around and adjacent to it, where relevant, utilising the Landscape Character evidence work available. This may be in terms of the colours and textures used in materials and certainly an influence in the proposed landscape scheme, for example, when proposing vegetative boundary treatments.

DESIGN CODE M2

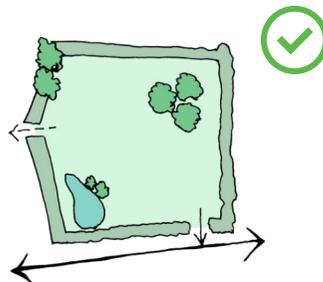
Where a new settlement edge is being created, proposals must demonstrate how the built form will transition between the settlements and the wider landscape. Schemes should be designed to avoid a hard edge and instead use reduced building heights, planting and lower densities to achieve a sensitive transition.



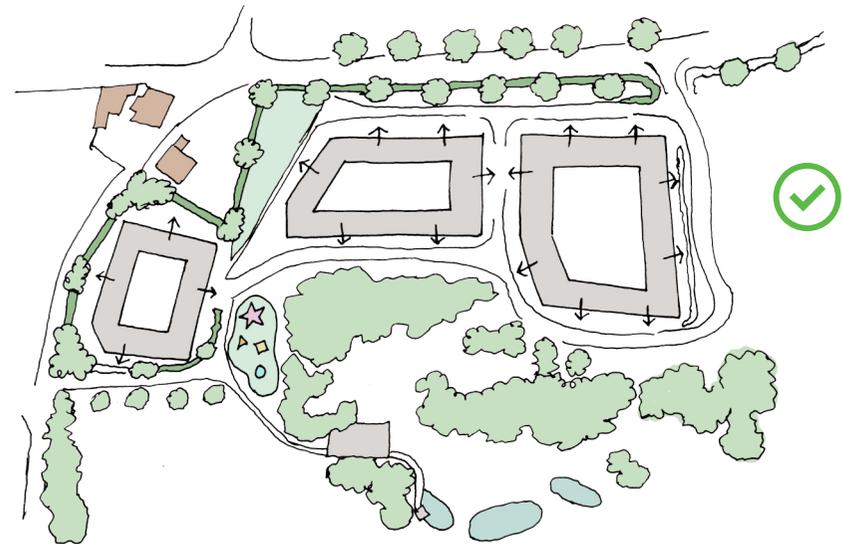
An unsympathetic transition into the surrounding landscape

DESIGN CODE M3

The loss of trees, hedgerows and native planting should be avoided and instead these features should be incorporated into the design of proposed development. All major development should be accompanied by a landscape layout which prioritises the use or and incorporation of native species and promotes overall biodiversity net gain.



Landscape features that could be retained and incorporated into a layout



A layout that retains landscape features and makes the most of opportunities they present

Density

Why is it important that density is considered?

Density refers to the amount of development on a piece of land and relates to the intensity of that development. When linked with the mix of uses this makes a significant contribution to the vitality and vibrancy of an area. A limited mix of uses at a low density will result in an area that might lack activity and thus social interaction and a feeling of community.

Density is an important issue in new development, in part due to the propensity for new housing estates to consist of large detached dwellings at a very low density. Whilst this type of development has its place, and is appropriate in some parts of Ruddington, it is not an appropriate design solution for the vast majority of new developments.

Elements to consider

What is an appropriate density and mix will differ depending on the part of Ruddington in which development is proposed. Part 1 of the RDG should be the first port of call when exploring how a proposal should respond to the local context in terms of density and mix. In the village centre, higher densities are more appropriate. Whereas, at the edge of the settlement densities are likely to be lower and may vary across the site, with the lowest densities being closest to a new settlement edge.

Similarly, the mix of uses will vary closest to the village centre whilst around the periphery of the settlement development is more likely to be dominated by residential use. However, the mix of types of residential dwelling is a key consideration for new development proposals.

DESIGN CODE N1

Proposed densities should be directly evidenced by the Character Assessment, and have regard to the densities set out in the table on this page.

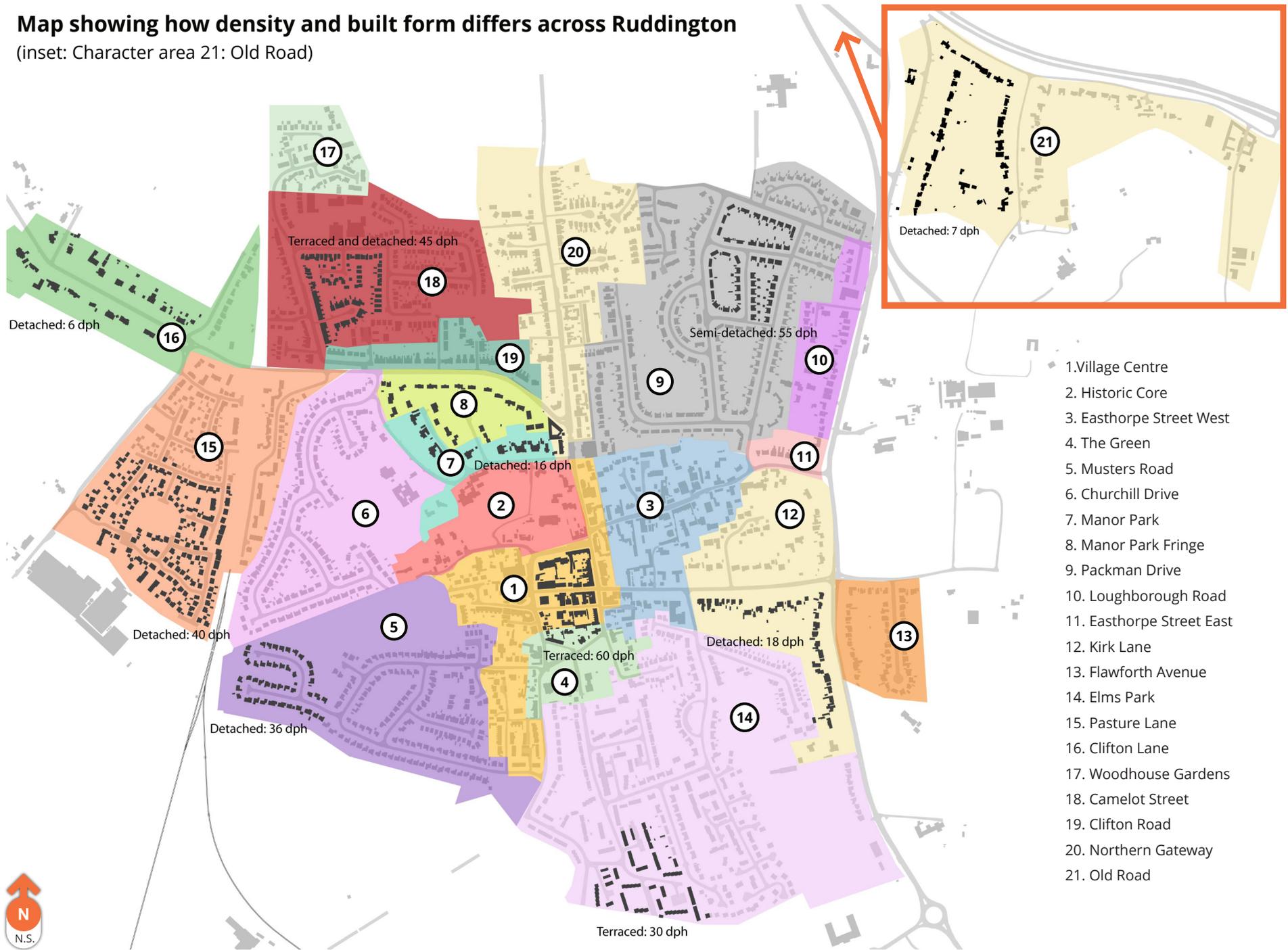
DESIGN CODE N2

The land use and mix of types proposed should be supported by evidence justifying it as a response to local need using available data from the Local Authority or providing primary evidence.

Character Area	Typical density – dwellings per hectare (dph)
1. Village Centre	c. 30dph around the high street
2. Historic Core	Some clusters of large dwellings at 7dph but generally comprises larger civic/religious buildings creating low density
3. Easthorpe Street West	c. 20dph due to some other uses such as a care home and shops
4. The Green	c. 23dph, when the green is included. Therefore slightly higher densities may be acceptable.
5. Musters Road	c. 26dph with a fairly uniform density throughout
6. Churchill Drive	c.35dph not including the infant and nursery school site
7. Manor Park	c.11dph due to large detached dwellings but some areas of higher density c. 60dph on Wilford Road
8. Manor Park Fringe	c.8dph
9. Packman Drive	c.34dph excluding playing field
10. Loughborough Road	c.13dph
11. Easthorpe Street East	c.21dph
12. Kirk Lane	c.8dph with the exception of the north of the character area where densities are much lower
13. Flawforth Avenue	c.15dph
14. Elms Park	c.41dph excluding the park
15. Pasture Lane	c.43dph
16. Clifton Lane	To the east of the character area, closer to the village, densities are c.12dph, but these decrease to c.5dph as you travel away from the village along Clifton Lane.
17. Woodhouse Gardens	c.29dph
18. Camelot Street	c.34dph excluding the allotments and depot area
19. Clifton Road	c.42dph
20. Northern Gateway	c.27dph
21. Old Road	c.4dph in the developed areas

Map showing how density and built form differs across Ruddington

(inset: Character area 21: Old Road)



Base map: © Crown copyright and database rights (2018) OS (0100057416)

Scale: Height and mass

Why is it important that height and mass are considered?

The size of buildings in relation to their surroundings is a way that scale is assessed. The height of a building affects how it impacts views and vistas from within and around a settlement. Working out the ratio of building height to the width of a road is a good way to measure the proportions of a street and understand why it might feel well enclosed or more open. Height can be used to define corners, terminate vistas or reinforce a transition between a settlement and the wider landscape.

The mass of a building relates to the combined effect of its volume and shape in relation to the buildings and spaces around it. The perception of the massing of a building can also be affected by its orientation and arrangement on the plot or within a building line. Similarly, the form of a roof can affect how massing is perceived within a street. A pitched roof with a gable to the road will appear larger from the human perspective than a front to rear pitch.

Elements to consider

The key when considering height and massing is to ensure that streets and buildings remain at the human scale. This means ensuring that the design is optimized and designed for human use. For example, spaces should be designed to be of a scale in which people feel comfortable, safe and secure. This example will be most relevant to the larger scale developments as they come forward within Ruddington, which are more likely to create new public spaces.

DESIGN CODE P1

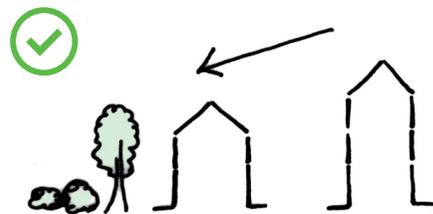
New buildings not to exceed two storeys in height unless within the village centre or there is a clear justification within the relevant character area. Two and a half storeys may be used to emphasise a corner or to terminate a vista. Three storeys may be supported in major new development where they contribute to interest in the streetscene and help define a street hierarchy.



Ways to use height to emphasise a corner or end of a row of properties

DESIGN CODE P2

Where a new settlement edge is to be created, 2 storeys should not be exceeded at that edge and transition into the surrounding landscape sensitively considered.



The height of buildings should be carefully designed to avoid an abrupt settlement edge

DESIGN CODE P3

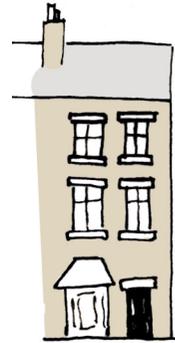
Within the village centre, in rows of existing three storey buildings, development of a lower or greater height will be resisted unless it can be demonstrated it positively adds interest to the streetscene.

DESIGN CODE P4

The scale, height and massing of proposed development should be based on local building typologies. The appropriate typology should be dictated by the character area within which or adjacent to which the new development is proposed. Below are some examples found across the village.



Local shop



Three storey terrace



Semi-detached



Detached villa

Appearance: Details and materials

Why is it important that details and materials are considered?

The architectural detailing used in buildings vary from a purely functional purpose to being a showcase of craftsmanship. In some instances detailing can simply be how windows are arranged or the use of bay windows and porches, which can create a rhythm in the streetscene. Other examples of detailing may be hanging decorative tiles or string courses.

Materials can vary in terms of texture, colour, pattern and the way in which they are used. Details and materials are often a result of building techniques of a particular era and can be related to different styles of architecture.

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.

Elements to consider

Ruddington contains distinct character areas that are strongly distinguished by the use of materials and architectural detailing that dominate in each area. Some parts of the village contain simple use of materials and detailing whilst others, particularly in the village centre, exhibit a range of both as decorative features.

DESIGN CODE Q1

Schemes should consider the decorative features set out in Part 1 of this document (Introduction & Character Assessment) in order to ascertain what details are appropriate within each character area.

DESIGN CODE Q2

Schemes should consider the materials and colours set out in the Character Assessment: Part 1 in order to ascertain what materials are appropriate within each character area.

DESIGN CODE Q3

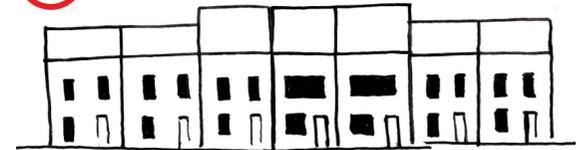
The use of detailing and materials should be limited to avoid overly complex and confused buildings.

DESIGN CODE Q4

The fenestration and emphasis of existing properties should be taken into account when designing new properties.



Vertical emphasis created by tall narrow windows



Wide short windows would be inappropriate in this context



Urban Imprint Limited
16 -18 Park Green
Macclesfield
SK11 7NA

01625 265232
info@urbanimprint.co.uk
www.urbanimprint.co.uk

