# urban imprint

# DRAFT Ruddington Design Guide:

# Part 2: Design codes for minor development

## Ruddington Parish Council

November 2019

**urban imprint**

| Project name and number: |
| --- |
| 19-024 Ruddington Design Guide |
| Document name and revision: |
| 19-024_RDG_Part2 |
| Prepared by: |
| NG/HH/JG |
| Reviewed by: |
| BP/JG |
| Date of issue: |
| 31/10/19 |

# Contents

# Introduction

## 1. What[UI1] are design guides and design codes?

1.1. Design guides help proactively plan for better design to help streamline the planning and design process later on. They provide detailed analysis of an area's character and then set out design guidance and written and graphic 'rules' for different types of development expected in different areas. These rules are known as design codes. The design codes should be based on a specific vision and provide technical and precise guidelines.

## 2. Background to the Ruddington Design Guide

2.1. The Ruddington Design Guide (RDG) is being prepared in support of the Ruddington Neighbourhood Plan (RNP). However, once complete, the RDG will be a standalone design guidance document that will carry weight in local decision making relating to new development proposals. The findings of the RDG will inform specific design policies of the RNP and provide further detail for those wanting to submit planning applications in the parish.

## 3. How have we put this document together?

3.1. This document has been prepared on behalf of Ruddington Parish Council to accompany the RNP. The RDG will exist as three linked but separate documents.

<u>Part 1: Ruddington Character Assessment</u>

3.2. This is the foundation piece of work on which parts 2 and 3 are based. The village has been categorised into 20 character areas. Each has been described and the key features that contribute towards its unique character identified. This work will inform those promoting any form of development (regardless of type or scale) about what the character of the area surrounding their scheme is and how they should respond to it.

<u>Part 2: Design Codes for Minor Developments</u>

3.3. Part 2 sets out guidance and 'rules' to be considered by those promoting minor development in the parish. This guidance is based on the findings of Part 1 and includes advice on how to consider local character when undertaking the types of minor development most common in Ruddington. The guidance is accompanied by short simple explanation of each factor to consider with a sketch of positive and negative examples.

<u>Part 3: Design Codes for Major Developments</u>

3.4. Part 3 sets out guidance and 'rules' for those promoting major development in the parish. The guidance is based on the findings of Part 1 and focuses on what factors should be considered to ensure that large scale development, including strategic housing sites, complement and contribute towards local character. The guidance is accompanied by short simple explanation of each factor to consider with a sketch of positive and negative examples. In addition, Part 3 includes guidance specific to some of the strategic housing allocations in Ruddington.

<u>Methodology</u>

3.5. The initial stages of the RDG project have involved a desk based study utilising existing evidence documents such as the Conservation Area Appraisal, RNP Technical Baseline and sources such as British Listings.

3.6. This work initially informed a series of character areas which were then finalised and verified through site work. During this site work the character of each character area was defined in terms of key features and combinations of factors. Such factors included the prevalence of green infrastructure in a character area, the way the area is accessed, the age, style and use of buildings in the area and other factors such as use of materials and the width of roads and pavements.

3.7. In conjunction with this desk study and site work, two community events were held to further shape and inform the findings. Each community event was open to all Ruddington residents or stakeholders and consisted of a guided walk around parts of the parish using handouts to identify and prioritise the features which were considered to contribute most to local character. In addition, each event focused on a particular type of development, minor and major development respectively, and what 'rules' might be appropriate to ensure a high design quality in new development.

3.8. The result of this work has been the three parts of the RDG.

# 4. What is the purpose of this document?

4.1. **This document is the second part of the Ruddington Design Guide and should be read in conjunction with Part 1.** The purpose of including design codes for minor developments is to allow careful consideration of the nuanced requirements of different scales of development. There will be specific features to consider for minor developments which require separate consideration to major developments.

4.2. 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

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

# General development principles

## 5. Scale, mass and arrangement

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

5.1. 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 which is valued by local residents, as identified in the Character Area Assessment in Part 1.

**Elements to consider**

5.2. 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 which 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.

5.3. 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 building 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.

5.4. 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.

5.5. 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. Setbacks can be used to add interest and definition to the streetscene but should be carefully justified.**

**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.**

**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.**

# 6. Extensions and alterations

**Why is it important that extensions and alterations are considered?**

6.1. 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**

6.2. 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 which are not complementary of existing roof patterns.

6.3. Whilst roofs need not all look the same within the streetscape, their general scale should be sensitive to that which exists. 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 rooves for extensions will generally be favoured over flat rooves. Flat rooves 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.**

**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[g2] 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.**

> **Fenestration:** The arrangement of windows within a building elevation.

# 7. Outbuildings

**Why is it important that outbuildings are considered?**

7.1. 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**

7.2. Garages provide a useful alternative to on-street parking which has been identified as an issue in some part of Ruddington as part of the Character Area Assessment 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: Garages only to be permitted where they can be demonstrated to be large enough to accommodate a modern car.**

**DESIGN CODE C2: Ancillary buildings are not to be placed in front of the front elevation of an existing property. 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.**

# Local detailing

## 8. Use of materials

**Why is it important that materials are considered?**

8.1. 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.

8.2. 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**

8.3. 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.

8.4. 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.**

**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.**

# 9. Landscaping and boundary treatment

**Why is it important that landscaping and boundaries are considered?**

9.1. 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)**

9.2. 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.

9.3. 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.

9.4. 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 F1: 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 F2: Front boundaries shall be retained where identified as part of the local character – see Character Assessment Part 1.**

**DESIGN CODE F3: 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

## 10.    Outlook and amenity

**Why is it important that outlook and amenity are considered?**

10.1.    Provision of outlook and <mark>amenity space</mark> [g3]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.

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

**Elements to consider**

10.2.    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.

**DESIGN CODE E1: 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.**

# 11.    Parking and storage

**Why is it important that parking and storage are considered?**

11.1.    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.

11.2.    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)**

11.3.    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 should have the following minimal internal dimensions:**

- **Standard single = 6m x 3m, with minimum door width of 2.3m**

- **Use by disabled = 6m x 3.3m with minimum door width of 2.8m**

- **Double = 6m x 6m, with minimum door width of 4.2m.**

**If a dwelling has no separate parking for cycles, it may affect whether we consider that the garage should be counted towards parking provision.**

**DESIGN CODE G3: For shops, restaurants and pubs, one cycle parking space should be provided for every 500sqm of development space and should be under cover, and located in a prominent and convenient location.**

**DESIGN CODE G4: 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 G5: 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

## 12.    Village centre development

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

12.1.    Non-residential development plays a role in **activating the streetscene**[g4], 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.

---

**Active frontage:** the front of a building with openings onto the space that generate activity and engagement between the building interior and the space outside, particularly entrances.

---

**Elements to consider**

12.2.    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.

12.3.    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.

12.4.    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.

12.5.    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 which require servicing.

**DESIGN CODE H1: Shopfronts should be designed to complement and not detract from the streetscene. One hanging sign will be permitted per retail unit and illuminated signs should be avoided.**

**DESIGN CODE H2: Backland development must be considered on its own merit on a case by case basis. Amenity, access, safety and parking for such scheme should be primary considerations.**

# 13. Public Realm

**Why is it important that the public realm is considered?**

13.1. 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)**

13.2. 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.

13.3. 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.

13.4. 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.

13.5. 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.

13.6. 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**[g5]. Good maintenance is key to ensuring that advertising does not detract from local character.

> **Street clutter:** Street furniture and landscape arranged so that streets are difficult to move through, use or are unattractive.

**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.**