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DRAFT Ruddington Design Guide:

Part 3: Design codes for major and strategic development

Ruddington Parish Council

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1. What 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.

Part 1: Ruddington Character Assessment

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.

Part 2: Design Codes for Minor Developments

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.

Part 3: Design Codes for Major Developments

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.

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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.

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4. What is the purpose of this document?

4.1. **This document is Part 3 of the Ruddington Design Guide and should be read in conjunction with Part 1, a Character Assessment of the settlement.** The purpose of preparing design codes for major developments 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, 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.

4.2. 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.

4.3. 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 below.

DESIGN CODE J1: All major development proposals must include a statement demonstrating how the design objectives have been considered throughout the design process.

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

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

Character and context – creating a place with its own identity

4.5. 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 20 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

4.6. A crucial element which 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.

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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 which complements and reinforces the way in which that has been achieved in the past.

Quality of the public realm – attractive and successful outdoor areas

4.7. 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

4.8. 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

4.9. Ruddington has a number of landmarks and assets which 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

4.10. 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

4.11. 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 which should be celebrated. New development should promote diversity and choice through a mix of compatible developments and uses that work together to respond to local need.

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5. Layout: Structure

Why is it important that structure is considered?

5.1. 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

5.2. 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 which focuses on creation of a street hierarchy and ensuring permeability and legibility.

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 as set out below.

Capacity based definition	Street type	Ways to define the street
A - Settlement distributer	Avenue or boulevard – formal, generous landscaping	- Strong enclosure (IMAGE) - Formal landscaping - Bus stops, cycle lanes well defined
B – Neighbourhood distributer	May have a mix of uses and active frontages	- Strong enclosure (IMAGE) - Some taller buildings – particularly at corners 18m – 100m street width where services are provided
C - Access road	Street or square – predominantly residential with measures to slow traffic down	- Pinch points and on street parking 27m – 36m street width
D - Cul-de-sac	Mews and courtyards – shared spaces and other uses	- More relaxed enclosure of the street (IMAGE) - Narrow street 7.5m – 12m street width - Maximum of two storey dwellings - Soft landscaping dominant

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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.

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.

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6. Layout: Urban grain

Why is it important that urban grain is considered?

6.1. 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

6.2. 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.

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.

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7. Landscape

Why is it important that landscape is considered?

7.1. 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

7.2. Ruddington is the subject of a Nature Conservation Strategy (2016-2020) which 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.

7.3. 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.

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 wide 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.

DESIGN CODE M3: The loss of trees, hedgerows and native planting must 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.

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8. Density

Why is it important that density is considered?

8.1.   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 which might lack activity and thus social interaction and a feeling of community.

8.2.   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, certainly it is appropriate in some parts of Ruddington, it is not an appropriate design solution for the vast majority of new developments.

Elements to consider

8.3.   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.

8.4.   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 the table below.

Character Area	Typical density
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

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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

DESIGN CODE N2: The land use and mix of types proposed should be supported by evidence justifying it as a response to local need.

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9. Scale: Height and mass

Why is it important that height and mass are considered?

9.1.   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.

9.2.   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 that a front to rear pitch.

Elements to consider

9.3.   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: New buildings to not exceed two storey 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.

DESIGN CODE: 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.

DESIGN CODE: Within the village centre, in rows of existing three storey buildings, development of a lower or greater height will be resisted.

DESIGN CODE: 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.

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10. Appearance: Details and materials

Why is it important that details and materials are considered?

10.1. 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.

10.2. 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.

10.3. 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

10.4. Ruddington contains distinct character areas which are strongly distinguished by the use of materials and architectural detailing which dominates 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: Schemes should consider the decorative features table below in order to ascertain what details are appropriate within each character area.

Local details by character area

Character Area	Local features
1.	Flemish bond Chequered brick pattern Black detailing Arched brick lintels Stone lintels and sills Chamfered corners
2.	Steep roof pitch Black detailing on dwarf walls and fencing
3.	Porches Decorative windows
4.	Stone lintels and sills Flemish bond
5.	Wood cladding Hipped rooves Porches Chimneys

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6.	Hipped rooves Dwarf brick walls
7.	Hanging tile detailing Brick and stone detailing Half timbering Chimneys Finials
8.	Gables Finials Gambrel-esque rooves
9.	Brick window arches Chimneys
10.	Brick window detailing
11.	Dwarf brick walls Decorative front door tiles and arches Bay windows Chimneys
12.	Metal gates for driveways Dwarf brick walls Gables Bay windows
13.	Dwarf brick walls and hedging Gables Varied roofscape
14.	White window and door surrounds Hipped rooves
15.	Minimal detailing
16.	Cat slide rooves Chimneys Bay windows Picket fences Black painted iron gates
17.	Dental work Porches Gables Gabled dormers
18.	String coursing Eaves detailing Bay windows Porch arches
19.	Decorative tiles String coursing Chimneys Bay windows
20.	Cat slide rooves Chimneys Gables

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21.	Mix of architectural details

DESIGN CODE: Schemes should consider the materials and colours table below in order to ascertain what materials are appropriate within each character area.

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

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