Redcar & Cleveland Local Development Framework



DESIGN OF RESIDENTIAL AREAS

SPD

July 2011



this is Redcar & Cleveland

The design illustrations in the SPD are indicative of the ways in which an urban design principle/s can be achieved; they are not intended to be the only solutions, nor are they intended to prescribe any single stylistic preference by the authority. Imaginative and different architectural solutions which nevertheless fulfil the requirements set out in this design SPD, are likely to be regarded favourably.

i

1	INTRODUCTION The role and purpose of this Supplementary Planning Document How to use this SPD Why is the design of residential areas important?	 2
2	 DISTINCTIVE Objective 1: To create places that respect and enhance the surrounding area whilst still remaining distinctive in their own right. Objective 2: To design good quality buildings that reinforce a sense of place through the use of materials and detailing. Objective 3: To create places that respond to local needs and provide a mix of dwelling types and easy access to community facilities. 	6 10 12
	Objective 4: To create a development layout and design that provides a sense of ownership and security to its residents.	14
3	 MOVEMENT Objective 5: To create well connected attractive routes that allow people to move around easily. Objective 6: To design inclusive streets that provide a safe and attractive environment for all users. Objective 7: To provide secure parking on new developments that is well designed and accessible. 	18 24 26
4	 OPEN Objective 8: To create open spaces that are well designed, valued by the community they serve, have a purpose and are fit for that purpose. Objective 9: To retain and enhance landscape features and biodiversity in new developments. Objective 10: To create inspiring play spaces that are attractive, exciting and accessible for children of all ages. Objective 11: To provide good quality private amenity space for all residents in new housing developments. 	30 32 34 40
5	 SUSTAINABLE Objective 12: To create new sustainable developments that minimise the consumption of energy to heat, cool, ventilate and light buildings. Objective 13: To encourage new developments to generate energy from renewable sources Objective 14: To create new sustainable developments that effectively control surface water and encourage the recycling of water and the use of water efficient appliances. Objective 15: To design buildings with adequate space for domestic waste storage and the separation of materials for recycling. 	44 46 48 50
6	BRINGING IT ALL TOGETHER The design process Developing a design concept Design and access statements The planning application process	53 54 54 54
	APPENDIX I: Suggested further reading APPENDIX 2: Important contacts APPENDIX 3: Glossary	57 59 61

iii

Redcar & Cleveland Local Development Framework

I. INTRODUCTION

The role and purpose of this Supplementary Planning Document

1.1 The Council is committed to raising the design quality of all new developments in the Borough. The purpose of this Supplementary Planning Document (SPD) is to provide guidance on the design of residential developments in Redcar and Cleveland. It is aimed at assisting all professionals, developers, designers, landowners and their agents in preparing proposals for new housing development.

Redcar and Cleveland Local Development Framework

1.2 The Redcar and Cleveland Local Development Framework (LDF) Core Strategy and Development Policies Development Plan Documents (DPD) were adopted by the Council in July 2007. The relevant policies to this SPD are:

Core Strategy DPD

Policy CSI	Securing A Better Quality of Life
Policy CS15	Delivering Mixed and Balanced Communities and Quality Homes
Policy CS17	Housing Density
Policy CS19	Delivering Inclusive Communities
Policy CS20	Promoting Good Design
Policy CS28	Sustainable Transport Networks

Development Policies DPD

Policy DP3	Sustainable Design
Policy DP4	Developer Contributions

- 1.3 This SPD should also be taken into consideration alongside the Landscape Character SPD, Urban Design Guidelines SPD, the Greater Eston Design Code SPD (where applicable) and the Redcar and Cleveland Highways Design Guide & Specification - Residential and Industrial Estates Development (www.redcarcleveland.gov.uk).
- 1.4 On adoption, the SPD will be a material consideration when assessing planning applications within the Borough outside the North York Moors National Park. More information on the Local Development Framework is available at www.redcar-cleveland.gov.uk/ldf.

How to use this SPD

- **1.5** The SPD does not set out rigid or prescriptive standards that must be adhered to; rather it encourages innovation and creativity. All guidelines should be balanced with the constraints and opportunities presented by each site.
- 1.6 The SPD concentrates on the design of new residential developments, from groups of two or three houses to much larger developments. A separate SPD on Residential Extensions and Alterations to existing houses was adopted by the Council in March 2010.
- 1.7 All planning applications for new residential developments will be assessed against the guidelines set out in this document. The design and access statement should demonstrate the applicant's interpretation of the objectives and guidelines and seek to justify any instances where the proposed development does not accord with the guidelines.

Why is the design of residential areas important?

- 1.8 The appearance of the built environment is important, but good design is about much more than how things look. It is about uplifting communities and transforming how people feel and behave. It is also about using resources efficiently and imaginatively. In short, good design is about improving the quality of life for everyone.
- **1.9** Good design for residential development means urban design and building design that includes and balances the following:
 - Making **Distinctive** places with personality, that respond to context yet create their own character. Places that people could be proud of.
 - Creating vibrant legible places that encourage **Movement**. Places with good connections that are well integrated into the urban and natural fabric. Places with streets that can accommodate a range of activities and users.
 - Designing accessible **Open** spaces where communities can come together. Spaces where children can play happily and safely together close to their homes. Places where you could relax and watch the world go by.
 - Promoting **Sustainable** places by encouraging schemes and buildings which are energy and cost efficient. Places which embrace innovation and new technologies.

The benefits of good design

- **1.10** Good quality urban design and building design add value by increasing the immediate and long term economic viability of development and by delivering environmental and social benefits.
- **1.11** Table I is adapted from research carried out by the Commission for Architecture and the Built Environment (CABE). It shows the range of benefits that can be delivered in the short and longer term for key stakeholders.

Tuble II The benches of good design	Table	I :	The	benefits	of	good	design
-------------------------------------	-------	------------	-----	----------	----	------	--------

	Short term benefits	Long term benefits
Landowner/ Investor	 Potential for increased land values. Higher rental returns. Increased asset value (on which to borrow). Reduced running costs. Competitive investment edge. 	 Reduced maintenance costs (over life). Enhanced re-sale values. Higher quality longer term tenants.
Developers	 Increased public support (less opposition). Higher sales values (profitability). Distinctiveness (greater product differentiation). Increased funding potential (public/private). 	 Better reputation (increased confidence/'brand' value). Future collaborations more likely.
Occupiers	 Greater accessibility to other uses/facilities. 	 Reduced security expenditure. Increased occupier prestige. Reduced running costs.
Public Interest	 Catalyst for economic regeneration and future investment. Reduced public /private discord. 	 Reduced public expenditure (on crime prevention/urban management/urban maintenance/health. Increased economic viability for neighbouring users /development opportunities. More sustainable environment.
Community	 Better understanding of changes to local areas. Opportunity to engage in shaping schemes. Places for people to meet in safety, and build their community. A more equitable and accessible environment. Shared sense of community and ownership. Reinforced sense of place. 	 Increased cultural vitality. Better quality of life. More inclusive public space. Higher property values. Reduction in crime and antisocial behaviour.

Redcar & Cleveland Local Development Framework

2. DISTINCTIVE



OBJECTIVE I

To create places that respect and enhance the surrounding area whilst still remaining distinctive in their own right.

- **2.1** Character can be described as a distinct, recognisable and consistent pattern of elements that make each place different and distinctive. It is influenced by a variety of elements such as the style of architecture, scale and massing, road patterns and landscaping.
- 2.2 The distinctive character of our surroundings has a fundamental impact on our quality of life. Therefore identifying, protecting and enhancing those elements that contribute to character is a key aspect of a successful sustainable neighbourhood. This character defines the locale and separates it from being any other place in the country.
- **2.3** All new development should relate positively to its context, reinforce local distinctiveness and enhance the character of an area. Buildings and other elements which are considered poor in terms of urban design and which do not contribute to the character of an area should not be used as the benchmark for new development.



Appraising the context or setting - Sites should be considered as part of a wider area. A concept sketch helps to analyse key features such as views, building lines, skylines, materials, style, land uses, access and transport network especially adjoining streets and missing links.

Appraising the site - To ensure that the development is as sustainable as possible, certain aspects of the site should be assessed. These include but are not limited to, natural drainage, existence of a flood plain, retention of trees and hedges, areas of shelter and exposure, retention of buildings and structures, potential foot/cycle/bus routes and characteristics of the boundaries.



GUIDELINES

- Identify local characteristics and development opportunities by conducting a thorough context and site analysis. Ensure that buildings and other elements which are considered poor in terms of urban design are not used as a point of reference to inform the final design.
- Protect or enhance features that contribute to the local character by ensuring that new development is designed to relate to the local built form and landscape character. In areas lacking positive character or when designing larger schemes aim to create an individual sense of place that better reflects the areas aspirations.
- Protect or enhance local heritage assets by ensuring that any new development is designed sensitively and where appropriate interprets historic details in a contemporary way.
- Respect the scale, massing and separation distances of surrounding and/or adjoining housing areas.
- Protect the privacy of existing dwellings by ensuring that there is a suitable separation distance between proposed and existing dwellings. The minimum separation distance usually required is 21m between the fronts and/or backs of dwellings and 13m from the rear or front wall to the side wall of an adjacent property.
- Ensure that density levels reflect any specific characteristics of the site and surrounding areas. Higher density development will generally be encouraged in and around centres and public transport hubs.
- Ensure that the external design of house types reflect the local context and/or design aspirations for that area. Standardised house types which do not reflect the local context and/or design aspirations for that area are likely to be inappropriate and should be avoided.
- Create a varied streetscape by incorporating a range of building forms and by designing building details that provide visual interest.

OBJECTIVE I (continued)

To create places that respect and enhance the surrounding area whilst still remaining distinctive in their own right.



New housing set within a historic context - Design should reinforce and evolve local characteristics that are positive. Option A shows a low-key, traditional approach that closely reflects the design of the existing buildings while option B shows a more contemporary approach that reflects plot widths, eaves lines and window openings. Option C is at odds with its context. The plot is too wide, the eaves line does not relate to the existing and windows have horizontal proportions.



Introducing variety -Mixing dwelling types but retaining a cohesive material palette is a useful way of achieving urban design variety, as it gives opportunities for combining different forms to create an interesting townscape. Aim to achieve an appropriate balance of variety, too much variety and any sense of overall identity can be lost, too little variety and a place can become monotonous.



High density - Density can take on different building forms and it is important to remember that high density does not necessarily mean high rise. High density developments can offer dwellings that are rewarding to live in, if carefully and creatively designed.

Further Reading

Building in context – New development in historic areas (2001) 'By Design' (2000) & 'Better Places to Live by Design' (2001) The Urban Design Compendium I & 2 (2007) Constructive Conservation (www.english-heritage.org.uk) Quality Reviewer (2010) Capturing the Impacts of Quality of Place Investments (2010) Design of Residential Areas SPD July 2011

To design good quality buildings that reinforce a sense of place through the use of materials and detailing.

- **2.4** Generally good building design is to do with the successful co-ordination of proportions, materials, colour and details and how these relate to the character and identity of the surroundings as well as the constraints and opportunities of the site.
- **2.5** Contrasting materials, textures, profiles, projections and junctions all produce shadows and different degrees of reflection that break up a building's shape and thus play down or up its apparent size.
- **2.6** Even with the right materials and details the quality of an overall scheme can still be spoilt, by poorly considered placing of additional elements such as guttering, soil pipes and meter cupboards.



Material selection - The design of the building as well as its context should influence the choice of materials. For example, modern styles lend themselves to an extended palette of materials including render, glass and cladding systems; whereas traditional designs that replicate the character of the existing streetscape are usually most successful where they closely match the materials and detailing, including adopting the traditional building techniques of the adjacent or parent buildings.

Making an entrance - Doors and windows are highly distinctive elements of a buildings style and as a result their design and sitting can make a big impact on the street scene. The most important consideration for choosing a style of door or window is that it fits in with the style of the building.



GUIDELINES

- Ensure that chosen materials reflect and complement their surroundings. Where contemporary materials are used to contrast the more solid appearance of traditional materials there must still be a positive relationship based on colour, texture and scale.
- Use high quality durable materials and fixings that will withstand their environment with minimal maintenance, whilst still providing an attractive appearance. Where practical use sustainable materials including locally sourced and/or recycled materials.
- When selecting materials consider how they work together and complement each other.
- In areas of positive local character, consider how locally distinctive details can be interpreted. This may include paying particular attention to the style of windows and doors and where appropriate, breaking-up and punctuating long ridge lines.
- Use an appropriate level of ornamentation that complements the architecture of new buildings. In most instances, simple robust detailing is more appropriate than over-fussy designs.
- Ensure that the impact of additional elements such as soil pipes or utility cabinets is minimised by placing them on less conspicuous elevations or integrating them into new elevations and roof slopes.

Further Reading

Building in context – New development in historic areas (2001)

'By Design' (2000) & 'Better Places to Live by Design' (2001)

The Urban Design Compendium I & 2 (2007)

To create places that respond to local needs and provide a mix of dwelling types and easy access to community facilities.

- **2.7** Good residential design is concerned with responding to peoples needs. New housing development should be located near community facilities and provide a range of housing types and sizes suitable to people at all stages of their lives.
- **2.8** Residential neighbourhoods which are designed to be adaptable will prove more robust over time than those tailored to a particular need. 'Long-life/flexible homes' are designed to be adaptable to residents' changing requirements. They allow for easy and cost effective adaptation. Such an approach benefits all members of the community, for example people with young children or older relatives, or disabled people and their families.



Lifetime Homes - Lifetime Homes Standards are a set of simple home features that make housing more functional for everyone including families, disabled people and older people. They also include future-proofing features that enable cheaper, simpler adaptations to be made when needed.





GUIDELINES

- Create neighbourhoods that offer an appropriate range of housing types and sizes that respond to local needs.
- Ensure that there is no distinction between affordable and non-affordable housing within the layout or the visual appearance of the buildings.
- Link development into an overall network of community facilities, promoting where necessary the development of additional facilities.
- Design new developments to include 'long-life/flexible' homes that are adaptable to the changing needs of occupiers. Where possible, ensure that there is level access to dwellings.
- Design homes to allow home working, allowing for appropriate space and IT links to enable reduced commuting.
- Ensure that each home has a good standard of visual and acoustic privacy.

Further Reading

Better neighbourhoods - making higher densities work (2005)

Lifetime homes (www.lifetimehomes.org.uk)

To create a development layout and design that provides a sense of ownership and security to its residents.

- **2.9** Crime and the fear of crime can have a significant impact on the quality of life of individuals. Neighbourhoods should be safe and pleasant places where residents can move about freely without the fear of crime and anti-social behaviour. There are three common design principles that can reduce crime, the fear of crime and anti-social behaviour:
 - **Ownership** New residential developments should create places that promote a sense of ownership and community. Uncertainty of ownership can reduce responsibility and increase the likelihood of crime and anti-social behaviour going unchallenged.
 - **Natural surveillance** Increase the potential for overlooking, so that people can see and be seen.
 - Access control Clearly differentiate between public space and private space, limiting the opportunity for crime.



Security around the home - Individual dwellings need to be designed to reduce the opportunity for crime and increase natural surveillance. Properties with backs facing public spaces or highways are generally more vulnerable to crime.

Don't let planting prevent surveillance - Care needs to be taken with the choice of planting to ensure that it does not prevent casual surveillance or provide intruders with somewhere to hide.



GUIDELINES

- Seek design advice from a Crime Prevention Design Advisor.
- Engage local communities in the design and development of schemes to encourage a greater sense of ownership.
- Clearly define public, semi private, communal and private space through the use of formal or informal boundaries.
- Ensure layouts encourage natural surveillance and minimise the creation of dead space e.g. where there is no overlooking.
- Orientate buildings towards access points and route ways to increase natural surveillance and avoid the use of blind gables and long lengths of garages.
- Ensure proposed footpaths follow pedestrian desire lines and avoid placing footpaths alongside rear garden boundaries.
- Design footpaths to avoid points of constriction and hiding places.
- Design planting to avoid blocking views e.g. with the use of clear stemmed trees and shrub planting with a natural growth height of no more than 1 metre.
- Avoid the use of flat roofs on single storey elements as this can provide access for intruders and usually looks unsightly. A pitched roof will also provide opportunities for storage space.
- Use light foliage planting to provide both visual permeability and amenity screening.
- Ensure that lighting is designed effectively. Good quality lighting increases the opportunity for surveillance at night and sends out positive messages about the management of an area.

Further Reading

'By Design' (2000) & 'Better Places to Live by Design' (2001) Safer Places – The Planning System and Crime Prevention (2004) Secured by Design (www.securedbydesign.com)

16

Redcar & Cleveland Local Development Framework



To create well connected attractive routes that allow people to move around easily.

- **3.1** Creating attractive residential areas is as much about the spaces and connections between buildings as the buildings themselves. The layout of a development should be designed to make it easy to get to and move through, as well as offering an attractive and safe environment for residents.
- **3.2** The types and design of streets in a new development form the key to its overall character. They accommodate various types of movement and balance the needs of pedestrians, cyclists and motorised traffic.
- **3.3** Streets need to form a natural hierarchy in which vehicle movement and speed is controlled by design. Streets need to be well defined and legible to all users who share the same space. Streets are generally defined by levels of enclosure, landscape features and materials. The four most common street typologies are:
 - Boulevards
 - Residential Street
 - Shared Space/Home Zone
 - Mews and Courtyards



Redcar & Cleveland Local Development Framework

Views and vistas - Contrasting enclosure with openness can also be effective to exploit views and vistas as well as respecting the character of the area. Vistas down streets should be of an open space, a landmark, planting, a building or composition of buildings.



Enclosure - Most successful places have an appropriate sense of enclosure; they feel contained, like an outdoor room. Lack of enclosure gives a place a sense of being too exposed or having a lack of any structure.



OBJECTIVE 5 (continued)

To create well connected attractive routes that allow people to move around easily.



Design of Residential Areas SPD July 2011

Shared space - Materials and appropriate planting can be used to create residential streets that are welcoming and used freely by pedestrians.



GUIDELINES

- Make the best use of existing site characteristics e.g. open views, changes in level, retention of
 mature trees and shrubs. Where possible, orientate routes to focus on landmark buildings and
 important views, optimise vistas and create new ones. Avoid development that obscures
 important views.
- Ensure that streets follow a spatial and visual hierarchy, not just an engineering hierarchy. The character of the street should reflect its typology, location, function and proposed activities.
- Design and arrange streets together with buildings. Roads should fit within the spaces created, with adjustments (made as necessary) to ensure that road widths and essential clearances comply with the Council's Highway Design Guide and Specification.
- Design streets that help users understand how to use the space and what is expected of them in order to secure an appropriate level of safety for both themselves and for others using the street.
- Create safe and direct routes to local community facilities such as schools, shops, open spaces and bus stops. Avoid the creation of isolated routes with poor surveillance, which could become unsafe and encourage anti-social behaviour.
- Ensure that new routes (where practical) link with the existing rights of way network. Avoid cul-de-sac street layouts which decrease the permeability of a site and result in less pedestrian and cycle movement across the area.
- Use landscaping, materials and street furniture to support the distinctive character and proposed hierarchy of streets. Ensure that materials and street furniture have a long life and, when necessary, can be replaced easily.

OBJECTIVE 5 (continued)

To create well connected attractive routes that allow people to move around easily.



Boulevards - Boulevards form the main movement network providing primary routes between home, work, shopping and leisure.

Typical design parameters

Speed limit	30mph
Carriageway width	7.3m typical standard but will vary on existing roads and 2 x 1.5m cycle and 2 x 2-3m footway
Junction spacing	40m on opposite sides, 70m on same side
Corner radii	10m at main streets, 6m at local and side streets





Residential streets - Residential streets connect the Boulevards and are the main routes through residential areas. Their character should be designed to accommodate a wide range of uses including public transport services, traffic movement and residential activities.

Typical design parameters

Speed limit	20-30mph
Carriageway	5-6m typical maximum and 2
width	x 2m footway
Junction	40m on opposite sides, 70m
spacing	on same side
Corner radii	6m at residential and local streets



Shared space/Home zones - Home zones are intended as more intimate roads connecting residential streets to the lowest level of road hierarchy, mews and courtyards. Road space is shared between drivers and other road users with priority given to pedestrians.

Typical design parameters

Speed limit	10-20mph
Carriageway width	Minimum 6m pedestrian, cycle and vehicular route, plus bay parking
Corner radii	6m



Mews and Courtyards - Mews and courtyards form intimate spaces located off residential streets and home zones. Road space is shared between drivers and other road users with priority given to pedestrians.

Typical design parameters

Speed limit	20mph
Carriageway width	Irregular formation, combined usage, minimum 3.7m width
Corner radii	6m at junctions

SEE ALSO

The Council's Highways Design Guide and Specification (www.redcar-cleveland.gov.uk/ldf)

Manual for Streets (2007)

The Urban Design Compendium I & 2 (2007)

To design inclusive streets that provide a safe and attractive environment for all users.

- **3.4** Streets should be designed to address the needs of all the people who will use them allowing everyone to move freely, efficiently and safely. Achieving this is important for all users, especially disabled people, older people and children.
- **3.5** Inclusive streets accommodate the differing needs and expectations of all those who use them. They enable people to feel comfortable and safe when moving around by giving them control over the pace at which they move, how they gather information, and how they interact with other users.
- **3.6** An indirect layout, level and different surface treatments indicate to drivers that they are in a different environment and generally encourages them to drive slower and with greater care.



Width and alignment - General variation in the width and alignment of the carriageway can make the driver feel less secure and less able to increase speed.



GUIDELINES

- Design streets that act as community focal points and encourage positive social interaction to prompt a sense of community and ownership.
- Use the design of buildings and spaces to slow traffic in residential areas and avoid using physical traffic calming measures and signage.
- Ensure that street designs address the needs of all those who use them.
- Ensure that surface treatments are non-slip and as level as possible by avoiding steep gradients.
- Clearly define edges and crossings through the use of dropped kerbs, tactile paving, different materials and/or colour.
- Ensure that surfaces and edge restraints are durable, avoiding materials such as loose gravel and shingle.
- Railings should incorporate a low rail for detection by visually impaired people using canes.

SEE ALSO

The Council's Highways Design Guide and Specification (www.redcar-cleveland.gov.uk/ldf) Manual for Streets (2007)

Inclusive Streets: Design principles for blind and partially sighted people (2010)

The Principles of Inclusive Design (2006)

To provide secure parking on new developments that is well designed and accessible.

- **3.7** One of the major challenges in the design of new residential developments is to accommodate the car in ways that are visually unobtrusive, convenient and safe to use. Car parking spaces can be arranged in a variety of ways the most popular are:
 - On street parking which is either parallel or perpendicular to the kerb
 - Parking squares
 - Parking courtyards
 - Off street including drives, garages or undercroft parking
- **3.8** In the past, garages have counted towards a parking space allocation, even if the garage is too small for a car, resulting in increased pressure on on-street parking. Garages need to be large enough to accommodate a modern, family sized car and some storage.







Garages dimensions - The minimum garage size for cars as set out in the Council's Highway Design Guide and Specification is $6m \times 3m$ (internal dimension). Garages of this size and over are considered large enough for the average sized family car, and will be considered a parking space. An additional space of $1m \times 3m$ may be required for cycle storage.

On street parking, parking squares and parking courtyards - On street and courtyard parking facilities should be viewed as public spaces that have cars in them at certain times, and should be created as attractive functional spaces.



GUIDELINES

- Ensure that the provision of car parking within a development is relative to its location, the availability of public transport and the standards set out in the Council's Highways Design Guide and Specification.
- Design car parking to minimise its negative effect on the quality of the public realm and dominance of the streetscape. The use of levels, planting, street furniture and lighting to integrate car parking could minimise any impacts.
- Demonstrate that adequate provision is made throughout the scheme for resident and visitor parking and ensure that all dwellings provide at least one cycle storage space.
- Provide car parking spaces and cycle facilities that are overlooked, safe and secure and accessible.
- Ensure that where garages are proposed they are fit for purpose and meet the minimum space standards set out in the Council's Highways Design Guide and Specification.
- Ensure that the design of garages remain in scale and are architecturally sympathetic to the proposed development. Avoid the appearance of regimented, repetitive garages along a street front by differing the position, varying angles and, where appropriate, the style.
- Where integral garages are proposed ensure that the garage door does not dominate the front of the house and weaken the visual link between the dwelling and its external space.
- Where possible consider providing on street electric charging points to encourage the use of electric vehicles.

Further Reading

The Council's Highways Design Guide and Specification (www.redcar-cleveland.gov.uk/ldf)

Manual for Streets (2007)

The Principles of Inclusive Design (2006)

28

Redcar & Cleveland Local Development Framework



To create open spaces that are well designed, valued by the community they serve, have a purpose and are fit for that purpose.

- **4.1** Open space should be an integral part of any new residential development. Planning for the spaces between buildings should reflect the same level of consideration as that of building design, in that each space should have a specific purpose.
- **4.2** Open spaces improve the character of the neighbourhood. They give children and adults a space to play and interact, and they can help to increase biodiversity and wildlife.
- **4.3** The type and level of provision will vary depending on the specific characteristics of the development, the site and its context. In most cases it will be necessary to assess the extent and quality of existing provision in the wider area and use this as the basis for deciding on the proposed types of open space park, linear greenway, garden square, etc.



Publicly accessible spaces - Public spaces can help to bring communities together. For people to feel safe and use these spaces they need to be overlooked by main active windows to provide passive natural surveillance and accessible to everyone, as shown in the example above.



GUIDELINES

- Identify opportunities for new open spaces and landscaping to complement and where appropriate link with nearby existing spaces by carrying out a green space audit.
- Ensure that all open spaces proposed are in accordance with the standards for open space set out in the Council's Communities and Economy DPD.
- Ensure that all open spaces are sited in open, welcoming locations, overlooked by houses or from well used pedestrian routes to promote community safety.
- Design public spaces to enhance the setting of existing and proposed buildings.
- Design flexible open spaces that are suitable for a variety of uses and take into account the needs of all users.
- Ensure that all open spaces are fit for purpose and include when required appropriate facilities such as litter bins and benches.

Further reading

The Council's Green Space Strategy

The Urban Design Compendium I & 2 (2007)

The Council's Communities and Economy DPD

To retain and enhance landscape features and biodiversity in new developments.

- **4.4** Good quality landscape design makes a significant contribution to the appearance, character and function of a development. It is therefore key to the success of all scales of development and in all contexts, from rural countryside to dense urban locations. The design of all external areas, whether public or private, should be considered from the outset and as an integral part of the development proposals throughout the site.
- **4.5** The selection of species and materials make a significant impact on the design and character of public and private spaces. Plants, trees, street furniture and sculptures can be used to give structure, create enclosure, define and divide spaces, add texture and colour, or create a landmark feature.
- **4.6** Landscape design proposals should respond to the character, biodiversity and heritage of the site and its surroundings. Developments of any scale may affect archaeological remains, landscape features, protected species or areas of scarce or declining types of habitats. It is therefore essential that any issues relating to landscape, cultural heritage and biodiversity are identified when initially appraising development sites.



Boundaries - Most residential environments comprise of a mix of public, private and communal spaces. It is important to clearly define the boundary between these spaces in order to provide clear ownership and responsibility for all open areas around new development and increase privacy and security to the home.


GUIDELINES

- Assess the existing biodiversity of each development site and identify areas of significant value. Those areas identified should be protected and incorporated within the design of the scheme. Where this is not possible, mitigation measures should be put in place.
- Where a site has limited or no biodiversity interest, its biodiversity provision should be enhanced by improving habitats for biodiversity conservation, and enhancing existing habitats or creating new areas appropriate to the wider landscape character. This can be achieved by referring to the guidance set out in the Council's Landscape Character SPD.
- Where possible, retain existing trees, hedgerows and other vegetation and reinforce with new planting. Where new planting is proposed, use native species as much as possible especially in rural locations, to reflect local character.
- Where appropriate, ensure that all new development has clearly defined boundaries.
- Avoid the creation of 'urban' boundaries in rural situations and vice versa by using boundary treatments that are characteristic of the area. Green boundaries should be used to form the interface between open countryside and a built up area, particularly as seen from major roads or entry routes
- When using hard landscape materials such as brick, stone, timber and metal ensure that they are appropriate to their intended use. The choice of materials for heavily used public spaces will need to perform well over many years and incur minimal maintenance costs.

Further reading

Biodiversity by Design: A Guide For Sustainable Communities (2004)

The Council's Landscape Character SPD

The Urban Design Compendium I & 2 (2007)

OBJECTIVE 10

To create inspiring play spaces that are attractive, exciting and accessible for children of all ages.

- **4.7** Children are major users of most types of residential environment, yet their needs can often be neglected through the poor location and design of play areas. Children and young people should have easy access from their homes and schools to different types of play spaces and facilities.
- **4.8** Children's play spaces should be attractive, safe and creative places where they can enjoy physical activity, socialising and quiet contemplation. Spaces fall into three basic categories:
 - **Doorstep spaces** Spaces where children can play within sight of their home;
 - **Local spaces** Spaces which can be reached safely by children beginning to travel independently and with friends; and
 - **Neighbourhood spaces** Larger spaces and facilities for informal recreation which children and young people, used to travelling longer distances independently, can get to safely.



Multifunctional flexible spaces - Good play spaces avoid segregating children on the basis of age or ability, and are laid out so that equipment and features can be used by a wide range of children, even allowing different patterns of usage throughout the day or week.



Creating safe and well cared for play spaces -

It is important that play spaces are fronted and as a result well overlooked by development. This means that where ever possible entrances, doors and windows of adjoining development should be designed to front areas of open space, while maintaining appropriate levels of privacy for occupiers.



GUIDELINES

- Ensure that the size of the proposed play space is in accordance with the standards for open space set out in the Council's Communities and Economy DPD.
- Involve local residents, teenagers and children in the design of new facilities to promote a sense of shared responsibility and ownership.
- Design play spaces to be site specific and reflect the character of the space its history, geography and/or culture in order to create a sense of place.
- Ensure that all play spaces are inclusive, with consideration given to the types of equipment used, path widths and the use of colour and texture.
- Ensure that materials and equipment are durable and, when necessary, can be replaced easily.

OBJECTIVE 10 (continued)

To create inspiring play spaces that are attractive, exciting and accessible for children of all ages.





36





Play equipment - Children really enjoy using play equipment and all the challenges it offers. Playground equipment is particularly good at providing for more active play, including movement such as climbing, swinging, sliding and rotating, which are not easy to provide through other means

GUIDELINES

Doorstep and local spaces

- Locate spaces within a 3-5 minute walk (approx 300m) of the houses they are designed to serve and ensure that young children are able to get to them safely.
- Ensure that play spaces are overlooked by houses, promote community safety and where necessary, provide a buffer zone made up of amenity planting and cycle/footpath to reduce the likelihood of noise and disturbance.
- Design play spaces that challenge children and where possible encourage them to manage risk.
- Use natural features such as grassy mounds, logs and planting to promote biodiversity and encourage imaginative play.
- Provide seating and shelter for parents and carers to allow them to relax.

OBJECTIVE 10 (continued)

To create inspiring play spaces that are attractive, exciting and accessible for children of all ages.



Social spaces - Generally as children get older and more independent they use traditional play equipment less and start to become more socially aware, preferring to interact with their peers in spaces away from home. Teenagers need social places in their local areas that they can get to by themselves, where they are welcome to congregate with their friends.



GUIDELINES

Neighbourhood spaces

- Locate spaces within a 15 minute walk (approx 1000m) of the houses they are designed to serve.
- Ensure that spaces are overlooked by houses but retain an appropriate level of separation. Places where teens can be on their own, yet be in the middle of their local community.
- Design spaces to accommodate and encourage a broad range of sports and activities for all age groups (e.g. skate parks, BMX tracks, outdoor gyms etc.)
- Design seating and shelter that are comfortable and fit for purpose to allow users to relax and socialise.

Further reading

The Council's Communities and Economy DPD

Design for Play: A guide to creating successful play spaces

OBJECTIVE ||

To provide good quality private amenity space for all residents in new housing developments.

- **4.9** All residential properties require some private amenity space for normal domestic activities, such as, bin storage, clothes drying, sitting out and play space. This can take the form of private gardens, communal gardens, roof terraces or balconies.
- **4.10** The size and type of private open space provision will vary with the scale and character of the development and should be determined by the overall design concept for the scheme. The overall quality and relationship to surroundings will be the primary consideration when assessing private space provision.
- **4.11** The design of any commual gardens or spaces needs to be carefully considered at the outset. They can be used to create focal points or provide a relief to high density buildings.



Private outdoor space -Most homes normally need an external private area for people to do their own thing. Somewhere to lounge around, for children to play, to put a shed, to grow plants or to hang washing.



Communal outdoor space - In some developments it may not be possible to provide a suitable amount of private outdoor space. Where this is the case, developers could design communal semi private spaces. Community gardens and allotments can provide a practical focus for environmental, health, economic and social development for new and existing residents.



GUIDELINES

- Ensure that all private amenity spaces are of an appropriate size and type. In higher density schemes where traditional rear gardens are difficult to provide, consider using other types of amenity space such as communal gardens, allotments, balconies, roof gardens and courtyards.
- Ensure that all private amenity spaces take into account the needs of all users including people with disabilities.
- Provide access to private gardens without compromising security. Access to rear areas should be gated and vehicle entrances small and obviously private.
- Ensure that the public realm is clearly separate from private space and provide appropriate enclosure for front gardens.
- Where possible, backs should be private and face each other to form secure private gardens and courtyards.
- Where communal spaces and gardens are used, ensure there is a good management scheme in place.
- Allow for retention of existing trees and adequate provision of new larger growing trees, which will provide structure and setting to new development.
- Use a limited palette of simple, robust, hard wearing and preferably natural materials for hard landscape areas.

42

Redcar & Cleveland Local Development Framework

5. SUSTAINABLE



OBJECTIVE 12

To create new sustainable developments that minimise the consumption of energy to heat, cool, ventilate and light buildings.

- 5.1 The design or layout of a building or site can minimise the energy requirements of the occupants, reducing energy resources, and minimising greenhouse gas emissions produced through the burning of fossil fuels. Furthermore, energy efficiency measures deliver considerable savings in running costs during the life of the building. A wide range of measures can be used to reduce energy consumption in new developments.
- **5.2** One of the simplest methods of reducing energy demand is to use passive solar designs to provide light and heat. Building orientation, materials and landscaping can also have a significant localised effect on climatic conditions. Not only does this offer reduced energy bills for the occupier but it also increases attractiveness by providing a pleasant living and/or working environment. It has been calculated that a combination of passive solar and energy conservation measures can reduce a new building's conventional heating requirement by 50%-80%.



Energy efficient buildings - Heat loss from a building should be minimised in order to maximise the efficiency with which energy is used. A range of measures can be incorporated into a building to deliver improvements in energy efficiency. High levels of insulation can be integrated into roofs, walls and floors. Heat loss through windows can be reduced through the use of double or triple glazing. However, adequate ventilation is essential to avoid condensation problems.

Wind shelter - Landscaping can be used to provide shelter from the wind and help to reduce heat loss. The most effective method is to plant trees with a mature height similar to that of the building and placed as a shelter belt.



GUIDELINES

- All new residential developments are required to meet at least Level 3 of the Code for Sustainable Homes, rising to Level 4 from 2013, level 5 from 2016 and Level 6 from 2020.
- Where possible, reuse or convert old buildings to save on embodied energy and help keep the character of an area.
- Where possible, taller buildings should be located to the north of lower buildings so to maximise solar gain to the whole area. Varying the pitch of roofs can also be used to reduce overshadowing effects.
- Orientate layouts to provide shelter from prevailing winds and to maximise benefits from solar gain.
- Keep the main glazed orientation of the building within 30° of the south and ensure where possible that the most frequently used rooms are located on the southern side of the building.
- Ensure that all buildings are well insulated and use double or triple glazing (where appropriate).
- Reduce the need for cooling through natural ventilation.
- Use materials from sustainable and/or local sources to minimise negative impacts on the environment.

Further reading

Code for Sustainable Homes

Hallmarks of a Sustainable City (2009)

OBJECTIVE 13

To encourage new developments to generate energy from renewable sources.

- **5.3** Renewable energy consists of energy generated from readily available, non polluting sources such as sunlight, wind, and water (rather than from finite supplies of fossil fuels). The opportunity for developments to contribute will vary, as the potential for integrating sustainable energy technologies will differ greatly between different developments and sites. Each sustainable energy technology has a number of design issues which should be taken into consideration when assessing their feasibility and viability:
 - For groups of buildings, where Combined Heat and Power (CHP) and heat networks are employed, these can include access (for fuel provision (e.g. biomass), visual intrusion, location of plant, noise from traffic and plant operations, health and local ecology, mix of uses to balance the demand for energy, installation and transmission costs, adjoining developments and heat networks and potential ecological and landscape impacts.
 - For individual buildings, where micro-renewable technologies may be employed these can include siting, efficiency (e.g. pitch of solar PV panel or viable wind speed), colour and appearance, noise, connection, safety and potential ecological and landscape impacts.



Community/district heating - Community heating is an infrastructure for delivering heat to multiple buildings from a central heat source. Benefits include reduced running and maintenance costs, increased safety from carbon monoxide poisoning and more internal space.

Micro-renewable neighbourhoods - It is vital for the installation of micro-renewables to be considered early on in the design process to minimise costs and take the greatest advantage of the renewable resources available. Opportunities presented by a sites topography, aspect and landscape features should be taken into account when designing new developments.



GUIDELINES

- All new major residential developments for 10 or more dwellings will be required to provide at least 10% of the development's total predicted energy requirements on site, from renewable energy sources. This requirement is a bare minimum and regard should be had to national policy, where it suggests that a greater percentage should be produced.
- Ensure that renewable energy technologies do not negatively impact existing character and local amenity. Where the installation would have an adverse impact which would clearly outweigh the benefit of the technology, other options for improving the sustainability of the development should be pursued.
- Consider establishing a district heating or community energy scheme to help meet the 10% renewable energy target. Where this is not possible, consider how this could be incorporated in the future.

Further reading

Meeting the 10% target for renewable energy in housing – a guide for developers and planners (2006)

Power in numbers: the benefits and potential of distributed energy generation at the small community scale (2008)

UK Renewable Energy Strategy (2009)

Community Energy: Planning, Development and Delivery (2010)

OBJECTIVE 14

To create new sustainable developments that effectively control surface water and encourage the recycling of water and the use of water efficient appliances.

- **5.4** The primary purpose of Sustainable Urban Drainage Systems (SUDS) is to imitate the natural drainage of the site prior to development on greenfield developments. For brownfield developments the aim is to reduce existing run off rates. This is generally achieved by capturing rainfall, allowing as much as possible to evaporate or soak into the ground, then conveying the rest to the nearest watercourse to be released at the same rate and volumes as prior to development.
- 5.5 Due to the predominance of clay soils found throughout the Tees Valley, soakaways and other infiltration methods may not be suitable, but there are many other methods that can be used, e.g. swales (as shown below), ponds and wetlands. Ground conditions should not prevent the use of SUDS but may affect the choice of system.
- **5.6** SUDS also need to take into account the possibilities of re-using and recycling surface water in as many ways as possible, as water recycling is a key component of integrated water cycle management. The safe implementation of water recycling can help to reduce inputs of nutrients and other contaminants to surface waters, and reduce the demand for water.



Landscape and SUDS - The promotion of SUDS is one measure whereby the Council's aims for quality and sustainable development, work hand-in-hand with its aim to ensure that the character of the area is maintained and enhanced. By using the landscape to manage rainfall and harness water in a creative way, SUDS will strengthen local distinctiveness and add value to the local environment.

48

Filter drains - Filter drains are gravel filled trenches that collect and move water. The trench is filled with free draining gravel and often has a perforated pipe in the bottom to collect the water.



GUIDELINES

- Ensure that SUDS measures are fully integrated with the overall master plan for a development at an early stage to ensure that the maximum benefits are achieved.
- Where possible, explore opportunities for managing water across site boundaries through a catchment lead approach.
- Carefully consider the position and design of SUDS elements to ensure that they form an appropriate and integrated component of the landscape, taking into account all site constraints, including issues of access and safety.
- Design SUDS to maximise the amenity and biodiversity value from the outset, this may be achieved through the use of advanced planting and/or ground moulding.
- Where possible, use 'green' roofs especially on larger low pitched roofs or roofs which will be overlooked.
- Aim to incorporate water efficient systems and surface water recycling into the scheme. This could include using a rainwater harvesting system or providing a water butt for every dwelling with a garden and, where practical, installing water saving devices as standard.

Further reading

Redcar and Cleveland Strategic Flood Risk Assessment, Volume 3 (www.redcar-cleveland.gov.uk)

Planning Policy Statement 25 - Development and flood risk and practice guide

Sustainable Drainage Systems: Promoting good practice (www.ciria.org.uk)

The SUDS Manual (2007) CIRIA

Planning for SUDS - Making it happen (2010) CIRIA

OBJECTIVE 15

To design buildings with adequate space for domestic waste storage and the separation of materials for recycling.

- **5.7** At a national level, the UK Landfill Directive requires a reduction in the amount of material being sent to landfill and increased re-use, recycling, and composting for a more sustainable management of waste streams.
- **5.8** Many current developments are not equipped to store the increased number of wheeled bins and recycling bags/boxes that are now required for each property. As a result they clutter up peoples driveways and look untidy.
- **5.9** As part of new residential development, it is vital that waste collection and storage facilities, and the opportunities for residents to separate out their waste are properly considered at the earliest possible stages.



Private bin stores - Sensitive use of landscaping can soften the impact of bin-stores when it is necessary for them to be sited to the front of a property.

50

Communal bin stores - Communal points have a number of potential advantages, including minimising visual impact, by avoiding the need for multiple waste containers belonging to individual properties to be put out on the street and allowing residual containers to be designed into a single, discreet facility of containers.



GUIDELINES

- Design storage and collection facilities to be as unobtrusive as possible. Ideally the location of storage areas should be positioned at the back of properties, so that they cannot be viewed from a public highway or any other public view.
- Ensure that the design and materials of external bin enclosures complement the neighbourhood and do not dominate the street scene.
- Ensure that sufficient space is incorporated within the development for the placement of waste containers at the kerbside on collection day.
- Locate bin stores within a reasonable distance from the highway.
- Ensure that sufficient space is dedicated inside and outside of residential properties, for the temporary storage of material to be recycled. For example, space should be provided within kitchens in new properties to enable storage of glass bottles, paper, plastic and other materials for recycling.
- Ensure storage facilities for waste and recycling materials are flexible and can accommodate changing priorities and technologies.
- Ensure bin stores are well ventilated and secure, with drainage to facilitate periodic cleansing.
- Where possible, ensure that bin stores incorporate self closures to prevent access by foraging animals.
- Where communal bin stores are used, ensure that they are easily accessible to all residents, including older people and wheelchair users.
- Where appropriate, explore opportunities to incorporate communal recycling facilities.

52

Redcar & Cleveland Local Development Framework

6. BRINGING IT ALL TOGETHER

The design process

- **6.** Good design is a process that involves a series of essential steps that lead to a positive outcome. The best results are achieved when all parties including the developer, community and local planning authority, work together to solve problems and identify the best solutions.
- **6.2** Figure I identifies essential steps in the site design process. It should be noted however that the process of securing good quality in new development does not stop once planning permission has been obtained. The Council will be mindful of the quality of a scheme when discharging conditions and considering minor amendments.

Figure I: The design process



Developing a design concept

6.3 The appraisal of the context and site should suggest certain initial features which will help to establish the character or identity of the development from which to develop a design concept for the scheme. Figure 2 is an example of a concept sketch that was produced using the guidelines set out in this document. The concept sketch and any detailed technical testing (e.g. access and highways services, landscape and ecology and SUDS) would then be used to help work up the final design.

Design and access statements

- **6.4** For buildings and neighbourhoods to provide attractive, safe and accessible places for current and future generations, it is critical that design and access matters are considered very carefully. The preparation of a design and access statement will assist developers, architects and urban designers in developing a design solution which is appropriate for their proposal and in explaining the design to decision makers and the general public.
- 6.5 A design and access statement should:
 - Explain the evolutionary process of the development and the thinking behind the final design;
 - Elaborate on the design philosophy being applied to the development;
 - Show how the design of the proposal has taken into account the nature of the surrounding area and how it helps to improve the environment;
 - Assess the effects of development on heritage assets;
 - Show the applicant has considered how everyone, including disabled people, people with pushchairs and older people can use the building; and
 - Include a written statement and appropriate illustrations.
- **6.6** A design and access statement should be developed at the inception of any design and build project. It helps to identify the opportunities for good design in a specific context and help deliver good quality developments in Redcar and Cleveland more quickly and efficiently. The length and detail of the statement will vary depending on the scale and complexity of the proposal.

The planning application process

- **6.7** Planning permission is required for the construction of new dwellings and the creation of new dwellings through conversion. When applying for planning permission you are required to provide certain information to help the Council to fully consider your planning application. Redcar and Cleveland Borough Council has a general 'Application Checklist' setting out the information you will need to provide. To view the checklist go to the Council's webpage (www.redcar-cleveland.gov.uk) and click on Planning. Alternatively you can contact the Council's Development Management Team (see Appendix 2).
- **6.8** For information on how the Council will consult all relevant stakeholders when determining planning applications, please refer to the LDF Statement of Community Involvement which is available to view in all the Borough's libraries and on the Council's webpage (www.redcar-cleveland.gov.uk/ldf).



56

Redcar & Cleveland Local Development Framework

Appendix I: Suggested further reading

National Planning Policy Statements (PPS)

PPS 1 - Delivering Sustainable Development

PPS 3 - Housing

PPS 5 - Planning and the Historic Environment

PPS 22 - Renewable Energy

PPS 25 - Development and Flood Risk

Supplement to PPSI: Planning for a Low Carbon Future in a Changing Climate

National Design Guidance

Better Neighbourhoods - Making higher densities work (2005) CABE

Better Places to Live By Design (2001) ODPM (DCLG)

Biodiversity By Design: A guide for sustainable communities (2004) Town and Country Planning Association

Building for Life 2008 Edition (2008) CABE

Building in Context – New development in historic areas (2001) English Heritage and CABE.

'By Design' (2000) ODPM (DCLG)

Capturing the Impacts of Quality of Place Investments (2010) One North East

The Code for Sustainable Homes: Setting the standard in sustainability for new homes (2008) DCLG

Design for Play: A guide to creating successful play spaces (2008) Play England

Hallmarks of a Sustainable City (2009) CABE

Homes For Our Old Age - Independent living by design (2009) CABE

Inclusive Streets: Design principles for blind and partially sighted people (2010) Guidedogs

Interim Code of Practice for Sustainable Urban Drainage Systems (2004) ODPM (DCLG) and DEFRA

Manual for Streets (2007) DfT

Places, Streets and Movement: a companion guide to design bulletin 32 (2006) ODPM (DCLG)

Planning for SUDS – Making it happen (2010) CIRIA

Quality Reviewer (2010) Homes and Communities Agency

Safer Places – The Planning System and Crime Prevention (2004) ODPM (DCLG)

Secured by Design New Homes 2010 (2010) Association of Chief Police Officers

Start With the Park (2005) CABE

The Principles of Inclusive Design (2006) CABE

The Value of Good Design: How buildings and spaces create economic and social value (2002) CABE

UK Renewable Energy Strategy (2009) DECC

Urban Design Compendium I: (2000) English Partnerships

Urban Design Compendium 2: Delivering quality places (2007) English Partnerships

Additional Local Guidance (www.redcar-cleveland.gov.uk/ldf)

Redcar and Cleveland Highways Design Guide & Specification - Residential and Industrial Estates Development

Redcar and Cleveland Strategic Flood Risk Assessment (SFRA)

Redcar and Cleveland Strategic Housing Market Assessment (SHMA)

Useful Websites

Association for Environmentally Conscious Buildings (www.aecb.net) Building for Life (www.buildingforlife.org) BREEAM – Assessing Eco Performance (www.breeam.org) Carbon Trust (www.carbontrust.co.uk) CIRIA (www.ciria.org.uk) Commission for Architecture and the Built Environment (CABE) (www.cabe.org.uk) Department for Communities and Local Government (DCLG) (www.communities.gov.uk) Department for Transport (DfT) (www.dft.gov.uk) Design for Homes (www.designforhomes.org) Greenspace (www.green-space.org.uk) English Heritage (www.english-heritage.org.uk) Environment Agency (www.environment-agency.org.uk) IGNITE (www.ignite-ne.com) Lifetime Homes (www.lifetimehomes.org.uk)

Living Roofs (www.livingroofs.org)

Planning Portal (www.planningportal.gov.uk)

Play England (www.playengland.org.uk)

Resource for Urban Design Information (www.rudi.net)

Secured by Design (www.securedbydesign.com)

Sustainable Development Commission (www.sd-commission.gov.uk)

Appendix 2: Important contacts

Contacting a Planning Officer?

Planning Officers are available to discuss the Local Development Framework, Design of Residential Areas SPD and planning applications at Belmont House, Guisborough between the following times:

Monday - Thursday 8.30am - 5.00pm Friday 8.30am - 4.30pm

The Design of Residential Areas SPD has been produced by the Strategic Planning Team. If you have any queries regarding this document or the Local Development Framework process you can contact Strategic Planning Team at the address below:

Redcar and Cleveland Borough Council Strategic Planning Belmont House Rectory Lane Guisborough TS14 7FD Telephone: 01287 612356 Email: planning.policy@redcar-cleveland.gov.uk Web: www.redcar-cleveland.gov.uk/ldf

For information regarding planning applications please contact the Development Management Team as below:

Redcar and Cleveland Borough Council Development Management Belmont House Rectory Lane Guisborough TS14 7FD Telephone: 01287 612344

Email: planning.admin@redcar-cleveland.gov.uk Web: www.redcar-cleveland.gov.uk/planning

For information regarding sites and properties in the National Park please contact their planning department as below:

North York Moors National Park The Old Vicarage Bondgate Helmsley York YO62 5BP Tel: 01439 770657 E-mail: info@northyorkmoors-npa.gov.uk Website: www.northyorkmoors.org.uk

60

Redcar & Cleveland Local Development Framework

Appendix 3: Glossary

Accessibility: A term often used interchangeably with inclusive design to describe the extent to which a product or environment can be reached and is usable by the widest range of people, but in particular the elderly and disabled.

Active edge: The ground floor of a building animated by the presence of people either entering or leaving buildings or by the visibility of activities within the building from the street. An active edge is generally achieved by concentrating windows and doors fronting directly onto the street.

Affordable housing: Low cost or subsidised housing for sale or rent intended to meet the needs of local people who cannot afford accommodation through the open or low cost market. Affordable housing is often provided by a housing association acting as a Registered Provider.

Backs: See fronts and backs.

Biodiversity: The whole variety of life encompassing all genetics, species and ecosystem variations, including plants and animals.

Biomass: Plant material, usually wood, burned to generate heat and in some cases electricity.

Building for Life: A framework for assessing the quality of new housing and neighbourhoods. The standard is based on a set of twenty design criteria posed as questions about the design of a development. See Sections 1.6 and Section 2 for more detail.

Building line: The line formed by the front of buildings with a common set-back along a street.

Centre: A group or cluster of non-residential uses such as shops and service outlets serving part of an urban area or settlement and providing a geographic focus for it. Centres are usually given a place in a hierarchy according to their size and the catchments they serve - e.g. neighbourhood (local), district and main (town or city).

Character: The sense and identity of a place that comes from its unique set of features, characteristics and form, including the underlying natural features and manmade features such as settlements, streets and buildings, as well as the activities that go on in them.

Code for Sustainable Homes: A national standard for the sustainable design and construction of new homes. The standard was launched in December 2006 and is set to be progressively adopted as part of the national Building Regulations.

Combined heat and power: Mechanical boiler systems for generating both heat and electricity at the same time from a single fuel source.

Community focal point: A physical area or place 'where paths cross' and people might meet, stop and carry on a conversation.

Conservation Area: An area designated as being of special architectural or historic interest, where the preservation and enhancement of its character and appearance is a priority. Within a conservation area the local authority has extra controls over demolition, minor developments and works to trees.

Context: The setting or surroundings of a site, including factors such as traffic, activities and land uses, as well as landscape and existing buildings.

Context analysis: A detailed analysis of factors to be taken into account in order for a scheme to relate well with its landscape and townscape setting and which contribute to its sustainability. Factors may include but are not limited to views, vistas, location of the nearest facilities and nearest bus stops and type, age, density and style of adjacent development.

Density: A measurement of the amount of residential development within a given area. For planning purposes density is usually calculated in dwellings per hectare (dph), excluding land for other uses: major or strategic roads and landscape (referred to as 'net density', see PPS3, Annex B).

Design and access statement: A legal requirement for the majority of planning applications. It explains the evolutionary process of the development, how the design of the proposal has taken into account its surrounding area, and how everyone, including disabled people will be able to use the building.

Design concept: The design concept indicates an approach to creating a sense of place – the design of built form and the layout and use of space between buildings to create a hierarchy or network of places each with their own character which are also sustainable, locally distinctive, attractive accessible and safe.

Desire line: A pedestrian's preferred line of movement between two points; generally the most direct and convenient route.

Edge: The boundary between two areas with different character. Edges often correspond to natural features such as rivers, steep slopes and shorelines.

Elevation: A façade of a building, or the drawing of a façade.

Enclosure: The definition or bounding of a space by physical features such as buildings or trees.

Energy efficiency: Making the best or most efficient use of energy in order to achieve a given output of goods or services, and of comfort and convenience. This does not necessitate the use of less energy, in which respect it differs from the concept of energy conservation.

Form: The physical structure or arrangement of a settlement described variously in terms of: street pattern or layout, plot pattern, building pattern, building type, density, size (height and massing), materials and details (appearance) and landscape planting of a development.

Frontage: The boundary between a plot of land and the public highway.

Fronts and Backs: The distinction of different sides of buildings defined in terms of the main entrance or 'public' face of the building. The front is the active, public side and is used as the main address of the building and the back is generally private. In general the front should face the frontage line.

Gable: The generally triangular section of wall at the end of a pitched roof, occupying the space between the two slopes of the roof.

Gateway: A feature or arrangement of features such as trees, walls or buildings that mark the entrance into a distinct area.

Green infrastructure: The existing or planned network of green spaces and natural features in an area including parks, open spaces, playing fields, woodlands, allotments and private gardens as well as accessible countryside. As 'infrastructure' the network should be conceived and managed as a multifunctional resource.

Ground source heat: A form of renewable heat energy extracted from the ground through the use of pumps and heat exchangers. It is necessary to use some electricity to get the additional heat energy. The systems can also be used for cooling.

Habitable rooms: The main living areas within a residential building, including bedrooms, sitting rooms and dining rooms.

Height: The height of a building can be expressed in terms of: a maximum number of floors; a maximum height of parapet or ridge; a maximum overall height; any of these maximum heights in combination with a maximum number of floors; a ratio of building height to street or space width; height relative to particular landmarks or background buildings; and height above mean sea level or strategic views.

Heritage Asset: A building, monument, site, place, area or landscape positively identified as having a degree of significance meriting consideration in planning decisions. Heritage assets are the valued components of the historic environment. They include but are not limited to conservation areas, listed buildings and ancient monuments.

Hierarchy: An order or ranking of things, one above another such as towns, centres or streets.

Historic environment: All aspects of the environment that are the result of people living in and changing their surroundings through time, including earthworks, fields and field boundaries, roads, engineering works, equipment, buildings, streets and settlements (all surviving physical remains of past human activity).

Impermeable: See permeability.

Landmark: A building, structure or other feature that stands out from its background by virtue of height, position, size or some other aspect of its design. In general, landmarks are visible from a number of different locations in an area and help in wayfinding.

Landscaping: Refers to the arrangement of outdoor spaces from networks of open space and structural planting, down to local planting, surface materials, street furniture and signage.

Landscape: In general, the natural and man-made features of an area such as hills, woodland, fields roads and settlements perceived together as a whole.

Legibility: The ease with which a place can be understood and navigated with reference to its physical structure and the presence of distinct and memorable features.

Level surface: A type of shared street space where very low vehicle flows and speeds allow the removal of the vertical differentiation (e.g. footway with kerb) to provide a single shared surface.

Local distinctiveness: The full range of things from buildings and land shapes, streams and wildlife, trees, orchards, local habits, products and language that make a place unique.

Listed building: A building of special architectural or historic interest. Listed buildings are graded I, II* or II with grade I being the highest.

Massing: The combined effect of the height, bulk and silhouette of a building or group of buildings.

Mews: A specific type of street, generally a shared space or level surface street, giving access to buildings (dwellings) ancillary to at least one local or principal street. A principal role of a mews is to accommodate some or all of the parking of its associated local or principal street within the mews building or on the surface of the street.

Mixed-use: Combining different uses such as residential, retail and office within close proximity. There are two broad types of mixed-use: 'horizontal' where the uses are placed side-by-side, usually in different buildings or 'vertical' where the uses are found on different floors of the same building.

Natural surveillance: The ability of people to see and be seen by other people within the public realm as a result of the structural arrangement of streets and the orientation of buildings. Natural or passive surveillance is most commonly achieved by creating active streets with active edges where windows face out onto the street. The aim of natural surveillance is the deterrence of nuisance, anti-social behaviour and crime.

Node: A place where different features and activities come together, in particular paths and streets (and the people who move along them).

Neighbourhood: An area of streets within an urban area in general served by a common centre.

Permeability: The extent to which an area is served by connected streets that allow a choice of routes through the area. An impermeable layout has very few connections.

Plot: An area of land that is part of a series or block with access from a street space. Generally, a plot contains a building or some other distinct land use (e.g. an allotment or park) and is defined on the ground by a boundary.

Public art: The practice and product of involving artists in the conception, development and transformation of a public space, such as through the creation of artefacts, contributions to the design of street furniture or other features in the streetscape or public open space.

Public open space: Space within or on the edge of a settlement accessible to the public such as parks, gardens, playing fields and play areas for the purposes of formal and informal recreation or general amenity.

Public realm: The areas of a settlement for the general use of the public such as streets, squares and parks, most frequently in the ownership and control of a public body.

Renewable energy: Energy derived from a source which is continually replenished, such as wind, wave, solar, hydroelectric and energy from plant material.

Scale: In general use, the impression given by a building or group of buildings when seen in relation to its surroundings, often used as a synonym for 'size'. With specific reference to drawings, the ratio or proportion between the length or dimension of an object and the length on the drawing, e.g. 1:500.

Secured by Design: A design agenda and package of policies promoted by the Association of Chief Police Officers (ACPO) aiming to reduce the incidence of criminal and anti-social behaviour, particularly burglary or attacks on individuals in public places.

Sense of place: The unique experience that arises as a result of being in or walking through a particular locality, generally as a response to the specific characteristics and quality of a neighbourhood, street or public open space.

Shared Space/Home Zone: A street or streets designed to be used by the local residents and community for a range of activities, as well as a place for vehicles. Features often include trees and planters, benches and play areas.

Site analysis: A detailed analysis of the characteristics of the site which can influence layout, massing, relationship to boundaries, existing features which can be incorporated into the scheme, landscape etc.

Solar gain: An increase in the temperature of a room or other internal space (and its surfaces) as a result of exposure to sunlight (absorption of radiant heat from the sun).

Street furniture: Functional objects or features within a street space such as benches, bus shelters, litter bins, equipment cabinets, lighting, railings and traffic signs.

Street hierarchy: The order or ranking of streets and their relative position within an area based principally on the importance of the place (or street) to which the streets connect as well as their associated levels of activity.

Streetscape: The overall impression given by the design, arrangement and relationship of buildings to other structures, landscaping and open space on a block or neighbourhood.

Sustainable urban drainage systems (SuDS): Schemes for handling surface water by means other than pipes and storm drains, such as filter drains, filter strips, swales, retention or balancing ponds, infiltration basins, trenches and soakaways to reduce the potential of flooding and improve water quality on new and existing urban developments.

Supplementary Planning Document (SPD): A document that provides further details and/or guidance with reference to policies and proposals contained in a Development Plan Document (DPD).

Sustainability: With respect to human activities, a state or process that can be maintained indefinitely, integrating three closely interlinked elements of the environment, the economy and social systems.

Sustainable development: Development that meets present needs without compromising the ability of future generations to achieve their own needs and aspirations.

Tenure blind: A design of development that does not show any differences between different housing tenures (e.g. rental or owner-occupation).

Topography: The three dimensional surface features of the ground, also referred to as landform; also a description or representation of those features.

Townscape: The visual appearance, character and overall impression of buildings and all other features in a town or neighbourhood taken together as a whole.

Typology: Systematic organisation of objects such as houses or streets into similar kinds on the basis of shared attributes.

Wayfinding: Using elements of your surroundings such as buildings and other features to orient yourself and navigate through an area.

66



This information is available on request in other languages, in Braille, on tape and in Large Print. For further information contact 01642 774774.

يمكن الحصول على هذه المعلومات، عند طلبها، بلغات أخرى أو بلغة بريل أو على شريط صوتي أو بخط كبير. لمزيد من المعلومات اتصل بـ 774774 01642

این اطلاعات در صورت درخواست به زبانهای دیگر، به خط بریل، روی نوار صوتی و یا بصورت چاپ شده با حروف بزرگ موجود است. برای کسب اطلاعات بیشتر به شماره 774774 01642 تلفن فرمایید.

Bi daxwazê va ev agahî bi zimanên din, bi Braille*, li ser kasetan û bi Tîp û Herfên Mezin heye. Ji bo bêtir agahî, peywendî bi telefona 01642 774774 dahînin. Braille*(şiklê ko kesê nikarin baş bibînin dikarin pê bixwînin) ئەگەر داوابكریّت، دەتوانریّت ئەم زانیارییانە بە زمانەكانى تر، بە بریّل (شیّواى نووسینى نابینا)، لەسەر شریتى دەنگ یان بە چاپى پیتى گەورە، دابین بكریّن. بۆ زانیاریى زیاتر تكایه پەيوەندى بە ژمارەى 774774 01642 بكە.

இத்தகவல் தேவையான மற்ற மொழிகளிலும், பிரெய்ல், ஒலி நாடா மற்றும் பெரிய அச்சு எழுத்துக்களிலும் கிடைக்கின்றன. மேலும் கூடுதல் தகவல்களுக்கு தொடர்பு கொள்ளவும்01642 774774.

یہ معلومات درخواست کرنے پر دیگر زبانوں، بریل، ٹیپ اور بڑے حروف میں دستیاب ہے۔ مزید معلومات کے لیے 774774 01642 پر رابطہ کریں۔



Redcar & Cleveland Borough Council Regeneration Directorate Belmont House Rectory Lane Guisborough

TS14 7FD





www.redcar-cleveland.gov.uk

e-mail: planning.policy@redcar-cleveland.gov.uk telephone: 01287 612356 THE RTPI PLANNING AWARDS 2007 COMMENDATION