

PLACEMAKING AND DESIGN GUIDE SPD

COMMUNITY REVIEW PANEL INTRODUCTION: 05 JULY 2023



Welcome



Agenda

- Introduction
- Introducing JTP
- What have we done so far?
- What is a Placemaking & Design Guide?
- The National Design Guide and The National Model Design Code
- Suggested structure of the Calderdale Placemaking & Design Guide
- Next steps / programme
- Q&A

INTRODUCTION

What will the Design Guide do?

The Placemaking and Design Guide SPD will provide guidance to ensure that all development in Calderdale delivers a **consistent and high-quality** standard of design and creates a **rich legacy** for the future.

It will set out what well-designed places and buildings should look like and how development should respond to, and **reinforce distinct character**.



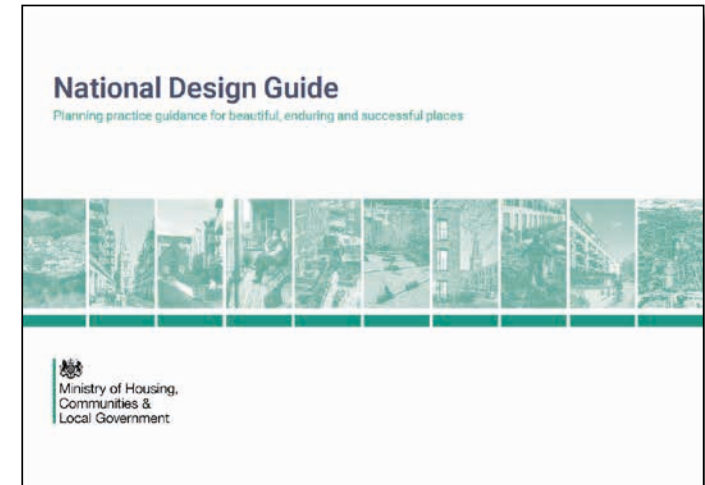
Planning Background

National planning policy states that all local planning authorities should prepare design guides consistent with the:

- National Design Guide (2019); and
- National Model Design Code (2021).

“*Design policies should be developed with local communities so they reflect local aspirations, and are grounded in an understanding and evaluation of each area’s defining characteristics.*”

National Planning Policy Framework



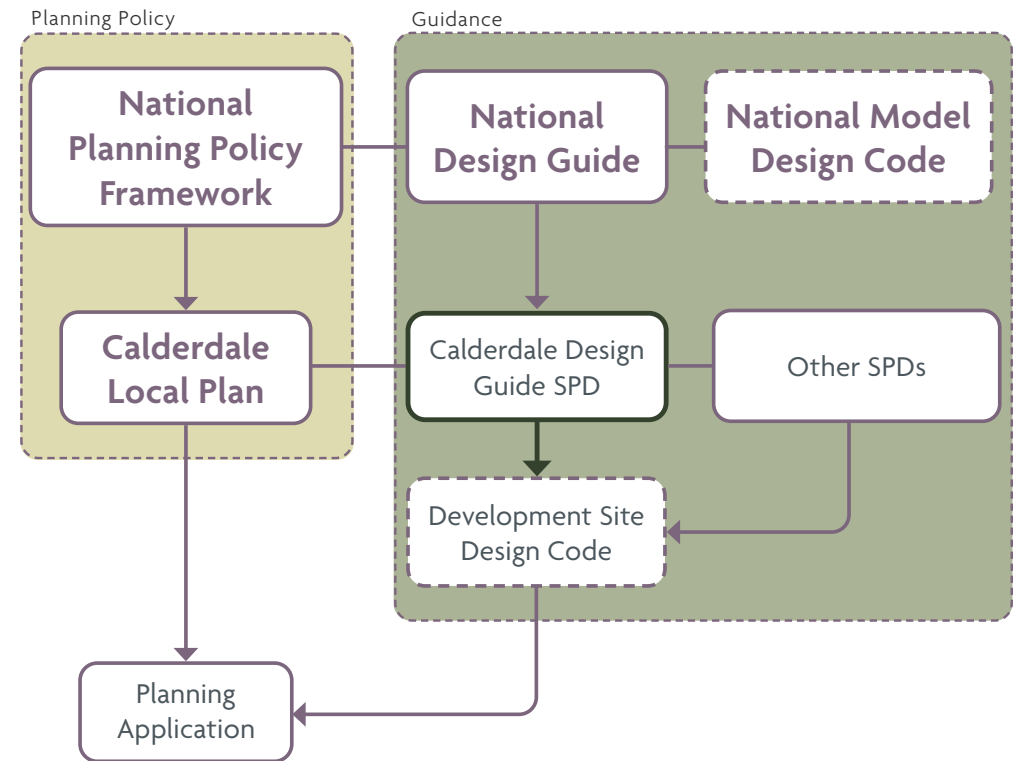
Project Background

The Placemaking and Design Guide SPD will provide guidance on the implementation of Local Plan policy BT1 - 'High Quality Design'.

It will also be informed by the Council's Corporate Priorities:

- Reduce inequalities
- Create strong, thriving towns and places
- Tackle the climate emergency

Also, reflect the 'Green and Healthy Streets' approach



The Design Guide will:

- Set a benchmark for quality.
- Help to create places with a consistent and high-quality standard of design.
- Reflect local character and preferences.
- Provide clarity about what will be acceptable at an early stage of the design process.



Who will use it?

- Anyone wishing to submit a planning application in Calderdale.
 - Do proposals meet the expected design quality standard?
- Council officers assessing applications:
 - Have development proposals achieved a sufficient level of quality?
 - If not, what changes will need to be made?



INTRODUCING JTP

Introduction to JTP



Award winning placemaking practice delivering projects for both the public and private sector

We approach all our projects through a process of understanding, engaging, and creating, which together we call 'Collaborative Placemaking'

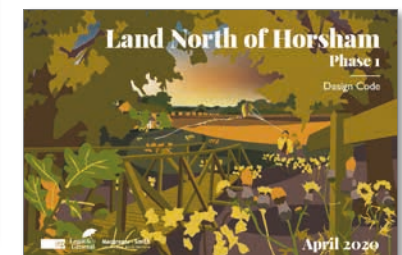
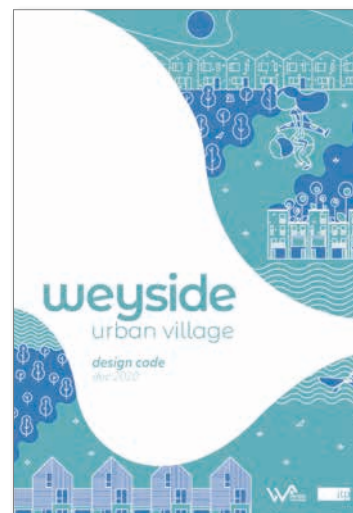
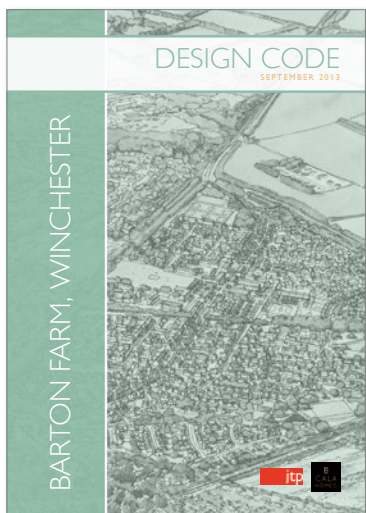
Our local experience:

- Upper Calder Valley Renaissance
- Masterplans and Design Codes for new garden suburbs to the east and south of Brighouse



Design Code Experience

- Creating successful design codes for both public and private sector clients for over 10 years
- National Model Design Code Pilot Project at Weyside Urban Village



WHAT HAVE WE DONE SO FAR?

Launch & Publicity



“ This process makes one feel excited and enthusiastic, proud of what the future will be - it's important to involve people in development. ”

May 2023

Calderdale Placemaking & Design Guide

Help build a better Calderdale!

You are invited to a series of events to help shape the new Placemaking and Design Guide for Calderdale

You can drop in to exhibition and workshop events to share your thoughts about the places you live, work and play in and help plan what well-designed streets, neighbourhoods, places and buildings should look like.

The exhibition and workshop events are open to everyone. Drop in for as long as you can:

- Hebden Bridge**
11am - 5pm, Tuesday 16 May 2023
The Town Hall, St George's Street, Hebden Bridge HX7 7BY
- Halifax**
1.30pm - 7pm, Wednesday 17 May 2023
Caygill Rooms, The Piece Hall, Blackledge, Halifax HX1 1RE
- Elland**
11am - 5pm, Wednesday 24 May 2023
Southgate Methodist Church, Langdale Street, Elland HX5 0JL
- Brighouse**
11am - 5pm, Thursday 25 May 2023
St. John the Divine, St John Street, Rastrick HD6 1HN

For a more detailed programme please see overleaf or visit jtp.co.uk/projects/calderdale

Once finalised, the Placemaking & Design Guide will be used to ensure that all developments in Calderdale respond to and reinforce the distinct character of our Borough, so it's important we hear from as many people as possible as we develop it.

Take part online
You can visit the Create Communities online map to give us your thoughts about the look and feel of the places in Calderdale where you live, work and play - what you like and dislike and why?

Scan me for the Create Communities online map
Click a location on the plan that you want to comment on

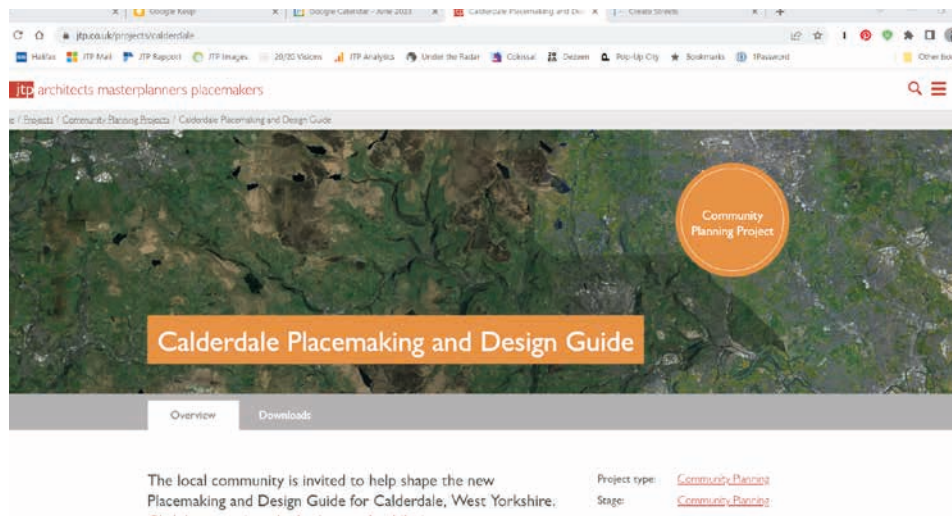
Calderdale Council

VISION 2024 CALDERDALE RENEWED

jtp

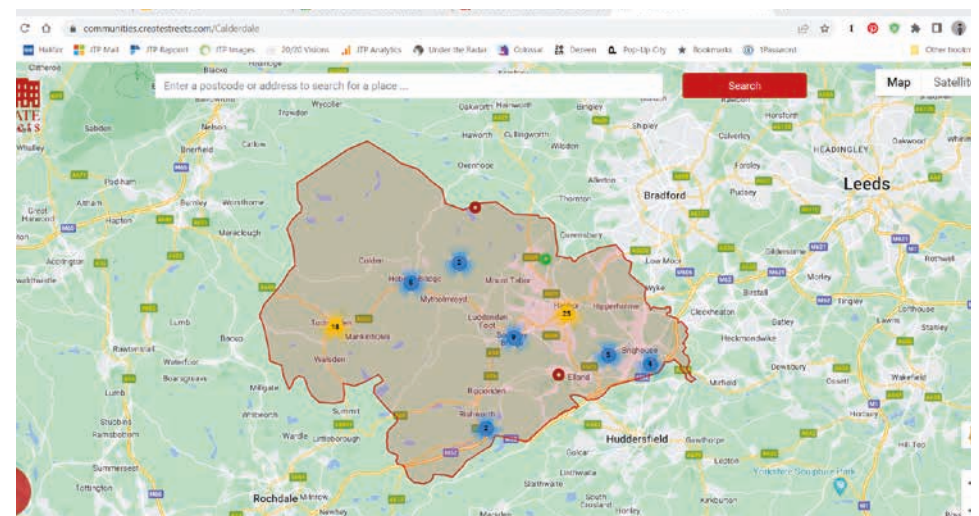
For more information about the Calderdale Placemaking & Design Guide and the upcoming community engagement events please email community@jtp.co.uk or visit the public website jtp.co.uk/projects/calderdale

Online



Project website

“ My local area is Stump Cross which lies within Northowram... The overall effect is almost like living in the country but with urban amenities near, out of sight. ”

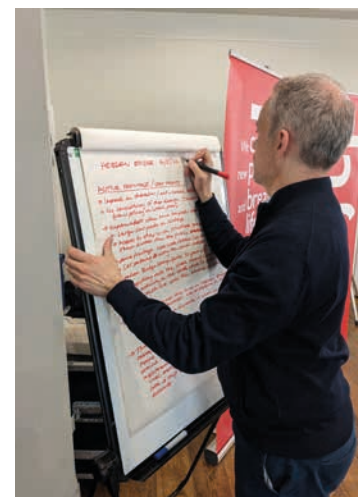


Create Communities

“ Provision should be made to get cars off the road and preferably out of sight. ”

Workshops & Exhibitions

- **The Town Hall, Hebden Bridge**
Tuesday 16 May 2023
- **The Piece Hall, Halifax**
Wednesday 17 May 2023
- **Southgate Methodist Church, Elland**
Wednesday 24 May 2023
- **St. John the Divine Brighouse & Rastrick**
Thursday 25 May 2023
- **L4NUK and St Chads**
Friday 9 June 2023
- **Local businesses and young people**
Thursday 6 July 2023
- **Slow the Flow**
Fri 7 July



St Chads Workshop

“ I would take you to Shibden Hall. ”

My favourite thing in School is...



At school we have an Earthshot Eco-committee and we are planning to go into the park and pick up litter. The park is full of rubbish so we have the WHOLE committee to help!

Name: Faye
Age: 10 years old

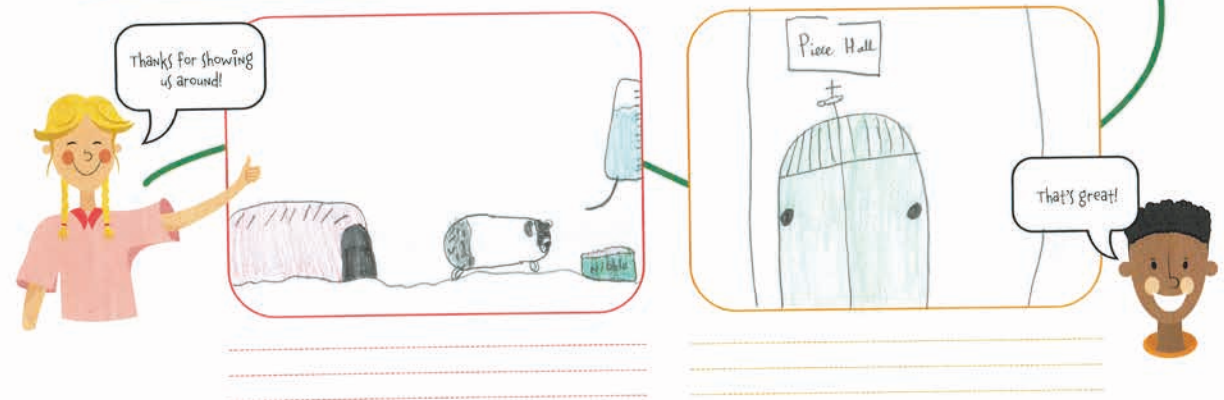


It's so fun here!

Let's go on a tour!

Show J, T and P around your town...

Name: Selena, Mico
Age: 10 years old



“ At school we have an Earthshot Eco-committee and we are planning to go into the park and pick up litter. The park is full of rubbish so we have the whole committee to help! ”

Key Themes

- Community cohesion
- Guide structure and enforcement
- Look and feel
- Landscape
- Getting about
- Town centres and community amenities

“ Development should be respectful to the environment in terms of scale, massing and materials. Bring the countryside into the development. ”

“ The old looking Yorkshire stone buildings look good, but they are not everything! ”

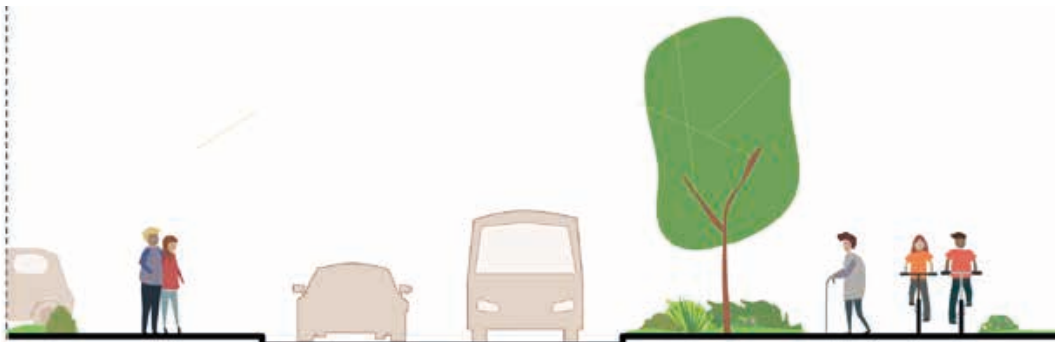
“ If this process is genuine, it sounds wonderful. ”

“ It should reflect existing local character, in terms of materials, size and massing. ”

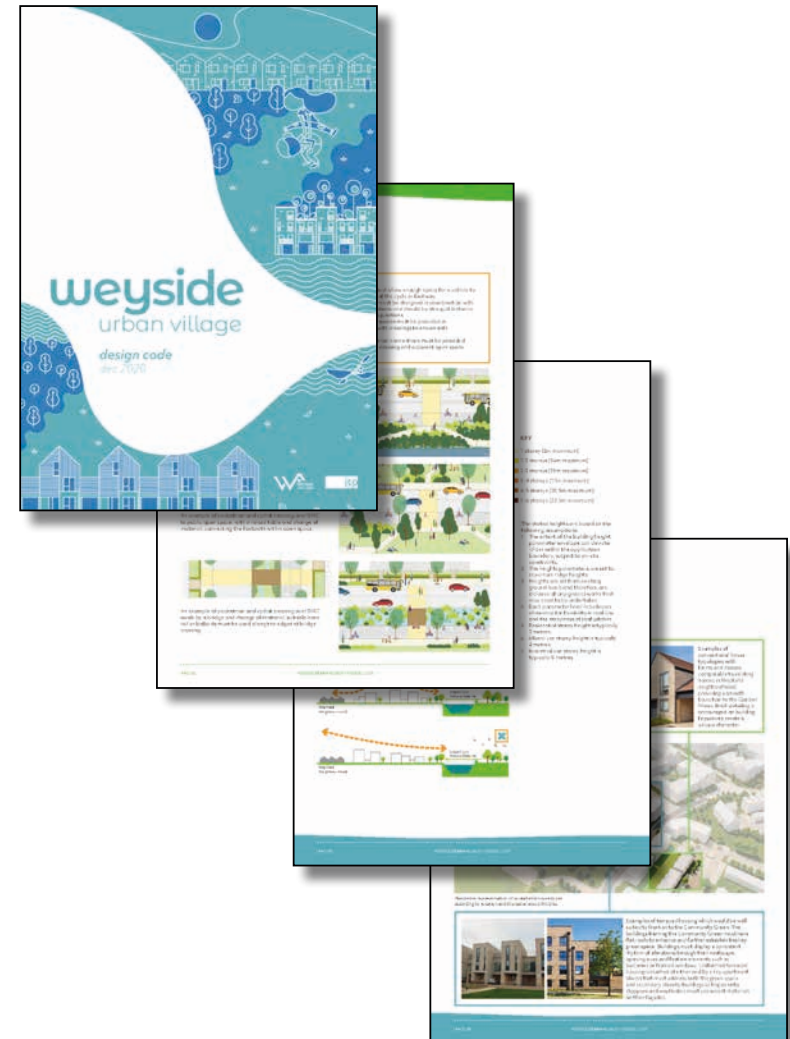
WHAT IS A PLACEMAKING & DESIGN GUIDE?

What is a Design Guide?

- A document setting out how development within a particular area can be carried out in accordance with good design principles.
- Information is presented as a mix of diagrams and concise text, supported by example projects and buildings



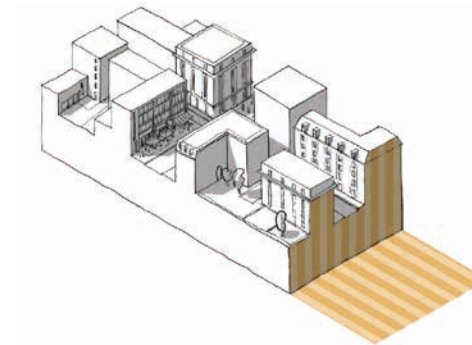
Typical Street Section



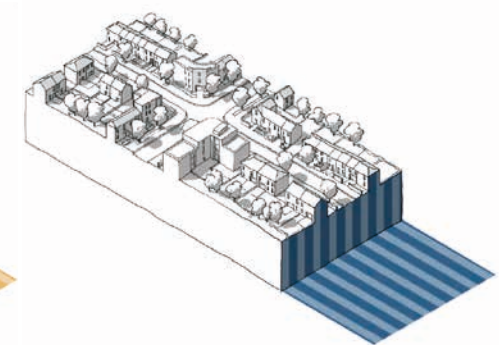
What will it include?

- Context analysis identifying local characteristics
- General design guidance for the whole of the district
- More specific requirements for particular 'area types' with specific character
- Guidance on the design of homes and buildings
- Advice on how to prepare and submit planning applications

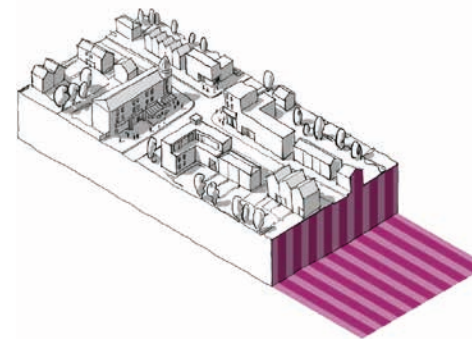
Indicative Area Types
(from the National Model Design Code)



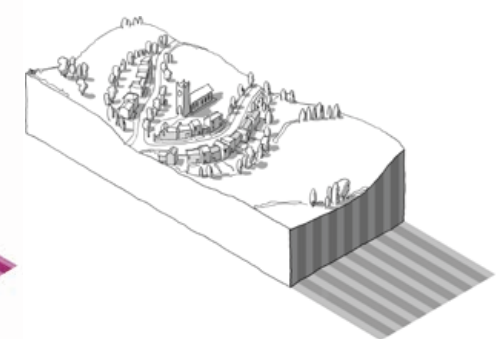
Town Centre



Suburb



Local Centre

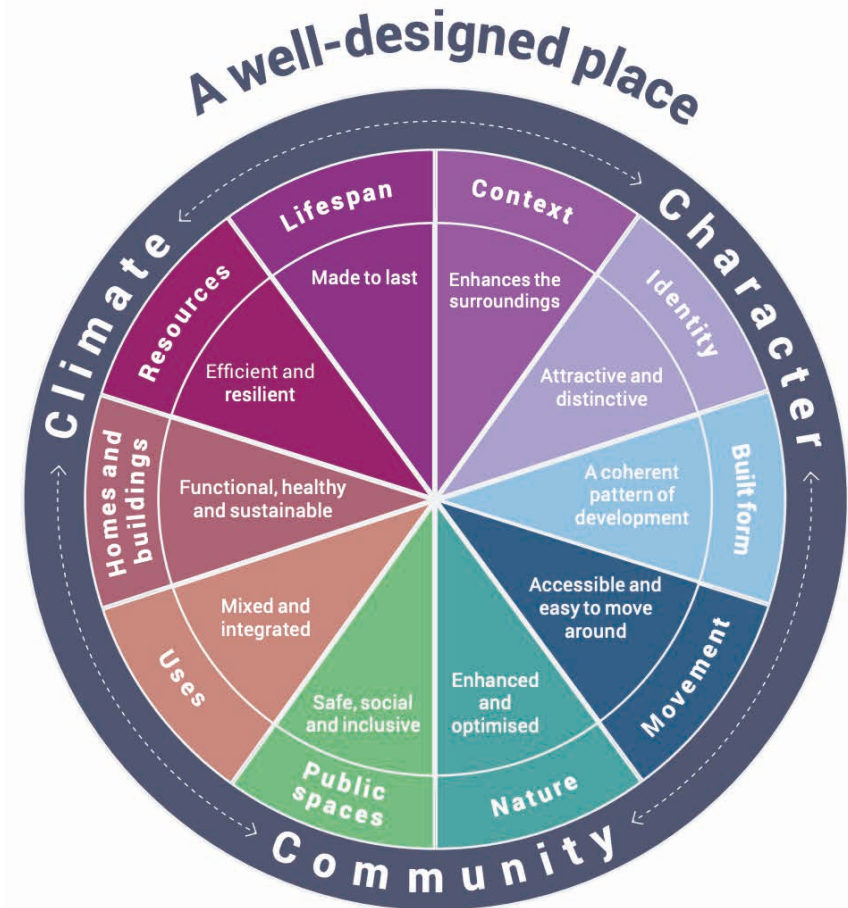


Village

NATIONAL DESIGN GUIDE & NATIONAL MODEL DESIGN CODE

National Design Guide (2019)

- Part of the National Planning Policy Framework (NPPF)
- Outlines and illustrates the Government's priorities for well-designed places
- Sets out 10 Characteristics of a well-designed place



<https://www.gov.uk/government/publications/national-design-guide>

National Model Design Code (NMDC)

Not in itself a design code, but a guide to producing a design code.

“*...to provide detailed guidance on the production of design codes, guides and policies to promote successful design.*”

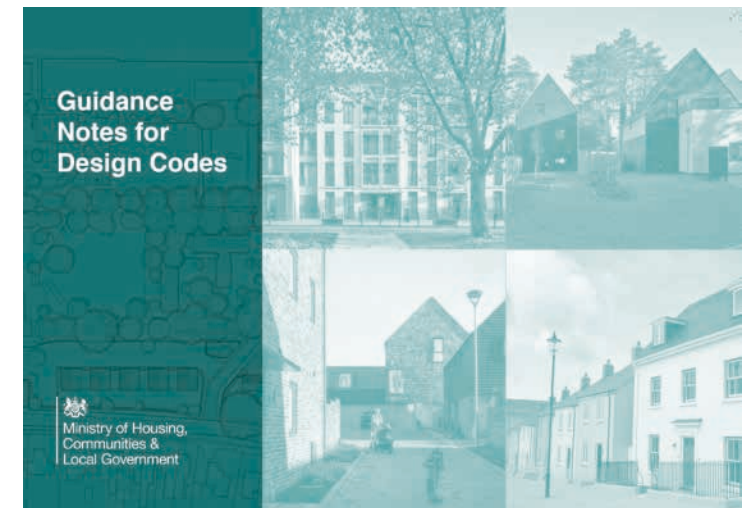
1. National Model Design Code

- Summarises the process

2. Guidance Notes for Design Codes

- Provides greater detail on the possible content of a design code

<https://www.gov.uk/government/publications/national-model-design-code>



Coding Process

1. Analysis

- Understanding the local area and what makes it special

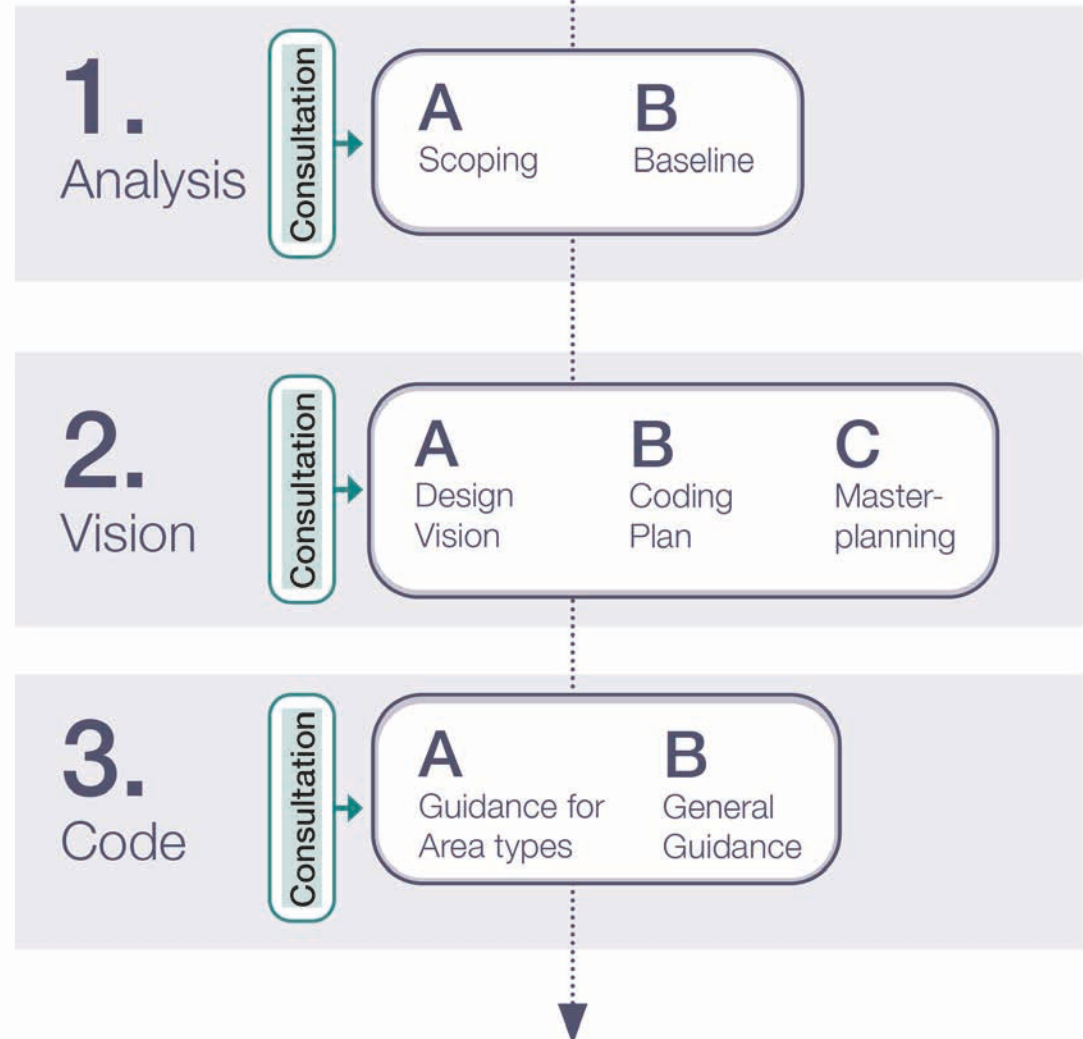
2. Vision

- A clear articulation of what an area should be like in the future, developed with the community
- Identify Area Types

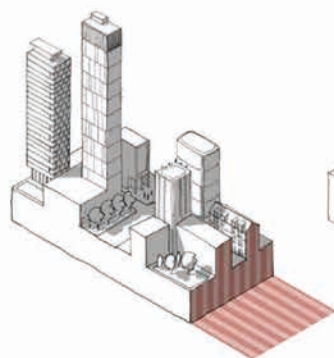
3. Code

- Design guidance for the whole of the district
- Specific guidance for Area Types

Figure 1. Design Code Process

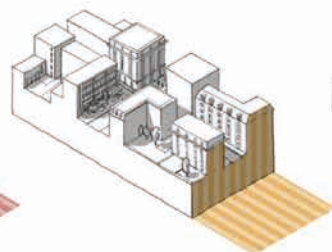


Area Types



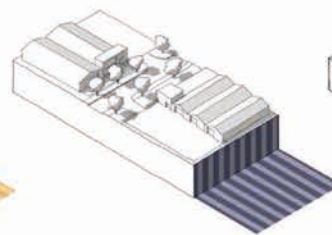
High rise city

This could apply to parts of large city centres where there would be no or limited restrictions on height.



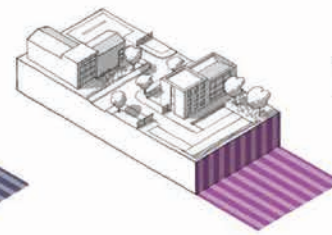
Town/City centre

A typical dense city typology with over 120 dwellings per hectare (dph) and a strong mix of uses.



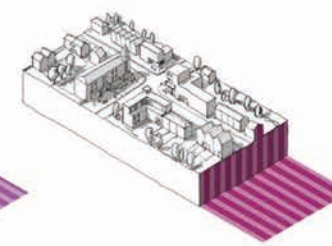
Industrial areas

Industrial areas of single storey manufacturing and storage units.



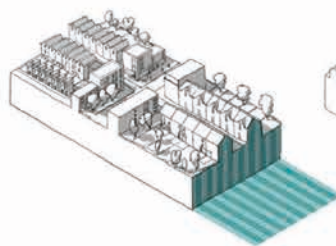
Business, science or retail parks:

Areas of retail, office development, science and technology parks.



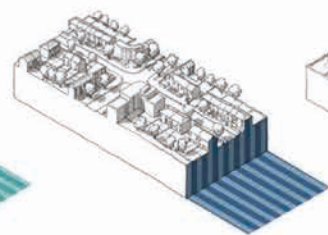
Local centres

This relates to district and neighbourhood centres and high streets, typically 3-5 storey blocks with other uses at ground floor.



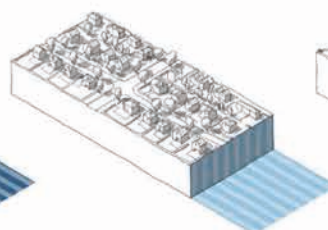
Urban neighbourhood

Urban neighbourhoods with net housing densities of 60-120 dph and a mix of uses.



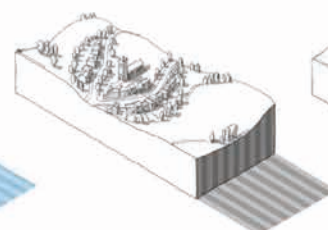
Suburbs

Neighbourhoods with net residential densities of 40-60 dph. A mix of short terraces and semi-detached units.



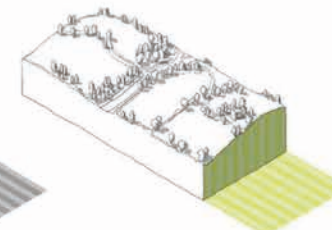
Outer suburbs

Lower density suburbs with net densities of 20-40 dph, few apartments and less of a mix of uses.



Villages

Villages have their own distinctive character often with 2 and 3 storey buildings in an informal layout.



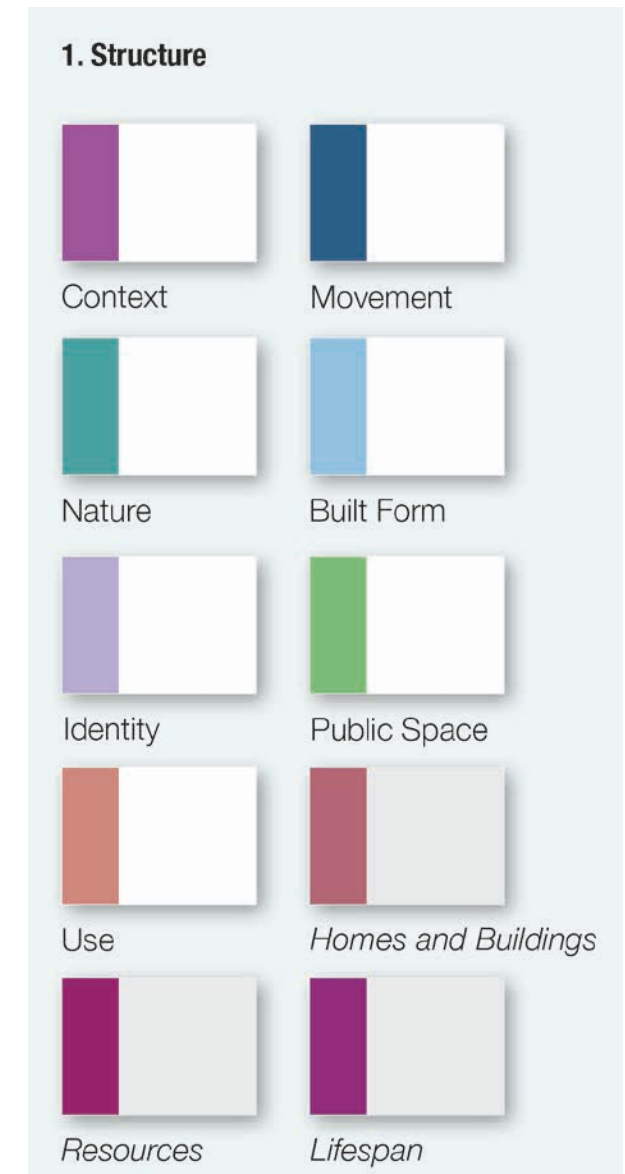
Rural settlements

Rural areas may include rural building and settlement types.

Figure 10. Example Area Types

Possible Code Content

- Guidance Notes for Design Codes sets out potential content of a design code - providing both a framework and sample content.
- Modelled on the 10 characteristics of well designed places set out in the National Design Guide.
- Each theme is divided into sub-sections.



Context

- **Character Studies** - How the scheme relates to the site and its local and wider context
 - Defining Area Types
 - Understanding site context
 - Site assessments

- **Cultural Heritage** - The value of the environment, heritage, history and culture
 - Historic assessment
 - Heritage assets



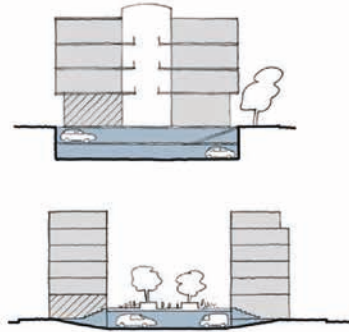
6. Historic map assessment: A historic assessment with plans from the 1800s, 1900s and the present day.



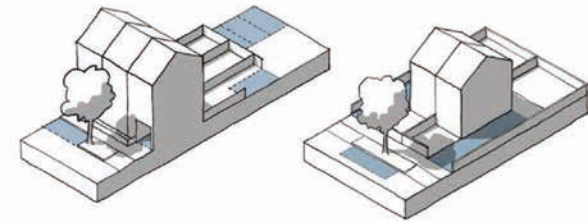
Movement

- **Connected Networks**
 - Street network
 - Public transport
- **Promoting Active Travel**
 - Walking and cycling routes
 - Junctions and crossings
- **Parking, Servicing & Utilities**
 - Car parking
 - Cycle parking
 - Services and utilities

Figure 13. Parking Arrangements



Town centre: New provision should be at basement, semi-basement or decked. New surface parking might be prohibited where there is a clear and compelling justification.



Urban neighbourhood: Likely to be on-street (for visitors), within the building (townhouse), or to the rear in gardens or parking courts.

Suburbs: Likely to be in-curtilage, at the front (with suitable landscaping) or to the side of the property, so cars don't dominate the street. Visitor parking is likely to be on-street.

Nature

• Green Infrastructure

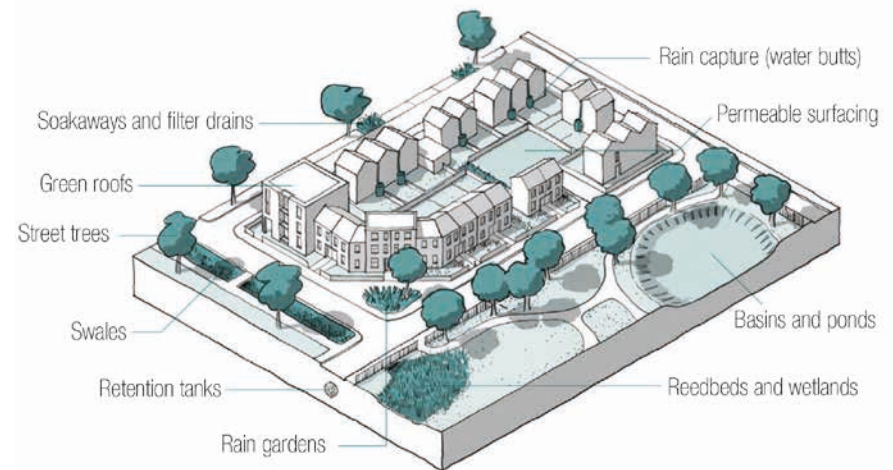
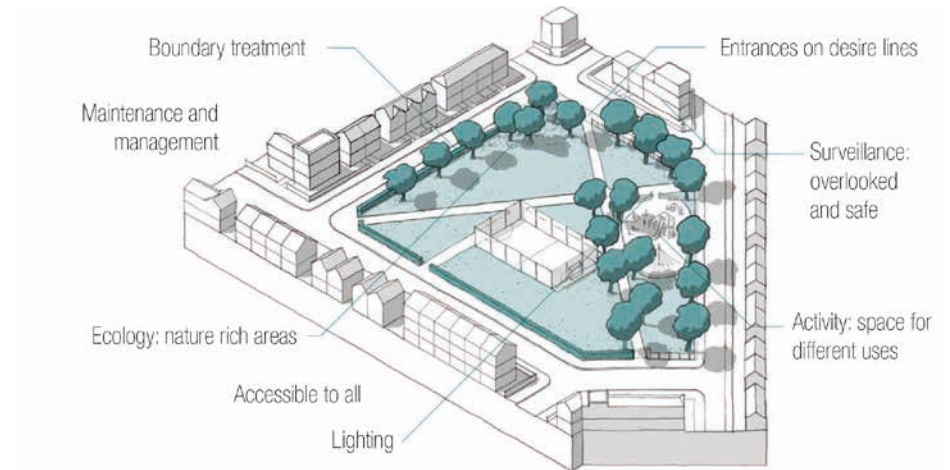
- Network of green spaces
- Open space design & provision
- Children's play space

• Water and Drainage

- Sustainable drainage systems
- Designing for flood risk

• Biodiversity

- Biodiversity net gain
- Retention of natural features
- Street trees



Built Form

- **Compact Form of Development**

- Residential density
- Whether buildings join-up
- Building types and forms

- **Built Form**

- Separation of public/private space
- Block types
- Building heights
- Building set-back
- Building line

Figure 18. Block Types

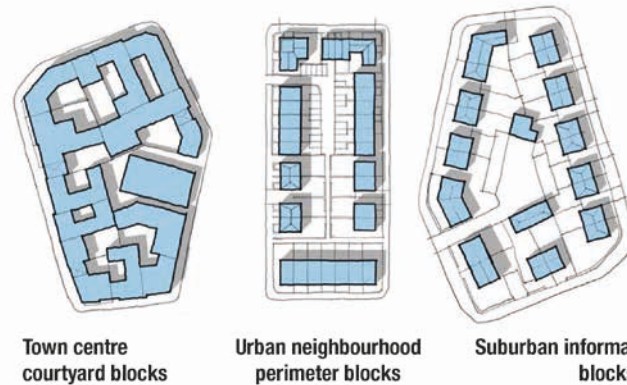
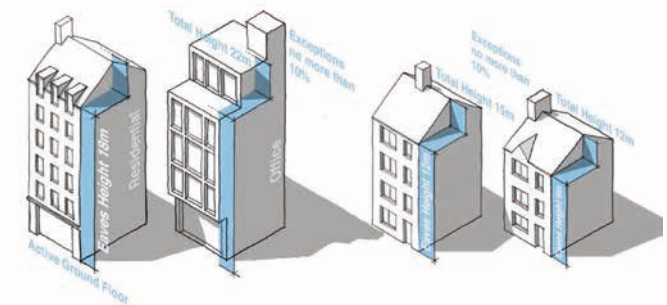


Figure 21. Heights



Identity

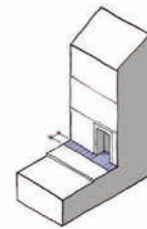
• A Sense of Place

- Local character, materials and detailing
- Wayfinding
- Distinctiveness

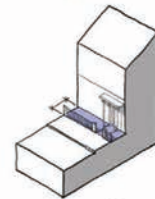
• The Identity of Buildings

- Facade composition
- Roofscape
- Doors and windows
- Materials and detail
- Boundary treatments

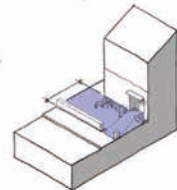
iii Boundaries: The treatment of boundaries has a significant role to play in creating character. Figure 23 shows how guidance on boundaries might change according to area type



Town centre: May have small set-backs that are part of the public realm.



Urban neighbourhood: May have a small front garden with boundary treatment.



Suburb: May have a larger front garden with landscaped boundary treatment.

Figure 23. Boundaries

iv Roofscape: Variation in eaves height and roof forms will vary based on the character of the local area. Historic town centres, villages and suburbs tend to have a variety of roof types whereas a Georgian inner neighbourhood, for example is typically uniform.

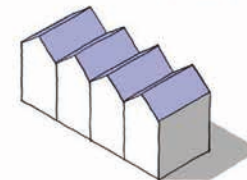
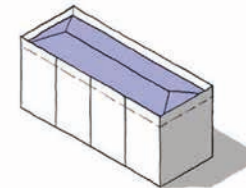
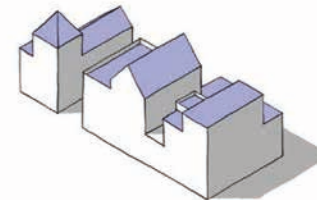


Figure 24. Roofscape

v Windows: Guidance may be provided on the design of windows based on the character of the area. The proportion of glazing may vary with city centres allowing fully glazed façades but elsewhere the glazing ratio might be limited to 35%. Guidance can also direct the orientation of the windows and the depth of reveals.

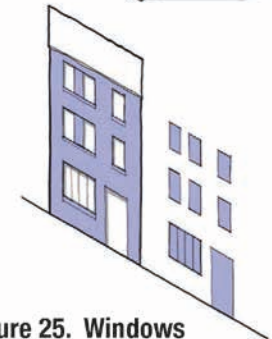
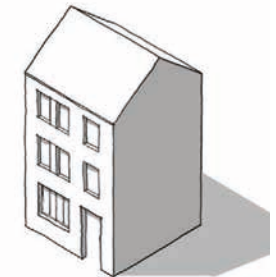


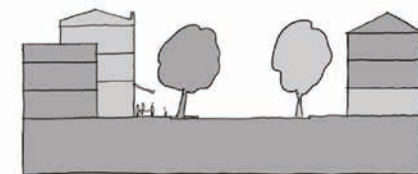
Figure 25. Windows

Public Space

- **Street Design**
 - Primary streets
 - Local & secondary streets
 - Tertiary streets
- **Fostering Social Interaction in Streets and Squares**
 - Meeting places
 - Multi-functional & shared streets
- **Security and Public Space**
 - Secured by Design
 - Eyes on the street

57. Secondary street and local high streets:

These are important streets that sit between primary streets and local streets. This is an example of a potential layout.

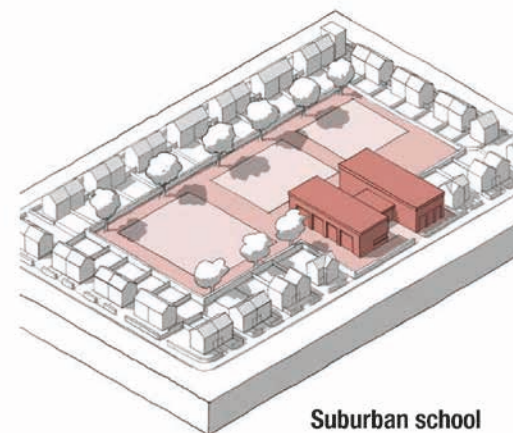


Use

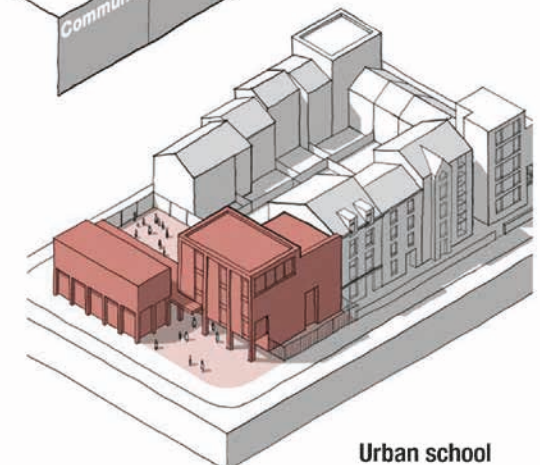
- **Promoting Variety & Activity**
 - Efficient use of land and mix of uses that meet local needs
 - Active frontages and ground floor activity to create vitality
- **Housing Mix**
 - Rich mix of housing types and tenures
 - Dwelling types
- **Community Facilities & Services**
 - Accessibility to local services
 - Schools & community buildings

Figure 30. (Right) Active Frontage: An example of uses that can create activity at the level of the street, e.g. community facilities, cafes and restaurants, shops and offices.

Figure 31. (Below) School Design: Both the suburban (left) and urban (right) schools complete the block and address the existing building line, but differ in height and density according to their context.



Suburban school



Urban school

Homes and Buildings

- Housing Quality
 - Space standards
 - Accessibility
- Health and Wellbeing
 - Internal daylight and sunlight
 - Privacy distances
 - Security
 - Gardens and balconies

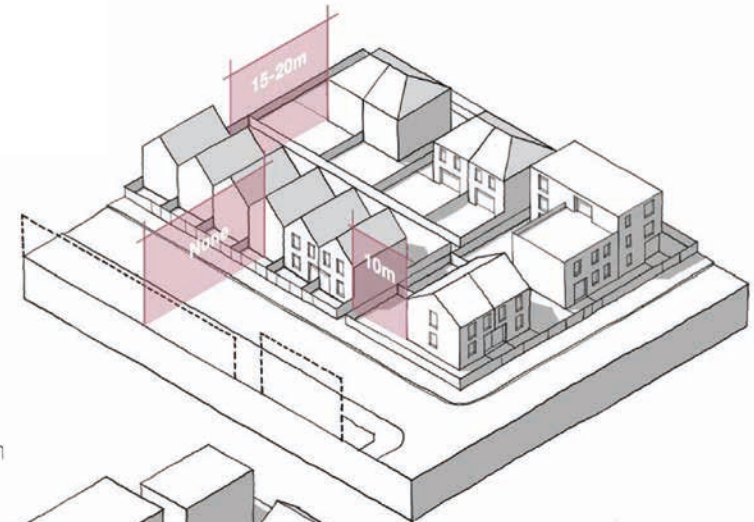


Figure 32. Privacy Distances:

These are the distances between dwellings to ensure private amenity, in particular the distance between the windows of habitable rooms. The illustration shows how minimum distances might be specified.

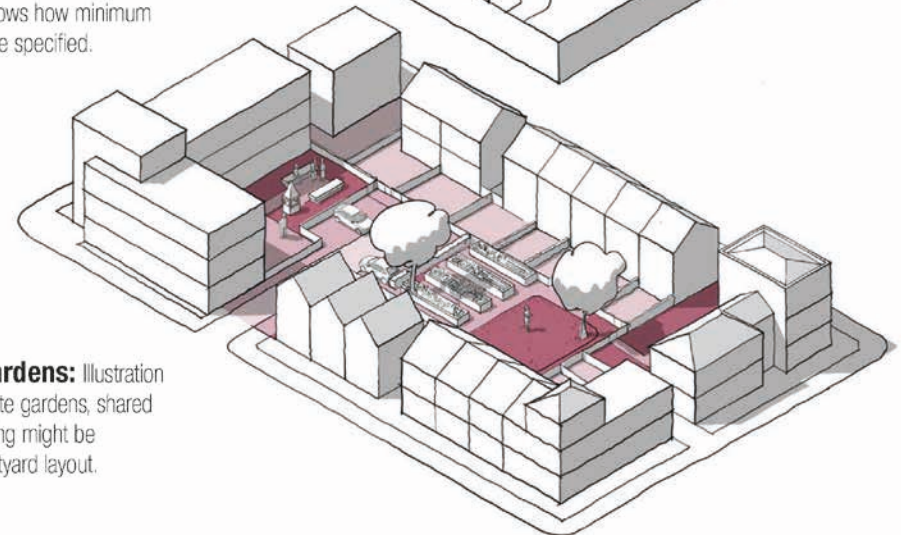
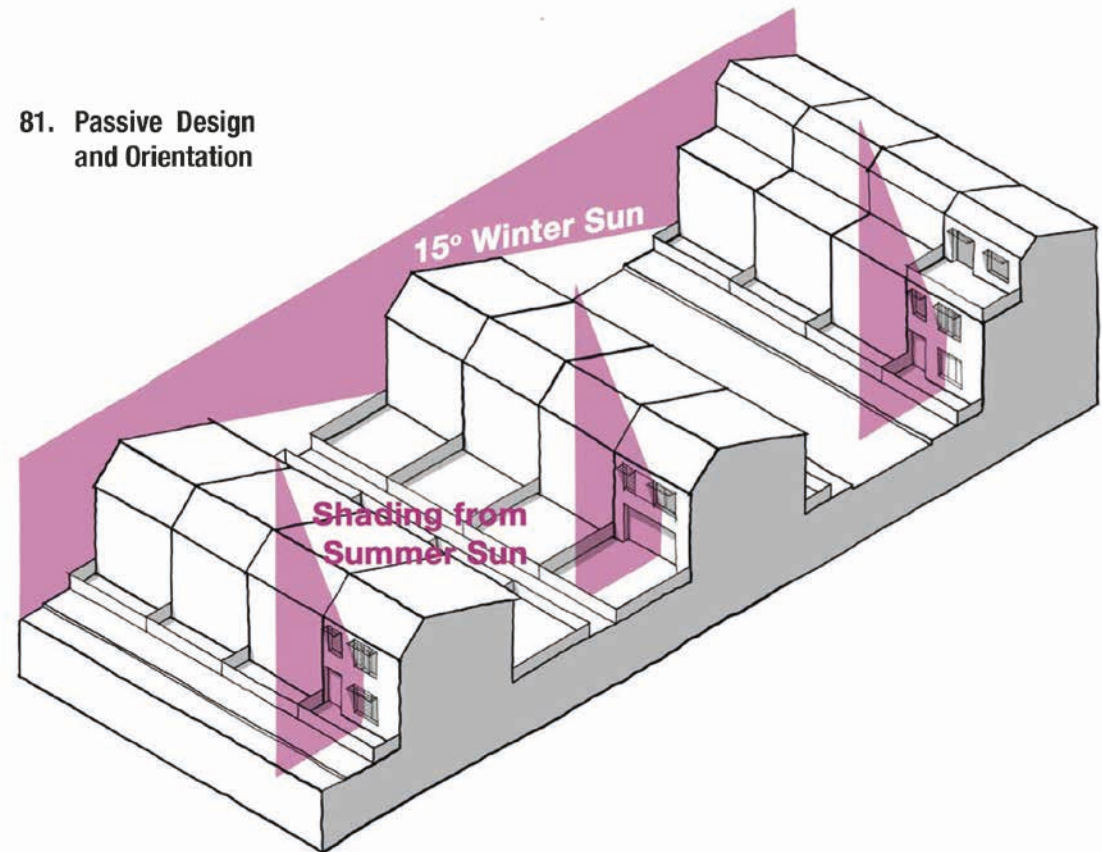


Figure 33. Gardens: Illustration showing how private gardens, shared gardens and parking might be specified in a courtyard layout.

Resources

- **Energy**
 - Energy efficiency standards
 - Low energy design
- **Sustainable Construction**
 - Embodied energy targets
 - Sustainable construction
 - Modern methods of construction
 - Water saving measures

81. Passive Design and Orientation



Lifespan

- Stewardship
 - Management Plan for Public Spaces (local authority adoption or privately managed)
 - Community Participation in Design
 - Community Management



81. Management Plan:

-  Land to be adopted by the highway authority.
-  Land to be adopted by the council landscape maintenance arm.
-  Land managed by a management company.
-  Land managed by householders.

PROPOSED STRUCTURE OF THE PLACEMAKING & DESIGN GUIDE

Proposed Structure

Section A: Introduction

- Borough wide design vision
- Corporate priorities
- Policy & guidance
- How to use the design guide

Section B: Understanding the place

- The character of Calderdale
- Key settlements/ area types

Section C: General Design Guidance

- Responding to context
- Movement
- Nature
- Built form
- Identity
- Public space
- Use
- Homes & buildings
- Resources
- Lifespan

Section D: Area Types Guidance

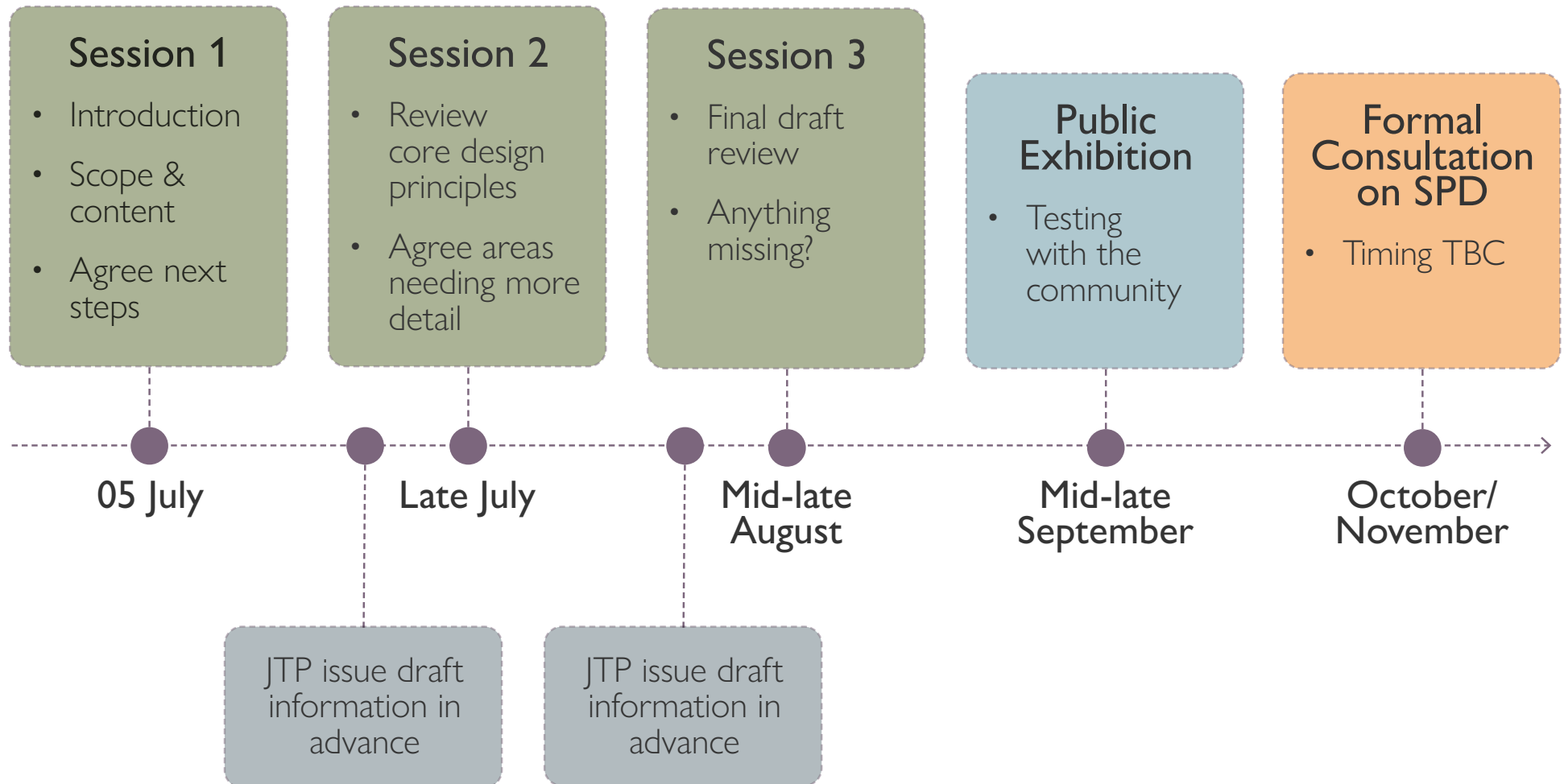
- Specific guidance for each area type
- Focus on built form and identity

Section E: Submitting an Application

- The planning process
- Pre-app process and design reviews
- Stakeholder engagement
- The Design & Access Statement (DAS)

NEXT STEPS / PROGRAMME

Indicative Timeline (for discussion)



ANY QUESTIONS?

