

Why are we here?

As part of the adopted Calderdale Local Plan, Calderdale Council is commencing work on a Placemaking and Design Guide Supplementary Planning Document (SPD).

The document will provide guidance to ensure that all development in Calderdale, from new housing developments to town centre regeneration and highway schemes, delivers a consistent and high-quality standard of design and creates a rich legacy for the future.

The council has appointed JTP, architects and community planners, to work with stakeholders and the local community to draw up the SPD. We need your help to identify:

- What it is that makes Calderdale special for the people who live and work here?
- What are the special characteristics of different places within the borough?
- What/where do people find unattractive and how could it be improved?
- What should new development look like?

The adjacent photos show a snapshot of both historical and more recent examples of development and regeneration projects within Calderdale. What can we learn from these and other places?

Historical development



Bridge Gate, Hebden Bridge



Town Gate, Heptonstall



Bethel Street, Brighouse



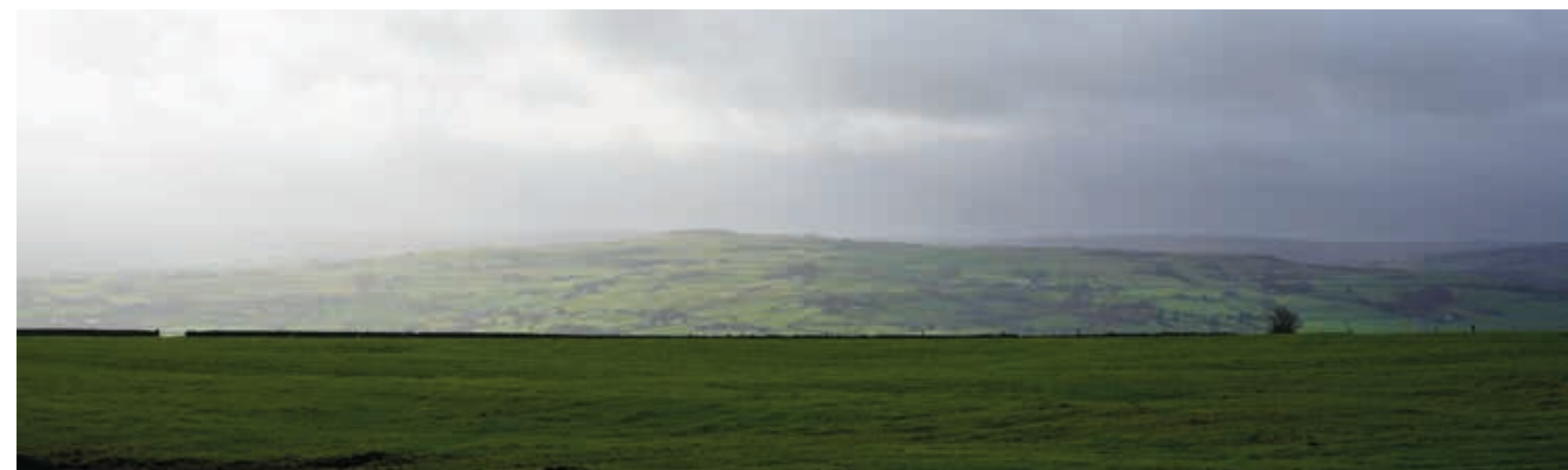
River Calder, Hebden Bridge



Land above Ripponden



Owlter Ings Road, Brighouse



Landscape above Ripponden



Old Market, Halifax



Ripponden

More recent development/regeneration



Thornhill Road, Brighouse



Clough Lane, Brighouse



Mixenden



Ripponden



Mixenden



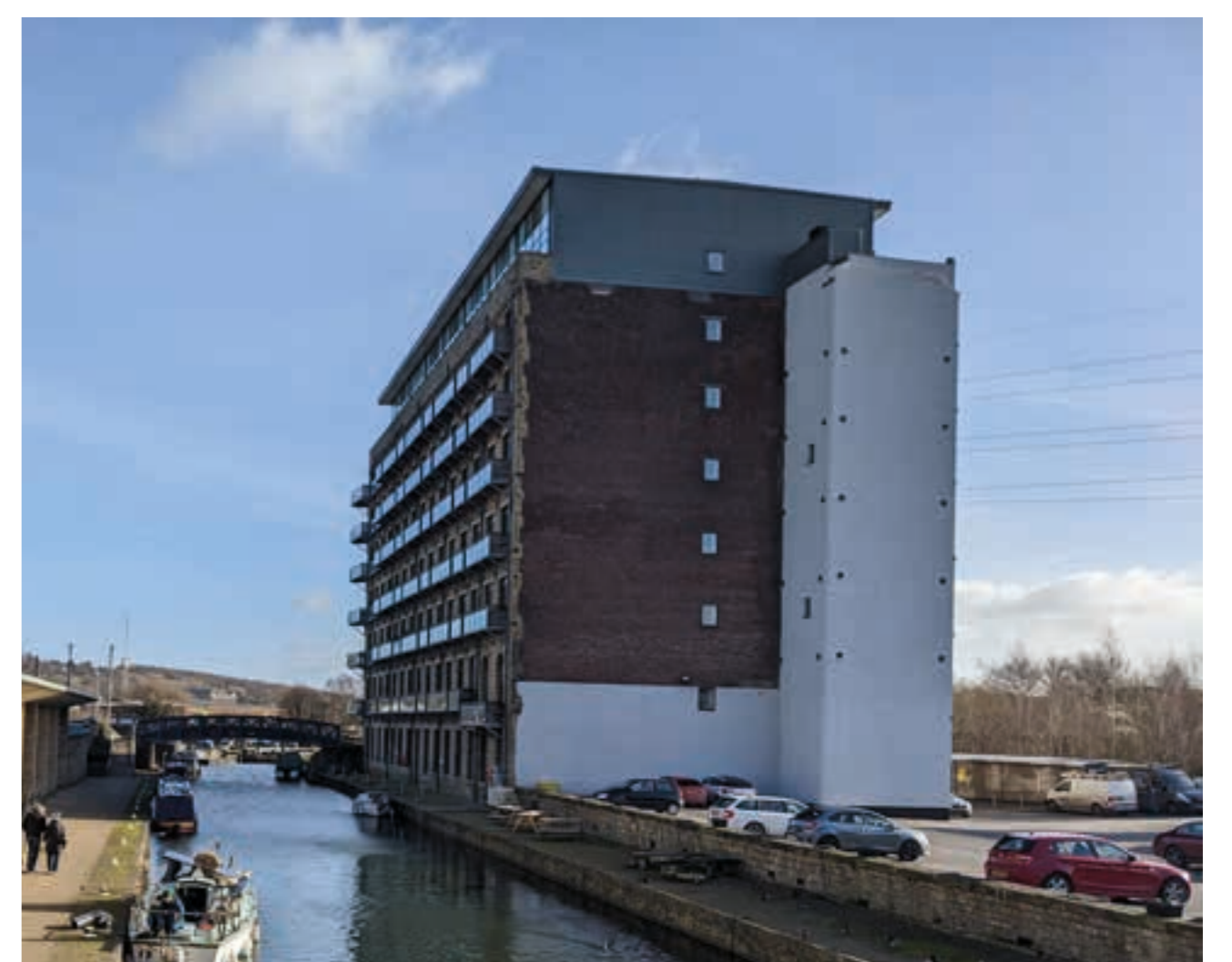
The Vault, Hebden Bridge



Castlegate House, Elland



Old Cawsey, Sowerby Bridge



Mill Royd Mill, Brighouse

Welcome

Thank you for coming to the community engagement events for the Placemaking and Design Guide SPD for Calderdale.

In an attempt to hear from people from all over Calderdale, JTP will be holding engagement events over the next couple of weeks in Halifax, Elland, Brighouse/Rastrick and Hebden Bridge, but these events are open to anyone regardless of where they live or work in the district. The programme for each of the events is shown on the right.

Each of the engagement events will include a variety of workshops during which we aim to learn about your local communities as well as your vision for their future. Participation is on a drop-in basis, you can stay for a short while, a few hours or the whole event if you are able to. Team members will be on hand to answer any questions you may have.

You can also tell us about places and buildings you like or dislike via the online map and questionnaire, details of which are in the green box to the right.

What happens next?

The JTP team will take away the information gathered at the engagement events, as well as feedback received online, and begin to draft the initial design guidance in collaboration with the council.

We will be developing the document over the next 3-4 months, and will continue to engage with the community and key stakeholders during this period both in-person and online. Our intention is to finalise the document in late summer so that the council can undertake formal public consultation in the autumn, before subsequently adopting the guidance as a Supplementary Planning Document (SPD). These dates may be subject to change, but if you provide us with your email address we will ensure that you are kept up to date.

Community Review Panel

Following the events we aim to establish a Community Review Panel (CRP) comprising representatives of key community and stakeholder groups whose job will be to review and advise on the development of the Design Guide. The CRP will be a relatively small group, meeting 2 or 3 times over the next few months, either in-person or online.

If you would be interested in joining this group please provide your contact details to one of the JTP team and we will contact you in due course to discuss further.

Collaborative Placemaking

JTP put people at the heart of the planning process, unearthing the real needs of a community, empowering stakeholders, creating goodwill, inspiring community spirit and building consensus.

We approach all our projects through a process of Understanding, Engaging, and Creating. Together they add up to a process we call 'Collaborative Placemaking'.



Site walkabout



Young People's Workshop



Hands-on Planning Workshop



Post-it Workshop



Post-it Workshop



Hands-on planning Report Back



Hands-on Planning Workshop

Community Planning Events Programme

The Town Hall, Hebden Bridge Tuesday 16 May 2023

11:00 Drop-in exhibition opens
13:00 Introduction and dialogue workshop
14:00 Town walkabout
15:00 Hands-on planning workshops
16:00 Report back
16:30 Workshop closes
17:00 Drop-in exhibition closes

Southgate Methodist Church, Elland Wednesday 24 May 2023

11:00 Drop-in exhibition opens
13:00 Introduction and dialogue workshop
14:00 Town walkabout
15:00 Hands-on planning workshops
16:00 Report back
16:30 Workshop closes
17:00 Drop-in exhibition closes

The Piece Hall, Halifax Wednesday 17 May 2023

13:30 Drop-in exhibition opens
14:00 Introduction and dialogue workshop
15:00 Town walkabout
16:00 Hands-on planning workshops
17:00 Report back
17:30 Workshop closes
19:00 Drop-in exhibition closes

St. John the Divine, Rastrick Thursday 25 May 2023

11:00 Drop-in exhibition opens
13:00 Introduction and dialogue workshop
14:00 Town walkabout
15:00 Hands-on planning workshops
16:00 Report back
16:30 Workshop closes
17:00 Drop-in exhibition closes

Online

You can also visit the Create Communities online plan 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 the QR code or visit the project website jtp.co.uk/projects/calderdale



Understanding the DNA of a place is fundamental to successful placemaking. We don't stop until we truly get under the skin of a place and identify what makes it special.

Engaging stakeholders and the wider community at an early stage encourages understanding, creates shared ownership, and enables the creation of a collective vision.

Creating begins with the visioning process and ends with physical interventions. Along the way there are many issues to resolve and many actions to coordinate.

What is a Design Guide?

A Design Guide is 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 supporting text which should be concise and easy to understand.

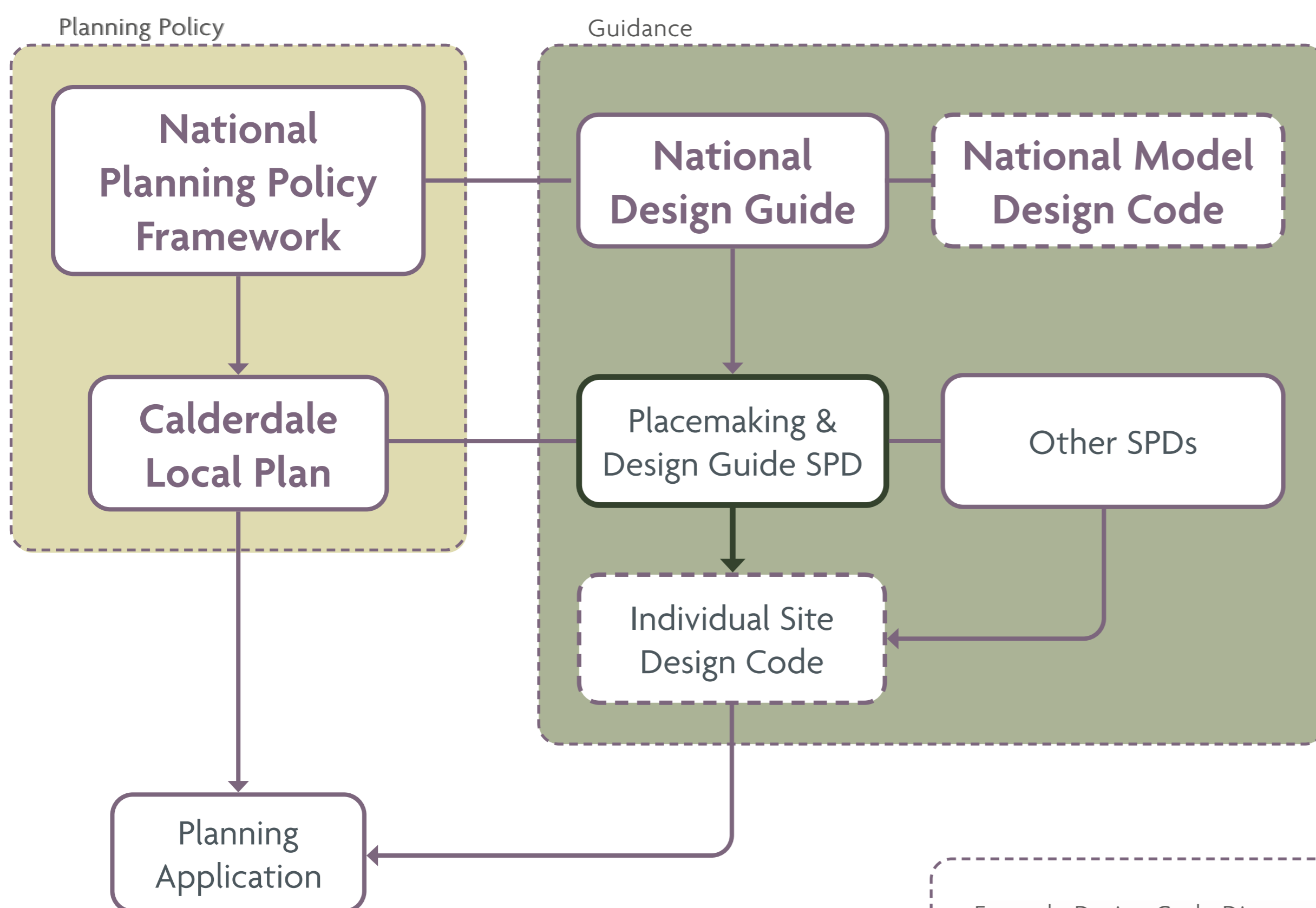
A Design Guide should:

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

The guidance effectively sets a benchmark for quality, with an overall ambition of maintaining and creating attractive and successful places which all sections of the community can enjoy.



Example JTP Design Code



Planning Background

National planning policy states that all local planning authorities should prepare design guides consistent with the principles set out in the National Design Guide (2019) and the National Model Design Code (2021), and which reflect local character and design preferences. Central to both these documents are ten interlinked characteristics of a well-designed place, shown in the circular diagram above, which set out a framework for the development of design guides.

At present, the council lacks a locally specific design guide. The Placemaking and Design Guide SPD will provide additional guidance on the implementation of the Local Plan policy on Design, and also be informed by the Council's Corporate Priorities which are as follows:

1. Reduce inequalities.
2. Create strong, thriving towns and places.
3. Tackle the climate emergency.

The guidance will also be influenced by the principles of 'Green and Healthy Streets' and the 'Building for a Healthy Life' assessment methodology.

What will the Design Guide include?

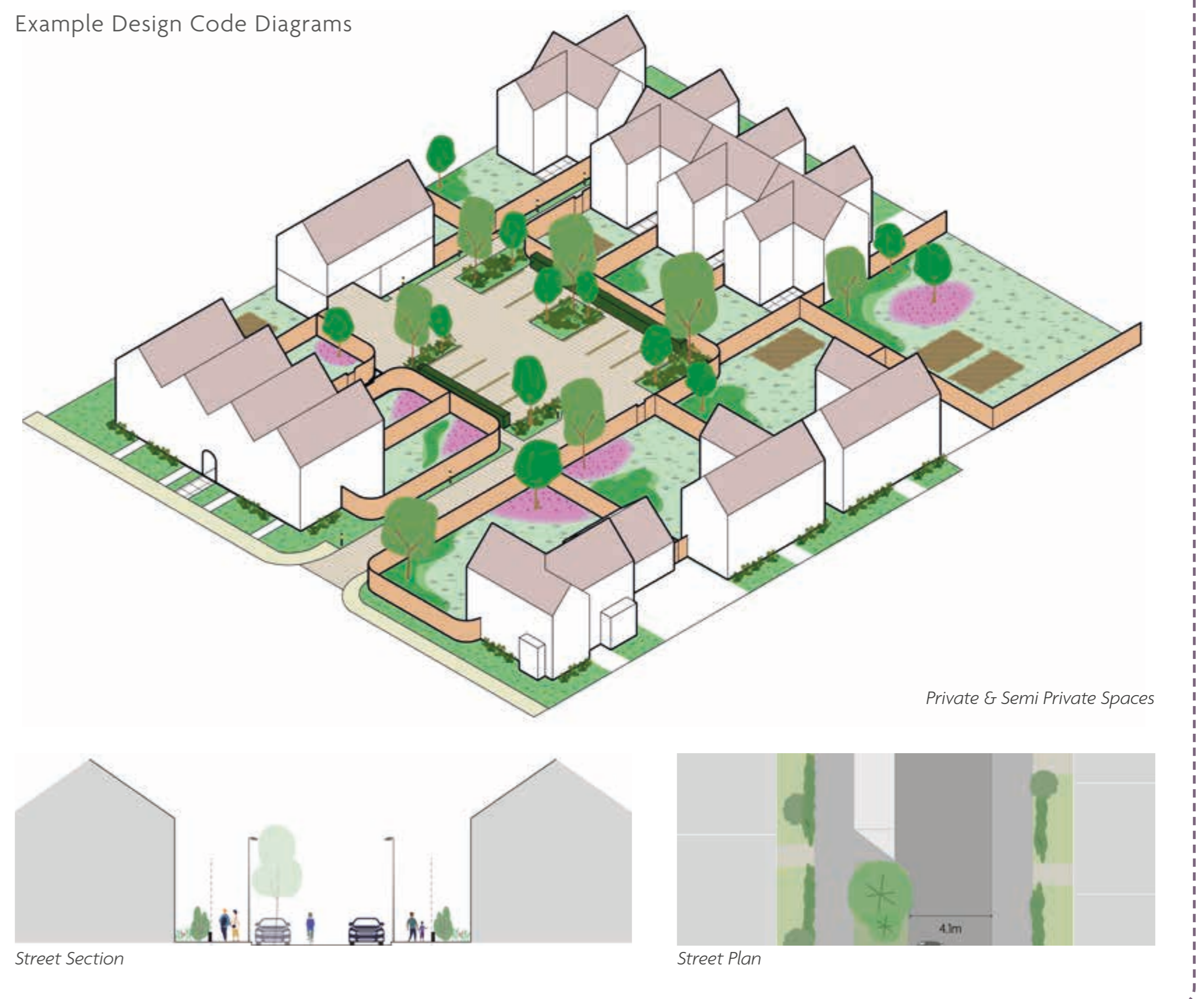
The design guidance will be based on a thorough assessment of the character of the local area including built form, landscape character and cultural context, informed by engagement with the people who live and work in the area. General design guidance will be provided for the whole of the district as well as more specific requirements for particular 'area types' with specific character. The SPD will also provide clear advice on how to prepare and submit planning applications, including the need for appropriate engagement with council officers, key stakeholders, and the public.

Who will use the Design Guide?

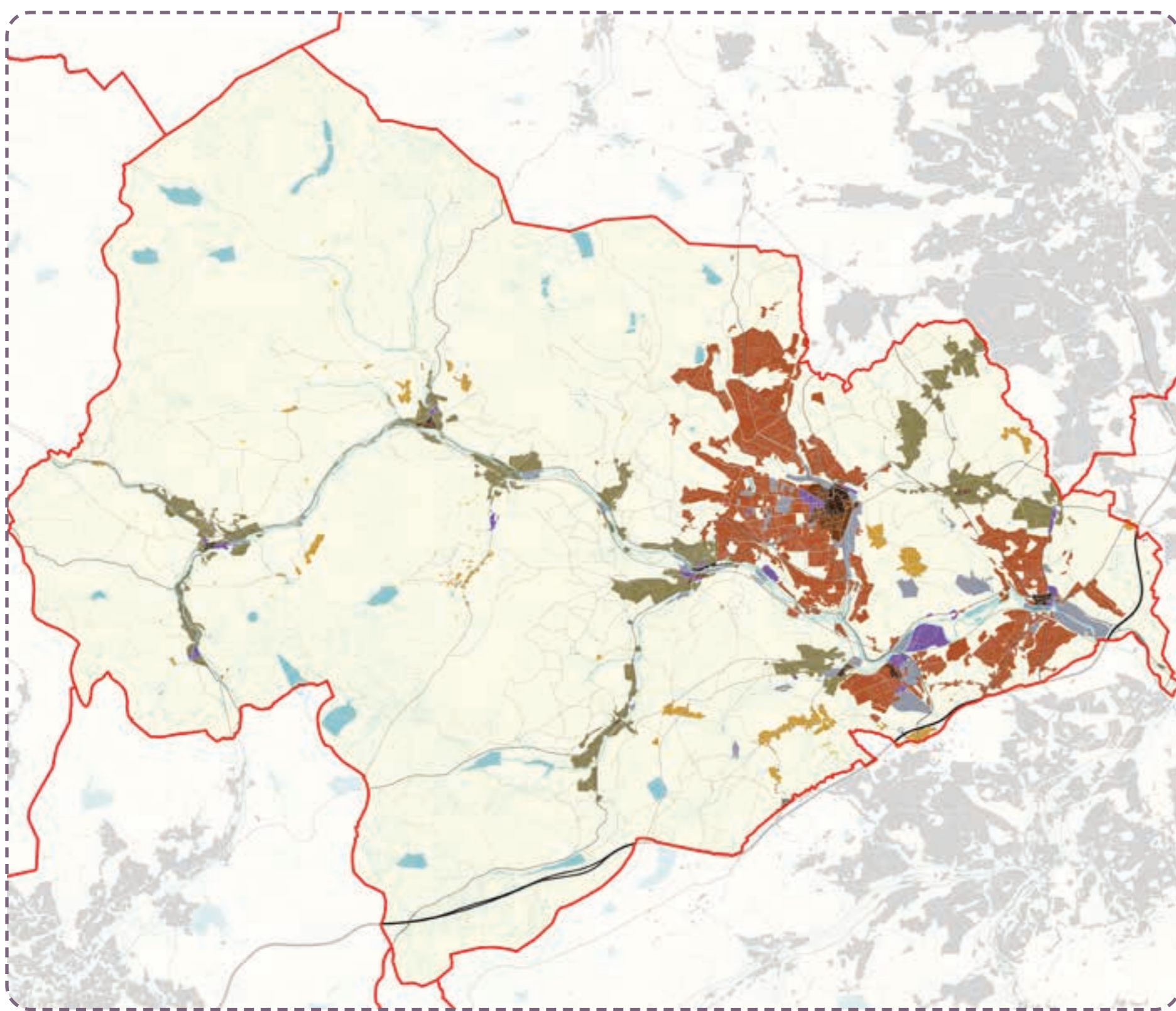
Anyone wishing to submit a planning application in Calderdale will need to refer to the Calderdale Placemaking and Design Guide to ensure that their proposals meet the expected design standards.

Council officers assessing applications will also use the document to decide whether development proposals have achieved a sufficient level of quality, and if not, provide clear guidance to applicants on what changes they will need to make.

Example Design Code Diagrams

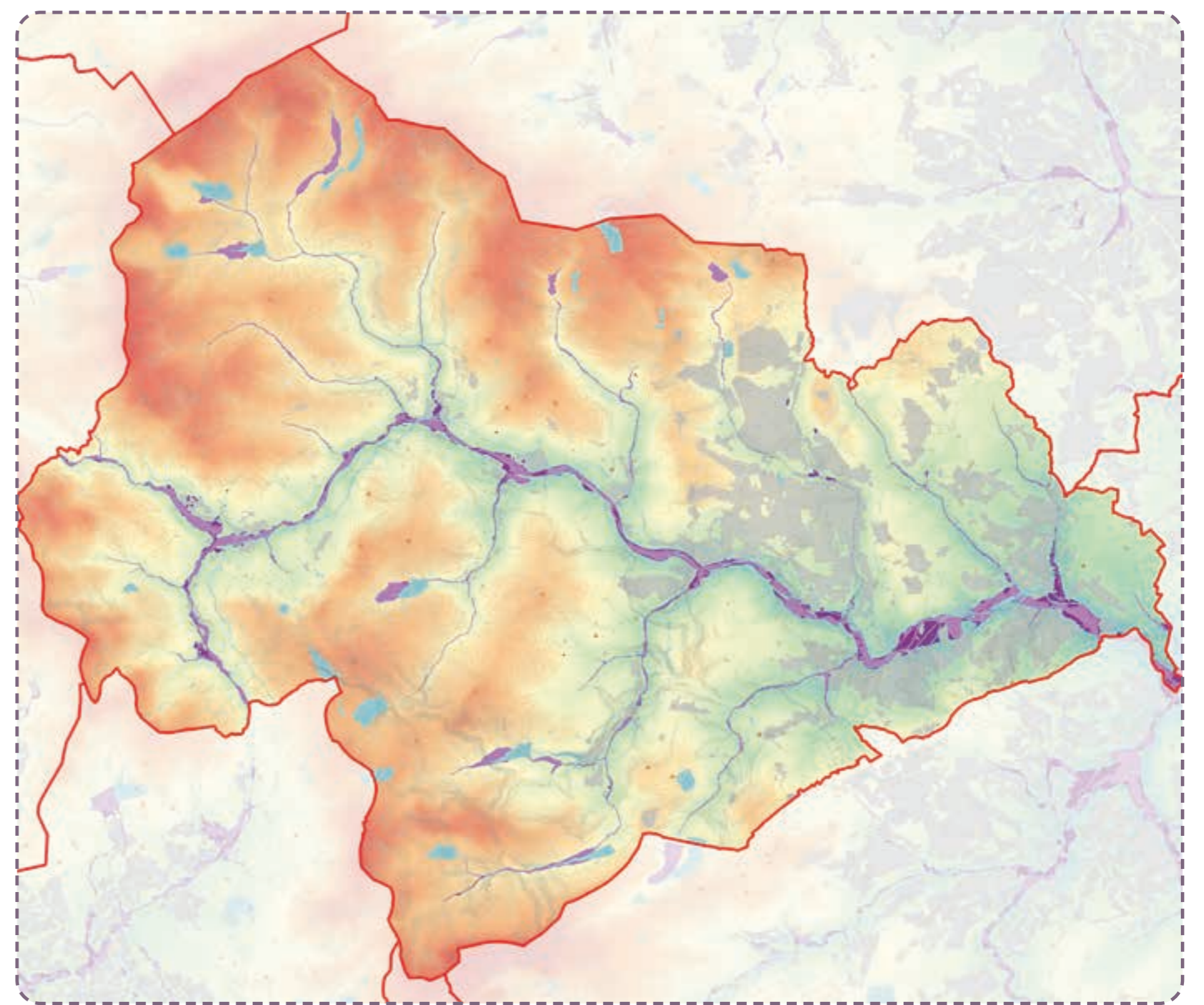


Calderdale District Analysis



Types of Development

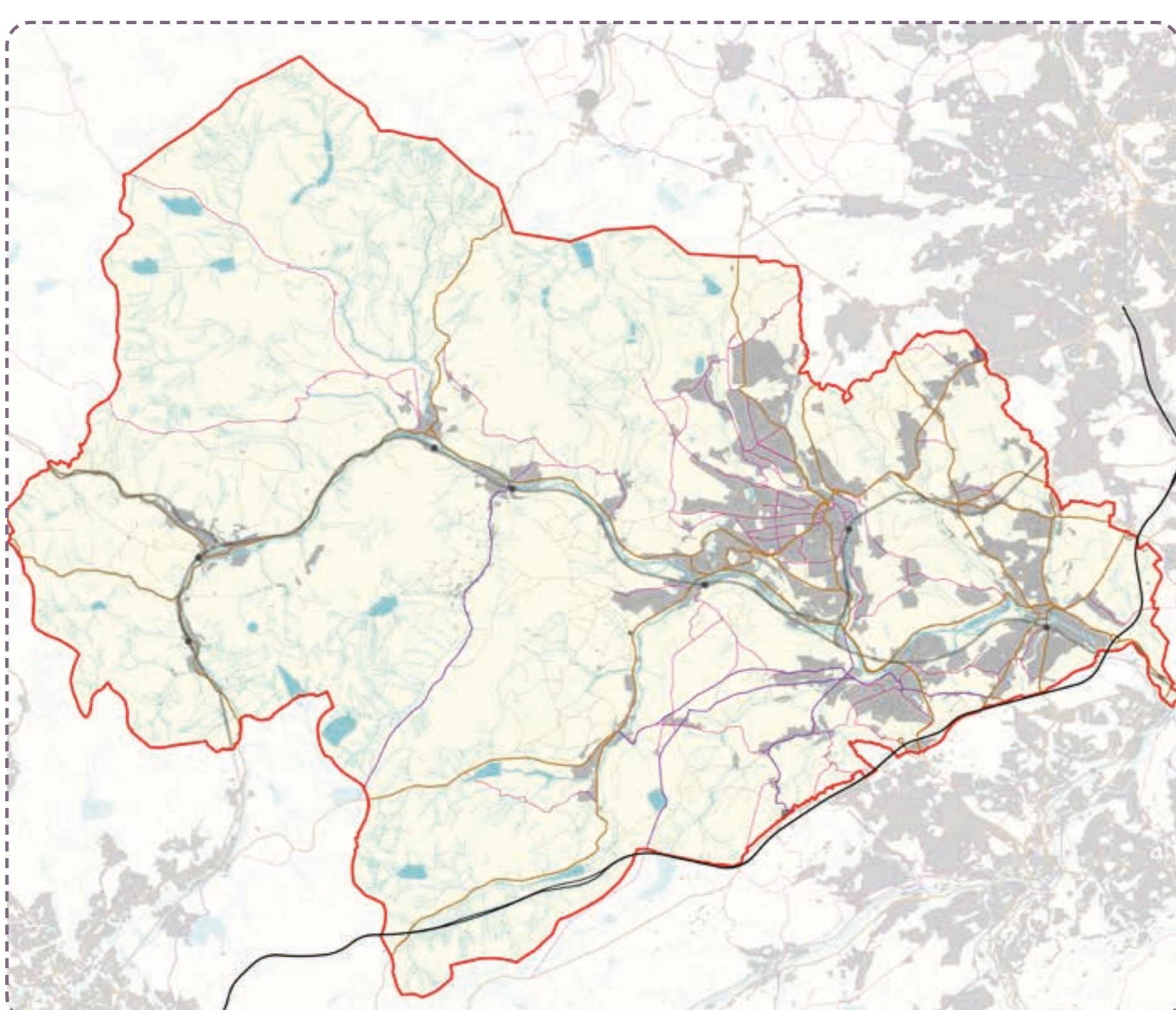
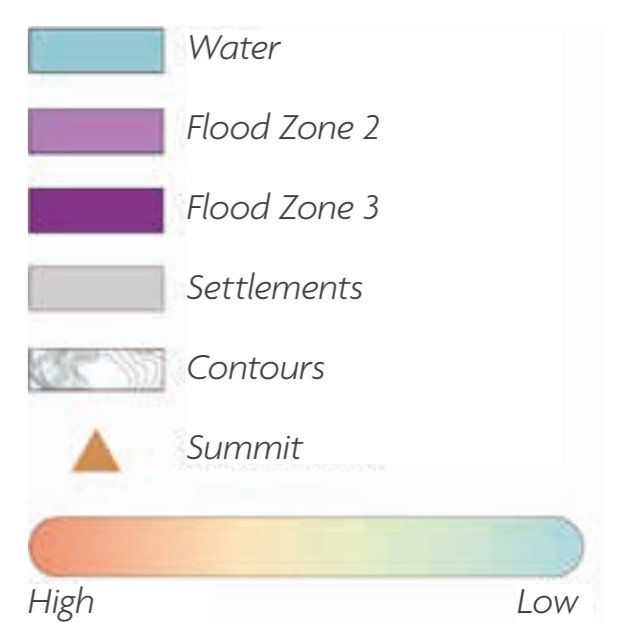
Around 80% of Calderdale's population live in the eastern third of the Borough in Halifax, Brighouse and Elland and the villages associated with those settlements. To the west of Halifax, the high moors, and Calder Valley with the towns and villages of Todmorden, Hebden Bridge, Mytholmroyd and Ripponden have just over 20% of the population. Industrial and commercial activity is predominantly focused on the larger towns and along the valley bottoms.



Topography & Flood Risk

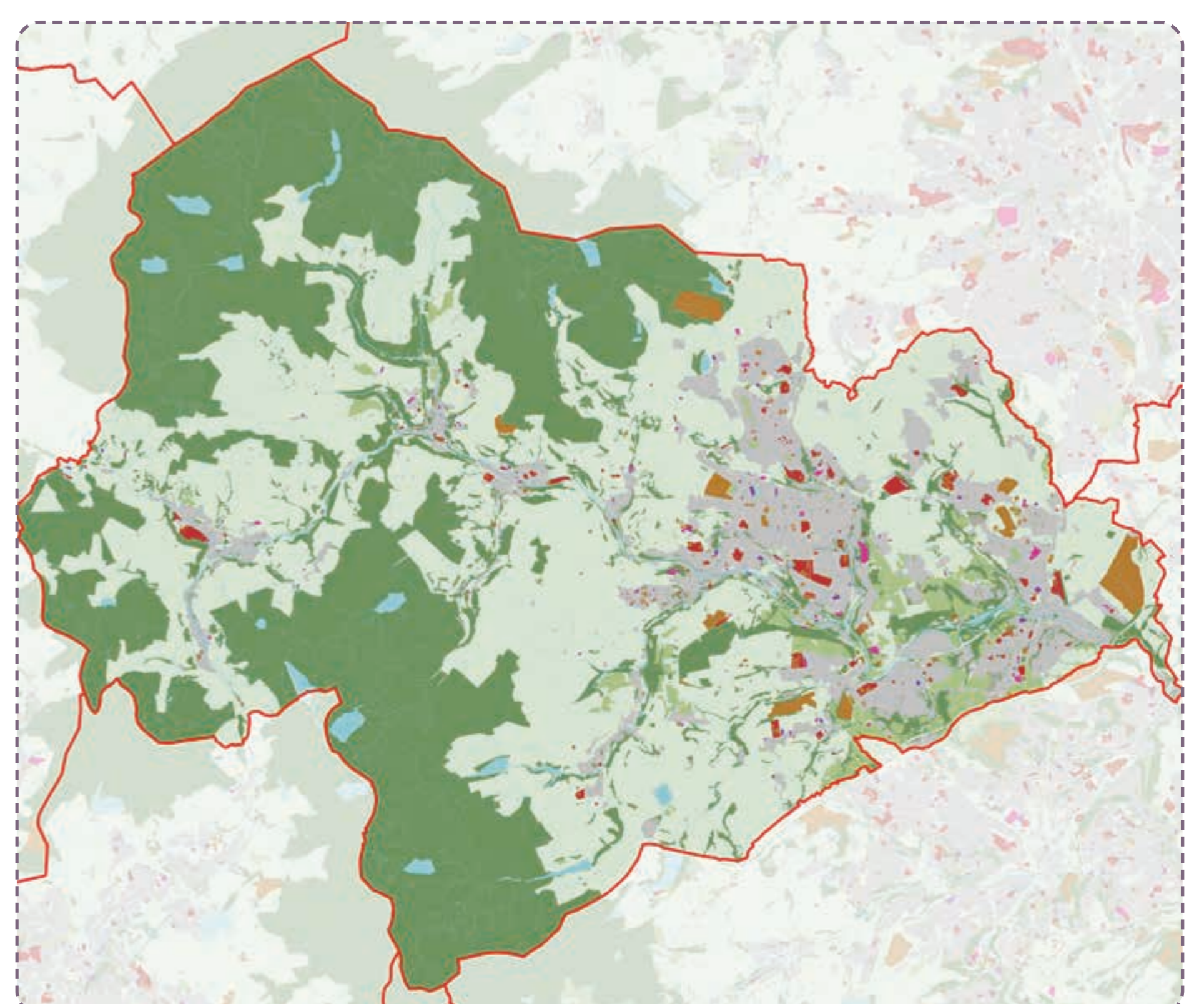
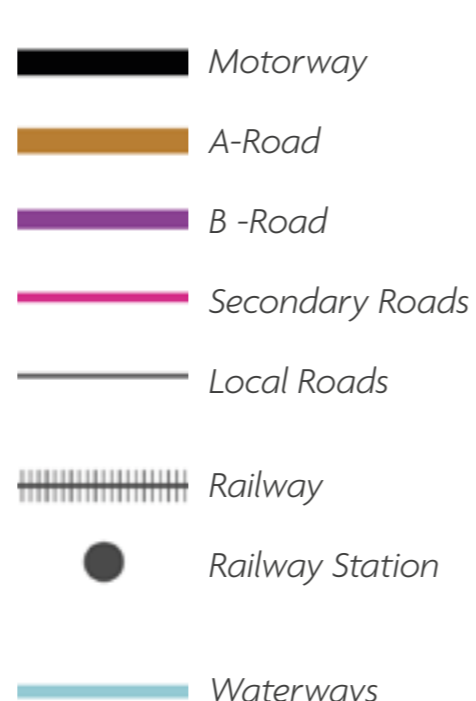
Western Calderdale is characterised by steep incised valleys and high moors with smaller settlements on the hillsides and market towns nestling in the valley bottoms. These can be greatly affected by flooding from the River Calder and its tributaries, or as a result of inefficient drainage within some urban areas. There are large areas of the valley bottom and towns within Class 3 Flood Risk areas.

Eastern Calderdale is generally flatter but is still characterised by development stepping up and down valley sides, creating distinct local landmarks and long views towards distant landscape.



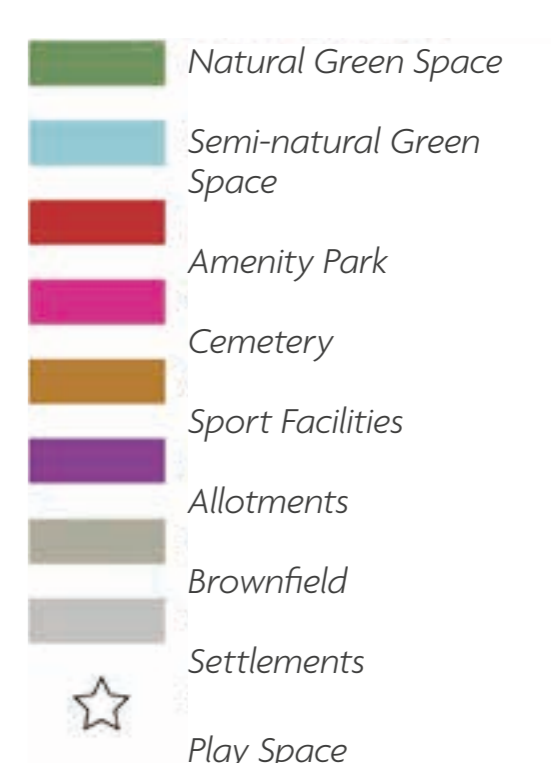
Movement

The topography of the Borough forces the main transport routes including the road and rail network into the valley bottoms, along with the rivers and the Rochdale Canal. Towpaths along the canal encourage cycling along the valley bottom and the wider cycle network is being improved. New development offers the chance to encourage greater numbers of people to walk and cycle on a regular basis for health and recreation.



Open Space

The district has a wide variety of landscape and open spaces, from large open spaces on the tops to small pockets of amenity space in amongst development. Green Belt covers much of the Borough encompassing the urban areas and extends to about 23,000ha. The rivers and canal system bring nature into the heart of the valley, but many communities have poor access to formal amenity space for amenity and recreation.



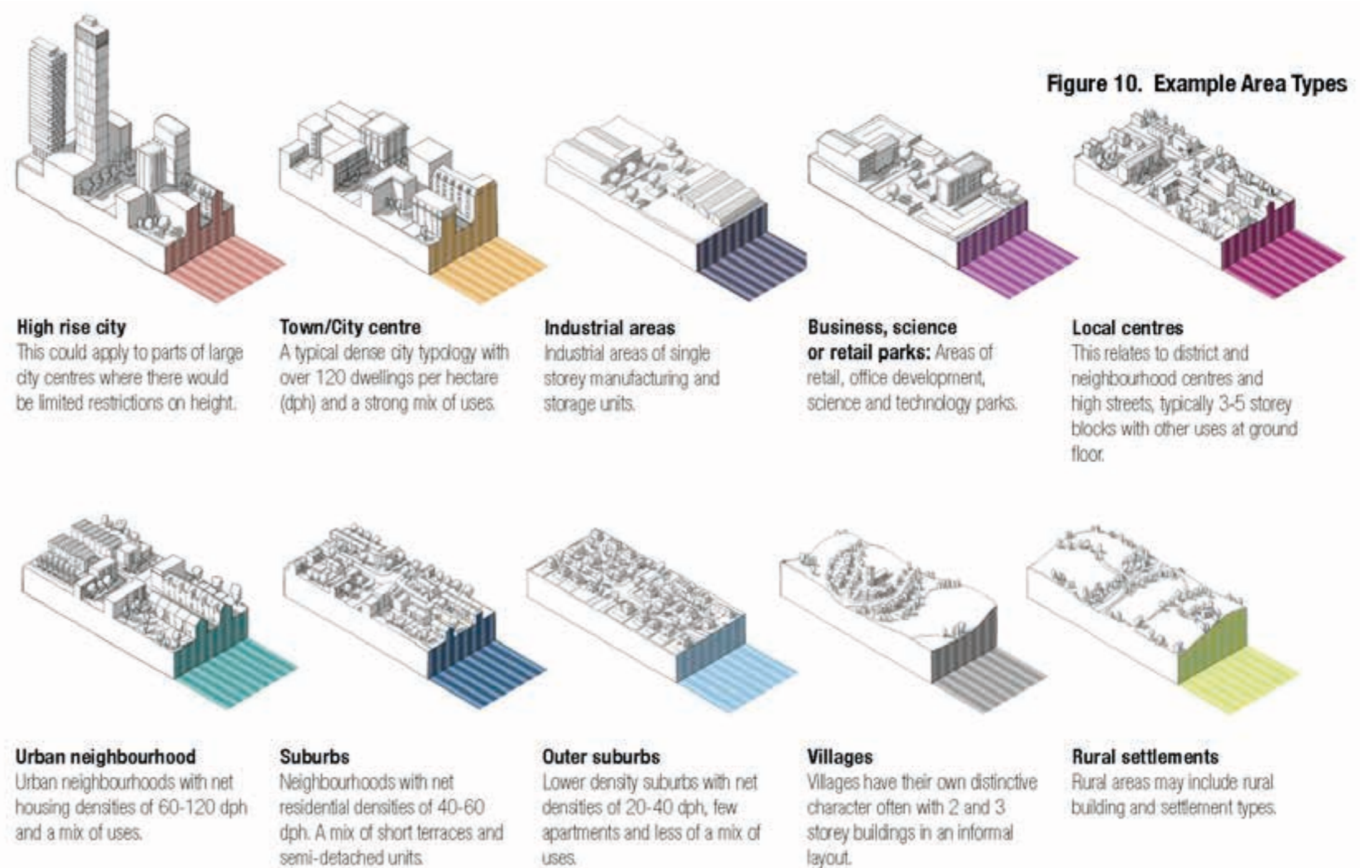
Area Type Analysis

The National Model Design Code (NMDC) suggests that a good way to begin preparing a code is to develop an understanding of the district by dividing the existing built-up area into a series of 'area types'. These are areas which display common characteristics of urban form and appearance, where design guidance for new development is likely to be consistent.

The NMDC provides ten example area types ranging from 'High Rise City' to 'Rural Settlements' (as illustrated to the right) but these are only for guidance, and we need to tailor them to the particular characteristics of Calderdale.

The next few boards identify an initial set of Calderdale-specific area types for discussion. The characterisation of the area types is fairly broad-brush at this early stage. More nuanced guidance will need to be provided to suit specific locations. Have a look and let us know what you think.

- Are there any key area types we have missed?
- Are there any area types which should be split to better reflect distinctions between different parts of the district?



Example Area Types - National Model Design Code, Part 1: The Coding Process (MHCLG) © Crown copyright, 2021

Mixed-Use Centre

Halifax Town Centre - Aerial View



Historic centres with high footfall, a proportion of stone built historic buildings, high quality frontages and special buildings. Mix of old and new.

Built form - Active ground floor, high plot ratio, courtyard blocks, ornate roofscape to key buildings

Massing - Typically 3+ storey, continuous build line, articulated facade with feature corners

Streetscape and Public Realm - Pronounced entrances, clear thresholds, hard paved, sometimes pedestrianised

Parking - Short stay on-street parking bays, small scale parking courts back from the street or behind build line

Boundary Treatments - Generally none. Where set-back from footway, robust boundary treatment consistent with facade material.



Halifax
Hebden Bridge



Historic Cluster



Town Gate, Heptonstall



Rochdale Rd, Ripponden

Historic settlement, usually surrounded by later development. Generally stone built, high quality vernacular forms, clustered around a key node.

Built form - Mix of vernacular building forms, mix of fronts and backs, mid density, compact urban form

Massing - 2-storey, detached villas, semi detached, short terraces, non-linear streets [negotiating levels changes]

Streetscape and Public Realm - Inconsistent build line, fractured setback, high build:plot ratio, undefined carriageway/private frontage

Parking arrangements - Private drives, undefined on-street, detached garages

Boundary Treatments - None – build line defines back-of-footway



Ogden Lane/ Church Street, Brighouse

AREA TYPES

Terraced Streets

Elizabeth Frances St, Langdale St, Elland



Historic street pattern in Calderdale; repeated streets, characteristic straight street pattern, domestic scale. Clear public/private definition, defined thresholds, consistent roofscape, strong dual frontage to corners.

Built form - Terraced, 4+ in a row, Perimeter blocks

Massing - 2 storey, continuous build line, low façade articulation

Streetscape and Public Realm - Regular streetscape, build line parallel to street, no street trees, limited green space

Parking arrangements - Inner terraces on-street, outer terraces retrofit drives

Boundary Treatments - Low stone wall with railing over, small front gardens if at all, 2-3m to back-of-footway, robust boundary treatments.

Elland



Akroydon, Halifax



Blocks in Space



Huddersfield Rd, Elland



Pavilion/point blocks with poor relationship to surrounding context and ill-defined open space.

Built form - Visually prominent stand-alone blocks, rectilinear form, sitting centrally in urban blocks

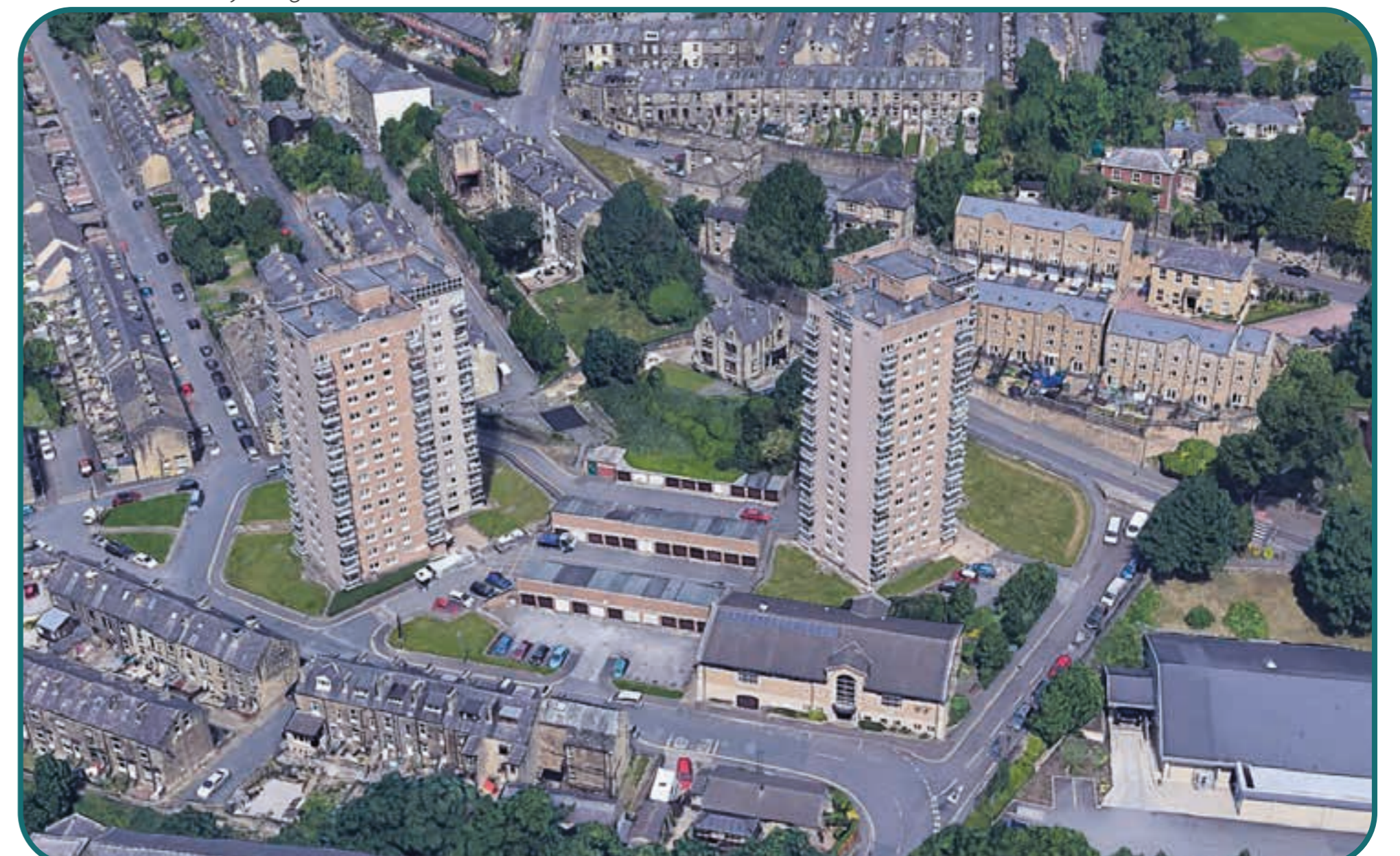
Massing - Vertical emphasis, up to 20 storey, large footprint building, flat roof

Streetscape and Public Realm - Set-back from, and poor relationship with street. Ill-defined space with lack of definition between public/private areas. Access issues due to topography.

Parking arrangements - Communal parking courts/garages, potential security issues

Boundary Treatments - none or poorly defined

Dale Terrace, Sowerby Bridge



Connected Suburbs

Cross Ln, Crestfield Ave, Rufford Rd, Elland



Well connected inter-war and 20th century suburban residential streets (not necessarily far from mixed-use centre)

Built form - Perimeter blocks and some culs-de-sac served by gridded street arrangements. Generally interwar-1970s development

Massing - 2-storey, semi-detached, some short terraces

Streetscape and Public Realm - Build line parallel with street, high repetition of building form, wider carriageways allowing parking on street. Front gardens increasingly replaced with parking

Parking arrangements - Private drives/integral garages/ on street unallocated

Boundary Treatments - Low front walls, hedges, railings, homeowner choice



Central Park, Halifax



Crestfield Rd, Elland

AREA TYPES

Disconnected Suburbs



Central Park, Halifax



Mixenden, North Halifax

Late 20th century residential suburban development, many culs-de-sac with winding street geometry.

Built form - Informal blocks and culs-de-sac, predominantly Detached and Semi-detached, some short terraces

Massing - 2 storey, short streets with simple geometry

Streetscape and Public Realm - Fractured build line, winding street geometry. Landscaped frontage to most plots. Illegible/impermeable street layout with poorly connected streets/culs-de-sac

Parking arrangements - Private drives/integral garages, some on-street parking

Boundary Treatments - No front boundaries in recent developments, low walls/hedges to older properties

Hove Edge, Brighouse



Village/Hamlet

Waterhill Lane



Self-contained areas or edge conditions, often around a key node

Built form - Predominantly detached stone dwellings and agricultural working buildings, fractured and staggered build line, often side-on to street

Massing - Generally 2/3 storeys maximum with elements of single storey

Streetscape and Public Realm - narrow carriageway and footpath to both sides, often dominated by traffic

Parking arrangements - On street parking generally not available, off street parking provided to rear

Boundary Treatments - Robust front boundary treatments - stone walls and dense hedgerows

Rural Home/Farmstead



Heath Hill Road, Mount Tabor
Above Ripponden



Individual homes/small clusters accessed via private drive/track

Built form - Simple rectilinear stone buildings with pitched roofs, often grouped to form sheltered yards

Massing - Generally 2 storeys maximum with elements of single storey

Streetscape and Public Realm - Agricultural focus, accessed via long private drive/rural track

Parking arrangements - informal, no impact on public realm

Boundary Treatments - Robust stone walls and sheltering trees and hedgerows

Homes accessed via Bradshaw Lane



AREA TYPES

Industrial/Commercial



Armytage Road, Brighouse

Lowfields Business Park, Elland



Large sheds providing employment and services, integrated within or adjacent to residential areas due to historic uses, low footfall.

Built form - Large sheds, anonymous design, very limited openings to street

Massing - Large volumes, generally 1 to 2 storey, fragmented build line, better relationship to street frontage in older, smaller units

Streetscape and Public Realm - Low place value in the streetscape – some smaller units along streets but generally set back from pavement

Parking arrangements - Large car parks to side/rear, informal on-street

Industrial/Commercial Area, Brighouse - Aerial View



Historic Industrial

Halifax Valley Bed - Aerial View



Calderdale has a strong heritage link to the Victorian Industrial Revolution, where many mills sprang up along the river, canal and railway networks. These high quality large buildings are a specific scale of architecture which is characteristic of the Calder Valley.

Built form - Rectilinear stone faced buildings with large window openings, some brick detailing, loading bays. Contemporary extensions/infill where converted

Massing - Large footprint buildings, 5-10 storeys on average, projecting bays and chimneys

Streetscape and Public Realm - Strong relationship to canal/river and historic street pattern. Streetscene often dominated by remaining business/industrial uses

Parking arrangements - Communal parking courts/yards to rear



Old Cawsey, Sowerby Bridge
Mill Royd Mill, Brighouse



OPEN SPACE TYPES



Countryside



Natural Green Space



Semi-Natural Green Space



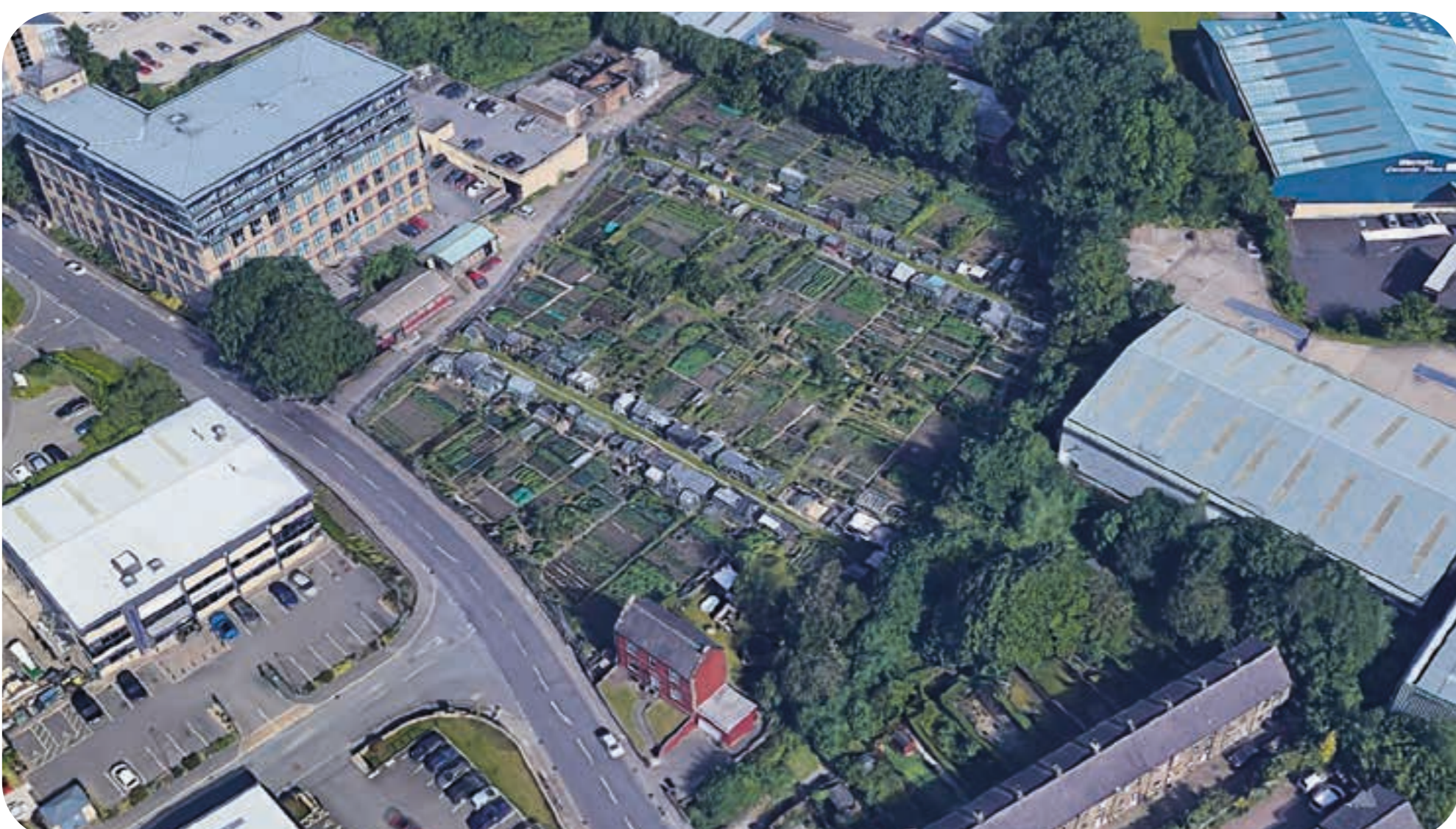
Amenity Park



Sports Facilities



Play Space



Allotments



Cemeteries

District of Calderdale Aerial Map



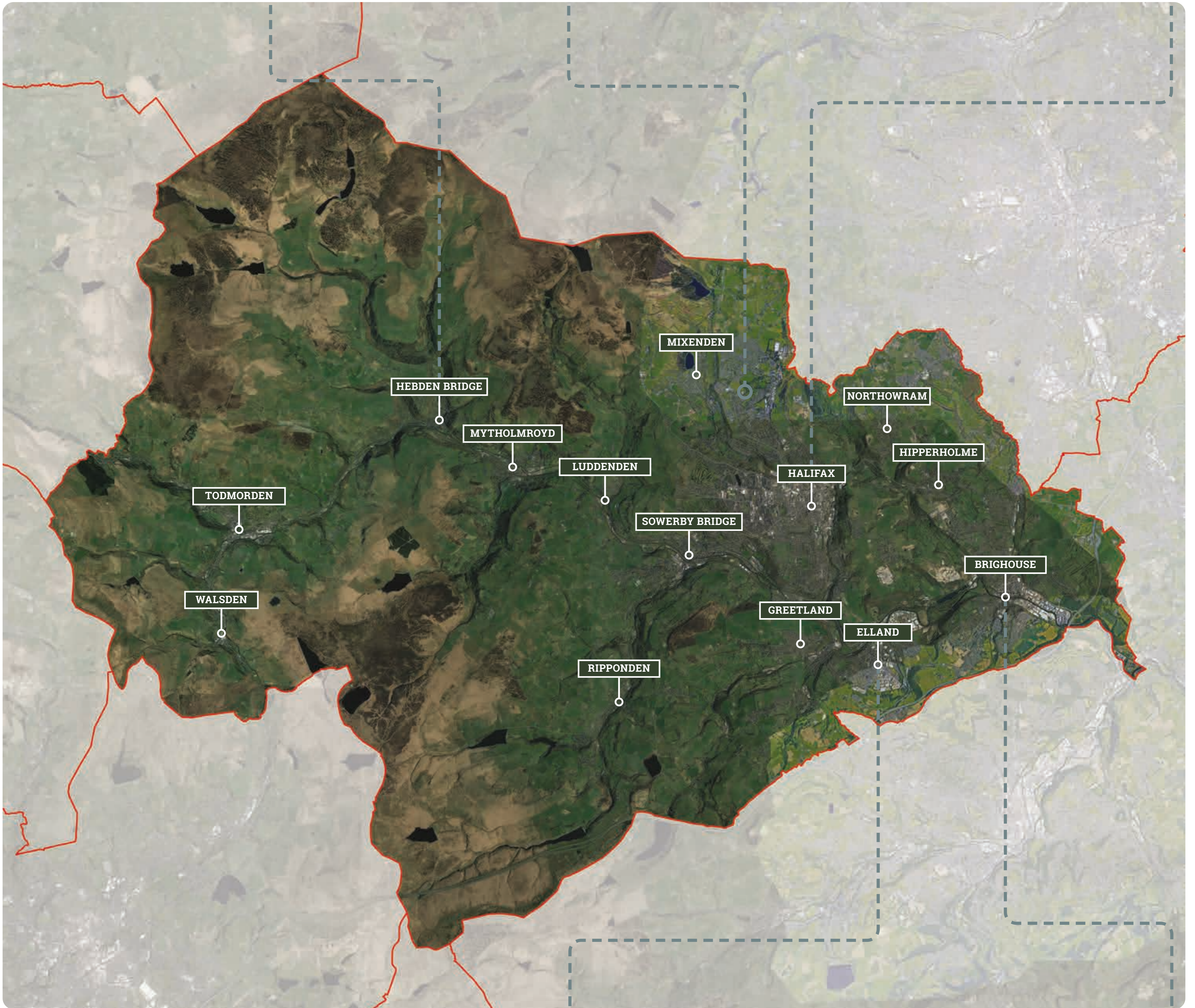
Hebden Bridge



North Halifax



Halifax

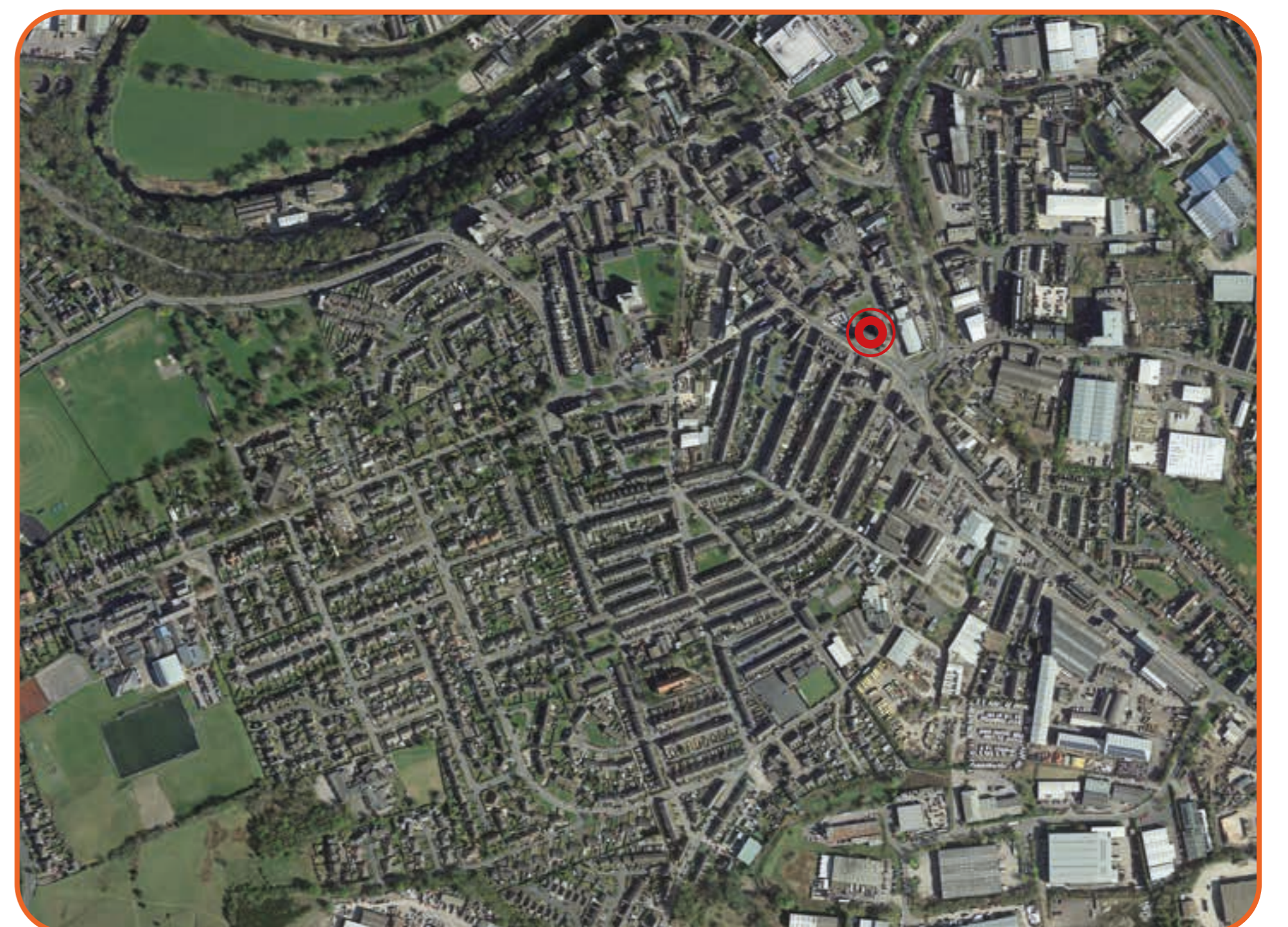


Elland



Brighouse

Elland and surrounding area



Brighouse/Rastrick and surrounding area



Halifax and surrounding area



Upper Calder Valley

