Brotherton

Village Design Statement
Supplementary Planning Document
February 2012

SELBY DISTRICT COUNCIL
Moving forward with purpose

LDF LOCAL DEVELOPMENT FRAMEWORK

Contents

VDS Objectives

To Provide a record of local distinctiveness by describing the unique qualities and character of the village.

To identify the key features and characteristics of the local natural and built environment to be respected and protected from the impact of inappropriate development.

To provide design guidance for new development so that change is managed and development is in harmony with its setting.

To achieve a higher standard of sustainable design and where possible to enhance the local environment.

To increase the involvement and influence of the local community in the planning system.

Location Map

Purpose of a Village Design Statement

1.0 Our villages all occupy a unique position in the surrounding countryside, and have evolved over hundreds of years to suit the needs and circumstances of the people who lived there through the ages. As a result of this, we are naturally drawn to the elements that make our own village different from others, and those things that make it unique.

1.1 More recently, volume house building and standardisation has failed to reflect both the subtle and obvious elements that create this local distinctiveness. Coupled with this, political ideology, personal tastes and cultural changes have all played their part in the design of buildings. It is now recognised that local distinctiveness is vital in helping to integrate new development and in creating sustainable communities. This can be achieved through an understanding of local character, and ensuring that this understanding is shared with anyone considering development.

1.2 A Village Design Statement (VDS) is such a method. It is intended to explain the *context* or *character* of the village so that anyone who is considering any form of development in the village - no matter how large or small - can do it sympathetically. The VDS covers relatively straightforward work such as replacing doors and windows as well as more significant work such as building extensions and complete new buildings. It sets out the elements that make up *character* in order to improve the quality of design in any new development.

1.3 The description of local character in this VDS is not intended to be prescriptive - new development should not be designed to "look old". Instead the VDS should be used as inspiration to design new modern development that is respectful to its surroundings. In this context, that means using the appropriate building materials and architectural styles, and respecting the importance of spaces, building orientation, juxtaposition and size. Overall, new development should look new, and should not slavishly copy the old buildings. However, new development should "fit in" with the *context* of the village.

1.4 The VDS is written so that all developers can avoid lengthy discussion in the planning application process, as the design context is clearly set out from the beginning. Where design is not respectful to the village, the VDS can be used as evidence to justify the refusal of planning permission. It can also be used to demonstrate that a proposed development is in character and may therefore support a planning application.

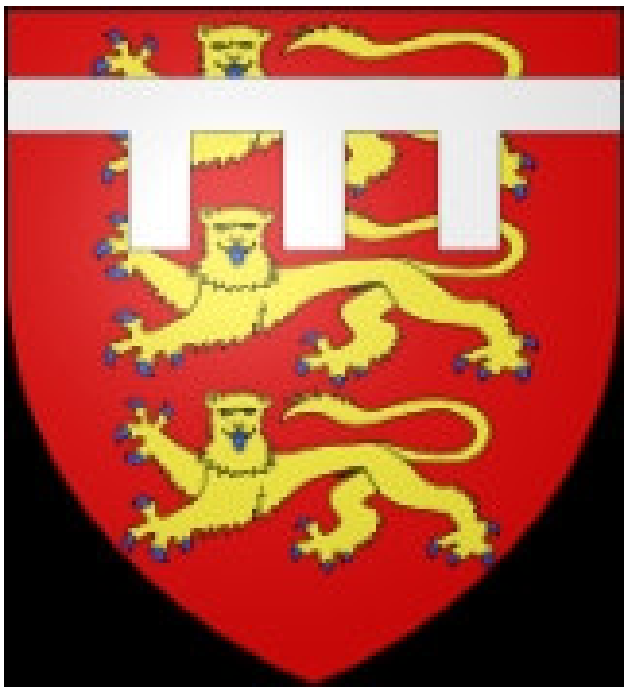
1.5 Therefore the Local Planning Authority welcomes early discussion with anyone considering undertaking any work so that a consensus can be achieved, and local character can be maintained.

The Brotherton VDS

1.6 Brotherton sits atop a ridge overlooking the River Aire and the flat fertile plain that extends for many miles.

1.7 Although the village has undergone several massive changes, there are elements of the original character that remain and should be reintroduced into any development to restore the traditional style – mainly through the use of local Magnesian Limestone building materials.

1.8 Brotherton shares much with its near neighbour Byram, and their development over the years has always been linked, however their design and layout are different and so they have separate design statements.



Above: Brotherton Crest

Introducing the village

2.0 Although two distinct villages with their own Parish Councils, the two villages of Brotherton and Byram villages are considered together in the VDS so that there is an understanding of events that has shaped their development over the years. However, each village's design details are different, so each has its own VDS.

2.1 The villages are located in south west corner of Selby District, astride the old Great North Road, some 10 miles south west of Selby, and 3 miles north of Pontefract. Brotherton and Byram villages would normally be just one if it were not for the former A1 dual carriageway that bisects them. The road has now been declassified due to the new A1(M) motorway built some 1 mile to the west. However, the physical scar of the sunken road remains, still separating the villages.

2.2 Brotherton is the older of the two villages, having agricultural origins before the industrialisation of the area made it grow substantially. It is bound by the V-shape formed by River Aire to the west and the dominant former A1 dual carriageway to the east. To the north lie agricultural fields. Brotherton is slightly larger than Byram and also houses more employment and services.

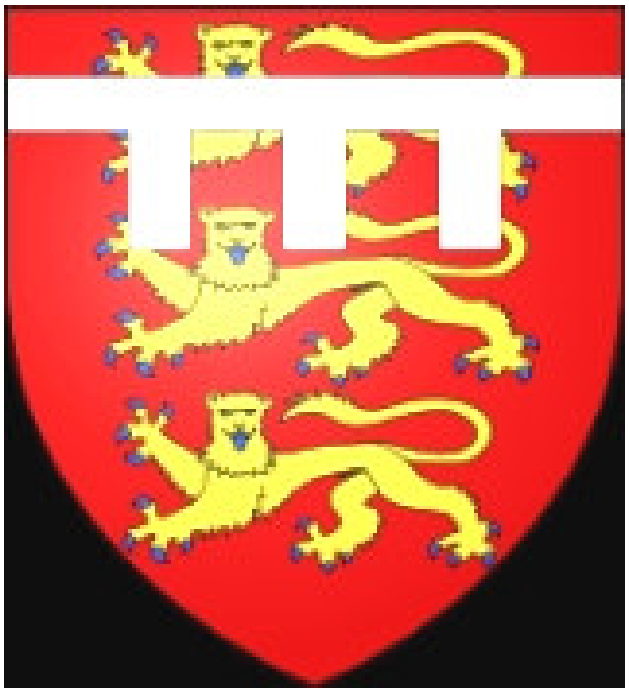
2.3 The villages lie on high ground on the bank of the River Aire that marks the border with the adjacent City of Wakefield District and the West Riding of Yorkshire. Brotherton has a long river frontage and a history of river-borne industrial and commercial land uses. Little remains of the industry now and the wharves have been demolished, although the industrial legacy is never out of mind as the skyline is dominated by the vast Ferrybridge power station and its associated works on the opposite bank.

2.4 Brotherton is not a typical north Yorkshire picture postcard village, and much demolition, alteration and redevelopment with standardised suburban type housing over the years has eroded much of the original character. Nevertheless, the original character can still be found in places, and it is feasible to reintroduce some of these characteristics in development to remake the streets.

Introducing the village

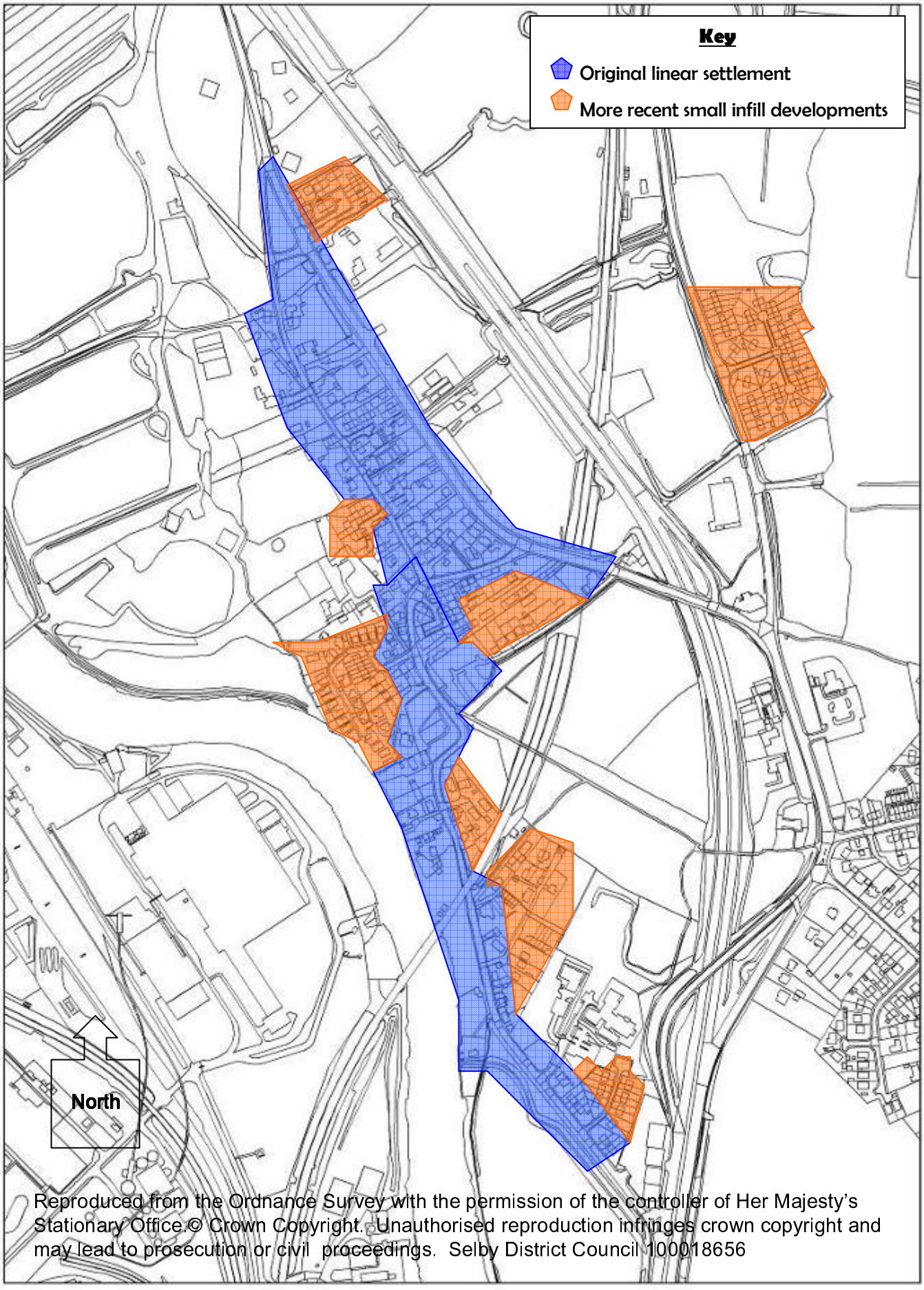
2.5 The villages are known for nearby Foxcliff Quarry (also known as Brotherton Quarry) that appears on the 1861 census. The quarry measures some 42 hectares and was a major source of Magnesian Limestone, a common building material on the western side of Selby District and in West Yorkshire. There are other similar quarries in nearby Womersley, and Smeaton Limeworks.

2.6 In terms of famous sons, Thomas of Brotherton, the 1st Earl of Norfolk (1 June 1300 – 4 August 1338) was the son of Edward I of England and Marguerite of France. His mother was staying at Pontefract Castle and was following a hunt when she went into labour. Thomas was born at the Manor House in Brotherton, and named in honour of St. Thomas. He was born in the main house, later demolished due to disrepair in the 1930s, although the new (17th Century) wing still exists.



2.7 The village is typical of settlements in the District as it has developed in a ribbon layout along the north-south main road. However the main road is unusual as it winds tightly up the riverbank to the top of the hill giving a convoluted Main Street. Hidden in this steep winding layout is the Anglican Church of Edward The Confessor in its grounds between the villages.

Character Areas



Summary of design characteristics

- linear (ribbon) layout
- houses built one at a time along the main road
- main road winds up the steep hill formed by the bank of the River Aire.
- series of short straights that form their own small clusters of development
- small infill developments and individual building plots throughout
- mishmash of housing sizes, styles, orientation and materials with no coordination.
- roads are relatively narrow with narrow footpaths.
- Hillside location and tight bends creates an enclosed feeling.
- Houses line both sides of the road,
- in places where land is too steep to build on, tall brick retaining walls complete the "corridor" effect.
- Buildings open directly on to the footpath, or have a short front garden and a 1m high stone wall.
- All houses are slightly different in width
- height of the eaves and roof vary.
- Houses clustered in short irregular terraces or semi-and detached houses giving a gap-toothed appearance.
- two storeys high, wider than they are tall, and as such many are double-fronted.
- main building material is irregularly-sized Magnesian Limestone blocks set in a chunky lime mortar
- much white or cream painted render
- simple gabled or hipped roof with eaves that face the front,
- grey slate or orange pan tile.
- Chimneys of varying size at gable ends
- vertical emphasis to windows so they are tall, with decorative headers and cills in a variety of styles.
- Side and rear gardens with a stone wall and thin curved-top stones laid side by side to form a continuous topping.
- Mature trees are common

Brotherton Character

3.0 Brotherton is a linear (ribbon) layout where the houses are built one at a time along the main road that runs parallel to the former A1. As there are no roads westward out of the village because of the river, and because of the bypasses few people will actually visit the village. Unusually for villages in Selby District the road is not straight, instead it winds up the steep hill formed by the bank of the River Aire. The result is a series of short straights that form their own small clusters of development to collectively create the whole village. On the surface, Brotherton has more in common with West Yorkshire mining towns than the flat agricultural communities found in most of Selby District.

3.1 The Main Street runs north-south, forming the original busy Great North Road. The dual carriageway bypass in the 1960s effectively cut Brotherton off from the surrounding villages both physically and psychologically. This coupled with the industrial decline, and the overall plan to replace Brotherton with new modern houses in Byram saw a significant amount of demolition of the old stone terraced houses that lined the street. The level of change is significant – far more than most villages have endured.

3.2 Today only a handful of the original houses remain, the land left over having been sold off for small infill developments and individual building plots. None of the traditional building style has been carried over, so Brotherton is now a mishmash of housing sizes, styles, orientation and materials with no coordination. Unlike some other places where such variation is the key to the character, Brotherton can look haphazard and awkward.

3.3 Notwithstanding the amount of variation, the traditional Brotherton style can still be found. It is this that forms the character area assessment and should in future guide any new development.

Brotherton Character

3.4 The roads in Brotherton are relatively narrow with narrow footpaths. Together with the hillside location and tight bends this creates an enclosed feeling. Houses line both sides of the road, and in places where the land is too steep to build on, tall brick retaining walls complete the "corridor" effect. Although this can seem unwelcoming, it does create a micro-community in much the same way as a modern cul-de-sac.

3.5 Buildings open directly on to the footpath, or have a short front garden and a 1m high stone wall. All houses are slightly different, but share common design characteristics. The principal difference is in width, and the height of the eaves and roof. Houses are clustered in short irregular terraces or semi-and detached houses giving a gap-toothed appearance. These gaps provide access to the rear for parking of vehicles, leaving the streets relatively car-free.

3.6 The houses are all two storeys high, wider than they are tall, and as such many are double-fronted. The main building material is irregularly sized Magnesian Limestone blocks set in a chunky lime mortar, although many have been rendered and painted white or cream.

3.7 The roof is a simple gabled or hipped shape with eaves that face the front, covered in a grey slate or orange pan tile. Chimneys of varying size emanate form the gable ends though some are in the centre of roofs depending on the style of building.

3.8 There is a vertical emphasis to windows so they are tall, with decorative headers and cills in a variety of styles.

3.9 Side and rear gardens often with a stone wall and thin curved-top stones laid side by side to form a continuous topping. Mature trees are common and provide a pleasant backdrop to the village.

Brotherton Character

4.0 Later properties such as the infill estates have introduced brick as the main building material; have developed buildings set back from the road, and introduced standardisation and monotony to elevations. This "anywhere" development has seriously eroded the Brotherton character and has resulted in a somewhat confused mishmash of houses with no visual coordination.

4.1 Industrial development has also a negative visual impact largely due to palisade fencing that surrounds the units. More tree screening would help to soften these developments.

Important buildings in Brotherton

5.0 The Manor House, situated on Cross hill is a grade II listed building. Constructed from Magnesian limestone and stone slate roof. Built in the 18th century with earlier origins it is believed to be the birth place of the 1st Duke of Norfolk in 14th century.

5.1 Church of Edward The Confessor is a grade II listed building constructed from ashlar stone and welsh slate roof. In a Gothic Revival style. Set on a hill this medieval church dominates the skyline from most areas around Brotherton.

5.2 Opposite the church lies an old burial ground and war memorial site. This area is also on a slight hill, with a public footpath from the Great North Road joining the two streets together. The Public footpath is made from Magneian limestone and has a long narrow corridor effect to this footpath.

5.3 A number of barn conversions throughout Brotherton showing the original character of this stone village.

Appendices

Appendix A: What is a Village Design Statement and how do I use it?

A1 This Village Design Statement (VDS) is intended to give advice and guidance to anyone who is considering any form of development in the village no matter how large or small. It covers simple works such as replacing doors and windows as well as more significant works such as extensions and new buildings. It is not only concerned with housing, but covers all types of development with the intention of improving the quality of design in new development.

A2 It is not about whether development should take place, instead, the VDS is intended to expand upon the policies in the *Adopted Selby District Local Plan* in order to explain it and give greater detail as to what is meant by the Policies within it. This helps developers and Planning Officers agree on some details that are not specifically set out in the policy itself: in this case the VDS sets out how development should be undertaken so as to respect the local identity.

A3 The VDS is a "Supplementary Planning Document" (SPD) which is a legal document that sits in a hierarchy of plans and strategies called the Local Development Framework (LDF).

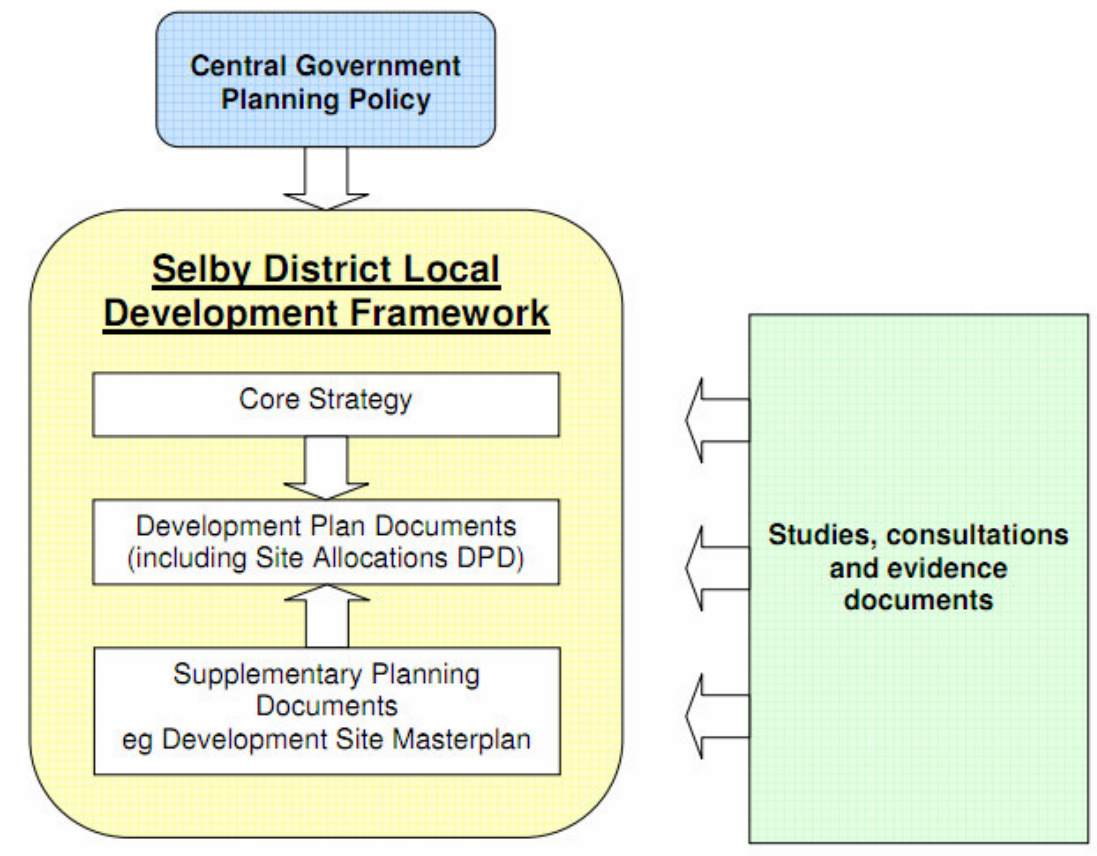
A4 The different types of document in the LDF cover topical issues as well as area-based issues, and contain policies for making planning decisions. This is a relatively new system that replaces the old Local Plan system, however this is a period of transition and so the 2005 Selby District Local Plan has been "saved" as a *'Local Development Document'* until such time that newer documents can replace it.

A5 This Village Design Statement SPD is therefore based on Policy ENV1 of the Saved Selby District Local Plan 2005, which states:

> *"ENV1: Proposals for development will be permitted provided a good quality of development would be achieved. In considering proposals the District Council will take account of*
> *• the effect upon the character of the area or the amenity of adjoining neighbours*
> *• the relationship of the proposal to the highway network, the proposed means of access, the need for road/junction improvements in the vicinity of the site, and the arrangements to be made for car parking*
> *• the capacity of local services and infrastructure to serve the proposal, or the arrangements to be made for upgrading, or providing services and infrastructure*
> *• the standard of layout, design and materials in relation to the site and its surroundings and associated landscaping*
> *• the potential loss, or adverse effect upon, significant buildings, related spaces, trees, wildlife habitats, archaeological or other features important to the character of the area*
> *• the extent to which the needs of disabled and other inconvenienced persons have been taken into account*
> *• the need to maximise opportunities for energy conservation through design, orientation and construction; and*
>
> *any other material consideration"*

Appendices

The diagram shows the hierarchy of plans.



A6 When preparing development proposals, the developer should refer to this VDS in a "Design and Access Statement" to demonstrate how its advice and guidance has been used. This will help people understand how a particular design for the development has come about. Where a site lies on or near the "border" of two or more character areas, the advice of each should be taken in to consideration and used appropriately.

A7 If planning permission is required, the District Council's Planning Officer will also use the VDS to assess the design of the application. If it cannot be demonstrated that this VDS has been used, or it is considered that it has not been used correctly, it could result in the refusal of planning permission.

A8 Even if planning permission is not required, it is still very much in the interests of the village to undertake any development work in sympathy to the village's character. It will increase the appeal and the value of the development and ensure that the aesthetic qualities of the village continue for future generations to enjoy.

Appendix B: General advice for prospective developers

B1 This section considers more than just the aesthetic issues and offers advice and guidance for prospective developers in achieving a suitable development proposal.

General good design

B2 There are lots of conflicting issues in considering new development, but whatever the compromise, the village character should always be maintained.

B3 The character described in the VDS does not restrict new designs or materials or insist that everything is designed to "look old". Instead, it is the job of the developer to design and build a modern building that satisfies modern needs, exploits new technology and building methods, and uses them to create a desirable, profitable development that works with its environment to seamlessly integrate with the local area. Modern, but appropriate development is encouraged.

B4 It is helpful to consider the visual impact of developments from all angles and from longer distance. Accurate perspective (isometric) drawings or street scene views to show how new developments would appear in relation to their neighbouring properties and in the wider street scene could be very useful.

B5 There is an emphasis on evolution not revolution in the village, and so multiple smaller developments will have less impact than a single large-scale development. This approach reflects the way the village has grown in the past.

B6 Examples of inappropriate designs, materials and layouts within the village should not be used as a precedent for further inappropriate use of these features.

The Planning Process

B7 Anyone considering development should contact the District Council for planning advice before submitting an application. This will help to iron out potential issues and lead to a smoother planning process. The Parish
Council would also welcome early discussion and to help wherever they can.

B8 Discussion with neighbours before applying for planning permission will give them an opportunity to discuss any concerns, and that may avoid unnecessary neighbour disputes.

B9 Some development do not need planning permission, but the need for good design remains. Understanding of the local character and applying it may increase the value of a development and ensure that the important local character remains. www.planningportal.gov.uk

Repairs and maintenance of buildings

B10 Many buildings in the villages are old, having been built long before building regulations came in to effect, before plastics were invented, and before vehicles began damaging structures through impact, chemical attack via exhaust gases, and water damage from splashing through puddles. The need to maintain and repair our older buildings is never more apparent, but it is essential that the correct materials and methods are used to maintain character, but also to ensure that the building continues to live.

B11 Bricks and stone may be bonded together using a mortar, but up until the Great War, most buildings used a lime mortar mix rather than a sand-and-cement mortar used today. Cement mortar is extremely hard and does not flex which can lead to cracks appearing, particularly where foundations are shallow or soft. The rain cannot penetrate cement easily and so it is found that the bricks and stone wear out faster than the mortar joints leaving the mortar exposed. This accelerates wear and buildings will become damp, unstable and ultimately collapse. A lime mortar is no more expensive and no more difficult to use than cement, but it is the better choice for many buildings in the district. Where stone is used, a sand and cement mortar should never be used.

B12 When installing modern features on a traditional building such as satellite receiver dishes, conservatories, replacement guttering and fascias etc, new windows and doors, and damp proofing can all seriously affect the integrity of both the appearance and the way traditional buildings function. Modern materials are often cheaper to buy, but may have a shorter operational life, and also lack the physical qualities that are needed in traditional buildings. However advice is available from HELM (English Heritage's Historic Environment Local Management arm) who offer a wealth of information to help make an informed choice about materials and methods of repair to older buildings. See www.helm.org.uk.

Highway and parking advice

B13 Safety is paramount, but modern standardised road designs do not always sit comfortably within historic areas. When designing road layouts it is important that a balance is achieved to allow safe access without detriment to the local character. This means that a bespoke design will be needed.

B14 Historic areas were never designed for the private car and so these environments are spoiled by inappropriate and ill considered parking arrangements. Rural villages often feature heavy machinery and on-street parking is therefore problematic. Bespoke solutions will be required to minimise highway disruption and to maintain local character and amenity.

B15 New accesses should be designed to minimise the loss of boundary vegetation and achieve an appropriate balance between highway safety and amenity.

Energy conservation and sustainable development

B16 New development can play its part in reducing the risk and impact of climate change. Installing modern environmental systems in an attractive setting can have a serious detrimental impact on the character of the village. Therefore domestic wind turbines, solar panels and photovoltaic cells should be carefully sited to reduce their visual impact. If they cannot be placed sympathetically to limit their visual impact, then consideration of alternatives should be made. Ground source heating and better insulation may be just as effective by reducing consumption instead of generating more power.

B17 In order to reduce carbon emission, it is not only the ongoing costs that should be considered, as methods in construction may also limit environmental impact. Timber, stone, slate and labour from local sources will reduce the amount of travelling required overall thus reducing emissions and maintaining local employment. More information about sustainable construction can be seen at www.bre.co.uk.

The natural environment

B18 Any new development on the edge of the village should conserve or enhance the soft landscaped edge by the provision of appropriate tree and hedgerow planting. Hard edges of walls, fences or other structures should be avoided. Selby District Council has a landscape Character Assessment that will assist in understanding the landscape around the villages.

B19 Hedges and trees within the village are an essential part of the character. These should be conserved and reinforced through new planting in any new development whether small or large.

B20 Even small areas of hard landscaping can lead to a sharp decline in local wildlife with the removal of nesting, breeding or feeding habitats. This has a drastic effect on our natural ecosystems and so hard landscaping and removal of vegetation is strongly discouraged.

B21 Many plant and animal species that have declined in the wider landscape in recent years are increasingly dependent on the opportunities provided to them through the built environment, such as putting up bird and bat boxes, making ponds, and planting native trees, shrubs and wildflowers. Indirect actions such as using peat free or home-made compost also benefit wildlife. Further information can be found from the Natural England website: www.naturalengland.org.uk.
Flooding

B22 Much of the District lies in the *severe* flood risk area, but all areas may be susceptible to some form of flooding. Flooding can include short term flash flooding after a heavy downpour which can cause localised damage. There are two considerations when designing out flood risk: a) the impact of flooding on a development, and b) the impact of the development on flooding. The following advice is generic, but does not imply that all areas are at risk of severe flooding. Detailed advice about how to cope with flood risk - including maps showing those areas most at risk - can be found on the Environment Agency's website www.environment-agency.gov.uk , or through planning application stage or pre application process.

B23 To reduce the impact of flooding on a development, consider the plot in relation to slopes, water courses and known flood risk areas. If a flood is likely or possible, how would the water affect the development? Building on stilts and raising the ground floor level of the building may not be the answer, as the dry occupants would still be trapped because they would still be surrounded by water.

B24 Water storage capacity is particularly important; hard landscaped areas such as paved parking areas and driveways should be avoided, instead a permeable surface such as gravel is able to absorb water much more easily and hold it, prevent it escaping and building up elsewhere. It will also slow any flowing water down, and this will reduce the risk of impact damage. Collecting water from the down pipe in a butt may also assist in reducing the amount of water that the ground has to cope with. Trees and large vegetation help to bind soil together to prevent land collapse, so in areas where there are no trees, consider planting some to make sure the land can take the weight of water it holds.

Crime prevention

B25 Selby is generally a low crime area, but there are simple steps that can be taken to reduce the risk of crime further still in new development. For example, clear definition between public and private spaces, siting buildings to ensure areas are overlooked, removing potential hiding places, and designing buildings that are not easily broken in to.

B26 "*Secured by Design*"is a publication by the Association of Chief Police Officers that sets out these and other simple but effective methods of reducing the opportunities for crime. Schemes that meet the criteria set out are eligible for awards, and may attract lower insurance premiums. A copy may be obtained here: ACPO CPI, First floor, 10 Victoria Street, London SW1H 0NN. Phone: 0207 084 8962 or Email: acpocpi@acpo.pnn.police.uk.

B27 In addition, North Yorkshire Police have specialist Police Architectural Liaison Officers who would be pleased to offer 'designing out crime' advice in respect of development proposals. They may be contacted on 0845 6060247.

Selby District Council

Civic Centre

Doncaster Road

SELBY

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