Bassetlaw Design Code

Contents

Design Vision

All new development in Bassetlaw will be high-quality, well-designed, energy-efficient, and based on a robust understanding of local context, constraints, and distinctiveness that promote healthy placemaking. This approach will ensure that the character of the District's towns and villages is maintained and protected.

Communities will continue to embrace neighbourhood planning, giving them the opportunity to shape the future of their environment and oversee what development takes place and where.

Design Principles

Foster high-quality development and vibrant spaces across the District. These will prioritise green, accessible, and inclusive environments that promote healthy place-making.

Ensure development is context-sensitive, by drawing on the District's rich natural and heritage assets and their settings. The Design Code should reflect the unique character of local areas.

Promote climate-resilient development, encouraging active, sustainable transport, and enhancing green and blue infrastructure. This will support Bassetlaw's transition to a net-zero carbon future.

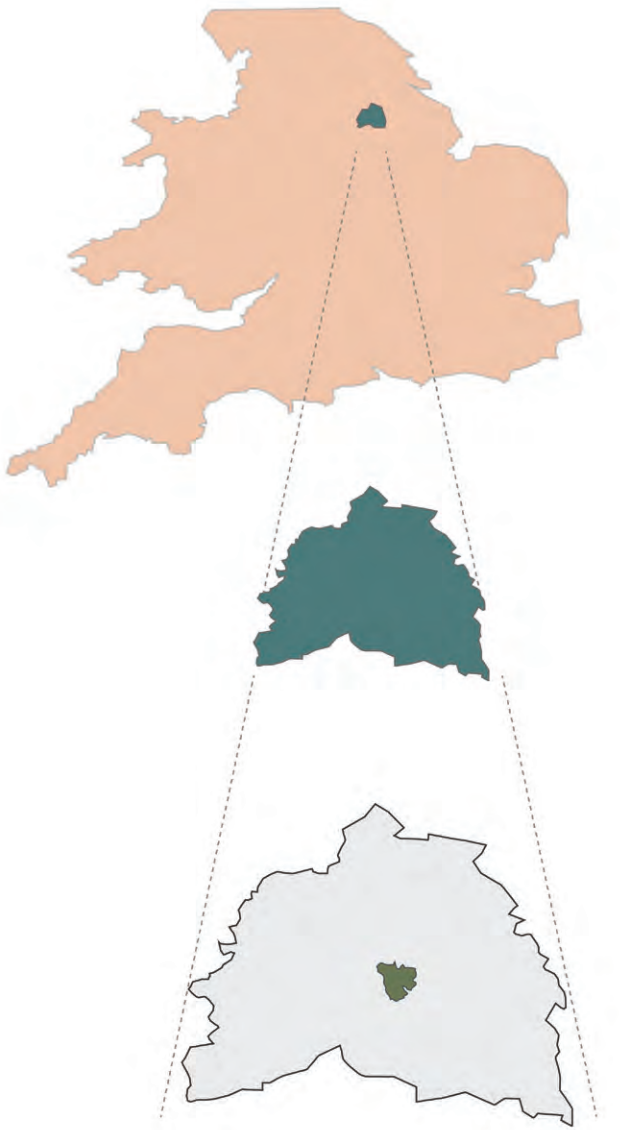
Inspire innovation and ambition in creating dynamic, sustainable, and inclusive spaces. This should strengthen Bassetlaw's identity and enhance quality of life for all residents.

Support community-driven planning by providing a comprehensive framework. This should align with and enhance established and emerging Neighbourhood Design Codes.

Embed collaborative, community-led design processes with local residents, stakeholders, and businesses. This should ensure all are actively engaged in shaping the future of their built and natural environments

How to use this code

Policy Context



National Level

Strategic broad objectives at national level

National Planning Policy Framework

Bassetlaw District Level

To be considered by all development in Bassetlaw

Bassetlaw Local Plan 2020-2038

Supplementary Planning Documents

SPDs are used across the authority based on development type.

Neighbourhood Level

To be considered by development where available and relevant at local scale

Master Plans and Design Codes

Neighbourhood Plans + Supporting Masterplans	Neighbourhood Design Codes	Conservation Area Appraisals
Policy documents for neighbourhood areas	For development where a Neighbourhood Plan and Neighbourhood Design Code exist.	Establishing character and design requirements of conservation areas.

Status of District Codes

This document will be adopted as a 'Supplementary Planning Document' (SPD) meaning that, on adoption, all the design codes within it will be considered as a 'material consideration' when determining planning applications within the District. This SPD document upon adoption, will replace the Successful Places SPD, A Guide to Good Shopfront Design and Signage SPD, and the Residential Parking Standards SPD. The applicability of the design codes are shown below, as not all areas of the District will be covered within this guide, such as Town Centres which have their own detailed design codes. Also, some development types may not be covered in great detail within this broad District guide, such as how to design house extensions, as this will be covered in other SPDs.

District-Wide Design Code

WILL INCLUDE

- District-wide design guidance on residential development
- District-wide design guidance on commercial development, shopfronts and signage
- District-wide design guidance on streets, public realm and nature
- District-wide codes categorised into six area types
- District-wide codes categorised into four key themes
- References and links to relevant policy

WILL NOT INCLUDE

- Extensive design guidance on house extensions
- Design guidance on Town Centres
- Design guidance on Conservation Areas
- Technical highway guidance

District-Wide Design Code ⟷ Neighbourhood Plan Design Codes

DISTRICT LEVEL

- A distinctive framework that identifies local design principles for the District
- An overarching design code framework for the District and BDC
- A guide for BDC in their structuring of more specific area types and detailed codes

LOCAL LEVEL

- Design codes that offer detailed guidance for specific neighbourhoods or development sites
- Neighbourhood Plan design codes should (where these exist) build upon the standards outlined in the District Wide Design Code

DISTRICT WIDE DESIGN CODES

To be considered by ALL applications. This SPD document contains District-wide design codes that are a material consideration in decision-making of planning applications. Context and Sustainability to act as guiding principles across all themes.

Context, Identity and Heritage

Codes that address responding to context and heritage through consideration of site-specific features and assets. Well-designed places integrate into their setting by responding to the immediate site context and developed around existing features and heritage assets and their settings.

Connections, Parking and Layout

Codes that address a connected movement network, active travel, walking and cycling routes, parking, legible street hierarchy and services/ utilities. Well-designed places are accessible and easy to move around. They should host a connected network for all modes of transport and active travel. They should include well-considered parking and servicing.

Built Form, Architecture and Scale

Codes that address design response, building types and forms, density, building line and setbacks, materials and features and passive design measures. The built form refers to an arrangement of development blocks, streets, buildings and open spaces that make up any development. Well-designed places should have a coherent form of development with appropriate building types and forms.

Nature, Landscape and Open Spaces

Codes that address green infrastructure, open space provision, play space, sustainable drainage, biodiversity and street trees. Well-designed places should enhance the natural as well as the built environment. Nature is essential for health and well-being, biodiversity and for shading and cooling. Nature aids noise and air quality, mitigating flood risk, as well as contributing to tackling the climate emergency.

Activity, Uses and Resources

Codes that address everyday activities, housing mix and tenures and local services/ community facilities. Well-designed places should include a mix of uses. These should include local services that support everyday activities, including to live, work and play. An integrated mix of socially inclusive housing tenures and types to suit people at all stages of life is also vital.

Area Types

Main Towns

The vision for Worksop, Retford, and Harworth & Bircotes is to foster vibrant, sustainable, and inclusive communities that blend contemporary amenities with rich heritage and charm. New development in Bassetlaw will be delivered primarily in the main towns in the most sustainable locations, driving growth through the creation of high-quality, well-designed spaces that promote healthy living, economic growth, and social cohesion.

Large Rural Settlements

Large rural settlements in Bassetlaw will grow into thriving communities that balance development with preservation. New development will deliver safe and connected communities with a suitable mix of well-designed, energy-efficient homes that enhance local character and provide essential services, fostering a strong sense of community. To ensure that the settlements retain their identity and distinctiveness, development will be in keeping with their size, the level of services, and infrastructure capacity.

Small Rural Settlements

Small rural settlements will grow into sustainable and resilient communities that celebrate their unique heritage. New development will adhere to high design standards, reinforcing the rural character and utilising low carbon construction. It will be thoughtfully designed and located to enhance built-up areas while respecting the wider landscape and protecting environmentally significant areas. Sensitively located development will support local community objectives, meet local housing needs, and sustain village services.

New Places

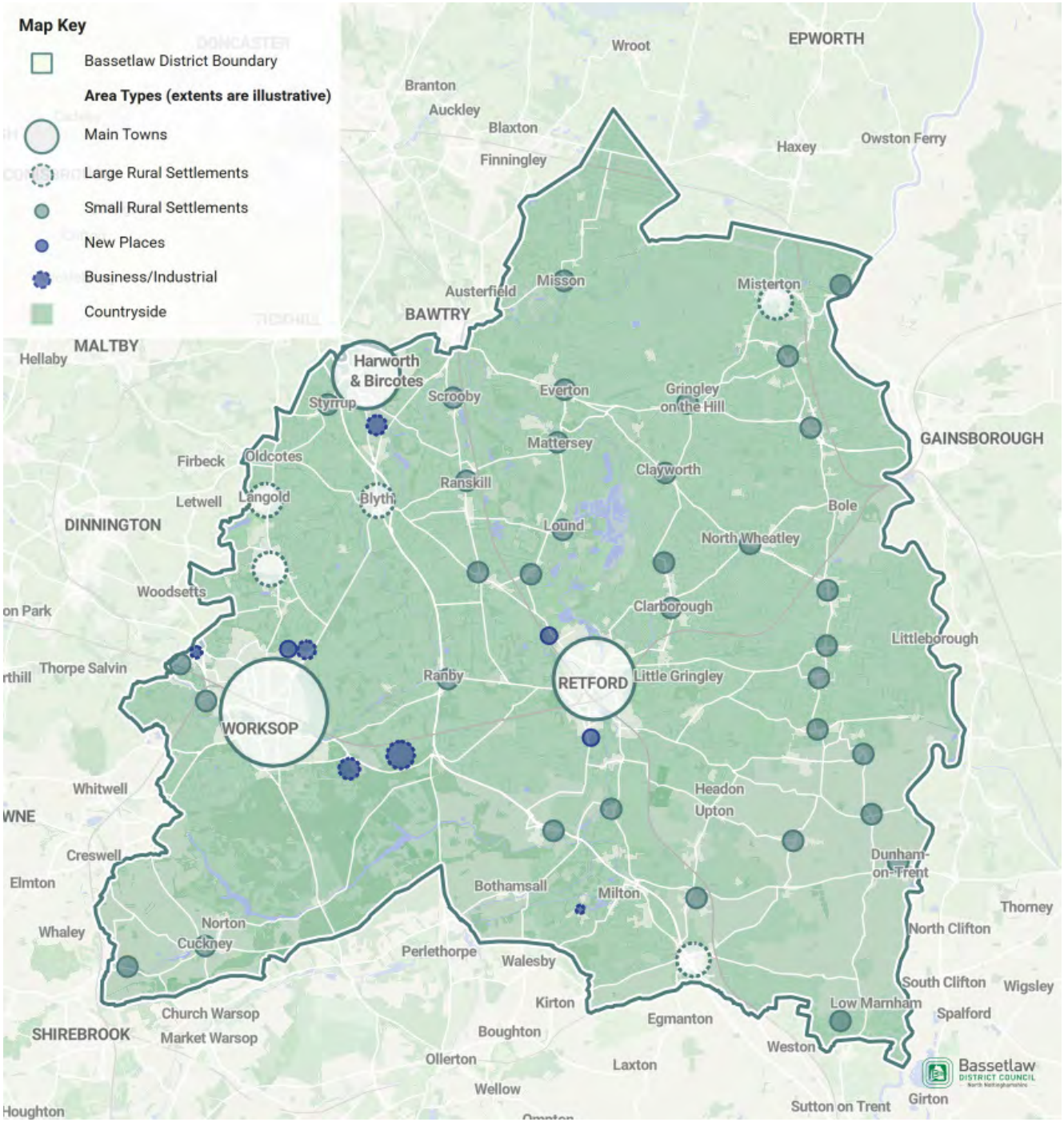
Covering larger residential sites and urban extensions through Bassetlaw's Local Plan housing allocations, new places are defined as large-scale new or regenerated communities, usually requiring a new structure to be formed. New places will become opportunities to create sustainable, well-integrated schemes with a positive and coherent identity, informed by landscape-led placemaking principles. The vision is to create distinctive places with their own identity, even when new sites lack a clear surrounding context. While some new places may integrate seamlessly with existing communities, others present the challenge of establishing a unique sense of place.

Business/ Industrial

Covering Bassetlaw's large industrial, business, and logistics sites, including headquarters, warehouses, and distribution centres, the vision is to assimilate these typologies well with the surroundings through careful consideration of layout, scale, access, materials, and landscaping. Proposals for buildings on industrial sites, depending on their context, can sometimes offer the opportunity to deliver more innovative building forms and elevation treatments.

Countryside

In the wider countryside, only limited development will take place to meet specifically identified housing and business needs and support long-term rural sustainability. The wider countryside of Bassetlaw will grow into a pristine and productive landscape that supports biodiversity and agricultural prosperity. The vision is to protect natural resources, promote eco-friendly practices, and enhance recreational opportunities for residents and visitors.



Main Towns

Covering Worksop, Retford and Harworth & Bircotes.

Large Rural Settlements

Covering Blyth, Carlton in Lindrick and Costhorpe, Langold/Hodsock, Misterton and Tuxford.

Small Rural Settlements

Covering Barnby Moor, Beckingham, Clarborough, Clayworth, Cuckney, Dunham on Trent, East Drayton, East Markham, Elkesley, Everton, Gamston, Gringley on the Hill, Hayton, Laneham, Lound, Mattersey, Misson, Nether Langwith, Normanton on Trent, North Leverton, North and South Wheatley, Rampton, Ranby, Ranskill, Rhodesia, Scrooby, Shireoaks, South Leverton, Sturton le Steeple, Styrrup, Sutton cum Lound, Treswell, Walkeringham, West Stockwith.

New Places

Covering larger residential sites and urban extensions through Bassetlaw's Local Plan housing allocations.

Business/ Industrial

Covering Bassetlaw's large industrial, business and logistics sites including headquarters, warehouses and distribution centres.

Countryside

All areas not identified above, where little development is anticipated.

Context and Character Appraisals

Completing a Context and Character Appraisal

Submission requirements

The requirement for a context and character appraisal is set out in Local Plan Policy (ST33) and the National Planning Policy Framework (NPPF). It is therefore an expectation to be submitted alongside or within design and access statements. For larger sites, this forms part of the required masterplan and can enhance community support, reduce opposition and streamline the approval process.

Compliance requirements

- Applicants must provide evidence of their understanding of local context.
- The level of detail and the size of geographic area of your study of context will be dependent on the size of project.
- Applicants must demonstrate how local context has informed their proposed design.
- Where departures from local context are proposed, the applicant must justify their approach, such as demonstrating there is no positive local context or there is a mix of local character.

To achieve development that is appropriate to its context first requires an examination and understanding of the wider area beyond the site boundary, as well as the site itself, by undertaking a context appraisal and site appraisal.

Carrying out a context and character appraisal is a fundamental step in the design and planning of buildings, houses, apartments, commercial spaces, and public areas in Bassetlaw District and will form a key planning requirement to be submitted alongside your planning application.

This process of evaluating the context in the District, ensures that new developments respect and respond to the unique and rich historic, architectural, and cultural identity of Bassetlaw, formed by a rich industrial, agricultural and economic history that created its market towns and rural village. The District includes conservation areas, listed buildings, and centuries-old urban patterns. As such, understanding the surrounding context helps designers avoid developments that may appear out of place, could negatively impact the character of a community or create 'anywhere developments' that are not grounded in the surroundings.

A context and character appraisal involves a careful analysis of the local built environment, including building styles, materials, street layouts, scale, and historical significance. This information helps planners and designers make informed decisions about how their proposals can complement, rather than compete with or detract from, the existing surroundings. For example, in a historic village or town, using traditional materials or reflecting existing roof-lines and window proportions can help new buildings blend harmoniously into their setting.

The following pages set out the typical elements from the context that should be studied, but should not be considered as an exhaustive list or checklist, instead it is a recommendation of what elements may be important to your project, depending on its location and project type. For instance, street infill projects may require a more in-depth focus on the adjoining neighbours and the immediate street surroundings whilst rural houses with wide ranging views may require a more far reaching study of the surrounding countryside.

Context, Identity and Heritage

Your context and character appraisal should demonstrate a general and comprehensive understanding of the context, identity and heritage assets and their settings. The character and identity of the local area may be formed by a variety of factors including buildings, uses, landscape or general cultural and historical influences. Understanding how places have evolved over time is a useful place to start to determine why places look and function as they do.

Notable landmarks

Assess the site context and identify notable buildings and landmarks surrounding the site.

Notable buildings may inform future development in terms of style, material or scale. Housing layouts may be oriented towards views to landmarks.

Do landmark buildings in terms of scale and mass dominate a street scene?

Are there any heritage buildings visible from the site that could form interesting view, like in Bothamsall?

Agricultural or industrial heritage

Are there identifiable traces of heritage from Bassetlaw's recent past, including impacts of people on the area, such as building canals or farming the countryside?

How could the historical agricultural or industrial past inform future projects through use of materials, layout or uses?

The presence of the canal in Ranby creates views for neighbouring houses.

Agricultural buildings are typical around Bassetlaw, such as here in Scofton.

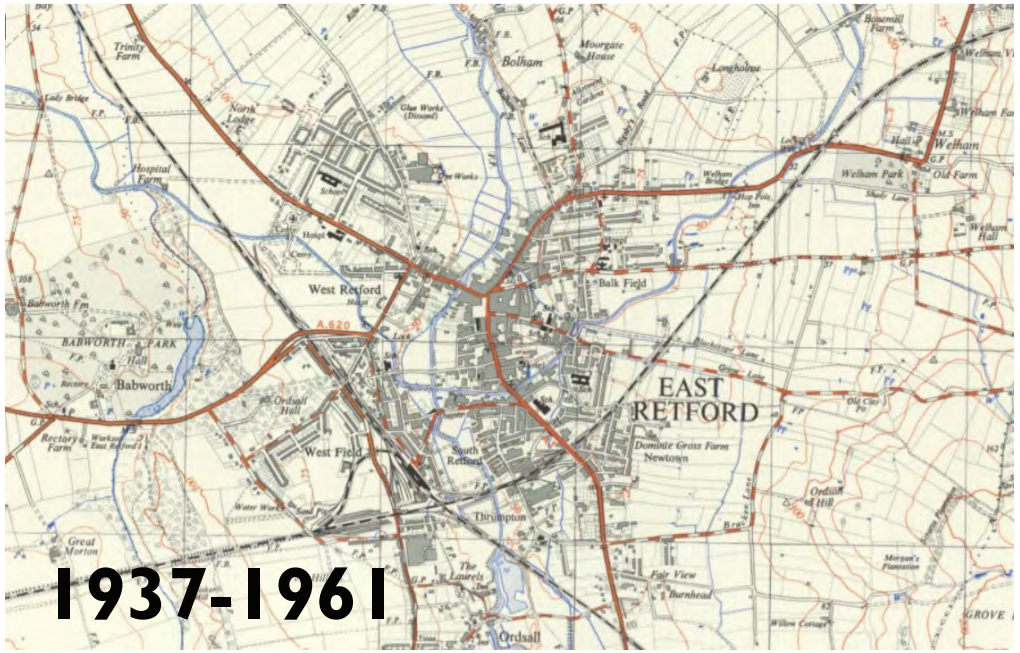
image sources: google earth

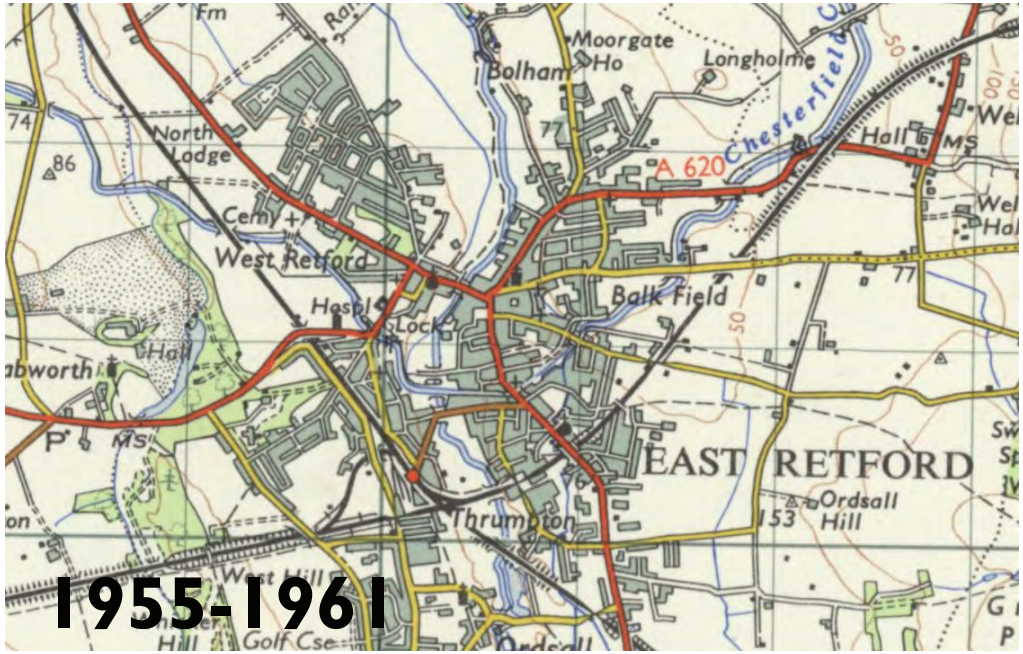
Historical evolution

Study how the area has developed using historic plans, like here for Worksop. What traces of this past still exist and how can it influence future design in terms of street patterns, open spaces, morphology, scale and grain?

Historical evolution

Study how the area has developed using historic plans, like here for Retford.





Common roof materials

How do the traditional roof materials of the area influence the visual perception of the area? Are roof pitches steep, exposing the roof materials more or are flat or shallow pitch roofs more likely to hide the roof materials?

Is there a common roof material like in Everton?

Or is there a mix of roof materials in the local area or street like here in Retford?

Local architectural style

What is the local vernacular of historic and modern buildings?

New development should be influenced by the positive elements of local architectural styles. Building designs should consider the use of modern building materials and their performance.

Common terraced housing with similar architectural style in Misterton.

Does contemporary architectural in area take any references from the past?

Mix of building materials

How much do building materials change in a street or local area? Is the street dominated by one particular colour, such as red brick or is the varying of colours and textures what gives the street its unique character.

The amount to which materials vary within an area with give design cues as to how much variation can be expected in your project.

image sources: google earth

Is there one dominant building material in the local area?

Or is there a mix of facing materials in the local area or street?

Evolution of modern developments

Using time-lapse photography, is it possible to see how particular buildings have evolved over time?

Building set back

How does the extent to which buildings are set back from plot boundary influence the character of the street? Does it make it feel more urban or rural?

image sources: google earth

Common facing materials

How do the traditional building materials of the area dominate the visual appearance?

The materials used in new development should respect the historic material palette. Applicants should strive to utilise sustainable materials in the delivery of new development. Therefore new development will be expected to demonstrate how these common building materials have been used or referenced in the design of the scheme.

image sources: google earth

Traditional building materials

Do modern developments replicate the traditional building materials on all elevations or only on the public-facing elevations?

If new developments in the immediate context tend to reference rather than fully replicate the local building material, is there a trend towards a more varied mix of modern building materials? How closely new development in the area have utilised traditional building materials can inform the extent to which modern materials might be sensitively incorporated within a more varied local context.

image sources: Bassetlaw District Council

Timber framing at The Old Vicarage, Scrooby.

Limestone toll house at 1 High Road, Carlton in Lindrick.

18th century brickwork at Rose Cottage in Clayworth.

Ashlar stone at Bothamsall Hall.

Modern cladding materials, such as Corten.

Early 20th century brickwork at Mr Straw's House, Worksop.

19th century brickwork at Grove St Methodist Church, Retford.

Glazed structure sits comfortably against old house materials.

Boundary treatments

Do the traditional building materials of the area dominate the visual appearance?

The materials used in new development should respect the historic material palette. Applicants should strive to utilise sustainable materials in the delivery of new development.

Picket fences in Blyth.

Picket fences in Clarborough.

image sources: google earth

Low boundary wall with hedge in Langold.

Hedges and walls on this street in Everton.

Stone boundary and gate pillars in Blyth.

Low hedge in Lound.

Low boundary walls with trees in Carlton in Lindrick.

High hedge boundary to side boundary in Eaton.

Connections, Parking and Layout

Urban and rural settlements in Bassetlaw have evolved over time with different movement and vehicle types influencing how buildings and streets are laid out. This has created a strong character in many places and should be referenced and strengthened in modern developments, whilst considering the current and future demands of transportation. You should show how local street patterns, changing layouts and existing parking solutions have influenced your proposal.

Street landmarks

Are there any historic or cultural landmarks on the street where the project is located? How should views or architectural design respond to these?

Street structure

Study the number and size of buildings and plots on blocks and the streets in between.

Street structure will vary between locations. Some may have strong building lines, whilst others may be curved creating deflected views. A longer street with similar building types will create a stronger character and identity. Prominent corner buildings create identity and aid navigation. New developments should seek to reinforce these characteristics.

Street structure in Retford.

Active streets

How active do streets feel and what impact do the surrounding building have on that feeling? Do buildings turn their back on streets or are they well overlooked by numerous windows? If streets are blank and not overlooked, do they feel threatening and unsafe, especially after dark?

How would streets like this is in the surrounding area impact the design of new developments? Do spaces need additional natural surveillance from windows and doors?

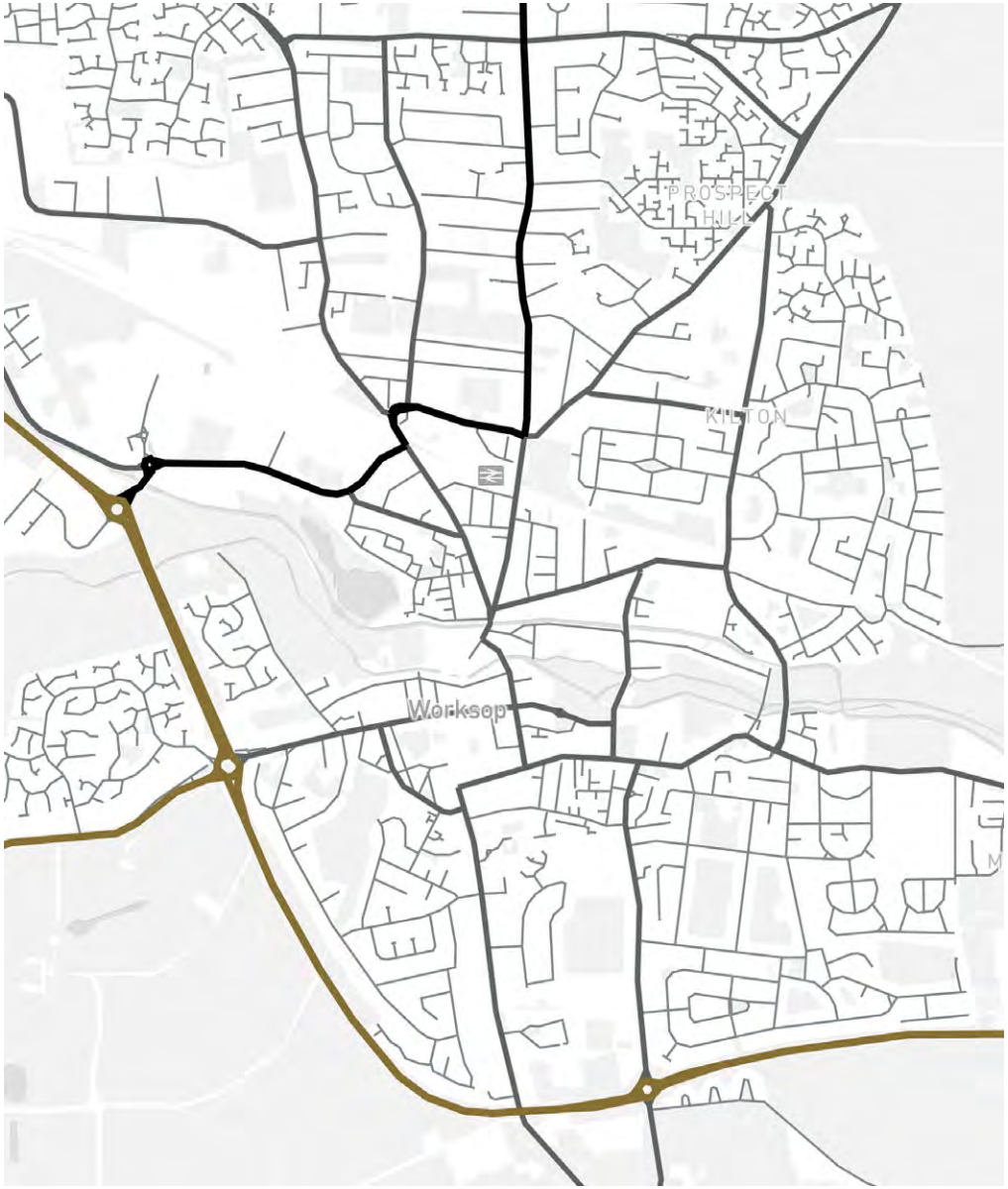
image sources: google earth

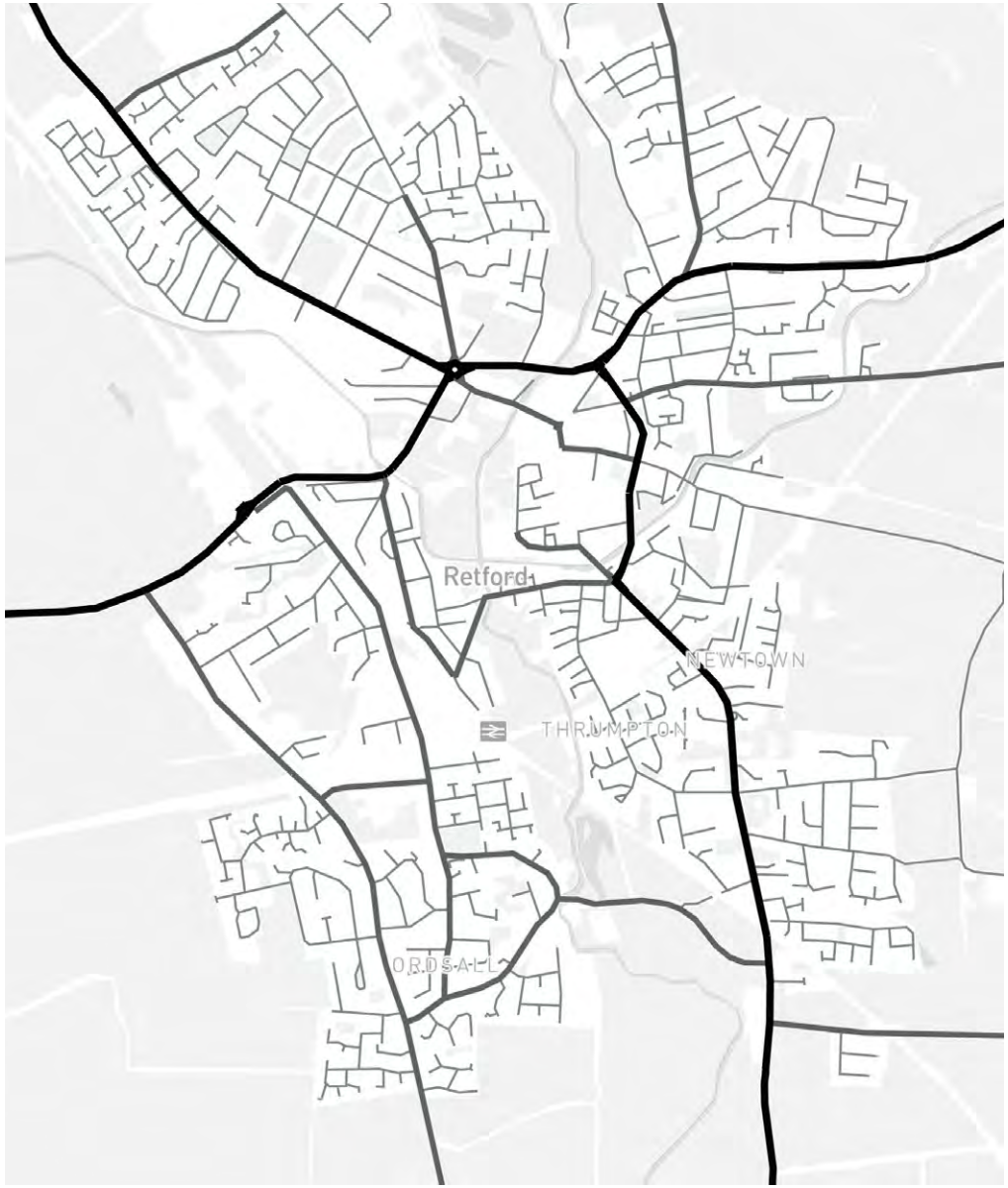
In Everton, these houses either turn their back on street or are set back from street with high walls and landscape.

High density buildings with numerous windows and ground floor retail uses face onto this street in Worksop making it feel active and urban.

Streetscape hierarchy patterns

Use mono-colour maps that highlight the streets of local area, with bolder lines for larger roads. See how the patterns could influence the future development of larger projects and how they fit into this hierarchy.





Common parking arrangements

Is car parking well hidden behind buildings, built structures or landscape so that it does not dominate the street scene?

You can learn useful lessons about how to deal effectively from local parking arrangements for housing and commercial areas. Identify where landscape, plot arrangements or boundaries are being used to screen parking. Or identify street design that accommodates parking in a successful manner. For both examples, identify how the street functions for all, particularly non-vehicular users.

image sources: google earth

Car parking to the front of housing with no screening or landscape creates a street scene dominated by cars.

Does the local building type require parking to be off-plot and parked on streets? Is the street scene cluttered with cars?

Is parking well hidden to the side of houses or a combination of side and front parking with landscape?

Connected streets

Are streets connected at both ends or are dead-ends and cul-de-sacs more common layout?

Built Form

Buildings will form an integral part of your context and character appraisal. Most places where development is suitable will be surrounded by buildings, and you should demonstrate a clear understanding of this built form and how it has influenced your new proposal. Look at the morphology of building patterns, layouts and how the era it was built defines its character as well as how it has changed over time to accommodate modern building requirements. Consider how buildings orientate to public space, enclose it, overlook it, and activate it with windows and doors. The design details of elevations should always influence your proposal, so study proportions, window details, door placement and other elements within public facades.

Building line

How do the traditional building materials of the area dominate the visual appearance? The materials used in new development should respect the historic material palette. Applicants should strive to utilise sustainable materials in the delivery of new development.

Building orientation

How do the traditional building materials of the area dominate the visual appearance?

The materials used in new development should respect the historic material palette. Applicants should strive to utilise sustainable materials in the delivery of new development.

Do all buildings face in different directions, not always having the main elevation facing street like in Misson?

Or do all the buildings face onto the public street like in this housing area of Retford?

image sources: google earth

A strong building line of continuous buildings with the same set back from public boundary in Tuxford.

A clear building line of individual semi-detached houses in Worksop.

In Misterton, the building line is more varied with buildings set forward and back of the public boundary.

Historic morphology

A fine grain of smaller buildings and plots can create greater variety and visual interest, such as a repeated pattern of gables or projecting bay windows on a row of houses. New infill development need not replicate the design of existing houses, but it should reference existing dominant characteristics. Sensitive design is required when introducing different building footprint sizes and changing the urban grain of an area, especially in historic areas with smaller older buildings.

The grain of development creates distinctive zones in Retford.

Building enclosure

To what extent do buildings in the area enclose the space they front? Do more enclosed spaces feel more urban, overlooked and active and do less enclosed spaces feel more rural and sedentary? The relationship between buildings and spaces will define the density and building arrangement of new projects.

A more enclosed streetscape in Worksop.

A less enclosed streetscape in Tuxford.

Image sources: google earth

Facade composition

What is the composition of windows, doors, elevation widths and heights in local buildings? Are Georgian proportions common in neighbouring buildings or are vertical window proportions of post war housing more common?

The composition of local buildings will define how other buildings will fit into the area and provide design cues about elevation design of new projects.

Strict grid of windows in Lound.

Varied window size and shape in Gamston.

Vertically-proportioned windows on a wide elevation in Ranskill.

Tall vertically-proportioned windows in Tuxford.

Varied window proportions in Misterton.

Classical proportions in Gringley on the Hill.

Slim narrow windows on a wide elevation in Barnby Moor.

A variety of window shapes and sizes, structured through a strong symmetry between neighbours.

image sources: google earth

Elevation features

How do the traditional building materials of the area dominate the visual appearance?

Proportions that align with neighbours can continue the structure of a street and stitch up gaps in the townscape where buildings have previously not followed proportion patterns.

First floor bay window in Misterton.

Brick and eaves details in Wheatley.

Repeated elevation features between neighbouring semi-detached houses in Thrumpton.

Double fronted bay windows in Ranskill.

Gable end, window and door surrounds in Clayworth.

Double bay windows in Blyth.

Georgian elevation in Barnby Moor.

Porch details and anchor plate in Eaton.

Image sources: google earth

Height and scale

How do the traditional building materials of the area dominate the visual appearance?

The materials used in new development should respect the historic material palette. Applicants should strive to utilise sustainable materials in the delivery of new development.

Is the building scale at a uniform height like this street in Retford?

Or is the height of buildings more varied like in Tuxford?

Variety of building type

What are the common house types in the area? Are house types common such as terraced housing or are they more mixed like semi-detached and detached houses or bungalows? Are any trends noticeable and linked to the historic evolution of the area, when for example, terraced houses were popular in Victorian times, compared to more tendency for semi-detached houses in post war and detached houses in modern times.

Are building types similar, uniform and repeated like this street in Worksop?

Or are building types varied in type, scale, materials and placement from boundary like this street in Worksop?

Repeated features in the street scene

Are there architectural features that are evident on a number of buildings in a street that create rhythm and continuity?

If the context of the street is based upon a similar architecture or particular feature, it may be important to repeat this feature in a similar traditional way or modern interpretation.

Image sources: google earth

Is the street characterised by repeated features such as bay windows here in Ordsall?

Architectural era

Is there a dominant era of architectural style that is common in the style and materials of buildings?

Infuence of the Georgian era is common to see in the District and can influence the proportions, materials and scale of buildings.

Tuxford

Blyth

Retford

Nature, Landscape and Open Spaces

Bassetlaw District is a predominantly rural area with small settlements nestled within the wider landscape. Therefore, we need you to demonstrate evidence that the existing and future landscape of the site and its surroundings have influenced your proposal. Are there already site features such as mature trees, watercourses, or interesting topography that can be used to create an interesting place? Are there landscape features from the surrounding area that could be integrated or continued within your site boundary to create viewing and physical movement corridors for future residents to enjoy? Where a strong landscape character is not evident, applicants will be expected to demonstrate how new landscape character will be formed that compliments the surroundings and creates visually attractive places.

Impact of topography

What is the impact of the local area's topography on the existing built environment?

Topography can create views both into and out of a development and should be considered an important aspect of any new design. Learning how topography was positively addressed by historic developments can give design clues for modern development.

Is the land area low and flat enough to accommodate canals, like here in Ranby?

How do buildings respond to changes in topography, like here in Gringley on the Hill?

Private landscape

To what extent do private on-plot landscape features influence the local area?

How has historic growth of trees or climbing plants changed the experience of architecture in the area? Are boundaries heavily landscaped or are elevations highly green in places?

How does private landscape from gardens and on facades change the character of local streets?

Private tree creates natural landscape quality to the street.

image sources: google earth

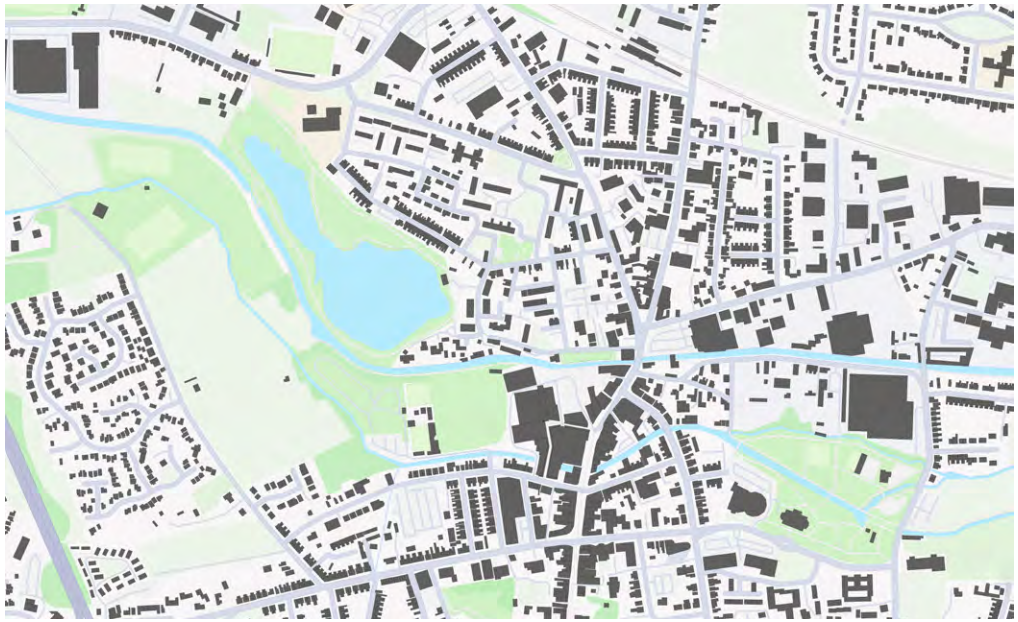
Impact of landscape on buildings

Are buildings softened by green landscape and in what way? Are buildings screened, covered, or take a back seat in proximity to the landscape? Design cues about how to integrate landscape can be learnt from context.

Green corridors

Are there significant green widife and water corridors that enter the urban settements and provide biodiversity, visua quaities and recreationa activities?

Worksop is a great example of where green spaces enter the urban settlement and provide a visual and physical connection to surrounding countryside areas.

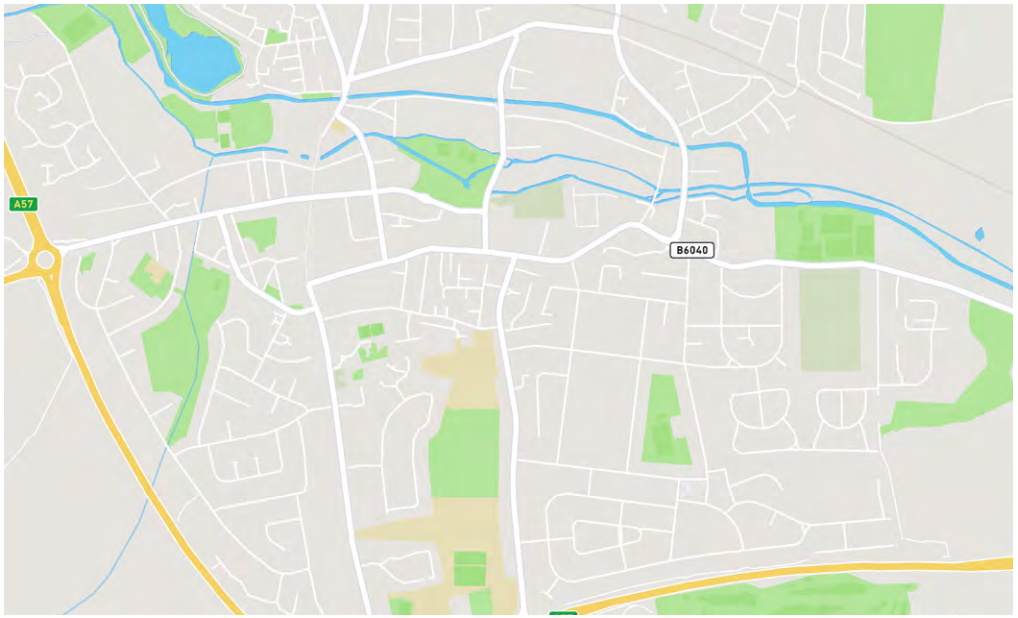


Worksop has a well loved and protected green corridor that intersects the town.

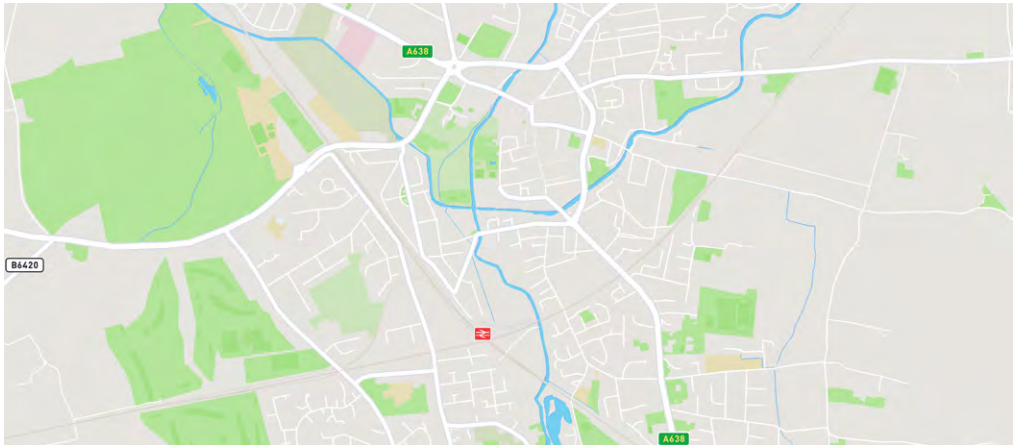
Open spaces

Are there parks and open spaces in the local area? Is the provision appropriate for the level and type of development that surrounds them?

How would an under provision of local space impact new developments, especially large residential sites?



Open space in Worksop.



Open space in Retford.

Type of open space provision

What kind of open spaces are there in the local area and what function do they provide to local community. Small incidental spaces may have little recreation function compared to more formal parks with their play-spaces and equipment.

Understanding the local provision or lack of it will demonstrate what future provision is necessary from new developments.

Formal play spaces in Worksop.

Incidental breakout space in Sutton cum Lound.

image sources: google earth

Green networks

How do green networks wind their way through urban areas, like the configuration of the canal, river, and lakes in Worksop? How does the experience of these spaces vary as you travel along their route?

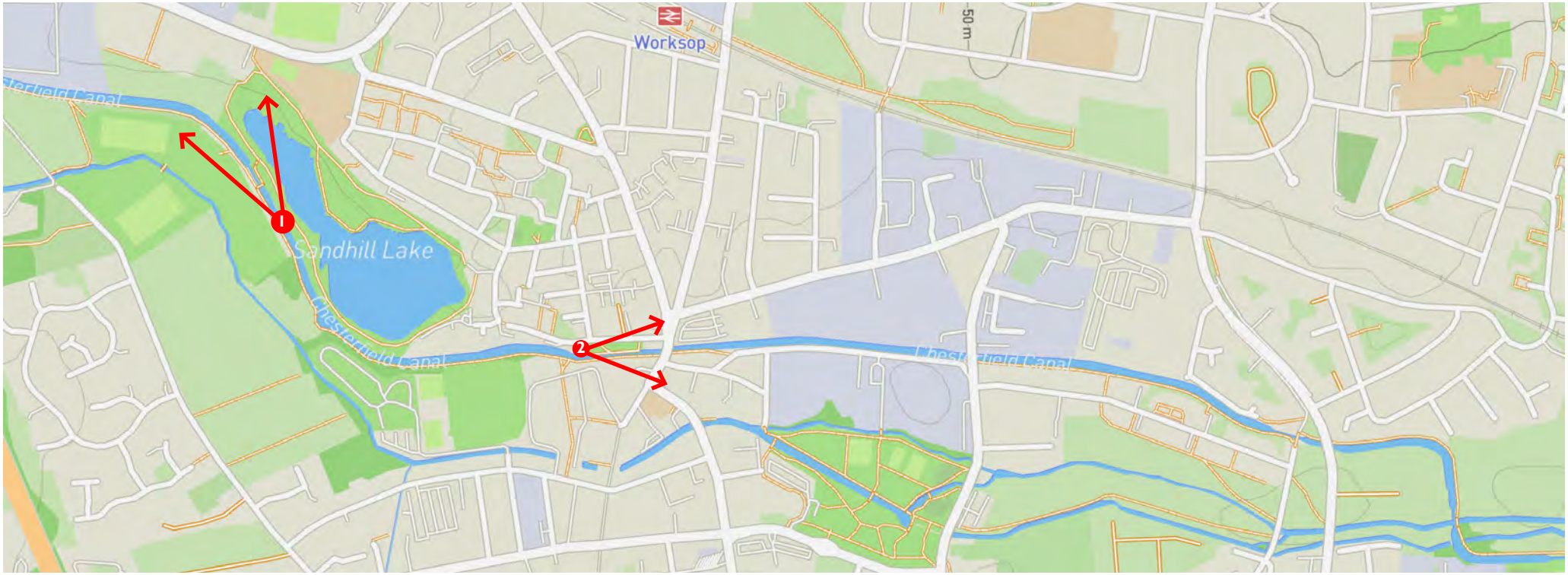


image sources: google earth

Mature landscape

Are there any mature trees or other landscape in the vicinity?

How will these landscape assets influence your development proposals, harnessing views to the existing landscape or protecting those assets from negative visual impact?

image sources: google earth

Ancient tree adds to the placemaking quality in Misson.

Mature landscape in Retford defines the place at this ancient crossroads.

Mature trees in the curve of street in Langold bring interest and colour to an otherwise bare streetscape.

What impact does the landscape have to the streets and public realm, like here in Lound?

DISTRICT WIDE DESIGN CODES

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To be considered by ALL applications.

Context and Sustainability to act as guiding principles across all themes.

Context, Identity and Heritage

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Connections, Parking and Layout

Codes that address a connected movement network, active travel, walking and cycling routes, parking, legible street hierarchy and services/ utilities. Well-designed places are accessible and easy to move around. They should host a connected network for all modes of transport and active travel. They should include well-considered parking and servicing.

Built Form, Architecture and Scale

Codes that address design response, building types and forms, density, building line and setbacks, materials and features and passive design measures. The built form refers to an arrangement of development blocks, streets, buildings and open spaces that make up any development. Well-designed places should have a coherent form of development with appropriate building types and forms.

Nature, Landscape and Open Spaces

Codes that address green infrastructure, open space provision, play space, sustainable drainage, biodiversity and street trees. Well-designed places should enhance the natural as well as the built environment. Nature is essential for health and well-being, biodiversity and for shading and cooling. Nature aids noise and air quality, mitigating flood risk, as well as contributing to tackling the climate emergency.

Activity, Uses and Resources

Codes that address everyday activities, housing mix and tenures and local services/ community facilities. Well-designed places should include a mix of uses. These should include local services that support everyday activities, including living, working and play. An integrated mix of socially inclusive housing tenures and types to suit people at all stages of life is also vital.

Context, Identity and Heritage

Context, Identity and Heritage

In shaping the built environment, new developments in Bassetlaw will have a responsibility to contribute to the character, identity, and heritage of their existing surroundings. These qualities are not merely aesthetic considerations; they are fundamental to creating places that feel authentic, meaningful, and connected to their context.

By respecting and drawing inspiration from local history, architectural traditions, and the distinctive qualities of a place, new buildings can enhance a community's sense of belonging and continuity while accommodating contemporary needs.

This chapter sets out the principles to guide development that is sensitive, responsive, and rooted in its environment, ensuring that growth strengthens rather than erodes the unique identity of each place.

Objectives

- Applicants demonstrate a clear thorough understanding of the local context.
- Link new places to their surrounding area.
- Create place specific developments.
- Assimilation and reflection of traditional building forms and layouts.
- Encourage innovative modern interpretations.
- Harness the natural assets of sites.
- Create streets with cohesion, structure, and identity.

Large rural settlements like Carlton in Lindrick exhibit a rich and diverse architectural context that must be used as a reference and inspiration for any modern development.

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
CIH-1	Demonstrate an understanding of local context	■	■	■	■	■	■	■	■	■	■	■
CIH-2	Modern responses to traditional design	■	■	■			■	■	■	■	■	
CIH-3	Layout, grain and scale of surrounding settlements	■	■	■	■		■				■	
CIH-4	Building within a historical context	■	■	■			■	■	■	■		■
CIH-5	Influence of local site conditions	■	■	■	■	■	■	■	■	■	■	■
CIH-6	Relationship with surrounding countryside	■	■	■	■	■	■	■	■	■	■	
CIH-7	Character areas in residential areas				■						■	
CIH-8	New buildings in proximity to historical assets and their settings	■	■	■	■	■	■	■	■	■	■	
CIH-9	Local architectural distinctiveness, traditions and craftsmanship	■	■	■	■	■	■	■	■	■	■	
CIH-10	Referencing architectural features from existing street scene	■	■	■			■	■	■	■		
CIH-11	Diversity of house types within a street scene	■	■	■	■		■	■			■	
CIH-12	Diversity of house types within residential sites			■	■						■	
CIH-13	Recycle and restore local building materials	■	■	■			■	■	■	■	■	■
CIH-14	Reference common roof types and materials	■	■	■			■	■	■	■	■	

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
CIH-15	Local traditional building materials											
CIH-16	Modern building materials											
CIH-17	Following building lines											
CIH-18	Traditional housing forms											
CIH-19	Create texture and depth with materials											
CIH-20	Reference local agricultural character											
CIH-21	Extending or converting agricultural buildings											
CIH-22	House extension size											
CIH-23	House extension materials											
CIH-24	Extension roof type											
CIH-25	Residential roof extensions											
CIH-26	Privacy and overlooking											

CIH-1 Demonstrate an understanding of local context

All applicants must undertake and provide evidence of a comprehensive analysis of the site and local area to understand a proposal's broader context and establish aspirations and place-specific responses to the location, siting and design of new development.

Objectives

- Link new places to their surrounding area.
- Create place specific developments.
- Assimilation and reflection of traditional building forms and layouts.

Edem Barn, Everton.

Pinfold Close, East Markham.

Highland Grove, Worksop.

Judes Park, East Markham.

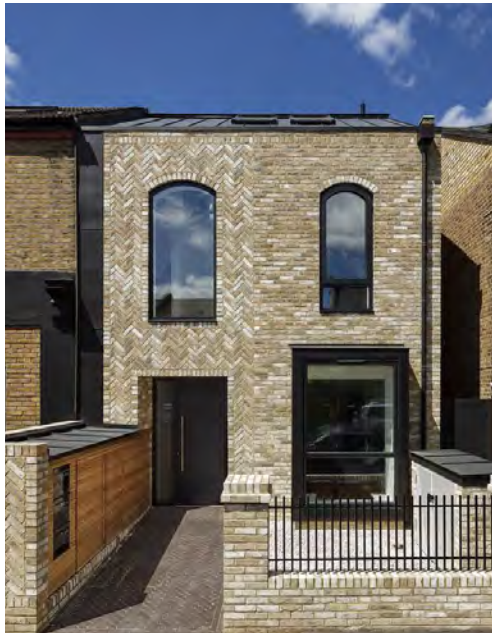
Orchard House, Gainsborough Road, Everton.

High Street, Gringley on the Hill.

Featherstone Fold, Misterton.

CIH-2 Modern responses to traditional design

Innovative modern responses to traditional design are encouraged and will be acceptable when demonstrated to complement the contextual setting. New development should add a new layer to the site and surrounding, whilst enhancing and respecting its past. Contemporary approaches should assimilate with the surroundings, reflect historic layouts and forms and may draw on locally distinctive materials and architectural elements and reinterpret them in a way that provides a connection to the place and avoid 'anywhere' developments. New development must avoid inauthentic pastiche development. Contemporary updates and interpretations of local and traditional building types can help new development to fit within the character of the local area.



Objectives

- Create place specific modern developments.
- Encourage innovative modern interpretations.

Examples of modern infill development that compliments surroundings.

CIH-3 Layout, grain and scale of surrounding settlements

The layout of new housing development should reference the surrounding area, providing evidence that the historic pattern of streets and spaces, the grain of local settlements and the historic scale of buildings have been used to influence the shape, character and identity of the new proposal.

Objectives

- Link new places to their surrounding area.
- Create place specific developments.
- Assimilation and reflection of traditional building forms and layouts.

Using figure ground plans is a useful means of identifying the local layout and grain of buildings, such as here in Worksop.

CIH-4 Building within a historical context

New buildings must assimilate with their historic context and should not appear excessively prominent. This may be achieved by reflecting the historical scale of settlements and referencing the architectural vernacular, common features, building materials, and traditional craftsmanship of the immediate surroundings of the site, the neighbourhood in which it sits, and the wider setting.

Objectives

- Create place specific modern developments.
- Assimilation and reflection of traditional building forms and layouts.

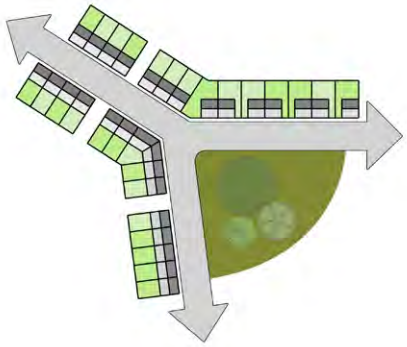
Constructted in 1990 this new build, fits in well to the historic Grove Street in Retford.

CIH-5 Influence of local site conditions

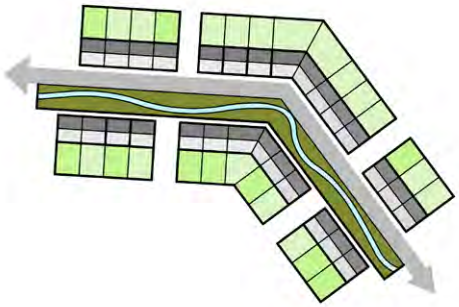
The applicant must demonstrate how the existing natural features of the site have been used to shape the design process, resulting in a layout, landscape design, open space distribution or building arrangement that harnesses and enhances the site conditions including topography, existing landscape and views.

Objectives

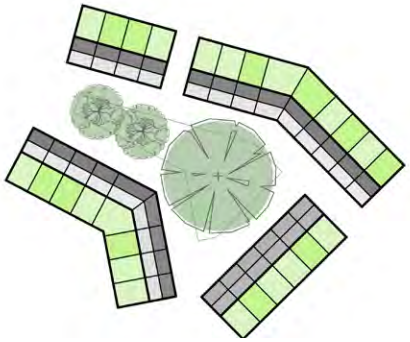
- Harness the natural assets of sites.
- Create place specific developments.



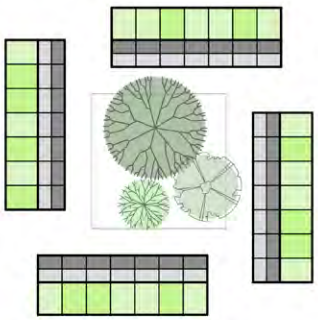
Layout includes views to wider area.



Streets arranged around watercourse.



Informal layout around existing trees.



Square utilizing mature trees.

CIH-6 Relationship with surrounding countryside

Buildings on the edge of settlements must create a positive relationship with the adjoining countryside, providing an appropriate transition between the built up area and the adjoining landscape. Wherever possible, new development should be arranged so buildings are orientated to be outward facing to address the countryside, rather than turning their back and presenting a blank frontage or boundary. It may be appropriate to include landscape buffers around the edges of a site to provide privacy to existing residents as well as creating opportunities for attractive pedestrian routes and wildlife corridors. Muted or darker tones of material are encouraged to minimise visibility of development from the surrounding landscape.

Objectives

- Link new places to their surrounding area.
- Create place specific developments.

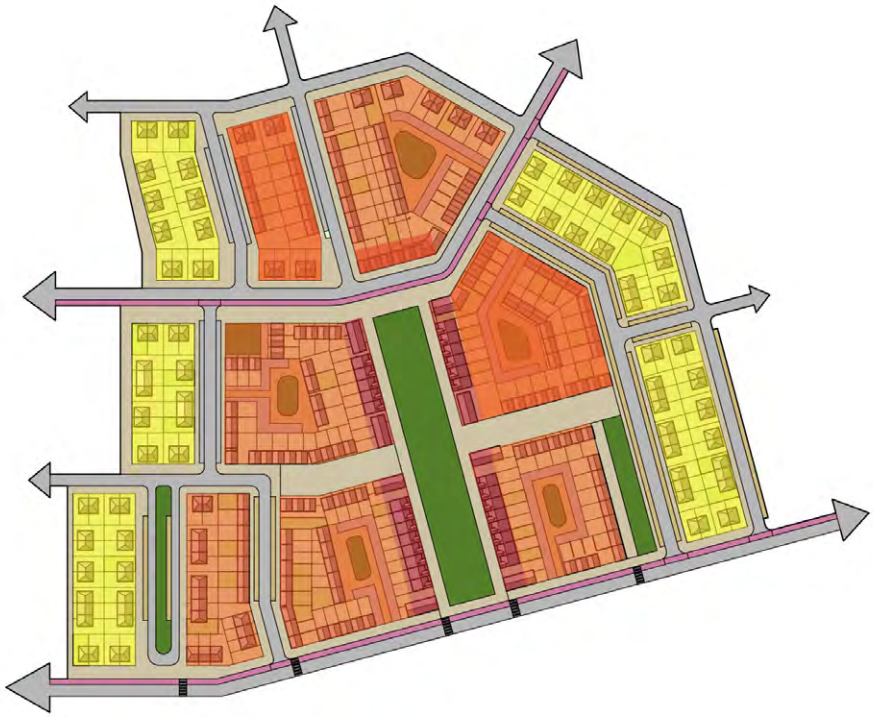
This house sits comfortably within the Peak District countryside through use of materials and form that reference vernacular agricultural buildings in the surrounding area.

CIH-7 Character areas in residential areas

Character areas should be created in larger residential sites to create a distinct hierarchical structure of places. The areas should be a genuine response to the place, its characteristics, constraints and the distinctive qualities of the area. This will provide integrity and reinforce local identity. Parameters to define character areas should include street type and width, building use/house types, building set-backs, building height and enclosure, boundary treatments, topography and landscape, and materials and architectural attributes.

Objectives

- Create legible and characterful developments.
- Create place specific developments.



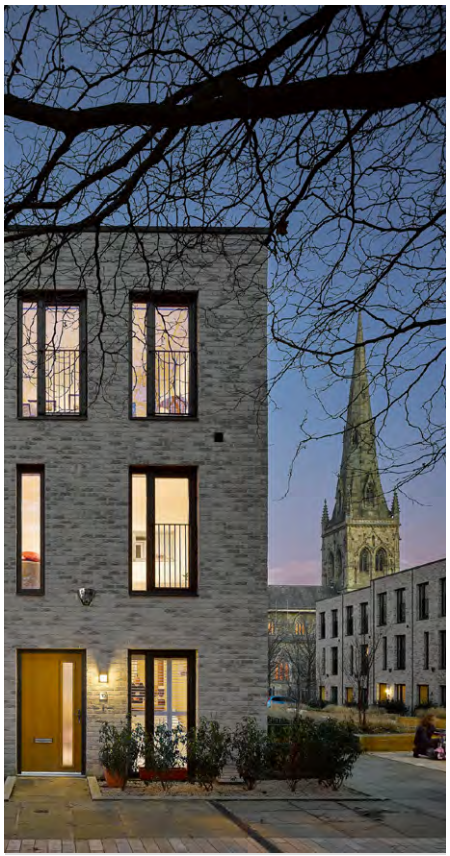
Example of a residential master plan with variety of character areas defined by the overall density, house types, block arrangement and open spaces.

CIH-8 New buildings in proximity to historical assets and their settings

New buildings proposed within close proximity to a designated or non-designated heritage asset should be respectful and subordinate and recessive in terms of features, such as characteristics, colour palettes and materials. Building design should ensure that window and door design is appropriately proportioned and arranged, and the use of render and dormers should normally be avoided.

Objectives

- Link new places to their surrounding area.
- Create place specific developments.
- Enhance the setting of historical assets.



CIH-9 Local architectural distinctiveness, traditions and craftsmanship

New buildings may use contextual design clues to develop richness and local distinctiveness, taking references from local architectural details, building traditions and craftsmanship.

Objectives

- Link new places to their surrounding area.
- Assimilation and reflection of traditional building forms and layouts.

Diamond brick detail, eaves details and window arches in Wheatley.

Mock Tudor wooden gable details in Worksop.

Black timber lintels and sills in Tuxford.

Brick chimney stacks in Scaftworth.

Stone bay windows, upper window surrounds and arched detail feature.

Decorative string course in Retford.

Decorative eaves details in Retford.

Traditional craftsmanship is apparent all over this elevation, from the eaves down to the traditional shop-fronts. The historic archways of previous configurations can also still be seen.

Craftsmanship is clear in the stonework patterns of the elevation and the window lintels and sills.

CIH-10 Referencing architectural features from existing street scene

Infill buildings should reference the architectural features in the public elevations of buildings in the street or wider area. The extent to which those features are replicated or referenced will depend upon a site context study to identify and prove how common the feature is. Where features are less common in the context or can be proven to be a negative, unviable or impractical precedent, there will be more scope for alternative responses.

Objectives

- Link new places to their surrounding area
- Create place specific developments
- Assimilation and reflection of traditional building forms and layouts
- Create streets with cohesion, structure and identity

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New development on Pinfold Close, East Markham picks up references from surrounding street such as materials, chimney stacks, window frames, entrances and window layout .

New build replicates materials, ground floor units, windows and the raised gable common on Grove Street in Retford.

These new build homes in Ranskill pick up a variety of local street references including materials, entrances, chimney stacks, and window frames.

Materials, form and windows replicated on this street in Everton.

Replication of architectural detailing on a new build property at Highland Grove, Worksop.

CIH-11 Diversity of house types within a street scene

When distributing house types within residential schemes, study the surrounding area to gain design clues to the extent of diversity that happens within the street scene. Streets where there is a continuity of building types can be common in urban areas and achieve a better visual structure and coherence whilst diverse streets may be more common in a rural village context.

The extent to which the range of house types vary within a street scene should be influenced by the surrounding context. Rural areas where a variety of house types have evolved over time may allow for a greater degree of variation. In more urban areas, a single house type may create the local character.

Objectives

- Harness the natural assets of sites.
- Create place specific developments.

Wide variety of house types, styles and materials in Clarborough.

Similar house types but varied design styles and materials on Sparken Hill, Worksop.

Street scene with similar house types, design and materials in Bole.

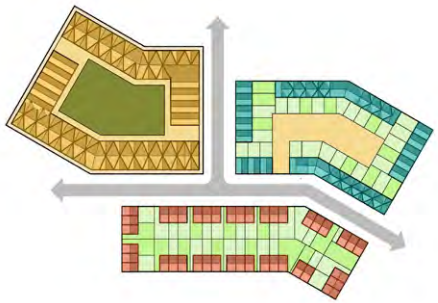
CIH-12 Diversity of house types within residential sites

A range of house types are encouraged in residential developments, based on site conditions, context and local housing demand. The arrangement of those houses should take place between blocks and streets as opposed to within a single street unless there is a strong defining justification in the context for diverse streets made up of different house types.

Where diverse house types happens within a street, visual cohesion can still be achieved through the repetition of architectural features including materials, roof styles and front projections such as bay windows or porches.

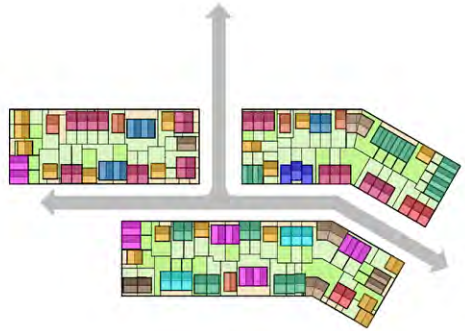
Objectives

- Harness the natural assets of sites.
- Create place specific developments.



Diversity happens between blocks.

Diversity happens between streets.



Diversity happens within streets.

CIH-13 Recycle and restore local building materials

Where possible, new development should use locally produced traditional materials or recycle and restore building materials such as stone, bricks and tiles, to help integrate a development into its context. New dwellings should use prevalent local materials and colours (on elevations and roofs) as often as possible, although render should be avoided unless can be proven to be common in context. Other secondary materials are encouraged on certain facades to provide contrast and interest along the street scene. Deviating from traditional materials and aesthetics should be considered where innovative design and sustainability is demonstrated.

Objectives

- Link new places to their surrounding area.
- Create place specific developments.
- Assimilation and reflection of traditional building forms and layouts.

Recycled traditional materials provide immediate depth and texture, as well as juxtaposition against modern materials for windows or roofs.

CIH-14 Reference common roof types and materials

Roof types should replicate common roof styles and materials in the surrounding context.

Objectives

- Link new places to their surrounding area.
- Create place specific developments.
- Assimilation and reflection of traditional building forms and layouts.

Red clay pantiles in Carlton in Lindrick.

Hipped roof with slate tiles in Thrumpton.

Pitched gable to gable end roof in clay tiles in Blyth.

Intersecting roof gable to gable in Sutton-cum-Lound.

CIH-15 Local traditional building materials

New development should generally reference the local material palette. The extent to which local building materials should be used will depend on context, but when a local material is common in the locality, it is expected that new buildings should entirely use that material, partially use it or use it for the main architectural feature such as a bay window. Render may be appropriate when proven to be common in the local context, although it is not well used within Bassetlaw District.

New buildings should consider brick bond/stone coursing, mortar and the pointing technique used in the context. Where appropriate, decorative brick, stone or wood detailing is encouraged, where appropriate, to provide references to the past.

Objectives

- Link new places to their surrounding area.
- Create place specific developments.
- Embrace and reference local traditions.

Light buff brick in Retford.

Dark traditional weathered red brick in Scrooby.

18th century brickwork at Rose Cottage in Clayworth.

Painted white brick in Misterton.

Limestone blocks in Carlton in Lindrick.

Light red brick in Everton.

Red brick in Thrumpton.

Textured rough render in Clayworth.

CIH-16 Modern building materials

New development should consider the use of high-quality substitutes for contextual materials where they offer improved energy efficiency or environmental benefits and reduced maintenance costs. Materials should be durable, robust and easily maintained and chosen with regard to their visual qualities and contribution to the character of the area.

Materials should be natural and locally sourced whenever possible, to contribute to a cohesive palette. White render will only be acceptable if can be proven that it is a common building material in the immediate context of the development. Where render is used, the applicant should demonstrate how it will resist staining over time. Deviating from traditional materials and aesthetics should be considered where innovative design and sustainability is demonstrated.

Objectives

- Encourage innovative modern design.
- Reference historical character in modern way.









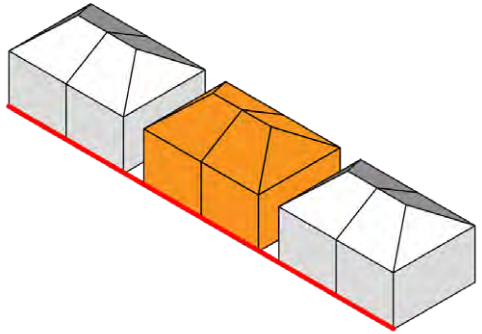

CIH-17 Following building lines

Where a common and clear building line of buildings exists on a street any new infill development must continue that line. Where building lines are less clear or have been disrupted along a street there may be scope for variations.

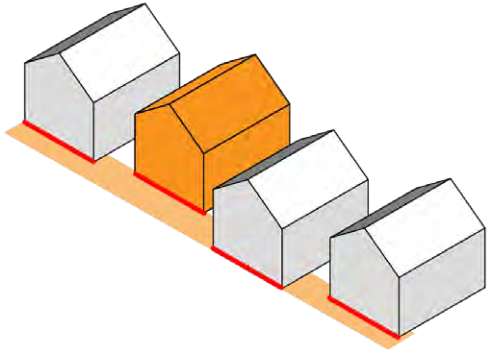
Building lines are most critical for infill developments within an existing street where a clear building line defines the character and visual enclosure of that street. Setting forward or back of a building line in such circumstances will not be acceptable.

Objectives

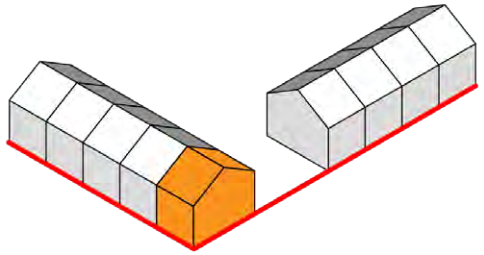
- Link new places to their surrounding area.
- Create place specific developments
- Embrace and reference local traditions.
- Create streets with cohesion, structure and identity.



Street with strict building line.



Street with varied building line.



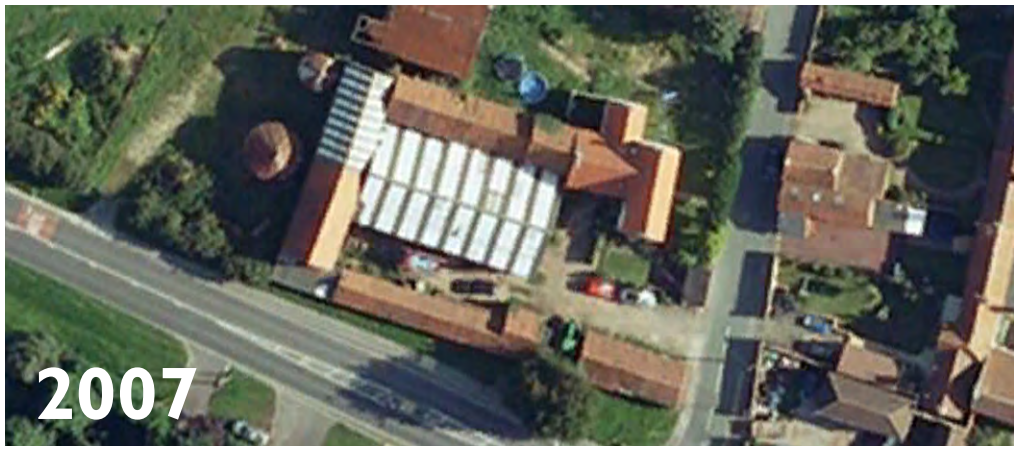
Building line around corners.

CIH-18 Traditional housing forms

New dwellings should reference forms and dimensions of traditional buildings to fit in with the existing landscape. Buildings should typically have pitched or hipped roofs.

Objectives

- Link new places to their surrounding area.
- Create place specific developments.
- Assimilation and reflection of traditional building forms and layouts.



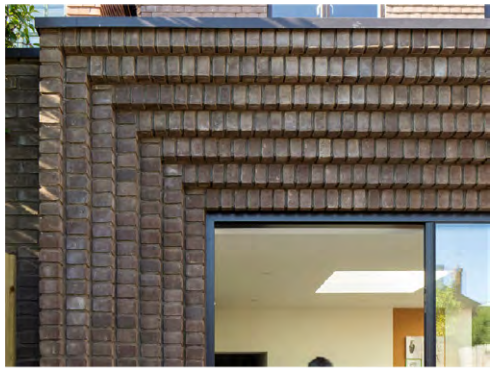
Example in Everton shows how the traditional building has evolved over time.

CIH-19 Create texture and depth with materials

Walls should be textured and provide depth and visual interest using brick and stone details, dependent on examples from the surrounding context. Rendered elevations are discouraged because they do not provide this richness and texture, common within the District.

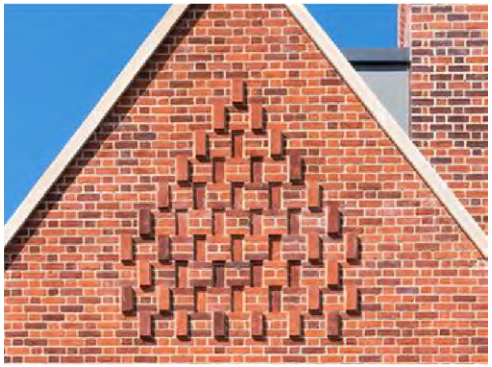
Objectives

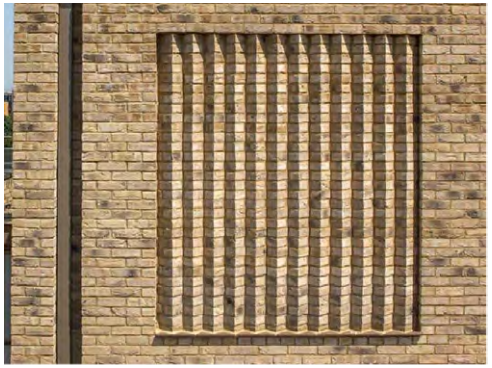
- Encourage innovative modern design
- Create characterful and interesting elevations
- Reference historical character in modern way









CIH-20 Reference local agricultural character

In countryside and rural settlements it may be appropriate to reference, replicate or respect the local agricultural characteristics from the local context to enable modern development to fit into their context.

Objectives

- Encourage innovative modern design.
- Reference historical character in modern way.

Modern living requirements are accommodated in a design that recycles, reflects and respects the materiality, form and scale or local agricultural buildings in this countryside setting.

CIH-21 Extending or converting agricultural buildings

The character and architectural style of agricultural buildings should be used as a reference for any modern extensions or conversions of agricultural buildings. Modern materials should reference traditional colour, texture and craftsmanship. The size of extensions should be subordinate to the original structure.

Objectives

- Reference the historic character or rural countryside areas.
- Reference historical character in modern way.

Example of modern development that uses a traditional palette of materials and brickwork detail to respect the adjoining buildings.

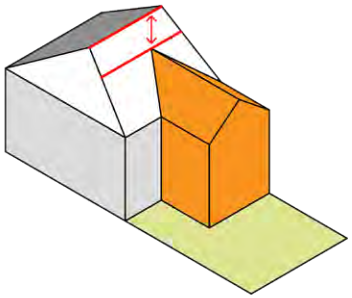
CIH-22 House extension size

House extensions should be subordinate to the original dwelling, and not over extend the existing roof ridge line or eaves line. The width of any side extension should be less than the width of the original elevation. Side extensions should not protrude forward of the existing building line and should not connect to neighbours to form a continuous building.

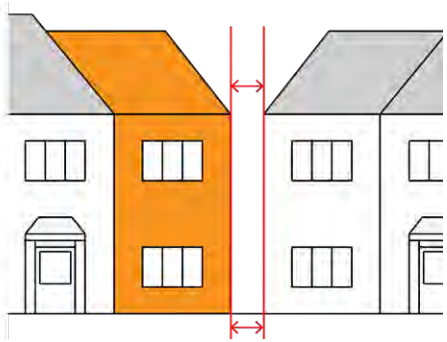
Objectives

- Reference and enhance the original character of dwelling.
- Maintain the character, scale and architecture of the street.

Example of side extension half the width of original house.



The rear extension is set back from the ridge.



The gap between properties avoids terracing.

CIH-23 House extension materials

The materials of any new house extension should match the original dwelling. There may be scope for alternative materials on rear extensions where a juxtaposition of materials may result in a characterful proposal.

Objectives

- Reference and enhance the original character of dwelling.
- Maintain the character, scale and architecture of the street.

Rear extension example.

Side extension example.

Rear extension example.

Rear extension example.

CIH-24 Extensions roof type

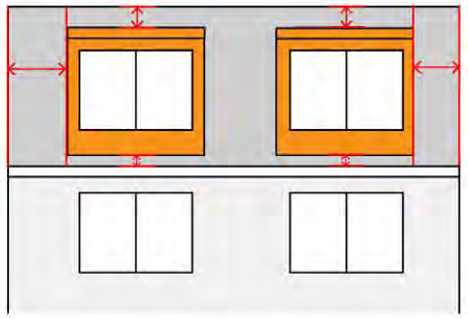
Extensions to the side of houses should match the original roof type, most commonly hipped or gable end roofs matching the original dwelling.

Objectives

- Reference and enhance the original character of dwelling.
- Maintain the character, scale and architecture of the street.

CIH-25 Extensions within the roof

Any extension within the roof space, where appropriate in context, should not detrimentally alter the shape and size of the existing roof and should not be seen from the front elevation. Room extensions should be set back from the ridge-line and side elevations.



Objectives

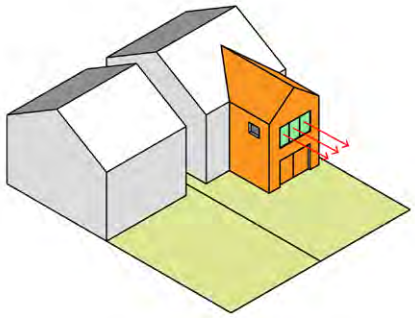
- Reference and enhance the original character of dwelling.

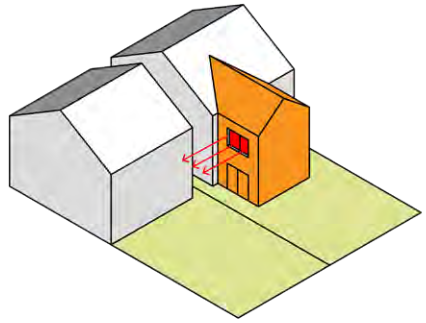
CIH-26 Privacy and overlooking

Any new works, extensions or conversions to a building must not compromise the privacy of neighbouring houses by providing windows or openings that directly overlook a property boundary. Where rooms to non-habitable rooms are required overlooking boundaries they would require obscured glazing or other design solution to protect privacy.

Objectives

- Protect the amenity and privacy of neighbouring properties.





Connections, Parking and Layout

Connections, Parking and Layout

The success of any new development in Bassetlaw will depend not only on buildings, but on the way they connect people, spaces, and activities. Thoughtful consideration of connections, parking, and layout is essential to creating places that are accessible, safe, and easy to navigate for all users. Well-planned routes for pedestrians, cyclists, and vehicles foster movement and interaction, while integrated parking solutions support functionality without dominating the streetscape. A clear, logical layout enhances legibility and a sense of place, contributing to vibrant, sustainable communities.

Settlements within the District are unique and separated from each other as individual towns and villages. It is important that this characteristic remains and continuous urban settlements do not form when designing new places.

This chapter sets out the principles for designing connections, parking, and layouts that work harmoniously to support both everyday life and long-term resilience.

The intersection of cross roads have established set a visual, experiential and functional characteristics for small rural settlements in the District, like here in Everton.

Objectives

- Create legible and well connected developments.
- Link development to wider area.
- Encourage active travel modes.
- Provide functional multi-modal active streets.
- Ensure parking does not dominate street scene.
- Provide adequate amount of residential parking.
- Avoid illegal parking on pavements.
- Encourage sustainable modes of transport.
- Provide active transition between buildings and public realm.
- Allow for active ground floor uses.

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
CPL-1	Connections to wider area											
CPL-2	Separation between settlements											
CPL-3	Connected street networks											
CPL-4	Active and safe active travel routes											
CPL-5	Legible street networks											
CPL-6	Outward facing development blocks											
CPL-7	Residential car parking to front of dwellings											
CPL-8	Residential car parking in garages											
CPL-9	Parking solutions in residential developments											
CPL-10	Residential car parking to side of dwellings											
CPL-11	Residential car parking to rear of dwellings											
CPL-12	Residential on-street parking											
CPL-13	Under-croft car parking											
CPL-14	Basement car parking											

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
CPL-15	Electric vehicle charging							■	■	■	■	
CPL-16	Service vehicles										■	
CPL-17	Green and blue infrastructure							■	■	■	■	■
CPL-18	Ease of access to open space network							■	■	■	■	■
CPL-19	On-plot sustainable water management							■	■	■	■	■
CPL-20	Street and public space Sustainable Drainage systems (SuDS)							■	■	■	■	■
CPL-21	Accessible bus stops										■	
CPL-22	Layout of commercial buildings									■		

CPL-1 Connections to wider area

The site layout should facilitate safe and direct movement through accessible routes. New development should connect to neighbouring communities and local destinations through existing footpaths and cycleways, and should integrate with the PRoW network when schemes are located within proximity of a footpath. Developments should optimise opportunities to either re-establish lost routes and/or create new linkages into, through, and out to surrounding places.

Objectives

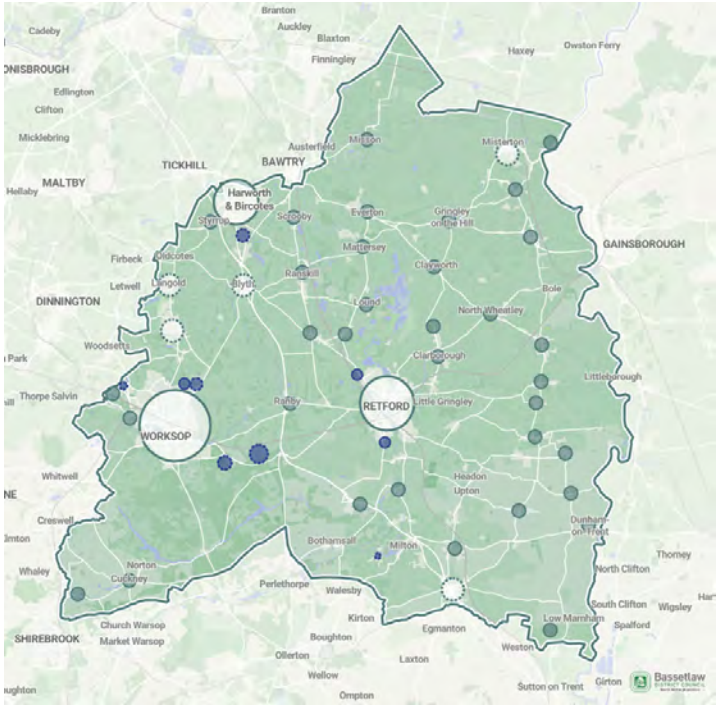
- Create legible and well connected developments.
- Link development to wider area.
- Encourage active travel modes.

CPL-2 Separation between settlements

New development must respect Green Gaps, prevent settlement coalescence, and maintain local place qualities. New development is expected to connect to the settlement where it is located, either within the built development boundary or on its edge where permitted. New development must not however, join previously separated settlements, creating a continuous built environment and diminishing the local place qualities of each individual entity. New and improved connections are encouraged for walking, cycling and transport but built development must respect the historic settlement patterns and not join places.

Objectives

- Avoid development sprawl and reinforce Green Gaps.
- Maintain the unique qualities of individual settlements.
- Protect the settlement patterns of Bassetlaw District.



Bassetlaw's unique settlement pattern of small and larger individual settlement must be maintained without suburban sprawl that risks connecting built-up areas.

CPL-3 Connected street networks

New residential development should include a permeable network of streets which connect at both ends, avoiding dead ends and cul-de-sac solutions. Dead end streets or cul-de-sacs may be proven to be acceptable when at the end of a connected street network, opening up the centre of a perimeter block. In all instances, through movement must be maintained for pedestrian/cyclist access between blocks.

Objectives

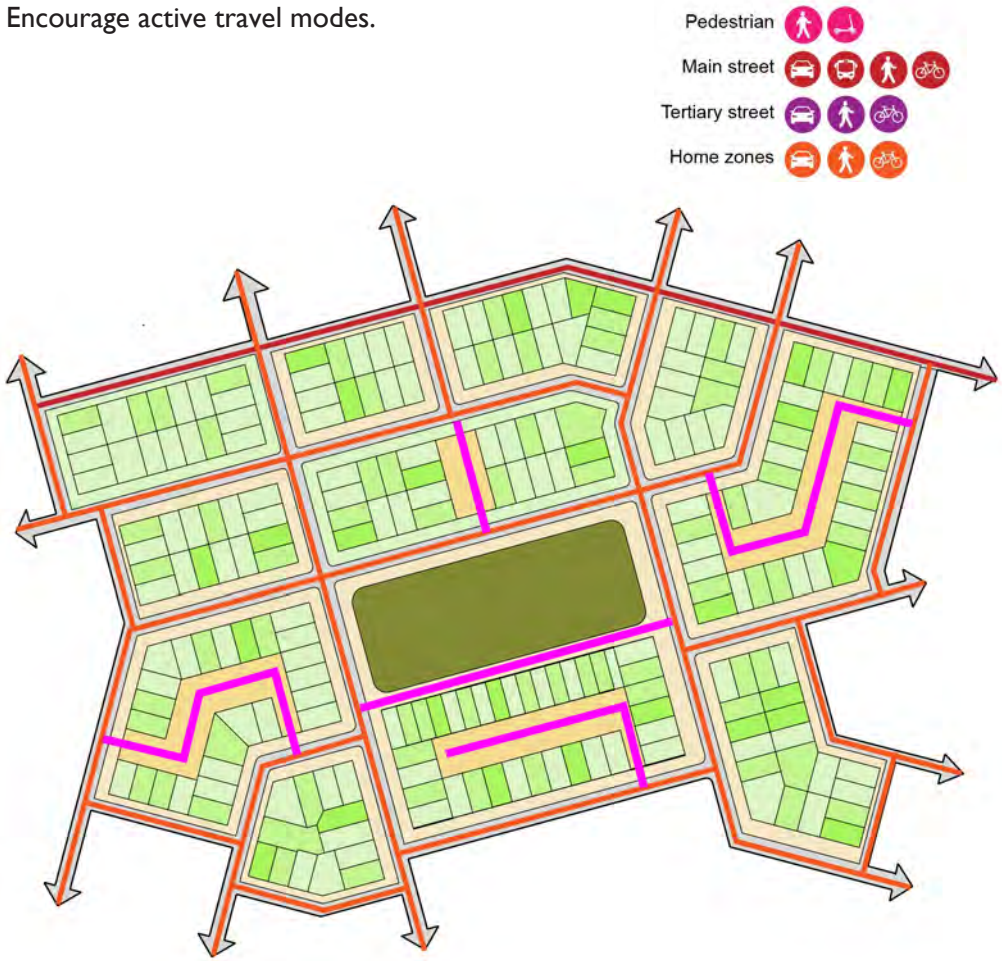
- Create legible and well connected developments.
- Link development to wider area.
- Encourage active travel modes.

CPL-4 Active and safe active travel routes

Layouts should be designed to facilitate safe and direct movement for pedestrians and cyclists. New networks should connect create new routes that connect to existing footpaths and cycleways. Streets and pedestrian/cycle only routes should pass in front of dwellings, rather than to the rear or areas unsupervised by windows.

Objectives

- Link development to wider area.
- Encourage active travel modes.

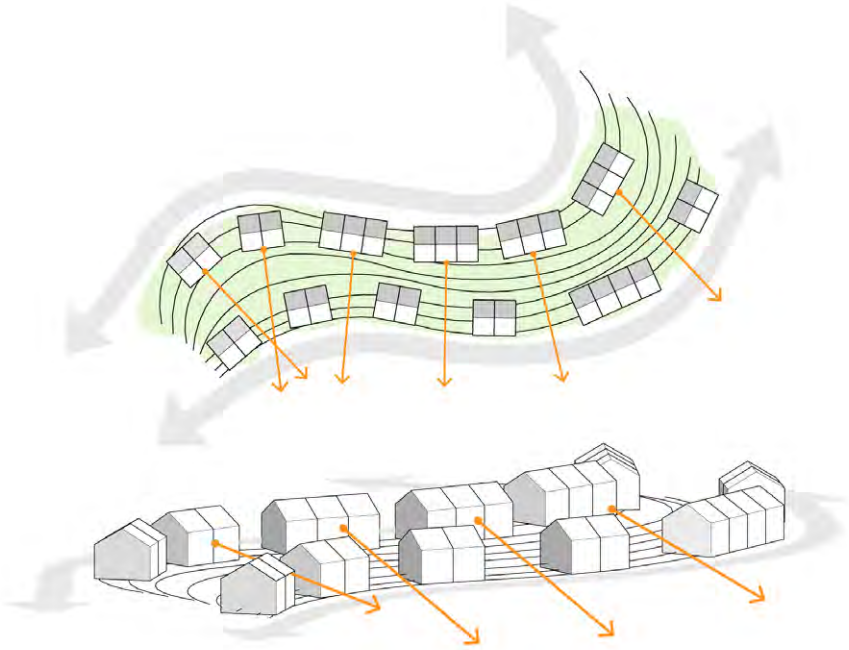


CPL-5 Legible street networks

New residential development must create a legible layout that is easy to navigate and creates a sense of place. This may include creating distinctive arrival spaces, widening/narrowing of street widths, use of different street surfaces, planting strategies, terminating views with buildings, creating curved streets, utilizing any topography and harnessing view towards landmark or the wider countryside.

Objectives

- Create legible and well connected developments.
- Create a sense of place.



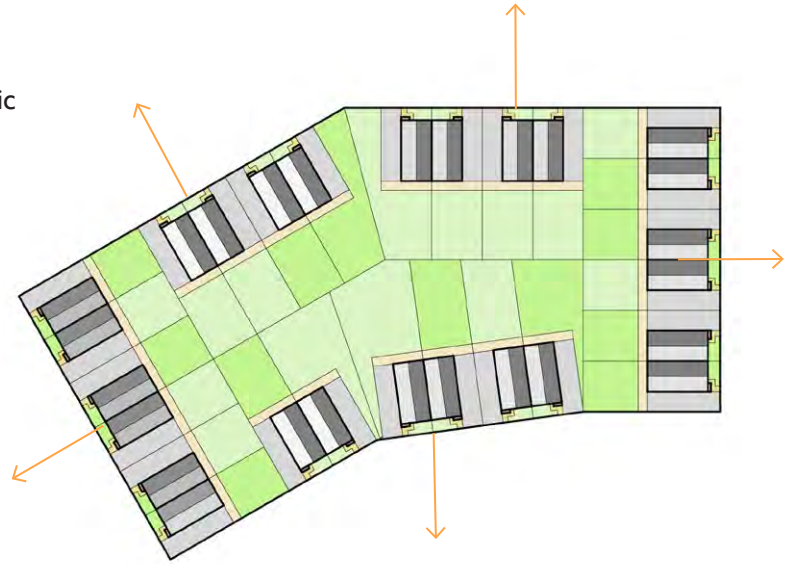
Streets follow the contours of topography to allow for houses to maximise views to countryside.

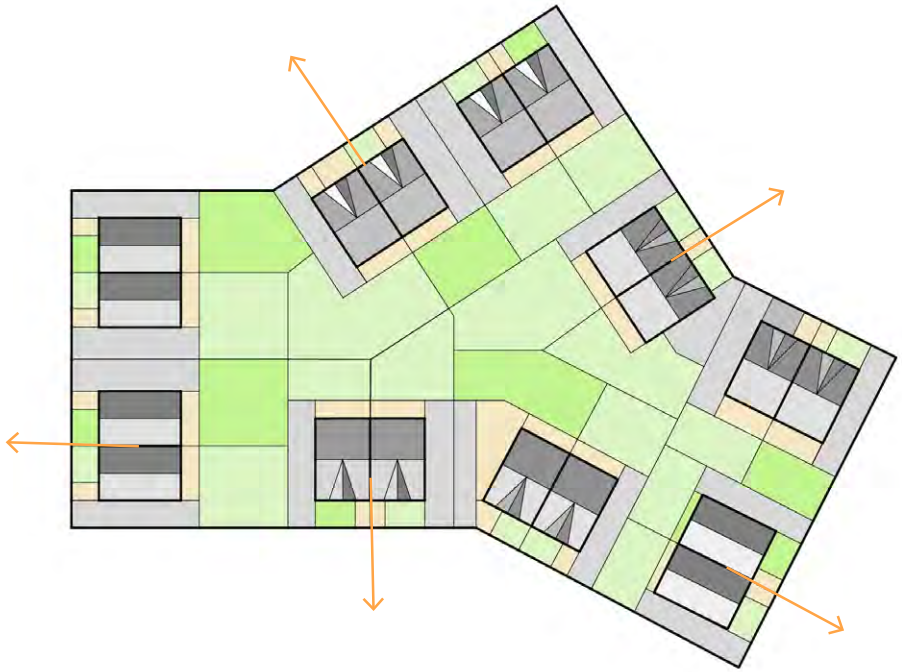
CPL-6 Outward facing development blocks

New development blocks should allow for buildings to be outward facing to overlook streets and public places with the primary access to buildings from the street via a clearly identifiable front entrances.

Objectives

- Create legible and well connected developments.
- Provide activity and natural surveillance to streets and spaces.





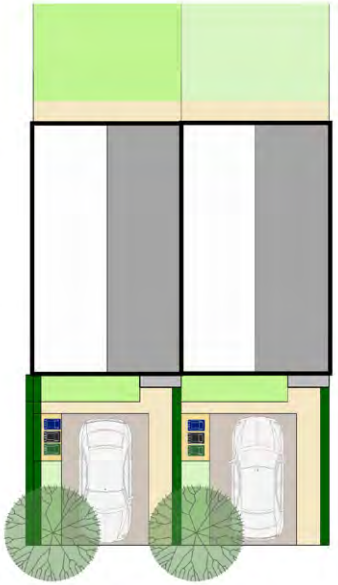
CPL-7 Residential car parking to front of dwellings

Parking to front of houses will only be accepted if the continuous row parking spaces is limited to four spaces, landscape is used to screen view of cars, adequate space for bin storage remains and pathways to entrances are unobstructed and wide enough for accessibility regulations.

Objectives

- Ensure parking does not dominate street scene.
- Provide adequate amount of residential parking.
- Avoid illegal parking on pavements.

Where front gardens are used for parking there must be space for landscape and a footpath to entrance to meet accessibility regulations.



When front parking is only possibility, it should be well screened from view with a combination of built structure and/or landscape. A pathway must be retained providing an accessible entrance to house.

Examples of front car parking with landscape screening.

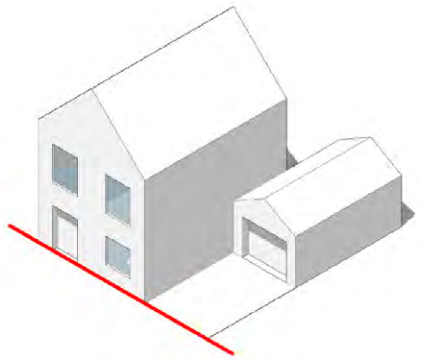
Parking to front of houses is acceptable for terraced housing and should be limited to maximum 4 spaces in row.

CPL-8 Residential car parking in garages

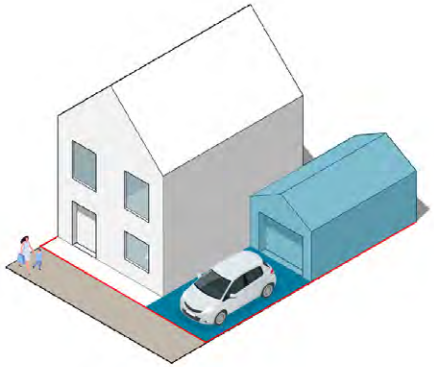
Where garages are provided, they should be set back from the building elevation. Integral parking garages may be acceptable if they are integrated into the architecture of the main building and subservient rather than dominating the façade. Garages must be of a sufficient size to accommodate a car. Developers should not rely on garages being used for car parking as people prefer to use for storage or alternative uses. Therefore, driveways in front of garages should be provided to be able to accommodate vehicle requirement of dwelling.

Objectives

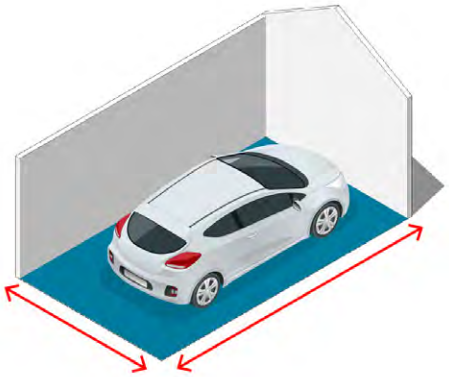
- Ensure parking does not dominate street scene.
- Provide adequate amount of residential parking.
- Avoid illegal parking on pavements.



Garages are set back behind the line of the house elevation.



Additional car parking spaces provided in driveway.



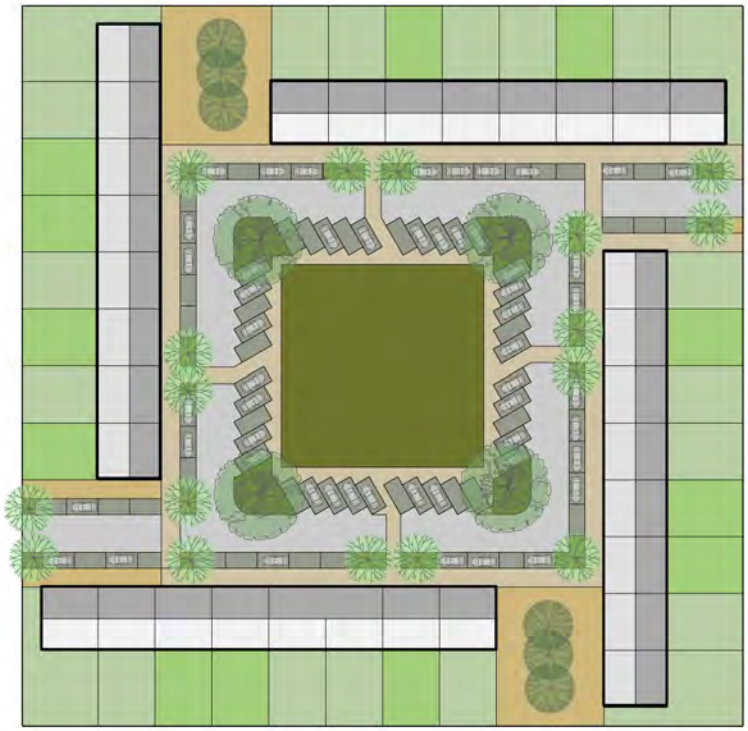
Internal space of garage is sufficient to store the car.

CPL-9 Parking solutions in residential developments

Parking provision in residential areas should be well considered and be provided in a balanced mix of parking solutions that are integrated into the design and layout of the residential scheme, to support its appearance without cars becoming visually dominant and without detracting from the character or visual quality of the place.

Objectives

- Ensure parking does not dominate street scene.
- Provide adequate amount of residential parking.
- Avoid illegal parking on pavements.



Parking is integrated into the street and central public space, creating an informal barrier between public space and street.

CPL-10 Residential car parking to side of dwellings

Car parking to the side of properties is an efficient use of plots and allows cars to be hidden from street scene. Parking can be to the side of detached, semi-detached houses and the end-of-terrace houses. Driveways should be long enough to accommodate two parking spaces without vehicles protruding extensively in front of the building elevation. Front gardens must provide landscape on the boundary to further screen cars from view.

Objectives

- Ensure parking does not dominate street scene.
- Provide adequate amount of residential parking.

Side parking at end of terrace with single parking to front.

Side parking at end of terrace with double parking to front.

Side parking for detached houses.

Side parking for semi-detached houses.

CPL-11 Residential car parking to rear of dwellings

If parking to the rear is provided in designated car parking areas, lanes or courtyards, the space should be well be well overlooked by windows, landscaped with trees and provide EV charging from the rear of properties.

Objectives

- Provide adequate amount of residential parking.
- Avoid illegal parking on pavements.

Rear parking courtyard with trees.

Rear mews with parking on-plot.

Parking courtyard with internal housing overlooking open space.

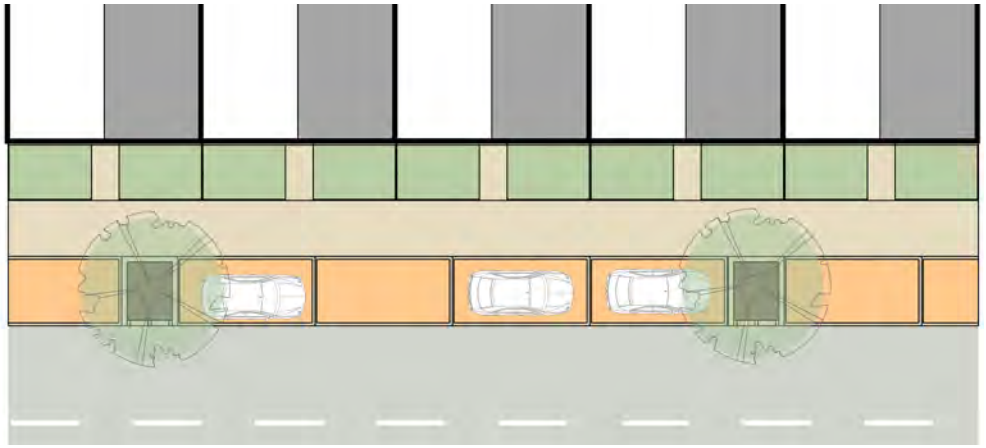
Rear courtyard with covered parking barn for residents.

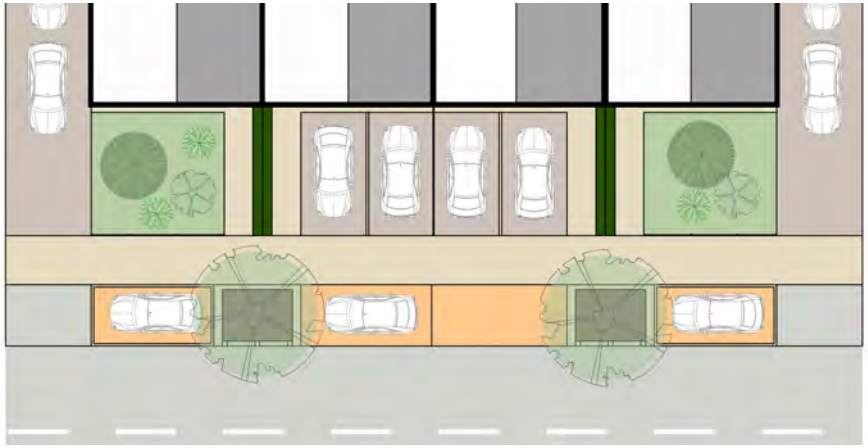
CPL-12 Residential on-street parking

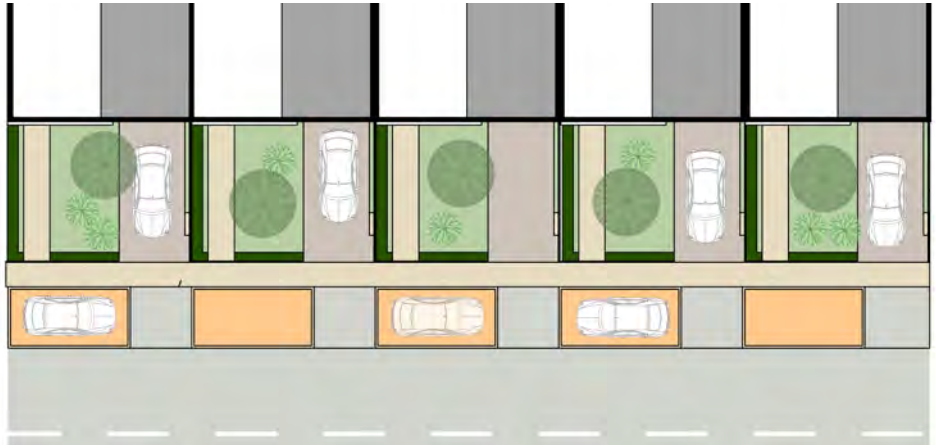
On-street parking must be designed as an integral component of the street scene with unallocated parking bays provided for visitors. Poorly designed parking solutions that may result in illegal parking on pavement kerbs will not be permitted.

Objectives

- Provide adequate amount of residential parking.
- Avoid illegal parking on pavements.





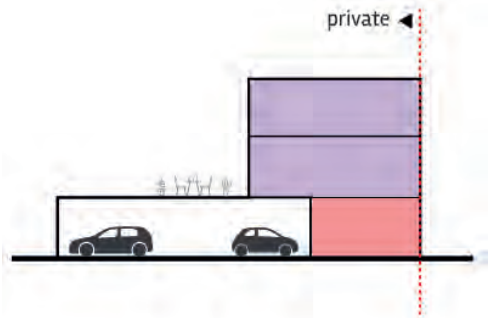


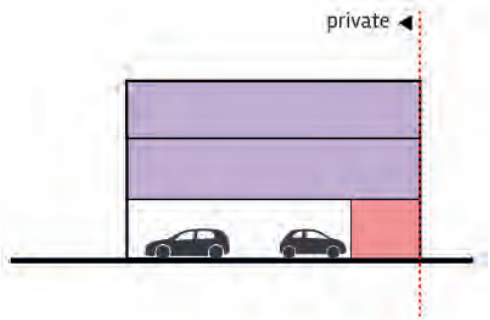
CPL-13 Under-croft car parking

Under-croft parking must be obscured from view from the street, form an integral part of the overall elevation design, with vehicle access points limited and active frontage optimised.

Objectives

- Provide active transition between buildings and public realm.
- Allow for active ground floor uses.





CPL-14 Basement car parking

Where basement parking is necessary, the entrance should not be located on the principal elevation and must be integral to the overall architecture of the building. A high-quality landscaping scheme must form part of the overall design proposal.

Objectives

- Provide active transition between buildings and public realm.
- Allow for active ground floor uses.

Active ground floor with entrance from street.

CPL-15 Electric vehicle charging

An electric vehicle charge-point must be provided with every new home. This should be positioned on the side elevation unless the house forms part of a terrace. EV charging should also be provided for new non-residential buildings for employees.

Objectives

- Provide on-plot EV charging.

CPL-16 Service vehicles

Residential street layouts should facilitate access by service vehicles, refuse and recycling vehicles and be designed so that any turning areas do not dictate the form of layout, but are incorporated within it.

Objectives

- Create safe streets.
- Provide functional multi-modal active streets.

CPL-17 Green and blue infrastructure

All new development will be expected to increase biodiversity to secure 10% net gain. To assist this, new proposals can incorporate existing natural features when available. New layouts should deliver a network of green and blue infrastructure and sustainable movement routes to support biodiversity, climate adaptation and active travel. Examples include diverse native species of planting, habitats for birds, bats, insects and bees, and space for food growing.

Objectives

- Increase biodiversity.
- Create green and open spaces for recreation.
- Work with existing natural site assets.

CPL-18 Ease of access to open space network

Street layouts, plot arrangement and density should be designed so that all houses have direct, close, safe and easy access to an area of green space, which will provide areas for local play and recreation. All homes should be within a 10-minute safe walk of local open space.

Objectives

- Create legible and connected neighbourhoods.
- Encourage active modes of travel.

CPL-19 On-plot sustainable water management

Natural or engineered solutions for water management within the plot boundary must be considered and provided whenever possible to help manage flood risk at local and wider scale. Solutions may include but are not limited to the following:

- Rainwater harvesting using butts, tanks (above or below ground), barrels or other storage devices. Harvesting pumps can be used to recycle collected water.
- Green roofs and lawns with organic mulch to improve water retention.
- Maximise natural permeable surfaces within plot including rain gardens.
- Permeable surfaces for movement and parking.
- Water channels, rills and gullies for managing water runoff within site or connected to a wider site-wide water management system.
- Incorporate soakaways, trenches, basins and retention ponds.
- Geo-cellular storage and soakaway systems.
- Use of boundary landscape and planting to slow surface water flow and enchance infiltration.

Objectives

- Mitigate localised flood risk.
- Increase biodiversity.
- Utilise natural systems for drainage.

Water butts collecting water from gutters. Source: RSPB

SuDSPod by GreenBlue Urban is a versatile and innovative on plot water attenuation approach that reduces peak flow rates from roofs and reduces CSO spills. Source: GreenBlue Urban

Porous surfaces including gravel.

Planted boundaries for water flow and infiltration.

Cellular soakaway structures for gardens.

Natural soakway channels can be incoporated into garden design.

Underground rainwater harvesting systems. Source: Graf UK Ltd

Common garden ponds can help localised water retention.

CPL-20 Street and public space Sustainable Drainage systems (SuDS)

Natural or engineered solutions for water management within streets, RoWs and the public realm must be provided whenever possible. Solutions may include but are not limited to the following.

- Permeable surfaces to allow better water infiltration into a sub-base that stores and slowly releases into ground or drains, Examples include peremeable concrete or block paving, porous asphalt, gravel, reinforced grass systems.
- Swales can be used alongside roads, car parks and paths to collect, slow and filter runoff, trap sediments and improve water quality.
- Site wide strategy for larger projects will direct water from swales to detention basins, retention ponds or wetlands.
- Rain gardens can hold runoff and soak water slowly into the ground. They can also be visual and community assets when designed well. They can be used in car parks, street corners, public spaces and road verges.
- Underground attenuation systems using modular tanks and crates to store excess runoff to release slowly. Can be used under public spaces where visual appearance is important.
- Bioretention tree pits and trenches that capture runoff and store water in the soil for tree use.
- Green walls and roofs (e.g. on bus shelters) can help capture rainfall on streets.
- Infiltration trenches alongside roads can help intercept and filter water before enters drains or ground.

Objectives

- Mitigate localised and site-wide flood risk.
- Increase biodiversity.
- Utilise natural and engeineered systems for drainage.

Planted strips, trenches and swales .

Rain gardens and infiltration trenches in Cardiff. Source: Arup and GreenBlue Urban

Porous surfaces including permeable pavers.

Rain gardens and bioretention tree pits in Grangetown. Source: GreenBlue Urban

Underground stormwater attentional tank systems. Source: Wienerberger

Rain gardens in Merton. Source: Merton Council

CPL-21 Accessible bus stops

The street network and street design should accommodate for bus stops within 10 minute walk of all new houses.

Objectives

- Encourage sustainable modes of transport.

CPL-22 Layout of commercial buildings

The layout, spacing and orientation of commercial and retail buildings within the plot should allow for adequate circulation, landscaped areas, tree planting, public realm and open spaces.

Objectives

- Encourage active travel modes.
- Ensure space for landscape and amenity in plots.

Built Form, Scale and Architecture

Built Form, Scale and Architecture

The built form, architectural style, and scale of buildings does and will play a pivotal role in shaping the character, functionality, and visual experience of Bassetlaw. These built form elements influence how developments relate to their surroundings, how they are perceived by the visitor, and how they contribute to a coherent and harmonious environment.

Careful attention to form, style, and scale will ensure that new buildings in Bassetlaw will respect the local context while allowing for creativity and innovation in modern design responses. By balancing continuity with distinctiveness, developments can reinforce identity, promote visual interest, and support a sense of human scale.

The following design codes provide guidance on achieving well-proportioned, contextually responsive built form and architectural expression that enhance both the public realm and the wider setting.

Objectives

- Link new places to their surrounding area.
- Create place specific developments.
- Assimilation and reflection of traditional building forms and layout.
- Encourage innovative modern interpretations.
- Harness the natural assets of sites.
- Create streets with cohesion, structure and identity.
- Mitigate negative visual impact.
- Create interest, depth and richness in facades.

The building line, facing materials, flat elevation, roof materials, chimneys, colours and set back from the footpath of this building establishes many rules regarding built form that should influence modern development in rural context like here in Tuxford.

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
BSA-1	National Space Standards											
BSA-2	Noise mitigation between residential units											
BSA-3	Ventilation and through breezes											
BSA-4	Maximise daylight and sunlight to internal spaces											
BSA-5	Residential front boundaries											
BSA-6	Residential side and rear boundaries											
BSA-7	House elevation composition											
BSA-8	Replication of architectural features											
BSA-9	Varied density and scale in residential areas											
BSA-10	Window reveals											
BSA-11	Built enclosure of space											
BSA-12	Size of blocks											
BSA-13	Window opening size											
BSA-14	Window shape, position and size											
BSA-15	Clear building entrances											

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
BSA-16	Depth and recessed architectural features											
BSA-17	Separation distances											
BSA-18	Chimney stacks											
BSA-19	Door shape, position and size											
BSA-20	Building proportions											
BSA-21	Building orientation and corner buildings											
BSA-22	Utility facilities on homes											
BSA-23	Residential roof pitch											
BSA-24	Residential amenity space											
BSA-25	Secured by Design principles											
BSA-26	Bin storage											
BSA-27	Solar panels											
BSA-28	Scale and mass of apartment buildings											
BSA-29	Alignment of apartments with building lines											
BSA-30	Orientation of apartment buildings											

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
BSA-31	Dual aspect apartment units											
BSA-32	Apartments overlooking amenity space											
BSA-33	Placement and design of deck access											
BSA-34	Internal corridors in apartment buildings											
BSA-35	Noise mitigation in apartment buildings											
BSA-36	Apartment buildings within plots											
BSA-37	Size and design of balconies											
BSA-38	Apartments elevation and composition											
BSA-39	Waste and recycling storage											
BSA-40	Screening external equipment											
BSA-41	Bicycle storage											
BSA-42	Entrances to apartment buildings											
BSA-43	Commercial building entrances											
BSA-44	Commercial surface car parking											
BSA-45	Commercial boundaries											

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
BSA-46	Articulation of commercial elevations											
BSA-47	Recessed or projecting commercial elevations											
BSA-48	Commercial set back											
BSA-49	Residential conversions											
BSA-50	Converting shops to residential											
BSA-51	Converting historic buildings											

BSA-1 National Space Standards

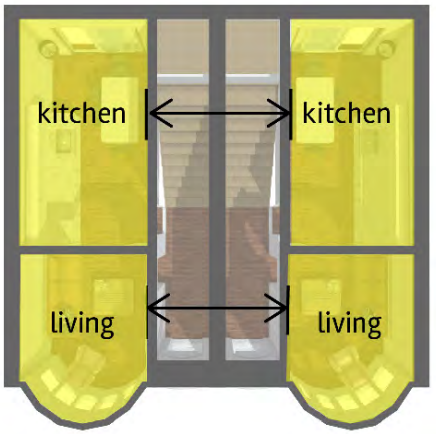
All new houses and apartments must meet the Nationally Described Space Standards and be accessible. Houses should provide adequate internal space for amenity with ideally two living spaces to be used for playrooms, offices or guest accommodation.

Objectives

- Provide adequate internal living environment.

BSA-2 Noise mitigation between residential units

Attached new houses should be designed to mitigate noise from neighbours, traffic and other local land uses that generate noise. This may include the separation of habitable rooms away from the party wall of adjoining houses, consideration of window openings on heavily trafficked roads.

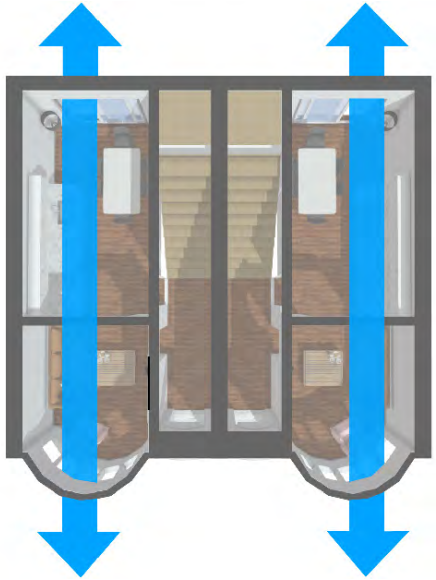


Objectives

- Minimise disruption and noise between neighbours.

BSA-3 Ventilation and through breezes

The orientation, internal layout and window openings of dwellings should be designed to allow for cross ventilation through the front and rear of the building.

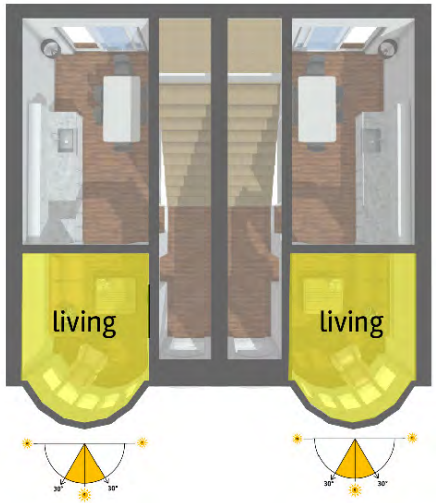


Objectives

- Natural cooling internal spaces in summer.
- Providing fresh air to internal spaces.

BSA-4 Maximise daylight and sunlight to internal spaces

New dwellings should maximise the levels of daylight and ventilation whilst ensuring privacy to all habitable room. This will include consideration to the position and orientation of the plot, depth of plan, the internal layout and the size of window openings.



Objectives

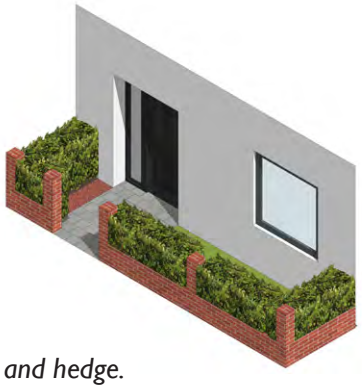
- Maximise daylight and sunlight entering buildings.

BSA-5 Residential front boundaries

Front boundaries are required to define the threshold between public and private space and to create an enclosed garden or in some circumstances, screen car parking and bins. The design and materials of front boundaries should be based upon a contextual study of boundary treatments on street or in local area. Robust materials are expected including low brick or stone walls, wooden or metal railings and always combined with landscape such as hedgerow and trees.

Objectives

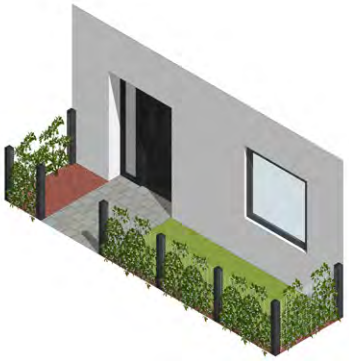
- Define the space between public and private ownership.
- Address Secured by Design Principles.
- Increase biodiversity.



Wall and hedge.

Metal railings and fence.

Metal railings and shrubs.



Railings and climbing plants.

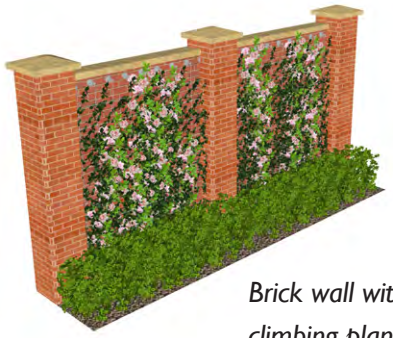
BSA-6 Residential side and rear boundaries

Side boundaries will need to be designed to Secured by Design principles as well as be visually attractive when facing the public realm. When facing public space, side or rear boundary materials should be robust and long-standing, combining brick or stone walls with landscape. Side or rear boundaries to neighbours gardens can be wooden fences combined with landscape such as hedgerow or climbing plants.

Objectives

- Address Secured by Design Principles.
- Increase biodiversity.

Public boundary examples



Brick wall with hedge and climbing plants.

Wall with trellis and piers and landscape.

Private boundary examples

Wooden fence with hedge and climbing plants.

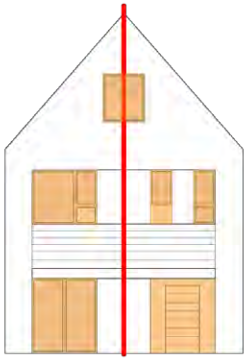
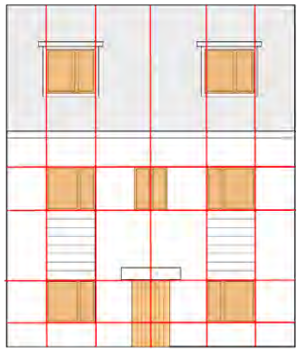
Fence with brick piers and hedgerow.

BSA-7 House elevation composition

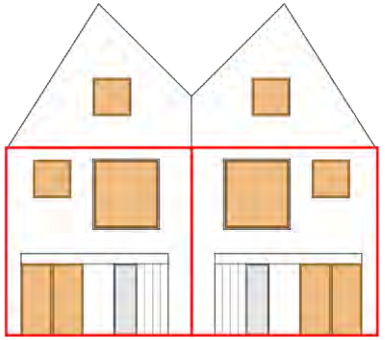
New dwellings should provide a visually harmonious composition, informed by their context and should display architectural integrity, whether contemporary or traditional in design, and should avoid incoherent and unconvincing copies when reflecting historic styles or details.

Objectives

- Create visually appealing architectural elevations.




BSA-8 Replication of architectural features

Streets should display a visual coherence between neighbouring buildings by replicating at least one main architectural feature in the front elevation

Objectives

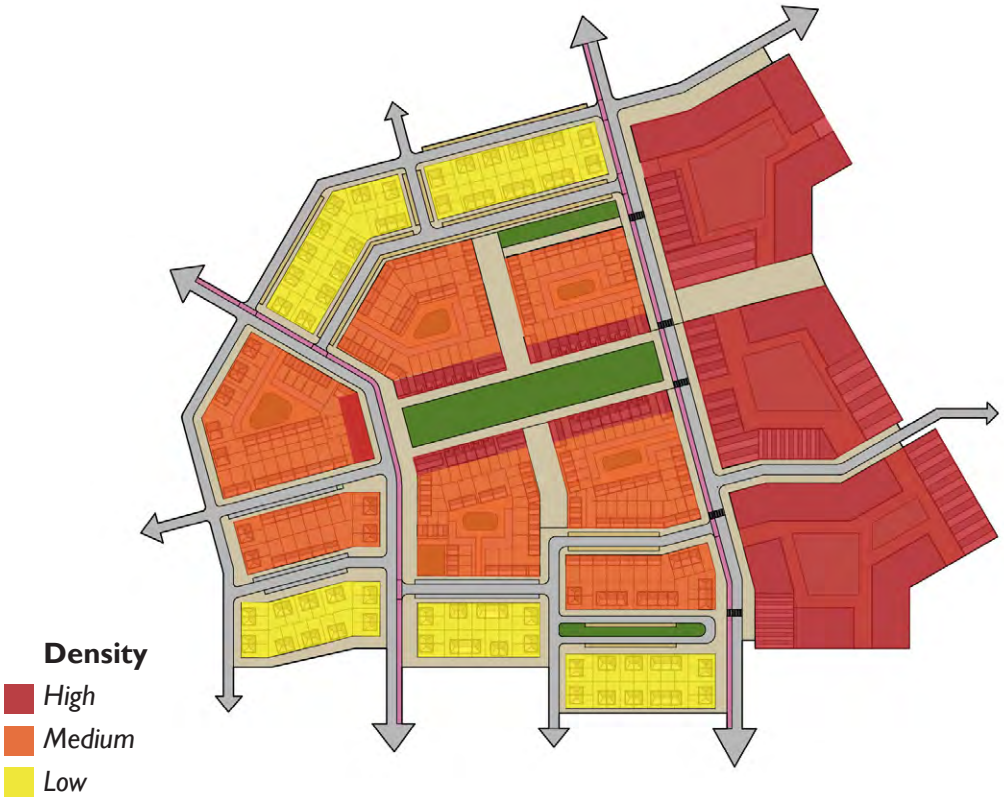
- Create structure and cohesion in street scene.
- Create unique character within a street.

BSA-9 Varied density and scale in residential areas

New development, depending on its scale and context, should provide variable densities to support areas of character, highlight entrances, enclose open spaces, improve the viability of local services, facilities and the landscape setting of the area. Density should be enhanced along key movement corridors, at intersections, and focal spaces, overlooking public spaces and within the centre of neighbourhoods, communities and villages.

Objectives

- Create legible and navigable neighbourhoods.
- Create sense of place and identity.



BSA-10 Window reveals

Windows should be set back from the building elevation to create external window reveals. Window frames can project as oriel windows to create a similar illusion of depth within the elevation. Similarly, doors can be set back to create shadow-line. Flush facades may be acceptable if can be proven within context appraisal that there are common examples within the context that sets the precedent.

Objectives

- Create visual interest to building elevations.
- Provide shadow lines to create depth to elevations.





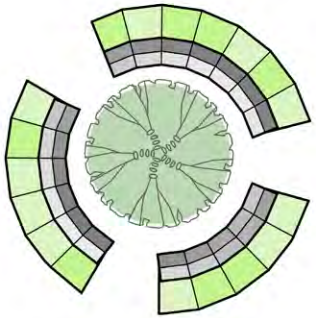

BSA-11 Built enclosure of space

Buildings should be used to enclose and activate public spaces. The extent to which spaces are enclosed will be informed by local context.

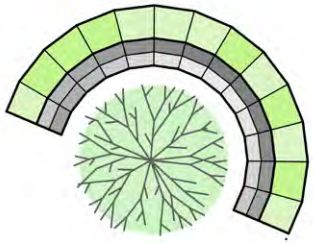
Objectives

- Create legible and navigable built environment.
- Create sense of place and identity.

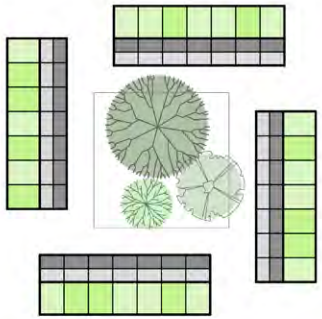
Types of enclosure in residential areas using buildings



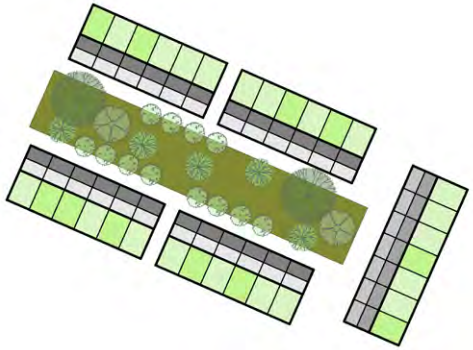
Circus.



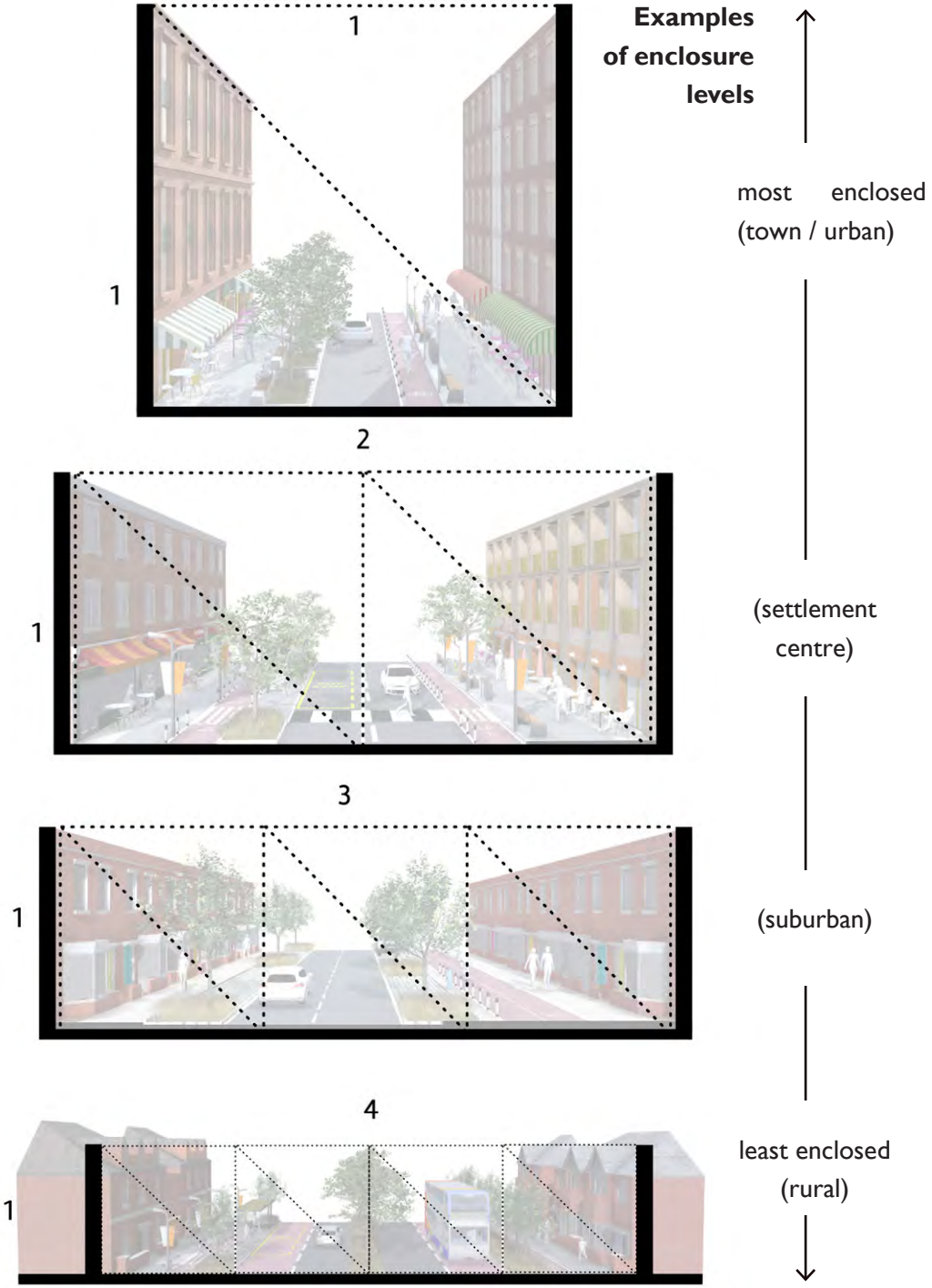
Crescent.



Square.



Linear.

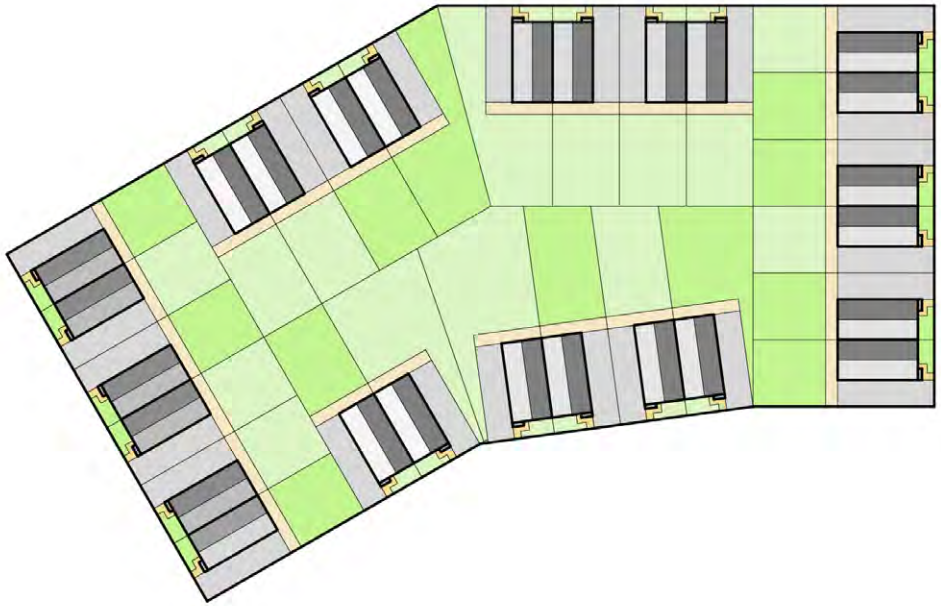


BSA-12 Size of blocks

The size and shape of blocks should be considered by balancing the needs for buildings and garden size against how easily people can navigate around the block. Where appropriate, smaller blocks should be used as they result in shorter streets, more permeability of routes and frequent intersections. Garden size should not be compromised to achieve small blocks.

Objectives

- Balance needs of plot size with permeability of street network.
- Provide active, connected and legible network of streets.
- Create short direct routes to local services.

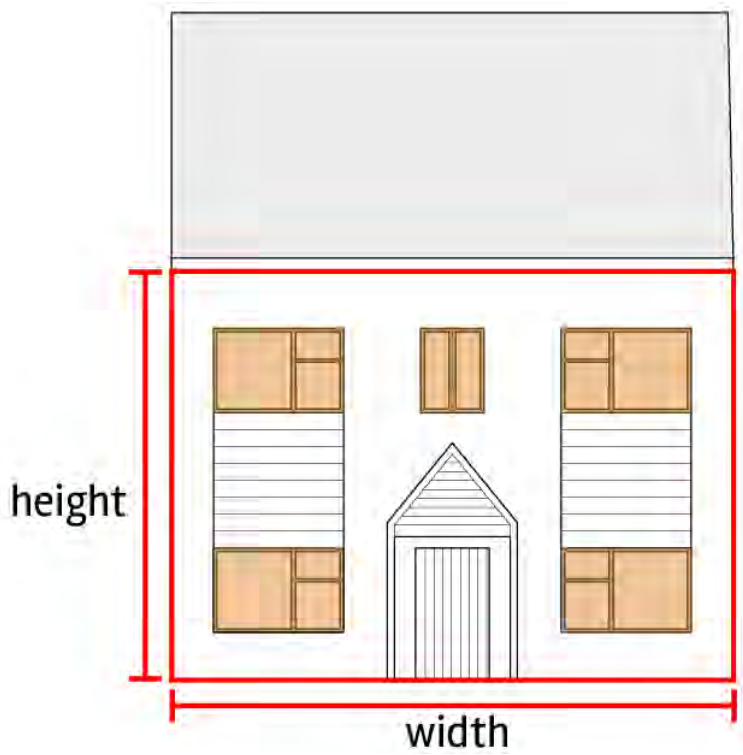


BSA-13 Window opening size

Window openings in domestic style buildings should make up at least 20% of the front elevation, while still considering requirements to avoid overheating.

Objectives

- Create attractive building elevations.
- Maximise daylight and sunlight entering buildings.



Window elevation ratio

Calculate elevation area = width (W) x height (H)

Calculate window openings = window width (ww) x window height (wh)

Total window openings = add all window areas together

Window to elevation ratio = window openings / elevation x 100 = %

Detached house

Elevation = 53.1m^2

width (W) 9m x height (H) 5.9m

Window openings = 14.28m^2

Window to elevation ratio = **28%**

Semi-detached house

Elevation = 35.7m^2

width (W) 6.1m x height (H) 5.85m

Window openings = 9.8m^2

Window to elevation ratio = **27%**

Terraced house

Elevation = 25.2m^2

width (W) 4.2m x height (H) 6m

Window openings = 7.8m^2

Window to elevation ratio = **31%**

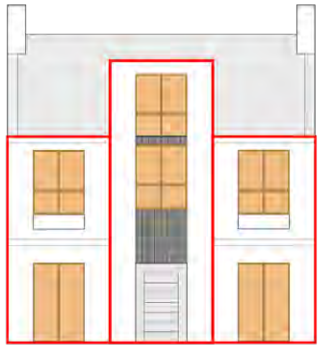
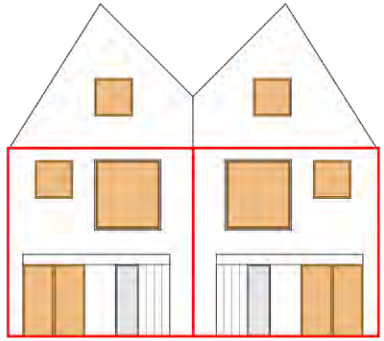
BSA-14 Window shape, position and size

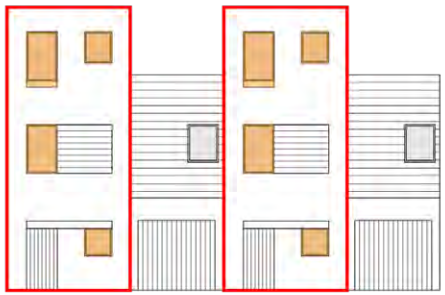
Window openings should be a suitable shape, position and size to create a coherent structure within the front elevation and street scene. Windows should reference typical size, shape, proportion, and surround details from the local context, including brick arches / voussoirs and stone sills.

Objectives

- Create attractive building elevations.
- Maximise daylight and sunlight entering buildings.



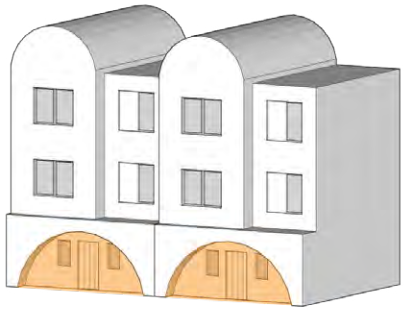


BSA-15 Clear building entrances

Buildings should have a clear and well-defined entrance. Any projection, canopy, overhang, porch or recessed entrance should be integral to the architectural design and be used to complement the elevation and street scene.

Objectives

- Create attractive building elevations.
- Strengthen the functionality and character of buildings.

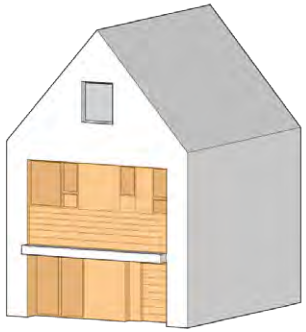


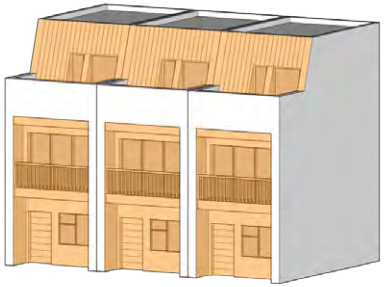
BSA-16 Depth and recessed architectural features

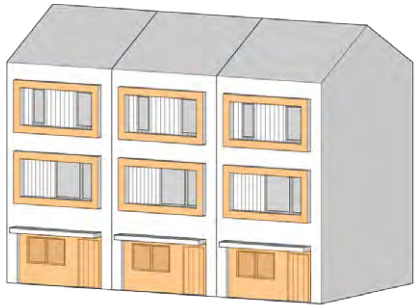
The front elevation of buildings should be designed with architectural elements that add depth and visual interest such as projecting or recessed features. Windows should be recessed or protrude to create visual interest and depth. Flat elevations should be avoided unless it can be demonstrated in the context and character assessment that the local context has buildings with flat elevations and features such as flush fitting casements.

Objectives

- Create attractive and interesting building elevations.





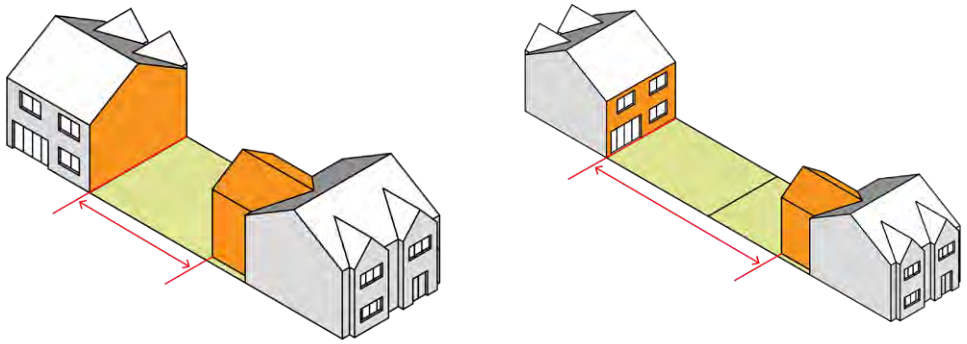


BSA-17 Separation distances

Minimum separation distances should be used to ensure reasonable levels of privacy and daylight. Separation distances may need to be relaxed or increased depending on the specific circumstances, such as location, the conversion of existing buildings, the character of the area, topography or other relevant considerations.

Objectives

- Protect privacy between neighbouring buildings.
- Maximise daylight and sunlight entering buildings.



BSA-18 Chimney stacks

New buildings of a domestic style should have chimney stacks of a suitably appropriate size, proportion, material and construction to form a feature of the main building. Chimney stacks should not appear unrelated to the geometry of the dwelling.

Objectives

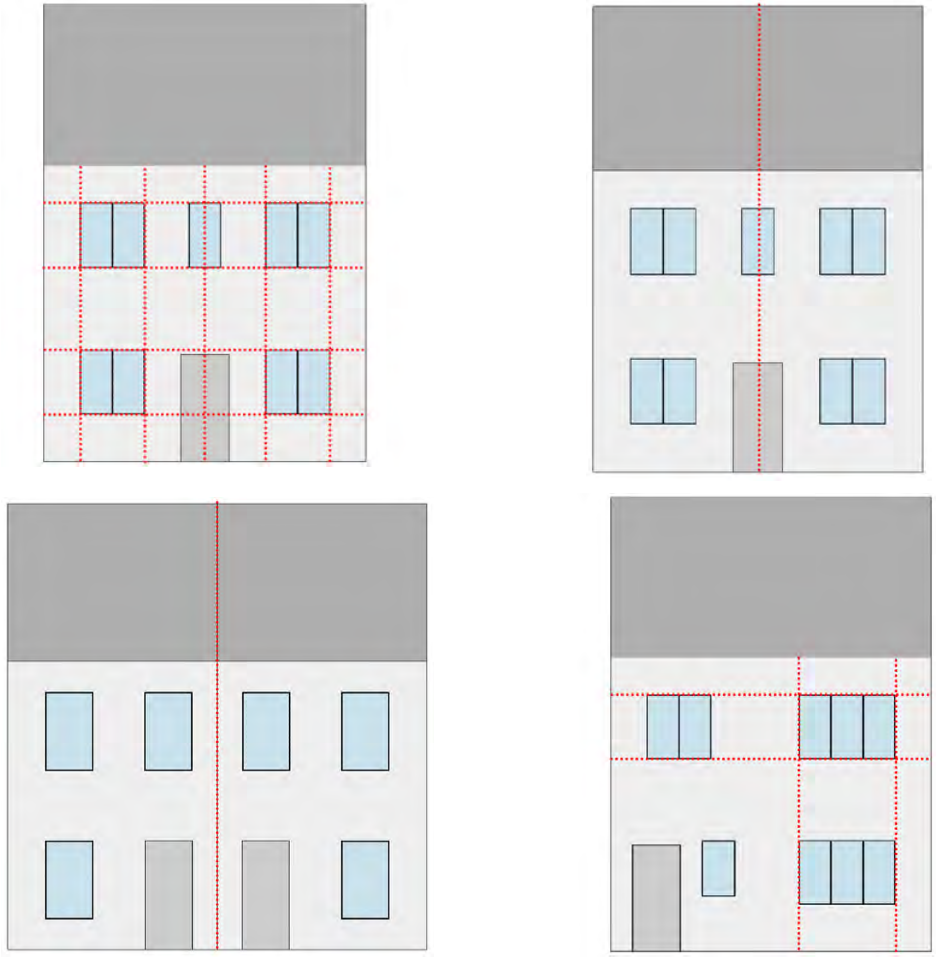
- Maintain traditional architectural details.

BSA-19 Door shape, position and size

Door openings should be a suitable shape, position and size to create a coherent structure within the front elevation and street scene. They should reference typical details appropriate to the local context such as fanlights, door surrounds and hood moulds. Standard white uPVC door units should be avoided. Letter boxes, where incorporated, should be positioned at mid-height to ensure effective use.

Objectives

- Create attractive building elevations.



BSA-20 Building proportions

The ratio between building elevation width and height should be considered to achieve a visually appealing proportion of the elevation. Traditional standards of building proportion, such as the golden ratio, should be used for determining the balance between width and height.

Objectives

- Create visually appealing elevations.

Both examples of apartment building and detached house display the traditional rules of proportion - the golden ratio between building height and width that creates balanced and harmonious elevation.

Examples of well balanced building proportions

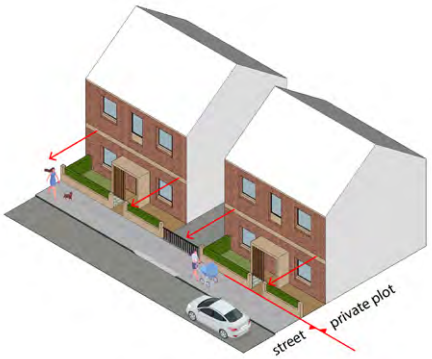
BSA-21 Building orientation and corner buildings

Building frontages and entrances should be orientated to positively address the street. Entrances must be overlooked from neighbouring buildings to provide a safe environment for everyone. Blank elevations should be avoided or minimised to limit their extent against public frontages.

Corner buildings must articulate the corner and address both frontages. For example, highlighting corners can be achieved by expressing height, the inclusion of prominent entrances and/ or windows or using the buildings form, architecture and quality materials to provide emphasis. In mixed use schemes active ground floor uses can also be effective.

Objectives

- Create safe and well overlooked places.
- Buildings address and activate public realm.
- Create attractive building elevations.



Buildings face street with primary elevation and main entrance.

Corner buildings face both streets with windows and active elevation.

BSA-22 Utility facilities on homes

New dwellings should discretely accommodate storage and servicing requirements. External features (including air source heat pumps, utility boxes, extractor vents and boiler flues) should be positioned discretely (ideally away from public view) and coloured so they do not appear dominant or detract from the appearance of the building or development. Where features are still prominent, they should be screened by landscape.

Objectives

- Hide unsightly or distracting elements from public view.

BSA-23 Residential roof pitch

New dwellings should avoid shallow roof pitches (less than 35 degrees) or over dominant roof forms and dormer windows.

Objectives

- Create visually appealing houses and buildings.

BSA-24 Residential amenity space

All homes should have access to an amenity space, in form of gardens for homes or communal spaces for apartments. For homes, a 50sqm garden for 2-bed, 70sqm garden for 3-bed, 90sqm garden for 4+ dwellings. Apartments should have access to private or communal space of at least 25sqm per unit.

Objectives

- Provide appropriate level of amenity for residents.

BSA-25 Secured by Design principles

New homes should meet Secured by Design guidelines published by the Police.

Objectives

- Create safe homes and environments.

BSA-26 Bin storage

New dwellings should have an adequate storage area for refuse and recycling containers, designed and sited so as not to detract from the appearance of the house and to allow bins to be safely and conveniently taken to the collection point. Design bin storage areas to be discrete, functional and robust.

Objectives

- Mitigate impact of unpleasant visual distractions.

BSA-27 Solar panels

When solar panels are required on public facing roof pitches, the detrimental visual impact should be reduced by selecting flush fitting panels with a buff finish or by positioning these in a horizontal row just below the ridge line.

Objectives

- Mitigate impact of unpleasant visual distractions.

BSA-28 Scale and mass of apartment buildings

Bassetlaw District is not commonly characterised by apartment buildings or large buildings unless within urban settlements. Where apartments are considered acceptable they should match the scale of surrounding buildings where they are proposed. Where it has been deemed appropriate to gently increase the density of housing areas, apartments buildings should taper height down towards lower neighbouring buildings to reduce impact of sudden change in height. Apartment buildings may incorporate design details such as setbacks, projections, corner features and decorative material detailing to break up the massing.

Objectives

- Provides range of home types and tenure for local demand.
- Increase density in key allocated areas.
- Respect and reference local context in terms of scale.

Apartments are designed to align with local height and mass context.

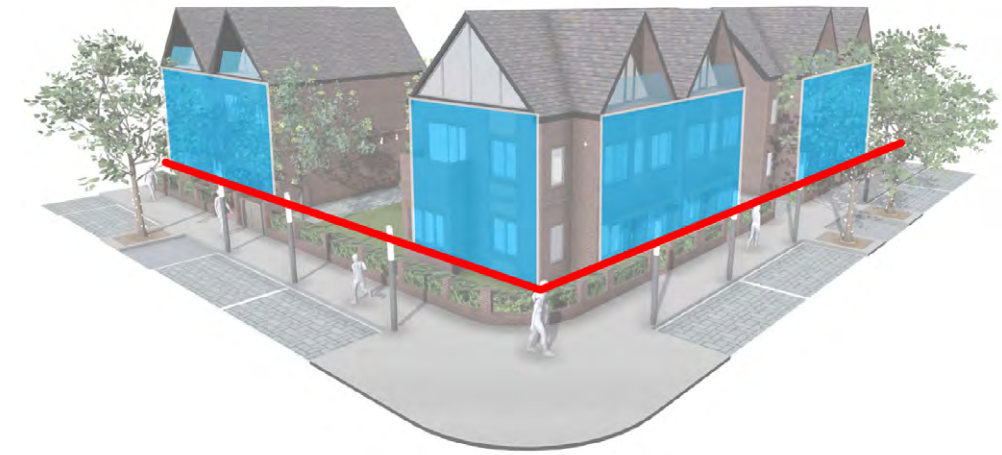
Where appropriate, gentle densification is permissible and apartments still respect the mass and height of neighbours..

BSA-29 Alignment of apartment buildings with building lines

The positioning of apartment buildings should align with existing building lines where the scale should be appropriate to the site and local context. Where building lines on streets are not clear or there are varied set backs, there will be more scope for alternative design response.

Objectives

- Create attractive street scenes.

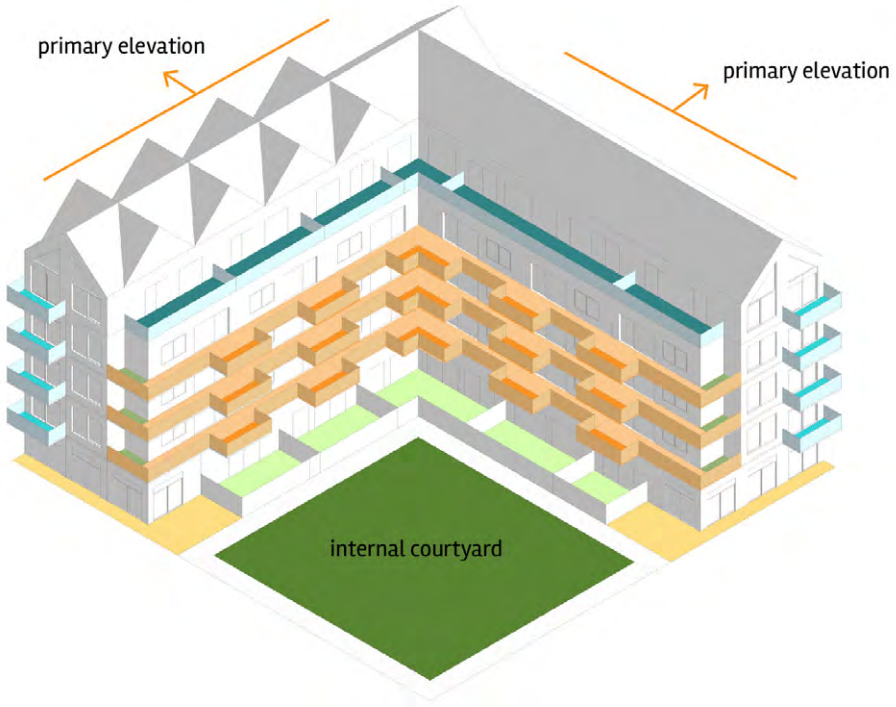


BSA-30 Orientation of apartment buildings

The principal elevation should face the main public street and provide many windows overlooking the street. The main entrance should be visible and identifiable from the public realm. Where apartments directly face onto the amenity space, ground floor units should be designed with private amenity space or with direct access to communal open space. Landscaping should be integrated to create privacy for ground floor dwellings.

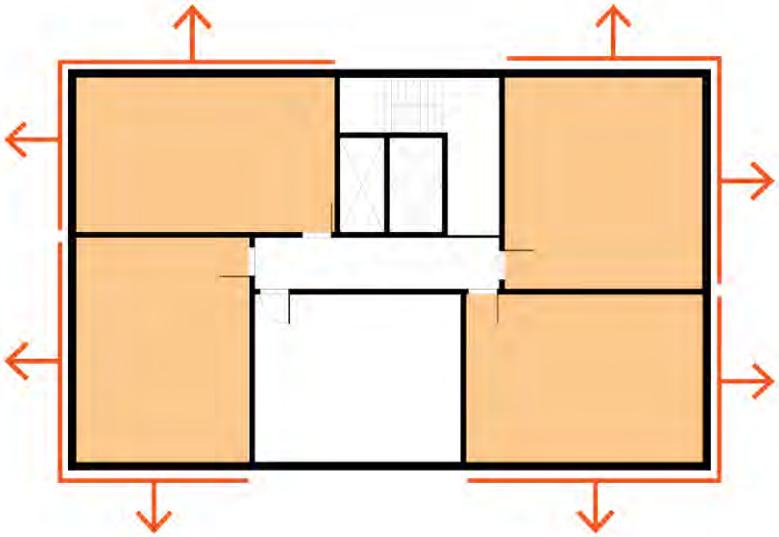
Objectives

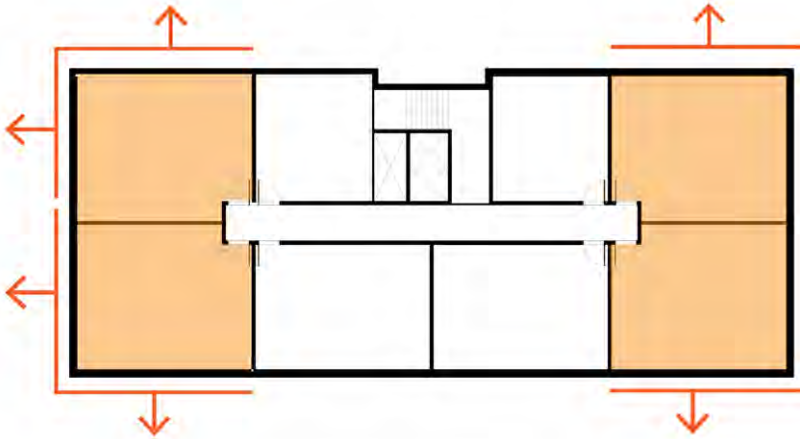
- Create attractive active building elevations.
- Natural surveillance of public space.
- Overlooked amenity spaces.



BSA-31 Dual aspect apartment units

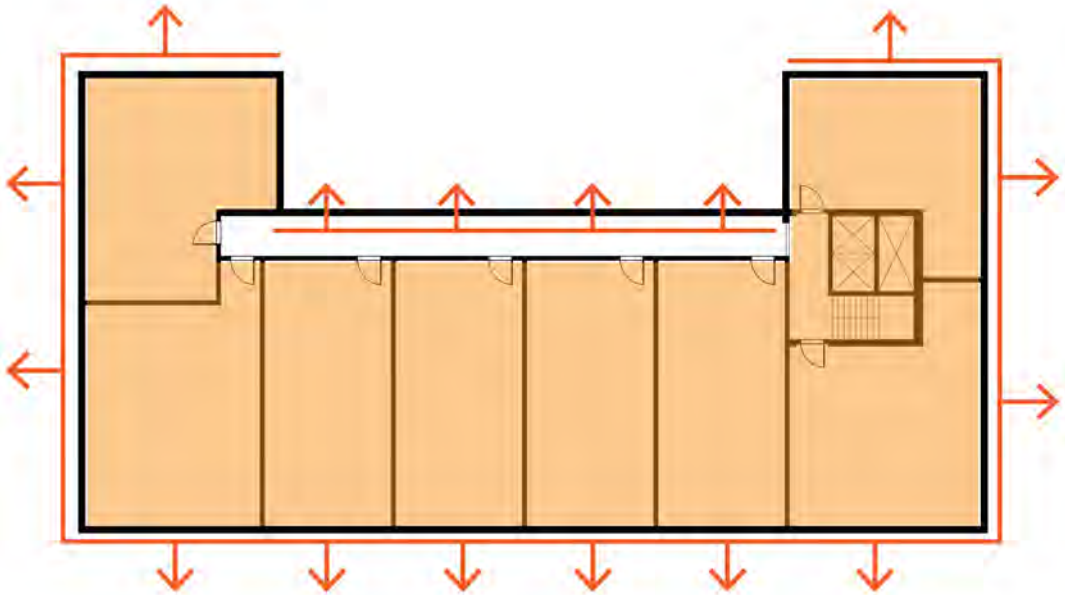
Apartments should be dual aspect whenever possible, with openable windows on two or more walls. Single aspect apartment designs will need to demonstrate that adequate levels of light and ventilation can still be achieved. Single aspect units facing north must be minimised as much as possible.

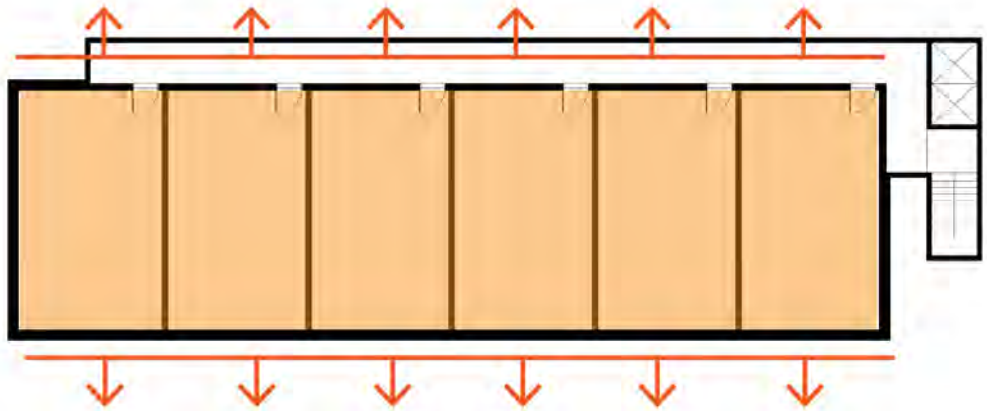




Objectives

- Maximise daylight and sunlight to internal space.





BSA-32 Apartments overlooking amenity space

Where apartments directly face onto the amenity space, ground floor units should be designed with private amenity space or with direct access to communal open space. Landscaping should be integrated on boundaries where necessary to provide privacy screening for ground floor apartments facing amenity space.

Objectives

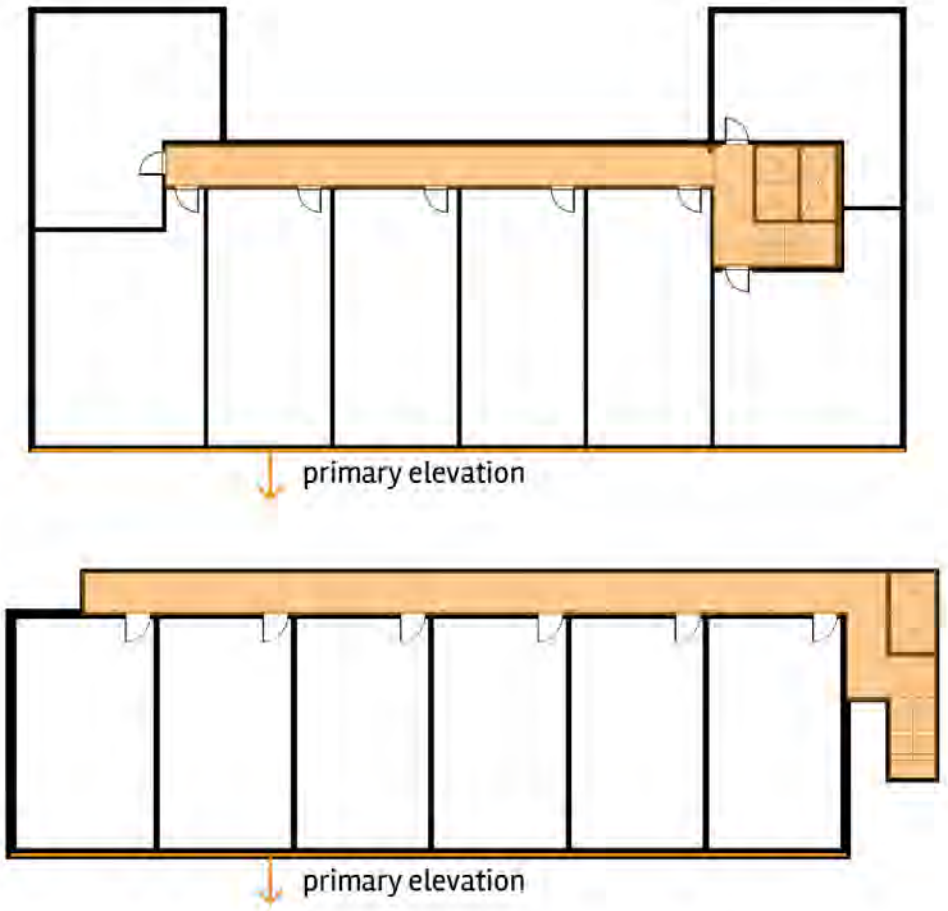
- Create safe and active communal spaces.
- Increase social cohesion and create communities.

BSA-33 Placement and design of deck access

Deck access should be integrated into the architecture of the building and not be sited on a principal outward facing elevation.

Objectives

- Create visually appealing and characterful apartments.
- Mitigate potentially unsightly architectural elements from street scenes.

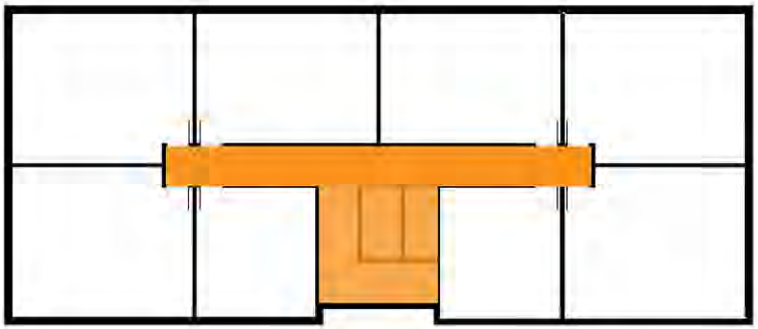


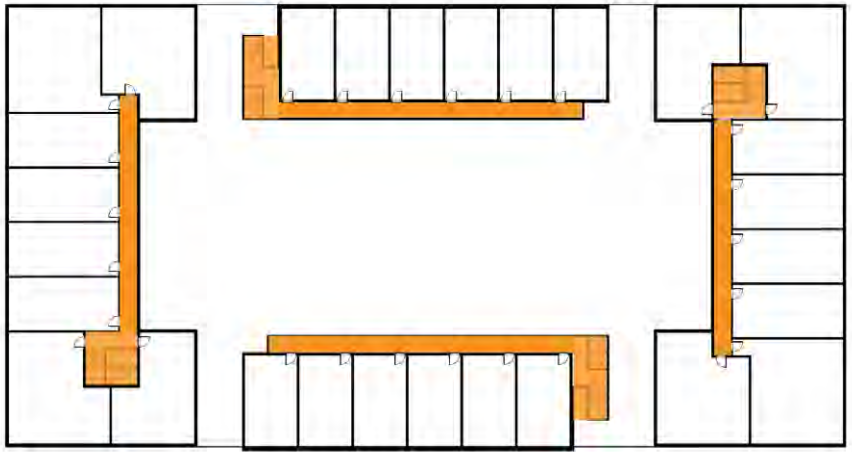
BSA-34 Internal corridors in apartment buildings

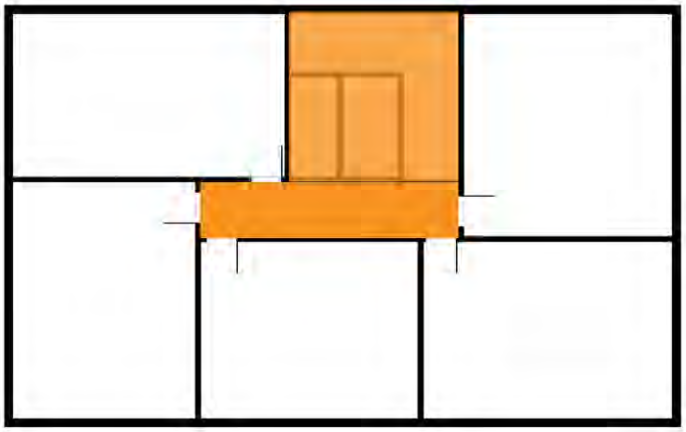
Internal apartment layouts should be designed as short corridor lengths with clear sight lines to aid with navigation and way-finding. Long internal corridors serving Multiple single aspect dwellings should be avoided.

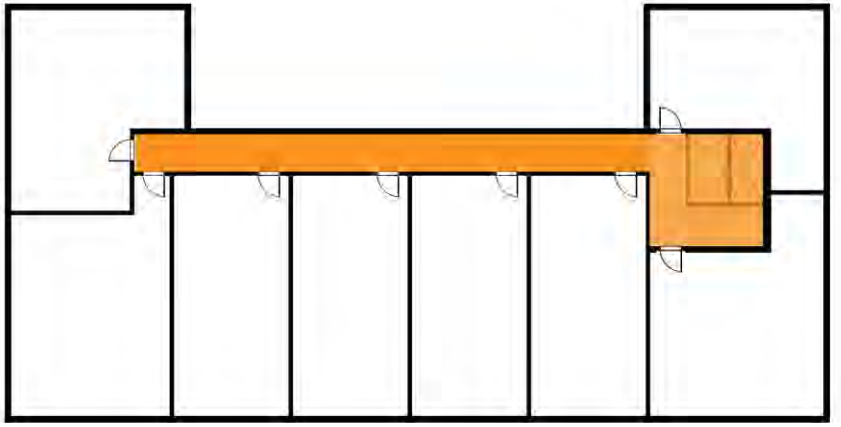
Objectives

- Improve social cohesion.
- Increase community interaction.









BSA-35 Noise mitigation in apartment buildings

Internal layouts of apartments should locate habitable rooms like living spaces and bedrooms away from noise sources such as lifts, plant rooms and staircases. Layout and design features should mitigate any noise transmission between neighbouring habitable rooms as much as possible.

Objectives

- Mitigate negative issues of noise within apartments.

BSA-36 Apartment buildings within plots

The layout, spacing and orientation of apartments within the plot should allow for adequate circulation, landscaped areas, tree planting, bicycle storage and communal garden spaces.

Objectives

- Provide adequate space for landscape and community facilities.

BSA-37 Size and design of balconies

When balconies are provided, they should be positioned to the rear of apartments or in concealed locations, dependent on any overlooking issues that may arise. When provided on public elevations, balconies should be integrated into the architectural design of elevations and when appropriate form an important visual feature of the building. They should not be less than 1.5m in depth and no less than 5sqm in total area for units with 2 residents and an additional 1sqm for each additional resident.

Objectives

- Provide adequate private amenity space for residents.

Balconies are recessed into the building elevation.

Balconies protrude externally from the building elevation.

BSA-38 Apartments elevation and composition

Apartment facades should display a balanced composition of windows and doors to create a coherent structure within the elevation. Windows should be set back and the facade should incorporate depth and projection to add interest and relief to buildings. Balconies and roof terraces can be used in addition to create further depth. If it can be demonstrated in the context and character assessment that the local context has buildings with flat elevations, there can be justified reason to provide flat elevations on new apartment buildings.

Objectives

- Create interest and depth in elevations.
- Provide visually appealing buildings.
- Align with local traditional domestic scale context.

Corner apartments have active window elevations on all public sides.

Infll apartments reference the local domestic architecture of neighbours.

Elevations display qualities of proportion, symmetry and rhythm.

Apartments reference height, roof and bay windows of neighbours.

Apartments use balconies and terraces to create depth and recess.

Recessed balconies and roof terraces add depth and variety to the elevation.

Repeated architectural features create rhythm and structure on street.

Apartments use bay windows and roof terraces to create depth.

BSA-39 Waste and recycling storage

Buildings should have communal waste and recycling areas within an enclosure or located internally, away from public view when possible. Where integrated within a building, it must be accessed externally. Where located in a separate store, the design and materials used should be complimentary to the development and any negative impacts of noise or smell mitigated.

Development must be designed, constructed and implemented to minimise the creation of waste, maximise the use of recycled materials and assist the collection, separation, sorting, recycling and recovery of waste arising from the development, which would be in accordance with Policy WCS2 'Waste awareness, prevention and re-use' of the Nottinghamshire and Nottingham Waste Core Strategy (2013) and Policy SP1 of the new Waste Local Plan.

Objectives

- Mitigate negative visual, noise or smell impact.
- Create functional buildings.

BSA-40 Screening external equipment

External equipment for commercial buildings should be located to the rear or on top of buildings and screened from public view using architectural feature or landscape.

Objectives

- Mitigate negative visual impact.
- Create functional buildings.

BSA-41 Bicycle storage

Cycle parking storage must be provided within plots, in a secure and easily accessible location, either externally in a covered store or internally with a external entrance. Storage should provide for a range of cycle types and be large enough for a bike per resident. Buildings that front onto the public realm should have easily accessible cycle parking storage close to the main entrance to encourage people to easily use their bikes for short trips.

Objectives

- Encourage active travel modes.
- Mitigate negative visual impact of storage.

BSA-42 Entrances to apartment buildings

Apartment main entrances should be located on the principal elevation and adjacent to the main public thoroughfare for pedestrians and cyclists whenever possible. The design should be make it clearly visible for visitors, well-lit and form a design feature in the overall architecture of the building. Where entrances are set back from view, entrances should be clearly design and there should be adequate signage, clearly directing people to accessible entrances.

Objectives

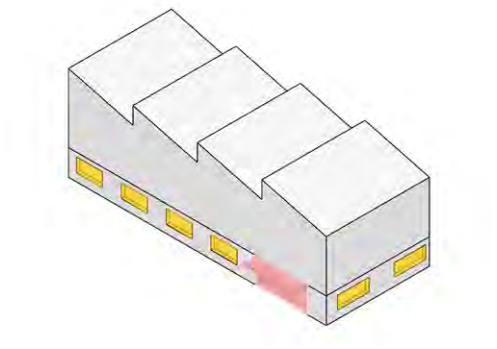
- Create clear and accessible entrances.

BSA-43 Commercial building entrances

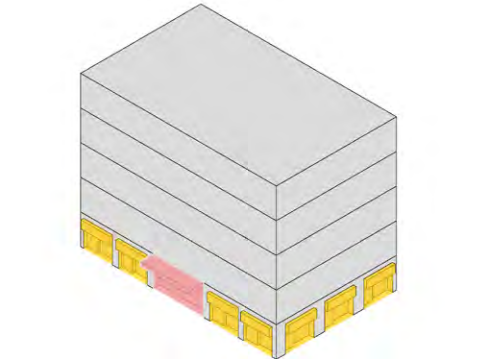
Where commercial buildings face the public realm, the extent to which it is set back will depend upon its use, the ground floor uses and any existing building line that exists. Entrances and lobby spaces should be from the principal elevation and accessible from the main highway by foot. Entrances must be well-lit; integral to the overall architecture of the building; and, finished in robust materials.

Objectives

- Create clear and accessible entrances.
- Create active and overlooked public realm.



Ground floor windows for the office areas of this industrial warehouse unit. Clear wide entrance on the prominent corner elevation.



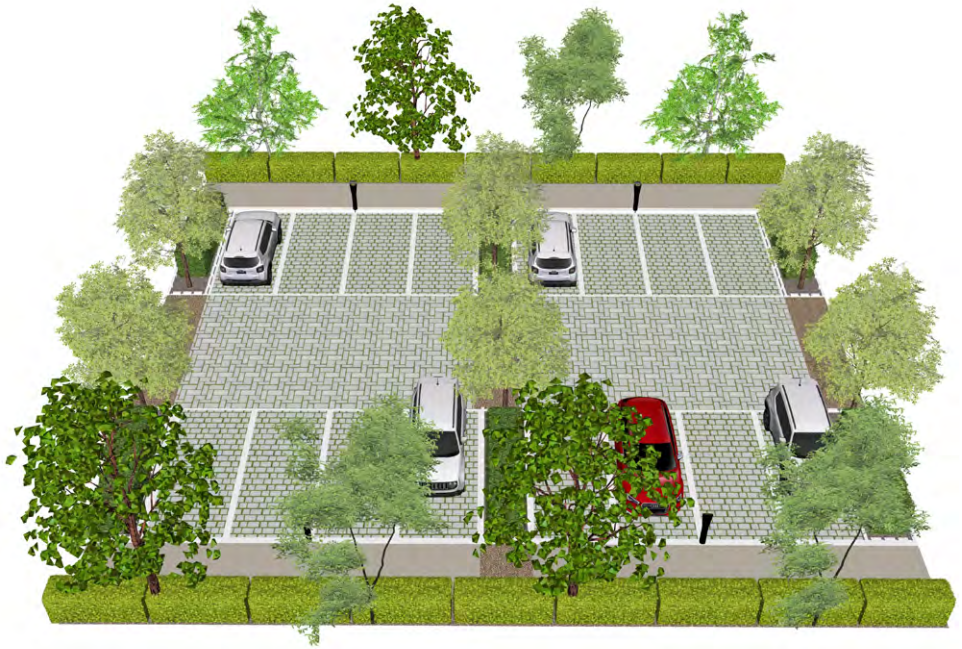
Ground floor retail units activate this office building. A clear building entrance in centre of main public elevation.

BSA-44 Commercial surface car parking

Commercial surface car parking must be well landscaped, contain trees and allow for natural surveillance and easy access to the buildings it serves. Where pedestrian entrance to buildings is accessed across car parking areas, the route should be direct, safe, accessible and well-lit. The building entrance should be clearly located from the public boundary and from parking spaces. Where entrances are not obvious, signage can direct pedestrians and disabled visitors to the main entrance.

Objectives

- Encourage active travel modes.
- Mitigate negative visual impact.



Surface car parking areas, including trees, hedges and porous surfaces.

BSA-45 Commercial boundaries

Boundary treatments should define areas of public and private space in commercial developments. The design and materials of boundaries should draw on local traditions and detailing to strengthen local distinctiveness. Boundaries should normally be a combination of robust hard materials and soft landscape.

Objectives

- Define threshold of private and public space.
- Increase biodiversity and soften hard surfaces.

Commercial boundaries include hedgerow and trees.

BSA-46 Articulation of commercial elevations

The design of commercial buildings must provide architectural interest and articulation to elevations using recessed and projecting elements. For modern warehouse and industrial buildings, the entrance or active components of building can be emphasized using alternative materials, projections or other architectural features.

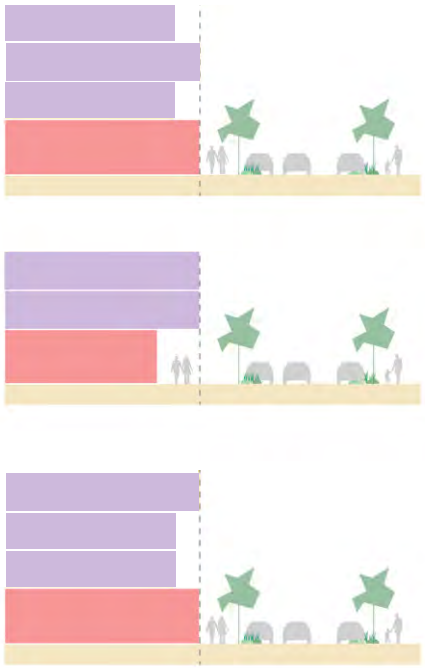
Objectives

- Create interesting commercial elevations.
- Highlight entrances to commercial buildings.

BSA-47 Recessed or projecting commercial elevations

The elevations of commercial buildings should use recessed or projecting elements to break up large elevations, either vertically or horizontally. The type and extent of projection will be dependent upon the height/width of the building.

Measures should use a combination of recesses or projections within the elevation and changes in materials or detailing.



Objectives

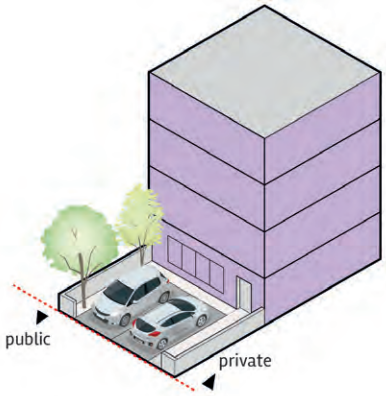
- Avoid unattractive and overly bulky buildings.
- Create active ground floors.

BSA-48 Commercial set back

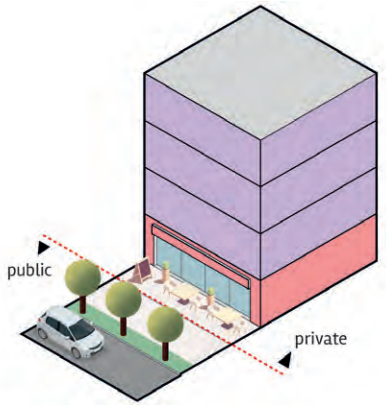
The extent to which commercial buildings are set back will depend on the ground floor use and the existing context, including any strong building lines. Ground floors should have a close relationship with the public realm, activating it with uses that are operational throughout the day and provide spillover uses on streets such outdoor dining. If buildings need to be set back for parking or security, then the threshold is important to allow visitors to easily access a clear entrance. Landscape should be used in all circumstances.

Objectives

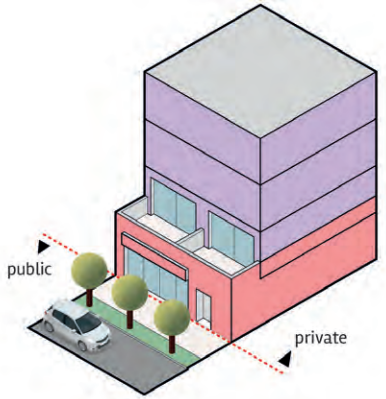
- Clear entrances to buildings.
- Create active and well overlooked public realm.



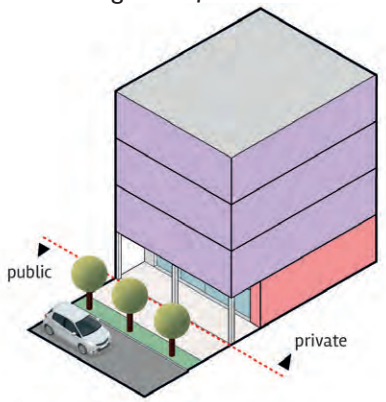
Set back for parking.



Set back for outdoor dining.



0m set back at ground floor.



Ground floor colonnade.

BSA-49 Residential conversions

Converting buildings into residential use will only be permitted where the new residential accommodation can satisfy other design code elements, including national space standards and the quality of the living environment has not been compromised including design codes relating to internal layout, access to daylight, noise mitigation and privacy.

Objectives

- Re-use buildings and make them functional for modern purposes.
- Address local housing demand.
- Bring activity back into local centres.

BSA-50 Converting shops to residential

Some shops may have historic frontages that create character in the street or at corners, and should be celebrated and preserved. Where historic shop fronts are to be retained, they can be used as a feature within the new conversion and integrated into the design proposal. Where shopfronts of minimal historic or architectural significance exist, it is recommended that they are replaced by good quality mock shopfronts of a traditional style that reflects and harmonises with the scale, character, age, and materials of the building as a whole. They should be good representations of the historic periods of shopfront design. This is in order to retain the historic character of the building and to maintain an active frontage.

Objectives

- Re-use buildings and make them functional for modern purposes.

Examples of shop conversions where the original shop-front has been retained and incorporated into the design of the conversion.

BSA-51 Residential conversions of historic buildings

Converting historic buildings can be acceptable if the original purpose of the building is proven to no longer feasible or the building is not fit for purpose. Converting such buildings will require an extra level of design sensitivity to ensure the historic fabric of the original building, its boundary and external space is preserved and honoured. Original features on the elevation, windows, chimney, boundary and roof must be retained whenever possible, as well as internal features such as doors, staircases, fireplaces, etc. Repairs should be carried out on a like-for-like basis using traditional local crafts people whenever possible.

Whenever possible, original layouts should be preserved and rooms not subdivided unless there is demonstrable evidence that the size and proportions of room can be maintained. The amount of natural daylight entering the building will need to be preserved so the subdivision of existing windows is not recommended. Where mezzanine levels are inserted, they should be set back from the window to preserve its size and shape.

Objectives

- Maintain the original character of heritage buildings.
- Re-use historic buildings and make them functional for modern purposes.

Nature, Landscape and Open Spaces

Nature, Landscape and Open Spaces

Natural, landscaped open spaces, public realm and parks are vital components of sustainable, healthy, and vibrant places in Bassetlaw. They provide opportunities for recreation, social interaction, biodiversity, and climate resilience, while contributing to the beauty and identity of a development.

Integrating green infrastructure thoughtfully into new developments enhances well-being, supports ecological networks, and creates spaces that invite people to connect with nature. By embedding landscape design at every scale—from private gardens to public parks—developments can foster inclusive, attractive, and enduring environments.

The following design codes set out principles for designing landscapes and open spaces that are functional, diverse, and deeply rooted in their local context of Bassetlaw.

Objectives

- Link new places to their natural site conditions.
- Protect and enhance existing natural environment.
- Provide safe open spaces for all users.
- Provide high quality open spaces for all users.
- Ensure open spaces and parks are easily accessed.
- Harness the natural assets of sites.
- Increase biodiversity.
- Use natural landscape for boundaries.
- Create lush landscaped places.
- Provide natural systems for site drainage.

Landscape can create a visual and experiential characteristic that changes throughout the seasons, like here in Lound.

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
NLO-1	Boundaries for play spaces											
NLO-2	Furniture in open spaces and play areas											
NLO-3	Green links to surrounding natural areas											
NLO-4	Green buffer zones for residential areas											
NLO-5	Planting new hedgerow											
NLO-6	Loss or damage of existing vegetation											
NLO-7	Play provision in parks											
NLO-8	Location of open spaces and parks											
NLO-9	Mitigation of light pollution											
NLO-10	Landscape screening of industrial uses											
NLO-11	Play opportunities for all ages and abilities											
NLO-12	Green roofs and walls											
NLO-13	Open spaces to incorporate existing landscape											
NLO-14	Planting on residential boundaries											
NLO-15	Planting in commercial areas											
NLO-15	Green roofs and walls											

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
NLO-16	Tree planting in residential areas											
NLO-17	Variety of tree species											
NLO-18	Spaces for community food production											
NLO-19	Planting on residential boundaries											
NLO-20	Sustainable Drainage Systems (SuDS)											
NLO-21	Smart engineered urban drainage systems											

NLO-1 Boundaries for play spaces

Parks and play areas should have appropriate boundaries to ensure safety, using a combination of hard materials and soft landscape when possible.

Objectives

- Provide safe open spaces for all users.
- Increase biodiversity.

NLO-2 Furniture in open spaces and play areas

Public spaces should offer seating and accessible street furniture to create comfortable and welcoming places to stay. Designs must avoid defensive and hostile forms of street furniture. Play equipment should be made from natural and softer materials whenever possible.

Objectives

- Provide high quality open spaces for all users.






NLO-3 Green links to surrounding natural areas

New development should aim to enhance and continue existing green links to surrounding areas, by protecting and expanding green elements where they exist in the context of development sites. New areas of open space should form an integrated part of this network of green infrastructure, connecting wildlife corridors and recreational routes.

Objectives

- Ensure open spaces and parks are easily accessed.
- Increase biodiversity.
- Create recreational routes that encourage active travel.

NLO-4 Green buffer zones for residential areas

Residential developments may require substantial green buffer areas, dependent on its context. The extent of a green buffer area should be proportionate to the scale and impact of the development and may vary according to the prominence and sensitivity of the settlement edge, but may need to be substantial and should comprise suitable native species that reflect the landscape character area in which the scheme is located.

Objectives

- Use natural landscape for boundaries.
- Create lush landscaped places.
- Create recreational areas that encourage activity.

NLO-5 Planting new hedgerow

Hedgerows are encouraged due to their biodiversity benefits and are useful for defining boundaries or creating buffer zones. When planting hedgerow boundaries, native species should be used.

Objectives

- Increase biodiversity.
- Use natural landscape for boundaries.

NLO-6 Loss or damage of existing vegetation

New development must not result in the loss or damage of trees and hedges that have significant arboricultural, ecological, and amenity value. Existing trees and hedges are retained wherever possible, incorporating them into the new layout and landscape design, for example hedges used for rear boundaries or trees as focal points of open spaces.

If removal of trees is unavoidable, mitigation must involve replanting native trees/hedges of equal or greater value on-site or nearby.

Objectives

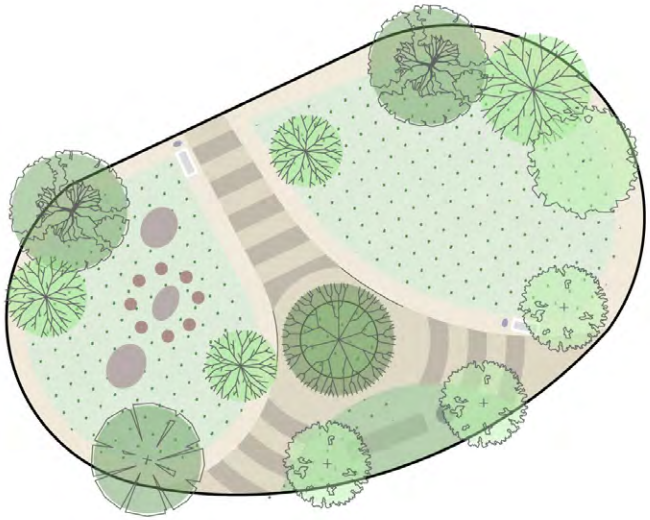
- Increase biodiversity.
- Protect and enhance existing natural environment.
- Create lush landscaped places.

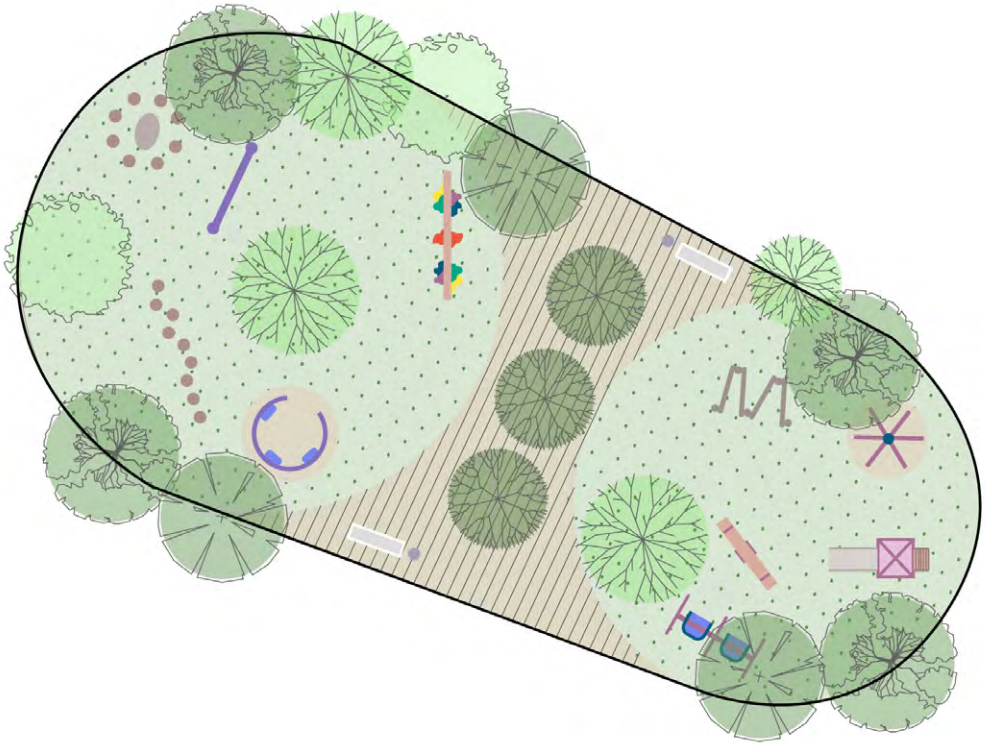
NLO-7 Play provision in parks

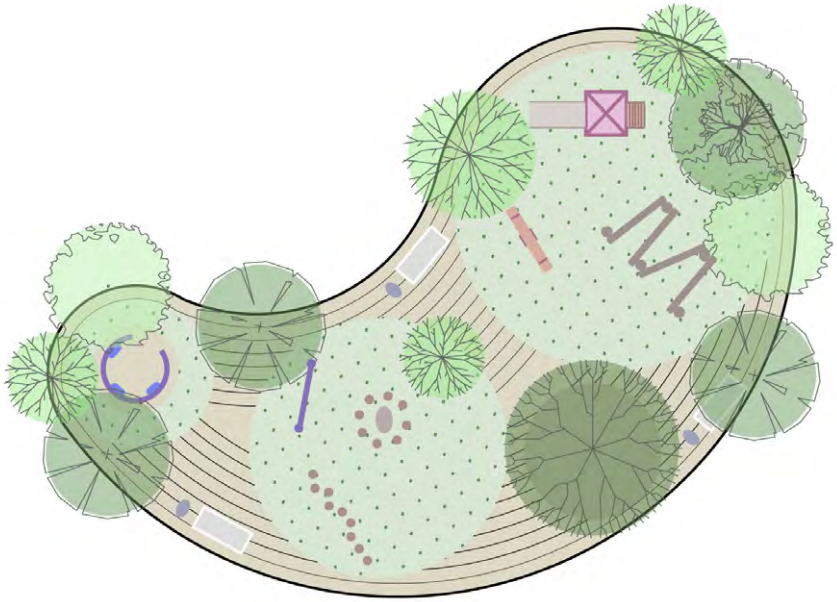
New housing may require access to high-quality play provision within a 10-minute walk This could include a Local Area of Play (LAP), a Local Equipped Area of Play (LEAP) or a Neighbourhood Equipped Area of Play (NEAP) as per the Planning Obligations SPD.

Objectives

- Increase biodiversity.
- Provide open spaces for all ages.
- Create recreational areas that encourage activity.







NLO-8 Location of open spaces and parks

Play areas should be located sensitively to minimise noise issues and ensure that there is natural surveillance from surrounding homes, or close to active frontages and pedestrian routes.

Objectives

- Ensure open spaces are easy to access.
- Provide open spaces for all ages.
- Create recreational areas that encourage activity.

NLO-9 Mitigation of light pollution

New development should consider the design of lighting schemes on settlement edges to minimise light pollution on local amenity and dark landscapes.

Objectives

- Protect local and wider environment.

NLO-10 Landscape screening of industrial uses

Industrial and commercial uses should be screened from public view as much as possible. Signage and arrival way-finding can be used to ensure such locations are not hidden and diminish their functionality and important employment role.

Objectives

- Use landscape to mitigate unsightly views.
- Limit or mitigate noise pollution.

NLO-11 Play opportunities for all ages and abilities

Public open space should be designed to offer both formal and informal play opportunities. Their location should align with the needs of different user groups, providing a variety of opportunities and equipment to encourage interaction. How children can access play equipment and how they are kept safe and active should be considered. Specialist play equipment for children with disabilities must be considered within the provision.

Objectives

- Provide open spaces for all ages.
- Create recreational areas that encourage activity.

NLO-12 Green roofs and walls

Buildings and structures should be designed to allow for landscape and be planted with greenery whenever possible.

Objectives

- Increase biodiversity.

NLO-13 Open spaces to incorporate existing landscape

The layout of residential areas, buildings and open spaces should be planned around any existing natural assets including mature trees, water courses and hedgerow. Parks, open space, green corridors, gardens, streets and buffer areas should incorporate existing natural features to enhance the visual quality of spaces. A site survey showing original landscape features must be presented alongside any proposed drawings showing how they have been incorporated into the layout.

Objectives

- Increase biodiversity.
- Use natural landscape for placemaking.

This new development near Doncaster embraces the surrounding countryside with open spaces bringing the landscape into area.

NLO-14 Planting on residential boundaries

Landscape planting should be maximised on all residential plot boundaries. The design, location and species of landscape chosen should support secure by design principles. For example, to provide a buffer zone between public and private space on front boundaries, avoid creating areas for concealment and not unreasonably impede natural surveillance from windows. Where higher security is required on side and rear boundaries, landscape can be in addition or combined with walls and fences, ensuring a wildlife corridor and hedgehog highway is provided at some point along boundary.

Objectives

- Increase biodiversity.
- Use natural landscape for boundaries.
- Create lush landscaped places.

NLO-15 Planting in commercial areas

Applicants will be expected to demonstrate that new planting, including trees, has been maximised whenever possible**.** Any scheme with open spaces or large surface car parking areas will be expected to plant trees and incorporate planting into sustainable drainage features.

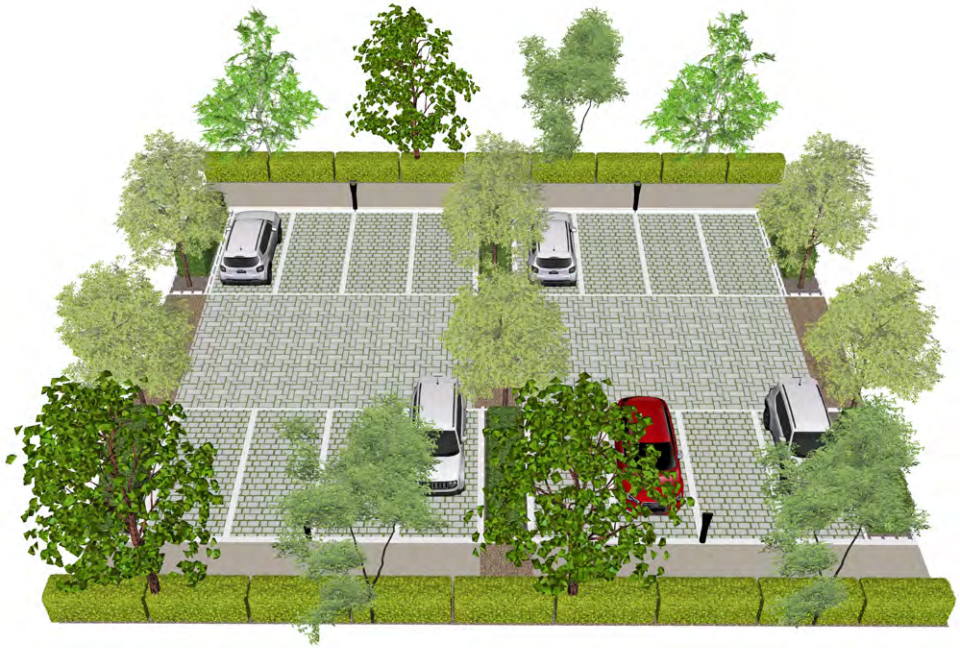
Planting should follow secure by design principles. For example, landscape may be inappropriate in locations where it would obscure important features, facades or traffic sight line requirements. Proposals should position planting where it will survive its environment and flourish, considering light, water and shelter requirements, CCTV sight-lines and coordinate with underground services to promote successful establishment.

Objectives

- Increase biodiversity.
- Use natural landscape for boundaries.
- Provide localised flood mitigation solutions.

Inclusion of rain gardens, shrubs and trees in commercial car parking spaces.

Examples of commercial surface car parking



Surface car parking areas, including trees, hedges and porous surfaces.

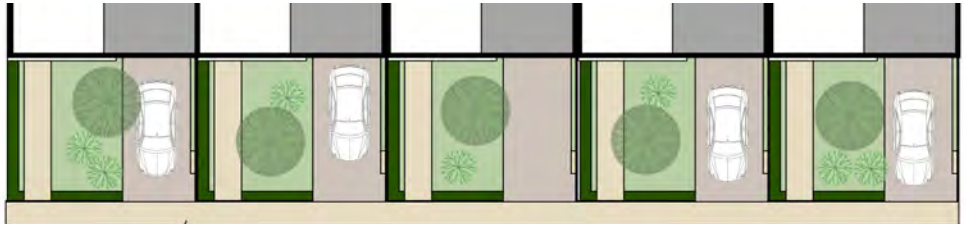
NLO-16 Tree planting in residential areas

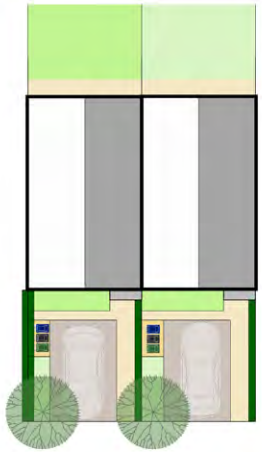
Tree planting should be maximised in residential schemes. At least 5 trees should be planted per home / per 1000sqm of non-residential floorspace, preferably on-site within public spaces and streets. Where trees are not possible within public spaces and streets, they should be provided off-site in the locality or as an equivalent financial contribution.

Objectives

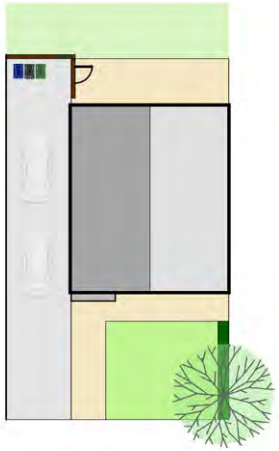
- Increase biodiversity and create lush landscaped places.
- Screen visually detracting views such as car parking.

Examples of trees in front gardens

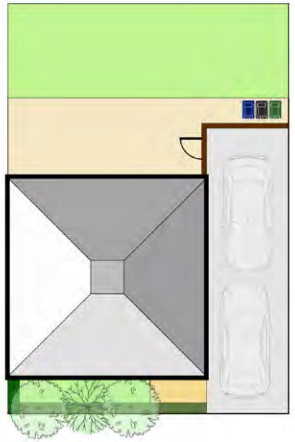




Large tree to screen front parking.



Large tree in front garden.

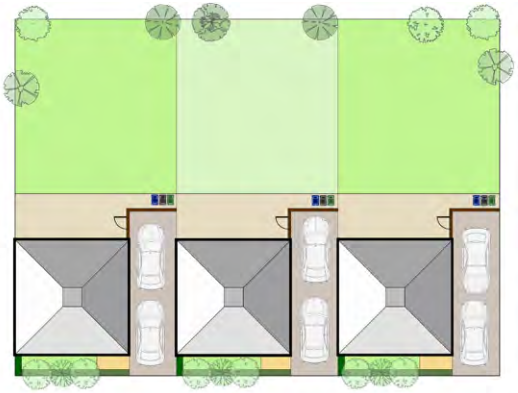


Smaller trees in small front garden.

Examples of trees in front and rear gardens

Terraced row with parking to front of housing.

Semi-detached housing with parking to side.



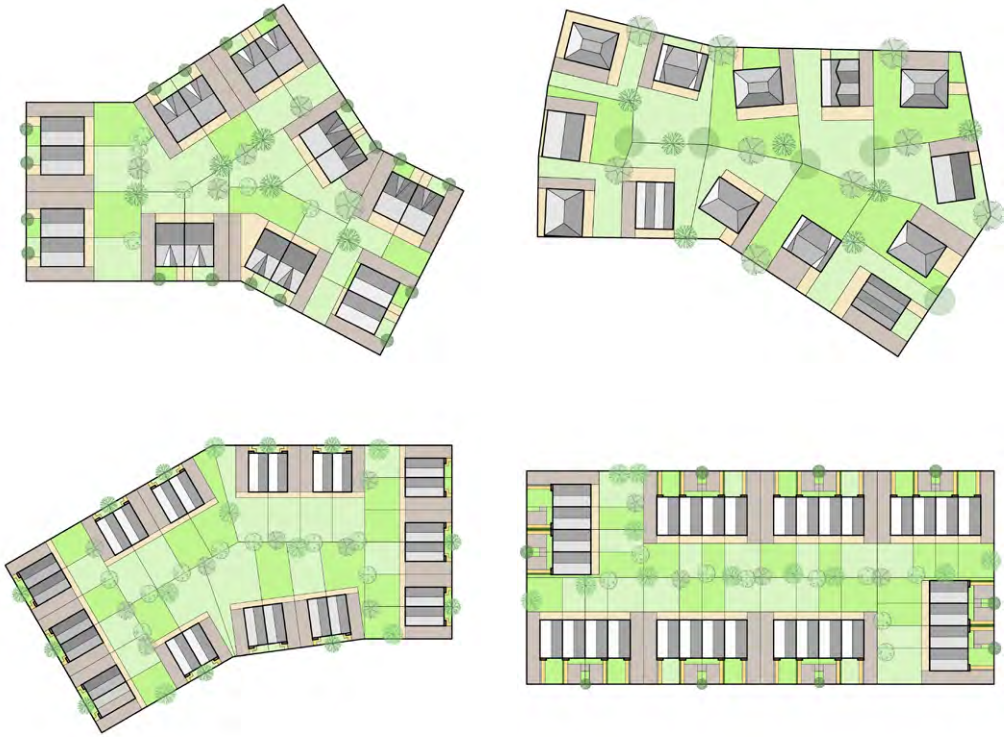
Detached housing with parking to side.

NLO-17 Variety of tree species

For larger schemes requiring multiple trees, a mix of tree types, size and species should be provided. Native UK trees (such as oak or lime should be preferred, but non-native types could be incorporated which are suitable for the biodiversity of our nature species. Residential streets should have a mix of at least two species, either within the streetscape or in public spaces.

Objectives

- Increase biodiversity.
- Create lush landscaped places.
- Provide visual variety and interest in open spaces.



NLO-18 Spaces for community food production

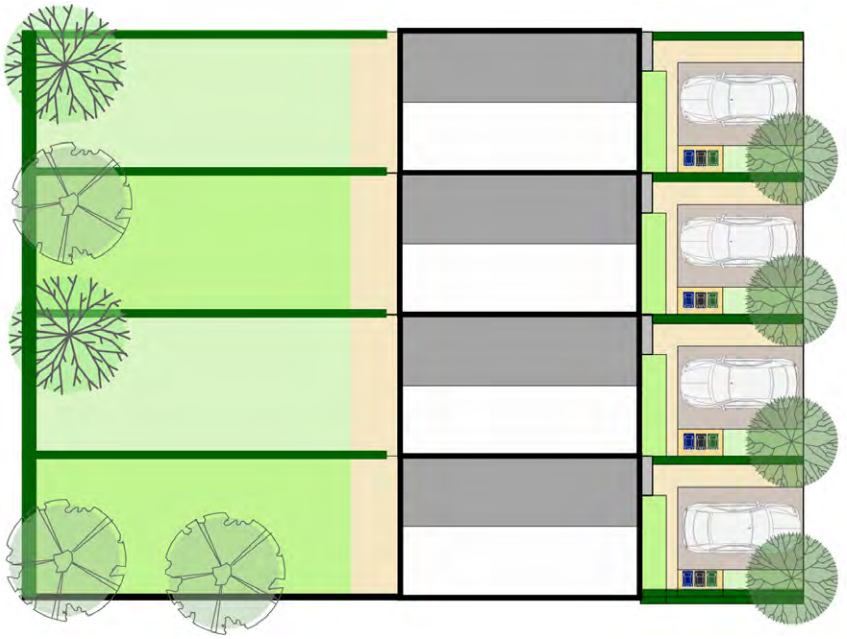
New residential development should consider provision of community growing spaces such as allotments in addition to other types of open space to help achieve sustainable development.

Objectives

- Increase biodiversity.
- Create lush landscaped places.
- Enhance community interaction and cohesion.

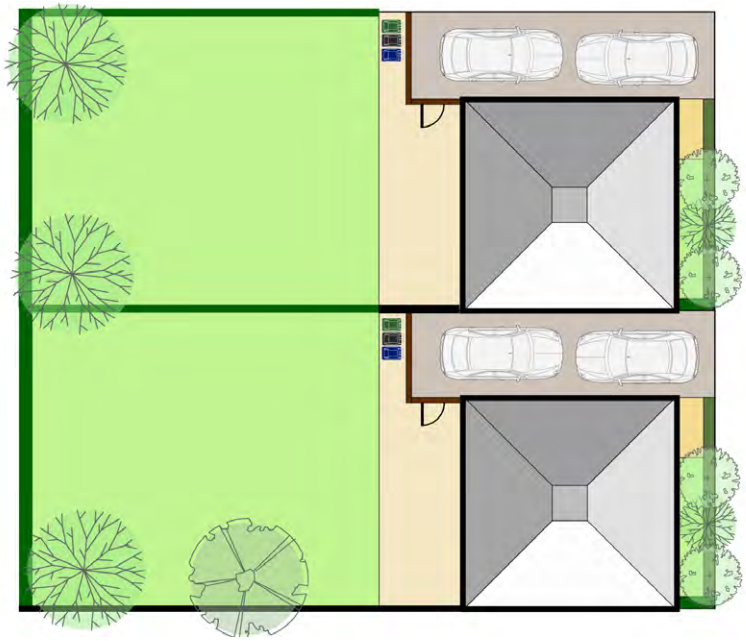
NLO-19 Planting on residential boundaries

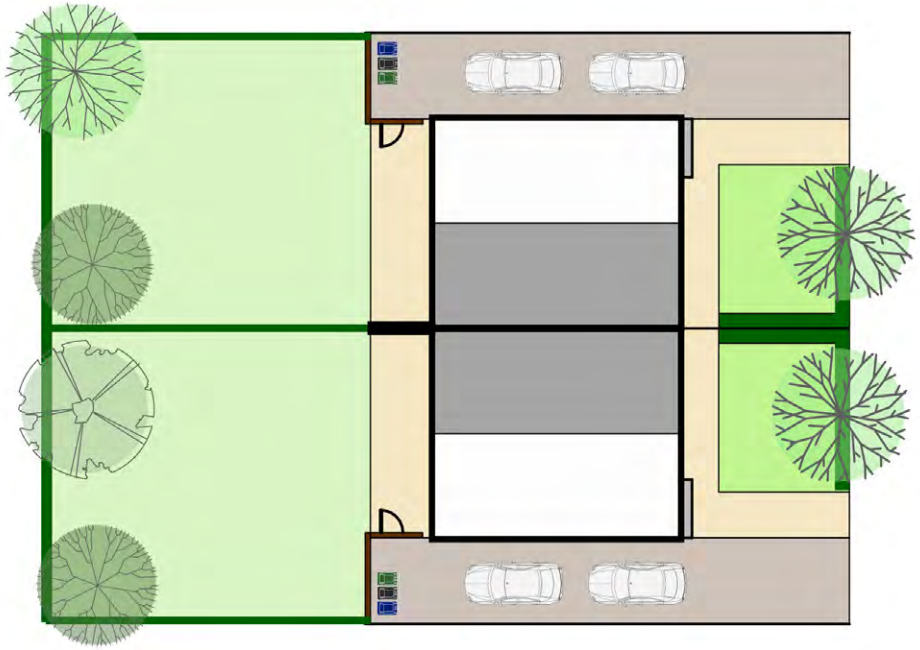
Location and selection of trees should be based on mature height, and maintenance and proximity to buildings and carriageways. Larger trees are appropriate in open spaces and rear gardens, with fast growing smaller trees in front gardens and streets where immediate impact to street scene can be achieved. Where trees are located close to buildings, they will be designed with root barriers, and/or building foundations must be designed to accommodate their proximity. Underground/ overhead services must be routed clear of the locations of street trees.



Objectives

- Increase biodiversity.
- Create lush landscaped places.
- Provide visual variety and interest in open spaces.





NLO-20 Sustainable Drainage Systems (SuDS)

Applicants must demonstrate if landscape-led Sustainable Drainage Systems (SuDS) could be used to achieve a greenfield run-off rate. This may include a combination of wetlands, rain gardens, permeable floor surfaces, attenuation basins, infiltration ponds, swales or bioretention areas. Where possible, they should be integrated into the street and open space network, and include vegetation to assist with their function and visual appearance.

Localised flood risk mitigation solutions at plot level should be considered, including soft landscapes, rainwater harvesting, ponds, rainwater gardens, permeable hard surfaces, green roofs on buildings and outbuildings.

Objectives

- Mitigate localised flood risk.
- Increase biodiversity.
- Utilise natural systems for drainage.
- Enhance sustainable development.

Wetlands.

Planted attenuation basins and ponds.

Planted in iltration ponds.

Planted strips, trenches and swales.

Porous surfaces including permeable pavers and gravel.

Bioretention areas.

Rain gardens.

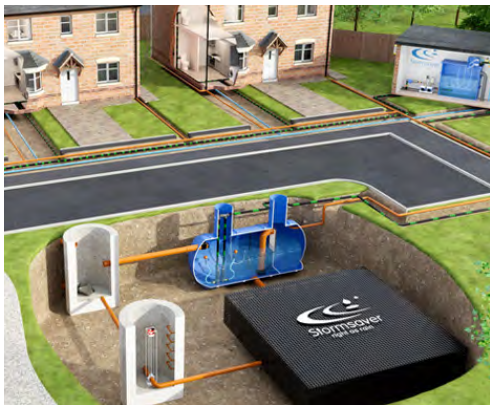
NLO-21 Smart engineered drainage systems

Whenever possible, best practice, innovative and smart solutions to drainage must be considered in Bassetlaw. Evidence that such solutions can be implemented must be provided on larger planning applications where site-wide solutions could actively address flood miitigation. Examples include but are not limited to the following:

- Sensor-equipped and AI-controlled drains and sewers,
- Site-wide stormwater management incorporating sensors and weather monitoring,
- Advanced green roof systems including drainage and reservior layers.
- Geo-cellular attenuation and drainage systems.
- On-plot attenuation and harvesting systems.

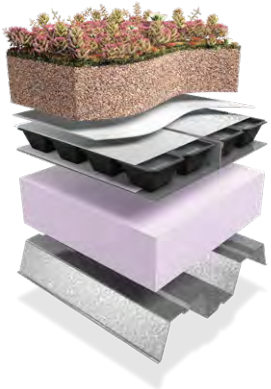
Objectives

- Mitigate localised flood risk.
- Utilise smart systems for drainage.
- Enhance sustainable development.

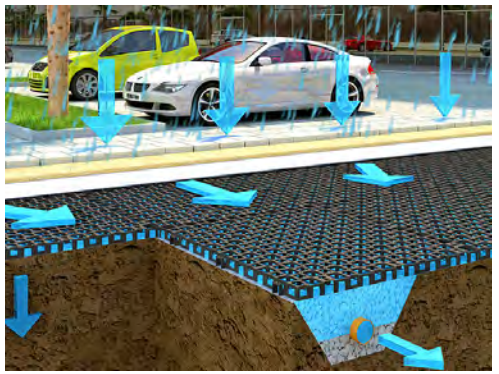


Residential and commercial smart drainage systems use intelligent weather monitoring to actively manage water levels, allowing stormwater storage to be dual-purposed for rainwater reuse and flood alleviation. Source: Stormsaver

Combined house and garden water retention, recycling and reuse systems for residential and commercil use. Source: Graf Ltd



Advanced green roof systems incorporate drainage and reservoir layers.



Geocell structural drainage panels. Source: Geoplast

SuDSPod reduces peak flow rates from roofs and reduces CSO spills. Source: GreenBlue Urban

Activity, Uses and Resources

Activity, Uses and Resources

The arrangement of land uses, the activation of ground floors, and the integration of resources and economic opportunities are key to creating lively, adaptable, and resilient places in Bassetlaw. A thoughtful mix of uses brings activity and vitality throughout the day, fostering vibrant communities and supporting local economies.

Active ground floors—whether through shops, cafés, community facilities, or workspaces—create welcoming, engaging street frontages that encourage social interaction and a sense of safety. At the same time, careful planning for resource efficiency and economic sustainability ensures developments can thrive over the long term. This following design codes set out principles to guide the integration of diverse uses, active edges, and sustainable economic strategies that together underpin a dynamic and enduring built environment in Bassetlaw.

The District's main towns are characterised by active mixed use streets that are a distinct contrast to lower density rural settlements that are quieter, less active and lower levels of pedestrian footfall.

Objectives

- Create active and overlooked public realm.
- Rich transition between buildings and public space.
- Provide mixed-use developments.
- Encourage range of local services.
- Provide range of house types and tenure.
- Provide for local demand for housing.
- Create safe, active and accessible public realm.
- Mitigate light pollution.
- Promotion of sustainable design features.
- Reduce energy use.
- Mitigate harmful impact of construction.

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
AUR-1	Mix of housing tenure	■	■	■	■		■		■		■	
AUR-2	Preservation and enhancement of existing local services	■	■	■	■	■	■	■	■	■	■	
AUR-3	Integration of new community services	■	■	■	■	■	■		■	■	■	
AUR-4	Active ground floors	■	■	■	■	■	■		■	■		
AUR-5	Mix of uses	■	■	■	■	■	■		■	■	■	
AUR-6	Sensitive lighting of public realm	■	■	■	■	■	■		■	■	■	
AUR-7	Natural surveillance of public spaces	■	■	■	■	■	■	■	■	■	■	
AUR-8	Reduction of energy demand	■	■	■	■	■	■	■	■	■	■	
AUR-9	Rainwater collection	■	■	■	■	■	■	■	■	■	■	
AUR-10	Ground floor entrances	■	■	■	■	■	■		■	■	■	
AUR-11	Future adaptation of buildings	■	■	■	■	■	■	■	■	■		
AUR-12	Whole building approach	■	■	■	■	■	■	■	■	■		
AUR-13	Re-use of existing buildings and structures	■	■	■	■	■	■	■	■	■	■	
AUR-14	Active entrances to industrial buildings	■	■	■		■	■			■		

Design Codes		Area Types						Development Types				
Code	Title	Main Towns	Large rural settlements	Small rural settlements	New Places	Business / Industrial	Countryside	New Homes	Apartments	Non-residential buildings	Residential sites	Open spaces and parks
AUR-15	Visual appearance of security features											
AUR-16	Shopfronts and commercial signage											

AUR-1 Mix of housing tenure

New development should feature an integrated mix of housing tenures and types to suit people at all stages of life. Well-integrated housing and other facilities should be designed to be tenure neutral and socially inclusive.

Objectives

- Provide range of house types and tenure.
- Provide for local demand for housing.

AUR-2 Preservation and enhancement of existing local services

New development must preserve, maintain and enhance local services and community facilities to ensure that towns and villages across Bassetlaw continue to operate as sustainable communities in the future.

Objectives

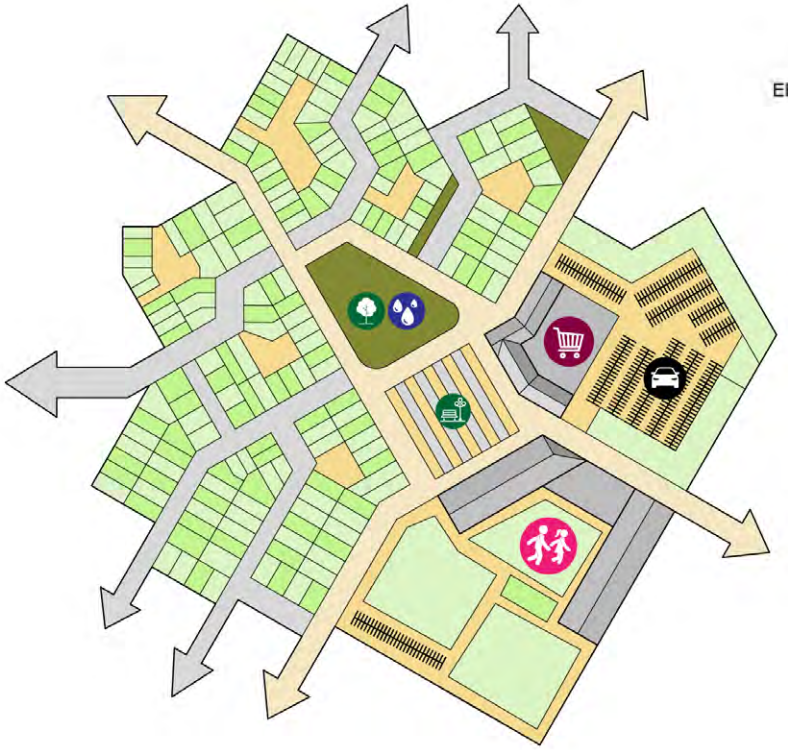
- Provide mixed-use developments.
- Encourage range of local services.

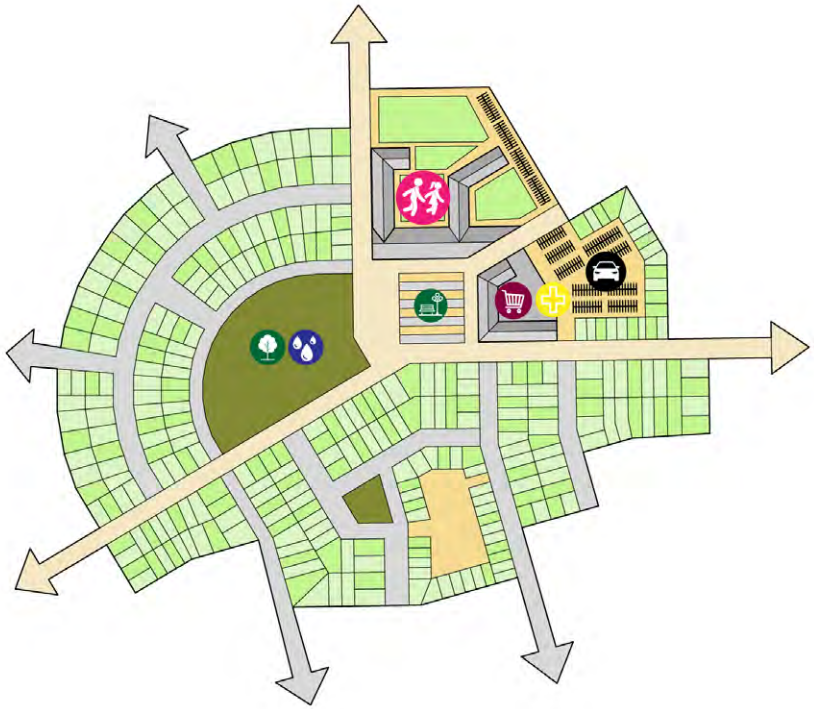
AUR-3 Integration of new community services

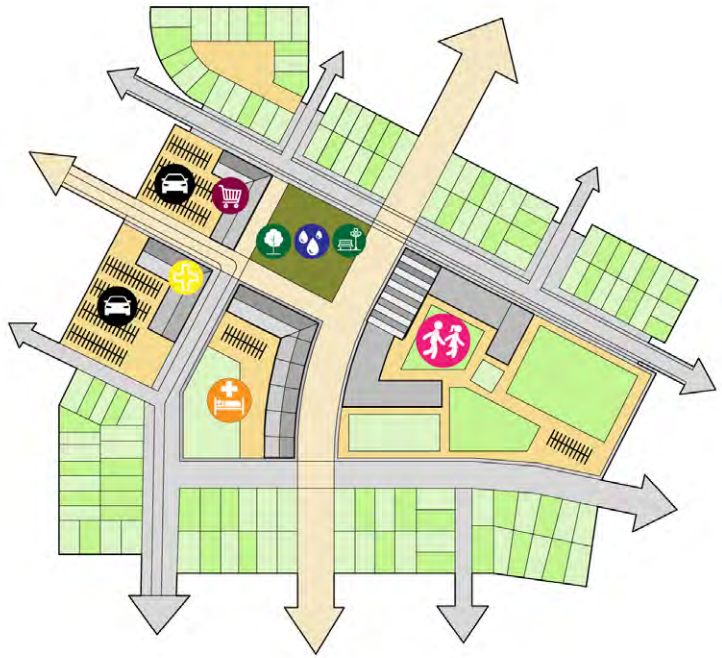
New residential developments should provide new community facilities such as schools, health facilities, play sites and retail facilities that are proven by need. Services should be integrated with other commercial and retail uses and located alongside open spaces that form the centre of the area accessed along numerous walking and cycling routes and green corridors. Other community facilities such as allotments can be located at the edge of developments.

Objectives

- Provide mixed-use developments.
- Encourage range of local services.
- Promote active modes of travel including walking.







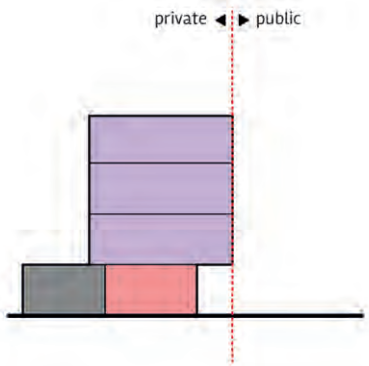
AUR-4 Active ground floors

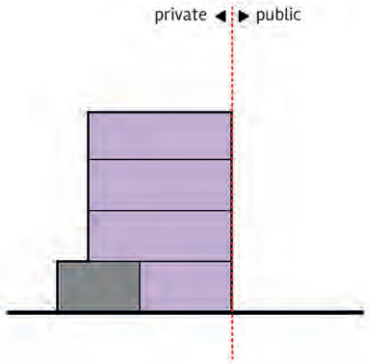
Commercial buildings on high streets and secondary streets should have active ground floor frontages on public boundaries. Active frontages are defined as shop fronts, commercial or community uses with glazing at the ground floor level so that activities within the building are visible from the street. New development on these streets will be expected to achieve a minimum level of active frontage.

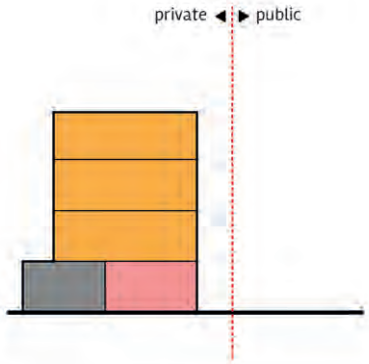
Objectives

- Create active and overlooked public realm.
- Rich transition between buildings and public space.

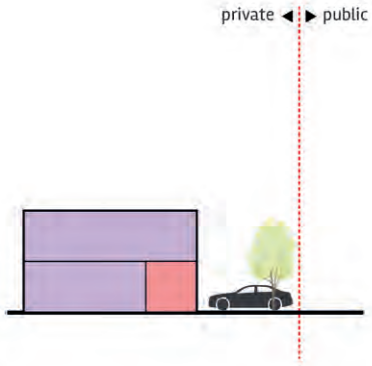
Mixed use and office buildings

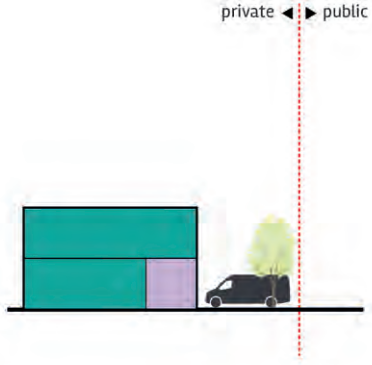


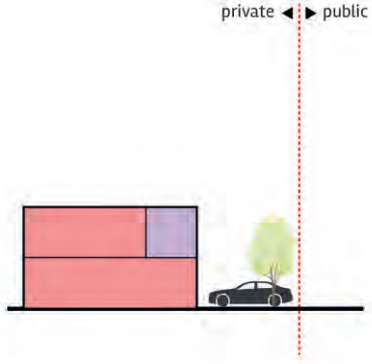




Industrial & commercial buildings







Retail, leisure & food

Commercial

Residential

Industrial

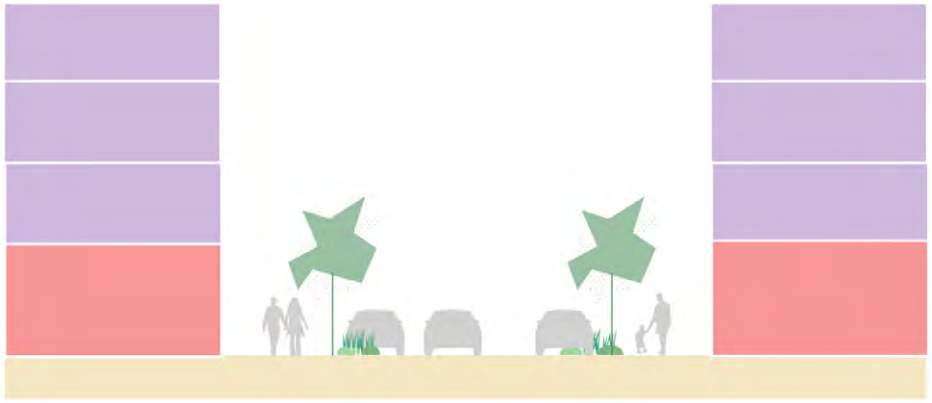
AUR-5 Mix of active uses

New development in higher density areas should seek to mix a variety of different uses within the building or plot. As a minimum, larger buildings on high streets should include a commercial use at ground floor where this already exists within the surrounding street or area. For mixed use buildings, residential entrances and commercial entrances should be clearly defined. Noise from deliveries and servicing should be mitigated to provide an acceptable residential amenity.

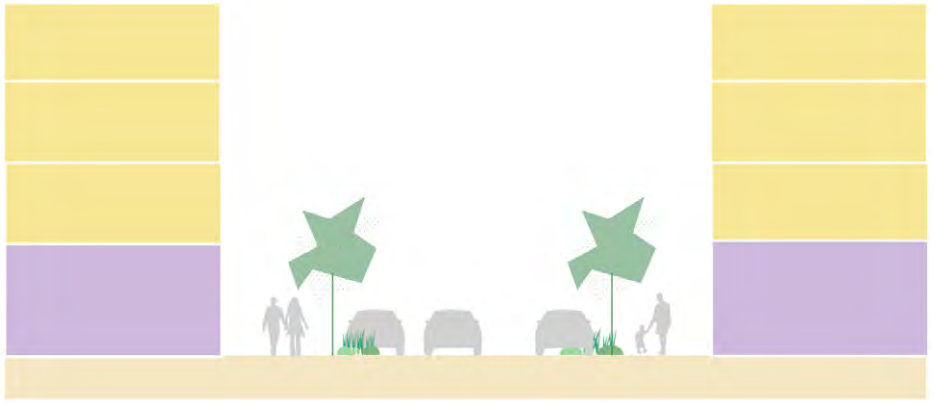
Objectives

- Create active streets throughout the day.
- Allow for daily errands to take place in same trip.
- Provide for variety of local services in walking distance.

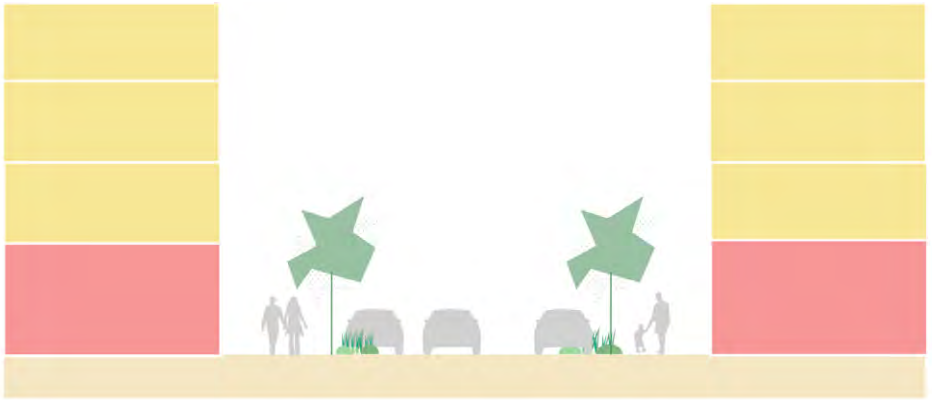
Commercial & community Retail & leisure Residential



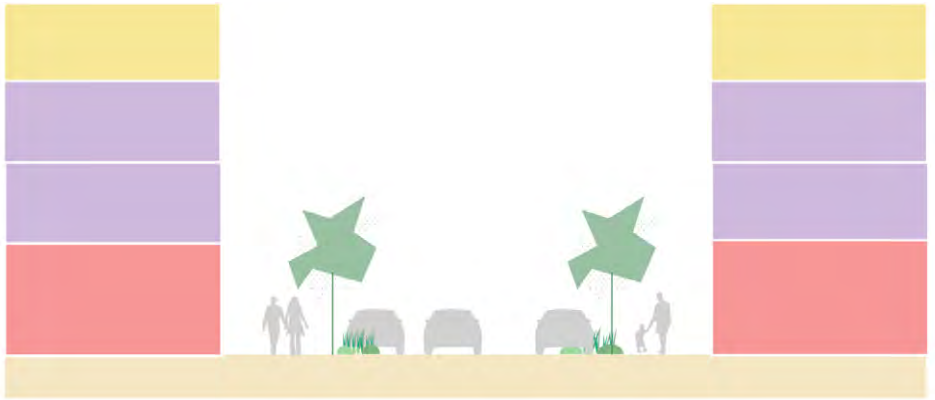
Commercial building with retail on ground floor.



Residential building with community uses on ground floor.



Residential building with retail uses on ground floor.



Residential building with community uses and retail on ground floor.

AUR-6 Sensitive lighting of public realm

To improve the perception of safety after dark, new development should consider sensitively illuminating well-used footpaths and amenity areas but limit the lighting of soft landscaping where it might impact on local biodiversity and harm wildlife. Designs should also consider measures to avoid glare, and reduce over-lighting and light pollution.

Objectives

- Create safe, active and accessible public realm.
- Mitigate light pollution.

AUR-7 Natural surveillance of public spaces

New development should provide public spaces, footpaths, streets and play areas with high levels of natural surveillance from surrounding windows and entrances. Frontages should be orientated to face towards spaces and play areas and minimise the presence of rear or side boundaries.

Objectives

- Create active and overlooked public realm.

AUR-8 Reduction of energy demand

New development must aim to reduce energy demand by employing passive design principles (e.g., window orientation, solar gain, solar shading, increased insulation, ventilation with heat-recovery).

Objectives

- Promotion of sustainable design features.
- Reduce energy use.
- Mitigate harmful impact of construction.

AUR-9 Rainwater collection

Where possible, buildings and external areas should facilitate rain-water collection for re-use where possible.

Objectives

- Promotion of sustainable design features.
- Reduce energy use.
- Mitigate harmful impact of construction.

AUR-10 Ground floor entrances

All buildings should have the maximum number of ground floor entrances gained from the public boundary, ideally with numerous doors for retail uses or houses along streets with high footfall. Where entrances are only gained to the rear, applicants must demonstrate why this approach has been taken and what alternative responses have been introduced to ensure public elevation is active throughout day and night.

Objectives

- Create active and overlooked public realm.
- Rich transition between buildings and public space.

AUR-11 Future adaptation of buildings

Where possible, design of buildings and spaces should be flexible for adaptation and re-use. In particular, the lifelong requirements of residents as they grow older should be considered with adaptable layout configurations.

Objectives

- Lifelong use of buildings and spaces.

Ground floor layout of home when built.

The home can be easily adapted should the occupant's mobility changes in older age. Here, allowing for toilet to be made accessible and adaptation for bedroom on ground floor.

AUR-12 Whole-building approach

New development should adopt a whole-building approach to zero-carbon heating and ventilation technologies to ensure indoor air quality and climate remain maintained while achieving energy efficiency. Solar panels, photovoltaic and air source heat pumps (where used) shall be designed as integral components of the plot, so they assimilate with the building form. Where solar panels/photovoltaic are used they will be designed as part of the roof prior to construction and must not extend beyond any finished roof slope.

Objectives

- Promotion of sustainable design features.
- Reduce energy use.
- Mitigate harmful impact of construction.

AUR-13 Re-use of existing buildings and structures

Where possible, existing structures should be re-used.

Objectives

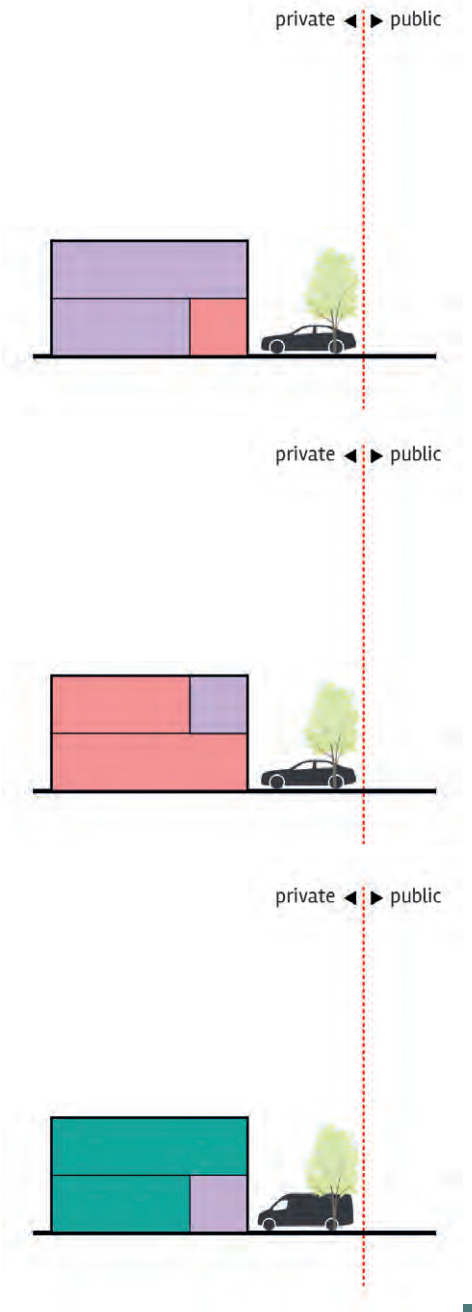
- Promotion of sustainable design features.
- Reduce energy use.
- Mitigate harmful impact of construction.

AUR-14 Active entrances to industrial buildings

Industrial buildings should provide active frontages whenever possible, particularly when facing streets, even if set back from a boundary. Industrial and warehouse buildings can accommodate the more active uses such as entrances and offices on the public facing boundaries.

Objectives

- Creating clear and legible entrances to buildings.



AUR-15 Visual appearance of security features

'When security features are required they should not cause visual harm to the appearance and character of the building or surrounding streetscape. Security grilles should only be used where essential and should be applied internally, behind the shop-front display.

Objectives

- Maintain activity and natural surveillance of streets.
- Mitigate impact of visually distracting elements on buildings.
- Adhere to Secured by Design Principles.

Recessed grilles behind windows.

Window grilles.

Toughened and laminated glass.

Transparent external shutters.

AUR-16 Shopfronts and commercial signage

Good quality traditional shopfronts should be retained where possible. New shopfronts should harmonise with the character of the building, should be good representations of the historic periods of shopfront design and should be painted in non-garish colours. Fascia boards shall be in proportion to the scale of the building and the vertical division between buildings should be maintained.

Hanging signs should use traditional metal brackets, be limited to one per shopfront and be of a size appropriate to the building and shopfront. Signage should generally use traditional styled hand painted lettering or raised lettering in wood or metal. Other types of lettering will be supported if of suitable appearance.

Fully internally illuminated box fascia or projecting signs of translucent material on historic shopfronts should not be used. The Illumination of shopfronts in conservation areas or on listed buildings will only be permitted where suitably justified and discrete.

Objectives

- Maintain activity and natural surveillance of streets.
- Mitigate impact of visually distracting elements on buildings.

These signs in Retford are well contained within the original fascia of the shop.

Appendix 1: Neighbourhood Design Codes

Introduction

As explained on pages 6 and 7, the Bassetlaw Design Code is accompanied by a range of neighbourhood-level design codes and character assessments that provide analysis and guidance specific to particular areas of the District.

Associated with a neighbourhood plan that is adopted or at an advanced stage of development (hosted elsewhere, with links included below)

- Babworth
- Blyth
- Cuckney, Norton, Holbeck & Welbeck
- Elkesley
- Hayton
- Headon, Upton, Grove & Stokeham
- Hodsock & Langold
- Lound
- Mattersey & Mattersey Thorpe
- Misson
- Misterton
- Nether Langwith
- Rampton & Woodbeck
- Ranskill
- Retford Town Centre
- Sturton Ward
- Treswell with Cottam
- Walkeringham

Associated with an emerging neighbourhood plan or strategy (included as part of this appendix)

- Appendix 1a: Carlton in Lindrick
- Appendix 1b: Clayworth
- Appendix 1c: East Drayton
- Appendix 1d: East Markham
- Appendix 1e: Harworth & Bircotes
- Appendix 1f: Scrooby
- Appendix 1g: South Leverton
- Appendix 1h: Sutton cum Lound
- Appendix 1i: Tuxford
- Appendix 1j: Worksop Town Centre