

Allerdale Borough Council Allerdale Settlement Characterisation Study





Allerdale Borough Council
Allerdale Settlement Characterisation Study

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A handwritten signature in black ink, appearing to read 'D. Watkins', enclosed within a faint rectangular border.

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Date: 11/01/23

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1.0 INTRODUCTION

1.1 Purpose of the Study

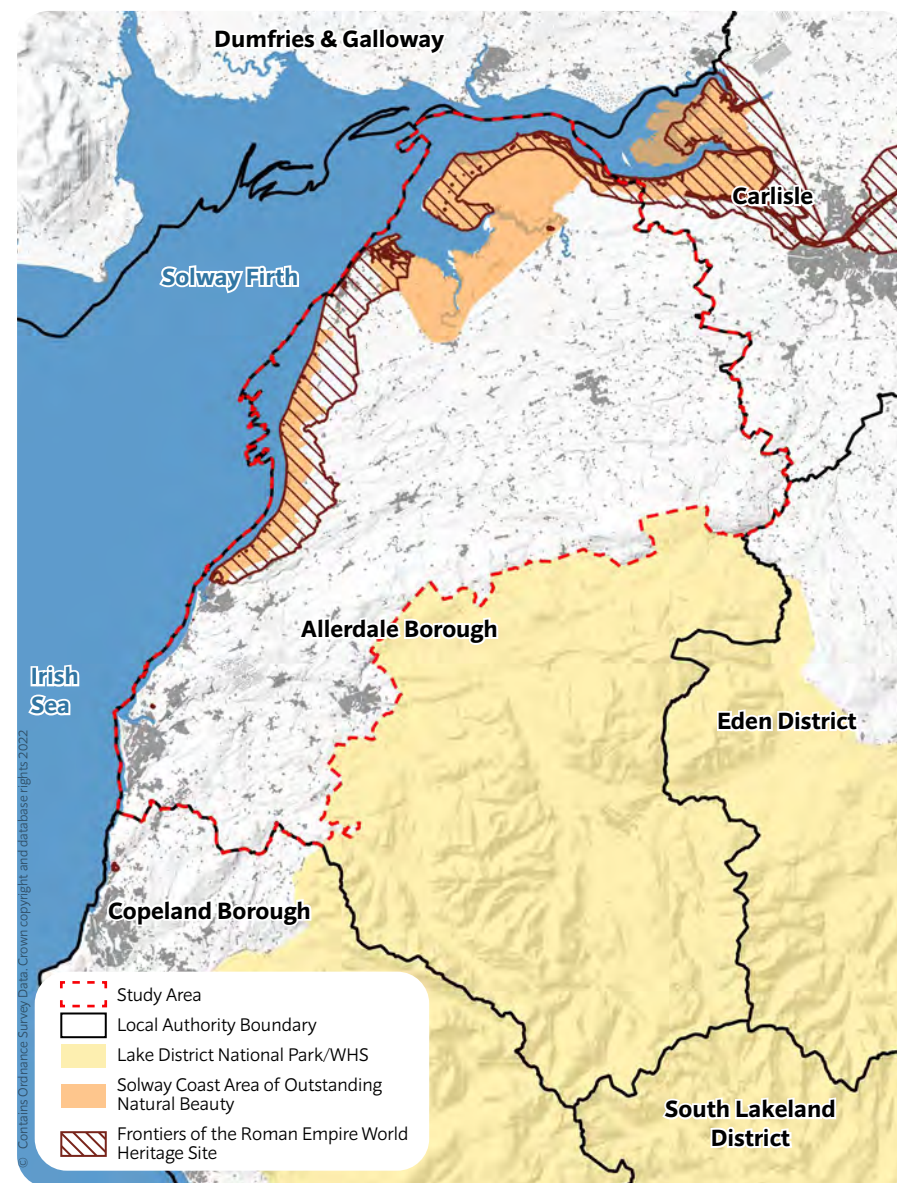
- 1.1.1 Allerdale Borough Council commissioned CBA in May 2022 to undertake an analysis of the Borough's settlement character (excluding those parts within the Lake District National Park not covered by the Allerdale Borough Local Plan).
- 1.1.2 Ensuring that all new development meets high standards of quality of design and relates well to existing development, enhances public realm and develops locally distinctive and high-quality places, is a key strategic planning objective of the Council. Local plan policies require new development to demonstrate high standards of design and respond positively to the character, history, and distinctiveness of its location, and to create neighbourhoods and areas with a sense of place.
- 1.1.3 Strongly advocating high quality design, the National Planning Policy Framework sets out the expectation that local planning authorities in England prepare their own design guidance consistent with the principles set out in the National Design Guide and National Model Design Code, reflecting local character and design preferences to provide a local framework for creating beautiful and distinctive places with a high-quality standard of design.

- 1.1.4 The initial baseline settlement character analysis set out in this study develops an understanding of the local 'Allerdale' context for informing the preparation of local design guidance. It provides a robust evidence base as a starting point for further work on the preparation of design guidance and/or codes, and for engaging the local community. The study should be read alongside more detailed analysis contained within Conservation Area Character Appraisals or individual townscape studies where available.
- 1.1.5 Although the study does not provide design guidance, it does highlight "design cues" that identify typical local vernacular features and positive elements of townscapes/villagescapes to help inform development management discussions.

1.2 Landscape Context

- 1.2.1 Allerdale is located in Cumbria in the northwest of England and is bordered to the west by the Solway Firth and Irish Sea, and to the north across the Solway, by Scotland.
- 1.2.2 The southeast quarter of the borough is covered by the Lake District National Park and the English Lake District World Heritage Site, and much of the coastline is part of the Solway Coast Area of Outstanding Natural Beauty and the Frontiers of the Roman Empire World Heritage Site (see **Map 1.1**).
- 1.2.3 The borough is predominately rural in nature and is one of the least densely populated local authorities in England. This is most noticeable in the north where settlements are small and dispersed while the main urban centres are located in the south, where the majority of the population resides.

Map 1.1 - Landscape Context



1.3 Approach to the Study

1.3.1 In line with the brief, the overarching objective of the Settlement Character Analysis study is to provide a systematic analysis of Allerdale's settlement character for those parts of the Borough outside the Lake District National Park.

1.3.2 This objective involved identifying Settlement Character Areas and example settlements to provide an overview of the area's local vernacular and how it varies in terms of historic evolution, geographic location, settlement form, layout, archetypes, materials and detailing.

1.3.3 The settlement character analysis was informed by a combination of desktop assessment work and site visits as outlined below.

Desktop Assessment

1.3.4 A brief analysis of Allerdale's local vernacular was undertaken based on a desktop assessment review informed by the following key sources of information:

- Cumbria Landscape Character Guidance (Cumbria County Council, 2011)
- Solway Coast AONB Landscape & Seascape Character Assessment (Land Use Consultants, 2010)
- Cumbria Historic Landscape Characterisation (Cumbria County Council, 2009)
- National Character Area Profiles for NCA6: Solway Basin, NCA7: West Cumbria Coastal Plain and NCA8: Cumbria High Fells (Natural England, 2014-2015)

- Atlas of Rural Settlement in England (Roberts and Wrathmell, English Heritage, 2003)
- The Buildings of England: Cumbria (Hyde and Pevsner, 2010)
- OS Maps/Aerial Imagery
- Google Street Map Imagery
- Historic Maps
- Conservation Area Character Appraisals

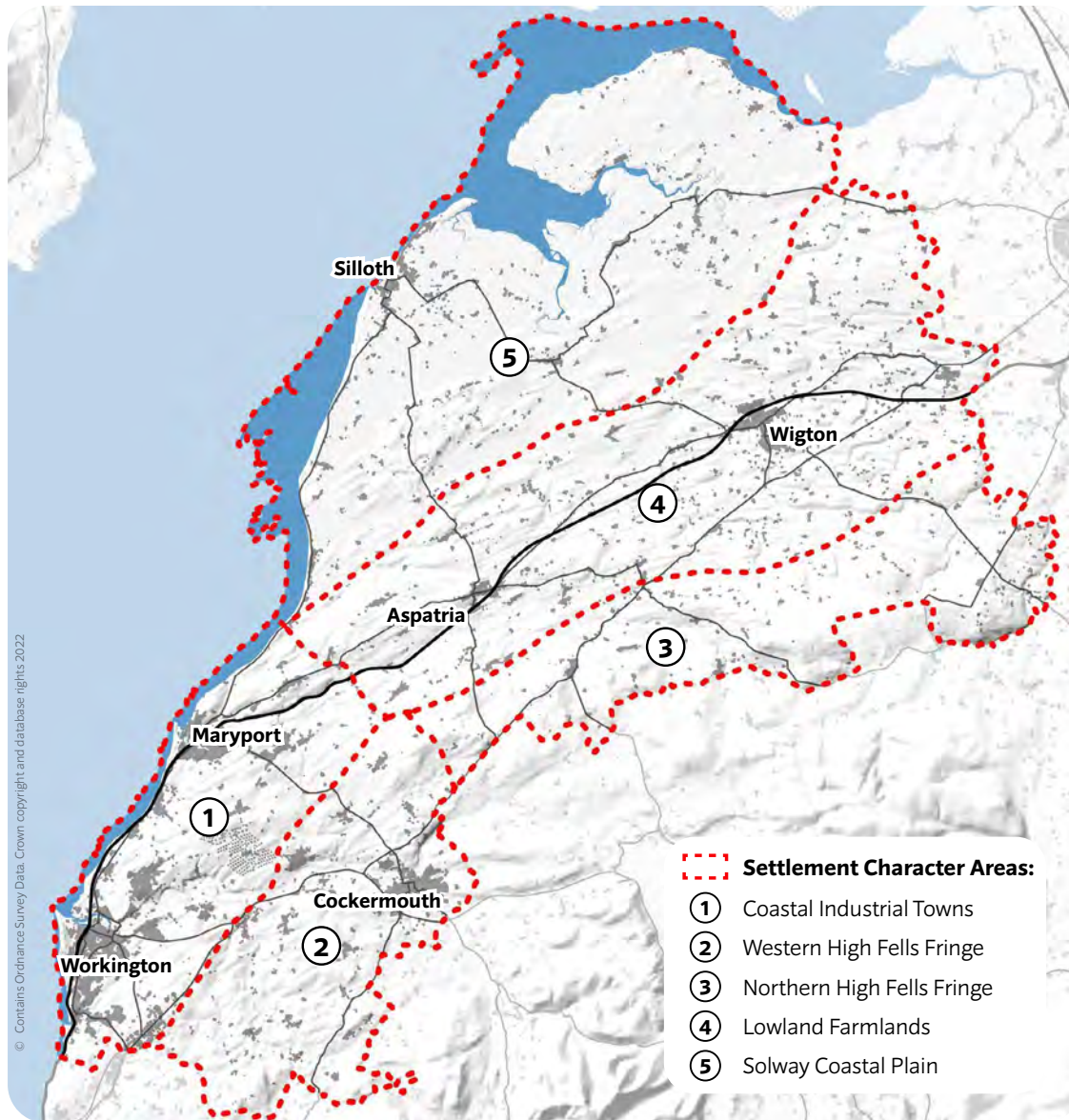
1.3.5 Drawing on this analysis, five Settlement Character Areas were defined and agreed with the Council as illustrated on **Map 1.2**.

1.3.6 Twenty-five example settlements were selected in agreement with the Council to represent the range of typical settlement types/sizes and settlement patterns/morphology within each Settlement Character Area as illustrated in **Appendix A**.

Site Visits

1.3.7 The desktop assessment work was supplemented by site visits to inform the analysis of each Settlement Character Area and the example settlements.

Map 1.2 - Settlement Character Areas



Settlement Character Analysis

- 1.3.8 Informed by the desktop assessment work and site visits, an analysis of the Settlement Character Areas was undertaken to describe and illustrate what makes each area unique and distinctive.
- 1.3.9 For each Settlement Character Area, the following information, is provided, illustrated with maps and photographs:
- **Landscape Character** - and overview of the historical, geographical and physical influences on the landscape
 - **Settlement Pattern and Form**
 - **Settlement Fringes** - highlighting examples of positive rural transitions
 - **Typical Traditional/Local Vernacular Materials and Detailing** - highlighting architectural and streetscape materials palettes
 - **Settlement Character Area Design Cues** - highlighting typical local vernacular features and positive elements of townscapes/villagescapes
 - **Example Settlements:**
 - » Overview
 - » General description – summarising settlement evolution/ form and highlighting key features
 - » Design cues - highlighting typical local vernacular features and positive elements of the townscape/ villagescape
- 1.3.10 A Glossary of key terms is provided in **Appendix B**.

1.4 Acknowledgements

- 1.4.1 The Allerdale Borough Council Steering Group comprised:
- Julie Ward - Planning Policy Manager
 - Julie Alexander - Planning Policy Officer
- 1.4.2 The CBA team comprised:
- Dominic Watkins - Director
 - Harriet Stanford - Associate Environmental Planner
 - Lizzie Bushby - Senior Landscape Planner
- 1.4.3 Image credits: all photographs are copyright CBA unless otherwise attributed on the image (other attributions include Tom Kay Photographic and Google).

1.5 Next Steps

1.5.1 The Allerdale Settlement Characterisation Study has for the first time provided an overarching understanding of the character of the borough's towns and villages (outside the Lake District National Park) to inform planning decision-making.

1.5.2 Suggested next steps include:

- Raising awareness of the study and its findings across planning officers within the Council's development management team
- Taking forward the preparation of local design guidance and/or codes informed by the "design cues" highlighted by the study to help create beautiful and distinctive places
- Engaging the local community in shaping the local design guidance and/or codes to help identify what high quality design looks like with regards to different types of settlement

Structure of the Report

The findings of the study are set out under the following Settlement Character Areas:

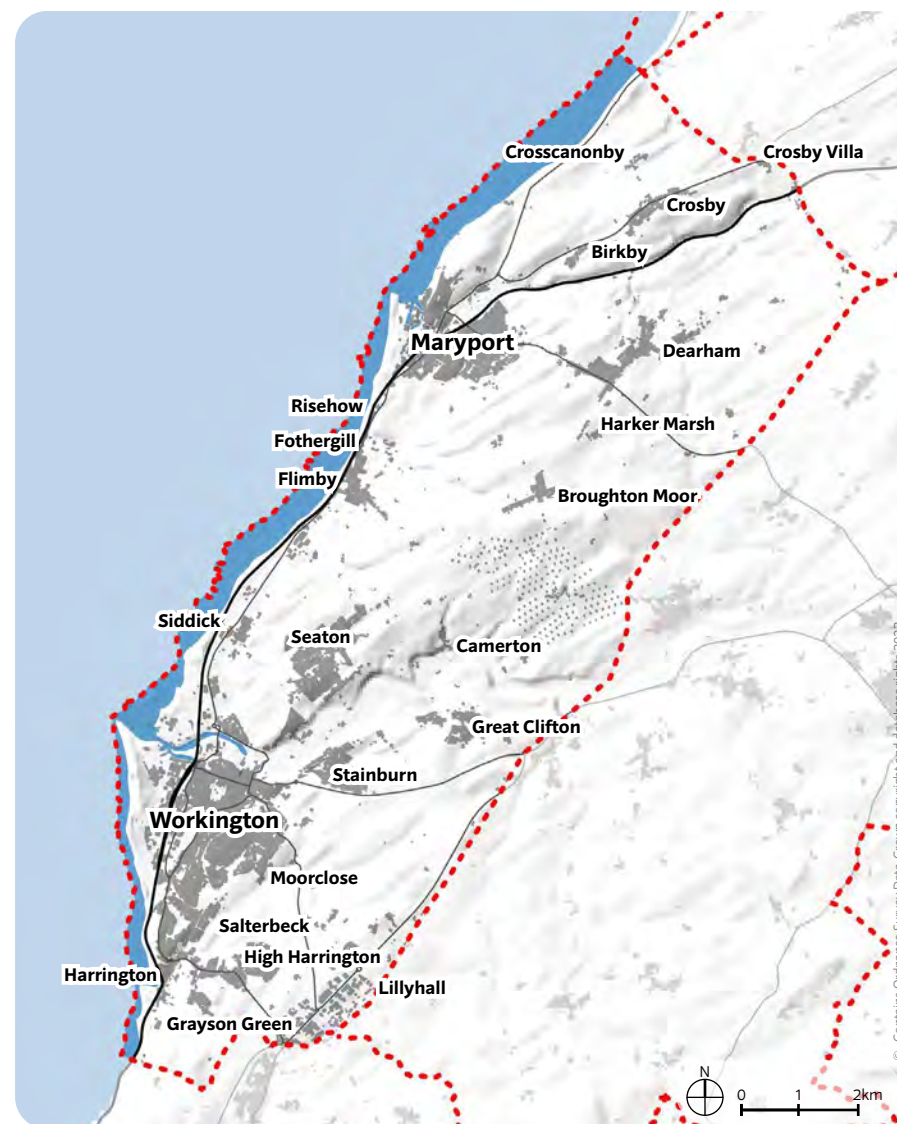
- Coastal Industrial Towns ([Section 2.0](#))
- Western High Fells Fringe ([Section 3.0](#))
- Northern High Fells Fringe ([Section 4.0](#))
- Lowland Farmlands ([Section 5.0](#))
- Solway Coastal Plain ([Section 6.0](#))

2.0 COASTAL INDUSTRIAL TOWNS

2.1 Landscape Character

- 2.1.1 The Coastal Industrial Towns Settlement Character Area lies mainly on carboniferous rocks overlain by extensive glacial till and riverine sand and gravels deposited in the glacial outwash plain. Coal seams can be found throughout the area.
- 2.1.2 The Coastal Industrial Towns are bounded in the west by the coast, stretching from Harrington in the south, to Crosscanonby in the north, where it incorporates part of the Solway Coast AONB. Its dominant character, particularly in the more coastal areas, is urban and industrial. It includes a number of large, urban nucleations, such as Maryport, Workington, and Seaton. The landscape is generally low-lying and coastal in nature, with predominantly low, eroding cliffs forming the seaward edge. Inland there are a number of low ridges and valleys varying in height between sea level and 140m AOD.
- 2.1.3 Away from the larger settlements, the landscape is predominantly composed of extensive areas of lowland agricultural pasture and arable fields. Field pattern tends to be oblong with straight boundaries enclosed by hedges, hedge banks or fences. These reflect a mix of planned enclosure of open common pastures in the 19th century, and some former common arable fields, though in many places the modern field pattern bears very little relationship to the historic pattern due to disruption caused by modern development.

Coastal Industrial Towns Settlement Character Area

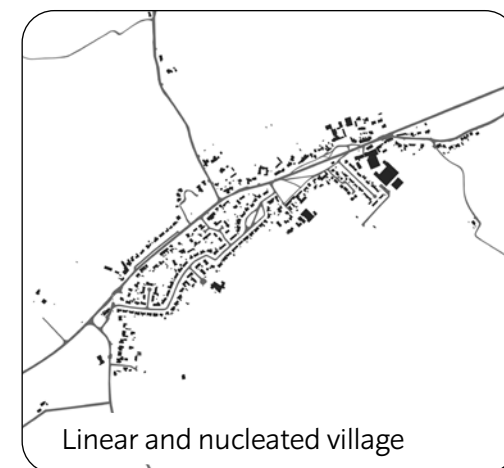




- 2.1.4 The agricultural landscape is interspersed with native woodland, tree clumps and plantations. Scattered farms and linear villages are found along the fringes of the river valleys, as well as on higher ground.
- 2.1.5 Inland, former coal mining activity characterises much of the area, including through restored landscapes resulting from open cast mining, for example Broughton Moor. Large modern industrial estates, such as Lillyhall, contribute to the industrialised character of the area, as do the many windfarms.

2.2 Settlement Pattern and Form

- 2.2.1 The Coastal Industrial Towns Settlement Character Area includes the highest density of settlement in Allerdale, including the two most populous settlements: Workington, which is a medieval settlement; and Maryport, a postmedieval planned town.
- 2.2.2 Settlement pattern in this area is predominantly nucleated and includes the larger settlements on the coast, and surrounding villages. Some of the smaller villages, such as Broughton Moor and Camerton have a more linear settlement pattern. There are also a number of scattered farmsteads across the area.
- 2.2.3 The smaller villages and farmsteads are spread across the wider landscape, predominantly away from the coast, and are mostly served by local lanes and minor roads, whilst the larger villages and towns are located along more major roads, such as the coastal A596, which connects Maryport in the north, through Workington, to the Lillyhall Industrial Estate in the south.



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2.3 Settlement Fringes

- 2.3.1 Distinctive and positive rural transitions are created when built form around the edge of settlements integrates well with the wider open countryside. Within the Coastal Industrial Towns Settlement Character Area, there are a variety of settlement fringes set in different landscape contexts. Settlement edge transitions are typically defined by the interaction between boundary treatments, road character, and how built form is organised.
- 2.3.2 Boundaries include local stone walling, native hedgerows with hedgerow trees, and various styles of fencing.
- 2.3.3 Positive edge transitions arrange built form facing onto a lane or other form of movement corridor, bordered by boundary treatments which are in keeping with local character. The aim is not to completely screen development from the countryside, but to soften and ground the development in its setting.
- 2.3.4 Rural transitions that draw on best practice create strong boundary edges, with good quality hard and soft detailing to the boundary solutions, movement corridors and built form.
- 2.3.5 Examples of existing positive rural transitions for settlements within the Coastal Industrial Towns are illustrated by the following photographs.

Positive Rural Transitions



Boundaries of local stone and vegetation



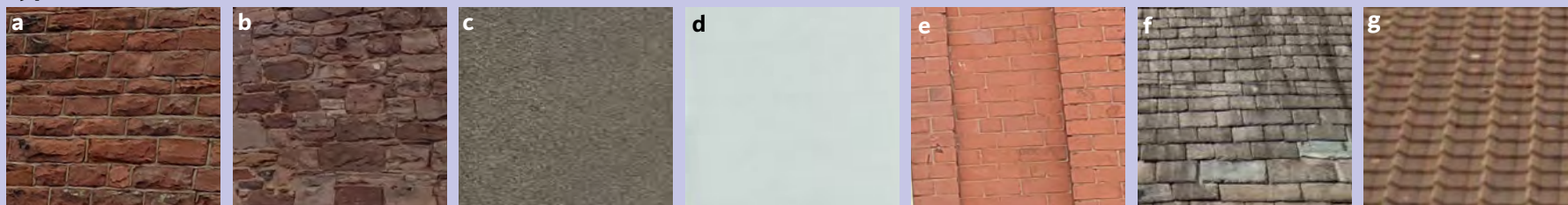
2.4 Typical Traditional/Local Vernacular Materials and Detailing

- 2.4.1 There are a range of traditional/local vernacular materials and detailing used for buildings and streetscapes across the Coastal Industrial Towns Settlement Character Area, as described below and illustrated by the images on the following pages.
- 2.4.2 Due to the underlying geology, much of the architecture of the area uses the local sandstone. Some buildings are unrendered stone, which in this area are typically in shades of red, pink or brown (a, b). However, rendered buildings are the predominant style seen throughout the Coastal Industrial Towns with some variations in colour between settlements. The rendered surface also varies, from fine stuccoed (d) finishes to coarse roughcast (c).
- 2.4.3 Some buildings demonstrate a mixture of rendered and unrendered surfaces, with variation between elevations, for instance stone-built main façades and rendered side elevations, or painted main façades and unpainted side elevations. Slate (f) is the predominant local roofing material, but red or grey tiling (g) is common on more contemporary properties.
- 2.4.4 A larger variety of building styles is inevitably found in the larger settlements, such as brick-built (e) feature properties (such as the Royal Victoria in Maryport) and brick built properties with red tiled roofs on housing estates from the second half of the 20th century. This is in contrast to smaller

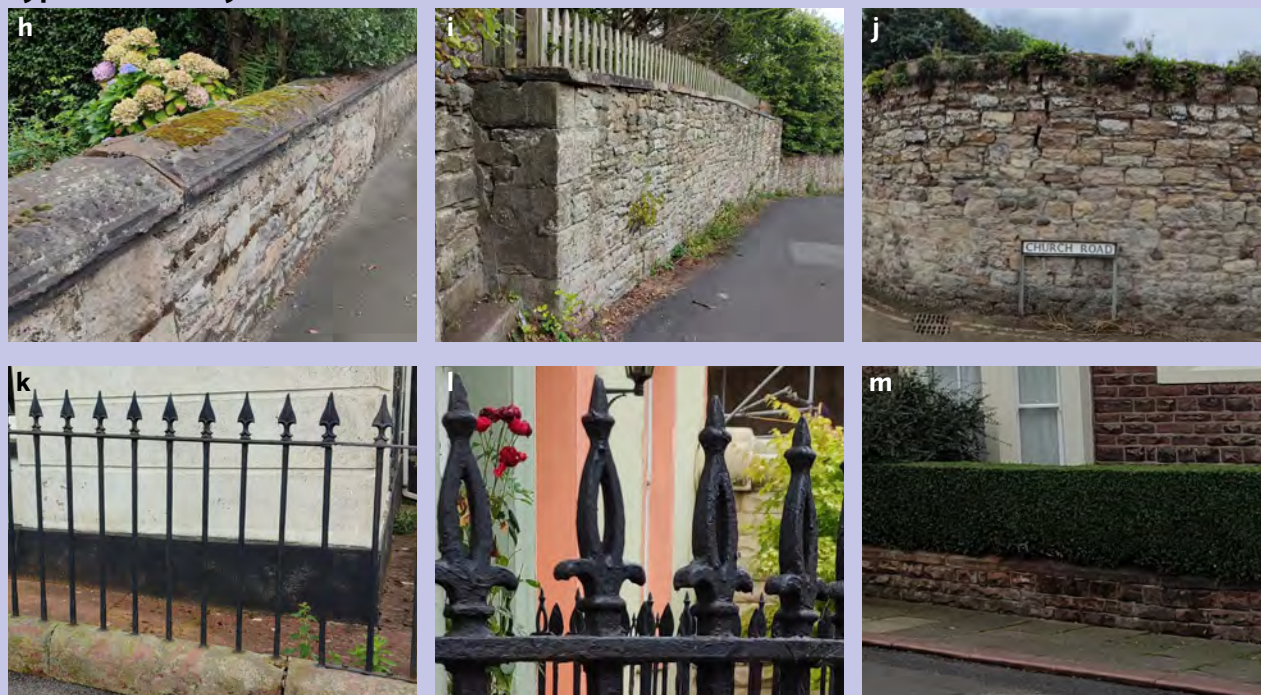
settlements where more consistency in style is often found.

- 2.4.5 Boundary treatments are a varied mix of stone walls (h, i, j), brick and rendered stone, with hedges (m), both traditional and modern railings (k, l), and fencing also common.
- 2.4.6 The traditional streetscape materials palette includes stone steps, granite and sandstone kerbs and stone flags (n), with limited traditional streetscaping remaining, such as few remaining areas of granite and beach cobbles, e.g. Fleming Square in Maryport (o).
- 2.4.7 Simple painted, stuccoed or contrasting colour quoins or raised stone on edges (t, u, w), and on door and window architraves (p, q, r, s, u, v) is used on many buildings, both rendered and unrendered. The styling of windows and doors varies - some have arch styling or other patterning (s, v), particularly on more historic properties, whilst elsewhere styling is simple (q, r). Some properties also demonstrate string courses across their frontage (u).
- 2.4.8 In historic areas of settlements, traditional detailing can often be found in the form of cast iron railings (z, ai) produced by local foundries. Archways are also a feature (bi, ci), particularly in Georgian properties.

Typical Architectural Materials



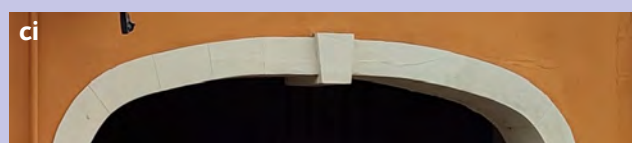
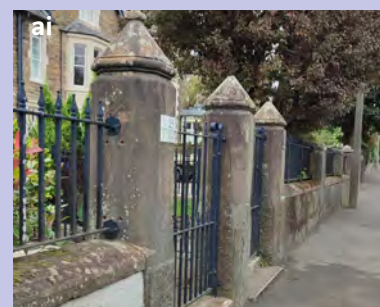
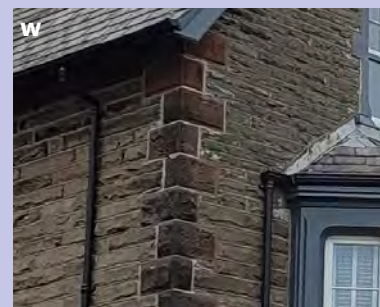
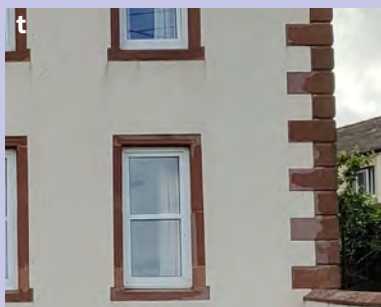
Typical Boundary Materials



Typical Streetscape Materials



Other Typical Architectural Detailing



2.5 Settlement Character Area Design Cues

2.5.1 Design cues for settlements within the Coastal Industrial Towns Settlement Character Area are highlighted below:

Coastal Industrial Towns Design Cues

- A range of eras of architecture are found within the settlement character area, though they generally demonstrate a consistency of palette led by locally available materials
- Historic areas tend to have a grid plan or regular street layout, particularly in the larger nucleated settlements of Workington (a) and Maryport (b)



- Landmarks within the townscape are created by harbours (c) and docks (in coastal settlements), churches (d), bonded warehouses, public houses (e) and other buildings associated with historic uses (banks, shops, administrative buildings etc)



Coastal Industrial Towns Design Cues (continued)

- Streets and lanes, particularly in larger nucleated settlements are often well enclosed and overlooked by the surrounding houses (f). In contemporary areas of development, and in rural settlements, properties tend to be further set back from the roads, giving a greater sense of openness



- Streets and lanes follow the topography
- Many settlements have more recent developments situated on the approaches to or on infill sites within them

- Stone (g), and render (h, i) are the predominant materials in building façades, however there are some brick-built properties, both in feature buildings, such as pubs or hotels (j); and in housing estates from the second half of the 20th century onwards



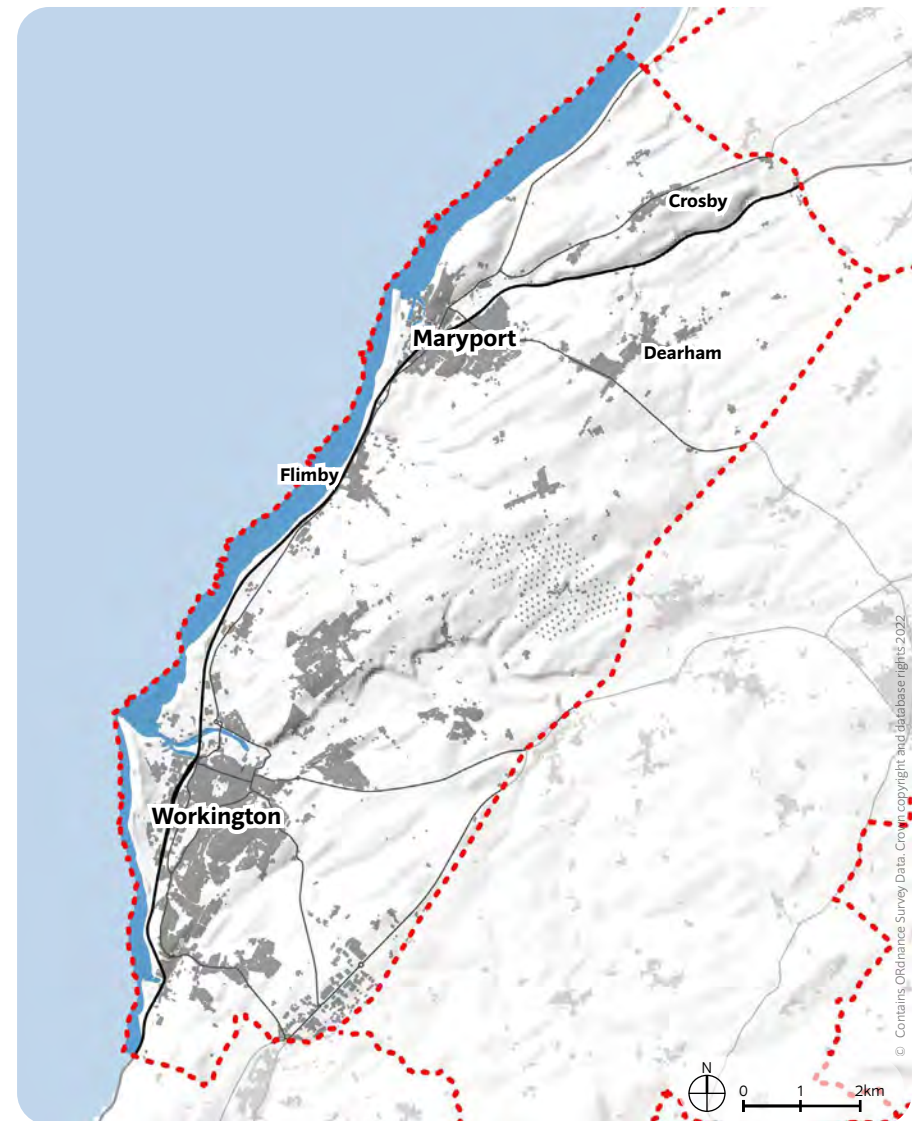
2.6 Example Settlements: Overview

2.6.1 A range of settlements have been selected as examples. They illustrate the typical range of settlement types, layouts, evolution, form, archetypes, materials and detailing within the Coastal Industrial Towns Settlement Character Area, or have variations from the typical character that are a unique and distinctive. The selected example settlements are:

- Workington
- Maryport
- Dearham
- Flimby
- Crosby

2.6.2 Analysis of each example settlement includes:

- General description – summarising settlement evolution/ form and highlighting key features
- Design cues - highlighting typical local vernacular features and positive elements of the townscape/villagescape



2.7 Example Settlement: Workington



- 2.7.1 Workington originates as a coastal settlement, centred around the mouth of the River Derwent. Piecemeal development occurred through the 18th, 19th and 20th century, with development accommodating for industrial exploitation in the area, and the associated influx of people.
- 2.7.2 Georgian development in the north, near Workington Hall, consists of multi-coloured, painted frontages and narrow and cobbled streets. Rows of Victorian terraces expand to the west of the Georgian development, centred around the large Vulcan Park. Later expansion to the south of Workington continued into the 20th century, creating a large expanse of individual housing estates, characterised by a street layout of cul-de-sacs and crescents and dominated by pebbledash and white render vernacular.
- 2.7.3 The town became a major mining town and port in the 20th century, becoming a key export port. Several iron and steel works dominated the area, with a number of railway lines connecting the coal and steel across the country. In the 1950s, with the decline of coal and steel industries, these sites were converted to modern industrial estates and out-of-town shopping centres. Today, large scale industrial and retail parks dominate the west of Workington.
- 2.7.4 The town contains a significant number of designated heritage assets. Workington Hall, located to the north east of Workington, is a grade I listed property, that sits within a grade II listed Park and Garden. Workington Hall was once one of the finest manor houses of the area, built around a pele tower dating from the 14th century. It is now a striking ruin.

- 2.7.5 Other listed buildings in the town include several Georgian residential buildings to the south of Workington Hall, a coal mine and associated assets and religious buildings.

Workington Design Cues

- 18th century to modern archetypes are represented
- Residential terraces (a) are a key feature

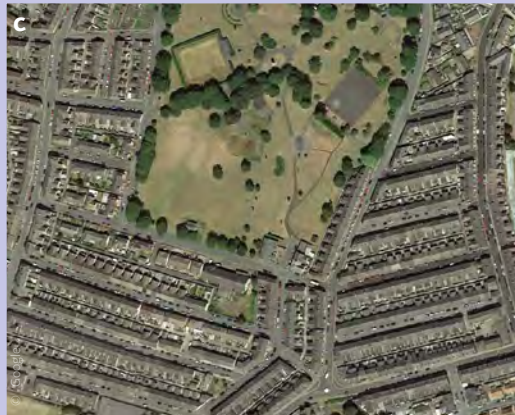


- Town centre has a mixture of both historic (e.g. Portland Square Conservation Area (b)) and modern (e.g. Pow Street) elements



Workington Design Cues (continued)

- Buildings predominantly rendered and either unpainted, or painted in a range of colours. Some stone-built (particularly in terraced areas and feature buildings) and occasional brick properties.
- Detailing, such as quoins, moulded doorways and window edging often painted, sometimes in vibrant colours.
- Terraced areas have a strong, well enclosed street pattern (c).
- Extensive residential areas are interspersed with large areas of open space (c) (e.g. Vulcan Park (d), churchyards and cemeteries)



- Distinctive buildings, including churches such as St. Michael's (e) and St John's (f), and the Tower at Workington Brewery (g) all form landmark orientation features within the townscape.



2.8 Example Settlement: Maryport



Historic Fleming Square



Harbour and docks with cast iron lighthouse



- Scheduled Monument
- Listed Building
- Conservation Area

- 2.8.1 The area around Maryport has had settlement in some form since at least Roman times, as evidenced by the hilltop Roman fortress of Alavna. However the planned town itself developed over the 18th and 19th centuries with terraces built in a grid pattern, when the town was established as a coal port.
- 2.8.2 Today, it is a coastal nucleated settlement with a population of around 10,000 people. It has a harbour and docks, and a distinctive grid street plan which forms the historic core of the settlement.
- 2.8.3 The River Ellen flows through the town, broadly dividing the older part of the settlement in the north from the predominantly more recent 20th and 21st century development in the south. The Cumbrian Coast railway line also follows this alignment, before heading southwards along the coast towards Workington.
- 2.8.4 The town has a number of historic features. This includes Fleming Square, once a historic market place; 18th century quayside buildings; and the lighthouse at entrance to harbour which was erected in 1846 (the first cast iron lighthouse). There are also three 19th century churches, designed in Gothic derived styles and faced in red sandstone.
- 2.8.5 To the south and southeast of the historic core, the town has expanded through a series of 20th century residential developments. To the southwest, along the A596, is an area of commercial development / industrial estate.

Maryport Design Cues

- 18th century to modern archetypes are represented
- Historic core has a distinctive grid layout (a)



- Harbour and docks provide contrast to the enclosed historic core (b), and provide key views back towards the settlement (c)



- A mixture of stone, rendered stone and brick properties set further back from the street characterise residential development from the early and mid-20th century onwards
- Buildings predominantly 2 or 3 storey

Maryport Design Cues (continued)

- Historic shopfronts (d), pubs/hotels (e) and churches (f) create a number of landmarks within the streetscape



- Stone and rendered stone buildings, particularly terraces (g), create a sense of enclosure along streets in the historic core (h), and in terraced 19th/early 20th century residential development



- Varied topography (i) allows some opportunities for long views (j, k)



2.9 Example Settlement: Dearham



- 2.9.1 The village of Dearham, two miles east of Maryport, developed as a linear development, centred along four main roads: Main Street, Row Brow, Central Road and Maryport Road.
- 2.9.2 20th century development has resulted in an expanded, more nucleated settlement today, most notably in the south with development of cul de sacs to the west of Central Road and north of the A594. Local vernacular is varied, including the use of pebbledash, render and local stone. There are pockets of more traditional properties along the main road, including terraced mining cottages. There are also some modern conversions of old barns.
- 2.9.3 The Church of St Mungo at the north of the village is a grade I listed building, and is the most distinctive heritage feature of the village, around which the settlement centre originally focused. It is a late 12th century church, with a much earlier sculpture incorporated into the built fabric.

Dearham Design Cues

- 20th century residential development forms the majority of the village (including expansion, infill and replacement of earlier buildings)
- Buildings predominantly rendered and either unpainted, or painted in white or pastel shades. Some stone or brick properties
- Occasional contrasting colour in detailing (door/window surrounds, etc), mostly on older properties rather than the 20th century housing estates
- Buildings predominantly two storey, with some bungalows in 20th century residential areas

2.10 Example Settlement: Flimby



2.10.1 Flimby, a coastal village, a mile and a half south of Maryport, originated as a nucleated settlement, with some linear expansion. This consisted of a small pocket of development centred around the church (rebuilt on site of earlier chapel 1794, restored/enlarged 1860s), largely consisting of a farmhouse and few residential properties, with some scattered development north west along Wedgwood Road towards the coast.

2.10.2 Today, Flimby is an expanded nucleated settlement, a result of 20th century expansion along Flimby Brow and Ryehill Road, as well as development of crescents and cul de sacs west and east of the main street through the village. Local vernacular is predominantly white render and pebbledash. The railway line between Maryport and Whitehaven, as well as the A596, bounds the village to the west, lined by a distinctive sandstone boundary wall.

2.10.3 The village has three listed buildings, including Grange Farmhouse (grade II), one of the original buildings clustered around the church; and the grade II* Flimby Hall in the historic core of the village.

Flimby Design Cues

- 20th century residential development forms a large part of the village (including expansion and infill)
- Buildings rendered and either unpainted, or painted in white or pastel shades. Very occasional stone properties (e.g. barns).
- Contrasting colour used in detailing (door/window surrounds. etc),.
- Buildings predominantly two storey


2.11 Example Settlement: Crosby

Open space through the historic core

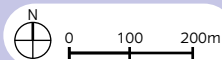
Stone-built barn

Hill Farmhouse

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 Scheduled Monument

 Listed Building



- 2.11.1 Crosby is a village between the coast and the River Ellen. The historic core of the settlement lies on the A596, where properties have a range of different set-backs from the road, but are cohesive in appearance with their rendered styling (some painted) and slate roofs. The village also has areas of greenspace and wide verges through its core, adding to a sense of openness.
- 2.11.2 Today, Crosby is predominantly linear in form, though it has become more nucleated with the development of a second, parallel road in the second half of the 20th century (to the southeast of the A596). This is mostly lined with residential properties, rendered in keeping with the local vernacular, and set back from the street behind front gardens/driveways.
- 2.11.3 The village has a number of historic farm buildings and properties, including the listed 17th century Westlands Farmhouse and the 18th century Hill Farmhouse. Both of these properties have painted stucco walls on the main farmhouse building.

Crosby Design Cues

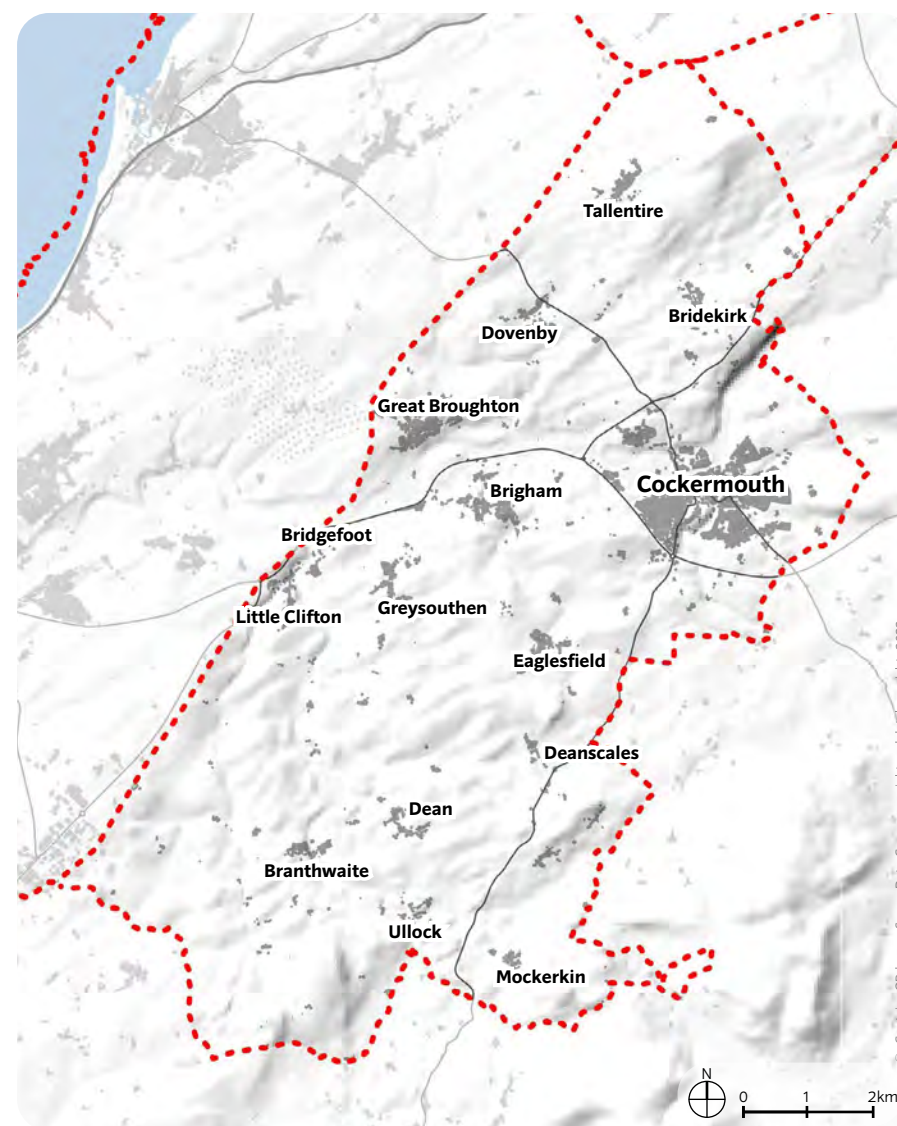
- Farming origins evident in building styles (farmhouses, barns etc), with older buildings predominantly around the green
- 20th century residential development forms the majority of the village (expansion mostly to the south/south west)
- Buildings predominantly rendered and either unpainted, or painted in white or pastel shades. Very occasional stone-built or brick properties
- Some contrasting colour in detailing (door/window surrounds etc)
- Buildings predominantly two storey, with some bungalows in 20th century residential areas
- Large area of open space at the village core (The Green) provides a focal point

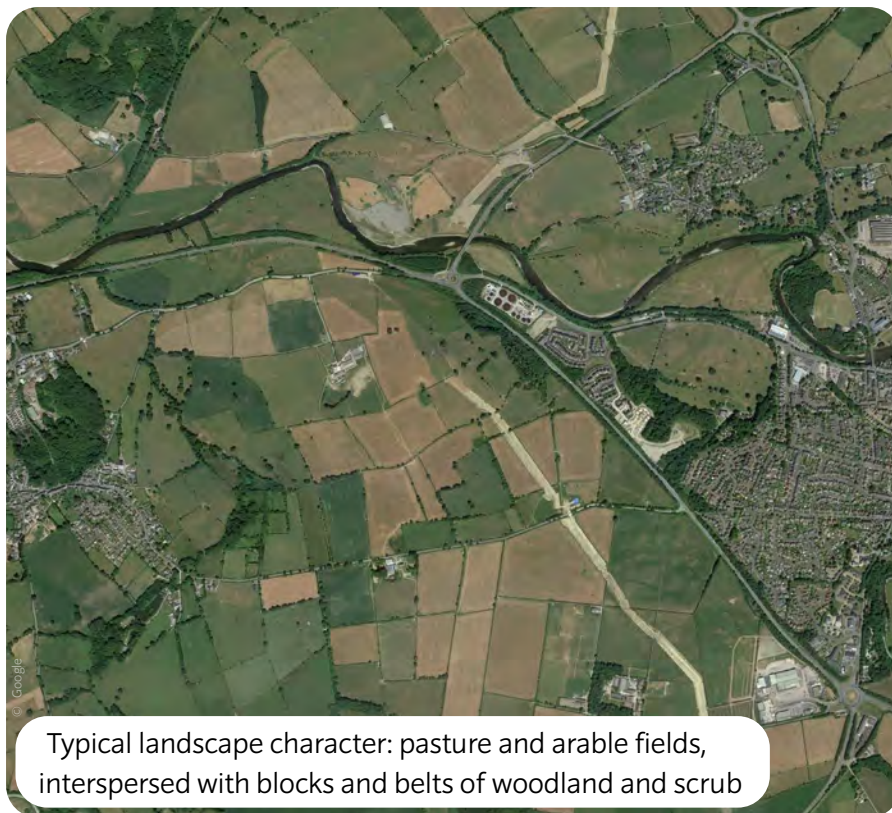
3.0 WESTERN HIGH FELS FRINGE

3.1 Landscape Character

- 3.1.1 The Western High Fells Fringe Settlement Character Area lies predominantly on carboniferous rocks overlain by extensive glacial till and riverine sand and gravels deposited in the glacial outwash plain. Coal seams can be found throughout the area. In the northeast of the area around Cockermouth the underlying geology changes to sedimentary bedrock from the ordovician period.
- 3.1.2 The Western High Fells Fringe is bounded in the west by the Coastal Industrial Towns area, and stretches from Dean Moor in the south, to Tallentire in the north. In the east it is bounded by the Lake District National Park. Its dominant character is rural, though it includes the larger settlement of Cockermouth, and there is some industry in the wider landscape in the form of quarrying. There is a predominantly nucleated settlement pattern, though some of the smaller villages are more linear where this is a reflection of the surrounding topography
- 3.1.3 The landscape generally comprises rolling and undulating topography with a number of ridges and valleys, including the River Dewent valley. The highest point in the area is Mockerkin How, at 247m AOD.

Western High Fells Fringe Settlement Character Area

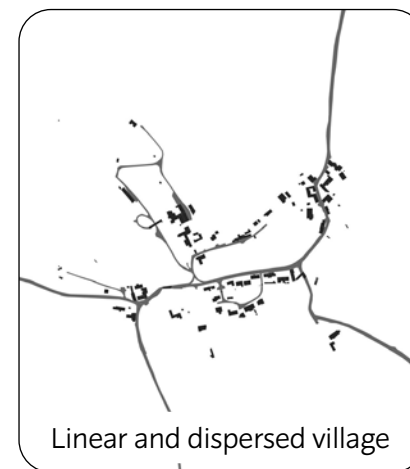
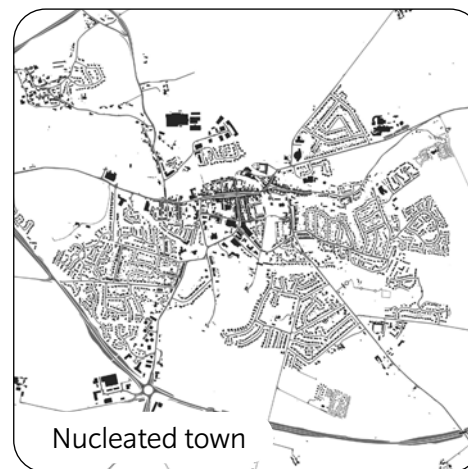




- 3.1.4 Away from the large settlement at Cockermouth, the landscape predominantly comprises extensive areas of agricultural pasture and arable fields. The fieldscape is dominated by former arable commonfields, with areas of dispersed farmsteads and ancient enclosures scattered in between. There are also areas of planned enclosure, which represent former common grazing land.
- 3.1.5 The agricultural landscape is interspersed with blocks and belts of woodland and scrub.

3.2 Settlement Pattern and Form

- 3.2.1 The Western High Fells Fringe Settlement Character Area is dominated by a mix of large and small nucleated settlements, with some small, linear settlements. Most of the nucleations are of medieval origin and retain elements of medieval plan forms. The nucleated pattern has to an extent been exaggerated by some 19th century development, resulting from industrialisation. The largest settlement in the area is Cockermouth, which lies at the confluence of the River Cocker and River Derwent. There are also a number of scattered farmsteads across the area.
- 3.2.2 The smaller villages and farmsteads are spread across the wider landscape, and are mostly served by local lanes and minor roads, whilst the larger villages (such as Great Broughton) and town of Cockermouth are located along or close with easy access to more major roads, such as the A66, which connects Cockermouth to Workington on the coast, and to Keswick within the Lake District National Park in the east.



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3.3 Settlement Fringes

- 3.3.1 Distinctive and positive rural transitions are created when built form around the edge of settlements integrates well with the wider open countryside. Within the Western High Fells Fringe Settlement Character Area, there are a variety of settlement fringes set in different landscape contexts. Settlement edge transitions are typically defined by the interaction between boundary treatments, road character, and how built form is organised.
- 3.3.2 Boundaries include native hedgerows with hedgerow trees, local stone walling, and various styles of fencing, but the most prevalent edges in this area are vegetated, with either belts of woodland, hedgerows or hedgerow trees.
- 3.3.3 Positive edges look to arrange built form facing onto a lane or other form of movement corridor, bordered by boundary treatments which are in keeping with local character. The aim is not to completely screen development from the countryside (though the combination of woodland and undulating topography in this area frequently result in near-complete screening), but to soften and ground the development in its setting.
- 3.3.4 Rural transitions that draw on best practice create strong boundary edges, with good quality hard and soft detailing to the boundary solutions, movement corridors and built form.

- 3.3.5 Examples of existing positive rural transitions for settlements within the Western High Fells Fringe are illustrated by the following photographs.



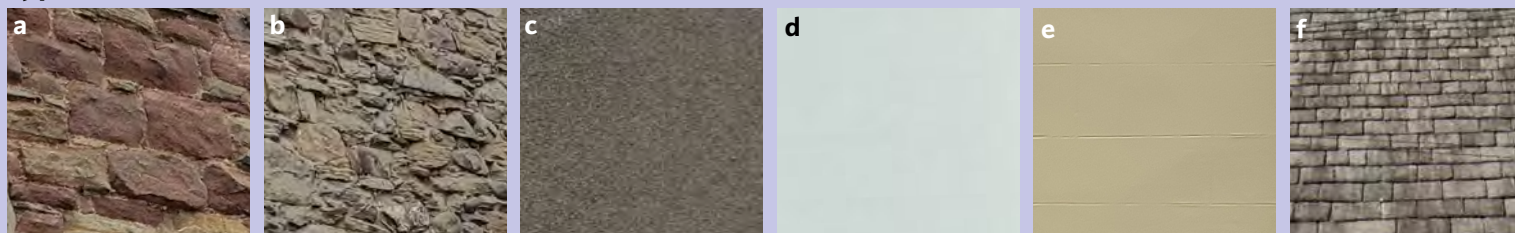
3.4 Typical Traditional/Local Vernacular Materials and Detailing

- 3.4.1 There are a range of traditional/local vernacular materials and detailing used for buildings and streetscapes across the Western High Fells Fringe Settlement Character Area, as described below and illustrated by the images on the following pages.
- 3.4.2 Due to the underlying geology, much of the architecture of the area includes walls finished with undrendered local sandstone (a, b), or rendered finishes (c, d, e). The unrendered stone buildings in this area are typically in shades of red, pink or brown. Rendered buildings are the predominant style seen throughout the Western High Fells Fringe with some variations in colour between settlements. The rendered surface also varies, from fine stuccoed finishes (d) to coarse roughcast (c).
- 3.4.3 Some buildings demonstrate a mixture of rendered and unrendered surfaces, with variation between elevations, for instance smooth stuccoed frontages with dry stonework visible on rear elevations and outbuildings. Slate roofs are common (f), with Cumbrian green slate roofs, on earlier buildings and Welsh blue-grey slate on most post-railway buildings.
- 3.4.4 A greater variety of building styles is inevitably found in the larger settlements, such as brick-built/tiled roof properties on housing estates from the second half of the 20th century, though these sometimes attempt to replicate some of the local vernacular, particularly in more

recent developments (see Sandybeck Way in Cockermouth). This is in contrast to smaller settlements where more consistency in style is often found.

- 3.4.5 Boundary treatments are a varied mix of stone walls (g, h, i), brick and rendered stone, with hedges (l), both traditional and modern railings (j, k), and fencing also common.
- 3.4.6 The traditional streetscape materials palette includes cobbled surfaces (m, n, o) or incised clay pavers, flagged paving (particularly in private areas), and occasional granite kerbs. There are fairly limited areas of traditional streetscaping remaining, but attempts have been made to reflect this style in recent public realm developments, such as in parts of the Cockermouth Conservation Area.
- 3.4.7 Traditional detailing in the Western High Fells Fringe includes dressed stone or moulded stucco window and door surrounds (p, q, r, s, x, y, z), quoins (t, u) and string courses (q, r). These are often emphasised by contrasting paints or distempers. Painted signage is also sometimes used to indicate information about a property, such as dates or residents (w). Sash windows and panelled doors are of painted timber, and sometimes have fanlights. Raised doorways may have stone steps (ai).
- 3.4.8 Traditional detailing can also be found in the form of cast iron rainwater goods, with moulded gutters often supported on corbels or brackets, sometimes forming part of the façade. There are also a few surviving iron railings and gates (including park and estate railings), and surviving elements of removed railings.
- 3.4.9 Archways are also an occasional feature (bi). Details such as dovecotes are sometimes found on barns (v).

Typical Architectural Materials



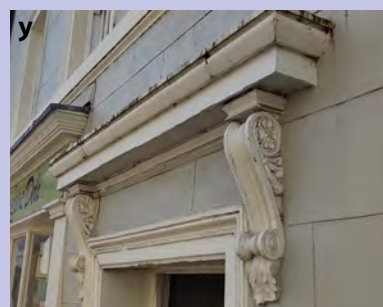
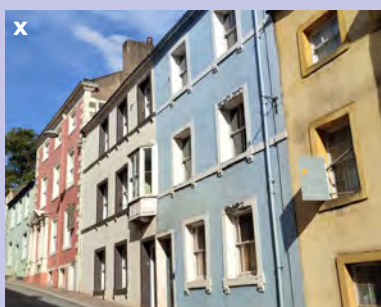
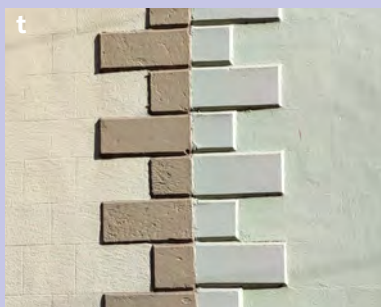
Typical Boundary Materials



Typical Streetscape Materials



Other Typical Architectural Detailing



3.5 Settlement Character Area Design Cues

3.5.1 Design cues for settlements within the Western High Fells Fringe Settlement Character Area are highlighted below:

Western High Fells Fringe Design Cues

- A range of eras of architecture are found within the settlement character area, though they generally demonstrate some consistency of palette led by locally available materials
- Landmarks within the townscape are created by churches/chapels (a, b), public houses and other buildings associated with historic uses (banks, shops, administrative buildings (c), breweries (d), farmsteads (e) etc). Those that are rendered are often vibrantly coloured (a, e).



- Streets and lanes, particularly in the larger nucleated settlements (e.g. Cockermouth), vary in width from well enclosed and overlooked by the surrounding houses (f) to wide and spacious with street trees (g). In contemporary areas of development, properties tend to be set back from the roads, giving a sense of openness.



- Properties are predominantly stone built (e) or with rendered finishes, either painted (g) or unpainted (f).

Western High Fells Fringe Design Cues (continued)

- Streets and lanes follow the topography, and settlements are often defined strongly by the surrounding topography (h), either set upon hills/ridges, or laid out around the course of a river (i), often with some open space in the floodplain.



- Some settlements have more recent developments situated on the approaches to or on infill sites within them.

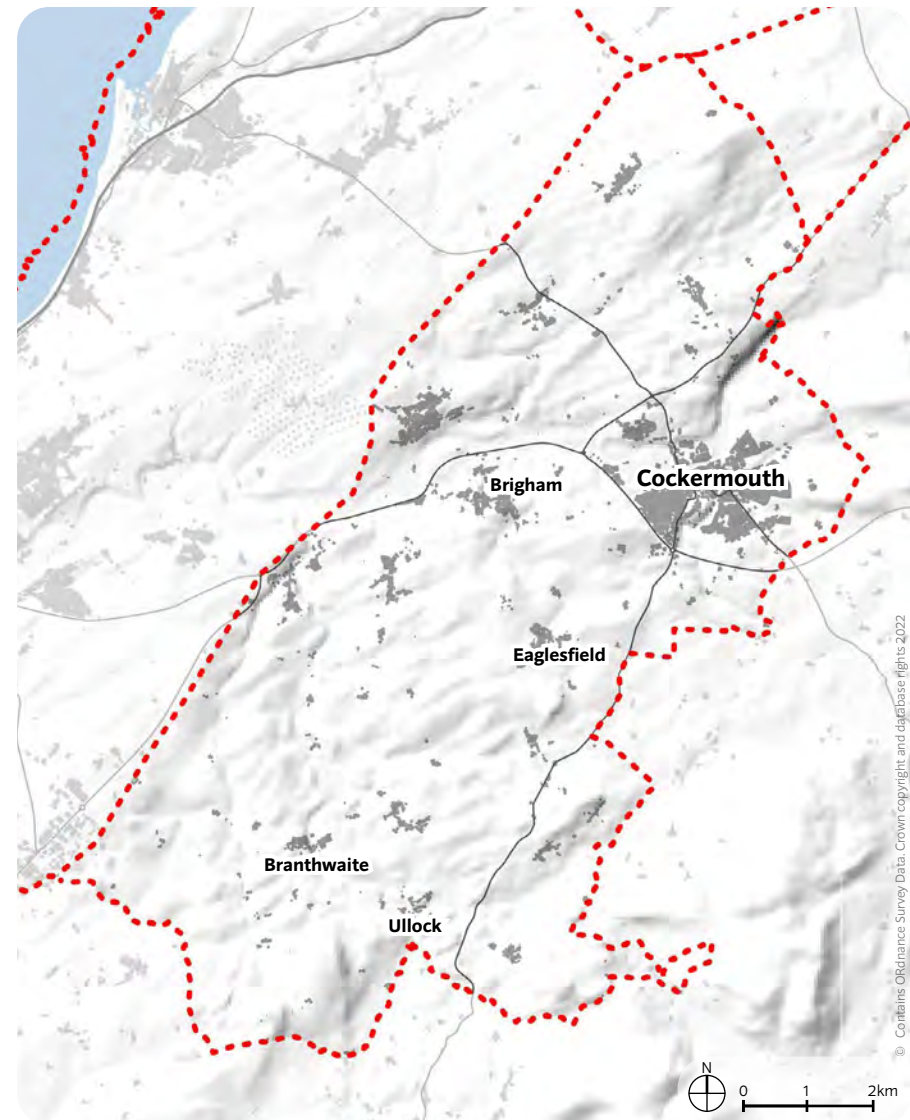
3.6 Example Settlements: Overview

3.6.1 A range of settlements have been selected as examples. They illustrate the typical range of settlement types, layouts, evolution, form, archetypes, materials and detailing within the Western High Fells Fringe Settlement Character Area, or have variations from the typical character that are a unique and distinctive. The selected example settlements are:

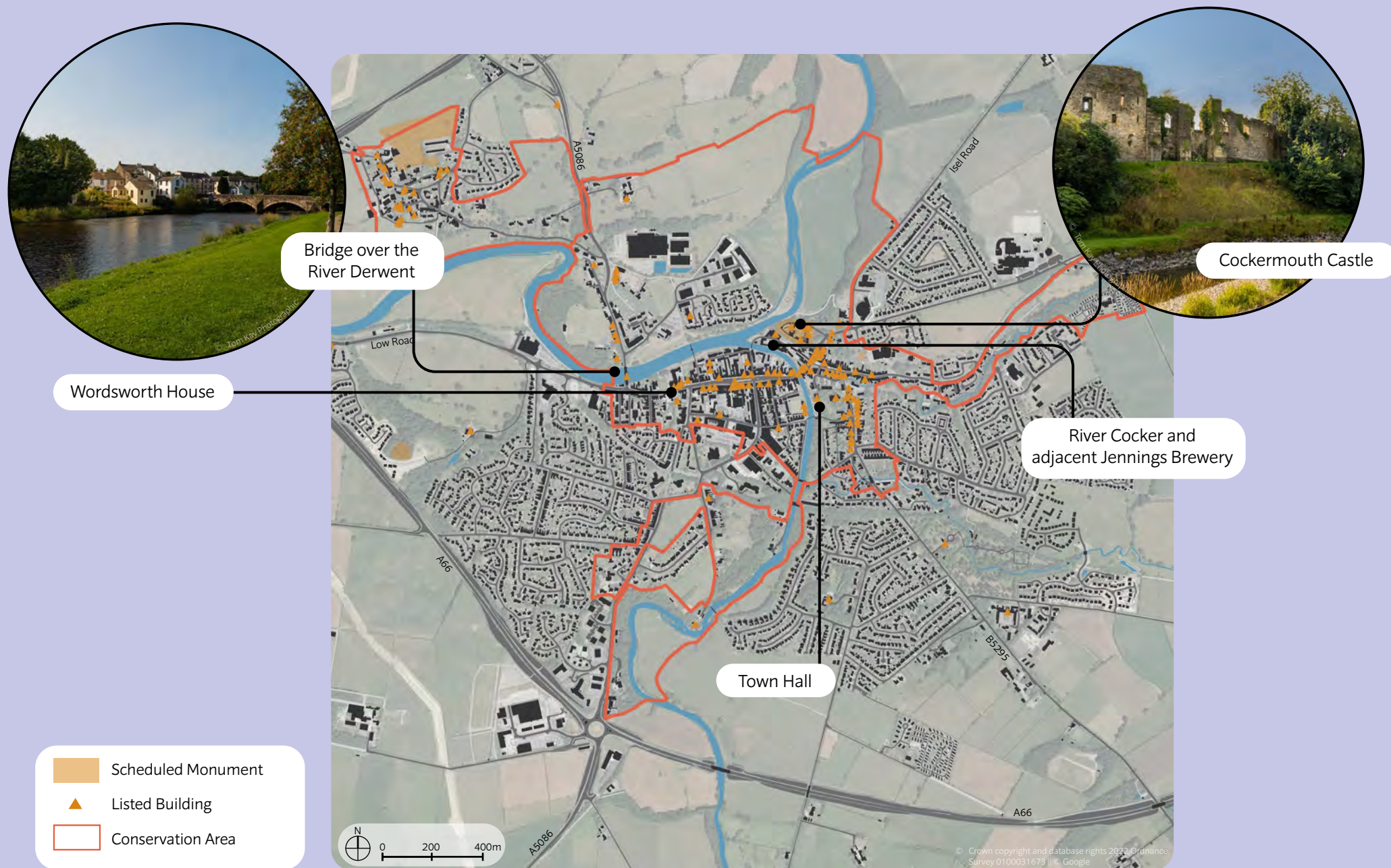
- Cockermouth
- Brigham
- Branthwaite
- Eaglesfield
- Ullock

3.6.2 Analysis of each example settlement includes:

- General description – summarising settlement evolution/ form and highlighting key features
- Design cues - highlighting typical local vernacular features and positive elements of the townscape/villagescape



3.7 Example Settlement: Cockermouth



- 3.7.1 Cockermouth, which is a market town just outside the Lake District, originated in the medieval times, at the confluence of the River Cocker and the River Derwent. The town developed as a nucleated settlement, south of the present castle site. Cockermouth developed with narrow burgage plots stretching away from the main street, typical of the medieval era. Much of the centre of the town is still of medieval origin in layout, later rebuilt in Georgian style with Victorian infill.
- 3.7.2 The 19th and 20th centuries saw the rise of industrial sites, mills and tanneries within Cockermouth. This initiated the expansion of the town, southwards from the original settlement, with new housing areas being built, characterised by typical pebbledash and render building materials.
- 3.7.3 Today Cockermouth is still centred around the nucleated medieval centre, with later expansion spreading outwards, a result of piecemeal development, predominantly of housing estates. Further 20th century development gave rise to expansion westwards as far as the A66, development north and north east of the castle, as well as to the south east.
- 3.7.4 The historic core of Cockermouth predominantly comprises rendered buildings, many of which are brightly coloured, creating a vibrant town centre with many shops, pubs and other amenities. Main Street is wide, with street trees. Some of the smaller, narrower side streets have much more of a sense of enclosure, with properties set close to the road.

- 3.7.5 With its rich heritage, Cockermouth has over 100 listed properties. Cockermouth Castle at the north of the town, where there has been a castle since the 13th century, is designated as a grade I listed building. The distinctive mid-18th century Wordsworth House, where William Wordsworth was born in 1770, is also a grade I listed property. Main Street, part of the original medieval town, is lined with listed buildings.

Cockermouth Design Cues

- Historic core broadly retains its medieval layout, with long, narrow plots
- Churches, historic industrial properties (e.g. Jennings Brewery, a), bridges, administrative buildings (Town Hall, b) and other distinctive historic buildings such as shops and pubs (c), and the listed Wordsworth House (d) provide orientation features.



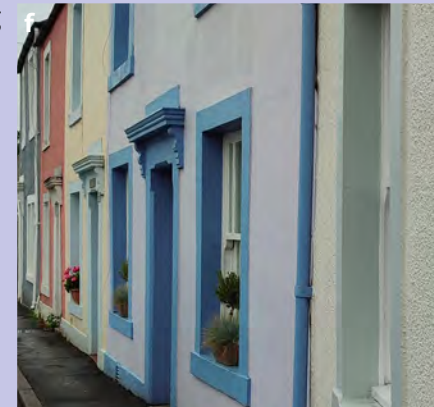
Cockermouth Design Cues (continued)



- Buildings, particularly in the historic core, predominantly have rendered or stone facades, with the render often brightly coloured (e). Later residential expansion broadly reflective of rendered local vernacular, with occasional use of brick



- Detailing includes contrasting (often stone) door and window surrounds (f), and quoins (g)



- Rivers, and their associated open space, create key corridors through the town (h)



- Main streets in the historic core are wide and open, despite properties set immediately adjacent to the street, with some street trees. Side streets narrow and enclosed
- 20th century residential areas typically have some setback from the street, with driveways/small front gardens

3.8 Example Settlement: Brigham

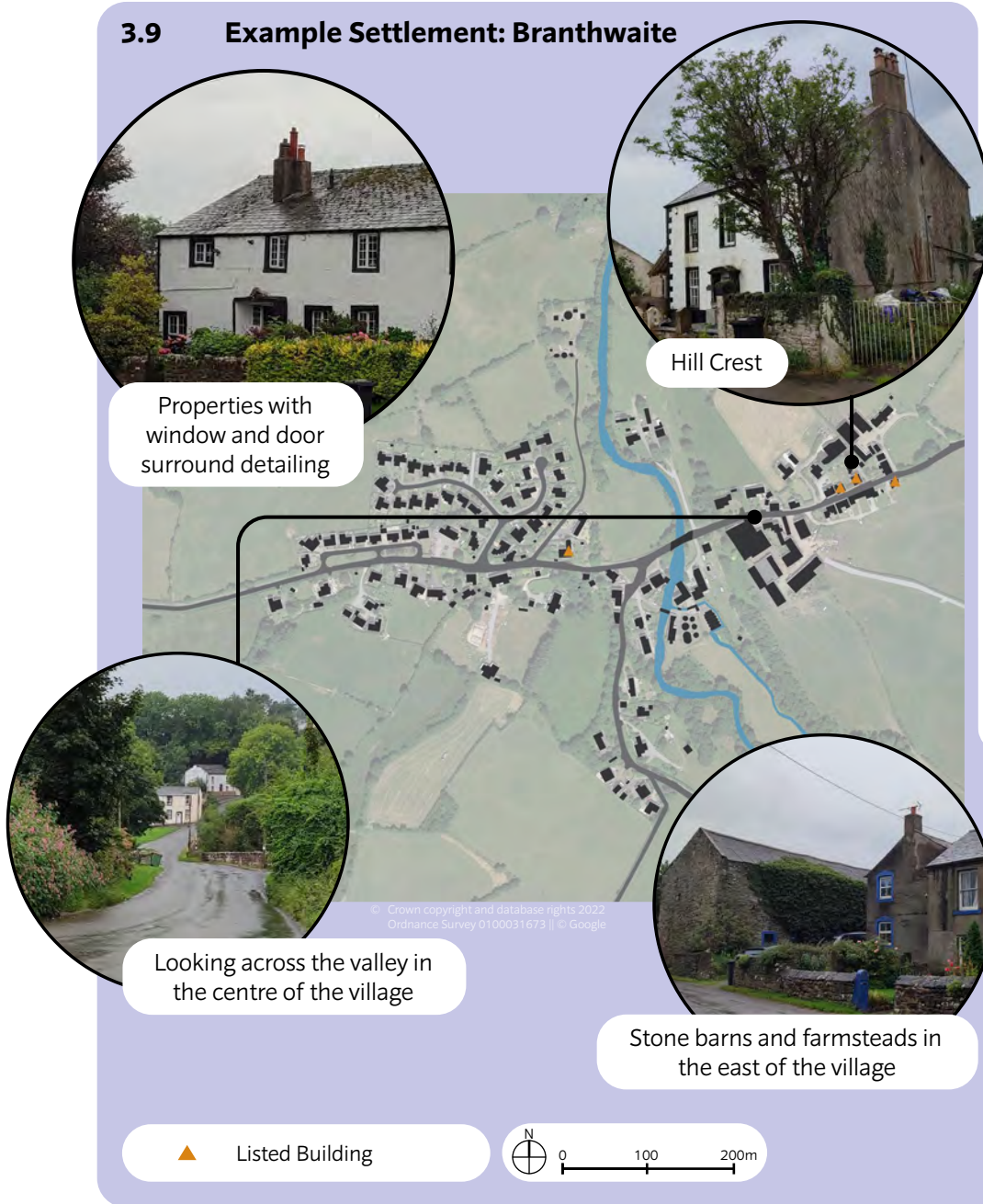


- 3.8.1 Brigham originated as a linear cluster of dwellings centred along High Brigham road, approximately 2 miles west of Cockermouth. A disused quarry (now hosting businesses and a caravan park) is situated in the centre of the village, surrounded by a long stone wall and railings. 20th and 21st century expansion, in the form of long, winding cul-de-sacs to the north and south of the main road, has created an expanded linear settlement today.
- 3.8.2 Local vernacular, concentrated along High Brigham Road, includes stone boundary walls, stone buildings with stone window surrounds, many of which have been rendered and painted. More recent development is characterised by pebbledash, brick facades and render.
- 3.8.3 Brigham has a number of listed properties, which demonstrate the range of local vernacular. Brigham Hall, situated in the centre of the village in the south, is designated as a grade II listed building. It is a mid-18th century farmhouse, with sash windows and plain stucco surrounds. Other heritage assets include 18th and 19th century buildings and farmsteads (including Midtown Farmhouse), and the grade I listed Church of St. Bridget in the north.

Brigham Design Cues

- Buildings predominantly rendered, and either unpainted or painted in pastel shades. Some stone-built buildings and walls, and occasional use of brick in 20th century development
- Detailing includes stone, moulded or painted door and window surrounds
- Settlement split north-south by the quarry and fields
- 20th century residential development forms a significant part of the village as expansion, mostly in the form of cul-de-sacs

3.9 Example Settlement: Branthwaite



- 3.9.1 Branthwaite originated as a small linear settlement around 5 miles south east of Workington, along one main road, which intersects with the River Maron. The settlement is spread across either side of a steep valley with the river in the centre.
- 3.9.2 As a result of 19th century, and more extensively, 20th/21st century development, to the north and south of the main road, the settlement has become an expanded linear village. Housing development in the north consists of winding cul-de-sacs, with development in the south centred along existing roads.
- 3.9.3 Local vernacular includes the use of local stone, pebbledash and white render. Other detailing includes stone boundary walls, and stone window surrounds, many of which have been and painted in contrasting colours. Individual farmsteads, with long drives off the main road, are concentrated in the east of the settlement.
- 3.9.4 There are a four listed properties in the settlement, including Hill Crest, dated 1747, with painted incised stucco, quoins, and a graduated greenslate roof. The other listed properties are also 18th century buildings.

Branthwaite Design Cues

- Buildings predominantly rendered, and either unpainted or painted in pastel shades. Some stone-built buildings and walls
- Detailing includes stone, moulded or painted door and window surrounds, often in contrasting colours
- 20th century residential development forms a significant part of the village in the west, while farming influences predominante in the east
- Steep valley through the centre of the settlement creates a distinctive structure and gives opportunites for views out, and between the two halves of the village

3.10 Example Settlement: Eaglesfield



- 3.10.1 Eaglesfield originated as a linear settlement, expanding north west and south west from the central junction on Hotchberry Brow, with isolated dwellings dispersed east along Hotchberry Brow. Some of the lanes, particularly in the northwest, are very narrow.
- 3.10.2 20th century expansion has created a nucleated settlement centred around the main junction, with a cul-de-sac developed to the east, and a pocket of development to the east of the main village. Along the main streets of Eaglesfield, local vernacular includes stone window surrounds, many of which are painted in contrasting colours to the building façade, with more recent development generally inspired by the historic vernacular.
- 3.10.3 A number of farmhouses, cottages and barns are designated as listed buildings, often owing to their distinctive 18th and 19th century characteristics. This includes Dalton House and Cottage, a late 17th century cottage/mid 18th century house, where John Dalton, the discoverer of atomic theory was born; and the 18th century Springfield Farmhouse, with incised cement render walls, and quoins, with a graduated greenslate roof.

Eaglesfield Design Cues

- Farming influences are evident in building styles (farmhouses, barns/outbuildings etc), and presence of stone walls
- Buildings predominantly rendered, either unpainted or painted. Some stone-built buildings and boundary walls
- Detailing includes stone (often painted) door and window surrounds, and quoins

3.11 Example Settlement: Ullock



3.11.1 The settlement of Ullock, located approximately 5 miles south west of Cockermouth and 5.4 miles south east of Workington, originated as a handful of dispersed dwellings, centred around a small grass mound, the River Marron and a former railway line (which today has a private restored railway carriage, forming a distinctive feature within the settlement).

3.11.2 Ullock has developed around the mound, creating an oval shaped settlement, with the mound in the centre. Local vernacular includes stone boundary walls in the earlier settled areas, particularly around the River Marron, stone barns, and stone cast window surrounds, many of which are painted. Property facades are predominantly rendered (painted or unpainted), or stone-built.

3.11.3 Barns are a characteristic feature of the village, with a few designated as listed buildings, including Croft House and the adjoining barn (grade II listed), in the north east and Hillcrest and adjoining barns in the north west.

Ullock Design Cues

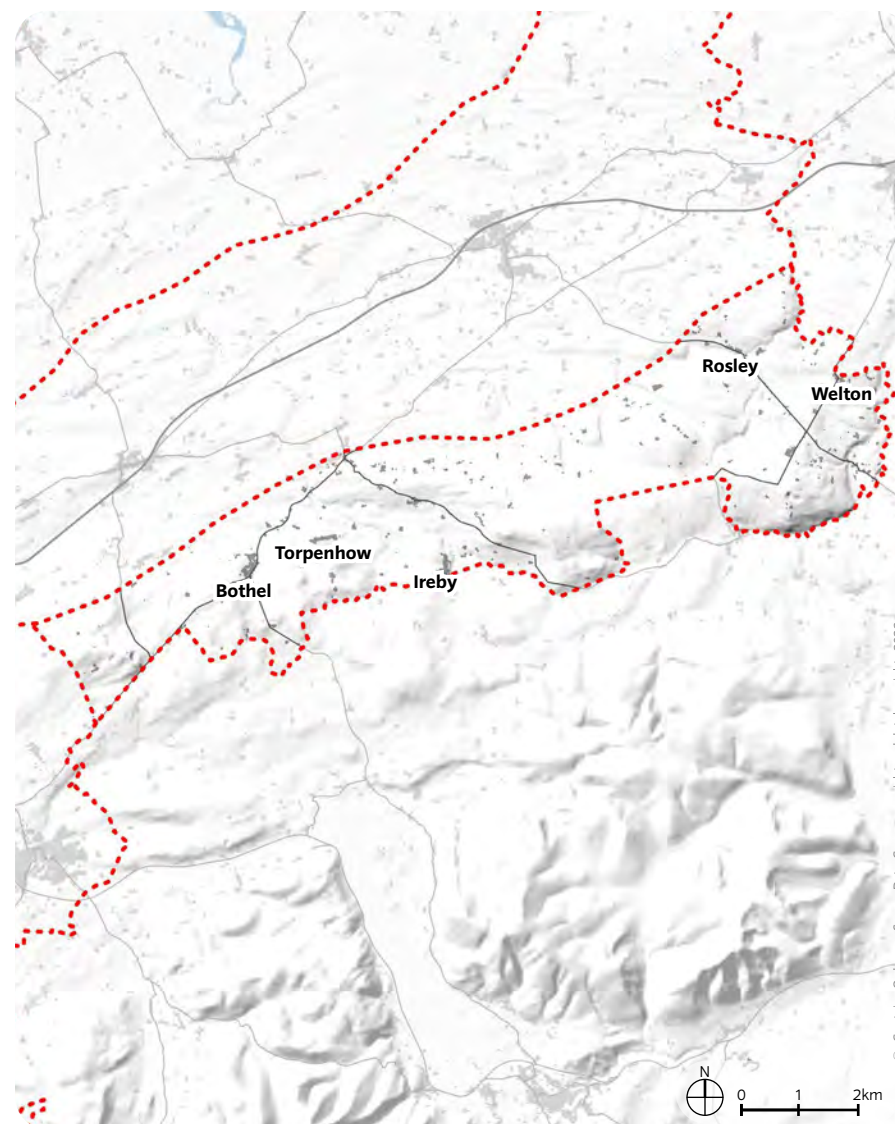
- Farming influences are evident in building styles (farmhouses, barns/outbuildings etc)
- Buildings predominantly rendered, and either unpainted or painted white. Some stone-built buildings and walls
- Detailing includes stone, moulded or painted door and window surrounds, and quoins
- Properties set out around the 'mound', giving a distinctive shape to the settlement

4.0 NORTHERN HIGH FELS FRINGE

4.1 Landscape Character

- 4.1.1 The Northern High Fells Fringe Settlement Character Area lies mostly on carboniferous limestone, overlain by glacial till, and forms the fringe of the northern Lake District fells.
- 4.1.2 The Northern High Fells Fringe is defined in the north by the transition to lower lying land, and is bounded in the south by the Lake District National Park. It stretches from Welton in the north east, to Wardhall Common in the south west. It is very rural, with a predominantly scattered settlement pattern.
- 4.1.3 The landscape is generally large scale, rolling or undulating topography, with a number of small streams and rivers. The highest point in the area is 373m AOD, on a hill east of Ireby.
- 4.1.4 This rural area predominantly comprises extensive areas of pasture and arable fields.
- 4.1.5 In the western part of the area, the fieldscape is dominated by former arable commonfields. Small areas of dispersed farmsteads and their ancient enclosures are scattered in between. In the east, and in pockets in the west, the dominant field type is late 18th and 19th century planned enclosures, reflecting the formerly extensive areas of moorland common grazing.

Northern High Fells Fringe Settlement Character Area

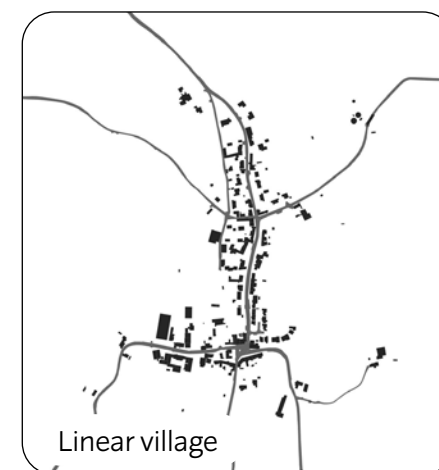
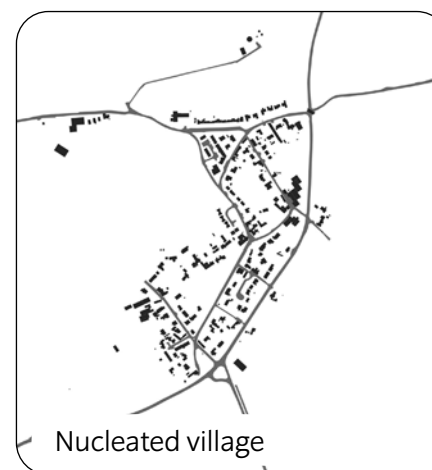




- 4.1.6 There are also a series of former small deer parks of medieval origin, such as Park House near Torpenhow. The agricultural landscape is interspersed with small belts and blocks of woodland and scrub.

4.2 Settlement Pattern and Form

- 4.2.1 Settlement pattern in the Northern High Fells Fringe Settlement Character Area is limited to generally nucleated small settlements with dispersed farms throughout the landscape.
- 4.2.2 Some of the patchwork of small nucleations are of medieval origin and retain elements of medieval plan forms. The largest settlement is the village of Bothel, which lies alongside Bothel Beck on the A595.
- 4.2.3 The other small villages and farmsteads are spread across the wider landscape, and are predominantly served by local lanes and minor roads, though the A591 connects to the Lake District in the east.



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4.3 Settlement Fringes

- 4.3.1 Distinctive and positive rural transitions are created when built form around the edge of settlements integrates well with the wider open countryside. Within the Northern High Fells Fringe Settlement Character Area, there are a variety of settlement fringes set in different landscape contexts. Settlement edge transitions are typically defined by the interaction between boundary treatments, road character, and how built form is organised.
- 4.3.2 Boundaries include local stone walling, native hedgerows with hedgerow trees, and various styles of fencing.
- 4.3.3 Positive edges look to arrange built form facing onto a lane or other form of movement corridor, bordered by boundary treatments which are in keeping with local character. The aim is not to completely screen development from the countryside, but to soften and ground the development in its setting.
- 4.3.4 Rural transitions that draw on best practice create strong boundary edges, with good quality hard and soft detailing to the boundary solutions, movement corridors and built form.
- 4.3.5 Examples of existing positive rural transitions for settlements within the Northern High Fells Fringe are illustrated by the photographs below.

Positive Rural Transitions

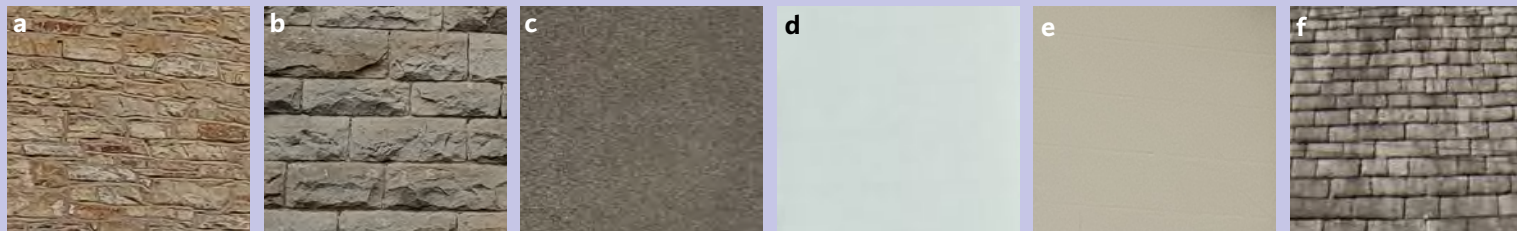


4.4 Typical Traditional/Local Vernacular Materials and Detailing

- 4.4.1 There are a range of traditional/local vernacular materials and detailing used for buildings and streetscapes across the Northern High Fells Fringe Settlement Character Area, as described below and illustrated by the images on the following pages.
- 4.4.2 Due to the underlying geology, much of the architecture of the area uses the local sandstone. Some buildings are unrendered stone, which in this area are typically in shades of red, pink, grey or brown (a, b).
- 4.4.3 Rendered buildings are the predominant style seen throughout the Northern High Fells Fringe, with some variation in colour choice (c, d, e), and some also left unpainted. The rendered surface also varies, from fine stuccoed finishes (d) to coarse roughcast (c).
- 4.4.4 Some buildings demonstrate a mixture of rendered and unrendered surfaces, with variation between elevations, for instance stone-built main façades and rendered side elevations. Slate (f), and tiling (often in shades of grey or brown) are both common roofing materials.
- 4.4.5 Boundary treatments are a varied mix, with stone walls (g, h, i, j, k) and hedges common in this rural area, but rendered stone (l) and fencing are also used. Railings are also occasionally seen.

- 4.4.6 There is limited evidence of a traditional streetscape materials palette, as the settlements in this area are predominantly laid out along simple, functional country roads, with very limited designed public realm.
- 4.4.7 Simple painted, stuccoed or contrasting colour raised stone on edges in the form of quoins (m, q)), and on door and window architraves (n, o, p) is used on many buildings, both rendered and unrendered. Some properties also demonstrate additional moulded detailing on these contrasting features, such as over doorways (r, s).
- 4.4.8 A variety of gate posts also feature (t, u), and archways are present on some properties (v, w).

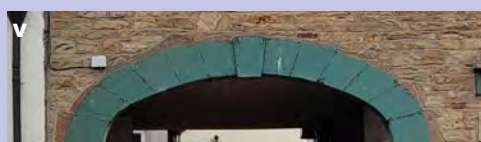
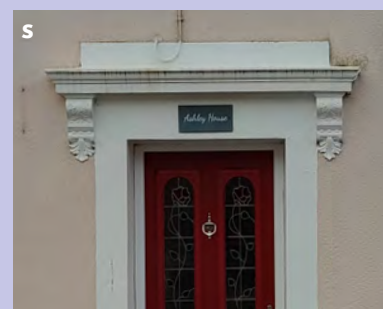
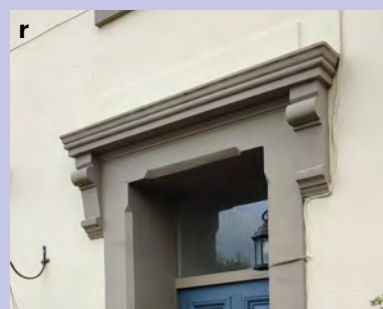
Typical Architectural Materials



Typical Boundary Materials



Other Typical Architectural Detailing



4.5 Settlement Character Area Design Cues

4.5.1 Design cues for settlements within the Northern High Fells Fringe Settlement Character Area are highlighted below:

Northern High Fells Fringe Design Cues

- A range of eras of architecture are found within the settlement character area, though they demonstrate consistency of palette led by locally available materials
- Landmarks in these rural settlements are created by churches/chapels (a, b, c), public houses (d) and farmsteads (e)



- Settlements are predominantly laid out along rural lanes, with properties demonstrating varying setbacks from the road (f)



- Streets and lanes follow the topography, and settlements are often defined strongly by the surrounding topography, set upon hills/ridges with opportunities for views out (g)



- Properties are predominantly stone built (a) or with rendered finishes (d), either painted or unpainted
- Some settlements have infill sites of recent developments

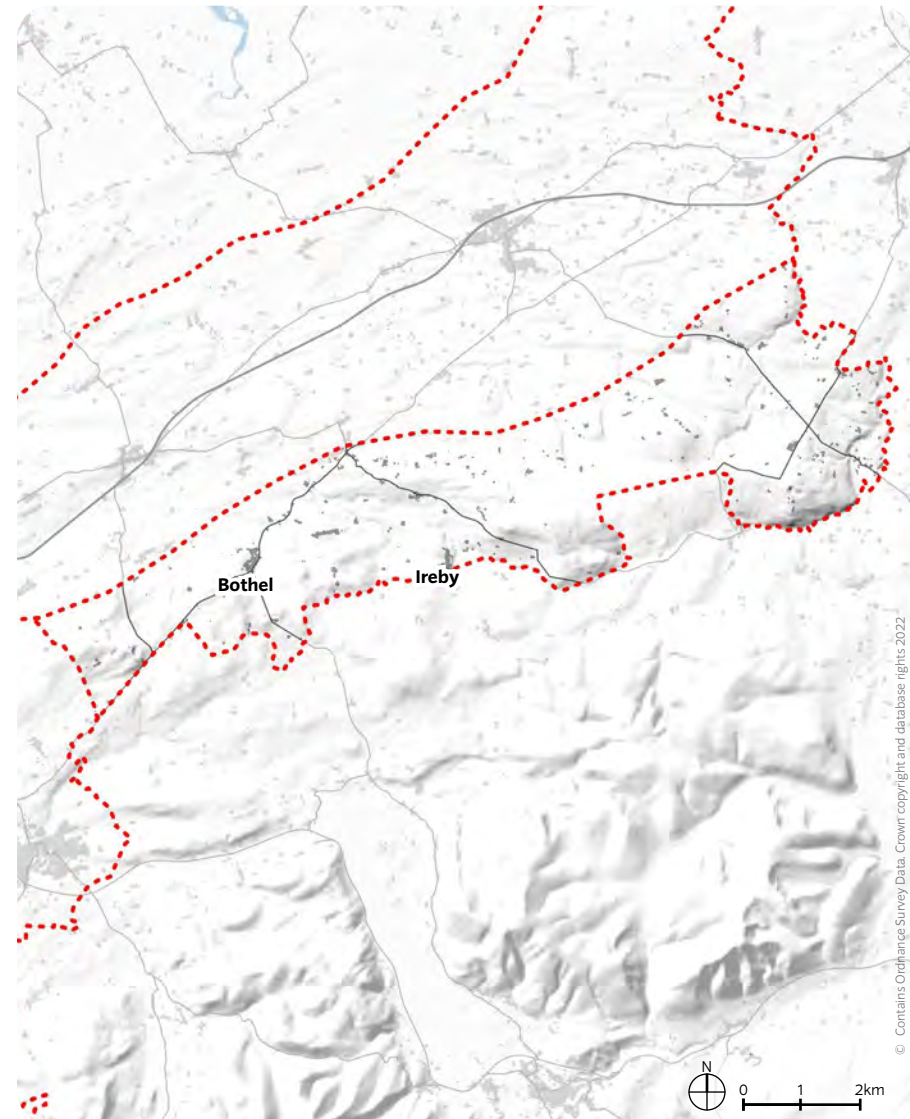
4.6 Example Settlements: Overview

4.6.1 Two settlements have been selected as examples. They illustrate the typical range of settlement types, layouts, evolution, form, archetypes, materials and detailing within the Northern High Fells Fringe Settlement Character Area, or have variations from the typical character that are a unique and distinctive. The selected example settlements are:

- Bothel
- Ireby

4.6.2 Analysis of each example settlement includes:

- General description – summarising settlement evolution/ form and highlighting key features
- Design cues - highlighting typical local vernacular features and positive elements of the townscape/villagescape



4.7 Example Settlement: Bothel



4.7.1 Bothel originated as an agricultural village, dating back to the Roman times. The nucleated cluster of dwellings and farm buildings lies 7 miles north west of Cockermouth.

4.7.2 The A595, which links Carlisle with Workington, lies along the eastern boundary of the village. Piecemeal infill development has resulted in a varied streetscape, with a variety of building styles, though these have some sense of coherence with inclusion of detailing in keeping with local vernacular such as stone walls, rendered facades and cast stone or painted window surrounds. Quoins are also a common feature. Occasionally this detailing is vibrantly coloured. Long front gardens and remaining inner village fields reflecting the farming origins of the village, promote a sense of rurality within the settlement.

4.7.3 A few barns and residential properties, with characteristic detailing, are designated for their heritage value. There are a cluster of four rendered grade II listed 18th and 19th century houses in the west of the settlement, including Skiddaw View, which has painted incised stucco with quoins and a Welsh slate roof.

Bothel Design Cues

- Farming influences are evident in building styles (farmhouses, barns/ outbuildings etc), and in the presence of stone boundary walls
- Road set backs are inconsistent, varying from properties immediately facing the street, to those with very large front gardens or fields in front reflecting the farming origins of the village
- Buildings predominantly rendered, and either unpainted or painted white. Some stone-built buildings and walls
- Detailing includes stone, moulded or painted door and window surrounds, and quoins

4.8 Example Settlement: Ireby



- 4.8.1 Ireby is a small, linear village in the east of Allerdale, close to the boundary of the Lake District National Park. The village sits in the fell fringe above the River Ellen, and has some long views out to the adjacent Caldbeck Fells. Historically Ireby was a thriving market town, receiving its charter in 1237.
- 4.8.2 The village has changed little in layout over the 20th century, with some piecemeal infill development. Building styles and detailing are typical of the area, with stone walls, rendered facades (painted and unpainted) and window surrounds in a variety of colours. Archways are also a feature.
- 4.8.3 A few properties with characteristic detailing are designated for their heritage value, many of which are associated with the farming heritage of the village. This includes Ireby Hall and its adjoining barns (grade II), which is a mid 17th century farmhouse with painted incised stucco walls and a Welsh slate roof, and roughcast barns; and the distinctive Moot Hall (grade II), which overlooks the junction in the village centre, and which has extremely thick incised rendered walls with a greenslate roof.

Ireby Design Cues

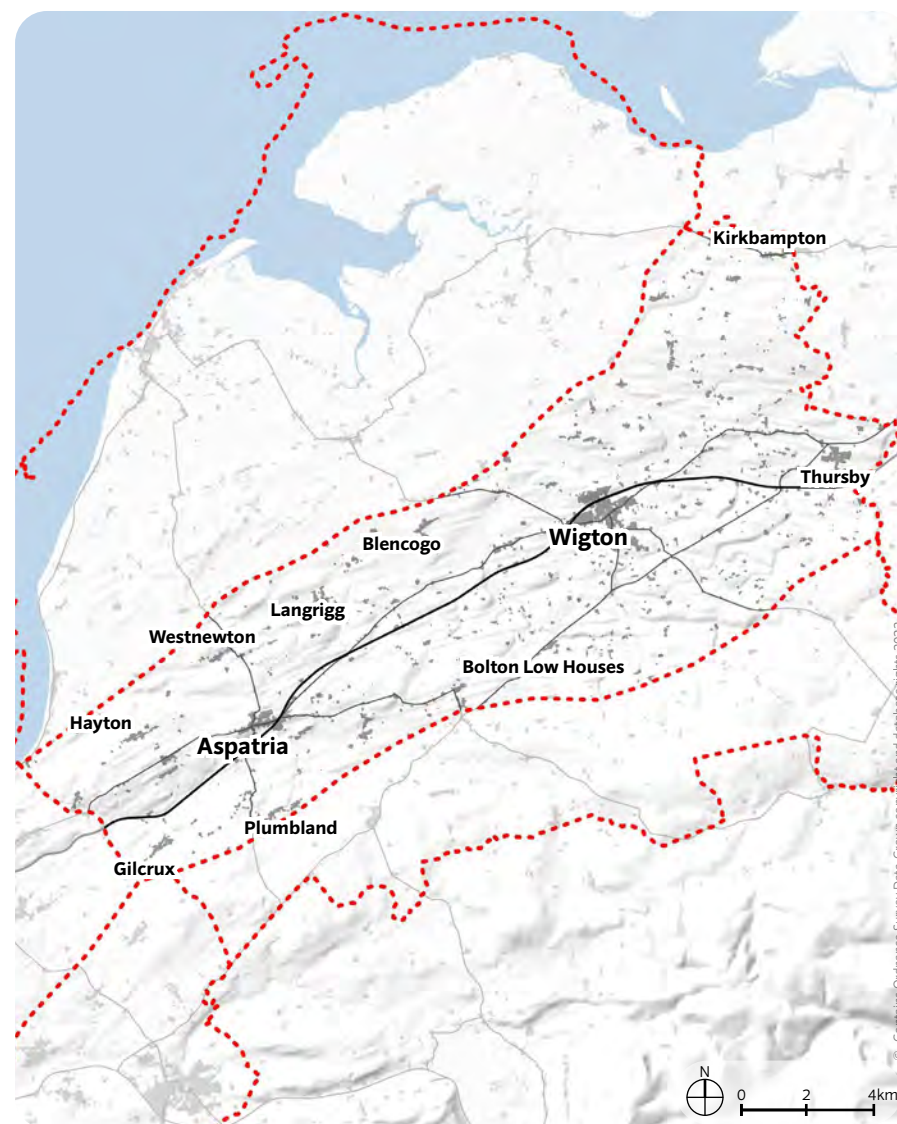
- Farming influences evident in building styles (farmhouses, barns/ outbuildings etc)
- Wide crossroads at the village core, in combination with village pub, and overlooked by historic buildings forms focal point
- Buildings predominantly rendered, and either unpainted or painted white. Some stone-built buildings and walls, particularly barns
- Views out create a strong connection to the surrounding fells

5.0 LOWLAND FARMLANDS

5.1 Landscape Character

- 5.1.1 The Lowland Farmlands Settlement Character Area lies on a variety of bedrock types. North of Aspatria it is predominantly sedimentary bedrock formed approximately 200 to 251 million years ago in the Triassic Period. Further south, there is a transition to Carboniferous sedimentary bedrock. The whole area is overlain by extensive glacial till and riverine sand and gravels. Coal seams can be found in the south of the area.
- 5.1.2 The Lowland Farmlands is bounded in the west by the transition to the lower lying Solway Plain, and in the east and south by the transition to the higher ground of the rolling fringes of the National Park. The area extends from Allerby in the south, to Thursby in the north. Its predominant character is rural, though it includes the larger settlements of Wigton and Aspatria. Settlement is predominantly scattered or linear in pattern, with some larger settlements such as Wigton demonstrating a more nucleated pattern of development.
- 5.1.3 The landscape is generally low-lying, with some low ridges and valleys and gently rolling topography. The highest point in the area is at Parsonby Brow, south of Arkleby, at 180m AOD.

Lowland Farmlands Settlement Character Area



5.1.4 Away from the larger settlements of Wigton and Aspatria, and villages such as Thursby and Gilcrux, the landscape predominantly comprises extensive areas of agricultural pasture and arable fields. The fieldscape is a mosaic of former arable commonfields, with areas of ancient enclosures and late 18th and 19th century planned enclosures, reflecting the formerly extensive areas of moorland common grazing.

5.1.5 The agricultural landscape is interspersed with small areas of woodland and scrub.

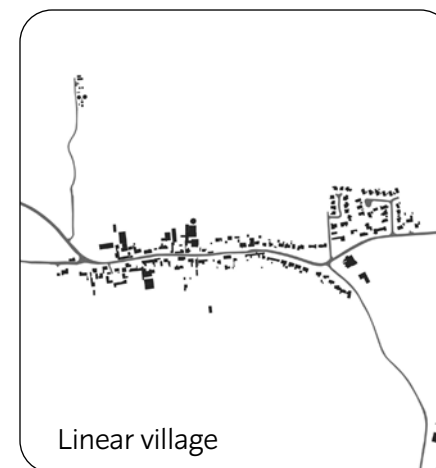
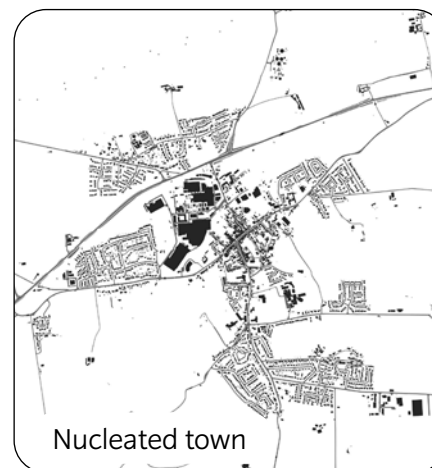


5.2 Settlement Pattern and Form

5.2.1 The Lowland Farmlands Settlement Character Area has a mix of large and small settlements. The larger villages and towns such as Wigton and Aspatria demonstrate a nucleated settlement pattern, whilst smaller places are a mix of linear, nucleated or scattered in form.

5.2.2 Many of the discrete farms in the area post-date 1770, in contrast to the nucleated settlements, which are predominantly of medieval origin. However, 20th century development has considerably increased the size of some nucleated settlements, including the largest settlements in the area of Wigton and Aspatria.

5.2.3 The other villages and farmsteads are spread across the wider landscape, and are mostly served by local lanes and minor roads, whilst Wigton and Aspatria are connected by the A596, which leads to Carlisle in the northeast, beyond the Allerdale boundary.



5.3 Settlement Fringes

- 5.3.1 Distinctive and positive rural transitions are created when built form around the edge of settlements integrates well with the wider open countryside. Within the Lowland Farmlands Settlement Character Area, there are a variety of settlement fringes set in different landscape contexts. Settlement edge transitions are typically defined by the interaction between boundary treatments, road character, and how built form is organised.
- 5.3.2 Boundaries include local stone walling, native hedgerows with hedgerow trees, and various styles of fencing, including parkland-style railings.
- 5.3.3 Positive edges look to arrange built form facing onto a lane or other form of movement corridor, bordered by boundary treatments which are in keeping with local character. The aim is not to completely screen development from the countryside, but to soften and ground the development in its setting.
- 5.3.4 Rural transitions that draw on best practice create strong boundary edges, with good quality hard and soft detailing to the boundary solutions, movement corridors and built form.
- 5.3.5 Examples of existing positive rural transitions for settlements within the Lowland Farmlands are illustrated by the following photographs.

Positive Rural Transitions



Mature hedgerows and trees in keeping with local landscape character



Edges softened with boundaries of mature native vegetation

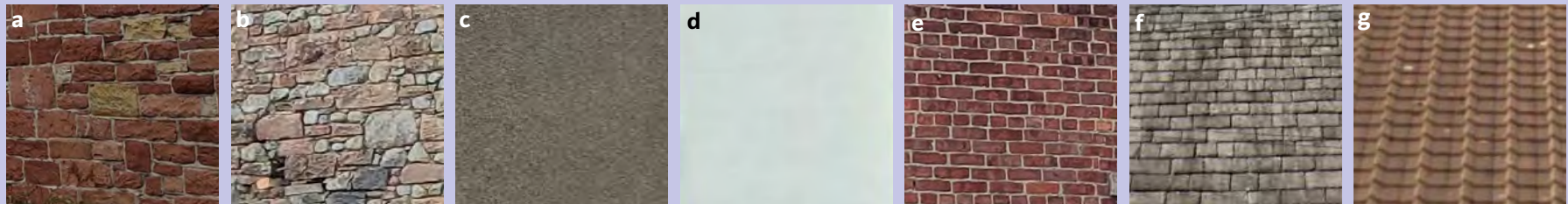
5.4 Typical Traditional/Local Vernacular Materials and Detailing

- 5.4.1 There are a range of traditional/local vernacular materials and detailing used for buildings and streetscapes across the Lowland Farmlands Settlement Character Area, as described below and illustrated by the images on the following pages.
- 5.4.2 Due to the underlying geology, much of the architecture of the area uses the local sandstone. Some buildings are unrendered stone, which in this area are often in shades of red (a, b). Rendered buildings are the predominant style seen throughout the Lowland Farmlands area, with variations in colour used. The rendered surface also varies, often including coarse roughcast (either painted or unpainted (c)), with occasional fine stuccoed finishes (d).
- 5.4.3 Brick buildings (e) are also common in some parts of the area, such as in Wigton, where historically bricks were made locally off Kirklands Road.
- 5.4.4 Some buildings demonstrate a mixture of surfaces, with variation between elevations, for instance stone-built main façades and rendered side elevations; or with painted main façades and unpainted, rendered surfaces elsewhere. Slate (f) and tiling (g) (typically in shades of grey) are both common roofing materials.
- 5.4.5 A larger variety of building styles is inevitably found in the larger settlements, such as occasional pockets of modern brick-built properties, particularly on housing estates from the second half of the 20th century, in contrast to smaller settlements where

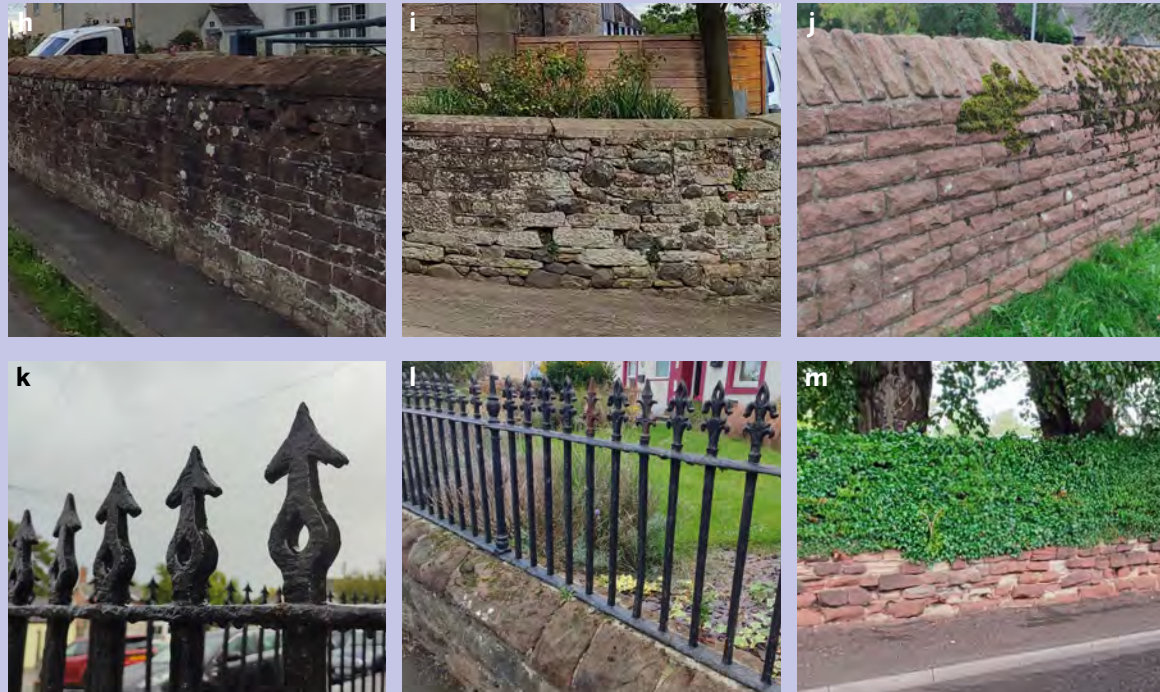
more consistency in style is often found.

- 5.4.6 Boundary treatments are a varied mix of stone walls (h, i, j), brick and rendered stone, with hedges (m), both traditional and modern railings (k, l, ci), and fencing also common.
- 5.4.7 The traditional streetscape materials palette includes a few remaining areas of cobbles (n, o, q), as well as stone steps (bi), and granite and sandstone kerbs (p).
- 5.4.8 Contrasting painted, stuccoed or coloured raised stone on edges (quoins) (r, s, t, v, w), and on door and window architraves is used on many buildings, both rendered and unrendered. The styling of windows varies - some have arch styling or other patterning (u), particularly on more historic properties, whilst elsewhere styling is simple. Some properties also demonstrate string courses (u) across their frontage.
- 5.4.9 Arches (di, ei), typically detailed in contrasting raised stone or brick as with other detailing in the area, predominantly of the Georgian period are common in parts of the area, particularly in Wigton.
- 5.4.10 On brick buildings, patterning is sometimes used (ai).
- 5.4.11 Moulded or carved door and window surrounds (x, y) also adorn many of the historic buildings in the Lowland Farmlands area. Traditional detailing can also be found in the form of cast iron railings and carved gateposts (z).

Typical Architectural Materials



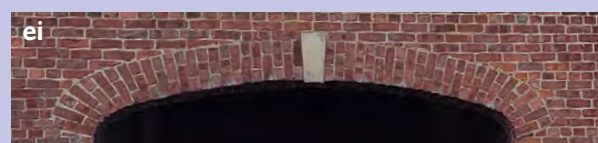
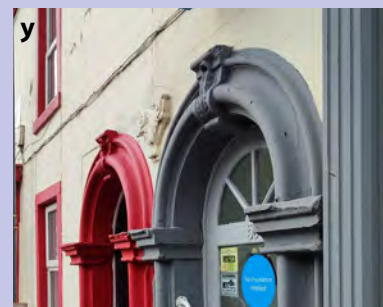
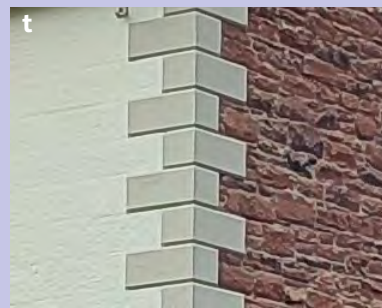
Typical Boundary Materials



Typical Streetscape Materials



Other Typical Architectural Detailing



5.5 Settlement Character Area Design Cues

5.5.1 Design cues for settlements within the Lowland Farmlands Settlement Character Area are highlighted below:

Lowland Farmlands Design Cues

- A range of eras of architecture are found within the settlement character area, though they generally demonstrate some consistency of palette and detailing led by locally available materials
- Landmarks within the townscape are created by churches/chapels (a, b, c), public houses (d) and other buildings associated with historic uses (banks/shops (e), administrative buildings, farmsteads (f, g) etc)



- Buildings commonly have detailing, some intricate (h, i)



Lowland Farmlands Design Cues (continued)

- Streets and lanes, particularly in the larger nucleated settlements, vary in width from well enclosed and overlooked by the surrounding houses, including in the historic core (j), to wide and spacious. In contemporary areas of development, properties tend to be set back from the roads, giving a sense of openness



- Streets and lanes follow the topography, and settlements are often defined strongly by the surrounding topography, either set upon hills/ridges, or laid out around the course of a river
- Properties are predominantly stone built or with rendered finishes, either painted or unpainted. There are also some brick built properties
- Some settlements have more recent developments situated on the approaches to or on infill sites within them

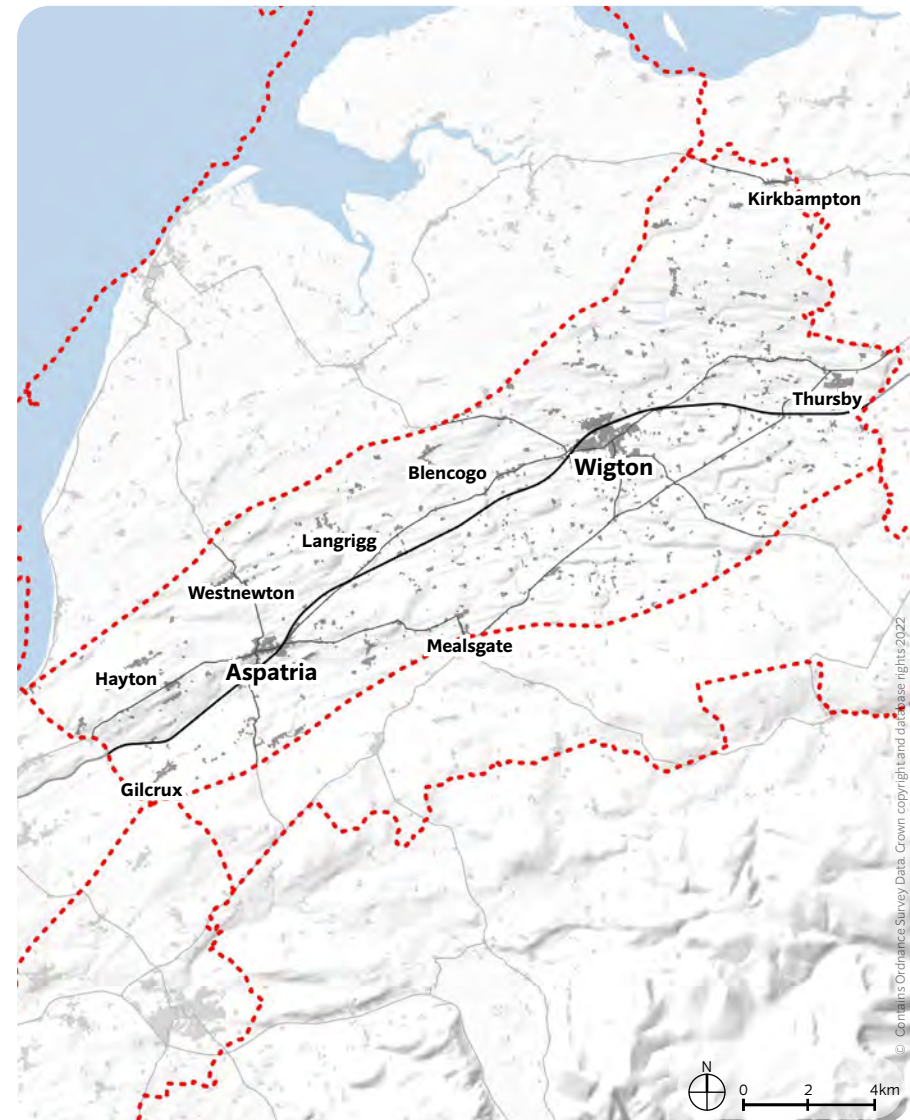
5.6 Example Settlements: Overview

5.6.1 A range of settlements have been selected as examples. They illustrate the typical range of settlement types, layouts, evolution, form, archetypes, materials and detailing within the Lowland Farmlands Settlement Character Area, or have variations from the typical character that are a unique and distinctive. The selected example settlements are:

- Wigton
- Aspatria
- Thursby
- Blencogo
- Gilcrux
- Kirkbampton
- Langrigg

5.6.2 Analysis of each example settlement includes:

- General description – summarising settlement evolution/ form and highlighting key features
- Design cues - highlighting typical local vernacular features and positive elements of the townscape/villagescape



5.7 Example Settlement: Wigton



- 5.7.1 Wigton is a medieval market town in the north of Allerdale on the A596. The Wigton area has a long history of settlement, with the scheduled remains of a Roman Fort, civil settlement and road found approximately 1km south of the town near the A595. Wigton town received its market charter in 1262, with the triangular market place marked today by an elaborate 19th century memorial fountain. Historically, Wigton was important in the textile industry, and by the late 18th century, all three major textiles (cotton, wool and linen) were all found in Wigton.
- 5.7.2 Wigton is a nucleated town. It comprises an extensive, predominantly Georgian, historic core, surrounded by a series of largely 20th century residential areas, and with a modern, large factory complex to the north west of the town centre. The layout of the town follows the topography, with much of the town set out along ridges or higher ground.
- 5.7.3 The historic core includes a large number of retail premises, often set out along narrow streets. Building styles through the town reflect a range of eras and styles, and include sandstone properties, buildings with a variety of rendered finishes (including clay dabbin) and brick properties. There is some consistency in detailing (such as presence of quoins) which creates a sense of cohesion, and bright colour choices and moulded detailing on some properties creates a vibrant town centre. Archways are also a common feature throughout the historic core.
- 5.7.4 In addition to the scheduled Roman remains to the south, the town also includes a large number of listed properties, including 45 in the historic core.

Wigton Design Cues

- Buildings predominantly rendered (unpainted or painted) or stone-built, with occasional use of brick
- Rendered properties are frequently vibrantly coloured, particularly in the historic core (a), which predominantly comprises Georgian buildings



- Churches (b, c), and the elaborate memorial fountain (a) at the centre of the historic core, provide orientation features



Wigton Design Cues (continued)

- Detailing is frequently in the form of contrasting window/door surrounds, and some buildings also have quoins
- Archways (d, e, f) are a common feature throughout the town, particularly in Georgian properties



- Properties in the historic core (g) are set immediately facing the street, close to the pavement, giving a strong sense of enclosure. Many of these are 3 storeys tall.



- Away from the historic core, properties are more commonly set back from the street, with small front gardens and/or driveways

5.8 Example Settlement: Aspatria



- 5.8.1 Aspatria is a small town on the north side of the Ellen Valley, to the north east of Maryport and south west of Wigton. The area has a long history of settlement, with the existing 19th century Church of St. Kentigern being built on the site of a previous Norman church, and the town also lies on the route of a key Roman road. Aspatria is a farming settlement, and is home to a large creamery, making cheese.
- 5.8.2 Aspatria is a nucleated town. Historically it was linear in form (along the A596), but has become nucleated over the 20th century with the addition of residential areas to the north and east, and with additional infill and change, including the addition of large modern agricultural/industrial sheds in various locations. The layout of the town follows the topography along the ridge, with long views out towards the River Ellen to the south.
- 5.8.3 The historic core includes retail premises, and residential development in a range of styles. Building styles through the town reflect a range of eras as a result of the historic layout and later infill, and include stone-built properties in shades of red and brown, and buildings with a variety of rendered finishes, both painted and unpainted. There is some consistency in detailing (such as presence of quoins or detailing along the edge of the roof/gutter line) which creates some sense of cohesion, and there are pockets of the town where bright colour choices in the detailing create a vibrant feel.

- 5.8.4 The town has nine listed properties, including the Church of St. Kentigern (grade II*) built 1846-48 of dressed red sandstone. The churchyard wall, gate, and some other features within the churchyard such as the dovecote are also listed (grade II). There are a number of other grade II listed properties in the town, including 58 and 60 King Street, two early 19th century houses built of painted ashlar with a graduated greenslate roof; and Dresden House, which is early or mid 19th century, with painted stucco and a hipped graduated greenslate roof.

Aspatria Design Cues

- Building façades predominantly rendered (unpainted or painted) or stone-built, with occasional use of brick
- Farming influences evident throughout settlement, with stone barns and agricultural sheds present within the townscape (a)



Aspatia Design Cues (continued)

- Variety of terraces (b, c, d) in different styles, some of which include vibrant colour in the detailing



- Detailing is frequently in the form of contrasting window/door surrounds, and some buildings also have quoins
- Properties in the town centre are set immediately facing the street, close to the pavement, giving a sense of enclosure
- Away from the town centre and A596, properties are more commonly set back from the street, with small front gardens and/or driveways

- Churches, buildings associated with historic uses (banks etc), and large stone barns provide orientation features



- The town lies on a ridge, evident from the different levels that properties are set upon, and from views out

5.9 Example Settlement: Thursby



- 5.9.1 Thursby is a village to the north east of Wigton, between the River Wampool and the A595. The historic core of the settlement is formed around both St. Andrew's Church, and a triangular area of open space in the east of the settlement which now forms the village green.
- 5.9.2 The nucleated settlement has seen significant expansion over the 20th century with the addition of a number of residential estates (on all sides of the village), as well as infill. Materials and detailing across the settlement as a whole are broadly reflective of local vernacular, including rendered (painted and unpainted) buildings, but the historic core is distinctive in having a number of properties built from stone in shades of yellow/sandy brown, rather than the more widely seen red/brown.
- 5.9.3 The village has a number of listed properties, including The Ship Inn public house (grade II), built in the late 18th or early 19th century, with painted stucco and a Welsh slate/graduated greenslate roof; and Greenwood House (grade II) from the early 19th century, built from lined calciferous sandstone ashlar, and its adjacent Greenwood Cottage (grade II), from the mid-17th century with whitewashed clay walls and a Welsh slate roof.

Thursby Design Cues

- Large area of open space forms a focal point to the settlement
- Buildings predominantly rendered (both unpainted or painted) and stone-built buildings, with occasional use of brick
- Stone properties in shades of yellow and brown
- 20th century residential development forms a large part of the village (including expansion and infill)

5.10 Example Settlement: Blencogo



- 5.10.1 Blencogo is a small farming village to the west of Wigton near the B5302, with long views out to the adjacent countryside. The predominantly linear settlement has seen expansion to the east over the 20th century, some infill, and the addition of large agricultural barns in multiple locations. Many of these modern agricultural sheds have replaced earlier farm infrastructure.
- 5.10.2 The settlement has a mixture of building style due to the varying eras in which properties were added, but generally has materials and detailing which are reflective of wider local vernacular, including rendered (painted and unpainted) buildings and properties built of local stone. Boundary treatments also offer some consistency to the settlement as a whole, with low stone or rendered stone walls of various styles.
- 5.10.3 A few properties with characteristic detailing, are designated for their heritage value. This includes the grade II listed Blencogo School, dated to 1854 and built from red sandstone; and the early 19th century Blencogo House (grade II) with cement rendered walls, quoins, and a graduated greenslate roof.

Blencogo Design Cues

- Buildings predominantly rendered (unpainted or painted) or stone-built. Some brick 20th century properties (particularly bungalows)
- Detailing is often in the form of quoins and contrasting window/door surrounds
- Road set backs are fairly consistent, with most properties having small to moderate sized front gardens/driveways
- 20th century residential development forms a significant part of the village as expansion and infill - many of which are bungalows

5.11 Example Settlement: Gilcrux



- 5.11.1 Gilcrux is a small village to the south west of Aspatria, on the south side of the River Ellen. The predominantly linear settlement has seen minor change over the 20th century, including small amounts of infill, the addition of some large modern agricultural barns, and a small caravan park on the north side of the village. Some properties have long set-backs from the road, indicative of the origins of some clusters of buildings as farmsteads, some of which remain in use.
- 5.11.2 The settlement has developed in a piecemeal fashion due to the scattered infill, and this is reflected in the varying property style, but materials and detailing across the settlement are reflective of wider local vernacular, including rendered (painted and unpainted) buildings and properties built of local stone. Many of these also have detailing such as contrasting window/door edging or quoins.
- 5.11.3 The village has one listed building, the grade II* listed Church of St. Mary which was built in the early 12th century from a mix of red and St. Bees sandstone, with angle buttresses and a graduated greenslate roof.

Gilcrux Design Cues

- Buildings predominantly rendered (unpainted or painted) or stone-built, with farming influences evident in building styles (farmhouses, barns/outbuildings etc)
- Detailing is often in the form of contrasting window/door surrounds
- Road set backs are inconsistent, varying from properties immediately facing the street, to those with very large front gardens or fields/paddocks in front
- 20th century residential development forms a significant part of the village, notably expansion to the south (with some infill)

5.12 Example Settlement: Kirkbampton



- 5.12.1 Kirkbampton is a small village in the north of Allerdale on the B5307. The linear settlement has seen expansion over the 20th century with the addition of a residential area in the form of two cul-de-sacs at the eastern end, as well as infill elsewhere.
- 5.12.2 Materials and detailing across the settlement are reflective of wider local vernacular, including rendered (painted and unpainted) buildings and properties built of local stone. There are also a number of brick-built properties, some of which include brick detailing, and may also have quoin detailing, in common with properties of differing materials.
- 5.12.3 The village has a number of listed properties, including Croft House (grade II), a farmhouse built in the early 19th century, built from Flemish bond brickwork with a graduated greenslate roof; the late 18th or early 19th century Laurel House (grade II) with painted stucco and a Welsh slate roof; and the grade I listed 12th century Church of St. Peter, built from red and calciferous sandstone, including some stone from the nearby Roman wall.

Kirkbampton Design Cues

- Buildings a variety of rendered (unpainted or painted in white/pastel shades), with both stone and brick in buildings and boundary treatments
- Road set backs are inconsistent, varying from properties immediately facing the street, to those with fairly large front gardens
- Lots of detailing in brickwork of historic properties, and in the form of quoins. Some painted contrasting detailing on door and window surrounds

5.13 Example Settlement: Langrigg



- 5.13.1 Langrigg is a hamlet to the north east of Aspatria. It has a predominantly dispersed settlement pattern, as it is predominantly formed of a series of farmsteads set out around Langrigg Hall.
- 5.13.2 With the exception of modern farm buildings, the materials and detailing found in the hamlet are broadly reflective of wider local vernacular, including rendered (painted and unpainted) buildings with corner detailing, with some stone-built barns and farmhouses in shades of red and brown sandstone. The settlement has seen minor infill over the 20th century with the addition of a small number of residential properties, though the key change has been the expansion or modernisation of farming infrastructure to include large barns and sheds.
- 5.13.3 The village also includes listed properties, including the grade II listed Langrigg Hall, a mid-18th century farmhouse of painted stucco with a greenslate roof; and Langrigg House, a farmhouse built in the early 19th century from red sandstone.

Langrigg Design Cues

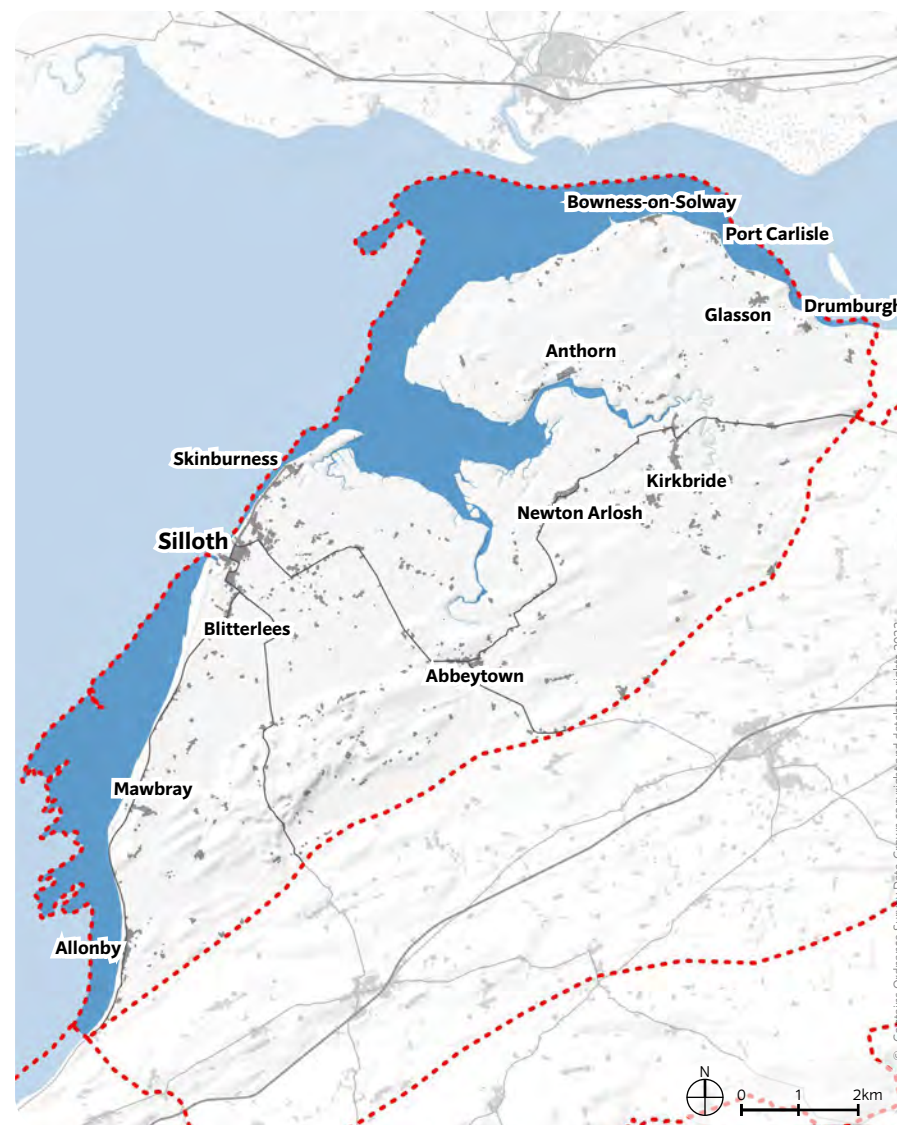
- Scattered settlement of farmsteads and residential properties, with significant numbers of large agricultural buildings
- Buildings predominantly rendered (unpainted or painted), or stone-built, as well as metal agricultural sheds
- Much of the painted detailing, where it is used (on door and window surround) is orange or black in colour

6.0 SOLWAY COASTAL PLAIN

6.1 Landscape Character

- 6.1.1 The Solway Coastal Plain Settlement Character Area lies predominantly on sedimentary bedrock formed approximately 200 to 251 million years ago in the Triassic Period. The lowest lying coastal area is overlain by marine deposits of sand and gravel. Further inland, the bedrock is overlain by glacial till and riverine sand and gravel. There are also pockets of peat.
- 6.1.2 The Solway Coastal Plain is bounded in the west and north by the coast, and in the east by the transition to the undulating landscape of the Lowland Farmlands area. It stretches from Allonby in the south, to Bowness-on-Solway in the north. The dominant character is coastal and rural. There is a predominantly scattered and linear settlement pattern, with small nucleated settlements on the coast. The highest point in the area is Raise How, near Aldoth, at 47m AOD.
- 6.1.3 The landscape generally comprises flat or slightly undulating coastal plain, intersected by shallow rivers and watercourses. There are also significant areas of peat bog and associated habitats of high ecological value.

Solway Coastal Plain Settlement Character Area

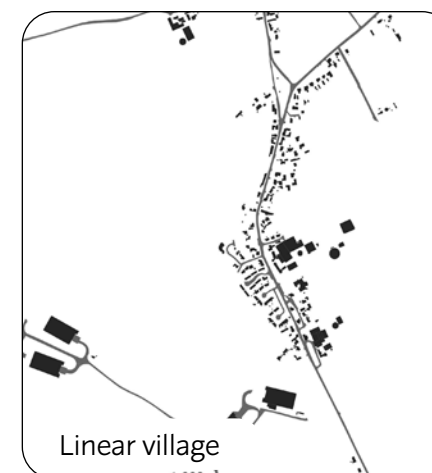
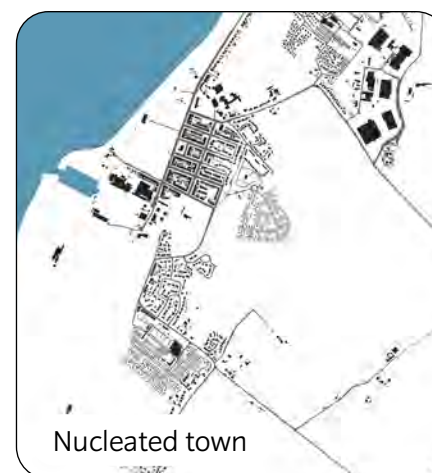


- 6.1.4 The fieldscape is predominantly composed of extensive areas of agricultural pasture and arable fields. It is dominated by a mix of former arable commonfields and extensive areas of 19th century planned enclosure. The planned enclosure is mainly in areas of drained mosslands, which is one of the key features of the area.
- 6.1.5 The agricultural and peatlands landscapes are interspersed with limited areas of woodland and scrub.



6.2 Settlement Pattern and Form

- 6.2.1 The Solway Coastal Plain Settlement Character Area includes a varied settlement pattern, with large and small nucleated settlements intermixed with discrete farms scattered across the landscape. Most of the nucleated settlements are of medieval origin, whilst the scattered farmsteads tend to be of a post-1770 origin. The largest settlement in the area, and an exception in origin date to the other nucleations, is Silloth, a 19th century planned settlement, which is the area's only town.
- 6.2.2 The town of Silloth, villages and farmsteads are served by local lanes and minor roads (including the coastal B5300), as there are no major road connections in this area.



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6.3 Settlement Fringes

- 6.3.1 Distinctive and positive rural transitions are created when built form around the edge of settlements integrates well with the wider open countryside. Within the Solway Coastal Plain Settlement Character Area, there are a variety of settlement fringes set in different landscape contexts. Settlement edge transitions are typically defined by the interaction between boundary treatments, road character, and how built form is organised.
- 6.3.2 Boundaries include local stone walling, native hedgerows with hedgerow trees, and various styles of fencing.
- 6.3.3 Positive edges look to arrange built form facing onto a lane or other form of movement corridor, bordered by boundary treatments which are in keeping with local character. The aim is not to completely screen development from the countryside, but to soften and ground the development in its setting.
- 6.3.4 Rural transitions that draw on best practice create strong boundary edges, with good quality hard and soft detailing to the boundary solutions, movement corridors and built form.
- 6.3.5 Examples of existing positive rural transitions for settlements within the Solway Coastal Plain are illustrated by the photographs below.

Positive Rural Transitions

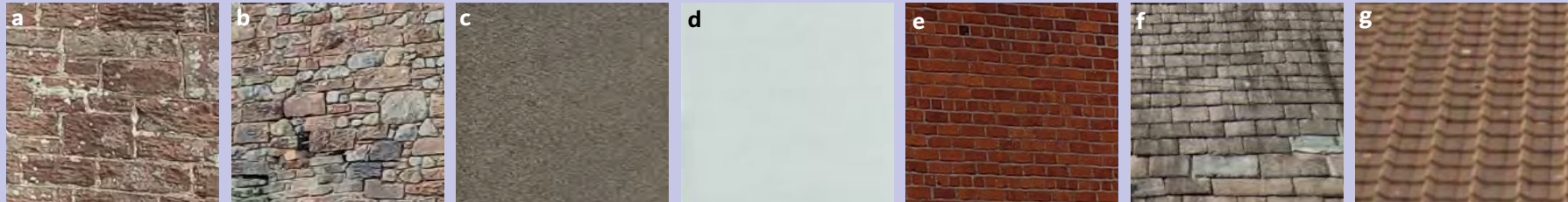


6.4 Typical Traditional/Local Vernacular Materials and Detailing

- 6.4.1 There are a range of traditional/local vernacular materials and detailing used for buildings and streetscapes across the Solway Coastal Plain Settlement Character Area, as described below and illustrated by the images on the following pages.
- 6.4.2 Many of the buildings in the Solway Coastal Plain are rendered, ranging from fine stuccoed, painted finishes in a range of colours (d), to coarse roughcast (c). Due to the underlying and nearby geology, some of the architecture of the area uses sandstone. The few buildings present which are unrendered stone, are typically in shades of red or brown (a, b). In some settlements, particularly those on the coast such as Silloth, there are significant numbers of red-brick properties (e).
- 6.4.3 Some buildings demonstrate a mixture of rendered and unrendered surfaces, with variation between elevations, for instance stuccoed main façades and rendered side elevations. Slate (f) and tiling (g) in a range of colours are both common roofing materials.
- 6.4.4 A wider variety of building styles is inevitably found in the larger settlements, in contrast to smaller settlements where more consistency in style is often found.
- 6.4.5 Boundary treatments are a varied mix of stone walls (h, i, j, k, l), brick and rendered stone, with hedges, both traditional and modern railings (i, m), and fencing also common.

- 6.4.6 The Solway Coastal Plain also contains the only substantial surviving examples of a clay building tradition once common across northern England and Scotland. Many of these date from the 17th century.
- 6.4.7 The traditional streetscape materials palette includes stone steps, granite and sandstone kerbs, stone flags and granite setts (n, o). Street trees are also a feature in places such as Silloth. There is limited historic streetscaping remaining, but these styles are reflected in more modern public realm interventions.
- 6.4.8 Painted, stuccoed or contrasting colour raised stone quoins (p, q, r) or edges, and on door and window architraves is used on many historic buildings. The styling of windows varies - some have arch styling or other patterning, particularly on more historic properties, whilst elsewhere styling is simple. Bay windows are also occasionally seen (w).
- 6.4.9 Some properties also demonstrate string courses across their frontage or other moulded detailing such as scalloped hoods over doorways (t). Fanlights in various styles (x) over doors are also occasionally seen. Dentil/corbel detailing is common throughout some settlements in the area (s).
- 6.4.10 Other traditional detailing can be found in the form of cast iron railings or balconies (u, v), and in the presence of archways (y, z).

Typical Architectural Materials



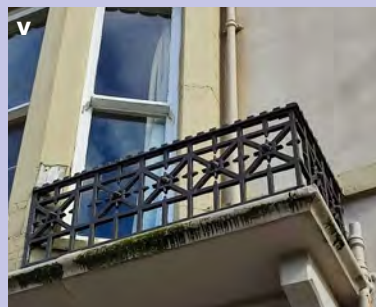
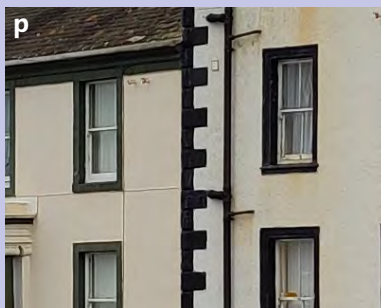
Typical Boundary Materials



Typical Streetscape Materials



Other Typical Architectural Detailing



6.5 Settlement Character Area Design Cues

6.5.1 Design cues for settlements within the Solway Coastal Plain Settlement Character Area are highlighted below:

Solway Coastal Plain Design Cues

- A range of eras of architecture are found within the settlement character area, though they generally demonstrate some consistency of palette and detailing led by locally available materials
- Landmarks within the townscape are created by docks/harbours, churches/chapels (a, b), public houses (c) and other buildings associated with historic uses (banks/shops (e)/hotels (d), farmsteads etc)

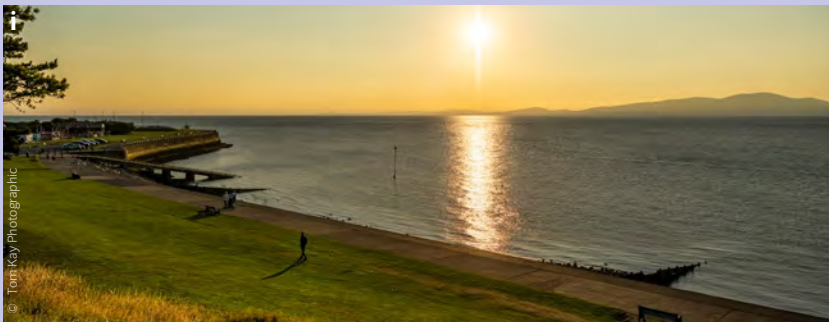


- Some rendered buildings are vibrantly coloured (c, d), and commonly have detailing
- Streets and lanes, particularly in the larger nucleated settlements, are often wide and spacious, sometimes with street trees (f).
- In some of the smaller settlements there is more of a sense of enclosure, with properties built on either side of narrow lanes (g)



Solway Coastal Plain Design Cues (continued)

- Streets and lanes follow the topography, and settlements are often defined strongly by the surrounding topography, laid out around the course of a river or with a strong relationship to the coast and coastal open space (h, i)



- Properties are predominantly stone built or with rendered finishes, either painted or unpainted. There are also some brick built properties
- Some settlements have more recent developments situated on the approaches to or on infill sites within them

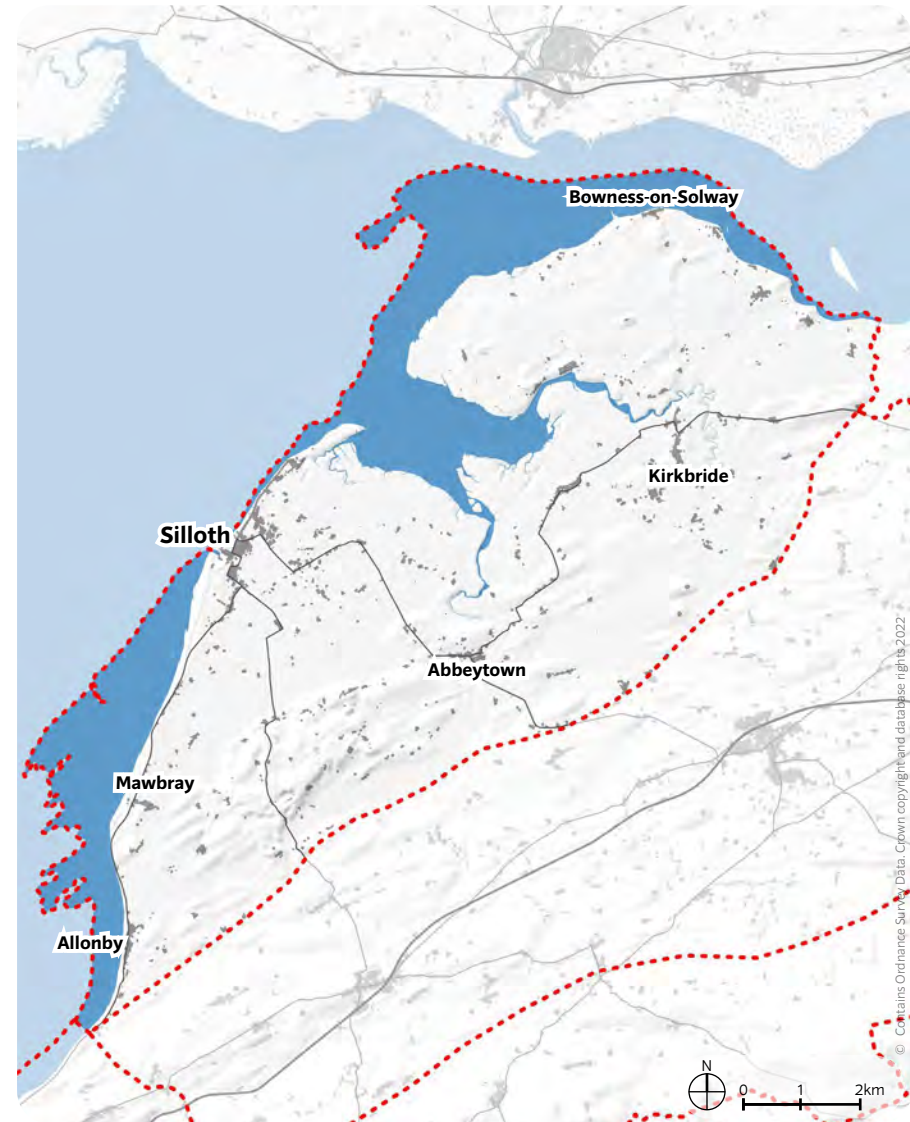
6.6 Example Settlements: Overview

6.6.1 A range of settlements have been selected as examples. They illustrate the typical range of settlement types, layouts, evolution, form, archetypes, materials and detailing within the Solway Coastal Plain Settlement Character Area, or have variations from the typical character that are a unique and distinctive. The selected example settlements are:

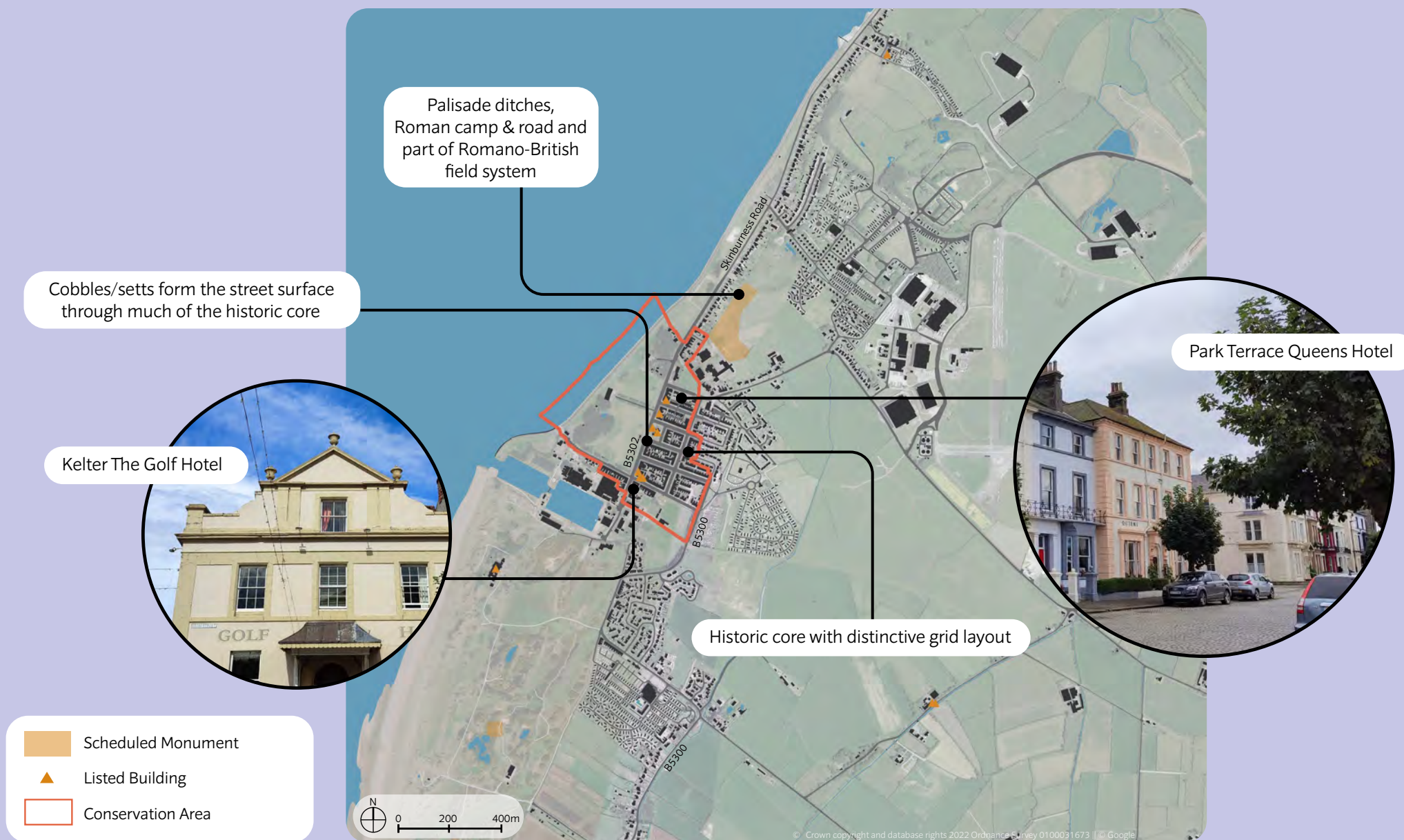
- Silloth
- Abbeytown
- Kirkbride
- Allonby
- Mawbray
- Bowness-on-Solway

6.6.2 Analysis of each example settlement includes:

- General description – summarising settlement evolution/ form and highlighting key features
- Design cues - highlighting typical local vernacular features and positive elements of the townscape/villagescape



6.7 Example Settlement: Silloth



6.7.1 Silloth is a port town in the west of Allerdale on the Solway Firth. The settlement has long views out across the water, and was a Victorian seaside resort. Silloth developed in the 1860s around the terminus of the railway from Carlisle, and development of docks that would become the deep-water port for Carlisle. This stretch of coast has a long history of settlement, as evidenced in Silloth by the remains of palisade ditches, a Roman camp and road, found to the north of the historic core and B5302. These are a designated scheduled monument, and are also part of the Frontiers of the Roman Empire WHS.

6.7.2 Silloth is a town on the B5300, with a distinctive grid pattern of streets forming its historic core. The core is nucleated, with a combination of a more dispersed settlement pattern and series of nucleations forming the wider town. Silloth has seen significant expansion through the 20th century, with the addition of housing estates and extensive caravan parks, joining up with the smaller settlement of Blitterlees to the south, extending inland to the east, and northwards along Skinburness Road towards the extensive holiday park and airfield. The town has an extensive area of open space on the sea front that includes seaside amusements, play spaces and parking.

6.7.3 The predominantly rendered, painted building style through the historic core of Silloth, and consistency in detailing (such as details along the roofing/gutter line) creates a vibrant and cohesive town centre. There are also pockets of brick-built properties, where contrasting stone or painted detailing around doors and windows ties in to detailing elsewhere in the historic core. Many of the roads in the historic core are cobbled/surfaced with setts creating further coherence.

6.7.4 Additional local detailing includes iron railings, often around small balconies or as detailing below first floor windows.

6.7.5 In addition to the scheduled Roman remains, the town also includes a number of listed properties, including Park Terrace and the Queens Hotel (grade II), built in the 1860s with painted stucco and a Welsh slate roof; and the grade II listed Christ Church, built from large split grey granite boulders (brought as ballast in ships from Ireland), with dressings of limestone and a Welsh slate roof.

Silloth Design Cues

- Historic core has a distinctive grid layout (a)
- Building facades are a variety of rendered (painted and unpainted), stone and brick
- Rendered properties are frequently vibrantly coloured (b, c), particularly in the historic core



Silloth Design Cues (continued)

- Despite variety of building materials, detailing, particularly the use of dentil/corbel detailing (d, e) between front facade and roof, and some iron work (f) creates a strong sense of coherence

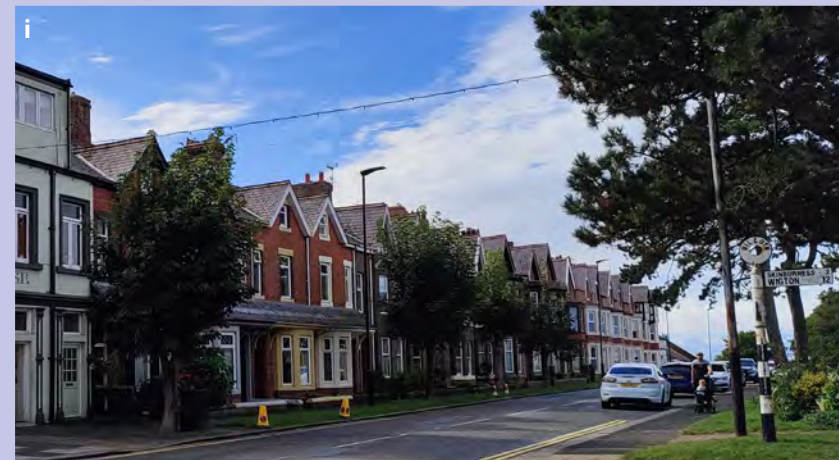


- Cobbles/setts form the street surface through much of the historic core (g)



- Properties in the historic core are set immediately facing the street, though wide roads limit the sense of enclosure

- Some 3 storey properties in the historic core (h)
- Away from the historic core, properties are more commonly set back from the street, with small front gardens
- Street trees are common through the historic core (i)



6.8 Example Settlement: Abbeytown



- 6.8.1 Abbeytown is a village to the west of the River Waver. The settlement built up around the 12th century Cistercian Abbey, parts of which remain, and now form the grade I listed and scheduled monument parish church of St. Mary.
- 6.8.2 Abbeytown is a nucleated settlement formed around the junction of the B5302. The village has a pub and shop. Development in Abbeytown has been piecemeal, with inconsistency in building styles, though the wider vernacular of rendered buildings (predominantly unpainted), and occasional stone-built properties in shades of red and brown sandstone still holds. The settlement has seen significant areas of infill over the 20th century, particularly at the eastern end of the village near to the church, and expansion to the west along the B5302.
- 6.8.3 The village also includes a number of listed properties, predominantly associated with the Abbey/church at the eastern end of the village. This includes the grade I listed church; the late 19th century Abbey Shop and Abbeytown Library (grade II); and Mill Grove (grade II*), which was originally the Abbey infirmary, built in 1472, later a vicarage and then a farmhouse.

Abbeytown Design Cues

- Buildings predominantly rendered (unpainted or painted), with occasional use of stone and brick in buildings and boundary treatments
- Road set backs are inconsistent, varying from properties immediately facing the street, to those with fairly large front gardens
- Short, enclosed side streets with properties facing the street
- 20th century residential development forms the majority of the village (including expansion, infill and replacement)
- Some contrasting colour in detailing (door/window surrounds. etc)

6.9 Example Settlement: Kirkbride



6.9.1 Kirkbride is a linear village in a bend in the River Wampool, with the river to both the east and north of the settlement. To the immediate north is the small village of Angerton, separated by a narrow belt of woodland. To the north of Kirkbride lies the remains of the Kirkbride Roman Fort, part of its associated vicus, and a length of Roman road, which are a scheduled monument, and part of the Frontiers of the Roman Empire WHS.

6.9.2 Buildings and boundary walls are frequently either rendered (some painted) or unrendered stone, reflecting wider local vernacular, but there are also a greater number of brick-built properties than commonly seen elsewhere in the wider area, including some buildings that demonstrate patterning in the bricks. The broadly linear layout of the settlement has not much changed over the 20th century, though there has been infill, and the addition of 20th century cul-de-sacs, as well as larger buildings such as the school, and large agricultural sheds.

6.9.3 The settlement has four listed properties, including the grade II listed Kirkbride House, an 18th century property with a red sandstone rubble barn. The house is built from brick walls (painted rendered) and a graduated greenslate roof.

Kirkbride Design Cues

- Brick is a common building material throughout the settlement, in contrast with elsewhere in the area
- Other properties are either rendered (some painted) or unrendered stone, reflecting wider local vernacular
- Property set backs from the road vary, some right against the road edge, whilst others have small front gardens
- Properties commonly demonstrate a mixture of materials and finishes, on old outbuildings or different facades

6.10 Example Settlement: Allonby



- 6.10.1 Allonby is a coastal village in the west of Allerdale, within the Solway Coast Area of Outstanding Natural Beauty. In the 18th to mid-19th century Allonby was a fishing village with a small fleet.
- 6.10.2 The linear village is laid out along the coastal B5300. It has a pub and café, and amenities including open space on the sea front with a playground and parking. Buildings and boundary walls are frequently rendered finishes (some painted) with occasional unrendered stone, reflecting wider local vernacular. Use of bold colours in some instances creates a vibrant character. The broad layout of the settlement has not much changed over the 20th century, though there has been infill and some expansion, particularly in the north, with the most notable addition being the expanses of holiday park expanding westwards into the countryside. Conservatories/lean-tos are also a frequent feature.
- 6.10.3 The village has a number of grade II listed properties, including North Lodge, cement rendered almshouses; the Quaker Meeting House; Allonby House, built in 1835 as a sea water baths and assembly rooms; and the late 18th/early 19th century Ship Hotel. Though not listed, the brick Victorian Reading Rooms are also a distinctive feature of the sea front.

Allonby Design Cues

- Long views across the Solway Firth, and expanse of coastal open space (including play space) reinforces coastal nature of the settlement
- Buildings predominantly rendered (both unpainted or painted) and stone-built buildings, with occasional use of brick
- Detailing (quoins, window and door surrounds etc) or render often brightly coloured, creating a vibrant feel
- Distinctive buildings (e.g. The Reading Rooms and the Ship Hotel) act as orientation features

6.11 Example Settlement: Mawbray



- 6.11.1 Mawbray is a small settlement close to the coast, built up around farmsteads which are still present today, giving it a strongly rural character. The village lies within the buffer zone of the Frontiers of the Roman Empire WHS, close to some of the Roman milefortlets which line this section of coastline.
- 6.11.2 It is a predominantly linear village, inland from the coastal road (B5300). There is a triangular area of open space at the village core, which includes a play area. The village pub also overlooks this space. Buildings and boundary walls are frequently either rendered (some painted) or unrendered stone. Distinctive boundary features include walls built from, or with coping made from large cobblestones. The broad layout of the settlement has not much changed over the 20th century, though there has been some infill along the road with piecemeal-style development reflecting a range of 20th century styles, as well as the development of some large agricultural buildings.
- 6.11.3 Mawbray has 3 listed properties, including the Methodist Chapel (grade II), Orchard House (grade II) and Ostle House (grade II). All three of these properties have rendered walls and greenslate roofs in keeping with the wider local vernacular.

Mawbray Design Cues

- Farming influences evident in building styles (farmhouses, barns/ outbuildings etc)
- Open space with play at the village core, in combination with community pub forms focal point in linear settlement
- Buildings predominantly rendered, and either unpainted or painted white. Some stone-built buildings and walls, particularly barns.

6.12 Example Settlement: Bowness-on-Solway



- 6.12.1 Bowness-on-Solway is a coastal village in the far north of Allerdale within the Solway Coast Area of Outstanding Natural Beauty. The settlement has long views out across the Solway Firth. The Solway Coast has a long history of settlement, and the village is located on the site of a Roman fort, which is a scheduled monument, and part of the Frontiers of the Roman Empire WHS.
- 6.12.2 It is a small, mostly linear village, set at the junction between the broadly north-south aligned Church Lane, and the coastal road. The village has a pub and a number of cafes and other amenities. Buildings and boundary walls are frequently either rendered finishes (some painted) or unrendered sandstone in shades of red and brown, reflecting the local vernacular. Some of the properties (and their naming, e.g. Bowness Farmhouse) reflect the development of the settlement as a series of farmsteads, though today the stone-built farm buildings are frequently repurposed as residential or holiday lets.
- 6.12.3 The village has a number of listed properties, including the grade II* listed, 12th century Church of St. Michael built from red and calciferous sandstone; and the 18th century Bowness House and Farmhouse (grade II), which have painted roughcast walls and a greenslate roof.

Bowness-on-Solway Design Cues

- Farming influences evident in building styles (farmhouses, barns/outbuildings etc), and frequent presence of cattle grids
- Long views out across the Solway Firth
- Narrow lane enclosed by surrounding historic buildings contrasts with greater set back of 20th century residential properties
- Buildings a mix of rendered (both unpainted or painted white) and stone-built buildings, with occasional use of brick

APPENDICES

APPENDIX A - SELECTED EXAMPLE SETTLEMENTS

Settlement Character Area (SCA)	Settlement Type/Size			Settlement Pattern/Morphology				
	Towns	Villages	Hamlets (larger hamlets comprising > c.15 buildings)	Linear (straight or curved elongated form typically following roads/natural features e.g. coastline)	Nucleated (compact form with buildings typically clustered around road junctions in a circular/irregular shape)	Nucleated & Linear (nucleated form with some linear elements typically creating a partial "star-like" form)	Linear & Dispersed (linear form with some scattered buildings)	Nucleated & Dispersed (nucleated form with some scattered buildings)
Coastal Industrial Towns Settlement Character Area (1)								
Workington	✓				✓			
Maryport	✓				✓			
Dearham		✓			✓			
Flimby		✓			✓			
Crosby		✓				✓		
Western High Fells Fringe Settlement Character Area (2)								
Cockermouth	✓				✓			
Brigham		✓			✓			
Branthwaite		✓			✓			
Eaglesfield		✓			✓			
Ullock		✓					✓	
Northern High Fells Fringe Settlement Character Area (3)								
Bothel		✓			✓			
Ireby		✓		✓				
Lowland Farmlands Settlement Character Area (4)								
Wigton	✓				✓			
Aspatia	✓				✓			
Thursby		✓			✓			
Blencogo		✓		✓				
Gilcrux		✓				✓		
Kirkbampton		✓		✓				
Langrigg			✓		✓			
Solway Coastal Plain Settlement Character Area (5)								
Silloth	✓				✓			
Abbeytown		✓		✓				
Kirkbride		✓		✓				
Allonby		✓		✓				
Mawbray		✓			✓			
Bowness-on-Solway		✓			✓			

APPENDIX B - GLOSSARY

Architectural Terms¹:

Cement render - a form of render that is a cheaper substitute for stucco, usually with a grainy texture

Coping - protective masonry, stone or brickwork capping a wall

Corbel - a projecting block supporting something above

Dentil - a number of small rectangular blocks, used as a decoration

Pebbledash - a form of render, where aggregate is thrown at wet plastered walls for textured effect

Quoins - dressed stones at the angles of a building

Render - the covering of outside walls with a uniform surface or skin for protection from the weather

Setts - squared stones, usually of granite, used for paving or flooring

Stringcourse - horizontal course or moulding projecting from the surface of a wall

Stucco - a form of render, where fine lime plaster is worked to a smooth surface

Other Terms²:

Settlement Characterisation - the process of revealing the settlement patterns and connections within a landscape, spatially and through time, for example in relation to buildings and patterns of fields, streets and routeways. It also enables consideration of inter-relationships between places, and it can provide a framework for the recording and evaluation of the views and perceptions of people, such as their experiences and memories.

Settlement Pattern/Morphology - see **Appendix A** for details

1 - Adapted from Pevsner and Hyde, The Buildings of England: Cumbria (2010)

2 - <https://historicengland.org.uk/research/methods/characterisation/historic-landscape-characterisation/>



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