

neighbourhood design guidance



foreword

North Ayrshire Council and its partner, Irvine Bay Regeneration Company recognises the contribution that the good design of buildings and public spaces can make to the quality of life in our communities. It can be life enhancing both in terms of visual appearance and use. Good design can also play a major role in stimulating and promoting the social and economic development of our towns and villages.

North Ayrshire is fortunate to share one of the most spectacular coastlines in the world. We need to recognise and respect this when building near to the sea. Equally our historic towns and villages require sensitive development to reflect their location and character, and our rural areas should not be spoiled by ugly buildings.

For these reasons we have jointly commissioned this Guidance Document, one of a series of three, aimed at promoting quality design and providing practical guidance on standards for our built environment. The guides are aimed at a range of potential users:

- **developers and professionals** involved in creating all new buildings such as houses, offices, factories, shops.
- **our planners**, who are involved in taking the decisions on future development plans in North Ayrshire.
- **the general public**, who will look at, work in, visit and live beside all new development.

This Guidance draws on best practice not only from our local area, but from across the UK and internationally. Our aim is to ensure that North Ayrshire becomes a locality recognised by its residents and visitors as a place where our buildings and spaces are appreciated and admired.

We welcome your comments and will aim to reflect these and the experience and feedback from our initial users in producing our finalised guides.

Patrick Wiggins

Chief Executive

Irvine Bay Regeneration Company

Councillor John Reid

Chair

Local Development Plan Committee

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introduction

North Ayrshire Council has identified that well designed new development can help the regeneration and future sustainability of the region's urban areas. The right type and quality of new development is able to create convivial, busy, characterful places - backdrops for community and visitor activity, places which are inherently sustainable because they will attract and retain visitors and residents alike.

This Design Guidance is intended to define and explain in summary the character of some of the the places in the North Ayrshire and to help developers and designers understand its - and their - potential contribution to future place-making. In this way, it is hoped to guide the design of new development to ensure that it will enhance and build upon existing good quality local character and contribute to the area's regeneration rather than detract from it.

This document is part of a suite of Guidance which focuses on the specific issues associated with the regeneration of North Ayrshire's urban areas* it is for **Neighbourhoods** and considers **new development located between town centres and countryside**. The other guidance includes:

- **Town Centres:** guiding development that will help regenerate and improve North Ayrshire's historic town centres
- **Coast:** considering new development at the North Ayrshire seafront which can improve and promote its potential as a place to live and as a destination for visitors.

In addition to providing guidance on the design principles associated with specific development types, this guidance also covers the important issues which are addressed by all successful developments – linkage, pedestrian movement and high quality public realm.



context



regeneration

North Ayrshire Council works alongside its partners to deliver regeneration and stimulate economic activity throughout North Ayrshire. Good design is recognised as a key part of sustainable regeneration which improves both the image and functionality of places as well as creating better quality environments for local residents.

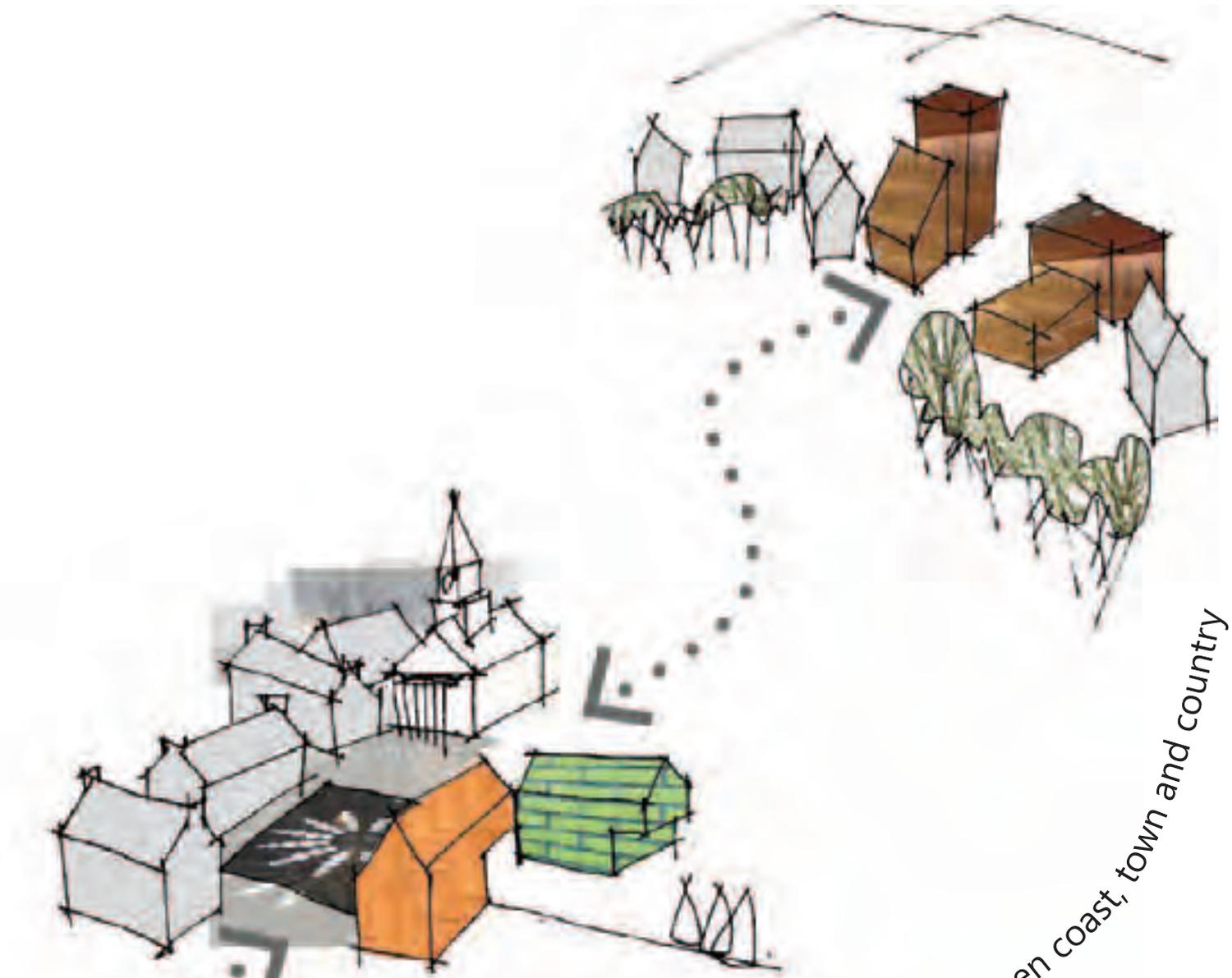
The Local Plan seeks to identify the role that land use should play in supporting the development of regeneration opportunities and Design Guidance assists in ensure quality developments, suitable for their location, result from the interaction of the planning system.

Irvine Bay have developed a vision for the area as a place where people will thrive, businesses will flourish and communities will grow. They are developing this vision through five key themes which look at:

- **i work** - creating and spreading wealth
- **i live** - a good place to live
- **i sea** - rediscovering the sea
- **i play** - a good place to spend time
- **i bay** - changing the image of the Irvine Bay area

Each of these themes connects with a series of proposed projects and with proposals for the urban regeneration of each of the towns. Proposals focus on opportunities around the urban bay itself – using the coast as a thread to link areas of redevelopment together and suggesting the formation of a new coastal park as a destination.





.the regeneration strategy stresses the need for links between coast, town and country



vision

Although the edges of North Ayrshire's towns and villages are sometimes the location for standard and anonymous suburban development they have the potential to become attractive, well-connected places to live.

New high quality design solutions and sensitive developments at North Ayrshire's urban edges are an opportunity to demonstrate that new development can enhance and 'mend' its existing setting – encouraging design that links communities and promotes activity. Developments can be designed more sustainably than at present and can have a character and quality that is special to North Ayrshire.

New development has the potential to be:

Distinctive

- **It can promote a local identity and a sense of place** by taking account of local design, materials and construction - adding to local character rather than detracting from it
- **It can act as a catalyst for regeneration** attracting people to live and work in the area, and providing an attractive setting and favourable impression on visitors and those travelling through the area. This has a consequent positive effect on property values and the local economy.
- **It is a chance to 'knit together' or 'mend' existing development** and link what are often indistinctive places and fragmented communities that are not that easy to navigate and locate oneself in.

Neighbourly

- **Distinctive new development can attract** people to move to and stay within an area; encouraging a sense of community
- **It can provide an environment which feels safe and secure for pedestrians and cyclists** where local people are able to leave their cars at home, travelling from their immediate home environment into the wider area, adjacent town centres, coast and countryside
- **It can integrate and connect different types of neighbourhoods** so that they are easy to get around and attractive to use – it becomes possible to walk or cycle to work, or to the shops

Environmentally friendly

- **New development can improve and extend greenspace**, providing a range of outdoor spaces which can be used for:
 - Attracting wildlife and maintaining biodiversity for example through "green corridors" of structure planting
 - Improving opportunities for recreation including pedestrian walkways, community gardens, cycleways and leisure areas

case study: The Drum, Bo'ness

This housing development is set in a landscape setting which is very similar to many sites in North Ayrshire.

The overall development site is Master Planned with a number of different designers and developers working on various phases. The Master Plan ensures that design proposals reflected the quality of their attractive setting and create a range of different kinds of spaces and places linking housing. These include tree-lined streets, a 'green' and smaller communal squares.

The way in which each house type occupied its plot was carefully considered with equal importance given to the design of new homes and the design of garden and parking spaces.

The architecture of each development phase varies from more traditional 'style' to more modern.





current context

The edges of North Ayrshires towns and villages have been the location for extensive twentieth century development which has expanded away from the area's original historic town centres. Sequential, piecemeal redevelopment of brownfield sites, together with the redevelopment of agricultural land for housing and commercial use, has resulted in urban areas which are now much larger than they were one hundred years ago.

Currently there are sites available for development in these peripheral areas. These are often brownfield sites or incorporate small areas of previously agricultural land. In many cases the area within which they sit is not attractive, nor easy to negotiate. In general, much recent North Ayrshire development (as in other similar areas throughout Scotland) has the following characteristics:

They do not make places or incorporate spaces which reflect the best characteristics of North Ayrshire's more attractive towns and villages

- Often anonymous large-scale urban sprawl dominates in peripheral areas. The development of housing and associated services (shops and schools) can be so extensive that it has overwhelmed original town centres. Development has extended over countryside and as a result different settlements – such as Saltcoats and Stevenston – have merged together.
- There is no network of pleasant outdoor spaces, streets or squares where buildings or landscape make attractive places to be in.

They can be difficult for pedestrians to negotiate

- Much new development lacks legibility. Built form and its setting is uniform so that it is hard for visitors to orientate themselves and find themselves within areas. There is no 'legible' development structure or settlement pattern which associates particular buildings with different kinds of places. There are no areas of different character to help people navigate around.
- The car dominates as traffic management and parking has been the generating factor in layouts and the roads design comes before the design of distinctive places. It can be very difficult to walk from one area to another, but much easier to drive. Often, newer road layouts block pedestrian and cycle access from one area to another. This, together with "zoning" of specific uses, results in larger distances to travel between residential areas and shops or work places and residents find it easier to move around by car. Even when pedestrian links are incorporated they are often not attractive or well designed for amenity, ease of use and safety.

They incorporate "could be anywhere" – characterless development

- Most newer peripheral development uses standardised plot sizes and layouts. Design is derived from "approved" roads layouts and generic planning policy. Rather than providing site-specific solutions, designers use templates for road widths and turning heads, together with prescribed front and back garden, parking and pavement dimensions.
- Many new developments rely on the reuse of standard house types and generic retail/commercial designs. These standard building types use architectural solutions imported from other locations and do not have a distinctive North Ayrshire character.



urban sprawl: existing development at the edges of adjacent settlements merges together



edge of settlement: Often in Ayrshire built form does not reflect the importance of its location. This development is at key edge site approaching Kilwinning.



could be anywhere: Anonymous twentieth century development does not reflect the quality of local, characterful neighbours





potential

Many residential communities are located on the periphery of North Ayrshire's towns – between town centres and countryside. These low density neighbourhoods have the potential to be attractive places to live, at present they benefit from:

- **An attractive landscape setting**

North Ayrshire's towns and suburbs sit within an attractive, rolling landscape which ranges from moorland, through farmland to the coast. This open landscape provides long views from the coast back to the hills in the east, and from higher ground in the east back to the coast again.

The countryside has a distinctive local agricultural character with a network of open fields and larger farmsteads.

- **Close proximity to often characterful town centres**

The majority of North Ayrshire's towns have robust town centres whose older buildings have a distinctive local, small scale "rural" Scottish character. This has generally arisen from their historic development pattern which has shaped a series of enclosed, informal and attractive public spaces. These have traditionally been the location for a range of local shops and services.

North Ayrshire's historic town centres are potentially within walking distance of good quality family housing on the town's wider suburban fringes. The town centres have the potential to provide good local shops and restaurants, and cultural and leisure activity for the surrounding neighbourhoods.

- **Easy access and good connectivity**

During the twentieth century, extensive development of the majority of North Ayrshire's towns was accompanied by the development of good road and rail connections both between towns and to the wider area - specifically the Glasgow conurbation. This is a key factor in attracting new people to live in the area and present locals to stay.





a “context driven” approach

This Guidance advocates a context driven approach to the design of new buildings “Context-driven” means that designers need to consider not just the architectural style of buildings, but the way in which they are located to frame spaces and create streets and squares.

the problem

Many of the peripheral areas of north Ayrshire’s towns are the location for large scale suburban development which can be problematic for the following reasons:

- **Zoning:** Buildings with the same uses (eg commercial or industrial) share the same location and are separated from buildings with a different use. As a result much suburban development consists of large areas of similar building types. For example, a site which is the location for residential development contains housing located around a series of cul-de sacs which do not connect with each other. Retail and workplaces are located in another area, beside other buildings with a similar use and distanced from housing.
- **Car dominated development:** Much suburban development is currently accessed from newer road layouts instead of extensions of existing streets at town centre areas. Larger distributor roads are designed to lead to smaller local roads, which in turn give access to individual retail courts, offices or housing cul-de-sacs. It is difficult to connect between different types of development areas and town centres and often journey distances are extended and roads are almost impossible to negotiate on foot. Despite the designers best intentions, new road layouts can obstruct, rather than promote, movement through suburban areas. Together with ‘zoning’ this leads to increased traffic congestion.
- **New development is driven by recent regulation and standardisation rather than true site analysis and design based on placemaking principles:** Planning Policy and Roads Department Guidelines, rather than designers, have shaped most recent suburban development. To obtain consents most developers adopt minimum ‘allowable’ sizes for front and back gardens, minimal car parking standards and distances to eliminate overlooking. They use standardised road widths, junction sizes, prescribed sightlines, pavement widths and housing layout design is derived from maximising development around standard turning heads etc.. Not surprisingly the result is uniform development - the same sized plots, with similarly proportioned frontages.
- **Inappropriate architectural styles:** Sometimes new development does not succeed despite designers aims for high quality “landmark” architecture because the design aspirations and architectural style are imported from other locations which are either more urban, anonymous or of another character. These types of development look out of place and fail to connect to the local area. Often even if new development uses similar materials and design features to its older neighbours (such as window surrounds and roofing materials) it can still look out of place if it is badly sited or adopts massing and proportions which are not sensitive to that of the neighbouring buildings.

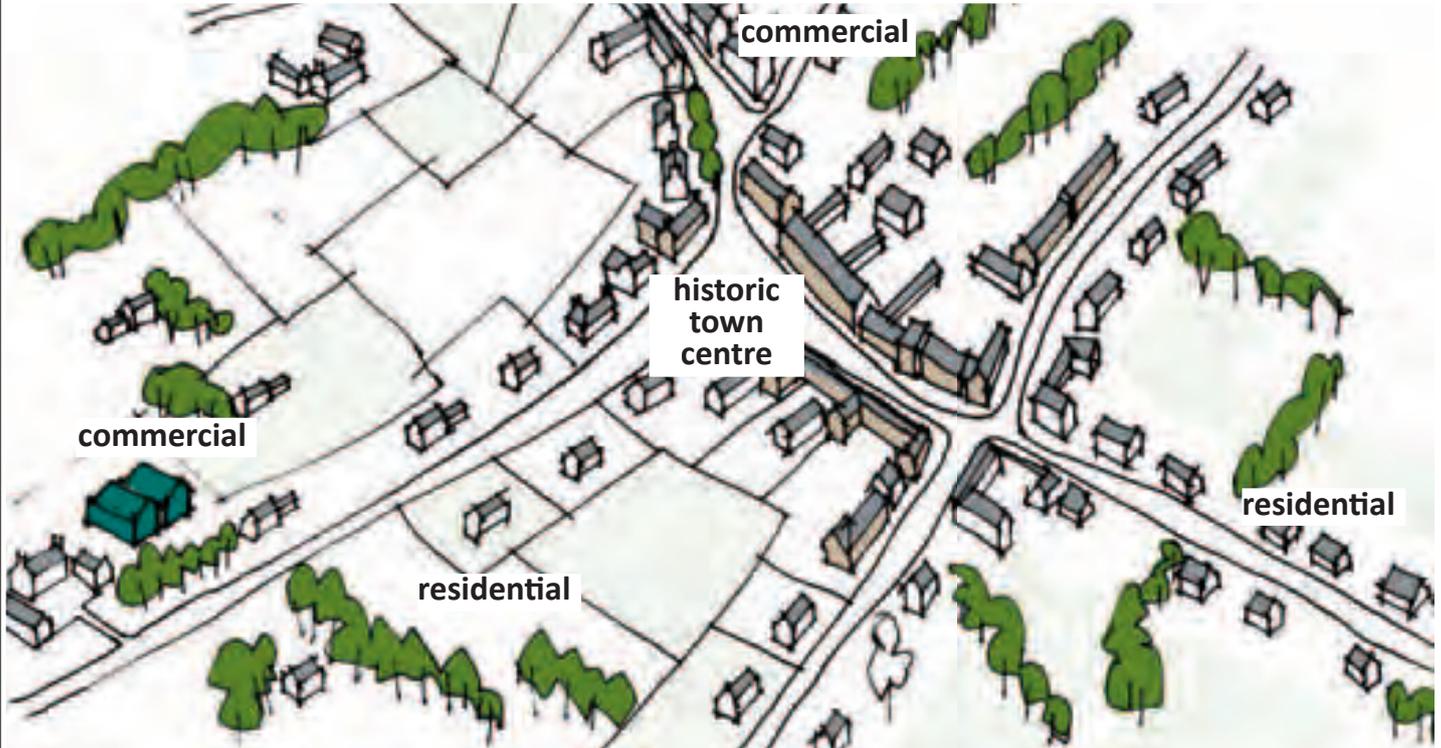
Because many development strategies and design standards are used on a Scotland-wide basis, development designed using these criteria can be anywhere – there is no sense of local distinctiveness. These types of development provide no experience of being in a special place with its own character.



mixed use north ayrshire settlement

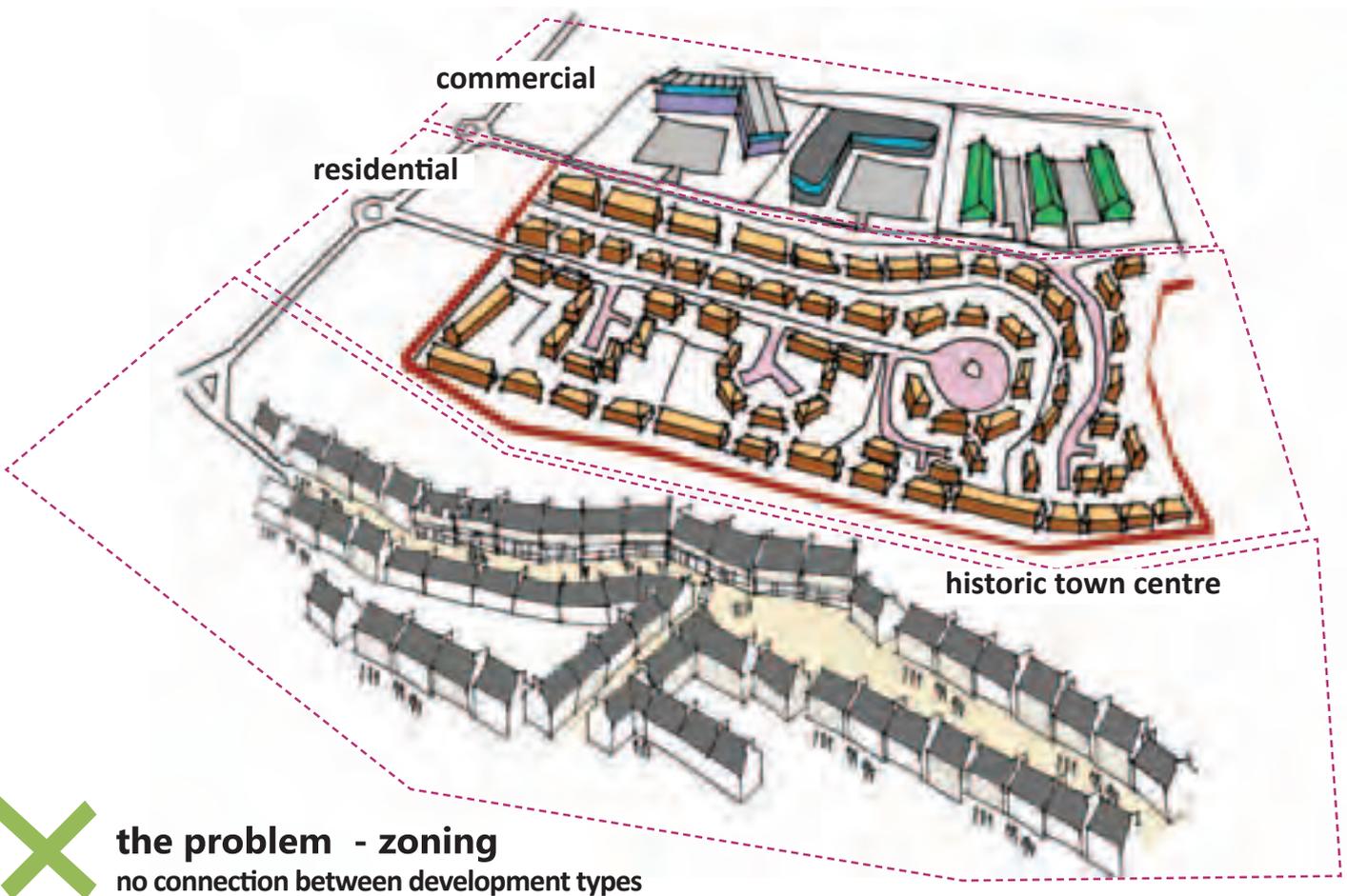
different development types are linked together visually and physically

- a permeable network of roads and streets link different areas
- different uses are associated with different densities and locations - for example town centres are the location for retail, commercial and residential development.



the problem - zoning

no connection between development types



developing solutions

Better design solutions complement their location. They provide bespoke solutions with appropriate siting, massing and proportions based upon context and local good quality development.

Successful places are designed around a specific vision or idea taking account of the site and wider location, contemporary needs, local culture and development history.

For example, **Ardrossan is a Planned Town** which had its beginnings in designs for a “genteel resort” which were drafted at around the beginning of the 19th century. Development was arranged in blocks, on a grid of streets which are wide and straight. The facade of each individual property was designed to contribute to the view of the street as a whole.

In contrast, **Kilwinning is a medieval town**, which has developed much more slowly. Development has grown along the main street and its design has been influenced by the shape and size of the feued plots on which it sits. Each property is different from its neighbour (although they tend to share the same massing, proportions and scale).

There are a number of **successful contemporary developments** located on the periphery of North Ayrshire’s settlements. In these designers have demonstrated a specific intent and have chosen materials and details which are of appropriate quality and have developed building forms and layouts which shape spaces in a distinctive way.

Examples of local settlement patterns

Ardrossan; a planned town



Development arranged in blocks, on a grid of streets which are wide and straight.

Kilwinning; high street and feued development

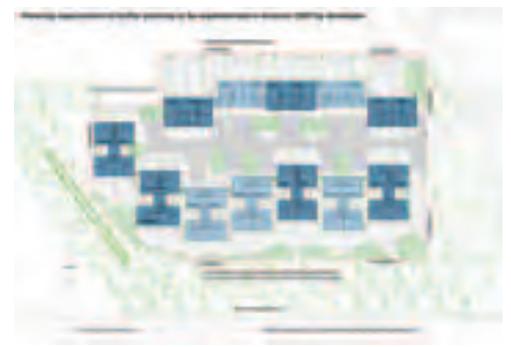


Each property is different from its neighbour (although they tend to share the same massing, proportions and scale).

case studies: successful contemporary developments

Dunure Road, Ayr

This development creates a new place with specific character. Properties are located on the site to create a shared street for pedestrians and cars. The homes have varied massing and scale, and create an attractive streetscape which shapes outside spaces.



case studies: successful contemporary developments

Telford Drive

This development provides characterful infill in a suburban location where the predominant building type is standard post-war tenement flats of a type seen throughout Scotland. It is carefully designed to frame an attractive, albeit low key, external space and to provide an overlooked and secure connection between different areas of existing housing.





design principles



creating a neighbourhood

This Guidance outlines **Design Principles** which should underpin all new development. These Principles are intended to promote design solutions which assist designers to develop “Ayrshire-specific” proposals which are based upon an analysis of the places within which they are located.

Designing Places sets out the principles to create neighbourly, sustainable places which are:

- **Distinctive:** designs should respond to local context to create places that are distinctive.
- **Safe and Pleasant:** new developments should be designed with the aim of creating safe and attractive places where vehicle speeds are naturally reduced.
- **Easy to get to and move around:** easy to move around and connect well with existing walking and cycling networks, and allow for links into future areas of development.
- **Welcoming:** layouts should encourage positive interaction between neighbours.
- **Adaptable:** street networks are the most enduring features of our towns and cities. It is therefore important to plan networks that allow for future adaptation.

This Guidance explains how Designers and Developers can achieve sustainable neighbourhoods which are based upon an understanding of North Ayrshire’s built environment. It is hoped that this will help lead to appropriate new contemporary North Ayrshire development.

The guidance begins by explaining how new development should integrate with its wider context:

- **North Ayrshire settings:** creating new developments which are well integrated with their local setting
- **Views at entry points and arterial roads:** considering how new development affects visitors experience of a place
- **Connected spaces and places:** avoiding monolithic new development and encouraging activity and use

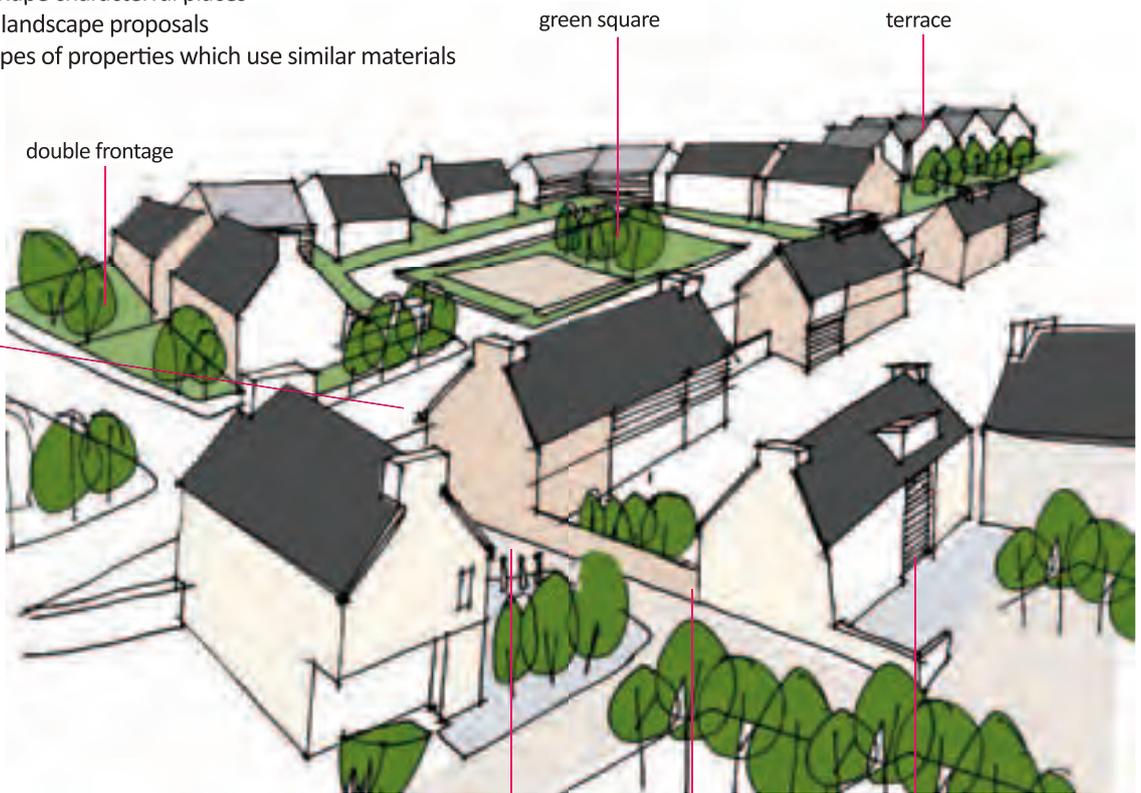
The Guidance goes on to look at the more detailed design of individual developments:

- **Using local settlement patterns:** to create characterful shared spaces
- **North Ayrshire character:** a contemporary interpretation
- **Massing, proportion and scale:** and its impact on public and shared spaces
- **Materials and details:** using local precedent in a contemporary way
- **Providing privacy and security:** encouraging a sense of ownership
- **Integrating Greenspace:** contributing to successful outdoor spaces
- **Good access and parking:** alternatives to standard road layouts and parking



appropriate new development

buildings shape characterful places
integrated landscape proposals
range of types of properties which use similar materials



pleasant route through development

double frontage

green square

terrace

road narrowing signals "entry" to a different type of area

boundary walls help to frame spaces

sometimes houses are entered directly off courtyards



poor new development

could be anywhere
uniform density and introverted development
no pleasant outdoor spaces



monotonous, uniform house types

the external appearance and entrance to this development is dominated by back-garden fences

signs signal the entry to development



north ayrshire settings

An understanding of local places can help contemporary designers to develop proposals which are successful in the their North Ayrshire context.

North Ayrshire's landscape setting is low key rather than dramatic but compared to many developed areas is of very high quality. Ayrshire's towns and many buildings make the most of their setting in terms of shelter and amenity and very often sit in harmony with their surroundings.

North Ayrshire's characterful and attractive locations often consist of interlinked series of places, each with their own identity: from dense urban centres to sparse development within the countryside. In this context traditional Edge of Settlement development often comprises less dense development grouped around local roads and more private shared spaces such as courtyards and cul de sacs. Compared to town centres there are fewer continuous street facades and buildings often sit in a "designed" landscape setting. The best of these locations can provide characterful spaces and places.

This connection to North Ayrshire's landscape setting is valued by local residents.

Many landscape features reflect the culture and heritage of the area. Local people appreciate the opportunity to move from their neighbourhood to the countryside where they are able to take advantage of good views, walking and cycling, and routes along the coast.

In order to ensure that new development is located positively in its setting designers should:

- **Use a thorough analysis of the built and natural landscape context as the basis of all proposals**
- **Base proposals upon the development of places with their own distinctive character:** based upon North Ayrshire precedent.
- **Base designs on buildings and layouts that shape and make spaces:** rather than are determined by a layout driven by road design requirements.
- **Carefully consider how prominent a new development is likely to be when viewed from a distance:** particularly from specific viewpoints from where new development may be particularly visible – such as local distributor roads.
- **Retain any older landscape features which remain on the site** - from buildings and walls, to woodland or hedgerows - and integrate these into their design proposals.
- **Repair and connect the urban grain** - designers should consider how new developments can contribute to improvement of the adjacent area - for example by helping to enclose existing spaces, 'mend' existing gaps, mask past 'mistakes' or by contributing to new public spaces.
- **Where possible, proposals should provide easy access to greenspace and the countryside** – expanding and continuing local path and cycle networks.

The best of North Ayrshire places are part of a recognisable transition between different kinds of places. Often there is a succession of characterful spaces which blend into each other so seamlessly and gradually that it is difficult to say where one begins and another ends.

Travelling towards many successful Ayrshire settlements, visitors and residents encounter:

- **The countryside:** with views across fields, woodlands or coast - and moving along a road bounded by fencing or hedging. The countryside dominates and there are relatively few properties
- **Sparse settlement:** more development, generally set back from the road
- **Suburban and edge of settlement development** – more extensive low density development, often in a designed “landscaped” setting with characterful spaces and places
- **Urban Centre** – higher density, enclosed spaces and continuous facades facing onto streets

However, travelling between some of North Ayrshire’s more built up areas involves a journey through repetitive similar development , with no variation or contrast.

This Guidance Document suggests that new development should take clues from other good quality built environments within North Ayrshire; successful settlements and developments can provide a good starting point for new designs which provide a sense of place and re-inforce local distinctiveness.

open countryside with hedges, trees and grass verges



clear areas of countryside between settlements which can be prominent from a distance



low key suburban development without distinctive street pattern



legible network of streets and small scale properties



high density town centre





views at entry points & arterial roads

The views of existing development along the roads which lead through settlements to town centres and towards the coast communicate the character, prosperity and vitality of North Ayrshire's towns and villages. The experience of travelling through some North Ayrshire locations can be poor:

- existing buildings and their setting are anonymous and unattractive
- existing roads prioritise vehicle movement and make it difficult and/or unpleasant for pedestrians
- the setting is dominated by road signage and poor street furniture
- some poor new development is 'introverted' - facing away from adjacent buildings and main routes; back boundary fences and service yards face dominate the view from main roads and become the over-riding impression of the area for those passing through it.

In contrast, good new development reinforces the positive character of a particular route or entry point and includes distinctive development and memorable spaces as a signal of positive new development and regeneration

In order for new development to contribute to a positive impression of the area it should:

- **reinforce the positive character** of a particular route or development entry point - perhaps by incorporating high quality landscaping
- **provide distinctive development and memorable spaces** as a signal of positive new development and regeneration
- **reinforce street patterns and urban or landscape character** - where appropriate with development facing towards main routes

 **poor existing development**





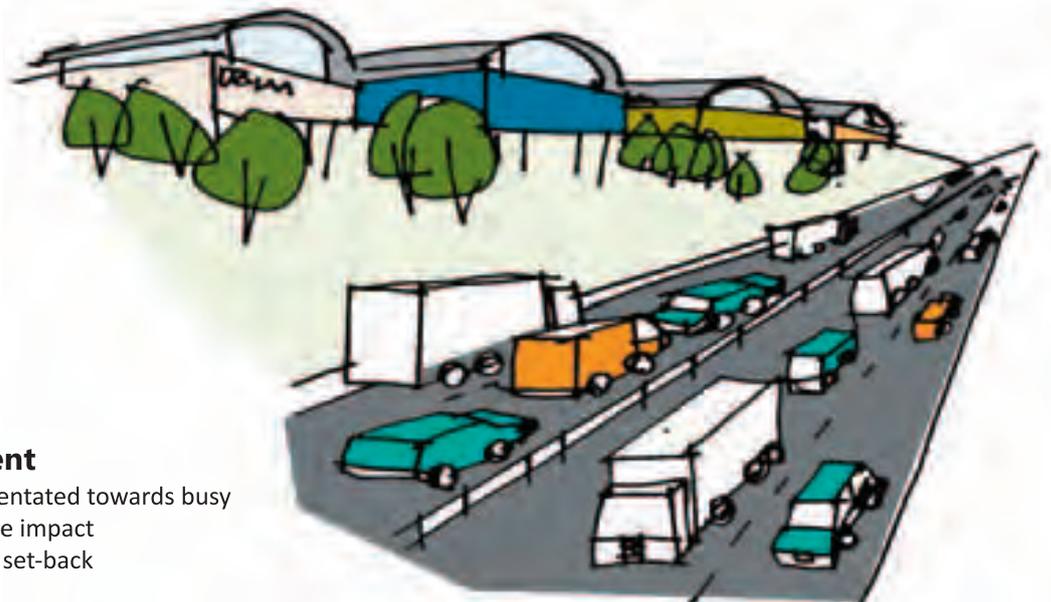
poor development

boundary fencing for rear gardens face onto main routes
uniform development
busy road with no provision for pedestrians or cyclists



better development

attractive development faces onto main routes
landscape area provides set-back
accessways for cyclists and pedestrians
smaller scale residential units use boundary wall to unify development and present attractive frontage



better development

larger retail units are orientated towards busy road to maximise positive impact
landscape area provides set-back



connected vibrant spaces and places

Existing development areas in North Ayrshire are often hard to negotiate on foot, and often have no local shops or services. Despite having a shared location on the periphery of North Ayrshire's towns, there is often no connection between residential and retail or business areas without a car - so it is hard for residents to get to the shops or walk to work. These places have none of the important cultural associations and uses which older settlements and neighbourhoods had in the past, where outside spaces and routes, as well as shops and cafes, were used for people to meet and interact and helped build a local community.

Monolithic developments of new housing have separate roads access to each development site and no connection between them. Internally within development sites houses are often set around unconnected cul-de-sacs. Rather than character or place making aims, the factor which serves to differentiate between residential developments is the 'market' they are aimed at. This affects housing 'style', the size of houses and plots, location and accessibility or lack of it. Edge of town retail development is almost always located on a series of adjacent development plots, each occupied by a standard building type, provided with extensive parking and only easily accessed by car.

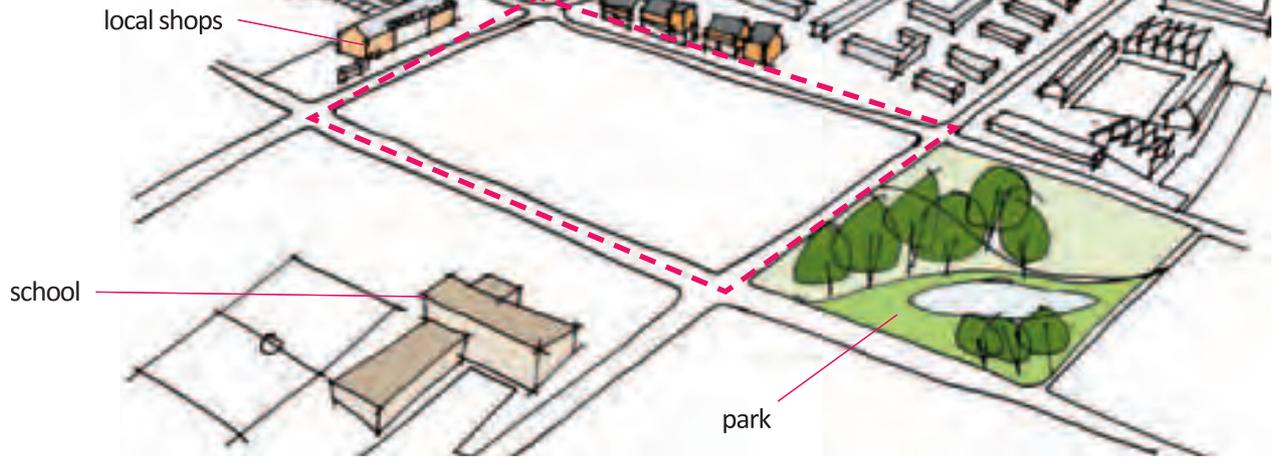
In contrast successful neighbourhoods provide legible, attractive outside spaces which together, with mixed use buildings, link together to provide a sequence of places for different activities - work and leisure . These neighbourhoods are pleasant to move through and encourage a sense of community where people can casually meet each other.

- **These places have streets, avenues, vennels, paths and squares that retain a range of uses other than simply function as traffic routes.** Often they have a distinctive character which reflects their function and importance.
- **The overall development has a legible structure that makes it clear where people can and cannot go:** such places are easy to navigate on foot, they promote pedestrian movement, allowing visitors and residents to vary their route from one place to another. The way in which outdoor spaces and building layouts are designed also influences vehicle driver behaviour - narrow streets with little forward visibility reduce traffic speed, wider streets with large, clear visibility splay encourage drivers to go too fast for cyclists, pedestrians and children.
- **They promote sociable, friendly interaction between neighbours** and encourage movement by pedestrians and cyclists. They are locations for people to meet and children to play.

New development is an opportunity for designers to reinvigorate roads and public spaces – designing for a much wider range of activities and uses - not just manage vehicle traffic. To achieve this, designers should incorporate the following into their proposals:

- **A legible network of streets and spaces which are easy to navigate and attractive** - for pedestrians and cycle users as well as traffic.
- **A clear spatial hierarchy linked to use and importance** –a range of routes, street types and public spaces which communicate their function and relative importance clearly to users. These should be attractive outside spaces which link together to provide a sequence of places - each with its own distinctive building types which are appropriate for their setting.
- **A mix of use** - which avoids monolithic development. For example, successful housing developments often include accommodation for different kinds of residents - such as retirees, single people, affordable homes, social housing for rent, housing for families together with accommodation for small businesses, local restaurants and shops
- **Where possible proposals should reinforce existing local street patterns and urban character** – New proposals can mend and improve existing development or areas that are at present anonymous, or disconnected. They can clarify or augment existing public and private routes and spaces within the area

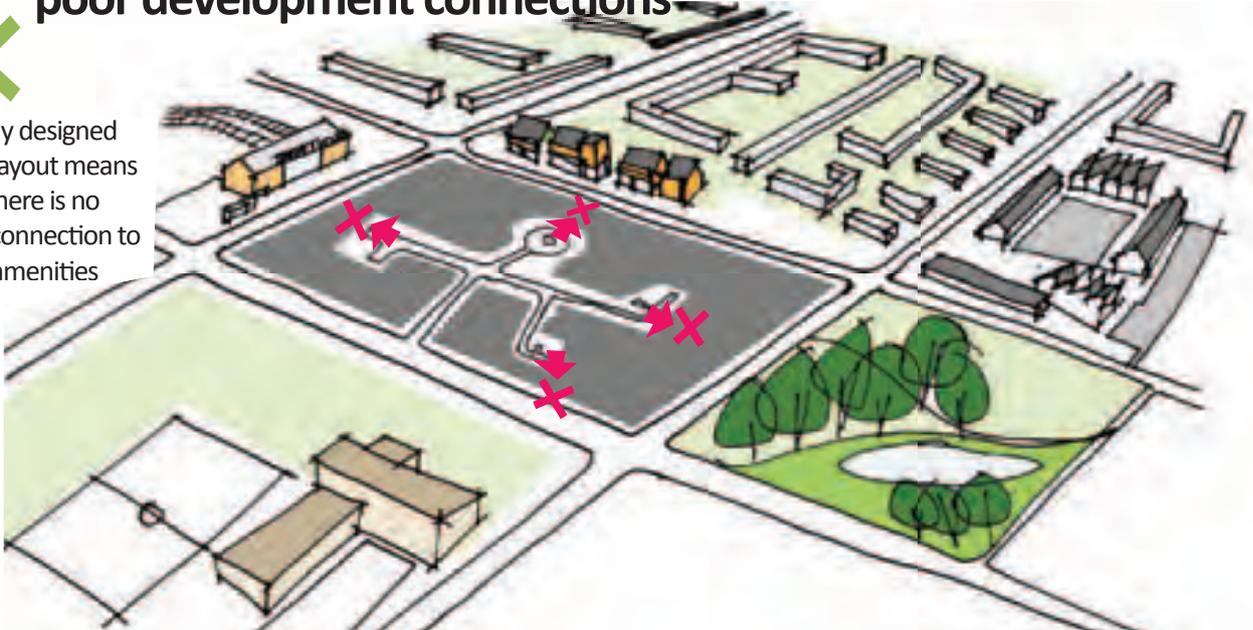
? before development



✗ poor development connections



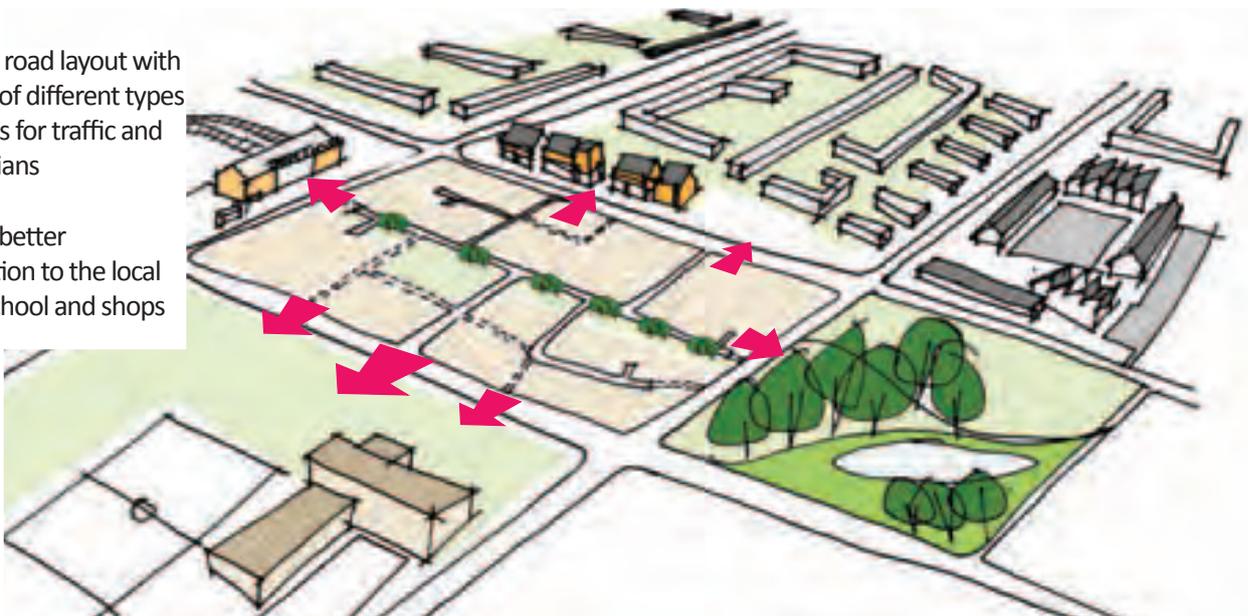
a badly designed road layout means that there is no easy connection to local amenities



✓ better development connections

a better road layout with a range of different types of routes for traffic and pedestrians

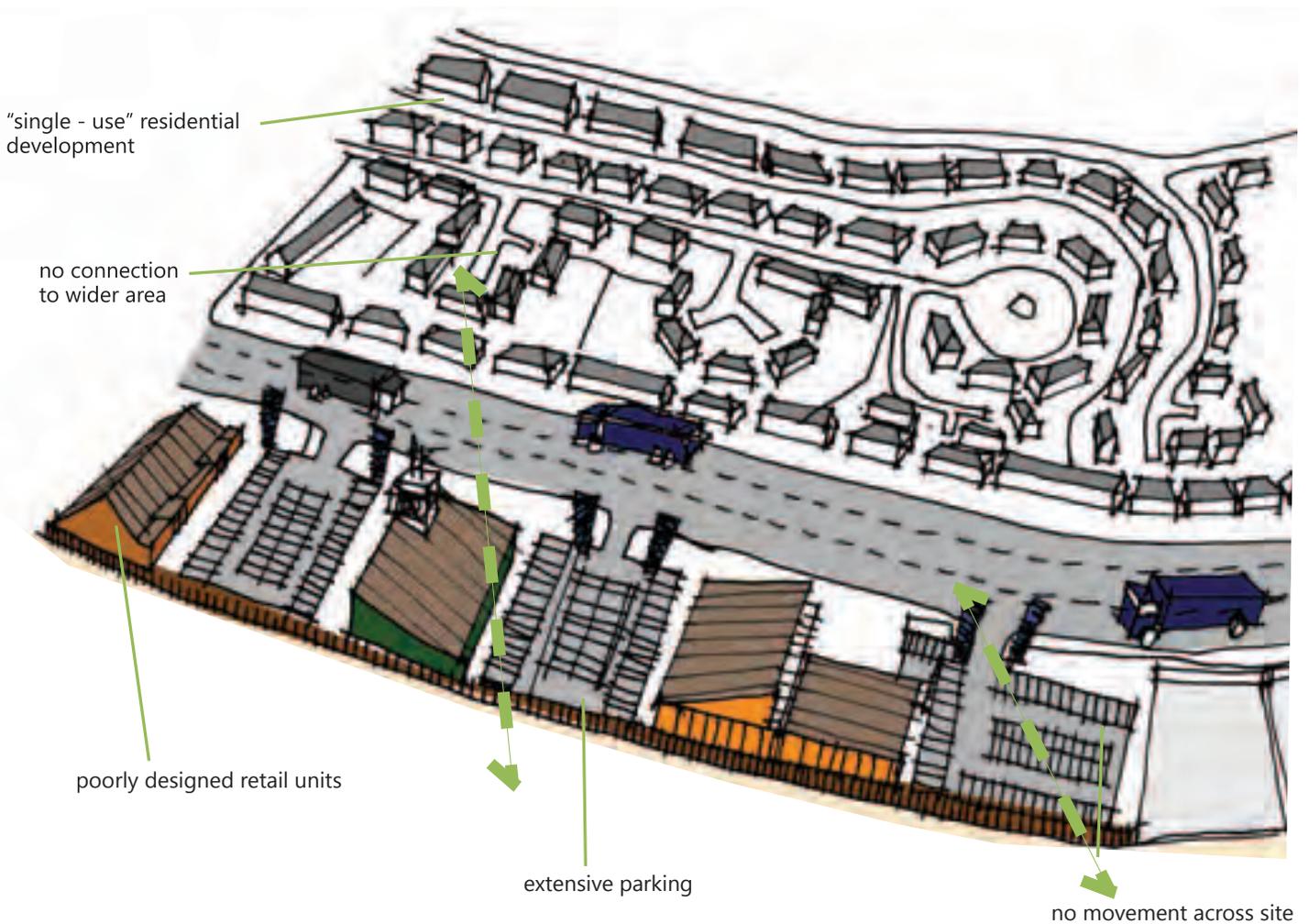
there is better connection to the local park, school and shops



vibrant places

✘ Poor quality development

- Some places in North Ayrshire are the location for a series of anonymous retail units which have not been designed for their specific location- there are no views into buildings which have blank facades
- There is no sense of place, or connection between different plots and the site layout discourages pedestrian access.
- Car parking and delivery are very visible and dominate development
- New development is significantly different and out of scale compared to its historic neighbours



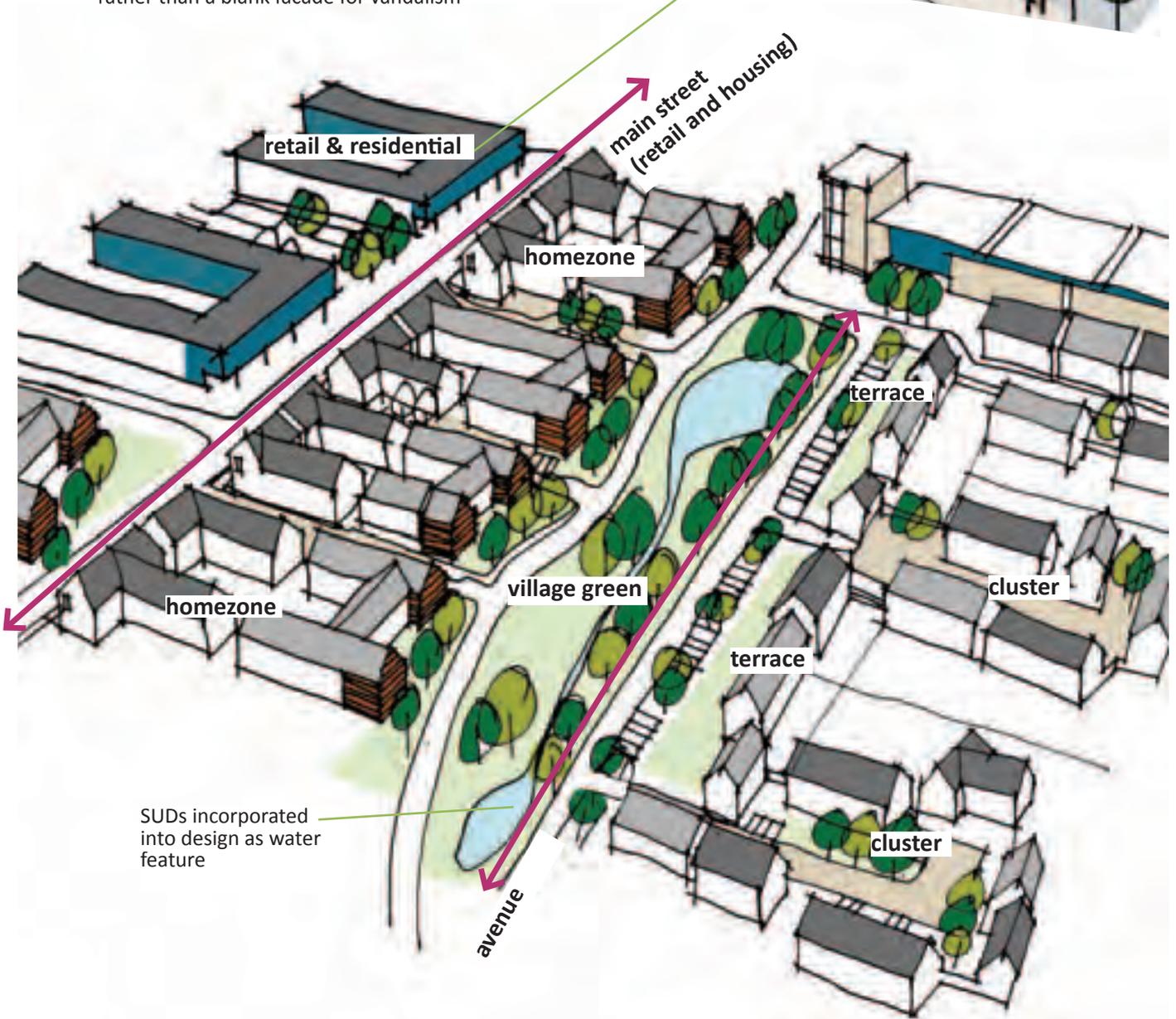
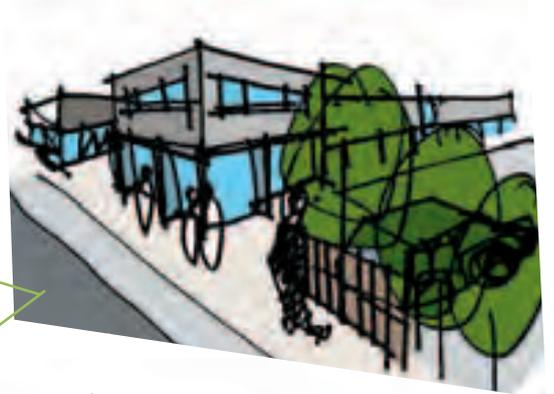
vibrant places



Better development

Better North Ayrshire places integrate residential and non-housing uses.

- **A spatial hierarchy:** busier main roads are the location for workspaces, retail and some residential development. Quieter roads and pathways provide linkage between different locations
- **Retail is located on the street, accessible to both cars and pedestrians:** the impact of parking is minimised and glazed retail units provide interest, rather than a blank facade for vandalism





using local settlement pattern

North Ayrshire's settlements are the location for a range of types of buildings and small scale development. Often these have grown up over time, are associated their own specific area and have an attractive and distinctive local character.

In part, this character this is determined by each building's proportions, massing and materials. But equally important is the way in which buildings are sited relative to each other and the spaces and places which they shape.

Within this Guidance we have referred to this relationship as their "settlement pattern"

Often, successful adjacent settlement patterns can be a good model for new development as they provide important clues as to how new developments can be sympathetically sited. They can suggest:

- how new proposals can integrate with existing patterns of streets and paths
- an appropriate density, scale and massing
- how greenspace can be incorporated into proposals
- how best cars can be accommodated

New proposals can mend and improve existing development or areas that are at present anonymous, disconnected or do not have or make characterful places.

Designers should aim for proposals where built form and designed landscape encloses distinctive spaces and places:

- They should base proposals on attractive , successful older settlement patterns which have an historic and cultural association with the area in which they are located
- OR
- where these are not available they should provide "best practice" solutions from elsewhere - for example Homezones
 - People experience outside space in built up areas as a series of outdoor "rooms" framed by buildings. Designers should carefully consider how to create a sequence of attractive and varied public spaces that link together to achieve this.
 - Designers should consider the designs of the spaces between buildings as carefully as they consider the designs of buildings themselves. They should consider how buildings can shape attractive spaces and **then** design for traffic movement (rather than designing roads layouts and then housing around them)
 - Appropriate settlement patterns can be used to focus activity in the right kinds of locations - for example children's play areas should be scaled and located carefully - balancing the need for supervision and safety with some residents' wishes for peace and quiet.



examples of **SOME** local settlement types, all residential but each with a different character



mews

- properties sit close to narrow, quiet road
- orientation varies
- small scale and similar massing
- shared roof pitch but different roofscape still achieved
- boundary walls and properties have equal visual importance

terraces

- properties share same location at back of pavement
- common plan shared by all - which dictates a wider, symmetrical frontage
- all properties are orientated the same way - facing the street
- they share common window and door head height, and common eaves heights



villas

- all properties share a similar setback from the road, which is lined by verges and trees which form the dominant visual element and are critical to the quality and amenity of the place
- all properties sit on their plot in the same way - orientated towards the road with a driveway to the side
- each villa shares the same scale as its neighbours and common materials





using local patterns of development as a basis for proposals

These pages of the Guidance illustrate examples of successful development patterns for smaller groups of properties - derived from existing settlements in the North Ayrshire area. They show how these development patterns can be used by designers as a basis for contemporary proposals



how it can go wrong - "could be any- where" standard development

- anonymous cul - de -sacs
- very similar house types repeat
- no attempt made to frame interesting spaces, nebulous space between buildings
- layout determined by the minimum dimensions required for each plot
- ambiguous shared space - public or private?
- parking dominates
- lack of character
- prominent backs to open landscape



better new developments

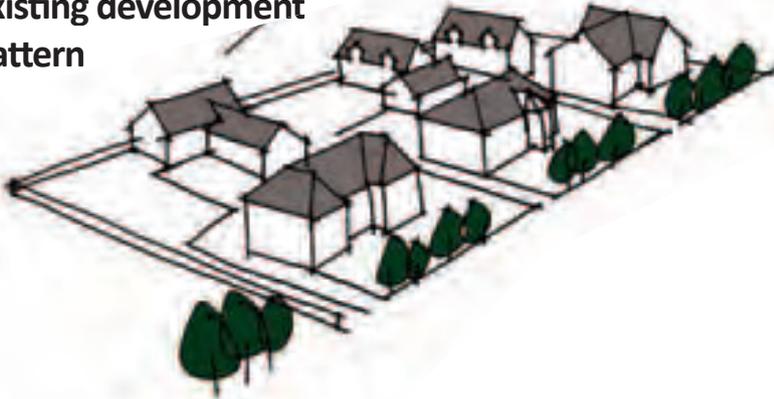
- variety of housing courts
- proposals frame interesting spaces, between buildings
- layout determined by clear aims for design quality





'villas and mews' as model for development

existing development pattern

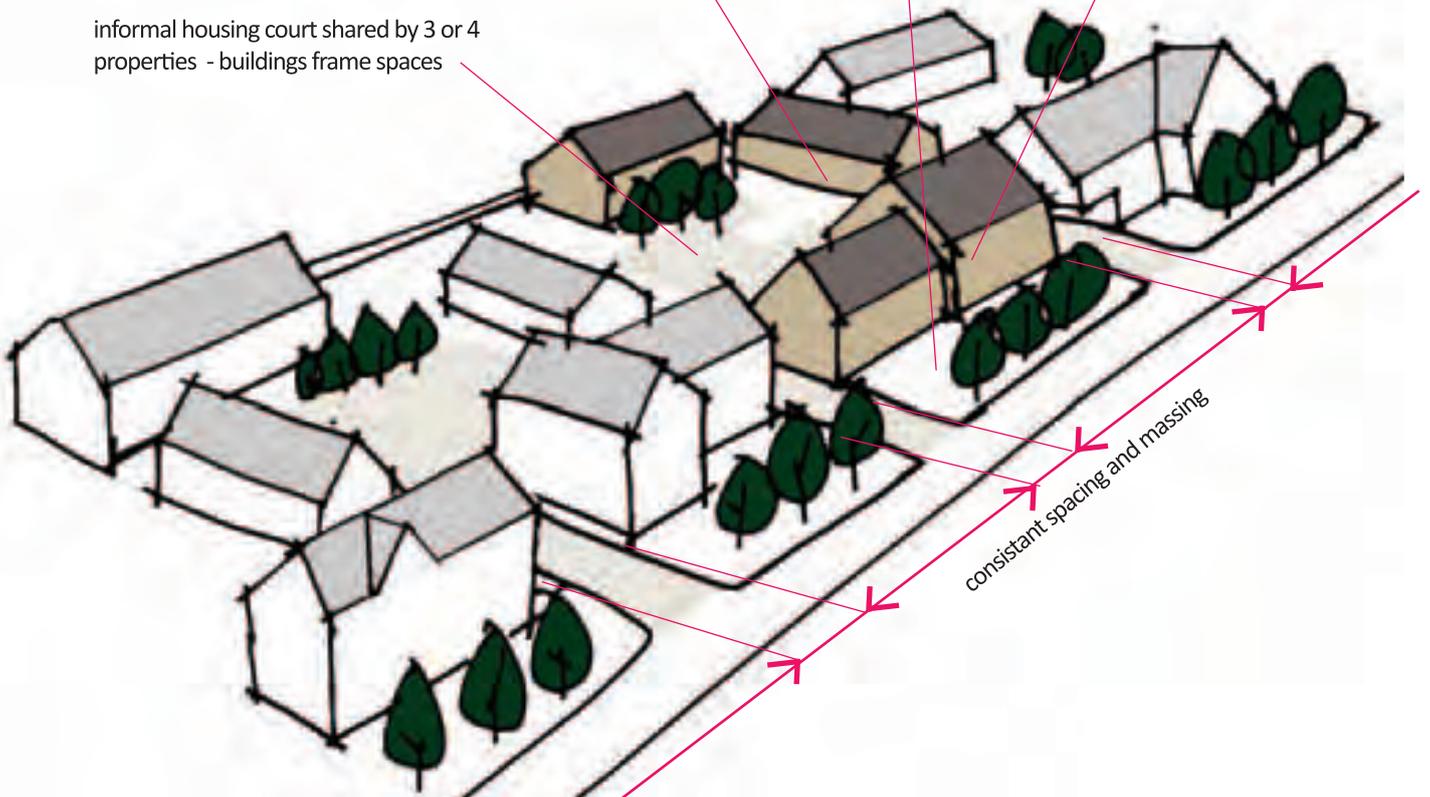


constant step back from road retained
- including trees and grass verge

smaller scale 1 to 1.5 storey properties based on mews model with integral garages

new development continues the constant massing and spacing of adjacent properties

informal housing court shared by 3 or 4 properties - buildings frame spaces



constant spacing and massing

proposed model for housing development



using local patterns of development as a basis for proposals

feued development

existing development pattern

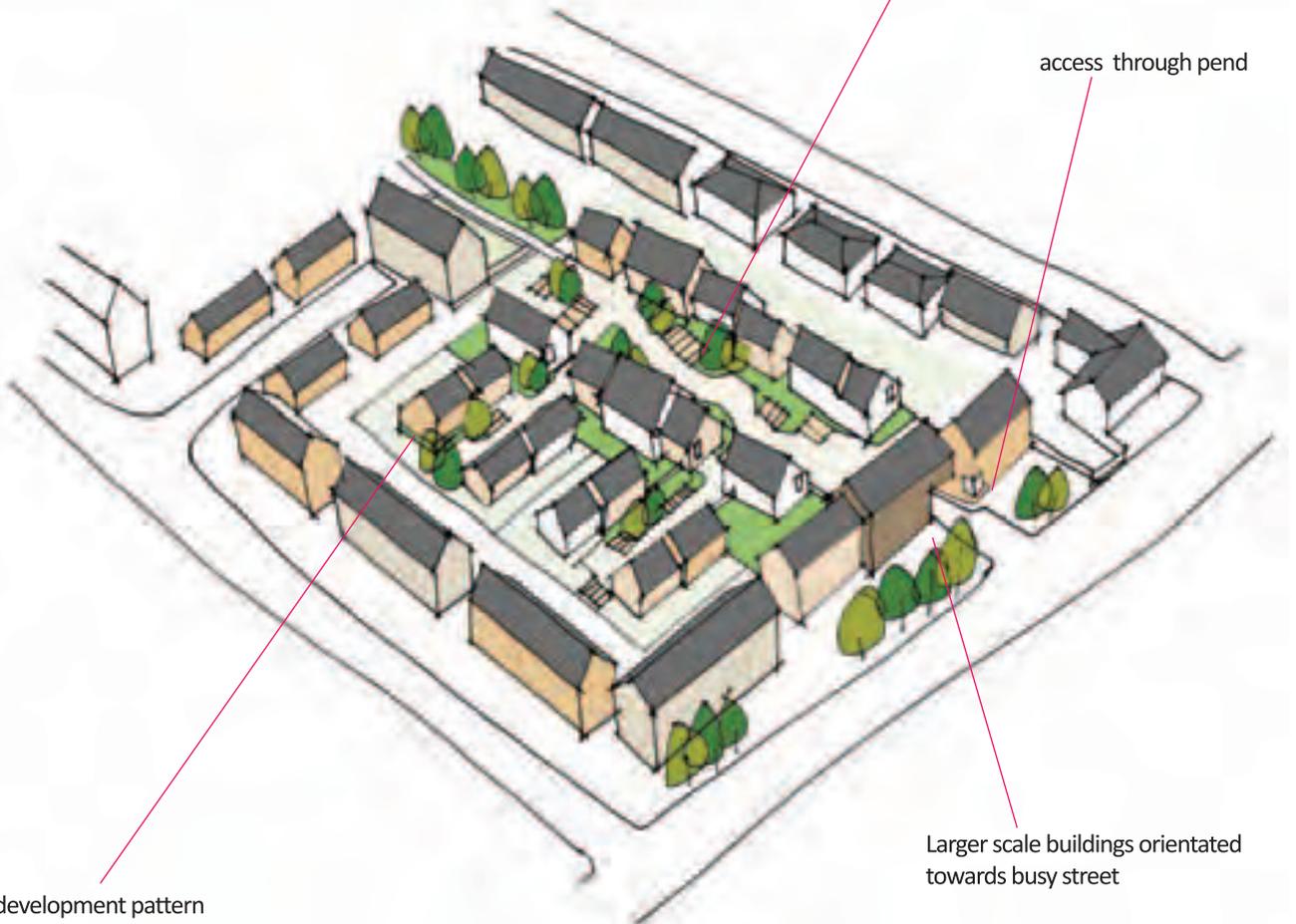
- Larger scale buildings orientated towards busy street
- "feued plots" accessed through pend
- Linear development
- Shared proportions, eaves and window heights
- A dense development pattern



proposed model for housing development

informal linear courtyard with parking

access through pend



linear development pattern

Larger scale buildings orientated towards busy street



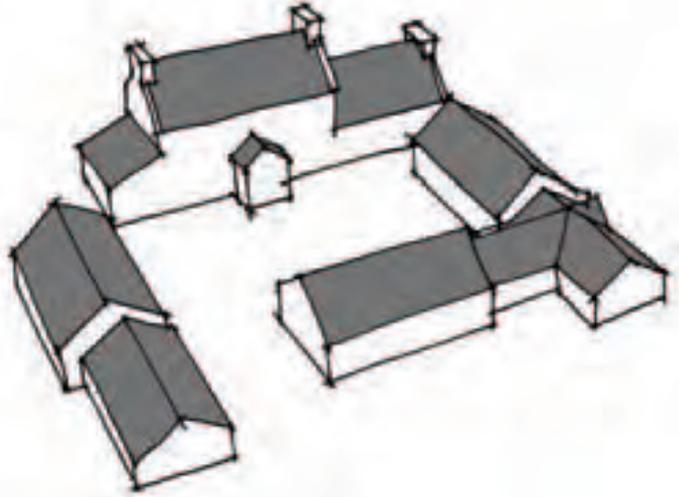
farmsteadings as basis for a cluster model of development

existing development pattern

A group of buildings clustered around a central courtyard

A large farmhouse has a typical N.Ayrshire wide frontage with variation in roof height

Smaller scale farm outbuildings

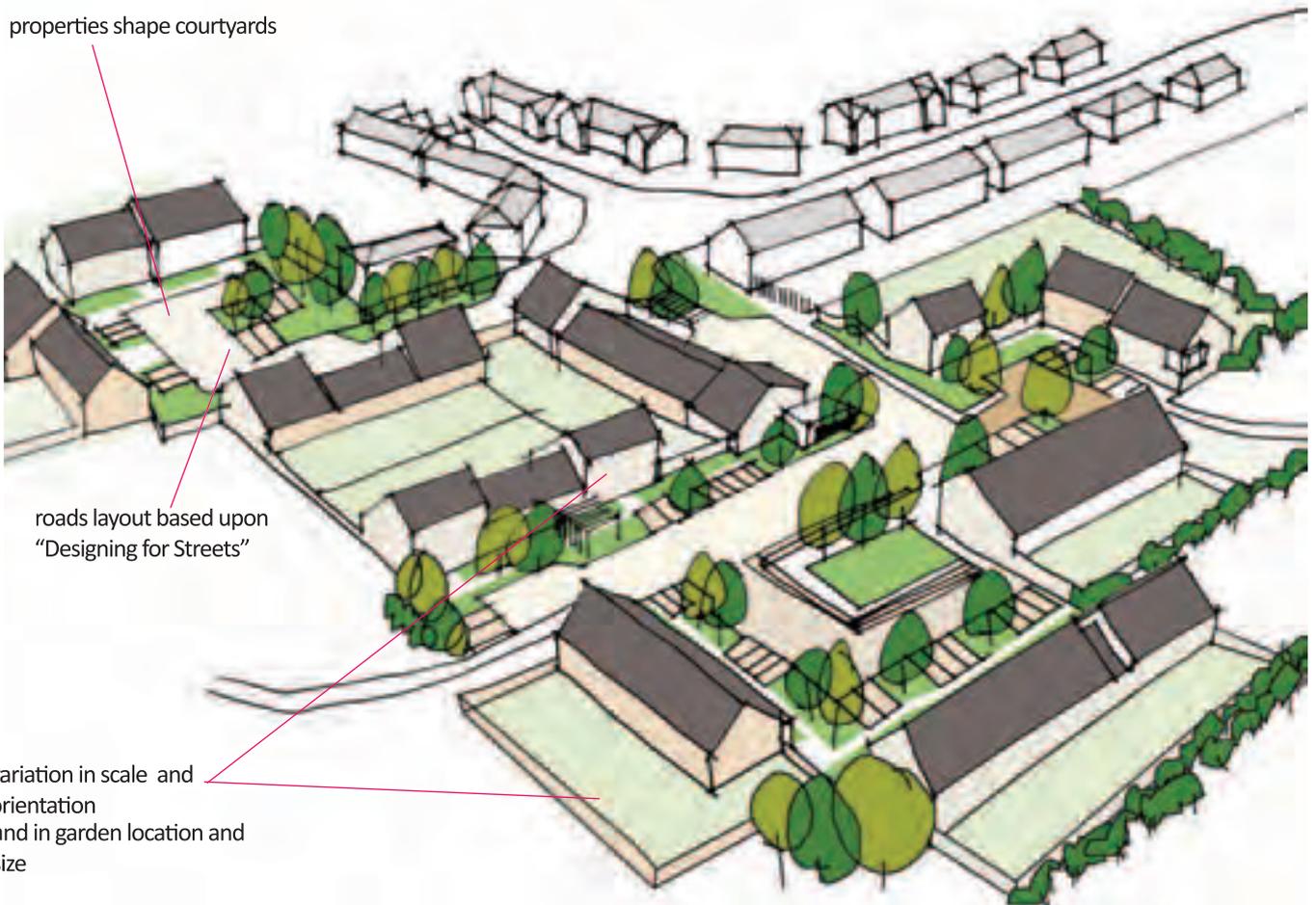


proposed model for housing development

properties shape courtyards

roads layout based upon
"Designing for Streets"

variation in scale and
orientation
and in garden location and
size





north ayrshire character

The best of North Ayrshire's towns and villages are varied and interesting places to live in and to visit.

- Buildings are small in scale with a maximum of two or three stories.
- Roofscapes are varied and interesting.
- Traditionally adjacent properties had similar proportions and simple pitched roofs
- A common palette of materials is used

Adjacent buildings may differ in their choice of materials and detailed design but they tend to share some characteristics which help them to sit together comfortably.

It is not intended that designers copy all of the elements of traditional buildings but it is important that proposals reflect an understanding of the important elements of existing buildings and why they appear to be integrated into their surroundings

Designers should consider:

- **The use of common building lines:** groups of buildings share, for example, the same set back from the pavement, and similar eaves heights and head heights for windows. Although other building elements such as ridge heights, materials and construction details may vary, properties have enough similar characteristics to sit together comfortably.
- **Mimimising overlooking by detailed design, rather than by controlling the spacing of properties.** Overlooking can be designed out by the careful design of internal spaces and the location of doors and windows.
- **Adapting standard house types in order to better shape and frame spaces.** For example, houses with L-shaped plan can help to shape courtyards, or increase a sense of enclosure at specific locations. Alternatively, standard house types can be orientated differently in order to shape spaces and add interest and variation to roofscape
- **Using building elements to link different properties and frame and shape spaces** - for example. canopies, garages and pergolas
- **The use of common building elements** - different buildings can share the same elements to articulate facades such as bay windows, porches, balconies, roof shapes and entrance canopies. Often local groups of attractive older buildings share similar characteristics which can be incorporated into proposals - such as chimneys located at gables, skewers or mortar bedded verges and cement window surrounds



“could be anywhere”

This development uses standard house types and proprietary details. The set back from the street is derived from Local Authority minimum standards for front gardens and the roads layout uses a template from Roads Department standard guidance





case studies; characterful development

Poundbury (above) and Boness (below)

Both of these new housing developments are the location for a wide range of properties with different kinds of character. Houses frame and shape spaces. Different building elements such as boundary walls and garages link and enclose space. The character of each street and courtyard is different





massing, scale and place

The massing and proportion of new development impacts on the character of new and existing spaces. Good new development is of a scale, massing and form that looks right in its setting and makes attractive public spaces which feel good to be in. The best new development consolidates and improves the area it is located in by increasing connectivity, the use of public spaces and their amenity.

Sometimes new development will be located beside groups of existing neighbouring buildings, which have a distinctive, attractive, “North Ayrshire” character. In other locations there may be more recent successful groups of buildings such as “garden city” type suburbs, which are not specifically local but where an overall strategic approach to design controls the layout, scale, massing and proportions of development.

In each of these situations the present development gives designers a clear context of massing scale and proportions which they can respond to sensitively. In some situations there will no clear pattern of massing, scale and proportion and designers might opt to base proposals on successful North Ayrshire development elsewhere or on best practice exemplars.

Overscaled Development: the use of the wrong building type or development layout approach can result in proposals which are unacceptably prominent and overscaled in comparison to their neighbours. A common example is the development of a point block of flats with a large car park in an area of denser low scale development. The resulting new development is over-scaled in its context and assumes an importance which does not reflect its function.

The wrong proportions and massing; some new developments may maintain the scale and materials of their existing neighbours but use different proportions and massing. The overall form and mass of a deep plan building is very different from local traditionally narrow-planned ones. When this happens, despite attempts to “fit-in” with the location, the development can become unacceptably prominent and looks inappropriate.

Designers should therefore:

- **Ensure that proposals take account of the scale of their neighbours and the wider site:**

Where a proposed development is potentially larger than its existing neighbours it's form and layout can be broken down into smaller blocks which are more appropriate for the “neighbourhood” rather than an urban or ‘any where’ setting. Higher, feature buildings can be incorporated where appropriate as part of an overall place-making strategy.

- **Provide an appropriate relationship between building type and plot:** traditionally, different plot sizes and their location have been associated with different types of property (for example, feued plots located in more urban higher density areas or villas located in more expansive sites in the suburbs) Designers should carefully consider what constitutes an appropriate density for their specific development site - what is considered to be overdevelopment of one site constitutes appropriate development for another.

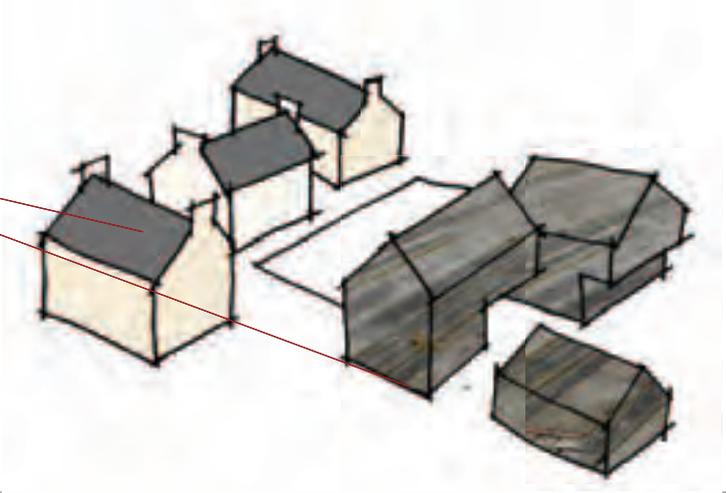
- **Consider the size and type of street or space where new development is located:** the massing and proportion of new development can assist in shaping existing spaces, making new ones and where possible “mending “ locations where the urban fabric is fragmented.

- **Consider the massing and form character of new development:** to ensure that new development is integrated and appropriate it can incorporate good local massing, form and proportions. This will help “bed” new development into its specific location.



North Ayrshire Character

Contemporary buildings have the same massing and proportions as neighbouring buildings - they still look appropriate for their setting even though they use contemporary materials and details



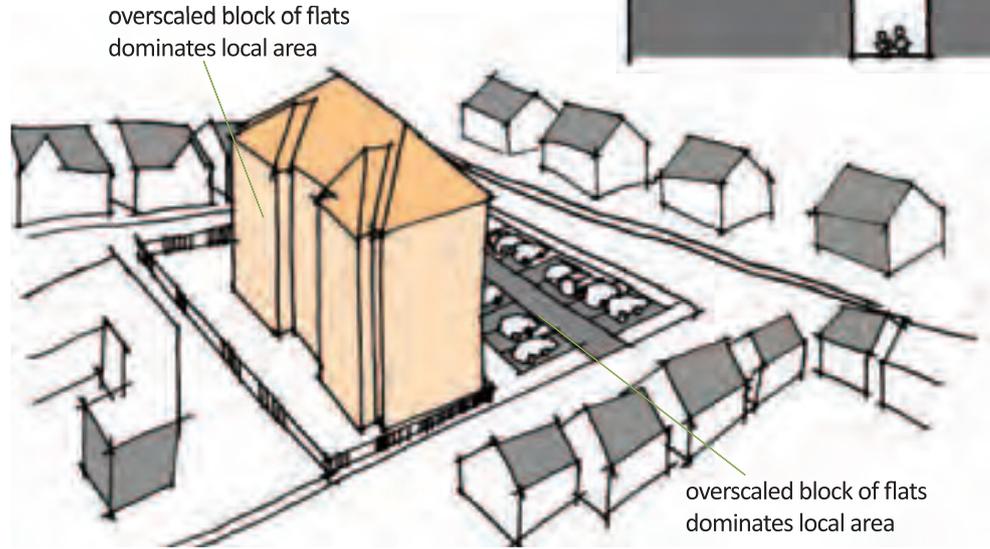
poor solutions

canyon effect

buildings are over-scaled and overwhelm space between



overscaled block of flats dominates local area



overscaled block of flats dominates local area

poor solutions

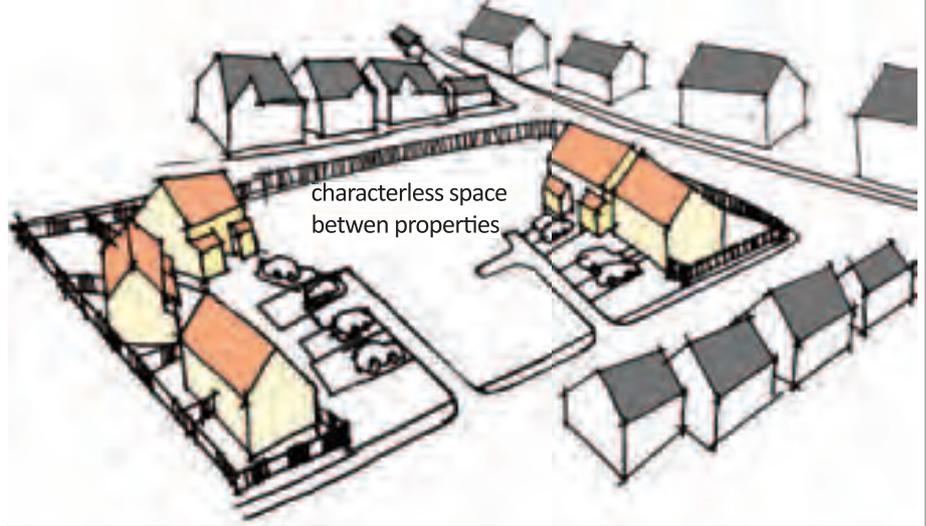
prairie effect



properties are too small to adequately contain space between



characterless space between properties





materials and details

The previous pages suggest ways in which new contemporary designs can integrate with their setting through appropriate siting, massing, scale and character. Buildings designed in this way are already integrated with and sympathetic to their neighbours so there is scope for designers to incorporate innovative, contemporary materials and construction details, rather than copying the architectural styles of the past.

Older materials can be used to inspire new, contemporary designs

Historically, designers have been restricted to local materials such as render and stonework. Nevertheless, they have found a range of ways to add interest and variety. They have:

- **Explored a wide range of ways of using materials to modulate and articulate facades**
- **Used materials made up of a series of smaller components, rather than monolithic solutions**
- **Used colours and materials to add interest and variety**
- **Designed facades which incorporate a wide range of component shapes and sizes.**

Contemporary designers have a much wider range of materials to choose from than their historical counterparts. Nevertheless they can continue older building traditions using newer materials and technologies.

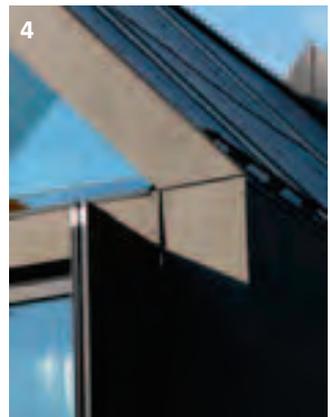
✓ north ayrshire materials and details



✓ good choices for materials and details

details: derived from traditional counterparts

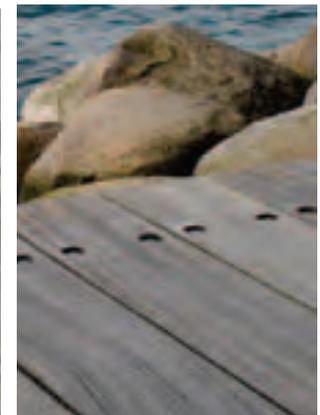
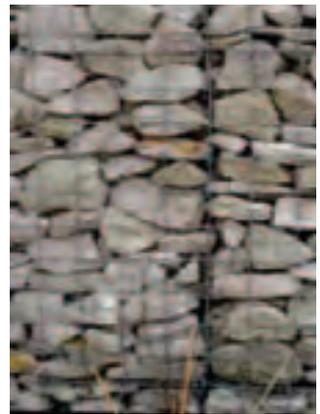
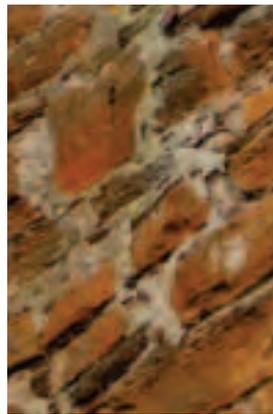
1. Window retains vernacular vertical proportions
2. Contemporary reinterpretation of simple vernacular roof;
3. Metalwork is a traditional material in the area, here reinterpreted in a modern way;
4. Modern equivalents to traditional eaves details



materials: contemporary version of traditional counterparts

(top) **traditional material** - random rubble: **contemporary reinvention** - gabion and dry stone walling

(lower) boardwalk at Irvine Harbourside and new boardwalk at Malmo Sweden



✓ good choices for materials and details

Contemporary choices - well proportioned, small scale components

contemporary metalwork



contemporary glazing



small scale components



X standard suburban massing, materials & details

Well-intended designers can produce proposals which attempt to incorporate the features of good local buildings, but which still look out of place. Often the reason for this is because a building can be a compromise - the result of a designer's attempt to reconcile traditional aesthetics, modern lifestyle, building regulations and newer construction techniques. Particular problems include;-

inappropriate massing and proportion

- **too large a scale;** often because of greater floor to ceiling heights and more extensive underbuilding
- **proportions are very different;** many suburban house plan forms are deep from front to back and have a narrower frontage (in order to make the most of plot size) and houses are often semi-detached. Sometimes, when a floor plan is developed before a designer has started to think about massing, a property's final proportions can start to become overly complex.

inappropriate materials and details

- **the use of proprietary materials and construction techniques** – for example, the use of large areas of paviers for parking, proprietary eaves and verge details
- **materials and techniques which contradict local massing and proportions** - local small-scale proportions and massing can easily be overwhelmed by unsympathetic materials and clumsy construction details - for example heavy and complicated eaves and verges.



case study; innovative use of materials The Dairy House (Charlotte Skene-Catling)

This building uses timber as a cladding material - rather than the masonry used by its neighbours. It sits happily in its context because it shares the same simple massing and proportions as its neighbours.



case study; local massing & proportions Seabank, Girvan (Austin Smith Lord)

New housing revisits local building character in a new way using local materials such as slate and render. Although there is a larger area of glazing than would generally have been included in older properties these new houses retain the traditional proportions of a greater mass of wall to window. New stone boundary walls help to link new development to existing neighbours.



case study; shaping spaces

Edward Street, Dunoon (Anderson Bell Christie)

This small group of houses and cottage flats have been developed on a gap site between existing properties. To the street, their massing and proportions matches their neighbours, while housing in the courtyard behind using local massing and scale as a starting point for more contemporary proposals. New properties frame a small-scale courtyard



case study;

local massing & proportions

Gunsgreenhill, Eyemouth (Oliver Chapman Architects)

This development of nine new family houses commissioned was aimed at younger couples with one or two children. It combines innovative use of materials and colour and local simple proportions.





providing privacy and security

Good quality spaces and places encourage communities to exercise a sense of ownership and responsibility and limit the opportunities for crime.

If public spaces are well overlooked from houses and roads people feel safe and secure so they:

- are happy to move around on foot from one place to another using a network of footpaths
- confident that local open spaces are not being used by others in an anti-social way
- convinced that there is a low level of crime

People are **not** happy to use external spaces and places where they feel alienated and unsafe.

Such spaces are often hidden behind high fences or dense planting. Therefore residents

- avoid greenspace and larger areas of open space (often occupied by an anti-social minority)
- do not allow their children to play outside
- do not walk, preferring to take the car

Ensuring that people feel safe and secure is best achieved by good design and designers should therefore consider proposals which promote a feeling of pride and ownership by:

- **encouraging people to enjoy outdoors spaces** by providing attractive, well integrated public realm and greenspace -which will be well-used and therefore safer. Positive, distinctive areas of public space need to be designed-in to proposals at an early stage as a better alternative to the use of "left over spaces " which can become a focus for anti-social activity
- **including appropriate boundary treatments which balance the need for security with the important role they have in defining the shape and character of external spaces.** Poor quality, over-designed fencing and walling can have a significant impact on development - it can outweigh the effect of carefully designed buildings and landscaping. Restrict substantial, high, closed fencing or walling only to where it is needed to edge or form overlooked and public spaces.
- **making it clear where people can and cannot go.** An environment designed to clearly delineate private space creates a sense of ownership - residents are more likely to challenge intruders or report them to the police. This sense of " owned space" creates an environment where "strangers" or "intruders" stand out and are more easily identified - so they are less likely to venture into areas which they perceive as private . Designers should therefore:
 - o make it clear which are the "fronts"(ie more accessible) and "backs" of buildings
 - o restrict access to private spaces - such as back gardens
 - o create "thresholds" (for example changing colours, materials, emphasising enclosure, change in road width), between more public spaces and more semi-private shared spaces
- **promoting natural informal surveillance by local people.** Crime levels are more likely to be high in areas where there is little risk of being seen. Even technology intended to reduce crime levels - such as CCTV cameras, fencing, shutters and alarms can add to the perception of an area as a crime "hotspot". It is better to assist residents or building users to view their own environment through, for example:
 - o Locating properties so that well-used rooms face onto paths and activity areas, considering window locations so that all external areas are overlooked - for example locating windows at gables
 - o providing adequate lighting of communal areas

detailed requirements and recommendations are set out under Secured by Design New Homes.



well defined public and private spaces

semi-private space: courtyard associated with a specific group of properties



confusion about public and private spaces

washing hung out to dry in an area not defined as private space



integrating greenspace

A well-designed landscape framework integrated into a distinctive neighbourhood settlement pattern is critical to create successful new development. Landscape proposals and public realm design should be considered from all scales: from that of the neighbourhood to that of the individual housing court or garden boundary treatment.

Designers should consider:

- **Integrating new development with its setting** Where older landscape features (such as trees and hedges) remain, new landscape designs should respond to these. For example, existing woodland and trees beside a development site could be continued within it.
- **Connection to greenspace elsewhere** Often high speed traffic routes can reduce access for pedestrians from the periphery to town centres, and development sites in different ownership can make it difficult to walk from one area to a recreation or greenspace in another. Designers should therefore consider how new greenspace can improve or extend existing path networks.
- **How planting can be used to introduce a hierarchy to development** Different types of landscape design can be used to signal different types of place. For example, a formal avenue of trees could be associated with a busier street and more important houses, while smaller courtyards include more informal planting, orchards or pocket parks.
- **Providing “buffer” areas for larger development sites** - separating development areas and breaking down the scale of overall development. Blocks of planting can screen poor views and enhance good ones. They can not only shape and enclose spaces, but they can provide shelter and reduce the exposure of individual properties.
- **Smaller scale planted areas can add significantly to the character of external spaces** Avenues of trees, orchards and pocket parks can be associated with specific groups of properties. Smaller planted areas can be used to separate homes from paths, cycle routes and traffic, and to demarcate parking
- **Integrating play areas** New development can successfully integrate play areas for children, if they are well considered in terms of:
 - **their design** - perhaps using non-standard play equipment using local materials and integrated with planting
 - **their scale** - smaller pieces of play equipment for younger children can be incorporated into Homezones
 - **their location** - carefully balancing the need for natural surveillance with a degree of separation from properties.

In order for proposals for public realm and landscape designs to be successful, they need to be realistic and achievable. They need to accommodate:

- **below-ground services such as utilities (gas, water, electricity, sewerage)** Designers need to consider how access is maintained to below ground services without impeding vehicle movement and avoiding conflict with trees and landscaping.
- **sustainable urban drainage (SUDs) systems.** These are environmentally friendly ways of dealing with surface water runoff, which work by replicating natural systems to collect, store and clean run-off from roads and hardstandings. The components used in these systems (such as **filter strips and swales, filter drains and permeable surfaces, infiltration devices and basins and ponds**). In order to ensure that SUDs systems are successful both aesthetically and practically, they should be incorporated into public realm and landscape proposals from the earliest stages of design development.
- **adequate accommodation for refuse and recycling storage**, with particular care given to the location of bin storage areas. Wherever possible these should be located to the rear of the property and flatted developments should include well designed, integrated bin storage



better new development shapes attractive places

street layout “designed” rather than set out around a standard template



Fowlis, Dundee

Common boundary treatments integrate new development
Hedges and drystone boundary walls provide continuity and containment



North Ayrshire

catchment pond used as attractive landscape feature which promotes biodiversity





traffic access

As has been highlighted most newer developments have been designed around vehicle access. Although not intended, the dimensions for turning heads, road widths and road junctions has “fixed” the plot sizes and density for residential development. The result is development of uniform character dominated by roads, where buildings are located in whatever shaped spaces are left behind after the streets and access roads have been designed. This vehicle access based starting point does not make or shape characterful external spaces. For safety reasons throughout the country residential roads designed for 30mph traffic are being actively ‘calmed’ to 20mph with signs and add-on obstructions and speed restrictions.

Streets and spaces need to meet people’s needs for walking, cycling, playing and generally being outside - as well as moving around by car. In most areas traffic travelling at 30mph speed immediately outside homes is generally not safe or desirable and new developments can be designed to prevent this.

Better, more sustainable development controls traffic impact and speed by design. Well designed new developments create streets which are “places” and where driver behaviour is controlled by the built form.

Designers can design attractive access routes through:

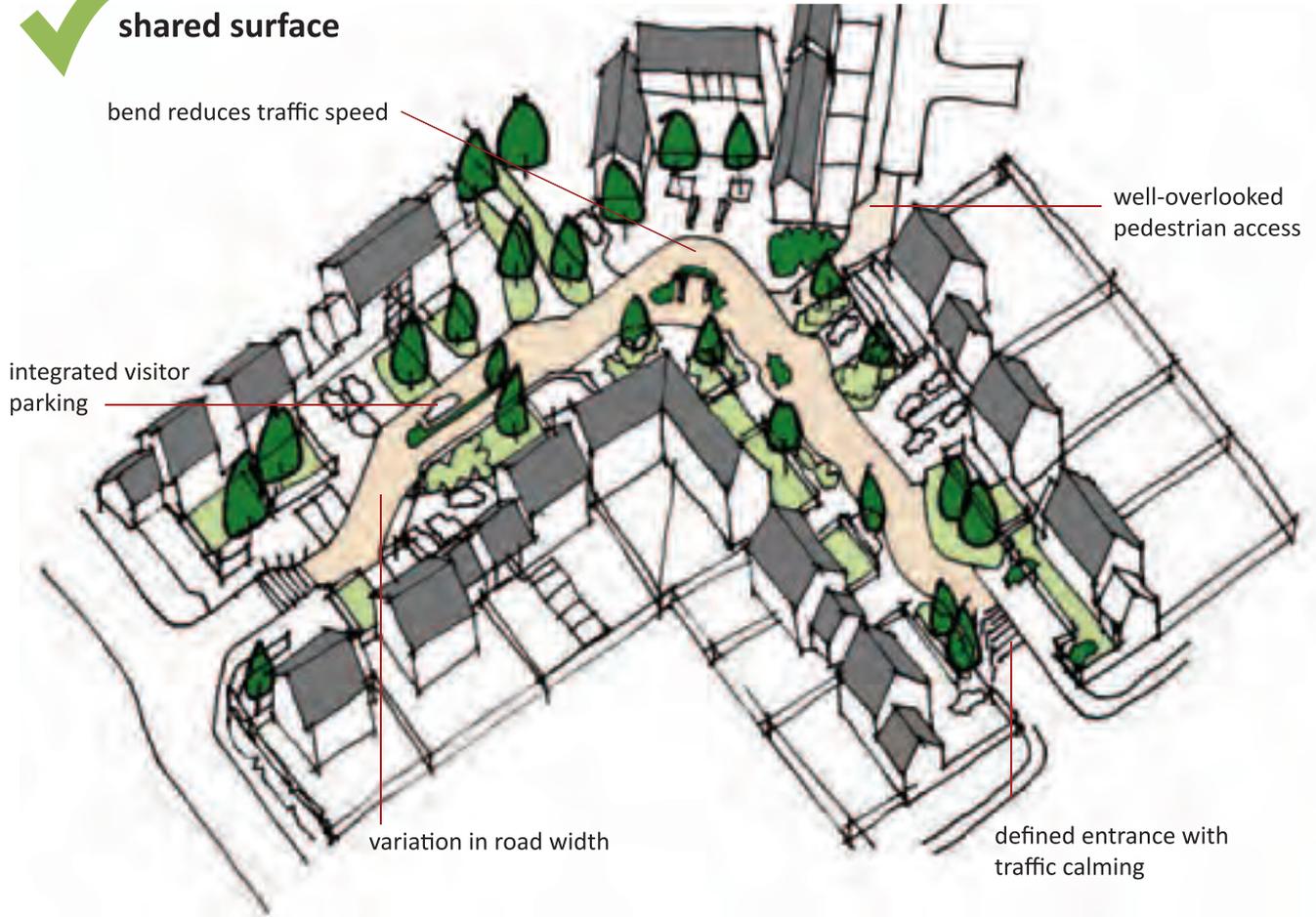
- **locating buildings first and designing traffic access to accommodate them;** designers should refer to “Designing for Streets” which recommends “swept path analysis” - a method used to determine access widths and turning spaces for vehicles based upon first principles rather than standard templates
- **using alternatives to standard adopted roads and footpaths** such as “shared surfaces” where pedestrians and traffic share the same accessways - this approach can be used in courtyards , mews and homezones
- **providing drivers with “clues” as to the type of location they are in and thus allowing them to gauge an appropriate speed.** For example through the use of local road narrowing at entries to new development, gateway features which clearly signal development type, changes in texture of the road surface when moving from one area to the next and a hierarchy of materials linked to different types of public realm.
- **considering street dimensions and geometry to control traffic speed;** the use of the sharp bends, junctions, and road width can reduce traffic speed (for example, within Homezones a change in direction is recommended every 30 metres)

Poor quality spaces dominated by parking and access

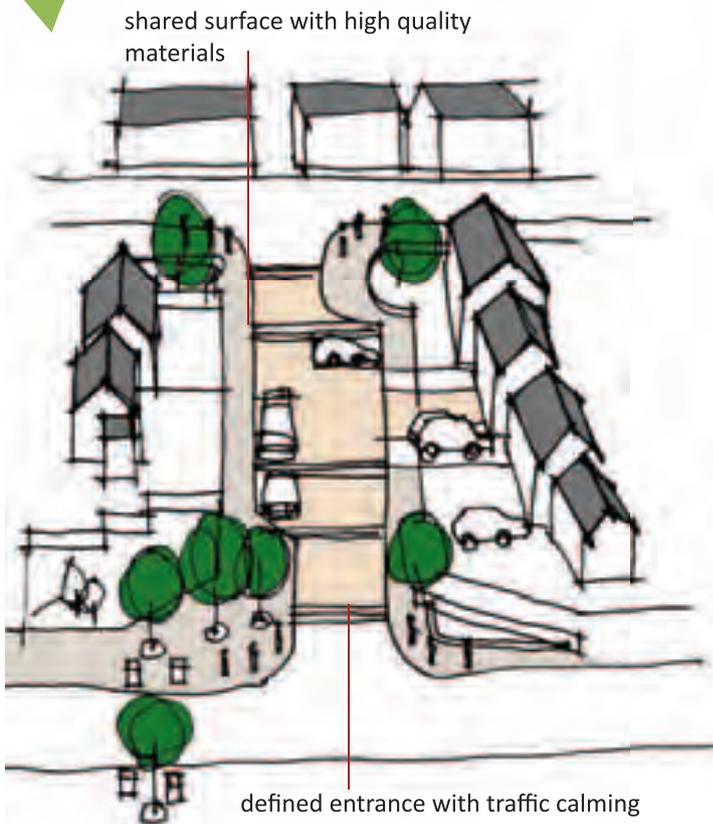




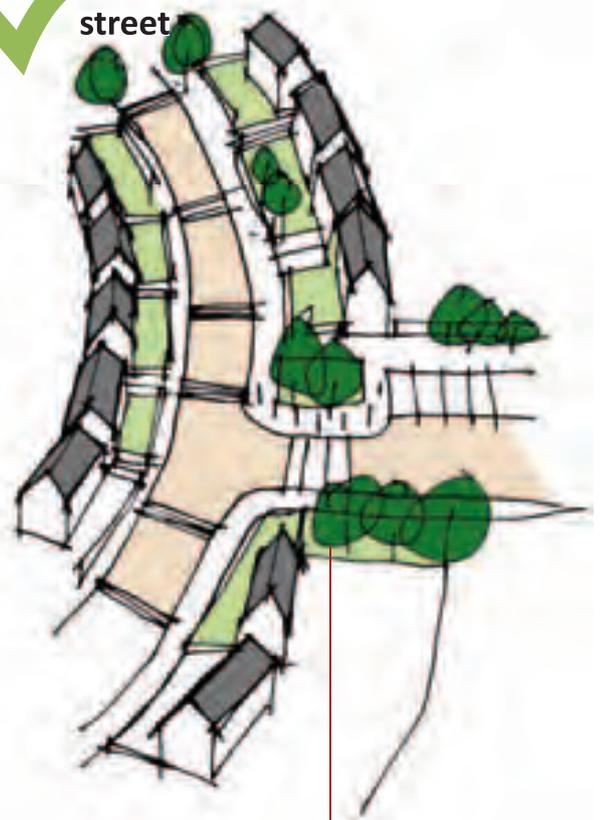
shared surface



homezone



street



junction considered in terms of pedestrian use and its perception as an "entrance" to a particular kind of urban space - as well as its function for traffic movement



parking

The location and way in which cars are parked has a significant impact on the visual quality of a development and upon the way in which streets and spaces are used by pedestrians. Inappropriate parking can result in unsafe conditions for pedestrians. Parking therefore needs to be thoroughly considered at an early stage of design development.

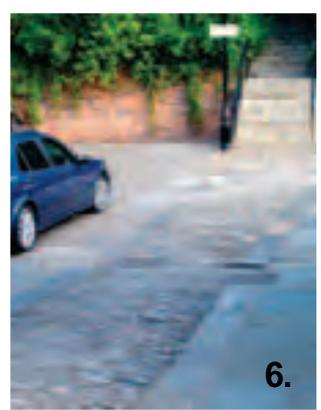
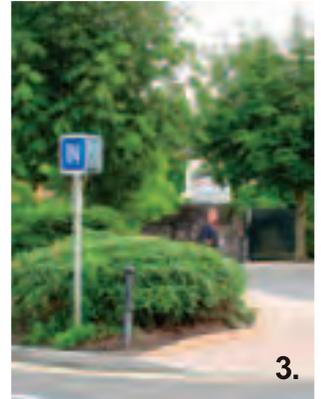
Designers should, where possible:

- **Carefully assess the number of car parking spaces actually needed.** In some locations there will be good local public transport, shops, and good linkage to town centres for pedestrians - so less extensive car use could be anticipated. In other - more remote - locations there will be greater need of one or more cars. Some retail and commercial centres will be based on greater local use than others, where potential customers may travel a long distance to get to a shop offering a specific service not obtainable elsewhere. Designers and planning officers therefore need to consider the specific parking needs for each development.
- **Where parking is needed, define and contain parking areas and consider ways to reduce their impact.** Make it difficult to park in the wrong places, designing out undefined spaces which can be used for ad-hoc parking and making boundaries between public and private areas clear. Define parking areas using surface materials, textures and colours, low hedges, trees, vertical hard or soft landscaping features
- **On street parking** - limit the number of parking bays located together - for example maximum five linked bays with planting as buffer between
- **Use different, complimentary high quality surfaces to define different areas:** to delineate between parking and pedestrian areas for example. Painted parking bays generally look poor quality and need regularly maintained.
- **Avoid visually intrusive incurtilage parking in residential developments:**
 - Avoid in-curtilage parking directly in front of houses
 - Where plot depth is limited consider locating parking to the side of a property,
 - Limit the number of parking bays located in a shared courtyard (often to around ten)
 - Keep parking courts and garages behind the main building line - they can be located to the rear of properties - for example in courtyards accessed via pends
 - use structures such as pergolas to define parking spaces
- **Parking spaces need to be big enough to allow wheelchair users and others with a disability to easily get in and out of their car.** In groups of parking provide a percentage of wider spaces.



Better solutions:

- 1, 5 Parking contained and screened (Copenhagen)
- 2, 6 Courtyard parking areas defined by high quality hard surfaces (Newcastle on Tyne)
- 3, 7 High quality public parking spaces (Irvine)
- 4, 8 Shared surfaces and informal parking (Poundbury)
- 9 Landscape integrates parking (Callander)





summary

• North Ayrshire Settings

New development should take clues from good quality built environments within North Ayrshire and best practice elsewhere, providing a sense of place and re-inforcing local distinctiveness.

New development should.....

- complement its wider landscape or townscape setting
- reflect the character of local buildings and settlements
- use buildings and layouts to shape and make characterful spaces
- retain appropriate landscape or built features
- enhance access to greenspace and the countryside where possible
- where possible mend and improve the overall location

• Views at entry points & arterial roads

New development should have a positive impact when viewed from routes between North Ayrshire's towns and villages.

New development should.....

- reinforce the positive character of a particular route or development entry point
- provide distinctive development and memorable spaces at key locations
- reinforce street patterns and urban or landscape character

• Connected spaces and places

New development should provide legible, attractive outside spaces which link together to provide a sequence of places - each with its own distinctive identity. New development is an opportunity for designers to reinvigorate roads and public spaces, designing for a much wider range of activities and uses, in addition to managing traffic.

In order for new developments to create successful places, designers should.....

- where possible provide a mix of uses and tenures - avoiding 'monolithic' development
- incorporate a range of outside spaces - eg. streets, avenues, vennels, paths and squares
- create a legible structure that makes it clear where people can and cannot go
- develop proposals which promote sociable, friendly interaction between neighbours
- use a spatial hierarchy which clearly defines the use and importance of spaces

• Using settlement pattern

Successful adjacent settlement patterns can be a good model for new development as they provide important clues as to how new developments can be sympathetically sited.

New development should.....

- Base proposals upon attractive, successful settlement patterns which may have historic or cultural associations with the area in which they are located

OR - where these are not available - utilise "best practice" solutions from elsewhere, for example Homezones

- Be designed so that they are accessible for all.
- Focus activity - balancing the need for supervision against impacts on adjacent occupants

• North Ayrshire Character

It is important that proposals reflect an understanding of the elements of good existing buildings, and why they integrate into their surroundings

Designers should:

- Consider the use of common building lines (such as setback from pavement, eaves lines)
- Use house types and building forms to shape and frame spaces
- Use building elements to link different properties and frame and shape spaces

• **Massing, proportion and scale**

To ensure that new development is sized appropriately, designers should:

- Use simple proportions based upon best examples of local neighbouring buildings
- Break down massing so that newer properties reflect the scale of their neighbours
- Provide an appropriate relationship between property and plot size
- Balance the massing and proportion of built form against the size and shape of spaces which buildings enclose

• **Materials and details**

Developments should aim to have character - whether simple or more exuberant – standard ‘could be anywhere’ solutions should not be used.

Designers should:

- Respond to key local design and construction elements or features
- Refer to the attractive characteristics of adjacent, successful buildings
- Ensure the development sits well in its site

Proposals should:

- Incorporate environmentally friendly, low energy construction
- Where possible use locally manufactured materials and components
- Choose modern materials and details which complement their older counterparts or traditional materials
- Use North Ayrshire’s traditional construction and details as a reference or inspiration for contemporary details

• **Privacy and Security**

Developments should provide good quality spaces and places which encourage communities to exercise a sense of ownership and responsibility, and which limit the opportunities for crime.

Designers can help ensure that people feel safe and secure by designing developments that:

- promote a feeling of pride and ownership
- encourage people to enjoy outdoors spaces
- provide good quality boundary treatments
- make it clear where people can and cannot go
- promote natural informal surveillance by local people

• **Integrating Greenspace**

Landscape proposals and public realm design should be considered from all scales: from that of the neighbourhood to that of the individual housing court or garden boundary treatment.

Designers should consider:

- How planting can be used to introduce a hierarchy to development
- Integrating new development with its older landscape setting (where appropriate)
- Using new landscaping to help shape and enclose adjacent urban spaces.
- Providing connection to greenspace elsewhere
- Providing “buffer” areas for larger development sites
- Integrating play areas

• **Traffic Access**

Well designed new developments create streets which are “places” and where driver behaviour is controlled.

This can be achieved through:

- **locating buildings first and designing traffic access to accommodate them - with reference to “Designing for Streets**
- **using alternatives to standard adopted roads and footpaths such as “shared surfaces”**
- **providing drivers with “clues” as to the type of location they are in and thus allowing them to gauge an appropriate speed, rather than the use of extensive signage**
- **considering street dimensions and geometry to control traffic speed**

• **Parking**

Well-designed parking parked has a significant impact on the visual quality of a development and upon the way in which streets and spaces are used by pedestrians

Designers should:

- **Assess the number of car parking spaces actually needed with planning and roads officers**
- **Define and contain parking areas and consider ways to reduce their impact**
- **Avoid visually intrusive incurtilage parking in residential developments**
- **Ensure that adequate provision is made for wheelchair users**