

Image: Affordable housing at Clack Lane, Osmotherley



North York Moors
National Park

The New Design Code

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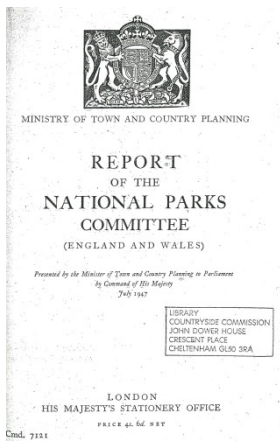
The Design Code



“The North York Moors are now selected on their intrinsic merits as an area of beautiful and unspoilt country and magnificent coast with a wealth of architectural interest”

“Of their many beautiful villages, it would be hard to choose the loveliest.”

- Arthur Hobhouse, Report of the National Parks Committee (North York Moors), July 1947.



One of our 'Special Qualities' (4 of 6)

A variety of distinctive places and communities, creating a sense of local identity, culture, traditions and pride

Settlements are rooted in the curves and folds of the landscape.... The buildings reflect the local geology, with limestone used to the south and sandstone in the north. Traditional roofing materials are widely used – predominantly red clay pantiles, but also thatch, and Welsh or Westmorland slate, which creates an architectural style which is clearly identifiable as belonging to the North York Moors.

Small coastal villages cling to the cliffsides, with buildings jostling for space. Terraced workers' cottages or estate villages provide some communities with a sense of local identity and Georgian and Victorian buildings reflect periods of wealth and growth.



Management Plan
2022-2027



The Design Code

What is a Design Code?

To quote national guidance, a design code is:

“A set of simple, concise, illustrated design requirements that are visual and numerical **wherever possible to provide specific, detailed parameters for the physical development of a site or area...** it sets a baseline standard of quality and practice which local planning authorities are expected to consider when developing local design codes and guides and **when determining planning applications.**”



Drivers of design

Why do the places & buildings in the North Yorks Moors look the way they do?

- Religion – first monastery at Lastingham, Rievaulx, & Byland Abbeys, churches, up to Stanbrook Abbey
- Industry – farming, mining, fishing. Evolution of the ‘longhouse’ and fishing cottages on the coast.
- Geology – building materials. Limestone & Sandstone
- Technology – railways, changes in building materials
- Fashion – from removal of historic rendering / limewash to arts and crafts and the gothic revival.

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Baseline - establishing context and identity

You can only design well if you understand a place- What makes a place *that* place?

How is it distinct from others?

What should inspire new design (design cues)?

Think of your favourite village (other than the one you live in)
Why do you like it?



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What do people like?

To get people thinking, we have written 'in a nutshell' descriptions for our 105 villages...

...and produced one-minute (ish) videos for each of our settlements, setting out the things that we think are special about our villages and asking:

What else do you notice?



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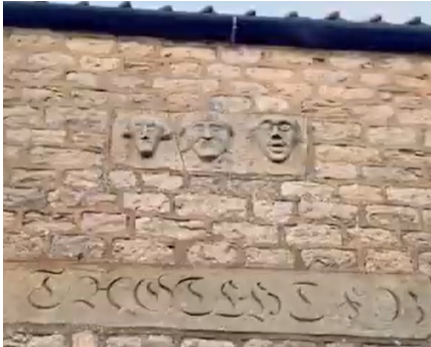
What do people like?



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Quirks & features



**The 'Bloodsuckers'
- Appleton le Moors**



**Gothic detailing
- Rosedale Abbey**



**Brick buildings,
- Comondale**

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Quirks & features



**Doors at Robin Hood's Bay.
Photo: Tony Bartholomew**



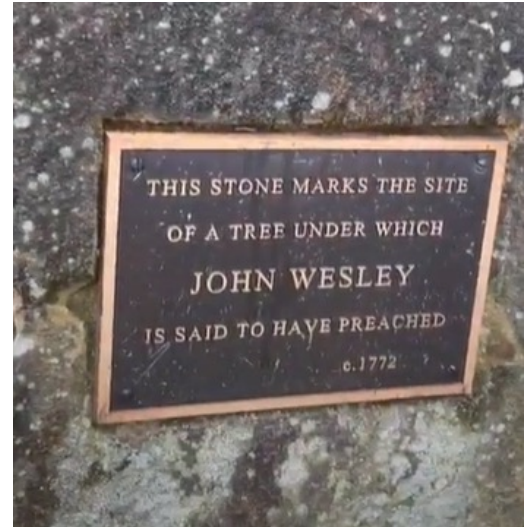
Doors at Hawnby (Google Maps)

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Quirks & features



'Cheese Fair' Millennium Sundial, Castleton



Stone marking, Kildale

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Quirks & features



**'Whitby Composite' windows
- Robin Hood's Bay**



**Door knocker
- Robin Hood's Bay**

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Quirks & features



**Thatched Cottage
- Rievaulx**



**Stone slates
- Coxwold**

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www.northyorkmoors.org.uk/designcode

...or access through planning/policy and plans



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Any questions?