

# 5. Evaluation

#### Overview

The character of Mid Devon's settlements has been shaped by the way people have lived and worked over the centuries, and is a great resource for those living there today. The settlements in Mid Devon are sparsely scattered, often set in quiet rural locations which is key to the area's high quality and value.

Historically the settlements located within the centre of the district arose from the agricultural prosperity of the red sandstone belt and this is reflected in the number of listed buildings and farmsteads present. The northern part of the district has experienced less development and is less densely populated. The geological complexity of Mid Devon is evident in the great variety of building materials reflected in the stone bridges, buildings and walling.

#### **Settlement Pattern**

There is great variety in settlement pattern throughout the Mid Devon district, from the siting of settlements in sheltered locations, or at bridging points, from rivers, streams or on spring lines. Overlaying this basic settlement pattern are land uses and historic features which have other origins such as trade, industry or mining. In addition, transport links have always played a strong role in shaping the human landscape from early track ways to turnpike roads, canals and railways. In the northern character areas particularly Exmoor Fringe, Dalch, Taw and northern part of the Upper Exe, settlements are isolated and patterns are sparse. Whilst the south of the district is more densely populated with higher frequency of settlements.

There are three basic settlement forms in Mid Devon these include: linear urban forms; compact urban forms; and dispersed urban forms. The large majority of the villages in Mid Devon have either compact or linear urban forms. Those with compact urban forms have usually arisen around a cross roads adjacent to a church, although many of the smaller villages within the Dalch area do not have a church. The other predominant type of urban form is linear, where the settlement is either strung along a road, or constrained by its topography or proximity to a river. Those settlements with compact built forms tend to have higher building densities than those with linear urban forms.

More unusual urban forms include: the village of Culmstock which is laid out on both sides of the River Culm connected via a single historic stone bridge; and Stockleigh Pomeroy which has a dispersed urban pattern where dwellings are located in a circular arrangement around an irregular oval field believed to have saxon origins.

Newer housing development in Mid Devon has been through additions to existing settlements rather than the creation of new planned villages. The expansion of many of Mid Devon's towns and villages has had an impact on the wider landscape. This is particularly noticeable where large modern developments have been added to the edges of settlements with little consideration for local character.

#### **Distinctive Characteristics**

#### **Building Enclosure**

In the historic cores of the towns, villages and hamlets, properties tend to front directly on to the road, providing a strong sense of intimacy and enclosure, created by the tight knit building form and narrow streets. Often houses front on to the road with remnants of large burgage plots to the rear, hence building densities sometimes feel higher. Streets tend to be narrow with subtle curves that contain and focus views. There are a number of wide courtyard entrances which would historically have provided access for horse drawn vehicles to the backs of properties. In the towns, buildings are tightly knit, 2 to 4 storey terraces and the main streets are reflective of each town's market origins. Buildings in the villages and hamlets are traditionally two storey terraced or detached cottages that front edge of road or less commonly gable end on. Some of the settlements have steep terraced streets which are close and intimate, producing an interesting variety of roof alignments with tall chimneys.

Residential development is a mixture of high to low density, two storey detached, semi-detached or terraced. Much development in the smaller settlements has a loose urban grain and properties benefit from large plot sizes. Buildings tend to follow consistent building lines parallel to the road, usually well set back from the road, or arranged in cul-de-sac layouts.

Many of the settlements have a central square, such as the Town Market Square in Crediton, and Pannier Market in Tiverton. Town squares, village squares or greens where present, act as important focal points, allowing space for activity to occur. Traditionally used for cattle trading, these open spaces are sited within the close-knit building form and contribute a spacious feeling, helping to retain the vitality of the settlement. Village greens often provide valuable open space

with an attractive setting of grass, with shrubs and trees giving an open rural feel in contrast to the high building densities of the historic cores. The village squares or greens, often have distinctive features such as 'The Shambles', a wooden framed structure in Uffculme, and a picturesque stone arched bridge over a water channel in Thorverton. Other communal green spaces in residential developments play an important role in making spaces more attractive, often providing for a children's play area.

#### Movement

Many of the towns, villages and hamlets are dissected by a railway line or busy road such as Cullompton, Crediton, Copplestone and Newton St Cyres, Halberton and Sampford Peverell. The high volumes of traffic along busy through roads, can create noise and an uncomfortable pedestrian experience, particularly where footpaths are absent. In Tiverton, Fore Street is pedestrianised, whilst some of the larger villages such as Bow have raised footways in the village centre to create a more comfortable pedestrian experience. The lack of off street parking particularly in the historic cores can also lead to street clutter.

Accessibility of cycle routes and public transport varies in the villages and hamlets, and wayfinding and signage are often limited. There are some traditional wooden fingerpost road signs in places. Many of the smaller settlements are approached via narrow winding lanes which often have a strong sense of enclosure due to tightly clipped hedgerows. Settlements benefit from good access to countryside with numerous public footpaths and bridleways.

## **Buildings**

The oldest central parts of the settlements can date from the 16th and 17th centuries and tend to be characterised by two storey cob or stone dwellings with thick walls, deep set windows, low entrance doors, small porches, low eaves and varying pitched roofs. Hundreds of dwellings survive from the late medieval period with layers of alteration completely disguising their earlier origin. Other properties date from the Georgian, Victorian and Edwardian periods. In the historic cores of the towns, Tiverton, Cullompton and Crediton, there is a much wider range and variety of architectural styles and ages, some of which date from the late 20C. Newer development has the luxury of cheap, easily transported building materials, but at a cost to the integrity of local character. Hence when 'local distinctiveness' is discussed one is generally limited to reviewing the built form prior to the 20th Century.

**Walls:** There is a large variety of materials used in the construction of walls of buildings throughout the Mid Devon district, although brick and render predominate. In the town centres, many properties, particularly those that date from the Victorian period, have moulded brick work with high quality detailed patterning and use of contrasting coloured bricks and stone detailing.

Traditionally buildings are either rendered cob, rendered stone, exposed stone or red brick. Mid Devon has a diverse geology and much of the built fabric that contributes to the character of its settlements uses locally derived stone or cob. The cob comes in marked variations of colour and texture such as: the strong reds of the Red Devon Sandstone found in the centre of Mid Devon; the buff, ochre, grey and brown clays of the Culm Measures found in the northwestern areas; and red, brown colours due to the 'Marl' mudstone soils in the far east. Where stone is more freely available cob gives way to rubble walls.



Other distinctive wall materials/features include: curved corners of buildings; local slate used for cladding walls; distinctive red mortar; different coloured brick detailing used in banding, quoins or segmental arched red brick detailing around fenestration; distinctive tiling such as that on buildings in Down St Mary; highly decorative light/cream coloured beer stone for quoins and window dressings; decorative joinery work to fascias and pilasters; exposed medieval wooden frames; and exposed stone buttresses visible on the front facades of older buildings.

**Roofs:** Varying roof alignments and ridge heights all add interesting vertical and horizontal rhythms to the street scene. Some roofs are hipped, and pitches of roofs vary greatly throughout the district. Slate is the predominant roofing material, and is sometimes arranged in interesting diagonal patterns. In some areas the slate is mottled with lichen that gives a textured, attractive appearance. Other distinctive roofing materials include: red and brown clay pantiles, sometimes in decorative rows of beaver tail patterns; red clay decorative ridge tiles and finials, which are a common feature on roofs; and mock tudor style wood cladding to gable ends. Georgian roofs are typically shallow sloping, hipped and slated.

Thatch is a popular roofing material found throughout the district with the largest concentration located within the Western Farming Belt, Lower Exe and Taw character areas. Traditional thatched properties are steeply sloping (up to 45%) with narrow gables or hipped ends, and roofs have distinctive rounded hips and curved eaves at the edge of the roof ridge. Fine examples of thatch in Mid Devon include the row of thirteen listed 18th century cottages in Morchard Bishop.



**Chimneys:** The chimneys on older properties are an integral feature of traditional roofscapes and combined with the mismatch of roof alignments, provide character and charm. Generally constructed of red brick, although there are some examples of stone and cob, chimneys throughout the district come in an arrray of heights and sizes.

Fenestration: Traditionally windows are small cottage style windows that vary in size and are positioned at different heights. On the oldest dwellings windows are side hung casement styles, many of which are multi-paned, whilst the newer and higher status buildings have sash windows. There are some unusual horizontal windows on facades fronting roads with larger windows at the back of the property. Occasionally oriel windows can be seen to upper floors of buildings supported by wooden corbels, such as those in Cullompton which are a distinctive characteristic feature of the town centre. Beer stone dressing and mullions are present around fenestration of higher status red bricked buildings. Bay windows are associated with Victorian architecture. Unfortunately many windows have lost some historic character as traditional vernacular timber sash and casement have been replaced with uPVC.

**Retail:** The decline of local services over the last century has led to a loss of many attractive shop fronts, which often benefitted from decorative joinery work, particularly to the fascias and pilasters. Historic active shop frontages and street spillage of market stalls with canopies are a characteristic feature that enliven the street scene. Changes in modern retailing methods have also encouraged uniformity in the design of shop fronts which threaten the character and individuality of many traditional shops and streets. Many of the now closed traditional shop frontages are still in-situ and help to tell a story, providing a sense of history.

Agricultural: Many of the villages and hamlets are typical farming settlements that still retain a large proportion of agricultural use at their fringes. Traditional agricultural buildings are usually constructed from cob with a segmental arch of red bricks around fenestration. Traditionally roofs were slate or thatched. However, corrugated iron sheets have replaced nearly all thatched agricultural buildings in the district. Cob varies according to geological area and is often unrendered, showcasing the distinctive local variation in material. In the Upper Exe and Lower Culm character areas agricultural barns and linhays are either constructed using cob, red brick or stone with red brick segmental detailing arched around fenestration. Roofs are slate or red clay tiling, often with decorative patterning. In the Upper Culm character area traditional agricultural barns are constructed from attractive chert stone, again with arched red brick detailing around openings and flat reddish/brown clay tiles. On occasion some agricultural buildings are wooden clad.

**Industry:** Industrial land uses feature in all of the towns, and many of the larger villages. Usually these are industrial units, monolithic in scale with large blank facades that are visually unattractive. The monotonous appearance of these units, and associated traffic of large goods vehicles, often has a detrimental effect on the character of a settlement.

However historic industry, such as Coldharbour Mill in Uffculme and Heathcoat Factory in Tiverton, can be important landmark buildings that retain a visual prominence and tell a story about the settlement's industrial origins. Hele is another settlement with strong historical industrial associations, with a large red brick mill building.

Notable estate houses: There are a number of notable estates concentrated within the prosperous agricultural area to the centre of the district. These include Holcombe Court; Knightshayes Court; Huntsham Court; Stoodleigh Court; Craddock House; Killerton House; Cadeleigh Court; Raddon Court; Shobrooke house; Downes House; Hockworthy Court Hall; Ayshford Court; and Staple Court. There are many attractive properties with ornate detailing associated with the large estate houses, that include: some high quality Victorian architecture with exposed stone; red brick detailing around doors and windows; highly decorative roof tiles and ridge tiles; and decorative porches and chimneys.

#### **Public Realm**

Exposed stone and cob boundary walling is an important unifying element within the settlements and adds visual richness and contrasts through its variation in materials. Sometimes cob walls are unrendered reflecting local character of the area through the subtle contrasts in soil colour. To the east of the district, around the Blackdown Hills, walling is constructed using local chert stone. Throughout the district, boundary walls vary in height and are capped with different coping such as stone (placed either vertically or horizontally or combination of both), tile, red brick, slate or even corrugated iron.

Other distinctive features include: Victorian lamposts; old parish pumps; red telephone boxes; Georgian/Victorian wrought iron railings and gates; and traditional cast iron street signs. There are also a number of drinking wells and archways in the walls of some of the villages such as those found at Holcombe Rogus. Some settlements have features that provide a clear central point statement, such as the stone cross in Copplestone.



Historic street cobbles are also distinctive elements, which are evident in a variety of shapes and sizes, laid in various different patterns. They are usually found at the front of some properties, on pedestrian lanes and courtyard entrances, and provide textural interest to the wider street scene. In Bampton, Cullompton, Crediton, Tiverton, Bow, Holcombe Rogus and Thorverton many pavements are cobbled, and chunky granite kerb edging is in-situ.

#### **Views**

The Mid Devon landscape provides attractive backdrops, skylines and vistas for views both in and out of the settlements. Most of the settlements are afforded good views out towards the undulating countryside, with distinctive natural landmark features such as woodland and hedged fields. Views inward tend to focus on the church towers, which act as important focal points for many of the villages and hamlets.

Settlements sited on elevated high land or valley slopes to the northwest, west, and far southwest of the district benefit from far reaching views towards Dartmoor and on as far as Okehampton. Those located to the north have long distant views towards Exmoor, while settlements to the far east of the district are afforded views of the Blackdown Hills and as far as the Ouantocks Hills.

If the surrounding landscape is flat, views are less varied and landscape features are limited. Where the landscape is gently to strongly undulating, more interesting views are allowed overlooking the valleys. Other villages, such as Bickleigh, are located on highly wooded slopes hidden behind high hedgerows, and consequently views are limited both in and out.



### **Landmark Features**

Important landmark buildings aid legibility within the settlements and include public houses, prominent historical buildings, village halls, schools, and stone churches. Other landmark features include the historic bridges and weirs associated with the rivers, and the channelled streams or leats that wind through many of the towns and villages, such as Tiverton, Bampton, Hemyock, Thorverton, Silverton and Holcombe Rogus.

### **Landscape Elements**

Well kept private gardens with different styles (both informal and formal) bestow a natural pleasant atmosphere to the settlements. The large variety of trees, shrubs, hedgerows and amenity planting, such as hanging baskets, street trees, tubs and bedding plants, greatly brighten and enliven the overall street scene.

Devon green banks and mixed species hedgerows are important characteristic boundary treatments. Hedgerows are usually tightly clipped and often interplanted with mature/semi-mature trees. Grassed verges also make an important contribution to the street scene providing a spacious open feel within the close knit built form, are often inter-planted with trees, and provide opportunities for bulb planting. There are many orchards and remnants of historic orchards within the villages and hamlets, and some fine avenues of trees. The mature trees in neighbouring agricultural fields also make an attractive backdrop.

The natural landscaping alongside the rivers and that along the Grand Western Canal are wonderful green spaces for recreation, and are of high visual importance to the nearby settlements. The old Culm Valley Light Railway Line and the Exe Valley Way which follow the River Culm and Exe respectively, are an important resource for recreational activities.

## **New Development**

The majority of newer development does not always successfully reflect the local distinctiveness of a place and quite often is detrimental to the appearance of a settlement. Newer developments are often repetitive in appearance with little architectural detail, located in regimented estates and built to a standard formula. There are however, some examples that successfully complement or echo to varying degrees the existing character of a place, such as the development 'Green Acre' in Halberton, 'Corner Close' in Morchard Bishop and 'Landunez Place' in Bradninch.

The Green Acre development in Halberton has an iconic new thatched dwelling at its gateway entrance, attractive curved boundary walls and some interesting varied roof alignments. Although the majority of properties lack variation.

The Corner Close development in Morchard Bishop is a good example in that it mirrors the windows, varying roof heights and building proportions of the older historic buildings to create an attractive, pleasant street scene. It incorporates: wooden porches; exposed stone facades; rendered facades; wood cladding to front elevations; staggered building lines; and an iconic corner building with large glass windows.

Landunez Place, Jubilee Road in Bradninch, is a notable example of new development in Mid Devon. The development includes a mixture of 2 and 3 storey, terraced, semi-detached and detached properties, facing onto curved roads with small front gardens. Some buildings front gable end onto the road and others are set in small courtyards accessed off the main cul-de-sac road. The majority of dwellings have exposed 'earthy' coloured render, with steeply pitched slate roofs and wooden porches. There are a number of variations to

this theme that add great interest such as: an exposed red sandstone property; reclaimed red brick walling that is mottled in appearance; red clay flat roof tiles; red clay pantiles; wood cladding (predominately on gable ends of garages); a thatched property (with low thatched eaves around windows extending over the porch); varying roof heights and alignments; varying window sizes (including some thin vertical windows); and dormer windows. Predominant features such as the 'earthy' coloured render, wooden porches, reclaimed brick walling and tightly clipped hedging, help to act as unifying elements within the development, creating an attractive, cohesive street scene.

In Ashill there are some unusual part timber clad, part rendered buildings, with interesting wooden porches. There are some successful examples of new builds in the Blackdown Hills area of the district that successfully incorporate the use of chert stone and render. In Bow, the development 'Iter Park' presents a more organic village character and appearance, including a mock style barn conversion. Unfortunately, the large palette of materials and styles incorporated within the development, leads to a confusing, incohesive street scene.

#### **Evaluation Tables**

The following evaluation tables (pages 144-146) outline broadly the distinctive characteristics of settlements in each character area. These generally show the various special qualities and features that are predominant in each SCA, and the broad locations and patterns in which they occur throughout the Mid Devon district.



## **Broad Predominant Characteristics of Settlements**

Settlement Form	SCA1	SCA2	SCA3	SCA4	SCA5	SCA6	SCA7	SCA8	SCA9	SCA10
Linear urban form along road/rivers	<b>√</b>	<b>√</b>	<b>/</b>	<b>/</b>	<b>√</b>	$\checkmark$	<b>√</b>	<b>√</b>	<b>√</b>	$\checkmark$
Compact/nucleated urban forms	<b>√</b>	<b>/</b>	<b>/</b>	<b>/</b>		V		<b>√</b>	<b>√</b>	
Dispersed urban forms	<b>√</b>		<b>√</b>	<b>√</b>	<b>√</b>		<b>√</b>	J	<b>√</b>	<b>/</b>
Sparse settlement pattern		<b>√</b>	<b>√</b>						<b>√</b>	
Central village greens/square				<b>/</b>		<b>√</b>	<b>√</b>		<b>√</b>	

Landscape Form	SCA1	SCA2	SCA3	SCA4	SCA5	SCA6	SCA7	SCA8	SCA9	SCA10
High elevated plateau	<b>√</b>	$\checkmark$	$\checkmark$		<b>√</b>				$\checkmark$	<b>/</b>
Hillside locaton	<b>√</b>	<b>√</b>	<b>√</b>		<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	
Low lying landscape	<b>√</b>		<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	
River Exe and Exe Valley environs	<b>√</b>		<b>√</b>			<b>√</b>				
River Culm and Culm Valley environs				<b>√</b>						
River Taw and Taw Valley environs									<b>/</b>	

Views	SCA1	SCA2	SCA3	SCA4	SCA5	SCA6	SCA7	SCA8	SCA9	SCA10
Views towards Dartmoor (Haytor and Okehampton)		V							<b>√</b>	<b>√</b>
Views towards Exmoor	<b>√</b>		<b>√</b>					<b>√</b>		
Views towards Blackdown Hills			<b>√</b>	<b>√</b>	<b>√</b>			<b>√</b>		
Wide, open views with unbroken skylines		V	V						<b>√</b>	<b>/</b>

Movement	SCA1	SCA2	SCA3	SCA4	SCA5	SCA6	SCA7	SCA8	SCA9	SCA10
Rail access	<b>√</b>			<b>√</b>			<b>√</b>		$\checkmark$	
M5 access	<b>√</b>			<b>√</b>				<b>√</b>		
Access to A roads	<b>√</b>		<b>√</b>	<b>√</b>		<b>√</b>	V	<b>√</b>	<b>√</b>	✓ <b></b>
Access to B roads	<b>√</b>	<b>/</b>								
Access to minor roads	<b>/</b>	<b>/</b>								

Buildings	SCA1	SCA2	SCA3	SCA4	SCA5	SCA6	SCA7	SCA8	SCA9	SCA10
Carboniferous sandstones (grey/brown)		<b>J</b>							<b>√</b>	<b>√</b>
Permian Red Sandstone (pink/purple)	<b>√</b>	<b>/</b>		<b>√</b>		<b>√</b>	<b>√</b>			
Lime Stones (grey)			<b>√</b>					<b>√</b>		
Chert Stone (creamy)				<b>/</b>	<b>J</b>					
Permian Red Sandstone cob (red/brown)	✓			<b>/</b>		J	<b>√</b>	<b>√</b>		
Red 'Marl' mudstones cob (red/brown)				<b>/</b>	<b>V</b>					
Culm Measures cob (grey/brown)		<b>J</b>							<b>V</b>	<b>I</b>
Render	✓	<b>/</b>	<b>J</b>	<b>/</b>	<b>J</b>	J	1	<b>/</b>	<b>I</b>	<b>I</b>
Red brick	✓		J	<b>V</b>	1		<b>√</b>	<b>√</b>	<b>I</b>	<b>√</b>
Red brick detailing around fenestration	<b>√</b>	<b>/</b>	<b>J</b>	<b>/</b>	<b>J</b>	<b>√</b>	<b>/</b>	<b>√</b>	<b>J</b>	<b>I</b>
Yellow brick detailing around fenestration	<b>√</b>		J	<b>J</b>	<b>/</b>	J	<b>J</b>	<b>/</b>		<b>√</b>
Slate roofs	✓	<b>/</b>	<b>J</b>	<b>/</b>	<b>J</b>	J	1	<b>/</b>	J	<b>I</b>
Red clay roof pantiles	<b>√</b>		<b>J</b>	<b>/</b>	<b>J</b>		<b>/</b>		J	
Thatch	✓	J		<b>V</b>		J	<b>I</b>	<b>√</b>	<b>/</b>	<b>I</b>
Very tall red bricked chimneys	<b>√</b>		J	<b>/</b>		J	1	<b>/</b>		
Slate hanging on end elevations	<b>√</b>		<b>J</b>	<b>/</b>						
Traditional shop frontages	J		<b>√</b>	<b>/</b>	<b>√</b>	<b>√</b>	<b>√</b>			

Landmarks	SCA1	SCA2	SCA3	SCA4	SCA5	SCA6	SCA7	SCA8	SCA9	SCA10
Stone bridges	<b>√</b>	<b>√</b>	$\checkmark$	<b>√</b>	<b>√</b>	$\checkmark$	$\checkmark$		<b>√</b>	
Churches	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>✓</b>
Notable Estates Houses	<b>√</b>		<b>√</b>	<b>√</b>		<b>√</b>	<b>√</b>	<b>√</b>		

Public Realm	SCA1	SCA2	SCA3	SCA4	SCA5	SCA6	SCA7	SCA8	SCA9	SCA10
Historic palette - cobbles	<b>√</b>		<b>√</b>	✓ <b>.</b>						
Stone walling	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	J	<b>√</b>	<b>/</b>	✓ <b></b>
Cob walling	<b>√</b>			<b>√</b>		<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	
Georgian/Victorian wrought iron railings, gates and lampposts	<b>√</b>		<b>√</b>	<b>√</b>		<b>√</b>	<b>√</b>	<b>√</b>		
Red telephone boxes	<b>I</b>	<b>/</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>		<b>/</b>	
Pumps/wells/arches	<b>√</b>		<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>/</b>	
Central feature	<b>√</b>			<b>√</b>	<b>√</b>	<b>√</b>	J		<b>J</b>	
Granite kerbs/stone kerbs	<b>√</b>		<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	J	<b>√</b>	<b>/</b>	
Old carriageways/courtyard entrances	<b>√</b>		<b>√</b>	<b>√</b>			<b>√</b>			

Special features	SCA1	SCA2	SCA3	SCA4	SCA5	SCA6	SCA7	SCA8	SCA9	SCA10
The Old Culm Valley Light Railway Line	<b>√</b>			<b>√</b>						
Grand Western Canal	<b>√</b>							V		
Leats (channelled streams)	<b>√</b>		<b>√</b>	<b>√</b>		<b>√</b>		<b>√</b>		
Lime Kilns			<b>√</b>					<b>√</b>		
Historical quarrying activity	<b>V</b>		<b>√</b>			V		<b>√</b>		

Landscape Elements	SCA1	SCA2	SCA3	SCA4	SCA5	SCA6	SCA7	SCA8	SCA9	SCA10
Verges/Devon Hedgebanks	<b>√</b>	<b>√</b>	\	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	$\checkmark$	<b>✓</b>
Mature trees/hedgerows	J	<b>√</b>	$\checkmark$	$\sqrt{}$						

# 6. Conclusions

# Acknowledgements

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# Glossary

**Anglo Saxon** designates germanic tribes who invaded and settled south and east of Britain.

**Announcement point** includes sites or spatial sequences which denote a point of arrival.

**Building Footprint** is the outline of the total area of a site that is surrounded by the exterior walls of a building.

**Burgage Plots** are medieval property boundaries that arose from the original layout of a town, with standard width plots along the main road frontage.

**Buttress** a structure, usually brick or stone, built against a wall for support or reinforcement.

**Casement Window** has sash openings on hinges that are generally attached to the upright side of its frame.

**Character** is the combination of qualities or features that distinguishes one place from another.

**Cob** is a mixture of clay and straw, used as a building material.

**Copse** a thicket of small trees or shrubs.

**Corbel** is a bracket of stone, wood, brick, or other building material, projecting from the face of a wall and generally used to support a cornice or arch.

Cul-de-Sac is a dead-end street.

**Curtilage** is the land, usually but not necessarily enclosed, that encompasses the yard and building.

**Dispersed Settlement** is a settlement where buildings are scattered. There may be no obvious centre, such as a road junction or green.

**Edwardian Architecture** is generally considered to be indicative of the years 1901 to 1914.

**Edge of Road** buildings that abut or are adjacent to the road way.

**Facade** is any side of a building facing a public way or space and finished accordingly.

**Fascia** the vertical board under the lower end of the roof to which the guttering can be fixed.

**Fenestration** is the design and disposition of windows and other exterior openings of a building.

**Finial** is a relatively small, ornamental, terminal feature at the top of a gable or pinnacle.

**Focal Point** is the centre of acitivty or attention.

**Gable end** the triangular portion of walling between the edges of a pitched roof and the wall below it at the end of a ridge roof.

**Gateway** includes sites or spatial sequences which denote a point of arrival.

**Georgian Architecture** the set of architectural styles between 1720 and 1840.

**Herringbone** is the name of a pattern, used in brick laying.

**Hip Roof** a roof with sloping ends and sides.

**Historic Core** is the oldest part of a settlement.

**Historic Industry** includes industrial uses such as old mills and warehouses.

**Historic Landscape Characterisation** a method for understanding and mapping the nature of the landscape with reference to its historical development.

**Home Zone** a street or group of streets organised to be suitable for the needs of pedestrians and cyclists rather than motorists.

**Institutional Buildings** include those with an educational, health, community or government use.

**Jacobean Architecture** is the second phase of Renaissance architecture in England associated with the reign of James I of England (1603–1625). **Kerb** is a line of stone or concrete forming an edge between a pavement and a roadway.

**Landmark** is a building or feature of a landscape or townscape that enables someone to establish their location. The building or feature is sometimes of outstanding historical, aesthetic, or cultural importance.

**Lime Wash** is a traditional low cost paint based upon lime and water.

**Linear Settlement** is a settlement formed around a transport route, such as a road, river, or canal.

**Linhay** is a double-storeyed open-sided structure comprising a cattle or cart shelter.

**Local Distinctiveness** can be defined as 'the positive features of a place and its communities which contribute to its special character and sense of place'.

**Mansard Roof** is a hip roof, each face of which has a steeper lower part and a shallower upper part.

**Medieval Core** is the oldest part of a settlement dating from the Middle Ages.

**Metalled Road** is the durable surface material laid down on an area intended to sustain vehicular or foot traffic, such as a road or walkway.

**Mullions** are vertical members, made of stone or wood, between the lights of a window.

**Nodes** are focal places, such as junctions of paths.

**Nuclear or Compact Settlement** is a settlement where houses are build closely packed together or in simply a compact form. These settlements generally have an irregular shape but are roughly circular around a central place and/or church.

**Oriel Window** is a bay window that is supported by one or more brackets or corbels.

**Pedestrianisation** is a street converted into an area for the use of pedestrians only, by excluding all motor vehicles.

**Plateau** is an extensive area of relatively flat high land, usually bounded by steep sides.

**Pointing** is the mortar joints between masonry blocks or bricks.

**Public Realm** is any publicly owned streets, pathways, right of ways, parks, publicly accessible open spaces and any public and civic building and facilities.

**Quoins** are the decorative stones or bricks of standard shape forming corners of a wall.

**Render** is a first coat of plaster or lime on a masonry surface.

**Sash Window** is a window consisting of two sashes placed one above the other so that one or each can be slid over the other to open the window.

**Thatch** is a material such as straw or rushes used to cover roofs.

**Topography** is the detailed mapping or charting of the features of an area, district, or locality.

**Tudor Architecture** is the style of the final development of medieval architecture during the Tudor period (1485–1603).

**Urban Grain** is the pattern of streets, buildings and other features within an urban area.

**Vernacular** is the local style of architecture. The way in which ordinary buildings were built in a particular place.

**Victorian Architecture** is the set of architectural styles between the middle and late 19th century.

**Wayfinding** encompasses all of the ways in which people orient themselves in a physical space and navigate from place to place.

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