APPENDIX THREE: TOWN AND VILLAGE DESIGN MATRIX

CAVAN TOWNS AND VILLAGES   Generic Framework Plans Matrix

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CHARACTER ASSESSMENT	SURVEY: DESCRIBING ASSETS, FROM HISTORIC TO RECENT	ANALYSIS: CURRENT SITUATION, CURRENT ISSUES	VISION: THE SUSTAINABLE FUTURE SETTLEMENT ↓ a design language for Cavan's towns and villages	DESIGN AND DEVELOPMENT PRINCIPLES ↓ Design Guidance Checklist for Cavan's towns and Villages
1 LANDSCAPE ↓	*TOOLS: LCA/Policy/Surveys/maps*	*TOOLS: SWOT Analysis, (strengths, weaknesses, opportunities, threats Spatial analysis: (2D and 3D overlays, aerial photos)*	*TOOLS: Ideas visually presented for action projects: integrated masterplan, for long-term sustainability:3D visualisation to communicate locally*	*TOOLS: A Design Code: derived from the locally distinctive qualities of place, and set down as an advisory tool for development*

1 LANDSCAPE

MACRO: CULTURAL LANDSCAPE CONTEXT AND CLIMATE

> Regional context
> Pylons and wires
> Geology and land structure
> Archaeology
> Flora, fauna, ecological issues
> Climate
> Trees, hedgerows
> Farming patterns
> Roads, railway, waterway
> Approach and exit points

> Access to/from bigger towns,
> Connection, reduction in through traffic,
> growth possibilities in regional context,
> Archaeology well presented
> Integrate ecological within urban scale:
> Passive solar and shelter opportunities
> Identify to protect green zones close to
> Understand patterns/ scale of agric. land use
> Examine all forms of movement and routes
> Opportunities for improving entry points
> Capacity/limits for development with landscape

> Protect, conserve, improve landsc. context - more planting:trees, shelter belts, hedgerows
> Develop landsc. envelope and strategy
> Create landsc. network:corridors thro' centre
> Signal major routes to and from by landsc. edges
> Use landsc. change to signal entry and exit
> Generate protected green zones close to village
> Environs plan: emphasise landsc. context
> Exploit patterns of fields, planting, for continuity
> Capacity and density limits where landsc. informs
> Inventorise natural/cultural heritage to protect

MICRO: THE URBAN AND VILLAGE LANDSCAPE

> Locally distinctive elements
> Village to landsc., landsc. from village
> Edges, open space wedges, corridors
> Landmarks, rivers, vegetation
> Contours
> Open space
>
> Archaeology/natural-/man-made heritage
> Wirescape/street furniture
> Streetscape-footpaths, planted areas

> Identify local character exists and strengthen
> Protect village and landscape by demarcation
> Natural, artif. boundaries as developmt. limits
> Natural features, to enhance urban quality
> Contours, orientation to define limits to dev.
> Consider spaces, and activity,now and future
>
> Protection zones as necessary- ACAs, TPOs etc
> Street quality: propose improvement strategy
> Ground surfaces:propose improvements

> Local Character Appraisal as basis for policy:
> to strengthen both arch. and landsc character
> Development limits from natural boundaries
> Green wedges to bring landsc into town, village
> Contours, orientation help to define edges
> Plan for revitalising, adding to key open spaces
> Protect open space as part of Architectural Conservation Areas
> Ground treatments to improve overall appearance
> Plans for street quality overall, inc facades

DESIGN AND DEVELOPMENT PRINCIPLES

Town/Village Appraisal
Social Profile from existing data
Policy from Dev Plan or LAP
Designations: NHA, SAC, ACA
Identify Protected Structures/
Zones of archaeological interest
Dimensions and character of settlement
Landscape character assessment:
Macro and Micro
Morphological assessment of town/village quality

Sustainable Design Objectives
Environmental Sustainability
Reduce pressure on the environment:
Foster walking, cycling, pub.transport by land use mix. Conserve energy: insulation, passive design, energy efficient building.
Use environmentally-friendly materials
Reduce water use: water-saving taps etc
Reduce waste, recycle, re-use
promote biodiversity; conserve vegetation
Enclosure
Good microclimate with shelter/ sunlight
Use built form to protect spaces from wind
Quality of the public realm
Quality materials to improve street image
Ease of Movement
Good routes for walking/cycling
Legibility -signs,connected routes, focus
Adaptability - Design for future change for long-life building and social sustainability
Diversity - Design for different mixed uses: living/working at home, school/pre-school, shops: dwellings for diff. ages/family types
Efficiency - use land well, with direct ped/ cycle access routes to centre, schools
Character - will emerge from fresh approach: new and revitalised places of quality

Sustainable Design Form
Site Infrastructure - streets, footpaths, cycleways, open space, public/private areas
Site Grain - block size: routes and spaces through and around depending on size
Density and mix - pp per hectare, living and working with different uses around
Massing and Height
appropriateness of openness v enclosure
Materials - careful choice for facades, walls, railings, roads, footpaths
Details -choice of small scale elements
Site landscape
Hard and Soft Areas
public/private: trees, shrubs, containers, ground cover, screening, shelter

General Layout Principles
The Home with its own outdoor space
Dwelling mix - reasonable range to meet dev plan policy on mix and to suit integrated social, affordable and sheltered housing
Generic dwelling types - plan dimensions to suit layout flexibility and density objectives
Dwelling Height -consider in relation to density, overlooking, landsc and ex bldg character, home-office uses at ground level
Apartment Units -needed for mix diversity/density reasons?
Incorporate mixed uses at ground level, with basement, semi-basement parking if needed
Detached and attached dwellings - adequate range of attached dwellings, tce. hses and apartments to respond to site/density
Entry/Orientation Conditions -exploit orientation for solar gain
Recognise different Entry Conditions in the position on plan
Energy Conservation - use sun, wind, daylight, topography
Provide draught lobbies. Make sheltered garden space
Outdoor Space - secure rear gardens, privacy front margin
Parking - park in curtilage or well overlooked area

Locality and Neighbourhood in Town/Village
Make connections from one site to another. Consider gateway entrances to sites or other marking. Playschool, child-minding. Safe access to schools. Routes. spaces with good urban design quality.
Urban Forms - spaces with good sense of enclosure. Continuous frontages, corner dwelling types, for visual continuity of frontage. Traffic calming measures for streets.
Urban Spaces and Movement -meet open space needs for built areas, and free, safe movement. Bus accessible on foot
Traffic calming, shared surfaces and home zones
Manage traffic by buildings, spaces arrangement, road design, traffic calming. Indicate shared surface areas at entry. Delineate parking bays. Create 'home zones' : priority for peds and cyclists.
Pedestrian and Cycle Connections
Connect to other estates, neighbourhoods with direct, convenient ped/cycle routes, using landsc corridors where appropriate.
Open Space Network close to home
Provide open space for play, recreation close to home. Specify surfaces for use and management. Design for easy maintenance/security. Shelter/plant/mound for good microclimate.
Open Space Network for the locality
Council requirements for open space: parks and housing groups
Retain pre-existing landscape features within open space network
Ensure open spaces are overlooked by dwellings.
Provide for different age groups and activity levels.
Connect open spaces with strategy for open space corridors.
Special consideration to spaces for community/civic functions
Community Facilities - creche, childminding, local business/office space. Accommodation for elderly/sheltered housing.
Recycling Facilities - Convenient site for recycling facilities
Ensure a quality designed appearance for recycling area.

| 2 URBAN MORPHOLOGY urban village quality | *TOOLS: Survey Drawings- Figure/ground Plan/Condition/landuse/Heritage survey/ typologies/Urban Character Appraisal, 3-D view* | *TOOLS: Analytical drawings for conceptual ideas- landmarks,routes,edges,barriers,nodes, connections,landscape, development areas,poss. protection areas, mixed use zone etc* | *TOOLS: Design Drawings and images- As above, but working also to a more detailed scale to show specific ideas for spaces and sites* | |

2 URBAN MORPHOLOGY

BUILT: FORM:
Thematic Buildings
Non-thematic Buildings

> Houses/shops
> Civic/community buildings, churches, etc

> Evaluate morphology: create design language
> Identify places for future special buildings
> Highlight and revitalise ex. Special buildings

> Determine the key language for use in specific area
> devise a code/design guideline to fit local need
> Improvement strategy for special ex. buildings
> Preferred locations for new special buildings

BUILT: FUNCTION
Thematic Function
Non-thematic Function

> residential/commercial/community, ind., etc

> Merits of mixed uses in-town/zoning elsewhere
> Add buildings using a local thematic approach
> Current ways of wiring: propose alternatives

> Design ideas for in-town mixed use areas
> Backland development to consolidate town
> Phased plan for street renewal, wirescape removal and dereliction clearance

UNBUILT: FORM
Thematic Spaces:
Non-Thematic Spaces

> Roads/streets/lanes/courtyards/culs de sac
> Squares/parks/parking areas/fair green
> Empty,derelict sites/riverside areas

> Lighting, paving needs for typical main street,
> streets and lanes; trees/planting boxes etc
> Policy for minimising and removing dereliction

> Recycling centre to contribute to appearance
> Tree, shrub pots planting initiatives
> General tidy up, sign renewal

UNBUILT: FUNCTION
Thematic Function
Non-thematic function

> Driving, wheel/pushchairs, parking, walking, meeting, etc.
> playing, sitting down, markets, festivals, performance, etc.

> Analyse movement for traffic calming, connectivity
> parking, accessibility and safety as objectives
> Enrich range of occasional activities

> Plan for traffic calming, parking, access./safety
>
> Local Plan for outdoors activities in town/village

| 3 SOCIAL PROCESS | *TOOLS: County Plans, planning info* | | | |

3 SOCIAL PROCESS

> private, affordable and social housing
> population, employment, tourism
> recreation, amenity, culture, health, education
> footfall on streets

> SustainableDevelopment Potential
> (Social, economic, cultural, environmental)
> Live/work-home-based potential for new housing brief

> Local management by community
> local consultation as part of plan-making
> Range of housing availability in each settlement
> Social infrastr., health, education, citizens' advice
> Public transport availability
> County Council one-stop shop
> Community/Day Centre
> Lifetime homes, adaptable as life changes

IMPLEMENTATION:DEVELOPING A MANAGEMENT STRUCTURE

Existing and future management Structures
Support for development from EU,and Government sources
 -LEADER, Village and Town renewal from DoEHLG,
Tourism via regional tourism offices, IDA, County Council.
The County Council is the most appropriate body to undertake an overall management role, to initiate, perhaps a five-year rolling programme of village improvement
However, Local Organisation and Action are needed to ensure that plans have the best chance of success. Each community may have or may find the most suitable structure, or a forum of organisations to fulfil the role

The plan should identify "stakeholders" for each project, probably with a lead stakeholder.

Possibility, for example, of project partnership between the County Council and stakeholders such as Regional Tourism and Rural Partnership.

> **Prioritising Projects in a Programme**
> The Plan will identify "stakeholders" for projects.
> These may be tentative: local knowledge needed to achieve an action programme.
> Making a priority list is a complex task with many variables such as funding and availability of resources to manage the project. County Council likely project manager where public money involved.
>
> **Typical Structure for prioritising projects**
> The following groupings are determined by:
> likely timescale, size of project and likelihood of progress
> They are drawn from a recent project to show the likely range and complexity of a programme.

> **Typical Priority list based on villages in Co Cavan**
> Immediate or Short Term Projects
> (1 or 2 years, planning and implementation)
>
> BIG Clean-up
> Main Street pedestrianised/ rationalised traffic/parking
> Market Square Parking/amenity
> Protection of Sensitive landscapes
> Recycling Centre
> Housing developments-affordable, special needs, facilities
>
> Short to Medium Term Projects
> (1 to 5 years, planning and implementation)
>
> Caring for Older Buildings. Rescue key buildings at risk
> Safe, accessible, eco-friendly place
> Margins of the Lake Project - eco-walk

> **(Typical Priority list, cont'd)**
> Short to Medium Term Projects (cont'd)
>
> Lakeside amenity/ Boating
> Main St traffic calming, tree planting
> Village Centre river walk
> Special Needs School/creche
> Village as a centre for Really Good Food, music
>
> Medium to Long Term
> (from 1 to 8 years, planning and implementation)
>
> Mart and service station Sites (key centre development sites)
> Sports and recreational facilities
> Landscape corridors project

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