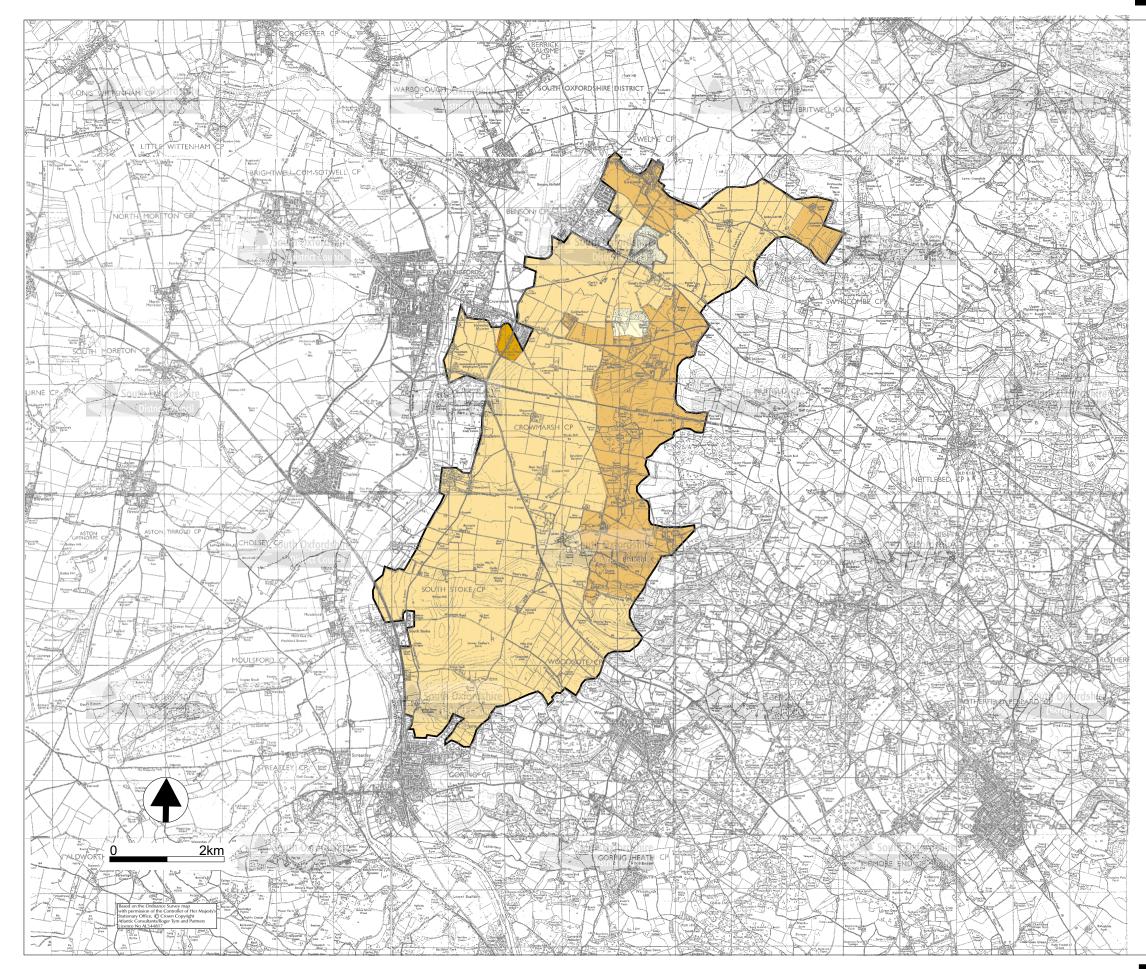


6 CENTRAL VALE FRINGES

Landscape Types



6 Central Vale Fringes



Conserve

Repair

Restore

Reconstruct

Table 6.1: Central	emen	ent character				
			1	1	1	
Key		and		vns		
• Typical characteristic		arml		op	ites	
Occasional characteristic		tte fa	SL	lling	Iffill s	
		esta	lowi	d ro	lanc	
		and	ng c	lose	and	
		and	roll	-enc	rals	
		Parkland and estate farmland	Open rolling downs	Semi-enclosed rolling downs	Minerals and landfill sites	
			0	S	~	
LANDSCAPE CHARACTER Scale	2500					
Scale	large medium	•		•	•	
	small	•			•	
Diversity	complex	•				
	moderate			•		
	simple	-	•		•	
Structure	strong	•	Ē			
	medium		t	•	1	
	weak		•		•	
Enclosure	open		•			
	semi-enclosed			•	•	
	enclosed/intimate	•				
Boundaries	straight	•	•	•	•	
	sinuous	•				
	stone walls					
	hedges	•	•	•	•	
	hedgerow trees	•		•		
	estate boundaries	•				
SETTLEMENT/BUILDING CH						
Location	hilltop		•	•		
	ridgetop					
	hillside		•	•		
	valley side					
	valley floor	•				
Size	individual dwellings hamlets	•	•	•		
	small village		•	•		
	large village		•	•		
	town					
Pattern	dispersed	•	•	•		
	concentrated	_				
Form	nucleated	•	•	•		
	linear				<u> </u>	
Materials	stone ('clunch' - chalk stone)	•	•	•		
	brick	•	•	٠		
	flint	•	•	•		
	cob		Ī		Ī	
	timber frame	•	•	•		
	tiles	•	•	٠		
	thatch	•	•	•		
	slate	•	•	•		

Table 6.2: Central Vale	Fringes - Landscape qu	ality and s	ensi	tivity	
Key ● Typical characteristic • Occasional characteristic		Parkland and estate farmland	Open rolling downs	Semi-enclosed rolling downs	Minerals and landfill sites
LANDSCAPE QUALITY AND SENSIT					
Scenic quality	high	•		•	
	medium		•		
	low				•
Sense of place	strong				•
	medium		•	•	
	weak	•			
Intrusive influences	uncommon	•			
	occasional			•	•
	frequent		•		
Other heritage values	uncommon	•	•	•	•
(eg. Historic Park or Garden, SSSI,	occasional				
Conservation Area etc.)	frequent				
Visual sensitivity	high		•		
	medium			•	•
	low	•			
Sensitivity to change	high	•			
	moderate		•	•	
	low				•
Management strategy	conserve	•	<u> </u>		<u> </u>
	repair			•	<u> </u>
	restore		•		Ļ
	reconstruct				