

URBAN DESIGN GUIDE & PUBLIC REALM FRAMEWORK FOR CARLISLE

DOCUMENT GUIDE

The Urban Design Guide and Public Realm Framework provides comprehensive guidance on future development in the City and in particular, the future of Carlisle's public realm. This document has been produced as part of the work of Carlisle Renaissance in conjunction with both the Carlisle City Council and Cumbria County Council and in consultation with stakeholders. It seeks to bring together many existing streams of work in a central and cohesive design document. It examines the City's existing buildings, streets and spaces and sets out specific urban design and public realm guidance that aims to create a step change in the quality of future development and the design of Carlisle's public spaces.

The document will provide a tool for those who play a key role in the development of the City and the decision making process, including Developers, Institutions, Local Design Practitioners and the Public. The document is given weight as a Supplementary Planning Document giving additional guidance to that outlined in the existing Local Plan. It will be used to inform and direct the standard, type and quality of the urban design and public realm within Carlisle, guiding Council Officers and Council Members in the approvals process and helping to secure considerable public sector investment together with private sector investment including developer contributions. This document is set out in 5 parts:



part 1; introduction

1

Introduction and background to the project. The aims of the Urban Design Guide and Public Realm Framework and how the document is set out.

part 2; the vision

3

This section sets out the overarching 'vision' for Carlisle. It proposes a conceptual plan for the City and visionary aims which include;

- new development and public realm to stitch Carlisle Castle and the eastern and western districts back into the City Centre;
- new City squares and key streets that readdress the balance between vehicles and pedestrians;
- enhancement of City Jewels (the Castle, Historic Core, Market Square and the Citadel);
- new gateways to the City;
- reconnection of the City to its rivers and countryside.

part 3; urban design guide 7

Urban Design Principles

The Urban Design Guide begins by identifying key opportunity areas and a strategic framework for the City [p.9].

It sets out 8 general guiding principles for good urban design, these include:

- character [p.11];
- continuity and enclosure [p.13];
- a quality public realm [p.14];
- ease of movement [p.15];
- legibility [p.16];
- adaptability [p.17];
- diversity [p.18];
- sustainability [p.19].

Levels of Intervention

To ensure that the general guiding principles are implemented appropriately, specific character area guidance is given. The plan on [p.21] shows the Level of Intervention deemed appropriate for each area (high, medium, low).

Character Area Specific Guidance

In what follows, each character area is examined in detail. An aspirational statement sets out the projected vision for the area and detailed guidance on each of the 8 principles are outlined. Sketch designs and precedent images show how the urban design principles may be applied in practice:

- Rickergate [p.25-28];
- Caldew Riverside [p.29-32];
- Western Approaches [p.33-36];
- Citadel [p.37-40];
- Retail Core [p.41-44];
- Botchergate [p.45-48];
- Historic Core [p.49-52];
- Eastern Approaches [p.53-56].

Movement

Finally, the Urban Design Guide examines movement issues in the City Centre. It introduces:

- the various parallel studies and key movement principles [p.57];
- proposes a detailed street hierarchy/ City Centre movement strategy that shows the long term movement vision for the City Centre [p.59];

This is accompanied by more detailed guidance on:

- improving the pedestrian environment [p.61];
- and creating a cycle friendly City [p.63].

part 4; public realm strategy 65

Public Realm Principles

The Public Realm Strategy sets out an aspirational framework for the improvement of Carlisle's outdoor environment. It proposes a network of high quality streets and spaces, including 4 City squares, pedestrian priority streets and new primary streets [p.67];

Public Realm Case Studies

A selection of public realm case studies explore potential solutions for the City's key streets and spaces. They explore the type of uses, aesthetics and public art interventions that may be appropriate and aim to provide aspirational benchmarks for the future development of the City's public realm. They include:

Spaces

- Court Square [p.71-74];
- Market Square [p.75-78];
- Historic Core - Cathedral Precinct and Castle Street [p.79-82];

Streets

- Lowther Street [p.83-84];
- English Street Intersection [p.85-86];
- Botchergate [p.87-88];
- Bridge Street [p.89-90].

Public Realm Component and Materials

The final section of the document sets out detailed guidance and the materials palette for the public realm. Detailed guides to materials, design and application are given for all elements of the public realm: from surfaces and street furniture to water and planting [p.91-109].

Specific guidance is also given on:

- play [p.110];
- lighting [p.111-112];
- signage [p.113-114];
- public art [p.115-118];
- management and maintenance [p.119];
- implementation [p.120].

part 5; conclusions 121

Final conclusion and Carlisle's Renaissance