

Barbrook



Natural Factors

Barbrook sits within Landscape Character Type B -High Wooded Coast, Combes & Cleaves, and surrounded by type F- Enclosed Farmed Hills with Commons.

Cultural Factors

Woodland, mainly secondary woodland, dominates the settlement context, along with houses, gardens, highway and bridge. Farmland is largely restricted to the plateau.

Aesthetic Factors

A dramatic, steep and sinuous valley, reinforced by the woodland, river and road. Development clusters around bridges and road junction and accommodates most of the available land.

Landscape Character Sensitivity - **HIGH**

A strong landform reinforced with woodland, provides a robust character.

Highway and recent roadside developments erode character. Steepness of slopes increases sensitivity to development.

Visual Sensitivity - **MODERATE**

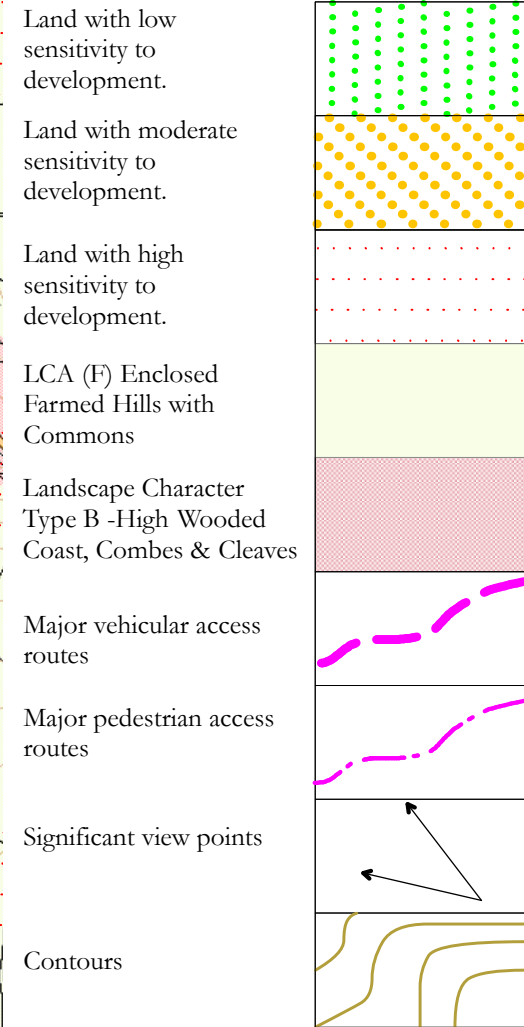
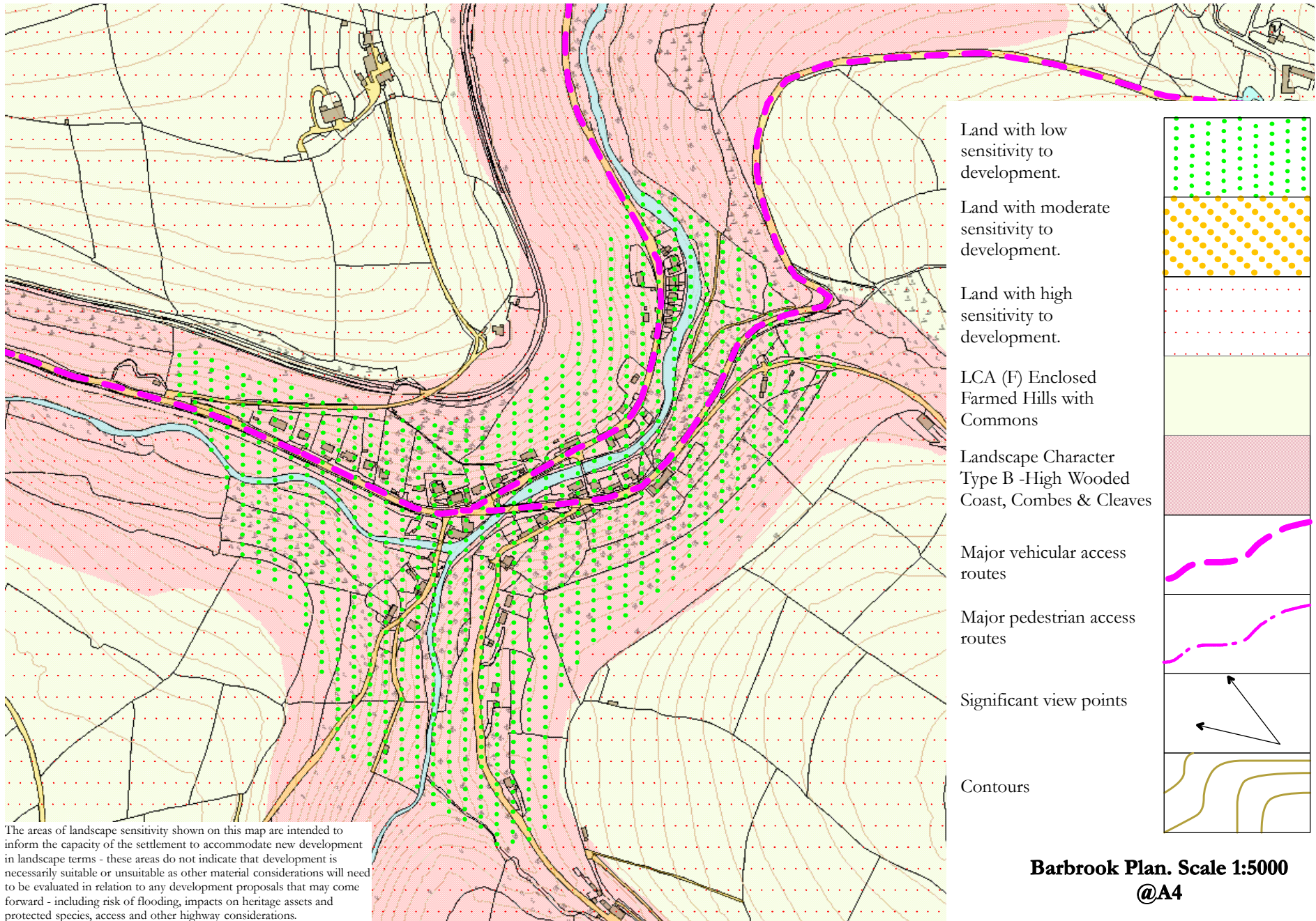
Well hidden from open countryside, opportunity to ameliorate development within woodland, by use of further planting. The settlement is on a busy arterial road and is seen by visitors and residents, as they travel along the highway towards, Lynton.

Landscape/Settlement Value - **LOW/MODERATE**

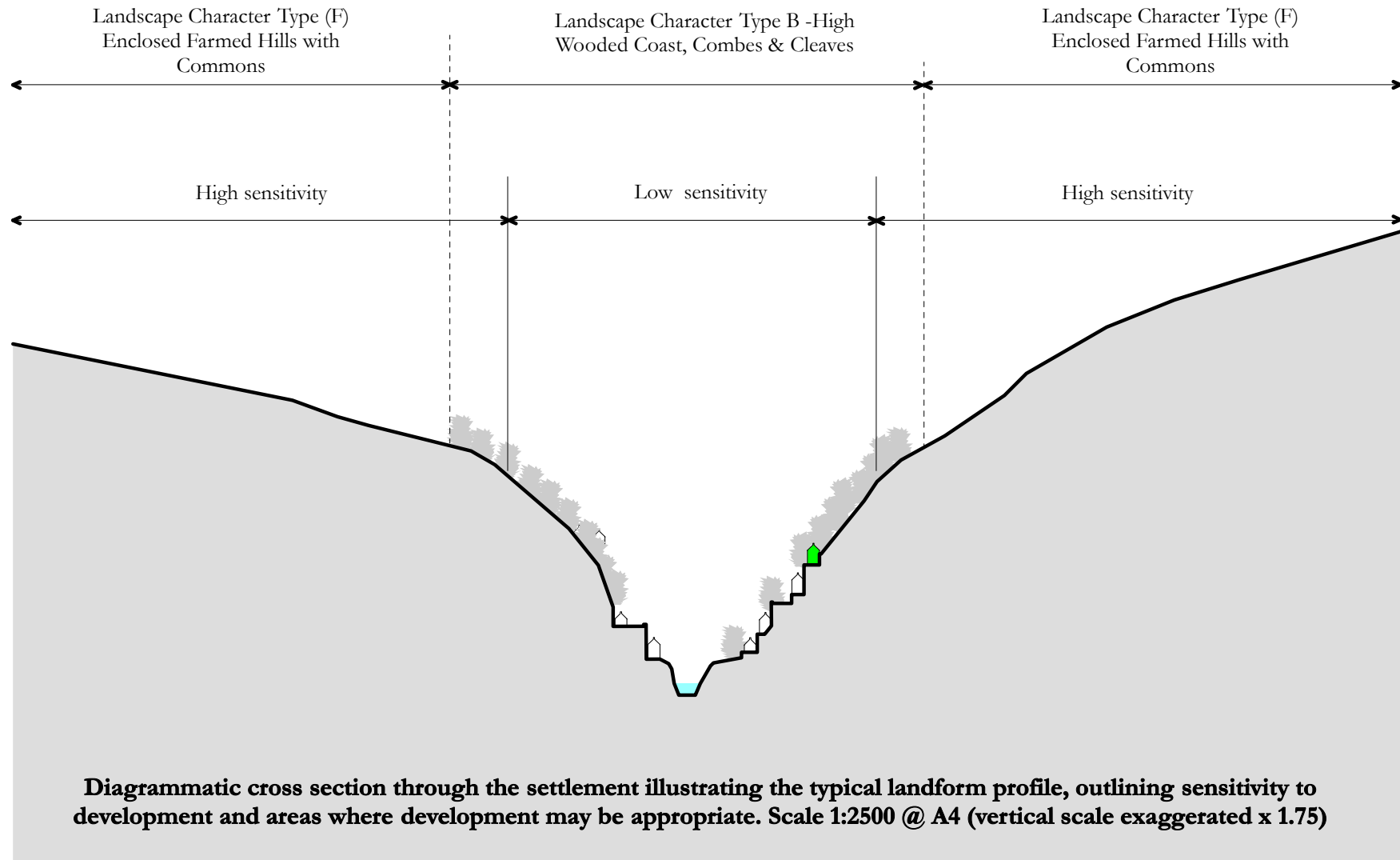
Scenic beauty degraded by the highway and late 20th century development.

Landscape/Settlement Capacity – **MODERATE**





Barbrook Plan. Scale 1:5000
@A4



Land with Low Sensitivity to Development.

The pattern of settlement in Barbrook is clustered around the highway in the valley bottoms, mostly on steeply sloping sites, located out of the flood plain. Land with low sensitivity to development immediately abuts the existing developed areas where the slope is shallow enough to permit development. New development should reinforce the clustered roadside character.

It is physically difficult to accommodate further housing development into Barbrook. Most available sites have already been developed, are too steep or are liable to flood. Some capacity may exist within former enclosures at the bottom of Metticombe Wood. Here mitigation in the form of tree planting, using either oaks or Victorian garden species such as conifers and large evergreens, would be required to visually break up the development, as seen from the highway. The development would need to negotiate the steep sites with higher density towards the lower slopes. Appropriate character could reference the early, small-scale roadside cottages or the large-scale 19th century villas. Curtilage would need to be hidden and building mass broken by vegetation.

Land with Moderate Sensitivity to Development.

Land with moderate sensitivity to development has not been identified in Barbrook.

Land with High Sensitivity to Development.

Land with high sensitivity to development includes land that is visually detached from the settlement, including the higher valley sides and the plateau.

Examples of the Characteristics that Influence Character and Local Identity.



Close cluster of simple, small scale, roadside cottages, with small, steep, and “wild” gardens.



19th century villa (at Lynbridge) with vertical emphasis stepped into hillside.

Settlement Name	Barbrook			
Surveyor	Paul Bryan	Date	21 st June 2011	
Landscape Character Sensitivity (based on LCA & verified in the field)				
Natural Factors	Rivers	Cliff	Coast	Landscape Character Types. Set within (B) High Wooded Coast, Combes & Cleaves, with surrounding (F) Enclosed Farmed Hills with Commons.
	Slopes	Scrub	Stream	
	Moorland	Woodland	Pond/wetland	
	Unimproved grassland	Hedges	Bracken	
Landform	Plateau	River Valley	Harbour	
	Rolling	Combe	Other	
Cultural Factors	Parkland	Gardens	Veteran trees	
	Prominent Archaeology	Designed landscapes	Farmland	
	Orchards	Specimen trees	Distinct enclosure patterns	
Settlement type	Hamlet	Village	Local rural centre	
Quality / Condition	Low	Moderate	High	Affected by dominance of road, garage, 20th century development, signage and bridge infrastructure.
Aesthetic factors (Pattern, shape, scale, form enclosure)	Large scale	Small scale	Enclosed	
	Planned	Organic	Open	
	Nucleated	Fragmented	Linear	
	Outward-looking	Inward-looking	Other	
Position	Hill top	Valley	Coast	
	On side of hill	River side	Aspect (describe)	
Settlement setting	Landscape dominates	Settlement nestles in landscape	Settlement dominates landscape	
Settlement edge (How does the settlement abut the landscape?)	Abrupt change to agriculture	Transition gardens	Transition wild	
			Poor transition	
Animation	Quiet	Busy	Depending on season	
Design Elements and Materials (Describe)	A mix of early cottages with Victorian and late 20 th century infill. Older buildings in stone (old red sandstone - shale) and rendered, slate roofs. Victorian buildings, stone/render with brick surrounds – decorative bargeboards. Recent infill comprises brick bungalows with clay pantiles. Most buildings on steeply sloping sites.			
Overall Landscape Character Sensitivity	Low	Moderate	High	Strong landform and landuse that determine and limit patterns and provide robust character. Highway and recent roadside developments erode character.

Visual Sensitivity				
General visibility	Low (Hidden from most view points)	Moderate (Partially seen in open country)	High (Seen in open country from most view points)	
Mitigation potential	High	Moderate	Low	
Presence of tourist	Low	Moderate	High	
Sensitivity of the receiving landscape	Low	Moderate	High	
Overall Visual Sensitivity	Low	Moderate	High	
Landscape Value				
Presence of historic / landmark buildings.	None	Some	Many	
Designed Landscapes	No		Yes	
Important trees	None/Few	Some	Many	
Cultural identity / associations	Weak	Moderate	Strong	
Tourism value	Low	Moderate	High	
Tranquillity	Not tranquil	Noted for its tranquillity	Extremely tranquil.	
Remoteness	Not remote		Remote	
Wildness	Urban	Rural	Wild	
Scenic beauty	Low	Moderate	High	
Significance to National Park character Does the settlement enhance the landscape?	Low significance	Significant	Very significant	
Wildlife value	Low	Some	High	
Other (describe)				
Overall landscape value	Low	Moderate	High	
Overall Capacity	High	Moderate	Low	
Total number of units	Capacity within low sensitivity areas: up to 10 units.			