

## Appendix 3

### Definition of Interim Historic Landscape Character Types.

Firstly, an additional field called *Definition Number* is added to the HCLApolygons2 table. Character groups are defined by placing a number within this field. These numbers are derived in the following ways.

#### 1. Unimproved Land.

Description	Definition Number	Criteria
Heathland	54	<i>Ground Type</i> = Heathland; <i>Elevation</i> = Lower Ground
Moorland	1	<i>Ground Type</i> = Moorland; <i>Elevation</i> = Higher Ground
Unimproved open hill pasture	2	<i>Ground Type</i> = Hill Pasture; <i>Elevation</i> = Higher Ground; <i>Enclosed?</i> = No
Unimproved enclosed hill pasture	33	<i>Ground Type</i> = Hill Pasture; <i>Elevation</i> = Higher Ground; <i>Enclosed?</i> = Yes
Other common	51	<i>Ground Type</i> = left blank; <i>Enclosed?</i> = no; and no previous historic landscape character.
Other unimproved ground	52	<i>Ground Type</i> = left blank; normally has a previous historic landscape character.

#### 2. Fieldscapes.

- An additional field called *Fieldscape Group* is added to the HLCApolgons2 table.
- An update enquiry is then run on the *Fieldscape Group* field using the following expression – Str([HLCApolygons2]![FieldSizeLUTID]) & Str([HLCApolygons2]![FieldShapeLUTID]) & Str([HLCApolygons2]![OtherInternalBoundaryMorphologyLUTID])
- After running the update query the *Fieldscape Group* field will contain a three number code, which derives from the 'lookup tables' for *Field Size*, *Field Shape* and *Other Internal Boundary Morphology* (e.g. 1 1 11, 2 1 4 etc). This code, in combination with the presence or absence of other specified attributes (see below), is used to define the character types. Before doing this, however, the data is further sorted using the following rules.

*Rules for Sorting 'Fieldscape Group' Codes*

(when the symbol → = becomes)

1 1 6 → 1 1 11 when *Previous Character Group* field not 4. Water and Valley Floor – since the fields within these polygons are not assumed to result from post-medieval drainage

All X X 5s → X X 4s since entries of both S-curves (5) and dog-legs (4) in the *Other Internal Boundary Morphology* field is taken as an indicator of medieval strip field cultivation.

2 1 4 → 1 1 4 since both small and small - medium irregular fields with some dog leg boundaries are assumed to be the product of similar historical processes (i.e. piecemeal enclosure).

2 2 4 → 1 2 4 since both small and small - medium rectilinear fields with some dog leg boundaries are assumed to be the product of similar historical processes (i.e. piecemeal enclosure).

2 2 6 → 1 2 6 since both small and small – medium rectilinear fields with some internal boundaries that also follow water courses are likely to be the product of similar historical processes (i.e. post-medieval drainage of wetlands).

3 1 6 → 3 1 11 when *Previous Character Group* not 4. Water and Valley Floor – since medium-large irregular fields with some boundaries that also follow watercourses are unlikely to result from the drainage of wetlands, unless noted otherwise.

4 1 6 → 4 1 11 when *Number of Fields Lost Since OS 1<sup>st</sup> edn 6” Map Made* ≥ 10 – since the fields within these polygons are likely to result from the creation of very large post-1945 fields.

4 2 11 → 3 2 11 when *Number of Fields Lost Since OS 1<sup>st</sup> edn 6” Map Made* < 10 – since these fields unlikely to be the result of the creation of very large post war fields.

4 2 11 → 4 1 11 when *Number of Fields Lost Since OS 1<sup>st</sup> edn 6” Map Made* ≥ 10 – since fields within these polygons likely to be the result from the creation of very large post war fields.

- After this initial sort some polygons can be ascribed definition numbers (e.g. 34 -37 – see table below).
- Once this is complete a further advanced sort is conducted

All 2 X Xs → 1 X Xs since the distinction between small and small-medium fields is now longer needed.

Description	Definition Number	Criteria
Irregular squatter enclosure	34	<i>Fieldscape Group</i> codes 1 1 11 or 2 1 11 and noted as squatter enclosure within the <i>Attribute Notes</i> field.
Rectilinear squatter	35	<i>Fieldscape Group</i> codes 1 2 11 or 2 2 11 and noted as squatter enclosure within the

enclosure		<i>Attribute Notes</i> field.
Paddocks/ closes	36	<i>Fieldscape Group</i> codes 1 1 11 or 2 1 11 and <i>Other External Boundary Morphology</i> = 8 (settlement edge) and <u>not</u> assigned a Definition No. of 34 or 35
Small assarts	37	<i>Fieldscape Group</i> codes 1 1 11 or 1 1 4 or 1 2 4 or 1 2 6 & <i>Previous Attribute Group</i> = 3 (Woodland)
Large assarts with sinuous boundaries	38	<i>Fieldscape Group</i> codes 3 1 11 or 3 2 11; <i>Predominant Boundary Morphology</i> = 2 (Sinuous) & <i>Previous Attribute Group</i> = 3 (Woodland).
Late clearance/ assarts	39	<i>Fieldscape Group</i> codes 1 2 11 or 3 1 11 or 3 2 11; <i>Predominant Boundary Morphology</i> = 2 & <i>Previous Attribute Group</i> = 3
Small irregular fields	40	All <i>Fieldscape Group</i> codes 1 1 11 that can not be ascribed another Definition Number.
Piecemeal enclosure	41	<i>Fieldscape Group</i> codes 1 1 4 and 1 2 4 that have not been assigned another Definition Number.
Reorganised piecemeal enclosure	42	<i>Fieldscape Group</i> codes 3 1 4 or 3 2 4 OR <i>Fieldscape Group</i> codes 1 1 4 or 1 2 4 where no. of fields lost ≥10.
Drained wetlands	43	<i>Fieldscape Group</i> codes 1 1 6 or 1 2 6 or 3 1 6 or 3 2 6 and <i>Previous Category</i> = 4
Planned enclosure	44	<i>Fieldscape Group</i> codes 1 1 11 or 1 2 11 or 3 1 11 or 3 2 11 and <i>Predominant Boundary Morphology</i> = 1 (straight) and <i>Secondary Boundary Morphology</i> = 11 (None)
Other small rectilinear fields	45	<i>Fieldscape Group</i> codes 1 2 11 or 1 2 6 not assigned another Definition Number
Other large rectilinear fields	46	<i>Fieldscape Group</i> codes 3 2 11 or 3 2 6 not assigned another Definition Number
Large irregular fields	47	<i>Fieldscape Group</i> codes 3 1 11 not assigned another Definition Number.
Very large post-War fields	48	<i>Fieldscape Group</i> 4 1 11 or 4 1 4 or 4 1 6.

### 3. Woodlands.

- An additional field called *Wood Group* is added to the HCLApolygons2 table.

- An update query is then run on the *Wood Group* field using the following expression - Str([HLCApolygons2]![PredomBoundaryMorphologyLUTID]) & " " & [HLCApolygons2]![AncientSemiNatural] & Str([HLCApolygons2]![FCDesignationLUTID])
- After running the update query the *Wood Group* field will contain a three number code, which derives from the 'lookup tables' for *Predom. Boundary Morphology, Ancient Semi-natural?* (yes/no field where -1 = yes and 0 = no) and *FC Designation* (e.g. 1 -1 7, 2 0 4 etc). This code, in combination with the presence or absence of other specified attribute is used to define the character types.

Description	Definition Number	Criteria
Broadleaved ancient woodland	3	Wood Group codes 3 -1 1, 2 -1 1, 1 -1 7, 1 -1 1
Mixed ancient woodland	4	Wood Group codes 2 -1 4, 1 -1 4, 2 -1 2
Replanted ancient woodland	5	Wood Group codes 2 -1 6, 1 -1 2
Broadleaved woodland with sinuous boundaries	6	Wood Group codes 2 0 1
Mixed woodland with sinuous boundaries	7	Wood Group codes 2 0 4, 3 0 4
Coniferous woodland with sinuous boundaries	8	Wood Group codes 2 0 2, 3 0 2
Other woodland with sinuous boundaries	9	Wood Group codes 2 0 7, 2 0 6, 3 0 7, 2 0 3
Broadleaved plantation	10	Wood Group codes 1 0 1
Mixed plantation	11	Wood Group codes 1 0 4
Coniferous plantation	12	Wood Group codes 1 0 2, 2 -1 2
Other plantation	13	Wood Group codes 1 0 7, 1 0 6, 1 0 3, 2 -1 6

#### 4. Water and Valley Floor.

Description	Definition Number	Criteria
Miscellaneous floodplain fields	14	Wetland Type = Floodplain, Attribute Notes = Misc. Floodplain Fields
Moss/ raided bog	15	Wetland Type = Raised Bog/ Moss

Artificial lake/ pond	16	<i>Wetland Type = Open Water, Type of Open Water = Artificial Lake</i>
Reservoir	49	<i>Wetland Type = Open Water, Type of Open Water = Reservoir</i>
Natural open water	53	<i>Wetland Type = Open Water, Type of Open Water = Natural Open Water</i>

## 5. Industrial.

<b>Description</b>	<b>Definition Number</b>	<b>Criteria</b>
Industrial complex	17	<i>Industrial Type = Industrial Complex</i>
Active stone quarry	18	<i>Industrial Type = Stone Quarry, Active? = Yes</i>
Abandoned stone quarry	19	<i>Industrial Type = Stone Quarry, Active? = No</i>
Disused lead/ copper mine	55	<i>Industrial Type = Disused Metal Ore Mine/ Spoil Tips</i>
Sand/ gravel quarries	56	<i>Industrial Type = Gravel Quarry</i>
Colliery (disused and working open cast)	57	<i>Industrial Type = Disused colliery/ Spoil tips</i>
Other industrial	58	<i>Industrial Type = (left blank)</i>

## 6. Military.

<b>Description</b>	<b>Definition Number</b>	<b>Criteria</b>
Disused ordnance depot	20	<i>Type of Military Instillation = Ordnance Depot, Current Use of Military Site = Active, Non-Military</i>
Former military airfields	21	<i>Type of Military Instillation = Airfield, Current Use of Military Site = Active, Non-Military Use OR Abandoned</i>
Disused barracks	22	<i>Type of Military Instillation = Barracks, Current Use of Military Site = Active, Non-Military Use OR Abandoned</i>
Active military	59	<i>Current Use of Military Site = Active, Military Use</i>

## 7. Parks and Gardens.

<b>Description</b>	<b>Definition Number</b>	<b>Criteria</b>
Parks and gardens	23	<i>Type of Park etc.</i> = Garden/ 'designed' landscape
Golf course	24	<i>Type of Park etc.</i> = Golf course
Sports field	25	<i>Type of Park etc.</i> = Sports field OR race course
Other parklands, gardens and recreational	27	<i>Type of Park etc.</i> = Other parkland

## 8. Settlements.

<b>Description</b>	<b>Definition Number</b>	<b>Criteria</b>
Historic settlement core	28	<i>Settlement Type</i> = Historic
Pre-1880s settlement	29	<i>Settlement Type</i> = Industrial
Redeveloped pre-1880s settlement	50	<i>Settlement Type</i> = Post-war OR Post-1914 AND <i>Previous Historic Landscape Character</i> = Pre-1880s Settlement.
Post-1880s settlement	30	<i>Settlement Type</i> = Post-war OR Post-1914

## 9. Orchards.

<b>Description</b>	<b>Definition Number</b>	<b>Criteria</b>
Pre-1880s orchards	31	<i>Present on 1<sup>st</sup> edn 6" OS Map?</i> = Yes
Post-1880s orchards	32	<i>Present on 1<sup>st</sup> edn 6" OS Map?</i> = No

## Definition of Interim Previous Historic Landscape Character Types.

Previous historic landscape character types are assigned to polygons (where possible) in the same way as current historic landscape character types. An additional field called *Previous Character No.* is inserted into the HCLApolygons2 table. Numbers are then allocated to this field in the following ways.

### 1. Unimproved Land.

<b>Description</b>	<b>Previous Character No.</b>	<b>Criteria</b>
Unimproved open hill pasture	1	<i>Previous Character Description = Hill pasture.</i>
Moorland	2	<i>Previous Character Description = Moorland.</i>
Heathland	3	<i>Previous Character Description = Heathland.</i>
Other unimproved ground	4	<i>Previous Character Description = Other Unimproved Ground</i>
Other common	5	<i>Previous Character Description = Common grazing.</i>

### 2. Fieldscapes.

<b>Description</b>	<b>Previous Character No.</b>	<b>Criteria</b>
Iron Age/ Roman field system	47	<i>Previous Character Description = Iron Age/ Roman field systems</i>
Strip fields	6	<i>Previous Character Description = Strip fields. AND Period of Previous Character = Medieval.</i>
Small assarts	7	<i>Previous Character Description = Small assarts</i>
Large assarts with sinuous boundaries	8	<i>Previous Character Description = Large assarts with sinuous boundaries.</i>

Late clearance/ assarts	47	<i>Previous Character Description</i> = Late clearance/ assarts
Paddocks/ closes	9	<i>Previous Character Description</i> = Paddocks AND <i>Period of Previous Character</i> = Medieval OR Post-Medieval; OR <i>Previous Character Description</i> = Small/ Small – Medium rectilinear/ irregular fields – sinuous boundaries AND <i>Other external boundary morphology</i> = 8 (Settlement Edge).
Other small fields	10	<i>Previous Character Description</i> = Other small fields
Piecemeal enclosure	11	<i>Previous Character Description</i> = Small/ Small-medium irregular/ rectilinear enclosure – sinuous boundaries AND <i>Period of Previous Character</i> = Post-Medieval AND <i>Other Internal Boundary Morphology</i> = 4 (Dog Leg) OR 5 (S-Curve).
Reorganised piecemeal enclosure	12	<i>Previous Character Description</i> = Medium-large irregular/ rectilinear fields – sinuous boundaries AND <i>Period of Previous Character</i> = Post-Medieval AND <i>Other Internal Boundary Morphology</i> = 4 (Dog Leg) OR 5 (S-Curve).
Planned enclosure	13	<i>Previous Character Description</i> = Small/ Small-medium/ Medium- Large Rectilinear fields-straight boundaries
Squatter enclosure	14	<i>Previous Character Description</i> = Squatter Enclosure
Other large fields	15	<i>Previous Character Description</i> = Medium-large rectilinear fields-sinuous boundaries.
Drained wetland	16	<i>Previous Character Description</i> = Small-medium/ Medium-large rectilinear fields-straight boundaries AND <i>Other Internal Boundary Morphology</i> = 6 (Following watercourse)

### 3. Woodland.

<b>Description</b>	<b>Previous Character No.</b>	<b>Criteria</b>
Ancient broadleaved woodland	17	<i>Previous Character Description</i> = ANSW broadleaved
Other broadleaved woodland	18	<i>Previous Character Description</i> = Unknown broadleaved
Mixed woodland	19	<i>Previous Character Description</i> = Unknown mixed woodland



Plantation woodland	20	<i>Previous Character Description = Mixed plantation OR Plantation Woodland OR Unknown plantation.</i>
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#### 4. Water and Valley floor.

<b>Description</b>	<b>Previous Character No.</b>	<b>Criteria</b>
Miscellaneous floodplain fields	21	<i>Previous Character Description = Mixed Floodplain Fields</i>
Natural open water	22	<i>Previous Character Description = Open Water</i>
Floodplain marsh	23	<i>Previous Character Description = Floodplain Marsh</i>
Artificial water bodies	36	<i>Previous Character Description = Artificial water bodies</i>
Moss/ raised bog	24	<i>Previous Character Description = Moss/ raised bog</i>

#### 5. Industrial.

<b>Description</b>	<b>Previous Character No.</b>	<b>Criteria</b>
Colliery	25	<i>Previous Character Description = Colliery.</i>
Lead/ copper mine	26	<i>Previous Character Description = Lead/ copper mine</i>
Stone quarry	27	<i>Previous Character Description = Stone Quarry.</i>
Brickfield/ clay pit	34	<i>Previous Character Description = Brickfield/ clay Pit</i>
Other industrial/ extractive	39	<i>Previous Character Description = Other industrial/ extractive</i>

#### 6. Military.

<b>Description</b>	<b>Previous Character No.</b>	<b>Criteria</b>
Barracks	28	<i>Previous Character Description = Barracks</i>
Airfield	40	<i>Previous Character Description = Airfield</i>
Ordnance depot	41	<i>Previous Character Description = Ordnance depot</i>

7. Ornamental, parks and recreational.

<b>Description</b>	<b>Previous Character No.</b>	<b>Criteria</b>
Parks and gardens	29	<i>Previous Character Description = Garden/ 'Designed' Landscape</i>
Deer park	30	<i>Previous Character Description = Deer Park</i>
Race course/ sports fields	43	<i>Previous Character Description = Race course OR Sports field</i>
Allotment gardens	42	<i>Previous Character Description = Allotment gardens</i>

8. Settlement.

<b>Description</b>	<b>Previous Character No.</b>	<b>Criteria</b>
Medieval settlement	31	<i>Previous Character Description = Displaced Settlement OR Historic</i>
Historic settlement core	44	<i>Previous Character Description = Historic settlement core</i>
Pre-1880s settlement	32	<i>Previous Character Description = Pre-1880s settlement</i>
Post-1880s settlement	45	<i>Previous Character Description = Post-1880s settlement</i>

9. Orchards.

<b>Description</b>	<b>Previous Character No.</b>	<b>Criteria</b>
Pre-1880s orchard	33	<i>Previous Character Description = Orchard</i>