

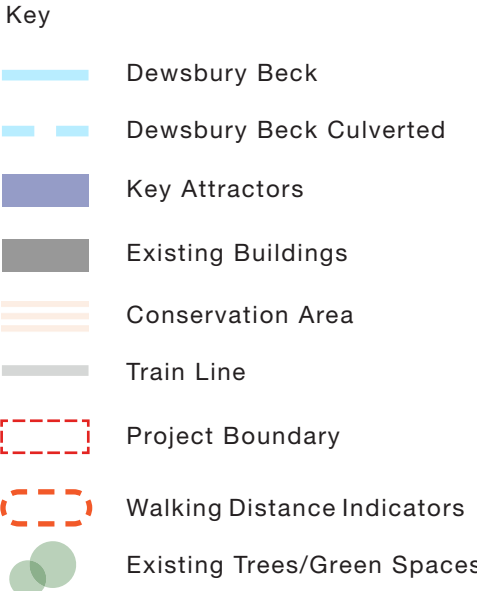
5.0 LANDSCAPE

5.1 THE CONTEXT

Wider Context Diagram

Dewsbury Market holds a crucial place in the town's heritage, and alongside the public space, it will continue to play a pivotal role in the future. Positioned to the North East of Dewsbury train station and to the North of Dewsbury Town Hall, this development is strategically connected to key elements of the town. The site is conveniently located within a ten-minute walk from Dewsbury train station, with access through the Arcade buildings on Foundry Street.

To the south, Dewsbury Town Hall is linked to the site via Foundry Street, serving as the primary access route to the Market site. Situated to the North West, Kirklees College is a vital part of Dewsbury's landscape. The ten-minute walk from the college to the site means the park will be a convenient amenity for students. Beyond the Market site, a mix of residential and mixed-use areas, green spaces, and the River Calder to the South are also within a convenient distance from the market. The central location of the scheme ensures that these convenient walking distances to other places of interest will contribute to the successful activation of the market and park, establishing it as a central hub for Dewsbury. The central location of the scheme means these convenient walking distances, to other places of interest, will support the successful activation of the market and park in being a central hub for Dewsbury.

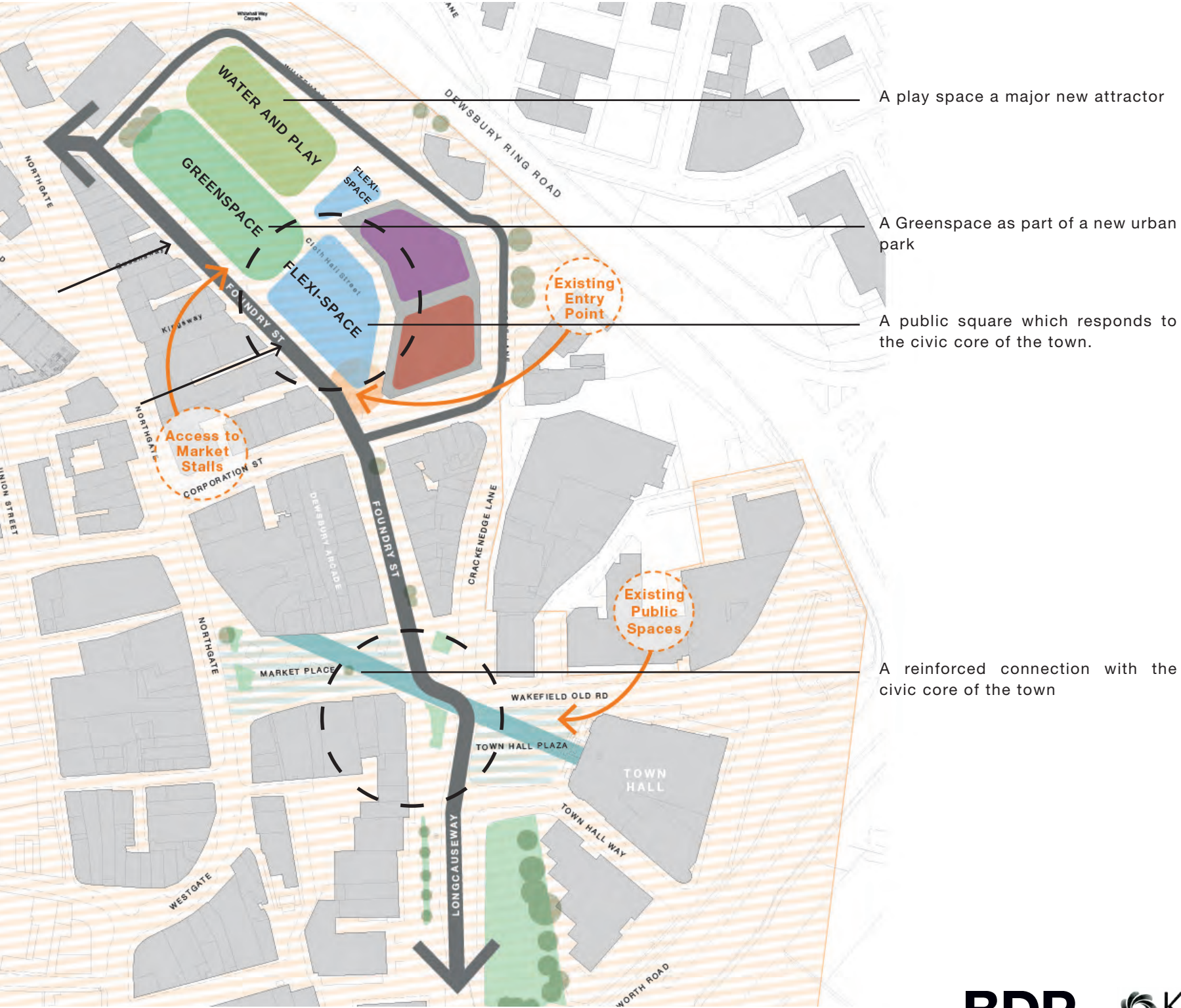
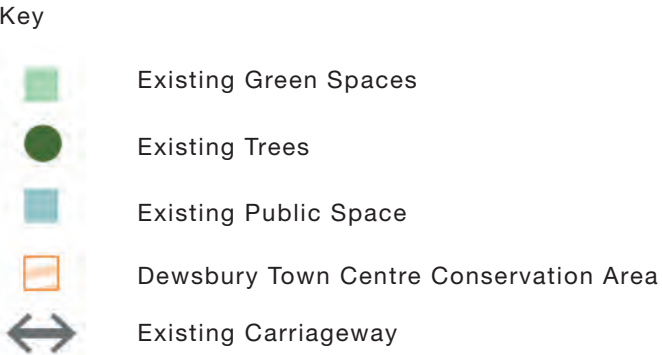


Context Diagram

The scheme and much of the surrounding area sits within the conservation area boundary for the town centre.

A key objective of the public realm is to reinforce connections with the civic core of the town and the space fronting the Town Hall.

Therefore, our scheme must balance its role for the town centre, its response to the urban context, alongside the place requirements set by the brief - such as the provision for play, a space for public events and greenspace as a new urban park for the town.



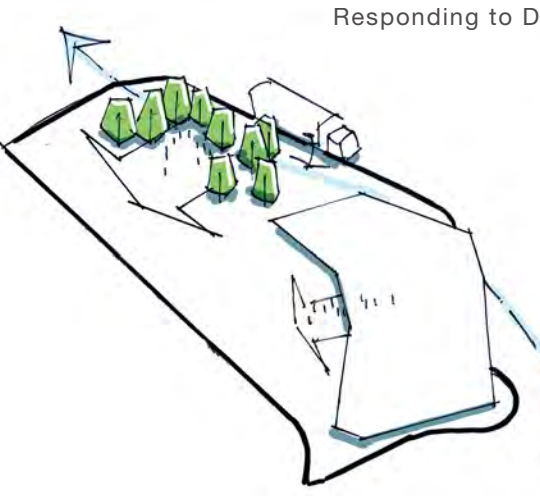
5.2 DESIGN DEVELOPMENT

Re-establish the River

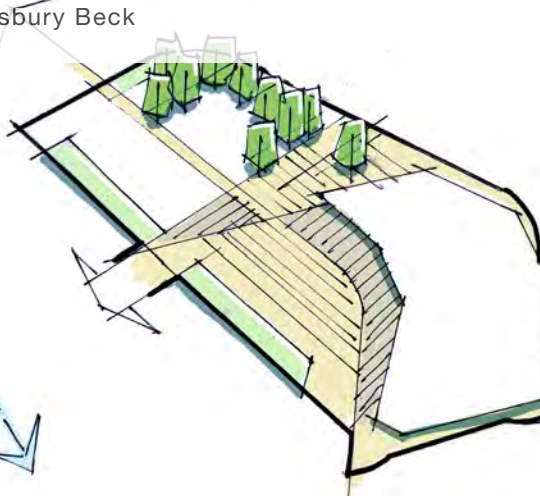
1850's - Map of Dewsbury



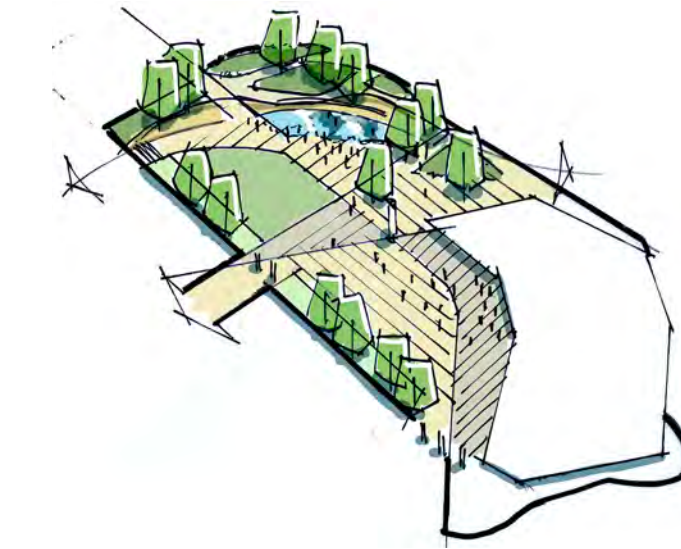
Dewsbury Beck sits along the northern edge of the site. This Beck was culverted in the 19th century and is now hidden beneath the pavement along Whitehall Way.



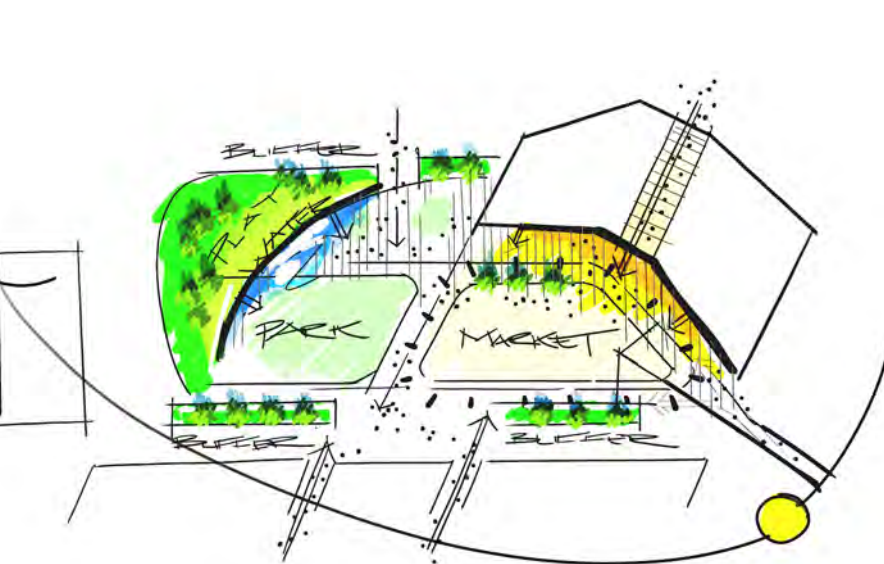
In response to Dewsbury Beck, and to buffer the functional edge of the site, an informal arrangement of tree planting is proposed. This naturalistic landscape is a response to the covered waterway of the Beck.



Using the 'urban grid' as a point of reference, and the key arrival points into site, a patchwork of paving sets a framework for landscape elements to be arranged. This paved patchwork is a reference to the textile heritage of the site.



A playful landscape is created around the edge of the site, using water as reference to the Beck, integrating play, lawn and seating in the sunniest locations.



Considering the sun path route, combining the play and water feature within the north of the site would place these uses in the sunniest part of the space. Placing these uses in this location creates a key attractor at the furthest point from Foundry Street, the aim being to drive footfall through to areas currently under used.



An urban park, responding to the Beck, wraps around the site along Whitehall Way and fronting Machells Mill. This urban park buffers the site from the surrounding public highway, creating a setting for the play space, seating and lawn space, and the new square fronting the market building.



The urban park breaks into a series of sub-spaces where seating areas, play features, a water feature referencing the Beck, are defined.

5.3 COLOUR MASTERPLAN

Illustrative Layout with Market

This concept layout illustrates the initial design for the new park and market space during market trading. The plan illustrates 60 demountable stalls within the Market Square. Key areas/features are as follows;

Key

- ① Market square shown with market stalls
- ② 'The Beck' - play and water feature space
- ③ Activated Edge
- ④ Bollard line
- ⑤ The market building atrium - events and seating
- ⑥ Foundry street paving upgrade and planting
- ⑦ The River Garden - a planted buffer to Whitehall Way
- ⑧ Lawn and seating space
- ⑨ Substation/Store
- ⑩ Water feature Plant room
- ⑪ Proposed sculpture by Artist



Illustrative master plan

5.4 COLOUR MASTERPLAN

Illustrative Layout

This concept layout illustrates the initial design for the new park and market space. This design will be further developed during the next stage. Key areas and features are as follows;

- Key
- ① Market square shown without market stalls
 - ② 'The Beck' - play and water feature space
 - ③ Activated Edge
 - ④ Bollard line
 - ⑤ The market building atrium - events and seating
 - ⑥ Foundry street paving upgrade and planting
 - ⑦ The River Garden - a planted buffer to Whitehall Way
 - ⑧ Lawn and seating space
 - ⑨ Substation/Store
 - ⑩ Water feature Plant room
 - ⑪ Proposed sculpture by Artist



Illustrative master plan

‘Market Square’ - Spatial Uses

The ‘Market Square’ will be framed by places to sit. These seating areas will use a mix of fixed and moveable pieces of street furniture. Outside of trading hours, moveable elements of street furniture will be stored within the market building.



Market Square layout diagram.



View to the Market building entrance from Corporation Street



Bagley Walk, London - A garden space.

5.5 MARKET SQUARE USES

Market Square - Day to Day

The 'Market Square' will be a multi-functional space where a variety of uses and events can occur. The axonometrics below illustrate how the square could be used during a market and a non market day.



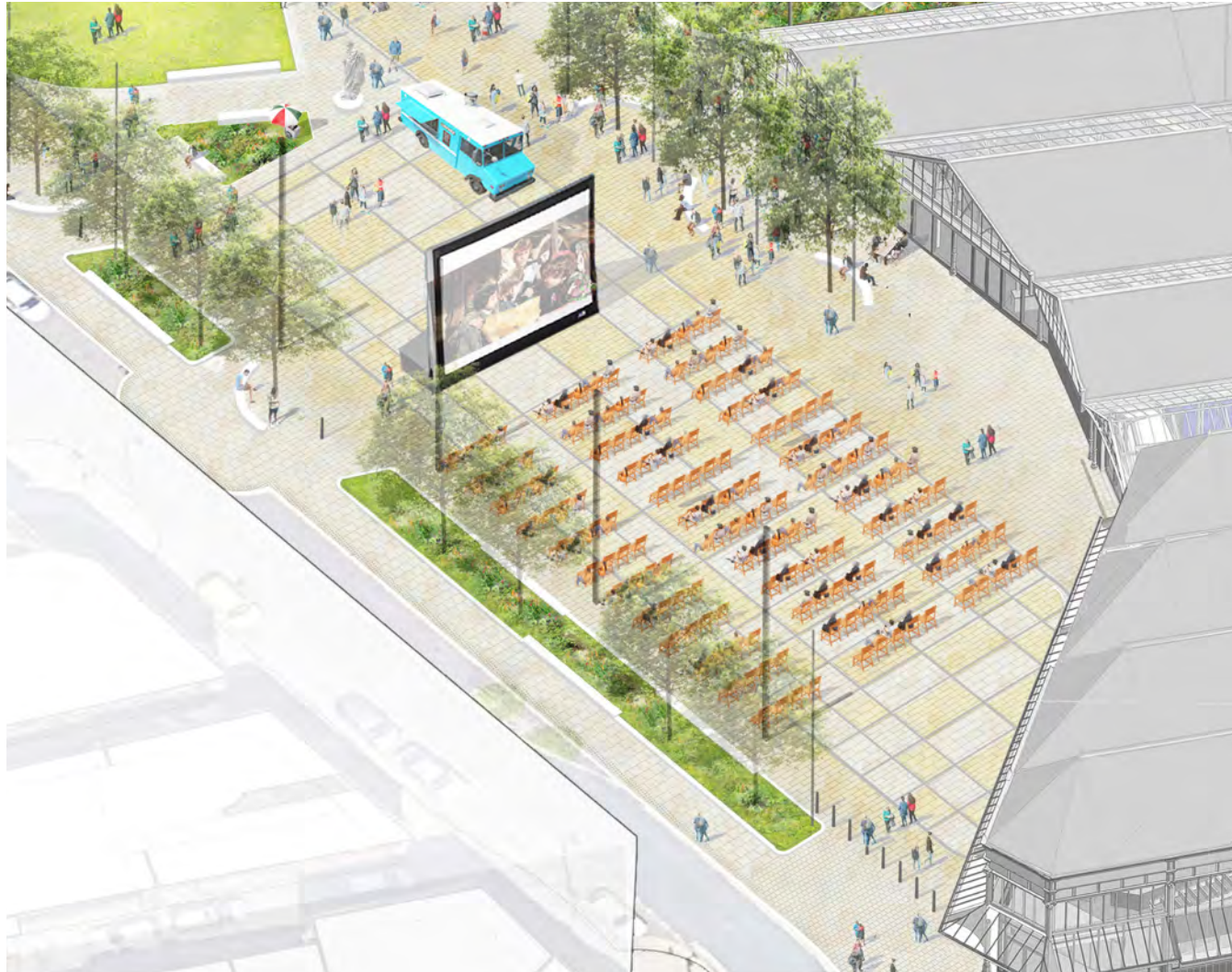
Illustrative axonometric during a temporary market day



Illustrative axonometric of a non market day

Market Square - Events

The axonometrics below visualise how the square could be used for alternative events, such as outdoor cinema screenings or performances.



Illustrative axonometric during an outdoor cinema screening



Illustrative axonometric during a staged event

5.6 ACCESS AND MOVEMENT

Access and Movement

The perimeter of the scheme will be defined through a combination of raised planters, stone benches, low level gates and bollards. This perimeter treatment will control vehicular access into the site through the use of retractable bollards.

Key points of access;

- Maintenance vehicles for the market, and vehicles associated with the market 'set-up', will access the scheme via the dedicated entrance from Whitehall Way.
- Larger vehicles for event set up, such as HGVs and fire tenders, will access the scheme via the dedicated entrance from Foundry street.

Key

- ➡ Vehicular access
- ➡ HGV Vehicular access
- ➡ Pedestrian Routes
- Demountable bollards
- Fixed bollards



Access and Movement diagram

Waste Management

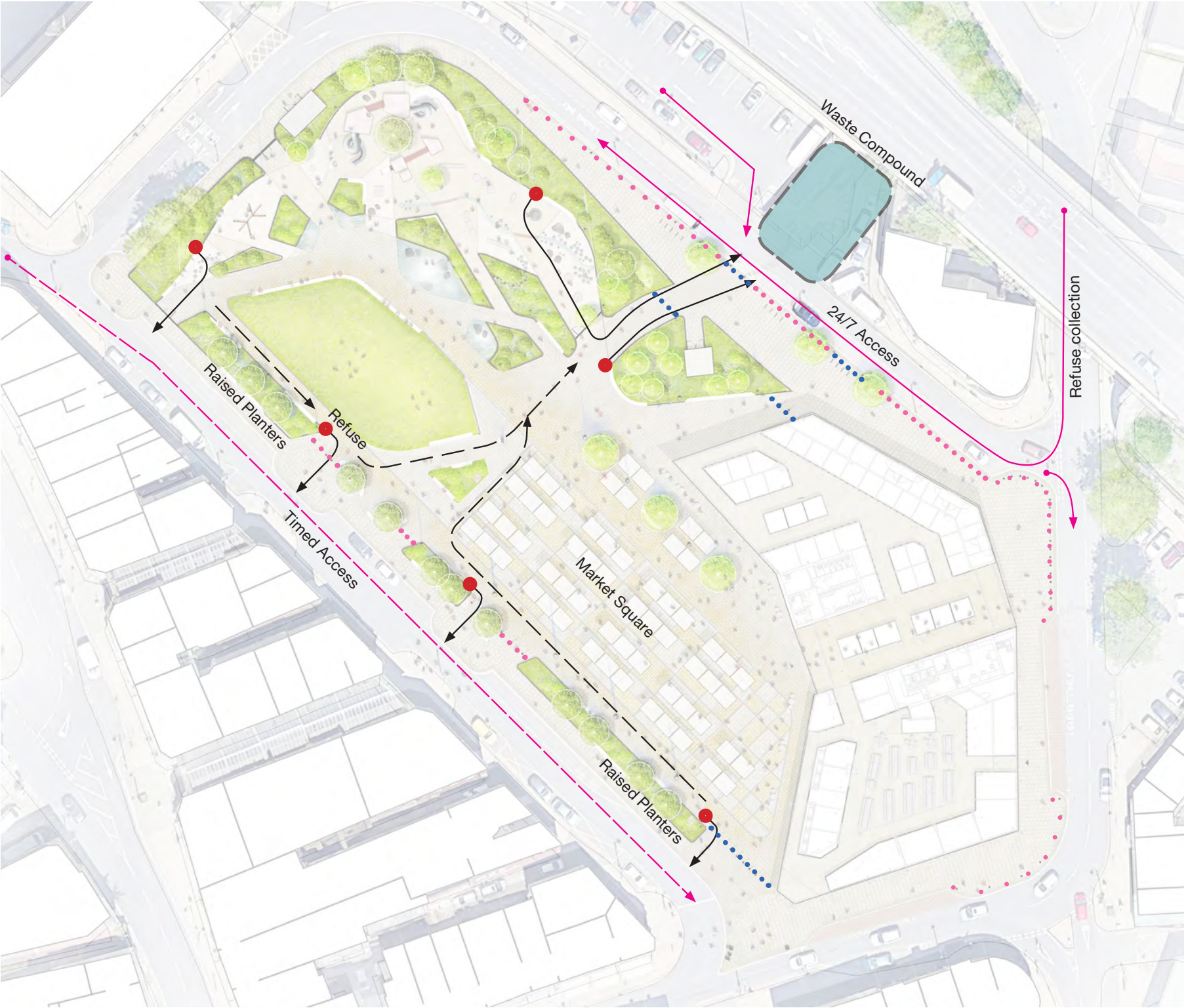
The diagram on the right illustrates the proposed waste management strategy for the scheme. It is expected that market refuse will be managed as it currently is, with waste being stored in the designated waste compound area located to the north of the market. A commercial service provider will handle the collection of this refuse from the compound, with specific details to be finalised in the next phase. The waste compound will be accessible 24/7. In the public realm areas and the play area, refuse bins will be installed and serviced by the council's waste collection team, following the existing protocol. Waste collection access along Foundry Street will be scheduled. Similar to the waste compound, the exact waste management details for the public realm and play area will be determined in the next phase.

Key considerations include:

- The design of waste bins within the scheme will be tailored to complement the space and its conservation area setting.
- The play space and adjacent pathways cannot be mechanically swept; instead, manual sweeping is recommended for these areas.
- The market square will undergo mechanical sweeping after market days and events.

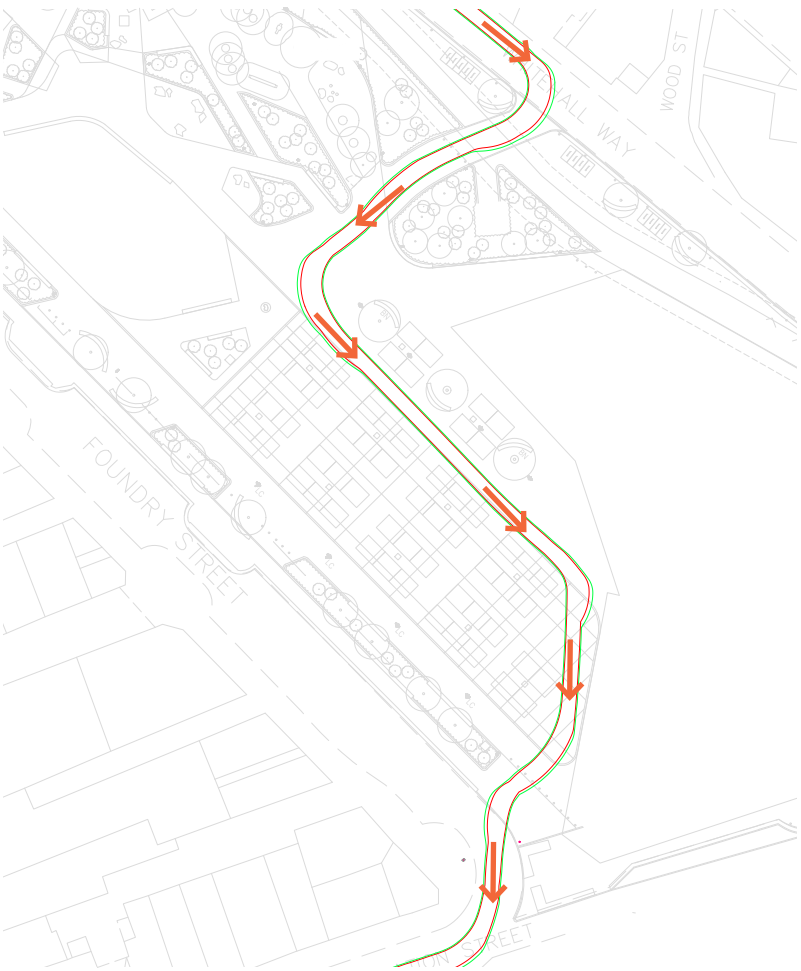
Key

- ➡ Vehicular access
- Bin Location
- ➡ Refuse Collection Routes
- Demountable bollards
- Fixed bollards



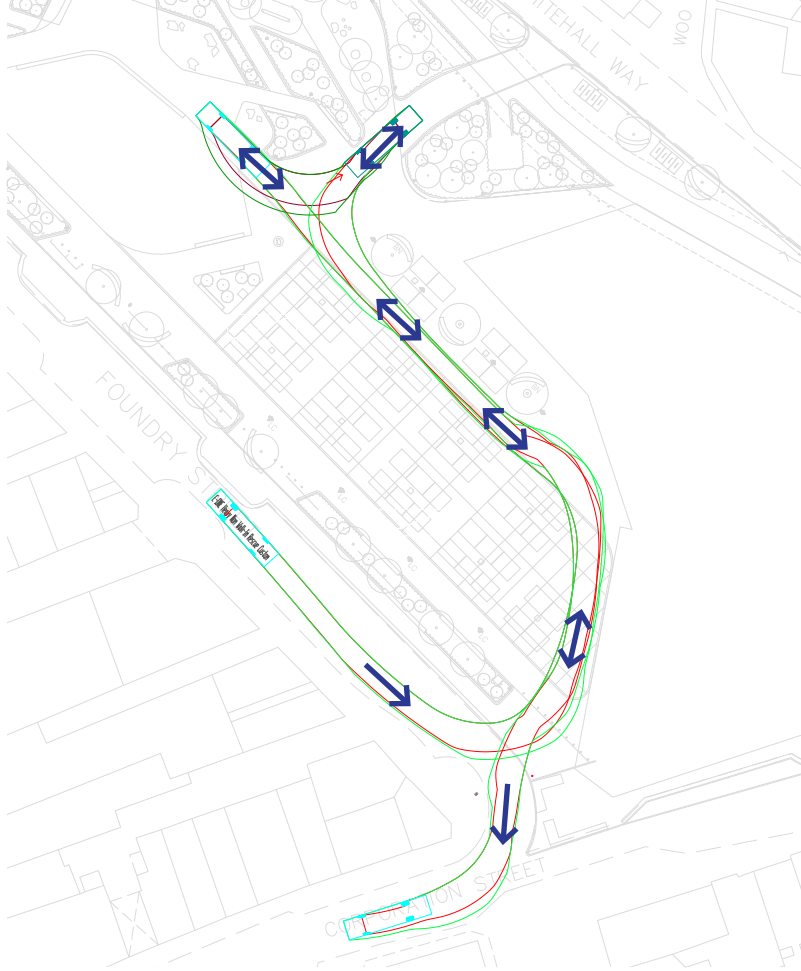
5.7 ACCESS AND MOVEMENT

The tracking drawings below illustrate van/private car, fire tender and HGV access through the site. HGV access would only be necessary when specific events are planned, and will therefore be an infrequent occurrence. During planned events, a banksman will likely guide HGV's into the site. Maintenance vehicles will have 24hr access to the proposed substation, these vehicles are guided over the culvert by the positioning of trees and seating along Whitehall Way. The full scale vehicle tracking drawings are included within the Civil Engineers Appendix.



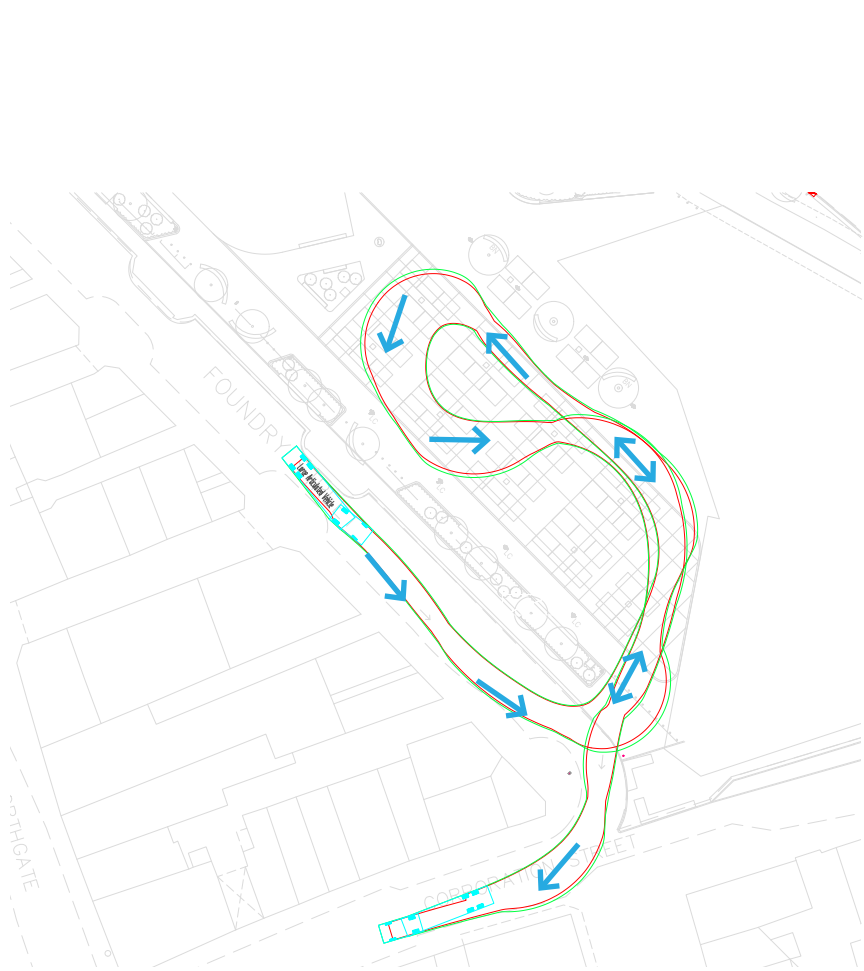
Small Van Tracking (Market Setup)

4.6t Light Van	5.885m
Overall Length	5.885m
Overall Width	2.540m
Overall Body Height	2.540m
Min Body Ground Clearance	0.259m
Track Width	1.765m
Lock to lock time	4.00s
Kerb to Kerb Turning Radius	6.000m



Large Fire Tender Vehicle

Fire Tender	10.998m
Overall Length	10.998m
Overall Width	3.650m
Overall Body Height	3.650m
Min Body Ground Clearance	0.425m
Track Width	2.540m
Lock to lock time	6.00s
Max Wheel Angle	45.00°



HGV Turning Circle (For Large Event Setup)

Large Articulated Vehicle	15.400m
Overall Length	15.400m
Overall Width	3.650m
Overall Body Height	3.650m
Min Body Ground Clearance	0.425m
Track Width	2.540m
Lock to lock time	6.00s
Kerb to Kerb Turning Radius	6.610m

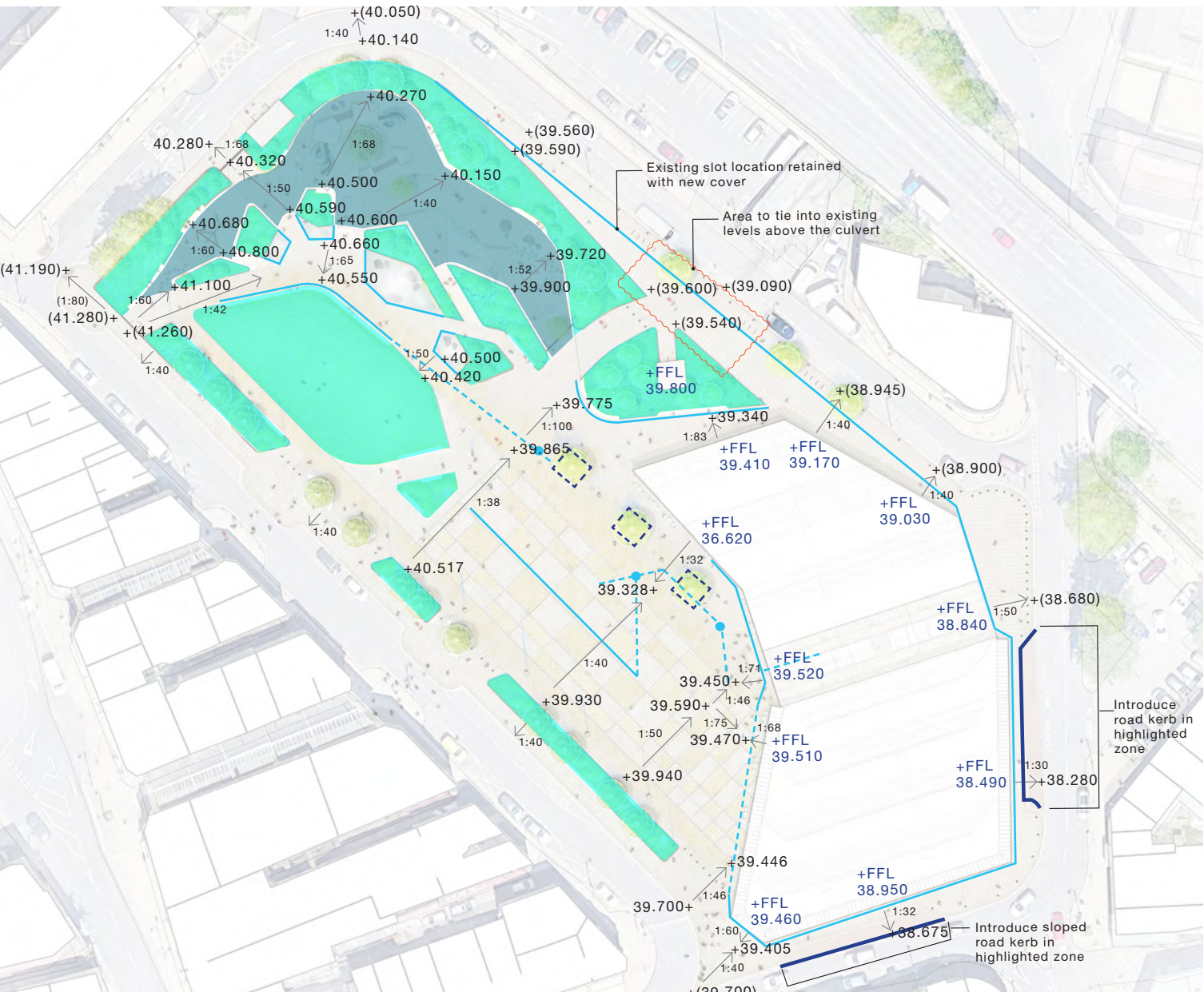
5.8 LEVELS AND DRAINAGE

The adjacent diagram defines the levels in principle across the scheme, as follows. For the specific details of the drainage strategy refer to the civil engineers section:

- The scheme will follow the existing topography surrounding the scheme wherever possible.
- The areas between the building and the highway will have a minimum fall of 1:40 to a maximum fall of 1:30, where possible.
- Within the proposed public realm space the area between the building and the landscape features will have a minimum fall of 1:100 to a maximum fall of 1:30. These gradients will provide a comfortable surface for walking and seating.
- At the perimeter of the scheme existing highway levels will be retained where suitable with 1:40 falls proposed.
- The building entrances are designed to ensure water flows away from the building. A slot drain will be introduced the North-Eastern edge of the building.
- The loading bays along Corporation Street and Crackenedge Lane will be raised to enable 1:30 gradients away from the building entrances.
- Existing slot location retained along Whitehall way - cover replaced to tie in with the newly designed scheme.
- Gradients across the market will be between 1:30 - 1:50.
- The play space will range from a minimum fall of 1:40 to a maximum fall of 1:60.

Key

- Proposed Slot Drain
- Underground connection points
- Approximate proposed manhole locations
- Permeable Surface
- Area with Natural Drainage
- Area of Attenuation (Tree Pits)
- Proposed Levels
- Fall Gradients
- Existing Levels



Illustrative level principles diagram

5.9 BOUNDARY TREATMENT

Boundary Treatments

The proposals for the Dewsbury Market public realm scheme aim to retain the current functioning of the Market building and associated external market space.

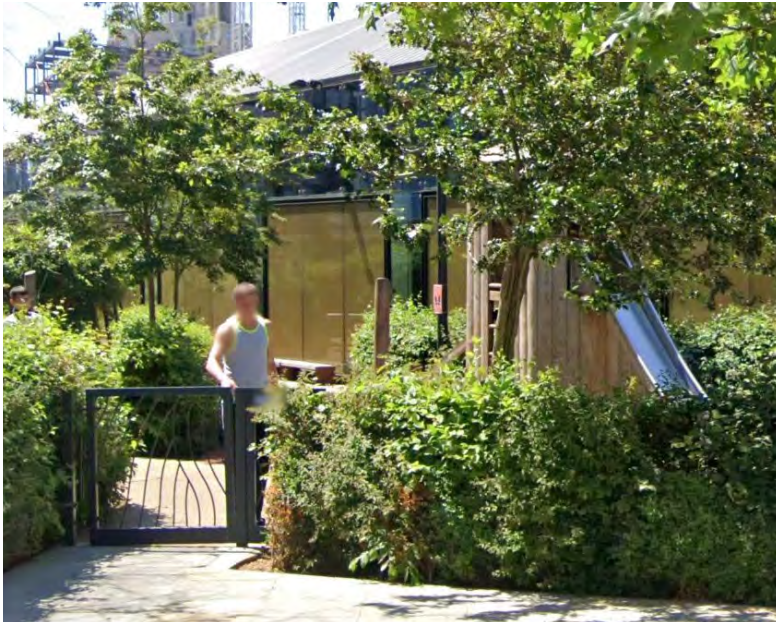
The public realm proposals will be designed in a manner that protects the users of the spaces. A combination of raised planters, bollard lines, gates and stone benches will provide boundary protection to the scheme and whilst ensuring pedestrian permeability. Vehicles accessing the scheme will be controlled as outlined in section 3.8 Access and Movement.

The Design Out Crime Officer (DOCO) requires further consultation at the next design stage to ascertain whether they are comfortable with the level of protection provided within the scheme, to suit the Market and public realmneeds. Additional controls for when events are taking place, such as during trading hours, would also be subject to agreement with the DOCO, Client and Planners.

Accessible Seating

Traditional street furniture can be problematic for both wheelchair users and for those who are visually impaired if not designed correctly. Mobility can also be difficult for those with arthritis, rheumatism and back problems and, therefore, it is important to provide seating with both back and arm rests to the appropriate height and size to accommodate these people.

Guidance on conventional seat heights varies over the range of 440 - 550mm. Armrests are helpful for those with mobility issues and should be placed about 200mm above seat level. A supportive back-rest should be incorporated for at least 50% of the length of the seat. Seat widths are recommended to be a minimum of 500mm. For outdoor seating it is vital that rain water is not allowed to collect on any part of the seat.



Integrated planting and gate
Map Data: Google Earth



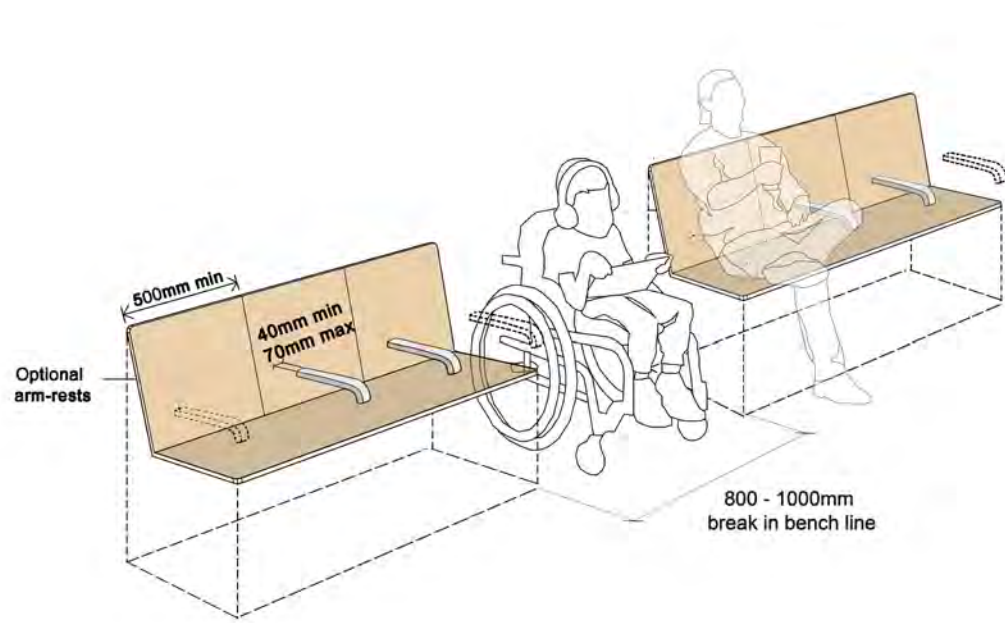
Fixed and demountable bollards
Image by permission - ATG



Spaces can be protected by 800mm high walls.



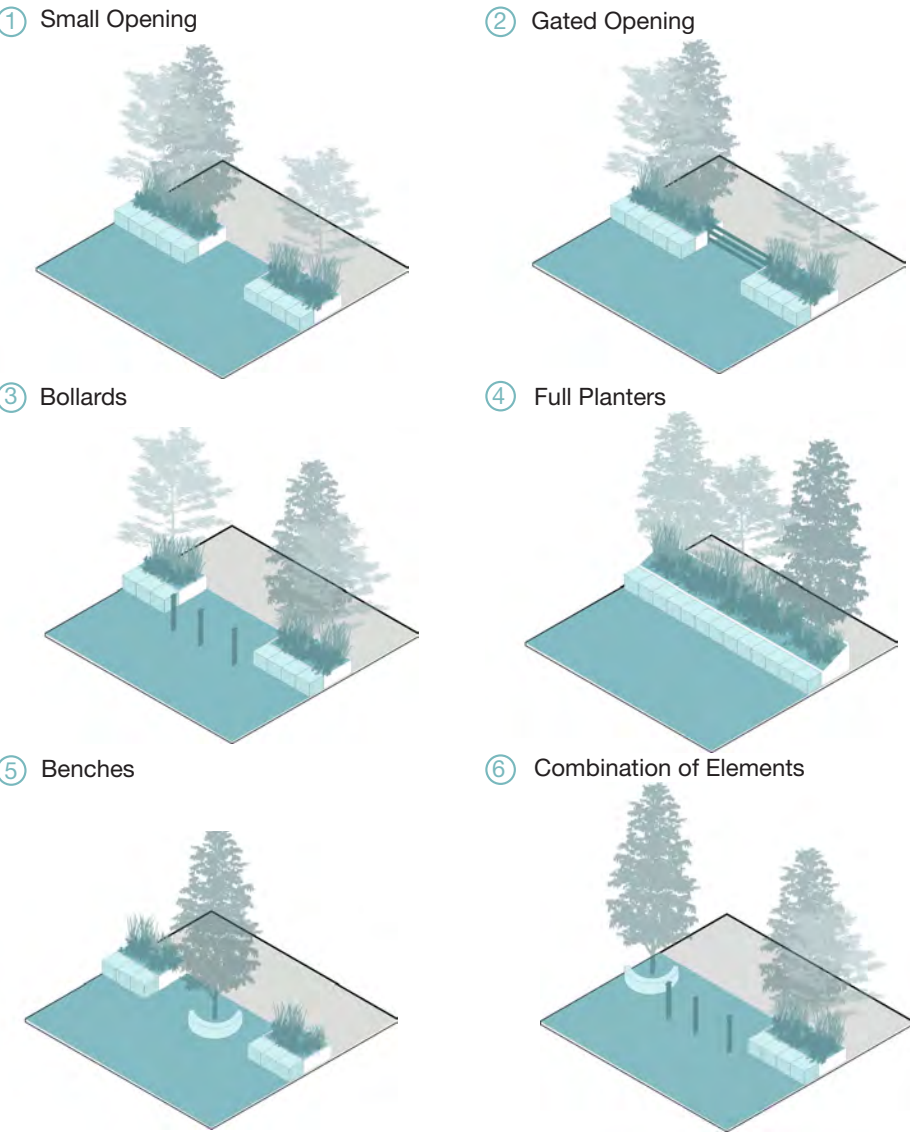
Potential seating style



Accessible seating requirements

Boundary Edges and Security

The perimeter of the scheme will be designed in a manner which allows pedestrian permeability and flow, whilst also providing a green approach and frontage to the spaces. The adjacent diagram and imagery below define the various boundary edge types that will be present within the scheme.



Boundary edge location diagram

5.10 SITE SECTIONS

Cloth Hall Street Elevation

The section below details the boundary treatment along this key elevation of the scheme.



Section B - B'



Raised Planter with Seating Edges Raised Planters with Seating Sculpture Seating and Trees Outdoor Market Space

Foundry Street Elevation

The section below details the boundary treatment along this key elevation of the scheme.



Section A - A'



Raised planter with stone bench Curved stone benches Raised planter with stone bench Curved stone benches Raised planter with stone bench

5.11 SITE WIDE PRINCIPLES

Utilities Overlay

The adjacent diagram indicates the location of the existing utilities (both those that will remain and those that will be rerouted). As shown, any potential tree planting avoids key areas with utilities whilst still creating a green space.

The proposed electrical services to be implemented in conjunction with the design proposals are as follows.

Water

Water connections will be provided as part of the scheme. These water connections will be positioned at the next design stage. A cat 5 break tank would be required within an enclosure. This is due to the existing supply being 'non-domestic'.

Electrical Outlets

Power supplies for market stalls and similar events will be provided, locations and numbers to be defined, across the site. At each location 2 no. 16A SP+N 'Commando' type socket outlets will be provided. A larger 125A TP+N supply will be provided within one of the planters, this supply will support the requirements for larger events. All supplies will be located within suitable enclosures.

Data Services

It is currently assumed that no public WiFi is required within the space. No data connections are planned to be provided to the stage or concessions.

Key

- Proposed Trees
- Electric (Retained)
- Electric (to be Rerouted, closed off or capped)
- Gas (Retained)
- Gas (to be Rerouted, closed off or capped)
- BT (Retained)
- BT (to be Rerouted, closed off or capped)
- Water
- Fibre Optic (Retained)
- Fibre Optic (to be Rerouted, closed off or capped)
- Foul Drainage
- Unknown



Illustrative Utilities Overlay diagram

Easement Overlay

Running through the site is both the culverted Dewsbury Beck, a key water pipe and main sewer. All of the above have a required easement associated with them. The adjacent diagram indicates the location of these easements and how these relate to proposed tree planting.

Key

- Proposed Trees
- Sewer Pipe
- Sewer Pipe Easement - no build/structure within 3.5m either side of pipe. No trees to be positioned within 5m of sewer.
- Water Pipe
- Water Pipe Easement - no build/structure within 3m either side of the pipe.
- Dewsbury Beck
- Dewsbury Beck Culvert- no Trees or structures to be located within 1.75m of the culverted river.



Illustrative Easement Diagram

5.12 A PLACE OF MAKING - 'THE BECK AND MILL TO SHODDY AND MARKET'

A Place of Making

Cloth Hall Mills were often built near water. The textile manufacturing process often required large quantities of water for the washing, dyeing, and finishing of fabrics. Mills near water sources could readily access the water needed for these processes, which was crucial for maintaining production efficiency. Due to this, during the 18th and 19th centuries, mills and foundries emerged along Dewsbury Beck, diversifying Dewsbury's industrial landscape and connecting the town to a broader network of trade and commerce. Dewsbury Beck, whilst unremarkable today, played a pivotal role in Dewsbury's history.

The landscape design reinterprets this history, guiding visitors through a journey that honours the town's industrial past. A play space, inspired by textile machinery, offers an interactive experience, celebrating the innovation of the mills and foundries. A central water feature reflects the significance of Dewsbury Beck which supported the industrial expansion of the town. Whilst the design of the paving and street furniture reflects the textures of finished fabrics; these elements of place making patterns not only pay homage to historical textiles but also celebrate the towns multiculturalism. The designs intended to mirror Dewsbury's cultural tapestry, creating a blend of colours and textures that showcase the town's rich diversity. This landscape design serves as a visual cue to Dewsbury's layered identity, offering an inclusive public space where the threads of history and multiculturalism come together.

THE BECK



THE MILL



THE SHODDY



THE MARKET



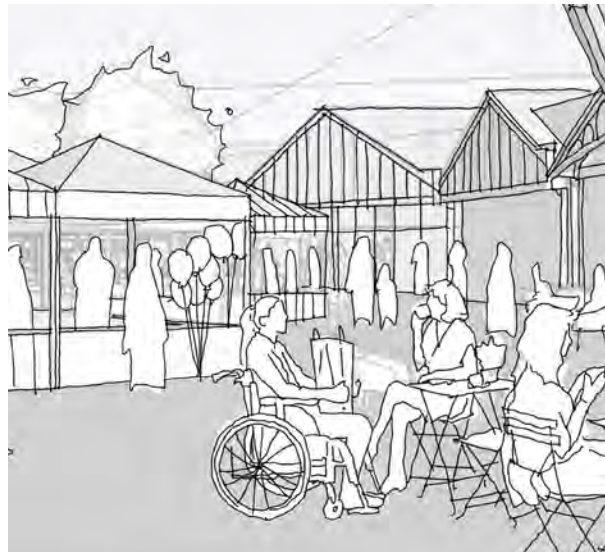
THE WATER



THE MACHINERY



THE WEAVE



THE COMMUNITY

THE JOURNEY - A PLACE OF MAKING

THE MACHINERY



Image by permission - Timberplay

THE COMMUNITY



The landscape design provides a new interpretation or perspective on Dewsbury's history, industrial past and cultural heritage. This reinterpretation invites visitors on a historical and cultural journey through the public realm.

To the north of the site, the play space, inspired by textile machinery, will create an interactive landscape which celebrates the ingenuity of the mills and foundries which once defined Dewsbury, a tribute to the industrial progress which shaped the town's identity.

At the heart of the design, a focal water feature implies a nuanced understanding of the significance of Dewsbury Beck, the watercourse which, in part, supported the town's industrial expansion.

Adjacent to the market building and within the market square, the paving and street furniture design will celebrate the textures and patterns of fabrics which symbolising the diversity found within the Dewsbury community today. The patterns become a visual representation of the town's cultural tapestry, and Dewsbury's layered identity.



THE WATER



THE WEAVE

5.13 PLACEMAKING - PLAY AND PLACE

Play and Place

The play space within the scheme is a key component of the design, it will animate the site on a daily basis and broaden the appeal of market to a more diverse age range.

The concept for the play space is influenced by the history of Machells Mill, currently a residential building adjacent to the site. Cloth Hall Mills which became Machells Mill, was a key shoddy and mungo manufacturer in the 19th century.



Dewsbury has been producing wool since the middle ages and has a significant historic connection with the textiles industry. 19th Century Dewsbury was an important centre for 'shoddy and mungo' cloth making.



The scheme proposes a water feature design which references Dewsbury Beck.

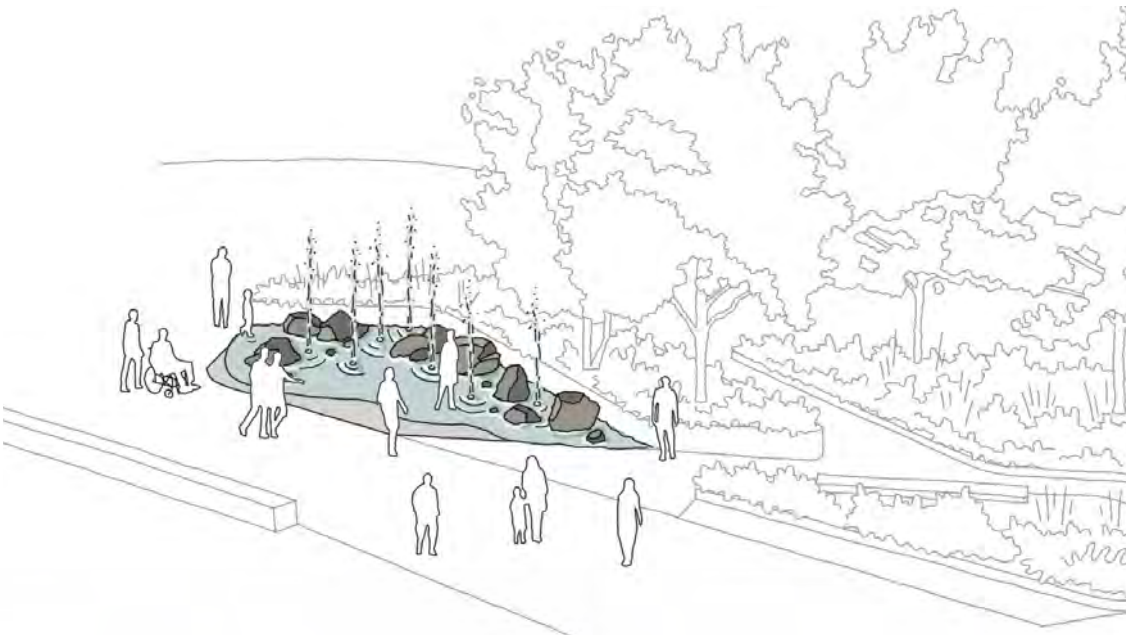


Kirklees Council outlines the 10 key features that create a successful playspace.

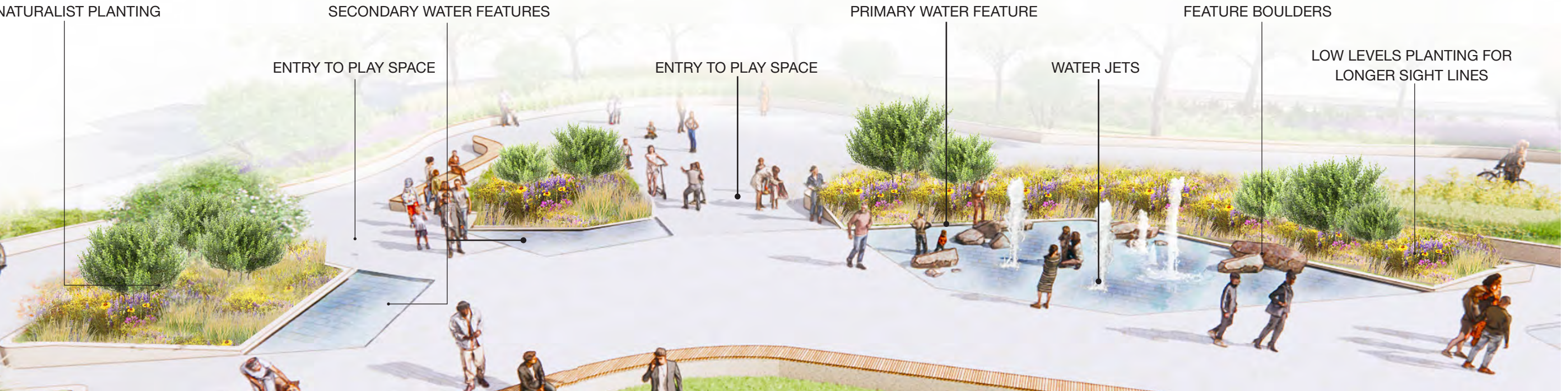


Play and Inclusive Design - Water Feature Option

The plan and sketch illustrations below define the main water feature area. The water feature will be comprised of a series of natural stone boulders with low water jets. The edges of the water feature will be softened by naturalistic planting and specimen trees and shrubs. The water feature will be defined in more detail during the next stage of design.



Water feature sketch plan view. The Water feature is approximately 5m wide at its widest point and approximately 14m in length.



Water feature concept view.

5.14 PLAYSPACE DEVELOPMENT

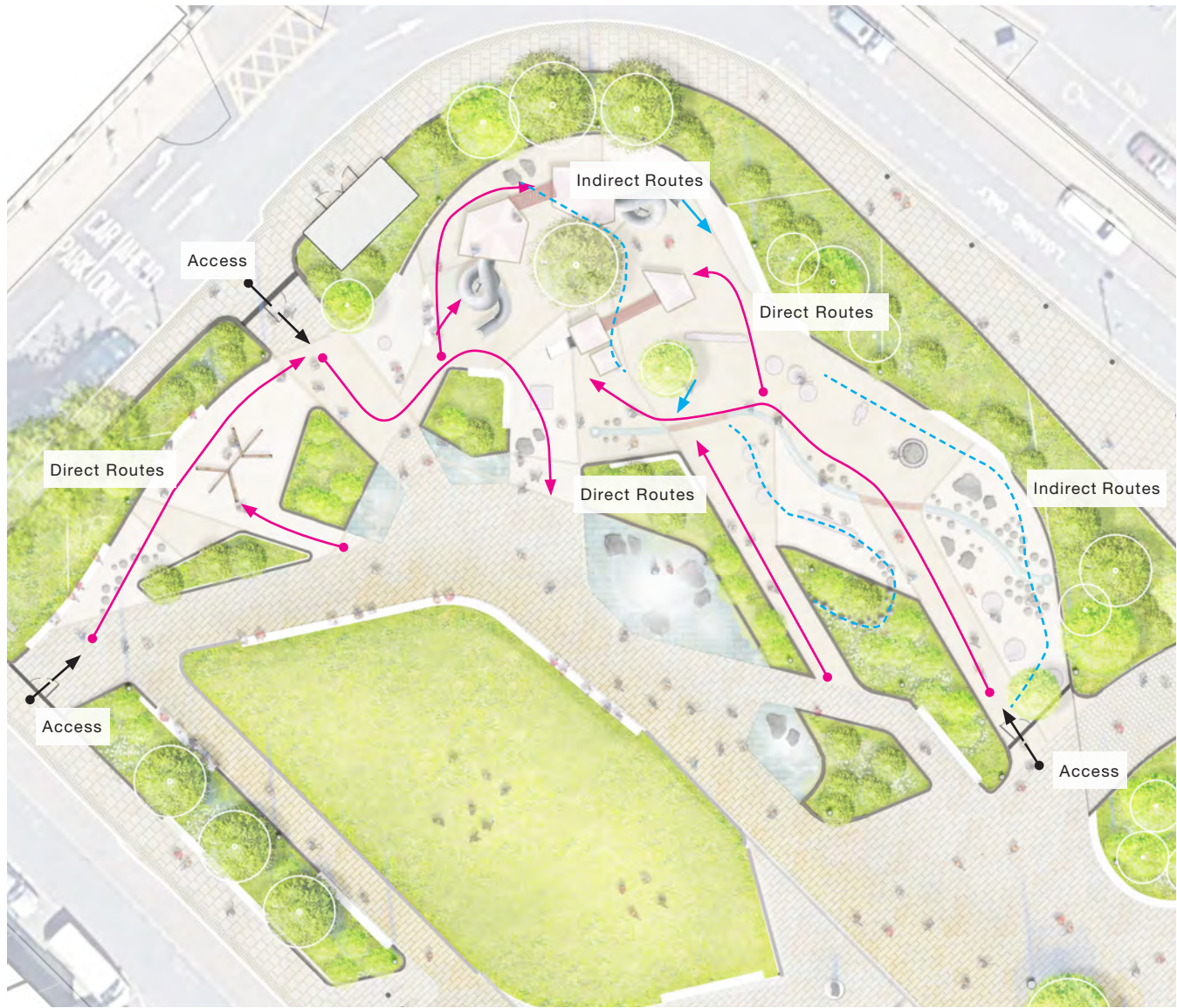
A Central Water Feature

A water feature of pools and rills to relate to the river.



Informal Routes

Allows children to create their own routes through the space and create their own play.



5.15 SPATIAL STUDY

Spaces for All Ages

Informally dividing the space into different age groups and ensuring good visibility for parents and care givers.



Spatial Comparison

The diagram below overlays the existing Pounds Park in Sheffield on the play area site in Dewsbury.

