

Viewpoint/Site/Area Reference:

Date/Time:

Photograph:	270° - 360°	90° - 270°	< 90°	Single (forward)	Single (backward)	Zoom			
Views Out (distance):	N:	S:	E:	W:	<u>S</u> hort (<250m)	<u>M</u> ed (250m - 1km)	Long (>1km)		
Views in:	Viewer Types	N: Pub Priv		S: Pub Priv		E: Pub Priv		W: Pub Priv	
	Numbers	N: Pub: Priv:	S: Pub: Priv:	E: Pub: Priv:	W: Pub: Priv:	0	<u>L</u> ow (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasonal visibility:									
Site visual amenity:					Locality visual amenity:				
Scope to mitigate views:	Short term:			Medium term:			Long term:		

Gradients:	V. Gentle - Flat (<1:50)			Gentle (c.1:25)			Fairly Steep (c.1:10)			Steep (c.1:5)			Very Steep (c.1:2)		Sheer (>1:1)	
Geomorphology:	Plain	Plateau	Rolling lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valley	U shaped Valley	Floodplain	Estuary	Mountains	Other		
Prominent landmarks:	Site:		Positive:						Negative:							
	Visible nearby:		Positive:						Negative:							
Boundary types:	Site:								Locality:							
Boundary pattern:	Rectilinear	Organic	Other/comment:						Land parcel size:	Large (>5ha)	Med (1-5ha)	Small (<1ha)				

Settlement Pattern:	Linear	Nucleated	Disperse	Planned	Organic	Open	Hamlet	Village	Town	City	Suburbia	Urban fringe	
Site-settlement relationship:	Immediately adjacent natural extension			Very close minimal separation			Near but clear separation			Limited association to settlements		Distant association (visual) only	
Building Types/Styles/Age:	Commercial/Offices:		Industrial:	Retail:	Farmstead:		Barns:		Religious:		Other:		
	Detached:		Semi-Det:		Terraced			Bungalow:		Flats:		Skyscraper:	
Transport:	Motorways	Dual Carriage	Major road	Minor road	Small Lane	Rail	Other/comment:						

State of Repair:	Good / Intact / Well maintained: S L			OK / Fairly intact / Some maintenance: S L			Poor / Disrepair / Minimal maintenance: S L								
Maturity:	Full maturity: S L			Middle-aged: S L			Young - established: S L			Very young: S L					
Scale:	Intimate			Small			Medium			Large			Expansive		
Enclosure/openness:	Very confined			Quite enclosed			Partial enclosure/openness			Quite open			Exposed		
Diversity:	Uniform			Simple			Quite Diverse			Complex			Comments:		
Texture:	Smooth			Textured			Rough			Very rough					
Colour:	Monochrome			Muted			Colourful			Garish					
Balance:	Harmonious			Fairly balanced			Discordant			Chaotic					
Security:	Comfortable			Safe			Unsettling			Threatening					
Stimulus:	Boring			Bland			Interesting			Invigorating					
Noise (positive):	Birds	Water	Other/comment:				Noise (negative):	Other/comment:							
Lighting:	None nearby			Some nearby			Some within site			Site & area lit			Heavily lit		
Wild/remoteness:	Remote / no people			Minor disturbance			Some on-site disturbance			Heavy disturbance / people presence					
Tranquillity:	High			Medium			Low								
Access in site area:	Promoted open recreation		Open general access		Permissive general access		PROW route access		Permissive paths		Informal access		No access		
Characteristics:	Desirable:		Locality:				Site:								
	Non-desirable:		Locality:				Site:								
Landscape Quality	Highly representative: S L			Mainly representative / minor detractions: S L			Equal representative / non-rep: S L			Weakly representative/ degraded: S L					

Site Reference:

Location:

Comments

Visual:

Comments

Landscape:

S = site, L = locality

Land Use / Cover:

	Level 1:	Level 2:	Level 3:				Level 4:				
Site - Primary:											
Site - Secondary:											
Locality - Primary:											
Locality -Secondary:											

Desk study:

Local Character Area:											
Green Belt:						Assessed Effect on Green Belt:					
Statutory landscape designation:											
Local Landscape designation:	Within:							Adjacent to?			
Previous Use:	Brownfield					Greenfield					
Other:											

Assessment:

Landscape and Settlement Character Sensitivity:											
Reasoning:											
Visual Sensitivity:											
Reasoning:											
Resultant Overall Landscape Sensitivity:											
Additional comments:											

Landscape Value:											
Reasoning:											
Landscape Capacity:											
Additional comments:											

Overall Landscape Sensitivity Categories

Landscape & Settlement Character Sensitivity	High	High	High	High
	Medium	Medium	Medium	High
	Low	Low	Medium	High
	Low	Medium	High	
Visual Sensitivity				

Landscape Capacity Categories

Overall Landscape Sensitivity	High	Medium	Low - Medium	Low
	Medium	Medium - High	Medium	Low - Medium
	Low	High	Medium - High	Medium
	Low	Medium	High	
Landscape Value				

A – Woodland (>5m tall)

Level 2 options – 1. Broadleaved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadleaved – Wet 5. Parkland (scattered trees and grassy areas)	Level 3 options – 1. Mixed aged or semi-natural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (5-10m, open canopy)	Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer 6. Sparse field layer 7. Grazed (moderate to heavy) 8. Lightly grazed 9. Dead wood present 10. Dead wood absent
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F – Human Sites

Level 2 options: 1. Urban 2. Suburban / urban fringe 3. Rural	Level 3 options – 1. Building 2. Gardens 3. Municipal parks/grass/golf courses/recreational areas 4. Sewage works 'urban' 5. Roads 6. Railways 7. Other 8. Rubbish tip/scraps	Level 4 options – 1. Industrial/ commercial 2. Residential 3. Well-wooded 4. Not well-wooded 5. Area of large gardens 6. Area of medium gardens 7. Area of small gardens 8. Retail 9. Disused/derelict 10. Other
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B – Scrubland (include young woodland <5m tall)

Level 2 options – 1. Regenerating natural or semi-natural woodland 2. Downland (chalk) 3. Heath scrub 4. Coppice (<3m) 5. New plantation 6. Clear-felled 7. Other	Level 3 options – 1. Broadleaved 2. Coniferous 3. Mixed 4. Broadleaved swamp scrub 5. Coniferous swamp scrub 6. Mixed swamp scrub	Level 4 options – 1. Predominantly tall (3-5m) 2. Predominantly low (1-3m) 3. Dense shrub layer 4. Moderate shrub layer 5. Sparse shrub layer 6. Extensive bracken 7. Dense field layer 8. Moderate field layer 9. Sparse field layer 10. Grazed (moderate to heavy)
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G – Waterbodies (freshwater)

Level 2 options – 1. Pond (less than 50m ²) 2. Small waterbody (50-450m ²) 3. Lake/unlined reservoir 4. Lined reservoir 5. Gravel/sand pit 6. Stream (<3m wide) 7. River (>3m wide) 8. Ditch with water (<2m wide) 9. Small canal (2-5m wide) 10. Large canal (>5m wide)	Level 3 options – 1. Undisturbed/disused 2. Water sports (sailing, etc.) 3. Angling (coarse/game) 4. Coarse angling 5. Game fishing 6. Industrial activity 7. Sewage processing 'rural'	Level 4 options – 1. Eutrophic (green water) 2. Oligotrophic clear (water, few weeds) 3. Dystrophic (black water) 4. Marl (clear water, large water-weeds) 5. Slow-medium running 6. Fast-running
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C – Semi-natural grassland/marsh

Level 2 options – 1. Chalk downland 2. Grass moor (unenclosed) 3. Grass moor mixed with heather (unenclosed) 4. Machair 5. Other dry grassland 6. Water-meadow/grazing marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary (wall, ditch, etc.) 5. Isolated group of trees 6. No field boundary 7. Montane	Level 4 options – 11. Ungrazed 12. Cattle 13. Sheep 14. Horses 15. Rabbits 16. Deer 17. Others grazers 18. Extensive bracken 19. Hay
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H – Coastal

Level 2 options – 1. Marine – open shore 2. Marine shore – inlet/cove/loch 3. Estuarine 4. Brackish lagoon 5. Open sea	Level 3 options – 1. Mud/silt 2. Sand 3. Shingle 4. Rocky 5. Fully vegetated 6. Sparse/medium vegetation 7. Inter-tidal 8. Below low-water mark	Level 4 options – 1. Cliff – vertical/steeply sloping 2. Dune 3. Flat/gently sloping 4. Small island 5. Spit 6. Dune slack 7. Sloping ground
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D – Heathland and Bogs

Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	Level 3 options – 1. Montane 2. Raised bog 3. Valley/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall
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I – Inland Rock

Level 2 options – 1. Cliff 2. Scree/boulder slope 3. Limestone 4. Other rock outcrop 5. Quarry 6. Mine/spoil/slag heap 7. Cave	Level 3 options – 1. Active 2. Disused 3. Montane 4. Non-montane 5. Climbers/walkers etc.	Level 4 options – 1. Bare rock 2. Low vegetation (mosses, liverworts, etc.) 3. Grasses present 4. Scrub present
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E – Farmland

Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tillage land 4. Tilled land 5. Orchard 6. Other farming 7. Market garden	Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing 11. Woodland boundary	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass 11. Farm Building 12. Recently sown
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J – Miscellaneous

Site Reference: