



KEY:

- 1 Contour Buildings intervals
- 2 Scheduled Ancient Monuments
- 3 Scheduled Ancient Monuments
- 4 Archaeological Sites
- 5 Demolished Buildings
- 6 Urban Area

Urban Area

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17 Historic Parishes

9 Conservation Areas

11 Areas Protected by other Policies

14

15

10 Areas of Planned Development

12 Recorded Monuments:

- (Agricultural)
- (Burial)
- (Communication)
- (Defensive)
- (Entertainment)
- (Industrial)
- (Occupation)
- (Parkland)
- (Religious)
- (Trade)
- (Unclassified)

13 Urban Forms:

CAD INFO

- 1 layers = CONTOURS (pline) colour = 9 linetype = dot
CONT-NOS (nos) colour = cyan height = 5 width factor = .75
- 2 layer = RIVERS (pline, hatch and text) colour = 132
hatch pattern = ansi32 scale .5 height = 6 width factor = .75
- 3 layers = L-BUILDING (buildings) colour = green
LBNOS (smr nos) colour = cyan height = 6 width factor = .75
- 4 layers = BUILDINGS (pline) colour = 140
BUILDNOS (smr nos) colour = cyan height = 6 width factor = .75
- 5 layers = Demolished (pline) colour = 5 linetype = dashed2
DEMOLNOS (smrnos) colour = cyan height = 6 width factor = .75
- 6 layers = SITES (pline) colour = yellow
SITENOS (smr nos) colour = cyan height = 6 width factor = .75
- 7 layers = SITES(point) colour = yellow
SITENOS (smr nos) colour = cyan height = 6 width factor = .75
- 8 layers = scheduled-mons (pline) colour = 30
SMNOS (monument nos) colour = cyan height = 6 width factor = .75
- 9 layers = CONSERVATION (pline and numbers) colour = 2 linetype = divide
- 10 layer = Planned development (pline and text) colour 1 linetype = divide2
- 11 layer = Protection (pline and text) colour = 8 linetype = divide2
- 17 layer = Parishes (pline) colour = 2 linetype = dot

- 12 layers =
MONS_R = Roman Monuments colour = 7 MONS_RNO = Roman Monument numbers colour = cyan
MONS_S = Saxon Monuments colour = 7 MONS_SNO = Saxon monuments numbers colour = cyan
MONS_M = Medieval Monuments colour = 7 MONS_MNO = Medieval Monument numbers colour = cyan
MONS_P = Post-Medieval Monuments colour = 7 MONS_PNO = Post-medieval Monument numbers colour = cyan

- 13 layers = FORM_R Roman Urban Form colour = 9 linetype = dashdot FORM_RNO = Roman Urban Form numbers colour = cyan
layers = FORM_S Saxon Urban Form colour = 11 linetype = dashdot FORM_SNO = Saxon Urban Form numbers colour = cyan
layers = FORM_M Medieval Urban Form colour = 13 linetype = dashdot FORM_MNO Medieval Urban Form Numbers colour = cyan
layers = FORM_P Post-medieval Urban Form colour = 14 linetype = dashdot FORM_PNO Post-medieval Urban Form Numbers colour = cyan

- 14 layer = Development colour = 14 linetype = continuous
- 15 layer = Cellarage (pline) colour = 8 linetype = continuous

- 16 layer = Urban Area (pline) colour = 1 linetype = border2