



KEY:



- 12 Recorded Monuments:
 - (Administration)
 - (Agricultural)
 - (Burial)
 - (Communication)
 - (Defensive)
 - (Entertainment)
 - (Industrial)
 - (Occupation)
 - (Parkland)
 - (Religious)
 - (Trade)
 - (Unclassified)
- 13 Urban Forms:
 - Historic Parishes
 - Conservation Areas
 - Areas Protected by other Policies
 - Areas of Planned Development

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CAD INFO

- 1 layers = CONTOURS (pline) colour = 9 linetype = dot¹³
CONT-MOS (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
LBNDOS (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 (smnos) 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 layers = Planneddevelopment (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 = 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

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