

A narrow lane following the edge of the town's medieval burgage plots

The medieval lane ran between the centre of the High Street to St Mary's Square. In the late 18th-century, the northern half ran between gardens, and its southern half between yards, and in the late 19th

century between the stables and brewery buildings of the White Hart



View of Church Lane

SIGNIFICANT

General Overview

Much of the land adjacent to the lane is occupied by car parks and service yards. Within the yards there is modern residential development

Townscape Elements

At the northern end are close views of the vestry and chancel of St Mary's church behind railings which end in a significant caged gate pier against Turner Hall. The lane is confined by buildings at its north end between the church and cottages. While tightly enclosed at its south end, the historic building line has been breached and the enclosure fragmented.

Generally two storey buildings set in a low density landscape.

Streetscape Enhancement

To be added if appropriate after public consultation.

Open Spaces

On the east side is a grave yard encircled by railings, containing fine monuments and having good views of the back of buildings in Wellington Street. The car park and White Hart Yard are neutral areas.

Landscape Enhancement

There are opportunities for surface improvements and streetscape enhancements in the yards and car parks visible from the Lane.

Archaeology

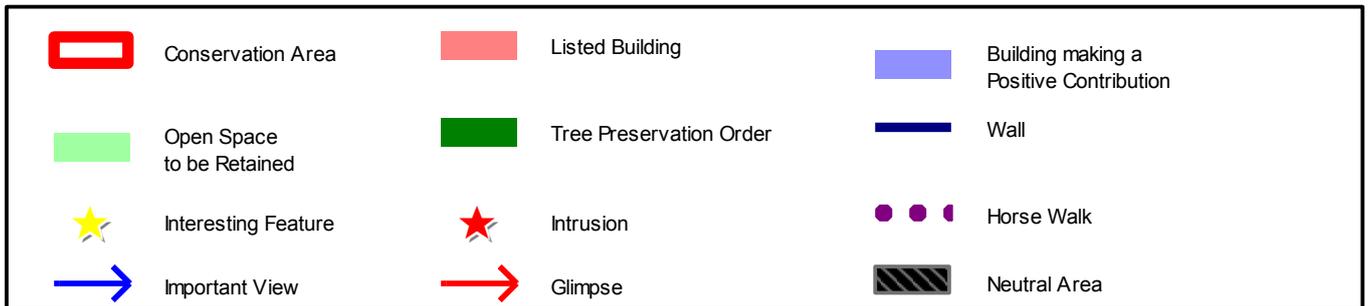
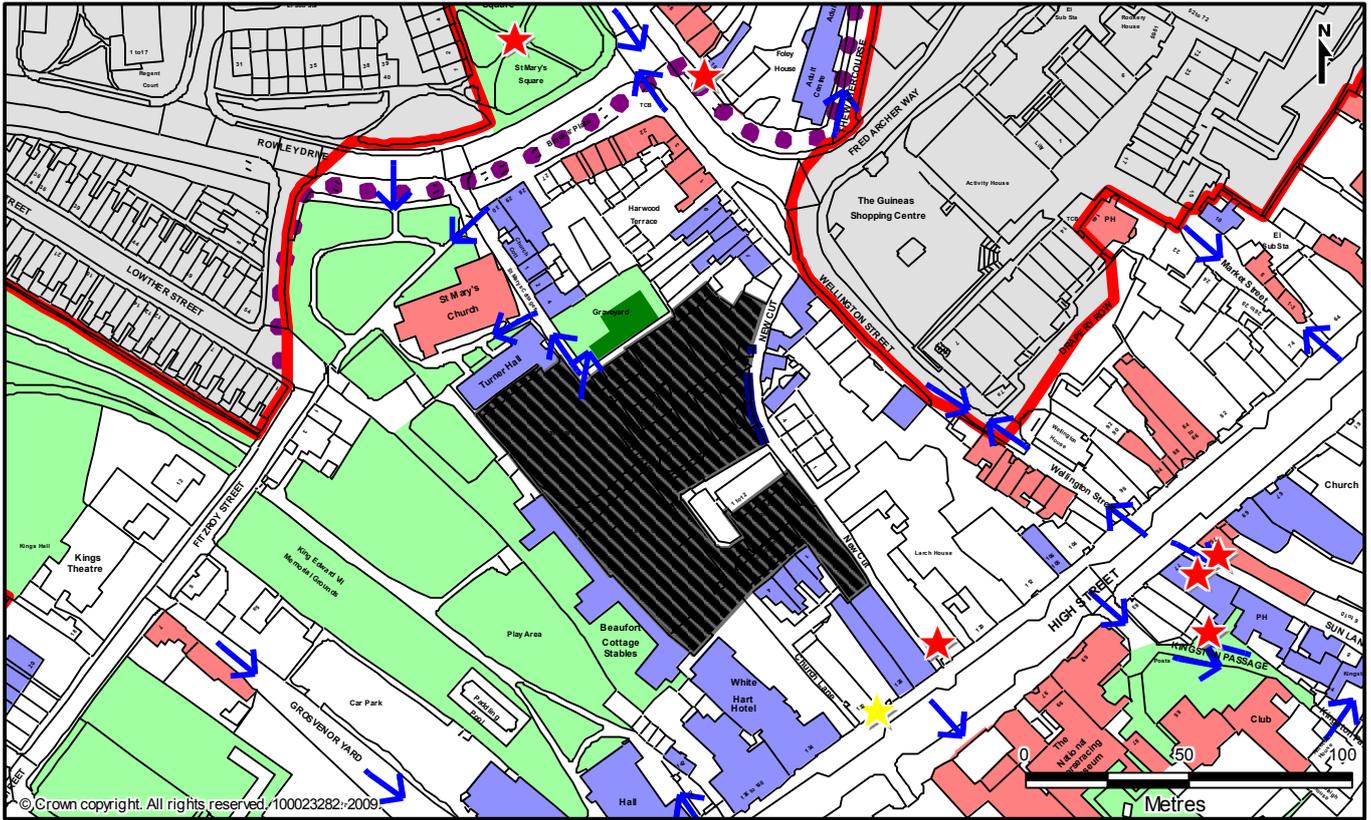
Church Lane is within the area identified in the Suffolk Sites and Monument Record as the medieval town of Newmarket.



Victorian Churchyard



1902 Porch Rockingham Villas



Building No/Name	Status	Age	Height	Wall Materials	Roof Form/ Materials	Architect	Notes
1-4 Church Cottages	PC	Mid C19	2 Storeys	Gault brick & painted brick	Gabled slate		
Turner Hall	PC	1901	1 Storeys	Red brick	½ Hipped slate		Good wrought iron gate and gate pier
Rockingham Villa 1-4	PC	C1902		Red brick	Behind parapet		Porch
Graveyard	PC	C18th & C19th grave markers					Good wrought iron fence