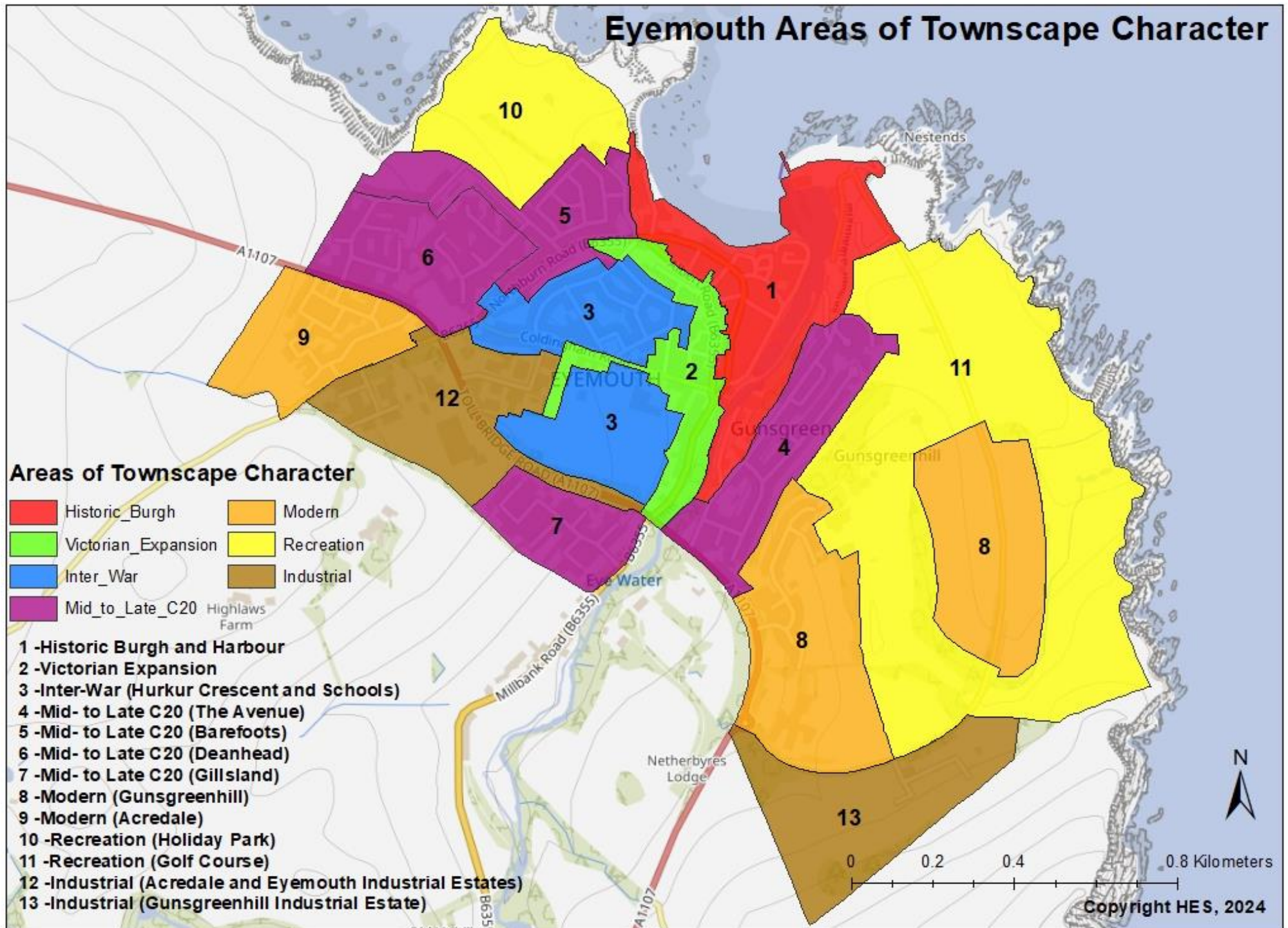


Eyemouth Areas of Townscape Character

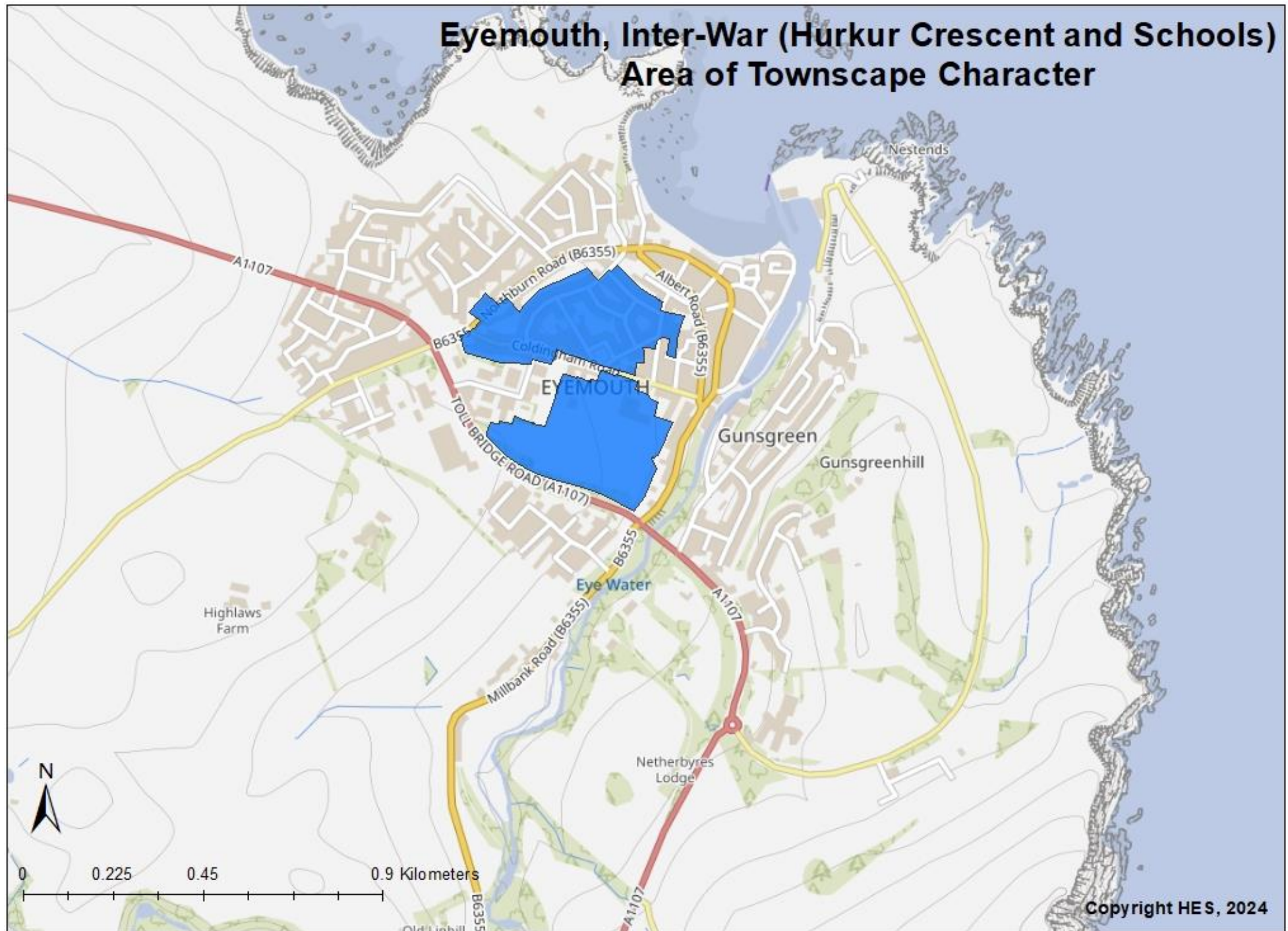
Areas of Townscape Character

■ Historic_Burgh	■ Modern
■ Victorian_Expansion	■ Recreation
■ Inter_War	■ Industrial
■ Mid_to_Late_C20	

- 1 -Historic Burgh and Harbour
- 2 -Victorian Expansion
- 3 -Inter-War (Hurkur Crescent and Schools)
- 4 -Mid- to Late C20 (The Avenue)
- 5 -Mid- to Late C20 (Barefoots)
- 6 -Mid- to Late C20 (Deanhead)
- 7 -Mid- to Late C20 (Gillsland)
- 8 -Modern (Gunsgreenhill)
- 9 -Modern (Acredale)
- 10 -Recreation (Holiday Park)
- 11 -Recreation (Golf Course)
- 12 -Industrial (Acredale and Eyemouth Industrial Estates)
- 13 -Industrial (Gunsgreenhill Industrial Estate)



Eyemouth, Inter-War (Hurkur Crescent and Schools) Area of Townscape Character



Eyemouth, Inter-War (Hurkur Crescent and Schools) Area of Townscape Character

