



Design Code: Section 6.0 Identity

Introduction

The way in which a place is planned within the natural environment and its local context, together with the form and appearance of the buildings and the design of its public spaces all contribute to its identity and the establishment of a sense of place. The design of buildings including the architectural detailing, building elements, elevational composition, materials, detailing and colour palette, will need to be informed by the local character appraisal within Section 1.8 of this Code. The design of the place will also need to enable it to be legible and easy to navigate.

6.1 Street Scene Principles

Elevational Composition

A series of principles establish the composition of groups of dwellings and individual buildings within a carefully considered layout. These will enable to the development of coherent street scenes with visual interest. All proposals should generally accord with these principles.

Scale and proportion

- Size and proportions of windows and bays to be designed to reflect local character.
- Dormer windows to be in proportion to the size of the roof within which they are placed.
- Chimneys where used to be of appropriate size to the scale of the roof or elevation on which they are located.

A Recognisable Form

- Proposals should follow the gradation from formal to informal as illustrated within the key frontages plan.
- Appropriate and recognisable forms will be used which relate the proposals to the character of the village and local area

Aspect and orientation

- Dwellings should maximise the potential for south facing roof pitches.
- Where possible dwellings should maximise the potential for southwest facing habitable rooms.
- Triple aspect dwellings should be used in corner turning locations to ensure that they present active fenestration to both streets.

Animating frontage addressing public realm

- Where appropriate, dwellings which address the public realm should maximise the potential for active frontages and animation of the street scene.
- Active dwelling frontages will need to provide opportunities for passive surveillance of all areas of the public realm.

Roofscape

- Roofs to dwellings within a street scene should create coherent and articulated silhouettes. Gables and roof features, including dormers and chimneys will contribute to this.
- Roof forms of terraces and groups of buildings should have an order and rhythm and achieve visual coherence.

Marker buildings

- The key buildings plan identifies the locations of important marker building locations
- Marker buildings will include:
 - Architectural focus to key views and vistas.
 - Key corner turning locations.
 - Buildings which frame key views.
- Marker buildings could incorporate the following features – Projecting bays, contrasting fenestration pattern, gable or other expressive roof form and contrasting materiality and detailing.

Creating order and unity

- Groups of buildings and street elevations should achieve order and unity in their compositions
- Paired or handed dwellings within a terrace will need to be organised to achieve a clear visual order and rhythm.

Expressing individuality of linked and terraced dwellings

- Individuality of houses within a terrace or in a group of buildings can be expressed by the design of entrance porches, fenestration and materiality and detailing.
- The potential for the expression of 'book-end' elements to terraces.
- The potential for a central focus to a terrace or group.

Celebrating entrances

- The entrance provides an opportunity to express the individual dwelling within a terrace or group.
- The dwelling entrance is an important element at the interface between public and private realm.
- The projecting porch roof provides articulation to the dwelling or terrace façade
- Porch canopies provide shelter at the dwelling entrance.
- Careful coordination of several components is required at dwelling and communal entrances.

Clarity and rationale

- Simple forms and massing of dwellings both individually and within a group or terrace.
- Clear rationale for the use of materials.
- Ordered fenestration pattern.

6.2 Architectural Details and Materials

The architectural detailing of the proposed new homes will need to be informed by the architecture of high-quality buildings within Angmering and other local settlements within this part of West Sussex. The material palette will be informed by the local vernacular providing a rich mix of materials and colours.

In visually sensitive parts of the site such as the Woodland Edge and Parkland character areas, light and reflective coloured materials will be avoided. On the Woodland Edge there will be a preference for natural coloured materials, with colours in 'earthy tones' to walls and roofs to blend with the landscape including dark coloured boarding and bargeboards.

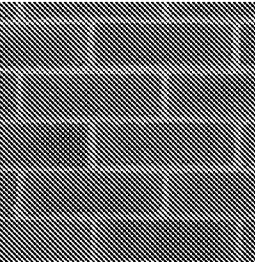
CHARACTER AREA	WALL MATERIALS	ROOF MATERIALS	WINDOWS/ OPENINGS	PORCHES	ENTRANCE DOORS	BAY WINDOWS	DORMERS	CHIMNEYS
The Village	Range of stock facing brick colours including terra cotta multi and reddy brown. Flint with red brick dressings or red brick with blue contrasting detail to key buildings, and occasional rendered houses.	Red or brown concrete, interlocking plain tiles with occasional grey tile on smaller terraced houses, apartment buildings and key buildings.	UPVC, casement style windows without glazing bars. Consider use of sash style on key buildings. Brick arches. Reconstituted stone cills.	Predominantly projecting flat roofed porch canopy on brackets.	Generally composite panel doors with glazed vision panels where no side light. Doors to be consistent colour where in a terrace or semi-detached houses.	Spayed or square bays either single or two storeys in height with flat roof for metal coloured finish.	Either hipped dormers with a tiled finish or flat roofed dormers with metal coloured finish to attic storey in houses and apartments.	Colour to match main facing material on building.
Parkland	Reddy brown and terra cotta multi stock facing bricks, occasional flint with brick quoins, orangey brown plain tile hanging and occasional patterned brickwork building. More contemporary detailing.	Red or brown concrete, interlocking plain tiles with occasional grey tile on smaller terraced houses, apartment buildings and key buildings.	UPVC, casement style windows with glazing bars. Consider use of mock sash style on key buildings. No brick headers, simple brick or tiled cills.	Predominantly pitched, lean-to porch canopies. Flat roofed porch canopies on more formal street frontages.	Generally composite panel doors with glazed vision panels where no side light on streets and courtyards. Doors to be consistent colour where in a terrace or semi-detached houses. For houses fronting open space, doors to have a natural finish.	Spayed or square bays either single or two storeys in height with flat roof for metal finish.	Pitched roofs to gabled bays.	Colour to match main facing material on building.
Woodland Edge	Reddy brown and red multi stock facing bricks, orangey brown plain tile hanging and dark coloured boarding.	Predominantly red or brown concrete, interlocking plain tile (earthy tone).	UPVC, casement style windows with glazing bars.	Predominantly open, pitched lean-to and gabled porch canopies generally on posts but occasionally on timber brackets.	Composite doors with glazed vision panels where no side light.	Square single storey bays with plain tile roof. Any hip tiles to be of an appropriate size for the scale of the roof.	Pitched roofs to gabled bays. No roof space rooms on these frontages.	Colour to match main facing material on building.
Commercial Park	Stock facing brick in terra cotta multi and reddy brown colour plain tile hanging to first floor in key locations.	Red and brown plain tiles.	Grey casement style with brick heads and cills.	Flat roof canopies.	Grey aluminium to match windows.	N/A	N/A	N/A

6.0

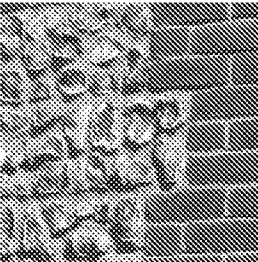
IDENTITY

6.3 Architectural Details and Materials: The Village

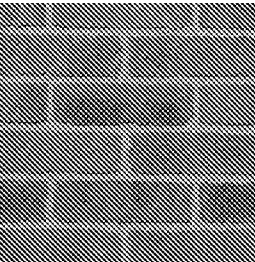
Wall materials palette:



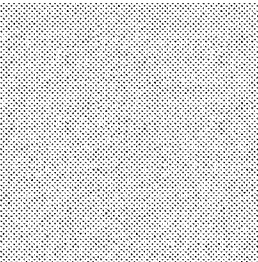
Red multi stock brick



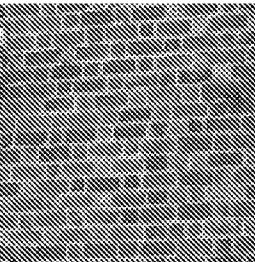
Flint and red brick



Red/brown stock brick

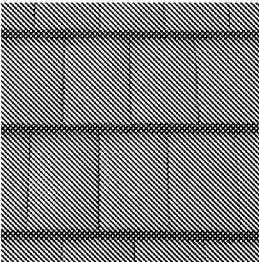


Render

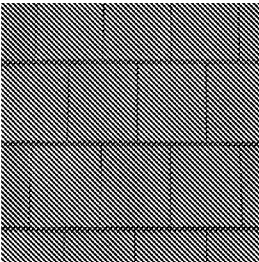


Red brick with blue headers

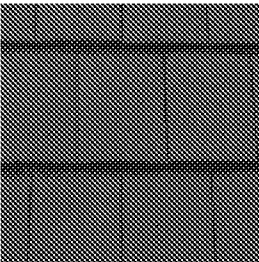
Roof materials palette:



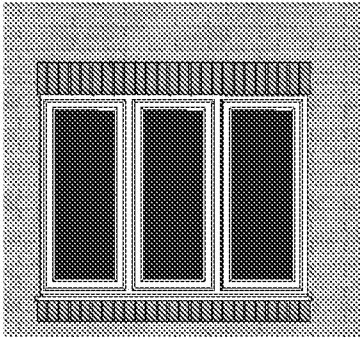
Red plain tile



Brown plain tile



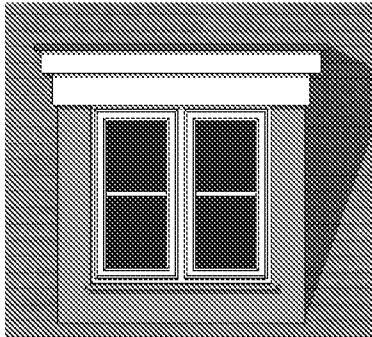
Grey tile



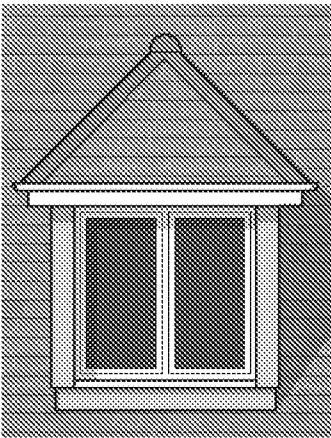
Window head and cill detail



Mock sash windows to some key buildings



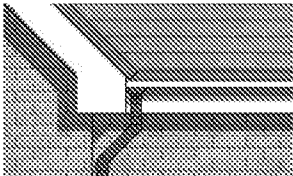
Flat roofed dormer windows to apartment buildings



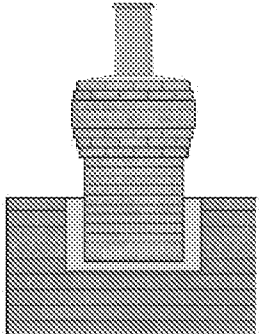
Hipped dormer window



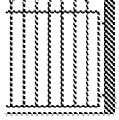
Generally flat roof porch to front door



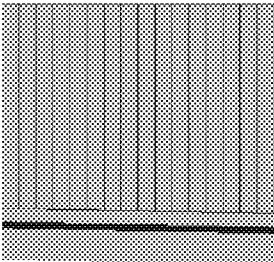
Bargeboard



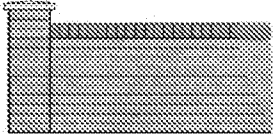
Chimneys on key plots



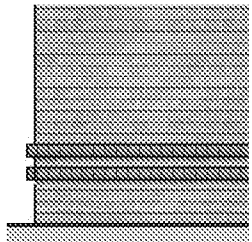
Ball top railings



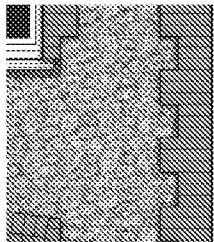
Close boarded fence



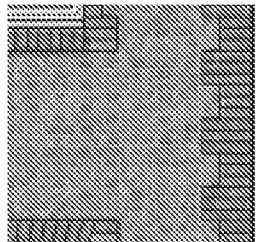
Brick front wall



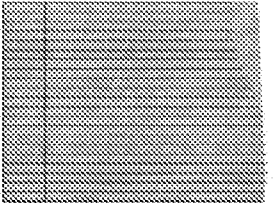
One or two course plinth band



Flint walls with brick detail



Bonded brick detail



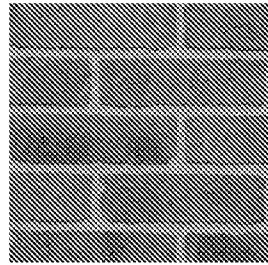
Brick rear garden wall

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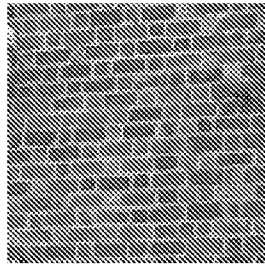
6.0 IDENTITY

6.4 Architectural Details and Materials: Parkland

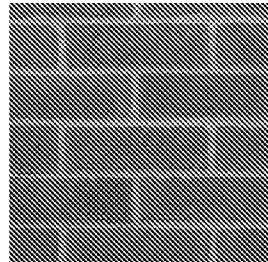
Wall materials palette:



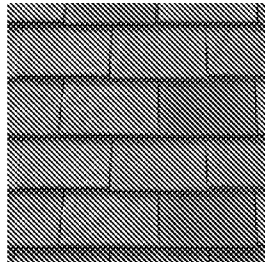
Reddy brown stock brick



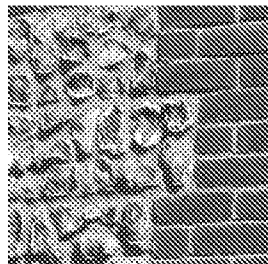
Patterned brickwork



Red multi stock brick

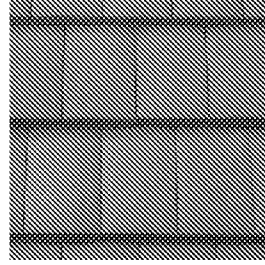


Orangey brown tile hanging

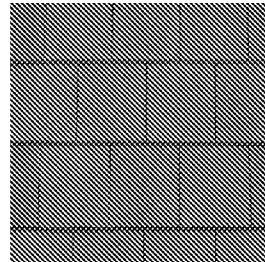


Flint and red brick

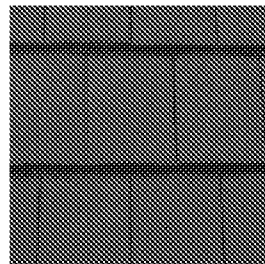
Roof materials palette:



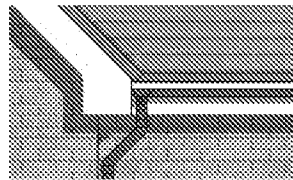
Red plain tile



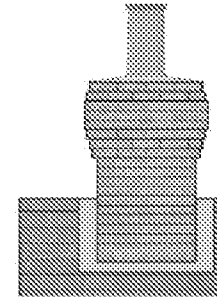
Brown plain tile



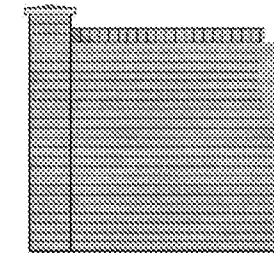
Grey tile



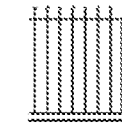
Bargeboard



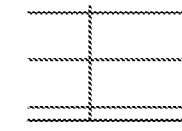
Chimneys on key plots



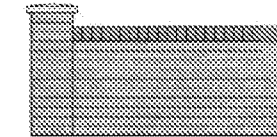
Brick rear garden wall



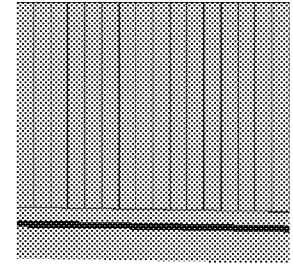
Ball top railings



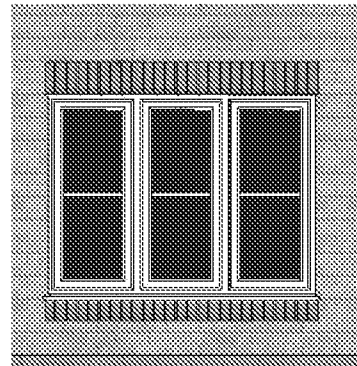
Estate railings



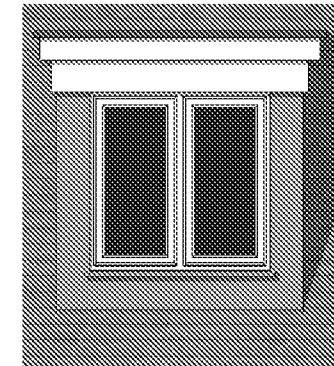
Brick front wall



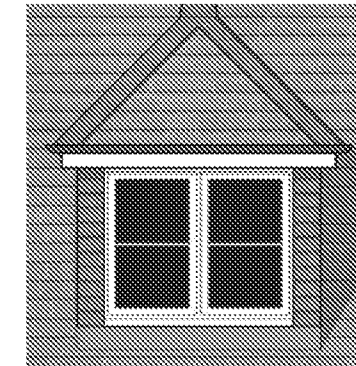
Close boarded fence



Window head and sill detail



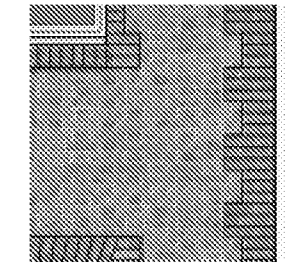
Flat roofed dormer windows to apartment buildings



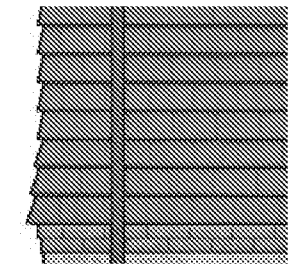
Hipped dormer window



Mock sash windows to some key buildings



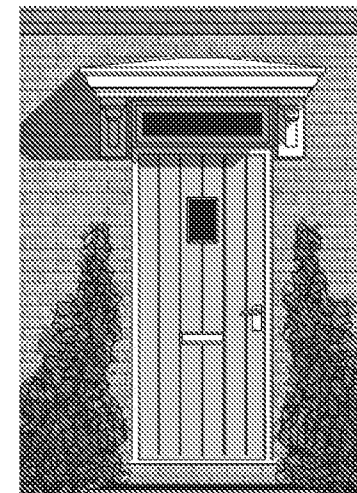
Bonded brick



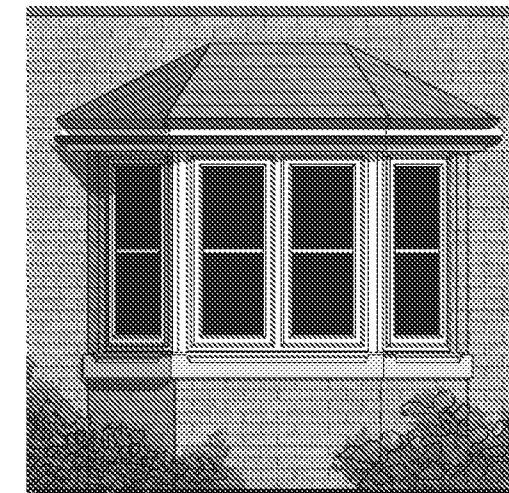
Plain tile hanging



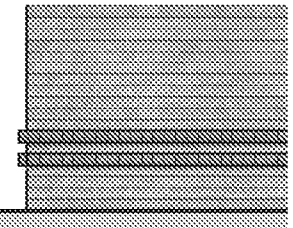
Lean-to pitched porch to front door



Flat roof porch to front door



Splayed bay window

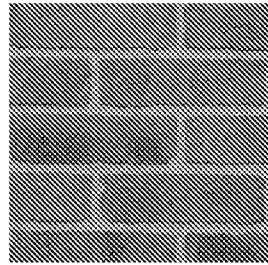


One or two course plinth band

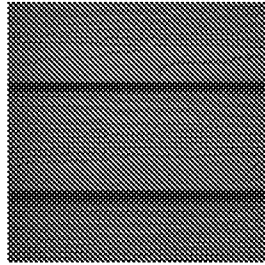
CHARACTER AREA	WALL MATERIALS	ROOF MATERIALS	WINDOWS/ OPENINGS	PORCHES	ENTRANCE DOORS	BAY WINDOWS	DORMERS	CHIMNEYS
Parkland	Reddy brown and terra cotta multi stock facing bricks, occasional flint with brick quoins, orangey brown plain tile hanging and occasional patterned brickwork building. More contemporary detailing.	Red or brown concrete interlocking plain tiles with occasional grey tile on smaller terraced houses, apartment buildings and key buildings.	UPVC, casement style windows with glazing bars. Consider use of mock sash style on key buildings. No brick headers, simple brick or tiled cills.	Predominantly pitched, lean-to porch canopies. Flat roofed porch canopies on more formal street frontages.	Generally composite panel doors with glazed vision panels where no side light on streets and courtyards. Doors to be consistent colour where in a terrace or semi-detached houses. For houses fronting open space, doors to have a natural finish.	Splayed or square bays, either single or two storeys in height with flat roof for metal coloured finish.	Pitched roofs to gabled bays.	Colour to match main facing material on building.

6.5 Architectural Details and Materials: Woodland Edge

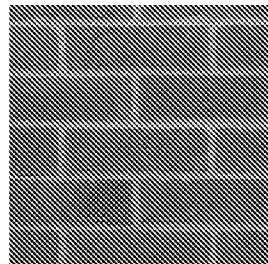
Wall materials palette:



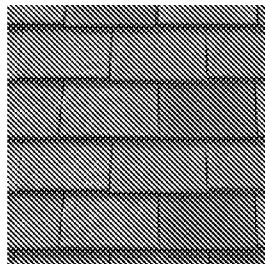
Reddy brown stock brick



Dark coloured boarding

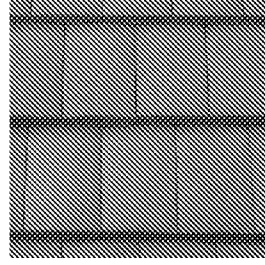


Red multi stock brick

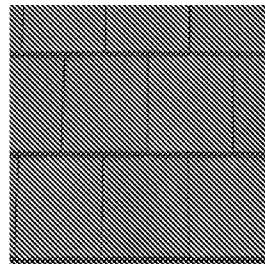


Orangey brown tile hanging

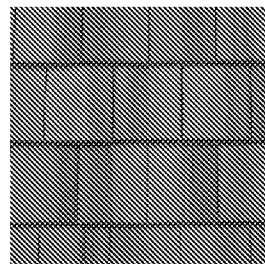
Roof materials palette:



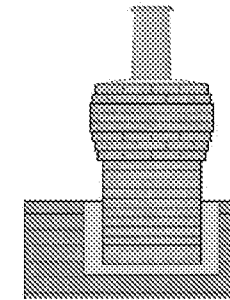
Red plain tile



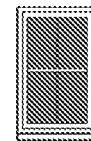
Brown plain tile



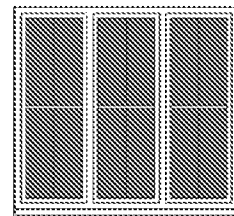
Reddy brown plain tile (earthy tone)



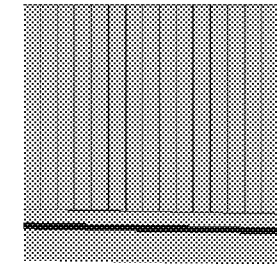
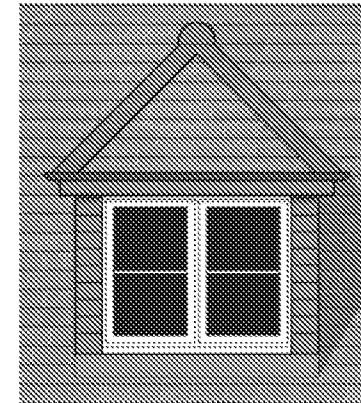
Chimneys on key plots



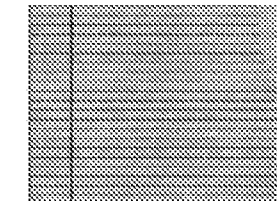
Window styles



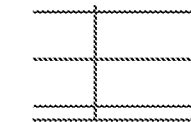
Dormer window



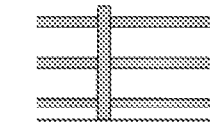
Close boarded fence



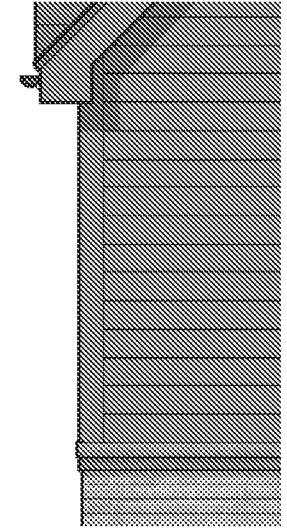
Brick rear garden wall



Estate railings



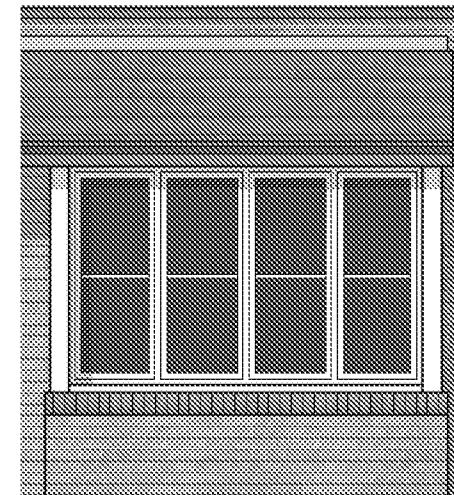
Post and rail fence



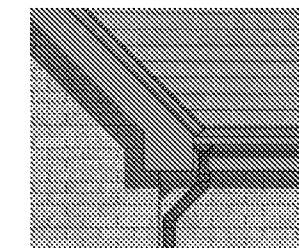
Dark coloured boarding



Generally lean-to pitched porch to front door



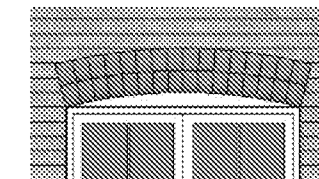
Square bay window



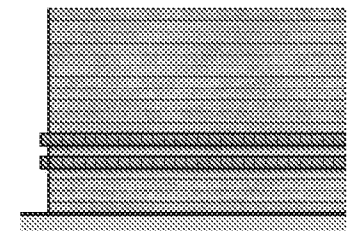
Dark coloured bargeboard



Band course detail



Gauged brick arches



One or two course plinth band

CHARACTER AREA	WALL MATERIALS	ROOF MATERIALS	WINDOWS/ OPENINGS	PORCHES	ENTRANCE DOORS	BAY WINDOWS	DORMERS	CHIMNEYS
Woodland Edge	Reddy brown and red multi stock facing bricks, orangey brown plain tile hanging and dark coloured boarding	Predominantly red or brown concrete, interlocking plain tile (earthy tone)	UPVC, casement style windows with glazing bars	Predominantly open, pitched lean-to and gabled porch canopies generally on posts but occasionally on timber brackets	Composite doors with glazed vision panels where no side light	Square single storey bays with plain tile roof. Any hip tiles to be of an appropriate size for the scale of the roof	Pitched roofs to gabled bays. No roof space rooms on these frontages.	Colour to match main facing material on building



Design Code: Section 7.0 Public Space

Introduction

This section of the Design Code document sets out the key elements of the public open space within the scheme. This includes the overall strategy for the distribution of the different categories of open space and linking routes between, the strategy for a range of play provision to suit different age groups, provision for structural planting, the tree strategy across the development, street furniture and lighting. It also looks at how the network of Sustainable Drainage features needs to be integrated, together with boundary treatments and maintenance and management of the landscape areas.

7.0

PUBLIC SPACE

7.1 Landscape Strategy

Areas of informal open space will break up the development within the site. The design of all public spaces must reflect their context, character, function and location. Generally spaces will be more formal and urban with highest density of built form alongside traditional heritage landscaping materials and architectural features in the south-west, becoming more relaxed and informal towards the north-east through the Parkland and Woodland Edge character areas with more contemporary styles, natural materials and organic form.

The existing green infrastructure and proposed enhancements define the layout and character areas, providing a rural setting to each character area and enhancing connectivity through the site as well as around the sites periphery. The green infrastructure informs the design and designation of POS, play trails and greenways site wide.

Site wide:

- Every Character Area must include play and rest points incorporating a Local Area of Play (LAP) or equivalent play on the way features.
- All streets surrounding public spaces must be designed as low speed and high-quality pedestrian focused environments. Roads and edges to public spaces should be designed to prevent unauthorised parking on the green space.

A hierarchy of spaces will be provided that ranges from large amenity and recreation space to smaller local hubs, greens and pocket parks. All should link coherently into the retained existing landscape structure of trees, woodland belt and off site woodland to provide a strong and legible framework of public space that responds to context.

All public spaces will be designed to be secure, accessible and attractive for all to use and engender a feeling of safety and belonging. Public spaces and the features within them must be durable and resilient to climate change and environmental conditions (for example, providing shade and/or pollution absorption) and capable of long-term sustainable management without undue cost to the community.

Public spaces must provide usable and attractive green space and incorporate a range of activities that encourage social interaction and promote health and well-being and social inclusion, is essential.

KEY

-  Woodland buffers and existing trees
-  Woodland - non-accessible
-  Woodland edge
-  Green open space
-  Gateway
-  Play spaces
-  SuDS network
-  Key east-west streets with tree planting
-  Green spine
-  Key pedestrian routes

Existing Green Infrastructure

-  Ancient Woodland
-  Deciduous Woodland
-  Biodiversity Opportunity Area

Landscape strategy diagram ►



7.2 Site Wide Play Strategy

The Play strategy uses a combination of formal play space, play on the way, play trails and playscapes to deliver play provisions that will attract children of all ages and abilities as well as engaging users with the natural setting and character areas whilst making the most of the sites linear natural spaces.

Play will be designed with reference to the Planning and Design for Outdoor Sport, Play 2008 guidance produced by Fields in Trust, and Design for Play by Play England, in particular responding to the '10 principles for successful play spaces'...

Play facilities will be at accessible distances from every household:

- Local Areas for Play (LAP) aimed at very young children within 2 minutes walk (100m) from dwellings.
- Locally Equipped Areas for Play (LEAP) for children who can go to play independently within 5 minutes walk from dwellings (400m)
- Neighbourhood Equipped Areas for Play (NEAP) for older children at minimum 1,000m² with a buffer of 30m within 12 minutes walk from dwellings

Designated and informal / incidental play spaces will be created in accordance with the Arun District Design Guide SPD 2021 and the Fields in Trust and Play England guidance. These must be integrated into the design of the public open spaces and must meet the minimum standards for safe walking distances and amount and type of provision.

The development will seek to provide opportunities for play to occur within the whole environment that a child occupies, not just in designated play areas in order to encourage 'play on the way'. For example, through including shared surface areas which encourage outdoor play and social interaction and through ensuring that overlooked, well defined and engaging 'playable routes' are incorporated along linear green spaces and at key pedestrian connections. Opportunities for play and fun can often be found in unexpected places.

Each play space or experience must be designed specifically for its location and content, to suit different ages and abilities and to encourage social interaction and belonging. A range of play experiences should be provided, for example, play trails and areas for imaginative play incorporating natural and informal play elements (located in natural setting such as the woodland edge) and more formal play equipment within the more formal greens and Hubs.

Sites for imaginative play should include natural landscape features (e.g. boulders, landform and logs) as well as integrated play features (e.g. ditches and tunnels) alongside more conventional play equipment, in order to encourage imaginative and free play.

A 'Green gym' should also be provided, to encourage people of all ages to engage in outdoor exercise.

KEY

-  Central Green Hub
 -  Secondary Green Hub
 -  Dorstep Parc
 -  Local Area for Play (LAP), maximum 1min walking distance from dwellings
 -  Local Equipped Area for Play (LEAP), maximum 5min walking distance from dwellings
 -  Neighbourhood Equipped Area for Play (NEAP), maximum 15min walking distance from dwellings*
 -  Play Trail
 -  Informal Sports Space
 -  LAP - 5m minimum separation between activity zone and the boundary of dwellings*
 -  20m minimum separation between activity zone and the habitable room façade of dwellings*
 -  30m minimum separation between activity zone and the boundary of dwellings
 -  Key internal pedestrian routes and destinations
 -  Site Boundary
- * Accessibility thresholds should be measured as distances actually walked rather than 'as the crow flies'. Graphic representation indicative only

Play strategy diagram ►



7.3 Structural Planting

The design guidance for structural planting draws directly on the Design & Access Statement approved as part of the current outline application and seeks to respond to the Land Management Guidelines for LCA SC12 Angmering Upper Coastal Plain as set out in the West Sussex Landscape Character Assessment.

Structural landscape elements include:

- Retained and augmented trees, woodland, woodland edge and scrub
- New woodland edge, scrub and habitat creation
- Street trees
- Boundary planting
- Structural planting to Open Spaces

The existing framework of boundary hedges and planting, woodland belt and trees will be strengthened to help re-establish a strong landscape structure that would be in-character with the wider landscape character of hedgerows, small woodland blocks and scattered settlement of the Ecclesden Hills LCA and form the basis of the scheme's Green Infrastructure as already described.

Structure planting should be used to enhance the existing vegetation, create robust boundary treatments (in particular at the site frontages to Water Lane, countryside edge and relationship with the National Park) and create identity and definition for the different character areas, streets and spaces. It will also assist with legibility and wayfinding. A variety of plant species and layers should be used with all planting designed for biodiversity and wildlife value as well as sensory and seasonal interest.

A palette of suitable robust and resilient plant species will be used. This must include native species that are already present on the site and in the adjoining woodland and that are appropriate to the local microclimate and landscape character. Generally, the character of planting should be more formal and ornamental through the entrance and central spine to the development, becoming more informal and native in the woodland edge and parkland edge character areas.

New tree and shrub planting for ecological enhancement / habitat creation will contain native species and provide new foraging resource for species including dormouse, birds and badger. Important food resources for dormouse include hazel, broom, gorse, hawthorn and blackthorn. Native fruit species such as crab apple, cherry and quince can also be used within the street scene to create foraging resources for birds.

Within the housing areas, structure planting will include tree lined streets to break up the built forms, (particularly in long distance views from SDNP), provide shade and structure and create a tree pattern within the development.



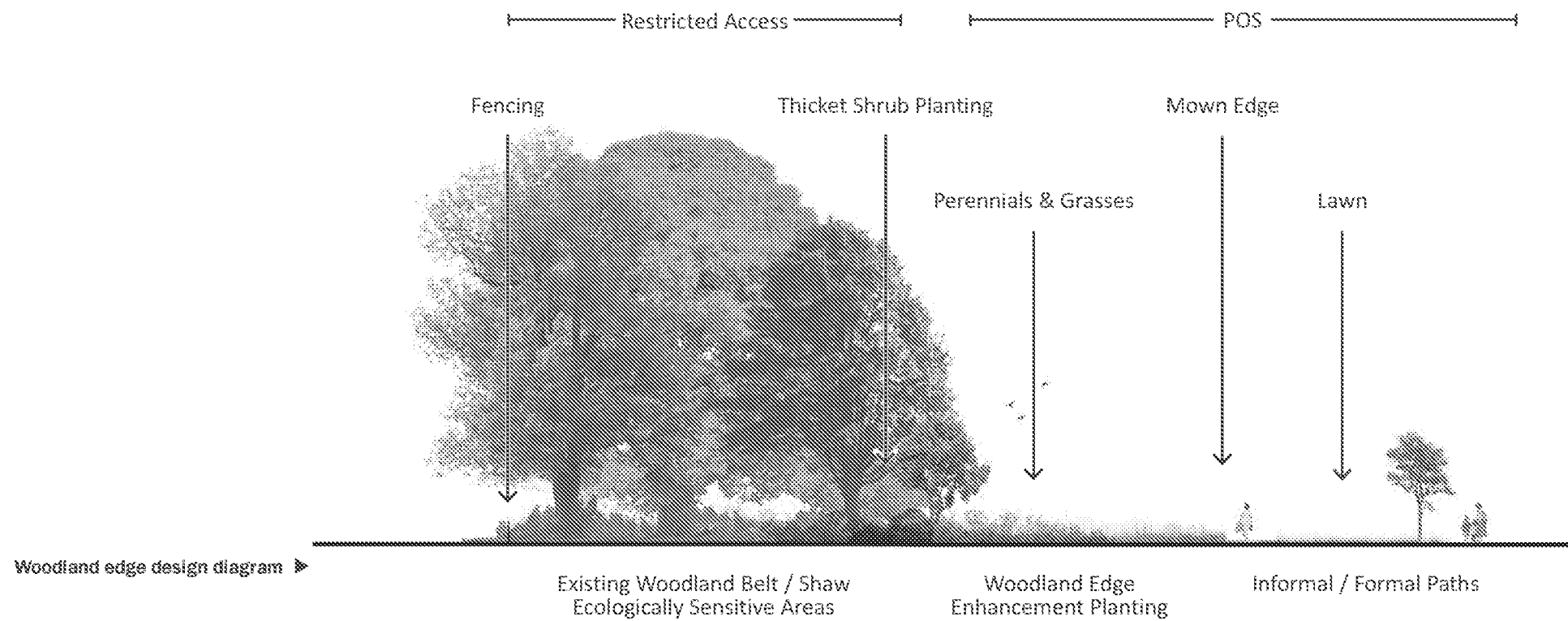
Existing trees on 'wooded lane' and near site entrance to be retained and augmented



Existing trees on part of eastern boundary



Grooms Copse ancient woodland beyond the Race Club



Woodland Edge

Woodland edge is an important ecotonal habitat that benefits the local wildlife whilst enhancing the aesthetics and natural setting of the development. The abrupt edges of existing woodland vegetation will be softened with woodland edge enhancement planting.

New woodland edge planting will be established along the 15m buffer to Grooms Copse Ancient Woodland, through Badgers Wood and in the northern boundary to provide connective woodland buffers between the existing woodland and the National Park and the new community.

A range of plant sizes will be used to assist the development of the woodland edge buffer to the Ancient Woodland and to provide a more immediate effect. The planting of advanced nursery stock and a small percentage of semi-mature trees in the woodland planting would reduce significantly the time required to create a substantial planted screen.

To the northern edge of the development, a landscape buffer will be established along the northern boundary of the site with the A27. This will provide an ecological corridor and will also incorporate some advanced nursery stock and semi-mature trees to assist with screen cover to views from the National Park.

At the southern edge to the development, new planting will be provided to help screen views from the SDNP (in addition to the other landscape buffers). This is identified in the LVIA as needing to be a minimum of 6m wide to the southern edge of the residential and employment areas to screen development from the south and would include a mixture of native shrub and tree species.

Woodland Belt

The existing woodland planting to the south of the Oval race course must be retained in a generous open space to allow for enhancement of the woodland belt itself and the creation of an appropriate woodland edge treatment. The woodland belt should be enhanced with additional understorey and woodland edge planting to create an impenetrable woodland block that is managed for biodiversity.

Public access to the woodland belt will be controlled through soft landscape, with thicket and thorny species incorporated at the edges to deter access. Informal paths beyond the buffer areas will enable residence to connect with the woodland habitat without encouraging access.

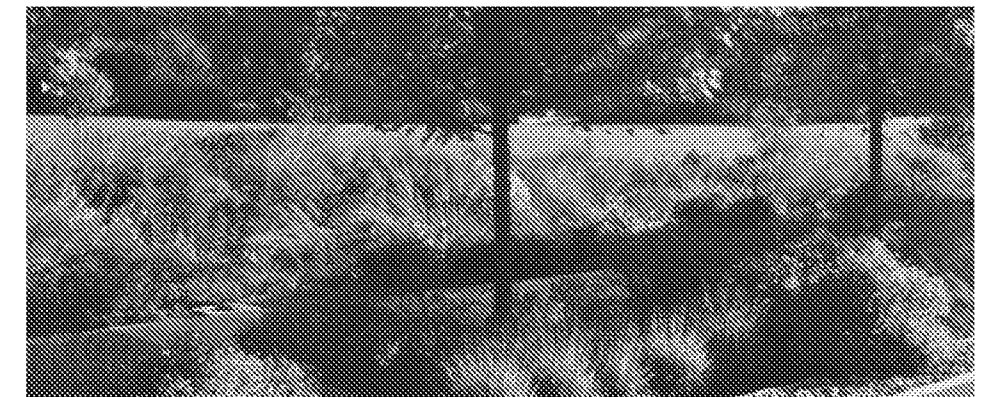
Consideration should be given to advance planting of this area to help to achieve a reasonably established thicket understorey that will deter public access prior to new residents moving into the development.



Existing boundary hedges enhanced in line with the character of the wider landscape.



Planting designed for biodiversity and wildlife incorporated into SUDS infrastructure.



Structure planting to create identity and definition for the different character areas.



Tree lined streets to break up the built forms and provide shade and structure.

7.4 Site Wide Tree Strategy

Species will be selected based on local provenance, biodiversity value, engagement and function. Tree species and cultivars will be specified of suitable scale and form to minimise maintenance and requirements and enable trees to grow to maturity and thrive in the setting.

A hierarchy of tree sizes and species will be applied across the site to emphasise different character areas and spaces and guide movement and legibility.

Street Trees

Trees will be selected and set-out in proportion to the street widths and building heights. Trees and shrubs should be planted at a spacing and density that allows them to take on their natural form without requiring regular pruning, and taking account of residential amenity, visibility splays, light fittings and signage.

A range of tree species should be used rather than relying on one species, in order to mitigate the effects of possible future pathogens.

In hard surfaced areas or in areas where the rooting zone is restricted, trees must be planted using rootcell systems and structural soil and should be planted in linear trenches to ensure sufficient long-term rooting volumes and the establishment and longevity of healthy trees that will achieve their optimum height and spread.

Where there is parking proposed, street tree species should be selected that do not attract aphids or drop fruit.

KEY

-  Ecological corridors and buffers
-  Legacy tree planting
-  Medium sized street trees on key east to west streets
-  Small street trees on residential streets and parking courts
-  Small woodland edge trees

Tree strategy diagram ►



Private court / drive / gardens

Small to medium trees planted informally as single specimens or in small groups where space allows.

Species should be selected that do not attract aphids or drop fruit.

Occasional planting beds containing a mix of robust shrub and herbaceous planting.

Doorstep planting and front gardens/privacy strips should include robust and low maintenance flowering shrubs and perennials, including scented plants and herbs. Low and medium sized species should be selected that will not block windows, signage, lighting and doors.

Boundary Planting

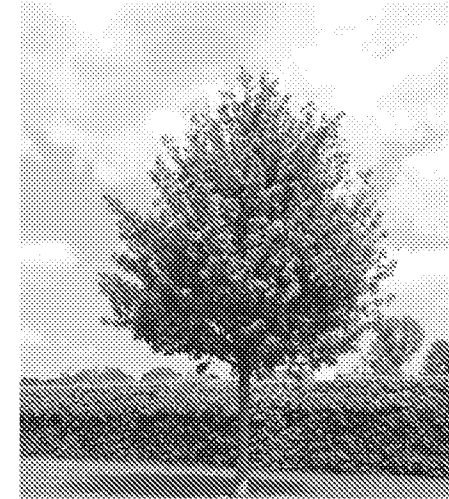
The existing boundary vegetation of trees and hedgerows will be retained and enhanced to provide robust and in-character edge treatments.

Planting around the existing and proposed commercial uses will be designed to provide visual screening and minimise potential noise and lighting effects.

The interface between the commercial area in the south-east corner of the site and adjoining housing areas and woodland edge will require careful detailing to ensure effective screening or filtering of views to the buildings and that areas of car parking are broken up with tree planting. The overall style of planting should be naturalistic and sympathetic to the wooded setting created by the woodland and woodland edge to the east. Plant species should be predominantly native with ornamental species only allowed around the immediate building edge and interior to this part of the site.



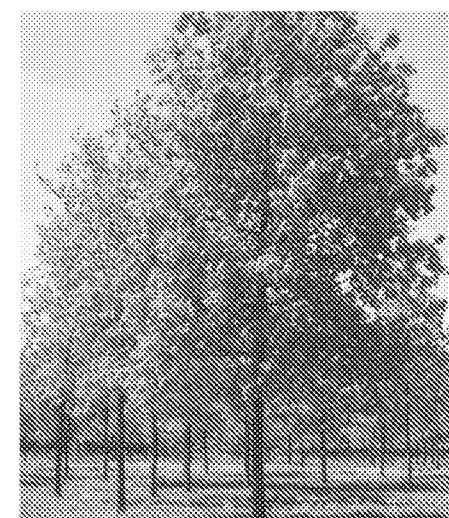
Small to medium trees e.g. *Prunus sargentii*, *Acer campestre* 'Elsrijk'



Medium to large trees e.g. *Prunus avium* 'Plena', *Liquidambar styraciflua*



Large trees e.g. *Fagus sylvatica*, *Quercus robur*

**Structural planting to Open Spaces**

In addition to the woodland edge and woodland block planting already described, tree and structure planting will be used to provide structure, shade and delineation of open spaces.

At the gateway, native trees will be incorporated to provide a strong boundary frontage and create an informal setting to the area. A rich variety of adaptable plants will be incorporated that can tolerate occasional flooding and drought, provide habitat and sources of food and nectar for wildlife.

Aquatic marginal planting should surround areas of permanent water with dry swales seeded with local provenance wildflower grass. Native planting should be used to create informal soft edges to SuDS features and discourage public access.

The Green should include a formal structure of larger tree planting to help enclose and define the space. More ornamental trees, hedges, shrub and herbaceous planting and bulbs should also be used to provide visual and sensory interest and define different uses.

Formal and informal play areas should incorporate small to medium sized trees with visual and sensory interest in their flowers, foliage colour and texture, bark and form. Planting should be used to provide structure and containment as well as shade but also to add to the play experience, through the selection of appropriate species and varieties that have sensory appeal and contribute to an overall play 'theme' (for example, a focus on particular colours across different play areas or use of scent, leaf texture and scale along linear play experiences).

The linear park should incorporate medium to large-scale trees to provide shade and structure.

In the central green hub, large tree species (20m+ height) should be planted in a formal arrangement to create a strong 'green architecture' and define the space.

Grass areas should include both wildflower areas and closely mown grass.

7.5 Landscape Character Strategy

Village

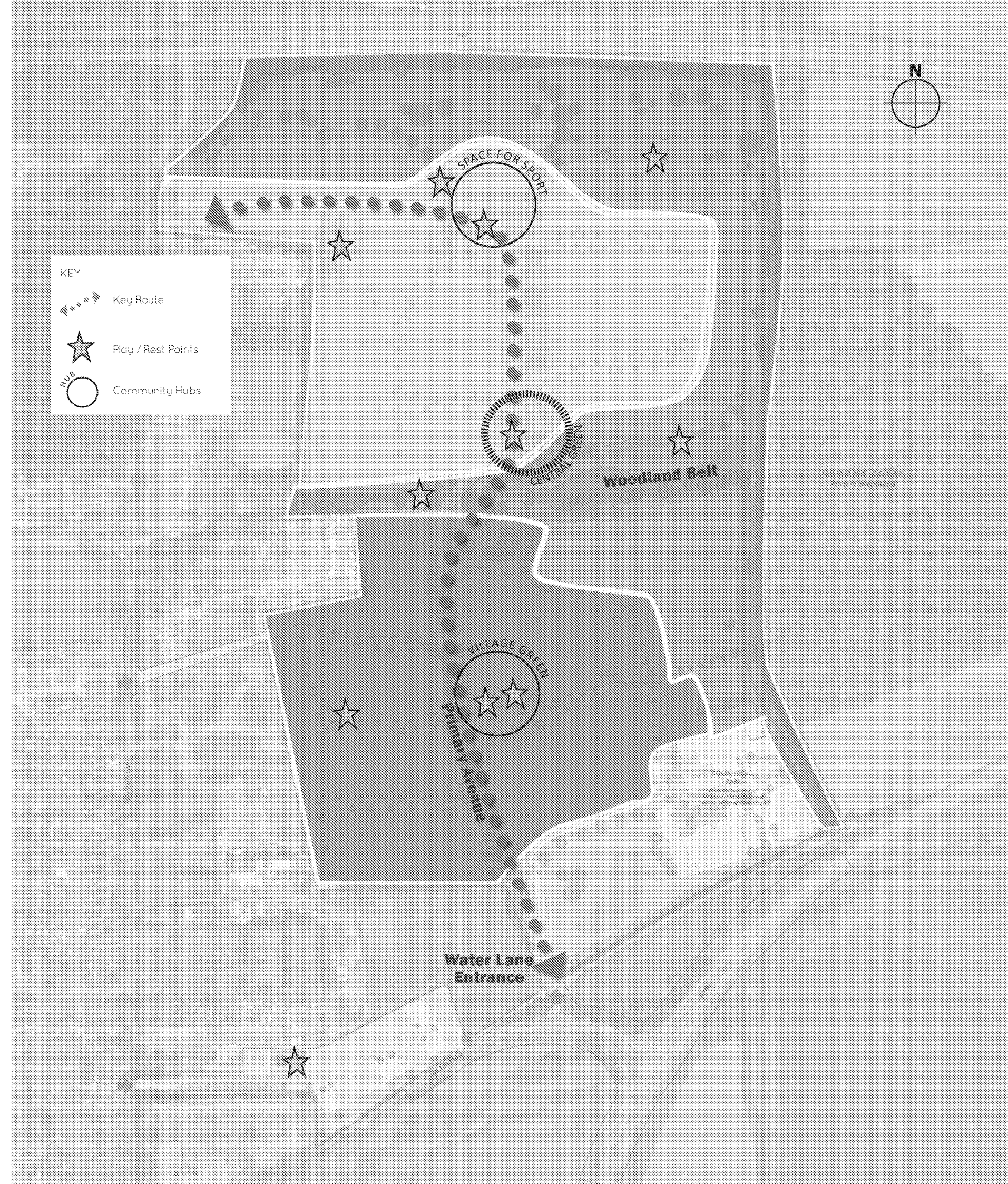
- Traditional character
- Central village green along the wooded lane cycle path and footpath
- Well distributed network of play and rest points
- Shared surface lane surrounding the village green
- Locally influenced cottage style planting of shrubs, herbaceous and bulbs
- Legacy tree planting to enhance and maintain the woodland lane
- Planting for wildlife

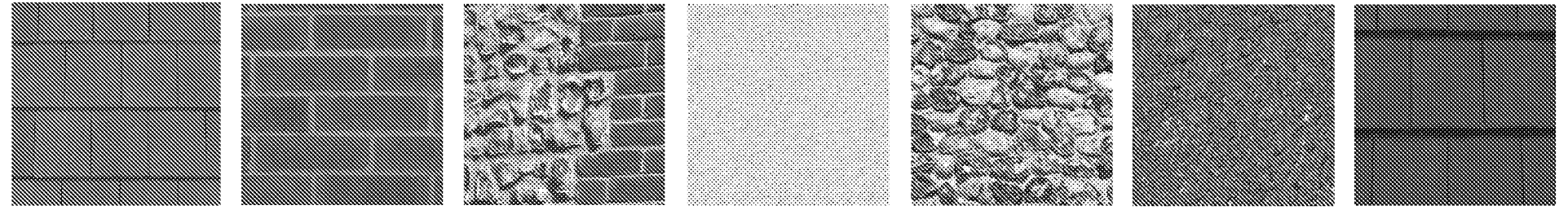
Parkland

- Simple materials used in contemporary design
- Open / contemporary character
- Focal linear park with access radiating from tree-lines parkland loop
- Shared surface drives and footpath links to improve permeability
- Street trees with meadow, wildflower and amenity grass planting
- Legacy tree planting to frame vistas and enhance local character
- Ecological corridor

Woodland Edge

- Simple materials and low key construction methods
- Rural / rustic character
- Network of pathways and trails
- Engaging wayfinding, play on the way trails and rest points
- Shared surface drives with frontages providing natural surveillance
- Naturalistic ecological valuable planting
- Legacy tree planting for succession and to enhance local character
- Habitat creation / mitigation





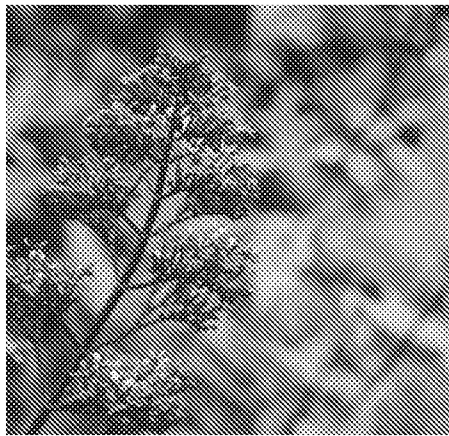
Material, Texture and Colour Palette

Village Character Area

Indicative Planting Palette



Prunus Avium 'Plena'



Centranthus ruber



Echinacea



Cornus kousa var. chinensis



Malus sylvestris



Penstemon

Planting Strategy

TEXTURE - VARIETY - BIODIVERSITY - LEGACY - ENGAGING

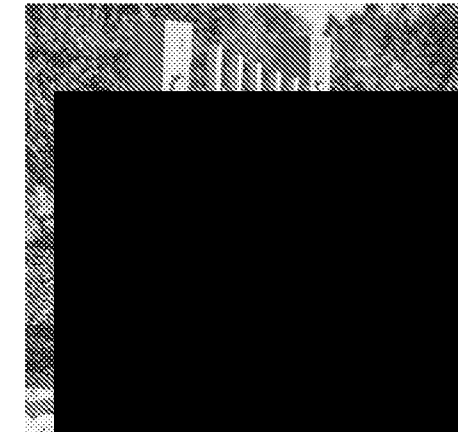
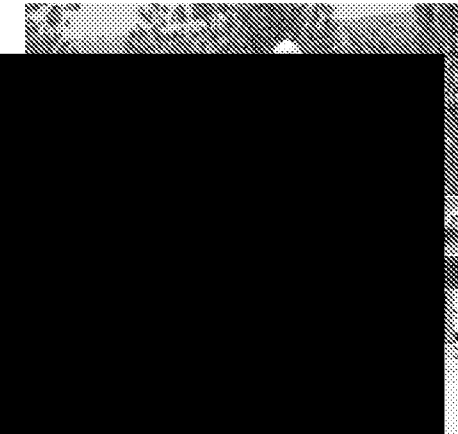
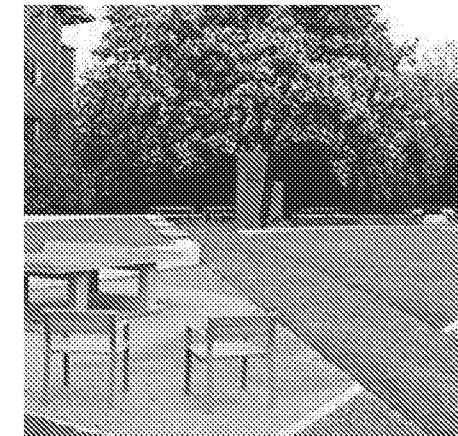
The overall planting strategy will complement and enhance the more traditional and tighter knit character of this area. Planting to front gardens and spaces will generally be 'cottage style' and include a high content of florific species and provide more intricate texture, scent, colour and pattern variation to engage pedestrian interest as well as provide biodiversity value.

Street trees will include species and varieties with strong forms, stem interest and blossom (where appropriate).

Smaller street trees and large ornamental specimen shrubs will add structure to front gardens and parking courts.

Large native tree species will be planted to the wooded lane to provide legacy planting to ensure succession of the lane character.

Play Space Precedent Images



Strategy for play provision within the Village

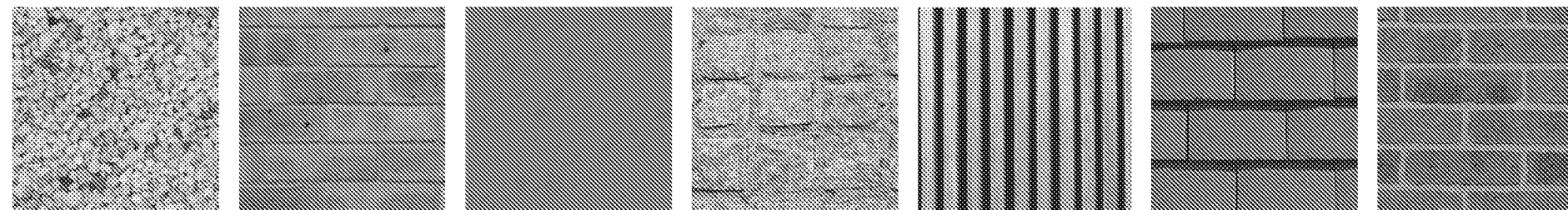
PLAY AND REST POINTS - THEMED - PLAY ON THE WAY

In keeping with the Village's formal character, designated play areas are distributed throughout the connectivity network. Each based on a theme to create a sense of identity that relates to the locality within the site.

The strategy within the Village Character Areas is to deliver doorstep and union play spaces, which incorporates playable landscape features and imaginative play equipment primarily engaging younger children.

Doorstep and union play points throughout the Village should deliver a mixture of LAP and LEAP features with landscaping and planting to provide attractive and inviting spaces that does not discriminate. Each union play point will incorporate appropriate street furniture; seating and bins to be used as rest points along key pedestrian routes and encourage community interaction. This is intended to create a more seamless play experience across the development and encourage 'play on the way'.

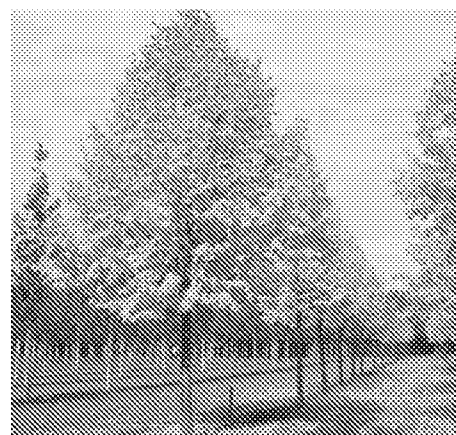
7.0 PUBLIC SPACE



Material, Texture and Colour Palette

Parkland Character Area

Indicative Planting Palette



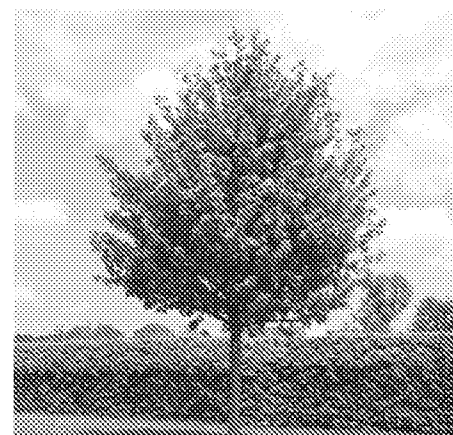
Tilia cordata 'Green Spire'



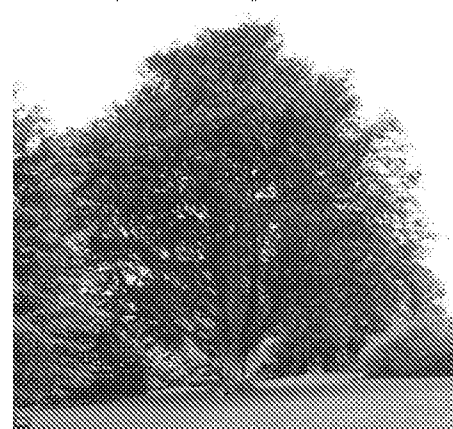
Fagus sylvatica Hedge



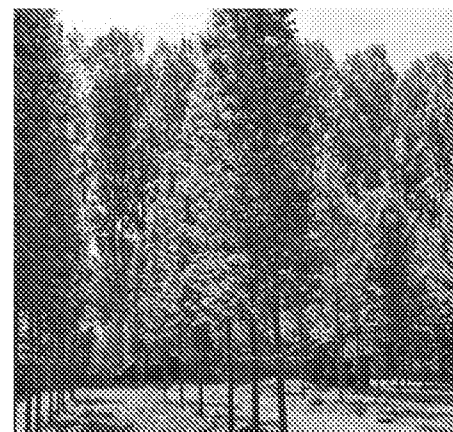
Hamamelis x intermedia



Acer campestre 'Elsrijk'



Fagus sylvatica 'Purpurea'



Carpinus betulus 'Frans Fontaine'

Planting Strategy

NATURALISTIC - LEGACY - STRUCTURE - SCALE

The planting strategy seeks to reflect the more open and contemporary character of the Parkland area.

Tree planting will include large legacy parkland trees within the northern open space and greenway link to both frame views, provide succession and structure.

Medium sized street trees in grass and meadow verges will create rhythm and structure and guide movement around the 'Parkland Loop' and key pedestrian and vehicle routes.

Strategy for play provision within the Parkland:

PLAYSCAPE - SPACE FOR SPORT - DESTINATION

The preferred location for a NEAP is at the northern side of the site. This would be within 600m of the majority of development and provide sufficient space to establish a high quality and varied "destination" play space. Other community uses could also be accommodated in this area to provide a facility with cross-generational appeal.

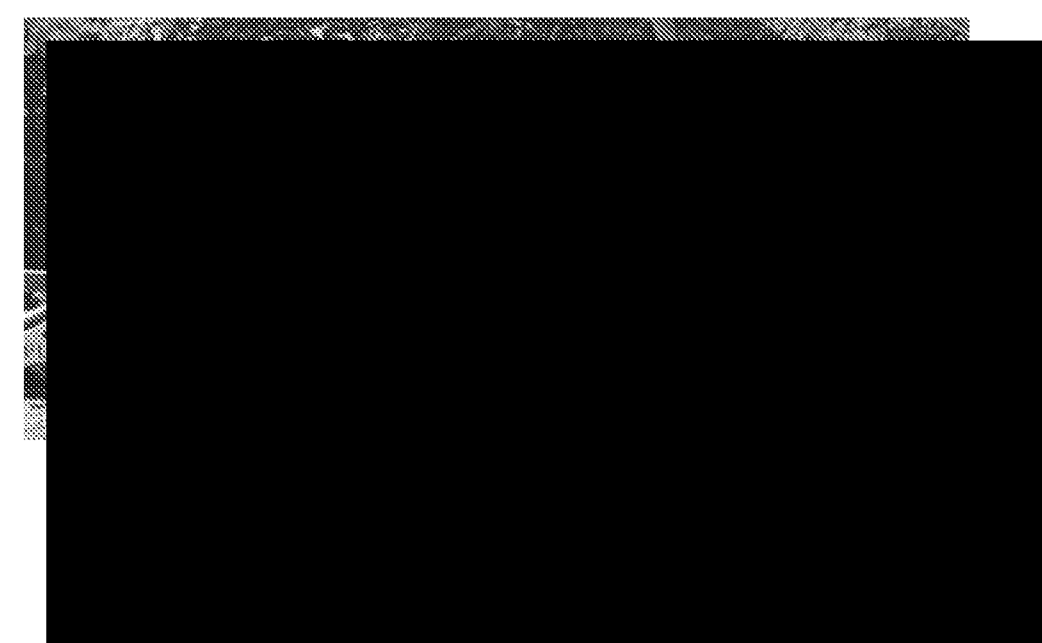
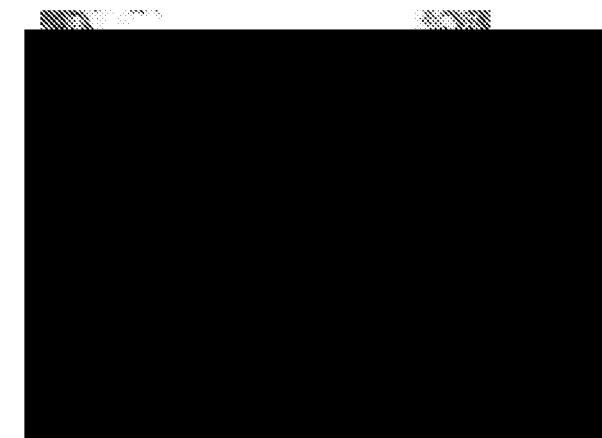
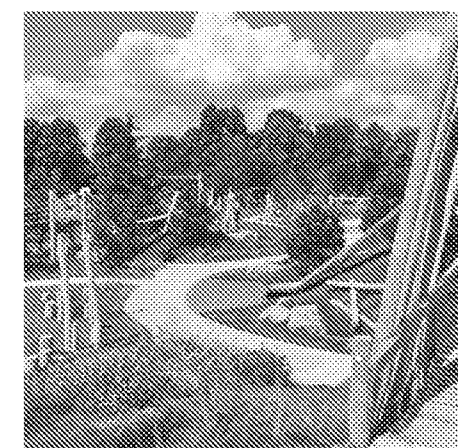
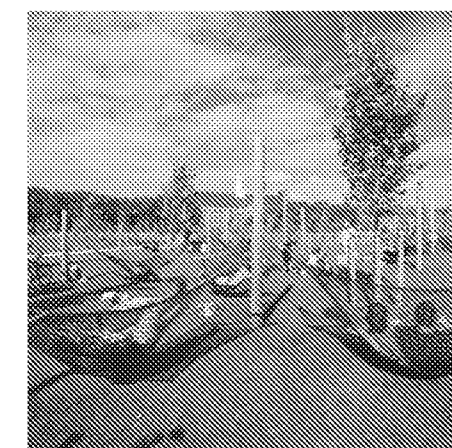
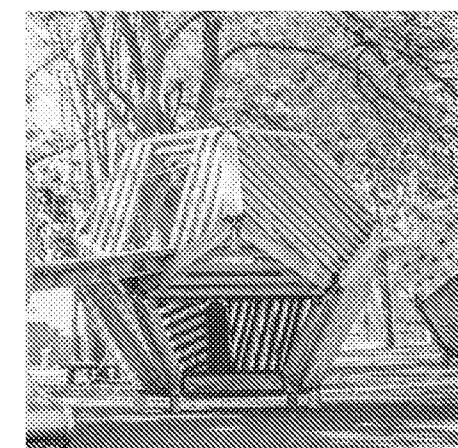
The majority of open amenity space within the site is integrated within the Parkland Character Area including the Central Hub.

The Central Hub forms the heart of the development and encourages residence of the Village character area and southern Woodland Edge character area to venture toward the northern parkland and Public Open Space.

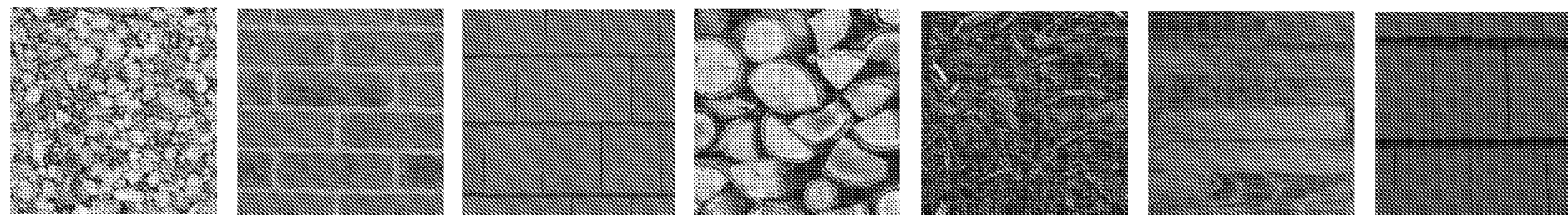
The Space for Sport Hub lies on the northern boundary of the Parkland Character Area that meets the natural open space along the northern boundary of the site. The Hub incorporates sports and fitness space and equipment as set out in the NEAP requirements.

The strategy for play within the Parkland setting is the creation of a playscape, which focuses on inclusive play for a range of abilities and ages including older children. The landscaping must work collaboratively with the equipment to achieve a playscape that provides numerous opportunities for informal and imaginative play. This is intended to encourage an active lifestyle and community activities.

Play Space Precedent Images



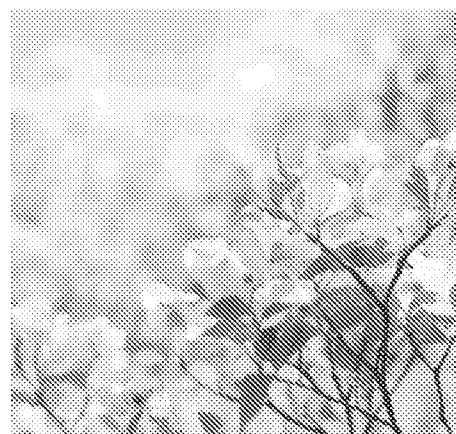
7.0 PUBLIC SPACE



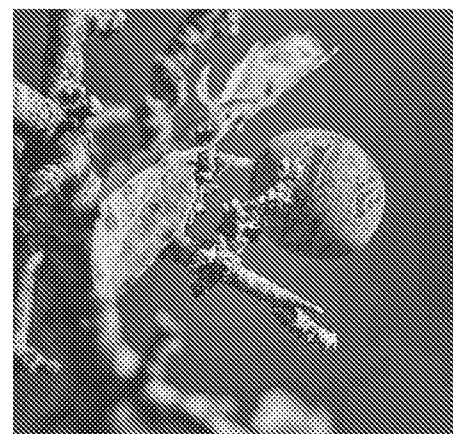
Material, Texture and Colour Palette

Woodland Edge Character Area

Indicative Planting Palette



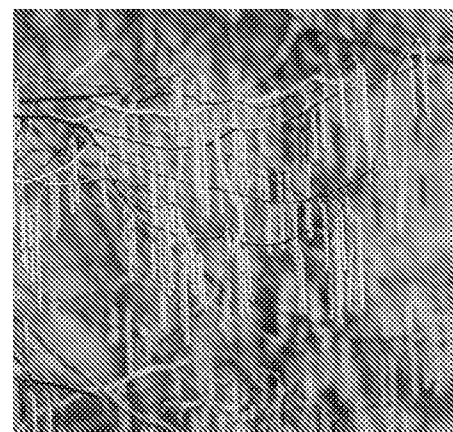
Crataegus monogyna



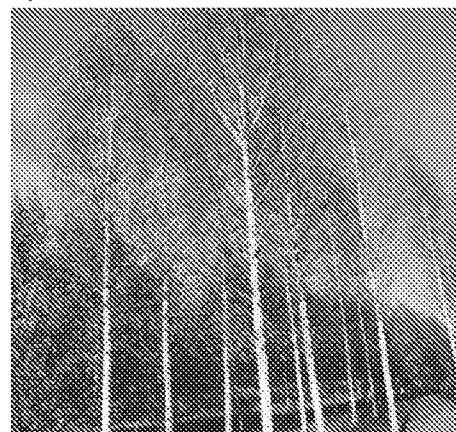
Prunus spinosa



Quercus robur



Corylus avellana



Betula varieties



Sorbus aucuparia

Planting Strategy

BIODIVERSITY - NATURAL - LAYERS - SUCCESSION - NATIVE

Woodland edge, native planting and wildlife habitat creation will provide the clear focus for the planting strategy to the Woodland Edge areas.

This character area includes a number of 'buffers' to the existing woodland and woodland belt features. These will be created with a focus on creating habitat linkages and maximising wildlife benefit whilst also providing appropriately scaled planting. Along the ancient woodland buffer, semi-mature trees and advanced nursery stock will be provided to establish instant impact. Planting will be set out to provide a 'layered' edge with areas closest to housing and informal pathways incorporating native meadow species and understorey planting.

Incidental trees will be native species that complement the adjoining existing features and rural edge.

Play Strategy

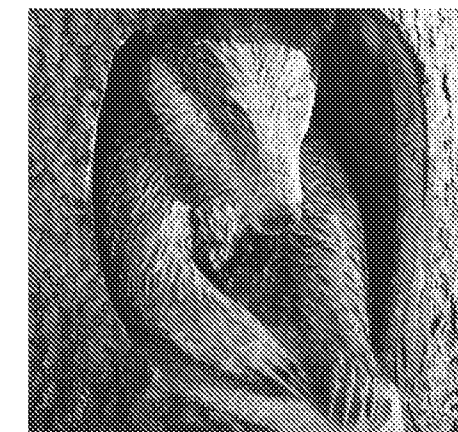
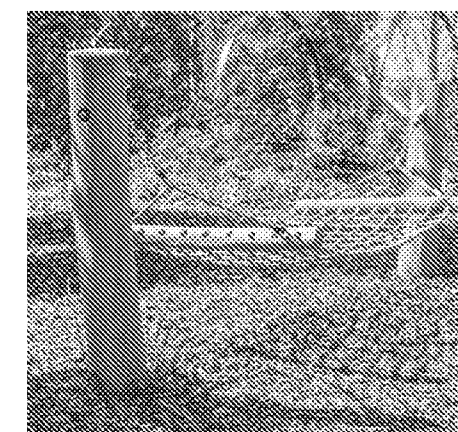
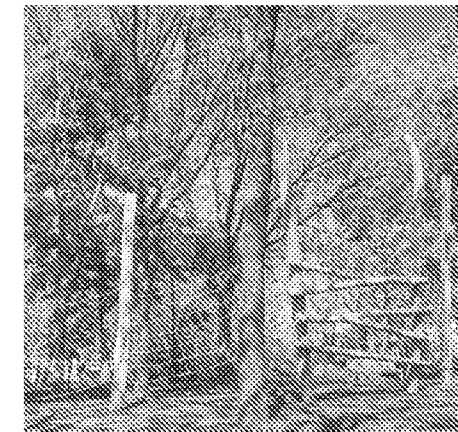
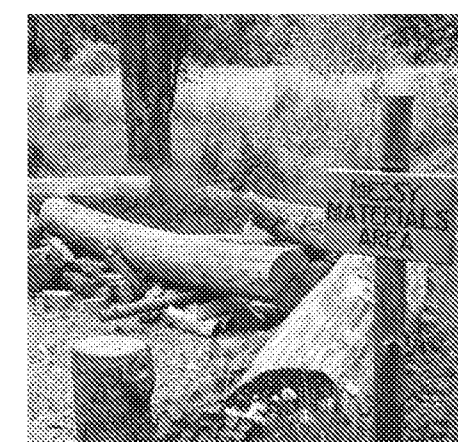
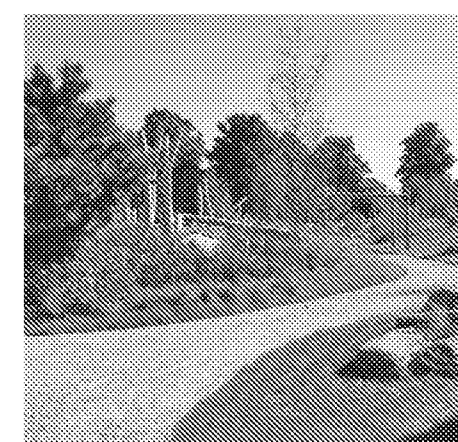
ADVENTUROUS PLAY - NATURAL - SCULPTURAL - INCIDENTAL

Within the Woodland Edge character areas the strategy is to create **adventurous play trails** with natural and sculptural elements. The trails take advantage of the inherently linear and well connected woodland edge landscapes to encourage active lifestyles and bring benefits for users health and wellbeing.

The focus for play, will be upon integrating a trail of equipped play provision and playful natural elements within the overall open space strategy, recognising that play can take place in a variety of settings and may or may not involve equipment. This is intended to engage all ages with the natural setting and encourage 'play on the way'.

Wayfinding and engaging interpretation are key to encourage use of and interaction with the natural setting.

Play Space Precedent Images



Water Lane Entrance & Gateway Landscape

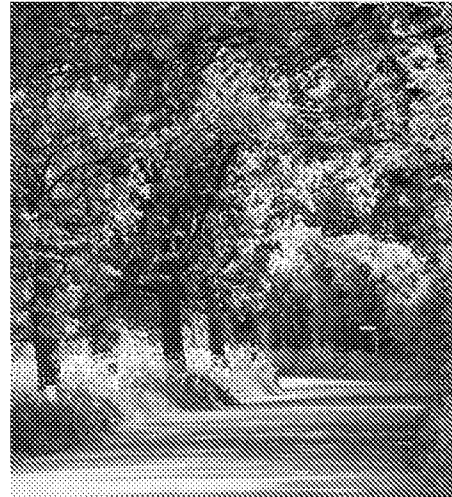
The Water Lane Entrance and Gateway landscape will together provide a key sequence of spaces in the setting of the principal entrance to the development and the identity of the site.

The existing tree line will be retained to form an established tree-lined avenue and promote an overall sylvan character to the sense of arrival from Water Lane. To the east of the entrance, 'Pond Corner' will provide an informal green space, and contribute to the natural setting to the development, with water used both for SuDS and as a focal point of the space. SUBJECT TO CONFIRMATION OF DRAINAGE SCHEME

At Pond Corner, a SuDS basin will be incorporated as an integrated part of the landscape scheme, to achieve an attractive 'village pond' set within an informal green space as well as providing flood management and opportunities for enhanced biodiversity. The SuDS basin will accommodate sensitive grading and allow for the visible use of water to provide drama and legibility, with aquatic and marginal planting to enhance biodiversity and establish a semi-natural character to this space.

Around the residential gateway, a formal arrangement of avenue trees and planting will help to define the Gateway as a punctuation point to the more informal and semi-natural planting of the nearby Pond Corner. A high quality of materials, contrasting hard surfacing and rich planting around the gateway will set the scene for arrival at the development and along the primary avenue.

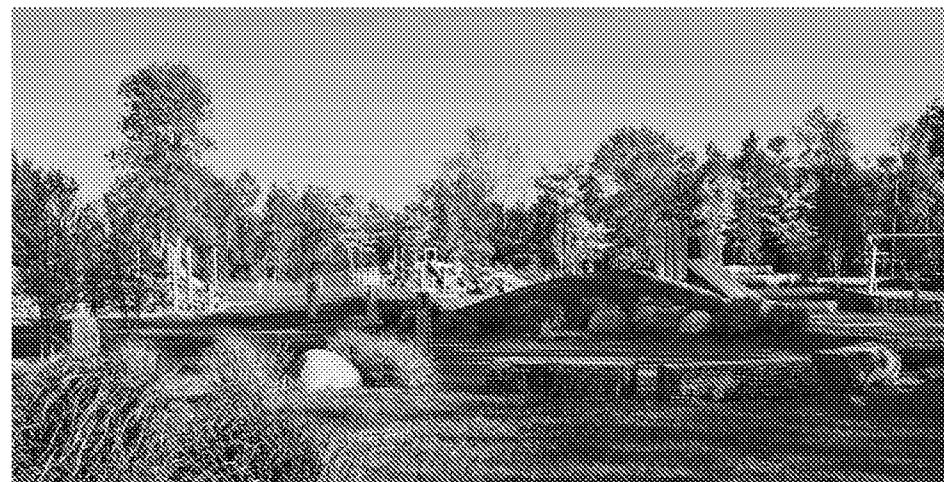
Integrated artwork or features (potentially linked to the historical uses of the site) should be considered as visual markers within the Gateway area.



Tree-lined avenue at the Gateway Landscape to provide glimpses onto 'village pond'.



Informal community-focused green space along Primary Avenue.



Central Green Hub character to be predominantly an open, flexible space framed by trees around the edges.

Village Tree Strategy

The Wooded Lane, pedestrian and cycle path provides a direct connection from the gateway to the Central Hub, encouraging the community to use the open space and facilities in the Parkland Character Area to the north of the Village. The Wooded lane runs through the Village green and parallel to the Village Street. The Wooded Lane is flanked by mature trees with some TPO Quercus. Planting and management will enhance the shrub and tree structure and provide opportunities for legacy planting of Quercus.

The Village Green will be an informal community-focused green space fronted by residential properties in the Village character area. The Green will include a children's Local Equipped Area of Play (LEAP) and a Local Area of Play (LAP)

Central Hub

Will provide the main focus of public life and must be designed as a predominantly open space framed by tree planting around the edge. The space will be flexible and vibrant to encourage use by the community. The area will be landscaped to accommodate a lawned area enclosed by trees and generous planting to allow for multifunctional uses and space to sit in sun or shade. Hard landscaped areas will provide inclusive access and areas for events and socialising. It will also incorporate a children's Local Equipped Area of Play (LEAP).

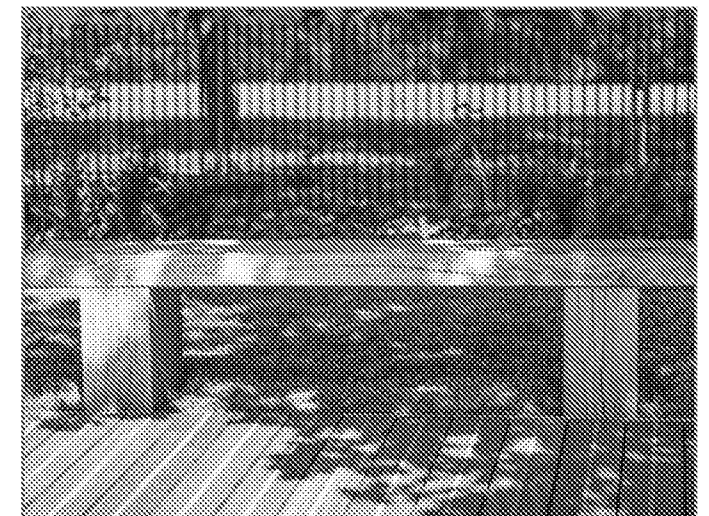
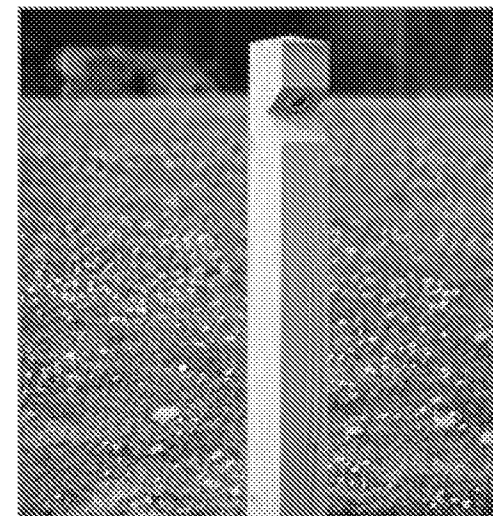
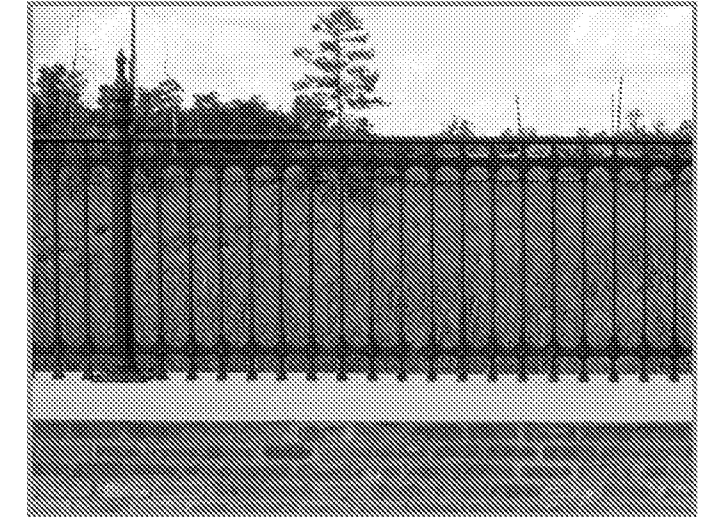
7.6 Street Furniture

A coordinated approach will be taken to street furniture across each character area, with a palette of simple, robust and style appropriate furniture utilised, suitable for the function of the space typology.

The coordinated palette of street furniture will include a consideration of: benches, litter bins, lamp columns, bollards, manhole covers, tree grilles/surrounds, bin stores and cycle parking.

Street furniture will be carefully located and integrated within the public realm to avoid clutter. The following general principles should apply across the whole development:

- The need for street furniture should be reduced to a minimum through integrated and good design, to reduce street clutter.
- The location of furniture should not obstruct pedestrian or cyclist movement.
- Street furniture should be located in a 'furniture corridor' along streets, to be located between the kerb edge and the footway/cycle track.
- Signage, traffic signals and street furniture should be located to minimise clutter and should be placed on lamp columns, posts or buildings where appropriate.
- The potential to reuse materials gained from site clearance should be considered: for instance crushed concrete could be used in gabion mesh baskets to create edging, bollards etc.
- Timber elements such as seats, boardwalks and bridges should utilise either Forest Stewardship Council (FSC) sustainable hardwood or composite boards.
- Manhole covers in paved areas must be recessed.
- Drinking fountains should be provided in all public spaces.



Boundary treatments

Boundary treatments provide the transition between the public and private realm. They will be carefully controlled to ensure a coordinated and legible approach to streets and buildings.

Front gardens or planted buffers will provide privacy strips at the front and sides of residential properties. These will vary in width depending upon the location and character area and whether parking is required to be accommodated.

Privacy strips should be either planted with a simple mix of robust, low, predominantly shrub planting, or in some tertiary streets, be paved with a texturally contrasting material.

Exposed boundaries that follow building lines should be brick walls, up to a maximum 2m in height.

Rear gardens and internal boundaries between private gardens that are not visible to the public, should be close-boarded or slatted timber fences, no more than 2m high. Brick walls will be used along rear boundaries which bank onto courtyard parking areas or public realm. The wall will be no more than 2m high with some semi-permeable sections from 1.5m upwards to create a level of surveillance to the public space. Pedestrian access to parking courts via rear boundaries will be provided via gates if the dwelling is allocated parking in this area.

Boundaries to amenity spaces should not be fenced where avoidable. Landscape treatments, trees and planting should be considered to provide a degree of enclosure. Some areas of play may need to provide protection from dogs and dog mess. Cars must be prevented from gaining access through careful design detailing of soft landscape, street furniture and kerbs.

SuDS features should be designed wherever possible to avoid the need for safety fencing and associated paraphernalia. A low timber knee rail should be used to demarcate the edge of the water bodies.

Seating

Seating will be selected that is simple, high quality and sensitive to the context of the space it is located in. All seating should be functional, hard wearing and vandal resistant, allowing for ease of maintenance.

Seat heights and back rests should be designed for comfortable use by all with a variety of benches and seats provided, including some with slatted timber tops, armrests and seat backs to assist people with restricted mobility and discourage anti-social behaviour.

In more formal spaces - such as The Village Green, seating could be solid timber, or could be acid etched pre-cast concrete, with timber backs and seating slats.

Seating should be provided every 50m along main pedestrian routes. Concealed ground fixings should be used.

An off-the-peg product with a variety of seat types in the same family would provide flexibility in use and location of seating while maintaining a consistent appearance across the development.

Litter Bins

Litter bins will be selected that are robust, functional and fireproof. They will be provided along streets, pedestrian routes and within open spaces and will in particular, be located near seating and bus stops. They will:

- Incorporate separate recycling and general litter receptacles
- Incorporate bird-proof lids
- Be a minimum of 70L in volume.
- Bins should be plain powder-coated steel. In informal open spaces bins should be timber clad.
- Take account of the street cleansing regime.

Dog Bins will also be provided along recreational/pedestrian routes and within public open spaces.

Cycle Parking

A simple hoop (Sheffield Stand) design will be selected to minimise visual clutter and allow practical use by cyclists.

Stainless steel to be used to present the best visual appearance after sustained use.

Street trees, tree pits and tree grilles

Detailed specification and design will be required as appropriate at the detailed stages of design (e.g. Reserved Matters Applications when the underground constraints and foundation depths are clearer).

The future adoption of street trees and whether they are located in public/private areas will also inform the specification and detailing of tree surrounds/grilles.

Knee Rail

Timber knee rails may be an appropriate boundary edge treatment to define some of the informal open spaces.

Bollards

Where bollards are required on primary streets, these should be plain, circular brushed stainless steel or powder-coated steel.

In more informal open spaces, timber bollards should be used and offer flexibility in terms of size and incorporation of features such as reflective strips, signage, etc.

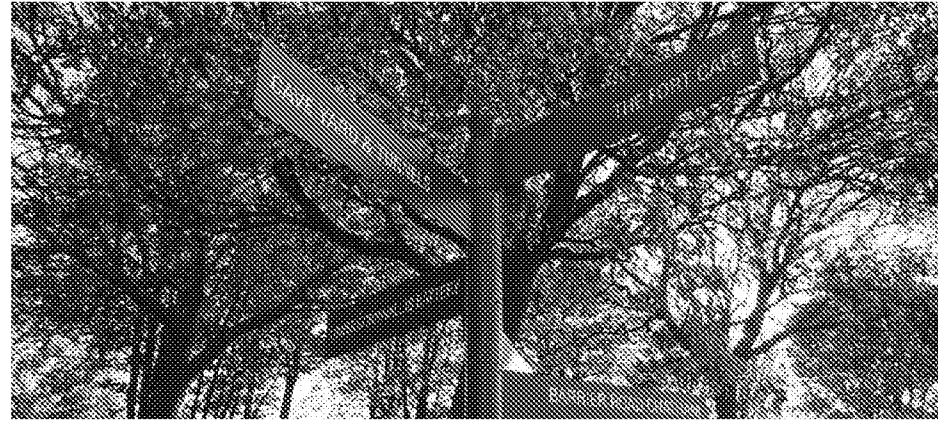
An alternative bollard or edge detail to open spaces to deter vehicle parking, could be gabion mesh/ basket bollards that use crushed concrete gained in site clearance.

Signage

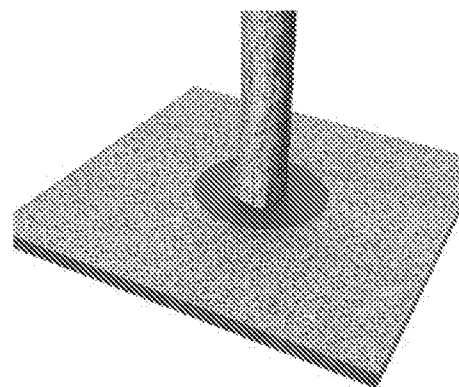
Street nameplates should be attached to walls, railings, fencing, buildings to minimize street clutter.

Other signage should be carefully considered and where possible be mounted on buildings, walls, railings to reduce street clutter.

Signage should be designed to use a consistent style and typography



All street furniture should be plain and durable.



All signage to be carefully coordinated throughout the development.

7.7 Lighting (Condition 32 – Zone E2 (Rural))

Lighting should be incorporated into the development to complement the buildings and public realm and to emphasise the links between areas. A coordinated and consistent palette of fittings should be used to reflect the identity of the development and minimise clutter. Fittings should be selected to provide appropriate lighting levels to contribute to the safety of highway users and promote personal security and the perception of personal security for pedestrians.

Lighting of public areas must be fit for purpose, of an adoptable standard, energy efficient, simple and contemporary in style, sustainable, cost effective and have suitable access for ongoing maintenance where sited in adoptable highway areas. The day time appearance of fittings is an important consideration and lighting should be designed to reflect the human scale, located with respect to all users and avoid street clutter.

Feature lighting should be considered to enliven public spaces and demarcate features. The overall lighting design shall create visual interest through contrast in lighting levels and highlight key landmarks where appropriate.

Lighting levels shall reflect the hierarchy of streets and spaces, guiding pedestrians along well-connected routes. The scale of columns and luminaires should fit the scale of the street in which they are used.

Lighting columns should be located in furniture corridors along streets and the positioning of lighting must not compromise tree and shrub planting areas. Lighting units must be used that are ecologically sensitive, providing zero upward light pollution.

The lighting plan will ensure the retained hedgerows, ancient woodland edge, scattered trees and new landscape planting are not subject to increased lighting levels as a result of the proposals. The green infrastructure network across the site will be maintained as dark corridors to provide habitat for nocturnal species including badger, bats, hedgehogs and dormice. The lighting plan will also ensure the trees that have potential to support roosting bats and new roost provisions to be installed on buildings are not inappropriately lit.

INPUT REQUIRED RE STANDARDS, LOCAL AND NATIONAL SPECIFICATIONS

7.8 Management and Maintenance

Vegetation and Streetscape

All structural planting and green infrastructure including the open spaces, woodland blocks and play areas as identified in this Design Code will be managed via a resident-funded on-site estate management company. The management company should be established in such a way as to embed the quality and sustainability expectations of the development into the day-to-day maintenance and long-term management of the site. Opportunities for facilitating community management should be considered to help engender a sense of ownership and responsibility and assist with building social cohesion.

All of the streets within the development will be designed to adoptable standards, with the intention they will be adopted by Sussex County Council. Opportunities should be considered for downgrading vehicle streets to be traffic free or pedestrian priority where appropriate in the future.

Public spaces and the landscape features within them will be managed and maintained to ensure that they establish effectively and sustainably in the short and long term, balancing their amenity value and ecological enhancement.

Drainage

The surface water drainage scheme for the site will be designed to meet the requirements of the NPPF, SuDS Manual and Sewerage Sector Guidance.

The foul water drainage scheme for the site will be designed to meet the requirements of Sewerage Sector Guidance.

Both the foul and surface water schemes will be offered for adoption to Southern Water under Section 104 of the Water Industries Act. On completion of the adoption agreement the foul and surface water schemes will be maintained by Southern Water in perpetuity.

The regular maintenance of all private drainage, channels, gutters, rainwater pipes and connections will be the responsibility of the individual property owners / Housing Associations.

The regular and corrective maintenance of all shared elements of the drainage system will be managed and funded as follows:

- Adopted Elements: Southern Water
- Shared Private Infrastructure: Management Company
- Individual Property Infrastructure: Individual Property Owners / Housing Association

A Management Company will be appointed by the Developer on behalf of the Residents. The Management Company will be funded by the Residents of the development.

Ecological Monitoring

To mitigate for the loss of hedgerow/ scrub habitat and enhance the site for dormice, dormouse boxes will be installed on retained hedgerows and along the ancient woodland edge. These boxes will be monitored for a period of time specified within the dormouse licence. Following the completion of monitoring, the locations of boxes will be shared with the local mammal group to allow them to continue monitoring.

Habitats across the site will be subject to botanical monitoring every five years for the first 30 years following the completion of construction, to ensure the conditions of habitats are in line with the conditions proposed within the biodiversity net gain calculation.

Protected species provisions including bat, bird, invertebrate and dormouse boxes will be monitored annually for five years following completion of construction, with any missing/ damaged boxes to be replaced.



Design Code: Section 8.0 Use

Introduction

This section of the document sets out the requirements for the mix of land uses, the dwelling size and affordable tenure mix and their distribution.

8.0
USE

8.1 Land Use Distribution

The total area of the site and associated access works measures a total of 32.85Ha (81.17 acres).

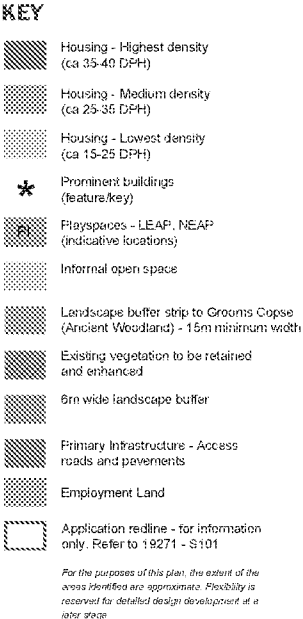
The Land Use parameter plan approved as part of the outline planning permission defines the extent of the residential development area and distribution of lowest, medium and highest density, the location and extent of the employment use land, the distribution and extent of the green infrastructure, the access points from Water Lane and Dappers Lane and the approximate location and alignment of the internal primary infrastructure.

The concept masterplan indicates the following elements:

- 17.73 ha of net residential development area which will provide up to 525 new homes at a low to medium density including a mix of residential accommodation comprising 1, 2, 3 and 4 bedroom dwellings including apartments and houses
- 8.06 ha of open space
- 0.25 ha of play areas
- 2.25 ha of retained groundcover planting and trees
- 0.67 ha of Ancient Woodland buffer zone
- 1.53 ha of employment land



Revised Land Use parameter plan



Land use distribution diagram ►



8.0
USE

8.2 Housing Typologies and Distribution

A range of new homes will be provided within the development to ensure a mixed and diverse new community. This will include one and two bedroom apartments and two, three and four bedroom houses.

UNIT TYPE	NO. OF UNITS	%
1 bedroom	32	6%
2 bedroom	181	34%
3 bedroom	220	42%
4 bedroom	92	18%
Total	525	

KEY

Predominantly bungalows and chalet bungalows

Predominantly detached or larger footprint buildings

Predominantly semi-detached and terraces

Apartment buildings

Dwelling typology distribution diagram ►



8.0
USE

8.3 Tenure Distribution

30% of the total number of new homes will be provided as affordable housing. The tenure mix will be 75% rent and 25% shared ownership. Affordable housing will be seamlessly integrated into the development with clusters of no more than 20 dwellings.

UNIT TYPE	NO. OF UNITS	%
1 bedroom	32	20.5%
2 bedroom	86	54%
3 bedroom	29	18%
4 bedroom	12	7.5%
Total	159	

8.4 Commercial Use

Commercial buildings are part of the outline consent. These are proposed as series of 2 storey pavilion buildings arranged around landscaped courts and lanes

KEY

Affordable Clusters

Tenure distribution diagram ►

