

2.0 SITE LAYOUT PRINCIPLES

2.11 Character Areas: The Village

The Village character area has been designed in accordance with the requirements and guidance set out within the Design Code. This is the highest density part of the new development and has an average density of approximately 36 dwellings per hectare (DPH), which is compliant with the density band of 35-40DPH set out on the Land Use parameter plan.

Key features:

- More formal layout and urban character
- Central square as focus space
- North-south Village Street
- Generally, more continuous frontage
- Small apartment buildings, terraced and semi-detached and occasional detached house
- Predominantly 2 storeys with occasional 2.5 storey building
- Maximum eaves height – 5.5 metres
- Maximum ridge height - 10 metres
- Parking predominantly on-plot with some on street in perpendicular bays, in frontage courts and rear parking courts
- On-plot parking generally set back behind building frontages
- Wall materials comprising predominantly stock brick with occasional render and use of flint
- Roof materials predominantly plain tile with occasional slate appearance tiles on apartments and focus buildings

The layout of the proposed Village character area opposite has been labelled to illustrate compliance with these key features.



Extract of layout showing The Village Character Area



Illustrative aerial view within the Village character area

Keyplan

2.0 SITE LAYOUT PRINCIPLES

2.12 Character Areas: Parkland

The Parkland character area has been designed in accordance with the requirements and guidance set out within the Design Code. This is an area of medium density within the new development and has an average density of approximately 26 dwellings per hectare (DPH), which is compliant with the density band of 25-35DPH set out on the Land Use parameter plan.

Key features:

- North-south linear park as central focus
- Retained bund within Linear Park visually separates east and west
- Tree-lined secondary avenue loop
- Shared surface lanes radiating out to green edges
- Private drives and green lanes front onto green edges and Linear Park
- Medium to low density of development of 20-35DPH
- Predominantly 2 storey buildings with 1 and 1.5 storeys along northern edge
- Maximum 10 metre ridge height generally
- Maximum 8 metre ridge height on northern edge
- Predominantly detached and semi-detached houses with occasional short terraces and small apartment buildings
- Regular breaks in roof line
- Wall materials– Predominantly stock facing brick with occasional use of flint and plain tile hanging
- Roof materials – Predominantly plain tiles with slate appearance tiles on apartment and focus buildings
- Area for sport north of the secondary avenue loop

The layout of the proposed Parkland character area opposite has been labelled to illustrate compliance with these key features.



Extract of layout showing Parkland Character Area



Illustrative view within the Parkland character area



Keyplan

2.0 SITE LAYOUT PRINCIPLES

2.13 Character Areas: Woodland Edge

The Woodland Edge character area forms the lowest density part of the development and forms the eastern edge of the development adjacent to Grooms Copse, the northern edge of development fronting onto the northern Parkland and the frontages to the east-west corridor running through the centre of the site. The woodland and green infrastructure contributes to the strong sense of place for this character area. This area has an average density of approximately 20.5 dwellings per hectare (DPH), which is compliant with the density band of 15-25DPH set out on the Land Use parameter plan.

Key features:

- Dwelling frontages along lanes and private drives
- Lowest density housing of 25-30DPH
- Maximum eaves height – 5.5 metres
- Maximum ridge height - 10 metres
- Generally detached buildings
- Generally 2 storeys in height with occasional single storey dwelling
- On-plot parking generally set back behind building frontage
- Wall materials – Predominantly stock facing brick with occasional use of flint and plain tile hanging commonly used to upper floor levels
- Roof materials – Generally plain tile
- Low picket fences to dwelling frontages
- Timber posts along open space edges to protect from vehicle encroachment
- NEAP, LAP and informal kick-a-bout area within northern parkland

The layout of the proposed Woodland Edge character area opposite has been labelled to illustrate compliance with these key features.



Extract of layout showing the Woodland Edge Character Area



Illustrative view within the Woodland Edge character area



Keyplan

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Land North of Water Lane, Angmering

Design & Access Statement and Code Compliance Document

3.0 LANDSCAPE AND THE PUBLIC REALM

The landscape and public realm requirements for the scheme are set out within Sections 4.0 and 7.0 of the Design Code.

Section 4.0 sets out the key elements of the existing green infrastructure to be retained, the required landscaped buffer zone associated with the Groom's Copse ancient Woodland, the constraints associated with ecology on the site, issues associated with existing watercourses and proposed surface water drainage and required provision for biodiversity.

Section 7.0 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.



3.0 LANDSCAPE AND THE PUBLIC REALM

3.1 Landscape Vision

The Water Lane site plays a transitional role between the existing built settlement edge and the wider rural setting of the South Downs National Park.

The landscape vision is to promote a nature-led approach to the new development, creating a development that brings the sylvan character of the local setting into the new settlement edge and reinforces the relationship between Angmering and the National Park, delivering a succession of well-connected and resilient green spaces and streetscapes.

The landscape proposals seek to build upon the Design Code principles of bringing the rural woodland edge character into the site and defining different character areas through the development.

This will be achieved by:

- Providing a robust green infrastructure network across the site through a combination of existing enhanced vegetation and landscape features and new green spaces interconnected with a range of attractive pedestrian routes and trails to provide permeability and encourage active travel
- Surrounding the central built areas with a lower density woodland edge character area
- Using hard materials and planting palettes that responds to and help to define different character areas and uses
- Responding to the existing landscape framework of generally linear features on the site through the provision of trails and greenways
- Incorporating sustainable and wildlife friendly planting and legacy tree planting for longevity, succession and wildlife benefit
- Connecting new and existing habitats and wildlife populations with green corridors
- Creating convenient and attractive recreational routes and spaces set in an engaging landscape setting that encourages physical activity and exploration by residents and celebrates the local context and history of the site



Landscape masterplan

3.0 LANDSCAPE AND THE PUBLIC REALM

3.2 Greenspace Compliance

The landscape design associated with the site comprises a mosaic of open spaces, play and fitness areas and natural/semi-natural areas that are interlinked by pedestrian routes, tree-lined streets SUDs and wildlife corridors and together create a robust landscape framework and green infrastructure for the development in compliance with the Design Code.

The open spaces will be well connected and well located within safe walking distance from homes to encourage use by the residents. They will allows for a variety of recreational uses including play, physical exercise, informal sport, active travel, socializing, rest and relaxation.

Open Spaces in the design comprise:

- A north-south green spine providing a green corridor through the site and linking to a series of open sapces and nodes in the development
- Parkland to the north of the development including a destination 'playscape' and allowing space for informal sports and recreation
- A village square at the heart of the village character area and incorporating play provision and space for relaxation and meeting with friends.
- A 'hub' at the centre of the development within the green spine link to the northern open space. This will provide a flexible used space for meeting and gathering and include a LEAP play area with a sculptural feature to act as a focus for the space
- Woodland edge with glades and informal mown paths providing contemplative space and habitat along the edge of the 15m buffer to Groom Copse ancient woodland
- An east-west spine of woodland edge planting and meadow grassland through the centre of the site that links to the main green spine and informal space within the Grooms Copse buffer to the east
- Play areas in line with Fields in Trust 'Planning and Design for Outdoor Sport and Play' guidance; LAPs within the housing development, LEAP at the edge of the 'Hub' and a 'Playscape' and space for informal sport in the northern open space in line with NEAP and LEAP standards.
- Play trails within the woodland edge and parkland character areas providing a trail of activities to encourage exploration and movement across the site.
- Incidental open spaces providing 'pause' points within the development and located along pedestrian routes/connections often in association with retained vegetation

TABLE 1. ALL IDENTIFIED OPEN SPACES		
SITE GENERAL INFORMATION (By OSP Architecture)		
	ha	m ²
Full Site Area	32.85	328,500
Proposed Net Development Area	17.06	170,600
Open Space Area (excluding SUDs)	55.9	55,911
Public Open Spaces (NOTE: typologies not indicated on Parameter Plans)	ADC Required Space (m ²) *	Provided space (m ²)
Parks and Gardens	9,240	9,618
Amenity Green Spaces	6,930	23,632
Natural and Semi-natural Areas (accessible to the public)	20,790	22,661
Wildlife Habitats (Non-accessible to the public)		17,060
Total Public Open Spaces	36,960	55,911
Play Facilities:		
Local Area for Play (LAP) 100 m ² min size		1,320
Local Equipped Area for Play (LEAP) 400m ² min size		800
Play Trail (LAP and LEAP type provision and adult/teenage fitness)		1,150
Total LAP and LEAP	2,888	3,270
Neighbourhood Equipped Area for Play (NEAP) - 1,000 m2 (Includes 'Space for Sport' and Playscape)	3,465	4,652
Total Play Facilities	6,353	7,922
Offsite Contribution for Allotments	£10,105	

Public Open Space (POS) calculation

Compliance with Policy

The location, layout and quantum of open space has been developed in line with the Arun District Council Open Space Standards SPD to ensure sufficient green space is provided within the scheme. The table above outlines the amount of greenspace provided by the scheme against the different typologies required in the Arun District Council policy. It uses the standard calculation method based upon the household occupancy rate set for the local area, as set out in the policy.

Compliance with Design Code

The proposals generally incorporate the range of open spaces envisaged in the Design Code.

During the development of the proposal, it has been identified that large parts of two of the open spaces are

needed to contribute to the site wide drainage strategy. This includes attenuation basins at the site entrance and Water Lane gateway to the development and south of the proposed hub and east-west green corridor. These areas will no longer contribute to the Arun DC Open Space calculations but provide landscape setting in their own right.

Elsewhere, a network of swales has been incorporated into the streets and open spaces, located to minimise disruption to the open space provision and allow flow of pedestrian activity whilst also allowing for optimum drainage function. The principle is to help integrate SUDs features into the open spaces as far as possible through the use of planting and decked bridges/ crossings where appropriate, whilst allowing them to be functional and attractive.

3.0 LANDSCAPE AND THE PUBLIC REALM

3.3 Landscape Context

The scheme proposals have been developed to respond to the wider landscape setting of the South Downs National Park and Ecclesden Hills and establish a new settlement edge that is sylvan in character and well integrated within its landscape context.

In particular, the scheme proposals respond to the following key features of the local context:

- Grooms Copse Ancient Woodland to the east - a 15m wide buffer will be incorporated to protect this asset
- The framework of existing vegetation - this will be retained and form the key structural elements of the landscape scheme, with interlinked open spaces, wildlife corridors and recreational routes.
- Overlooking views from the South Downs National Park - tree-lined streets, that in particular will allow space for medium sized trees on east-west routes to assist with creating a 'layering' of canopy vegetation and a strong tree pattern within the development, notably when viewed from high ground in the South Downs National Park to the south-east.
- Well wooded character of the South Downs and village edge - the scheme will draw this sylvan character into the development through the extensive use of tree planting and the creation of woodland edge areas within the development.
- Interface with neighbouring areas - Particular consideration has been given to the treatment of the site boundaries to both help contain and filter views of the new built forms but also to provide the framework for a wider green infrastructure that will provide pedestrian and/or wildlife connections both within the site and linking to the wider landscape setting

Whilst the existing site contains a range of land uses in various conditions, the scheme will seek to celebrate the heritage of the site in the detailed design of open spaces.

Design Code compliance:

The overall approach to layout and treatments of landscape buffers and public open spaces complies with the Design Code.



View from Highdown Hill in the South Downs National Park, looking north-west across Angmering, the site and wider landscape setting



Wooded lane



Grooms Copse Ancient Woodland viewed from the top of one of the bunds around the Race Way

3.0 LANDSCAPE AND THE PUBLIC REALM

3.4 Planting Proposals

The planting strategy is a core component of the landscape proposals and must serve a number of roles - to create a sense of place for people, to provide habitat opportunities for wildlife and to integrate the proposed development with the wider landscape setting and existing retained vegetation structure.

The strategy has been developed to respond to the character areas and the scale, use and function of streets and spaces across the development. The overall aim is to create a contrast between the well wooded and natural character of the woodland edge, the detailed and more intricate planting around the village and more open and structural scale and character of the parkland area.

A range of planting types are incorporated across the development to provide layers of planting and structure, with a particular focus on establishing a strong tree pattern and incorporating native species and those with a benefit to wildlife throughout.

Planting palettes have been developed to respond to the different character areas, provide sensory interest, wildlife value, structure and durability within the public realm. Screening and softening of built form, shade creation and planting form have all been considered alongside the seasonal variation in colour, texture, fruit and scent to contribute to the place-making of the development.

A number of areas of existing vegetation will be retained and enhanced within the development, including along the site boundaries and through a central spine of woodland edge and tree planting. A 15m wide buffer will be created to Grooms Copse Ancient Woodland and provide habitat connectivity with the retained vegetation areas

A Soft Landscape Plan and Tree Proposals Plan have been prepared to illustrate the overall layout, size and types of soft landscape treatments across the site. These are supported by a Landscape Palette that identifies typical species and plant sizes.

Design Code compliance:

The Planting Strategy is underpinned by Site Wide Tree Strategy and Structural Planting guidelines provided in the Design Codes. The selection of species and qualities of planting are compliant with the principles set out in the Design Code.

- KEY:
- Character Areas:

Village character area

Parkland character area

Woodland edge character area
- Soft Landscape:

Pleas refer to Drawing HBA-875-201 for all tree planting. Refer to Soft Landscape Palette for information on character styles of planting, indicative species and mixes, sizes and densities.

Retained or enhanced boundary planting

Retained and enhanced tree belts and woodland edge planting

Proposed woodland edge and landscape/ecological buffers:

Eco 1 - Northern boundary buffer

Eco 2 - Western central link

Eco 3 - Eastern central link

Eco 4 - Buffer to Grooms Copse

Proposed shrubs and herbaceous planting to street verges

Proposed structural and sensory planting to Public Open Spaces

Proposed shrubs and herbaceous planting to parking courts and mews

Proposed wetland meadow to swales and SUDs basins.Emorsgate seed mix EM8 Meadow Mixture for Wetlands

Proposed marginal and aquatic planting to SUDs basins

Proposed meadow (including restoration of some neutral grassland in the northern open space) and creation of wildflower verges along main route through the site. Emorsgate seed mix EM1 Basic General Purpose Meadow Mixture

Proposed amenity grass. Emorsgate seed mix EG22 Strong Lawn Mixture

Proposed mixed shrub, hedge and herbaceous planting to private front gardens

Proposed species rich lawn to private gardens. Emorsgate seed mix EL1 Flowering lawn

Soft landscape plan ►



3.0 LANDSCAPE AND THE PUBLIC REALM

3.4 Planting Proposals

Selected soft landscape palette:



VILLAGE - cottage style planting and florific



WOODLAND EDGE - native planting and naturalistic planting to gardens



PARKLAND - structural planting



SITE-WIDE - legacy trees, tree lined streets

3.0 LANDSCAPE AND THE PUBLIC REALM

3.5 Ecological Enhancements

A key principle of the design scheme is to pull nature through the site to create a rich and biodiverse setting and connect wildlife populations through new green corridors and connections.

New woodland planting will be provided along the northern site boundary to provide compensatory Dormouse habitat as well as contributing to increasing tree cover and visual screening. This will also establish a new corridor for wildlife populations to link between offsite woodland to the east and west of the site.

In the centre of the site, the site of an existing badger sett will be retained and protected through it's inclusion in a wider belt of new and existing woodland edge planting that will be planted with a thicket edge to prevent public access. This area will also link to Grooms Copse and the wider green infrastructure network.

Along the eastern side of the site, a 15m wide buffer will be established to Grooms Copse Ancient Woodland, This will incorporate a staggered hedgerow with tree planting and a timber post and rail fence towards the edge of the Ancient Woodland to prevent public access into Grooms Copse. The buffer itself will incorporate areas of scrub planting and neutral grassland with paths and scattered fruit trees towards the development side of the buffer.

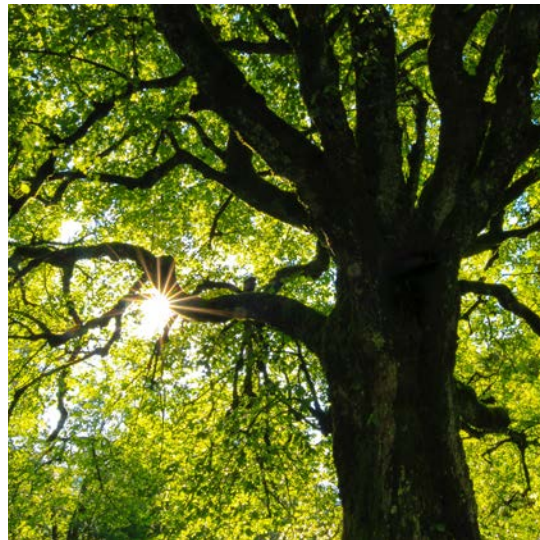
SUDs features will incorporate areas of damp marshy grassland and aquatic and marginal planting where appropriate to create new habitats.

Throughout the scheme, tree species and planting will incorporate species selected on local provenance and for wildlife benefit.

A range of wildlife hibernacula and nest boxes will also be accommodated within the scheme.

Design Code compliance:

The approach to ecological enhancement is compliant with the principles set out int the Design Codes



3.0 LANDSCAPE AND THE PUBLIC REALM

3.6 Provision for Play

The scheme aims to incorporate multifunctional space that includes both dedicated play spaces and incidental playeable or 'play on the way' spaces in the form of play trails through the woodland and parkland areas. The underlying objective is to provide a variety of opportunities for play that are enticing and engaging, offering both challenge, imaginative play, fitness and fun and encouraging children of all ages and abilities to explore the natural setting and spaces within the development.

The overall design concept for the play areas and experiences will take inspiration from and celebrate the heritage and wider setting of the site and engage children with nature through playable landscape. Each space will seek to capture the essence of its location.

In the village, a LEAP and adjoining LAP will provide a key focus to the village square and will take inspiration from the idea of the village itself, using play huts in sand to establish a mini playable village. The surrounding South Downs countryside will be depicted by a grassed area that wraps around the playable village and incorporates timber carved grazing sheep and horses.

Elsewhere in the village, smaller scale LAPs will provide doorstep play in grassed picnic spots.

In the north of the site, a playscape will provide a destination play space for the development. Here, the concept of nature taking over the site will be interpreted through the incorporation of a centre piece timber pod climbing frame incorporating timber nest-like forms, embedded within playable landscape elements and sensory planting that envelopes a mini 'Oval race track' where children can scoot, cycle or run a short circuit.

At the centre of the site, a woodland LAP will provide a play farm, incorporating timber animals, beams and a tractor, in response to the former location of New Barn Farm in this area. Around the hub, a LEAP will tie to the 'water' theme of Water Lane and incorporate a sculptural timber 'wave' play feature that will create a focus and destination.

Incidental timber equipment such as trim trails and fitness kit will also be incorporated along 'play trails' that will encourage movement around the site in the woodland edge and parkland.



Design Code compliance:

The scheme will provide a range of formal play spaces as well as incidental play as defined in the Design Code.

3.0 LANDSCAPE AND THE PUBLIC REALM

3.7 Hard Landscape

The palette of materials selected for the hard landscape will be kept deliberately understated to complement both the natural setting and new architecture.

Hard surface materials will be used to define the hierarchy of routes and spaces and provide subtle variation between the public realm treatment of the different character areas.

The primary access roads through the site and their footways will be surfaced with tarmac with exposed chippings. Pedestrian crossings and road junctions will be identified by either raised tables or permeable paved crossings detailed with recycled granite or porphyry setts to emphasise pedestrian priority.

Mews streets and courtyards and shared surface spaces in the village (around the village square) will be surfaced with permeable paving to denote a change in vehicle speed and promote shared space, where pedestrians and cyclists will have priority over vehicular users.

Throughout the development, driveways and parking spaces will be paved in a different colour of tumbled concrete block to distinguish function.

The realigned route of the public footpath through the site will be surfaced with a buff coloured permeable macadam to complement the natural setting within which it runs and distinguish it from other footways through the scheme.

Within public open spaces, surface materials will relate predominantly to the natural setting, utilising colours from nature and incorporating setts, coloured permeable macadam and bound rubber mulch. Play areas will also utilise bound rubber mulch where a safe, robust but natural appearance surface is required in the woodland edge with sand and composite decking utilised in the village green to provide additional play value.

Compliance with Design Code:

The hard materials palette draws from the Guidance provided in the Design Code

- KEY:
- Village character area boundary

Parkland character area boundary

Woodland character area boundary

Macadam to roadway and driveway

Vehicular block paving with granite setts transition strip to raised road tables

Vehicular permeable block paving with granite setts transition strip to shared surfaces and raised tables
Colour:
Village CA (all shared surfaces but Village Green) -Light Red
Village Green -Brown
Parkland CA -Light Grey
Woodland CA -Light Buff

Vehicular permeable block paving to parking areas / driveways in Village CA: Medium Red
Parkland CA: Medium Grey
Woodland CA: Medium Buff

Vehicular permeable coloured asphalt surface , colour Buff 2 to Lanes in Woodland CA

Macadam footway

Permeable asphalt footway and cycleway surface, colour Buff 1

Bound gravel surface to pathways. Colour: Buff

Residential paths. Concrete sett paving
Colours:
Village CA - Muted Red
Parkland CA - Dark Grey
Woodland CA - Dark Buff

Residential paths. Flag paving
Colour Light Grey

- PLAY AREAS
- Bound rubber mulch play surface, colour: natural green
- Permeable asphalt pedestrian and cycleway surface, colour: Buff 2
- Play sand
- Composite decking



Hard landscape plan ►

3.0 LANDSCAPE AND THE PUBLIC REALM

3.8 Hard Surfacing - Selected Hard Landscape Palette

VILLAGE - red tones with grey detailing



Concrete setts - red and grey tones

WOODLAND EDGE - buff tones



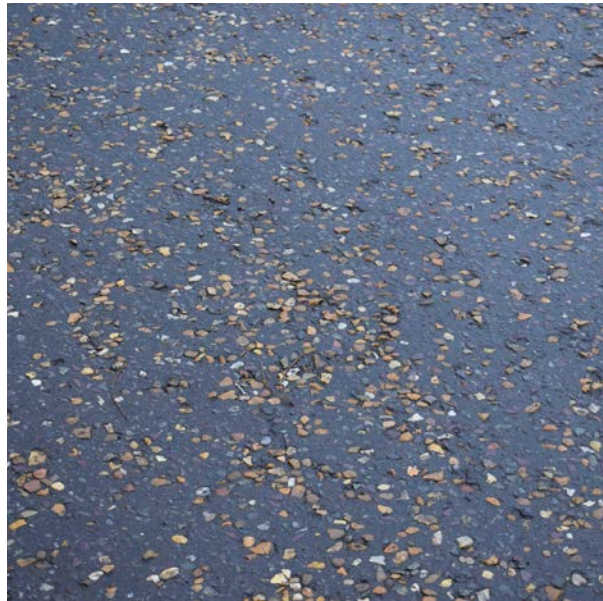
Concrete setts - buff tones

PARKLAND - grey tones



Concrete setts - grey tones

SITE-WIDE



Tarmacadam with exposed chippings to roadways



Composite decking with play sand to village green play area



Tiger mulch / bound mulch to play areas



Self binding gravel to parkland paths



Buff coloured permeable surface to public footpath

3.0 LANDSCAPE AND THE PUBLIC REALM

3.9 Boundary Treatments

The existing site boundaries will be enhanced with new native woodland tree and shrub planting to both infill gaps and re-establish hedgerows and structural planting. This will assist with creating containment and providing increased screening between the new development and adjoining roads and housing to the north, south and west and also create wildlife corridors.

On the eastern site boundary, a hedgerow with timber fence will mark the site boundary and also prevent public access into Grooms Copse.

The plot frontages are intended to make a positive contribution to the streetscape environment and character of the public realm whilst offering shelter and privacy to residents. All front gardens will be a minimum of 1.5m from the adjoining road or pavement and include a mix of shrub, herbaceous and hedge planting with trees used where space allows.

Planting and edge treatment to the front gardens will vary between the character areas with railings or low walls used within the village, estate railings and hedges in the woodland edge and railings on estate railings in the parkland area.

The requirement for fencing in the public realm will be kept to a minimum.

Retaining walls will be required in some locations and will be incorporated outside of the public realm wherever possible. Where retaining walls are required in locations addressing public open spaces and streets, they will be designed with suitable materials and detailing that responds to the local setting and character area or will incorporate soft landscape treatments such as trailing plants to minimise their impact.

The location and types of boundary treatments will be indicated on a Boundary Treatment Plan submitted with the Reserved Matters application.

Compliance with Design Code:

The design proposal for boundary treatments is compliant with the objectives set out in the Design Code.

Illustrative boundary treatments found within each character area

VILLAGE



Ball top railings



Brick wall



Close boarded fence to be used on rear boundaries in all character areas

PARKLAND



Brick wall



Estate railings



Ball top railings

WOODLAND EDGE



Estate railings



Post and rail fence



Brick wall

3.0 LANDSCAPE AND THE PUBLIC REALM

3.10 Street Furniture

Furniture will assist in animating the public open space and streetscape within the development and encourage people to linger at key locations.

The following criteria have informed the selection of street furniture:

- Consistency in character, materials and style with regard to architecture and use of different spaces
- Comfort and accessibility needs
- Low maintenance, simple and robust items that are able to tolerate the demands of a well used public realm
- Locations for street furniture at natural meeting points, with regard also to shade, overlooking/surveillance, natural light and visibility.



Timber is used throughout the site to link to the wider natural setting and provide a complimentary palette throughout. Key public open spaces will incorporate different styles of furniture to reflect their use and character.

Cycle parking (Sheffield hoops or similar simple design) will be located at the Hub and Playscape to encourage active travel to these locations.

A sculptural feature is proposed at the site entrance to provide a landmark and arrival welcome and will also incorporate the use of timber.

Compliance with Design Code:

Street furniture has been selected in accordance with guidance in the Design Code



Land North of Water Lane, Angmering

Design & Access Statement and Code Compliance Document

4.0 MOVEMENT STRATEGY

The requirements for the proposed access and movement network on the site are set out in Section 3.0 of the Design Code.

