PEACEHAVEN & TELSCOMBE

Design Code

Final Report

April 2021

AECOM locality

3.0 CHARACTER AREAS

INTRODUCTION

The plan on the adjacent page shows the proposed character areas for Peacehaven and Telscombe. The character areas were initially identified through a site visit and desktop research. A virtual workshop was then held to discuss and make any modifications to the areas based on local knowledge.

The following pages analyse the 10 agreed character areas to further understand their specific attributes and what makes each area unique. For each character area layout, height, streets, plot and buildings have been looked at to recognise what is important and should be retained and enhanced as well as looking at what could change to contribute to the identity of the place.

This analysis will then be used as the starting point for the development of design codes specific to the different character areas.

EAST SALTDEAN

East Saltdean is located to the west of Telscombe Cliffs. The area is surrounding on three sides by the South Downs and has a distinctive layout with long curved streets. East Saltdean also has a sloping topography which informs the built environment.

TELSCOMBE VILLAGE

Telscombe Village is an isolated village located within the South Downs National Park. The village contains a lot of buildings with historic importance and is therefore located within a conservation area.

PLOTLANDS

The Plotlands is one of the biggest character areas and covers areas in both Peacehaven and Telscombe. This area is one of the most distinctive due to its historical grid layout.

COASTAL ROAD

The Coastal Road consists of the A259 and the buildings that front onto this main road. This area was identified due to the mix of uses and as it is seen as one of the areas that could see significant development pressure, therefore will require specific design coding.

TOWN CENTRE

The Town Centre currently consists of the Meridian shopping centre as well as other amenities and services. The shopping centre is likely to be redeveloped and has the potential to create a lively and inclusive centre with a mix of uses and public space.

SOUTH DOWNS FRINGE

This character area marks the transition from the urban area to the South Downs. It consists of a few scattered houses along two roads with plenty of open space.

COASTAL PLOTLANDS

Similar to the Plotlands, the Coastal Plotlands have the distinctive grid layout. Additionally this area has long views towards the sea.

NORTH PEACEHAVEN AND TELSCOMBE

These areas consist of newer housing which is less likely to be redeveloped in the near future. Therefore, the design coding for this area will focus on modifications to existing streets and buildings.

EAST PEACEHAVEN

East Peacehaven consists of more contemporary housing developments which are unlikely to change much in the coming years.

MOBILE HOMES

There are two sites to the East of Peacehaven which contain a number of mobile homes. These homes are all single storey and are mostly used seasonally.

3.02 COASTAL PLOTLANDS

INTRODUCTION

The coastal plotlands which make up the southern edge of the Peacehaven are located between the A259 and the cliff edge. The coastal plotlands share many characteristics with the plotlands character area (see p20), such as the grid layout shown in figure 31, the housing typologies with a mix of bungalows and 2-storey houses and the typical boundary treatment of a low wall.

Views to the sea are an important element of this character area. Figures 32 and 33 show long views down the street to the sea as well as more immediate views for dwellings fronting onto the sea. The houses that are orientated to face out to sea have large windows to make the most of the view, as shown in Figure 43. Furthermore, the gridded layout of streets creates long views towards the sea and into the town.

One common characteristic includes the roofscape, which mainly consists of hipped or pitched roofs. No particular style or material defines this character area as the buildings are varied.

KEY CHARACTERISTICS

- The streets have a strong relationship with the long views to the sea.
- The building line is broken along the street due to different plot shapes and building setbacks, however the typical low wall boundary treatment provides continuity.
- Most of the plots have a front garden with a parking space. Some front gardens have been paved to create extra parking spaces.
- 1-2 storey buildings fronting the street.

LAYOUT

Figure 31. Plan showing the grid layout to the south of the A259.

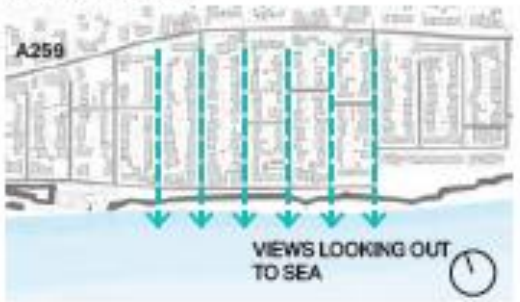

Figure 32. Plan showing long views down the street to the sea.

Figure 33. Plan showing dwellings fronting onto the sea view.

HEIGHT

Figure 34. 2 storey dwelling adjacent to a bungalow.

Figure 35. Typical 1-storey bungalow in the Coastal Plotlands character area.

Figure 36. Tallest buildings within the Coastal Plotlands are 2.5 storeys.

4.0 DESIGN CODES

4.1. COASTAL PLOTLANDS AND PLOTLANDS

Figure 166. Existing Plotlands character.

Existing Characteristics:

- Streets laid out in a grid structure, with views to the sea.
- Large plots that have been sub-divided.
- Large green verges.
- Filtered views between the dwellings.
- Predominantly detached or semi-detached single-storey bungalows.
- Mixture of roof types including pitched and hipped roofs.
- On-plot car parking either in front of the house or to the side. Some dwellings also have a garage.

Proposed Character:

- Retain the history of the plotlands which provides a unique character to this area through the layout.
- A greater connection to nature by retaining views to the sea as well as enhancing the streets with more greenery.
- Buildings that respond to the existing bungalows but offer a more contemporary approach for the height, form and massing. The materials and finishes of the buildings should also be to a high standard.

Figure 167. Typical existing street within the Coastal Plotlands and Plotlands character area.

COASTAL PLOTLAND AND PLOTLAND STREET CODES

Figure 168. Sketch showing proposed Plotlands character.

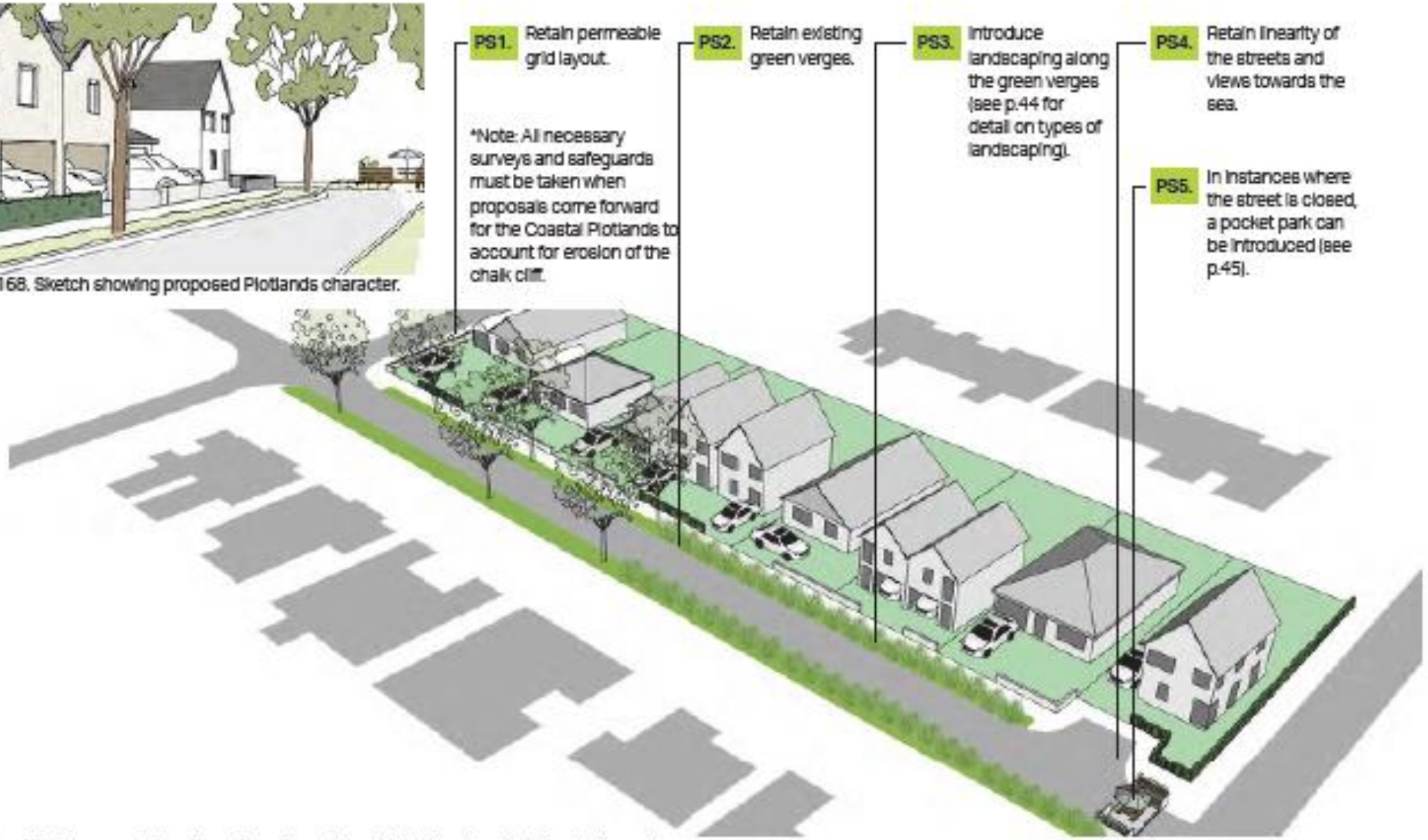

Figure 169. Proposed street transformation of Coastal Plotlands and Plotlands character area.

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COASTAL PLOTLAND AND PLOTLAND BUILDING CODES

Figure 170. Contemporary dwelling with flexible ground floor for adaptable living.

PB1. Building Line
Buildings should be setback between 3-6m from the edge of the plot.

PB2. Roof Types
The acceptable roof types include gable, hip, M-shaped, saltbox, Jerkinhead (Dutch gable, Clerestory. Pitched roof dormers are acceptable, however square dormers should be avoided.

PB3. Corners
Corner buildings should address at least two principle façades; if there is any other publicly visible facade, this will also be treated as a principle facade in terms of quality and appearance.

PB4. Grouping
No more than two units should be attached to retain filter views between houses.

PB5. Heights
The maximum height for buildings is 2-2.5 storeys (indicative 6-7.5m at eaves).

PB6. Boundary Treatment
A low wall (max height 1.2m) using brick, flint or render, vegetation, ironmongery or a mix of these. Wood panel fencing should be avoided.

PB7. Car Parking
On-plot parking should be within curtilage. The parking space can be to the side or in front of the building, however a maximum of one space should be in front and should be accompanied by landscaping.

PB8. Frontage Treatment
Principle windows and access doors should be located at the front of the building.

Figure 171. Proposed building transformation of Coastal Plotlands and Plotlands character area.

COASTAL PLOTLAND AND PLOTLAND SECTIONS

Figure 172. Section showing a typical existing street within the Coastal Plotlands and Plotland character areas.

Figure 173. Section showing proposed transformation for the Coastal Plotlands and Plotland character areas.

Figure 234. M shaped roof.

Figure 235. Pitched roof.

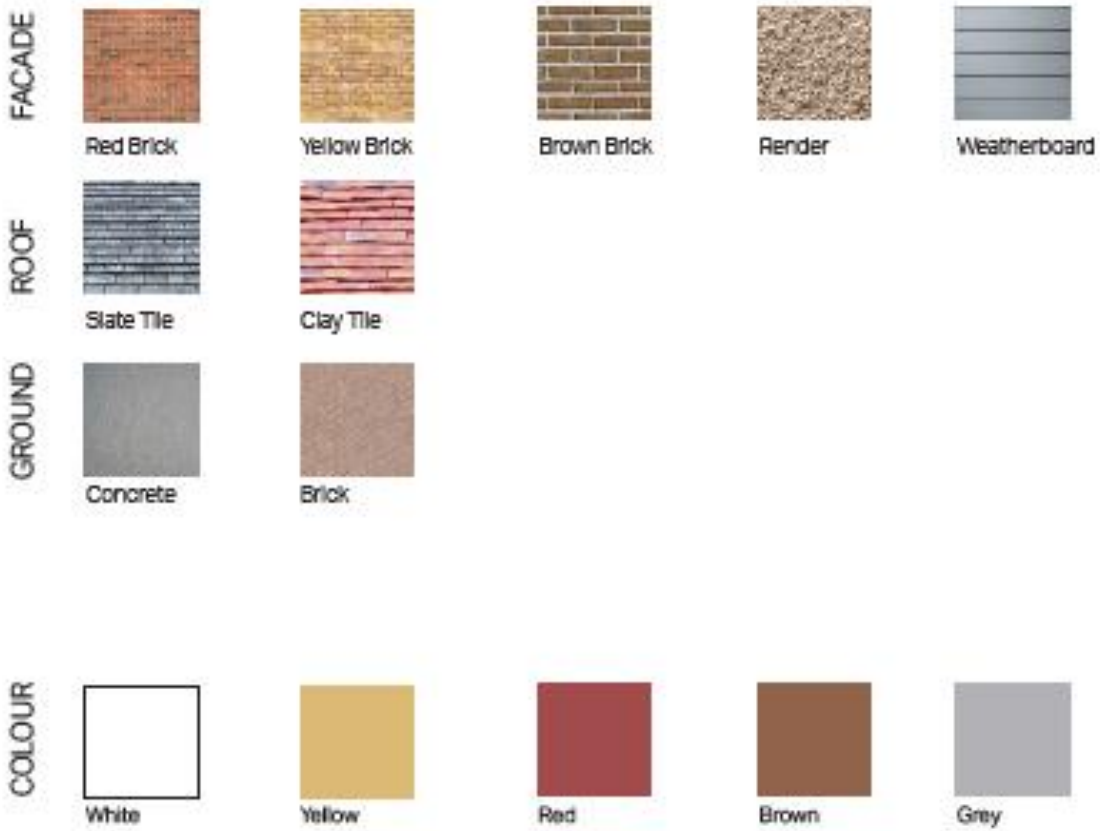

Figure 236. Material and colour palette for North Peacehaven and Telscombe.

LANDSCAPING

Greening the streets of the Coastal Plotlands and the Plotlands can bring environmental benefits as well as health and well being benefits for residents. The existing green verges can be enhanced using a variety of landscaping options. Where appropriate trees can be planted to line the streets, however the verges may not be suitable for trees due to possible existing services and utilities running under the green verges. Therefore, the necessary surveys should be undertaken prior to proposing trees on verges.

Other landscaping options include long grasses, plantation such as wild flowers or flowers. These options will not impact the existing piping and infrastructure under the verges and allows the long views to the sea to be retained. Landscaping such as long grass or wild flowers require less maintenance and can aid biodiversity.

Figure 174. Long grass and planting along verge.

Figure 175. Wild flowers used along a verge.

Figure 176. Planted verge as part of a rain garden scheme.

Figure 177. Verge with flowers and trees.

POCKET PARKS

Pocket parks can help communities turn underused, unloved or derelict areas in to new green spaces. Pocket parks should be openly accessible to the public and offer opportunities for people to connect with nature as well as potentially offering habitat opportunities.

Pocket parks can be designed for a variety of uses and activities depending on the areas needed. For example, the park can focus on providing plants that bring biodiversity or space for the community to grow food. Another approach could to provide interesting and attractive seating area to promote social contact and community activity.

The closed roads in the Plotlands character area provide a good location for pocket parks, however they can be introduced in other character areas where suitable locations can be identified.

Figure 178. Pocket park with greenery and seating.

Figure 179. Pocket allotment growing fruit and vegetables, Tritton Vale Pocket Garden.

Figure 180. Location of pocket park at the end of a closed street.

Figure 181. Ebenezer pocket park, Bristol with storytelling

Figure 182. Pocket park with seating and planting.

7.0 ENVIRONMENT FRIENDLY FEATURES

7.1. RAINWATER HARVESTING

Rainwater harvesting is a system for capturing and storing rainwater as well as enabling the reuse of in-situ grey water. These systems should be integral to the design vision to avoid unsightly pipes and storage systems being visible. Some design considerations include:

- Concealing tanks with complementary cladding.
- Use attractive materials or finishing for pipes.
- Combine landscape or planters with water capture systems.
- Use underground tanks.

Figure 321. Water tank cladded with a complementary material.

Figure 322. Concealed tanks integrated with the design.

7.2. SOLAR ROOF PANELS

Solar panels on roofs should be designed to reduce their visual impact. On new buildings, they should be incorporated from the start, forming part of the design concept. Some attractive options are solar shingles and photovoltaic slates or tiles. In this way the solar panels can be used as a roofing material in their own right.

For retrofits the proportions of the existing building and roof surface should be considered to identify the best location and sizing of the panels. Any wiring and other necessary installations should be concealed. In order to integrate the solar panels, tiles or slates of different colours could be added to the roof.

Figure 323. Solar panels integrated sympathetically with a traditional building.

Figure 324. Solar panels integrated with a contemporary design.

5.10. LIGHTING

- For maximum benefit artificial light should be designed to allow light in the right places at the right time. The following guidelines should be considered at the design stage:
- Ensure lighting schemes will not cause unacceptable levels of light pollution, particularly in areas where dark skies are enjoyed like the countryside.
- Consider lighting schemes that can be turned off when they are not needed.
- The design of the lighting should consider the impact on sensitive wildlife throughout the year and at particular times, such as during migration.
- The needs of certain groups, such as the elderly or the visually impaired should be considered as they may require higher levels of light and enhanced contrast.

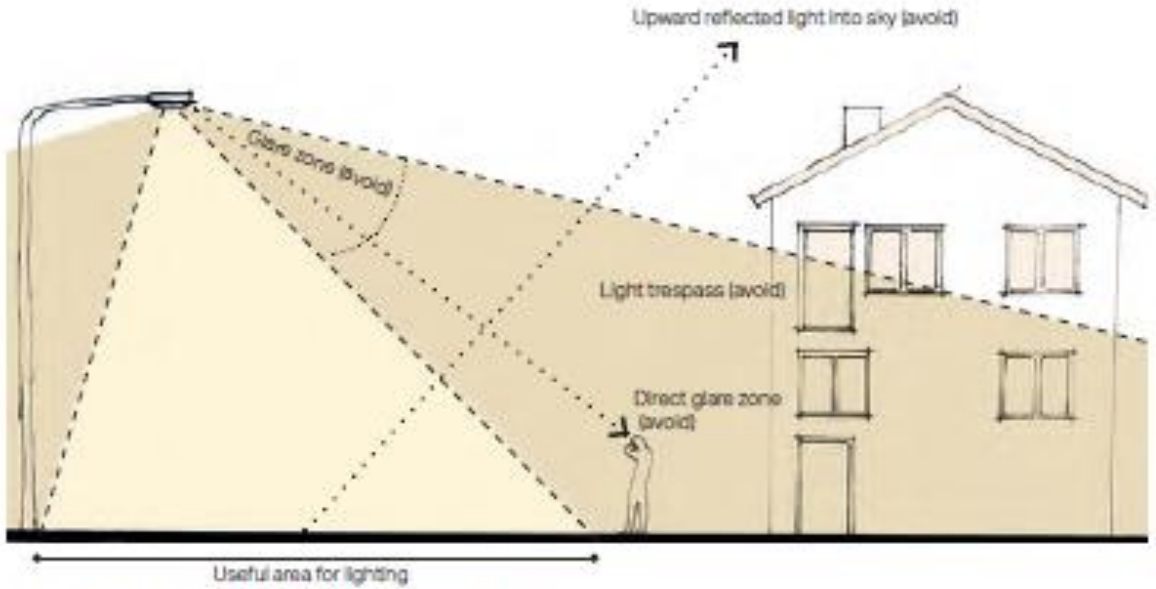

Figure 306. Diagram showing lighting considerations.

5.11. STREET FURNITURE

- Street furniture can make a place more attractive to pedestrians and encourage them to stay in one location longer by providing seating. This is particularly important for elderly residents as they may need to stop more often.
- Attractive and distinctive street furniture can also help improve legibility and wayfinding.

Figure 307. Community bench, Seaford.

Figure 308. Curved bench, Seaford.