



# Peasmarsh Villagescape and Design Codes

February 2023





# Peasmarsh Villagescape and Design Codes

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## FRONT COVER



Google Earth view of Peasmarsh Village



# Peasmarsh Villagescape and Design Codes



## 1 Context

### 1.1 Introduction

This report has been developed as part of the work to create the Peasmarsh Neighbourhood Development Plan. Peasmarsh is the name of both the parish and the only village within the parish.

The report sets the parish in context before analysing the villagescape and then setting out a series of design codes that inform best-practice development in the parish.

The design codes reference, where appropriate, the High Weald Housing Design Guide dated November 2019 [HWHDG] and promote high-quality, sustainable and responsive design that respects the unique setting, local character and heritage of Peasmarsh.

### 1.2 Peasmarsh Parish

Peasmarsh is in the northern part of the far east of East Sussex against that county's border with Kent. It is close to the historic town of Rye.

The parish is predominantly rural in character and is entirely within the High Weald Area of Outstanding Natural Beauty [AONB]. The parish has a variety of habitats from farmland and woods and areas of heathland and scrub. At the northern and southern ends of the parish there are small areas of floodplain grazing adjacent to the rivers Rother and Tillingham respectively.

The High Weald AONB, one of the best surviving medieval landscapes in northern Europe, is characterised by scattered farmsteads, ancient routeways and small, often irregularly shaped fields bounded by woodlands and hedgerows. Many of those characteristics can be seen in the parish of Peasmarsh.

The parish has a population of about 1200 living at a reported 592 addresses according to current Post Office information. The majority of the population lives in the village.

The parish is divided by the A268 road from Rye in the east to the A21 at Flimwell in the west. The village is located on that road, hard up against the eastern border of the parish.

#### 1.2.1 The Development of the Village

The origins of Peasmarsh [variously 'Pesemersse' and Pesemerssheare] are lost in the mists of time. Traces of a Roman bloomery have been reported on the central ridge of the parish and the parish church is recorded as having been built in about 1070 on the site of a, presumably wooden, Anglo-Saxon minster.

The parish does not appear in Domesday but that is said to be because it was already part of King William's holdings when he was Duke of Normandy. By the time of Pope Nicholas' 'Taxatio' survey, undertaken in 1291 and 92 during the reign of Edward I, Peasmarsh was the dominant local parish with the parishes of Beckley, Northiam, Iden and Playden all paying 'pensions' to Peasmarsh.

The parish church is on the central ridge but the modern village lies about 750m north at the bottom of the hill. The most popular theory for this move – on the basis that the original village was around the church – is that it occurred during plague times when those who survived wanted to be well away from where the infections had started.

Census records show that there were ± 200 houses in the parish for much of the 19th century and the first half of the 20th. However, following WWII that has nearly tripled, mainly by expansion of the village. That expansion has increased the range of building typologies, features and materials in the village.

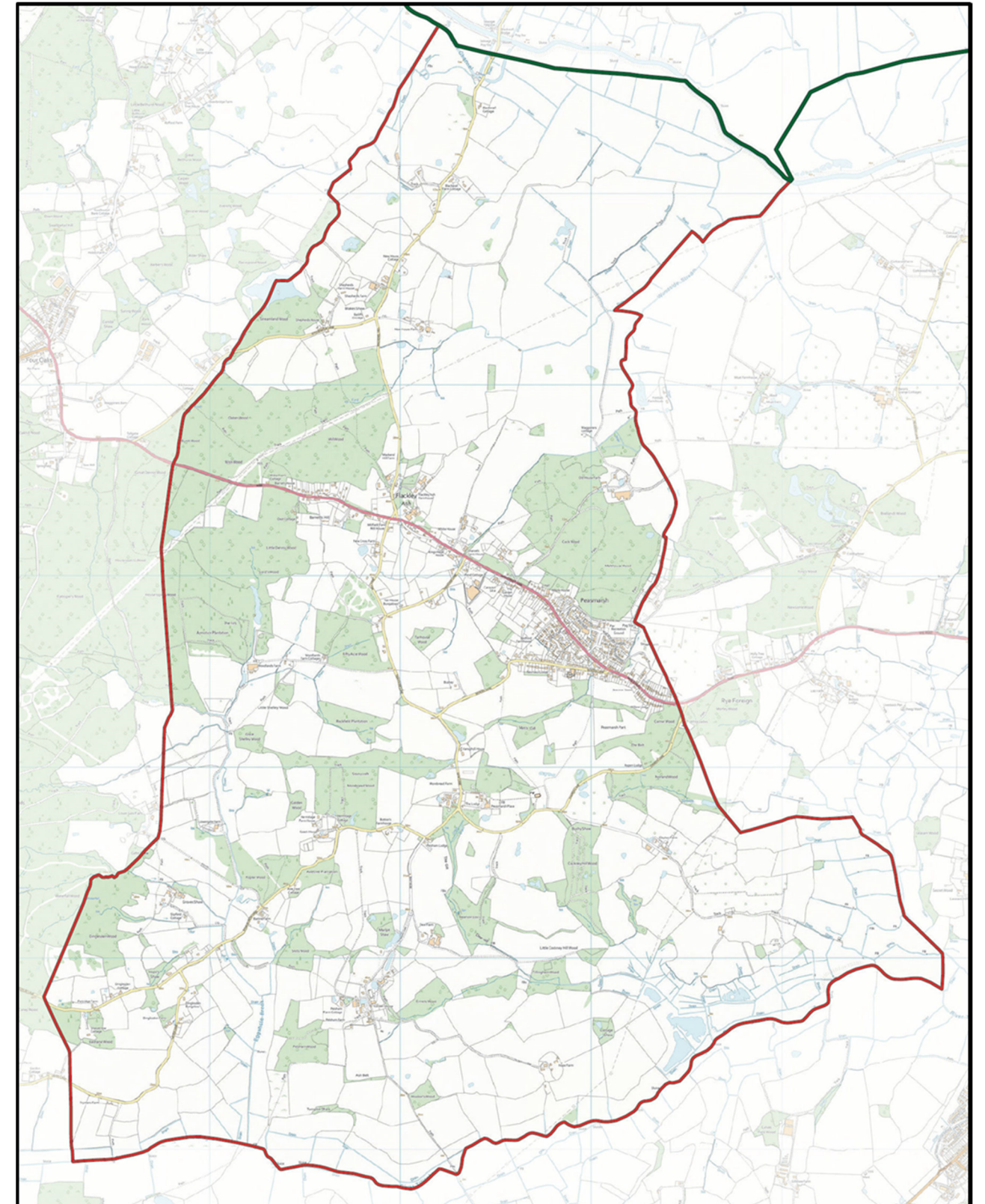


Figure 1.1 : Peasmarsh Parish



# Peasmarsh Villagescape and Design Codes

## 1.2.2 Facilities

The nature of the facilities in Peasmarsh has changed substantially over the last 20 years as all of the shops and other outlets along the village's Main Street have closed. Instead the Jempson's campus at the west end of the village has taken over many of the roles previously served by separate companies. It has a regional supermarket, a fuel station, a post office, a pharmacy, a cafeteria and an ATM. It does not open on Sundays.

In some ways, having such a campus is good for the village but, because people from quite some distance come to Jempson's and because of the number of deliveries, there is a considerable strain on the road system, particularly the junction of Tanhouse Lane with the A268.

Other facilities, all in Peasmarsh village, include the Memorial Hall, the primary school and the recreation ground which has its own substantial pavilion. The parish also boasts two public houses, both in the village, and two hotels, one on the fringes of the village and the other in a totally rural setting.

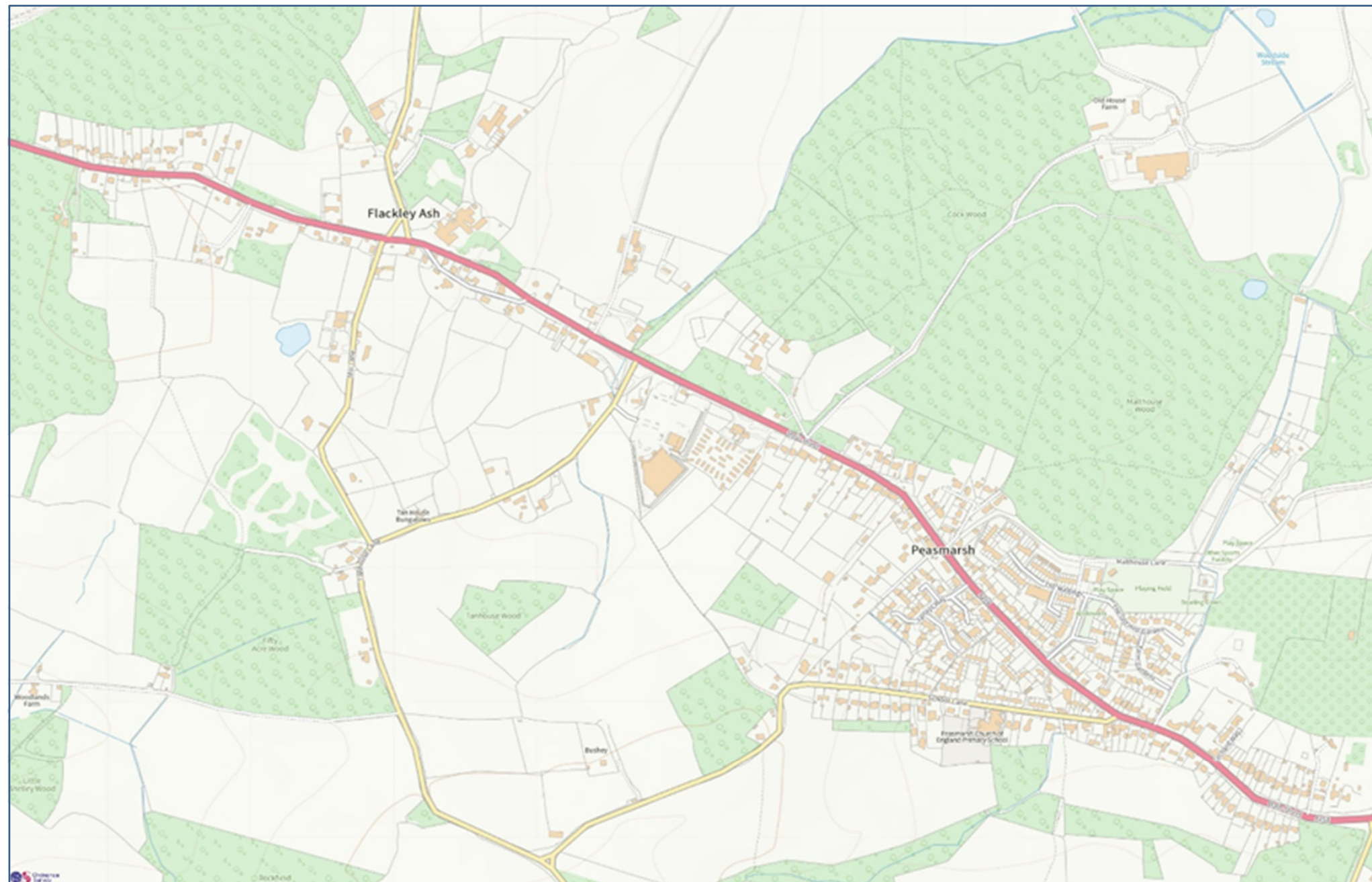


Figure 1.2 : Peasmarsh Village



# Peasmarsh Villagescape and Design Codes



## 1.3 Planning Context

Peasmarsh is one of the parishes in the local authority of Rother, a predominantly rural district which has 83% of its area within the High Weald AONB.

Rother District completely surrounds Hastings Borough. Its principal town is Bexhill, the other main towns being Battle and Rye. The neighbouring districts are the East Sussex district of Wealden in the west, Tunbridge Wells in the north and Ashford plus Folkestone and Hythe in the east. The latter three are all in Kent.

The district covers about 510 km<sup>2</sup> [200 m<sup>2</sup>] and had a population of about 93,100 at the time of the 2021 census. It is the third least densely populated of the South East's 64 local authority areas. The age profile of the population is decidedly skewed to older age groups.

The landscape character of the district is very rich and varied. Most of Peasmarsh falls within the area designated as the Lower Rother Valley landscape character.

The Rother Local Plan established, in 2014, a vision for the district to be recognised for its high quality of life with a strong emphasis on developing vibrant, safe, balanced and inclusive communities. Sustainable growth, including economic growth which encourages young people to stay in the area, and greater prosperity for all were seen as vital to that.

The district housing target is for at least 5,700 new homes to be built by 2028, of which 1,670 are to be built in the villages of the district, 50 of them in Peasmarsh. At the time that the Development and Site Allocations [DaSA] was published in 2019, 11 of the 50 were under construction, leaving a residual requirement of 39 :

The DaSA allocated a site in Peasmarsh with a capacity of 45 homes.

The 'sense of place' of Peasmarsh is that of a village because of its character, scale and its setting in a very rural landscape typical of the High Weald. A substantial increase in population and/or the built-up area – altering the scale of the village – puts that sense of space at risk.

The design codes established here will control development in the parish in a proactive way and ensure that the current feel and the character of the parish and of the High Weald [both built and natural environment] are protected and enhanced.

Development should be well-considered, protecting the landscape, environment and heritage of the parish and carefully integrating the new with the old.

Settlement	Core Strategy Requirement	Completions (04/13 - 03/18)	Permissions (01/04/18)	Residual requirements
<b>Beckley Four Oaks</b>	<b>26</b>	<b>6</b>	<b>0</b>	<b>20</b>
<b>Broad Oak</b>	<b>50</b>	<b>0</b>	<b>0</b>	<b>50</b>
Burwash	52	0	30	22
<b>Camber</b>	<b>40</b>	<b>20</b>	<b>0</b>	<b>20</b>
<b>Catsfield</b>	<b>53</b>	<b>0</b>	<b>15</b>	<b>38</b>
Crowhurst	20	0	0	20
Etchingham	51	21	10	20
<b>Fairlight Cove</b>	<b>37</b>	<b>0</b>	<b>16</b>	<b>21</b>
Flimwell	43	9	25	9
Hurst Green	75	0	0	75
<b>Iden</b>	<b>12</b>	<b>0</b>	<b>0</b>	<b>12</b>
Netherfield	48	0	25	23
<b>Northiam</b>	<b>123</b>	<b>65</b>	<b>58</b>	<b>6*</b>
<b>Peasmarsh</b>	<b>50</b>	<b>0</b>	<b>11</b>	<b>39</b>
Robertsbridge	147	0	17	0*
<b>Rye Harbour</b>	<b>40</b>	<b>0</b>	<b>0</b>	<b>40</b>
Sedlescombe	49	8	22	0*
<b>Staplecross</b>	<b>25</b>	<b>0</b>	<b>26</b>	<b>0</b>
Ticehurst	87	21	70	0
<b>Westfield</b>	<b>89</b>	<b>0</b>	<b>39</b>	<b>50</b>
<b>Total (All villages)</b>	<b>1,117</b>	<b>150</b>	<b>251</b>	<b>465</b>

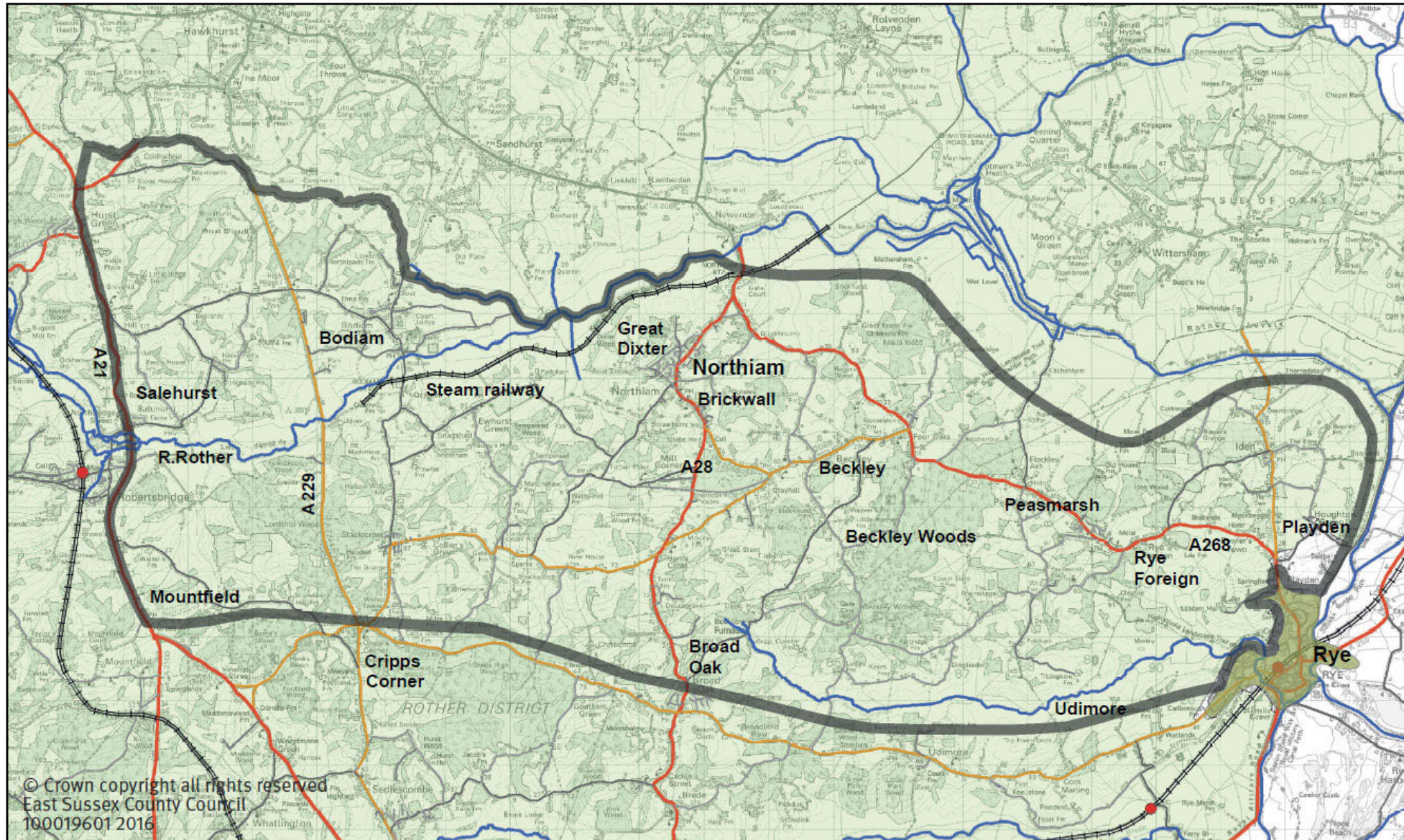
Source : RDC DaSA 2019

**Table 1.1 : Residual Requirements for Individual Villages as at 1 April 2018**



## Lower Rother Valley

13



13 Lower Rother Valley Landscape Character Area

High Weald AONB

0 0.5 1 2 3 4  
Kilometers

The High Weald



## 2 The Villagescape

### 2.1 Landscape

Peasmarsh lies on the south-eastern edge of the High Weald, the ridged and faulted sandstone core of the Kent and Sussex Weald. It is an area of ancient countryside and one of the best surviving medieval landscapes in northern Europe. The High Weald AONB covers nearly 80 percent of the High Weald National Character Area [NCA] which encompasses the ridged and faulted sandstone core of the Kent and Sussex Weald.

The High Weald consists of a mixture of fields, small woodlands and farmsteads connected by historic routeways, tracks and paths. Wild flower meadows are now rare but prominent medieval patterns of small pasture fields enclosed by thick hedgerows and narrow woodlands called shaws remain fundamental to the character of the landscape.

The area around Peasmarsh village exhibits many of the high quality High Weald characteristics : a mixture of fields, small woodlands including ancient woodlands and farmsteads connected by historic footpaths, tracks and paths.

The ancient woodland of Malthouse and Cock woods immediately north of the village's built-up area is a particularly significant feature as it blocks any possible development northwards.

Most of the parish – and certainly the area around the village – is in the Lower Rother Valley landscape character area defined in the 2016 ESCC Landscape Character Assessment :

The characteristics of the area identified in the report include :

- the broad valley of the lower reaches of the River Rother;
- the Tillingham Valley with a flat open floor and steep, well wooded sides;
- long dramatic views across both valleys from the enclosing ridges and spurs;
- an intricate pattern of rectangular fields bounded by reed fringed ditches in the flood plains;
- exceptionally remote unspoilt areas away from the main roads and villages;
- typical High Weald scattered development of farmsteads, hamlets and large country house estates;
- significant houses and designed landscapes at, *inter alia*, Peasmarsh Place;
- typical High Weald white weatherboarding;
- scattered woodland across the valley slopes and higher ground, much of it ancient woodland;
- indigenous characteristic tree species are oak and ash with sweet chestnut coppice on drier slopes;
- swans, herons and other wetland birds are very much features in the landscape;
- winding and very narrow sunken country lanes with steep gradients where they drop down into the valleys;







# Peasmarsh Villagescape and Design Codes

## 2.2 Green Spaces

The Recreation Ground and its associated play areas in the north east corner of the village is the main open green space in Peasmarsh. It is used for both sport and community events.

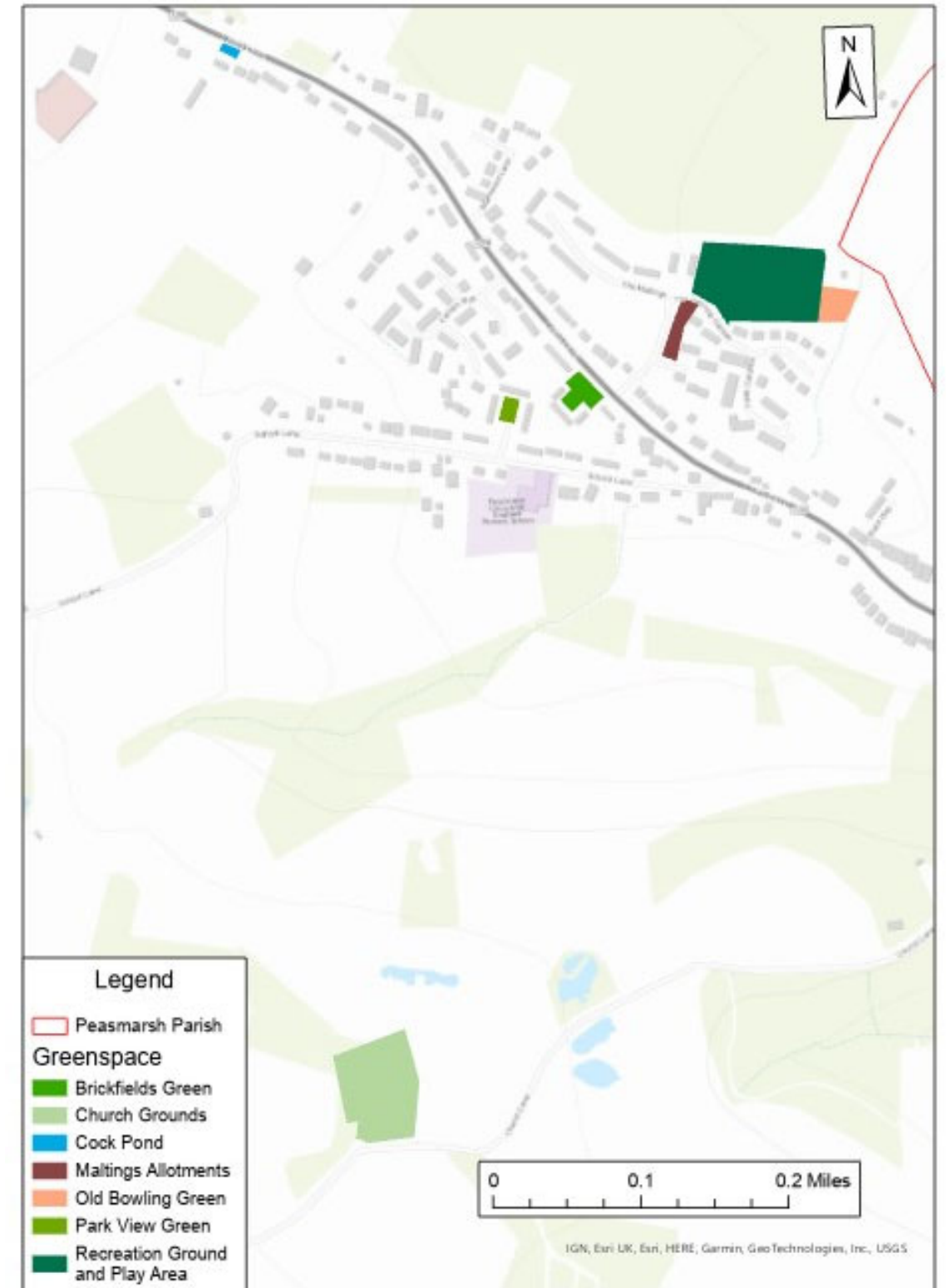
The churchyard also provides a good sized green space but the church is remote from the village and on top of the ridge whereas the village at the foot of the ridge. There is a [public right of way] footpath, an historic routeway, that connects the churchyard to the village.

There are a number of allotment plots in the Maltings and all are in regular use.

The ancient woodland of Malthouse and Cock woods is the largest green asset in the village.

One very small but important green space is the site of Cock Pond at the top of Cock Hill. Historically the pond was used to water the horses after they had dragged carts up what is a steep hill.

The green spaces supported by the Neighbourhood Development Plan are shown on the map in Figure 2.1.

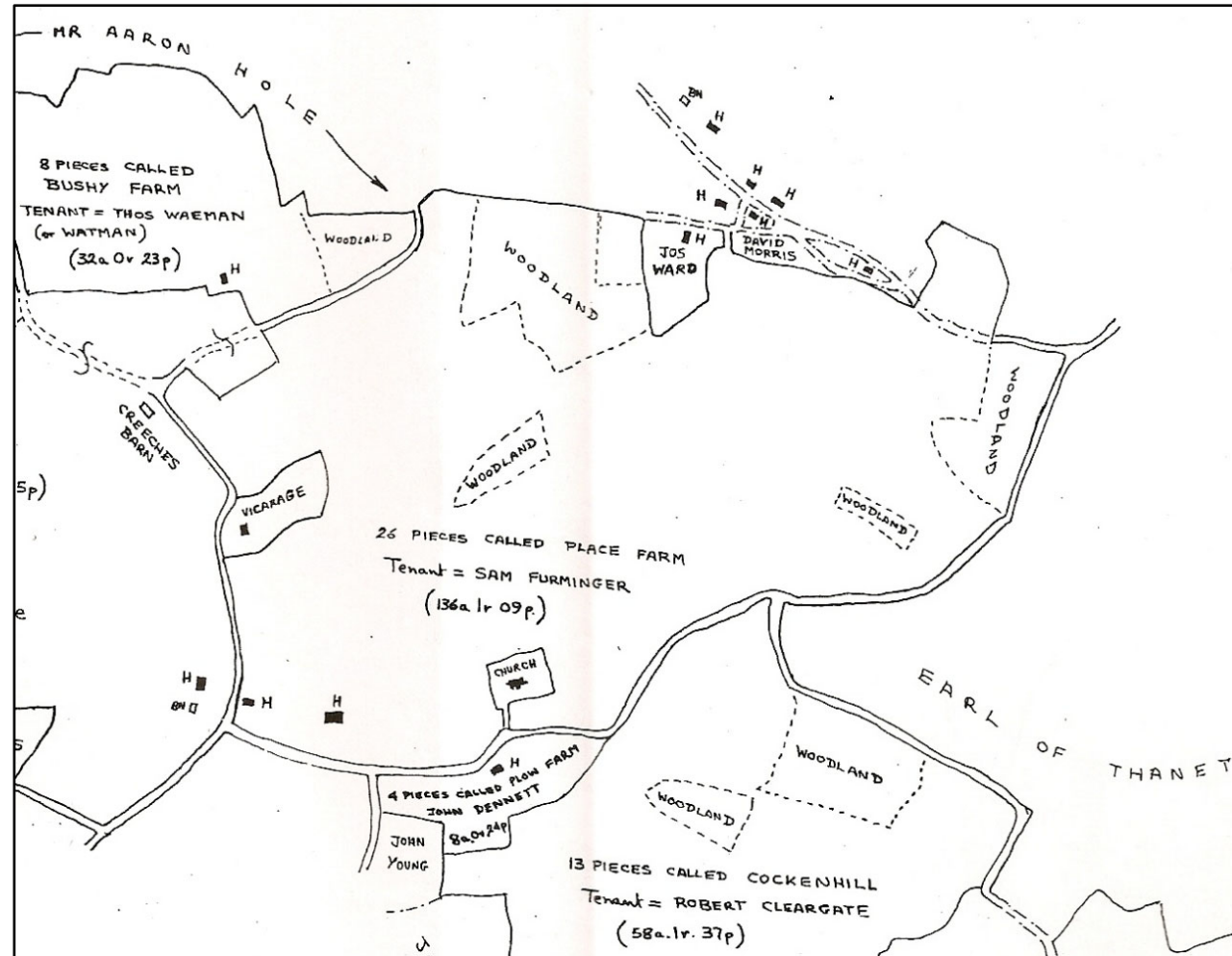


Source : OS Greenspace, ESCC and local knowledge

Figure 3.1 : Local Green Spaces



# Peasmarsh Villagescape and Design Codes



Source : part of ESRO ACC 4846 © David Martin

**Figure 2.2 : 1716 Map of Peasmarsh**

## 2.3 Historic Development

The original village in Peasmarsh is assumed to have been up in the vicinity of the church on top of the ridge between the two river valleys and on the original routeway from Rye towards London. It is known that the present Norman church was built just after the Conquest on the site of a [presumably wood] Anglo Saxon minster so the village must have been extant at that time.

The routeway is now part of the High Weald Landscape Trail.

The other historical assumption is that the villagers abandoned the ridge-top site after the time of the Great Plague, moving northward down the hill to its current location and establishing a new routeway which subsequently became the A268.

A map from a 1716 survey made for Robert Mascall, possibly then the owner of Peasmarsh Place, has survived [Figure 2.2]. It shows the a cluster of houses at the junction of what were to become Main Street and School Lane, the church, the vicarage and Peasmarsh Place.

By the time of the 1840 Tithe map, Figure 2.3, the form of the current village was already recognisable, albeit that Flackley Ash was more or less a separate hamlet :



Source : Part of ESRO TDE 12

**Figure 2.3 : 1840 Tithe Map**

There were about 200 dwellings in the parish from that time until after WWII when the numbers increased significantly, ultimately broadly tripling to the current day figure of just under 600 dwellings.

Peasmarsh village is still primarily a ribbon development along the A268 with a branch along School Lane and with two significant developments behind the ribbon : the Maltings to the north and Farleys way to the south between the A268 and School Lane.



# Peasmarsh Villagescape and Design Codes



*Parking in School Lane*

## 2.4 Movement and Transport

Movement around Peasmarsh is dominated by the A268 [Main Street], all other roads being minor, perhaps with the exception of Mackerel Hill / The road which leads across the Rother to Kent, Wittersham and hence Tenterden.

### 2.4.1 Streetscape

The dominance of the A268 leads to noise and pollution because the road is used by a lot of through traffic as discussed in the Plan. Speeding is also an issue.

Many of the houses – on Main Street, School Lane and in the Maltings – are from an era when cars did not exist or were rare so parking is a particular issue, particularly on School Lane because it is so narrow. The Memorial Hall does have its own small carpark but the school does not. Other than a few laybys on Main Street, the only significant parking area is that of Jempson's and that is locked off on Sundays.

One of the issues with the streetscape is the plethora of overhead cables because both electricity and telephone cable are overhead throughout the village. They detract from the attractiveness of the village.



*313 Bus Service*

### 2.4.2 Public Transport

The only public transport service for the parish is the bus service, there being no railway in the parish.

The bus service, again as discussed in the Plan, is limited to one route and that with infrequent service during limited hours of the day. The route is from Rye to Northiam via Peasmarsh and Beckley and back again. An additional issue is that the bus service is not well coordinated with other bus services and the train service from Rye. Getting to health services is a particular issue.

Because the service is so poor the bus is not well used.

### 2.4.3 Walking and Cycling

The A268 makes for a difficult walking and cycling environment in Peasmarsh village. There are no pedestrian crossings on the road and only one location where there is a pedestrian refuge in the middle of the road yet the main part of the village – the 30 mph zone – is a kilometre [0.6 miles] in length. On the one side there is not even a pavement for all of that length.

Walking is easier on the other village roads although School Lane – the other busy throughfare – does not have any pavement at all over some of its built-up length.

There are no cycle routes in Peasmarsh.



# Peasmarsh Villagescape and Design Codes



## 2.5 Built Form

### 2.5.1 Overall Layout

Peasmarsh does not really have a centre, nor does it have a village green, so typical of many English villages.

The original form of the village was just an historic ribbon settlement along what became the A268 with School Lane forming a side branch to the main run of buildings. Over the decades infill took place on both roads. It was not until the 1960's or 70's that a major expansion of village, away from the ribbon and branch development, took place when the local authority built the houses in the Maltings to the north of Main Street and those in the enclave between Main Street and School Lane close to the junction of the two.

The second major extension was in the 1990's or so when a private development took place on the site of a garage and workshop, also between Main Street and School Lane.

The result is the form that one sees today.

Although Flackley Ash still has the form of a separate hamlet it is perceived by local people as just part of the overall ribbon settlement.

### 2.5.2 Ground Floor Uses

Up until the 1980's Peasmarsh was more or less a self-sufficient village with a range of shops and services scattered throughout the length of central Main Street. That is no longer the case with all of retail plus post office, cafeteria, ATM and fuel station concentrated on the Jempson's campus. Jempson's is the *de facto* commercial / retail centre of the village.

All of the previous shops and other uses that are still extant have been converted to homes. It is still easy to recognise some of them for what they were while others look like normal houses.

The remaining facilities that Peasmarsh village has are the school, the recently expanded and refurbished Memorial Hall, the two pubs and the Flackley Ash hotel.

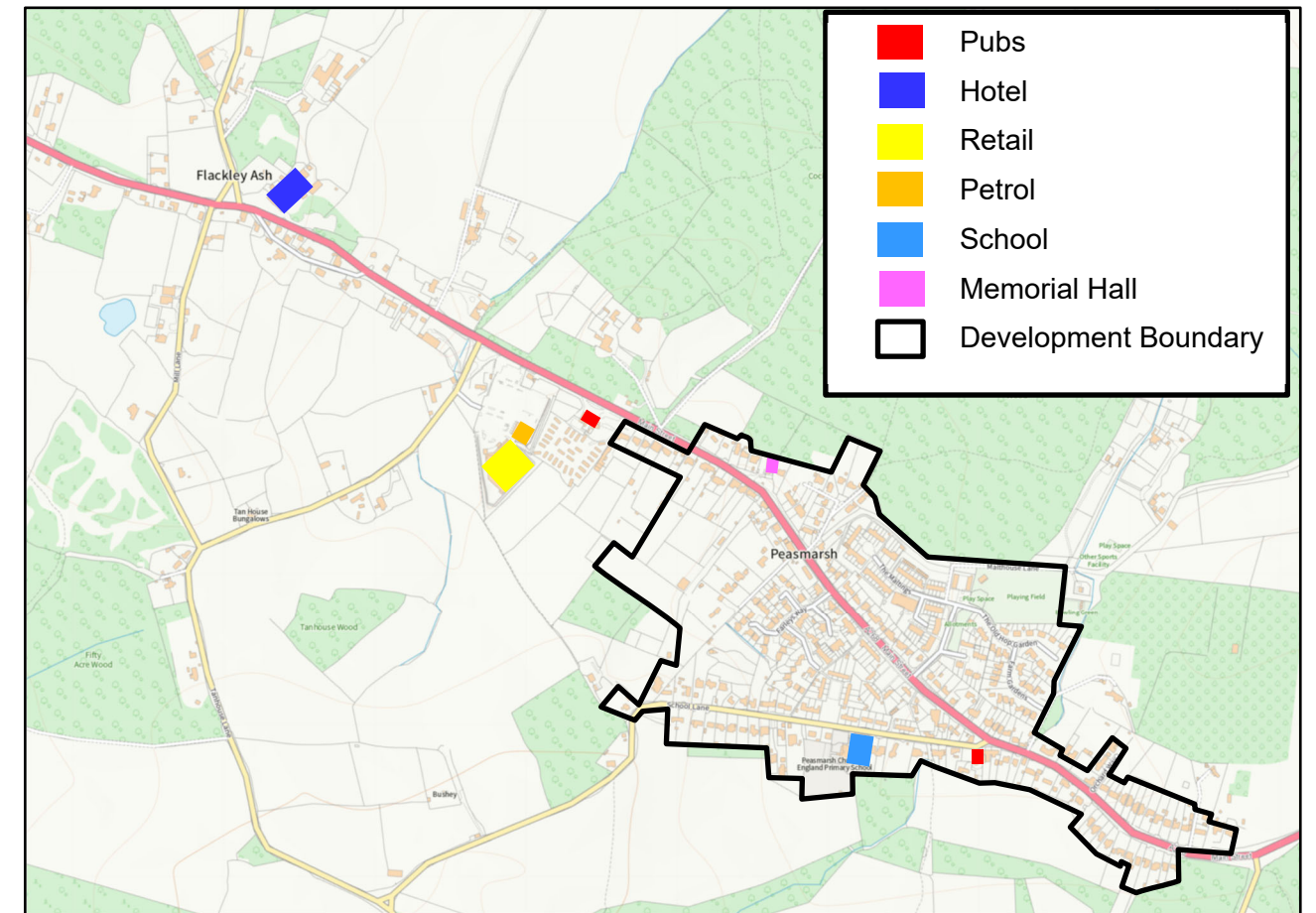


Figure 2.4 : Peasmarsh Village – Ground Floor Uses



Hale's Store : the former 'Spar' shop is at the east end of the village



Griffin Hall, the former chapel in the central part of the village



Laburnum Cottage used to be a butcher's shop





# Peasmarsh Villagescape and Design Codes

## 2.5.3 Housing Typologies

Housing in Peasmarsh village covers a full range of residential typologies including bungalows, terraced bungalows, terraced houses, semi-detached houses, link detached houses and detached houses. There is no particular pattern to the distribution of these typologies except for the two, more modern, estates.

The original part of the Maltings is a child of its time with mainly terraced houses whilst the more modern additions – the Old Hop Garden and Farm Gardens – are a mixture of semi-detached houses and detached houses plus a few bungalows. The latest addition, undertaken in the last five years, involved the replacement of a care home with an apartment block for older people plus terraced houses.

Farley's Way has the full range of typologies with the exception of terraced bungalows.



*Yew Tree and Chestnut Cottages*

## 2.5.4 Building Heights

The High Weald is typified by 2 and 2.5 story domestic buildings but Peasmarsh village has a significant number of single story dwellings, including terraces of such homes, and some 1.5 story ones too. There are very few 2.5 story buildings in the village. The tallest buildings in the village are the apartment block in the Maltings and Jempson's supermarket although the latter is situated in an excavation into a hillside and doesn't have the visual impact that its height implies

In absolute terms, the older dwellings vary significantly in height because some have very low ceilings and others have high ones. At one extreme are the two squat workers cottages known as Yew Tree and Chestnut Cottages and at the other might be Lyndhurst.

Because the parish is so heavily wooded, there is nowhere where the village in its entirety is overlooked even though it sits on low ground below the central ridge, so building height is not significant to the landscape.

## 2.5.5 Building Density

In general, housing density in Peasmarsh village is relatively low thanks to the large number of detached properties. The exceptions are Rother's development from the 1960's or 70's and Farleys Way, a more recent estate development of 64 dwellings on a 2.15 ha site : a density of 30 dph.

## 2.5.6 Heritage

There are 33 listed buildings in the contiguous village and another 6 close to it. The rest of the listed buildings in the parish are further away from the village. Two of the 33 buildings are listed as Grade 2\*, the rest are Grade 2. Much of the village is also an Archaeological Notification Area [ANA], a recognition of its historical significance.

There is a cluster of 9 listed buildings close to the junction of Main Street and School Lane, reflecting the historic origins of the village. They include the Horse and Cart pub which is on the junction.

There is a second cluster of 16 listed buildings along the A268 at Flackley Ash. They include the Grade 2\* Flackley Ash hotel. The rest of the buildings are scattered around the village.

## 2.5.7 Materials

Traditional High Weald materials and features can be found throughout the village.

The main external wall material is a rich red brick although many shades of brick are to be seen. Many of the buildings have brick structures on the ground floor with tile-hung – again a rich red colour, some plain and some scalloped – or typically white weatherboard cladding on the first floor. However, it is not difficult to find buildings clad with weatherboard throughout and those clad with weatherboard on the ground floor and tile-hung above. It is also possible to find painted brick and rendered walls but they are not common.

Steep roof pitches and clay-tiled roofs are typical for the traditional houses in the area. Again, however, it is easy to find shallow pitches and the full range of materials including slate, synthetic slate [probably asbestos reinforced cement] and cast concrete tiles. There are even a few thatched roofs extant.

Where they exist, chimneys tend to be tall and contribute to the overall villagescape.



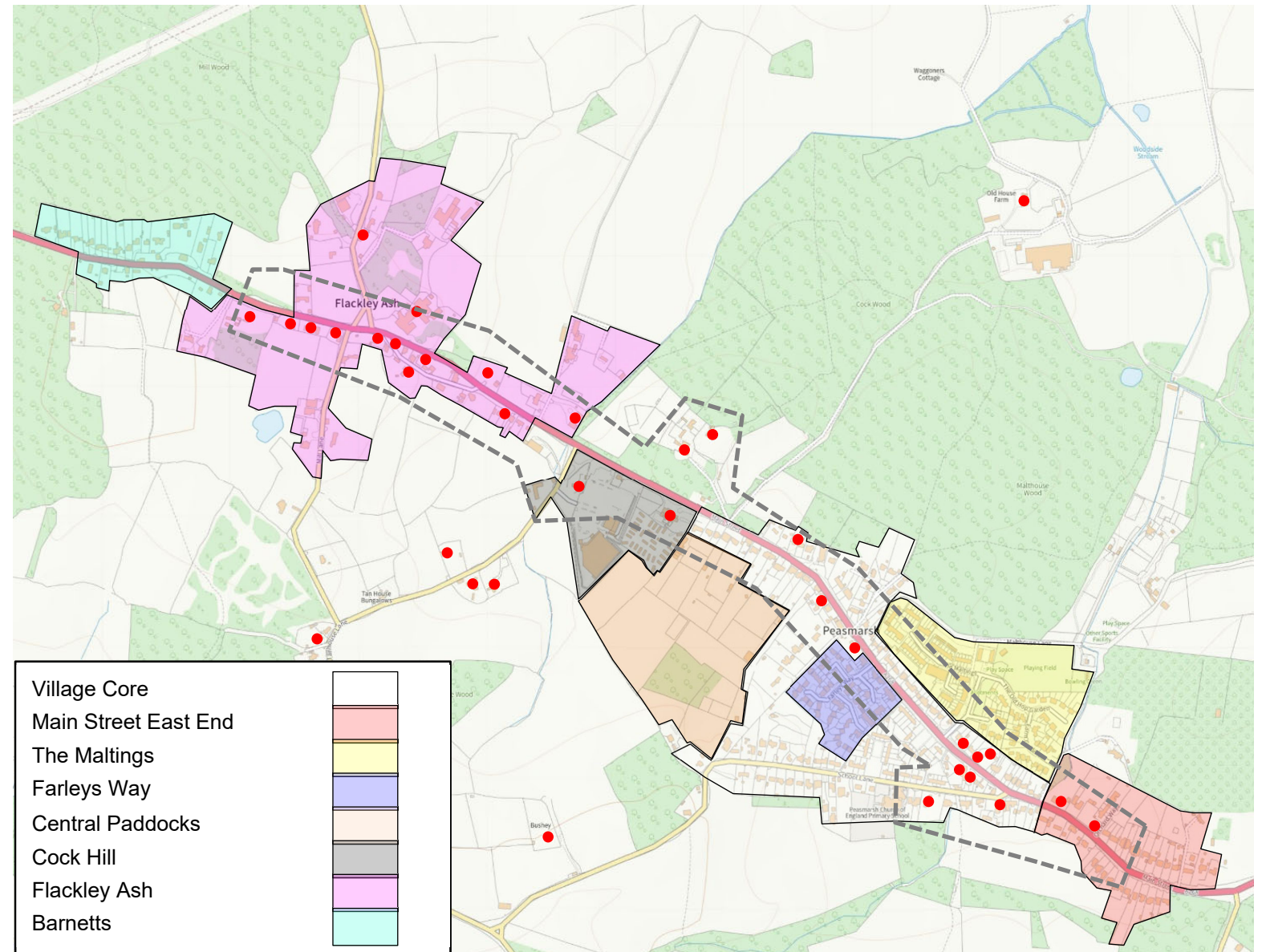
# Peasmarsh Villagescape and Design Codes



## 2.6 Character Areas

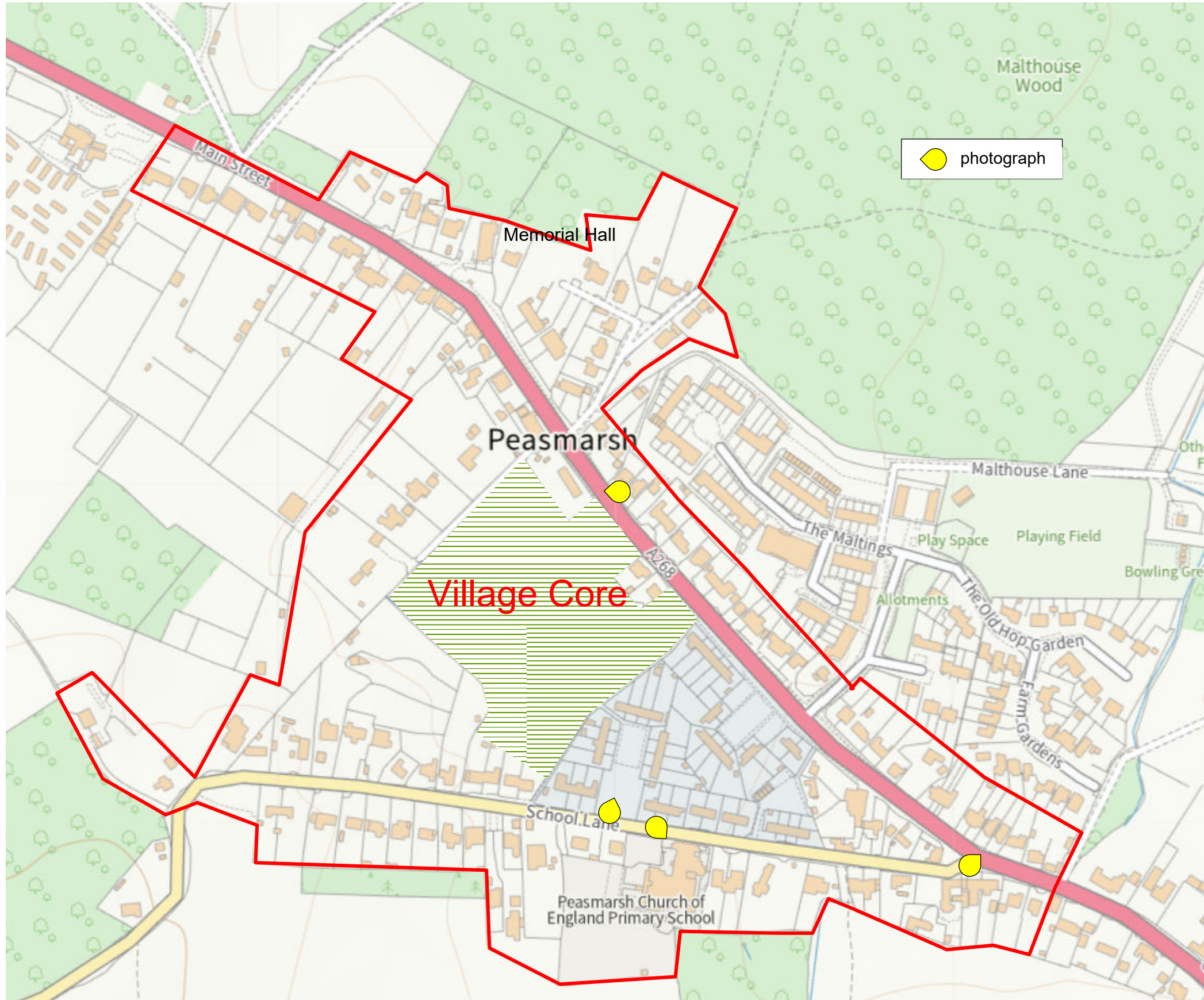
Peasmarsh can be divided into 8 more or less distinct 'places' each with a coherent character and form. These areas reflect the history of the way the village has developed :

- Village Core                    an area of eclectic styles stretching west from the historic junction of Main Street and School Lane, punctuated by the Farleys Way estate;
- Main Street East End        the ribbon development east of the Main Street / School Lane junction where traditional buildings are rarer;
- The Maltings                 this area should perhaps be treated as two areas since there is the original estate developed by Rother and also a later private development; it is treated as one because there is the one entrance to the area from Main Street;
- Farleys Way                  a modern estate developed in the last 30 years or so;
- Central Paddocks            all that remains of the field systems close to the centre of the village; there is no development here, the land being used for grazing horses, keeping chickens and the like but part of the area was designated for development in Rother's 2019 DaSA;
- Cock Hill                     this area is an anomaly, in part because there is little housing and in part because it is strongly commercial with The Cock Inn and Jempson's campus; the inn operates a caravan park at the rear of the property, many being on long-term let;
- Flackley Ash                 thought of as a hamlet by some, this area at the west end of the village consists mainly of older houses; there is a high proportion of designated and non-designated heritage assets and the ANA extends as far as here;
- Barnetts                      the area at the far west end of the village beyond Flackley Ash; it could be seen as a ribbon development extension of Flackley Ash;





# Peasmarsh Villagescape and Design Codes





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## Village Core

The Village Core character area runs on both sides of the central section of Main Street and all of the built-up section of School Lane. On Main Street it starts just east of its junction with School Lane and extends to the top of Cock Hill. It completely surrounds the Farleys Way estate.

The area includes part of Rother's council estate from the 1960's or 70's [shaded in pale blue on the map] which is sandwiched between the two roads, some houses up Malthouse Lane and a few houses down the track opposite Malthouse Lane. Both the primary school and the village hall – the Memorial Hall – are within the area.

There is no uniform house typology in the area, it is a very eclectic mix due to the many centuries of building that it covers : from the mid-16th century to the late 20th century. Equally, all possible materials and arrangements thereof can be seen.

Most of the housing is relatively low density set in good sized gardens but it includes single story, 1.5 story and 2 story properties. Most are set back from the road but some have frontages on Main Street.

Amongst the houses there are ten Grade 2 listed buildings. Additional buildings of note are the original stone-built school building from 1842, Griffin Hall built originally as a chapel and the Memorial Hall which was originally built just after WWI but was extended and refurbished within the last 10 years. Also of note are the two wooden workers' cottages, Yew Tree and Chestnut Cottages – see picture in Section 2.5, which have the appearance of having been built centuries ago,



*The 1842 School Building*



*Houses in Park View, part of the 1960's or 70's Rother Estate, a mixture of 1.5 and 2 story dwellings*



*Modern housing on Main Street with tile-hung or weatherboard upper levels on brick lower stories*



*White Knights :Grade 2 listed semi-detached houses mainly weatherboarded but one section, presumably a rebuild, is painted brick*



# Peasmarsh Villagescape and Design Codes





# Peasmarsh Villagescape and Design Codes



## Main Street East End

The Main Street East End runs on both sides of the eastern section of Main Street from the parish boundary to the Village Core character area. Orchard Way, a short *cul de sac*, runs off of Main Street.

Much of the area has relatively modern dwellings but there are some older properties, particularly near Village Core. A fair proportion of the dwellings are bungalows, some but not all converted to 1.5 story dwellings. The rest are 2 story dwellings [with at least one 2.5 story]. The area has a very open feel with nearly all of the buildings set well back from the road in good sized gardens, many with low front fences or hedges. This is enhanced by the general low building heights although some of the latest dwellings are on the slope of the ridge to the south and do dominate the area.

Many of the dwellings are detached with three pairs of semidetached and a short terrace of three in Orchard Way.

Rich red tile-clad and white weatherboard upper stories feature strongly in the area. The brick lower stories are mainly of a pinkish red brick. For the most part roofs are of brownish red clay tile although some slate or synthetic slate can be seen and at least one property has cast concrete tiles.

There are two Grade 2 listed buildings in the area. There are probably no other buildings of particular note.



*Stream Farm House [Grade 2 listed]*



*The Cedars / Spring Cottage, a pair of 2.5 story semi-detached houses lying close to the road*



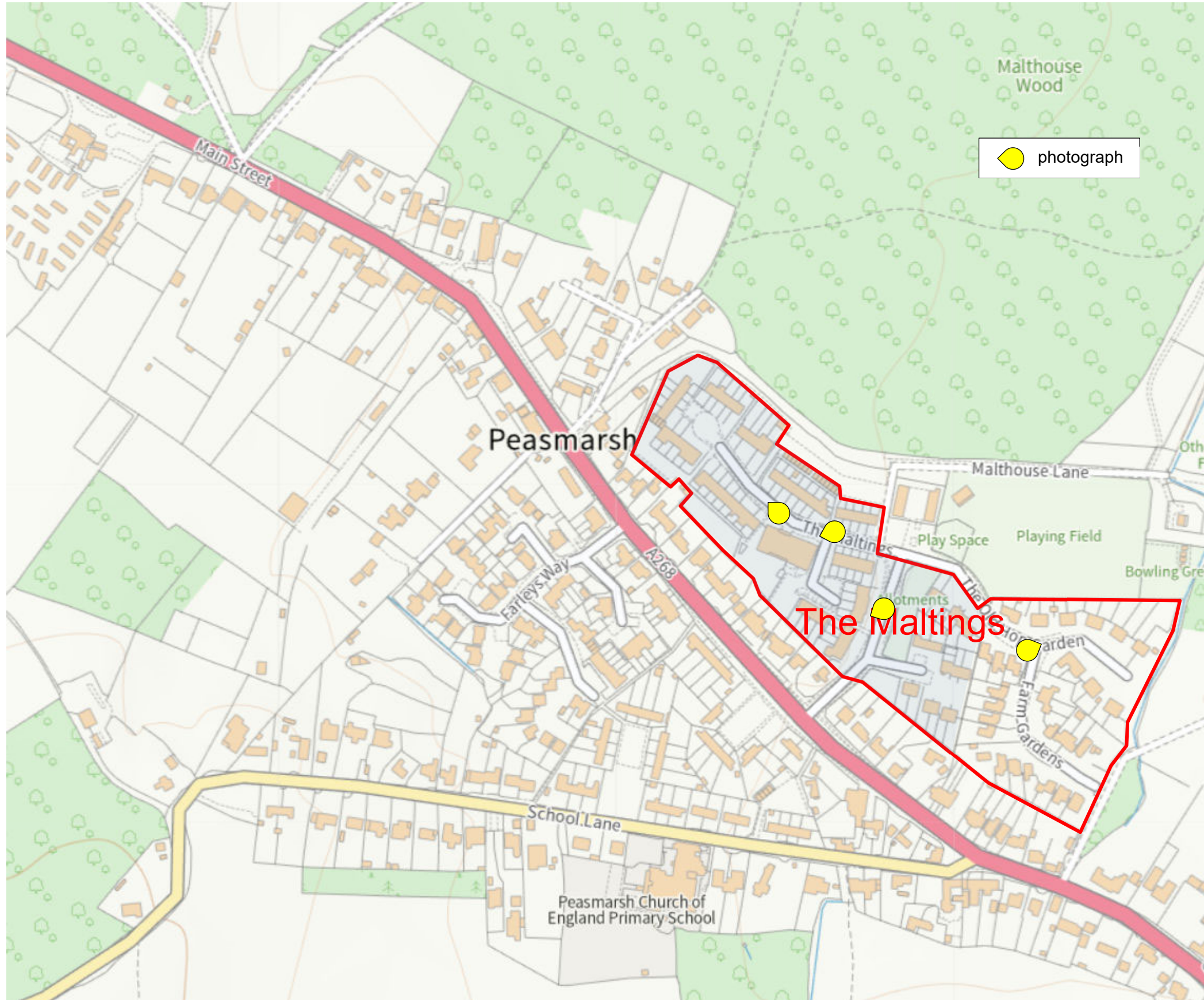
*Street view of part of the character area showing the very open feel*



*Four houses completed in about 2015, the last possible infill along Main Street in this character area*



# Peasmarsh Villagescape and Design Codes





# Peasmarsh Villagescape and Design Codes



## The Maltings

The Maltings character area is actually two distinct sub-areas : the original local authority estate [shaded in pale blue on the map] and a smaller estate to the east created by a private developer or developers. The former included a sheltered accommodation complex which was demolished and replaced with modern facilities and additional social housing in the last five years.

### Local Authority Estate

Much of the original estate is composed of terraces of 1.5 and 2 story terraced dwellings of various lengths and in various styles constructed with a yellow brick which gives an identity to the estate. Many are white weatherboarded on the upper story. Roofs are tiled with cast tile. The overall feel is of a high density area.

The recent development is a mixture of social housing with a few market price homes plus an apartment block for older people – the only three story property in the parish. The new buildings – in particular the quite massive apartment block for older people – do not sit well with the existing.

### Privately Developed Estate

This part of the Maltings character area is in The Old Hop Garden and Farm Gardens. It is primarily a mixture of semi-detached and detached 2 story houses although there are a few bungalows. For the most part the reddish brick used in construction is unadorned although there are a few tile-hung upper stories but none with weatherboard.



*Streetscape of the original local authority estate*



*Streetscape of the privately developed estate*



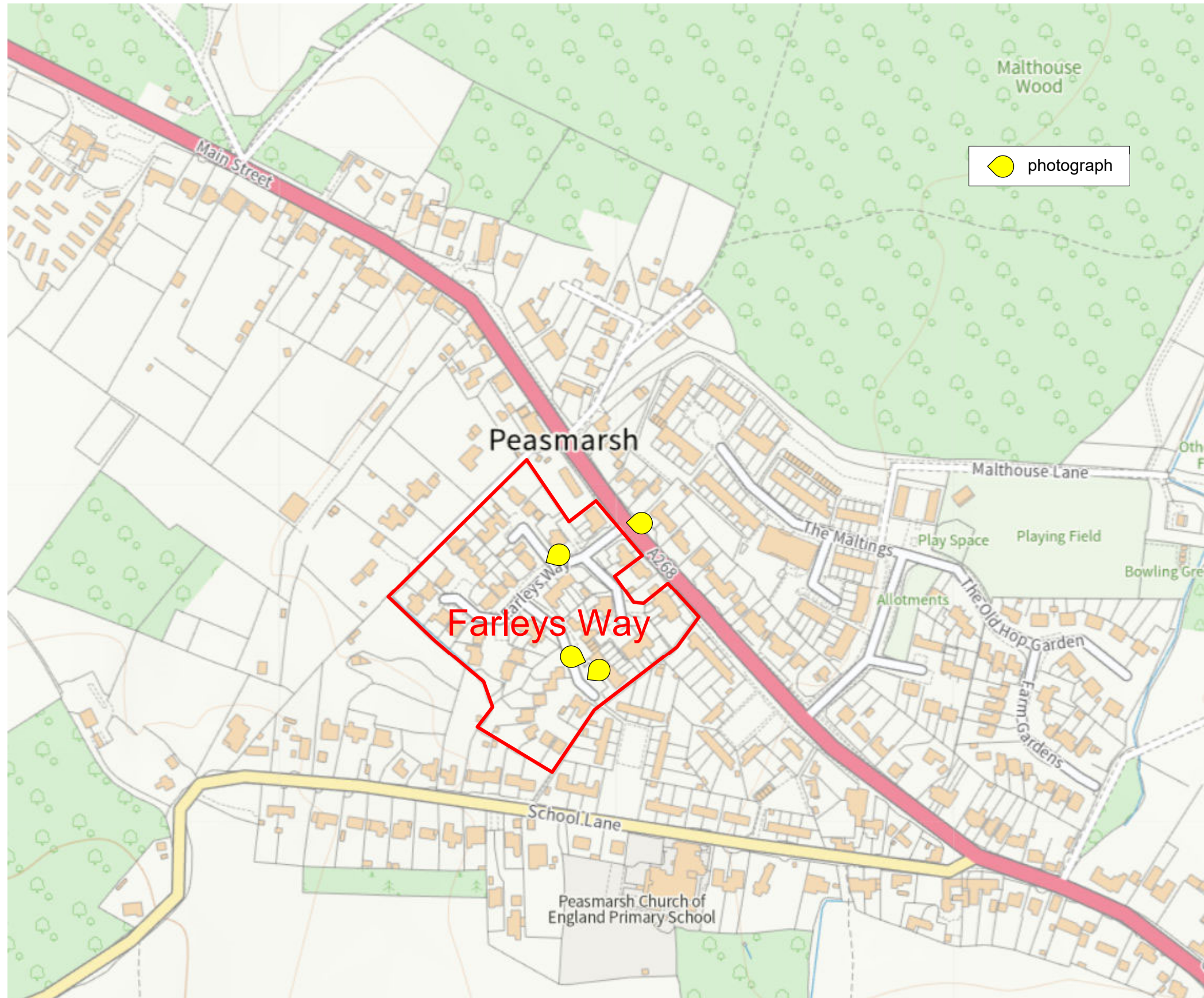
*Apartment block for older people*



*Market price houses in the 2018 development*



# Peasmarsh Villagescape and Design Codes





# Peasmarsh Villagescape and Design Codes



## Farleys Way

The Farleys Way character area is a relatively modern, self-contained estate developed on the site of the original village garage and repair shop. The development was built in the 1990's. Part of it fronts on to Main Street but for the most part it is an isolated estate that only has one connection through to School Lane by way of an existing footpath.

House typologies are mixed, ranging from modern terraces, link detached and detached two-story houses. There are very few bungalows. The terraces have been staggered to make them less dominant. Some of the detached houses have been placed in enclaves which gives a more exclusive feel to them. Other detached properties look very strange because they are so narrow : they look more like half of a semi-detached with the other half missing.

Materials are mainly red tile hung and red brick exteriors [with some white weatherboard on the Main Street properties] with modern cast tile roofs.

The overall feel is open despite there being 30 dwellings per hectare because there are few fences on front gardens.



*Typical streetscape of Farleys Way*



*A terrace of 6 houses*



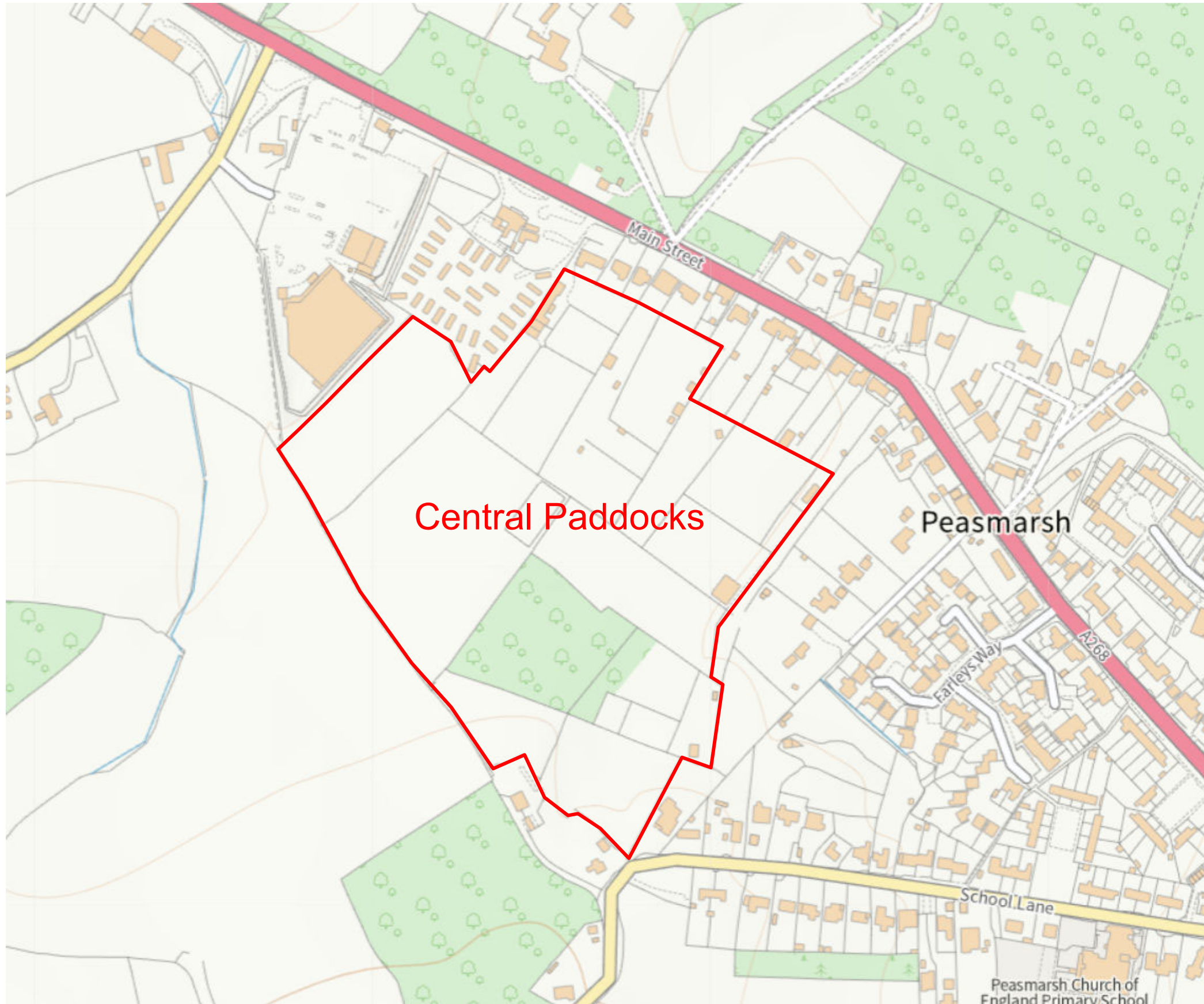
*Some of the houses fronting on Main Street*



*Private enclave of detached houses*



# Peasmarsh Villagescape and Design Codes





# Peasmarsh Villagescape and Design Codes



## Central Paddocks

The central paddocks character area is all that remains of the field systems close to the centre of the village. There is no development here, the land being used for grazing horses, keeping chickens and the like.

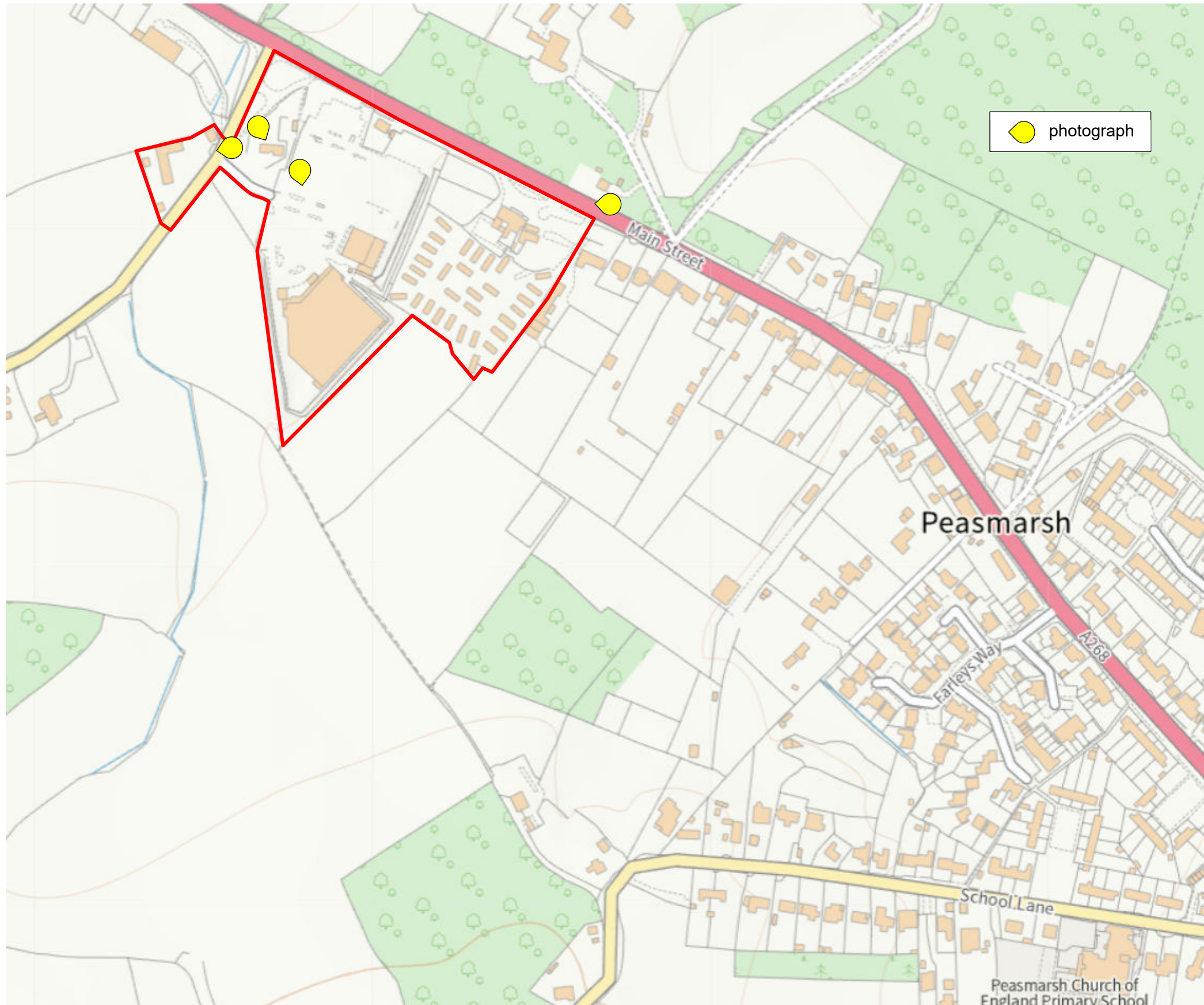
Part of this area, PEA1 – locally known as Pippins – was designated for development in Rother's 2019 DaSA but no firm development plans have yet come forward. The approximate position of the Pippins site is indicated on the satellite image.



*Satellite image of the central paddocks with location of 'Pippins' site superimposed*



# Peasmarsh Villagescape and Design Codes





# Peasmarsh Villagescape and Design Codes



## Cock Hill

The Cock Hill character area of the village is another anomaly, in part because there is little housing and in part because it is strongly commercial with The Cock Inn and Jempson's campus among others.

There are only two houses in the area, one of them on the A268 at the foot of the hill and the other, Grade 2 listed Pond Cottage, on Tanhouse Lane. The latter is not lived in however, it is used as an office by a local company.

The Cock Inn, a Grade 2 listed building at the top of the hill, has retained its appearance for at least 100 years. It is said that it was originally called the Cock Horse, a cock horse being the additional horse to assist pulling a cart or carriage up a hill. It is a substantial 2 / 2.5 story building with painted brick facia and red clay tiled roof on which are tall chimneys. It is set back from the A268 with a sweeping drive / car park.

The inn operates a caravan park at the rear of the property, about one third of them being on long-term rents.

Jempson's campus is on about one hectare of land. There is a very large carpark, a fuel forecourt and the main supermarket building itself which houses the supermarket, a pharmacy, a post office, a restaurant and the head office of the operating company. It is best considered as a regional facility as it attracts customers from a considerable distance away.

The main supermarket building, opened in 2002, must be the tallest building in the parish but it is set back in a cutting into the hill behind so it doesn't at all dominate the landscape.

Across Tanhouse Lane from the entrance to Jempson's is Tanhouse Yard, a collection of small businesses housed in what looks to have been an agricultural building at one stage.



*Jempson's Campus*



*Pond Cottage, now used as office accommodation*



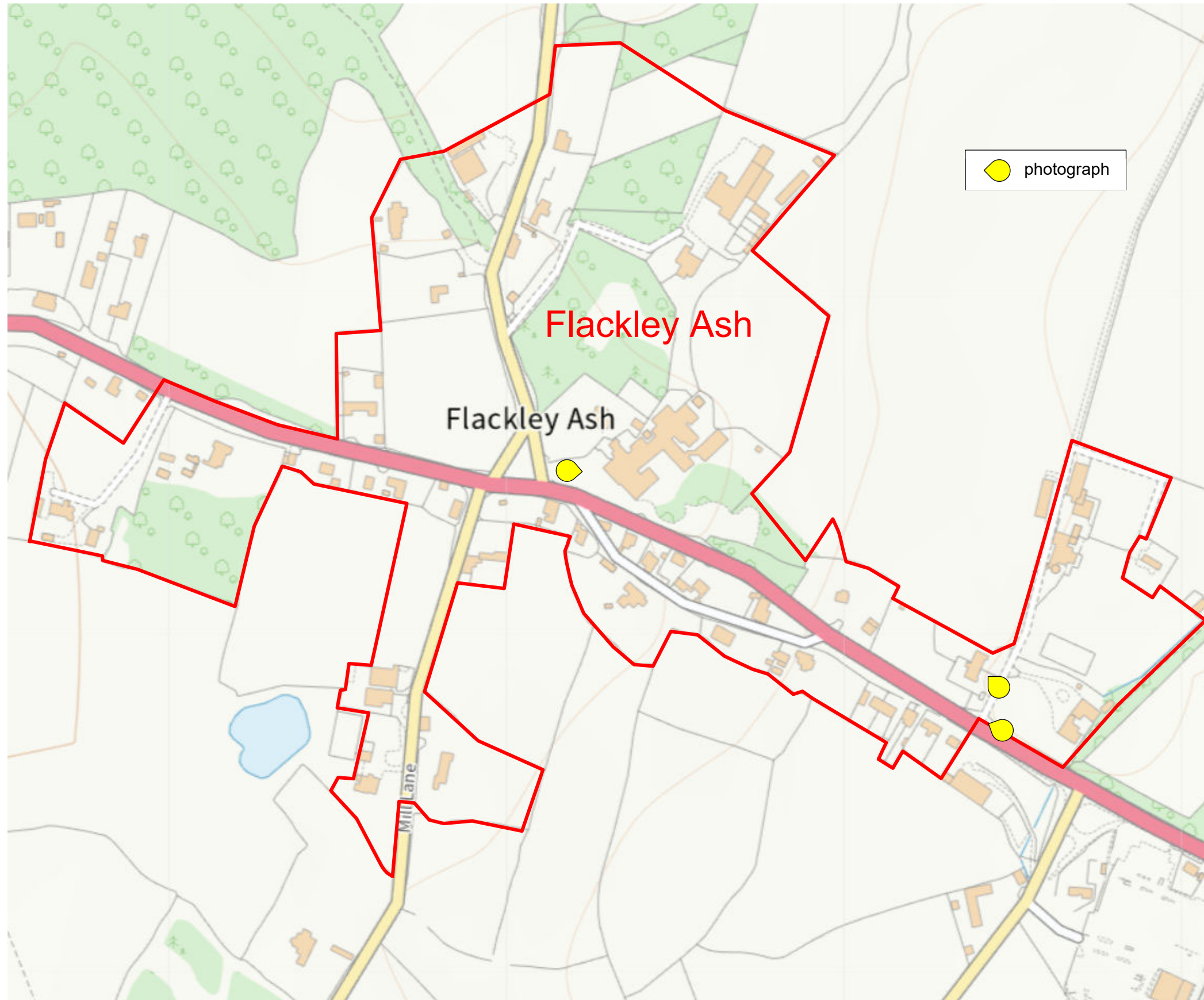
*The Cock Inn*



*Tanhouse Yard, a collection of small businesses*



# Peasmarsh Villagescape and Design Codes





# Peasmarsh Villagescape and Design Codes



## Flackley Ash

The Flackley Ash character area stretches east and west from a loose cluster of development around what was a Georgian country house – now a hotel – running along the A 268. Some think of it as a hamlet in its own right. The character of the development is disparate, with some houses set in small plots on the edge of the road and having the feel of small sections of ribbon development while others are in large plots set well back from the road behind green infrastructure and off Mackerel Hill, a much quieter road to the north of the A268.

At one point there is an unmade track parallel to the A268 providing access to more houses, an arrangement from at least 1840. For long stretches of the road there is development only on one side of the road, the undeveloped side being wooded, hedged with maybe a house behind or onto open fields. There is a sometimes dangerously narrow pavement on the south side of the road as far as the Mackerel Hill junction but no further. It is the route of the High Weald Landscape Trail on this section.

Stylistically the dwellings are very mixed and date anywhere from the 16<sup>th</sup> to the 20<sup>th</sup> centuries. They are mainly 2 storeys although some are 2.5 storeys and some have 1 storey elements. There are also a few bungalows. There are two sets of oasts.

The buildings are in a mix materials :

- walls are weatherboard [generally white but least one natural timber and one black], tile hung [scalloped and plain], stucco at Mill Cottage, exposed timber framing and plaster at Wheelwrights, white render [often contrasted with brick, tiles or boarding], mainly soft terracotta red brick.
- roofs are either clay tiles or slate for the houses.

There are 13 listed properties in this area including the Grade 2\* listed Flackley Ash Hotel. The ANA reaches as far as the west end of this character area.



Flackley Ash on the 1840 Tithe Map



Streetscape from the bottom of Flackley Ash hill, looking west



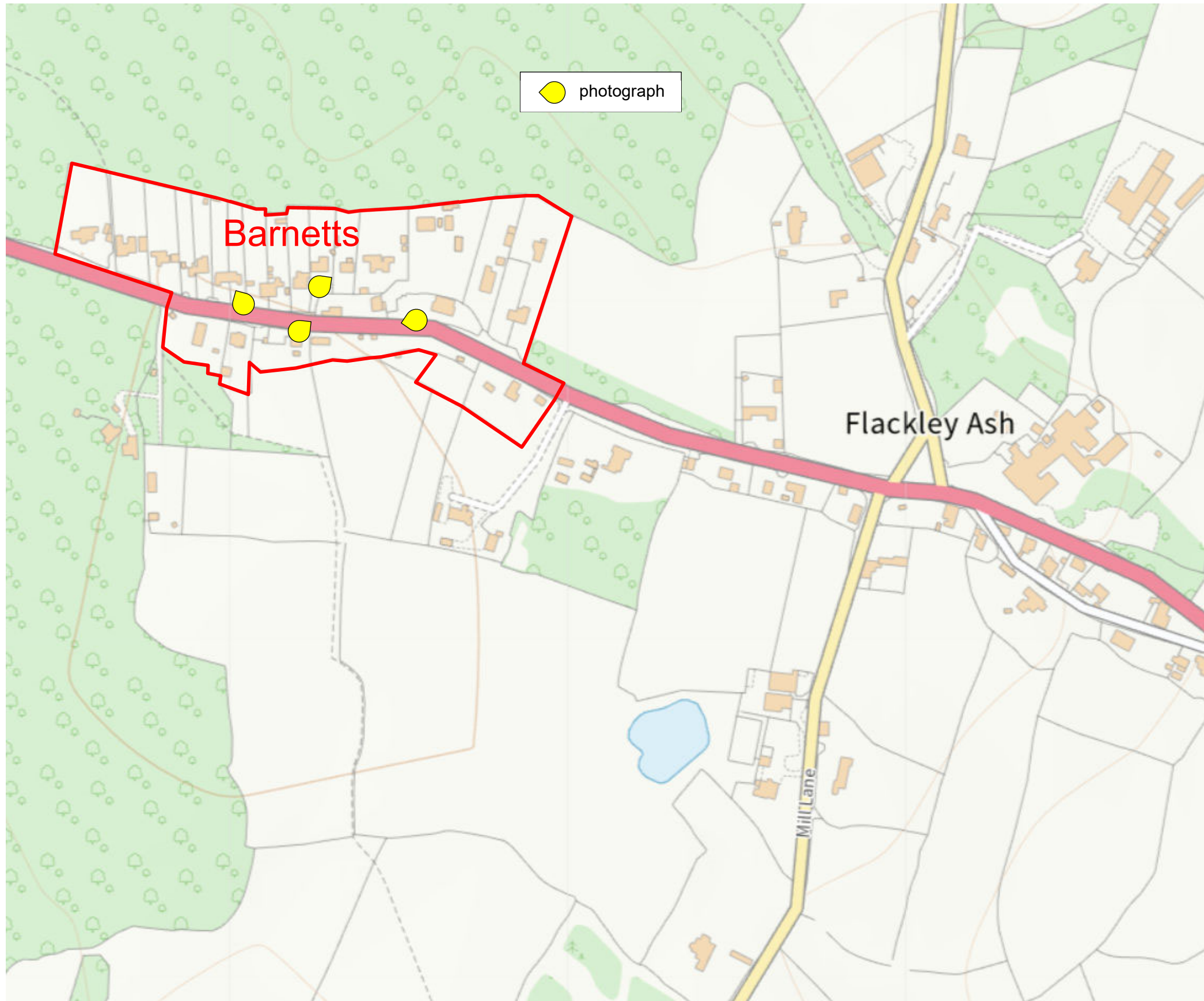
Semi-detached farm labourers' dwellings



Georgian building at Flackley Ash Hotel



# Peasmarsh Villagescape and Design Codes





# Peasmarsh Villagescape and Design Codes



## Barnetts

The Barnetts character area stretches along the A268 at the far west of the village but ends still 630 m [700 yards] from the western boundary of the parish.

Development to the south of the road is disparate and low density with just a few strung out properties with varied relationships with the road. They are often well shielded from the road by hedges and trees. To the north side is a higher density ribbon type development. Some houses are shielded from the road by hedges and trees and several properties are set on backland plots. The dwellings are mainly 2 storeys although some are 2.5 storeys and some have 1 storey elements. There are also a few bungalows.

Stylistically the houses are very mixed and date from the 17<sup>th</sup> to 20<sup>th</sup> centuries with one house built in a traditional style less than 10 years ago [in the garden of Lobbs Cottage]. They are generally detached but there are several pairs of semi-detached houses on the north side of the road. Many have sheds and outbuildings.

The buildings are in a mix materials :

- walls are white weatherboard, tile hung, white, cream or pale grey rendered, exposed timber framing and render at Old Thatch, mainly soft terracotta red brick;
- roofs are either clay tiles or slate for the houses although Old Thatch does indeed have a thatch roof, as does Bay Tree Cottage opposite it;

There are 4 listed properties, all Grade 2, in this area including Old Thatch, a 17<sup>th</sup> century or earlier timber-framed building, part of which may have been a shop at one stage.

Pedestrian connectivity is poor and the public right of way network is positively dangerous where it has to cross the A268 at the west end of the area just as motor vehicle come up a blind hill crest.



*Streetscape along the A268*



*A pair of semi-detached houses seemingly part of a small development*



*Old Thatch*



*A backland development behind Old Thatch*





# Peasmarsh Villagescape and Design Codes

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## 3 Design Codes

### 3.1 Introduction

These design codes support the PNDP providing layout guidance and setting out rules for the built form of new development. They have been developed by the PNDP volunteer group to reflect the stakeholders' views on the design and form of change within the Neighbourhood Area.

The codes reflect and address the following :

- i) the findings of the initial public consultation and the assessment of the character areas;
- ii) the vision and objectives of the PNDP;
- iii) the design guidelines for the AONB in the HWHDG;

There are four sets of design codes :

- 3.2 Existing Setting : *integration with contexts*;
- 3.3 Placemaking : *context sensitive and sustainable design*;
- 3.4 New Homes : *well-designed sustainable development*;
- 3.5 Materials and Treatments : *what and what not to use*;

The codes make reference to and work alongside the HWHDG and should be read in conjunction with it.

It is not the intention for the codes to be overly proscriptive and there is no objection to modern design *per se*. Should a developer wish to propose a design which falls outside of the general limits of the codes then early discussions with Peasmarsh Parish Council will be essential and certainly before submitting a planning application.

### Design Codes 3.2 : Local Setting

The design codes in this section control the integration of new development with the villagescape and the greater landscape.

Developments must :

- i) be guided by this Design Code, respecting and enhancing the character of the area;
- ii) be guided by the principles in the HWHDG and the Rother Core Strategy;
- iii) not have a significant negative impact on local views;

The following HWHDG policies are particularly relevant :

- DG1 : Responding to Site & Landscape context;
- DG2 : Connecting beyond the site;
- DG10 : Reinforcing Local Planting Character & Habitats;

Development proposals directly affecting heritage assets, whether designated or not, should respect the significance and context of the assets and demonstrate how they will contribute to the conservation and enhancement of the asset through the most viable and sustainable method.

Development proposals should demonstrate that they have taken into account the potential impact on above and below ground archaeological deposits to ensure that evidence which could contribute to the understanding of human activity and past environments is not lost. Where a scheme has a potential impact on archaeological remains [below or above ground] a Heritage Statement should be prepared in support of applications.

### DC 3.2.1 Village Character

Developments should safeguard and enhance the character and feel of Peasmarsh village.

Developments should adopt a strong, landscape inspired framework that considers the opportunities and enhances existing landscape features. The framework should also create a network of green spaces and wildlife corridors that integrate with the existing environment.

The High Weald landscape context should not be seen as a constraint but rather a chance to integrate the unique character of the area into a genuinely landscape-led design.

### DC 3.2.2 Access to Site

Developments must have a suitable vehicle access but they must also have easy access for pedestrians with paths and links along the length of and across the site in order to integrate it into the village and the wider landscape.



A gap between houses in the new Maltings Development to provide a pedestrian link across the site  
[note the unkempt small parcels of public realm land]



# Peasmarsh Villagescape and Design Codes

## DC 3.2.3 Transition and Access to Landscape

Where development abuts open countryside, any detrimental visual impact should be mitigated on the rural boundary. This should be achieved through lower density development towards the boundary, creating a gradual transition from the built form to open countryside.

Where that is not possible then the layout should clearly minimise the visual impact of larger buildings.

Development should also allow for the penetration of the surrounding landscape into the development by retaining existing trees and integrating the new landscaping with the existing. The transition should therefore be softened with green infrastructure whether by retention of existing or the creation of new. Gardens might form part of that infrastructure.

Where possible, development should be set back from the A268 with a substantial and appropriate buffer of green infrastructure to attenuate noise and air pollution from the road.

In order to improve the opportunities for walking, cycling and horse riding, development should improve access between the existing village and surrounding countryside by providing additional footpaths, cycleways and bridle paths where possible.

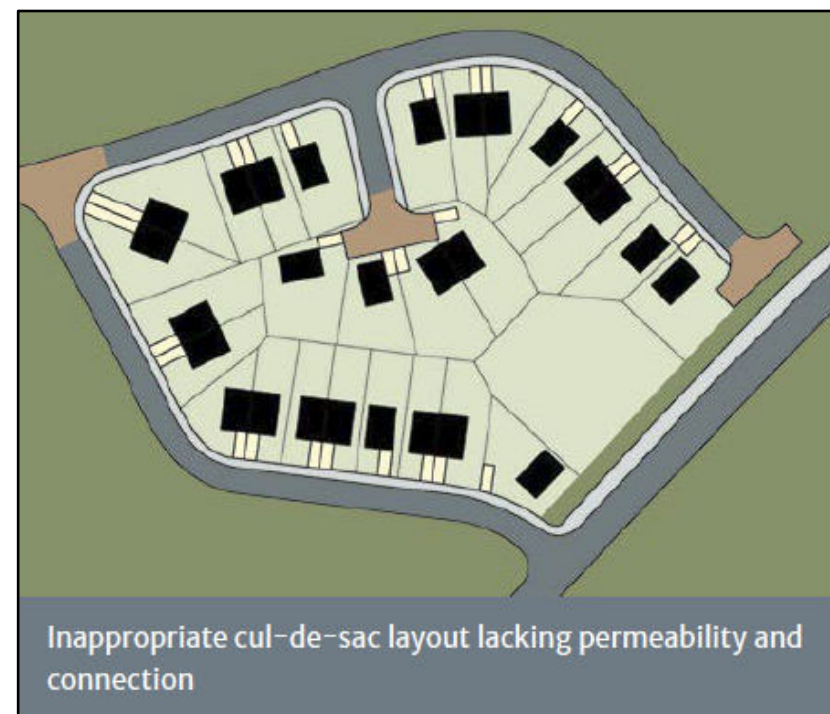
The rural nature of pedestrian routes into the countryside should be enhanced by suitable landscaping and the retention of existing trees, hedges and native plants,

Where a development is close to a public right of way, the existing network should be reinforced and ideally extended by improving the existing routes and creating new connections. Within the development the paths connecting to the existing network should be emphasised and clearly framed by the new buildings and/or greenery.

*Cul de sacs* on the development should be avoided but if necessary then a pedestrian route to the countryside beyond should be incorporated into the design.



*Layout of a development in Ticehurst showing pedestrian links and soft boundaries*



*Image from the HWHDG*

## DC 3.2.4 Protecting Views

New development should maximise the use of views out into the surrounding landscape where this possible and compatible with other codes.

Use should also be made of the site's topography to minimise the visual impact of taller buildings, whether that is to protect the view from the existing village or from the surrounding countryside.

## DC 3.2.5 Mature Trees and Hedgerows

New development should retain the trees and hedgerows on the site boundary as an important part of a site-wide green infrastructure creating a network of green links and wildlife corridors as described in other codes.

Existing trees on site should be retained as far as possible but not in isolation. They should form part of the overall scheme with new trees creating small groups of trees. New planting should be locally occurring native species.

Such groups then become natural focal points in the overall design.

## DC 3.2.6 Transition and Access to the Village

The proposed routes on a site should be a natural extension of the existing village where possible, integrating roads, pedestrian routes, bridle paths and cycle ways as appropriate into a wider network.

Pavements should be of high quality, providing safe and well-designed routes suitable for vulnerable users. They should make logical connections to key destinations within the wider area, including Jempson's campus, the school, the recreation ground and a bus stop.

The design of cycle routes should follow national guidance in order to create a safe network which is attractive to users.

New development should be integrated into the surrounding context and the wider village. There should not be a large gap between the existing built form and the new unless the development is on a rural exception site.

Any green buffer between the new development and the existing village should only to protect privacy and not isolate the new community by creating impermeable edges.

Similarly, road frontages should be integrated into the existing village.



# Peasmarsh Villagescape and Design Codes



## Design Codes 3.3 : Placemaking

The design codes in this section control the overall design of the development site in order to achieve sustainable, context sensitive design.

Development must demonstrate a high quality of design, which responds and integrates well with its surroundings, meets the changing needs of residents and minimises the impact on the natural and historic environment.

The following HWHDG policies are particularly relevant :

- DG3 : Layout and Structuring the Site
- DG4 : Using Buildings to Define Streets & Spaces
- DG5 : The Right Built Form
- DG6 : Parking Strategies
- DG8 : Ancillary & Storage
- DG10 : Reinforcing Local Planting Character & Habitats

Also relevant are the following :

- National Design Guide
- Homes England : Building for a Healthy Life
- Housing our Ageing Population [HAPPI] principles
- ESCC : Guidance for Parking at New Residential Development

The scale, height, density and grain of the surrounding context, including local character, must be reflected by the overall design of the development. The site landscaping should use native planting, integrate green space whilst reflecting the wider landscape.

In order to protect the environment, the use of hard surfaces should be minimal compatible with the need for safety.

### DC 3.3.1 Safety

Safety must be considered above all else. Development must use layouts of safe and secure dwellings that meet the requirements of 'Secured by Design' in order to minimise the likelihood and fear of crime.

The use of shared surfaces [for road users and pedestrians] must be avoided or, if unavoidable, minimised. Any shared surface must be fully justified in writing. All roads in a development must include at least one pavement.

### DC 3.3.2 Layout

The density of development should promote quality of place with sensitively designed groups of buildings.

It is not appropriate to have a homogenous density across the site, rather it should be varied to reflect the existing context and take into consideration such factors as access to the bus service, movement routes and access to amenities including green spaces.

The orientation of the site and the dwellings must be optimised for passive solar design and relevant renewable energy solutions.

A sense of enclosure and the continuity of routes should be promoted by having buildings follow the street line and face a routeway, either vehicular or not. Streets should integrate all of their elements – carriageway, parking, pavements and green infrastructure – in a considered way in order to create a friendly environment for all users.

New pedestrian, equestrian and cycling routes should make logical connections to the existing public rights of way in order to improve access to the countryside for both new and existing village residents.

Courtyard spaces should be used instead of hammerheads where vehicle turning is required so that the space encourages community interaction.

Particular attention should be given to the design and detailing of corner and street end buildings which are focal points for navigation through a development.

Where close to the A268, housing should be set back from the road and the site screened from visual and noise intrusion.

Areas requiring service and maintenance including SuDS systems must be accessible at all times.

### DC 3.3.3 Streets

Streets should be considered as places, not as vehicle movement routes. Only once the buildings have been arranged to create a sense of enclosure and footpaths have been set should roadways, parking and landscaping be designed. The layout must comply with Design Codes 3.2.

The site layout should not include excessive parking provision or vehicle circulation areas but rather retain existing and provide new grassland and trees.

The carriageway should be suitable for two-way traffic with generous pavements. Where on-street parking is required there should be specific parking bays developed see DC 3.3.5.

There should be a clear definition of the boundary between public and private realms. A small front curtilage between building and street is a characteristic of the High Weald and should be adopted wherever possible. In the public realm the streets should include tree planning wherever

In order to comply with the dark skies policy of the Plan [Policy D5], street lighting must be minimal. Floodlighting of any description and for any purpose is forbidden.

On-street EV charging [see DC 3.3.9 below] should be avoided.

### DC 3.3.4 Parking

Off-street parking should be prioritised with cars parked at the side of the dwelling and set well back from the building line. The driveways serving that parking should be co-located to reduce the impact on the pavement.

All residential streets should also include adequate unallocated on-street parking that is satisfactorily integrated with tree planting and non-vehicular routes, preferably using small groups of parallel parking bays. Sufficient bays should be included to account for visitors and service vehicles.

Parking around green spaces should not separate the space from the adjacent buildings.



Garage and driveway space set well back from building line

Image from the HWHDG





# Peasmarsh Villagescape and Design Codes

## DC 3.3.5 Built Form

Developments should create small groupings of buildings rather than a large sprawl.

The buildings in developments should create clearly defined public spaces. The density, height and arrangement must consider the relationship to existing and proposed streets and spaces. The buildings themselves should comply with Design Codes 3.4.

## DC 3.3.6 Open Green Spaces

New developments should incorporate well designed communal green spaces for residents of all ages which complement existing facilities in order to help bring new and existing communities together. Consideration of such spaces must be an integral part of the site design process rather than afterthought. They should make use of natural assets and landscape views as far as possible.

The location and layout of public spaces, including public realm furniture, should have the advantage of passive surveillance from surrounding dwellings so the spaces should be fronted in part by buildings with suitable layouts to encourage surveillance.

Private green space should also be provided for each dwelling unless in a multi-unit building in which case a private shared space is acceptable. Where appropriate, the front curtilage could be part of the green space.



Image from the HWHGDG

## DC 3.3.7 Drainage

All development, no matter of what size, must provide sustainable drainage systems [SuDS] in accordance with the Construction Industry Research and Information Association SuDS manual and commensurate with site ground conditions. All of the systems must be provided on-site unless there are clear reasons why this is not possible.

See also 'Water, People, Places' from the Lead Local Flood Authorities of the South East of England which provides guidance on integrating SuDS into developments. The annex [back page] summarises the options for some of the common conditions found in the parish.

The principle to be adopted is that of a treatment train which should start with prevention and then pass water through several stages of treatment. Sediment and other pollutants will then be removed more effectively and maintenance costs are reduced as this minimises the risk of downstream SuDS features becoming clogged or blocked.

Developments should therefore adopt a wide range of creative SuDS solutions, for example through the provision of green spaces, green roofs, permeable surfaces and rain gardens. The annex to this document [back page] summarises some of the SuDS options available.

The SuDS provision must demonstrate how its design will enhance wildlife and biodiversity as well as minimise the impacts of flooding. It should also be integrated into the landscape design. The designer can, for instance, use the treatment train to create green corridors and links.

## DC 3.3.8 Landscape Design

The landscape design should reflect the character of the High Weald using hedges or open fencing and ditches with native plants appropriate for Peasmarsh.

The emphasis of the design should not be on purely ornamental planting. As required by Plan policies L3, L4 and L5 the on-site landscaping should create wildlife corridors, enhanced habitats and a minimum of a 10% increase in biodiversity.

Housing layouts should avoid the creation of small parcels of greenery on public realm land in favour of larger private realm gardens and larger, properly delineated, purposeful public spaces such as village greens, playgrounds and similar.

Public realm planting requiring regular maintenance should be avoided in favour of low maintenance indigenous trees and grass.

Gardens and buffer zones on the edge of developments can contribute to wildlife corridors and any such corridors in the public realm should be in the form of hedgerows or self-regulating indigenous shrubs. Hedgehog highways, bird boxes and similar can be incorporated into garden designs.

## DC 3.3.9 Infrastructure and Facilities

No utilities may be installed above ground.

The infrastructure for superfast broadband [FTTP / fibre to the premises] connections must be provided from the boundary of the site to all premises whether residential, commercial or community developments.

The infrastructure for adequate, future-proofed off-street electric vehicle charging points must be provided for each dwelling.

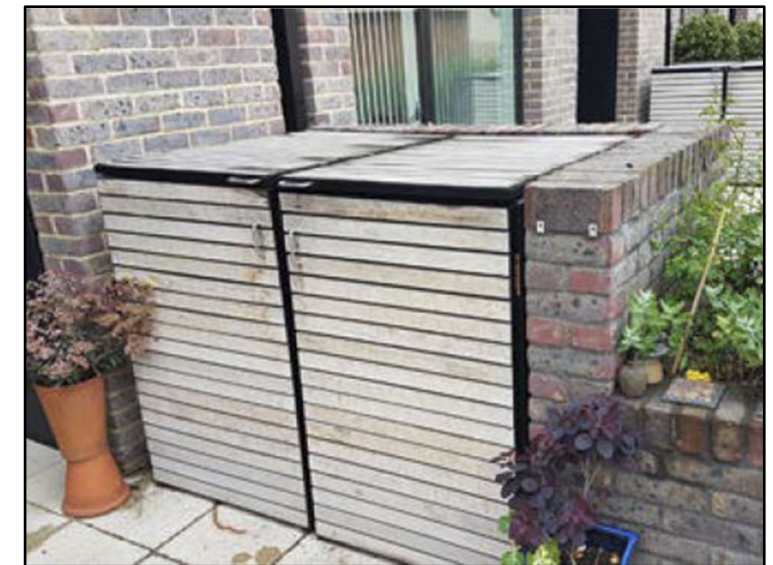


Image from the HWHGDG : Contemporary neat structures to accommodate bins

Sufficient shared or dedicated storage space, away from publicly accessible routes, must be provided for residents' waste bins and recycling containers.



# Peasmarsh Villagescape and Design Codes



## Design Codes 3.4 : New Homes

The design codes in this section relate to well-designed and sustainable dwellings.

The following HWHDG policies are particularly relevant :

DG7 - Building Appearance, Local Details and Sustainable Design

Also relevant are the following :

- National Design Guide
- Homes England : Building for a Healthy Life
- Housing our Ageing Population [HAPPI] principles
- Lifetime Homes Standard

The Plan calls for mainly 2 bedroom homes with some 1 and some 4 bedroom. There is no requirement for 3 bedroom homes, nor for houses with 5 or more bedrooms.

Affordability is a key issue so semi-detached and terraced are expected to be part of the mix. Of equal importance are the needs for single story homes for older residents downsizing and starter homes for young couples.

A variety of building types and designs should be incorporated into new developments whilst maintaining a coherent appearance. Complexity and style imitation should be avoided. One of the key characteristics of the local architecture is that there is generally contrast : white windows in primarily red brick/tile houses, white elements with brick or slate. This aspect should be incorporated in designs.

Generic development proposals without variety of facade and roof-line are not acceptable.

### DC 3.4.1 Typology and Building Height

There is a full range of residential typologies in Peasmarsh from terraced and detached bungalows through terraced and semi-detached houses to link detached and detached houses. All are acceptable commensurate with delivering affordable homes.

No homes in the village exceed 2.5 stories although they tend to be the exception. Taller buildings will not be accepted.

Third stories, where appropriate, must be integrated into roof spaces using dormer windows or roof lights. This will allow starter homes with future expansion designed in to be developed.

Roofs should be designed in terms of pitch and orientation to optimise the potential of PV installations.

### DC 3.4.2 Frontages

Homes should be designed to ensure that frequently occupied rooms overlook streets and public spaces. Each property should have some form of green space in front of the building, as is typical of the High Weald.

Sterile building facades, e.g. blank walls should be avoided at street ends, on pedestrian routes and facing open green spaces.

The approach to a dwelling should comply with the principles originally set out in the Lifetime Homes Standard and now enshrined in Section M(2) of the Building Regulations.

### DC 3.4.3 Internal Layouts

Internal layouts should at least comply with the 16 key principles originally set out in the Lifetime Homes Standard without any requirement for specialist housing.

As discussed in 3.4.2 above, homes should be designed to ensure that frequently occupied rooms overlook streets and public spaces.

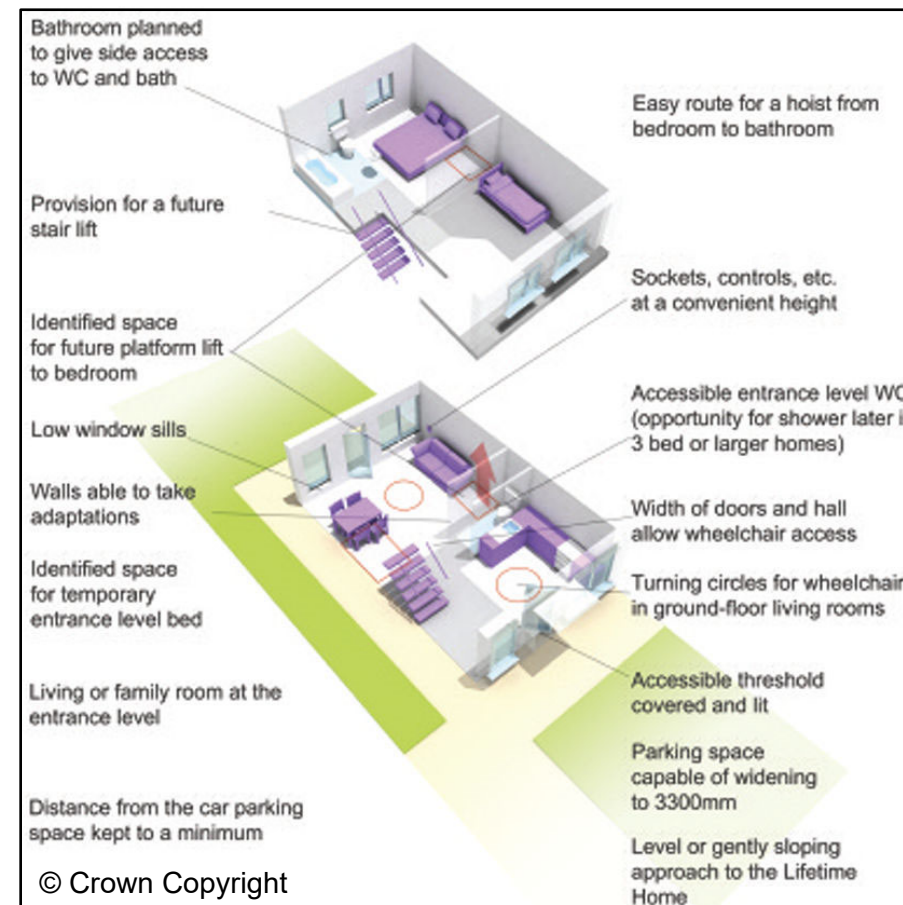


Image from National Strategy for Housing in an Ageing Society

### DC 3.4.4 Built Details

There are a number of details typical of the High Weald which can be incorporated into new build designs.

It may be appropriate to furnish dwellings with chimney stacks [even if non-functional] in order to achieve a coherent transition from the existing. Tall chimneystacks are common and articulate the individual building and the wider streetscape.

Clay tile roof pitches tend to be on the steep side with a minimum of 42.5° and more often 47.5 to 50°. Multiple pitch roofs such as mansard and gambrel [Dutch Colonial] styles are not permitted.

Open eaves are characteristic of the region, not bulky boxed details.

Porches are typically simple canopies, either flat or pitched open gable end with occasional mono-pitches. Dormers tend to be separate with flat roofed.

A potential details palette is shown over.

### DC 3.4.5 Materials and Treatments

Materials for homes should be selected with care in order to maintain a high-quality of design in the parish. The materials discussed are not exclusive, they are examples of materials and treatments relevant to the Peasmarsh Context.

The materials, details and fenestration of new builds should reflect the local vernacular but each building should still be distinguishable from the neighbouring ones. The HWHDG will guide the general selection of details and finishes. If the HW colour scheme is to be followed then use the 'Main' palette.

Development proposals must submit a materials and treatments report to demonstrate that the proposals are based on an understanding of the local built environment and the HWHDG.

Building materials and finishes should be sustainable and of high quality, ideally sourced locally. Colours should reflect the local Peasmarsh environment. Weatherboard should be white.

Facades should be either untreated brick, untreated brick with weatherboard / clay tile upper story or weatherboard / clay tile throughout;

A soft handmade look is preferred for brickwork. Wire cut and gilt type bricks give a harsh industrial look and will not be permitted.

Roofs should be of clay tile or slate but not cast concrete.

A potential materials palette is shown over.



# Peasmarsh Villagescape and Design Codes

## Potential Details Palette



*Simple flat-roofed porch*



*Simple gable end pitched porch*



*Simple mono-pitched porch*



*Tall Chimneys*



*50° pitched roof*



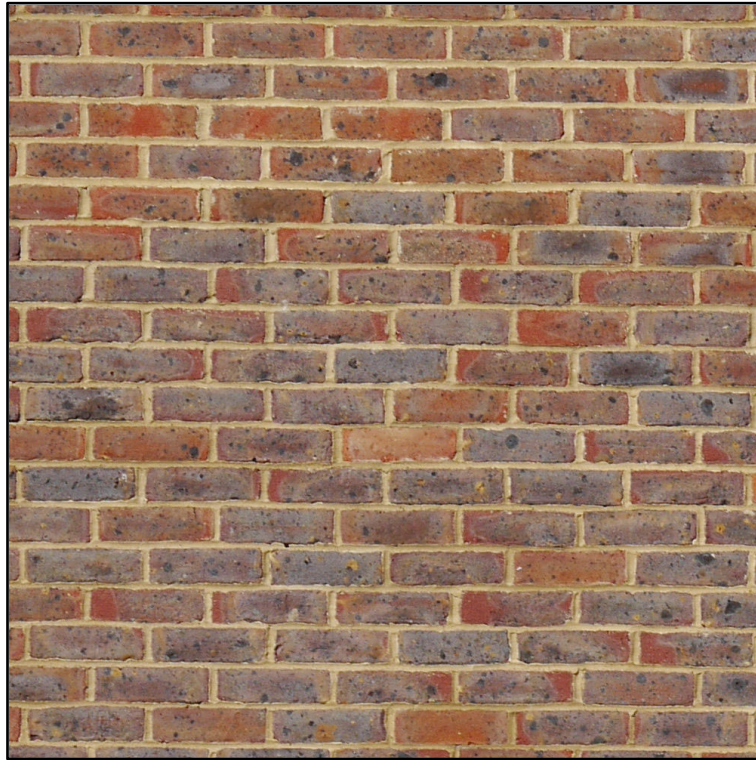
*Separate, flat roofed dormers*



# Peasmarsh Villagescape and Design Codes



## Potential Materials Palette



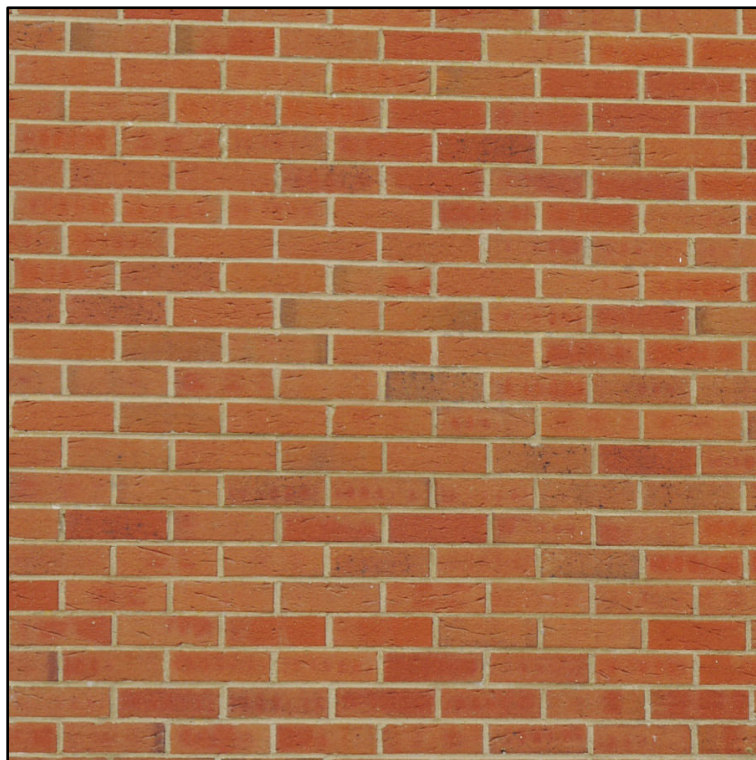
*Dark red brick*



*Tile hung wall  
[often with a mix of plain and scalloped tiles as above]*



*Clay Roof Tiles*



*More orange brick*



*Weatherboard cladding*



*Less common slate tiles with clay ridge tiles can be seen in Peasmarsh*





# Peasmarsh Villagescape and Design Codes

## Annex : Sustainable Drainage Systems

Summary of drainage system suitability for some common conditions in Peasmarsh as presented in 'Water, People, Places' from the Lead Local Flood Authorities of the South East of England

			Impermeable Soils	Groundwater < 3 m below	Slope < 5°	Slope > 5° < 15°
<b>Green Roof</b>	A planted soil layer is constructed on the roof of a building to create a living surface. Water is stored in the soil layer and absorbed by vegetation.		✓	✓	✓ + source control	✓ + source control
<b>Rainwater Harvesting</b>	Rainwater is collected from the roof of a building or from other paved surfaces and stored in an overground or underground tank for treatment and reuse locally. Water could be used for toilet flushing and irrigation.		✓	✓	✓ + source control	✓ + source control
<b>Soakaway</b>			✗	✗	✓ + source control	✗
<b>Permeable Paving</b>	Paving which allows water to soak through. Can be in the form of paving blocks with gaps between solid blocks or porous paving where water filters through the block itself. Water can be stored in the sub-base beneath or allowed to infiltrate into ground below. Requires under-drain on impermeable soils.	Can typically drain double its area	✓ + underdrain [no treatment]	✓ + liner and underdrain [no treatment]	✓ + source control	✓ if terraced
<b>Filter Strip</b>	Filter strips are grassed or planted areas that runoff is allowed to run across to promote infiltration and cleansing.	Minimum length 5 metres	✓	✓	✓ + source control	✗
<b>Bioretention Area</b>	A vegetated area with gravel and sand layers below designed to channel, filter and cleanse water vertically. Water can infiltrate into the ground below or drain to a perforated pipe and be conveyed elsewhere. Bioretention systems can be integrated with tree-pits or gardens.	Typically, surface area is 5 - 10% of drained area with storage below	✓	✓ + liner and underdrain	✓ + short kerb of rill length	✓ if terraced
<b>Swale</b>	Swales are vegetated shallow depressions designed to convey and filter water. These can be 'wet' where water gathers above the surface, or 'dry' where water gathers in a gravel layer beneath. Can be lined or unlined to allow infiltration.	Account for width to allow safe maintenance typically 2 or 3 m wide	✓	✓ + liner	✓ + provide some gradient	✓ if installed along contour
<b>Hardscape Storage</b>	Hardscape water features can be used to store run-off above ground within a constructed container. Storage features can be integrated into public realm areas with a more urban character.	Could be above or below ground and sized to storage need	✓	✓ if above ground	✓	✓ if terraced
<b>Pond</b>	Ponds can be used to store and treat water. 'Wet' ponds have a constant body of water and run-off is additional, while 'dry' ponds are empty during periods without rainfall. Ponds can be designed to allow infiltration into the ground or to store water for a period of time before discharge.	Dependent on run-off and soils	✓	✓ + liner	✓ + keep flow above ground	✗
<b>Wetland</b>	Wetlands are shallow vegetated water bodies with a varying water level. Specially selected plant species are used to filter water. Water flows horizontally and is gradually treated before being discharged. Wetlands can be integrated with a natural or hardscape environment.	Typically 5-15% of drainage area to provide good treatment	✓	✓	✓ + keep flow above ground	✓ if terraced
<b>Underground Storage</b>	Water can be stored in tanks, gravel or plastic crates beneath the ground to provide attenuation.	Dependent on run-off and soils	✓	✗	✓	✓