









































## APPENDIX B:

### Extract of the Public Realm and Building Frontage Components Schedule relating to Clitterhouse Playing Fields

(BXC03 Revised Design Guidelines, October 2013)

Clitterhouse Playing Fields	Community Park	Space Typologies			A - Planting	Public Realm
●			●	A1.1 Avenue Planting (AV)		
			●	A1.2 Neighbourhood Streets (NE)		
			●	A1.3 Residential Mews (RM)		
			●	A1.4 Pioneer Habitats (PH)		
●			●	A1.5 Civic Spaces (CS)		
●			●	A1.6 Gardens (GA)		
●			●	A1.7 Grassland Meadows (GM)		
●			●	A1.8 Woodland (WG)		
●			●	A1.9 Riparian Corridor (RC)		
●			●	A1.10 Structure Planting (SP)		
			●	A1.11 Infrastructure Planting (IN)		
			●	A1.12 Green Buildings (GB)		
●			●	A1.13 Hedgerows (HE)		
●			●	A1.14 Amenity Grass (AG)		

					B1 - separate road and footway levels with kerb			B - Street Surface
					B2 - shared surface			
					B3 - pedestrian route only (emergency vehicles permitted)			
					B4 - cycle route on road level			
					B5 - cycle route on footway level			
					B6 - dedicated bus lane - surface to match footway, colour and grain difference permitted			
					B7 - dedicated bus lane - surface to match vehicular route			
					B8 - tarmac to vehicle corridor only			
					B9 - vehicular corridor to match footway material ( colour and grain difference permitted )			
					C1 - footway material - small unit pavers - stone, brick or concrete			C - Footpath Surface
					C2 - footway material - large unit pavers - stone			
					C3 - footway material - large unit pavers - concrete			
					C4 - footway material - bound gravel or similar			
					C5 - insitu concrete to footway			
					C6 - tarmac footway			
					D1 - carpark or service bay access , driveway to match footway material			D - Carparking Surface
					D2 - on-street parking - painted lines on tarmac road surface			
					D3 - on-street parking - bays to be same or similar surface material as footway			
					E1.1 - tall lighting standards			E1-Lighting E - Street Furniture
					E1.2 - low level standards , bollards or in bench seats			
					E1.3 - street lighting mounted on buildings			
					E2.1 - public bench seats			E2-Seating E - Street Furniture
					E2.2 - loose cafe and restaurant seating permitted			
					E3.1 - fixed bollards - tall			E3-Bollards E - Street Furniture
					E3.2 - fixed bollards - low			
					E3.3 - bollards - moveable or adjustable ( to allow for service vehicles )			
					E4.1 - street signage mounted on separate posts			E4-Signage E - Street Furniture
					E4.2 - street signage on building facade			
					E5.1 - post boxes - free standing or integrated into building facade			E5-Phone + E6-Refuse Post
					E5.2 -public phone box			
					E6 - individual litter bins			

