APPENDIX B:

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

(BXC03 Revised Design Guidelines, October 2013)

Clifferhouse Playing Fields	Community Park		Space Typologies			
				0	A1.1 Avenue Planting (AV)	A-F
				0	A1.2 Neighbourhood Streets (NE)	Public Realm A - Planting
	\perp	$oxed{oxed}$		0	A1.3 Residential Mews (RM)	Real
					A1.4 Pioneer Habitats (PH)	3
				0	A1.5 Civic Spaces (CS)	
				_0	A1.6 Gardens (GA)	
					A1.7 Grassland Meadows (GM)	
				0	A1.8 Woodland (WG)	
				_	A1.9 Riparian Corridor (RC)	
				_0	A1.10 Structure Planting (SP)	
	\perp			0	A1.11 Infrastructure Planting (IN)	
				_0	A1.12 Green Buildings (GB)	
				_0	A1.13 Hedgerows (HE)	
				_ 0	A1.14 Amenity Grass (AG)	

			m
		B1 - separate road and footway levels with kerb	B-S
		B2 - shared surface	treet
		B3 - pedestrian route only (emergency vehicles permitted)	treet Surface
	Ш	B4 - cycle route on road level	ace
		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)	
0		OC1 - footway material - small unit pavers - stone, brick or concrete	C-I
		C2 - footway material - large unit pavers - stone	oot
		C3 - footway material - large unit pavers - concrete	bath
0		C4 - footway material - bound gravel or similar	Footpath Surface
0		C5 - insitu concrete to footway	8
0		C6 - tarmac footway	
		D1 - carpark or service bay access , driveway to match footway material	D - Carr Surface
		D2 - on-street parking - painted lines on tarmac road surface	- Carparking urface
		D3 - on-street parking - bays to be same or similar surface material as footway	king
		E1.1 - tall lighting standards	E E
0		E1.2 - low level standards , bollards or in bench seats	E - Street
		E1.3 - street lighting mounted on buildings	Street Furniture
		E2.1 - public bench seats	nitur E2-s
0		E2.2 - loose cafe and restaurant seating permitted	niture E2-Seating E3-Bollards
		E3.1 - fixed bollards - tall	E3-B
0		E3.2 - fixed bollards - low	ollard
		E3.3 - bollards - moveable or adjustable (to allow for service vehicles)	G
•		■ E4.1 - street signage mounted on separate posts	E4-Signage
		E4.2 - street signage on building facade	gnage
		■ E5.1 - post boxes - free standing or integrated into building facade	E5-Phx Post
		■ E5.2 -public phone box	one +
•		■ E6 - individual litter bins	E5-Phone + E6-Refuse

	1 1		
		E7.1 - individual stands - maximum 2 cycles	E7 - 0
		E7.2 - medium cycle stands - up to 20 cycles	Cycle Stands
		E7.3 - large cycle stands - up to 40 cycles	Stand
		E7.4 - covered cycle stands - up to 30 cycles	8
		E8.1 - individual bespoke bus stops	Ee B
		E8.2 - multiple bus bespoke bus stops	F - Public Art ar Bus Stops Water Features
		F1 - free standing sculpture	F - F Wat
		F2 - outdoor cinema , music and projection	ublic er Fe
		F3 - linear water feature	Public Art and Iter Features
		F4 - sculptural or active water feature	and
		F5 - retain and enhance existing waterway	
		G1 - threshold seating area on raised level or retail display	G -
		G2 - planting threshold 1.5m maximum (non residential frontages exempted)	Thresholds
		G3 - residential raised terrace threshold 1.5m maximum	shold
		G4 - residential access or steps 1.5m maximum	S
		G5 - light or ventilation well or grille 1.5m maximum	
		G6 - large landscape threschold - with dense planting screen 5m minimum	
(H1 - open or transparent fence - metal grille , glass , timber	and
		H2 - solid fence - masonary , timber, metal panel	Fences d Edges
		H3 - green wall - climbing plants on mesh or solid wall	
		H4 - secure boundary - 1.8m high transparant fence, tree and shrub planting	Screens to Space
		H5 - semi permeable boundary, buffer planting with trees and low shrubs	ces
		H6 - permeable boundary, delineation of space , tree planting	
		H7 - permeable boundary, no delineation	
		0 11 - play facilities - refer to open space and public realm strategy for type	- 7
		12 - sports facilities - tennis, basketball , cricket , football, skateboarding etc	- Facities in Spaces
		0 I3 - dedicated cycle route through space	es in
		0 14 - performance space or bandstand	Space
		015 - cafe or restaurant pavillion	ces
		016 - public toilets	
		017 - external market capability - flexible stalls and storage areas	