

How to comment effectively on a planning application

A local planning authority can only take into account 'material considerations' when deciding a planning application. *Anything that is not a material consideration will not be taken into account by the authority.* So including in your comments anything which is not a material consideration will be a waste of effort.

Material considerations can include:

- Building in the Countryside
- Conservation Significance
- Contextual Significance
- Contrary to Policy
- Drainage
- Effect on Area of Outstanding Natural Beauty
- Effect on Town Centre Viability
- Effect on Wildlife
- Flooding
- Highway Hazards
- Historical Significance
- Inadequate Access
- Insufficient Information
- Lack of Infrastructure
- Loss of Light
- Loss of Open Space
- Loss of Trees
- Noise and Disturbance
- Not Sustainable
- Out of Character
- Outside Planning Boundary
- Over-development
- Overbearing Building/Structure
- Overlooking, Loss of Privacy
- Overshadowing
- Parking Issues
- Smell/Fumes
- Traffic Generation
- Within the Conservation Area

Things that cannot be considered include:

- Loss of view
- Loss of property value
- Boundary or other disputes between neighbours, e.g. private rights of way, covenants
- Loss of trade from competing business
- The alleged character or behaviour of an applicant
- The individual circumstances of the applicant
- Moral objections
- The belief that an applicant intends to profit from a development
- Other consents/licences that may be required.

(Source: Lewes District Council)

Anyone can comment on an application. Either write to the designated Case Officer at Lewes District Council, Southover House, Southover Road, Lewes, BN7 1AB, or comment online via Lewes District Council's website (www.lewes.gov.uk). The designated Case Officer is listed in the applications's details; if you are not sure how to find these, see 'How to view planning applications online' at www.barcombepc.net/planning. *When commenting, always quote the application number.*