



INVALID REASONS FOR OBJECTION

There are certain matters which do not amount to 'material planning considerations' under current legislation and guidance. These matters cannot be taken into account in considering a planning application and should not be included in objections as they weaken your case:

- Devaluation of property
- Loss of a private view
- The fact that the developer does not own the land to which the application relates
- Breach of covenants, including rights of way
- The identity of the applicant or occupant



VALID REASONS FOR OBJECTIONS

Comments that are clear, concise and accurate stand more chance of being accepted than those that are not. When planning applications are considered, the following matters can all be relevant. These are sometimes referred to as 'material planning considerations':

- Highway safety issues - such as traffic congestion, road capacity, means of access, & visibility
- Air and Noise Pollution
- The need to safeguard valuable resources such as good farmland
- Flooding
- Effects on existing tree cover and hedgerows.
- Prevention of crime and disorder
- Public rights of way
- Nature conservation interests - such as protection of barn owls; bats etc.
- Public services - such as drainage and water supply
- Replies from statutory and non-statutory agencies (e.g. Environment Agency, Highways Authority)
- Effects on a specially designated area or building, green belt &, conservation areas, listed buildings, ancient monuments and areas of special scientific interest.
- Central government policy and guidance - Acts, Circulars, Planning Policy Guidance Notes etc.
- The Development Plan - and any review of the Development Plan which is underway.
- Effects on an area - this includes the character of an area, availability of infrastructure (i.e.: lack of schools, medical facilities etc.), density, over-development, layout, position, design and external appearance of buildings and landscaping

The above list is not exhaustive and is intended to give guidance only to would be objectors