

REDE HALL

The Site & Heritage

The site is outlined in the plan included as part of the application.

Rede Hall is set back from the A134, located just outside of the village of Chedburgh. The house is Grade II listed Entry Number 1187009 described as *“House, mid C17, altered C18, restored c.1970 after fire. 3-cell lobby entrance plan. 2 storeys and attics, 4 windows. Timber-framed and rendered. Pantiled gambrel roof; axial and gable chimneys of red brick. C20 casements and entrance door. The house stands on a manorial moated site of mediaeval origin.”*

Rede Hall is currently set up as an equestrian property and includes 10 stables and over 13 acres of land.

The Proposal

The application seeks consent for an equestrian manège, The manège has been designed to allow for practicing and training of show jumping. The proposed plans are included as part of the application.

It is for the personal use of the tenant of Rede Hall and his employees. There will be no commercial use or visitors to the facility.

The manège will be free draining, with a 150mm chalk base and a 100mm mix of light silica sand and synthetic fibre. It will be enclosed by a simple post and rail fence in keeping with the existing paddocks on the property, access will be via a field gate close to the stables.

The manège will be located on a small paddock to the south of the existing stables and associated buildings and approximately 100m away from the listed dwelling, so that there is no negative impact on the listed building.

All excavated spoil will be kept on site.

A manège is very much a ‘reversible’ installation. Should it no longer be needed in the future, the land can be readily returned to its current state.

The proposed manège will be used solely for private equestrian purposes and an appropriately worded planning condition is anticipated in this respect.

There will be no negative impacts on the listed house and the manège will be a recognisable and appropriate feature in a landscape, which has a long-established equestrian use.