

APPENDIX 2 - THE ARCADE, BOGNOR REGIS - DEVELOPMENT APPRAISAL (ACCOMMODATION & RENTAL SCHEDULE) - MARCH 2023

Level	Non-residential (NIA m2)	One bed apartments (NIA m2)	Two bed apartments (NIA m2)	External amenity space (m2)	Sea view	Floor GIA (GIA - m2)
Level 0 (Ground)						138
New Commercial Unit	72.3					
Level 1						1,183
Estate Management Office	21.6					
1 01		43.5				
1 02		41.0				
1 03		35.2				
1 04		38.6				
1 05		53.1				
1 06			64.7			
1 07		52.8				
1 08		48.6				
1 09		50.1				
1 10		48.3				
1 11			70.0	4.5	YES	
1 12			55.8	9.1	YES	
1 13		41.3		11.8	YES	
1 14		41.5				
1 15			58.3	21.5		
1 16			57.7			
1 17		34.7		11.2		
1 18		48.2		21.5		
Second Floor				70		1,014
2 01		42.3				
2 02		41.0				
2 03		35.2				
2 04		39.2				
2 05		39.2				
2 06		48.6				
2 07		51.1				
2 08		43.5				
2 09		48.2				
2 10		49.6				
2 11		48.1				
2 12			70.0	4.5	YES	
2 13			86.6		YES	
2 14		42.5				
2 15		57.0				
2 16		48.7				
2 17		47.9				
Unit totals - Commercial	2					
Unit totals - Residential		28	7			35
Total Area - Commercial (NIA m	94					94
Total Area - Residential (NIA m2)		1,259	463			1,722
Total Area (GIA m2)						2,335
External Amenity Space (m2)				154		154

Apartment rental income (pcm)	
n/a	
	See Note 1
n/a	
£995	
£995	
£995	
£995	
£995	
£1,295	
£995	
£995	
£995	
£1,095	£100pcm furnished premium (showhome)
£1,495	£50 private amenity space premium, £50 pcm sea view premium & £100pcm furnished premium (showhome)
£1,395	£50 private amenity space premium & £50 pcm sea view premium
£1,095	£50 private amenity space premium & £50 pcm sea view premium
£995	
£1,345	£50 private amenity space premium
£1,295	
£1,045	£50 private amenity space premium
£1,045	£50 private amenity space premium
	See Note 2
£995	
£995	
£995	
£995	
£995	
£995	
£995	
£995	
£995	
£995	
£995	
£1,395	£50 private amenity space premium & £50 pcm sea view premium
£1,345	£50 pcm sea view premium
£995	
£995	
£995	
£995	
£37,725	TOTAL

Note 1 - Excludes clothes shop overrun

Note 2 - 70 sq m amenity space at second floor is communal