

# park house language school, hove park

[Home](#) [Places](#) [possible future visits](#) [hints n tips](#)



## **Park House was a Bellerby's Language School which stood on the corner of Goldstone Crescent and Old Shoreham Road, Hove.**

**Originally comprising of 2 main blocks: a large 1930's house and a large development of classrooms and student accomodation built in the 1970's, this site has been derelict since 2007 and has recently been demolished to make way for a £16 million development of flats and affordable homes, unsurprisingly.**

There was a great deal of opposition to the proposed construction and redevelopment of the site, as it was widely accepted that the derelict buildings represented an eyesore, but due to the very prominent position of the site adjacent to Hove Park, there was a lot of concern over how the site should be used. The 1930's house on the south-western corner of the site was deemed sufficiently important that it should be conserved and MP Mike Weatherley called upon the council to retain and restore it, stating that "it was a wonderful building and many people care about its future".

The owners of the site, Hyde Martlett, had twice been unsuccessful with plans to redevelop the site, but the current proposals have been successful and will see the site playing host to a development of 71 apartments, with 30 of them being affordable housing and 5 with disabled access. Parking for the residents will be provided underground and there are plans for 126 cycle parking spaces.

Councillor Vanessa Brown, who represents Hove Park ward on Brighton and Hove City Council, said the increase in the number of parking spaces meant that "this application is an improvement on the previous application but it's still an overdevelopment of the site. This is a very sensitive site between Hove Park and Hove Recreation Ground. It's on a very busy junction and this building is also higher than neighbouring buildings." She criticised the density, at 206 dwellings per hectare. She said that it was much greater than the 70 dwellings per hectare in the flats next door. And in the Old Shoreham Road houses, opposite the southern end of the site, the density was 29 dwellings per hectare.

The site has been well known as an established squat since November 2011, with neighbours actively trying to keep the squatters secret from the authorities, stating that they would rather the building provided shelter rather than be empty and derelict.

There was an all-night leaving party on the last day of squatting prior to eviction, attended by 100 revellers which was, for many neighbouring residents, the first they had heard about the fact that the building was squatted.

Our visit captured not only the feel and previous grandeur of the old house, but also an interesting and insightful view of what life as a squatter on the premises must have been like.

Infiltration date: 12th April 2012.

Demolition commenced: 27th April 2012.

Agents present: ghost & skyframe.



ABOVE: The site is bordered by some rather pretty woodland - just what we need to aid our stealth and cunning. It also helped diffuse the sound of us crashing through the undergrowth whilst trying to find a way under or over the fence. They really didn't want anyone getting (back) in here.

ABOVE: Anti-climb paint, known more commonly in this game as Anticlimax paint, usually because you don't notice it until you've got back in your ride home and it's all over the seats, thus bugging up an otherwise amazing day...

BELOW: Bingo!

BELOW: It's always satisfying to find a well hidden way in - blink and you'd miss it, but the valance board was just placed gently over a small gap under the fence, indicating that someone had been in already - new squatters, maybe?



BELOW: Stripping out was quite far advanced, but there was still a huge amount to see inside.



ABOVE: The central courtyard and garden, looking roughly due south-west towards the junction of Old Shoreham Road & Goldstone Crescent.





ABOVE: We tried hard to make this place look a bit gothic and romantic and spooky, but we're afraid it isn't really any of those things.



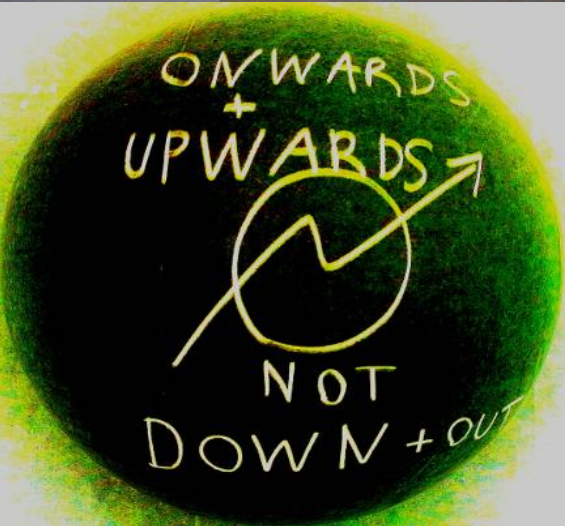
ABOVE & RIGHT: There's something really intriguing about windows leading to long forgotten cellars and we just can't help ourselves. Agent Skyframe has a quick rekke in the first 2 shots and we are both in the basement for the third one. Turns out we could have just gone round the front of the building and strolled through the gaping lack of front door, but where is the fun in that?

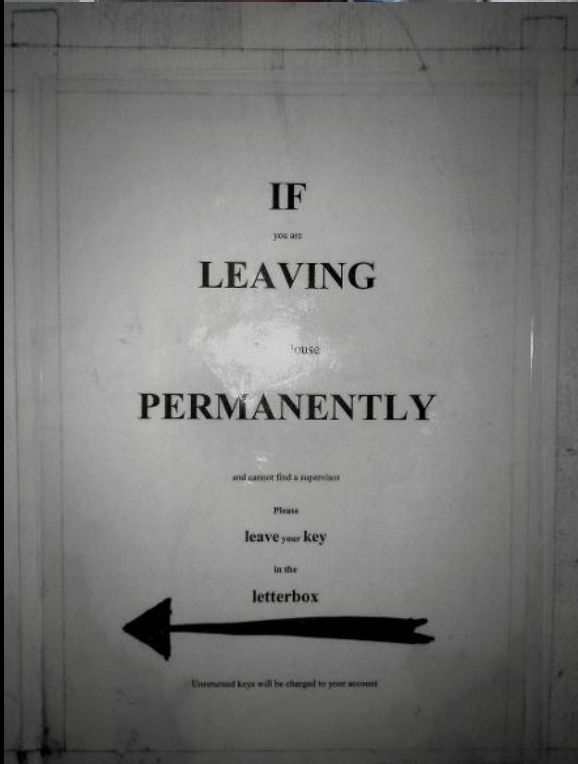






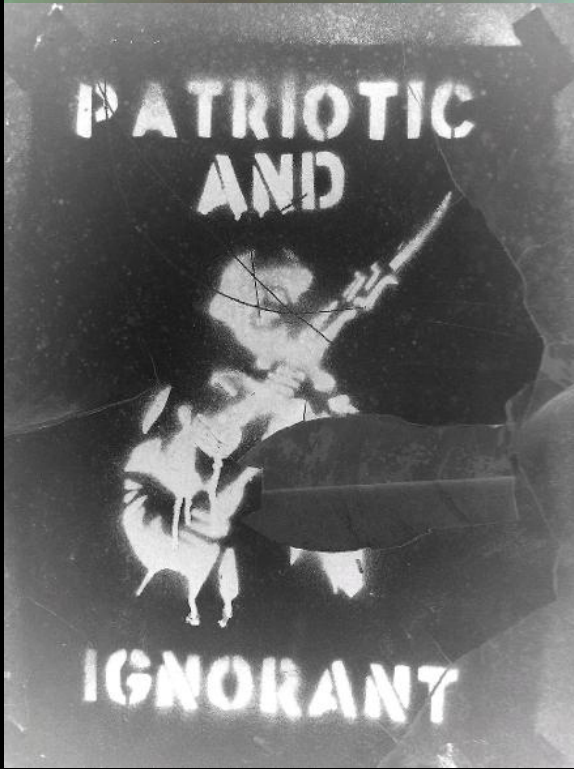








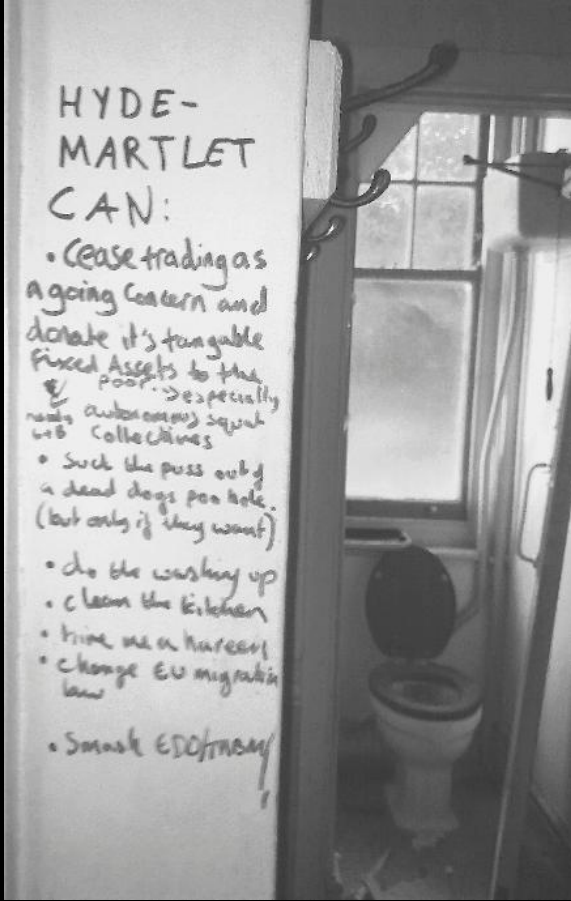
★ ANIMAL ★  
LIBERATION  
LIBERATION













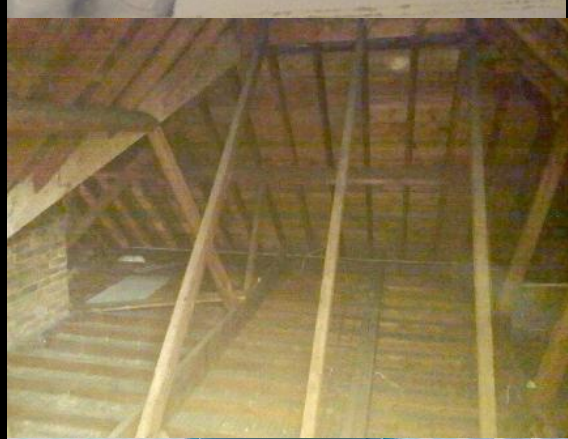
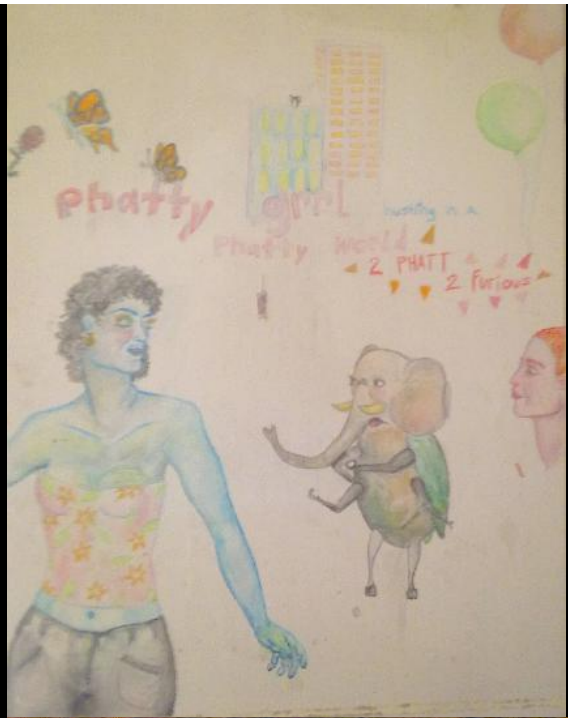
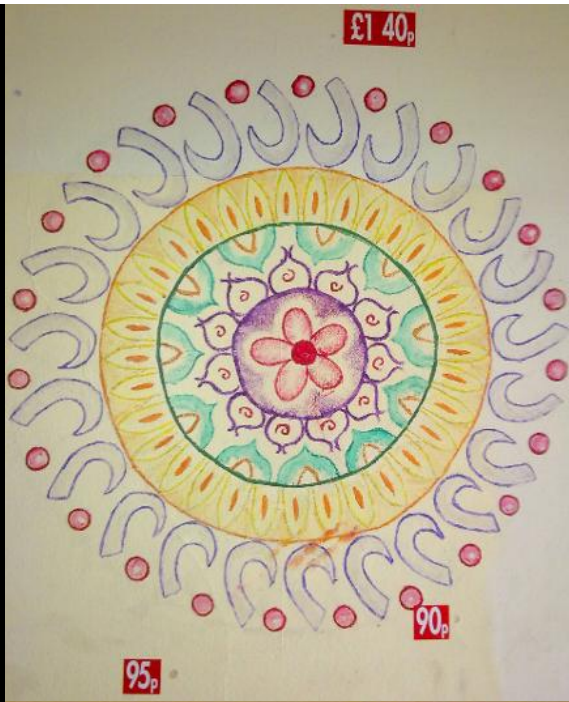
"ANOTHER  
POLITICAL  
QUOTE"

"another clones but imitative response that  
destroys the meaning and beauty of the first."

"WELL.... NOT REALLY"

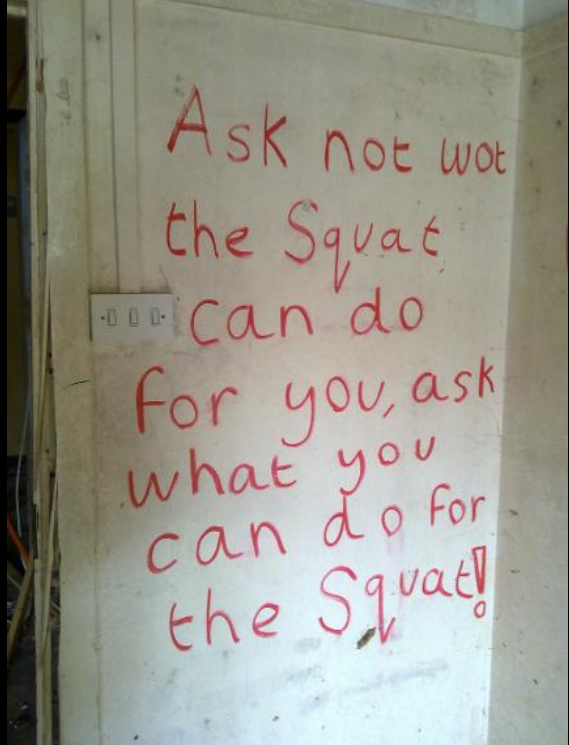
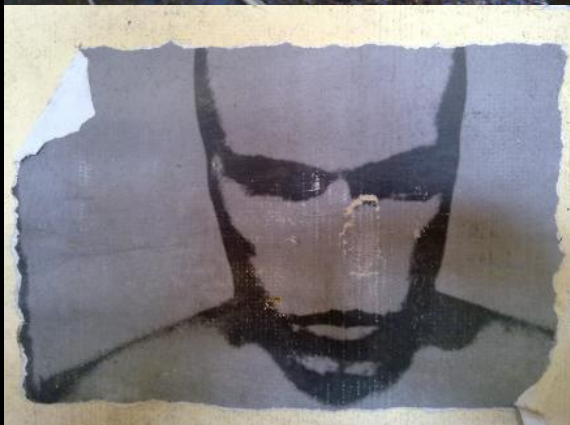














IF AT FIRST YOU DONT SUCCEED,  
FUCKIN GIVE UP!

I CAME, I SAW, I WENT  
HOME AFTERWARDS!

HELP! IM ETHNOCENTRICALLY  
TWISTED AND CONFUSED



P.S. Chris  
Thompson  
is a twat!



\*\*\*\*\*

BELOW: The site as seen in 2016, fully demolished and replaced by trendy flats for middle men. Hurrah!

