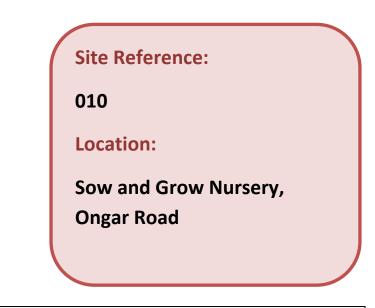
Viewpoint/Site/Area Reference: 010 (Sow and Grow nursery, Ongar Road)

Date/Time: 23/1/15 12:07

Photogra	aph:	2	.70° - 360°		9	0° - 270°			< 90°		Single (fo	orward)		Single (ba	ckward)	Z	loom		
Views O	out (distance):	N: S			S: M/L			E: S			W: S/M			<u>S</u> hort (<	250m) <u>M</u>	ed (250m - 1km)	Long (>1km)		
Views	Viewer Types	N: Pub	Priv			S : P	ub Priv				E: Pub Pri	iv Ro	ad/housing		W: Pub	Priv Allotmer	its		
in:	Numbers	N: Pub:	Priv:	L	S: Pub:	Priv:		E: Put	: M Pr	riv: M	W: Pub:	Pri	iv: M	0 <u>L</u> ow (1 – 10) <u>M</u> ed (10-20) <u>H</u> igh (21+)					
Seasonal	l visibility:	Minor ef	fect from	some hec	dgerows														
Site visua	al amenity:	Low brow	wnfield site	9		Locality visual amenity: good to west beyond a					t beyond adj	id adjacent allotments							
Scope to	mitigate view	s: Short t	erm: n/a					Medium term: n/a					Lo	Long term: n/a					
					- ··				(((-)							
Gradient	ts:	V. Gentle		,0)	Gentle	(c.1:25)		Fairly Ste	ep (c.1:10)		Steep (c.	.1:5)		Very Steep	o (c.1:2)	Shee	er (>1:1)		
		Y																	
Geomorp	phology:		Plateau	Rolling	lowland	Hills	Ridge	Cliff	icarp Go	rge V	' shaped Valley	U Sha	aped Valley	Floodpla	in Estua	ry Mountair	ns Other		
		Y																	
	Prominent Site: Positive: - andmarks: Visible pearby: Positive: -								Negative: Mas	sts (mob	ile phone)					Comme			
	visible nearby: Positive:						<u> </u>				Negative: -								
								fence to a	llotments		Locality: - vari							Visual:	
Boundary	y pattern:	Rectilinea	ar	Organic	Other/	comment:					Land parcel si	ize:	Large (>5	5ha)	Med (1	5ha)	Small (<1ha)	Restric	
Settleme	ent Pattern:	Linear	Nucl	eated	Disperse	Plar	aned	Organic	00	en	Hamlet	Ville		Town	City	Suburbia	Urban fringe	in all di	
Site-settl		Linear Nucleated Disperse Planned					meu	Organic Open			Hamlet Village								
relations		Immediate	ly adjacen	t natura	al extension	> Very clo	ose minin	nal separa	tion Ne	ar but c	lear separation	Lim	ited associat	ion to sett	lements	Distant associati	on (visual) only	cover.	
Building		Commercia	al/Offices:	>	Industrial:	•	Retail:) Fai	mstead:		Barns:		Religious:		Other: Nur	sery			
	tyles/Age:	Detached:			Semi-Det:		T I	Terraced			Bungalow:			Flats: Skyscraper:					
Transpor	rt:	Motorwa	vs Du	al Carriag	ge Majo	r road	Minor ro	ad S	mall Lane	`		ther/con	nment:			, ,			
•			,																
State of I	Repair:	G	ood / Inta	ct / Well ı	maintained:	S L		ОК /	Fairly intact	t / Some	maintenance:	s 🚺)	Poor / Di	srepair / Mi	nimal maintenan	ce: 🕥 L		
Maturity	<i>ı</i> :		Full matur	rity: S			Midd	le-aged:	S L		Young	; - establi	shed: S	L		Very young: S	5 L		
Scale:			Intimate	<u>)</u>			Small		(Med	ium		La	arge		Expar	isive		
Enclosur	e/openness:	١	/ery confir	ned		Quite	enclosed	>	Partial	enclosu	ire/openness		Quit	e open		Expo	sed		
Diversity	/:	ι	Jniform			Simple		Qu	ite Diverse		Com	nplex	Cor	nments:				Comme	
Texture:		9	Smooth		Т	extured		Ć	Rough		Very	rough							
Colour:		Mo	nochrome			Muted		2	Colourful		Ga	rish						Landsc	
Balance:		Ha	rmonious		Fairl	y balanced			scordant		Cha	aotic						Nurser	
Security:		Cor	mfortable		(Safe		U	nsettling		Threa	itening	—						
Stimulus			Boring			Bland			teresting			orating	—					Roadsid	
Noise (po		Birds	Wate	r Ot	her/comme					loise (ne	-	Road tra	affic Oth	ner/comme	ent:				
Lighting:		-	nearby		Some nearby		Some with	nin site		k area lit		leavily lit							
	noteness:	Remote /	-		inor disturba	,	Some on-s				isturbance / pe								
Tranquill			High				Mediu				Low	>							
	n site area:	Promoted			Onen gen	eral access			eral access	DE	RoW route acce	255	Permissive	naths	Inform	al access	No access		
, 100035 III		esirable:	Locality		e mature tre			_			Site:			. patris			110 000033		
Characte	eristics:	-desirable:	Locality	-	c mature tre				J SILE DOUIIU	101163		Iltilitaria	in commerci	al huilding					
	INOI	-ucsilable:	LUCAIIL												1				



dium/long range to south and across allotments to east but s partially restricted by boundary hedgerows and/or tree

en centre; flat topography

ure trees of varying quality

	Level 1:	Level 2:	Level 3:				Level 4:			
Site - Primary:	F	2	7				8			
Site - Secondary:	F	2	2				2			
				1	-	-	[[[
Locality - Primary:	F	2	1	2	5	7	2	7	6	
Locality -Secondary:										

Local Character Area:	Weald Wo	oded Farmland	Weald Wooded Farmland									
Green Belt:	Y		Assessed Effect	on Green Belt:		Low						
Statutory landscape designation:	Ν											
Local Landscape designation:	Within:	Ν		Adjacent to	o?	Ν						
Previous Use:		Brownfield			Gree	nfield						
Other:			Nurs	Nursery								

Assessment:

Landscape and Settlement Character Sensitivity:	Low					
Reasoning: Brownfield site with juxtaposition of varied built de representing detractors. Of little importance to settlement set	evelopment, often utilitarian with some buildings and the mobile phone mast tting and scope for improvement.					
Visual Sensitivity:	Low					

Resultant Overall Landscape Sensitivity:	Low
Additional comments:	

Landscape Value:	Low						
Reasoning: Not designated. Brownfield site with some detractors							
Landscape Capacity:	High						

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High			
Settlement Character	Medium	Medium	Medium	High			
Sensitivity	Low	Low	Medium	High			
		Low	High				
		Visual Sensitivity					

Landscape Capacity Categories

	High	Medium	Low - Medium	Low				
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium				
ochoice,	Low	High	Medium - High	Medium				
		Low	Medium	High				
		Landscape Value						

1		
1	A – Woodland (>5m	+-11)
L. 15. 11		-
Level 2 options –	Level 3 options –	Level 4 options –
 Broadle aved – 	 Mixed-aged or semi- 	 Dense shrub layer
Dry	natural	Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	3. Sparse shrub layer
		• •
3. Mixed – Dry	standards	4. Dense field layer
4. Broadle aved –	3. Mature Plantation	Moderate field layer
Wet	(taller than 10m, with	6. Sparse field layer
5. Parkland	closed canopy)	7. Grazed (moderate to
(scattered trees	4. Young Plantation (5-	heavy)
· · · · · · · · · · · · · · · · · · ·		
and grassy areas)	10m, open canopy)	8. Lightly grazed
		Dead wood present
1		Dead wood absent
(
1		
B _ Serul	oland (include young wo	odland < 5m tall)
Level 2 options –	Level 3 options – Lev	el 4 options –
1. Regenerating	 Broadleaved 	Predominantly tall (3-5m)
natural or semi-	2. Coniferous 2.	Predominantly low (1-3m)
natural woodland		Dense shrub laver
Downland (chalk)		Moderate shrub layer
3. Heath scrub	swamp scrub 5.	Sparse shrub layer
4. Coppice (<3m)	5. Coniferous 6.	Extensive bracken
5. New plantation		Dense field laver
5. Clear-felled		
e. cical fellea		Moderate field layer
7. Other	scrub 9.	Sparse field layer
1	10	. Grazed (moderate to heavy)
1	10	
1		
(o o	- d for such
	C – Semi-natural grassla	-
Level 2 options –	Level 3 options –	Level 4 options –
1. Chalk downland	1. Hedgerow with	trees 11. Ungrazed
2. Grass moor (unen		
Grass moor mixed		13. Sheep
heather (unenclos	ed) 3. Tree-line with c	ut 14. Horses
4. Machair	hedge	15. Rabbits
	~	
5. Other dry grasslar		,
6. Water-meadow/g		
6. Water-meadow/g marsh	razing (wall, ditch, etc. 5. Isolated group	
marsh	5. Isolated group	of trees 18. Extensive
marsh 7. Reed swamp	5. Isolated group 6. No field bound	of trees 18. Extensive ary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated group 6. No field bound	of trees 18. Extensive
marsh 7. Reed swamp	5. Isolated group 6. No field bound	of trees 18. Extensive ary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated group 6. No field bound	of trees 18. Extensive ary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated group 6. No field bound	of trees 18. Extensive ary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated group 6. No field bound	of trees 18. Extensive ary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated group 6. No field bound 7. Montane	of trees 18. Extensive ary bracken 19. Hay
marsh 7. Reed swamp 8. Other open marsh	5. Isolated group 6. No field bound 7. Montane	of trees 18. Extensive ary bracken 19. Hay
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	5. isolated group 6. No field bound 7. Montane D – Heathland an	of trees 18. Extensive ary bracken 19. Hay d Bogs
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options –	5. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options –	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options –
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath	5. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options –	5. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options –	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options –
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath	5. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath	5. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog	5. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
m arsh 7. Reed swamp 8. Other open m arsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	5. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	S. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
m arsh 7. Reed swamp 8. Other open m arsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	5. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	S. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers
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m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	S. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
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m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	S. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	S. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath without grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmland	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	S. Isolated group 6. No field bound 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath miked with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmland Level 3 options –	of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall
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8. Ditch with water (<2m wide) 9. Small canal (2-5m wide) 10. Large canal (>5m wide)

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	Le
	1.
	2.
razers	3.
2	4.
-	5.

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

7. River (>3m wide)

450m²)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- 1. Undisturbed/disused 2. Water sports (sailing,

- 6. Industrial activity
- 7. Sewage processing 'ruraľ
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- evel 2 options –
- Marine open
- shore
- . Marine shore inlet/cove/loch
- Estuarine
- . Brackish lagoon
- Open sea

H — Coastal

- Level 3 options 1. Mud/silt
- 2. Sand
- 3. Shingle 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present Scrub present
- J Miscellaneous

- Level 3 options –
- etc.)
- 3. Angling

- (coarse/game) Coarse angling
- 5. Game fishing

Viewpoint/Site/Area Reference: 022

Date/Time: 15/04/2013 – 14:00

hotogra	aph:		270° - 36	i0°	90)° - 270°	>		< 90°		Single	(forward)	Single (back	ward)	Zoc	om
/iews O	out (distance):	N: S			S : S			E: M (Partial)		W: S			<u>S</u> hort (<25	50m) <u>M</u> ed ((250m - 1km)	Long (>1km)
'iews	Viewer Types	N: Put) Priv		S: F	Pub Pi	iv Road	Allotm	ients Ho	ouses	E.Pub F	Priv Ro	ad Oper	n Space	W: Pub Pr	iv	
า:	Numbers	N: Put	o: Pi	riv:	S: Pub: L	ow	Priv: Low	E:	Pub: Low	Priv: Lov	w W: Pul	b: I	Priv:	0 <u>L</u>	ow (1 - 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
easona	l visibility:	Views	affected b	y boundar	y vegetation t	o East								· ·	·		
ite visu	al amenity:	OK wit	hout bein	g exceptio	nal				Loc	cality visual	amenity: Ge	enerally (ОК				
ope to	mitigate view	s: Shor	t term: Lir	nited				Med	ium term:	: Some (tree	es)			Long term: Go	od (trees)		
						_											
iradient	ts:	V. Gent	e - Flat (<	1:50)	Gentle (d			Fairly	Steep (c.1	L:10)	Steep	(c.1:5)		Very Steep (c.1:2)	Sheer ((>1:1)
					Y												
ieomor	phology:	Plain	Plateau	Rolling	glowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valle	ey Usł	naped Val	ley Floodplair	Estuary	Mountains	Other
					L						1			S			
romine	-	Site:		Positive: N							Negative: No						
andmar	KS:	Visible n	-	Positive: N								,		commercial Build	ing		
oundar	y types:	Site: Tree / Shrub lines (gappy) & stream							Locality: Hedges / Trees								
oundar	y pattern:	n: Rectilinear Organic Other/comment: Som				: Some or	ganic at	streams		Land parcel	size:	Large	e (>5ha)	Med (1-5ha	a) Sm	nall (<1ha)	
ottlome	ant Dattern:	Linea		ucleated	Disperse	DI	anned	Orgai	nic	Open	Hamlet	Vi	lage	Town	City	Suburbia	Urban fringe
									open	Hamlet	VI	lage	Town	City	Suburbia	orban mige	
elations		Immedia	tely adjac	ent natur	ral extension	Very c	lose (min	imal separation Near but cl			clear separatio	on Lir	nited asso	ociation to settle	ments Dist	tant association	(visual) only
uilding		Commer	cial/Office	es: Mod	Industrial:	1	Retail:	: Farmstead:			Barns: Religi		Religio	ous: Other:			
-	tyles/Age:	Detached	: Mod/O	ld Style	Semi-Det: N	/lod		Terraced: Late 20 th Century Bungalo			Bungalow:	Bungalow: Flats:				Skyscraper:	
ranspo	rt:	Motorv	vays 🤇	Dual Carria	ge Major	road	Minor r	oad	Small La	ane	Rail	Other/co	mment: D	Dual carriage way	not visible bu	ıt close	
												\sim					
ate of	Repair:		Good / In	tact / Well	l maintained:	S L				intact / Som	ne maintenance: SL			Poor / Disrepair / Minir		al maintenance:	: S L
laturity	/:		Full ma	turity: S	L		Mid	dle-ageo	t: S L		Your	ng - estab	lished:	ned: S L Very young: S L			
cale:			Intim	ate			Small			Me	ledium Large Expansive						/e
nclosur	e/openness:		Very cor	nfined		Quit	e enclosed		P	artial enclos	sure/openness	>		Quite open		Exposed	d
oiversity	/:		Uniform		S	imple			Quite Dive	erse	Co	omplex		Comments:			
exture:			Smooth		Те	extured)		Rough	ı	Ver	y rough		Roads - intimate	e next to site -	enclosed	
olour:		N	lonochror	ne		/luted		(Colourf	ful	G	Garish					
alance:		ŀ	Harmonio	us	Fairly	balance	d		Discorda	ant	Cl	haotic					
ecurity		C	Comfortab	le		Safe			Unsettli	ng	Thre	eatening					
timulus	:		Boring	·		Bland)		Interesti	ing	Invi	gorating					
loise (p	ositive):	Birds	Wa	ater O	ther/commen	t:				Noise (r	negative):	Trans	port	Other/commen	t:		
ighting:	:	Non	e nearby	—	Some nearby		Some wit	thin site	:	Site & area	lit	Heavily l	it	A12 – noisy	o huildin	A 10	
Vild/rer	noteness:	Remote	/no peo	ple 🚺	linor disturbar	nce	Some or	-site dis	turbance	Heavy	disturbance / p	people pr	esence	Presence of larg	e buildings an	ia A12 detract.	
ranquil	lity:		Н	ligh			Med	ium			Low						
ccess ir	n site area:	Promote	ed open r	ecreation	Open gene	eral acces	ss Peri	missive g	general ac	cess F	PRoW route ac	cess	Permi	ssive paths	Informal a	ccess 🤇	No access
ho		esirable:	Loca	lity: Rec	ctilinear fields,	tree/he	dges				Site:	Rectilir	ear fields	, tree/hedges			
naracte	eristics: Nor	n-desirable	e: Loca	lity: Slig	ht urban fring	e feel (e	g. bollards	in rural	area)		Site:	None					
-	pe Quality		nrecentat	tive S	I Mainly	renreser	itative / m	inor deti	ractions:	s L	Equal represe	ntative /	non-rep:	S L We	akly represen	tative/ degrade	d: S L

Site Reference:

022

Location:

Land at Honeypot Lane, Brentwood

tment

	Level 1:	Level 2:	Level 3:				Level 4:			
Site - Primary:	E	1	1	3	9		1			
Site - Secondary:	G	6	1				5			
Locality - Primary:	E	1	1	3			1	2		
Locality -Secondary:										

Local Character Area:	F14 Weald Wooded Farmland							
Green Belt:	Y		Assessed Effect on Green Belt:			Moderate		
Statutory landscape designation:	N							
Local Landscape designation:	Within:	Ν	Adjacent to?		Nearby – to north of A12			
Previous Use:	Brow	nfield				Greenfield		
Other:								

Assessment:

Landscape and Settlement Character Sensitivity:	Medium					
Reasoning: Site contains common place elements, generally unremarkable, lying between settlement & A12. Separation increases further						
northwards. Some association with town, but part of larger open rural land						

Visual Sensitivity:	Medium
Reasoning: Some visual relationship to northern edge of settle opportunities. Site partially open to views.	ement and some limited visual intrusion, but medium-long term mitigation

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Medium					
Reasoning: Locally Distinctive character, commonly found, sor	ne tranquillity, near designated landscape					
Landscane Canacity:	Medium					
Landscape Capacity:	Medium					

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High
Settlement Character	Medium	Medium	Medium	High
Sensitivity	Low	Low	Medium	High
		Low	Medium	High
		vi	isual Sensitiv	ity

Landscape Capacity Categories

	High	Medium	Low - Medium	Low	
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium	
sensitivity	Low	High	Medium - High	Medium	
		Low	Medium	High	
			Landscape Value		

	A – Woodland (>5n	n tall)
Level 2 options –	Level 3 options -	Level 4 options –
1. Broadle aved –		· ·
	1. Mixed-aged or semi-	1. Dense shrub layer
Dry	natural	Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	3. Sparse shrub layer
3. Mixed – Dry	standards	4. Dense field laver
4. Broadle aved –	Mature Plantation	Moderate field layer
Wet	(taller than 10m, with	6. Sparse field layer
5. Parkland	closed canopy)	7. Grazed (moderate to
	1 //	
(scattered trees	Young Plantation (5-	heavy)
and grassy areas)	10m, open canopy)	Lightly grazed
		9. Dead wood present
		10. Dead wood absent
		10. Deau wood absenc
B – Scrub	land (include young w	oodland <5m tall)
Level 2 options –	Level 3 options – L	evel 4 options –
	-	· ·
1. Regenerating	1. Broadleaved 1	Predominantly tall (3-5m)
natural or sem i-	2. Coniferous 2	 Predominantly low (1-3m)
natural woodland		. Dense shrub laver
		· · · · · ·
2. Downland (chalk)		. Moderate shrub layer
Heath scrub	swamp scrub 5	5. Sparse shrub layer
4. Coppice (<3m)	5. Coniferous 6	. Extensive bracken
5. New plantation		. Dense field laver
6. Clear-felled		8. Moderate field layer
7. Other	scrub S). Sparse field layer
		0. Grazed (moderate to heavy)
	-	
)
	C – Semi-natural grass	land/marsh
Level 2 options –	Level 3 options -	 Level 4 options –
1. Chalk downland	1. Hedgerow wi	· · ·
	•	
2. Grass moor (unend	, .	
Grass moor mixed	with trees	13. Sheep
heather (unenclos	ed) 3. Tree-line with	out 14. Horses
4. Machair	hedge	15. Rabbits
5. Other dry grasslan	d 4. Other field bo	oundary 16. Deer
6. Water-meadow/gr	azing (wall, ditch, et	tc.) 17. Others grazers
marsh	5. Isolated grou	
		· · · · · · · · · · · · · · · · · · ·
7. Reed swamp	6. No field bour	· · · · · · · · · · · · · · · · · · ·
		· · · · · · · · · · · · · · · · · · ·
7. Reed swamp 8. Other open marsh	6. No field bour	dary bracken
7. Reed swamp	6. No field bour	dary bracken
7. Reed swamp 8. Other open marsh	6. No field bour	dary bracken
7. Reed swamp 8. Other open marsh	6. No field bour	dary bracken
7. Reed swamp 8. Other open marsh	6. No field bour	dary bracken
7. Reed swamp 8. Other open marsh	6. No field bour 7. Montane	dary bracken 19. Hay
7. Reed swamp 8. Other open marsh 9. Saltmarsh	6. No field bour 7. Montane D — Heathland a	ndary bracken 19. Hay nd Bogs
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7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	6. No field bour 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass	nd Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer
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7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	6. No field bour 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass	nd Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers
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Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

7. River (>3m wide)

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing ʻrural'
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- H Coastal Level 3 options –
- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options –

- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- 1. Bare rock
- Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present

J – Miscellaneous

- etc.)
 - (coarse/game)
- 6. Industrial activity
- 4. Coarse angling 5. Game fishing

- 3. Angling

Viewpoint/Site/Area Reference: 023 (North and South)

Date/Time: 15/4/13 – 3pm

Photogra	aph:		270° - 36	50°	90°	° - 270°		(< 90°	$\mathbf{>}$	Single (f	orward)		Single (back	ward)	Zoo	m
Views O	Out (distance): N: S	_		S: S			E: S W: S				<u>S</u> hort (<250m) <u>M</u> ed (250m - 1km) Lo			Long (>1km)		
Views	Viewer Typ	es N: Pul	o Priv	Houses on	n North side	S: Pu	ub Priv	House	es on Sout	th side	E Pub Pr	iv Road			W. Pub P	riv Path & Hou	ses
in:	Numbers	N: Pul	o: Pi	riv: H	S: Pub:	Priv:	М	E: F	Pub: L	Priv:	W: Pub:	L Priv	/: M	0 <u>L</u>	ow (1 - 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasonal	l visibility:	Hedgir	ng and tre	es affecting	g visibility												
Site visu	al amenity:	Gener	ally Low (ι	unkempt)					Loc	ality visual	amenity: Ger	erally Low					
Scope to	mitigate vie	ews: Shor	t term: So	ome via kee	ping/maintaini	ing veg.		Medi	um term:	New plant	ing (low level sci	een)	L	.ong term: Go	od – trees (hi	gh level screen)	
Gradient	ts:	V. Gent	le - Flat (<	:1:50)	Gentle (c.	.1:25)		Fairly S	Steep (c.1	:10)	Steep (o	.1:5)		Very Steep (c.1:2)	Sheer (>1:1)
			Y														
Geomor	phology:	Plain	Plateau	Rolling	; lowland	Hills F	Ridge	Cliff	Scarp	Gorge	V shaped Valley	U shape	ed Valley	Floodplair	n Estuary	Mountains	Other
			Y														
Promine landmarl		Site:		Positive: N							Negative: No						
	-	Visible n	-	Positive: N							Negative: No						
Boundar					fences & hedg						Locality: Gene	-					
Boundar	y pattern:	Rectili	near	Organic	Other/co	omment:					Land parcel s	ize:	Large (>	•5ha)	Med (1-5h	na) Sm	all (<1ha)
Settleme	ent Pattern:	Linea	r N	ucleated	Disperse	Plan	ned	Orgar	nic	Open	Hamlet	Village	\sim	Town	City	Suburbia 🕻	Urban fringe
Site-sett					al extension			-		•							
relations		inneula	itely aujac		arextension	Very clo	se minin	nal sepa	aration	Near but	clear separatior	Limite	d associa	ation to settle	ments Dis	stant association	(visual) only
Building		Commer	cial/Office	es:	Industrial:		Retail: N	/lod	Farmstead	d:	Barns:	R	eligious:	C	Other: Leisure	e Centre	
Types/St	tyles/Age:	Detache	d:		Semi-Det: Pc	ost-war	Т	Terrace	d		Bungalow:		Fla	ats:		Skyscraper:	
Franspor	rt:	Motory	vays 🤇	Dual Carria	ge Major r	road 🤇	Minor ro	ad	Small La	ine	Rail O	ther/comm	ent:				
														1			
State of	-			-	maintained:	SIL			-		ne maintenance:					nal maintenance:	
Maturity	/:			turity: S	ļĹ			le-aged				- establish			V	ery young: S	
Scale:			Intima				mall				edium			Large		Expansiv	
	e/openness	:	Very cor				enclosed				sure/openness			ite open		Exposed	3
Diversity			Uniform			mple		(Quite Dive			nplex	Cc	omments:			
Texture:		-	Smooth			(tured			Rough			rough					
Colour:			Monochrome Muted Colourful Harmonious Fairly balanced Discordant						Garish								
Balance:			Harmonio								Chaotic						
Security:			Comfortab	ле		Safe			Unsettlir	0		itening					
Stimulus		Diasi-	Boring	ator Ct		land			Interesti	Ŭ.	-	Transport		-hor/og	+.		
Noise (po		Birds			ther/comment		Come				negative):	Transport		her/commen:	L:		
Lighting:			e nearby		Some nearby		Some with			Site & area		leavily lit					
	moteness:	Remote	e/no peo		linor disturban	ce .	Some on-s		urpance	Неаvy	disturbance / pe	opie presei	ice				
Tranquill		Dur :		ligh	0		Mediu				Low				Jun 4		
Access in	n site area:		ed open r		Open gener		Perm	iissive g	eneral ac	cess	PRoW route acco		Permissiv	e patns	Informal a	access	No access
	wisting.	Desirable:	Loca	Mat	ture trees, Gras	ssland					Site:	Trees					
Characte		Ion-desirable	e: Loca	11	uffy, unkempt o		A		and a		Site:	Trees					

Site Reference:

023

Location:

Doddinghurst Road (North & South of A12)

thin 'isthmus' larger areas of to North and through which

	Level 1:	Level 2:		Lev	el 3:	Level 4:			
Site - Primary:	E	1	1	4	10	4			
Site - Secondary:	В	1	1			1	4		
Locality - Primary:	F	2	2			6	7		
Locality –Secondary:									

Local Character Area:	F8 Doddinghurst wooded farmland							
Green Belt:	Y		Assessed Effect	on Green Belt:	Moderate			
Statutory landscape designation:	N							
Local Landscape designation:	Within:		Ν	Adjacent to	D?	Ν		
Previous Use:	Brow	nfield			Gree	nfield		
Other:								

Assessment:

Landscape and Settlement Character Sensitivity:	Low				
Reasoning: Site is a pocket of land in poor condition between existing settlement, with little connection to surrounding countryside – adds					
minimal separation between housing areas, infill would maintain pattern.					

Visual Sensitivity:	Medium
Reasoning: Site is overlooked at some boundary locations, mo	ostly private, but some public, without providing strong visual identity or visu

isual amenity – potential to mitigate

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Low
Reasoning: Does not lie within/near designated landscape, no A12 proximity	locally important characteristics or scenic value, no access & tranquillity affected by
Landscape Capacity:	Medium - High

Additional comments:

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High		
Settlement Character Sensitivity	Medium	Medium	Medium	High		
	Low	Low	Medium	High		
		Low	Medium	High		
		Visual Sensitivity				

Landscape Capacity Categories							
	High	Medium	Low - Medium	Low			
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium			
,	Low High		Medium - High	Medium			
		Low	Medium	High			
		Landscape Value					

Level 2 options – 1. Broadle aved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadle aved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5m Level 3 options – 1. Mixed-aged or semi- natural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (5- 10m, open canopy) 	 Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer 6. Sparse field layer 7. Grazed (moderate to heavy) 8. Lightly grazed 9. Dead wood present 10. Dead wood absent
B – Scrubl Level 2 options – 1. Regenerating natural or semi- natural woodland 2. Downland (chalk) 3. Heath scrub 4. Coppice (<3m) 5. New plantation 6. Clear-felled 7. Other	1. Broadleaved 1 2. Coniferous 2 3. Mixed 3 4. Broadleaved 4 swamp scrub 5 5. Coniferous 6 swamp scrub 7 6. Mixed swamp 8 scrub 9	oodland < 5m tall) evel 4 options – . Predominanthy tall (3- 5m) . Predominanthy low (1- 3m) . Dense shrub layer . Moderate shrub layer . Sparse shrub layer . Extensive bracken . Dense field layer . Moderate field layer . Sparse field layer 0. Grazed (moderate to heavy)
C Level 2 options – 1. Chalk downland 2. Grass moor (unend 3. Grass moor mixed w heather (unenclose 4. Machair 5. Other dry grassland 6. Water-meadow/gra marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	vith trees d) 3. Tree-line with hedge 4. Other field bo	Level 4 options – th trees 11. Ungrazed thout 12. Cattle 13. Sheep out 14. Horses 15. Rabbits undary 16. Deer c.) 17. Others grazers to of trees 18. Extensive
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	nd Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall
Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming 7. Market garden	E — Farmland Level 3 options — 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without hedg 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing 11. Woodland boundary	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options –

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- (coarse/game)
- 4. Coarse angling
- 5. Game fishing
- 7. Sewage processing 'rural'
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water)
- 4. Marl (clear water, large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

- H Coastal
- Level 3 options -1. Mud/silt
- 2. Sand
- Shingle 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options –
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I – Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.)
- 3. Grasses present
- Scrub present

J – Miscellaneous

- Level 3 options –

- 3. Angling

- 6. Industrial activity

Viewpoint/Site/Area Reference: 024a

Date/Time: 15/4/13 – 14.50

Photograph:		270° - 36	60°		0° - 270'	$\mathbf{\hat{>}}$		< 90'	0	Single	forward)		Single (backy	vard)	Zoo	im
Views Out (distance): N: S			S: S			E: M			W: S		·	<u>S</u> hort (<25	0m) <u>M</u> ed	(250m - 1km)	Long (>1km)
Views Viewer Typ	es N: Pu	ıb Priv		·	S:	Pub 🥐	riv Hous	ses		E: Pub 🤇	riv) Genera	l Land		w:Pub Pr	iv Road	
in: Numbers	N: Pu	ıb: 0 I	Priv: 0	S: Pub:	0 P	riv: L	E:	Pub: 0	Priv: 0	D W: Pu	: L Priv	0	0 <u>L</u> o	ow (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasonal visibility:	Bound	dary vegeta	ation (Deci	iduous) prese	nt										·	
Site visual amenity:	ОК							Lo	cality visua	l amenity: 0						
Scope to mitigate vie	ws: Sho	rt term: Go	ood – main	ntain vegetati	on		Med	ium term	i: Good – m	aintain vegetat	on	Lo	ong term: Goo	od – maintain	vegetation	
Gradients:	V. Gen	tle - Flat (<	1:50)	Gentle	(c.1:25)		Fairly	Steep (c.1	1:10)	Steep	c.1:5)		Very Steep (:.1:2)	Sheer (>1:1)
	_	Y							_							
Geomorphology:	Plain	Plateau	Rolling	glowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Vall	y U shape	d Valley	Floodplain	Estuary	Mountains	Other
	Y									1						
Prominent	Site:		Positive:	None						Negative: N	ne					
landmarks:	Visible ı	nearby:	Positive:	None						Negative: N	ne					C
Boundary types:	Site: Tre	es and Fer	ncing							Locality: Tre	es and Fencin	g				V
Boundary pattern:	Rectil	inear	Organic	: Other/	commer	nt:				Land parcel	size:	Large (>	5ha)	Med (1-5ha	a) Sm	all (<1ha)
								.								
Settlement Pattern:	Linea	ar N	ucleated	Disperse		lanned	Orga	nic	Open	Hamlet	Village		Town	City	Suburbia	Urban fringe
Site-settlement relationship:	Immedi	ately adjac	ent natu	ral extension	Very	close mi	inimal sep	aration	Near but	clear separatio	n Limiteo	l associa [.]	tion to settlen	nents Dis	tant association	(visual) only
Building	Comme	rcial/Office	es:	Industrial:		Retai	l:	Farmstea	ad:	Barns:	Re	ligious:	0	ther:		
Types/Styles/Age:	Detache	ed:		Semi-Det:	20 th Cen	tury	Terrace	d		Bungalow: 2	0 th Century	Fla	ts:		Skyscraper:	
Transport:	Motor	ways 🤇	Dual Carria	age Majo	r road	Minor	r road	Small L	ane	Rail	Other/comme	ent: Just	outside			
State of Repair:		Cood / In	tact / M/ol	I maintained:	<u> </u>			K / Eairly	intact / Sor	no maintonanc			Door / Dicro	nair / Minim	al maintananca:	
			turity: S		3 L		iddle-agec		_	me maintenance: S L Poor / Disrepair / Minimal maintenance: S L Young - established: S L Very young: S L						
Maturity: Scale:			•	-		Small	iuuie-ageu				g - establishe			ve		
		Intima				\leq	Med					Large Expansive				
Enclosure/openness	:	Very cor				ite enclose				sure/openness			te open		Exposed	
Diversity:		Uniform		\rightarrow	Simple	< -		Quite Div			mplex	Co	mments:			C
Texture:		Smooth		\rightarrow	extured	\prec		Rough			/ rough					L
Colour:		Monochror		\rightarrow	Muted	\langle		Colourf			arish					
Balance:		Harmonio			y balanc	ed		Discorda			aotic					
Security:		Comfortab	le		Safe			Unsettli	-		atening					
Stimulus:		Boring	1		Bland		<	Interest			orating					
Noise (positive):	Birds)ther/comme					Noise (negative):	Transport	Otl	her/comment	:		
Lighting:	No	ne nearby	<	Some nearby	\triangleright	Some v	vithin site		Site & area	lit	Heavily lit					
Wild/remoteness:	Remot	e/no peo	ple 🚺	Ainor disturba	ince	Some o	on-site dis	turbance	Heavy	disturbance /	eople presen	ce				
Tranquillity:		Н	ligh			Me	dium	>		Low						
Access in site area:	Promot	ted open r	ecreation	Open gen	eral acce	ess Pe	ermissive g	general ac	ccess	PRoW route ac	ess P	ermissiv	e paths	Informal a	ccess	No access
Characteristics	Desirable:	Loca	lity: Wo	oded field bo	oundarie	s/fields				Site:	Wooded fie	ld bound	laries/fields			
Characteristics: N	lon-desirab	le: Loca	lity: A12	2 – Unkempt	Aspects					Site:	Unkempt As	spects				
Landscape Quality	Highly r	epresentat	tive: S	L Mainly	represe	entative / I	minor deti	ractions:	S L	Equal represe	ntative / non-	rep: S	L Wea	akly represen	tative/ degraded	d: S L

Site Reference:

024a

Location:

Sawyers Hall Farm, Sawyers Hall Lane, Brentwood

	Level 1:	Level 2:	Level 3:			Level 4:				
Site - Primary:	E	1	1	3	10		1			
Site - Secondary:										
Locality - Primary:	E	1	1	3	7	10	1	5		
Locality -Secondary:	F	2	1	3			2	6	7	

Local Character Area:	F8 – Doddinghurst Wooded Farmland							
Green Belt:	Y Assessed			on Green Belt:		Low		
Statutory landscape designation:	Ν							
Local Landscape designation:	Within:	Within: N Adjacent to?						
Previous Use:	Brow	nfield			Gree	nfield		
Other:								

Assessment:

Landscape and Settlement Character Sensitivity:	Medium
Reasoning: Commonplace elements, generally unremarkable, settlement	provides some separation from settlement to A12. Some association to adjacent
Visual Sensitivity:	Low
Reasoning: Mainly well screened with opportunities to mainta	in this
Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Low
Reasoning: Not within or adjacent to designated landscape. No	ot distinctive and doesn't provide any real public amenity benefit
Landscape Capacity:	Medium - High
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High		
Settlement Character Sensitivity	Medium	Medium	Medium	High		
	Low	Low	Medium	High		
		Low	Medium	High		
		Visual Sensitivity				

High Medium Low - Medium Low Overall Medium - High Medium Low - Medium Landscape Medium Sensitivity Medium - High Medium Low High High Low Medium Landscape Value

Landscape Capacity Categories

Level 2 options – 1. Broadle aved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadle aved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5n Level 3 options – 1. Mixed-aged or semi- natural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (5- 10m, open canopy) 	n tall) Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer 6. Sparse field layer 7. Grazed (moderate to heavy) 8. Lightly grazed 9. Dead wood present 10. Dead wood absent
	land (include young w	
Level 2 options – 1. Regenerating		evel 4 options – Predominantly tall (3-5m)
natural or sem i-		Predominantly low (1-3m)
natural woodland		. Dense shrub layer
 Downland (chalk) Heath scrub 		. Moderate shrub layer . Sparse shrub layer
4. Coppice (<3m)		. Extensive bracken
5. New plantation		. Dense field layer
 Clear-felled Other 		8. Moderate field layer 9. Sparse field layer
7. Other		0. Grazed (moderate to heavy)
\geq		
(C – Semi-natural grass	land /march
Level 2 options –	Level 3 options -	-
1. Chalk downland	1. Hedgerow wi	'
2. Grass moor (unen 3. Grass moor mixed		
 Grass moor mixed heather (unenclos 		13. Sheep hout 14. Horses
4. Machair	hedge	15. Rabbits
5. Other dry grasslan		
 Water-meadow/g marsh 	razing (wall, ditch, et 5. Isolated grou	
7. Reed swamp	6. No field boun	•
8. Other open marsh	7. Montane	19. Hay
9. Saltmarsh		
(
	D – Heathland a	-
Level 2 options – 1. Dry heath	Level 3 options – 1. Montane	Level 4 options – 1. Ungrazed
2. Wet heath	2. Raised bog	2. Cattle
3. Mixed heath	3. Vallye/basin bog	3.Sheep
4. Bog 5. Breckland	4. Blanket bog	4. Horses 5. Rabbits
5. Breckland 6. Drained bog	 Heath mixed with rough grass 	6. Deer
7. Bare peat	6. Heath without grass	7. Others grazers
	Heath with extensive bracken	8. Ploughed 9. Burned
	8. Undetermined bog	10. Planted with saplings
l	9. Isolated group of trees	<0.5m tall
1	E – Farmland	4
Level 2 options –	Level 3 options –	Level 4 options –
1. Improved grassland	 Hedgerow with trees Hedgerow without tree 	1. Ungrazed es 2. Cattle
2. Unimproved	 Tree-line without hedg 	
3. Mixed grass/tilled		4. Horses
land 4. Tilled land	 Isolated group of trees Farmyard (active) 	 5. Other stock/unknown 6. Bare earth/plough
5. Orchard	7. No field boundary	7. Arable crop
6. Other farming	8. Wall	8. Stubble
7. Market garden	9. Ditch/water	9. Unsown/fallow
	10. Fencing 11. Woodland boundary	10. Recently cut grass 11. Farm Building
l	,	12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options –
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling
- (coarse/game)
- Coarse angling
- 5. Game fishing 6. Industrial activity
- 7. Sewage processing ʻrural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (clear water,
- large water-weeds) 5. Slow-medium
- running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options 1. Mud/silt
- 2. Sand
- 3. Shingle 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

- 1. Cliff vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

J – Miscellaneous

- Level 4 options –
- - 6. Fast-running

Viewpoint/Site/Area Reference: Site 24b

Date/Time: 15/04/2013 – 14:40

Photogr	raph:		270° - 36	60°		90° - 270°	,		< 90°	0	Single (for	rward)	9	Single (ba	ackward)		Zoo	m	
Views (Out (distance):	N: S			S: M			E: M			W: S		•	<u>S</u> hort (<250m)	<u>M</u> ed (250m - 1km)	Long (>1km)	
Views	Viewer Types	N: Pu	b Priv	Filtered/	Occasional	S:	Pub Pr	iv Play	ing field/s	school	E: Pub Priv	/ -			W: Pu	b Pri	v Houses		
in:	Numbers	N: Pu	ıb: H	Priv: 0	S: Pub	:0 P	Priv: H	E:	Pub: 0	Priv: 0	W: Pub: C) Priv: L		0	<u>L</u> ow (1 –	10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasona	al visibility:	Some	changes i	n boundary	vegetation			•								•			
Site visu	ual amenity:	ОК							Loc	cality visua	l amenity: OK								
Scope to	o mitigate view	vs: Sho	rt term: M	laintain exi	sting vegeta	tion		Med	lium term	: Some - pla	anting		Lor	ng term:	Good – Tr	ees			
		_											•						
Gradien	its:	V. Gen	tle - Flat (<	<1:50)		(c.1:25)		Fairly	Steep (c.1	1:10)	Steep (c.1	1:5)	\ \	/ery Stee	ep (c.1:2)		Sheer (>1:1)	
						Y													
Geomo	rphology:	Plain	Plateau	Rollin	g lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valley	U shaped \	Valley	Floodpl	lain Es	tuary	Mountains	Other	
					Y														
Promine		Site:		Positive:							Negative: None								Comments
	-	Visible r	-	Positive:							Negative: None								
	ry types:				tree lines, d						Locality: Trees								Visual:
Bounda	ry pattern:	Rectili	inear	Organic	Other	/commen	it:				Land parcel siz	e:	arge (>5l	hal	Med	l (1-5ha	Sm Sm	all (<1ha)	
Settlem	ent Pattern:	Linea	ar 🚺	lucleated	Disperse	e Pl	anned	Orga	inic	Open	Hamlet	Village	Т	Town	City	ý	Suburbia	Urban fringe	
Site-set	tlement									Needbard		Limited a	esociati	on to set	tlements	Dist		(
relation	ship:	Immedi	ately adjad	cent natu	ral extension	n Very d	close mi	nimal sep	baration	Near but	t clear separation	Linneda	ISSOCIALI	on to set	tiements	Dist	ant association	(visual) only	
Building		Comme	rcial/Office	es:	Industrial	:	Retail	:	Farmstea	id:	Barns:	Relig	gious:		Other:				
Types/S	Styles/Age:	Detache	ed:		Semi-Det:	20 th C		Terrace	ed		Bungalow: 20 th	'C	Flats	5:			Skyscraper:		
Transpo	ort:	Motor	ways 🤇	Dual Carria	age Majo	or road	Minor	road 🤇	Small L	ane	Rail Oth	ner/comment	t: Just o	utside					
State of	Repair:		Good / Ir	ntact / Wel	l maintained	· <u> </u>		C)K / Fairly	intact / Sor	ne maintenance:	(S) L)		Poor / F)isrenair /	Minima	al maintenance:	5 1	
Maturit	-			turity: S				ddle-age	-00	· · ·	1	established:	S I I		lorepuit y		ry young: S		
Scale:	<u> </u>		Intim	-	1 -		Small				edium		-	rge	 }		Expansiv		
	re/openness:		Very co			Quit	te enclose	d	ſ		osure/openness	>		e open			Exposed		
Diversit	· •		Uniform		<u> </u>	Simple	>		Quite Div		Comp	plex		ments:					Comments
Texture	-		Smooth	1	5	Textured	5		Rough	1	Very r								
Colour:		r	Monochro	me	5	Muted	>		Colourf		, Gari	-							Landscape:
Balance	:		Harmonio	us	Fair	ly balance	ed	$\overline{}$	Discorda	ant	Chac	otic							Could not gain s
Security	/:		Comfortal	ble	2	Safe	5		Unsettli	ng	Threat	ening							access.
Stimulu	s:		Boring		2	Bland	\mathbf{S}		Interesti	ing	Invigor	ating							Citoo
Noise (p	oositive):	Birds	W	ater C	ther/comme	ent:	-			Noise (negative):	Transport	Othe	er/comm	ent:				Site would exter housing into nev
Lighting	;:	No	ne nearby		Some nearb	γ	Some w	ithin site		Site & area	lit He	eavily lit							direction, cutting
Wild/re	moteness:	Remot	e/no peo	ople 🚺	/inor disturb	ance	Some o	n-site dis	turbance	Heavy	disturbance / peo	ple presence	e						into countryside
Tranqui	llity:		ŀ	ligh			Me	dium)		Low								
Access i	n site area:	Promot	ed open i	recreation	Open ge	neral acce	ess Pe	rmissive	general ac	ccess	PRoW route acces	s Per	missive	paths	Info	rmal ac	ccess	No access	
		Desirable:	Loca	ality: Tre	e/Hedge-lin	ed grazing	g fields				Site: T	ree/Hedge-lii	ned graz	zing field	S				
Charact		n-desirab	le: Loca	ality: Sor	me unkempt	features,	removed	boundari	ies		Site: S	ome unkemp	ot featur	res, remo	oved bound	daries			
Landsca	pe Quality	Highly r	epresenta	tive: S	L Mainl	y represei	ntative / n	ninor det	ractions:	S L	Equal representa	ative / non-re	ep: s		Weakly re	present	tative/ degraded	d: S L	

Site Reference:

24b

Location:

Sawyers Hall Farm, Sawyers Hall Lane, Brentwood

ain site

extend

	Level 1:	Level 2:		Leve	el 3:		Level 4:			
Site - Primary:	E	1	1	3	7	10	1	5		
Site - Secondary:	E	6	6 2				1 5			
Locality - Primary:	E	1	1	3	7	10	1	5		
Locality -Secondary:	F	2	1	3			2	6	7	

Local Character Area:	F8 - Doddinghurst Woode	F8 - Doddinghurst Wooded Farmland											
Green Belt:	Y	Y Assessed Effect on Green Belt: High											
Statutory landscape designation:	Ν												
Local Landscape designation:	Within:		N	Adjacent to	D?	Ν							
Previous Use:	Brow	nfield			Gree	nfield							
Other:													

Assessment:

Landscape and Settlement Character Sensitivity:	Medium						
Reasoning: As per 24a but some elements in decline (weakeni east. Development would be distinct change of character over	ng character) but some association with settlement in the western parts, little in the • whole area						
Visual Sensitivity:	Medium						
Reasoning: Site is fairly well- screened, but development wou	ld be visually intrusive into countryside, where visible						
Resultant Overall Landscape Sensitivity:	Medium						

Landscape Value:	Low
Reasoning: Not within or adjacent to designated landscape. No	ot distinctive and doesn't provide any real public amenity benefit
Landscape Capacity:	Medium-High
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High				
Settlement Character	Medium	Medium	Medium	High				
Sensitivity	Low	Low	Medium	High				
		Low	Medium	High				
		Visual Sensitivity						

Landscape Capacity Categories

. "	High	Medium	Low - Medium	Low		
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium		
, choice (Low	High	Medium - High	Medium		
		Low	Medium	High		
			Landscape Value			

(
1	A – Woodland (>5	m tall)
Level 2 options –	Level 3 options –	Level 4 options –
1. Broadle aved –	1. Mixed-aged or semi-	1. Dense shrub layer
Drv	natural	2. Moderate shrub layer
2. Coniferous – Drv	2. Coppice with	3. Sparse shrub layer
3. Mixed – Dry	standards	4. Dense field laver
4. Broadle aved -	3. Mature Plantation	5. Moderate field laver
Wet	(taller than 10m, with	
5. Parkland	closed canopy)	7. Grazed (moderate to
(scattered trees	4. Young Plantation (5-	heavy)
and grassy areas)	10m, open canopy)	8. Lightly grazed
	, , , , , , , , , , , , , , , , , , , ,	9. Dead wood present
1		10. Dead wood absent
\geq		
1		
B – Scrub	land (include young v	woodland < 5m tall)
Level 2 options –	Level 3 options -	Level 4 options –
1. Regenerating	1. Broadleaved	1. Predominantly tall (3-5m)
natural or sem i-	2. Coniferous	2. Predominantly low (1-3m)
natural woodland	3. Mixed	3. Dense shrub layer
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer
3. Heath scrub	swamp scrub	5. Sparse shrub layer
4. Coppice (<3m)	5. Coniferous	6. Extensive bracken
5. New plantation	swamp scrub	7. Dense field layer
6. Clear-felled	6. Mixed swamp	8. Moderate field layer
7. Other	scrub .	9. Sparse field layer
		10. Grazed (moderate to heavy)
\geq		
(
	C – Semi-natural gras	sland/marsh
Level 2 options –	Level 3 options	- Level 4 options -
1. Chalk downland	1. Hedgerow v	with trees 11. Ungrazed
2. Grass moor (unend	losed) 2. Hedgerow v	vithout 12. Cattle
3. Grass moor mixed		13. Sheep
heather (unenclose	ed) 3. Tree-line wi	thout 14. Horses
4. Machair	hedge	15. Rabbits
5. Other dry grassland	d 4. Other field b	oundarv 16. Deer
6. Water-meadow/gr	azing (wall, ditch,	
		etc.) 17. Others grazers
6. Water-meadow/gr	azing (wall, ditch, 5. Isolated gro 6. No field bou	etc.) 17. Others grazers up of trees 18. Extensive
6. Water-meadow/gr marsh	5. Isolated gro	etc.) 17. Others grazers up of trees 18. Extensive
6. Water-meadow/gr marsh 7. Reed swamp	5. Isolated gro 6. No field bou	etc.) 17. Others grazers up of trees 18. Extensive undary bracken
6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh	5. Isolated gro 6. No field bou	etc.) 17. Others grazers up of trees 18. Extensive undary bracken
6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh	5. Isolated gro 6. No field bou	etc.) 17. Others grazers up of trees 18. Extensive undary bracken
6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh	5. Isolated gro 6. No field bou	etc.) 17. Others grazers up of trees 18. Extensive undary bracken
6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh	5. Isolated gro 6. No field bou	etc.) 17. Others grazers up of trees 18. Extensive indary bracken 19. Hay
6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	5. Isolated gro 6. No field bou 7. Montane	etc.) 17. Others grazers up of trees 18. Extensive indary bracken 19. Hay
6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	5. Isolated gro 6. No field bou 7. Montane D — Heathland	etc.) 17. Others grazers up of trees 18. Extensive indary bracken 19. Hay and Bogs
6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	5. Isolated gro 6. No field bou 7. Montane D — Heathland Level 3 options —	etc.) 17. Others grazers up of trees 18. Extensive indary bracken 19. Hay and Bogs Level 4 options –
6. Water-me adow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry he ath	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane	etc.) 17. Others grazers up of trees 18. Extensive indary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed
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 6. Water-me adow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 9. Saltmarsh 9. Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 	5. Isolated gro 6. No field bou 7. Montane D — Heathland Level 3 options — 1. Montane 2. Raised bog 3. Vallye/basin bog	etc.) 17. Others grazers up of trees 18. Extensive indary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses b 5. Rabbits
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Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options –

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options –
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling
- (coarse/game)
- 4. Coarse angling
- 'rural'
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (clear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

- 10. Large canal (>5m wide)
- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- H Coastal
- Level 3 options 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation
- 7. Inter-tidal 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options –
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.)
- 3. Grasses present
- 4. Scrub present

J – Miscellaneous

6. Industrial activity 7. Sewage processing

5. Game fishing

Viewpoint/Site/Area Reference: 027

Date/Time: 15/4/13 – 12:45

Photogra	aph:		270° - 36	i0°	90)° - 270°	>		< 90°	þ	Single	e (forw	vard)	Si	ngle (backwa	rd)	Zoo	m	
Views O	Out (distance):	N: S			S: S			E: S			W: S				<u>S</u> hort (<250r	n) <u>M</u> ed ((250m - 1km)	Long (>1km)	
Views	Viewer Types	s N: Pu	b Priv	Houses		S:	Pub P	riv Road	ł		E: Pub	Priv	Houses		w	Pub Pr	iv Road & Hou	ises	
in:	Numbers	N: Pu	N: Pub: 0 Priv: L S: Pub: L Priv: 0 E: Pub: 0 Priv: L					W: P	ub: L	Priv: L		0 <u>L</u> ow	r (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)				
Seasonal	l visibility:	Wood	lland cover	– would m	nost likely be l	ost		•											
Site visu	al amenity:	ОК							Loc	cality visua	amenity:	ЭК							
Scope to	o mitigate view	/s: Sho	rt term: Lo	w				Med	ium term	: Low				Long	g term: Some	(trees)			
													•						
Gradient	ts:	V. Gentle - Flat (<1:50) Gentle (c.1:25) Fairly Steep (c.1:10)						Steep	p (c.1:5	5)	Ve	ery Steep (c.1	.:2)	Sheer (>1:1)				
					Y														
Geomor	phology:	Plain	Plateau	Rolling	lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Val	lley	U shaped V	alley 1	Floodplain	Estuary	Mountains	Other	
					Y														
Promine		Site:		Positive: N	None						Negative: N	None							Com
landmarl	ks:	Visible r	nearby:	Positive: N	None						Negative: N	None							Comr
Boundar	ry types:	Site: Fer	ncing								Locality: He	edges,	trees. fenc	es					Visua
Boundar	ry pattern:	Rectili	near	Organic	> Other/o	comment	:				Land parce	el size:	La	rge (>5ha	a) 🤇	Med (1-5ha	a) Sma	all (<1ha)	
6					D.								1.61			C:+			
	ent Pattern:	Linea	ir Nu	ucleated	Disperse	Pla	anned	Orga		Open	Hamlet		Village	То	own	City	Suburbia	Urban fringe	
Site-settl relations		Immedia	ately adjace	ent natur	al extension	Very cl	lose mi	nimal sep	aration	Near but	clear separat	ion	Limited as	ssociation	n to settleme	ents Dist	tant association	(visual) only	
Building		Comme	rcial/Office	es:	Industrial:		Retai	:	Farmstea	nd:	Barns:		Relig	ious:	Oth	er: Old Hos	spital (20 th C.), P	ub	
Types/St	tyles/Age:	Detache	d: 20 th C.		Semi-Det: 2	20 th C.		Terrace	d		Bungalow:			Flats:			Skyscraper:		
Transpor	rt:	Motor	ways D	Dual Carria	ge Major	road	Minor	road	Small L	ane	Rail	Other	r/comment	:					
			a	/									\sim					<u></u>	
State of I	•				maintained:	SIL					ne maintenan				Poor / Disrep	-	al maintenance:		
Maturity	y:			turity: S	L			ddle-agec	d: S L			ung - es	stablished:	\mathbf{U}		Ve	ry young: S	L	
Scale:			Intima				Small				edium			Larg	-		Expansiv		
	re/openness:		Very con				e enclose				sure/opennes			Quite c	open		Exposed	1	
Diversity	·		Uniform		_	imple		C	Quite Div			Comple		Comn	nents:				Com
Texture:	:		Smooth			extured			Rough	ı	Ve	ery rou	ıgh	_					Lands
Colour:		Ν	Nonochron	ne		Auted			Colourf	ful		Garish	1	_					
Balance:	•		Harmoniou	us	Fairly	balance	d		Discorda	ant		Chaoti	с						
Security:	:		Comfortab	le	\langle	Safe			Unsettli	ing	Th	reaten	ing						
Stimulus	5:		Boring	•	l	Bland		<	Interesti	ing	Inv	vigorat	ing						
Noise (po	ositive):	Birds	Wa	ater Ot	ther/commen	t:				Noise (negative):	Tr	ansport	Other	c/comment:	_			
Lighting:		Nor	ne nearby		Some nearby	>	Some w	ithin site/		Site & area	lit	Heav	/ily lit						
Wild/rer	moteness:	Remot	e/no peo	ple M	inor disturba	nce	Some o	on-site dis	turbance	Heavy	disturbance /	/ peopl	e presence						
Tranquill	lity:		Н	ligh			Me	dium			Low	\triangleright		1					
Access in	n site area:	Promot	ed open re	ecreation	Open gene	eral acces	s Pe	rmissive g	general ac	ccess	PRoW route a	iccess	Perr	nissive p	aths	Informal a	ccess	No access	
		Desirable:	Local	lity: Mat	ure-feeling o	f trees/he	edges, fa	rmland			Site:	Tre	es						
Characte		n-desirabl	e: Local	lity: 'Urb	oan' influence	s, Traffic	lights, et	tc.			Site:	: Fen	ncing, slight	ly scruffy	,				
	pe Quality	Highly r	epresentat	tive: S I	L Mainly	represen	tative / r	ninor deti	ractions:	s 🚺	Equal repres	sentativ	ve / non-re		L Weak	ly represen	tative/ degraded	1: S L	

Site Reference:

27

Location:

Site Adjacent to Carmel, Mascals Lane, Warley

	Level 1:	Level 2:		Leve	el 3:			Level 4:			
Site - Primary:	А	1	5				3				
Site - Secondary:											
Locality - Primary:	F	2	1	2	5		2	3	7	9	
Locality -Secondary:	E	1	1	3	10	11					

Local Character Area:	F13 - Grea	-13 - Great Warley wooded farmland											
Green Belt:		Y Assessed Effect on Green Belt: Low											
Statutory landscape designation:	Ν												
Local Landscape designation:	Within:		Y (SLA)		Adjacent to?	Y (SLA)							
Previous Use:		Brownfield			Greenfield								
Other:													

Assessment:

Landscape and Settlement Character Sensitivity:	Low							
Reasoning: Commonplace elements, unremarkable character, buffer/transitional space between countryside and settlement	not important intervening land between settlements, provides some , no effect on pattern							
Visual Sensitivity:	Medium							
Reasoning: Partially open to private/public views, but not important views of countryside/open space. Development would be visible, including on approach from the west over short distance, little opportunity to mitigate								
approach nom the west over short distance, intic opportunity	to initigate							
Resultant Overall Landscape Sensitivity:	Medium							
	-							

Reasoning: Lies within SLA, localised scenic value/character of site slightly degraded. Provides some passive amenity value from outside via buffer to road/houses. Lies within Thames Chase Community Forest.

Landscape Capacity:	Medium
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High		
Settlement Character	Medium	Medium	Medium	High		
Sensitivity	Low	Low	Medium	High		
		Low	Medium	High		
		Visual Sensitivity				

	High	Medium	Low - Medium	Low			
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium			
Sensitivity	Low	High	Medium - High	Medium			
		Low	Medium	High			
		Landscape Value					

Landscape Capacity Categories

$\boldsymbol{\mathcal{C}}$		
	A – Woodland (>5m	tell)
Level 2 options –	Level 3 options –	Level 4 options –
1. Broadle aved –	 Mixed-aged or semi- 	1. Dense shrub layer
Dry	natural	2. Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	3. Sparse shrub layer
3. Mixed – Dry	standards	4. Dense field layer
4. Broadleaved –	3. Mature Plantation	5. Moderate field layer
Wet	(taller than 10m, with	6. Sparse field layer
5. Parkland	closed canopy)	7. Grazed (moderate to
(scattered trees	4. Young Plantation (5-	heavy)
and grassy areas)	10m, open canopy)	8. Lightly grazed
		9. Dead wood present
l		10. Dead wood absent
		- II I - F I-II)
	and (include young wo	
Level 2 options –	•	el 4 options –
 Regenerating natural or semi- 		Predominantly tall (3-5m)
natural or semi- natural woodland		Predominantly low (1-3m) Dense shrub layer
2. Downland (chalk)		Dense shrub layer Moderate shrub layer
 Downland (chaik) Heath scrub 		Moderate shrub layer Sparse shrub layer
 Heath scrub Coppice (<3m) 		sparse snrub layer Extensive bracken
 Coppice (<3m) New plantation 		Dense field laver
6. Clear-felled		Moderate field layer
7. Other	•	Sparse field layer
		Grazed (moderate to heavy)
	10	
(nd/march
	C – Semi-natural grassla	•
Level 2 options – 1. Chalk downland	Level 3 options –	Level 4 options – trees 11. Ungrazed
	1. Hedgerow with	•
2. Grass moor (unend 3. Grass moor mixed)	, .	out 12. Cattle 13. Sheep
heather (unenclose		'
4. Machair	hedge	15. Rabbits
4. Machair	nedge	15. Kappits
E Other day gradeland	4 Otherfield how	
5. Other dry grassland		ndary 16. Deer
6. Water-meadow/gr	azing (wall, ditch, etc.	ndary 16. Deer) 17. Others grazers
6. Water-meadow/gr marsh	azing (wall, ditch, etc. 5. Isolated group	ndary 16. Deer) 17. Others grazers of trees 18. Extensive
6. Water-meadow/gr	azing (wall, ditch, etc.	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken
6. Water meadow/gr marsh 7. Reed swamp	azing (wall, ditch, etc. 5. Isolated group 6. No field bound:	ndary 16. Deer) 17. Others grazers of trees 18. Extensive
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6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	azing (wall, ditch, etc. 5. Isolated group 6. No field bound 7. Montane D – Heathland and	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs
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 6. Water-me adow/gr. marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh Level 2 options – 1. Dry heath 	azing (wall, ditch, etc. 5. Isolated group 6. No field bound 7. Montane D – Heathland and Level 3 options –	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options –
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 6. Water-me adow/gr. marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 9. Saltmarsh 9. Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 	azing (wall, ditch, etc. 5. Isolated group 6. No field bound 7. Montane D — Heathland and Level 3 options — 1. Montane 2. Raised bog 3. Vallye/basin bog	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep
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6. Water-me adow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	azing (wall, ditch, etc. 5. Isolated group 6. No field bound 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. He ath with out grass 7. He ath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
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6. Water-me adow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Wet normal 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland	azing (wall, ditch, etc. 5. Isolated group 6. No field bound: 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath without grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmland Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle
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 6. Water-me adow/grmarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 9. Saltmarsh 9. Level 2 options – 1. Dry heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled 	azing (wall, ditch, etc. 5. Isolated group 6. No field boundi 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmland Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses
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6. Water-me adow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Bart arsh 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land	azing (wall, ditch, etc. 5. Isolated group 6. No field boundi 7. Montane D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 8. Undetermined bog 9. Isolated group of trees 1. Hedgerow without trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active)	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough
6. Water-me adow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Wetheath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard	azing (wall, ditch, etc. 5. Isolated group 6. No field boundi 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmland Level 3 options – 1. Hedgerow with trees 2. Hedgerow with trees 3. Tree-line without thedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop
6. Water-me adow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming	azing (wall, ditch, etc. 5. Isolated group 6. No field boundi 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with out grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 9. Isolated group of trees 1. Hedgerow with trees 2. Hedgerow with out trees 3. Tree-line without trees 3. Tree-line without trees 3. Tree-line without trees 5. Farmyard (active) 7. No field boundary 8. Wall	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Colors – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble
6. Water-me adow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Wetheath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard	azing (wall, ditch, etc. 5. Isolated group 6. No field bound: 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with out grass 7. Heath with out grass 8. Undetermined bog 9. Isolated group of trees 8. Undetermined bog 9. Isolated group of trees 3. Tree-line without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow
6. Water-me adow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming	azing (wall, ditch, etc. 5. Isolated group 6. No field boundi 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. He ath mixed with rough grass 6. He ath without grass 7. He ath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 6. He dgerow with trees 9. Isolated group of trees 1. He dgerow with out trees 2. He dgerow with out trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass
6. Water-me adow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming	azing (wall, ditch, etc. 5. Isolated group 6. No field bound: 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with out grass 7. Heath with out grass 8. Undetermined bog 9. Isolated group of trees 8. Undetermined bog 9. Isolated group of trees 3. Tree-line without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass 11. Farm Building
 6. Water-me adow/grmarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh<td>azing (wall, ditch, etc. 5. Isolated group 6. No field boundi 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. He ath mixed with rough grass 6. He ath without grass 7. He ath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 6. He dgerow with trees 9. Isolated group of trees 1. He dgerow with out trees 2. He dgerow with out trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing</td><td>ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass</td>	azing (wall, ditch, etc. 5. Isolated group 6. No field boundi 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. He ath mixed with rough grass 6. He ath without grass 7. He ath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 6. He dgerow with trees 9. Isolated group of trees 1. He dgerow with out trees 2. He dgerow with out trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing	ndary 16. Deer) 17. Others grazers of trees 18. Extensive ary bracken 19. Hay d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass

10. Large canal (>5m wide)

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options –
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling

- 'rural'
- Level 4 options
 - 1. Eutropic (green water)
 - 2. Oligotrophic clear (water, few weeds)
 - 3. Dystrophic (black water) 4. Marl (dear water,
 - large water-weeds) 5. Slow-medium
 - running
 - 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H – Coastal

- Level 3 options -1. Mud/silt
- 2. Sand
- 3. Shingle 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused 3. Montane
- 4. Non-montane
- 5. Climbers/walkersetc.

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.)
- 3. Grasses present
- Scrub present

J – Miscellaneous

Site Reference:

6. Industrial activity

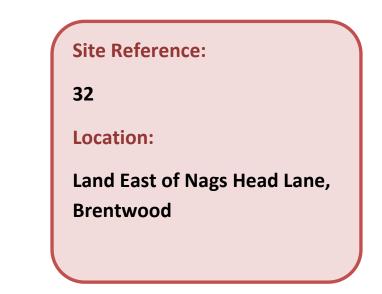
- 7. Sewage processing

- 5. Game fishing
- (coarse/game) 4. Coarse angling

Viewpoint/Site/Area Reference: Site 32

Date/Time: 15/04/2013 – 1pm

Photogra	anh.		270° - 3	60°		90° - 270'	0		< 9	0°	Single	(forward)	Single (1	backward	0	Zoo	m
	Dut (distance	e): N: S		00	S: S	50 - 270		E: S		0	W:S+L	(IOI Wald)		(<250m)			Long (>1km)
	Viewer Typ	-		Housos	/commercial	c.	Pub	Priv Ro	ad/Pail		E: Pub (<u>3</u> 11011			iv Roads & Gol	
Views in:	Numbers	N: P		Priv: L	S: Pub		Priv: 0	· ·	: Pub: 0	Priv: M	U: Fub W: Pu		Priv: L	0	<u>L</u> ow (:		<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasona	al visibility:										s, less variance		1 HV. L	Ŭ	<u>-</u> 0₩ (.	1 10)	<u>M</u> cu (10 20)	<u>m</u> gn (21')
	al amenity:		ble – Poor			vestilast		us neuges		ocality visua								
	o mitigate vi				enhance existi	ng vegeta	ition	Me		-	/enhance existin		ation	l ong term	· Addition	nal trees	– but prominent	location
						15 repetu						15 repetu		Long term	. / launioi			location
Gradient	.	V. Ger	tle - Flat (•	<1:50)	Gentle	(c.1:25)		Fairl	ly Steep (d	c.1:10)	Steep	(c.1:5)		Very Ste	ep (c.1:2	2)	Sheer (>1:1)
Graulen						2°			1°									
Coomor	phology:	Plain	Plateau	ı Rolli	ing lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Vall	ey U sl	haped Va	lley Flood	plain	Estuary	Mountains	Other
Jeomor	phology.				Y													
Promine	ent	Site:		Positive	e: Skyline trees						Negative: Sl	kyline ho	uses					
landmar	rks:	Visible	nearby:	Positive	e: Skyline trees						Negative: N	one						
Boundar	ry types:	Site: He	edges, fenc	es, wood	lland						Locality: He	dges, fen	ices, woo	dland				
Boundar	ry pattern:	Recti	linear	Organ	nic Other	/commer	nt:				Land parcel	size:	Larg	ge (>5ha)	\mathbf{M}	led (1-5h	a) Sma	all (<1ha)
	ent Pattern:			lucleated			lanned	Org	ganic	Open	Hamlet	Vi	llage	Town	(City	Suburbia 🤇	Urban fringe
Site-sett relations	tlement ship:	mmed	iately adja	cent nat	tural extension	Very	close n	minimal se	eparation	Near bu	t clear separation	on Lii	mited ass	ociation to se	ettlement	ts Dis	tant association	(visual) only
Building	- -	Comme	ercial/Offic	es: 20th C	Industrial	 	Retail	l: 20 th C	Farmst	ead:	Barns:		Religio	ous:	Other	r: Hotel, p	petrol station, ga	rden centre
-	s Styles/Age:	Detach	ed: 20th C		Semi-Det:	20 th C		Terra	ced		Bungalow:			Flats:			Skyscraper:	
ranspo	ort:	Moto	rways	Dual Carr	riage Majo	or road	Min	or road	Small	Lane 🤇		Other/co	omment:					
State of	Repair:		Good / I	ntact / W	ell maintained	: S L					me maintenanc	e: 🜔		Poor /	Disrepair	r / Minim	al maintenance:	S L
/laturity	y:		Full ma	aturity:	S L			Middle-ag	ed: S			ng - estat	olished:	S L		Ve	ery young: S	L
cale:			Intim	nate			Small	2—			edium			Large			Expansiv	e
nclosur	re/openness	5:	Very co	nfined		Qui	ite enclo	osed		Partial encl	osure/openness	5		Quite open			Exposed	
Diversity	y:		Uniform	า		Simple		<	Quite D	iverse	Co	omplex		Comments:				
exture:	:		Smooth	I		Fextured		<	Rou		Ve	ry rough						
Colour:			Monochro	me		Muted	لے		Colou	Irful	(Garish						
Balance:	:		Harmonic	ous	Fair	ly balanc	ed		Discor	dant	C	haotic						
Security	<i>'</i> :		Comforta	ble		Safe		(Unset	tling	Thr	eatening						
timulus	s:		Boring			Bland	$\boldsymbol{\mathcal{S}}$		Intere	sting	Invi	gorating						
loise (p	oositive):	Bird	s W	/ater	Other/comme	ent:				Noise	(negative):	Trans	port	Other/com	ment:			
ighting:	:	No	one nearby		Some neart	VV	Some	within sit	te	Site & area	a lit	Heavily	lit					
Vild/rei	moteness:	Remo	te/no pe	ople <	Minor disturb	ance	Some	e on-site d	listurbanc	e Heav	y disturbance /	people pr	resence					
Tranquil	llity:		ł	High			N	1edium			Low	\supset						
Access ir	n site area:	Promo	ted open	recreatio	n Open ge	neral acce	ess F	Permissive	e general	access	PRoW route ac	cess	Perm	issive paths	In	nformal a	ccess	No access
Characte	eristics	Desirable	: Loca	ality: Fa	armland, hedg	es/trees,	old lane	es			Site:	Pasture	e, retaine	d hedges				
Characte		Non-desirat	ole: Loca	ality: R	ail, commercia	l building	gs, busy i	roads			Site:	Unkem	npt appea	rance, abrup	t bounda	ry with g	ardens	
andsca	pe Quality	Highly	representa	tive: S	L Mainl	y represe	entative /	/ minor de	etractions	:: S L	Equal represe	entative /	non-rep:	(s()L)	Weakly	represen	itative/ degraded	l: S L



L-2km to on high is visible,

adjacent s to the

om west area of d to the

	Level 1:	Level 2:		Level 3:		Level 4:				
Site - Primary:	E	1	1	2	10	11	5			
Site - Secondary:										
Locality - Primary:	E	1	1	2	10	11	5			
Locality -Secondary:	F	2	1	2	5	6	1	2	6	7

Local Character Area:	F13 Great	13 Great Warley Wooded Farmland					
Green Belt:		Ŷ		Assessed Effect on Green Belt:		Moderate	
Statutory landscape designation:	Ν						
Local Landscape designation:	Within:	N	Adjacent to		o?	Ν	
Previous Use:		Brownfield		<	Gree	nfield	
Other:							

Assessment:

Landscape and Settlement Character Sensitivity:	Medium						
Reasoning: Part of larger interim open land between settlements, development would have some association with the adjacent settlement. Commonplace rural elements.							
Visual Sensitivity:	High						
Reasoning: Views generally from very close range (or long range from west) would affect visual setting of the town from the west by allowing apparent balance between countryside/settlement limits. Some scope to mitigate effect but not without development to prominent location							
Resultant Overall Landscape Sensitivity:	High						
Additional comments:							

Reasoning: Does not lie within or adjacent to designated landscape. No access. Not tranquil, little public amenity, some representative characteristics. Sites falls within the Thames Chase Community Forest	Landscape Value:	Low
	, , , , , , , , , , , , , , , , , , ,	

Landscape Capacity:	Medium
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium	Medium	High	I
Sensitivity	Low	Low	Medium	High	9
		Low	Medium	High	
		vi	isual Sensitivi	ity	

Landscape Capacity Categories

	High	Medium	Low - Medium	Low
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium
Scholar,	Low	High	Medium - High	Medium
		Low	Medium	High
			Landscape Value	

1)
1	A – Woodland (>5	m tall)
	•	
Level 2 options –	Level 3 options –	Level 4 options –
 Broadle aved – 	 Mixed-aged or semi- 	 Dense shrub layer
Dry	natural	Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	3. Sparse shrub layer
3. Mixed – Dry	standards	4. Dense field laver
· ·		-
4. Broadleaved –	3. Mature Plantation	Moderate field layer
Wet	(taller than 10m, with	Sparse field layer
5. Parkland	closed canopy)	Grazed (moderate to
(scattered trees	4. Young Plantation (5-	heavy)
and grassy areas)	10m, open canopy)	8. Lightly grazed
and grassy areasy	20m, open canopy	9. Dead wood present
1		
		10. Dead wood absent
(
B – Scrub	land (include young w	voodland <5m tall)
Level 2 options –	Level 3 options – 1	evel 4 options –
1. Regenerating		1. Predominantly tall (3-5m)
natural or sem i-		2. Predominantly low (1-3m)
natural woodland	3. Mixed	3. Dense shrub layer
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer
3. Heath scrub		5. Sparse shrub layer
4. Coppice (<3m)		6. Extensive bracken
5. New plantation		7. Dense field layer
6. Clear-felled	6. Mixed swamp	8. Moderate field layer
7. Other	scrub	9. Sparse field laver
		10. Grazed (moderate to heavy)
L C		10. Grazeu (mouerace to neavy)
(
	C – Semi-natural grass	land/marsh
Level 2 options –	Level 3 options	 Level 4 options –
1. Chalk downland	1. Hedgerow w	•
	-	•
2. Grass moor (unend	, .	
Grass moor mixed	with trees	13. Sheep
heather (unenclose	ed) 3. Tree-line wit	hout 14. Horses
1 · ·	·	
 A set of a sin 		1C Dabbite
4. Machair	hedge	15. Rabbits
5. Other dry grasslan	d 4. Other field b	oundary 16. Deer
	d 4. Other field b	oundary 16. Deer
5. Other dry grasslan	d 4. Other field b	oundary 16. Deer tc.) 17. Others grazers
5. Other dry grasslan 6. Water-meadow/gr marsh	d 4. Otherfield b azing (wall, ditch, e 5. Isolated grou	oundary 16. Deer tc.) 17. Others grazers up of trees 18. Extensive
5. Other dry grasslan 6. Water-meadow/gr marsh 7. Reed swamp	d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou	oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken
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5. Other dry grasslan 6. Water-meadow/gr marsh 7. Reed swamp	d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou	oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken
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Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

7. River (>3m wide)

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing ʻrural'
- Level 4 options –
- 1. Eutropic (green water) 2. Oligotrophic dear
- (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine 4. Brackish lagoon
- 5. Open sea

H – Coastal

- Level 3 options –
- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options – 1. Cliff-vertical/steeply

- sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options -

- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap

7. Cave

12. Recently sown

I — Inland Rock

- Level 3 options 1. Active
- 2. Disused
- 3. Montane
- Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present

J – Miscellaneous

- etc.) 3. Angling
- (coarse/game)
- 4. Coarse angling

- 5. Game fishing
- 6. Industrial activity

Viewpoint/Site/Area Reference: 034

Date/Time: 15/4/13 – 15:45

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Photograph	h:	_	270° - 360)°	90°	° - 270°	>		< 90	°	Single	(forward)		Single (I	backward	1)	Zoo	m	
Views Out	t (distance):	N: S			S: S			E: S			W: S-M			<u>S</u> hort	(<250m)	<u>M</u> ed	(250m - 1km)	Long (>1km)	
Views Views	iewer Types	N: Pub	Priv	Road and	Houses	S: PL	ib Priv	Road,	playing	field, houses	E:Pub	Priv Ra	ail		w:(riv Road, house	es	
in: Nu	umbers	N: Pub	: M P	riv: H	S: Pub:	L Priv:	L	E: P	ub: L	Priv: 0	W: Pu	b: M	Priv: M	0	<u>L</u> ow (2	1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasonal vi	isibility:	Strong -	- high am	ount of he	edge/woodland	l vegetatio	on												
Site visual a	amenity:	OK/poo	r						Lo	cality visual	amenity: 0	K/poor							
Scope to m	nitigate views	Short	term: Sor	ne – hedg	ge management	t		Mediu	um term	n: Some – hec	lge managem	ent		Long term	: Some –	tree plar	ntation		
Gradients:		V. Gentle	e - Flat (<1	:50)	Gentle (c.	.1:25)		Fairly S	teep (c.	1:10)	Steep	(c.1:5)		Very Ste	ep (c.1:2	2)	Sheer (>1:1)	
			1°		2°														
Geomorpho	ology	Plain	Plateau	Rolling	g lowland	Hills F	Ridge	Cliff	Scarp	Gorge	/ shaped Vall	ey U sh	aped Vall	ey Flood	plain	Estuary	Mountains	Other	
Geomorphi	lology.	Y									Shallow			Narr	ow				
Prominent	:	Site:	Site: Positive: Line of mature trees, woodland in NE N										ppearance	e, security fe	encing ne	ar railwa	iy		
landmarks:		Visible ne	/isible nearby: Positive: None																Commen
Boundary t	types:	Site: Hedg	ite: Hedgerows, trees, woodland, fencing and drains									dgerows,	trees, woo	odland, fend	ing and o	drains			Visual:
Boundary p	pattern:	Rectilinear Organic Other/comment:									Land parce	size:	Large	(>5ha)	M	led (1-5h	a Sm	all (<1ha)	
														· · ·					Footpath
Settlement	t Pattern:	Linear	Nu	cleated	Disperse	Plan	ned	Organ	ic	Open	Hamlet	Vill	lage	Town	(City	Suburbia	Urban fringe	across pa
Site-settlen	ment	Immediat	oly adiace	ntlnatu	ral extension	Very clos	sa l minii	mal sona	ration	Near but	clear separati	on Lin	nited asso	ciation to se	ttlamont		stant association	(visual) only	(esp. on e
relationship	ip:	mmeuial	ciy aujace	int j natu				inai sepa	ation						emem			(visual) Ully	areas) – v
Building	_	Commerc	ial/Offices	:: Y	Industrial:		Retail:	l: Farmstead: Barns: Relig Terraced Bungalow:			Religiou	igious: Other: School Flats: Skyscraper:					to change		
Types/Style	es/Age:	Detached	20 th C.		Semi-Det: 20) th C.											to mitiga		
Transport:		Motorw	ays D	ual Carria	ge Major r	road	Minor ro	bad	Small Lane Rail Other/comment				mment: La	t: Lane quite busy					views
												\wedge							
State of Rep	epair:	(\sim	maintained:	S L			-	intact / Som	e maintenanc				Disrepair		nal maintenance:		
Maturity:			Full mat	urity: S	L		Mido	dle-aged:	S	L)	You	ng - establ	lished: S	5 L		Ve	ery young: S	L	
Scale:			Intima	te		Sr	mall			Med	lium			Large			Expansiv	e	
Enclosure/c	openness:		Very con	ined		Quite e	enclosed			Partial enclos	ure/opennes	\triangleright	C	uite open			Exposed	1	
Diversity:			Uniform		Sir	mple			uite Div	verse	Complex Comments:								Comment
Texture:			Smooth		Tex	tured			Roug	h	Ve	ry rough							
Colour:		M	onochrom	е	M	uted			Colour	ful	(Garish							Landscap
Balance:		H	armoniou	S	Fairly	balanced	>		Discord	ant	C	haotic							
Security:		Co	omfortabl	e		Safe			Unsettl	ing	Thr	eatening							
, Stimulus:			Boring			land			Interest			gorating							
Noise (posi	itive):	Birds	Wa	ter 🗅 🗅	ther/comment						egative):	Transp	port	Other/com	ment:				
Lighting:			nearby		Some nearby		Some wit	hin sita		Site & area li	-	Heavily li							
Wild/remot	teness		/ no peop		1inor disturban		Some on-		urbance		listurbance /								
-		Remote,							unudrice	ineavy (heoble ble	CSCILC						
Tranquillity	-			gh 			Medi				Low						_		
Access in sit	ite area:	Promote			Open gener			nissive ge	eneral a	ccess	RoW route ad			sive paths		nformal a	iccess I	No access	
			I I A A A		odland hodgog	s, farmlan	d, watero	course			Site:	Woodla	and, hedge	s, farmland	, waterco	ourse			1
Characteris		esirable:	Local	-	lway, A12 noise	-	-					-	_	e effects, bi					



ts of site

ews likely – difficult these

	Level 1:	Level 2:	Level 3:				Level 4:				
Site - Primary:	E	1	1	, 2, 3, 5,	, 9, 10, 1	.1			1		
Site - Secondary:	А	1	3					3			
Locality - Primary:	E	1	1	2	3						
Locality -Secondary:	F	2	1, 2, 5, 6, 7			2	3	1	6		

Local Character Area:	F10 Heybr	idge wooded farmland				
Green Belt:		Υ	Assessed Effect	on Green Belt:		Moderate
Statutory landscape designation:	N					
Local Landscape designation:	Within:	Ν		Adjacent to?		Ν
Previous Use:		Brownfield			Greer	nfield
Other:						

Assessment:

Landscape and Settlement Character Sensitivity:	Split:	Medium	High
Reasoning: Site not important to setting of settlement – some and transform character. Some association with other built de characteristics which could be retained.		1 0	,
Visual Sensitivity:		Low	
		eptible from some locations – footpat	

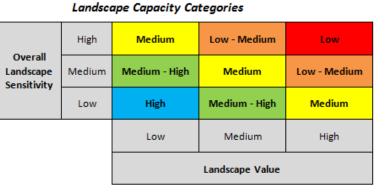
Resultant Overall Landscape Sensitivity:	Split:	Medium	High
Additional comments:			

Landscape Value:	Split:	Low	Medium
Reasoning: Some PRoW and informal access, some tranquillity some representative characteristics	y and an	nenity between settlements, not within	or adjacent to designated landscape,
1			

Landscape Capacity:	IMedium
Additional comments: On balance – but large site, so some are	eas will have more landscape capacity (e.g. NW) than others (e.g. NE)

Overall Landscape Sensitivity Categories

Landscape &	High	High	High		
Settlement Character	Medium	Medium	High		
Sensitivity	Low	Low	Medium	High	
		Low	Medium	High	
		vi	isual Sensitivi	ity	



	A – Woodland (>	Em tall)
	•	'
Level 2 options –	Level 3 options –	Level 4 options –
1. Broadle aved –	1. Mixed-aged or semi	1. Dense shrub layer
Drv	natural	2. Moderate shrub layer
=.,		-
2. Coniferous – Dry	Coppice with	Sparse shrub layer
3. Mixed – Dry	standards	4. Dense field laver
4. Broadle aved –	3. Mature Plantation	5. Moderate field laver
Wet	(taller than 10m, wit	h 6. Sparse field layer
5. Parkland	closed canopy)	Grazed (moderate to
(scattered trees	4. Young Plantation (5-	-
'	U 1	
and grassy areas)	10m, open canopy)	8. Lightly grazed
		Dead wood present
		10. Dead wood absent
(10. Dedd ir bod doseni
B – Scrub	land (include young	woodland < 5m tall)
Level 2 options –	Level 3 options –	Level 4 options –
	1. Broadleaved	
1. Regenerating		 Predominantly tall (3-5m)
natural or sem i-	Coniferous	Predominantly low (1-3m)
natural woodland	3. Mixed	3. Dense shrub laver
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub laver
		,
Heath scrub	swamp scrub	5. Sparse shrub layer
4. Coppice (<3m)	5. Coniferous	6. Extensive bracken
5. New plantation	swamp scrub	7. Dense field laver
6. Clear-felled	Mixed swamp	8. Moderate field layer
7. Other	scrub	9. Sparse field layer
		10. Grazed (moderate to heavy)
		(in our are to neavy)
(
	C – Semi-natural gra	ssland/marsh
Level 2 options –	Level 3 option	
1. Chalk downland		· ·
	1. Hedgerow	•
2. Grass moor (unen	closed) 2. Hedgerow	without 12. Cattle
3. Grass moor mixed	with trees	13. Sheep
heather (unenclos	,	
4. Machair	hedge	15. Rabbits
5. Other dry grasslan	d 4. Other field	boundary 16. Deer
5. Other ary grassian	4. Outer neu	
C Materia and a dame for	and a second sec	
6. Water-meadow/g		-
6. Water-meadow/g marsh	razing (wall, ditch, 5. Isolated gr	-
marsh		oup of trees 18. Extensive
marsh 7. Reed swamp	5. Isolated gr 6. No field bo	oup of trees 18. Extensive undary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated gr 6. No field bo	oup of trees 18. Extensive
marsh 7. Reed swamp	5. Isolated gr 6. No field bo	oup of trees 18. Extensive undary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated gr 6. No field bo	oup of trees 18. Extensive undary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated gr 6. No field bo	oup of trees 18. Extensive undary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated gr 6. No field bo	oup of trees 18. Extensive undary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated gr 6. No field bo 7. Montane	oup of trees 18. Extensive undary bracken 19. Hay
marsh 7. Reed swamp 8. Other open marsh	5. Isolated gr 6. No field bo	oup of trees 18. Extensive undary bracken 19. Hay
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	5. Isolated gr 6. No field bo 7. Montane D — Heathland	oup of trees 18. Extensive undary bracken 19. Hay and Bogs
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options –	5. Isolated gr 6. No field bo 7. Montane D — Heathland Level 3 options —	oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options –
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	5. Isolated gr 6. No field bo 7. Montane D — Heathland	oup of trees 18. Extensive undary bracken 19. Hay and Bogs
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options –	5. Isolated gr 6. No field bo 7. Montane D — Heathland Level 3 options —	oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options –
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog	oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog	oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog	oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug	oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses gh S. Rabbits 6. Deer 7. Others grazers
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 3. Rabbits 6. Deer 7. Others grazers 8. Ploughed
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses gh S. Rabbits 6. Deer 7. Others grazers
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses sh 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned
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marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses gh 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
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marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath without grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmla	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses sh 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. <0.5m tall
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options –	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath without grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmla Level 3 options –	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. <0.5m tall and Level 4 options –
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmla Level 3 options – 1. Hedgerow with tree	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Buumed 10. Planted with saplings 5. <0.5m tall Modelson – 5. 1. Ungrazed
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options –	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath without grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmla Level 3 options –	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Buumed 10. Planted with saplings 5. <0.5m tall Modelson – 5. 1. Ungrazed
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marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath without grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmla Level 3 options – 1. Hedgerow with tree 2. Hedgerow without the	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 3. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. <5. Stables 8. Solver 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. <5. Stables 10. Planted with saplings 5. <5. Stables 5. Stables 5
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marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 1. Hedgerow with tree 2. Hedgerow with tree 2. Hedgerow with tree 2. Hedgerow with tree 3. Tree-line withoutt he 4. Other field boundar 5. Isolated group of tree 6. Farmyard (active)	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 3. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. <0.5m tall md Level 4 options – 5. 1. Ungrazed rees 2. Cattle 3. Sheep 9. Stream of the saplings 5. <0.5m tall teres 2. Cattle 3. Sheep 9. 4. Horses 5. Other stock/unknown 6. Bare earth/plough
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming	5. Isolated gr 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees Heagerow without 3. Tree-line without he 4. Other field boundar 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 3. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. <0.5m tall and Level 4 options – 5. 1. Ungrazed 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. <0.5m tall and Level 4 options – 5. 2. Cattle 2. Cattle 3. Sheep 9. 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard	5. Isolated gr 6. No field bo 7. Montane D - Heathland Level 3 options - 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath without grass 6. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 1. Hedgerow with out 8. Undetermined bog 9. Isolated group of trees 1. Hedgerow withoutt 3. Tree-line without the 4. Other field boundar 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses gh 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. <0.5m tall md Level 4 options – s 1. Ungrazed rees 2. Cattle 3. Sheep 9. Burned 10. Planted with saplings 5. <0.5m tall md Level 4 options – s 2. Cattle 3. Sheep 9. Burned 10. Planted with saplings 5. <0.5m tall md Level 4 options – s 2. Cattle 3. Sheep 9. 4. Horses 5. Sother stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming	5. Isolated gri 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 1. Hedgerow with tree 2. Hedgerow without the 4. Other field boundar 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 3. Sheep 4. Horses 3. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. <0.5m tall and Level 4 options – 5. 1. Ungrazed rees 2. Cattle 3. Sheep 4. Horses 5. <0.5m tall and Level 4 options – 5. 1. Ungrazed rees 2. Cattle 3. Sheep 4. Horses 5. Cottle 5. Sheep 5. Cattle 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming	5. Isolated gr 6. No field bo 7. Montane D - Heathland Level 3 options - 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath without grass 6. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 1. Hedgerow with out 8. Undetermined bog 9. Isolated group of trees 1. Hedgerow withoutt 3. Tree-line without the 4. Other field boundar 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 3. Sheep 4. Horses 3. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. <0.5m tall and Level 4 options – 5. 1. Ungrazed rees 2. Cattle 3. Sheep 4. Horses 5. <0.5m tall and Level 4 options – 5. 1. Ungrazed rees 2. Cattle 3. Sheep 4. Horses 5. Cottle 5. Sheep 5. Cattle 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass

12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban
- 2. Suburban /
- urban fringe 3. Rural

Level 2 options –

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide) 7. River (>3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,

H – Coastal

- 7. Sewage processing ʻrural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (clear water,
- large water-weeds) 5. Slow-medium
- running 6. Fast-running

- Level 2 options –
- 1. Marine open shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- vegetation

Level 3 options –

5. Fully vegetated

6. Sparse/medium

1. Mud/silt

2. Sand

3. Shingle

Rocky

- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options –
- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock

- Level 3 options 1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present

J – Miscellaneous

- etc.)
- 3. Angling

- 5. Game fishing

- (coarse/game)
- 4. Coarse angling

- 6. Industrial activity

Viewpoint/Site/Area Reference: 037D

Date/Time: 15/4/13 – 11:00

Photogra	aph:		270° - 36	0°	90° - 2	70°		< 90°	0	Single (forward)		Single (backw	ard)	Zoc	om		
Views O	ut (distance):	N: S/M		S: 5	5		E: S			W: M		I	<u>S</u> hort (<250	m) <u>M</u> ed	(250m - 1km)	Long (>1km)		
Views	Viewer Types	N: Pub	Priv	Road, houses &	k footpath	S Pub	Priv Con	nmercial 8	houses	E: Pub P	riv Footp	ath and h	nouses V	Pub Pi	riv Houses and	l road		
in:	Numbers	N: Pub	: H Pr	iv:	S: Pub: H	Priv: L	E:	Pub: L	Priv: L	W: Pub	o: L Priv	/: L	0 <u>L</u> ov	w (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)		
Seasona	l visibility:	Yes – a	round par	ts of site, but so	ome parts, no	tably west	ern bounda	ary (south)) are open						I			
Site visu	al amenity:	ОК						Loc	cality visual	amenity: OK	C - Good							
Scope to	mitigate view	s: Short	term: soi	me – maintain h	nedges and tr	ees	Med	dium term	: some – ne	w hedges		1	Long term: some	e – woodlar	d/trees			
Gradient				1:50)	Gentle (c.1:25) Fairly Steep (c.1:10)				1:10)	Steep (c.1:5)			Very Steep (c.	1:2)	Sheer (>1:1)			
		Y																
Geomor	phology:	Plain	Plateau	Rolling low	land Hills	s Ridge	Cliff	Scarp	Gorge	V shaped Valle	y U shap	ed Valley	/ Floodplain	Estuary	Mountains	Other		
		Y																
Promine		Site: Positive: None								Negative: No	one							
landmar	ks:	Visible nearby: Positive: Jury Hill (to NE)							Negative: Ma	ast – Nutty'	s Farm							
Boundar	y types:	Site: Hedges, trees, open, fencing								Locality: Hed	lges, trees,	open, fen	icing					
Boundar	y pattern:	Rectilinear Organic Other/comment:								Land parcels	size:	Large (>5ha	Med (1-5h	a) Sm	nall (<1ha)		
Catel	at Datta					Diama			0		1.011	~ ~	Taura	Cite	C	1 Jule 6 *		
	ent Pattern:	Linear		ucleated 📿	isperse	Planned	• Orga	anic	Open	Hamlet	Villag		Town	City	Suburbia	Urban fringe		
Site-settl relations		Immediat	tely adjace	ent natural ex	tension Ve	ery close r	ninimal sep	paration	Near but	clear separatio	n Limite	ed associa	ation to settlem	ents Dis	tant association	(visual) only		
Building		Commerc	ial/Office	s: Y Ind	lustrial: Y	Ret	ail:	Farmstea	nd: Y	Barns:	F	Religious:	Ot	her:				
ypes/St	yles/Age:	Detached	: C20	Ser	ni-Det: C20		Terrac	Terraced:			Bungalow: C20				Skyscraper:	Skyscraper:		
ranspor	rt:	Motorw	vays 🤇	Dual Carriage	Major road	d Min	or road	Small L	ane	Rail Other/comment:								
State of	Popoiri		Good / Int	tact (Mall mair	stainad: C			NK / Eairly	intact / San	ne maintenance			Boor / Disror	aair / Minim	almaintananca			
State of	•		-	tact / Well mair			/iddle-age					and C			al maintenance	•		
Maturity	/:			curity: S L			vildale-age				g - establish		·	Ve	ery young: S			
Scale:	,		Intima			Small				dium			Large		Expansiv			
	e/openness:		Very con	fined		Quite enclo	sed			sure/openness			ite open		Expose	d		
Diversity			Uniform		Simpl	<		Quite Div			mplex	C	omments:					
Texture:			Smooth		Texture	<		Rough			y rough							
Colour:			onochron		Mute			Colourf			arish							
Balance:			larmoniou		Fairly bala			Discorda			naotic							
Security:		C	omfortab	ie	Safe	<		Unsettli			atening							
Stimulus		Boring Bland Interesting								-	gorating							
Noise (po										negative):	Transpor	<u>י</u> ס	ther/comment:					
Lighting:		None nearby Some nearby Some within site Site & all									Heavily lit							
-	noteness:	Remote	/ no peo		disturbance		on-site di	sturbance	> Heavy	disturbance / p	eople prese	ence						
Tranquill	lity:		Н	igh		Ν	ledium			Low	2							
Access in	n site area:	Promote	d open re	ecreation O	pen general a	iccess	Permissive	general ac	ccess	PRoW route acc	cess	Permissiv	ve paths	Informal a	ccess	No access		
		esirable:	Loca	lity: Farmland	and hedger	ows, narrov	v lanes			Site:	Farmland	and hedg	gerows					
Characte		contable.		.,														



adjacent to northern boundary of the ovides high numbers of visual Public footpath runs N-S through Site

to west of West

	Level 1:	Level 2:	Level 3:				Level 4:				
Site - Primary:	E	1, 3	1	2	10	7	1				
Site - Secondary:											
Locality - Primary:	E	3	1	2	10	7	1	7			
Locality -Secondary:	F	3	5	1			1	2	4		

Local Character Area:	G1 Horndon Fenland (in Landscape Improvement Area)									
Green Belt:	Y		Assessed Effect	on Green Belt:		Moderate				
Statutory landscape designation:	Ν									
Local Landscape designation:	Within:	Ν		Adjacent to	o?					
Previous Use:	Brownfield			Greenfield						
Other:										

Assessment:

Landscape and Settlement Character Sensitivity:	Medium						
	e elements and combination of features present, some of which could not be aracter but some sense of place. Site relatively contained, where land has some						
Visual Sensitivity:	Medium						

Reasoning: Views into and/or out of settlement of some importance: scope to mitigate potential visual effects. Of some importance to settlement setting: Some scope to mitigate visual effects on the countryside.

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Low
Reasoning: Lies in 'landscape improvement area', not within or	r adjacent to designated landscape, little contribution to public amenity. Access
through Site could be retained. Sites falls within Thames Chase West Horndon. Not considered to present locally important / c	e Community Forest. PRoW network not well connected to existing settled area of distinctive landscape characteristics or scenic value / interest

Landscape Capacity:	Medium - High
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High		
Settlement Character	Medium	Medium	Medium	High		
Sensitivity	Low	Low	Medium	High		
		Low	High			
		Visual Sensitivity				

Landscape Capacity Categories

	High	Medium	Low - Medium	Low			
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium			
Scholery	Low High		Medium - High	Medium			
		Low	Medium	High			
		Landscape Value					

(
Level 2 options -	A – Woodland (>5 Level 3 options –	Level 4 options –					
1. Broadle aved -	 Mixed-aged or semi- natural 	 Dense shrub layer Moderate shrub layer 					
Dry 2. Coniferous – Dry	2. Coppice with	 Sparse shrub layer 					
3. Mixed – Dry	standards	4. Dense field laver					
4. Broadle aved –	3. Mature Plantation	5. Moderate field layer					
Wet	(taller than 10m, with	. ,					
5. Parkland	closed canopy)	7. Grazed (moderate to					
(scattered trees and grassy areas)	 Young Plantation (5- 10m, open canopy) 						
and grassy areasy	9. Dead wood present						
l		10. Dead wood absent					
B – Scrub	land (include young v	voodland < 5m tall)					
Level 2 options -		evel 4 options –					
1. Regenerating	1. Broadleaved	1. Predominantly tall (3-5m)					
natural or sem i-		2. Predominantly low (1-3m)					
natural woodland 2. Downland (chalk)		3. Dense shrub layer 4. Moderate shrub layer					
3. Heath scrub		 Sparse shrub layer 					
4. Coppice (<3m)		6. Extensive bracken					
5. New plantation		7. Dense field layer					
6. Clear-felled	F	8. Moderate field layer					
7. Other		9. Sparse field layer 10. Grazed (moderate to heavy)					
l		IO. GLAZED (INVOLENCE (D HEAVY)					
\geq							
$\boldsymbol{\mathcal{C}}$							
	C – Semi-natural grass						
Level 2 options –	Level 3 options	•					
 Chalk downland Grass moor (unend) 	1. Hedgerow w losed) 2. Hedgerow w	5					
3. Grass moor (unend 3. Grass moor mixed	, .	13. Sheep					
heather (unenclose	ed) 3. Tree-line wit	•					
4. Machair	hedge	15. Rabbits					
5. Other dry grasslan							
6. Water-meadow/gr marsh	azing (wall, ditch, e 5. Isolated grou						
7. Reed swamp	5. No field bou						
8. Other open marsh	7. Montane	19. Hay					
9. Saltmarsh							
	D — Heathland :	and Bogs					
Level 2 options –	Level 3 options –	Level 4 options –					
1. Dry heath	1. Montane	1. Ungrazed					
2. Wet heath	2. Raised bog	2. Cattle					
3. Mixed heath 4. Bog	3. Vallye/basin bog 4. Blanket bog	3.Sheep 4. Horses					
5. Breckland	5. Heath mixed with rough						
6. Drained bog	grass	6. Deer					
7. Bare peat	6. Heath without grass	7. Others grazers					
	 Heath with extensive bracken 	8. Ploughed 9. Burned					
	8. Undetermined bog	10. Planted with saplings					
	9. Isolated group of trees	<0.5m tall					
(E – Farmlan	d					
Level 2 options –	Level 3 options –	Level 4 options –					
1. Improved	1. Hedgerow with trees	1. Ungrazed					
grassland	2. Hedgerow withouttre						
2. Unimproved	3. Tree-line without hed						
 Mixed grass/tilled land 	 Other field boundary Isolated group of tree 	 Horses Other stock/unknown 					
4. Tilled land	 6. Farmyard (active) 	6. Bare earth/plough					
5. Orchard	7. No field boundary	7. Arable crop					
6. Other farming	8. Wall	8. Stubble					
7. Market garden	9. Ditch/water 10. Fencing	9. Unsown/fallow 10. Recently cut grass					
		10. Recently cut grass 11. Farm Building					
	 Woodland boundar 	y II. Farm Building					

D Heatmand and Dogs									
el 2 options –	Level 3 options –	Level 4 options –	1						
ry he ath	1. Montane	1. Ungrazed							
Vet heath	2. Raised bog	2. Cattle							
Aixe d he ath	3. Vallye/basin bog	3.Sheep							
log	4. Blanket bog	4. Horses							
reckland	5. Heath mixed with rough	5. Rabbits	Ľ						
rained bog	grass	6. Deer							
are peat	6. Heath without grass	7. Others grazers							
	7. Heath with extensive	8. Ploughed	Ν						
	bracken	9. Burned							
	8. Undetermined bog	10. Planted with saplings							
	9. Isolated group of trees	<0.5m tall	1						
			1						

E – Farmland									
Level 3 options –	Level 4 options –								
 Hedgerow with trees 	1. Ungrazed								
2. Hedgerow withouttrees	2. Cattle								
3. Tree-line without hedge	3. Sheep								
4. Other field boundary	4. Horses								
5. Isolated group of trees	5. Other stock/unknown								
6. Farmyard (active)	6. Bare earth/plough								
7. No field boundary	7. Arable crop								
8. Wall	8. Stubble								
9. Ditch/water	9. Unsown/fallow								
10. Fencing	10. Recently cut grass								
11. Woodland boundary	11. Farm Building								
	12. Recently sown								
	Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing								

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)

- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (clear water,
- large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- Brackish lagoon
- 5. Open sea

H — Coastal Level 3 options –

- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options – 1. Cliff

- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock

- Level 3 options 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.) 3. Grasses present
- Scrub present

J – Miscellaneous

- Level 3 options -

- 7. Sewage processing ʻrural
- 3. Angling (coarse/game) Coarse angling
- 6. Industrial activity

5. Game fishing

Viewpoint/Site/Area Reference: Site 38a

Date/Time: 15/04/2013 - 10.40

Photog	raph:	270° - 360°			90° - 270°			< 90°		Single (fo	Single (forward)		Single (backward)			Zoon			
Views	Out (distance):	N: M			S: S			E: S			W: S			<u>S</u> hort (<	250m) <u>N</u>	<u>1</u> ed (25	0m - 1km)	Long (>1km)	
Views	Viewer Types	N: Pu	b Priv	Houses	•	S	Pub P	riv Roa	ds		E.Pub Pr	v Road		_	W Pub	Priv	Houses & Pa	rk	
in:	Numbers	N: Pub: 0 Priv: L S: Pub: L Priv:			E:	E: Pub: L Priv: O W: Pub: L Priv: L			L	0 <u>L</u> ow (1 – 10) <u>M</u> ed (10-20) <u>H</u> igh (21									
Seasona	al visibility:	Slight	– Hedgero	ows												ľ			
Site visu	ual amenity:	ОК							Loc	cality visua	l amenity: OK								
Scope t	o mitigate view	vs: Sho	rt term: So	ome – hed	ge managem	ent		Med	lium term	: New hedg	ges		Lo	ong term: T	rees				
						4					- 1	1			(
Gradier	nts:	V. Gen	tle - Flat (<	(1:50)	Gentle	(c.1:25)		Fairly	Steep (c.1	L:10)	Steep (c	.1:5)		Very Steep	o (c.1:2)		Sheer (>	-1:1)	
			Y					-										a .1	
Geomo	rphology:	Plain	Plateau	Rollin	g lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valley	U shaped	Valley	Floodpla	ain Estua	ary	Mountains	Other	
		Y																	
Promine landma		Site:		Positive:							Negative: Nor								Comments
	-	Visible	-		Tyrell Chape	i to nortr	ieast				Negative: Pylo								
1	iry types:		dges & fen		o that	./					Locality: Hedg				Dard /1	The	(mag		Visual:
Bounda	ry pattern:	Rectil	near	Organio	Other	/comme	nt:				Land parcel si	ze:	arge (>5	na	Med (1	snap	Sma	ıll (<1ha)	
Settlem	ent Pattern:	Linea	ar N	ucleated	Disperse	e (P	lanned	Orga	nic	Open	Hamlet	Village		Town	City	(Suburbia	Urban fringe	
Site-set	tlement	Immodi	atoly adia	cont l nati	ıral extensio	Verv	close mi	nimal separation Near but clear separation Limited asso		accociat	issociation to settlements Distant association (visual) on								
relation	nship:	IIIIIIeui	ately aujat						Near but clear separation Climited asso		associat					visual) olliy			
Building	-		rcial/Office	es:	Industrial		Retai	l:	Farmstead: Barns:		Rel	igious: Other:							
Types/S	Styles/Age:	Detache	ed: 20 th C		Semi-Det:	20 th C		Terrace	ed	Bungalow:		Flat	Flats: Sky			kyscraper:			
Transpo	ort:	Motor	ways	Dual Carria	age Maj	or road	Minor	road	Small L	ane	Rail Other/comment:								
State of	f Repair:		Good / Ir	ntact / We	ll maintained	: S L	-	C)K / Fairly	intact / Soi	me maintenance:	S L		Poor / Di	isrepair / Mi	inimal n	maintenance:	S L	
Maturit	t y :		Full ma	turity: S	L		М	iddle-age	d: S L		Young - established: S L Very young: S L						L		
Scale:			Intim	ate			Small			M	Large Expansive							9	
Enclosu	re/openness:		Very co	nfined		Qu	ite enclose	ed	Р	artial enclo	closure/openness Quite open Exposed								
Diversit	t y:		Uniform	l	(Simple)		Quite Div	erse	Complex Comments:							Comments	
Texture	:		Smooth)—	(Textured)		Rough	ı	Very rough								
Colour:		1	Monochro	me	_	Muted		<	Colourful Garish									Landscape:	
Balance	:		Harmonio	us	Fair	rly balanc	ced		Discorda	ant	Chaotic								Eastern part fairl
Security	y:		Comfortab	ole		Safe)		Unsettli	ng	Threa	tening							detached/separa
Stimulu	IS:		Boring Bland Interesting		Invigo	orating							from settlement.						
Noise (p	positive):	Birds Water Other/comment: Noise (r		(negative):	Transport) Oth	er/comme	ent:											
Lighting	g:	None nearby Some nearby Some within site Site & area		lit H	eavily lit														
Wild/re	emoteness:	ss: Remote / no people Minor disturbance Some on-site disturbance Heavy				/ disturbance / pe	ople presenc	e											
Tranqui	illity:	High Medium						Low											
Access i	s in site area: Promoted open recreation Open general access Permissive general access PRoW route access Permissive paths Informal access No access																		
Charact	teristics:	Desirable:			rmland/hedg							Farmland/he	dge						
		n-desirab		-	werlines/ rai						Site:	-	_						
Landsca	ape Quality	Jality Highly representative: S L Mainly representative / minor detractions: S L Equal representative / non-rep: S L Weakly representative / degraded: S L																	

Site Reference:

38a

Location:

Land east of Thorndon Avenue, West Horndon

art fairly separated

	Level 1:	Level 2:		Leve	el 3:		Level 4:			
Site - Primary:	E	1, 3	1	2	7		12			
Site - Secondary:										
Locality - Primary:	E	3	1	2	7	9	12			
Locality -Secondary:	F	2	1	2	3	5	2	4	7	

Local Character Area:	G1 – Horndon Fenland (in Landscape Improvement Area)								
Green Belt:	Y Assessed Effect on Green Belt: Moderate								
Statutory landscape designation:	N								
Local Landscape designation:	Within:	Ν		Adjacent to	o?	Ν			
Previous Use:		Brownfield			Gree	nfield			
Other:									

Assessment:

Landscape and Settlement Character Sensitivity:	Medium
Reasoning: Commonplace elements, mostly replaceable, devel	lopment would have some association with existing settlement and extend existing
pattern. Rural character, with sharp transition to settlement.	

Visual Sensitivity:	Medium
Reasoning: Site fairly open to views from public/private location especially important	ons (small number), opportunities to mitigate in the longer term. Views not

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Low
Reasoning: Not within or adjacent to designated landscape, no Thames Chase Community Forest area	p physical access, currently provides limited public amenity. The Site falls within the
Landscape Capacity:	Medium - High

Additional comments:

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High
Settlement Character Sensitivity	Medium	Medium	Medium	High
	Low	Low	Medium	High
		Low	Medium	High
		vi	isual Sensitiv	ity

Landscape Capacity Categories

o "	High	Medium	Low - Medium	Low	
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium	
	Low	High	Medium - High	Medium	
		Low	Medium	High	
			Landscape Value		

Level 2 options – 1. Broadle aved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadle aved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5 Level 3 options – 1. Mixe d- aged or seminatural 2. Coppice with standards 3. Mature Plantation (taller than 10m, witiclosed canopy) 4. Young Plantation (5-10m, open canopy) 	Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer
	land (include young	
Level 2 options –	Level 3 options – 1. Broadleaved	Level 4 options –
 Regenerating natural or semi- 	 Broadleaved Coniferous 	 Predominantly tall (3-5m) Predominantly low (1-3m)
natural woodland	3. Mixed	3. Dense shrub layer
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer
3. Heath scrub	swamp scrub	5. Sparse shrub layer
4. Coppice (<3m) 5. New plantation	 Coniferous swamp scrub 	6. Extensive bracken 7. Dense field layer
6. Clear-felled	6. Mixed swamp	8. Moderate field laver
7. Other	scrub	9. Sparse field layer
		10. Grazed (moderate to heavy)
	C — Semi-natural gras	aland (march
Level 2 options –	Level 3 option:	-
1. Chalk downland	1. Hedgerow	•
2. Grass moor (unend		
 Grass moor mixed heather (unenclose 		13. Sheep thout 14. Horses
4. Machair	hedge	15. Rabbits
5. Other dry grasslan	•	
6. Water-meadow/gr	azing (wall, ditch,	etc.) 17. Others grazers
marsh	5. Isolated gro	
7. Reed swamp 8. Other open marsh	6. No field boy 7. Montane	undary bracken 19. Hay
9. Saltmarsh	7. WORLDIE	19. may
\geq		
	D – Heathland	
Level 2 options – 1. Dry heath	Level 3 options – 1. Montane	Level 4 options — 1. Ungrazed
2. Wet heath	2. Raised bog	2. Cattle
3. Mixed heath	3. Vallye/basin bog	3.Sheep
	4. Blanket bog	4. Horses
5. Breckland 6. Drained bog	Heath mixed with roug grass	h 5. Rabbits 6. Deer
7. Bare peat	6. Heath without grass	7. Others grazers
	7. He ath with extensive	8. Ploughed
	bracken	9. Burned
	 8. Undetermined bog 9. Isolated group of trees 	 Planted with saplings <0.5m tall
	s. isolatea group of a ces	-0.211 1011
		nd
Level 2 options –	E – Farmla	
•	Level 3 options –	Level 4 options –
1. Improved	Level 3 options – 1. Hedgerow with trees	1. Ungrazed
•	Level 3 options –	ees 2. Cattle
 Improved grassland Unimproved Mixed grass/tilled 	Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tr 3. Tree-line without he 4. Other field boundary	1. Ungrazed ees 2. Cattle dge 3. Sheep 4. Horses
 Improved grassland Unimproved Mixed grass/tilled land 	Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tr 3. Tree-line without he 4. Other field boundary 5. Isolated group of tre	1. Ungrazed ees 2. Cattle dge 3. Sheep 4. Horses es 5. Other stock/unknown
 Im proved grassland Unimproved Mixed grass/tilled land Tilled land 	Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tr 3. Tree-line without he 4. Other field boundary 5. Isolated group of tre 6. Farmyard (active)	1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough
 Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard 	Level 3 options – 1. Hedgerow with trees 2. Hedgerow withouttu 3. Tree-line without he 4. Other field boundary 5. Isolated group of tre 6. Farmyard (active) 7. No field boundary	 Ungrazed Cattle Sheep Horses Other stock/unknown Bare earth/plough Arable crop
 Im proved grassland Unimproved Mixed grass/tilled land Tilled land 	Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tr 3. Tree-line without he 4. Other field boundary 5. Isolated group of tre 6. Farmyard (active)	1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough
 Improved grassland Unimproved Mixed grass/tilled land Tilled land Orchard Other farming 	Level 3 options – 1. Hedgerow with trees 2. Hedgerow withouttu 3. Tree-line without he 4. Other field boundary 5. Isolated group of tre 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing	 Ungrazed Cattle Sheep Horses Other stock/unknown Bare earth/plough Arable crop Stubble Unsown/fallow Recently cut grass
 Improved grassland Unimproved Mixed grass/tilled land Tilled land Orchard Other farming 	Level 3 options – 1. Hedgerow with trees 2. Hedgerow withouttu 3. Tree-line without he 4. Other field boundary 5. Isolated group of tre 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	 Ungrazed Cattle Sheep Horses Other stock/unknown Bare earth/plough Arable crop Stubble Unsown/fallow Recently cut grass ry Farm Building
 Improved grassland Unimproved Mixed grass/tilled land Tilled land Orchard Other farming 	Level 3 options – 1. Hedgerow with trees 2. Hedgerow withouttu 3. Tree-line without he 4. Other field boundary 5. Isolated group of tre 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing	 Ungrazed Cattle Sheep Horses Other stock/unknown Bare earth/plough Arable crop Stubble Unsown/fallow Recently cut grass

Level 2 options: Level 3 options -

- 1. Urban
- 2. Suburban /
- urban fringe 3. Rural

Level 2 options –

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas
- 4. Sewage works 'urban'
- 7. Other
- 8. Rubbish tip/scrap
- Level 4 options Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,

- 5. Game fishing
- 6. Industrial activity

H – Coastal

- 7. Sewage processing ʻrural
- Level 4 options –
- Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- water) 4. Marl (clear water,
- large water-weeds)
- running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- vegetation

Level 3 options –

5. Fully vegetated

6. Sparse/medium

1. Mud/silt

2. Sand

3. Shingle

Rocky

- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options –
- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock

- Level 3 options 1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present

J – Miscellaneous

- etc.)
- 3. Angling
- (coarse/game)
- 4. Coarse angling

- - 3. Dystrophic (black

5. Slow-medium

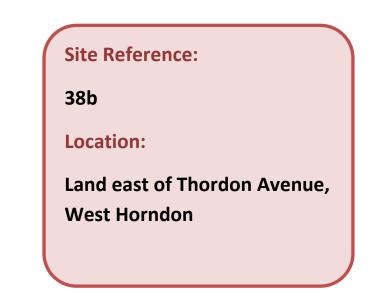
- 6. Fast-running

- 5. Roads
- 6. Railways

Viewpoint/Site/Area Reference: Site 38b

Date/Time: 15/04/2013 – 10.50

Photograph:			270° - 360	0°	(90° - 2	270°		< 90	0°	Single	(forward)		Single (b	ackward)		Zoom	
Views Out (dista	ance):	N: S + I	М		S: S			E: S			W: S			<u>S</u> hort	(<250m)	<u>1</u> ed (250m - 1kr	n) L or	ng (>1km)
Views Viewer	Types	N: Pub	Priv	Road +	access lane	to N	S: Pub	Priv Ho	uses		E: Pub	Priv Hou	uses & road		W: Pub	Priv Houses	5	
in: Numbe	ers	N: Pub):H F	Priv: L	S :	ub: 0	Priv: H	E	Pub: L	Priv: L	W: Pu	b: 0	Priv: H	0	<u>L</u> ow (1 - 1)) <u>M</u> ed (10-2	20) <u>H</u> i	igh (21+)
Seasonal visibilit	ty:	Variabl	e – large s	ite with	woodland	parts an	d hedgerow	vs, and a va	ariety of vi	iewpoints	·					·		
Site visual amen	ity:	Good							Lo	ocality visua	l amenity: 0	к						
Scope to mitigat	e view	s: Short	t term: Soi	me with	careful de	ign		Me	edium tern	n: Some			1	ong term:	Some with p	lanting		
		V Contl	e - Flat (<1	1.50)	Cor	tle (c.1:2	25)	Eairl	y Steep (c.	1.10)	Stoop	(c.1:5)		Vory Sto	ep (c.1:2)	Sh	eer (>1:1	1)
Gradients:	-	v. Genti	Y	1.50)	Gei	tie (t.1./	23)	Failt	y Sleep (C	.1.10)	згеер	(0.1.5)		very ste	ер (с.1.2)	311	1991 (>1.1	1)
		Plain	Plateau	Rolli	ing lowland	Hil	ls Ridge	Cliff	Scarp	Gorge	V shaped Vall	ev II sh	aped Valley	Floodp	olain Estu	ary Mounta	ains	Other
Geomorphology	:	Y	Thateau	nom						Goige	v shapea van		lapea vane,	Tiooup				other
Prominent		Site:		Positive	e: Woodlan						Negative: F	armsteads	s in declining	g condition	1			
landmarks:	F	Visible ne	earby:	Positive	e: Tyrell Cha	pel					Negative: D			-				
Boundary types:			odland, he								Locality: We		-		-			
Boundary patter		Rectilin	iear	Organ	nic Ot	ner/com	ment:				Land parce		Large (Med (L-5ha)	Small (•	<1ha
		\geq							1									
Settlement Patte	ern:	Linear		cleated	Dispe		Planned		ganic	Open	Hamlet		lage	Town	City	Suburbi	a Url	ban fringe
Site-settlement relationship:		Immedia	tely adjace	ent nat	tural exten	sion 🗸	ery close i	minimal se west)	eparation	Near but	t clear separati	on Lin	nited associa	ation to se (to East)	ttlements	Distant associa	ation (visu	ual) only
Building		Commerc	cial/Office:	s:	Indust	ial:	Ret		Farmste	ad: Y	Barns: Y		Religious:		Other: Sch	ool		
Types/Styles/Ag	;e:	Detached	-		Semi-E	et: 20th	с	Terra			Bungalow:			ats:		Skyscrape	er:	
Transport:		Motorw	/ays 🚺	ual Carr	riage N	lajor roa	d Min	or road	Small	Lane	Rail	Other/co	mment:					
State of Repair:					ell maintaiı	ied: (S	·				ne maintenanc				Disrepair / M	inimal maintena		5 L
Maturity:			Full mat		S L			Middle-ag	ed: S			ng - estab	lished: S				S L	
Scale:			Intima				Small				edium			Large			ansive	
Enclosure/openr	ness:		Very con	fined			Quite enclo	osed			osure/openness			ite open		Exp	posed	
Diversity:			Uniform			Simp	<u> </u>		Quite Div			omplex	C	omments:				
Texture:			Smooth			Textu			Roug	-		ry rough						
Colour: Balance:			lonochrom Iarmoniou			Mute airly bal			Colour	\prec		Garish haotic						
Security:			omfortabl			Safe			Unsett	<		eatening						
Stimulus:			Boring	le		Blan			Interes	<		gorating						
Noise (positive):		Birds	Wa	ter	Other/com				interes		negative):	Transp	port 0	ther/comn	nent:			
Lighting:			e nearby		Some ne		Some	e within sit	e	Site & area		Heavily li		,				
Wild/remotenes	ss:		/ no peop	ple	Minor dist	-		e on-site d			disturbance /							
Tranquillity:				igh				/ledium		,	Low							
Access in site are	ea: 🤇	Promote	ed open re	-	D Open	general		Permissive	e general a	access 🤇	PRoW route ad	cess	Permissiv	ve paths	Inform	nal access	No a	access
	D	esirable:	Local		armland, w	oodland,					Site:			-	+ park/garde	n		
Characteristics:	Nor	-desirable	e: Local	l ity: D	isturbed la	nd/disre	pair				Site:	-						
Landscape Quali	ity	Highly re	presentati	ive: S	L Ma	inly rep	resentative	/ minor de	etractions:	: 🕥 L	Equal represe	entative /	non-rep:	i 🚺	Weakly repr	esentative/ deg	raded:	S L



- of site has some caccess – many of much of the particularly in the southwest parts.
- rth, higher land, is nt with public
- amic views to the

rn area will be ver landscape

	Level 1:	Level 2:		Leve	el 3:		Level 4:				
Site - Primary:	E	3	1	2	10	11	Various				
Site - Secondary:	F	2					2				
				-	-				-	-	
Locality – Primary:	E	3	1	2	10	11					
Locality –Secondary:	F	2	1	2	3	5	2	9	6		

Local Character Area:	G1 – Horndon Fenland (in Landscape Improvement Area)									
Green Belt:	Y		Assessed Effe	ect on Green Belt:	: High					
Statutory landscape designation:	Ν									
Local Landscape designation:	Within:	N		Adjacent to?	Historic park and garden (overlaps)					
Previous Use:		Brownfield	Greenfield							
Other:										

Assessment:

Forest area

Landscape and Settlement Character Sensitivity:	Medium				
Reasoning: Development in west would be in close association with settlement, with some separation. In east there would be significant					
separation. Some distinctive element prevalent some not, scop	be to include retention of important elements.				

Visual Sensitivity:	Medium
Reasoning: Various parts of site visible to various degrees, with	h views of some importance to setting. Good design could incorporate deve

could incorporate development Reasoning: Various parts of site visible to various degrees, with views of some impo attributes in visual terms.

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Split:	Medium	High					
Reasoning: Not in designated landscape but partly overlaps with historic park and garden. Provides some scenic interest and western side highly								
valuable for public amenity. Fairly large site where landscape	value vari	es over different parts. The Site falls v	vithin the Thames Chase Community					

Landscape Capacity:	Split:	Medium (east)	Low-Medium (west/north)

Additional comments: Fairly large site coupled with varying land-usage, amenity value and landscape value results in varying landscape capacity. Would need further examination – Landscape capacity of smaller areas within likely to be between Low-Medium and Medium.

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium	Medium	High	
Sensitivity	Low	Low	Medium	High	
		Low	Medium	High	
		vi	isual Sensitivi	ity	

	High	Medium	Low - Medium	Low			
Overall andscape Medium ensitivity		Medium - High	Medium	Low - Medium			
, choice (Low	High	Medium - High	Medium			
		Low	High				
		Landscape Value					

Landscape Capacity Categories

Level 2 options – 1. Broadleaved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadleaved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5 Level 3 options – 1. Mixed-aged or seminatural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (5-10m, open canopy) 	Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer
B – Scrub	land (include young	woodland < 5m tall)
Level 2 options – 1. Regenerating natural or semi- natural woodland 2. Downland (chalk) 3. Heath scrub 4. Coppice (<3m) 5. New plantation 6. Clear-felled 7. Other	Level 3 options – 1. Broadleaved 2. Coniferous 3. Mixed 4. Broadleaved swamp scrub 5. Coniferous swamp scrub 6. Mixed swamp scrub	Level 4 options – 1. Pre dominantly tall (3-5m) 2. Pre dominantly low (1-3m) 3. Dense shrub layer 4. Moderate shrub layer 5. Sparse shrub layer 6. Extensive bracken 7. Dense field layer 8. Moderate field layer 9. Sparse field layer 10. Grazed (moderate to heavy)
Level 2 options – 1. Chalk downland 2. Grass moor (unenc 3. Grass moor mixed heather (unenclose 4. Machair 5. Other dry grasslane 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	with trees ed) 3. Tree-line wi hedge d 4. Other field l	 Level 4 options – Ungrazed Uthout 12. Cattle 13. Sheep Uthout 14. Horses 15. Rabbits Doundary 16. Deer etc.) 17. Others grazers up of trees 18. Extensive
Level 2 options – 1. Dry he ath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farm ing 7. Market garden	E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tre 3. Tree-line without the 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing 11. Woodland boundar	Level 4 options – 1. Ungrazed ees 2. Cattle dge 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass

Level 2 options: Level 3 options -

- 1. Urban
- 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide) 7. River (>3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,

- 5. Game fishing
- 6. Industrial activity
- 7. Sewage processing ʻrural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (clear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- 5. Fully vegetated 6. Sparse/medium vegetation

Level 3 options –

1. Mud/silt

2. Sand

3. Shingle

Rocky

- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options –

- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap 7. Cave

I — Inland Rock Level 3 options –

- 1. Active 2. Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses, live rworts, etc.)
- 3. Grasses present
- Scrub present

J – Miscellaneous

- (coarse/game)
- 4. Coarse angling

- etc.) 3. Lake/unlined reservoir 3. Angling

H – Coastal

Viewpoint/Site/Area Reference: 075b

Date/Time: 11/04/13 – 12.15PM

hotogra	aph:		270° - 36	50°	90	° - 270°		<	90°	Single	forwar	rd)	Single (k	oackward)		Zoo	m
Views O	Out (distance):	N: S			S: M/L			E: S		W : S		1	<u>S</u> hort	(<250m)	<u>M</u> ed ((250m - 1km)	Long (>1km)
/iews	Viewer Types	N: Pub	Priv	Houses	Road	S: Pub	Priv F	ootpath		E: Pub F	riv F	louses Road		W: Pi	ub Pr	iv Houses	
-	Numbers	N: Pub	: M	Priv: L/M	S: Pub: L	/M Pri	v:	E: Pub: M	Priv: L	W: Put	o:	Priv: L	0	<u>L</u> ow (1	- 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
easona	l visibility:	Minor e	ffect from	hedgerows	and trees along	W boundar	/ – otherw	ise relatively op	ben	1							
ite visu	al amenity:	Low/O	ĸ						Locality visua	al amenity: Ge	enerally	/ OK					
cope to	o mitigate view	s: Short	: term: Lir	mited				Medium te	rm: Some inc	rease tree and h	edgero	w cover) l	ong term	: Good (wi	th plant	ting)	
												•					
Gradient	ts:	V. Gentle	e - Flat (<	:1:50)	Gentle (c	.1:25)		Fairly Steep	(c.1:10)	Steep	(c.1:5)		Very Ste	ep (c.1:2)		Sheer (>1:1)
			Y														
ieomor	phology:	Plain	Plateau	-	-	Hills F	idge	Cliff Scar	p Gorge	V shaped Valle	ey U	shaped Valley	Flood	olain E	stuary	Mountains	Other
					S/L												
romine	ŀ	Site:		Positive: N						Negative: No							
andmar		Visible ne	-	Positive: N						-	•	11kv pylons/c	overhead v	wires			
	ry types:				y) & hedgerow					Locality: Heo	-						
oundar	ry pattern:	Rectilin	ear	Organic	Other/c	omment:				Land parcel	size:	Large (>	>5ha)	Me	d (1-5ha	a) Sm	all (<1ha)
ettleme	ent Pattern:	Linear	N	ucleated	Disperse	Plan	ned	Organic	Open	Hamlet		Village	Town	Cit	tv	Suburbia	Urban fringe
ite-sett	lement				· · ·			-							-		
elations		mmedia	tely adjac	cent natur	ral extension	Very clos	e minin	nal separatior	n Near bu	it clear separatio	on I	Limited associa	ation to se	ettlements	Dist	tant association	(visual) only
uilding		Commerc	ial/Office	es:	Industrial:		Retail:	Farms	tead:	Barns:		Religious:		Other:			
/pes/St	tyles/Age:	Detached	: Mod		Semi-Det: N	lod	1	Terraced: Mo	ł	Bungalow:		Fla	ats:			Skyscraper:	
ranspo	rt:	Motorw	vays [Dual Carria	ge Major	road 🔇	Minor ro	ad Sma	ll Lane	Rail	Other/o	comment:					
	Develu		C /	-+		<u> </u>		0K / F-:			\bigcirc		D /	Diamatin	1	-1 1	
	Repair:			•	maintained:	5 L 			\sim	me maintenance			Poor /	Disrepair /		al maintenance:	
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cale:			Intima				nall			ledium			Large			Expansiv	
	re/openness:		Very cor			Quite e	enclosed			osure/openness			ite open			Exposed	L
ovturo	·		Uniform Smooth			ktured	,	Quite I			mplex		omments:				
exture:		<u>г</u> л	onochror		\rightarrow	luted		Roi	-		y rough iarish	·					
alance:			armonio			balanced	<u> </u>	Disco			naotic						
ecurity			omfortab			Safe		Unse			eatenin	σ					
timulus			Boring			land		Intere	-		goratin	_					
	ositive):	Birds	20111g	01	ther/comment			intert	-	(negative):	-		ther/com	ment:			
ighting:			e nearby		Some nearby		ome with	nin site	Site & area		Heavily		•		periphe	ery of land in add	lition to
	moteness:		/ no peo		linor disturban			site disturban		y disturbance / p		PI		icates loca			
ranquil		incinote	-	ligh			Mediu			Low	Cohie						
	n site area:	Promote		recreation	Open gene	ral access		issive general	access	PRoW route ac	- PCC	Permissiv	e native	Inf	ormal a		No access
100033 II		esirable:	Loca		tilinear field, t			Some Seriel a		Site:		linear field, tre					
haracte	eristics:	n-desirable		-	an fringe feel (Site:	None		er neuges				
			2000			- ajacent i		or detraction	\sim			/ non-rep:				itative/ degraded	



pen views southwards over short to long range

and parcel. Unremarkable feature, although treelined west do add interest

	Level 1:	Level 2:		Lev	el 3:			Lev	el 4:	
Site - Primary:	E	3	1	2	3		7			
Site - Secondary:										
			-		-	-			1	
Locality - Primary:	E	4	1	2	3		7	8		
Locality -Secondary:	F	3	1	5			2			

Local Character Area:	F8 Doddinghurst Wooded Farmland							
Green Belt:	Y		Asses	sed Effect	on Green Belt:	Moderate		
Statutory landscape designation:	Ν	N						
Local Landscape designation:	Within:	N		Adjacent	to?	Ν		
Previous Use:	Brow	nfield				Greenfield		
Other:								

Assessment:

Landscape and Settlement Character Sensitivity:	Medium
Reasoning: Site contains common place elements, generally un Kelvedon Hatch	nremarkable, lying at edge of village. Part of larger open rural land south of

Visual Sensitivity:	Medium					
Reasoning: Some visual relationship to southern edge of settlement and some limited visual intrusion, but medium-long term mitigation						
opportunities. Site partially open to views. Longer range views from Site southwards						

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Low	Medium				
Reasoning: Simple landscape structure, with some scenic value. Permissive and PRoW access evident around the Site – opportunities for local						
enjoyment and tranquillity (walking).						

Landscape Capacity:	Medium
Additional comments: Overall (worst-case) assessment. Some	capacity for development sensitive to location and local landscape

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium	Medium	High	
Sensitivity	Low	Low	Medium	High	
		Low	Medium	High	
		vi	isual Sensitiv	ity	

Landscape Capacity Categories

	High	Medium	Low - Medium	Low		
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium		
Schaltery	Low High		Medium - High	Medium		
		Low	Medium	High		
	Landscape Value					

A - Woodland (>5m tall) Level 3 options -Level 4 options – Level 2 options – 1. Broadle aved -1. Mixed-aged or semi-1. Dense shrub layer natural 2. Moderate shrub layer Drv 2. Coniferous – Dry 2. Coppice with 3. Sparse shrub laver 3. Mixed – Dry standards 4. Dense field layer . Broadle aved -3. Mature Plantation 5. Moderate field layer (taller than 10m, with 6. Sparse field laver Wet 5. Parkland closed canopy) 7. Grazed (moderate to (scattered trees 4. Young Plantation (5heavy) 8. Lightly grazed and grassy areas) 10m, open canopy) 9. Dead wood present 10. Dead wood absent B - Scrubland (include young woodland < 5m tall) Level 2 options – Level 3 options -Level 4 options -1. Regenerating 1. Broadleaved 1. Predominantly tall (3-5m) natural or sem i-2. Coniferous 2. Predominantly low (1-3m) hackboow leauted 3 Dense shrub laver 3 Mixed 2. Downland (chalk) 4. Broadleaved 4. Moderate shrub layer 3. Heath scrub swamp scrub 5. Sparse shrub layer 6. Extensive bracken 4. Coppice (<3m) 5. Coniferous 5. New plantation swamp scrub 7. Dense field layer 6. Clear-felled 6. Mixed swamp 8. Moderate field layer 7. Other scrub 9. Sparse field layer 10. Grazed (moderate to heavy) C-Semi-natural grassland/marsh Level 2 options -Level 3 options -Level 4 options – 1. Chalk downland 1. Hedgerow with trees 11. Ungrazed 2. Grass moor (unenclosed) 2. Hedgerow without 12. Cattle 3. Grass moor mixed with trees 13. Sheep heather (unenclosed) 3. Tree-line without 14. Horses 4. Machair 15. Rabbits hedge 5. Other dry grassland 4. Other field boundary 16. Deer 6. Water-meadow/grazing (wall, ditch, etc.) 17. Others grazers m ar sh 5. Isolated group of trees 18. Extensive 7. Reed swamp 6. No field boundary bracken 8. Other open marsh 7. Montane 19. Hay 9. Saltmarsh D - Heathland and Bogs Level 3 options – Level 2 options -Level 4 options -1. Dry heath 1. Montane 1. Ungrazed 2. Wet heath 2. Raised bog 2. Cattle Mixed heath 3. Vallve/basin bog 3.Sheep 4. Bog 4. Blanket bog 4. Horses 5. Breckland 5. Heath mixed with rough 5. Rabbits 6. Drained bog 6. Deer grass 7. Bare peat 6. Heath without grass 7. Others grazers 7. Heath with extensive 8. Ploughed bracke n 9. Burned 8. Undetermined bog 10. Planted with saplings 9. Isolated group of trees <0.5m tall E – Farmland Level 2 options – Level 3 options – Level 4 options -1. Hedgerow with trees 1. Ungrazed Improved grassland 2. Hedgerow withouttrees 2. Cattle 2. Unimproved 3. Tree-line without hedge 3. Sheep 3. Mixed grass/tilled 4. Other field boundary 4. Horses 5. Other stock/unknown lan d 5. Isolated group of trees 4. Tilled land 6. Farmyard (active) 6. Bare earth/plough 5. Orchard 7. No field boundary 7. Arable crop 6. Other farming 8. Stubble 8. Wall 9. Ditch/water 9. Unsown/fallow Market garden 10. Fencing 10. Recently cut grass 11. Woodland boundary 11. Farm Building 12. Recently sown

Level 2 options:

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

F – Human Sites

Level 3 options – 1. Building

- 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling
- 7. Sewage processing 'rural
- Level 4 options -
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- vegetation

Level 3 options –

5. Fully vegetated

6. Sparse/medium

1. Mud/silt

2. Sand

3. Shingle

4. Rocky

- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options -

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options -
- Cliff
- 2. Scree/boulder slope 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- Cave

I – Inland Rock

- Level 3 options -1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present
- J Miscellaneous

- (coarse/game)
- - - 6. Fast-running
- 4. Coarse angling 5. Game fishing 6. Industrial activity
- 8. Ditch with water (<2m

H – Coastal

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

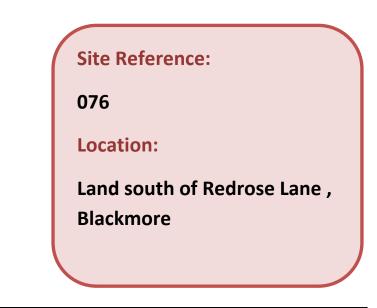
450m²)

wide)

Viewpoint/Site/Area Reference: 076

Date/Time: 11/04/13 – 9.40AM

Photograph:		270° - 360	0	90	° - 270°			< 90°		Single (f	forward))	Single (ba	ackward)		Zoom
Views Out (distance):	N: S/M			S : S			E: S			W: S		·	<u>S</u> hort (<250m) <u>N</u>	<u>1</u> ed (250m - 1kn	n) Long (>1km)
/iews Viewer Types	s N: Pub	Priv I	Road Far	mhouses	S: Pub	Priv	Houses			E: Pub Pr	riv Roa	ad		W: Pub	Priv Road	House
n: Numbers	N: Pub:	L Pri	v: L	S: Pub:	Priv: I	и/н	E: Pub	: L/M	Priv: L	W: Pub	: L/M	Priv: L	0	<u>L</u> ow (1 - 10)) <u>M</u> ed (10-2	0) <u>H</u> igh (21+)
easonal visibility:	Yes – filte	ering of vie	ws variable	across year due	e to bounda	y hedge	erow cover									
ite visual amenity:	General	lly OK						Locali	ity visual a	amenity: Ger	nerally C	ЭК				
Scope to mitigate viev	vs: Short	term: Lim	ited				Medium	term: So	ome (incre	ease tree and h	edgerov	v cover)	Long term:	Good (with J	planting)	
Gradients:	V. Gentle	e - Flat (<1	:50)	Gentle (c	.1:25)		Fairly Ste	ep (c.1:1	0)	Steep (o	c.1:5)		Very Stee	p (c.1:2)	Sh	eer (>1:1)
		Y														
Geomorphology:	Plain	Plateau	Rolling	lowland	Hills R	idge	Cliff S	carp	Gorge	V shaped Valley	y Ush	naped Val	lley Floodpl	ain Estu	ary Mounta	ains Other
			S	/L												
Prominent	Site:		Positive: N	lone						Negative: No	ne					
andmarks:	Visible ne	arby:	Positive: N	lone						Negative: Site	e overlo	oked by h	ousing to sou	th – limited s	separation of bo	oundary features
Boundary types:	Site: Hedg	erows wit	h trees (va	ariable) – post	t and wire f	ence to	o south			Locality: Hed	ges / Tre	ees				
Boundary pattern:	Rectiline	ear	Organic	Other/c	omment:					Land parcel s	size:	Large	e (>5ha)	Med (2	L-5ha)	Small (<1ha)
Settlement Pattern:	Linear	Nuc	cleated	Disperse	Plann	ed	Organic		Open	Hamlet	Vil	llage	Town	City	Suburbia	a Urban fringe
Site-settlement relationship:	mmediat	ely adjace	n) natura	al extension	Very clos	e min	imal separa	tion	Near but	clear separatior	n Lir	mited asso	ociation to set	tlements	Distant associa	ition (visual) only
Building	Commerci	ial/Offices	:	Industrial:		Retail:	Far	mstead:	20 th C	Barns: Mod		Religio	us:	Other:		
ypes/Styles/Age:	Detached:	Mod		Semi-Det: N	1od		Terraced: N	Vod		Bungalow:			Flats:		Skyscrape	r:
ransport:	Motorwa	ays Di	ual Carriag	ge Major	road	Minor r	road S	mall Lan	e	Rail O)ther/co	mment:				
		2	+ / \\/ - -				01/ /	En interiore			$\mathbf{\mathcal{C}}$		D / C	······································		
State of Repair:				maintained:	SIL			\sim	act / Som	e maintenance:				lsrepair / ivi	inimal maintena	
/laturity:	-		urity: S	L			Idle-aged:	s L			g - estab	lished:			Very young:	
cale:	-	Intimat				nall				dium			Large			ansive
Enclosure/openness:		Very conf	ined		Quite e	nclosed				ure/openness			Quite open		Exp	oosed
Diversity:		Uniform			imple			te Divers	e		nplex		Comments: Grazing Padd	ocks with h	nrses	
Texture:		Smooth		\rightarrow	xtured			Rough			rough		Grazing Paulo	UCKS WILLI NO	01353	
Colour:	-	onochrom			luted			olourful			arish					
Balance:	-	armonious			balanced)	Di	scordant			aotic					
Security:	Co	omfortable	9		Safe		U	nsettling		Threa	atening					
itimulus:		Boring			Bland		Int	teresting		-	orating					
Noise (positive):	Horses		Ot	her/comment	t:			Noise	e (negativ	e): Roadside	e (occas	sional)	Other/comm			
ighting:	None	nearby	S	Some nearby	S	ome wi	thin site	Sit	e & area l	it H	leavily l	it	Overlooked b	by housing to	the South	
Wild/remoteness:	Remote	/no peop	le Mi	inor disturbar	nce S	ome or	n-site distur	bance	Heavy o	disturbance / pe	eople pr	resence				
Franquillity:		Hig	gh			Med	lium			Low						
Access in site area:	Promoteo	d open re	creation	Open gene	ral access	Per	missive gen	eral acce	ss P	RoW route acc	ess	Permi	ssive paths	Inform	nal access	No access
Characteristics:	Desirable:	Locali	ty: Rect	ilinear field, t	rees/hedge	es				Site:	Rectilin	near field,	tree/hedges			
	n-desirable:	Locali	ty: Urba	an fringe feel	(adjacent h	ousing)). Modern fa	rm build	ing to nor	th Site:	None		<u> </u>			
andscape Quality	Highly rep	oresentativ	/e: S L	. Mainly r	epresentat	ive / m	inor detract	ions: S	\mathcal{L}	Equal represen	itative /	non-rep:	S L	Weakly repr	esentative/ degr	raded: S L



properties to south. Open boundary to south

and parcel. Unremarkable features, although variable ood to gappy), with trees, add interest

	Level 1:	Level 2:		Leve	el 3:			Leve	el 4:	
Site - Primary:	E	1	1	2	3	10	4			
Site - Secondary:										
			l	1	l	1	l	1	1	
Locality - Primary:	F	3	1	5			2			
Locality -Secondary:	E	3	1	2	3		7			

Local Character Area:	F7 Blackmore Wooded Farmland						
Green Belt:	Y	A	Assessed Effect	on Green Belt:	Moderate		
Statutory landscape designation:	N						
Local Landscape designation:	Within:	N	Adjacent	: to?	Ν		
Previous Use:	Brow	nfield			Greenfield		
Other:							

Assessment:

Landscape and Settlement Character Sensitivity:	Medium
Reasoning: Site contains common place elements, generally un Blackmore	nremarkable, lying at edge of village. Part of larger open rural land north of

visual Sensitivity.	Wedidin			
Reasoning: Some visual relationship to northern edge of settlement and some visual intrusion, but medium-long term mitigation opportunities.				
Site overlooked from housing to south (open boundary) but lo	nger range views filtered by vegetation along Redrose Lane			

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Low	Medium
Reasoning: Simple landscape structure, with some scenic value distinctiveness locally and visual interest. Smaller scale parcel private enjoyment (horse riding)	0 0 0	

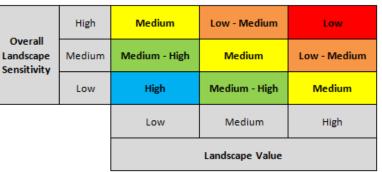
Landscape Capacity:	Medium			
Additional comments: Overall (worst-case) assessment. Parcel land contains Blackmore and forms open countryside at the rural edge. Small scale				
parcel in comparison to wider larger scale countryside to north of Redrose Lane. Parcel in itself relatively well contained. Some capacity for				
development – sensitive to locality.				

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium	Medium	High	
Sensitivity	Low	Low Medium		High	
		Low	Medium	High	
		vi	isual Sensitiv	ity	

Landscape Capacity Categories

.



A - Woodland (>5m tall) Level 3 options – Level 4 options -Level 2 options – 1. Broadle aved -1. Mixed-aged or semi-1. Dense shrub layer natural 2. Moderate shrub layer Drv 3. Sparse shrub layer 2. Coniferous – Dry Coppice with 3. Mixed – Dry standards 4. Dense field layer . Broadle aved -3. Mature Plantation 5. Moderate field layer (taller than 10m, with 6. Sparse field laver Wet 5. Parkland closed canopy) 7. Grazed (moderate to (scattered trees 4. Young Plantation (5heavy) 10m, open canopy) 8. Lightly grazed and grassy areas) 9. Dead wood present 10. Dead wood absent B - Scrubland (include young woodland < 5m tall) Level 2 options – Level 3 options – Level 4 options -1. Regenerating 1. Broadleaved 1. Predominantly tall (3-5m) 2. Predominantly low (1-3m) natural or sem i-2. Coniferous 3 Dense shrub laver hackboow leauted 3 Mixed 2. Downland (chalk) 4. Broadleaved 4. Moderate shrub layer 3. Heath scrub swamp scrub 5. Sparse shrub layer 6. Extensive bracken 4. Coppice (<3m) 5. Coniferous 5. New plantation swamp scrub 7. Dense field layer 6. Clear-felled 6. Mixed swamp 8. Moderate field layer 7. Other scrub 9. Sparse field layer 10. Grazed (moderate to heavy) C – Semi-natural grassland/marsh Level 2 options – Level 3 options – Level 4 options – 1. Chalk downland 1. Hedgerow with trees 11. Ungrazed 2. Grass moor (unenclosed) 2. Hedgerow without 12. Cattle 3. Grass moor mixed with trees 13. Sheep heather (unenclosed) 3. Tree-line without 14. Horses 15 Rabbits 4. Machair hedge 5. Other dry grassland 4. Other field boundary 16. Deer 6. Water-meadow/grazing (wall, ditch, etc.) 17. Others grazers m ar sh 5. Isolated group of trees 18. Extensive 7. Reed swamp 6. No field boundary bracken 8. Other open marsh 7. Montane 19. Hay 9. Saltmarsh D - Heathland and Bogs Level 3 options -Level 4 options -Level 2 options -1. Dry heath 1. Montane 1. Ungrazed 2. Wet heath 2. Raised bog 2. Cattle 3. Vallye/basin bog Mixed heath 3.Sheep 4. Bog 4. Blanket bog 4. Horses 5. Breckland 5. Heath mixed with rough 5. Rabbits 6. Drained bog 6. Deer grass 6. Heath without grass 7. Bare peat 7. Others grazers 7. He ath with extensive 8. Ploughed 9. Burned bracke n 8. Undetermined bog 10. Planted with saplings 9. Isolated group of trees <0.5m tall

	E – Farmland	
Level 2 options –	Level 3 options –	Level 4 options –
 Improved 	 Hedgerow with trees 	1. Ungrazed
grassland	Hedgerow withouttrees	2. Cattle
2. Unimproved	3. Tree-line without hedge	3. Sheep
3. Mixed grass/tilled	Other field boundary	4. Horses
land	5. Isolated group of trees	5. Other stock/unknown
4. Tilled land	6. Farmyard (active)	6. Bare earth/plough
5. Orchard	7. No field boundary	7. Arable crop
6. Other farming	8. Wall	8. Stubble
7. Market garden	9. Ditch/water	9. Unsown/fallow
	10. Fencing	10. Recently cut grass
	11. Woodland boundary	11. Farm Building
		12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

1. Building

- 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4 Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)

- 7. Sewage processing 'rural
- Level 4 options -
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running 6. Fast-running

- Level 2 options -
- 1. Marine open
- shore
- 2. Marine shore -
- inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- H Coastal Level 3 options -
- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options -

- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap Cave

I – Inland Rock Level 3 options -

- 1. Active
- 2. Disused 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present

J – Miscellaneous

- 4. Coarse angling

- 3. Angling (coarse/game)

- 5. Game fishing

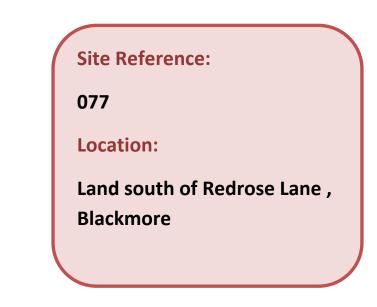
6. Industrial activity

4. Sewage works 'urban'

Viewpoint/Site/Area Reference: 077

Date/Time: 11/04/13 – 9.40AM

hotogra	aph:		270° - 36	50°	90)° - 270°)		< 90°		Single	(forward	(k	Single (ł	backward	(t	Zoo	m
Views O	ut (distance	e): N: S/M	N		S: S			E: S			W: S		•	<u>S</u> hort	(<250m)	<u>M</u> ed (250m - 1km)	Long (>1km)
Views	Viewer Typ	es N:Pu	b Priv	Road Far	rmhouses	S: Pub	Priv	Houses			E: Pub F	Priv Ro	sad	i	w: (Pub	iv Road Hous	se
in:	Numbers	N: Pu	b:L P	Priv: L	S: Pub:	Priv:	M/H	E: F	Pub: L/M	Priv: L	W: Put	b: L/M	Priv: L	0	<u>L</u> ow ((1 - 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
easona	l visibility:	Yes – fi	ltering of vi	iews variable	across year du	e to bounda	ary hedge	erow cover	r		•			i			•	
ite visu	al amenity:	Gener	ally OK						Loca	lity visual	amenity: Ge	enerally	ОК					
Scope to	mitigate vi	ews: Shor	t term: Lir	mited				Medi	ium term: S	Some (incre	ease tree and I	hedgero	w cover)	Long term	: Good (v	with plant	ing)	
														·				
Gradient	ts:	V. Gent	le - Flat (<	:1:50)	Gentle (c.1:25)		Fairly S	Steep (c.1:	LO)	Steep	(c.1:5)		Very Ste	eep (c.1:2	2)	Sheer (>1:1)
			Y						r r									
Geomor	phology:	Plain	Plateau	Rolling	lowland	Hills I	Ridge	Cliff	Scarp	Gorge	V shaped Valle	ey Us	shaped Val	lley Floodp	plain	Estuary	Mountains	Other
				S	5/L						1							
Promine		Site:		Positive: N	lone						Negative: No	one						
landmar	ks:	Visible n	earby:	Positive: N	lone						Negative: Sit	te overlo	ooked by h	ousing to so	uth – lim	ited separ	ration of bounda	ary features
oundar	y types:	Site: Heo	lgerows w	vith trees (va	ariable) – pos	t and wire	fence to	o south			Locality: Hee	dges / Tr	rees					
oundar	y pattern:	Rectili	near	Organic	Other/c	comment:					Land parcel	size:	Larg	e (>5ha)	M	/led (1-5ha	sm.	all (<1ha)
attlerin	ant Dattan	1 *			Diamagna	DI-	nod	0		Oner	11		Glipper	T		<u></u>	C	Linhan fuin
	ent Pattern:	Linea	r N	ucleated	Disperse	Plan	nea	Orgar	TIC	Open	Hamlet		fillage	Town		City	Suburbia	Urban fringe
ite-sett elations		mmedia	itely adjac	ent natur	al extension	Very clo	se min	nimal sepa	aration	Near but	clear separatio	on Li	imited asso	ociation to se	ttlement	ts Dist	tant association	(visual) only
Building		Commer	cial/Office	es:	Industrial:		Retail:		Farmstead	: 20 th C	Barns: Mod		Religio	us:	Other	r:		
ypes/St	tyles/Age:	Detache	d: Mod		Semi-Det: N	/lod		Terrace	d: Mod		Bungalow:			Flats:			Skyscraper:	
ranspor	rt:	Motory	ways [Dual Carriag	ge Major	road	Minor	road 🔇	Small Lar	ne	Rail	Other/co	omment:					
State of	Renair [.]		Good / In	ntact / Well	maintained:	5 1		0	K / Fairly in	tact / Som	e maintenance		$\overline{\mathbf{n}}$	Poor /	Disrenai	r / Minim	al maintenance:	5 1
Maturity	•			turity: S		512	Mic	dle-aged					blished:			-	ry young: S	
cale:			Intima		1 -		mall			Me	dium		unsilieu.	Large			Expansiv	
	e/openness		Very cor				enclosed	d	Pa		sure/openness	<u> </u>		Quite open			Exposed	
Diversity	•		Uniform		~	imple			Quite Diver			omplex	I	Comments:				-
Fexture:	·		Smooth			extured	•		Rough			ry rough		Grazing Pad		ith horses		
Colour:		N	Ionochror			Auted			Colourful			Garish						
Balance:			Harmonio			balanced	<u> </u>		Discordan			haotic						
Security:			Comfortab			Safe			Unsettling			eatening	<u>,</u>					
Stimulus		Ň	Boring		~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Bland			Interestin	-		gorating	-					
	ositive):	Horses	-	Ot	her/commen					e (negativ		de (occas	-	Other/comr	ment:			
Lighting:			e nearby		Some nearby		Some wi	ithin site		te & area l		Heavily		Overlooked		ing to the	South	
<u> </u>	noteness:				inor disturba										,	0		
· ·		Kemote	e/no peo		nor disturbal	ice		n-site dist	urbance	пеаvy	disturbance / p	Jeople b	resence					
Tranquill				ligh	0		Med				Low							
Access in	n site area:			ecreation	Open gene			missive g	eneral acc	ess P	RoW route ac			issive paths		nformal ac	ccess	No access
Characte		Desirable: Non-desirabl	Loca		tilinear field, t an fringe feel) Moder	n form huil	ding to not	site:			tree/hedges				
		woul-desirabl	e: Loca	ILV. I UNDA	au uunge teel	rauracent	nousing	j. woderi	i i ai i i Dull	ung to nor	site:	None						



properties to south. Open boundary to south

and parcel. Unremarkable features, although variable ood to gappy), with trees, add interest

	Level 1:	Level 2:		Leve	el 3:			Leve	el 4:	
Site - Primary:	E	1	1	2	3	10	4			
Site - Secondary:										
			l	1	l	1	l	1	1	
Locality - Primary:	F	3	1	5			2			
Locality -Secondary:	E	3	1	2	3		7			

Local Character Area:	F7 Blackmore Wooded Fa	F7 Blackmore Wooded Farmland				
Green Belt:	Y	A	Assessed Effect	on Green Belt:	Moderate	
Statutory landscape designation:	Ν					
Local Landscape designation:	Within:	N	Adjacent to?		Ν	
Previous Use:	Brow	nfield			Greenfield	
Other:						

Assessment:

Landscape and Settlement Character Sensitivity:	Medium
Reasoning: Site contains common place elements, generally un Blackmore	nremarkable, lying at edge of village. Part of larger open rural land north of

	visual Sensitivity.	Wedidin	
Reasoning: Some visual relationship to northern edge of settlement and some visual intrusion, but medium-long term mitigation opportunities			
Site overlooked from housing to south (open boundary) but longer range views filtered by vegetation along Redrose Lane			

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Low	Medium
Reasoning: Simple landscape structure, with some scenic value distinctiveness locally and visual interest. Smaller scale parcel private enjoyment (horse riding)	0 0 0	

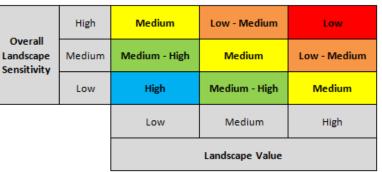
Landscape Capacity:	Medium			
Additional comments: Overall (worst-case) assessment. Parcel land contains Blackmore and forms open countryside at the rural edge. Small scale				
parcel in comparison to wider larger scale countryside to north of Redrose Lane. Parcel in itself relatively well contained. Some capacity for				
development – sensitive to locality.				

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High		
Settlement Character	Medium	Medium	Medium	High		
Sensitivity	Low	Low	Medium	High		
		Low	Medium	High		
		Visual Sensitivity				

Landscape Capacity Categories

.



A - Woodland (>5m tall) Level 3 options – Level 4 options -Level 2 options – 1. Broadle aved -1. Mixed-aged or semi-1. Dense shrub layer natural 2. Moderate shrub layer Drv 3. Sparse shrub layer 2. Coniferous – Dry Coppice with 3. Mixed – Dry standards 4. Dense field layer . Broadle aved -3. Mature Plantation 5. Moderate field layer (taller than 10m, with 6. Sparse field laver Wet 5. Parkland closed canopy) 7. Grazed (moderate to (scattered trees 4. Young Plantation (5heavy) 10m, open canopy) 8. Lightly grazed and grassy areas) 9. Dead wood present 10. Dead wood absent B - Scrubland (include young woodland < 5m tall) Level 2 options – Level 3 options – Level 4 options -1. Regenerating 1. Broadleaved 1. Predominantly tall (3-5m) 2. Predominantly low (1-3m) natural or sem i-2. Coniferous 3 Dense shrub laver hackboow leauted 3 Mixed 2. Downland (chalk) 4. Broadleaved 4. Moderate shrub layer 3. Heath scrub swamp scrub 5. Sparse shrub layer 6. Extensive bracken 4. Coppice (<3m) 5. Coniferous 5. New plantation swamp scrub 7. Dense field layer 6. Clear-felled 6. Mixed swamp 8. Moderate field layer 7. Other scrub 9. Sparse field layer 10. Grazed (moderate to heavy) C – Semi-natural grassland/marsh Level 2 options – Level 3 options – Level 4 options – 1. Chalk downland 1. Hedgerow with trees 11. Ungrazed 2. Grass moor (unenclosed) 2. Hedgerow without 12. Cattle 3. Grass moor mixed with trees 13. Sheep heather (unenclosed) 3. Tree-line without 14. Horses 15 Rabbits 4. Machair hedge 5. Other dry grassland 4. Other field boundary 16. Deer 6. Water-meadow/grazing (wall, ditch, etc.) 17. Others grazers m ar sh 5. Isolated group of trees 18. Extensive 7. Reed swamp 6. No field boundary bracken 8. Other open marsh 7. Montane 19. Hay 9. Saltmarsh D - Heathland and Bogs Level 3 options -Level 4 options -Level 2 options -1. Dry heath 1. Montane 1. Ungrazed 2. Wet heath 2. Raised bog 2. Cattle 3. Vallye/basin bog Mixed heath 3.Sheep 4. Bog 4. Blanket bog 4. Horses 5. Breckland 5. Heath mixed with rough 5. Rabbits 6. Drained bog 6. Deer grass 6. Heath without grass 7. Bare peat 7. Others grazers 7. He ath with extensive 8. Ploughed 9. Burned bracke n 8. Undetermined bog 10. Planted with saplings 9. Isolated group of trees <0.5m tall

	E – Farmland	
Level 2 options –	Level 3 options –	Level 4 options –
 Improved 	 Hedgerow with trees 	1. Ungrazed
grassland	Hedgerow withouttrees	2. Cattle
2. Unimproved	3. Tree-line without hedge	3. Sheep
3. Mixed grass/tilled	Other field boundary	4. Horses
land	5. Isolated group of trees	5. Other stock/unknown
4. Tilled land	6. Farmyard (active)	6. Bare earth/plough
5. Orchard	7. No field boundary	7. Arable crop
6. Other farming	8. Wall	8. Stubble
7. Market garden	9. Ditch/water	9. Unsown/fallow
	10. Fencing	10. Recently cut grass
	11. Woodland boundary	11. Farm Building
		12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

1. Building

- 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4 Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

- 1. Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing 'rural
- Level 4 options -
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running 6. Fast-running

- Level 2 options -
- 1. Marine open
- shore 2. Marine shore -
- inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- 6. Sparse/medium vegetation

5. Fully vegetated

Level 3 options -

1. Mud/silt

2. Sand

3. Shingle

4. Rocky

- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options -
- 1. Cliff
- 2. Scree/boulder slope 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- Cave

I – Inland Rock

- Level 3 options -1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present

J – Miscellaneous

- etc.) 3. Angling

- 5. Game fishing

H – Coastal

(coarse/game)

- 4. Coarse angling
- 6. Industrial activity
- Level 3 options -

Viewpoint/Site/Area Reference: Site 79a

Date/Time: 15/04/2013 – 17:50

Photograph:	2	270° - 360	0	90	° - 270°		<	90°	Single (forward)	(Single (backw	ard)	Zoc	om
Views Out (distance)		-		S: S		E	: \$		W: S	,		<u>S</u> hort (<250		(250m - 1km)	Long (>1km)
Views Viewer Type	\sim	Priv f	Road	I	S: Pub	Priv	Houses (scr	reened)	E.Pub P	riv road/ho	ouses		/ / / . Pub Pi		. ,
in: Numbers	N: Pub:		iv: 0	S: Pub: 0			E: Pub: L	Priv: M	W: Pub				v (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasonal visibility:	Some ef	fect to so	uth – bour	ndary vegetati	ion										
Site visual amenity:	OK - Low	/						Locality visua	I amenity: OK						
Scope to mitigate view	ws: Short t	term: Goo	od – maint	ain vegetatior	n		Medium te	rm: OK plant	new hedges		Lo	ng term: Very	good as tre	ees develop	
	V. Gentle	- Flat (<1:	:50)	Gentle (c	.1:25)	F	airly Steep	(c.1:10)	Steep (c.1:5)		Very Steep (c.	1:2)	Sheer ((>1:1)
Gradients:		Y													
	Plain	Plateau	Rolling	lowland	Hills Rid	ge Cl	liff Scar	p Gorge	V shaped Valle	y U shape	d Valley	Floodplain	Estuary	Mountains	Other
Geomorphology:	Y														
Prominent	Site:	F	Positive: N	lone	I	1	I	I	Negative: No	ne			1	I	1
landmarks:	Visible nea	arby:	Positive: N	lone					Negative: No	ne					
Boundary types:	Site: Wood	lland and	fencing						Locality: Woo	odland, fenci	ng & hedg	ges			
Boundary pattern:	Rectiline	ar	Organic	Other/co	omment: Aff	ected by	A12		Land parcel	size:	Large (>5	ha)	Med (1-5h	na) Sm	nall (<1ha)
						\sim									
Settlement Pattern:	Linear	Nuc	leated	Disperse	Planne	d	Organic	Open	Hamlet	Village	-	Town	City	Suburbia	Urban fringe
Site-settlement relationship:	Immediate	ely adjace	nt natura	al extension	Very close	minima	al separation	Near bu	t clear separation	D Limited	d associati	ion to settlem	ents Dis	stant association	(visual) only
Building	Commercia	al/Offices	:	Industrial:	R	etail:	Farms	tead:	Barns:	Re	eligious:	Ot	her:		
Types/Styles/Age:	Detached:	20 th C		Semi-Det: 20	0 th C	Те	rraced		Bungalow: 20	D th C	Flat	s:		Skyscraper:	
Transport:	Motorwa	iys Di	ual Carriag	ge Major	road	linor road	d Sma	ll Lane	Rail C	Other/comme	ent:				
State of Repair:	G	iood / Inta	act / Well	maintained:	S L		OK / Fai	rly intact / So	me maintenance	: S L		Poor / Disreg	pair / Minim	nal maintenance:	: S L
Maturity:	-		irity: S		\uparrow	Middle	-aged: S	<u> </u>	1	g - establishe	ed: s		-	ery young: S	•
Scale:		Intimat		·	Sma			\sim	edium		~~	irge		Expansiv	
Enclosure/openness:	· ,	Very conf			Quite end	closed	<	Partial enclo	osure/openness	>		e open		Exposed	d
Diversity:	-	Jniform		Si	mple		Quite I	Diverse		mplex		nments:		·	
Texture:		Smooth		Tex	xtured		Rou	ugh	Very	/ rough					
Colour:	Мо	nochrom	e	N	luted		Colo	ourful	G	arish					
Balance:	На	rmonious	;	Fairly	balanced	>	Disco	ordant	Ch	aotic					
Security:	Co	mfortable	2	5	Safe		Unse	ettling	Thre	atening					
Stimulus:		Boring		В	lland		Intere	esting	Invig	orating					
Noise (positive):	Birds	Wat	er Ot	her/comment	::			Noise	(negative):	Transport	Oth	er/comment:			
Lighting:	None	nearby		Some nearby	Sor	ne within	n site	Site & area	alit	Heavily lit					
Wild/remoteness:	Remote /	no peop	le Mi	inor disturban	ice Soi	me on-sit	e disturban	ice Heavy	y disturbance / p	eople presen	ce				
Tranquillity:		Hig	ţh		\sim	Medium			Low	>					
Access in site area:	Promoted	open red	creation	Open gener	ral access	Permis	sive general	l access	PRoW route acc	ess P	ermissive	paths	Informal a	access	No access
	Desirable:	Locali	ty: Tree	es, farmland, n	nature garde	ns			Site:	Establishing	boundar	y woodland			
Characteristics: No	on-desirable:	Locali	t y: A12,	, immature ele	ements assoc	ciated wit	th junction		Site:	Broken fenc	ces				
Landscape Quality	Highly rep	resentativ	/e: S L	Mainly r	epresentativ	e / mino	r detraction	ns: S L	Equal represer	ntative / non-	rep: S	L Weal	kly represer	ntative/ degrade	d: S L

Site Reference:

79a

Location:

Land adjacent to Ingatestone by-pass

2, landscape nt being l and disperse – planned ettlement to

	Level 1:	Level 2:	Level 3:				Level 4:			
Site - Primary:	E	1	10	11			10			
Site - Secondary:										
Locality - Primary:	F	2	1	2	5		2	6		
Locality -Secondary:	E	3	1	2	11	10	7	10		

Local Character Area:	F7 – Black	more Wooded Farmland				
Green Belt:	Y		Assessed Effect	on Green Belt:		Low
Statutory landscape designation:	Ν					
Local Landscape designation:	Within:	Y (SLA)		Adjacent to	o?	Y (SLA)
Previous Use:		Brownfield			Greenfield	
Other:						

Assessment:

Landscape and Settlement Character Sensitivity:	Low
Reasoning: Few elements that could not be replaced/improved little impact on settlement setting.	d, not important intervening land, strongly affected by road junction and roads –
Visual Sensitivity:	Low
Reasoning: Partially open to views (public/private) but very lim amenity.	ited and site does not provide open views to countryside or provide high visual
Resultant Overall Landscape Sensitivity:	Low
Additional comments:	
Landscape Value:	Medium
Reasoning: Within SLA. Scenic value/character degraded and lo	ocalised. No access.
Landscape Capacity:	Medium - High

Additional comments:

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High			
Settlement Character	Medium	Medium	Medium	High			
Sensitivity	Low	Low	Medium	High			
		Low	Medium	High			
		Visual Sensitivity					

Landscape Capacity Categories

	High	Medium	Low - Medium	Low
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium
ochister (Low	High	Medium - High	Medium
		Low	Medium	High
			Landscape Value	

Level 2 options – 1. Broadle aved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadle aved – Wet 5. Parkland (scattered trees and grassy areas)	5m tall) Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer 5. Moderate field layer 6. Sparse field layer 7. Grazed (moderate to heavy) 8. Lightly grazed 9. Dead wood present 10. Dead wood absent	
B — Scrul	bland (include young	woodland < 5m tall)
Level 2 options –	Level 3 options –	Level 4 options –
1. Regenerating	1. Broadleaved	1. Predominantly tall (3-5m)
natural or sem i- natural woodland	 Coniferous Mixed 	2. Predominantly low (1-3m) 3. Dense shrub layer
2. Downland (chalk)		4. Moderate shrub laver
3. Heath scrub	swamp scrub	5. Sparse shrub layer
4. Coppice (<3m)	5. Coniferous	6. Extensive bracken
5. New plantation	swamp scrub	7. Dense field layer
6. Clear-felled 7. Other	 6. Mixed swamp scrub 	8. Moderate field layer 9. Sparse field layer
7. Other	scrub	9. Sparse field layer 10. Grazed (moderate to heavy)
		20. 01000 (
\geq		
Level 2 options – 1. Chalk downland 2. Grass moor (unen 3. Grass moor mixed heather (unenclos 4. Machair 5. Other dry grasslar 6. Water-meadow/g marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	d with trees sed) 3. Tree-line w hedge ad 4. Other field grazing (wall, ditch, 5. Isolated gro 6. No field bo	s – Level 4 options – with trees 11. Ungrazed without 12. Cattle 13. Sheep ithout 14. Horses 15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive
	D – Heathland	and Bogs
Level 2 options –	Level 3 options –	Level 4 options –
1. Dry heath	1. Montane	1. Ungrazed
2. Wet heath	2. Raised bog	2. Cattle
3. Mixed heath	3. Vallye/basin bog	3.Sheep
4. Bog 5. Breckland	 Blanket bog Heath mixed with roug 	4. Horses b 5. Rabbits
6. Drained bog	grass	6. Deer
7. Bare peat	6. Heath without grass	7. Others grazers
	7. Heath with extensive	8. Ploughed
	bracken	9. Burned
	 8. Undetermined bog 9. Isolated group of trees 	10. Planted with saplings <0.5m tall
	s. Solate a group of dees	-0.5m ton
	E – Farmla	nd
Level 2 options –	Level 3 options –	Level 4 options –
 Improved grassland 	 Hedgerow with trees Hedgerow withoutt 	-
2. Unimproved	 Heagerow without to 3. Tree-line without he 	
 Mixed grass/tilled 		с ,
land	5. Isolated group of tre	es 5. Other stock/unknown
4. Tilled land	6. Farmyard (active)	6. Bare earth/plough
5. Orchard 6. Other farming	7. No field boundary 8. Wall	 Arable crop Stubble
e. Galerianning	W. TTAN	0. 000001C

7. Market garden

9. Ditch/water

11. Woodland boundary

10. Fencing

9. Unsown/fallow 10. Recently cut grass

11. Farm Building 12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban
- 2. Suburban /
- urban fringe 3. Rural

F – Human Sites

1. Building

- 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

- Level 4 options –
- 1. Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing ʻruraľ
- Level 4 options -
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine 4. Brackish lagoon
- 5. Open sea
- 6. Sparse/medium

1. Mud/silt

2. Sand

3. Shingle

4. Rocky

vegetation 7. Inter-tidal

Level 3 options –

5. Fully vegetated

8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options -

- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap 7. Cave

I – Inland Rock

- Level 3 options -1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses, live rworts, etc.)
- 3. Grasses present

J – Miscellaneous

- etc.)

- 3. Angling (coarse/game) 4. Coarse angling
- 5. Game fishing

H – Coastal

- 6. Industrial activity

Level 2 options -1. Pond (less than 50m²) 2. Small waterbody (50-450m²)

3. Lake/unlined reservoir

4. Lined reservoir 5. Gravel/sand pit

6. Stream (<3m wide) 7. River (>3m wide)

8. Ditch with water (<2m

wide) 9. Small canal (2-5m wide) 10. Large canal (>5m wide)

Viewpoint/Site/Area Reference: Site 79c

Date/Time: 15/04/2013 – 18:00

Photograph:		27	0° - 360°	90	0° - 270°		< 9	0°	Single (forv	vard)	Single (backv	vard)	Zoo	n	
Views Out (dista	nce):	N: S		S: S		E	: S		W: M		<u>S</u> hort (<25	0m) <u>M</u> ed	d (250m - 1km)	Long (>1km)	
Views Viewer	Types	N: Pub	Priv -		S: PL	ub Priv	Road/House	25	E: Pub Priv	Road		W: Pub F	Priv Road & Hou	se	
in: Number	s	N: Pub: 0	Priv: 0	S: Pub:	L Priv	: L	E: Pub: L	Priv: 0	W: Pub: H	Priv: L	0 <u>L</u> a	ow (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasonal visibilit	y:	Some effe	cts from hed	ges/trees											
Site visual ameni	ty:	ОК					L	ocality visual	amenity: OK						
Scope to mitigate	e views:	Short ter	rm: Some – r	nature/maintain v	vegetation		Medium ter	m: Some – m	ature/maintain vege	etation	Long term: Mo	re woodland	d/trees		
Gradients:	V	/. Gentle - I	Flat (<1:50)	Gentle (c.1:25)	-	Fairly Steep (o	:.1:10)	Steep (c.1:	5)	Very Steep (o	:.1:2)	Sheer (>1:1)	
							Y								
Geomorphology:		Plain Pla	ateau Ro	lling lowland	Hills F	Ridge C	Cliff Scarp	Gorge	V shaped Valley	U shaped Vall	ey Floodplain	Estuary	Mountains	Other	
														Slope	
Prominent landmarks:		ite:		ve: None					Negative: None					Г	Commen
		isible nearl		ve: Older farmste	ad on hill to	o west			Negative: None						conner
Boundary types:			and, hedges,						Locality: Woodla						Visual:
Boundary patter	n:	Rectilinear	Org	anic Other/o	comment: A	Affected by	/ A12		Land parcel size	: Large	e (>5ha)	Med (1-5	ha) Sma	all (<1ha)	
Settlement Patte	rn:	Linear	Nucleate	Disperse	Plan	ned	Organic	Open	Hamlet 🤇	Village	Town	City	Suburbia	Urban fringe	
Site-settlement							-								
relationship:	In	nmediately	v adjacent r	natural extension	Very clos	se minim	al separation	Near but	clear separation	Limited asso	ciation to settlen	nents Di	istant association	visual) only	
Building	Co	ommercial/	/Offices:	Industrial:		Retail:	Farmst	ead:	Barns:	Religiou	is: O	ther:			
Types/Styles/Age	e: De	etached: 20	0 th C	Semi-Det: 2	20 th C	Te	erraced		Bungalow: 20 th C		Flats:		Skyscraper:		
Transport:	٦	Motorways	s Dual Ca	arriage Major	road 🕻	Minor roa	Small	Lane	Rail Othe	er/comment:					
Chata of Danain			/ / / /		<u> </u>				C						
State of Repair:				Well maintained:	SIL	م اما ما م			ne maintenance:			•	mal maintenance:		
Maturity:		FI	ull maturity:	5 L			e-aged: S			established:		V	/ery young: S		
Scale:			Intimate			mall			edium		Large		Expansiv		
Enclosure/openn	ess:		ery confined			enclosed			sure/openness		Quite open		Exposed		_
Diversity: Texture:			niform		Simple		Quite D		Compl		Comments:				Comme
Colour:			ochrome	>	Auted		Rou Colou		Very rou Garisl	-					Landsca
Balance:			nonious		/ balanced		Discor		Chaot						North of
Security:			fortable		Safe		Unset	<u> </u>	Threater						North of very diff
Stimulus:			oring		Bland		Intere		Invigora	-					largely r
Noise (positive):		Birds	Water	Other/commen			intere				Other/comment				settleme
Lighting:		None ne		Some nearby		Some withi	n site	Site & area		vily lit	ether/comment				nucleate
Wild/remoteness	S: R	Remote / n		Minor disturba			ite disturbanc		disturbance / peop	-					south of
Tranquillity:			High			Mediur		ie neuvy	Low						
			-				ssive general	200055		, Damaia		1			
Access in site are	a: D	Promoted of	onen recreati	ion Onengene	arcess	Permi			PROW rolite access	Permic	sive nates	Intormai	access (N	lo access)	
Access in site are			open recreat		eral access	Permi	ssive general		PRoW route access		sive paths	Informal	access	lo access	
Access in site are Characteristics:	Desi	Promoted of irable:	Locality:	ion Open gene Trees, farmland A12, immature el					Site: Est	tablishing boun	idary woodland concrete blocks a				

Site Reference:

79c

Location:

Land adjacent to Ingatestone by-pass

A12, landscape erent being iral and disperse nt – planned d settlement to

	Level 1:	Level 2:	Level 3:				Level 4:			
Site - Primary:	E	1	1	10	11		10			
Site - Secondary:										
Locality - Primary:	E	3	1	2	11	10	7	10		
Locality -Secondary:	F	2	1	2	5		2	6	3	

Local Character Area:	F7 – Black	more Wooded Farmland				
Green Belt:	Y		Assessed Effect	on Green Belt:		Moderate
Statutory landscape designation:	Ν					
Local Landscape designation:	Within:	Y (SLA)		Adjacent to	D?	Y (SLA)
Previous Use:		Brownfield		\sim	Gree	nfield
Other:						

Assessment:

Landscape and Settlement Character Sensitivity:	Medium					
Reasoning: Some association with settlement, but not a natural extension, due to intervening woodland and open green space. Lies between A12						
and settlement though so would not be completely uncharacteristic and capable of being mitigated over time.						

Visual Sensitivity:	Low
Reasoning: Reasoning: Partially open to views (public/private) high visual amenity.	but very limited and site does not provide open views to countryside or provide

Resultant Overall Landscape Sensitivity:				
	Additional comments:			

Landscape Value:	Medium				
Reasoning: Within SLA. Localised scenic value/character degra	ded. No access.				
Landscape Capacity:	Medium				

Additional comments:

Overall Landscape Sensitivity Categories

		vi	isual Sensitiv	ity	
		Low	Medium	High	
Sensitivity	Low	Low	Medium	High	
Settlement Character	Medium	Medium	Medium	High	
Landscape &	High	High	High	High	

Landscape Capacity Categories

- "	High	Medium	Low - Medium	Low			
Overall andscape ensitivity	Medium	Medium - High	Medium	Low - Medium			
	Low	High	Medium - High	Medium			
		Low	Medium	High			
		Landscape Value					

Medium

1	A Manual (SP	4-!!!
	A – Woodland (>5	
Level 2 options –	Level 3 options –	Level 4 options –
 Broadleaved – 	 Mixed-aged or semi- 	 Dense shrub layer
Dry	natural	Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	Sparse shrub layer
3. Mixed – Drv	standards	4. Dense field laver
4. Broadle aved –	3. Mature Plantation	5. Moderate field laver
		,
Wet	(taller than 10m, with	
5. Parkland	closed canopy)	7. Grazed (moderate to
(scattered trees	 Young Plantation (5- 	heavy)
and grassy areas)	10m, open canopy)	8. Lightly grazed
		Dead wood present
1		10. Dead wood absent
1		
(
B – Scrub	land (include young v	voodland < 5m tall)
Level 2 options –		Level 4 options –
· ·	1. Broadleaved	•
1. Regenerating		1. Predominantly tall (3-5m)
natural or sem i-	2. Coniferous	Predominantly low (1-3m)
natural woodland	3. Mixed	3. Dense shrub layer
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer
3. Heath scrub	swamp scrub	5. Sparse shrub layer
4. Coppice (<3m)	5. Coniferous	6. Extensive bracken
5. New plantation	swamp scrub	7. Dense field laver
5. Clear-felled		,
	6. Mixed swamp	8. Moderate field layer
7. Other	scrub	9. Sparse field layer
		10. Grazed (moderate to heavy)
(
	C – Semi-natural gras	sland/marsh
Level 2 options –	Level 3 options	 Level 4 options –
1. Chalk downland	1. Hedgerow w	with trees 11. Ungrazed
2. Grass moor (unend		•
3. Grass moor mixed		13. Sheep
heather (unenclos	,	
4. Machair	hedge	15. Rabbits
5. Other dry grasslan	d 4. Other field b	oundary 16. Deer
6. Water-meadow/gr	azing (wall, ditch, e	etc.) 17. Others grazers
marsh	5. Isolated gro	up of trees 18. Extensive
7. Reed swamp	6. No field bou	
8. Other open marsh	7. Montane	19. Hay
	7. Wontane	19. Hay
9. Saltmarsh		
(D. Heathland	and Page
	D – Heathland	
Level 2 options -	Level 3 options –	Level 4 options -
1. Dry heath	Level 3 options – 1. Montane	Level 4 options – 1. Ungrazed
· ·	Level 3 options –	Level 4 options -
1. Dry heath	Level 3 options – 1. Montane	Level 4 options – 1. Ungrazed
1. Dry heath 2. Wet heath 3. Mixed heath	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog	Level 4 options – 1. Ungrazed 2. Cattle
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlan Level 3 options –	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall 10. Sm tall
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Improved 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlan Level 3 options – 1. Hedgerow with trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall Level 4 options – 1. Ungrazed
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlan Level 3 options – 1. Hedgerow with trees 2. Hedgerow withouttr	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall d Level 4 options – 1. Ungrazed ees 2. Cattle
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without head	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall d Level 4 options – 1. Ungrazed ees 2. Cattle igg 3. Sheep
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tre 3. Tree-line without head 4. Other field boundary	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed des 2. Cattle dge 3. Sheep 4. Horses
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without head	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle ige 3. Sheep 4. Horses
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tre 3. Tree-line without head 4. Other field boundary	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed des 2. Cattle dge 3. Sheep 4. Horses
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E — Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow with outtr 3. Tree-line without theo 4. Other field boundary 5. Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed des 2. Cattle dge 3. Sheep 4. Horses 5. Other stock/unknown
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow with out ther 3. Tree-line without ther 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall d Level 4 options – 1. Ungrazed ees 2. Cattle lige 3. Sheep 4. Horses s. S. Other stock/unknown 6. Bare earth/plough 7. Arable crop
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard Other farming 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 7. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow with out her 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall d Level 4 options – 1. Ungrazed ees 2. Cattle lige 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 7. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow without tre 3. Tree-line without tree 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle igge 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard Other farming 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlan Level 3 options – 1. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without heed 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle ige 3. Sheep 4. Horses es 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard Other farming 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 7. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow without tre 3. Tree-line without tree 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle ige 3. Sheep 4. Horses es 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass

Level 2 options: Level 3 options -

- 1. Urban
- 2. Suburban /
- urban fringe 3. Rural

Level 2 options –

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-Sm wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing ʻruraľ
- Level 4 options -
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine 4. Brackish lagoon
- 5. Open sea

1. Mud/silt 2. Sand

H – Coastal

- 3. Shingle
- 4. Rocky
- 5. Fully vegetated

Level 3 options –

- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options -

- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry

12. Recently sown

Mine/spoil/slag heap 7. Cave

I – Inland Rock

- Level 3 options -1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses, live rworts, etc.)
- 3. Grasses present

J – Miscellaneous

- etc.)
- (coarse/game)
- 4. Coarse angling
- 5. Game fishing

- 6. Industrial activity

- 3. Angling

Viewpoint/Site/Area Reference: Site 79c

Date/Time: 15/04/2013 – 18:00

]
Photogr	-		270° - 36	60°		90° - 270°	ノ	_	< 90)°	Single (fo	rward)		(backward)		Zoor	
Views C	Out (distance)	: N: S			S: S		\sim	E: S			W: M		<u>S</u> hor	t (<250m)			Long (>1km)
Views	Viewer Type	s N: Pu	o Priv	-		S:	Pub	riv Roa	ad/Houses	5	E: Pub Priv	Road		w:(P	Pub	riv Road & Hous	se
in:	Numbers	N: Pul	o: 0 I	Priv: 0	S: Pub:	:L Pr	riv: L	E:	Pub: L	Priv: 0	W: Pub: H	H Priv: L	0	<u>L</u> ow (1	– 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasona	al visibility:	Some	effects fro	m hedges	s/trees												
Site visu	ual amenity:	ОК							Lo	ocality visua	al amenity: OK						
Scope to	o mitigate vie	ws: Shor	t term: So	ome – mat	ure/maintain	vegetatio	n	Me	dium tern	n: Some – n	nature/maintain ve	getation	Long terr	n: More wo	oodland	/trees	
				_													
Gradien	its:	V. Gent	le - Flat (<	1:50)	Gentle	(c.1:25)		Fairly	/ Steep (c.	.1:10)	Steep (c.:	L:5)	Very S	teep (c.1:2))	Sheer (>	•1:1)
									Y								
Geomor	phology:	Plain	Plateau	Rollin	ng lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valley	U shaped V	alley Floo	dplain E	Estuary	Mountains	Other
																	Slope
Promine		Site:		Positive:	None						Negative: None	2					
landmar	rks:	Visible n	earby:	Positive:	Older farmst	ead on hill	l to west				Negative: None	2					
Boundar	ry types:	Site: Wo	odland, he	edges, fen	ces						Locality: Wood	land, hedges,	fences				
Bounda	ry pattern:	Rectili	near	Organie	c Other,	/comment	t: Affecte	ed by A12	2		Land parcel siz	e: Lar	ge (>5ha)	Me	ed (1-5h	a) Sma	all (<1ha)
	ent Pattern:	Linea	r N	ucleated	Disperse	Pla	anned	Org	anic	Open	Hamlet	Village	Town	C	ity	Suburbia	Urban fringe
Site-sett relation		Immedia	itely adjac	ent natu	ural extension	Very cl	lose mi	inimal se	paration	Near bu	it clear separation	Limited as	sociation to	settlements	s Dis	stant association (visual) only
Building	5	Commer	cial/Office	es:	Industrial:		Retai	l:	Farmste	ad:	Barns:	Religi	ous:	Other:	:		
Types/S	ityles/Age:	Detache	d: 20 th C		Semi-Det:	20 th C		Terrac	ed		Bungalow: 20 th	с	Flats:			Skyscraper:	
Transpo	ort:	Motory	vays 🚺	Dual Carria	age Majo	or road	Minor	r road	Small	Lane	Rail Otl	ner/comment:					
													ſ				
State of	· ·		Good / In	itact / We	II maintained:	: S L					me maintenance:			/ Disrepair	-	nal maintenance:	
Maturity	y:		Full ma	turity: S	5 L		Μ	iddle-age	ed: S	5	Young -	established:	S L		V	ery young: S	L
Scale:			Intima	ate			Small			См	ledium		Large)		Expansive	2
Enclosu	re/openness:		Very cor	nfined		Quite	e enclos	ed		Partial encl	osure/openness	>	Quite open			Exposed	
Diversity	y:		Uniform			Simple			Quite Div	verse	Com	olex	Comment	5:			
Texture	:		Smooth			extured			Roug	;h	Very r	ough					
Colour:		N	1onochror	ne		Muted			Colour	ful	Gar	sh					
Balance	:	H	Harmonio	us 🤇	Fair	ly balance	d	>	Discord	lant	Chao	otic					
Security	curity: Comfortable Safe Unsettling Threatening																
Stimulus	s:		Boring		(Bland			Interest	ting	Invigo	ating					
Noise (p	oositive):	ve): Birds Water Other/comment: Noise (negative): Transport Other/comment:															
Lighting	:	Nor	e nearby		Some nearb	V	Some v	vithin site	e	Site & area	a lit He	avily lit	1				
	moteness:		e/no peo	ple 🚺	Vinor disturb	\leq	Some	on-site di	sturbance	e Heav	y disturbance / pec		-				
Tranquil				' ligh			Me	dium			Low)	-				
	n site area:	Promot	ed open r	-	Open ger	neral acces			general a	Iccess	PRoW route acces	s Pern	nissive paths	Int	formal a	access	lo access
		Desirable:	Loca		ees, farmland				u			stablishing bo					
Characte	eristics:	on-desirable			.2, immature		associate	d with in	Inction			dvertisement			ardstan	ding	
	pe Quality			tive: S		/ represen		-		<u> </u>	Equal representa			Т		ntative/ degraded	

Site Reference:

79c

Location:

Land adjacent to Ingatestone by-pass

A12, landscape rent being ral and disperse nt – planned d settlement to

	Level 1:	Level 2:		Leve	el 3:		Level 4:			
Site - Primary:	E	1	1	10	11		10			
Site - Secondary:										
Locality - Primary:	E	3	1	2	11	10	7	10		
Locality -Secondary:	F	2	1	2	5		2	6	3	

Local Character Area:	F7 – Black	F7 – Blackmore Wooded Farmland						
Green Belt:	Y		Assessed Effect	on Green Belt:		Moderate		
Statutory landscape designation:	N							
Local Landscape designation:	Within:	Y (SLA)		Adjacent to	D?	Y (SLA)		
Previous Use:		Brownfield		\sim	Gree	nfield		
Other:								

Assessment:

Landscape and Settlement Character Sensitivity:	Medium					
Reasoning: Some association with settlement, but not a natural extension, due to intervening woodland and open green space. Lies between A12						
and settlement though so would not be completely uncharacteristic and capable of being mitigated over time.						

Visual Sensitivity:	Low
Reasoning: Reasoning: Partially open to views (public/private) high visual amenity.	but very limited and site does not provide open views to countryside or provide

Resultant Overall Landscape Sensitivity:
Additional comments:

Landscape Value:	Medium					
Reasoning: Within SLA. Localised scenic value/character degraded. No access.						
Landscape Capacity:	Medium					

Additional comments:

Overall Landscape Sensitivity Categories

		vi	isual Sensitiv	ity	
		Low	Medium	High	
Sensitivity	Low	Low	Medium	High	
Settlement Character	Medium	Medium	Medium	High	
Landscape &	High	High	High	High	

Landscape Capacity Categories

- "	High	Medium	Low - Medium	Low		
Overall andscape ensitivity	Medium	Medium - High	Medium	Low - Medium		
	Low	High	Medium - High	Medium		
		Low	Medium	High		
		Landscape Value				

Medium

1	A Manual (SP	4-!!!)
	A – Woodland (>5	
Level 2 options –	Level 3 options –	Level 4 options –
 Broadleaved – 	 Mixed-aged or semi- 	 Dense shrub layer
Dry	natural	Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	Sparse shrub layer
3. Mixed – Drv	standards	4. Dense field laver
4. Broadle aved –	3. Mature Plantation	5. Moderate field laver
		,
Wet	(taller than 10m, with	
5. Parkland	closed canopy)	7. Grazed (moderate to
(scattered trees	 Young Plantation (5- 	heavy)
and grassy areas)	10m, open canopy)	8. Lightly grazed
		Dead wood present
1		10. Dead wood absent
1		
(
B – Scrub	land (include young v	voodland < 5m tall)
Level 2 options –		Level 4 options –
· ·	1. Broadleaved	•
1. Regenerating		1. Predominantly tall (3-5m)
natural or sem i-	2. Coniferous	Predominantly low (1-3m)
natural woodland	3. Mixed	3. Dense shrub layer
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer
3. Heath scrub	swamp scrub	5. Sparse shrub layer
4. Coppice (<3m)	5. Coniferous	6. Extensive bracken
5. New plantation	swamp scrub	7. Dense field laver
5. Clear-felled		,
	6. Mixed swamp	8. Moderate field layer
7. Other	scrub	9. Sparse field layer
		10. Grazed (moderate to heavy)
(
	C – Semi-natural gras	sland/marsh
Level 2 options –	Level 3 options	 Level 4 options –
1. Chalk downland	1. Hedgerow w	with trees 11. Ungrazed
2. Grass moor (unend		•
3. Grass moor mixed		13. Sheep
heather (unenclos	,	
4. Machair	hedge	15. Rabbits
5. Other dry grasslan	d 4. Other field b	oundary 16. Deer
6. Water-meadow/gr	azing (wall, ditch, e	etc.) 17. Others grazers
marsh	5. Isolated gro	up of trees 18. Extensive
7. Reed swamp	6. No field bou	
8. Other open marsh	7. Montane	19. Hay
	7. Wontane	19. Hay
9. Saltmarsh		
(D. Heathland	and Page
	D – Heathland	
Level 2 options -	Level 3 options –	Level 4 options -
1. Dry heath	Level 3 options – 1. Montane	Level 4 options – 1. Ungrazed
	Level 3 options –	Level 4 options -
1. Dry heath	Level 3 options – 1. Montane	Level 4 options – 1. Ungrazed
1. Dry heath 2. Wet heath 3. Mixed heath	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog	Level 4 options – 1. Ungrazed 2. Cattle
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall
1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlan Level 3 options –	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall 10. Sm tall
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Improved 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E - Farmlan Level 3 options – 1. Hedgerow with trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall Level 4 options – 1. Ungrazed
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlan Level 3 options – 1. Hedgerow with trees 2. Hedgerow withouttr	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall d Level 4 options – 1. Ungrazed ees 2. Cattle
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without head	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall d Level 4 options – 1. Ungrazed ees 2. Cattle igg 3. Sheep
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without head 4. Other field boundary	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed des 2. Cattle dge 3. Sheep 4. Horses
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without head	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle ige 3. Sheep 4. Horses
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without head 4. Other field boundary	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed des 2. Cattle dge 3. Sheep 4. Horses
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E — Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow with outtr 3. Tree-line without theo 4. Other field boundary 5. Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed des 2. Cattle dge 3. Sheep 4. Horses 5. Other stock/unknown
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlar Level 3 options – 1. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow with out ther 3. Tree-line without ther 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall d Level 4 options – 1. Ungrazed ees 2. Cattle lige 3. Sheep 4. Horses s. S. Other stock/unknown 6. Bare earth/plough 7. Arable crop
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard Other farming 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 7. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow with out her 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall d Level 4 options – 1. Ungrazed ees 2. Cattle lige 3. Sheep 4. Horses s. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 7. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow without tre 3. Tree-line without tree 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle igge 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard Other farming 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmlan Level 3 options – 1. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without heed 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle ige 3. Sheep 4. Horses es 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass
 Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options – Im proved grassland Unimproved Mixed grass/tilled land Tilled land Orchard Other farming 	Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 7. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow without tre 3. Tree-line without tree 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle ige 3. Sheep 4. Horses es 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass

Level 2 options: Level 3 options -

- 1. Urban
- 2. Suburban /
- urban fringe 3. Rural

Level 2 options –

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-Sm wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing ʻruraľ
- Level 4 options -
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine 4. Brackish lagoon
- 5. Open sea

1. Mud/silt 2. Sand

H – Coastal

- 3. Shingle
- 4. Rocky
- 5. Fully vegetated

Level 3 options –

- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options -

- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry

12. Recently sown

Mine/spoil/slag heap 7. Cave

I – Inland Rock

- Level 3 options -1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses, live rworts, etc.)
- 3. Grasses present

J – Miscellaneous

- etc.)
- (coarse/game)
- 4. Coarse angling
- 5. Game fishing

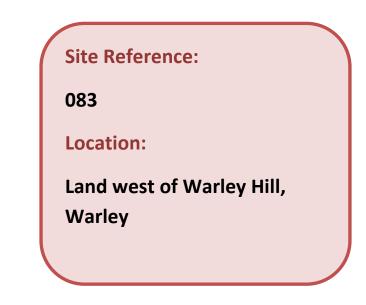
- 6. Industrial activity

- 3. Angling

Viewpoint/Site/Area Reference: 083

Date/Time: 12/3/15 - 13:45

Photogr	raph:		270° - 36	i0°		90° - 270	٥		< 90	°	Single (fo	rward)	Singl	le (backwa	ard)	Zoo	m	
Views (Out (distance):	N: S			s: s			E: S			W : S		<u>S</u> h	ort (<250	m) <u>M</u> ed ((250m - 1km)	Long (>1km)	
Views	Viewer Types	N: Put	Priv		•	S: Pi	ub Priv	/			E: Pub Priv			w	I: Pub Pr	iv		
in:	Numbers	N: Put	p: H Pi	riv: L	S: Put): Pr	riv: L	E	: Pub: H	Priv: H	W: Pub:	Priv:	(0 <u>L</u> ov	w (1 - 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasona	al visibility:	Little va	riation alth	nough visibi	ity in to Site v	very filtere	d or obscu	ured in Sun	nmer due to	tree cover/	woodland							
Site visu	ual amenity:	Very go	od – Attrac	ctive mature	trees and Vi	ctorian wa	ter tower		Lo	cality visua	al amenity: Very	good. Woodland	l patches, m	ature trees	S			
Scope to	o mitigate view	/s: Shor	t term: Go	ood throug	h retention	of tree co	over	Me	edium term	: Good			Long te	erm: Good	ł			
Gradien	nts:	V. Gent	e - Flat (<	1:50)	Gentle	e (c.1:25)		Fairl	y Steep (c.1	1:10)	Steep (c.:	1:5)	Very	Steep (c.:	1:2)	Sheer (>1:1)	
			Y															
Geomo	rphology:	Plain	Plateau		glowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valley	U shaped Va	alley Flo	odplain	Estuary	Mountains	Other	
					S/L													
Promine	ent	Site:		Positive: structure	Victorian Wa)	ater Tow	er, Matur	re tree co	ver (parklar	nd type	Negative: Occa	isional other b	uildings					
landma	rks:	Visible n	earby:		, Woodland a	nd matur	re tree co	ver			Negative: Adja	cent road and	housing to	east				Comments
Bounda	iry types:		-	, woodland	and roads						Locality: Wood		-					Visual:
Bounda	ry pattern:	Rectilir	near 🕻	Organic	Other	r/comme	nt:				Land parcel siz	e: Lar	ge (>5ha)	(Med (1-5ha	a) Sm	all (<1ha)	visual.
																		Visually containe
Settlem	ent Pattern:	Linear	N	ucleated	Dispers	e F	Planned) Org	ganic	Open	Hamlet	Village	Towr		City	Suburbia	Urban fringe	tree cover.
Site-set relation	tlement Iship:	Immedia	tely adjac	ent natu	ral extensio	n Very	close n	ninimal se	eparation	Near bu	it clear separation	Limited as	sociation to	o settleme	ents Dist	tant association	(visual) only	
Building	g	Commer	cial/Office	es: Mod	Industrial	:	Reta	ail:	Farmstea	ad:	Barns:	Religio	ous:	Oth	her: Water 1	Tower		
Types/S	Styles/Age:	Detached	: Mod an	d 19 th C	Semi-Det	: Mod		Terra	ced: Mod		Bungalow:	FI	ats: Mod/ 1	19thC (Co	nversions)	Skyscraper:		
Transpo	ort:	Motorv	vays l	Dual Carria	ge Maj	or road	Mine	or road	Small L	ane	Rail Oth	ner/comment:						
State of	f Repair:		Good / In	tact / Wel	maintained	l: S (1			OK / Fairly	intact / So	me maintenance:	S L	Рос	or / Disrep	pair / Minim	al maintenance:	S L	
Maturit	ty:		Full ma	turity: S			Ν	Aiddle-ag	ed: S L	-	Young -	established:	S L		Ve	ery young: S	L	
Scale:			Intim	ate	Ŭ		Small			М	ledium		Large			Expansiv	e	
Enclosu	re/openness:		Very cor	nfined	<	Qu	ite enclo	sed	F	Partial encl	osure/openness		Quite ope	en		Exposed	ł	
Diversit	t y:		Uniform			Simple			Quite Div	erse	Com	plex	Commer	nts:				Comments
Texture	:		Smooth		\sim	Textured	>		Rough	า	Very r	ough						
Colour:		N	lonochror	ne		Muted			Colourf	ful	Gar	ish						Landscape:
Balance	9:	ŀ	larmonio	us	Fai	rly baland	ced		Discorda	ant	Chao	otic						Parkland type si
Security	y:	C	Comfortab	le		Safe			Unsettli	ing	Threat	ening						potted or isolate
Stimulu	IS:		Boring			Bland			Interest	ing	Invigor	rating						development us
Noise (p	positive):	Birds		0	ther/comm	ent:				Noise	(negative):	Roadside	Other/co					
Lighting:		Non	e nearby		Some near	ογ	Some	within sit	e	Site & area	a lit He	eavily lit			s at periphe local use.	ery of land in add	lition to	
Wild/re	emoteness:	Remote	/no peo	ple N	linor disturk	ance	Some	on-site d	listurbance	Heav	y disturbance / pec	ple presence		maiores				
Tranqui	illity:		Н	ligh			M	ledium)		Low							
Access i	in site area:	Promote	ed open r	ecreation	Open ge	neral acc	ess F	Permissive	e general ac	ccess	PRoW route acces	ss Perm	nissive path	าร	Informal a	ccess	No access	
Charact	eristics:	Desirable:	Loca	lity: Ma	ture Trees /	woodlan	ıd				Site: N	/lature Trees /	historic W	ater Towe	er (other bui	ildings)		
		n-desirable	e: Loca	lity:	~						Site: N	Ainor detracto	rs					
Landsca	ape Quality	Highly re	presentat	tive: S	L Main	ly represe	entative /	/ minor de	etractions:	S L	Equal representa	ative / non-rep	S L	Weak	kly represen	ntative/ degraded	d: S L	



ed but local historic interest due to Water Tower and local

ite due to high proportion of historic trees – but also ed buildings, including the Water Tower, linked to past ses in area (including the hospital).

	Level 1:	Level 2:		Level 3:		Level 4:				
Site - Primary:	А	5								
Site - Secondary:	F	2	1	7			3			
Locality - Primary:	А	1	3							
Locality -Secondary:	F	2	1	7			2	3	1	10

Local Character Area:								
Green Belt:	γ		Assessed Effect on Green Belt:			Moderate		
Statutory landscape designation:	N							
Local Landscape designation:	Within:	N	Adjacen	Adjacent to?		Y (SLA)		
Previous Use:	Brow	nfield			Greenfield			
Other:	Greenfield but with occas	ional buildi	ldings some of historic interest					

Assessment:

Landscape and Settlement Character Sensitivity:	Medium				
Reasoning: Occasional built elements within Site. Of some importance to the settlement setting; Transition between built environment and countryside is less distinctive. Open space of some importance to the setting, appearance, form and character of the built environment. Development would have some association with settlement/built environment and may have some effect on settlement form and pattern.					
Visual Sensitivity:	Medium				
Reasoning: Development likely to be perceptible but would no within the existing view.	t significantly alter the balance of features or elements				
Resultant Overall Landscape Sensitivity:	Medium				
Additional comments:					

Landscape Value:	Medium				
Reasoning: Lies adjacent to a designated landscape. Presents locally distinctive landscape characteristics with some scenic interest					
Landscape Capacity:	Medium				
Additional comments:					

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium	Medium	High	
Sensitivity	Low	Low	Medium	High	
		Low	Medium	High	
		Vi	sual Sensitiv	ity	

Landscape Capacity Categories

	High	Medium	Low - Medium	Low		
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium		
,	Low	High	Medium - High	Medium		
		Low	Medium	High		
		Landscape Value				

Level 2 options – 1. Broadle aved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadle aved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5 Level 3 options – 1. Mixed-aged or seminatural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (5-10m, open canopy) 	Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer
B – Scrubla Level 2 options – 1. Regenerating natural or sem i- natural woodland 2. Downland (chalk) 3. Heath scrub 4. Coppice (<3m) 5. New plantation 6. Clear-felled 7. Other	1. Broadleaved 2. Coniferous 3. Mixed	voodland < 5m tall) Level 4 options – 1. Predominantly tall (3-5m) 2. Predominantly low (1-3m) 3. Dense shrub layer 4. Moderate shrub layer 5. Sparse shrub layer 6. Extensive bracken 7. Dense field layer 8. Moderate field layer 9. Sparse field layer 10. Grazed (moderate to heavy)
C Level 2 options – 1. Chalk downland 2. Grass moor (unenclosed 3. Grass moor mixed w heather (unenclosed 4. Machair 5. Other dry grassland 6. Water-meadow/gra marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	vith trees d) 3. Tree-line with hedge 4. Other field b	 Level 4 options – with trees 11. Ungrazed without 12. Cattle 13. Sheep thout 14. Horses 15. Rabbits boundary 16. Deer etc.) 17. Others grazers up of trees 18. Extensive
1. Dry heath 1 2. Wet heath 2 3. Mixed heath 3 4. Bog 4 5. Breckland 5 6. Drained bog 7 7. Bare peat 6 7 8	D – Heathland a evel 3 options – . Montane . Raised bog . Vallye/basin bog . Blanket bog . Heath mixed with rough grass . Heath without grass . Heath without grass . Heath with extensive bracken . Undetermined bog . Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming 7. Market garden	E – Farmlan Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tre 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	Level 4 options — 1. Ungrazed ees 2. Cattle Ige 3. Sheep 4. Horses

10. Fencing

11. Woodland boundary

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide) 8. Ditch with water (<2m

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

- Undisturbed/disused 2. Water sports (sailing,

- ʻrural'
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running 6. Fast-running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore –
- inlet/cove/loch 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- 6. Sparse/medium vegetation

Level 3 options –

5. Fully vegetated

1. Mud/silt

2. Sand

3. Shingle

4. Rocky

- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options -
- 1. Cliff
- 2. Scree/boulder slope 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

10. Recently cut grass

11. Farm Building

12. Recently sown

I — Inland Rock

- Level 3 options 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present

J – Miscellaneous

Site Reference:

- 7. Sewage processing
- etc.) 3. Lake/unlined reservoir 3. Angling

 - 4. Coarse angling
 - 5. Game fishing

6. Industrial activity

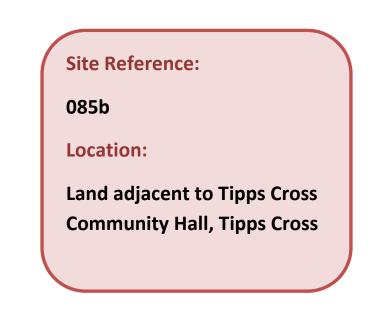
H – Coastal

- Level 3 options -

(coarse/game)

Date/Time: 12/3/15 - 13:45

Photog	raph:	2	270° - 360'	5	9	0° - 270°			< 90°	Singl	e (forwar	d)	Single (b	ackward)		Zoor	n	
Views	Out (distance):	N: S			S : S			E: S		W: S			<u>Short (<250m)</u> <u>M</u> ed (250m - 1km) Long (>1km)			Long (>1km)		
Views	Viewer Types	N: Pub	Priv		1	S: Pub	Priv			E: Pub	Priv			W: P	ub Pri	v		l
in:	Numbers	N: Pub:	H Priv	<i>r</i> :	S: Pub:	Priv:	:	E: Pub:	Priv: L	W : F	ub:	Priv: L	0	<u>L</u> ow (1	- 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasona	al visibility:	Limited se	creening –	ow hedge	row. Fairly ope	n from nor	th, but con	tained by sett	led area									
Site visu	ual amenity:	Moderate	e						Locality visua	al amenity:	Good – to i	north						1
Scope to	o mitigate view	Short term: Small scale Site. Boundary treatments can help integrate development Medium term: Good Long term: Good]					
Gradien	nts:	V. Gentle - Flat (<1:50)						•1:1)										
		Plain	r Plateau	Polling	lowland	Hills	Ridge	Cliff So	arp Gorge	V shaped Va		shaped Vall	ey Floodp	Jain E	stuary	Mountains	Other	l
Geomo	rphology:	Pidili	Fidledu	-			Riuge		arp Gorge	v snapeu va	liey U:	snapeu van	ey Floodp		stuary	wountains	Other	1
		Site:	r	ositive: -	5/L					Negative:								l
Promine landma	-	Visible nea		ositive: -						-		built eleme	nts					Comment
	-	Site: Hedge	•							-	•			we /trace	in lands	cape to NW)		
	ary types: ary pattern:	Rectiline		Organic	Other/	comment:				Locality: F			(>5ha)		n landso d (1-5ha		all (<1ha)	Visual:
Bounua	ny pattern.	Nectimile	u	Sigailic	Other/	comment:						Large	(-5110)	ivie	מ נדי מ	iji Sille		Overlooke
Settlem	ent Pattern:	Linear	Nuc	leated	Disperse	Plai	nned	Organic	Open	Hamlet	V	/illage	Town	Ci	ty (Suburbia	Urban fringe	views.
Site-set relation	tlement nship:	Immediately adjacent natural extension Very close minimal separation Near but clear separation Limited association to settlements Distant association (visual) only																
Building	g	Commercial/Offices: Industrial: Retail: Farmstead: Barns: Religious: Other: Community Hall																
Types/S	Styles/Age:	Detached:	Mod		Semi-Det: I	Mod		Terraced:		Bungalow		Flat	s:			Skyscraper:		
Transpo	ort:	Motorwa	ays Du	ual Carria	ge Majo	road 🕻	Minor r	oad Sr	nall Lane	Rail	Other/c	omment:						
C 1-1-1-1	(Demotion		Se e el (1444					01/ / 5					Description	D:	/		c 1	
	f Repair:	6			maintained:	5 L			airly intact / So	- T				Disrepair /		al maintenance:		
Maturit	ty:		Full matu					dle-aged:			ung - esta	blished:	•		Vei	ry young: S		
Scale:	,		Intimat				Small			1edium			Large			Expansive		
	ire/openness:		Very confi	ned			e enclosed			losure/openne			Quite open			Exposed		
Diversit	-		Uniform			Simple			e Diverse		Complex		Comments:					Comment
Texture			Smooth			extured			Rough	V	ery rough							Landscape
Colour:			onochrome		\rightarrow	Muted	1		olourful		Garish							
Balance			armonious			/ balancec			cordant		Chaotic							Contained
Security	-		mfortable			Safe			settling		reatening							
Stimulu			Boring	,		Bland		Inte	eresting		vigorating		<u></u>					
	positive):		+		her/commer		C	h.t		(negative):			Other/comn	nent:				
Lighting	-		nearby		Some nearby		Some wit		Site & are		Heavily							
	emoteness:	Remote /	'no peopl		inor disturba	nce		-site disturb	ance Heav	y disturbance		presence						
Tranqui	-		Hig				Medi			Lov								
Access i	in site area:	Promoted			Open gen		s Perr	nissive gene	ral access	PRoW route			sive paths		ormal ac		lo access	
Charact	teristics:	esirable:	Localit	-	ure Trees / v	voodland				Site			storic Water	Tower (o	other buil	ldings)		
		-desirable:								Site		r detractors						
Landsca	ape Quality	Highly rep	resentativ	re: S	L Mainly	represent	tative / mi	inor detracti	ons: S L	Equal repre	sentative	/ non-rep:	S L	Weakly re	epresent	tative/ degraded	: S L	.



a few properties – but only offers minor rural transition in

parcel between built elements. Links to community hall.

	Level 1:	Level 2:		Level 3:				Level 4:			
Site - Primary:	E	1	2								
Site - Secondary:	F	3	7								
Locality - Primary:	E	3	1				7				
Locality -Secondary:	F	3	1	2	5		2	4			

Local Character Area:	F8 Doddinghurst Wooded	8 Doddinghurst Wooded Farmland							
Green Belt:	Y		Asses	ssed Effect on	Green Belt:	Low			
Statutory landscape designation:	N								
Local Landscape designation:	Within:	Ν		Adjacent to	•	Ν			
Previous Use:	Brow	nfield			Greenfield				
Other:									

Assessment:

	Low								
Reasoning: Is not important intervening open land between settlements. Of little importance to settlement setting; Non-distinctive transition from built environment to countryside. Open space of little or no importance to the appearance, form and character of the built environment.									
'isual Sensitivity:	Low	Medium							
easoning: Site does provide some transition to countryside to loc ue to small scale of Site	al private views, but overall unacceptal	ole visual effects would not be predicted							
esultant Overall Landscape Sensitivity:	Lo	w							
dditional comments:									

Landscape Value:	Low							
Reasoning: Overall not considered to present locally important / distinctive landscape characteristics or scenic value / interest								
Landscape Capacity: High								
Additional comments:								

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium	Medium	High	
Sensitivity	Low	Low	Medium	High	
		Low	Medium	High	
		Vi	isual Sensitiv	ity	

Landscape Capacity Categories

	High	Medium	Low - Medium	Low				
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium				
sensitivity	Low	High	Medium - High	Medium				
		Low	Medium	High				
		Landscape Value						

Level 2 options – 1. Broadle aved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadle aved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5) Level 3 options – 1. Mixed-aged or seminatural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (5-10m, open canopy) 	Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer
B - Seruh	land (include young v	woodland < 5m tall)
Level 2 options –		evel 4 options –
 Regenerating natural or semi- 		1. Predominantly tall (3-5m) 2. Predominantly low (1-3m)
natural or sem i- natural woodland		2. Predominantly low (1-3m) 3. Dense shrub laver
2. Downland (chalk)		4. Moderate shrub layer
3. Heath scrub		5. Sparse shrub layer
4. Coppice (<3m)		6. Extensive bracken
5. New plantation	swamp scrub	7. Dense field layer
6. Clear-felled	6. Mixed swamp	8. Moderate field layer
7. Other	scrub	9. Sparse field layer
		10. Grazed (moderate to heavy)
\geq		
(
()	C–Semi-natural grass	sland/marsh
Level 2 options –	Level 3 options	
1. Chalk downland	1. Hedgerow w	
2. Grass moor (unend	losed) 2. Hedgerow w	ithout 12. Cattle
3. Grass moor mixed	with trees	43. 61
	trees	13. Sheep
heather (unenclose		hout 14. Horses
4. Machair	ed) 3. Tree-line wit hedge	
4. Machair 5. Other dry grassland	d) 3. Tree-line wit hedge d 4. Other field b	hout 14. Horses 15. Rabbits oundary 16. Deer
4. Machair 5. Other dry grassland 6. Water-meadow/gr	ed) 3. Tree-line wit hedge d 4. Other field b azing (wall, ditch, e	hout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers
 Machair Other dry grassland Water-meadow/gr marsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou	hout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive
 Machair Other dry grassland Water-meadow/gr marsh Reed swamp 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive
 Machair Other dry grassland Water-meadow/gr marsh Reed swamp 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh Saltmarsh 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh Saltmarsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland : Level 3 options –	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options –
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh Saltmarsh Level 2 options – Dry heath 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh Saltmarsh Level 2 options – Dry heath 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle
 4. Machair 5. Other dry grassland 6. Water meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits
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 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat 	 a. Tree-line with hedge d. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D - Heathland : Level 3 options - 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E - Farmlan	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall
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 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 	 id) 3. Tree-line with hedge d. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – Montane Raised bog Vallye/basin bog Blanket bog Heath mixed with rough grass Heath without grass Heath with extensive bracken Undetermined bog Isolated group of trees E – Farmlan Level 3 options – He dgerow with trees He dgerow with trees He dgerow with out trees	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed 20. Sm tall
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 	 isolated group of trees bath with out grass c. Heath with out grass c. Heath with out grass c. Heath with extensive bracken s. Undetermined bog sloated group of trees E - Farmian Level 3 options - 1. Hedgerow with trees 2. Heagerow with out trees 3. Tree-line without hedge 	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle ge 3. Sheep
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled 	 isolated group of trees 	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 	 isolated group of trees bath with out grass c. Heath with out grass c. Heath with out grass c. Heath with extensive bracken s. Undetermined bog sloated group of trees E - Farmian Level 3 options - 1. Hedgerow with trees 2. Heagerow with out trees 3. Tree-line without hedge 	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d

6. Farmyard (active) 7. No field boundary 7. Arable crop 8. Wall 9. Ditch/water 10. Fencing

11. Woodland boundary

5. Orchard

6. Other farming

Market garden

8. Stubble 9. Unsown/fallow 10. Recently cut grass 11. Farm Building

12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide) 8. Ditch with water (<2m

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing 'rural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- water) 4. Marl (dear water,
- large water-weeds)
- running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- vegetation

Level 3 options –

5. Fully vegetated

6. Sparse/medium

1. Mud/silt

2. Sand

3. Shingle

4. Rocky

- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options –
- 1. Cliff 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock

- Level 3 options 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present

J – Miscellaneous

- etc.)
- 3. Angling

- 6. Industrial activity
- - 3. Dystrophic (black
 - 5. Slow-medium
 - 6. Fast-running

- (coarse/game)
- 4. Coarse angling
- 5. Game fishing

H – Coastal

Date/Time: 15/4/13 – 16:30

Photogra	aph:		270° - 36	i0°	C C	0° - 270	>		< 90° Single (forward) Single (backward) Zoom			m					
Views O	ut (distance):	N: S			S: S			E: S			W: M		·	<u>S</u> hort (<250	m) <u>M</u> ed	l (250m - 1km)	Long (>1km)
Views	Viewer Types	N: Pub	Priv	Road		S:	: Pub 🕐	iv Hous	ses		E: Pub	Priv Road	d & Houses	w	P	Priv Playing Field	k
in:	Numbers	N: Pub: L Priv: 0 S: Pub: 0 Priv: M E: Pub: L						Priv: L	W: Pu	b: L Pi	riv: 0	0 <u>L</u> ov	v (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)		
Seasonal	visibility:	Minor -	– hedge o	on north bou	undary						·						
Site visua	al amenity:	ОК							Lo	cality visual	amenity: 0	<					
Scope to	mitigate view	e views: Short term: Good – maintain vegetation Medium term: Good – maintair								aintain vegetati	on	L	Long term: Good	l – maintaiı	n vegetation		
Gradient	s:	V. Gentl	e - Flat (<:	1:50)	Gentle	(c.1:25)		Fairly	Steep (c.:	1:10)	Steep	(c.1:5)		Very Steep (c.:	1:2)	Sheer (>1:1)
			Y									_		_		L	
Geomor	ohology:	Plain	Plateau	Rolling	glowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valle	ey Usha	ped Valley	Floodplain	Estuary	Mountains	Other
			Y								-						
Promine	nt	Site:		Positive: N	Vone						Negative: N	one					г
landmarl	ks:	Visible ne	earby:	Positive: N	Vone						Negative: N	one					
Boundar	y types:	Site: Hed	ges with t	trees, fencir	ng						Locality: He	dges with t	rees, fenci	ng			
Boundar	y pattern:								all (<1ha)								
									<u> </u>								
Settleme	ent Pattern:	Linear		ucleated	Disperse		lanned	Orga	nic	Open	Hamlet	Villa	ige	Town	City	Suburbia	Urban fringe
Site-settl relations		Immediately adjacent natural extension Very close minimal separation Near but clear separation Limited association to settlements Distant association (visual) only								(visual) only							
Building		Commercial/Offices: Industrial: Retail: Farmstead:						ad:	Barns:		Religious:	Otl	her: School	i			
Types/St	yles/Age:	Detached	l: 20 th C.		Semi-Det:	20 th C.		Terrace	d		Bungalow:		Fla	ats:		Skyscraper:	
Transpor	t:	Motorw	vays D	Dual Carriag	ge Majo	or road	Minor	road	Small L	ane	Rail	Other/com	nment:				
												C					
State of I					maintained:				-		ne maintenanco					mal maintenance:	
Maturity	' :		Full mat	turity: S	L			ddle-ageo			Your	ng - establi	shed: S	L	V	/ery young: S	L
Scale:			Intima	ate			Small			Me	dium			Large		Expansiv	e
Enclosur	e/openness:		Very con	ifined		Qui	ite enclose	d		Partial enclo	sure/openness	>	Qu	ite open		Exposed	
Diversity	:		Uniform		C	Simple	>		Quite Div	verse	Co	omplex	Co	omments:			
Texture:		(Smooth	>	T	extured			Rough	h	Ver	y rough					
Colour:		М	lonochron	ne	<u> </u>	Muted			Colour	ful	G	arish					
Balance:		н	larmoniou	s	Fairl	ly balanc	ced		Discorda	ant	С	haotic					
Security:		<u> </u>	omfortab			Safe			Unsettli	ing	Thre	eatening					
Stimulus	:		Boring		(Bland)		Interest	ing	Invi	gorating					
Noise (po	ositive):	Birds	Wa	ater Ot	ther/comme	nt:				Noise (I	negative):	Transpo	ort O	ther/comment:			
Lighting:		None	e nearby	<hr/>	Some nearb	V	Some w	ithin site		Site & area	lit	Heavily lit					
Wild/rer	noteness:	Remote	/ no peo	ple M	linor disturba	ance	Some o	n-site dis	turbance	> Heavy	disturbance / p	people pres	sence				
Tranquill	lity:		Н	ligh			Me	dium		-	Low						
-	, site area:	Promote		ecreation	Open gen	eral acce	\sim		general ad	ccess	PRoW route ac	cess	Permissiv	ve paths	Informal a	access	No access
		esirable:	Local		odland, hedg			- (Site:		vegetation				
Characte	ristics:	-desirable		-		,,							0				
		I-uesil able	LOCA	lity: Fend	CINg						Site:	Fencing					1 1

Site Reference:

087

Location:

Land at Alexander Lane, Shenfield

	Level 1:	Level 2:		Level 3:				Level 4:			
Site - Primary:	F	2	3								
Site - Secondary:											
					-		-	-	-		
Locality - Primary:	E	1	1	2	3						
Locality –Secondary:	F	2	1	2	5	7					

Local Character Area:	F10 - Heybridge wooded farmland									
Green Belt:		Υ	Assessed Effect	on Green Belt:	Moderate					
Statutory landscape designation:	Ν									
Local Landscape designation:	Within:	N		Adjacent to	o?	Ν				
Previous Use:		Brownfield			Gree	nfield				
Other:										

Assessment:

Landscape and Settlement Character Sensitivity:	Medium							
Reasoning: Commonplace elements, easily replaced, some fun setting of settlement.	ction at transition between settlement and countryside, minimal importance to							
Visual Sensitivity:	Low							
Reasoning: Site fairly well-screened and of little importance to setting of settlement. Scope to mitigate.								
Resultant Overall Landscape Sensitivity:	Medium							
Additional comments:								

Landscape Value: Low							
Reasoning: Not within or adjacent to landscape designation, fe	w features of interest, used as recreational land, dog walking etc.						
Landscape Capacity:	Medium - High						
Additional comments:							

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High
Settlement Character	Medium	Medium	Medium	High
Sensitivity	Low	Low	Medium	High
		Low	Medium	High
		vi	isual Sensitiv	ity

Landscape Capacity Categories

	High	Medium	Low - Medium	Low	
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium	
,	Low	High	Medium - High	Medium	
		Low	Medium	High	
			Landscape Value		

(
1	A – Woodland (>5r	n tall)
Level 2 options –	Level 3 options -	Level 4 options –
1. Broadle aved –	1. Mixed-aged or semi-	1. Dense shrub layer
Dry	natural	Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	Sparse shrub layer
3. Mixed – Dry	standards	4. Dense field layer
4. Broadle aved –	3. Mature Plantation	5. Moderate field layer
Wet	(taller than 10m, with	6. Sparse field layer
5. Parkland (scattered trees	closed canopy)	7. Grazed (moderate to
(scattered trees and grassy areas)	 Young Plantation (5- 10m, open canopy) 	heavy) 8. Lightly grazed
and grassy areas)	Tom, open canopy	9. Dead wood present
		10. Dead wood absent
\geq		
(
B — Scrub	land (include young w	/oodland < 5m tall)
Level 2 options –	Level 3 options – L	evel 4 options –
1. Regenerating		1. Predominantly tall (3-5m)
natural or sem i-		2. Predominantly low (1-3m)
natural woodland		3. Dense shrub layer
2. Downland (chalk)		 Moderate shrub layer
3. Heath scrub		5. Sparse shrub layer
4. Coppice (<3m)		5. Extensive bracken
5. New plantation 6. Clear-felled		7. Dense field layer 8. Moderate field layer
7. Other		9. Sparse field laver
7. Outer		10. Grazed (moderate to heavy)
		in orace (invaciant to incarry)
(
	– Semi-natural grass	land/marsh
Level 2 options –	Level 3 options	•
1. Chalk downland	1. Hedgerow wi	
2. Grass moor (unend		•
3. Grass moor mixed	with trees	13. Sheep
heather (unenclose	d) 3. Tree-line with	hout 14. Horses
4. Machair	hedge	15. Rabbits
5. Other dry grassland		
6. Water-meadow/gr	• • • •	
marsh	5. Isolated grou	
7. Reed swamp	6. No field bour	
8. Other open marsh 9. Saltmarsh	7. Montane	19. Hay
9. Salunarsh		
(D – Heathland a	and Bogs
Level 2 options –	Level 3 options –	Level 4 options –
· ·	1. Montane	1. Ungrazed
	2. Raised bog	2. Cattle
	3. Vallye/basin bog	3.Sheep
	4. Blanket bog	4. Horses
	5. Heath mixed with rough	
6. Drained bog	grass	6. Deer
	6. Heath without grass	7. Others grazers
	 Heath with extensive bracken 	8. Ploughed
	bracken 8. Undetermined bog	9. Burned 10. Planted with saplings
	8. Undetermined bog 9. Isolated group of trees	<0.5m tall
(2. Solutea Bload of a ces	-v.2m ten
(
	E – Farmlan	d
Level 2 options –	Level 3 options –	Level 4 options –
1. Improved	1. Hedgerow with trees	1. Ungrazed
grassland	2. Hedgerow withouttre	
2. Unimproved	3. Tree-line without hed	
3. Mixed grass/tilled	4. Other field boundary	4. Horses
land	5. Isolated group of trees	
4. Tilled land	6. Farmyard (active)	6. Bare earth/plough
5. Orchard	7. No field boundary	7. Arable crop
6. Other farming 7. Market garden	8. Wall 9. Ditch/water	8. Stubble 9. Upsown/fallow
7. Market garden	9. Ditch/water 10. Fencing	 9. Unsown/fallow 10. Recently cut grass
	 Fencing Woodland boundary 	
1	zz. woodana boundary	· ·
		12. Recently sown
		12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban
- 2. Suburban / urban fringe

Level 2 options –

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

3. Rural

F – Human Sites

- 1. Building
- 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options –

- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling
- 5. Game fishing
- 7. Sewage processing 'rural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

- Level 2 options -
- Marine open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options –
- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options –
- 1. Cliff 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock

- Level 3 options —
- 1. Active
- 2. Disused 3. Montane
- 4. Non-montane Climbers/walkers etc.

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.)
- 3. Grasses present
- 4. Scrub present

- (coarse/game)
- 4. Coarse angling
- 6. Industrial activity

Viewpoint/Site/Area Reference: 101A (Extended Site Area)

Date/Time: 15/04/2013 – 12.10pm

Photog	raph:		270° - 36	50°	(90° - 270°	>		< 90°	D	Singl	e (forward	(k	Single (k	oackward)		Zooi	m	
Views	Out (distance)	: N: S			S: M/L			E: S			W: S			<u>S</u> hort	(<250m)	<u>M</u> ed (2	250m - 1km)	Long (>1km)	
Views	Viewer Type	s N: Pu	b Priv	Road	1	S :	Pub P	iv			E. Pub	Priv R	oad Houses		W: Pub	Priv	v Road M-Wa	ау	
in:	Numbers	N: Pu	b: H	Priv: 0	S: Pub	:0 Priv	r: 0	E:	Pub: L	Priv: L	W: P	ub: H	Priv: 0	0	<u>L</u> ow (1 - :	10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Season	al visibility:	Little	variation		I														
Site vis	ual amenity:	Poor -	- OK in sou	uthernmost	area only				Loc	cality visua	l amenity:	Variable -	Generally poo	or to OK					
Scope t	o mitigate vie	ws: Sho	rt term: Sn	nall				Med	lium term	: Small			L	ong term	: Some – Wo	odland	d		
	-													-					
Gradie	nte	V. Gent	le - Flat (<	:1:50)	Gentle	(c.1:25)		Fairly	Steep (c.1	1:10)	Stee	p (c.1:5)		Very Ste	ep (c.1:2)		Sheer (>	>1:1)	
Gradier			Y																
Geomo	orphology:	Plain	Plateau	Rolling	g lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Va	lley U s	haped Valley	Flood	olain Est	uary	Mountains	Other	
Geomo	n phology.	Y																	
Promin	ent	Site:		Positive: I	None						Negative:	None							
landma	arks:	Visible r	nearby:	Positive: I	None						Negative:	M25 Flyo	ver and Pylons	5					Comments
Bounda	ary types:	Site: Fer	icing, Draii	ns, Trees /	Woodland,	Hedgerow	S				Locality: F	encing, Dr	ains, Trees / \	Voodland	and Hedge	5			Visual:
Bounda	ary pattern:	Rectili	near	Organic	Other	/commen	t: Some o	rganic at	streams		Land parc	el size:	Large (>	·5ha)	Med	(1-5ha	Sma	all (<1ha)	
Settlen	nent Pattern:	Linea	r N	ucleated	Disperse	e Pla	anned	Orga	nic	Open	Hamlet	V	illage	Town	City		Suburbia	Urban fringe	
Site-set relation	ttlement nship:	Immedia	ately adjac	ent natu	ral extensio	n Very c	lose mi	nimal sep	aration	Near but	t clear separa	tion L	imited associa	tion to se	ettlements C	Dista	ant association	(visual) only	
Buildin	g	Comme	rcial/Office	es:	Industrial	:	Retail	:	Farmstea	id:	Barns:		Religious:		Other: C	abins /	Small Warehou	use	
Types/	Styles/Age:	Detache	d:		Semi-Det	1		Terrace	ed:		Bungalow	:	Fla	its:			Skyscraper:		
Transp	ort:	Motor	ways	Dual Carria	ge Maje	or road	Minor	road	Small L	ane	Rail	Other/c	omment:						
State o	f Repair:		Good / In	ntact / Well	maintained	S I L		C)K / Fairly	intact / Sor	ne maintenar	ice: S		Poor /	Disrepair / I	Ainima	Il maintenance:	S L	
Maturi				turity: S			Mi		d: S				blished: S				y young: S	L	
Scale:			Intim	•			Small	0			edium	0		arge)		Expansive	e	
Enclosu	ure/openness:		Very cor	nfined		Quit	e enclose	d	C	artial enclo	osure/openne	ss	Qui	te open	>		Exposed	I	
Diversi	ty:		Uniform		$\boldsymbol{<}$	Simple	>		Quite Div	erse		Complex	Co	mments:					Comments
Texture	e:		Smooth		2	Textured)		Rough	ı	V	ery rough	Rc	ads - intii	mate next to	site - e	enclosed		
Colour:		Ν	Nonochroi	me	2	Muted	>		Colourf	ful		Garish							Landscape:
Balance	e:		Harmonio	us	Faiı	rly balance	d	(Discorda	ant		Chaotic							Site is degraded –
Securit	y:		Comfortat	ole		Safe			Unsettli	ng	Tł	reatening							virtually all previo
Stimulu	us:		Boring			Bland		(Interesti	ing	In	vigorating	5						landscape charact
Noise (positive):	Birds	Wa	ater O	ther/comme	ent:				Noise (negative):	Trans	sport Ot	her/com	ment:				lost.
Lightin	g:	Nor	ne nearby	1	Some nearb	ру	Some w	ithin site	(Site & area	lit	Heavily	πt	2 – noisy					
Wild/re	emoteness:	Remot	e/no peo	ple N	linor disturb	ance	Some c	n-site dis	turbance	Неаvy	disturbance	/ people p	Pr	esence of	large buildi	ngs and	d A12 detract.		
Tranqu	illity:		F	ligh			Me	dium			Lov	v							
	in site area:	Promot		ecreation	Open ge	neral acces	ss Pe	rmissive	general ac	ccess	PRoW route a		Permissiv	e paths	Infor	mal ac	cess	No access	PRoW nearby
		Desirable:			mland, Woo				-		Site			•					
Charac	teristics: N	on-desirabl		-	ids / M-Way		es				Site		ct appearance	e / Industr	ial				
Landsca	ape Quality	Highly r	epresenta	tive: S	L Mainl	y represer	ntative / r	ninor det	ractions:	S L	Equal repre	sentative	/ non-rep: S		Weakly rep	resent	ative/ degraded	l: S L	

Site Reference:

101A

Location

M25 works site, A127/M25 J29 (Land at Codham Hall Farm)

previous haracter

	Level 1:	Level 2:	Level 3:				Level 4:				
Site - Primary:	F	2	5	7			1	4	9		
Site - Secondary:	E	3	7	5	4		7				
Locality - Primary:	E	3	1, 2, 3, 9, 10, 11								
Locality -Secondary:	F	2	1	5	7		1	3	4	9	

Local Character Area:	G1 - Horn	G1 - Horndon Fenland (Landscape Improvement Area)					
Green Belt:	Y		Assessed Effect	on Green Belt:		Moderate	
Statutory landscape designation:	N						
Local Landscape designation:	Within:	Ν		Adjacent to	0?	Ν	
Previous Use:		Brownfield			Gree	nfield	
Other:	Majority c agricultura	f Site heavily degraded. S al field	Southern most are	a of extended Site	area, inc	ludes northern part of	

Assessment:

settlement character / form and would be associated with other	-	ments, would not affect existing								
Visual Sensitivity:		Reasoning: Heavily degraded – little original character remaining – not an important area between settlements, would not affect existing settlement character / form and would be associated with other built development (infrastructure).								
Visual Sensitivity: Low Medium										
Reasoning: Visible largely from low sensitivity receptors , no relationship to settlements, but not easily mitigated. Low visual amenity.										
Resultant Overall Landscape Sensitivity:	Lc	w								

Landscape Value:	Low
	cenic interest or important characteristics. No access but lies within Thames Chase t of Site, with no distinctive elements present worthy of retention.

Landscape Capacity:	High
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High
Settlement Character	Medium	Medium	Medium	High
Sensitivity	Low	Low	Medium	High
II		Low	Medium	High
		V	isual Sensitivi	ity

Landscape Capacity Categories

	High	Medium	Low - Medium	Low	
Overall andscape ensitivity	Medium	Medium - High	Medium	Low - Medium	
	Low	High	Medium - High	Medium	
		Low	Medium	High	
			Landscape Value		

1	(
	Level 2 options – 1. Broadleaved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadleaved – Wet	 A – Woodland (>5) Level 3 options – 1. Mixed aged or seminatural 2. Coppice with standards 3. Mature Plantation (tailer than 10m, with 	Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer 6. Sparse field layer
	5. Parkland (scattered trees and grassy areas)	closed canopy) 4. Young Plantation (S- 10m, open canopy)	 Grazed (moderate to heavy) Lightly grazed Dead wood present Dead wood absent
	B – Scrubl Level 2 options – 1. Regenerating natural or semi- natural woodland 2. Downland (chalk) 3. Heath scrub 4. Coppice (<3m) 5. New plantation 6. Clear-felled 7. Other	 Broadleaved Coniferous Mixed Broadleaved swamp scrub Coniferous swamp scrub Mixed swamp Scrub 	voodland < 5m tall) evel 4 options – 1. Predominantly tall (3-5m) 2. Predominantly low (1-3m) 3. Dense shrub layer 4. Moderate shrub layer 5. Sparse shrub layer 6. Extensive bracken 7. Dense field layer 8. Moderate field layer 9. Sparse field layer 10. Grazed (moderate to heavy)
	C Level 2 options – 1. Chalk downland 2. Grass moor (unend 3. Grass moor mixed w heather (unenclose: 4. Machair 5. Other dry grassland 6. Water-me adow/gra marsh 7. Reed swamp 8. Other open marsh	vith trees d) 3. Tree-line wit hedge 4. Other field b	 Level 4 options – ith trees ith out 12. Cattle 13. Sheep hout 14. Horses 15. Rabbits oundary 16. Deer tc.) 17. Others grazers up of trees 18. Extensive
	1. Dry heath 1 2. Wet heath 1 3. Mixed heath 1 4. Bog 1 5. Breckland 1 6. Drained bog 1 7. Bare peat 1	D – Heathland a evel 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 5. Heath without grass 7. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
	Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming 7. Market garden	E – Farmlan Level 3 options – 1. Hedgerow with trees 2. Hedgerow withouttre 3. Tree-line without hed 4. Other field boundary 5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing 11. Woodland boundary	Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass

Level 2 options: Level 3 options -

- 1. Urban
- 2. Suburban / urban fringe
- 3. Rural

F – Human Sites

- 1. Building
- 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options –

- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.) 3. Angling
- (coarse/game) 4. Coarse angling
- 5. Game fishing
- 7. Sewage processing 'rural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

- Level 2 options -
- Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine 4. Brackish lagoon
- 5. Open sea

- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

12. Recently sown

I — Inland Rock Level 3 options —

- 1. Active
- 2. Disused 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.)
- 3. Grasses present 4. Scrub present
- J Miscellaneous

- 6. Industrial activity
- 1. Pond (less than 50m²) 2. Small waterbody (50-
- 450m²) 3. Lake/unlined reservoir
- 4. Lined reservoir

Level 2 options –

- 5. Gravel/sand pit 6. Stream (<3m wide)
- 7. River (>3m wide)
- 8. Ditch with water (<2m
- wide)
- 9. Small canal (2-5m wide)
- 10. Large canal (>5m wide)
 - H Coastal Level 3 options –

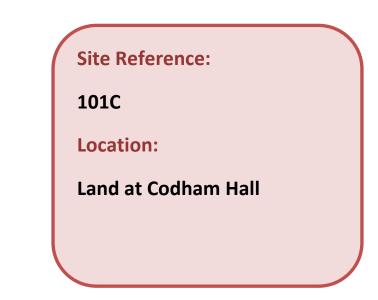
1. Mud/silt

- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium

Viewpoint/Site/Area Reference: 101C Codham Hall

Date/Time: 22/1/15 16:00

hotograph:		2	70° - 360°			90° - 270	シ		< 90	^o	Sing	le (forwai	rd)	Singl	e (backv	vard)	Zoo	m
/iews Out (distar	nce):	N: M			S: S			E: S			W: S			<u>S</u> h	ort (<250	0m) <u>M</u> ee	d (250m - 1km)	Long (>1km)
views Viewer T	Types	N. Pub	Priv			s	: Pub P	riv			E: Pub	Priv			<u>\</u>	N:Pub	Priv	
n: Numbers	s	N: Pub:	L Priv: L		S: Pub	: Pri	/:	E:	Pub:	Priv:	W :	Pub: L	Priv:	() <u>L</u> o	w (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
easonal visibility	<i>ı</i> :	Little var	iation curre	ntly (m	ainly trimm	ed hedge	erows) but	t new wo	odland pla	anting to no	rth and othe	r boundar	ries will m	nature				
ite visual amenit	ty:	Poor. Oc	casional tre	es/ hed	lgerows. Ad	acent ne	ew woodla	ind planti	ng Lo	cality visua	l amenity:	Good to e	ast – coun	tryside, wood	land pato	ches, tree be	lts. Poor to west – ir	ndustrial estate
cope to mitigate	views:	Short t	erm: OK (m	anaging	g/establishir	ng new p	lanting)	Me	dium term	n: Good with	n maturing pl	anting		Long te	rm: Goo	d		
		/ Gentle	- Flat (<1:50	N	Gentle	(c.1:25)		Fairly	Steep (c.	1.10)	Stor	ep (c.1:5)		Verv	Steep (c	1.2)	Sheer (\1.1)
iradients:	-		γ	,	Gentie	(0.1.23)			51000 (0.	1.10,	5100	.p (0.1.0)		very			Sheer	
	P			Rolling	lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Va	allev U	shaped \	/alley Flo	odplain	Estuary	/ Mountains	Other
eomorphology:	-	Y		- 0		-		-										
rominent	Si	ite:	Po	sitive: H	ledgerows a	long the	site boun	dary		1 1	Negative:	Existing	sheds/coi	nmercial bu	ildings			
andmarks:	V	isible nea	rby: Po	sitive: C	Codham Hall						Negative:	Pylon ma	asts – con	nmercial/inc	lustrial e	estate		
oundary types:	Si	ite: Hedge	erows, fence	es, new	s woodland,	/treebelt	planting				Locality: H	Hedgerow	vs, trees,	roads				
oundary pattern	n: 🤇	Rectiline	ar C	rganic	Other	/comme	nt:				Land pare	el size:	La	rge (>5ha)		Med (1-5	ha) Sm	all (<1ha)
									.	_								
ettlement Patter	r n:	Linear	Nucle	ated	Disperse		lanned	Orga	anic	Open	Hamlet	: '	Village	Towr		City	Suburbia	Urban fringe
ite-settlement elationship:	In	nmediate	ly adjacent	natur	al extensior	Very	close m	inimal sej	paration	Near bu	t clear separa	tion	Limited a	ssociation to	settlen	nents 🕞	istant association	(visual) only
uilding		ommercia	l/Offices: C	20th	Industrial:	C20th	Retai	l:	Farmste	ad:	Barns:		Relig	ious:	0	ther:		
ypes/Styles/Age	: D	etached:	Codham Ha	11	Semi-Det:			Terrac	ed		Bungalow	:		Flats:			Skyscraper:	
ransport:		Motorwa	ys Dual	Carria	😥 Majo	or road	Mino	r road	Small I	Lane	Rail	Other/	comment	:				
tate of Repair:		G	ood / Intaci	/ Well	maintained	: S I		(OK / Fairly	r intact / Sor	ne maintena	nce: S	\mathbf{O}	Poc	r / Disre	epair / Mini	mal maintenance:	SI L
Aaturity:			Full maturi	y: S	L		М	iddle-age	d: S	L)	Yc	oung - est	ablished:	ςι		١	/ery young: S	L
cale:			Intimate				Small			M	edium		(Large	>		Expansiv	'e
nclosure/openne	ess:	١	/ery confine	ed		Qu	ite enclos	ed	<	Partial enclo	osure/openne	ess		Quite ope	n		Exposed	k
iversity:		ι	Jniform		C	Simple	>		Quite Div	/erse		Complex		Commer	its:			
exture:		9	Smooth		1	extured		(Roug	h	١	ery rougl	h					
olour:		MO	nochrome			Muted			Colour	ful		Garish		1				
alance:		Ha	rmonious		Fair	ly baland	ed		Discord	ant		Chaotic						
ecurity:		Со	mfortable			Safe			Unsettl	ing	T	hreatenin	Ig					
timulus:			Boring			Bland	>		Interest	ting	Ir	vigoratin	g					
loise (positive):		Birds	Water	Ot	ther/comme	nt:				Noise	(negative):	Traffi	ic Noise	Other/co	mment	:		
ighting:		None	nearby		Some nearb	у	Some v	vithin site	$\mathbf{>}$	Site & area	lit	Heavil	y lit					
Vild/remoteness	: F	Remote /	no people	М	inor disturb	ance	Some	on-site di	sturbance	Heavy	disturbance	/ people	presence	2				
ranquillity:			High				Me	edium			Lo	W						
ccess in site area	a: P	Promoted	open recre	ation	Open ger	neral acc	ess Pe	ermissive	general a	ccess	PRoW route	access	Per	missive path	s	Informal	access	No access
						d hodgo	s				Site	· 0.02	sional ma	ture hedges				
haracteristics:	Desi	irable:	Locality	Iviat	ure trees ar	iu neuge	•						0.01.01					



nd planting to north, east and south of Site – maturing. Good to maintain and enhance existing screening.

f hardstanding – part of industrial estate. Large commercial I activities

north and east is open countryside. Dual carriageway to

	Level 1:	Level 2:	Level 3:					Lev	el 4:	
Site - Primary:	F	3	1	7			1			
Site - Secondary:	В	5	1							
Locality - Primary:	E	3	1	10	11		2	4		
Locality -Secondary:	F	3	1				1	2		

Local Character Area:	F13 Great	Warley Wooded Farmlar	ıd			
Green Belt:	γ		Assessed Effect	on Green Belt:		Low-Moderate
Statutory landscape designation:	Ν					
Local Landscape designation:	Within:	Special Landsca	ape Area	Adjacent to	o?	Ν
Previous Use:		Brownfield			Gree	nfield
Other:						

Assessment:

replaced. Heavily degraded. Little
effects on countryside. Few public

Landscape Value:	Medium
Reasoning: Site is within a SLA site itself. It is noted that the Sit value/interest or important public amenity	te does not present locally important/distinctive landscape characteristics or scenic

Landscape Capacity:	Medium-High
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High			
Settlement Character	Medium	Medium	Medium	High			
Sensitivity	Low	Low	Medium	High			
		Low	Medium	High			
		Visual Sensitivity					

Landscape Capacity Categories

	High	Medium	Low - Medium	Low				
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium				
,	Low	High	Medium - High	Medium				
		Low	Medium	High				
		Landscape Value						

/		
1	A – Woodland (>5)	m tall)
		-
Level 2 options –	Level 3 options –	Level 4 options –
1. Broadle aved –	 Mixed-aged or semi- 	 Dense shrub layer
Drv	natural	2. Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	3. Sparse shrub laver
3. Mixed – Dry	standards	Dense field layer
4. Broadle aved –	Mature Plantation	Moderate field layer
Wet	(taller than 10m, with	6. Sparse field layer
5. Parkland	closed canopy)	7. Grazed (moderate to
	4. Young Plantation (5-	
(scattered trees		heavy)
and grassy areas)	10m, open canopy)	Lightly grazed
1		Dead wood present
1		10. Dead wood absent
l l		
<i>(</i>		
B – Scrub	land (include young w	/oodiand < 5m tall)
Level 2 options –	Level 3 options – 1	evel 4 options –
1. Regenerating	1. Broadleaved	1. Predominantly tall (3-5m)
natural or semi-		, , ,
		2. Predominantly low (1-3m)
natural woodland		Dense shrub layer
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer
3. Heath scrub		5. Sparse shrub layer
4. Coppice (<3m)		6. Extensive bracken
5. New plantation		7. Dense field layer
6. Clear-felled	Mixed swamp	8. Moderate field layer
7. Other	scrub	9. Sparse field layer
		10. Grazed (moderate to heavy)
l		to. Grazed (moderate to neavy)
(
	C – Semi-natural grass	sland/marsh
Level 2 options –	Level 3 options	•
1. Chalk downland	1. Hedgerow w	
2. Grass moor (unen	closed) 2. Hedgerow w	ithout 12. Cattle
3. Grass moor mixed	with trees	13. Sheep
heather (unenclos	ed) 3. Tree-line wit	hout 14. Horses
	,	15. Rabbits
4. Machair	hedge	
5. Other dry grasslan	d 4. Other field b	oundarv 16. Deer
6. Water-meadow/g		
6. Water-meadow/g	razing (wall, ditch, e	tc.) 17. Others grazers
6. Water-meadow/g marsh	razing (wall, ditch, e 5. Isolated grou	tc.) 17. Others grazers up of trees 18. Extensive
6. Water-meadow/g marsh 7. Reed swamp	razing (wall, ditch, e 5. Isolated grou 6. No field bou	tc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 	razing (wall, ditch, e 5. Isolated grou 6. No field bou	tc.) 17. Others grazers up of trees 18. Extensive
6. Water-meadow/g marsh 7. Reed swamp	razing (wall, ditch, e 5. Isolated grou 6. No field bou	tc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 	razing (wall, ditch, e 5. Isolated grou 6. No field bou	tc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 	razing (wall, ditch, e 5. Isolated grou 6. No field bou	tc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 	razing (wall, ditch, e 5. Isolated grou 6. No field bou	tc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 	razing (wall, ditch, e 5. Isolated grou 6. No field bou	tc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane	ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay
6. Water-meadow/g marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D — Heathland a	ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane	ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options –
6. Water-meadow/g marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D — Heathland a	ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D — Heathland a Level 3 options —	ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options –
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D — Heathland a Level 3 options — 1. Montane 2. Raised bog	ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D — Heathland a Level 3 options — 1. Montane 2. Raised bog 3. Vallye/basin bog	ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	ttc.) 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough	ttc.) 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	ttc.) 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough	ttc.) 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 9. Saltmarsh 9. Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 	razing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass	ttc.) 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 9. Saltmarsh 9. Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 	Tazing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive	ttc.) 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 9. Saltmarsh 9. Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 	Tazing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken	ttc.) 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 9. Saltmarsh 9. Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 	Tazing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath with out grass 7. Heath with extensive bracken 8. Undetermined bog	ttc.) 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
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1. Cliff
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Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options –
- 1. Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing 'ruraľ
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options –
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock

- Level 3 options 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

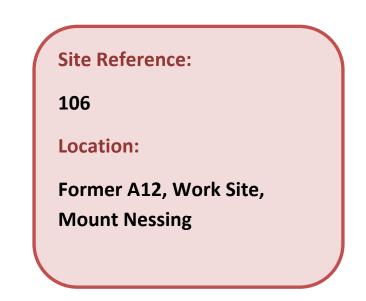
- etc.)
- 3. Angling
- Coarse angling

- (coarse/game)
- 5. Game fishing
- 6. Industrial activity

Viewpoint/Site/Area Reference: 106 (Former A12, Work site, Mount Nessing)

Date/Time: 23/1/15 11:30

Photogr	raph:		27	70° - 360	D°	90	° - 270°			< 90)°		Single (for	ward)	S	ingle (backw	/ard)	Zoo	m	
Views (Out (distand	ce):	N: S			S: S			E: M			W : S				<u>S</u> hort (<250	0m) <u>M</u> ed	(250m - 1km)	Long (>1km)	
Views	Viewer Ty	/pes	N:Pub	Priv			S: Pu	ub Pri	$\overline{\mathbf{v}}$			E	Pub Priv			١	V.Pub P	riv		
in:	Numbers		N: Pub: H	H P	riv:	S: Pub:	Priv:	L	E:	Pub: H	Priv:		W: Pub: H	Priv:		0 <u>L</u> o	w (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasona	al visibility:		Reduced	visibility	/ when bou	undary trees i	n full leaf i	n summ	er											
Site visu	ual amenity	<i>ı</i> :	Boundary	/ trees o	of variable	condition				L	ocality visua	l amenit	y: Glimp	ses of green	fields/o	pen country				
Scope to	o mitigate v	views:	Short te	erm:					Med	dium terr	n: Good - in	fill perim	eter hedge	s/trees	Lon	g term: Goo	d - infill per	imeter hedges/tr	ees	
Gradien	nts:		V. Gentle -		L:50)	Gentle (:.1:25)		Fairly	Steep (c	.1:10)		Steep (c.1	:5)	V	ery Steep (c	.1:2)	Sheer (>1:1)	
				Y																
Geomo	rphology:		Plain P	lateau	Rolling	lowland	Hills F	Ridge	Cliff	Scarp	Gorge	V shape	ed Valley	U shaped V	alley	Floodplain	Estuary	Mountains	Other	
	,		Y																	
Promine		S	ite:		Positive:							Nega	itive: Temp	orary stockpi	iles					Commonts
landma	irks:		/isible nea	-	Positive:							Nega	itive: Recyc	ling Centre, A	A12 corr	ridor				Comments
Bounda	ary types:	S	ite: Trees,	fence (r	metal) and	gate						Loca	lity: Hedge	rows, post an	d wire f	fence, trees				Visual:
Bounda	ary pattern:		Rectilinea	ar	Organic	Other/c	omment:					Land	parcel size	e: Lar	rge (>5h	a)	Med (1-5h	na) Sm	all (<1ha)	Dublic views in
													• •							Public views in
	nent Pattern	ו: 🤇	Linear	> Nu	cleated	Disperse	Plan	ned	Orga	anic	Open	Ha	amlet	Village	То	own	City	Suburbia	Urban fringe	Filtered views f
Site-set relation	tlement ship:	h	mmediatel	y adjace	ent natur	al extension	Very clo	se min	imal sep	paration	Near bu	t clear se	eparation	Limited as	sociatio	on to settlem	nents Di	stant association	(visual) only	Partly filtered v
Building	-		Commercial	I/Offices	s:	Industrial:		Retail:		Farmste	ad:	Barn	s:	Religi	ous:	0 [.]	ther:	1		Roman Road.
Types/S	Styles/Age:	D	Detached:			Semi-Det:			Terrace	ed		Bung	alow: adja	cent to S	Flats:	:		Skyscraper:		
Transpo	ort:		Motorway	ys 🔇	ual Carria	ge Major	road	Minor r	road	Small	Lane 🤇	Rail	Oth	er/comment:	Loop o	ff Roman Ro	l to Recyclin	g Centre		
State of	f Repair:		60	od / Int	tact / Well	maintained:	5 1			NK / Fairly	y intact / So	me main	tenance:	S L		Poor / Disre	nair / Minin	nal maintenance:	S I I	
Maturit				-	urity: S		512	Mid		ed: S				established:		-		ery young: S	•	
Scale:	.y.			Intima				mall	uic age	.u. 5		edium	Toung	cstablistica.	Lar		•	Expansiv		
	ire/opennes		V	/ery con					J		Partial enclo					-		•		
	• •	55:			Inneu			enclosed	1			osure/op		lov	Quite			Exposed		
Diversit	•			niform			imple			Quite Di			Comp		Com	ments:				Comments
Texture				mooth			xtured			Rou			Very ro	-	-					Landscape:
Colour:				nochrom			luted			Colou			Garis		-					
Balance				moniou nfortabl			balanced Safe			Discore			Chao Threate		_					Site: Tarmac/g
Security Stimulu	-			Boring	C		Bland			Interes			Invigora	-	-					
	positive):		Birds	Wa	ter Ot	her/commen					-	(negative		Road/Rail	Othe	r/comment:				
Lighting			None n			Some nearby		Some wit	thin site	2	Site & area		-	avily lit		., conincili.				
	emoteness:		Remote / r	-		inor disturba				sturbance	_			ole presence						
Tranqui					igh			Med			Tiedvy		Low	ore presence	4					
-	in site area:		Promoted			Open gene	ral access			general a	access	PRoW r	oute access	, Pern	nissive p	paths	Informal		No access	
	once urea.		sirable:	Local		ure tree belts				00101010				oundary trees						
Charact	teristics: –		lesirable:	Local	-	ycling Centre,				ail corrid	or			emporary sto		,				
Landsca	ape Quality	F	Highly repro	esentati	ive: S I	Mainly	representa	ative / m	inor det	tractions	: S L	Equal r	representa	tive / non-rep	o: S 🕻	L Wea	kly represe	ntative/ degraded	d: 🕥 L	



from recycling centre to North through gate.

rom property to South (bungalow) and railway to East.

iews from A12 to West; views in (partly filtered) from

avel stockpiles

	Level 1:	Level 2:		Level 3:				Level 4:					
Site - Primary:	F	2	7				10						
Site - Secondary:	E	2	3				1						
Locality - Primary:	E	3	2	3	5	6	7	11					
Locality -Secondary:	F	2	1	8	6	5	1	2	8				

Local Character Area:	F10 Heybridge Wooded Farmland						
Green Belt:	Y		Assessed Effect	on Green Belt:		Moderate	
Statutory landscape designation:	Ν						
Local Landscape designation:	Within:	Special Landsca	ape Area	Adjacent to	o?		
Previous Use:		Brownfield	>		Gree	nfield	
Other:		Site currently areas of g	ravel/tarmac stock	xpiles. Hedgerows/	'trees alo	ng boundaries.	

Assessment:

Additional comments:

Landscape and Settlement Character Sensitivity:	Low							
Reasoning: Main area of site is disturbed land bounded by major transport corridors and recycling centre								
Visual Sensitivity: Low Medium								
Reasoning: Little importance to setting of town with developm hedgerows. Upper levels of employment buildings would likel	0	countryside with reinforced boundary						
Resultant Overall Landscape Sensitivity:	Lc	w						
Additional comments:								

Landscape Value: Medium							
Reasoning: Lies within a designated landscape where localised character and scenic value is less distinctive and has become degraded							
Landscape Capacity:	Medium - High						

La

S

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium	Medium	High	
Sensitivity	Low	Low	Medium	High	
		Low	Medium	High	
		Vi	isual Sensitiv	ity	

Landscape Capacity Categories

	High	Medium	Low - Medium	Low		
Overall andscape ensitivity	Medium Medium - High		Medium	Low - Medium		
choiciency	Low	High	Medium - High	Medium		
		Low	Medium	High		
		Landscape Value				

A - Woodland (>5m tall) Level 3 options – Level 4 options – Level 2 options – Broadle aved – 1. Mixed-aged or semi-1. Dense shrub laver natural 2. Moderate shrub layer Dry 2. Coniferous – Drv 2. Coppice with 3. Sparse shrub laver Mixed – Drv standards 4. Dense field laver . Broadle aved – 3. Mature Plantation 5. Moderate field layer Wet (taller than 10m, with 6. Sparse field layer 5. Parkland 7. Grazed (moderate to closed canopy) (scattered trees 4. Young Plantation (5heavy) 8. Lightly grazed and grassy areas) 10m, open canopy) 9. Dead wood present 10. Dead wood absent B - Scrubland (include young woodland < 5m tall) Level 2 options – Level 3 options – Level 4 options -1. Predominantly tall (3-5m) 1. Regenerating 1 Broadleaved natural or sem i-2. Coniferous 2. Predominantly low (1-3m) natural woodland 3. Mixed 3. Dense shrub layer 4. Moderate shrub laver 2. Downland (chalk) 4. Broadleaved 3. Heath scrub swamp scrub 5. Sparse shrub layer 4. Coppice (<3m) 5. Coniferous 6. Extensive bracken 5. New plantation 7. Dense field layer swamp scrub 6. Mixed swamp 8. Moderate field laver Clear-felled 7. Other scrub 9. Sparse field layer 10. Grazed (moderate to heavy) C – Semi-natural grassland/marsh Level 2 options – Level 3 options -Level 4 options -1. Chalk downland 1. Hedgerow with trees 11. Ungrazed 2. Grass moor (unenclosed) 2. Hedgerow without 12. Cattle 3. Grass moor mixed with 13. Sheep trees 3. Tree-line without heather (unenclosed) 14. Horses 4. Machair hedge 15. Rabbits 4. Other field boundary 5. Other dry grassland 16. Deer 6. Water-meadow/grazing (wall, ditch, etc.) 17. Others grazers m ar sh 5. Isolated group of trees 18. Extensive 7. Reed swamp 6. No field boundary bracken 8. Other open marsh 7. Montane 19. Hav 9. Saltmarsh D – Heathland and Bogs Level 2 options – Level 3 options – Level 4 options -1. Dry heath 1. Montane 1. Ungrazed 2. Wet heath 2. Raised bog 2. Cattle 3. Mixed heath 3. Vallve/basin bog 3.Sheep 4. Bog 4. Blanket bog 4. Horses 5. Breckland 5. Heath mixed with rough 5. Rabbits 6. Drained bog 6. Deer grass Bare peat Heath without grass 7. Others grazers 7. Heath with extensive 8. Ploughed bracke n 9. Burned 10. Planted with saplings 8. Undetermined bog 9. Isolated group of trees <0.5m tall E – Farmland Level 2 options -Level 3 options – Level 4 options - Improved 1. Hedgerow with trees 1. Ungrazed grassland 2. Hedgerow withouttrees 2. Cattle 3. Tree-line without hedge 2. Unimproved Sheep 3. Mixed grass/tilled 4. Other field boundary 4. Horses land 5. Isolated group of trees 5. Other stock/unknown 4. Tilled land 6. Bare earth/plough 6. Farmvard (active)

7. No field boundary

11. Woodland boundary

9. Ditch/water

10. Fencing

8. Wall

Arable crop

9. Unsown/fallow

11. Farm Building 12. Recently sown

10. Recently cut grass

8. Stubble

5. Orchard

6. Other farming

7. Market garden

Level 2 options:

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options –

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

Level 3 options – 1. Building

- 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options -
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling
- 4. Coarse angling
- 7. Sewage processing 'ruraľ
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (dear water,
- large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- Level 2 options -
- Marine open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H – Coastal

- Level 3 options -1. Mud/silt
- 2. Sand
- 3. Shingle
- Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1 Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry 6. Mine/spoil/slag heap
- 7. Cave

I – Inland Rock Level 3 options -

- 1 Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1 Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.)
- 3. Grasses present
- 4. Scrub present

- (coarse/game)
- 5. Game fishing
- 6. Industrial activity

Viewpoint/Site/Area Reference: 112D (Childerditch Industrial Estate)

Date/Time: 23.1.15 10:15

			2700 27	0.8		0.08 0-00	<u> </u>			29	o	- /6			Cia -1 /1 /			
Photograph:		-	270° - 36	U		90° - 270°)		< 90	J ⁻	-	e (forwa	rd)		Single (backw		Zooi	
Views Out (dista	-	N: M			S: S			E: S			W : S				<u>S</u> hort (<250			Long (>1km)
Views Viewer		N: Pub			C. Dul		Pub P		Duk	Daire	E: Pub	\smile	Dation			/: Pub Pri		Ui-h (21.)
Number		-	: Priv:		S: Pul): Priv	/: L	E:	Pub:	Priv: L	W: P	UD: L	Priv:		0 <u>L</u> ov	v (1-10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasonal visibility		Little va		- \\/+ (h dafuna					Lauran itur		L Fatata					:
Site visual ameni			,		South & Nort			-		ocality visua	l amenity:	ndustria	ii Estate -	-			arable countrys	ide, hedges
Scope to mitigate	e views:	Short	term: Go	od – imp	prove manage	e existing v	egetatior	n Med	dium tern	n: Good				LO	ng term: Very	Good		
		V. Gentle	e - Flat (<:	1:50)	Gentle	e (c.1:25)		Fairly	Steep (c.	.1:10)	Stee	p (c.1:5)		, ,	Very Steep (c.	1:2)	Sheer (>	>1:1)
Gradients:	F					Y												
		Plain	Plateau	Rollin	ng lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Va	lley U	shaped	Valley	Floodplain	Estuary	Mountains	Other
Geomorphology:	F	Y																
Prominent	:	Site:		Positive	: Trees						Negative:	Bare gro	und, bun	ds and ı	mounds			
landmarks:	,	Visible ne	arby:	Positive	: Trees						Negative:	Industria	al sheds a	nd plan	ıt			
Boundary types:		Site: Hedg	gerow, tre	es, fence	e, bunds						Locality: W	/oodlan	d, hedger	ows, tre	ees, fences			
Boundary patteri		Rectiline		Organi		r/commen	t: Trapez	oidal			Land parce			arge (>5		Med (1-5ha) Sma	all (<1ha)
				5			•									· ·		· ·
Settlement Patte	rn: 🧲	Linear		ucleated	Dispers	e Pla	anned	Orga	anic	Open	Hamlet	>	Village	-	Town	City	Suburbia	Urban fringe
Site-settlement relationship:		Immediat	ely adjace	ent nat	ural extensio	n Very o	lose mi	inimal sep	paration	Near bu	t clear separat	ion	Limited a	issociati	ion to settlem	ents Dist	ant association	(visual) only
Building		Commerci	ial/Office	s: C20th	Industria	: C20th	Retai	l:	Farmste	ad:	Barns:		Reli	gious:	Ot	her:		
Types/Styles/Age	e:	Detached:	:		Semi-Det	:		Terrace	ed		Bungalow			Flat	s:		Skyscraper:	
Transport:		Motorwa	ays D	ual Carri	iage Maj	or road	Minor	r road	Small	Lane	Rail	Other/	commen	t: Childe	erditch Indust	rial Estate – (Childerditch Hall	Drive
													\sim					
State of Repair:		(ell maintaine	l: S L			-		me maintenan						al maintenance:	
Maturity:			Full mat	urity: 9	s 🕕		M	iddle-age	d: (S)			ung - est	ablished:	S	L	Ve	ry young: S	L
Scale:			Intima	ite			Small			М	edium			La	irge		Expansive	e
Enclosure/openn	ess:		Very con	fined			e enclose				osure/openne			Quite	e open		Exposed	
Diversity:			Uniform		<	Simple	>		Quite Div	verse	(Complex		Con	nments:			
Texture:			Smooth			Textured		<u> </u>	Roug	;h	V	ery roug	h	_				
Colour:		Mo	onochron	ne		Muted	>		Colour	rful		Garish						
Balance:		Ha	armoniou	IS	Fai	rly balance	d		Discord	lant		Chaotic		_				
Security:		Co	omfortab	le		Safe		(Unsett	ling	Th	reatenii	ng					
Stimulus:			Boring			Bland	>		Interes	ting	In	vigoratir	ng	_				
Noise (positive):		Birds	Wa	iter	Other/comm	ent:				Noise	(negative):		torway I/traffic	Oth	er/comment:			
Lighting:		None	e nearby	<	Some near	by	Some v	vithin site	1	Site & area	lit	Heavi	y lit					
Wild/remoteness	5:	Remote ,	/ no peo	ple	Minor distur	bance	Some o	on-site dis	sturbance	e Heavy	/ disturbance /	/ people	presence	\geq				
Tranquillity:			Н	igh			Me	dium			Lov	v >						
Access in site are	a:	Promoted	d open re	ecreation	n Open ge	neral acce	ss Pe	ermissive	general a	iccess (PRoW route a	ccess	Per	missive	paths	Informal ac	ccess 🤇	No access
Characteristics	De	sirable:	Local	lity: W	/oodland/tree	belts					Site	Bour	ndary tree	es				
Characteristics:	Non-	desirable	: Local	l ity: In	dustrial shed	S					Site	Bund	ds, stockp	iles, bai	re ground			
Landscape Qualit	y	Highly rep	oresentat	ive: S	L Main	ly represer	ntative / I	minor det	ractions:	S L	Equal repres	entative	e / non-re	ep: S	L Wea	kly represent	tative/ degraded	



- ws in from North from farmland (Short Med range) ws in from PRoW through gap in boundary hedge/bund to
- ews from East from Industrial site/lorry park through fence ews from South – adjacent Industrial site ntle slope with mounds and embankments/bunds

- acent lighting to East in industrial estate
- e is bare ground defunct
- ture tree North boundary
- ture trees towards fringes deciduous
- undary trees and metal fencing
- dible traffic noise (A128)
- banked earth towards West boundary and entrance to East
- otpath on western boundary

	Level 1:	Level 2:	Level 3:			Level 4:			
Site - Primary:	F	3	7			1			
Site - Secondary:									
Locality - Primary:	E	4	1	5	11	7			
Locality -Secondary:	F		1	5	2	1	4	5	10

Local Character Area:	F13. Great	F13. Great Warley Wooded Farmland						
Green Belt:	Y	Y Assessed Effect on Green Belt: Low-Moderate						
Statutory landscape designation:	N	N						
Local Landscape designation:	Within:	Special Landsca	ape Area	Adjacent to	?			
Previous Use:		Brownfield Greenfield						
Other:	Within Tha	ames Chase Community F	orest area					

Assessment:

Landscape and Settlement Character Sensitivity:	Low					
	naining – given context of adjacent industrial estate, Site is not considered an g settlement character / form and would be associated with other built					
Visual Sensitivity:	Low					
	ettlements. Low visual amenity. Development would not lead to visual change to rial estate. Surrounding boundary tree belts and woodland help to screen Site from ood opportunities to maintain and enhance mitigation.					
Resultant Overall Landscape Sensitivity:	Low					
Additional comments:						
Landscape Value:	Medium					
	cter and scenic value is less distinctive or has become degraded (industrial estate).					

Landscape Capacity:	Medium-High
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High
Settlement Character	Medium	Medium	Medium	High
Sensitivity	Low	Low	Medium	High
		Low	Medium	High
		vi	isual Sensitiv	ity

Landscape Capacity Categories

	High	Medium	Low - Medium	Low	
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium	
sensitivity	Low	High	Medium - High	Medium	
		Low	Medium High		
			Landscape Value		

Level 2 options – 1. Broadle aved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadle aved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5 Level 3 options – Mixed-aged or seminatural Coppice with standards Mature Plantation (taller than 10m, with closed canopy) Young Plantation (5-10m, open canopy) 	Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer
B – Scrub Level 2 options – 1. Regenerating natural or semi- natural woodland 2. Downland (chalk) 3. Heath scrub 4. Coppice (<3m) 5. New plantation 6. Clear-felled 7. Other	and (include young v Level 3 options – 1. Broadleaved 2. Coniferous 3. Mixed 4. Broadleaved swamp scrub 5. Coniferous swamp scrub 6. Mixed swamp scrub	voodland < 5m tall) Level 4 options – 1. Predominantly tall (3-5m) 2. Predominantly low (1-3m) 3. Dense shrub layer 4. Moderate shrub layer 5. Sparse shrub layer 6. Extensive bracken 7. Dense field layer 8. Moderate field layer 9. Sparse field layer 10. Grazed (moderate to heavy)
\geq		
(Level 2 options – 1. Chalk downland 2. Grass moor (unenc 3. Grass moor mixed heather (unenclose 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	with trees ed) 3. Tree-line wi hedge d 4. Other field b	- Level 4 options – with trees 11. Ungrazed without 12. Cattle 13. Sheep thout 14. Horses 15. Rabbits boundary 16. Deer etc.) 17. Others grazers up of trees 18. Extensive
Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rougl grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
	E – Farmlar	nd
Level 2 options – 1. Improved	Level 3 options – 1. Hedgerow with trees	Level 4 options – 1. Ungrazed
grassland 2. Unimproved 3. Mixed grass/tilled	 Hedgerow without tr Tree-line without hed Other field boundary 	ige 3. Sheep
land 4. Tilled land 5. Orchard 6. Other farming	5. Isolated group of tree 6. Farmyard (active) 7. No field boundary 8. Wall	6. Bare earth/plough 7. Arable crop 8. Stubble
7. Market garden	9. Ditch/water 10. Fencing 11. Woodland bounda	9. Unsown/fallow 10. Recently cut grass ry 11. Farm Building 12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options –
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling
- (coarse/game)
- Coarse angling
- 7. Sewage processing
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated

6. Sparse/medium

- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options – 1. Cliff

- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane Climbers/walkers etc.
- Level 4 options –
- 1. Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

J – Miscellaneous

6. Industrial activity

- ʻrural
- 5. Game fishing

Viewpoint/Site/Area Reference: 112E (Childerditch Industrial Estate)

Date/Time: 23.1.15 - 10:15

Photogr	raph:	2	70° - 360°			90° - 270°	>		< 9	90°	Sin	gle (forv	ward)		Single (back	ward)	Zo	oom
Views (Out (distance):	N: S			S: L			E: S			W : S				<u>S</u> hort (<2	50m) <u>M</u> eo	d (250m - 1km)	Long (>1km)
Views	Viewer Types	N: Pub	Priv		1	S:	Pub P	riv			E: Pub	Priv	>				Priv	
in:	Numbers	N: Pub:	Priv: L		S: Pub:	: Pri	v:	E:	Pub: L	Priv: L	W:	Pub: M	1 Priv: L	_	0 <u>L</u>	ow (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasona	al visibility:	Some var	riability du	ue to tree	e cover at we	estern ex	ent – hov	wever, sou	uthern	boundary of	Site currently	y open						
Site visu	ual amenity:	Variable southern		ield - Mat	ture conifer	s and in p	laces – ar	able land	in	Locality visua	I amenity:	Indust	trial estate a	and farm	nland; trees	young and n	nature	
Scope to	o mitigate view	/s: Short to	erm: Limit	ted from	south – but	few rece	ptors	Med	lium tei	rm: Needs ad	ditional plan	ting		Lo	ong term: Ok	with good p	eripheral bound	ary treatment
Gradien	nts:	V. Gentle -	- Flat (<1:	50)	Gentle	(c.1:25)		Fairly	Steep ((c.1:10)	Ste	ep (c.1:	:5)	,	Very Steep (c.1:2)	Sheer	· (>1:1)
						Y												
Geomor	rphology:	Plain P Y	Plateau	Rolling	lowland	Hills	Ridge	Cliff	Scar	p Gorge	V shaped V	/alley	U shaped V	Valley	Floodplair	Estuary	Mountains	6 Other
Promine	ent	Site:	Р	ositive:					1		Negative	e: Bare g	ground, bun	ds and	mounds, ind	ustrial build	ings	
landmar		Visible nea	rby: P	ositive: T	rees						Negative	e: Indust	trial sheds a	nd plan	nt			
Bounda	ry types:	Site: Hedge	row, tree	s, fence, l	bunds, none	e (open to	south)				Locality:	Woodla	and, hedger	ows, tre	ees, fences			
	ry pattern:	Rectilinea	ar	Organic	Other,	/commer	t: Trapezo	oidal			Land par	rcel size	e:	arge (>5	iha)	Med (1-5	ha) Sr	mall (<1ha)
settlem	ent Pattern:	Linear	Nucl	leated 🔇	Disperse	Р	anned	Orga	nic	Open	Hamle	et	Village		Town	City	Suburbia	Urban fringe
ite-sett elation	tlement Iship:	Immediatel	ly adjacen	it natura	al extension	Very	close mi	nimal sep	aration	n Near bu	it clear separ	ation	Limited a	issociat	ion to settle	ments 🝳	istant association	n (visual) only
	Commercia	Commercial/Offices: C20th Industrial: C20th Retail:					l:	Farmst	tead:	Barns:		Religiou	s:	Oth	er: Childerdi	tch Industrial Est	tate	
	Styles/Age:	Detached: L	Large C20		Semi-Det:			Terrace	ed		Bungalov	w:		Flat	s:		Skyscraper:	
Transpo	ort:	Motorway	ys Du	al Carriag	ge Majo	or road	Minor	road	Sma	ll Lane	Rail	Othe	er/commen	t: Childe	erditch Indu	strial Estate	– Childerditch Ha	all Drive
																		e: 🕥 L
	Repair:		-	-	maintained:	: S L				~	me maintenance: S (L)							
Maturity	iy:		Full matur		L			iddle-ageo	d: S	$\mathbf{\vee}$		'oung - (established:	~		١	/ery young: S	
Scale:		-	Intimate				Small				edium		(arge		Expans	ive
Inclosu	re/openness:	V	/ery confir	ned			te enclose	-		Partial encl	osure/openn	less		Quite	e open		Expose	ed
Diversity	y:	U	Iniform			Simple	>			Diverse		Comp	lex	Con	nments:			
Texture	:	S	mooth		T	extured		<	Rou	ugh		Very ro	ough	_				
Colour:		Mor	nochrome			Muted	>		Colo			Garis						
Balance	:		rmonious		Fair	ly balance	ed	(Disco	\prec		Chaot	tic	_				
Security	/:	Con	nfortable			Safe		<u> </u>	Unse	ttling	-	Threate	ening					
Stimulus	s:	1	Boring			Bland	く		Intere	esting		Invigora						
Noise (p	oositive):	e): Birds Water Other/comment: No						Noise	(negative):	Traf	ffic (distant)		er/commen					
							Site & area	a lit	Hea	avily lit				nsport routes au	idible. Also			
Lighting	,.	Remote / no people Minor disturbance Some on-site disturbance Heavy disturbance / people presence wider industrial uses locally.									ole presence							
	moteness:	Remote /	no people					High Medium Low										
Lighting Wild/rei Tranquil	moteness:	Remote / I					Me	dium			L	w	>					
Wild/rei Tranquil	moteness:	Remote / I Promoted	Higl	h	Open ger			dium ermissive g	general	l access	PRoW route		> Per	missive	e paths	Informal	access 🤇	No access
Wild/rei Tranquil	moteness: illity: in site area:		Higl	h reation		neral acce			general	l access		e access	Per pundary tree		e paths	Informal	access 🤇	No access



Note that footpath goes through Site, leading west away from Site. Further footpath to west, on outside of boundary tree line and bund.

Some housing to northeast of Site.

Long range views to south from Site – but limited discernibility of settlements.

leavily influences from industrial/commercial uses

- Adjacent lighting within industrial estate
- Boundary tree cover variable fully open at southern Site
- poundary over open arable land
- Boundary trees and metal fencing
- Audible traffic noise (A128/M25)
- Footpath leads east-west through Site and another footpath on western boundary
- Southern arable areas unremarkable

	Level 1:	Level 2:		Leve	el 3:		Lev	el 4:	
Site - Primary:	F	3	7			1			
Site - Secondary:	E	4	1	5	11	7			
Locality - Primary:	E	4	1	5	11	7			
Locality -Secondary:	F		1	5	2	1	4	5	10

Local Character Area:	F13 Great W	arley Wooded Farmlar	nd				
Green Belt:	Y		Assessed Effect	on Green Belt:	Moderate		
Statutory landscape designation:	Ν						
Local Landscape designation:	Within:	Special Landsca	ape Area	Adjacent to?			
Previous Use:		Brownfield		(Greenfield		
Other:	Within Tham	es Chase Community I	orest area. Arable	landuse in southe	ern extents of Site		

Assessment:

Landscape and Settlement Character Sensitivity:	Low	Medium
Reasoning: Degraded Site – little original character remaining area between settlements, would not affect existing settlement (industrial estate). Site does encroach in to wider countryside	nt character / form and would be associate	d with other built development
(industrial estate). Site does encroach in to wider countryside	beyond pre-existing estate limits which her	

Visual Sensitivity:	Low
countryside, with or without mitigation. Low visual amenity.	n such that development would not lead to unacceptable visual effects on the Boundary tree belts and woodland to west help to screen Site from ribbon h but few receptors and views in context of wider industrial estate – scope to

Resultant Overall Landscape Sensitivity:

Additional comments:

Landscape Capacity:

Landscape Value:	Medium
Reasoning: Lies wholly within a SLA but where localised charac	cter and scenic value is less distinctive or has become degraded (industrial estate).

Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High				
Settlement Character	Medium	Medium	Medium	High				
Sensitivity	Low	Low	Medium	High				
		Low	Medium	High				
		Visual Sensitivity						

. "	High	Medium	Low - Medium	Low		
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium		
,	Low	High	Medium - High	Medium		
		Low	Medium	High		
			Landscape Value			

Low

Medium-High

Landscape Capacity Categories

Level 2 options – 1. Broadleaved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadleaved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5) Level 3 options – 1. Mixed-aged or seminatural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (5-10m, open canopy) 	 tall) Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer 5. Grazed (moderate to heavy) 8. Lightly grazed 9. Dead wood present 10. Dead wood absent 				
B – Scrub	land (include young w	/oodland <5m tall)				
Level 2 options –		evel 4 options –				
 Regenerating natural or semi- 		1. Pre dom in antly tall (3-5m) 2. Pre dom in antly low (1-3m)				
natural woodland		3. Dense shrub layer				
2. Downland (chalk)		1. Moderate shrub layer				
 Heath scrub Coppice (<3m) 		5. Sparse shrub layer 6. Extensive bracken				
5. New plantation		7. Dense field layer				
6. Clear-felled	F	8. Moderate field layer				
7. Other		9. Sparse field layer				
l		10. Grazed (moderate to heavy)				
(
	C—Semi-natural grass	land/marsh				
Level 2 options -	Level 3 options	•				
 Chalk downland Grass moor (unen 	1. Hedgerow w closed) 2. Hedgerow w	•				
3. Grass moor mixed		13. Sheep				
heather (unenclos	'					
4. Machair	hedge	15. Rabbits				
 Other dry grasslar Water-meadow/g 		,				
marsh	5. Isolated grou					
7. Reed swamp	6. No field bour	2				
 8. Other open marsh 9. Saltmarsh 	7. Montane	19. Hay				
S. Saldinarsin						
(
	D – Heathland a	•				
Level 2 options – 1. Dry heath	Level 3 options – 1. Montane	Level 4 options – 1. Ungrazed				
2. Wet heath	2. Raised bog	2. Cattle				
3. Mixed heath	3. Vallye/basin bog	3.Sheep				
4. Bog	4. Blanket bog	4. Horses				
5. Breckland 6. Drained bog	Heath mixed with rough grass	5. Rabbits 6. Deer				
7. Bare peat	6. Heath without grass	7. Others grazers				
	7. He ath with extensive	8. Ploughed				
	bracken	9. Burned				
	8. Undetermined bog 9. Isolated group of trees	 Planted with saplings <0.5m tall 				
(
1	E – Farmlan					
Level 2 options – 1. Improved	Level 3 options – 1. Hedgerow with trees	Level 4 options – 1. Ungrazed				
grassland	2. Hedgerow withouttre					
2. Unimproved	3. Tree-line without hed					
3. Mixed grass/tilled	,	4. Horses				
land 4. Tilled land	 Isolated group of tree: Farmyard (active) 	s 5. Other stock/unknown 6. Bare earth/plough				
5. Orchard	7. No field boundary	7. Arable crop				
6. Other farming	8. Wall	8. Stubble				
Market garden	9. Ditch/water	9. Unsown/fallow				
1	10. Fencing 11. Woodland boundary	10. Recently cut grass 11. Farm Building				
1		12. Recently sown				
		-				

7. River (>3m wide) 8. Ditch with water (<2m wide) 9. Small canal (2-5m wide) 10. Large canal (>5m wide)

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

450m²)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options –
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)

- 7. Sewage processing
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H — Coastal Level 3 options –

- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

- 3. Angling
- Coarse angling
- 5. Game fishing
- ʻrural
- (coarse/game)
- 6. Industrial activity

Date/Time: 15/04/2013 – 10.40

Photogra	aph:		270° - 36	50°		90° - 270°	$\mathbf{>}$		< 90'	•	Single (fo	rward)		Single (backwa	ard)	Zoo	om	
Views C	Out (distance	e): N: S			S: S			E: S			W: S			<u>S</u> hort (<250	m) <u>M</u> ed	l (250m - 1km)	Long (>1km)	
Views	Viewer Typ	Des N.P.	ub Priv	Road	1	S:	Pub I	Priv Railv	vay		E Pub Priv	/ Road		w	I: Pub	Priv House		
in:	Numbers	N: Pu	ub: 0	Priv: L	S: Pub	LF	Priv: 0	E:	Pub: L	Priv: 0	W: Pub: () Priv:	Η	0 <u>L</u> ov	v (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasona	al visibility:	Minin	nal effect															
Site visu	al amenity:	OK to	Poor						Lo	cality visua	l amenity: OK							
Scope to	o mitigate vi	iews: Sho	ort term: Lit	ttle				Med	ium term	1: Some (He	dges)		Lo	ong term: Some	e (Trees)			
		V. Gen	tle - Flat (<	(1:50)	Gentle	(c.1:25)		Fairly	Steep (c.:	1:10)	Steep (c.:	L:5)	,	Very Steep (c.:	1:2)	Sheer ((>1:1)	
Gradient	ts:	-	Y					-										
		Plain	Plateau	Rollin	ng lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valley	U shaped	Valley	Floodplain	Estuary	Mountains	Other	
Geomor	phology:	Y			-													
Promine	ant	Site:		Positive:	None						Negative: None	2 2						
landmar		Visible	nearby:	Positive:	Tyrell Chapel	to north	east				Negative: Pylo		to south	h				Cor
Bounda	ry types:		Site: Hedges, fences, drains								Locality: Hedge							Vis
	ry pattern:	Rectil		Organie		commer/	nt:				Land parcel siz		arge (>5	iha)	Med (1-5ł	na) Sm	all (<1ha)	v15
				<u> </u>													. ,	
Settlem	ent Pattern:	: Linea	ar 🚺	ucleated	Disperse	P	lanned) Orga	nic	Open	Hamlet	Village		Town	City	Suburbia	Urban fringe	
Site-sett relations		Immedi	iately adjac	cent natu	ural extension	Very	close m	ninimal sep	aration	Near but	t clear separation	Limited	associat	ion to settleme	ents Di	stant association	(visual) only	
Building		Comme	rcial/Office	es:	Industrial:		Reta	il:	Farmstea	ad:	Barns:	Reli	gious:	Otl	her:			
-	tyles/Age:	Detache	ed:		Semi-Det:	20 th C		Terrace	d		Bungalow:		Flat	:s:		Skyscraper:		
Transpo	ort:	Motor	ways l	Dual Carria	age Majo	r road	Minc	or road	Small L	_ane 🤇	Rail Otl	ner/commer	it:					
												\sim						
State of			•		ll maintained	S L					ne maintenance:			<u> </u>		nal maintenance:		
Maturity	y:		Full ma	turity: S	5 L		N	1iddle-ageo	ddle-aged: S L Young - established:					V	ery young: S	L		
Scale:			Intim	ate			Small			M	edium		Large Expansive				/e	
Enclosur	re/openness	s:	Very cor	nfined		Qui	ite enclos	sed	F	Partial enclo	osure/openness		Quite	e open		Exposed	d L	
Diversity	y:		Uniform			Simple	>		Quite Div	verse	Com	olex	Con	nments:				Cor
Texture:	:	(Smooth	>	(extured	>		Rough	h	Very r	ough						Lan
Colour:			Monochroi	me		Muted		(Colourf	ful	Gar	ish						Lan
Balance:	:		Harmonio	us	Fair	y balanc	ed		Discorda	ant	Chao	otic						
Security	<i>'</i> :		Comfortab	ole	\sim	Safe	>		Unsettli	ing	Threat	ening						
Stimulus	s:		Boring			Bland	>		Interest	ing	Invigo	ating						
Noise (p	ositive):	Birds	s Wa	ater C	Other/comme	nt:				Noise (negative):	Transport	Oth	er/comment:				
Lighting	:	No	ne nearby	>	Some nearb	у	Some	within site		Site & area	lit He	avily lit						
Wild/re	moteness:	Remot	:e/no peo	ople 🔇	Minor disturb	ance	Some	on-site dis	turbance	Heavy	disturbance / peo	ple presenc	e					
Tranquil	llity:		H	ligh			M	edium			Low	>						
Access i	n site area:	Promo	ted open r	recreation	Open ger	eral acce	ess P	ermissive g	general ad	ccess	PRoW route acces	s Pe	rmissive	e paths	Informal	access	No access	
		Desirable:	Loca	ality: Fa	rmland, hedg	es					Site: F	armland, he	dges					
Characte		Non-desirab	le: Loca	ality: Po	werlines, rail	vay gant	ries, distu	urbed land			Site: -							
Laurdana	pe Quality	Highly r	representat	tive: S	L Mainly	/ represe	ntative /	minor det	ractions:	S L	Equal representa	ntive / non-r	ep: S	L Weak	kly represe	ntative/ degrade	d: S L	

Site Reference:

126

Location:

Land east of west Horndon, south of Station Road

	Level 1:	Level 2:	Level 3:				Level 4:			
Site - Primary:	E	3	1	2	7		12			
Site - Secondary:										
Locality - Primary:	E	3	1	2	7	9	12			
Locality -Secondary:	F	2	1	2	3	5	2	4	7	

Local Character Area:	G1 – Horn	G1 – Horndon Fenland (in Landscape Improvement Area)								
Green Belt:	Y	Assessed Effect on Green Belt: Moderate								
Statutory landscape designation:	Ν									
Local Landscape designation:	Within:	Within: N Adjacent to? N								
Previous Use:		Brownfield			Gree	nfield				
Other:										

Assessment:

Landscape and Settlement Character Sensitivity:	Medium
Reasoning: Commonplace elements, mostly replaceable, deve	lopment would have some association with existing settlement and extend existing
pattern. Rural character, with sharp transition to settlement.	

Visual Sensitivity:	Medium
Reasoning: Site fairly open to views from public/private location especially important	ons (small number), opportunities to mitigate in the longer term. Views not

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Low
Reasoning: Not within designated landscape, no physical acces Forest area.	ss, provides limited public amenity – but lies within Thames Chase Community
Landscape Capacity:	Medium-High

Li

Additional comments:

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High				
Settlement Character	Medium	Medium	Medium	High				
Sensitivity	Low	Low	Medium	High				
		Low	Medium	High				
		Visual Sensitivity						

Landscape Capacity Categories

	High	Medium	Low - Medium	Low		
Overall andscape ensitivity	Medium	Medium - High	Medium	Low - Medium		
choicing	Low	High	Medium - High	Medium		
		Low	Medium	High		
			Landscape Value			

Level 2 options – 1. Broadleaved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadleaved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5m Level 3 options – 1. Mixed-aged or semi- natural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (5- 10m, open canopy) 	 tall) Level 4 options – Dense shrub layer Moderate shrub layer Sparse shrub layer Dense field layer Moderate field layer Sparse field layer Grazed (moderate to heavy) Lightly grazed Dead wood present Dead wood absent
	and (include young w	
Level 2 options –		evel 4 options –
 Regenerating natural or semi- 		. Pre dom in antly tall (3-5m) . Pre dom in antly low (1-3m)
natural woodland		. Dense shrub layer
2. Downland (chalk)	4. Broadleaved 4	. Moderate shrub layer
3. Heath scrub		. Sparse shrub layer
 Coppice (<3m) New plantation 		. Extensive bracken . Dense field laver
6. Clear-felled		. Moderate field layer
7. Other		. Sparse field layer
	1	0. Grazed (moderate to heavy)
	– Semi-natural grassl	and/marsh
Level 2 options –	Level 3 options -	-
1. Chalk downland	1. Hedgerow wit	
2. Grass moor (unend	, .	
 Grass moor mixed w heather (unenclosed 		13. Sheep out 14. Horses
4. Machair	hedge	15. Rabbits
5. Other dry grassland	4. Other field bo	undary 16. Deer
6. Water-meadow/gra		
marsh 7. Reed swamp	5. Isolated group 6. No field boun	
8. Other open marsh	7. Montane	19. Hay
9. Saltmarsh		,
1 1 1	D — Heathland a evel 3 options –	-
	. Montane	Level 4 options – 1. Ungrazed
*	2. Raised bog	2. Cattle
	8. Vallye/basin bog	3.Sheep
*	l. Blanket bog 5. Heath mixed with rough	4. Horses 5. Rabbits
6. Drained bog	grass	6. Deer
	6. Heath without grass	7. Others grazers
7	. Heath with extensive	8. Ploughed
	bracken	9. Burned
	 Undetermined bog Isolated group of trees 	 Planted with saplings <0.5m tall
	6 F	
\geq		
	E – Farmland	-
Level 2 options –	Level 3 options –	Level 4 options –
 Improved grassland 	 Hedgerow with trees Hedgerow without tree 	1. Ungrazed 2. Cattle
2. Unimproved	3. Tree-line without hedg	
3. Mixed grass/tilled	4. Other field boundary	4. Horses
land A Tille d land	5. Isolated group of trees	
4. Tilled land 5. Orchard	6. Farmyard (active) 7. No field boundary	 Bare earth/plough Arable crop
6. Other farming	8. Wall	8. Stubble
7. Market garden	9. Ditch/water	9. Unsown/fallow
	10. Fencing	10. Recently cut grass
	11. Woodland boundary	11. Farm Building 12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban
- 2. Suburban / urban fringe
- 3. Rural

F – Human Sites

- 1. Building
- 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,

- 4. Coarse angling 5. Game fishing
- 6. Industrial activity
- 7. Sewage processing 'rural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

2. Small waterbody (50-450m²)

1. Pond (less than 50m²)

Level 2 options –

- 3. Lake/unlined reservoir
- 4. Lined reservoir
- 5. Gravel/sand pit 6. Stream (<3m wide)
- 7. River (>3m wide)
- 8. Ditch with water (<2m wide)
- 9. Small canal (2-5m wide)
- 10. Large canal (>5m wide)
- Level 2 options -
- Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options –
- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options –
- 1. Cliff 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

12. Recently sown

I — Inland Rock Level 3 options —

- 1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.)
- 3. Grasses present
- 4. Scrub present

- etc.)
- 3. Angling
- (coarse/game)

Viewpoint/Site/Area Reference: 128-129 (Ingatestone Garden Centre)

Date/Time: 23/1/15 11:11

hotograph:		270° - 36	°0°		90° - 270'	$\hat{}$		< 90)°	Single (orward)		Single (backw	ard)	Zoo	om
/iews Out (distance):	N: S			S: S			E: S			W: S			<u>S</u> hort (<250	m) <u>M</u> ed	(250m - 1km)	Long (>1km)
views Viewer Types	N: Pul	b Priv			S	Pub Pi	riv			E: Pub	īv		v	Pub Pr	riv	
n: Numbers	N: Pul	o: Pr	iv: L	S: Pub): M	Priv:	E:	Pub:	Priv: L	W: Pub	: M Priv	v:	0 <u>L</u> ov	v (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
easonal visibility:	Some	variation (note ever	rgreen conife	r screens)										
ite visual amenity:	Leylan	d Conifer :	screen; Be	eech hedging	;; deciduo	ous trees		Lo	ocality visual	amenity: Tre	es; copses, t	ree belts				
cope to mitigate view	s: Shor	t term: So	me			Me	dium terr	m: Higher	r beech hedg	e to West; bour	dary plantin	g, infill pl	lanting Lo	ong term: Sa	ame as medium	term
	V. Cont	le - Flat (<	1.50)	Contle	(. 1.25)		Fairly	Steen le	1.10)	Steen /	. 1.5)		Nom Steen le	1.2)	Sheer	(>1.1)
iradients:	v. Gent	γ	1:50)	Gentie	e (c.1:25)		Fairly	Steep (c.	.1:10)	Steep (Very Steep (c.	1:2)	Sneer	(>1:1)
	Plain	Plateau	Pollin	ng lowland	Hills	Pidgo	Cliff	Scarp	Corro	V shaped Valle	U shape	d Vallov	Floodplain	Ectuary	Mountains	Other
eomorphology:	Y	Pialeau	KUIIII	giowialiu	HIIIS	Ridge	Cini	Scarp	Gorge	v snapeu vane		u valley	Floouplain	Estuary	wouldains	Other
	Site:			Mature tree	s and nat	ive hedgin	a			Negative: Le	land conifer	screen				
rominent andmarks:	Visible n	earby:	Positive:			ive neugin	5			Negative: Le			Contro			
oundary types:		-		edge; mixed	tree helt					Locality: Tree	,	, .				
oundary pattern:	Rectili	_	Organic	-			angular/r	ectilinear	r& organic	Land parcel		Large (>	5ha)	Med (1-5h	al Sm	nall (<1ha)
······				<u> </u>	,		angular) i	cotinica	a organid			-0.80 (*		1100 (2 011		
ettlement Pattern: 🤇	Linea		ucleated	Disperse	a P	Planned) Orga	anic	Open	Hamlet	Village		Town	City 🤇	Suburbia	Urban fringe
ite-settlement elationship:	Immedia	tely adjac	ent natu	ural extension	Very	close mi	nimal sep	paration	Near but	clear separatio	Limited	d associat	tion to settlem	ents Dis	tant association	ı (visual) only
uilding	Commer	cial/Office	es:	Industrial	:	Retail	\supset	Farmstead: Barns: Religious: Other:								
ypes/Styles/Age:	Detached	d:		Semi-Det:	>		Terrace	ed		Bungalow:	>	Fla	ts:		Skyscraper:	
ransport:	Motory	ways 🤇	Dual Carria	age Maj	or road	Minor	road	Small I	Lane 🤇	Rail	ther/comme	ent:			•	
tate of Repair:		-		Il maintained	:: S L					ne maintenance					al maintenance	•
Naturity:			turity: S	<u>)</u> ()			ddle-ageo	d: S			g - establishe			Ve	ery young: S	
cale:		Intima			$ \rightarrow $	Small	2			edium			arge		Expansiv	
nclosure/openness:		Very con				ite enclose				sure/openness			te open		Expose	d
Diversity:		Uniform			Simple			Quite Div			nplex		mments: rden centre pa	rt is quite e	nclosed by matu	ire tree cover
exture:		Smooth		\rightarrow	Textured	\leq		Roug		-	rough	an	d conifer scree	ns.		
olour: alance:		Aonochron Harmoniou			Muted rly balanc	and .		Colour Discord			arish	Ca	r park partial e	nclosure		
ecurity:		Comfortab			Safe	Leu		Unsettl			atening					
timulus:		Boring			Bland			Interest	-		orating					
loise (positive):	Birds		ater C	Other/comme				interest		negative):	Road traffic		her/comment:			
	NI -					Come -	ithin st				Railway?	Ace	cess to garden	centre and o	car park	
ighting:		ne nearby		Some nearb	-	Some w			Site & area		leavily lit					
Vild/remoteness:	кеmote	e/no peo	•	Minor disturb	ance			sturbance	e Heavy	disturbance / p	eopie presen					
ranquillity:	Dreve		ligh	0.757			dium	aon				orrester-te	a natka	InformI		No.occor
access in site area:	I	ed open r			neral acce		THISSIVE	general a	iccess	PRoW route acc		Permissive	-	Informal a	ccess	No access
	esirable:	Loca	itty: Tre	ees, farmed c	ountrysic	ue				Site:	wature tree	es/bound	lary trees/hedg	,e		
haracteristics:	n-desirable	e: Loca	liter No.	ajor transpor	toordala					Site:	Leyland con	ifor com	~ ~			



- vs from west screened by conifer screen and roadside planting vs from south (recycling centre also screened apart from ance gate)
- s from north restricted by planting and rear gardens of lings
- s from east restricted by tree cover

len centre and car park are the primary landuse

	Level 1:	Level 2:	Level 3:							
Site - Primary:	F	2	1	7			1	8	10	
Site - Secondary:										
Locality - Primary:	E	4	2	3	5	6	7	11		
Locality -Secondary:	F	3	1	2			5	7		

Local Character Area:	F10 Heybridge Wooded Farmland								
Green Belt:	γ	Y Assessed Effect on Green Belt: Low							
Statutory landscape designation:	Ν								
Local Landscape designation:	Within: Special Landscape Area Adjacent to? -								
Previous Use:		Brownfield	>		Gree	nfield			
Other:			Policies GB28 and	d C8 apply to SLA					

Assessment:

Landscape and Settlement Character Sensitivity:	Low	Medium
Reasoning: Some built elements discordant as is the conifer sc perimeter of site	reen. Brownfield site adjacent to residenti	al edge. Some mature trees of value near

	-			
Visual Sensitivity:	Low			
Reasoning: Mature existing planting on all boundaries or close to boundaries. Views out very limited. Of little importance to setting of town.				
Resultant Overall Landscape Sensitivity:	Low			
Additional comments:				

Landscape Value:	Medium
Reasoning: lies within a locally designated landscape where la	ndscape features and scenic value is less distinctive and has become degraded

Landscape Capacity:	Medium-High
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium	Medium	High	
Sensitivity	Low	Low	Medium	High	
		Low	Medium	High	
		Visual Sensitivity			

High Medium Low - Medium Overall Landscape Medium Sensitivity Low

Landscape Capacity Categories

wealum - righ	weatum	Low - Medium						
High	Medium - High	Medium						
Low	Medium	High						
Landscape Value								

Low

Level 2 options – 1. Broadle aved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadle aved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5m Level 3 options – 1. Mixe d-aged or seminatural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (S-10m, open canopy) 	tall) Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer 6. Sparse field layer 7. Grazed (moderate to heavy) 8. Lightly grazed 9. Dead wood present 10. Dead wood absent
B – Scrubla Level 2 options – 1. Regenerating natural or semi- natural woodland 2. Downland (chalk) 3. Heath scrub 4. Coppice (<3m) 5. New plantation 6. Clear-felled 7. Other	1. Broadleaved 1. 2. Coniferous 2. 3. Mixed 3. 4. Broadleaved 4. swamp scrub 5. 5. Coniferous 6. swamp scrub 7. 6. Mixed swamp 8. scrub 9.	odland < 5m tall) rel 4 options – Pre dominanthy tall (3-5m) Pre dominanthy low (1-3m) Dense shrub layer Moderate shrub layer Sparse shrub layer Extensive bracken Dense field layer Moderate field layer Sparse field layer Sparse field layer . Grazed (moderate to heavy)
C Level 2 options – 1. Chalk downland 2. Grass moor (unencl 3. Grass moor mixed w heather (unenclosed 4. Machair 5. Other dry grassland 6. Water-me adow/gra marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	vith trees d) 3. Tree-linewitho hedge 4. Other field bou	Level 4 options – trees 11. Ungrazed out 12. Cattle 13. Sheep ut 14. Horses 15. Rabbits ndary 16. Deer) 17. Others grazers of trees 18. Extensive
1. Dry heath 1 2. Wet heath 2 3. Mixed heath 3 4. Bog 4 5. Breckland 5 6. Drained bog 7 7. Bare peat 6	D – Heathland and evel 3 options – . Montane 2. Raised bog 8. Vallye/basin bog 9. Blanket bog 5. Heath mixed with rough grass 5. Heath without grass 7. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall
Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming 7. Market garden	E – Farmland Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing 11. Woodland boundary	

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options –
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- (coarse/game)
- 7. Sewage processing ʻrural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

J – Miscellaneous

- 3. Angling

- 6. Industrial activity

Coarse angling 5. Game fishing

Photograph:		2	270° - 360°	(90° - 270°	>		< 90	0	Single (for	ward)	Single (back	ward)	Zooi	m	
Views Out (distar	nce):	N: S- M		S: S			E: S			W : S		<u>S</u> hort (<25	50m) <u>M</u> ed	(250m - 1km)	Long (>1km)	
Views Viewer T	ypes	N: Pub	Priv	•	s	Pub Pr	iv			E Pub Priv)		W: Pub P	riv		
in: Numbers	5	N: Pub:	H Priv	: S: Pu	b:H Pr	riv: M	E:	Pub: H	Priv: M	W: Pub: H	Priv:	0 <u>L</u>	ow (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasonal visibility	:	Little var	riation, Line	ar vegetation of d	eciduous tre	ees along	the Nor	th and So	uth bounda	ries , slightly highe	r visibility dur	ng the winter				
Site visual amenit	y:	Green fie	elds, bound	ary trees/hedgero	w trees			Lo	cality visua	l amenity: Trees	, private hous	es and front garde	ens			
Scope to mitigate	views:	Short t	term: Good	Existing trees and	hedgerow	S	Med	lium term	: Good, Shr	ub layer infill (sout	h)	Long term:Goo	od, As med.			
Gradients:		V. Gentle	- Flat (<1:5		e (c.1:25)		Fairly	Steep (c.	1:10)	Steep (c.1	:5)	Very Steep (c.1:2)	Sheer (>	>1:1)	
			Y		end slope											
Geomorphology:	_		Plateau	Rolling lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valley	U shaped Va	alley Floodplair	n Estuary	Mountains	Other	
		Y														
Prominent landmarks:		Site:		sitive: Mature tree			North and	d South b	oundary			way A12 and Junct	ion			Comments
		/isible nea	-	sitive: Farmland, p	onds, wood	dland				Negative: BP Co		0				
Boundary types:				and shrubs						Locality: Hedge						Visual:
Boundary pattern	:	Rectiline	ar (Organic Othe	r/comment	t: Oval				Land parcel siz	e: Lar	ge (>5ha)	Med (1-5ł	na) Sma	all (<1ha)	Public views a
Settlement Patter	n:	Linear	Nucle	ated Dispers	e Pla	anned	Orga	inic	Open	Hamlet	Village	Town	City	Suburbia	Urban fringe	
Site-settlement		\sim		•		loco I mir										Filtered views
relationship:		mmediate	ely adjacent	natural extensio	on very c	lose mir	iiniai set	Daration	Near bu	t clear separation	Limited as	sociation to settle	ments Di	stant association ((visual) only	
Building	_	Commercia	al/Offices:	Industria	l:	Retail:		Farmstea	ad:	Barns:	Religi	ous: C	Other: Private	e houses		
Types/Styles/Age	: (Detached:	>	Semi-De			Terrace	ed		Bungalow:		Flats:		Skyscraper:		
Transport:		Motorwa	iys Dua	Carriage Ma	jor road	Minor	road	Small I	ane	Rail Oth	er/comment:					
State of Repair:		6	ood / Intac	: / Well maintaine	4. CII)K / Eairly	intact / Sor	ne maintenance:	SL	Poor / Disr	opair / Minin	nal maintenance:	s l i	
Maturity:			Full maturi			Mic		d: S		1	established:			ery young: S		
Scale:						Small	ulle-age	u. 3		edium	established.		v	Expansive		
Enclosure/openne			Intimate Very confine	od.		e enclose	d			osure/openness		Large Quite open		Expansive		
Diversity:			Uniform	-u	Simple	e enclose		Quite Div		Comp		Comments:		Lxposed		
Texture:			Smooth	\longrightarrow	Textured	<u>, </u>		Roug		Very r						Comments
Colour:			nochrome		Muted	•		Colour	<u> </u>	Gari	-	-				Landscape:
Balance:			irmonious	Fa	irly balance	d		Discord		Chac		-				Cycleway alon
Security:			mfortable		Safe			Unsettl		Threat		1				traffic; pasture
Stimulus:			Boring	\rightarrow	Bland	<u>, </u>		Interest	-	Invigor	-	1				deciduous tree
Noise (positive):		Birds	Water	Other/comm	\smile				-	-	oad traffic	Other/commen	t:			
Lighting:			nearby	Some near		Some w	ithin site		Site & area		avily lit	-				Gap in North E Southside; filte
Wild/remoteness	:		no people	Minor distur				sturbance		disturbance / peo		-				
Tranquillity:			High				dium			Low		1				Gentle slope fi
Access in site area	a:	Promoted	l open recre	ation Open ge	eneral acces			general a	ccess	PRoW route acces	s Pern	nissive paths	Informal	access	No access	A12 traffic hig
		sirable:	Locality					<u> </u>	-			ary hedgerows/tre				
Characteristics:		desirable:	-							Site:						
Landscape Quality			resentative		lly represen	ntative / m	ninor det	ractions:	SIL	Equal representa	tive / non-ren		akly represe	ntative/ degraded	l: S I	



Location: Land North of A1023 Chelmsford Road, Shenfield

e from roads/cycle paths/foot paths but heavily screened.

f residents; scope for shrub layer screening

South edge road; large open greenfield; noise from road s; street lighting; bounded by wooden fence and mature s/hedge.

ast edge by roundabout; filtered views to/by houses on red views also of traffic along A12 and Chelmsford Road.

om South West

ly visible (winter)

	Level 1:	Level 2:	Level 3:		Level 4:					
Site - Primary:	E	4	1				7			
Site - Secondary:										
Locality - Primary:	E	4	1	9			7			
Locality -Secondary:	F	2	1	2	5		2	3	5	6

Local Character Area:	F8 Doddinghurst Wooded Farmland					
Green Belt:	Y	Assessed Effect on Green Belt:				Moderate
Statutory landscape designation:	Ν					
Local Landscape designation:	Within:	Ν		Adjacent to	o?	Ν
Previous Use:		Brownfield			Gree	nfield
Other:						

Assessment:

Landscape and Settlement Character Sensitivity:	cape and Settlement Character Sensitivity: Medium						
Reasoning: Commonplace elements, some not readily replaced, some sense of place. Development would have some association with settlemen							
Visual Sensitivity:	Medium	High					

Resultant Overall Landscape Sensitivity:

Additional comments:

Landscape Value:	Low	Medium		
	Reasoning:			
Landscape Capacity:	Medium	Medium-High		
	Additional comments: If A12 bypass taken as settlement boundary, develop would infill due to ribbon development along A1023 Chelmsford Road			

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High
Settlement Character	Medium	Medium	Medium	High
Sensitivity	Low	Low	Medium	High
		Low	Medium	High
		vi	sual Sensitivi	ity

Landscape Capacity Categories

Medium

	High	Medium	Low - Medium	Low	
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium	
ochonini,	Low	High	Medium - High	Medium	
		Low	Medium	High	
			Landscape Value		

/		•				
1	A – Woodland (>5	im tall)				
Level 2 options –	Level 3 options –	Level 4 options –				
1. Broadleaved –	1. Mixed-aged or semi-	1. Dense shrub laver				
Dry	natural	2. Moderate shrub layer				
2. Coniferous – Drv	2. Coppice with	3. Sparse shrub laver				
3. Mixed – Dry	standards	4. Dense field laver				
4. Broadleaved –	3. Mature Plantation	5. Moderate field laver				
Wet	(taller than 10m, with	,				
5. Parkland	closed canopy)	7. Grazed (moderate to				
(scattered trees	4. Young Plantation (5-	heavy)				
and grassy areas)	10m, open canopy)	8. Lightly grazed				
	, i i <i>n</i>	9. Dead wood present				
		10. Dead wood absent				
\geq						
(
B – Scrub	and (include young	woodland < 5m tall)				
Level 2 options –	Level 3 options -	Level 4 options –				
1. Regenerating	1. Broadleaved	1. Predominantly tall (3-5m)				
natural or sem i-	2. Coniferous	2. Predominantly low (1-3m)				
natural woodland	3. Mixed	3. Dense shrub laver				
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer				
3. Heath scrub	swamp scrub	5. Sparse shrub layer				
4. Coppice (<3m)	5. Coniferous	6. Extensive bracken				
5. New plantation	swamp scrub	7. Dense field layer				
6. Clear-felled	6. Mixed swamp	8. Moderate field layer				
7. Other	scrub	9. Sparse field layer				
		10. Grazed (moderate to heavy)				
(
(C−Semi-natural gras	sland/marsh				
Level 2 options –	Level 3 options	s – Level 4 options –				
1. Chalk downland	1. Hedgerow v	with trees 11. Ungrazed				
2. Grass moor (unend	osed) 2. Hedgerow v	without 12. Cattle				
3. Grass moor mixed v		13. Sheep				
heather (unenclose	d) 3. Tree-line wi	thout 14. Horses				
4. Machair	hedge	15. Rabbits				
C. Others days a second and						
5. Other dry grassland						
6. Water-meadow/gr	azing (wall, ditch,	etc.) 17. Others grazers				
6. Water-meadow/gr marsh	azing (wall, ditch, 5. Isolated gro	etc.) 17. Others grazers up of trees 18. Extensive				
6. Water-meadow/gr marsh 7. Reed swamp	azing (wall, ditch, 5. Isolated gro 6. No field bou	etc.) 17. Others grazers up of trees 18. Extensive undary bracken				
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 	azing (wall, ditch, 5. Isolated gro	etc.) 17. Others grazers up of trees 18. Extensive				
6. Water-meadow/gr marsh 7. Reed swamp	azing (wall, ditch, 5. Isolated gro 6. No field bou	etc.) 17. Others grazers up of trees 18. Extensive undary bracken				
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 	azing (wall, ditch, 5. Isolated gro 6. No field bou	etc.) 17. Others grazers up of trees 18. Extensive undary bracken				
 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 	azing (wall, ditch, 5. Isolated gro 6. No field bou	etc.) 17. Others grazers up of trees 18. Extensive undary bracken				
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7. Market garden

9. Ditch/water

11. Woodland boundary

10. Fencing

9. Unsown/fallow

11. Farm Building 12. Recently sown

10. Recently cut grass

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

1. Building

- 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options –
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling

- 7. Sewage processing
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options –
- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated

6. Sparse/medium

- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options – 1. Cliff

- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

J – Miscellaneous

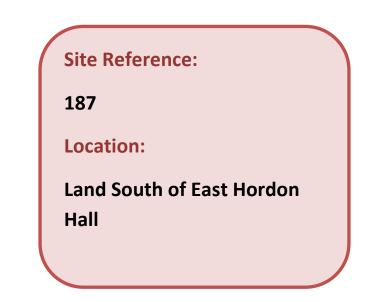
- (coarse/game)
- ʻrural

Coarse angling 5. Game fishing

- 6. Industrial activity

Date/Time: 22/1/15 9:00am

Photograph:	270° -	360°		90° - 270°)		< 90'	•	Single (fo	orward)	Sin	gle (backv	vard)	Zoo	m
Views Out (distance):	N: S+M		S: L			E: S			W: S		<u>s</u>	hort (<250	Om) <u>M</u> ed	l (250m - 1km)	Long (>1km)
Views Viewer Types	N: Pub Pri	$\overline{\mathcal{O}}$		S	Pub Pi	riv fron	n byway		E Pub Pri	v A128		۱	N. Pub F	Priv	
n: Numbers	N: Pub: L	Priv: L	S: Pub): M	Priv:	E:	Pub: H	Priv:	W: Pub:	M Priv:	L	0 <u>L</u> o	w (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasonal visibility:	Some variatio	n in part	 least visible in s 	summer – I	ooundary tr	ees along	A127 and A	128							
Site visual amenity:	OK (Medium)						Lo	ality visua	I amenity: OK.	Local detract	ing features	i (roads, ii	ndustry to n	orth) but also po	sitives.
Scope to mitigate view	s: Short term:	Hoarding	g on Western bo	undary ar	nd PRoW			: Along We PRoW Sou	stern boundary – uth	planting; infil	ll Long	erm: OK			
Gradients:	V. Gentle - Flat Y	(<1:50)	Gentle	e (c.1:25)		Fairly	Steep (c.1	l:10)	Steep (c.	1:5)	Ver	y Steep (c	.1:2)	Sheer (>1:1)
	Plain Plate	au Ro	olling lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valley	U shaped	Valley Fl	oodplain	Estuary	Mountains	Other
Geomorphology:	Y														
Prominent	Site:	Positi	ive:						Negative:		I				
andmarks:	Visible nearby:	Positi	ive: Church to N	orth of A1	.27				Negative: Shee	ds, slag heaps	s/stockpiles	/machine	ry – immed	iately north. A127	7 & A128
Boundary types:	Site: Fence (pos	t and wire	e); hedging; tree	es					Locality: Fence	e (post and w	ire); hedgir	g; trees –	local roads		
Boundary pattern:	Rectilinear	Org	ganic Other	/commer	nt:				Land parcel si	ze: La	arge (>5ha)	(Med (1-5	na) Sm	all (<1ha)
Settlement Pattern:	Linear	Nucleate	ed Disperse		lanned	Orga	nic	Open	Hamlet	Village	Tov	'n	City	Suburbia	Urban fringe
Site-settlement relationship:	Immediately ad	jacent r	natural extension	n Very	close mi	nimal sep	aration	Near bu	t clear separation	Limited a	association	to settlen	nents 🖸	stant association	(visual) only
Building	Commercial/Of	ices:	Industrial: Ind.	Sheds	Retail	l:	Farmstea	d: C20th	Barns:	Religiou	us: Church (N A127)	Other:		
Types/Styles/Age:	Detached: C20t	า	Semi-Det: C20t	h		Terrace	ed		Bungalow:		Flats:			Skyscraper:	
Fransport:	Motorways	Dual Ca	arriage Maj	or road	Minor	road	Small L	ane	Rail Ot	her/commen	it:				
State of Repair:	Good ,	Intact / '	Well maintained	l: S L		C)K / Fairly	intact / So	me maintenance:	SL	Po	or / Disre	pair / Minir	nal maintenance:	S L
Maturity:	Full r	naturity:	S L		Mi	iddle-age	d: S (L		Young	- established	: (5)()		V	'ery young: S	L
Scale:	Int	imate			Small			M	edium		Large			Expansiv	'e
Enclosure/openness:	Very	confined		Qui	te enclose	ed	P	artial enclo	osure/openness		Quite op	en		Exposed	k
Diversity:	Unifo	m		Simple			Quite Div	erse	Com	plex	Comm	ents:			
Fexture:	Smoo	th	<	Textured	>		Rougł)	Very	rough					
Colour:	Monoch	rome	<	Muted	>		Colourf	ul	Gai	ish					
Balance:	Harmor	ious	Fai	rly balanc	ed		Discorda	ant	Cha	otic					
Security:	Comfor	able	2	Safe	5		Unsettli	ng	Threat	tening					
Stimulus:	Borir	g	<	Bland	>		Interest	ng	Invigo	rating					
Noise (positive):	Birds	Water	Other/comm	ent:				Noise	(negative):	Road Traffic	Other/	comment	:		
Lighting:	None nearl	ру	Some nearl	γ	Some w	vithin site		Site & area	alit H	eavily lit	Adjace	nt byway i	to south		
Wild/remoteness:	Remote / no p	eople	Minor disturb	ance (Some c	on-site dis	turbance	> Heavy	/ disturbance / pe	ople presence	e				
		High			Me	dium			Low	>					
Franquillity:				noral acc	ec Do	rmissive	general ad	cess	PRoW route acce	ss Pei	rmissive pa	hs	Informal		No access
Franquillity: Access in site area:	Promoted ope	n recreat	tion Open ge		255 FC		Benerarae				initiosive pu				NU access
Access in site area:	· · ·		tion Open ge Tree belts; chui				Benerarae		Site:						NU access



- m close range from western boundary (Tilbury Road)
- apel & All Saints Church overlooks Site from immediately the A127
- from 2nd storey of house on Tilbury Road (West of site)
- regetation allows glimpsed views from further afield. Roads t visual barriers to east and north
- iews in from Hall/cottages

- zed field unremarkable character. Few characteristic or t features. Heavily poached.
- ent to North separating from Site from commercial area to e 109 – East Horndon Hall Business Park)
- erbody on northern boundary

	Level 1:	Level 2:		Leve	el 3:			Lev	el 4:	
Site - Primary:	E	1	3	10	4	9	4			
Site - Secondary:										
Locality - Primary:	E	1,4	1	10			7			
Locality -Secondary:	F	3	1	2	8	5	1	2		

Local Character Area:	G1 Horndo	G1 Horndon Fenland					
Green Belt:	γ		Assessed Effect on Green Belt:		Moderate		
Statutory landscape designation:	Ν						
Local Landscape designation:	Within: N			Adjacent to?		Ν	
Previous Use:		Brownfield		Greenfield			
Other:	Landscape	Landscape Improvement Area. Within Thames Chase Community Forest					

Assessment:

Landscape and Settlement Character Sensitivity:	High				
Reasoning: Part of larger area of intervening open land between settlements. Development would be isolated from settlement, unless Site 038b was significantly developed. Site lies outside clear and important boundary features defining settlement extent. Note the Site comprises commonplace elements (few worthy of retention), unremarkable character.					
Visual Sensitivity: High					
Reasoning: Limited or intervisibility with existing settlements – development would be conspicuous in immediate locality. Limited visual amenity –					

high number of low sensitivity receptors (predominately road users).

Resultant Overall Landscape Sensitivity:	High
Additional comments:	

Landscape Value:	Low				
Reasoning: Lies in Landscape Improvement Area; little scenic interest or important characteristics at a Site level. Limited access – adjacent major roads and limited PRoW. Lies within Thames Chase Community Forest Area.					
Landscape Capacity:	Medium				

Additional comments:

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium	Medium	High	
Sensitivity	Low	Low	Medium	High	
		Low	Medium	High	
		Visual Sensitivity			

Landscape Capacity Categories

	High	Medium	Low - Medium	Low		
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium		
sensitivity	Low	High	Medium - High	Medium		
		Low	Medium	High		
		Landscape Value				

- (
		A – Woodland (>5	
	Level 2 options –	Level 3 options –	Level 4 options –
	 Broadle aved – 	 Mixed-aged or semi- 	 Dense shrub layer
	Dry	natural	Moderate shrub layer
	2. Coniferous – Dry	2. Coppice with	3. Sparse shrub layer
	3. Mixed – Drv	standards	4. Dense field layer
	4. Broadleaved –	3. Mature Plantation	5. Moderate field laver
	Di bulle di cu		,
	Wet	(taller than 10m, with	. ,
	5. Parkland	closed canopy)	7. Grazed (moderate to
	(scattered trees	4. Young Plantation (5-	heavy)
	and grassy areas)	10m, open canopy)	8. Lightly grazed
			Dead wood present
			10. Dead wood absent
	l		
	B – Scrub	land (include young v	woodland < 5m tall)
	Level 2 options –	Level 3 options –	Level 4 options –
	1. Regenerating	1. Broadleaved	1. Predominantly tall (3-5m)
	natural or semi-	2. Coniferous	2. Predominantly low (1-3m)
	natural woodland	3. Mixed	3. Dense shrub laver
	2. Downland (chalk)		Moderate shrub layer
	3. Heath scrub	swamp scrub	5. Sparse shrub layer
	4. Coppice (<3m)		Extensive bracken
	5. New plantation	swamp scrub	7. Dense field layer
	6. Clear-felled	Mixed swamp	8. Moderate field layer
	7. Other		9. Sparse field laver
			10. Grazed (moderate to heavy)
			zo. Graces proverace to neavy)
	(
		C – Semi-natural grass	sland/marsh
	Level 2 options -	Level 3 options	
	1. Chalk downland	1. Hedgerow w	
	2. Grass moor (unend		
	3. Grass moor mixed		13. Sheep
	heather (unenclose	ed) 3. Tree-line wit	thout 14. Horses
	4. Machair	hedge	15. Rabbits
	5. Other dry grassland	d 4. Other field b	oundary 16. Deer
	6. Water-meadow/gr		
	marsh	5. Isolated grou	
	7. Reed swamp	6. No field bou	
		7. Montane	2
	8. Other open marsh	7. Montane	19. Hay
	9. Saltmarsh		
		D – Heathland	and Boge
	tour to anti-		_
	Level 2 options –	Level 3 options –	Level 4 options –
	1. Dry he ath	1. Montane	1. Ungrazed
	2. Wet heath	2. Raised bog	2. Cattle
	3. Mixed heath	3. Vallye/basin bog	3.Sheep
	4. Bog	4. Blanket bog	4. Horses
	5. Breckland	5. Heath mixed with rough	5. Rabbits
	6. Drained bog	grass	6. Deer
	7. Bare peat	6. Heath without grass	7. Others grazers
	7. bare pear	 Heath with out grass Heath with extensive 	2
			8. Ploughed
		bracken	9. Burned
		8. Undetermined bog	10. Planted with saplings
		9. Isolated group of trees	<0.5m tall
		E – Farmlan	h
	Level 2 options –	Level 3 options –	Level 4 options –
	 Improved 	 Hedgerow with trees 	1. Ungrazed
	grassland	2. Hedgerow without tr	ees 2. Cattle
	2. Unimproved	3. Tree-line without hed	
	3. Mixed grass/tilled	4. Other field boundary	÷ .
	land		
		5. Isolated group of tree	
	4. Tilled land	6. Farmyard (active)	6. Bare earth/plough
- 1	5. Orchard		7 Amble cree
		7. No field boundary	7. Arable crop
	6. Other farming	8. Wall	8. Stubble
		,	•

10. Fencing

11. Woodland boundary

10. Recently cut grass

11. Farm Building 12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options -
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling
- (coarse/game)
- Coarse angling
- 5. Game fishing 6. Industrial activity
- 7. Sewage processing ʻrural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (clear water,
- large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options 1. Mud/silt
- 2. Sand
- 3. Shingle 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options – 1. Cliff

- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

J – Miscellaneous

Level 2 options -

- 1. Pond (less than 50m²) 2. Small waterbody (50-
- 450m²) 3. Lake/unlined reservoir
- 4. Lined reservoir

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

5. Gravel/sand pit 6. Stream (<3m wide)

7. River (>3m wide) 8. Ditch with water (<2m

wide)

Date/Time: 01/05/13 – 16.20PM

Photograph:			270° - 36	i0°		0° - 270°	>		<	90°	Single	e (forw	ard)		Single (bac	kward)	Zo	om
Views Out (dista	ince):	N: S			s : s			E: S			w : s				<u>S</u> hort (<2	.50m) <u>M</u> eo	l (250m - 1km)	Long (>1km)
Views Viewer	Types	N: Pub	Priv	Houses	Road	S : Pu	b Priv				E: Pub	Priv	Houses			W.Pub	Priv PRoW	
in: Number	rs	N: Pub	: M	Priv: L	S: Pub	Pri	v:	E:	Pub:	Priv: L	W : Pt	ub: L	Priv:		0	<u>L</u> ow (1 - 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasonal visibility	y:	Minor ef	ffect due to	o hedgero	ws and adjacen	tree cove	r but natu	re of Site a	and loca	tion of dwellings	such that chang	ges are	not substai	ntial				
Site visual ameni	ity:	ОК								Locality visual	amenity:	Genera	lly OK					
Scope to mitigate	e views:	: Short	term: So	me, throu	ugh enhanced	planting		Med	dium te	erm: Good (wit	n planting)			Lo	ong term: G	bod		
Gradients:		V. Gentle	e - Flat (<:	1:50)	Gentle	(c.1:25)		Fairly	Steep	(c.1:10)	Steep	o (c.1:5	5)		Very Steep	(c.1:2)	Sheer	(>1:1)
			Y												I			
Geomorphology:		Plain	Plateau	Rollin	ng lowland	Hills	Ridge	Cliff	Scar	rp Gorge	V shaped Val	ley	U shaped	Valley	Floodplai	n Estuary	Mountains	Other
sconorphology.					S/L													
Prominent	:	Site:		Positive:	: None						Negative: N	None						
landmarks:	,	Visible ne	arby:	Positive:	: None						Negative: N	None						
Boundary types:	:	Site: Low	hedges, r	mature tr	ee lines, road	and fence	es				Locality: He	edges /	/ Trees					
Boundary patter	n:	Rectilin	ear	Organi	ic Other,	′commer	it:				Land parce	el size:	Li	arge (>!	5ha)	Med (1-5	ha) Sr	mall (<1ha)
													1 (11)			<u> </u>		
Settlement Patte	ern:	Linear	N	ucleated	Disperse		anned	Orga	anic	Open	Hamlet		Village	<u>ر</u>	Town	City	Suburbia	Urban fringe
Site-settlement relationship:		mmediat	ely adjac	ent nat	ural extension	Very	close mi	nimal sep	paratio	n Near but	clear separati	ion	Limited a	associat	tion to settle	ements D	istant associatior	n (visual) only
Building		Commerc	ial/Office	es:	Industrial:		Retai	l:	Farms	stead:	Barns:		Reli	gious:		Other:		
Types/Styles/Age	e:	Detached	:		Semi-Det:	Mod		Terrace	ed: Mo	d	Bungalow:	Mod		Fla	ts:		Skyscraper:	
ransport:		Motorw	ays [Dual Carri	iage Majo	r road	Minor	road	Sma	all Lane	Rail	Other	r/commen	t:				
													\sim					
State of Repair:		(ell maintained:	S L			-	irly intact / Son					Poor / Dis	•	mal maintenance	•
Maturity:				turity: S	S L			iddle-age	d: S			ing - es	stablished	$\overline{}$	L	\	/ery young: S	
Scale:			Intima				Small				dium			L	arge		Expansi	ve
inclosure/openn	ness:		Very con				te enclose			Partial enclo				-	te open		Expose	ed
Diversity:			Uniform			Simple	<u>ر</u>			Diverse		Comple		Co	mments:			
Texture:			Smooth		\rightarrow	extured				ough	Very rough							
Colour:			onochron			Muted	<u>ک</u>			ourful		Garish		_				
Balance:			armoniou		Fair	y balance	ed			ordant	Chaotic							
Security:		Co	omfortab	le		Safe				ettling		reaten	-	_				
Stimulus:			Boring			Bland	ノ		Inter	esting		vigorat						
Noise (positive):		Birds	\bot		Other/comme						negative):		badside	<u> </u>	her/comme		lines observed	around field
Lighting:			e nearby		Some nearb			vithin site		Site & area			rily lit	ind			e lines observed a atively busy affeo	
Wild/remoteness	s:	Remote	/no peo		Minor disturb	ance		on-site dis	sturbar	nce Heavy	disturbance /	-	e presence		inquility			
Tranquillity:			Н	ligh			Me	dium			Low	2						
Access in site are	ea:	Promote	d open r	ecreation	o Open ger	eral acce	ss Pe	ermissive	genera	al access	PRoW route a	ccess		rmissive	e patils	nformal	acces	No access
Characteristics:	De	sirable:	Loca	lity: Re	ectilinear field,	tree/hee	dges				Site:	Rec	tilinear fie	eld, tree	e/hedges			
	Non-	desirable	: Loca	lity: Ur	rban fringe fee	l (adjace	nt housin	g)			Site:	Nor	ne					
Landscape Qualit	ty	Highly rep	presentat	tive: S	L Mainly	represe	ntative /	minor det	tractior	ns: SL	Equal repres	entativ	ve / non-re	ep: S) L W	eakly represe	ntative/ degrade	ed: S L



open to views from adjacent dwellings at Kelvedon Hatch, but mature tree cover combines to limit views of wider

e land parcel. Unremarkable features within, although mature bundaries to south add interest

	Level 1:	Level 2:		Lev	el 3:		Lev	el 4:	
Site - Primary:	E	3	1	2	3	7			
Site - Secondary:									
Locality - Primary:	E	4	1	2	3	7	8		
Locality -Secondary:	F	3	1	5		2			

Local Character Area:	F8 Doddinghurst Wooded	Farmland				
Green Belt:	Υ		Assessed Effe	ct on Gre	en Belt:	Moderate
Statutory landscape designation:	Ν					
Local Landscape designation:	Within:	N	Adjace	nt to?		
Previous Use:	Brow	nfield				Greenfield
Other:						

Assessment:

Landscape and Settlement Character Sensitivity:	Medium
Reasoning: Site contains common place elements, generally un Kelvedon Hatch	nremarkable, lying at edge of village. Part of larger open rural land south of

Visual Sensitivity:	Medium
Reasoning: Some visual relationship to southern edge of settle	ment and some limited visual intrusion, but medium-long term mitigation
opportunities. Site partially open to views. Longer range views	from Site southwards

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Medium
Reasoning: Simple landscape structure, with some scenic value southwest. Informal access evident around the Site – opportun	e; woodland and mature tree cover of good scenic value and attractive to south and nities for local enjoyment and tranquillity (walking).

Landscape Capacity:	Medium
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High
Settlement Character	Medium	Medium	Medium	High
Sensitivity	Low	Low	Medium	High
		Low	Medium	High
		Vi	sual Sensitiv	ity

Landscape Capacity Categories

	High	Medium	Low - Medium	Low
Overall andscape Sensitivity	Medium	Medium - High	Medium	Low - Medium
, choice in the participation of the participation	Low	High	Medium - High	Medium
		Low	Medium	High
			Landscape Value	

	A – Woodland (>5	m tall)
	•	'
Level 2 options –	Level 3 options –	Level 4 options –
1. Broadle aved –	 Mixed-aged or semi- 	1. Dense shrub layer
Dry	natural	Moderate shrub layer
2. Coniferous – Dry	Coppice with	Sparse shrub layer
3. Mixed – Dry	standards	4. Dense field layer
4. Broadle aved –	3. Mature Plantation	5. Moderate field laver
Wet	(taller than 10m, witl	6. Sparse field layer
5. Parkland	closed canopy)	7. Grazed (moderate to
(scattered trees	4. Young Plantation (5-	heavy)
and grassy areas)	10m, open canopy)	8. Lightly grazed
and grassy areas)	Tom, open canopy	
		9. Dead wood present
		10. Dead wood absent
\geq		
B – Scrub	land (include young	woodland < 5m tall)
Level 2 options –	Level 3 options –	Level 4 options –
1. Regenerating	1. Broadleaved	1. Predominantly tall (3-5m)
natural or sem i-	2. Coniferous	2. Predominantly low (1-3m)
natural woodland	3. Mixed	3. Dense shrub layer
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer
3. Heath scrub	swamp scrub	5. Sparse shrub layer
4. Coppice (<3m)	5. Coniferous	6. Extensive bracken
5. New plantation	swamp scrub	7. Dense field laver
6. Clear-felled	 Mixed swamp 	8. Moderate field layer
7. Other	scrub	9. Sparse field layer
. ourd	50.00	
		10. Grazed (moderate to heavy)
\geq		
		ala wal (ma awala
	C – Semi-natural gras	
Level 2 options –	Level 3 options	•
1. Chalk downland	1. Hedgerow v	vith trees 11. Ungrazed
2. Grass moor (unen	closed) 2. Hedgerow v	vithout 12. Cattle
3. Grass moor mixed	with trees	13. Sheep
heather (unenclos		
4. Machair	hedge	15. Rabbits
5. Other dry grasslan		
6. Water-meadow/g	razing (wall, ditch,	etc 17 Others grazers
		, •
marsh	5. Isolated gro	up of trees 18. Extensive
		up of trees 18. Extensive
marsh	5. Isolated gro 6. No field bou	up of trees 18. Extensive
marsh 7. Reed swamp	5. Isolated gro 6. No field bou	up of trees 18. Extensive Indary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated gro 6. No field bou	up of trees 18. Extensive Indary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated gro 6. No field bou	up of trees 18. Extensive Indary bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated gro 6. No field bou	up of trees 18. Extensive Indary bracken
marsh 7. Reed swamp 8. Other open marsh	5. isolated gro 6. No field bou 7. Montane	up of trees 18. Extensive indary bracken 19. Hay
marsh 7. Reed swamp 8. Other open marsh	5. Isolated gro 6. No field bou	up of trees 18. Extensive indary bracken 19. Hay
marsh 7. Reed swamp 8. Other open marsh	5. isolated gro 6. No field bou 7. Montane	up of trees 18. Extensive indary bracken 19. Hay
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options –	5. isolated gro 6. No field bou 7. Montane D – Heathland	up of trees 18. Extensive indary bracken 19. Hay and Bogs Level 4 options –
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath	5. Isolated gro 6. No field bou 7. Montane D — Heathland Level 3 options – 1. Montane	up of trees 18. Extensive indary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog	up of trees 18. Extensive indary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog	up of trees 18. Extensive indary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	up of trees 18. Extensive indary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug	up of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses h 5. Rabbits
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Saltmarsh 2. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass	up of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses h 5. Rabbits 6. Deer
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rougi grass 6. Heath without grass	up of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses h 5. Rabbits
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Saltmarsh 2. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass	up of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses h 5. Rabbits 6. Deer
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Saltmarsh 2. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rougi grass 6. Heath without grass	up of trees 18. Extensive indary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses h 5. Rabbits 6. Deer 7. Others grazers
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Saltmarsh 2. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rougi grass 6. Heath without grass 7. Heath with extensive	up of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses h 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Saltmarsh 2. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rougi grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	up of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses h 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Saltmarsh 2. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rougi grass 6. Heath without grass 7. Heath with extensive bracken	up of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses h 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 2. Saltmarsh 2. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated gro 6. No field bou 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rougi grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	up of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses h 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
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Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

450m²)

1. Pond (less than 50m²) 2. Small waterbody (50-

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling
- (coarse/game) 4. Coarse angling
- 5. Game fishing
- 6. Industrial activity
- 7. Sewage processing ʻrural'
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running 6. Fast-running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H – Coastal

- Level 3 options –
- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options -

- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap

7. Cave

I — Inland Rock

- Level 3 options 1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

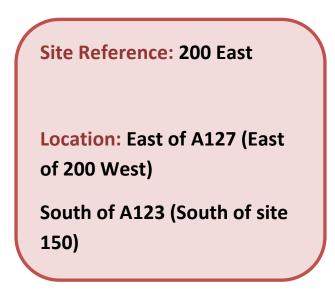
Level 4 options –

- 1. Bare rock
- Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present
- J Miscellaneous

Viewpoint/Site/Area Reference: 200 East

Date/Time: 21/1/15 11:45

Photograph:		270° - 36	0°	90	° - 270°		< 9	90°	Single (forward)		Single (bac	kward)	Zooi	m		
Views Out (distance	e): N:S	\sim		S: S-M		E: M-	L		W:L			<u>S</u> hort (<2	250m) <u>M</u> ed	(250m - 1km)	Long (>1km)		
Views Viewer Typ	bes N:P	ıb Priv)		S Pub	Priv			E: Pub P	riv		W: Pub Priv					
in: Numbers	N : P	ıb: M P	Priv: L	S: Pub: N	A Priv:	E:	Pub: L	Priv:	W: Pub	: L Priv:	L	0	<u>L</u> ow (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)		
Seasonal visibility:	Little	variation –	least in sur	nmer. Industr	ial building in	distance. D	unton H	ills Farm whic	ch is on site.			1					
Site visual amenity:	Med	– tree belts	at edge of	hedgerow bo	undaries		L	Locality visua	l amenity: Wo	oded hills, p	pastures/f	armland					
Scope to mitigate vi	ews.	ort term: Me odland area		ture trees, sh rth	rubs and	Me	dium ter	rm: Medium -	- Boundary plant	ing to East	Lo	ong term: M	edium- as Me	d.			
Gradients:	V. Gentle - Flat (<1:50)									>1:1)							
	Plain	Plateau	Rolling	lowland	Hills Ridg	e Cliff	Scar	p Gorge	V shaped Valle	v U shape	ed Valley	Floodplai	n Estuary	Mountains	Other		
Geomorphology:	Y																
Drominort	Site:		Positive: T	ree belt					Negative:	1		1					
Prominent landmarks:				hurch; tower	house				Negative: Ma	asts							
Boundary types:	-	es, hedger		. ,					Locality: Tree		ws, woodl	ands					
Boundary pattern:	Recti		Organic	Other/co	omment:				Land parcels		Large (>!	_	Med (1-5h	a) Sma	all (<1ha)		
Settlement Pattern	Line	ar Nu	ucleated	Disperse	Planned	Org	anic	Open	Hamlet	Village	5	Town	City	Suburbia	Urban fringe		
Site-settlement relationship:	Immed	ately adjace	ent natur	al extension	Very close			Near bu	t clear separatio	Limite	ed associat	tion to settle	ements Dis	stant association ((visual) only		
Building	Comme	rcial/Office	s:	Industrial:	Re	tail:	Farmst	ead:	Barns:	R	eligious:		Other:				
Types/Styles/Age:	Detach	ed:		Semi-Det:		Terrac	ed		Bungalow:	I	Fla	ts:		Skyscraper:			
Transport:	Moto	ways 🤇	Dual Carria	ge Major	road Mi	nor road	Smal	I Lane	Rail)ther/comm	ent:						
State of Repair:		Good) In	tact / Well	maintained:	S L	(OK / Fair	ly intact / So	me maintenance	: (S) L)		Poor / Dis	repair / Minim	nal maintenance:	S L		
Maturity:		Full mat	urity: S			Middle-age	ed: S	L	Youn	g - establish	ed: S	L	V	ery young: S	L		
Scale:		Intima	ate	$\mathbf{\nabla}$	Smal			М	edium			arge		Expansive	e		
Enclosure/opennes	5:	Very con	fined		Quite enc	osed		Partial enclo	osure/openness		Quit	e open		Exposed			
Diversity:		Uniform		Si	mple		Quite D	Diverse	Со	mplex	Co	mments:					
Texture:		Smooth		Tex	xtured		Rou	ıgh	Very	rough							
Colour:		Monochron	ne	N	luted		Colou	urful	G	arish							
Balance:		Harmoniou	ıs	Fairly	balanced		Disco	rdant	Ch	aotic							
Security:		Comfortab	le		Safe		Unset	ttling	Thre	atening							
Stimulus:		Boring		В	land		Intere	esting	Invig	orating							
Noise (positive):	Birds	s Wa	ater Ot	her/comment				Noise	(negative):	Road	Otl	ner/commei	nt:				
Lighting:	No	ne nearby		Some nearby	Som	e within site	\triangleright	Site & area	alit	Heavily lit							
Wild/remoteness:	Remo	e/no peo	ple M	inor disturban	ice Son	ne on-site di	sturband	Heavy	y disturbance / p	eople presei	nce	mland					
Tranquillity:		Н	igh		(Medium			Low								
Access in site area:	Promo	ted open re	ecreation	Open gene	ral access	Permissive	general	access (PRoW route acc	ess F	Permissive	e paths	Informal a	access N	No access		
	Desirable	Loca	lity: Woo	ods, countrysi	de, traditiona	buildings			Site:	Trees, grass	slands						
Characteristics:	Non-desirab	le: Loca	lity: Pylo	ns, industrial	buildings				Site:	Pylons							
Landscape Quality	Highly	epresentat	ive: S I	_ Mainly r	epresentative	e / minor de	tractions	s: SL	Equal represer	ntative / non	n-rep: S	L W	eakly represer	ntative/ degraded	l: S L		



nd mobile phone masts visible.

dings in distant East.

with trees/hedgerows.

part of the site.

	Level 1:	Level 2:		Lev	el 3:			Lev	el 4:	
Site - Primary:	E	4	3	2	1		7			
Site - Secondary:	F	3	1	2	3	5	1	2	6	3
Locality - Primary:	E	4,1	3	2	1		7			
Locality -Secondary:	F	3	3	2			3			

Local Character Area:	G1 Hornd	G1 Horndon Fenland						
Green Belt:	Y	Assessed Effect on Green Belt: High						
Statutory landscape designation:	Ν	N						
Local Landscape designation:	Within: N Adjacent to? N							
Previous Use:		Brownfield Greenfield						
Other:	Falls withi	Falls within Landscape Improvement Area/ Thames Chase Community Forest Policy C11						

Assessment:

Landscape and Settlement Character Sensitivity:	High					
Reasoning: Important intervening open land between settlements, or perceived as such. Development would be isolated from settlement/bui environment. Site lies outside clear and important boundary features defining settlement extent.						
Visual Sensitivity:	High					
countryside or open space are important. Scale of Site as whol	cuous. Site is partially open to public or private views where views of the le would be visually conspicuous, however there is limited intervisibility of the Site re likely to be of a lower visual sensitivity. Scope to mitigate potential visual effects.					
Resultant Overall Landscape Sensitivity:	High					
Additional comments:						

Landscape Value:	Low	Medium					
Reasoning: Not designated – falls within Landscape Improvem value by way of views, access or opportunity for quiet enjoym however, large parts of the Site do not present locally importado not offer important public amenity	ent. Taken as a whole, the Site is conservat	ively assessed as being Medium value,					
Landssano Canacity: Nedium							

Lanuscape Capacity:	Medium	Low-Medium
Additional comments: Taken as a whole the Site is considered	to be Low-Medium capacity, noting that la	rge parts of the Site present few
distinctive landscape characteristics (the Site does not fall with	nin an SLA) and have limited intervisibility b	etween existing settlements. With
mitigation and detailed design, areas within the Site would be	assessed as having Medium capacity. Scop	e to mitigate potential visual effects.

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium Medium		High	
Sensitivity	Low	Low	Medium	High	
		Low	Medium	High	
		Vi	sual Sensitiv	ity	

	High	Medium	Low - Medium	Low	
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium	
Low		High	Medium - High	Medium	
		Low	Medium	High	
			Landscape Value		

Landscape Capacity Categories

(
	A – Woodland (>!	5m tall)						
Level 2 options –	Level 3 options –	Level 4 options –						
 Broadle aved – 	 Mixed-aged or semi- 	2						
Dry	natural	Moderate shrub layer						
2. Coniferous – Dry	, ,, , ,							
3. Mixed – Dry								
	4. Broadleaved – 3. Mature Plantation 5. Moderate field layer							
	Wet (taller than 10m, with 6. Sparse field layer							
5. Parkland	closed canopy)	Grazed (moderate to						
(scattered trees	4. Young Plantation (5-							
and grassy areas)	10m, open canopy)	Lightly grazed						
		9. Dead wood present						
		10. Dead wood absent						
1								
B – Scrubl	and (include young	woodland < 5m tall)						
Level 2 options –	Level 3 options -	Level 4 options –						
1. Regenerating	1. Broadleaved	1. Predominantly tall (3-5m)						
natural or semi-	2. Coniferous	2. Predominantly low (1-3m)						
natural woodland	3. Mixed	3. Dense shrub laver						
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer						
3. Heath scrub	swamp scrub	5. Sparse shrub layer						
4. Coppice (<3m)	5. Coniferous	6. Extensive bracken						
5. New plantation	swamp scrub	7. Dense field laver						
6. Clear-felled	6. Mixed swamp	8. Moderate field laver						
7. Other	scrub	9. Sparse field layer						
7. Ouler	50.00	 Sparse field layer Grazed (moderate to heavy) 						
L I		zo. Graceu (moderace to neavy)						
(
c	∶−Semi-natural gras	ssland/marsh						
Level 2 options –	Level 3 option	s – Level 4 options –						
1. Chalk downland	1. Hedgerow	with trees 11. Ungrazed						
2. Grass moor (unend	osed) 2. Hedgerow	without 12. Cattle						
3. Grass moor mixed v		13. Sheep						
heather (unenclose	d) 3. Tree-line w	ithout 14. Horses						
heather (unenclose 4. Machair	d) 3. Tree-line w hedge	ithout 14. Horses 15. Rabbits						
4. Machair	hedge	15. Rabbits						
	hedge 4. Other field	15. Rabbits boundary 16. Deer						
4. Machair 5. Other dry grassland	hedge 4. Other field azing (wall, ditch,	15. Rabbits boundary 16. Deer etc.) 17. Others grazers						
4. Machair 5. Other dry grassland 6. Water-meadow/gra marsh	hedge I 4. Other field azing (wall, ditch, S. Isolated gro	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive						
4. Machair 5. Other dry grassland 6. Water meadow/gra marsh 7. Reed swamp	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken						
 4. Machair 5. Other dry grassland 6. Water-meadow/gramarsh 7. Reed swamp 8. Other open marsh 	hedge I 4. Other field azing (wall, ditch, S. Isolated gro	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive						
4. Machair 5. Other dry grassland 6. Water meadow/gra marsh 7. Reed swamp	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken						
 4. Machair 5. Other dry grassland 6. Water-meadow/gramarsh 7. Reed swamp 8. Other open marsh 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken						
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 4. Machair 5. Other dry grassland 6. Water-meadow/gramarsh 7. Reed swamp 8. Other open marsh 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken 19. Hay						
 4. Machair 5. Other dry grassland 6. Water-meadow/gramarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane D – Heathland	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken 19. Hay and Bogs						
 4. Machair 5. Other dry grassland 6. Water-meadow/gramarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane D – Heathland Level 3 options –	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options –						
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 4. Machair 5. Other dry grassland 6. Water-meadow/gramarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane D — Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses						
 4. Machair 5. Other dry grassland 6. Water-me adow/gramarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane D — Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses gh 5. Rabbits						
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4. Machair 5. Other dry grassland 6. Water-me adow/gramarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane D — Heathland Level 3 options — 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath with out grass 7. Heath with out grass 7. Heath with out grass 6. Heath with out grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E — Farmla Level 3 options —	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses th 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings c <0.5m tall nd Level 4 options –						
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 4. Machair 5. Other dry grassland 6. Water-me adow/gramarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane D — Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E — Farmla Level 3 options – 1. Hedgerow with tree; 2. Hedgerow with outt 3. Tree-line without he 4. Other field boundary	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings 5. < 0.5m tall nd Level 4 options – 5. 1. Ungrazed rees 2. Cattle dige 3. Sheep y 4. Horses						
 4. Machair 5. Other dry grassland 6. Water-me adow/gramarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmla Level 3 options – 1. Hedgerow with trees 2. Hedgerow with out trees 3. Vallye/basin bog 4. Blanket bog 5. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 2. Hedgerow with out trees 2. Hedgerow without trees 4. Other field boundary 5. Isolated group of trees 4. Deterfield boundary 5. Isolated group of trees 5. Isolated group of tre	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses th 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings c. <0.5m tall nd Level 4 options – s 1. Ungrazed rees 2. Cattle dge 3. Sheep y 4. Horses tes 5. Other stock/unknown						
 4. Machair 5. Other dry grassland 6. Water-me adow/gramarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmla Level 3 options – 1. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow with trees 3. Tree-line without the 4. Other field boundary 5. Isolated group of trees 4. Stated group of trees 4. Other field boundary 5. Isolated group of trees 4. Other field boundary 5. Isolated group of trees 5. Farmyard (active)	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses sh 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings st <0.5m tall nd Level 4 options – s 1. Ungrazed rees 2. Cattle dige 3. Sheep y 4. Horses es 5. Other stock/unknown 6. Bare earth/plough						
 4. Machair 5. Other dry grassland 6. Water-me adow/gramarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmla Level 3 options – 1. Hedgerow with trees 2. Hedgerow with out trees 3. Vallye/basin bog 4. Blanket bog 5. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 2. Hedgerow with out trees 2. Hedgerow without trees 4. Other field boundary 5. Isolated group of trees 4. Deterfield boundary 5. Isolated group of trees 5. Isolated group of tre	15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses th 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings c. <0.5m tall nd Level 4 options – s 1. Ungrazed rees 2. Cattle dge 3. Sheep y 4. Horses tes 5. Other stock/unknown						

7. Market garden

9. Ditch/water

11. Woodland boundary

10. Fencing

9. Unsown/fallow 10. Recently cut grass

11. Farm Building 12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options -
- 1. Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (clear water,
- large water-weeds) 5. Slow-medium
- running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options -1. Mud/silt
- 2. Sand
- 3. Shingle 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

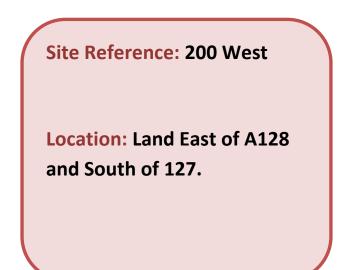
- etc.)
- 3. Angling
- 6. Industrial activity
- 'ferurì
- (coarse/game) 4. Coarse angling 5. Game fishing

- - 6. Fast-running

Viewpoint/Site/Area Reference: 200 West

Date/Time: 21/1/15 14:00

Photogra	aph:	27	70° - 360°		90° -	270°		< 90	٥	Single (fo	orward)	Single (back)	vard)	Zoor	m	
Views C	Out (distance):	N: M			S: S-M		E: M-L			W : M		<u>S</u> hort (<25	0m) <u>M</u> ed (250m - 1km)	Long (>1km)	
Views	Viewer Types	N:Pub	Priv			S. Pub	Priv			E Pub Pr	iv	,	W Pub Pri	iv		
in:	Numbers	N: Pub: I	H Pri	v:	S: Pub: M	Priv:	E:	Pub: L	Priv:	W: Pub:	H Priv: L	0 <u>L</u> o	ow (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasona	l visibility:	Least visit	pility in su	ummer wh	nen leaves on tr	ees fully.										
Site visu	al amenity:	Attractive	farmstea	ad, mature	e trees and hed	gerows		Lo	cality visua	l amenity: Low	hills in distance	; mature trees and	d hedgerows.			
Scope to	o mitigate view	s: Short te	erm: Med	ium			Med	ium term	n: Medium -	Along road edge	s infill planting	Long term: Me	dium- As med	lium		
Gradient	ts [.]	V. Gentle -	Flat (<1:	50)	Gentle (c.1	:25)	Fairly	Steep (c.	1:10)	Steep (c	.1:5)	Very Steep (:.1: 2)	Sheer (>	>1:1)	
					Y							1		-		
Gaamar	phology:	Plain P	lateau	Rolling I	owland Hi	lls Ridge	Cliff	Scarp	Gorge	V shaped Valley	U shaped Va	lley Floodplain	Estuary	Mountains	Other	
Geomor	phology.			Y	1											
Promine	ent	Site:	Р	ositive: Tr	ee belt					Negative:	·			·		
landmar	rks:	Visible near	· by: P	ositive: Ch	nurch; tower ho	ouse				Negative: Mas	sts					Comment
Boundar	ry types:	Site: Trees,	hedgerov	vs						Locality: Trees	s, hedgerows, w	oodlands				Visual:
Boundar	ry pattern:	Rectilinea	\sum	Organic	Other/com	nment:				Land parcel si	ze: Lar	ge (>5ha)	Med (1-5ha	a) Sma	all (<1ha)	Visuali
																• Vi
Settlem	ent Pattern:	Linear	Nuc	leated	Disperse	Planned	Orga	nic	Open	Hamlet	Village	Town	City	Suburbia	Urban fringe	• Vi
Site-sett relations		Immediatel	y adjacen	it natura	l extension	/ery close n	ninimal sep	aration	Near but	clear separation	Limited ass	ociation to settler	nents Dist	ant association ((visual) only	• Pi
Building	,	Commercial	/Offices:		Industrial:	Reta	il:	Farmstea	ad:	Barns:	Religio	ous: C	ther:			
-	tyles/Age:	Detached:			Semi-Det:		Terrace	d		Bungalow:		Flats:		Skyscraper:		
Transpo	rt:	Motorway	rs Qu	al Carriage	Major roa	ad Mino	or road	Small L	ane		ther/comment:					
State of	Repair:	Go	od / Inta	ct / Well n	naintained: S	L	0	K / Fairly	intact / Sor	ne maintenance:	SL	Poor / Disre	epair / Minima	al maintenance:	S L	
Maturity	y:	F	ull matu	rity: S	L	Ν	1iddle-agec	l: S	L	Young	- established:	S L	Ve	ry young: S	L	
Scale:			Intimate	9		Small			Me	edium	(Large		Expansive	e	
Enclosur	re/openness:	v	ery confi	ned		Quite enclos	sed	I	Partial enclo	sure/openness	C	Quite open		Exposed		
Diversity	y:	U	niform		Sim	ple		Quite Div	verse	Com	nplex	Comments:				Comment
Texture:		Si	mooth		Textu	\prec		Roug	h	Verv	rough					
Colour:		Mon	ochrome		Mut			Colour		,	rish					Landscap
Balance:	:		monious		Fairly ba			Discord			otic					Tilled farn
					Sat	\leq		Unsettl			tening					
Security	:	Con	nfortable						.0	·····cu	0	4				Golf cours
						nd		Interect	ing	Invigo	prating					1
Stimulus			ofortable Boring Wate		Bla Bla	nd		Interest	-	-	Road traffic	Other/comment				Mature b
Stimulus Noise (p	s: positive):	E	Boring Wate	er Oth	Bla		within site		-	negative):	-	Other/comment Access to golf cc				
Stimulus Noise (p Lighting:	s: positive):	Birds	Boring Wate learby	er Oth S	Blanner/comment:	Some	within site on-site dis	>	Noise (Site & area	negative):	Road traffic (distant) eavily lit	-				
Stimulus Noise (p Lighting: Wild/rer	s: positive): : moteness:	Birds	Boring Wate learby	er Oth S e Mir	Blan ner/comment: ome nearby	Some Some		>	Noise (Site & area	negative): lit H	Road traffic (distant) eavily lit	-				
Noise (p Lighting: Wild/rer Tranquil	s: positive): : moteness:	Birds	Boring Wate learby no people Hig	er Oth S e Mir	Blan ner/comment: ome nearby	Some Some M	on-site dis	turbance	Noise (Site & area Heavy	negative): lit H disturbance / pe	Road traffic (distant) eavily lit ople presence	-		ccess N	lo access	Mature b Waterboo
Stimulus Noise (p Lighting: Wild/rer Tranquil	s: bositive): : moteness: Ility: n site area:	Birds None n Remote / r	Boring Wate learby no people Hig	er Oth S e Mir h reation	Blan ner/comment: ome nearby nor disturbance	Some Some M access	on-site dis edium ermissive g	turbance general a	Noise (Site & area Heavy	negative): lit H disturbance / pe Low PRoW route acce	Road traffic (distant) eavily lit ople presence	Access to golf co	urse	ccess N	lo access	



n partly filtered from North on A127 n from A128 from West (partly filtered) views from railway along South ast – site assessed on separate sheet (200 East)

ary trees and hedgerows

onds and streams)

	Level 1:	Level 2:		Leve	el 3:			Lev	el 4:	
Site - Primary:	E	4	3	2	1	9	7	11		
Site - Secondary:	F	3	3				4			
Locality - Primary:	E	4	1	2	3	9	7			
Locality -Secondary:	F	3	3	2			3			

Local Character Area:	G1 Horndon Fenland						
Green Belt:	Y	Y Assessed Effect on Green Belt: Moderate					
Statutory landscape designation:	N						
Local Landscape designation:	Within: Adjacent to? N						
Previous Use:		Brownfield			Gree	nfield	
Other:	Falls withi	Falls within Landscape Improvement Area					

Assessment:

Landscape and Settlement Character Sensitivity: High						
Reasoning: Important intervening open land between settlements, or perceived as such. Development would be isolated from settlement/built environment. Site lies outside clear and important boundary features defining settlement extent.						
Visual Sensitivity:	High					
views of the countryside or open space are important. Scale of	cuous from local highways. Site is partially open to public or private views where f Site as whole would be visually conspicuous, however there is limited intervisibility f the Site are likely to be of a lower visual sensitivity. Scope to mitigate potential					
Resultant Overall Landscape Sensitivity:	High					
Additional comments:						

Landscape Value: Low Medium Reasoning: Not designated - falls within Landscape Improvement Area. Occasional public access and golf course presents some public amenity value by way of views, access or opportunity for quiet enjoyment. Taken as a whole, the Site is conservatively assessed as being Medium value, however, large parts of the Site do not present locally important / distinctive landscape characteristics and other areas have no public access and do not offer important public amenity

Landscape Capacity:	Medium	Low-Medium
Additional comments: Taken as a whole the Site is considered	to be Low-Medium capacity, noting that la	rge parts of the Site present few
distinctive landscape characteristics (the Site does not fall with	nin an SLA) and have limited intervisibility b	etween existing settlements. With
mitigation and detailed design, areas within the Site would be	assessed as having Medium capacity. Scop	e to mitigate potential visual effects.

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High
Settlement Character	Medium	Medium	Medium	High
Sensitivity	Low	Low	Medium	High
		Low	Medium	High
		Vi	sual Sensitiv	ity

	Landsco	ape Capacity Ca	tegories	
	High	Medium	Low - Medium	Low
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium
scholding	Low	High	Medium - High	Medium
		Low	Medium	High
			Landscape Value	

Level 2 options – 1. Broadle aved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadle aved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5m Level 3 options – 1. Mixed-aged or seminatural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (5-10m, open canopy) 	tall) Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer 6. Sparse field layer 7. Grazed (moderate to heavy) 8. Lightly grazed 9. Dead wood present 10. Dead wood absent
_		
B – Scrub Level 2 options – 1. Regenerating natural or semi- natural woodland 2. Downland (chalk) 3. Heath scrub 4. Coppice (<3m) 5. New plantation 6. Clear-felled 7. Other	1. Broadleaved 1. 2. Coniferous 2. 3. Mixed 3. 4. Broadleaved 4. swamp scrub 5. 5. Coniferous 6. swamp scrub 7. 6. Mixed swamp 8. scrub 9.	odland < 5m tall) vel 4 options – Pre dominantly tall (3-5m) Pre dominantly low (1-3m) Dense shrub layer Moderate shrub layer Sparse shrub layer Extensive bracken Dense field layer Moderate field layer Sparse field layer Sparse field layer
Level 2 options – 1. Chalk downland 2. Grass moor (unend 3. Grass moor mixed heather (unenclose 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	with trees (d) 3. Tree-line witho hedge d 4. Other field bou	Level 4 options – n trees 11. Ungrazed nout 12. Cattle 13. Sheep nut 14. Horses 15. Rabbits indary 16. Deer .) 17. Others grazers of trees 18. Extensive
\geq		
Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	D – Heathland an Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees	d Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall
Level 2 options – 1. Improved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming 7. Market garden	E – Farmland Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing	

10. Fencing

11. Woodland boundary

10. Recently cut grass

11. Farm Building 12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options -
- 1. Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing 'rural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (clear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options -1. Mud/silt
- 2. Sand 3. Shingle
- Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options –
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock

- Level 3 options -1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

J – Miscellaneous

200 West

- etc.)
- 3. Angling
- (coarse/game)
- 4. Coarse angling

5. Game fishing 6. Industrial activity

Photograph:		270° - 36	50°		90° - 270	•		< 90°		Single (for	ward)	Si	ngle (backw	vard)	Zoo	om
Views Out (distance):	N: S			S: S			E: S			W: S/M			<u>S</u> hort (<250)m) <u>M</u> ec	l (250m - 1km)	Long (>1km)
Views Viewer Types	N: Put	o Priv			S	Pub P	riv			E Pub Priv	$\mathbf{\Sigma}$		v	V: Pub F	Priv	
in: Numbers	N: Put	o: Priv	:	S: Put	: M/H	Priv: L	E: Pul	b: M Pr	iv: L	W: Pub: N	1 Priv:	L	0 <u>L</u> o	w (1 – 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasonal visibility:	Variab	le in winte	er due to b	oundary tre	e cover					I						
Site visual amenity:	Moder	ate to Go	od					Locality	visual an	nenity: Mode	rate to Go	ood				
Scope to mitigate views	s: Shor	t term: Go	ood, retent	tion of matu	ire trees a	and hedges	6 Mediur	n term: Goo	d			Lon	g term: Goo	d		
												•				
Gradients:	V. Gent	le - Flat (<	:1:50)	Gentle	e (c.1:25)		Fairly Ste	eep (c.1:10)		Steep (c.1	:5)	Ve	ery Steep (c	.1:2)	Sheer	(>1:1)
		Y														
Geomorphology:	Plain	Plateau	Rolling	glowland	Hills	Ridge	Cliff	Scarp Go	orge V s	shaped Valley	U shape	d Valley	Floodplain	Estuary	Mountains	Other
	Y															
Prominent	Site:			Grassland, t	ree cover	ſ				Negative:						
landmarks:	Visible n	-		Woodland						Negative: Railw			0		•	
Boundary types:		,	dge, fence						-	Locality: Hedge						
Boundary pattern:	Rectilir	near	Organic	:	Othe	er/commer	nt: Mixed			Land parcel size	:	Large (>5h	a)	Med (1-5	ha) Sm	nall (<1ha)
Settlement Pattern:	Linea		ucleated	Dispers	e 🕝	Planned	Organic	: Ор	en	Hamlet	Village	Tr	own	City	Suburbia	Urban fringe
Site-settlement				•												
relationship:	Immedia	tely adjac	ent natu	ral extensio	n Very	close mi	nimal separa	ation Ne	ear but cle	ear separation	Limited	d associatio	n to settlem	ients Di	stant association	ı (visual) only
Ruilding	Commer	cial/Office	es:	Industrial:	Former R	ail	Retail:	Farn	nstead:	Barns:	Re	eligious:	Ot	her: Schoo	I	
Building Types/Styles/Age: -		•		Sidings												
	Detached			Semi-Det:			Terraced			Bungalow:		Flats:			Skyscraper:	
ransport:	Motorv	vays [Dual Carria	ige Maj	or road	Minor	road	Small Lane		Rail Oth	er/comme	ent:				
State of Repair:		Good / In	ntact / Well	l maintainec	1: S I	L	ОК	/ Fairly intac	t / Some i	maintenance:	S L		Poor / Disre	pair / Minir	nal maintenance	: S L
Maturity:		· · ·	turity: S				ddle-aged:		.,		\sim	ed: S L			/ery young: S	•
Scale:		Intima			-	Small)	0	Mediu	-		Lar	ge		Expansiv	
Enclosure/openness:		Very cor				lite enclose	20	Partia		e/openness		Quite	-		Expose	
Diversity:		Uniform			Simple			ite Diverse		Comp	lex		nents:			
Texture:	1	Smooth		(Textured	\mathbf{b}		Rough		Very ro						
Colour:	N	Ionochror		~~~	Muted	5	(Colourful		Garis		—				
Balance:		Harmonio		Fai	rly balanc	ced		Discordant		Chao						
Security:		Comfortab		~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Safe	5		Jnsettling		Threate		—				
Stimulus:		Boring		~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Bland	5		nteresting		Invigora	0					
Noise (positive):	Birds	0	0	ther/comm				Noise (neg	ative):	Road/Rail/C	-	al Othe	r/comment:			
Lighting:		e nearby		Some near		Some w	/ithin site		k area lit		avily lit		,			
Wild/remoteness:		/ no peo		Ainor disturk	\leq		on-site distur			sturbance / peo		nce				
Tranquillity:		-	ligh				dium		, als	Low						
Access in site area:	Promote		ecreation	Open ge	neral acc		rmissive ger	neral access	PR	oW route access	; P	Permissive p	aths	Informal	access	No access
	esirable:	Loca		odland			Sive Bel				ees, grass			ormar		
· · · · · · · · · · · · · · · · · · ·		LUCA		Janana						once.	CC2, B1033					
Characteristics:	-desirable	e: Loca	lity: Rail	lway, road, o	commerc	ial units (n	oise)			Site: Te	elegraph n	oles/overh	ead wires			

Site Reference:

235

Location:

Land to the north of Alexander Lane, Shenfield

southeastern boundary

	Level 1:	Level 2:		Leve	el 3:			Leve	el 4:	
Site - Primary:	E	1	1	11			7			
Site - Secondary:	А	1	3				2	6		
Locality - Primary:	E	3	1	11			7	12		
Locality -Secondary:	F	2	2	6	5	1	2	3	7	8

Local Character Area:	F10 Heybr	idge Wooded Farmland				
Green Belt:	Y		Assessed Effect	on Green Belt:		Moderate
Statutory landscape designation:	Ν					
Local Landscape designation:	Within:	Ν		Adjacent to	o?	
Previous Use:		Brownfield		Greenfield		
Other:						

Assessment:

Landscape and Settlement Character Sensitivity:	Medium
o	res present, some of which could not be readily replaced and which create art of a larger area of intervening open land between settlements, or perceived as
Visual Sensitivity:	Low
Reasoning: Of little importance to the setting of the town such countryside; good scope for mitigation through existing screer	h that development would not lead to unacceptable visual effects on the ing/boundary tree cover
Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Low	Medium
nenity between settlements. Not within	or adjacent to designated landscape,
ree cover particularly important characte	eristic
	enity between settlements. Not within

Landscape Capacity:	Medium-High	Medium				
Additional comments: Split assessment. Also depends on whether adjacent areas (e.g. Site 034) are developed. Site can be contained and visually						
mitigated. Evidence of built environs adjacent to the Site, but a	also part of a wider countryside gap.					

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High
Settlement Character	Medium	Medium	Medium	High
Sensitivity	Low	Low	Medium	High
		Low	Medium	High
		vi	isual Sensitiv	ity

High Medium Low - Medium Low Overall Medium - High Landscape Medium Medium Low - Medium Sensitivity Medium Low High Medium - High Medium High Low

Landscape Value

Landscape Capacity Categories

1		
	A – Woodland (>5m t	all)
Level 2 options -	-	Level 4 options -
1. Broadle aved –	1. Mixed aged or semi-	1. Dense shrub layer
Dry	natural	2. Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	3. Sparse shrub layer
3. Mixed – Dry		4. Dense field layer
4. Broadle aved –	3. Mature Plantation	5. Moderate field layer
Wet	(taller than 10m, with	6. Sparsefield layer
5. Parkland	closed canopy)	7. Grazed (moderate to
(scattered trees	4. Young Plantation (5-	heavy)
and grassy areas)		8. Lightly grazed
		9. Dead wood present 10. Dead wood absent
		10. Dead wood absent
B _ Sawah	land (include young woo	dland < Em tall)
Level 2 options –		el 4 options –
1. Regenerating		redominantly tall (3-5m)
natural or semi-		redominantly low (1-3m)
natural woodland		ense shrub laver
2. Downland (chalk)		Aoderate shrub laver
3. Heath scrub		parse shrub layer
4. Coppice (<3m)		xtensive bracken
5. New plantation	swamp scrub 7.0	ense field laver
6. Clear-felled	6. Mixed swamp 8. M	Aoderate field layer
7. Other	scrub 9. S	parse field layer
	10.	Grazed (moderate to heavy)
(
	C — Semi-natural grasslar	nd/marsh
Level 2 options –	Level 3 options -	Level 4 options –
1. Chalk downland	1. Hedgerow with	trees 11. Ungrazed
2. Grass moor (unend	losed) 2. Hedgerow with	out 12. Cattle
3. Grass moor mixed	with trees	13. Sheep
heather (unenclos	ed) 3. Tree-line withou	it 14. Horses
4. Machair	hedge	15. Rabbits
5. Other dry grasslan	d 4. Other field boun	dary 16. Deer
6. Water-meadow/gr		_
m arsh	5. Isolated group o	f trees 18. Extensive
marsh 7. Reed swamp	5. Isolated group o 6. No field bounda	ftrees 18. Extensive ry bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated group o	f trees 18. Extensive
marsh 7. Reed swamp	5. Isolated group o 6. No field bounda	ftrees 18. Extensive ry bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated group o 6. No field bounda	ftrees 18. Extensive ry bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated group o 6. No field bounda	ftrees 18. Extensive ry bracken
marsh 7. Reed swamp 8. Other open marsh	5. Isolated group o 6. No field bounda 7. Montane	ftrees 18. Extensive ry bracken 19. Hay
m arsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and	f trees 18. Extensive ry bracken 19. Hay
m arsh 7. Reed swamp 8. Other open m arsh 9. Saltmarsh Level 2 options –	5. Isolated group o 6. No field bounda 7. Montane D — Heathland and Level 3 options —	f trees 18. Extensive ry bracken 19. Hay I Bogs Level 4 options –
m arsh 7. Reed swamp 8. Other open m arsh 9. Saltm arsh Level 2 options – 1. Dry heath	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane	f trees 18. Extensive ry bracken 19. Hay I Bogs Level 4 options – 1. Ungrazed
m arsh 7. Reed swamp 8. Other open m arsh 9. Saltm arsh Level 2 options – 1. Dry heath 2. Wet heath	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog	f trees 18. Extensive ry bracken 19. Hay I Bogs Level 4 options – 1. Ungrazed 2. Cattle
m arsh 7. Reed swamp 8. Other open m arsh 9. Saltm arsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath	5. Isolated group o 6. No field bounda 7. Montane D — Heathland and Level 3 options — 1. Montane 2. Raised bog 3. Vallye/basin bog	f trees 18. Extensive ry bracken 19. Hay I Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep
m arsh 7. Reed swamp 8. Other open m arsh 9. Saltm arsh Uevel 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
m arsh 7. Reed swamp 8. Other open m arsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer
m arsh 7. Reed swamp 8. Other open m arsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers
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marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 9. Saltmarsh 1. Dry heath 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned
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m arsh 7. Reed swamp 8. Other open marsh 9. Saltm arsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog	5. Isolated group o 6. No field bounda 7. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
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m arsh 7. Reed swamp 8. Other open m arsh 9. Saltm arsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat	 5. Isolated group o 6. No field bounda 7. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed
m arsh 7. Reed swamp 8. Other open marsh 9. Saltm arsh 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmland Level 3 options – 1. Hedgerow with trees 2. Hedgerow withouttrees	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle
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marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmland Level 3 options – 1. Hedgerow without trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active)	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. He ath mixed with rough grass 6. He ath without grass 7. He ath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 1. He dgerow with trees 2. He dgerow with outtrees 3. Tree-line without trees 3. Tree-line without the dge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.Sm tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming	 5. Isolated group o 6. No field bounda 7. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. He ath with ough grass 6. He ath with out grass 7. He ath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 7. Tree-line without trees 3. Tree-line without the dge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 2. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E – Farmland Level 3 options – 1. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water 10. Fencing	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow 10. Recently cut grass
marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled land 4. Tilled land 5. Orchard 6. Other farming	5. Isolated group o 6. No field bounda 7. Montane D – Heathland and Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 2. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow without trees 3. Tree-line without hedge 4. Other field boundary 5. Isolated group of trees 6. Farmyard (active) 7. No field boundary 8. Wall 9. Ditch/water	f trees 18. Extensive ry bracken 19. Hay Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Other stock/unknown 6. Bare earth/plough 7. Arable crop 8. Stubble 9. Unsown/fallow

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options –
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling
- (coarse/game)
- ʻrural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (clear water,
- large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

- Coarse angling
- 6. Industrial activity
- 5. Game fishing
- 7. Sewage processing

Photograph:		270	0° - 360°		90° - 270	$\overline{}$		< 90°	,	Single (forward)	Single	(backward))	Zoo	om
Views Out (dista	ance):	N: S		s : s			E: S			W:S		<u>S</u> ho	t (<250m)	<u>M</u> ed (2	.50m - 1km)	Long (>1km)
Views Viewer	Types	N. Pub	Priv		s	Pub F	Priv			E Pub P	riv		W : P	ub Priv	0	
in: Numbe	rs	N: Pub: H	Priv: L	S: Pu	b: M P	riv:	E: F	Pub: M	Priv:	W: Put	: Priv: M	0	<u>L</u> ow (1	– 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
Seasonal visibilit	ty:	Slight Varia	ability, Decid	luous tree spec	ies along t	he bound	ary, less so	reening/	filtering in v	winter and autu	mn					
Site visual ameni	ity:	Good, Mat	ture trees, he	edgerows				Loc	ality visual	amenity: Go	od, Woodland	l, Linear vegeta	tion, Hedge	erows with	h Trees	
Scope to mitigat	e views:	: Short ter	rm: Good, m	ature trees and	l hedges		Medi	um term	: Good			Long ter	n: Good			
Gradients:	_	V. Gentle - I	Flat (<1:50)	Gent	e (c.1:25)		Fairly	Steep (c.1	l: 10)	Steep	c.1:5)	Very S	teep (c.1:2))	Sheer	(>1:1)
		Y	,		_											
Geomorphology	:	Plain Pla	ateau Ro	lling lowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Valle	y U shaped	Valley Floo	dplain E	Estuary	Mountains	Other
		Y								ſ						
Prominent	:	Site:	Positi	ve: Grassland,	trees					Negative:						
andmarks:	,	Visible near	by: Positi	ve: Woodland						Negative: Ra	ilway, overhea	ad lines, road li	ghting, mot	oile mast		
Boundary types:	:	Site: Woode	n fence, tree	s						Locality:						
oundary patter	n:	Rectilinear	Org	anic	Othe	r/comme	nt: Mixed			Land parcel	size:	arge (>5ha)	Me	ed (1-5ha)	Sn	nall (<1ha)
		Linear	Nucleate	d Dianan		lawnad	0		0.000	Hamlat	Villaga	Taura	<u> </u>	:	Cubunhia	l luban fuince
ettlement Patte	ern:	Linear	Nucleate	ed Disper		lanned	Orgar		Open	Hamlet	Village	Town	Ľ	ity (Suburbia	Urban fringe
ite-settlement elationship:		Immediately	adjacent n	natural extension	on Very	close m	inimal sepa	aration	Near but	clear separatio	n Limited	association to	settlements	s Dista	ant associatior	n (visual) only
Building		Commercial/	Offices:	Industria	al:	Retail:		Farm	stead:	Barns:	Rel	igious:	Other:	Petrol Fill	ling Station	
ypes/Styles/Ag	e:	Detached: M	od	Semi-De	t: Mod		Terrace	d		Bungalow:		Flats:		:	Skyscraper:	
ransport:		Motorways	Dual Ca	arriage Ma	jor road	Mino	r road	Small L	ane 🧹	Rail	Other/comme	nt:				
											~~					
tate of Repair:				Well maintaine	d: (s) L					ne maintenance			/ Disrepair	/ Minimal	l maintenance	e: S L
laturity:		Fu	ull maturity:	S L		Μ	iddle-aged				g - established	d: S∣L		Very	y young: S	L
cale:			Intimate			Small			Me	edium		Large	>		Expansi	ve
nclosure/openr	ness:	Ve	ery confined		Qui	ite enclos	ed		artial enclo	sure/openness	>	Quite open			Expose	ed
Diversity:		Un	iform		Simple			Quite Div	erse	Со	mplex	Comment	S:			
exture:		Sm	nooth	(Textured	>	(Rough	\geq	Ver	/ rough					
Colour:		Mono	ochrome		Muted		(Colourf	u	G	arish					
alance:		Harn	nonious	Fa	irly balanc	ed		Discorda	ant	Cł	aotic					
ecurity:		Com	fortable	(Safe	ノ		Unsettli	ng	Thre	atening					
Stimulus:		Bo	oring	1	Bland		(Interesti	ng	Invi	orating					
loise (positive):		Birds		Other/comn	nent:				Noise (negative):	Road traffic	Other/cor	nment:			
ighting:		None ne	earby	Some nea	rby	Some	within site		Site & area	lit	Heavily lit					
	s:	Remote / n	o people	Minor distur	bance	Some	on-site dist	urbance	Heavy	disturbance / p	eople presenc	ce				
Wild/remotenes			High			Me	edium			Low						
Wild/remotenes Tranquillity:			ingn													
	ea:	Promoted o		ion Open g	eneral acce	ess Po	ermissive g	eneral ac	cess	PRoW route acc	ess Pe	ermissive paths	Inf	formal acc	cess	No access
Tranquillity:	1	Promoted c	open recreati	ion Open g Woodland	eneral acce	ess Pe	ermissive g	eneral ac	cess	PRoW route acc Site:	ess Pe Trees, grassla		Inf	formal acc	cess	No access

Site Reference:

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Location:

Land East of Chelmsford Road

	Level 1:	Level 2:		Leve	el 3:			Lev	el 4:	
Site - Primary:	E	1	2	11			7			
Site - Secondary:	А	1	3				2	6		
Locality - Primary:	E	3	1	11			7	12		
Locality -Secondary:	F	2	2	6	5	1	2	3	7	8

Local Character Area:	F10 Heybr	F10 Heybridge Wooded Farmland				
Green Belt:	Y		Assessed Effect on Green Belt:			Moderate
Statutory landscape designation:	Ν					
Local Landscape designation:	Within:	Ν		Adjacent to	o?	SLA (to east)
Previous Use:		Brownfield			Gree	nfield
Other:						

Assessment:

gap.

Landscape and Settlement Character Sensitivity:	Medium	High			
Reasoning: Site not important to setting of settlement – some association with linear development along A1023, but would be v. large extension and transform character. Some association with other built development (e.g. rail). Clear separating land between settlements, some important characteristics which could be retained.					
Visual Sensitivity:	Low	Medium			
Reasoning: Of some importance to settlement setting: Some scope to mitigate visual effects on the countryside. Land detached from main settled are so is perceptibly open countryside between settlements along adjacent routes. Scope to mitigate due to peripheral woodland.					
Resultant Overall Landscape Sensitivity:	Mec	dium			
Additional comments:					

Landscape Value:	Low	Medium		
Reasoning: Countryside landuse affords some tranquillity and amenity between settlements. Not within or adjacent to designated landscape,				
withsome representative characteristics. Woodland particular	important characteristic			

Landscape Capacity:	Medium-High	Medium		
Additional comments: Split assessment. Also depends on whether adjacent areas (e.g. Site 034) are developed. Site can be contained and visually				
mitigated: however, it is separated from main settled areas. Ex	vidence of built environs adiacent to the Sit	e, but also part of a wider countryside		

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High
Settlement Character	Medium	Medium	Medium	High
Sensitivity	Low	Low	Medium	High
		Low	Medium	High
		vi	isual Sensitiv	ity

	High	Medium	Low - Medium	Low
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium
Sensitivity	Low	High	Medium - High	Medium
		Low	Medium	High
			Landscape Value	

Landscape Capacity Categories

<i>(</i>				
	A – Woodland (>!	Enn tall)		
	•			
Level 2 options –	Level 3 options –	Level 4 options –		
1. Broadle aved –	1. Mixed-aged or semi-			
Dry	natural	Moderate shrub layer		
Coniferous – Dry	2. Coppice with	Sparse shrub layer		
Mixed – Dry	standards	4. Dense field layer		
4. Broadleaved –	3. Mature Plantation	Moderate field layer		
Wet	(taller than 10m, wit	. ,		
5. Parkland	closed canopy)	Grazed (moderate to		
(scattered trees	4. Young Plantation (5-	heavy)		
and grassy areas)	10m, open canopy)	Lightly grazed		
		9. Dead wood present		
		10. Dead wood absent		
\geq				
P Consult	and finaluda young	waadland < Em tall)		
		woodland <5m tall)		
Level 2 options –	Level 3 options –	Level 4 options –		
1. Regenerating	 Broadleaved 	 Pre dominantly tall (3-5m) 		
natural or sem i-	Coniferous	Predominantly low (1-3m)		
natural woodland	3. Mixed	Dense shrub layer		
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer		
3. Heath scrub	swamp scrub	5. Sparse shrub layer		
4. Coppice (<3m)	5. Coniferous	6. Extensive bracken		
5. New plantation	swamp scrub	7. Dense field laver		
6. Clear-felled	 Mixed swamp 	8. Moderate field layer		
7. Other	scrub	9. Sparse field layer		
7. Oulei	50.00	10. Grazed (moderate to heavy)		
		10. Grazed (moderate to neavy)		
c	-Semi-natural gras	sland/marsh		
Level 2 options –	Level 3 option	-		
1. Chalk downland	1. Hedgerow	•		
		•		
2. Grass moor (unend				
Grass moor mixed w	vith trees	13. Sheep		
heather (unenclose	d) 3. Tree-line w			
heather (unenclose 4. Machair	d) 3. Tree-line w hedge			
1	hedge	ithout 14. Horses 15. Rabbits		
4. Machair	hedge 4. Other field	ithout 14. Horses 15. Rabbits boundary 16. Deer		
4. Machair 5. Other dry grassland	hedge 4. Other field	ithout 14. Horses 15. Rabbits boundary 16. Deer etc.) 17. Others grazers		
 Machair Other dry grassland Water me adow/gramarsh 	hedge 4. Other field azing (wall, ditch,	ithout 14. Horses 15. Rabbits boundary 16. Deer etc.) 17. Others grazers pup of trees 18. Extensive		
 Machair Other dry grassland Water-meadow/gramarsh Reed swamp 	hedge 4. Other field azing (wall, ditch, 5. Isolated gro	ithout 14. Horses 15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive undary bracken		
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4. Machair 5. Other dry grassland 6. Water-meadow/gramarsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh 1. Dry heath 1. Dry heath 2. Wet heath 3. Mixed heath 6. Drained bog 7. Bare peat 4. Bog 4. Bog 6. Drained bog 7. Bare peat 4. Drained bog 7. Drained bog 7. Bare peat 4. Drained bog 7.	hedge 4. Other field (wall, ditch, 5. Isolated gro 6. No field bo 7. Montane D – Heathland Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with roug grass 5. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees 1. Solated group of trees 1. Hedgerow with trees 2. Hedgerow with trees 2. Hedgerow with outt he 4. Other field boundary	ithout 14. Horses 15. Rabbits boundary 16. Deer etc.) 17. Others grazers pup of trees 18. Extensive undary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings < 0.Sm tall and Level 4 options – 5. 1. Ungrazed rees 2. Cattle dge 3. Sheep 4. Horses		

6. Other farming	8. Wall		
Market garden	9. Ditch/water		
	10. Fencing		
	11. Woodland boundary		

	10.	Recently cut grass
y	11.	Farm Building

8. Stubble

9. Unsown/fallow

-	
)	G-1
- 1	Level 2 options –
- 1	1. Pond (less than 50m ²)
- 1	2. Small waterbody (50-
- 1	450m ²)
- 1	3. Lake/unlined reservoir
- 1	4. Lined reservoir
- 1	5. Gravel/sand pit
- 1	6. Stream (<3m wide)
- 1	7. River (>3m wide)
	8. Ditch with water (<2m
v)	wide)
" J	9. Small canal (2-5m wide)
	10. Large canal (>5m wide)

	D – Heathland and	Bogs
Level 2 options –	Level 3 options –	Level 4 options –
 Dry heath 	1. Montane	1. Ungrazed
2. Wet heath	2. Raised bog	2. Cattle
3. Mixed heath	3. Vallye/basin bog	3.Sheep
4. Bog	4. Blanket bog	4. Horses
5. Breckland	5. Heath mixed with rough	5. Rabbits
6. Drained bog	grass	6. Deer
Bare peat	6. Heath without grass	7. Others grazers
	Heath with extensive	8. Ploughed
	bracken	9. Burned
	8. Undetermined bog	10. Planted with saplings
	9. Isolated group of trees	<0.5m tall

	1	(
		Level 2 opt
		1. Chalk do
ge extension		2. Grass m
e important		3. Grass m

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options –
- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling

- 7. Sewage processing
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (clear water,
- large water-weeds)
- 5. Slow-medium running
- 6. Fast-running

- Level 2 options 1. Marine – open
- shore

- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options 1. Mud/silt
- 2. Sand
- 3. Shingle 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options –

- 1. Active
- Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

J – Miscellaneous

- ʻrural

- (coarse/game)
- Coarse angling

5. Game fishing 6. Industrial activity

Date/Time: 10/3/15 - 14:30

	_																	
Photogr	•		270° - 36	0°	+	90° - 270°	0° <90°				e (forward	d)	S	ingle (backwa		Zoo		
Views C	Out (distance):		_		S: S			E: S			W: S				<u>S</u> hort (<250)	m) <u>M</u> ed	(250m - 1km)	Long (>1km)
Views	Viewer Type:	s N. Pu	ub Priv			S:	Pub Pr	iv			E: Pub Priv							
in:	Numbers	N: Pu	ub:H P	riv:	S: Put): Priv	/:	E:	Pub:	Priv: L	W: Pub: Priv: 0 Low (1 - 10) Med (10-20) High (21+)							
Seasona	l visibility:	More	visible in w	vinter due	to woodlan	d scrub pr	esence											
Site visu	al amenity:	ОК — :	scrub wood	land with	a single hoι	ise			L	ocality visua	l amenity:	OK – ribbo	on dev to	NE alor	ng road			
Scope to	o mitigate viev	ws: Sho	ort term: Go	od with re	tention of t	boundary	vegetatior	n Med	ium terr	m: Good				Lon	g term: Good			
		N 6			Conth	(- 4-25)		E a l'ula u	6 • • • • 1 •	4.40)	6 1					1.2)	Ch	() A . A)
Gradien	ts:	v. Gen	tle - Flat (<1	1:50)	Gentie	e (c.1:25)		Fairiy	Steep (c	.1:10)	Steep	p (c.1:5)		V	ery Steep (c.1	L:Z)	Sheer	(>1:1)
			Y					-										
Geomor	phology:	Plain	Plateau	Rolling	glowland	Hills	Ridge	Cliff	Scarp	Gorge	V shaped Va	lley Us	haped Va	alley	Floodplain	Estuary	Mountains	Other
		Y																
Promine		Site:		Positive: S							Negative:						NB: dwelling	house on Site
landmar		Visible		Positive: \	Woodland						Negative: I							
	ry types:		nce/Scrub								Locality: H	-						
3oundar	ry pattern:	Rectilinear Organic Other/comment: Mixed Land parcel								el size:	Lar	ge (>5h	a)	Med (1-5h	na) Sn	nall (<1ha)		
Settlem	ent Pattern:	Linea	ar Ni	cleated	Dispers		lanned	Orga	nic	Open	Hamlet		illage	T/	own	City	Suburbia) Urban fringe
Site-sett		Lillea			Dispers			Ű		, · · ·		\leq	inage		0001		Suburbia	Orban ninge
relation		Immedi	ately adjace	ent natur	ral extensio	n Very	close mi	nimal sep	aration	Near bu	t clear separat	tion Li	imited as	sociatio	on to settleme	ents Dis	stant associatior	n (visual) only
Building	,	Commercial/Offices: Industrial: Retail: Farmstead					mstead:	Barns:		Religi	ous:	Otł	ner:					
•	tyles/Age:	Detache	ed: Mod		Semi-Det	:		Terrace	d		Bungalow:	:		Flats:	I		Skyscraper:	
Transpo	rt:	Motor	ways D	Jual Carria	ge Maj	or road	Minor	road	Small	Lane	Rail	Other/co	omment:					
State of	Repair:		Good / Int	tact / Well	maintained	l: S L		0	K / Fairl	ly intact / So	me maintenan	nce: S			Poor / Disrep	air / Minin	nal maintenance	: S L
Maturity	y:		Full mat	urity: S			Mi	ddle-ageo	1: S	Ŀ	Υοι	ung - esta	blished:	S L		V	ery young: S	L
cale:			Intima	ite			Small	>		М	edium			Lar	ge		Expansi	ve
Enclosu	re/openness:		Very con	fined		Qui	te enclose	d		Partial enclo	osure/opennes	SS		Quite	open		Expose	d
Diversity	y:		Uniform			Simple	>		Quite Di	iverse	Complex Comments:							
Texture	:		Smooth			Textured		(Rou	gh	Ve	ery rough						
Colour:			Monochron	ne	<	Muted	>		Colou	ırful		Garish]				
Balance	:		Harmoniou	IS	Fai	rly balanc	ed		Discor	dant		Chaotic		1				
Security	:		Comfortabl	le	<	Safe	>		Unsett	tling	Th	reatening	S	1				
Stimulus	s:		Boring		<	Bland	>	(Interes	sting	Inv	vigorating	5	1				
Noise (p	ositive):	Birds	5	0	ther/comm	ent:				Noise	(negative):	Road	traffic	Othe	r/comment:			
Lighting	:	No	ne nearby		Some near	ογ	Some w	ithin site		Site & area	lit	Heavily	lit	1				
Wild/re	moteness:							e Heavy	/ disturbance /	/ people p	resence	1						
Tranquil	llity:		Hi	igh			Me	dium			Low	v		1				
	n site area:	Promo	ted open re	-	Open ge	neral acce		rmissive g	general a	access	PRoW route a		Perm	nissive p	oaths	Informal a	access	No access
		Desirable:			odland/hed						Site:		and matu					
Characte	eristics:	n-desirab		-	id and infra	-	assoc. with	n ribbon d	levelopr	ment	Site:		lements					
				,							Equal repres						ntative/ degrade	

Site Reference:

276

Location:

Oak Hurst, Chelmsford Road, Shenfield

	Level 1:	Level 2:	Level 3:				Level 4:			
Site - Primary:	А	1	1							
Site - Secondary:	F	2	1	2			2			
Locality - Primary:	E	3	1	11			7	12		
Locality -Secondary:	F	2	2	6	5	1	2	3	7	8

Local Character Area:	F10 Heybr	10 Heybridge Wooded Farmland							
Green Belt:	Y		Assessed Effect	on Green Belt:		Moderate			
Statutory landscape designation:	N								
Local Landscape designation:	Within:	N		Adjacent to	o?				
Previous Use:		Brownfield		Greenfield					
Other:	Mostly – c	despite single dwelling bu	ilding						

Assessment:

Landscape and Settlement Character Sensitivity:	Low	Medium							
Reasoning: Site not important to setting of settlement – some countryside intervening settlements	e association with linear development along	g A1023, yet abuts wider area of							
Visual Sensitivity:	Low								
Reasoning: Overall, of little importance to the setting of the town such that development would not lead to unacceptable visual effects on the countryside									
Resultant Overall Landscape Sensitivity:	Low	Medium							
Additional comments: Overall, whilst clearly related to wider r woodland/tree cover	ibbon development and comprising existing	g dwelling, wider Site comprises							

Landscape Value: Low Reasoning: Overall, does not present locally important / distinctive landscape characteristics or scenic value / interest; Does not present important public amenity value by way of views, access, sporting facilities or opportunity for quiet enjoyment (relative tranquillity). Mature trees / scrub are the most interesting aspect - but this is in part an existing dwelling and garden

Landscape Capacity:	Medium-High
Additional comments:	

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High					
Settlement Character Sensitivity	Medium	Medium	Medium	High					
	Low	Low	Medium	High					
		Low	Medium	High					
		Visual Sensitivity							

Landscape Capacity Categories

	High	Medium	Low - Medium	Low
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium
scholary	Low	High	Medium - High	Medium
		Low	Medium	High
			Landscape Value	

	A – Woodland (>5	m tall)
Level 2 options –	Level 3 options –	Level 4 options –
1. Broadle aved –	1. Mixed-aged or semi-	1. Dense shrub layer
Dry	natural	2. Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	3. Sparse shrub layer
3. Mixed – Dry	standards	4. Dense field layer
4. Broadle aved –	3. Mature Plantation	5. Moderate field layer
Wet	(taller than 10m, with	6. Sparse field layer
5. Parkland	closed canopy)	7. Grazed (moderate to
(scattered trees	4. Young Plantation (5-	heavy)
and grassy areas)	10m, open canopy)	8. Lightly grazed
		9. Dead wood present
		10. Dead wood absent
B — Scrub	land (include young v	voodland < 5m tall)
Level 2 options –	• • -	Level 4 options –
1. Regenerating	1. Broadleaved	1. Predominantly tall (3-5m)
natural or sem i-		2. Predominantly low (1-3m)
natural woodland		3. Dense shrub laver
2. Downland (chalk)		4. Moderate shrub layer
3. Heath scrub		5. Sparse shrub layer
4. Coppice (<3m)		6. Extensive bracken
5. New plantation		7. Dense field laver
5. Clear-felled		8. Moderate field layer
7. Other		9. Sparse field layer
		10. Grazed (moderate to heavy
\geq		
	C – Semi-natural grass	sland/marsh
Level 2 options –	Level 3 options	 Level 4 options -
 Chalk downland 	1. Hedgerow w	ith trees 11. Ungrazed
2. Grass moor (unen	dosed) 2. Hedgerow w	ithout 12. Cattle
3. Grass moor mixed	with trees	13. Sheep
heather (unenclos	ed) 3. Tree-line wit	thout 14. Horses
4. Machair	hedge	15. Rabbits
5. Other dry grasslan	d 4. Other field b	oundary 16. Deer
6. Water-meadow/g	razing (wall, ditch, e	etc.) 17. Others graz
marsh	5. Isolated grou	up of trees 18. Extensive
7. Reed swamp	6. No field bou	ndary bracken
8. Other open marsh	7. Montane	19. Hay
9. Saltmarsh		
	D – Heathland :	and Bogs
Level 2 options –	Level 3 options –	Level 4 options –
1. Dry heath	1. Montane	1. Ungrazed
2. Wet heath	2. Raised bog	2. Cattle
3. Mixed heath	3. Vallye/basin bog	3.Sheep
4. Bog	4. Blanket bog	4. Horses
5. Breckland	5. Heath mixed with rough	5. Rabbits
6. Drained bog	grass	6. Deer
7. Bare peat	6. Heath without grass	7. Others grazers
,	7. Heath with extensive	8. Ploughed
	bracken	9. Burned
		10. Planted with saplir
	8. Undetermined bog	TO' Manted with Saon
		<0.5m tall
	8. Undetermined bog 9. Isolated group of trees	
<u> </u>		•
<u>></u>	9. Isolated group of trees	<0.5m tall
	9. Isolated group of trees E – Farmlan	<0.5m tall
Level 2 options –	9. Isolated group of trees E – Farmlan Level 3 options –	<0.5m tall
1. Improved	9. Isolated group of trees E – Farmlan Level 3 options – 1. Hedgerow with trees	<0.5m tall d Level 4 options – 1. Ungrazed
	9. Isolated group of trees E – Farmlan Level 3 options –	<0.5m tall d Level 4 options – 1. Ungrazed
 Improved grassland Unimproved 	9. Isolated group of trees E – Farmlan Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tru 3. Tree-line without hed	<0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle
1. Improved grassland	9. Isolated group of trees E – Farmlan Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tru 3. Tree-line without hed	<0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle lge 3. Sheep
 Improved grassland Unimproved 	9. Isolated group of trees E – Farmlan Level 3 options – 1. Hedgerow with trees 2. Hedgerow without tru 3. Tree-line without hed	<0.5m tall Level 4 options – 1. Ungrazed ees 2. Cattle lge 3. Sheep 4. Horses
 Improved grassland Unimproved Mixed grass/tilled 	 9. Isolated group of trees E - Farmlan Level 3 options - 1. Hedgerow with trees 2. Hedgerow without tru 3. Tree-line without hed 4. Other field boundary 	<0.5m tall Level 4 options – 1. Ungrazed ees 2. Cattle lge 3. Sheep 4. Horses
 Improved grassland Unimproved Mixed grass/tilled land 	9. Isolated group of trees E - Farmlan Level 3 options - 1. Hedgerow with trees 2. Hedgerow without tr 3. Tree-line without hed 4. Other field boundary 5. Isolated group of tree	<0.5m tall Level 4 options – 1. Ungrazed ees 2. Cattle lge 3. Sheep 4. Horses 5. Other stock/unknown

6. Other farming

7. Market garden

8. Wall

9. Ditch/water

11. Woodland boundary

10. Fencing

8. Stubble

9. Unsown/fallow 10. Recently cut grass

11. Farm Building 12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Raihvays
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G – Waterbodies (freshwater)

- Level 3 options -
- 1. Undisturbed/disused 2. Water sports (sailing,

- 7. Sewage processing
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (clear water,
- large water-weeds) 5. Slow-medium
- running
- 6. Fast-running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

H — Coastal

- Level 3 options -1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff-vertical/steeply sloping
- 2. Dune
- Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone
- 4. Other rock outcrop
- 5. Quarry 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock Level 3 options -

- 1. Active Disused
- 3. Montane
- 4. Non-montane
- Climbers/walkers etc.

Level 4 options –

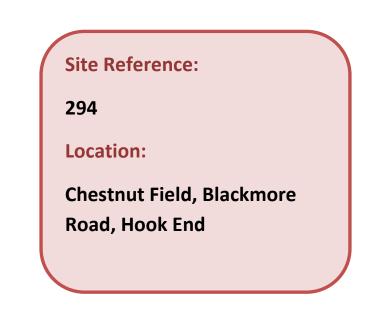
- Bare rock
- 2. Low vegetation (mosses,
- liverworts, etc.)
- 3. Grasses present
- Scrub present

- etc.)

- 'rural
- 3. Angling (coarse/game) 4. Coarse angling
- 5. Game fishing
- 6. Industrial activity

Date/Time: 12/3/15 - 13:45

Photogr	raph:		270° - 36	0°	9	0° - 270°			< 90°	Single	(forwar	d)	Single (ba	ackward)	Zo	om	
Views C	Out (distance):	N: S			S : S		E	: S		W: S		I	<u>S</u> hort (<250m) <u>№</u>	led (250m - 1km)	Long (>1km)	
Views	Viewer Types	N: Pub	Priv			S: Pub	Priv			E: Pub	Priv			W: Pub	Priv		
in:	Numbers	N: Pub	:H Pr	iv:	S: Pub:	Priv:		E: Pub:	Priv: L	W : P	ub:	Priv: L	0	<u>L</u> ow (1 - 10) <u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasona	al visibility:	Limited	screening -	– low hedg	erow. Fairly ope	n from north	, but contair	ned by settle	ed area								
Site visu	ual amenity:	Modera	te						Locality visua	al amenity:	iood – to	north					
Scope to	o mitigate view	c.		nall scale S developm	Site. Boundary Jent	treatments	s can	Medium t	erm: Good				Long term:	Good			
Gradien	its:	V. Gentle	e - Flat (<: Y	1:50)	Gentle (c.1:25)	F	airly Steep	o (c.1:10)	Stee) (c.1:5)		Very Stee	ep (c.1:2)	Sheer	(>1:1)	
		Diain	Plateau	Pollin	alowland	Hills R		liff Sca	Corgo	V shaped Va		chanad Vall	Electrol	ain Ectur	Mountains	Other	
Geomor	rphology:	Plain	Fiateau		g lowland S/L		idge C	liff Sca	arp Gorge	v snapeu va		shaped Vall	ey Floodpl	ain Estua	ary Mountains	Other	
		Site			•					Nogotive							
Promine landma		Site:		Positive:						Negative:		built al arra -	ntc				Comme
	-									-	-	built eleme					
	ry types:				Other /							L			andscape to NW)		Visual:
Bounda	ry pattern:	Rectilin	ear	Organio	Uther/	comment:				Land parce	i size:	Large	e (>5ha)	Med (1	-sna) Sn	nall (<1ha)	Overlo
Settlem	ent Pattern:	Linear		ucleated	Disperse	Planı	ned	Organic	Open	Hamlet		/illage	Town	City	Suburbia	Urban fringe	views.
Site-sett relation		Immediat	tely adjac	ent, natu	iral extension	Very clos	se minima	al separatio	on Near bu	ıt clear separat	ion L	Limited asso	ciation to set	tlements	Distant association	n (visual) only	
Building	g	Commerc	ial/Office	s:	Industrial:		Retail:	Farm	stead:	Barns:	·	Religiou	is:	Other: Con	nmunity Hall		
-	Styles/Age:	Detached	: Mod		Semi-Det: I	Mod	Те	rraced:		Bungalow:		Flat	:s:		Skyscraper:		
Transpo	ort:	Motorw	ays D	Dual Carria	age Majo	road 🤇	Minor road	d Sm	all Lane	Rail	Other/c	comment:			l		
State of	Repair:	(I maintained:	S L				me maintenan				Disrepair / Mi	nimal maintenance	:: S L	
Maturit	y:		Full mat	turity: S	\bigcirc		Middle	-aged: S) L	You	ıng - esta	ablished:	S L		Very young: S	L	
Scale:			Intima	ate			nall		N	ledium			Large		Expansi	ve	
Enclosu	re/openness:		Very con	nfined	<	Quite e	enclosed	>	Partial encl	osure/opennes	s		Quite open		Expose	d	
Diversit	y:		Uniform	\geq	5	Simple		Quite	Diverse	(omplex		Comments:				Comm
Texture	:		Smooth)	T	extured		R	ough	Ve	ry rough	ו					Landsc
Colour:		М	onochron	ne		Muted		Col	ourful		Garish						
Balance	:	н	armoniou	JS	Fairl	y balanced	>	Disc	ordant		Chaotic						Contair
Security	/:	C	omfortab	le	(Safe		Uns	ettling	Th	reatening	g					
Stimulu	s:		Boring	>		Bland		Inte	resting	Inv	rigoratin	g					
Noise (p	oositive):			C)ther/commer	nt:			Noise	(negative):	Roa	dside	Other/comm	ent:			
Lighting	;:	None	e nearby		Some nearby	v S	ome withir	n site	Site & area	a lit	Heavily	/ lit					
Wild/re	moteness:	Remote	/no peo	ple 🔨	/linor disturba	nce s	Some on-sit	te disturba	nce Heav	y disturbance /	people p	presence					
Tranqui	llity:		Н	igh			Medium	ı)		Low							
Access i	n site area:	Promote	d open re	ecreation	Open gen	eral access	Permis	sive gener	al access	PRoW route a	ccess	Permis	sive paths	Inform	al access	No access	
		esirable:	Loca	lity: Ma	ature Trees / w	voodland				Site	Matu	re Trees / h	istoric Water	Tower (othe	· buildings)		
Charact	eristics: Nor	n-desirable	: Loca	lity:						Site	Mino	r detractors					
Landsca	pe Quality	Highly re	presentat	ive: S	L Mainly	representa	tive / mino	r detractic	ons: S L	Equal repres	entative	/ non-rep:	SL 1	Weakly repre	esentative/ degrade	ed: S L	



a few properties – but only offers minor rural transition in

parcel between built elements. Links to community hall.

	Level 1:	Level 2:	Level 3:			Level 4:				
Site - Primary:	E	1	2							
Site - Secondary:	F	3	7							
Locality - Primary:	E	3	1				7			
Locality -Secondary:	F	3	1	2	5		2	4		

Local Character Area:	F8 Doddinghurst Wooded Farmland							
Green Belt:	Y		Asses	Green Belt:	Low			
Statutory landscape designation:	N							
Local Landscape designation:	Within:	Ν		Adjacent to	•	Ν		
Previous Use:	Brownfield				Greenfield			
Other:								

Assessment:

	Low							
Reasoning: Is not important intervening open land between settlements. Of little importance to settlement setting; Non-distinctive transition from built environment to countryside. Open space of little or no importance to the appearance, form and character of the built environment.								
'isual Sensitivity:	Low	Medium						
easoning: Site does provide some transition to countryside to loc ue to small scale of Site	al private views, but overall unacceptal	ole visual effects would not be predicted						
esultant Overall Landscape Sensitivity:	Lo	w						
dditional comments:								

Landscape Value:	Low						
Reasoning: Overall not considered to present locally important / distinctive landscape characteristics or scenic value / interest							
Landscape Capacity:	High						
Additional comments:							

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High		
Settlement Character	Medium	Medium	Medium	High		
Sensitivity	Low	Low	Medium	High		
		Low	Medium	High		
		Visual Sensitivity				

Landscape Capacity Categories

	High	Medium	Low - Medium	Low				
Overall Landscape Sensitivity	Medium	Medium - High	Medium	Low - Medium				
sensitivity	Low High		Medium - High	Medium				
		Low	Medium	High				
		Landscape Value						

Level 2 options – 1. Broadle aved – Dry 2. Coniferous – Dry 3. Mixed – Dry 4. Broadle aved – Wet 5. Parkland (scattered trees and grassy areas)	 A – Woodland (>5) Level 3 options – 1. Mixed-aged or seminatural 2. Coppice with standards 3. Mature Plantation (taller than 10m, with closed canopy) 4. Young Plantation (5-10m, open canopy) 	Level 4 options – 1. Dense shrub layer 2. Moderate shrub layer 3. Sparse shrub layer 4. Dense field layer 5. Moderate field layer
B - Seruh	land (include young v	woodland < 5m tall)
Level 2 options –		evel 4 options –
 Regenerating natural or semi- 		1. Predominantly tall (3-5m) 2. Predominantly low (1-3m)
natural or sem i- natural woodland		2. Predominantly low (1-3m) 3. Dense shrub laver
2. Downland (chalk)		4. Moderate shrub layer
3. Heath scrub		5. Sparse shrub layer
4. Coppice (<3m)		6. Extensive bracken
5. New plantation	swamp scrub	7. Dense field layer
6. Clear-felled	6. Mixed swamp	8. Moderate field layer
7. Other	scrub	9. Sparse field layer
		10. Grazed (moderate to heavy)
\geq		
(
()	C–Semi-natural grass	sland/marsh
Level 2 options –	Level 3 options	
1. Chalk downland	1. Hedgerow w	
2. Grass moor (unend	losed) 2. Hedgerow w	ithout 12. Cattle
3. Grass moor mixed	with trees	43. 61
	trees	13. Sheep
heather (unenclose		hout 14. Horses
4. Machair	ed) 3. Tree-line wit hedge	
4. Machair 5. Other dry grassland	d) 3. Tree-line wit hedge d 4. Other field b	hout 14. Horses 15. Rabbits oundary 16. Deer
4. Machair 5. Other dry grassland 6. Water-meadow/gr	ed) 3. Tree-line wit hedge d 4. Other field b azing (wall, ditch, e	hout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers
 Machair Other dry grassland Water-meadow/gr marsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou	hout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive
 Machair Other dry grassland Water-meadow/gr marsh Reed swamp 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive
 Machair Other dry grassland Water-meadow/gr marsh Reed swamp 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh Saltmarsh 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh Saltmarsh 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland : Level 3 options –	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options –
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh Saltmarsh Level 2 options – Dry heath 	d) 3. Tree-line with hedge d 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed
 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh Saltmarsh Level 2 options – Dry heath 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle
 Machair Other dry grassland Water me adow/gr marsh Reed swamp Other open marsh Saltmarsh Level 2 options – Dry heath Wet heath Mixed heath 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 	 a. Tree-line with hedge d. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland : Level 3 options – Montane Raised bog Vallye/basin bog Blanket bog Heath mixed with rough grass Heath without grass Heath with extensive 	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer
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 4. Machair 5. Other dry grassland 6. Water meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat 	 a. Tree-line with hedge d. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D - Heathland : Level 3 options - Montane Raised bog Vallye/basin bog Blanket bog Heath without grass Heath with extensive bracken Undetermined bog 	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
 4. Machair 5. Other dry grassland 6. Water meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat 	d) 3. Tree-line with hedge 4. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3.Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned
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 4. Machair 5. Other dry grassland 6. Water meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat 	 a. Tree-line with hedge d. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D - Heathland : Level 3 options - Montane Raised bog Vallye/basin bog Blanket bog Heath without grass Heath with extensive bracken Undetermined bog 	thout 14. Horses 15. Rabbits oundary 16. Deer ttc.) 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings
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 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat 	 a. Tree-line with hedge d. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D - Heathland : Level 3 options - 1. Montane 2. Raised bog 3. Vallye/basin bog 4. Blanket bog 5. Heath mixed with rough grass 6. Heath without grass 7. Heath with extensive bracken 8. Undetermined bog 9. Isolated group of trees E - Farmlan	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall
 Machair Other dry grassland Water-meadow/gr marsh Reed swamp Other open marsh Saltmarsh Level 2 options – Dry heath Wet heath Mixed heath Bog Breckland Drained bog Bare peat Level 2 options –	 id) 3. Tree-line with hedge d. Other field b azing (wall, ditch, e S. Isolated grou 6. No field bou 7. Montane D – Heathland : Level 3 options – Montane Raised bog Vallye/basin bog Blanket bog Heath with out grass Heath with extensive bracken Undetermined bog Isolated group of trees E – Farmlan Level 3 options –	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options –
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved 	 id) 3. Tree-line with hedge d. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland : Level 3 options – Montane Raised bog Vallye/basin bog Blanket bog Heath without grass Heath without grass Heath without grass Heath without grass Undetermined bog Isolated group of trees E – Farmlan Level 3 options – Hedgerow with trees E – Farmlan	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Improved grassland 	 id) 3. Tree-line with hedge d. Other field b azing (wall, ditch, e 5. Isolated grou 6. No field bou 7. Montane D – Heathland a Level 3 options – Montane Raised bog Vallye/basin bog Blanket bog Heath mixed with rough grass Heath without grass Heath with extensive bracken Undetermined bog Isolated group of trees E – Farmlan Level 3 options – He dgerow with trees He dgerow with trees He dgerow with out trees	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed 20. Sm tall
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 	 isolated group of trees bath with out grass c. Heath with out grass c. Heath with out grass c. Heath with extensive bracken s. Undetermined bog sloated group of trees E - Farmian Level 3 options - 1. Hedgerow with trees 2. Heagerow with out trees 3. Tree-line without hedge 	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed ees 2. Cattle ge 3. Sheep
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 3. Mixed heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 3. Mixed grass/tilled 	 isolated group of trees 	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d
 4. Machair 5. Other dry grassland 6. Water-meadow/gr marsh 7. Reed swamp 8. Other open marsh 9. Saltmarsh Level 2 options – 1. Dry heath 2. Wet heath 4. Bog 5. Breckland 6. Drained bog 7. Bare peat Level 2 options – 1. Im proved grassland 2. Unimproved 	 isolated group of trees bath with out grass c. Heath with out grass c. Heath with out grass c. Heath with extensive bracken s. Undetermined bog sloated group of trees E - Farmian Level 3 options - 1. Hedgerow with trees 2. Heagerow with out trees 3. Tree-line without hedge 	thout 14. Horses 15. Rabbits oundary 16. Deer 17. Others grazers up of trees 18. Extensive ndary bracken 19. Hay and Bogs Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d Level 4 options – 1. Ungrazed 2. Cattle 3. Sheep 4. Horses 5. Rabbits 6. Deer 7. Others grazers 8. Ploughed 9. Burned 10. Planted with saplings <0.5m tall d

6. Farmyard (active) 7. No field boundary 7. Arable crop 8. Wall 9. Ditch/water 10. Fencing

11. Woodland boundary

5. Orchard

6. Other farming

Market garden

8. Stubble 9. Unsown/fallow 10. Recently cut grass 11. Farm Building

12. Recently sown

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide) 8. Ditch with water (<2m

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling

- 7. Sewage processing 'rural
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds)
- 3. Dystrophic (black water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- 2. Marine shore –
- inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea

- H Coastal
- Level 3 options –
- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated
- 6. Sparse/medium
- vegetation 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

Level 2 options –

- 1. Cliff
- 2. Scree/boulder slope
- 3. Limestone 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap 7. Cave

I — Inland Rock

- Level 3 options 1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

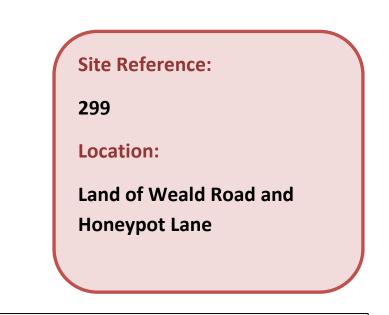
Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.)
- 3. Grasses present

- (coarse/game) 4. Coarse angling 5. Game fishing
- 6. Industrial activity

Date/Time: 26/10/2018

Dhataa	anh.		2700 20			° 170°			0.00	C:	6 m m - 1)		Cingle /b = -l.	ard)	7.	
Photogra	-		270° - 36	bU⁻		° - 270°	<u> </u>		90°		forward)		Single (backwa		Z00	
	Dut (distance):	N: S		1	S : S			: S		W: S			<u>S</u> hort (<250			Long (>1km)
Views in:	Viewer Types			-	S: P			E. D. I.		E: Pub P		Daire			riv	
	Numbers	N: Pu		Priv: H	S: Pub: N	A Priv:	L/IVI	E: Pub: N	И/Н Priv: L	W: Pub	: M/H	Priv:	0 <u>L</u> ov	w (1 - 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)
	l visibility:		e to bounda	ary deciduol	is tree cover					-1 0/	Caral					
	al amenity:	Good							Locality visu		- Good	1.				
Scope to	o mitigate view	s: Sho	rt term: Go	ood (retent	tion existing bo	oundary tre	ees)	Medium te	erm: Good (tr	ees)		Lo	ong term: Good	l (trees)		
		V. Gent	:le - Flat (<	:1:50)	Gentle (c	.1:25)	F	Fairly Steep	(c.1:10)	Steep (c.1:5)		Very Steep (c.	1:2)	Sheer (>1:1)
Gradien	ts:		•		Ŷ			· ·	• •				, ,,		•	,
		Plain	Plateau	Rolling	glowland	Hills R	idge C	Cliff Sca	rp Gorge	V shaped Valle	v U shar	ped Valley	Floodplain	Estuary	Mountains	Other
Geomor	phology:				s	-			r - 0-		,	· · · · · ·	S			
Dugar		Site:		Positive: I	_			I	1	Negative: No	ne				1	
Promine landmar	-	Visible n	earby:	Positive:						-		trial / Comr	nercial Buildin	g		
Bounda	ry types:		-		land and local	roads Loc	al waterco	ourse within	Site	Locality: Hed		-		U		
	ry pattern:	Rectili		Organic		omment:				Locality: rica	-	, Large (>5	iha)	Med (1-5h	a) Sm:	all (<1ha)
	,	neetin		Siguine	Chiciyo							-aiBc (Po			-, 311	
Settlem	ent Pattern:	Linea	ir Ni	ucleated	Disperse	Planr	ned	Organic	Open	Hamlet	Villa	ge	Town	City	Suburbia	Urban fringe
Site-sett relations		mmedia	ately adjac	ent natu	ral extension	Very clos	e minim	al separatio	n Near b	ut clear separation	n Limit	ed associat	ion to settlem	ents Dis	stant association	(visual) only
Building		Commer	rcial/Office	es: Mod	Industrial:		Retail:	Farms	stead:	Barns:		Religious:	Ot	her:		
-	tyles/Age:	Detache	d: Mod/O	ld Style	Semi-Det: N	lod	Te	erraced: Lat	e 20 th Centur	y Bungalow:		Flat	:s:		Skyscraper:	
ranspo	rt:	Motor	ways [Dual Carria	ge Major	road 🕻	Minor roa	d Sma	all Lane	Rail C)ther/com	ment:				
State of	Repair:		Good / In	ntact / Well	maintained:	S L		OK / Fa	irly intact / So	ome maintenance	S L)	Poor / Disrep	oair / Minim	al maintenance:	S L
Maturity	y:		Full ma	turity: S	L		Middle	e-aged: S	$\mathbf{v}_{\mathbf{v}}$	Youn	g - establis	hed: S	L	Ve	ery young: S	L
Scale:			Intima	ate		Sm	nall		C N	1edium		La	arge		Expansiv	e
Inclosu	re/openness:		Very cor	nfined		Quite e	enclosed		Partial enc	losure/openness	>	Quit	e open		Exposed	I
Diversity	y:		Uniform		Si	mple	_	Quite	Diverse	Сог	mplex		nments:			
Texture:			Smooth		Te	xtured		Rc	ough	Very	rough	Roa	ads - intimate r	next to site -	- enclosed	
Colour:		Ν	Nonochror	me	N	luted		Colo	ourful	G	arish					
Balance	:		Harmonio	us	Fairly	balanced		Disco	ordant	Ch	aotic					
Security	:	(Comfortab	ole	(Safe		Unse	ettling	Thre	atening					
Stimulus	s:		Boring		B	land		Inter	resting	Invig	orating					
Noise (p	ositive):	Birds	Wa	ater O	ther/comment	::			Noise	(negative):	Transpo	rt Oth	ner/comment:			
Lighting	:	Nor	ne nearby	`	Some nearby	S	ome withi	n site	Site & are	a lit	Heavily lit		2 – noisy			
Wild/re	moteness:	Remote	e/no peo	ople 🚺	1inor disturbar	ce S	iome on-si	ite disturbar	nce Heav	y disturbance / p	eople pres	ence Pre	sence of large	buildings ar	nd A12 detract.	
Tranquil	llity:		Н	ligh		-	Mediur	n		Low						
	n site area:	Promot	ed open r	-	Open gene	ral access	Termis	ssive genera	al access	PRoW route acc	es	Permissive	e paths	Informal a	iccess N	No access
	D	esirable:			ds, tree/hedge					Site:			· country park'			
Characte	eristics:	n-desirabl		-	ban fringe elem		arge comn	nercial struc	ture	Site:	None	<u> </u>				
				-	-		-		ns: SL	Equal represer			L Wool	dy roprosor	ntative/ degraded	4. С 1



r of public access routes through Site

country park – lots of promoted routes through Site. Site in to series of irregular fields by mature treelines

	Level 1:	Level 2:	Level 3:			Level 4:				
Site - Primary:	E	1	1	3	9		1			
Site - Secondary:	G	6	1				5			
		[_						
Locality - Primary:	E	1	1	3			1	2		
Locality -Secondary:										

Local Character Area:	F14 Weald Wooded Farmland								
Green Belt:	Y		Assessed Effect on Green Belt:				Moderate		
Statutory landscape designation:	Ν								
Local Landscape designation:	Within:	Ν		Adjacent	to?				
Previous Use:	Brow	nfield					Greenfield		
Other:									

Assessment:

Landscape and Settlement Character Sensitivity:	Medium						
Reasoning: Open space of some importance to the setting, appearance, form and character of the built environment. Development would have some association with settlement/built environment and may have some effect on settlement form and pattern. Most desirable characteristics comprise boundary mature tree cover and local watercourse – which could be retained.							
Visual Sensitivity:	Medium						

Reasoning: Views into and/or out of settlement of some importance: scope to mitigate potential visual effects. Of some importance to settlement setting: Some scope to mitigate visual effects on the countryside. Site is partially open to public or private views where views of the countryside or open space are important, or is more open to views in which the countryside or open space is of less importance.

Resultant Overall Landscape Sensitivity:	Medium
Additional comments:	

Landscape Value:	Medium	High					
Reasoning: Does not fall within designated landscape or SLA. Some locally distinctive features that provide some scenic quality. 'Country Park'							

aspects in relation to public access routes around wide agricultural fields. Good public access links for wider community.

Lands	cape Capacity	/ :		

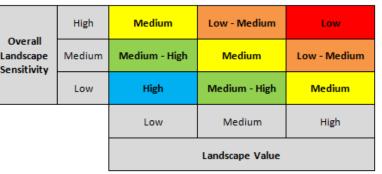
Additional comments: Overall judgement of Medium on balance. May be considered Medium – Low-Medium split, accounting for good public access and 'country park' aspect of Site where this is highly valued by local community.

Overall Landscape Sensitivity Categories

Landscape &	High	High	High	High	
Settlement Character	Medium	Medium	Medium	High	
Sensitivity	Low	Low	Medium	High	
		Low	Medium	High	
		Visual Sensitivity			

Landscape Capacity Categories

Medium



1		A Manual (SEm	4-113
		A – Woodland (>5m	
	Level 2 options –	Level 3 options –	Level 4 options –
	 Broadle aved – 	 Mixed-aged or semi- 	 Dense shrub layer
	Dry	natural	Moderate shrub layer
	2. Coniferous – Dry	2. Coppice with	3. Sparse shrub layer
	3. Mixed – Dry	standards	4. Dense field laver
	4. Broadle aved –	3. Mature Plantation	5. Moderate field laver
	Wet	(taller than 10m, with	6. Sparse field laver
	5. Parkland	· /	
		closed canopy)	7. Grazed (moderate to
	(scattered trees	4. Young Plantation (5-	heavy)
	and grassy areas)	10m, open canopy)	Lightly grazed
			9. Dead wood present
			10. Dead wood absent
	(
1		10 1 1	
	B – Scrubla	and (include young wo	odland < 5m tall)
	Level 2 options –	Level 3 options – Lev	el 4 options –
	1. Regenerating	1. Broadleaved 1.	Predominantly tall (3-5m)
	natural or sem i-	2. Coniferous 2.	Predominantly low (1-3m)
	natural woodland		Dense shrub laver
	2. Downland (chalk)		Moderate shrub layer
			,
	3. Heath scrub		Sparse shrub layer
	4. Coppice (<3m)		Extensive bracken
	5. New plantation		Dense field layer
	Clear-felled	6. Mixed swamp 8.	Moderate field layer
	7. Other	scrub 9.	Sparse field layer
		10	. Grazed (moderate to heavy)
1	(
	c	 Semi-natural grassla 	ind/marsh
	Level 2 options –	Level 3 options –	Level 4 options –
	1. Chalk downland	1. Hedgerow with	trees 11. Ungrazed
	2. Grass moor (unend	5	•
	3. Grass moor mixed w	ith trees	13. Sheep
	heather (unenclosed		
	4. Machair	hedge	15. Rabbits
	5. Other dry grassland	4. Other field bou	
	6. Water-meadow/gra		
	marsh	5. Isolated group	of trees 18. Extensive
	7. Reed swamp	6. No field bound	ary bracken
	8. Other open marsh	7. Montane	19. Hay
	9. Saltmarsh		
1	(
		D – Heathland an	-
	Level 2 options – L	evel 3 options –	Level 4 options –
	1. Dry heath 1	. Montane	1. Ungrazed
	2. Wet heath 2	2. Raised bog	2. Cattle
	3. Mixed heath 3	. Vallye/basin bog	3.Sheep
		. Blanket bog	4. Horses
	~	5. Heath mixed with rough	5. Rabbits
	6. Drained bog	grass	6. Deer
	•	*	
		. Heath without grass	7. Others grazers
	7	. Heath with extensive	8. Ploughed
		bracken	9. Burned
	8	8. Undetermined bog	10. Planted with saplings
	S). Isolated group of trees	<0.5m tall
	\succ		
	1		
		E – Farmland	
	Loval 2 anti-		Lough d anticas
	Level 2 options –	Level 3 options –	Level 4 options –
	1. Improved	1. Hedgerow with trees	1. Ungrazed
	grassland	2. Hedgerow withouttrees	
	2. Unimproved	3. Tree-line without hedge	•
	3. Mixed grass/tilled	4. Other field boundary	4. Horses
	land	Isolated group of trees	Other stock/unknown

6. Bare earth/plough 7. Arable crop 8. Stubble Uncown/fallow

9. Ditch/water	9. Unsown/fallow
10. Fencing	10. Recently cut grass
11. Woodland boundary	11. Farm Building
	12. Recently sown

6. Farmyard (active)

7. No field boundary

8. Wall

4. Tilled land

5. Orchard

6. Other farming

Market garden

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

F – Human Sites

1. Building

- 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- 1. Industrial/commercial
- 2. Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

Level 3 options -

- 1. Undisturbed/disused 2. Water sports (sailing,
- etc.)
- 3. Angling
- (coarse/game)
- 4. Coarse angling
- 5. Game fishing 6. Industrial activity
- 7. Sewage processing 'rural
- Level 4 options -
- 1. Eutropic (green water)
- 2. Oligotrophic dear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running 6. Fast-running

- Level 2 options –
- 1. Marine open
- shore
- Marine shore –
- inlet/cove/loch
- Estuarine 4. Brackish lagoon
- 5. Open sea

H – Coastal

- Level 3 options –
- 1. Mud/silt
- 2. Sand
- 3. Shingle
- 4. Rocky
- 5. Fully vegetated 6. Sparse/medium
- vegetation
- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options – 1. Cliff - vertical/steeply

- sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options 1. Cliff
- 2. Scree/boulder slope 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I – Inland Rock Level 3 options -

- 1. Active
- Disused
- 3. Montane
- Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present

J – Miscellaneous

Level 2 options -

- 1. Pond (less than 50m²) 2. Small waterbody (50-450m²)
- 3. Lake/unlined reservoir
- 4. Lined reservoir
- 5. Gravel/sand pit

6. Stream (<3m wide)

- 7. River (>3m wide)
- 8. Ditch with water (<2m wide)

9. Small canal (2-5m wide) 10. Large canal (>5m wide)

Date/Time: 26/10/2018

Photograph:		270° - 3	60°	90° - 2	270°		< 9	0°	Single (f	orward)		Single (backw	ard)	Zoo	m	
Views Out (distan	ce): N:	S		S: M		E: S			W: S			<u>S</u> hort (<250	m) <u>M</u> ed	(250m - 1km)	Long (>1km)	
Views Viewer T	ypes N:	Pub Priv		S: Pub	Priv				E:Pub Pi	riv		v	V: Pub Pr	riv		
in: Numbers	N:	Pub: H	Priv: L	S: Pub: M	Priv:	E	: Pub: M/	'H Priv: M	W: Pub	: M/H	Priv:	0 <u>L</u> o	w (1 - 10)	<u>M</u> ed (10-20)	<u>H</u> igh (21+)	
Seasonal visibility	Yes	due to bound	ary deciduou	us tree cover												
Site visual amenit	/: Go	od					L	ocality visua	Il amenity: OK	- Good						
Scope to mitigate	views:	hort term: G	ood (reten	tion existing boun	dary trees)	M	edium teri	m: Good (tre	es)		Lo	ong term: Goo	d (trees)			
					-1	- •				1		/				
Gradients:	V. G	entle - Flat («	<1:50)	Gentle (c.1:2	:5)	Fair	ly Steep (o	:.1:10)	Steep (o	c.1:5)		Very Steep (c.	1:2)	Sheer (>1:1)	
				Y			Y	_								
Geomorphology:	Plai	n Plateau	Rolling	g lowland Hill	s Ridge	Cliff	Scarp	Gorge	V shaped Valley	y U shap	ed Valley	Floodplain	Estuary	Mountains	Other	
	_			S												
Prominent	Site:			Lake/pond within	Site				Negative: No							Comment
landmarks:	Visib	le nearby:	Positive:	None					Negative: A1	2 close by t	o SE in cut	ting				
Boundary types:	Site:	Tree / Shrub	lines, wood	dland and local roa	ıds.				Locality: Woo	odland, hed	lges / trees	s and roads				Visual:
Boundary pattern	Re	tilinear	Organic	: Other/com	ment:				Land parcel s	ize:	Large (>S	5ha)	Med (1-5h	a) Sm	all (<1ha)	No PRoW
) di			<u></u>			A128 well
Settlement Patter	n: Li	near N	lucleated	Disperse	Planned	Or	ganic 🔇	Open	Hamlet	Villag	e	Town	City	Suburbia	Urban fringe	
Site-settlement relationship:	Imm	ediately adja	cent natu	ral extension V	ery close 1	minimal s	eparation	Near bu	t clear separation	Limite	ed associat	tion to settlem	ents Dis	tant association	(visual) only	
Building		nercial/Offic	es:	Industrial:	Ret	ail:	Farmste	ead: C20th	Barns:	F	Religious:	Ot	her:			
Types/Styles/Age:	Deta	ched: Mod/C	old Style	Semi-Det: Mod		Terra	ced:		Bungalow:		Flat	ts:		Skyscraper:		
Transport:	Mo	torways 🔇	Dual Carria	nge Major roa	d Min	or road	Small	Lane	Rail O	ther/comm	nent: A12 a	and A128				
															<u> </u>	
State of Repair:			-	I maintained: S			-	y intact / So	me maintenance					al maintenance:		
Maturity:			aturity: S			Middle-ag	ged: S			g - establish	-		Ve	ery young: S		
Scale:		Intim			Small				edium			arge		Expansiv		
Enclosure/openne	ss:	Very co			Quite enclo	sed			osure/openness		Quit	e open		Exposed	1	
Diversity:		Uniform		Simp			Quite D			nplex	Со	mments:				Comment
Texture:		Smooth	1	Textu	ed		Rou	\prec	Very	rough						Landscape
Colour:		Monochro	me	Mute			Colou	Irful	Ga	arish						
Balance:		Harmonic	ous	Fairly bal			Discor	dant	Ch	aotic						Fields sub
Security:		Comforta	ble	Safe)		Unset	tling	Threa	atening						expansive
Stimulus:		Boring		Blan	d		Interes	sting	Invig	orating						Western I
Noise (positive):	Bi	rds W	'ater O	ther/comment:				Noise	(negative):	Transport	t Otł	ner/comment:				to west
Lighting:		None nearby	(Some nearby	Some	within si	te	Site & area	alit I	Heavily lit		2 – noisy				
Wild/remoteness:	Ren	ote/no pe	ople 🚺	Ainor disturbance	Some	e on-site d	disturbanc	e Heav	y disturbance / pe	eople prese	ence Vai	ries across Site	due to scale	е		
Tranquillity:		ł	High		N	1edium	>		Low							
Access in site area	: Pror	noted open	recreation	Open general	access	Permissiv	e general	access	PRoW route acc	ess	Permissive	e paths	Informal a	ccess	No access	
	Desirat	le: Loca	ality: Fiel	lds, tree/hedges					Site:	Fields, tree	e/hedges,	'country park'				
Characteristics:	Non-desi		-	oan fringe element	s and large	commerc	cial structu	ıre		None						
Landscape Quality	High	y representa	tive S	L Mainly repr	esentative	/ minor d	etractions		Equal represen	tative / nor	n-rep: S	L Wea	kly represen	ntative/ degraded	1: S L	



jacent A12 in cutting and screening by adjacent tree cover. e lined.

ded by woodland and tree lines with a central lake. Large e. Scattered farmsteads

of Site falls in SLA. Adjacent to Registered Park and Garden

	Level 1:	Level 2:		Leve	el 3:			Lev	el 4:	
Site - Primary:	E	3	1	3	9	11	7	11		
Site - Secondary:	А	1	1	3	4					
Locality - Primary:	E	3	1	3	11		7	11		
Locality, Cocondomy	А	1	1	3	4					
Locality -Secondary:	F	2	1	5			2	3		

Local Character Area:	F14 Weald Woo	F14 Weald Wooded Farmland						
Green Belt:	Υ	Assessed Effect on Green Belt:			Moderate			
Statutory landscape designation:	Ν							
Local Landscape designation:	Within: Y (Partly to We		st)	t) Adjacent to?		SLA/Registered Park and Garden		
Previous Use:		Brownfield					Greenfield	
Other:								

Assessment:

Landscape and Settlement Character Sensitivity:	High
	present that could not be replaced readily and which make a positive contribution to ettlement by providing a desirable and distinctive transition between built rtant boundary features defining settlement extent.

Visual Sensitivity:	Medium	High					
Reasoning: Varies across Site. On whole Site as a whole is considered important to the setting of the settlement where development would create							
unacceptable visual effects on the countryside: mitigation unlikely. Potentially uncharacteristically conspicuous. However, some areas of Site are							
such that there is scope for mitigation and due to restricted visibility, not all parts of Site are important visually.							

Resultant Overall Landscape Sensitivity:	High
Additional comments:	

Landscape Value:	Medium	High
Reasoning: Varies across Site. Western half of Site in SLA and a	adjacent to Registered Park and Garden and	l its setting. Eastern extents of Site, fall
outside the SLA and have some locally distinctive characteristi	cs of scenic value. No promoted or public a	ccess within Site.

Landscape Capacity:	Low - Medium	Low						
Additional comments: Split assessment but varies across Site. As a whole, Site has Low Capacity due to High landscape value and sensitivity.								
Eastern areas of the Site likely to have slightly higher capacity, but still limited with a number of landscape characteristics requiring consideration								
and protection.								

Overall Landscape Sensitivity Categories

Landscape & Settlement Character Sensitivity	High	High	High	High
	Medium	Medium	Medium	High
	Low	Low	Medium	High
		Low	Medium	High
		Visual Sensitivity		

Landscape Capacity Categories

Overall Landscape Sensitivity –	High	Medium	Low - Medium	Low	
	Medium	Medium - High	Medium	Low - Medium	
	Low	High	Medium - High	Medium	
		Low	Medium	High	
		Landscape Value			

()
	A – Woodland (>	5m tall)
Level 2 options –	Level 3 options –	Level 4 options –
1. Broadle aved –	1. Mixed-aged or semi-	1. Dense shrub layer
Dry	natural	2. Moderate shrub layer
2. Coniferous – Dry	2. Coppice with	3. Sparse shrub layer
3. Mixed – Dry	standards	4. Dense field layer
4. Broadle aved –	3. Mature Plantation	5. Moderate field laver
4. Broaule aveu – Wet		· · · · ·
	(taller than 10m, wit	
5. Parkland	closed canopy)	7. Grazed (moderate to
(scattered trees	4. Young Plantation (5-	
and grassy areas)	10m, open canopy)	Lightly grazed
		9. Dead wood present
		10. Dead wood absent
1		
P_Comb	land (include young	woodland < Em tall)
Level 2 options –	Level 3 options –	Level 4 options –
1. Regenerating	1. Broadleaved	 Pre dom in antly tall (3-5m)
natural or sem i-	Coniferous	2. Predominantly low (1-3m)
natural woodland	3. Mixed	3. Dense shrub layer
2. Downland (chalk)	4. Broadleaved	4. Moderate shrub layer
3. Heath scrub	swamp scrub	5. Sparse shrub layer
4. Coppice (<3m)	5. Coniferous	6. Extensive bracken
5. New plantation	swamp scrub	7. Dense field laver
5. New plantation 6. Clear-felled		
5. Clear-felled 7. Other	Mixed swamp	8. Moderate field layer
7. Other	scrub	9. Sparse field layer
		10. Grazed (moderate to heavy)
\geq		
(
	C – Semi-natural gras	sland/marsh
	-	
Level 2 options –	Level 3 option	
1. Chalk downland	1. Hedgerow	° I
2. Grass moor (unend		
3. Grass moor mixed	with trees	13. Sheep
		as: sincep
heather (unenclose	ed) 3. Tree-line w	
heather (unenclose 4. Machair	ed) 3. Tree-line w hedge	
4. Machair	hedge	ithout 14. Horses 15. Rabbits
4. Machair 5. Other dry grassland	hedge d 4. Otherfield	ithout 14. Horses 15. Rabbits boundary 16. Deer
4. Machair 5. Other dry grassland 6. Water-meadow/gr	hedge d 4. Otherfield azing (wall, ditch,	ithout 14. Horses 15. Rabbits boundary 16. Deer etc.) 17. Others grazers
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 Machair Other dry grassland Water meadow/gr marsh Reed swamp Other open marsh 	hedge d 4. Otherfield azing (wall, ditch, 5. Isolated gro	ithout 14. Horses 15. Rabbits boundary 16. Deer etc.) 17. Others grazers oup of trees 18. Extensive
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E – Farmland	
Level 3 options –	Level 4 options –
 Hedgerow with trees 	1. Ungrazed
2. Hedgerow withouttrees	2. Cattle
3. Tree-line without hedge	3. Sheep
4. Other field boundary	4. Horses
Isolated group of trees	5. Other stock/unknown
6. Farmyard (active)	6. Bare earth/plough
No field boundary	7. Arable crop
8. Wall	8. Stubble
9. Ditch/water	9. Unsown/fallow
10. Fencing	10. Recently cut grass
11. Woodland boundary	11. Farm Building
	12. Recently sown

5. Orchard 6. Other farming

Market garden

Level 2 options: Level 3 options -

- 1. Urban 2. Suburban /
- urban fringe 3. Rural

Level 2 options -

4. Lined reservoir

5. Gravel/sand pit

6. Stream (<3m wide)

8. Ditch with water (<2m

9. Small canal (2-5m wide)

10. Large canal (>5m wide)

7. River (>3m wide)

450m²)

wide)

1. Pond (less than 50m²)

2. Small waterbody (50-

3. Lake/unlined reservoir

F – Human Sites

- 1. Building 2. Gardens
- 3. Municipal
- parks/grass/golf
- courses/recreational areas 4. Sewage works 'urban'
- 5. Roads
- 6. Railways
- 7. Other
- 8. Rubbish tip/scrap

Level 4 options –

- Industrial/commercial
- Residential
- 3. Well-wooded
- 4. Not well-wooded
- 5. Area of large gardens
- 6. Area of medium gardens
- 7. Area of small gardens
- 8. Retail
- 9. Disused/derelict
- 10. Other

G - Waterbodies (freshwater)

- Undisturbed/disused 2. Water sports (sailing,
- etc.)

- 7. Sewage processing
- Level 4 options –
- 1. Eutropic (green water)
- 2. Oligotrophic clear (water, few weeds) 3. Dystrophic (black
- water) 4. Marl (dear water,
- large water-weeds) 5. Slow-medium
- running 6. Fast-running

- Level 2 options 1. Marine – open
- shore
- 2. Marine shore inlet/cove/loch
- 3. Estuarine
- 4. Brackish lagoon
- 5. Open sea
- 6. Sparse/medium vegetation

Level 3 options –

5. Fully vegetated

1. Mud/silt

2. Sand

3. Shingle

4. Rocky

- 7. Inter-tidal
- 8. Below low-water mark

Level 4 options –

- 1. Cliff vertical/steeply sloping
- 2. Dune
- 3. Flat/gently sloping
- 4. Small island
- 5. Spit
- 6. Dune slack
- 7. Sloping ground

- Level 2 options –
- 1. Cliff
- 2. Scree/boulder slope 3. Limestone
- 4. Other rock outcrop
- 5. Quarry
- 6. Mine/spoil/slag heap
- 7. Cave

I — Inland Rock

- Level 3 options 1. Active
- 2. Disused
- 3. Montane
- 4. Non-montane
- 5. Climbers/walkers etc. 4. Scrub present

Level 4 options –

- 1. Bare rock
- 2. Low vegetation (mosses,
- live rworts, etc.) 3. Grasses present

J – Miscellaneous

- (coarse/game) 4. Coarse angling
- 5. Game fishing

- 3. Angling

- 6. Industrial activity
- ʻrural'
- Level 3 options -

H – Coastal