

## Appendix II

OA Ref.	Description	Nature of Impact	Description of Change	Impact	Significance	Adverse Environmental Effect
<b>COLD WAR LANDSCAPE</b>						
<b>OA1 CHARACTER AREA I: CENTRAL AIRBASE</b>						
OA1	Central Airbase	Direct Primary Impact	None	None	Medium	Neutral
OA1	Central Airbase	Impacts on setting from changes inside OA1	None	None	Medium	Neutral
<b>OA1</b>	<b>Central Airbase</b>	<b>Impacts on setting from changes outside OA1</b>	<b>Demolition of four structures within the Cold War landscape</b>	<b>None</b>	<b>Medium</b>	<b>Neutral</b>
OA1	Central Airbase	Impacts on setting from changes outside OA1	The proposed development to the south of the Cold War Zone	None	Medium	Neutral
OA1.2	Control Tower	Impacts on setting from changes outside OA1	The proposed development to the south of the Cold War Zone	Medium	Medium	Moderate
<b>OA1A Character Area IA: Central Runway</b>						
OA1A	Central Runway	Direct Primary Impact	None	None	Medium	Neutral
OA1A	Central Runway	Impacts on setting from changes inside OA1A	None	None	Medium	Neutral
OA1A	Central Runway	Impacts on setting from changes outside OA1A	Continued use of OA1D for car storage	None	Medium	Neutral
OA1A	Central Runway	Impacts on setting from changes outside OA1A	The proposed development to the south of the Cold War Zone	None	Medium	Neutral
OA1A	Central Runway	Impacts on setting from changes outside OA1A	Demolition of 4 HASs within Character Area OA5D	None	Medium	Neutral
<b>OA1B Character Area IB: Central Plateau</b>						
OA1B	Central Plateau	Direct Primary Impact	None	None	Medium	Neutral
OA1A	Central Plateau	Impacts on setting from changes within OA1B	None	None	Medium	Neutral
OA1B	Central Plateau	Impacts on setting from changes outside OA1B	Demolition of HASs (OA5D.1) and Storage Facility (OA5D.2) in Character Area OA5D	None	Medium	Neutral
OA1B	Central Plateau	Impacts on setting from changes outside OA1B	Change in long-range views to the south and area of proposed development	None	Medium	Neutral
<b>OA1C Character Area IC: Quick Reaction Alert Area</b>						

## Appendix II

OAIC	The Quick Reaction Alert Area	Direct Primary Impact	None	None	Very High	Neutral
OAIC	The Quick Reaction Alert Area	Impacts on setting from changes inside OAIC	None	None	Very High	Neutral
OAIC	The Quick Reaction Alert Area	Impacts on setting from changes outside OAIC	Demolition of HASs (OA5D.1) and Storage Facility (OA5D.2)	None	<del>Very High</del> <b>Low</b>	Neutral
OAIC	The Quick Reaction Alert Area	Impacts on setting from changes outside OAIC	Return of Character Area 2 (Runway West Terminal) to surrounding landscape	None	Very High	Neutral
OAIC	The Quick Reaction Alert Area	Impacts on setting from changes outside OAIC	Change in long-range views to the south and area of proposed development	None	Very High	Neutral
<b>OAID Character Area 1D: South Aircraft Shelters</b>						
OAID	South Aircraft Shelters	Direct Primary Impacts	None	None	Medium	Neutral
OAIC	South Aircraft Shelters	Impacts on setting from changes inside OAID	Continued use of Character Area by QEK for car storage	None	Medium	Neutral
OAID	South Aircraft Shelters	Impacts on setting from changes outside OAID	Demolition within Character Areas OA7 (Tanker Bay), OA6 (Southeast HASs) and OA14C (Copse and Open Ground)	None	Medium	Neutral
OAID.1-OAID.9	All key structures	Impacts on setting from changes outside OAID	Demolition within Character Areas OA7 (Tanker Bay), OA6 (Southeast HASs) and OA14C (Copse and Open Ground)	None	Very high – low	Neutral
OAID	South Aircraft Shelters	Impacts on setting from changes outside OAID	Demolition within Character OA8A (Built up South edge) and Character OA14A (Technical Area)	None	Medium	Neutral
OAID	South Aircraft Shelters	Impacts on setting from changes outside OAID	Proposed development to the south of the Cold War landscape	Low	Medium	Moderate/ Slight
OAID.1	Victoria Alert Complex	Impacts on setting from changes outside OAID	Proposed development to south of Character Area OA7 (Tanker Bay)	Low	Medium	Moderate/ Slight
OAID.7 & OA.8	Hush House & Engine Test Cell	Impacts on setting from changes outside OAID	Proposed development to south of Character OA7 (Tanker Bay)	Low	Medium	Moderate/ Slight
OAID.9	Fuel, storage and maintenance	Impacts on setting from changes outside OAID	Proposed development to south of Character OA7 (Tanker Bay)	Low	Low	Moderate/ Slight
OAID.2	Control Tower	Impacts on setting from changes outside OAID	Proposed development within Character Area OA8A (Built up South Edge)	Medium	High	Large
OAID.3	Nose Dock	Impacts on setting from changes outside OAID	Proposed development within Character Area OA8A (Built up South Edge)	Low	Very high	Large

## Appendix II

OAID.4 - OAID.6	Operations Building, Aircraft Hangar & Fire Station	Impacts on setting from changes outside OAID	Proposed development within Character OA8A (Built up South Edge)	Low	Low	Moderate/ Slight
<b>OA1E Character Area 1E: Southwest HASs</b>						
OA1E	Southwest HASs	Direct Primary Impacts	None	None	High	Neutral
OA1E	Southwest HASs	Impacts on setting from changes inside OA1E	None	None	High	Neutral
OA1E	Southwest HASs	Impacts on setting from changes outside OA1E	Continued use of Character Area OA1D by QEK	None	High	Neutral
OA1E	Southwest HASs	Impacts on setting from changes outside OA1E	Proposed demolition and construction within Character Area OA14 (Technical Area)	None	High	Neutral
OA1E	Southwest HASs	Impacts on setting from changes outside OA1E	Proposed demolition of three structures within Character Area OA8A (Built Up South Edge)	None	High	Neutral
<b>OA2 CHARACTER AREA 2: RUNWAY WEST TERMINAL</b>						
OA2.1	<del>Runway</del> <b>Perimeter Road and Taxiway</b>	Direct Physical Impact	Removal of hardstanding	High	<del>Medium</del> <b>Low</b>	<del>Large</del> <b>Moderate</b>
<b>OA2.2</b>	<b>Security Fence</b>	<b>Direct Physical Impact</b>	<b>Removal of security fence at west edge</b>	<b>High</b>	<b>Medium</b>	<b>Large</b>
OA2	Runway West Terminal	Impacts on setting from changes inside OA2	Removal of hardstanding <b>and reconnection of Portway</b>	<del>High</del> <b>Low</b>	Low	Moderate/ <b>Slight</b>
OA2	Runway West Terminal	Impacts on setting from changes outside OA2	Development and demolition within the Site	None	Low	Neutral
<b>OA3 CHARACTER AREA 3: RUNWAY EAST TERMINAL</b>						
OA3.1	Runway	Direct Physical Impact	Retention of runway, with exception of <del>east tip</del> <b>6m wide link to the runway</b>	Low	<del>Medium</del> <b>Low</b>	Moderate/ Slight
OA3	Runway East Terminal	Impacts to setting from changes inside OA3	<del>Removal of Character Area 3 from military landscape, and</del> Reconnection of Aves Ditch <b>and construction of stock proof fence</b>	<del>Medium</del> <b>Low</b>	Low	Moderate/ Slight
OA3	Runway East Terminal	Impacts to setting from changes outside OA3	Demolition and construction within the Site	None	Low	Neutral
<b>OA4 Character Area: Southern Conventional Arms Store</b>						
OA4	Southern Conventional Arms Store	Direct Physical Impact	<del>None</del> <b>Demolition of two minor structures</b>	<del>None</del> <b>High</b>	<del>Low</del> <b>Negligible</b>	Neutral

## Appendix II

OA4	Southern Conventional Arms Store	Impacts to setting from changes inside OA4	<b>Proposed</b> reconnection of Aves Ditch and <b>stock proof fencing around Area OA4</b>	<b>None</b>	Low	<b>Neutral</b>
OA4	Southern Conventional Arms Store	Impacts to setting from changes outside OA4	<del>Demolition of structures within Character Area OA6 (Southeast HASS)</del> <b>Reconnection of Aves Ditch in OA3 and loss of small section of the runway.</b>	<b>Medium Low</b>	Low	Moderate/ Slight
OA4	Southern Conventional Arms Store	Impacts to setting from changes outside OA4	Proposed development to the south of the Cold War landscape	None	Low	Neutral
<b>OA5 CHARACTER AREA 5: NORTH EDGE</b>						
OA5 D.2+	North Edge	Direct Primary Impact	<del>Demolition of 4 HASS</del> <b>Storage/ Maintenance Facility</b>	<b>High</b>	<b>High Low</b>	<b>Large Moderate</b>
OA5	North Edge	Impacts on setting from changes inside OA5	<del>Demolition of 4 HASS and reduction in Cold War characteristics of landscape</del> <b>Demolition of Storage/ Maintenance Facility</b>	<b>Medium None</b>	Low/Medium	<b>Moderate Neutral</b>
OA5	North Edge	Impacts on setting from changes outside OA5	Proposed development to the south of the Cold War landscape	None	Low/Medium	Neutral
<b>OA5A Character Area 5A: Northern Bomb Store and Special Weapons Area</b>						
OA5A	Northern Bomb Store and Special Weapons Area	Direct Primary Impact	None	None	High	Neutral
OA5A	Northern Bomb Store and Special Weapons Area	Impacts on setting from changes inside OA5A	None	None	High	Neutral
OA5A	Northern Bomb Store and Special Weapons Area	Impacts on setting from changes outside OA5A	Proposed erection of fence in alignment of Aves Ditch	None	High	Neutral
OA5A	Northern Bomb Store and Special Weapons Area	Impacts on setting from changes outside OA5A	Proposed development to the south of the Cold War landscape	None	High	Neutral
OA5A	Northern Bomb Store and Special Weapons Area	Impacts on setting from changes outside OA5A	Continued use of Character Area OA1D for QEK car storage	None	High	Neutral
<b>OA5B Character Area 5B: Plateau Edge</b>						
OA5B	Plateau edge	Direct Primary Impacts	None	None	Low	Neutral

## Appendix II

OA5B	Plateau edge	Impacts on setting from changes inside OA5B	None	None	Low	Neutral
OA5B	Plateau edge	Impacts on setting from changes outside OA5B	Removal of hardstanding within Character Area OA2 (Runway West Terminal) <b>Demolition of the Storage/ Maintenance facility (OA5D.2)</b>	Low <b>None</b>	Low <b>Medium</b>	Moderate/ Slight <b>Neutral</b>
OA5B	Plateau edge	Impacts on setting from changes outside OA5B	Proposed development to the south of the Cold War landscape	None	Low	Neutral
<b>OA5C Character Area 5C: North Fringe</b>						
OA5C	North Fringe	Direct Primary Impacts	None	None	Low	Neutral
OA5C	North Fringe	Impacts on setting from changes inside OA5C	None	None	Low	Neutral
OA5C	North Fringe	Impacts on setting from changes outside OA5C	Proposed development to the south of the Cold War landscape	None	Low	Neutral
<b>OA5D Character Area 5D: Northwest Fringe</b>						
OA5D.2	Storage/ Warehouse	Direct Primary Impact	Demolition of Storage/ Warehouse	High	Low	Moderate
OA5D.1	HASs	Direct Primary Impact	Planting of new whips around HASs 3010-3013	None	High	Neutral
OA5D.1	HASs	Impacts on setting from changes inside OA5D	Separation of HASs 3010-3013 at south end of Character Area and planting of whips	Low	High	Moderate
OA5D	Northwest Fringe	Impacts on setting from changes inside OA5D	Demolition of Storage/ Warehouse structure	None	Medium	Neutral
OA5D	Northwest Fringe	Impacts on setting from changes inside OA5D	Planting of new whips around HASs 3010-3013	Low	Medium	Moderate/ Slight
OA5D	Northwest Fringe	Impacts on setting from changes outside OA5D	Proposed development to the south of the Cold War landscape	None	Low	Neutral
<b>OA6 Character Area 6 Southeast HASs</b>						
OA6.1	Southeast HASs	Direct Primary Impact	Demolition of all HASs <b>None</b>	High <b>None</b>	High	Large <b>Neutral</b>
OA6	Southeast HASs	Impacts on setting from changes inside OA6	Demolition of all HASs, two admin/ storage structures and construction of proposed new link road <b>None</b>	High <b>None</b>	Medium	Large <b>Neutral</b>
OA6	Southeast HASs	Impacts on setting from changes inside OA6	Car storage within Character Area by QEK	None	Medium	Neutral
OA6	Southeast HASs	Impacts on setting from changes outside OA6	Proposed development within Character Areas OA14B and OA14D	Medium	Medium	Moderate

## Appendix II

OA6	Southeast HASs	Impacts on setting from changes outside OA6	Proposed development to the south of the Cold War landscape (not including OA14B & OA14D)	Low	Medium	Moderate/ Slight
<b>OA7 CHARACTER AREA 7: TANKER BAY</b>						
<b>OA7.1</b>	<b>Tanker Area structures</b>	<b>Direct Primary Impact</b>	<b>Demolition of minor structures</b>	<b>High</b>	<b>Low</b>	<b>Moderate</b>
<b>OA7</b>	<b>Tanker Area</b>	<b>Impacts on setting from changes inside OA7</b>	<b>Use of Character Area by QEK for car storage</b>	<b>None</b>	<b>Low</b>	<b>Neutral</b>
<b>OA7</b>	<b>Tanker Area</b>	<b>Impacts on setting from changes inside OA7</b>	<b>Proposed demolition of minor structures</b>	<b>Low</b>	<b>Low</b>	<b>Moderate/ Slight</b>
<b>OA7</b>	<b>Tanker Area</b>	<b>Impacts on setting from changes outside OA7</b>	<b>Proposed development within Character Areas OA14D and OA15B</b>	<b>Medium</b>	<b>Low</b>	<b>Moderate/ Slight</b>
<b>OA7</b>	<b>Tanker Area</b>	<b>Impacts on setting from changes outside OA7</b>	<b>Proposed development to south of the Cold War landscape (not including OA14B &amp; OA14D)</b>	<b>Low</b>	<b>Low</b>	<b>Moderate/ Slight</b>
<b>OA8 CHARACTER AREA 8: SOUTHWEST EDGE</b>						
OA8A.2	Southwest edge	Direct Primary Impact	Demolition of three Aircraft Maintenance structures (OA8A.2)	High	Low	Moderate
OA8	Southwest edge	Impacts on setting from changes inside OA8	Demolition of three Aircraft Maintenance structures (OA8A.2)	Low	High-Low	Moderate/ Slight
OA8	Southwest edge	Impacts on setting from changes outside OA8	Proposed development to south of the Cold War landscape	Low	High-Low	Moderate/ Slight
<b>OA8A Area 8A Southwest Edge</b>						
OA8A .2	Aircraft Maintenance	Direct Primary Impact	Proposed demolition of Aircraft Maintenance structures (OA8A.2)	High	Low	Moderate
OA8A	Southwest edge	Impacts on setting from changes inside OA8A	Proposed demolition of Aircraft Maintenance structures (OA8A.2)	None	Low	Neutral
OA8A.1	Nose Docks	Impacts on setting from changes inside OA8A	Proposed demolition of Aircraft Maintenance structures (OA8A.2).	None	Very high	Neutral
OA8A.1	Nose Docks	Impacts on setting from changes inside OA8A	Proposed development within Character Area OA8A	None	Very high	Neutral
OA8A	Southwest edge	Impacts on setting from changes inside OA8A	Proposed development within Character Area OA8A	No	Low	Neutral
OA8A	Nose Docks	Impacts on setting from changes outside OA8A	Proposed development to south of the Cold War zone	None	Very High	Neutral

## Appendix II

OA8A	Southwest edge	Impacts on setting from changes outside OA8A	Proposed development to south of the Cold War zone	None	Low	Neutral
OA8A.I	Nose Dock	Impacts on setting from changes outside OA8A	Car storage by QEK to northeast	None	Very High	Neutral
OA8A	Southwest edge	Impacts on setting from changes outside OA8A	Car storage by QEK to northeast	None	Low	Neutral
<b>OA8B Area 8B Avionics and HASs</b>						
OA8B	Avionics and HASs	Direct Primary Impact	None	None	High	Neutral
OA8B.I	Avionics	Impacts on setting from changes inside OA8B	None	None	High	Neutral
OA8B	Avionics and HASs	Impacts on setting from changes inside OA8B	None	None	High	Neutral
OA8B	Avionics and HASs	Impacts on setting from changes outside OA8B	Demolition of structures to the south of Camp Road	None	High	Neutral
OA8B.I	Avionics	Impacts on setting from changes outside OA8B	Demolition of structures to the south of Camp Road	None	High	Neutral
OA8B	Avionics and HASs	Impacts on setting from changes outside OA8B	Proposed development to the south of the Cold War landscape	None	High	Neutral
OA8B.I	Avionics	Impacts on setting from changes outside OA8B	Proposed development to the south of the Cold War landscape	None	High	Neutral
OA8B	Avionics and HASs	Impacts on setting from changes outside OA8B	Removal of hardstanding within OA2 (Runway West Terminal)	None	High	Neutral
<b>LANDSCAPE SOUTH OF THE COLD WAR ZONE</b>						
<b>OA9 CHARACTER AREA 9: SCHOOL HUTS</b>						
OA9	School huts	Direct Primary Impact	Proposed demolition of all structures and loss of Character Area	High	Low	Moderate
OA9	School huts	Impacts on setting from changes inside OA9	Proposed demolition of all structures and loss of Character Area	High	Low	Moderate
OA9	School huts	Impacts on setting from changes outside OA9	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	None	Low	Neutral
<b>OA10 CHARACTER AREA 10: SPORTS FIELDS AND LARGE BUILDINGS</b>						
OA10	Sport Fields and Large Buildings	Direct Primary Impact	Proposed demolition of all structures and loss/partial redevelopment of Character Area	High	Low	Moderate
OA10	Sport Fields and Large Buildings	Impacts on setting from changes inside OA10	Proposed demolition of all structures and loss/partial redevelopment of Character Area	None	Low	Neutral
OA10	Sport Fields and Large Buildings	Impacts on setting from changes outside OA10	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	None	Low	Neutral

## Appendix II

<b>OA10A Character Area 10A: Sports Fields</b>						
OA10A.1 &	Gym	Direct Primary Impact	Proposed demolition of all structures	High	Low	Moderate
OA10A	Sports Fields	Impacts on setting from changes inside OA10A	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	None	Low	Neutral
OA10A	Sports Fields	Impacts on setting from changes outside OA10A	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	None	Low	Neutral
<b>OA10B Character Area 10B: Superstore/ Hospital</b>						
OA10B.1 & OA10B.2	Superstore/ Hospital	Direct Primary Impact	Proposed demolition of all structures	High	Low	Moderate
OA10B	Superstore/ Hospital	Impacts on setting from changes inside OA10B	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	None	Low	Neutral
OA10B	Superstore/ Hospital	Impacts on setting from changes inside OA10B	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	None	Low	Neutral
<b>OA11 CHARACTER AREA 11: SOUTH RESIDENTIAL AREA</b>						
OA11	South Residential	Direct Primary Impact	Extensive proposed demolition and redevelopment	High	Low	Moderate
OA11	South Residential	Impacts on setting from changes inside OA11	Demolition within Character Area OA11, and construction of further residential housing	High	Low	Moderate
OA11	South Residential	Impacts on setting from changes outside OA11	Change in character of Character Area 11 as result of new build surrounding Character Area OA11	Medium	Low	Moderate/ Slight
<b>OA11A Character Area 11A: South Bungalows</b>						
OA11A	South Bungalows	Direct Primary Impact	Demolition of bungalows within Eddy, Gibson, Tait and Portal Drive South	High	Low	Moderate
OA11A	South Bungalows	Impacts on setting from changes inside OA11A	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	None	Low	Neutral
OA11A	South Bungalows	Impacts on setting from changes outside OA11A	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	None	Low	Neutral
<b>OA11B Character Area 11B: Mixed Use Area</b>						
OA11B.4 & OA11B.5	Grocery Store/ Laundrette &	Direct Primary Impact	Proposed demolition, in addition to demolition of negligible structures throughout the Character	High	Low	Moderate



## Appendix II

	Residential structure		Area			
OA11B	Mixed Use Area	Impacts on setting from changes inside OA11B	Proposed redevelopment of Character Area, and substantial change in setting of retained structures	High	Low	Moderate
OA11B.1-OA11.3	Chapel, Chapel Support & Married Officers Quarters	Impacts on setting from changes inside OA11B	Proposed redevelopment of Character Area, and substantial change in setting of retained structures	High	Low	Moderate
OA11B	Mixed Use Area	Impacts on setting from changes outside OA11B	Surrounding redevelopment within the Site	Medium	Low	Moderate/ Slight
OA11B.1-OA11.3	Chapel, Chapel Support & Married Officers Quarters	Impacts on setting from changes outside OA11B	Surrounding redevelopment within the Site	Medium	Low	Moderate/ Slight
<b>OA11C Character Area 11C: Semi Detached Houses</b>						
OA11C	Semi Detached Houses	Direct Primary Impact	Proposed demolition of all structures and redevelopment resulting in loss of Character Area	High	Low	Moderate
OA11C	Semi Detached Houses	Impacts on setting from changes inside OA11C	Proposed demolition of all structures and redevelopment means that the effect of the changes on the setting of the Character Area are not relevant	None	Low	Neutral
OA11C	Semi Detached Houses	Impacts on setting from changes outside OA11C	Proposed demolition of all structures and redevelopment resulting in loss of Character Area	None	Low	Neutral
<b>OA11D Character Area 11D: Carswell Circle North</b>						
OA11D	Carswell Circle North	Direct Primary Impact	There is no proposed demolition or construction within the Character Area	None	Medium	Neutral
OA11D	Carswell Circle North	Impacts on setting from changes inside OA11D	There is no proposed demolition or construction within the Character Area	None	Medium	Neutral
OA11D	Carswell Circle North	Impacts on setting from changes outside OA11D	Proposed demolition and redevelopment of surrounding landscape within Character Area OA11, and redevelopment of surrounding landscape particularly OA12	High	Medium	Large
<b>OA11E Character Area 11E: Carswell Circle South</b>						
OA11E	Carswell Circle South	Direct Primary Impact	Proposed demolition of all structures and redevelopment resulting in loss of Character Area	High	Low	Moderate
OA11E	Carswell Circle South	Impacts on setting from changes inside OA11E	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are no relevant	None	Low	Neutral

## Appendix II

OA11E	Carswell Circle South	Impacts on setting from changes outside OA11E	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	None	Low	Neutral
<b>OA12 CHARACTER AREA 12: BARRACKS AND INSTITUTIONS</b>						
OA12	Barracks and Institutions	Direct Primary Impact	Proposed demolition of all structures and redevelopment of Character Area with the exception of the Single Sergeant's Quarters (OA12A.1), Sergeants Mess (OA12B.2) and Institute (OA12B.3)	High	Low	Moderate
OA12A.1	Single Sergeant's Quarters	Impacts on setting from changes inside OA12	Change in setting through proposed demolition and redevelopment within OA12	High	Low	Moderate
OA12B.2 & OA12B.3	Sergeants Mess & Institute	Impacts on setting from changes inside OA12	Change in setting through proposed demolition and redevelopment within OA12	High	Medium	Large
OA12A.1	Single Sergeant's Quarters	Impacts on setting from changes outside OA12	Change in setting through proposed demolition and redevelopment surrounding OA12	Medium	Low	Moderate/ Slight
OA12.2 & OA12.3	Sergeants Mess & Institute	Impacts on setting from changes outside OA12	Change in setting through proposed redevelopment within OA12	Medium	Medium	Moderate
<b>OA12A Character Area 12B: Store/ Petrol Station</b>						
OA12A, OA12A.1 & OA12A.2	Store & Petrol Station	Direct Primary Impact	Proposed demolition structures and redevelopment of Character Area	High	Low	Moderate
OA12 & OA12A.1	Store/ Petrol Station & Single Sergeant's Quarters	Impacts on setting from changes inside OA12A	Proposed demolition of all structures with the exception of OA12A.1	High	Low	Moderate
OA12A, OA12A.1 &	Store/ Petrol Station & Single Sergeant's	Impacts on setting from changes outside OA12A	Proposed extensive demolition and construction surrounding the Character Area.	High	Low	Moderate
<b>OA12B Character Area 12B: Parade Ground Buildings</b>						
OA12B.4, OA12B.5, and OA12B.7 & OA12B.8	Ration Shop & Barrack Block Type C, Central Heating Station & Recreation Centre	Direct Primary Impact	Proposed demolition and redevelopment of Character Area	High	Low	Moderate
OA12B.3 & OA12B.6	Dining Room and Cookhouse and Barrack Block Type B	Direct Primary Impact	Proposed demolition and redevelopment of Character Area	High	Medium	Large
OA12B.1 & OA12B.2	Sergeants Mess & Institute	Impacts on setting from changes inside OA12B	Proposed demolition within Character Area OA12B resulting in significant reduction in setting of retained structures	High	Medium	Large

## Appendix II

OA12B.1 & OA12B.2	Sergeants Mess & Institute	Impacts on setting from changes outside OA12B	Proposed demolition in surrounding landscape, in particular Character Area OA14 (Technical Area)	Low	Medium	Moderate/ Slight
OA12B.1 & OA12B.2	Sergeants Mess & Institute	Impacts on setting from changes outside OA12B	Proposed demolition in surrounding landscape, in particular the landscape to the south (OA12C & OA12D)	Medium	Medium	Moderate
OA12B.1 & OA12B.2	Sergeants Mess & Institute	Impacts on setting from changes outside OA12B	Proposed demolition in landscape of the west (OA12B)	None	Medium	Neutral
<b>OA12C Character Area 12C: West Barracks</b>						
OA12C	West Barracks	Direct Primary Impact	Proposed demolition of all structures and redevelopment of Character Area	High	Low	Moderate
OA12C	West Barracks	Impacts on setting from changes inside OA12C	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	None	Low	Neutral
OA12C	West Barracks	Impacts on setting from changes outside OA12C	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	None	Low	Neutral
<b>OA12D Character Area 12D: 1930s Area</b>						
OA12D	1930s Area	Direct Primary Impact	Proposed demolition of all structures and redevelopment of Character Area	High	Low	Moderate
OA12D.1 & OA12D.2	Dining Room and Institute & H Barrack Blocks	Direct Primary Impact	Proposed demolition of structures	High	Medium	Large
OA12D	1930s Area	Impacts on setting from changes inside OA12D	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	None	Low	Neutral
OA12D	1930s Area	Impacts on setting from changes inside OA12D	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	None	Low	Neutral
<b>OA13 CHARACTER AREA 13: EAST HUTS</b>						
OA13	East huts	Direct Primary Impact	Proposed demolition of structure and redevelopment of Area	High	Negligible	Neutral
OA13	East huts	Impacts on setting from changes inside OA13	Proposed demolition of all structures will result in the loss of Character Area, and therefore the	None	Negligible	Neutral

## Appendix II

			impact of the changes are not relevant			
OAI3	East huts	Impacts on setting from changes outside OAI3	Proposed demolition of all structures will result in the loss of Character Area, and therefore the impact of the changes are not relevant	None	Negligible	Neutral
<b>OAI4 CHARACTER AREA 14: TECHNICAL AREA</b>						
OAI4	Technical Area	Direct Primary Impact	Proposed demolition of some structures and partial development of Character Area	Medium	Medium	Moderate
OAI4	Technical Area	Impacts on setting from changes inside OAI4	Change in setting of retained structures and Character Areas (particularly 14E and 14D) as a result of proposed demolition and redevelopment	Medium	Medium	Moderate
OAI4	Technical Area	Impacts on setting from changes outside OAI4	Change in setting of retained structures and Character Areas as a result of proposed demolition and redevelopment	Low	Medium	Moderate/ Slight
<b>OAI4A Character Area 14A: Aircraft Sheds</b>						
OAI4A.2 & OAI4A.3	Main Workshop, Store & Night Flying Equipment	Direct Primary Impact	Proposed demolition of structures situated between the A Frame sheds	High	Low	Moderate
OAI4A & OAI4A.1	Aircraft Sheds	Impacts on setting from changes inside OAI4A	Proposed demolition within Character Area 14A	Low	Medium	Moderate/ Slight
OAI4A.5	Battle Command Centre	Impacts on setting from changes inside OAI4A	Proposed demolition and construction within Character Area 14	Low	Very High	Large
OAI4A & OAI4A.1	Aircraft Sheds	Impacts on setting from changes outside OAI4A	Car storage by QEK in Character Areas OA7 and OA1D, and change in setting of the Aircraft Sheds and Character Area 14C	Low	Medium	Moderate/ Slight
OAI4A.5	Battle Command Centre	Impacts on setting from changes outside OAI4A	Proposed demolition and construction within Character Areas 14B	Low	Very High	Large
OAI4A.5	Battle Command Centre	Impacts on setting from changes outside OAI4A	Proposed demolition and construction within area to south of Cold War landscape	No	Very High	Neutral
<b>OAI4B Character Area 14B: Service Area</b>						
OAI4B.3 - OAI4B.5 and OAI4B.7	Mortar Transport Shed, Main Church and Store, Works Service, Power House & Works Service Building	Direct Primary Impact	Proposed demolition	High	Low	Moderate
OAI4B	Service Area	Impacts on setting from changes inside OAI4B	Proposed demolition of the majority of structures and substantial redevelopment within the Area	High	Low	Moderate
OAI4B.2	Hardened Telephone Exchange	Impacts on setting from changes	Proposed demolition and construction within	Low	Very High	Large

## Appendix II

		inside OAI4B	Character Areas I4B			
OAI4B.1	Armoury & Lecture	Impacts on setting from changes inside OAI4B	Proposed demolition and construction within Character Areas I4B	Low	Medium	Moderate/ Slight
OAI4B.6	Workshop	Impacts on setting from changes inside OAI4B	Proposed demolition and construction within Character Areas I4B	High	Low	Moderate
OAI4A.6	Canal Boat Workshop	Impacts on setting from changes inside OAI4B	Proposed demolition and construction within Character Areas I4B	Medium	Medium	Moderate
OAI4B.2	Hardened Telephone Exchange	Impacts on setting from changes outside OAI4B	Proposed demolition and construction within area to south of Cold War landscape	None	Very High	Neutral
OAI4B.1	Armoury & Lecture	Impacts on setting from changes outside OAI4B	Proposed demolition and construction within area to south of Cold War landscape	None	Medium	Neutral
OAI4B.6	Canal Boat Workshop	Impacts on setting from changes outside OAI4B	Proposed demolition and construction within area to south of Cold War landscape	Low	Low	Moderate/ Slight
<b>OAI4C Character Area I4C: Copse and Open Ground</b>						
OAI4C	Copse and Open Ground	Direct Primary Impact	Proposed demolition of minor structures and use of area for business.	Low	Negligible	Neutral
OAI4C	Copse and Open Ground	Impacts on setting from changes inside OAI4C	Continued use of the area for business/ industrial purposes and demolition of insubstantial structures.	Low	Negligible	Neutral
OAI4C	Copse and Open Ground	Impacts on setting from changes outside OAI4C	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	Medium	Negligible	Neutral
<b>OAI4D Character Area I4D: Post-War Open Landscape</b>						
OAI4D.2 and OAI4D.3	Accommodation Block and Commissionary	Direct Primary Impact	Proposed demolition	High	Low	Moderate
OAI4D.1 and OAI4D	Innovations Centre and Post-War Open Landscape	Impacts on setting from changes inside OAI4D	Change in setting of building and area as a result of proposed demolition and construction within north of Character Area I4D	High	Low	Moderate
OAI4D.1 and OAI4D	Innovations Centre and Post-War Open Landscape	Impacts on setting from changes outside OAI4D	Change in setting of building and area as a result of proposed demolition within Character Area I4B	Medium	Low	Moderate/ Slight
OAI4D.1 and OAI4D	Innovations Centre and Post-War Open Landscape	Impacts on setting from changes outside OAI4D	Change in setting of building and area as a result of proposed demolition within the site.	None	Low	Neutral
<b>OAI4E Character Area I4E: 1920s Core</b>						

## Appendix II

OA14E.1	Crew Briefing Hut	Direct Primary Impact	Demolition	High	Negligible	Neutral
OA14E and OA14E.2 - OA14E.4	1920s Core and structures	Impacts on setting from changes inside OA14E	Proposed construction of an additional structure and new build within the footprint of an existing negligible structure (OA14E.1).	Medium	Medium	Moderate
OA14E.2 - OA14E.4 and OA14E	1920s Core and Station Officers, Guardhouse & Officers Mess	Impacts on setting from changes outside OA14E	Surrounding development particularly within OA14B	Medium	Medium	Moderate
OA14E.1	Crew Briefing Hut	Impacts on setting from changes outside OA14E	Surrounding development particularly within OA14B	Medium	Negligible	Neutral
<b>OA15 CHARACTER AREA 15: NORTH RESIDENTIAL AREA</b>						
OA15.1	North Residential Area	Direct Primary Impact	Proposed demolition of two bungalows to north of Character Area 15	High	Low	Moderate
OA15	North Residential Area	Impacts on setting from changes inside OA15	Change in setting to structures and Character Area 15 as a result of a new structure within Character Area OA15.	None	Low	Neutral
OA15	North Residential Area	Impacts on setting from changes outside OA15	Change in setting to structures and Character Area 15 as a result of redevelopment within the Site	None	Low	Neutral
<b>OA15A Character Area 15A: Officers Housing</b>						
OA15A	Officers Housing	Direct Primary Impact	None	No	Medium	Neutral
OA15A	Officers Housing	Impacts on setting from changes inside OA15A	None	Low	Medium	Moderate/ Slight
OA15A	Officers Housing	Impacts on setting from changes outside OA15A	Development within the Site	None	Medium	Neutral
<b>OA15B Character Area 15B: North Bungalows</b>						
OA15AB.1	Bungalows	Direct Primary Impact	Proposed demolition of two bungalows within Character Area 15B	High	Low	Moderate/ Slight
OA15B	North Bungalows	Impacts on setting from changes inside OA15B	Development to the west of the Character Area	None	Low	Neutral
OA15B	North Bungalows	Impacts on setting from changes outside OA15B	Development to west of Character Area 15B, within Character Area 14D	No	Low	Neutral
OA15B	North Bungalows	Impacts on setting from changes outside OA15B	Development within the Site	No	Low	Neutral

