

Appendix CH.A02

Table of Impacts and Effects on the Built Heritage

Appendix II

OA Ref.	Description	Nature of Impact	Description of Change	Impact	Significance	Adverse Environmental Effect
COLD WAR LANDSCAPE						
OAI CHARACTER AREA I: CENTRAL AIRBASE						
OAI	Central Airbase	Direct Primary Impact	None	None	Medium	Neutral
OAI	Central Airbase	Impacts on setting from changes inside OAI	None	None	Medium	Neutral
OAI	Central Airbase	Impacts on setting from changes outside OAI	Demolition of HASs within Character Area OA6, in particular to OAID (South Aircraft Shelters)	Medium	Medium	Moderate
OAI	Central Airbase	Impacts on setting from changes outside OAI	Demolition within Character Area OA5D (Northwest Fringe)	Low	Medium	Moderate/ Slight
OAI	Central Airbase	Impacts on setting from changes outside OAI	The proposed development to the south of the Cold War Zone	None	Medium	Neutral
OAI.2	Control Tower	Impacts on setting from changes outside OAI	The proposed development to the south of the Cold War Zone	Medium	Medium	Moderate
OAI A Character Area IA: Central Runway						
OAI A	Central Runway	Direct Primary Impact	None	None	Medium	Neutral
OAI A	Central Runway	Impacts on setting from changes inside OAI A	None	None	Medium	Neutral
OAI A	Central Runway	Impacts on setting from changes outside OAI A	Continued use of OAID for car storage	None	Medium	Neutral
OAI A	Central Runway	Impacts on setting from changes outside OAI A	HAS demolition within OA6	Low	Medium	Moderate/ Slight
OAI A	Central Runway	Impacts on setting from changes outside OAI A	The proposed development to the south of the Cold War Zone	None	Medium	Neutral
OAI A	Central Runway	Impacts on setting from changes outside OAI A	Demolition of 4 HASs within Character Area OA5D	None	Medium	Neutral
OAI B Character Area IB: Central Plateau						
OAI B	Central Plateau	Direct Primary Impact	None	None	Medium	Neutral

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OAIA	Central Plateau	Impacts on setting from changes within OAIB	None	None	Medium	Neutral
OAIB	Central Plateau	Impacts on setting from changes outside OAIB	Demolition of HASs (OA5D.1) and Storage Facility (OA5D.2) in Character Area OA5D	None	Medium	Neutral
OAIB	Central Plateau	Impacts on setting from changes outside OAIB	Change in long-range views to the south and area of proposed development	None	Medium	Neutral
OAIC Character Area IC: Quick Reaction Alert Area						
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	Very High	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
OAID Character Area ID: South Aircraft Shelters						
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 Area OA6 (Southeast HASs)	Medium	Medium	Moderate
OAID.7 & OA.8	Hush House & Engine Test Cell	Impacts on setting from changes outside OAID	Demolition within Character Area OA6 (Southeast HASs)	Medium	Medium	Moderate
OAID.9	Fuel, storage and maintenance	Impacts on setting from changes outside OAID	Demolition within Character Area OA6 (Southeast HASs)	Medium	Low	Moderate/ Slight

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OAID.1	Victoria Alert Complex	Impacts on setting from changes outside OAID	Demolition within Character Area OA6 (Southeast HASs)	Low	Medium	Moderate/ Slight
OAID.2-OAID.6	Control Tower, Nose Dock, Operations building, Aircraft Hanger, Fire Station	Impacts on setting from changes outside OAID	Demolition within Character Area OA6 (Southeast HASs)	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
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
OAIE Character Area IE: Southwest HASs						
OAIE	Southwest HASs	Direct Primary Impacts	None	None	High	Neutral
OAIE	Southwest HASs	Impacts on setting from changes inside OAIE	None	None	High	Neutral
OAIE	Southwest HASs	Impacts on setting from changes outside OAIE	Continued use of Character Area OAID by QEK	None	High	Neutral
OAIE	Southwest HASs	Impacts on setting from changes outside OAIE	Proposed demolition and construction within Character Area OA14 (Technical Area)	None	High	Neutral

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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
OA2 CHARACTER AREA 2: RUNWAY WEST TERMINAL						
OA2	Runway West Terminal	Direct Physical Impact	Removal of Character Area from military landscape and reconnection of Portway	High	Low	Moderate
OA2.1	Runway	Direct Physical Impact	Removal of hardstanding	High	Medium	Large
OA2	Runway West Terminal	Impacts on setting from changes inside OA2	Removal of hardstanding	High	Low	Moderate
OA2	Runway West Terminal	Impacts on setting from changes outside OA2	Development and demolition within the Site	None	Low	Neutral
OA3 CHARACTER AREA 3: RUNWAY EAST TERMINAL						
OA3.1	Runway	Direct Physical Impact	Retention of runway, with exception of east tip	Low	Medium	Moderate/ Slight
OA3.2	North taxiway	Direct Physical Impact	Removal of hardstanding	High	Medium	Large
OA3.3	South taxiway	Direct Physical Impact	Removal of hardstanding	High	Low	Moderate
OA3	Runway East Terminal	Impacts to setting from changes inside OA3	Removal of Character Area 3 from military landscape, and reconnection of Aves Ditch	Medium	Low	Moderate/ Slight
OA3	Runway East Terminal	Impacts to setting from changes outside OA3	Demolition and construction within the Site	None	Low	Neutral
OA4 Character Area: Southern Conventional Arms Store						
OA4	Southern Conventional Arms Store	Direct Physical Impact	None	None	Low	Neutral
OA4	Southern Conventional Arms Store	Impacts to setting from changes inside OA4	Reconnection of Aves Ditch	None	Low	Neutral
OA4	Southern Conventional Arms Store	Impacts to setting from changes outside OA4	Removal of harstanding within Character Area OA3 (Runway East Terminal)	Low	Low	Moderate/ Slight
OA4	Southern Conventional Arms Store	Impacts to setting from changes outside OA4	Demolition of structures within Character Area OA6 (Southeast HASs)	Medium	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
OA5 CHARACTER AREA 5: NORTH EDGE						

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OA5 D.1	North Edge	Direct Primary Impact	Demolition of 4 HASs	High	High	Large
OA5	North Edge	Impacts on setting from changes inside OA5	Demolition of 4 HASs and reduction in Cold War characteristics of landscape	Medium	Low/Medium	Moderate
OA5	North Edge	Impacts on setting from changes inside OA5	Proposed planting at west edge (within Character Area OA5D) and visual separation of this area	Medium	Low/Medium	Moderate
OA5	North Edge	Impacts on setting from changes outside OA5	Proposed development to the south of the Cold War landscape	None	Low/Medium	Neutral
OA5A Character Area 5A: Northern Bomb Store and Special Weapons Area						
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	HAS demolition within Character Area OA5D and reduction in Cold War characteristics of landscape	None	High	Neutral
OA5A	Northern Bomb Store and Special Weapons Area	Impacts on setting from changes outside OA5A	Removal of hardstanding in OA3 (Runway East Terminal) and reconnection of Aves Ditch	Low	High	Large
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
OA5A	Northern Bomb Store and Special Weapons Area	Impacts on setting from changes outside OA5A	Demolition of HASs within Character Area OA6 (Southwest HASs)	None	High	Neutral
OA5B Character Area 5B: Plateau Edge						
OA5B	Plateau edge	Direct Primary Impacts	None	None	Low	Neutral

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OA5B	Plateau edge	Impacts on setting from changes inside OA5B	None	None	Low	Neutral
OA5B	Plateau edge	Impacts on setting from changes outside OA5B	Demolition of HASs within Character Area OA5D (Northwest Fringe)	Medium	Low	Moderate/ Slight
OA5B	Plateau edge	Impacts on setting from changes outside OA5B	Removal of hardstanding within Character Area OA2 (Runway West Terminal)	Low	Low	Moderate/ Slight
OA5B	Plateau edge	Impacts on setting from changes outside OA5B	Proposed development to the south of the Cold War landscape	None	Low	Neutral
OA5C Character Area 5C: North Fringe						
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	Demolition of HASs within Character Area OA5D (Northwest Fringe)	Medium	Low	Moderate/ Slight
OA5C	North Fringe	Impacts on setting from changes outside OA5C	Proposed development to the south of the Cold War landscape	None	Low	Neutral
OA5D Character Area 5D: Northwest Fringe						
OA5D.1	HASs	Direct Primary Impact	Demolition of HASs 3052-55 with retention of footprints for historic value	High	High	Large
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 HASs 3052-55	High	Low	Moderate
OA5D	Northwest Fringe	Impacts on setting from changes inside OA5D	Demolition of Storage/ Warehouse structure	None	Medium	Neutral
OA5D.1	HASs	Impacts on setting from changes inside OA5D	Planting of new whips around HASs 3010-3013	Low	High	Moderate
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	Removal of hardstanding in Character Area OA2 (Runway West Terminal)	None	Medium	Neutral

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OA5D	Northwest Fringe	Impacts on setting from changes outside OA5D	Proposed development to the south of the Cold War landscape	None	Low	Neutral
OA6 Character Area 6 Southeast HASs						
OA6.1	Southeast HASs	Direct Primary Impact	Demolition of all HASs	High	High	Large
OA6.3	Squadron Headquarters storage/ admin structures	Direct Primary Impact	Demolition of two storage/ admin structures	High	Low	Moderate
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	High	Medium	Large
OA6.2	Squadron Headquarters	Impacts on setting from changes inside OA6	Construction of proposed new link road to and demolition of HASs	High	High	Large
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 I4B and I4D	Medium	Medium	Moderate
OA6	Southeast HASs	Impacts on setting from changes outside OA6	Proposed development to the south of the Cold War landscape (not including OAI4B & OAI4D)	Low	Medium	Moderate/ Slight
OA7 CHARACTER AREA 7: TANKER BAY						
OA7 .1	Tanker Area structures	Direct Primary Impact	Demolition of minor structures	High	Low	Moderate
OA7	Tanker Area	Impacts on setting from changes inside OA7	Proposed demolition of minor structures and use of Character Area by QEK for car storage	High	Low	Moderate
OA7	Tanker Area	Impacts on setting from changes outside OA7	Proposed development within Character Areas I4D and I5B	Medium	Low	Moderate/ Slight
OA7	Tanker Area	Impacts on setting from changes outside OA7	Proposed development to south of the Cold War landscape (not including OAI4B & OAI4D)	Low	Low	Moderate/ Slight
OA8 CHARACTER AREA 8: SOUTHWEST EDGE						
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
OA8A Area 8A Southwest Edge						

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OA8A .2	Aircraft Maintaince	Direct Primary Impact	Proposed demolition of Aircraft Maintaince Structures (OA8A.2)	High	Low	Moderate
OA8A	Southwest edge	Impacts on setting from changes inside OA8A	Proposed demolition of Aircraft Maintaince Structures (OA8A.2)	None	Low	Neutral
OA8A.I	Nose Docks	Impacts on setting from changes inside OA8A	Proposed demolition of Aircraft Maintaince Structures (OA8A.2).	None	Very high	Neutral
OA8A.I	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
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
OA8B Area 8B Avionics and HASs						
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
OA8B.I	Avionics	Impacts on setting from changes outside OA8B	Removal of hardstanding within OA2 (Runway West Terminal)	None	Very High	Neutral
LANDSCAPE SOUTH OF THE COLD WAR ZONE						

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OA9 CHARACTER AREA 9: SCHOOL HUTS						
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
OA10 CHARACTER AREA 10: SPORTS FIELDS AND LARGE BUILDINGS						
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
OA10A Character Area 10A: Sports Fields						
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
OA10B Character Area 10B: Superstore/ Hospital						
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
OA11 CHARACTER AREA 11: SOUTH RESIDENTIAL AREA						
OA11	South Residential	Direct Primary Impact	Extensive proposed demolition and redevelopment	High	Low	Moderate

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OAI1	South Residential	Impacts on setting from changes inside OAI1	Demolition within Character Area OAI1, and construction of further residential housing	High	Low	Moderate
OAI1	South Residential	Impacts on setting from changes outside OAI1	Change in character of Character Area II as result of new build surrounding Character Area OAI1	Medium	Low	Moderate/ Slight
OAI1A Character Area IIA: South Bungalows						
OAI1A	South Bungalows	Direct Primary Impact	Demolition of bungalows within Eddy, Gibson, Tait and Portal Drive South	High	Low	Moderate
OAI1A	South Bungalows	Impacts on setting from changes inside OAI1A	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	None	Low	Neutral
OAI1A	South Bungalows	Impacts on setting from changes outside OAI1A	The total loss of the military context of the Site means that the impact of the surrounding development are not applicable	None	Low	Neutral
OAI1B Character Area IIB: Mixed Use Area						
OAI1B.4 & OAI1B.5	Grocery Store/ Laundrette & Residential structure	Direct Primary Impact	Proposed demolition, in addition to demolition of negligible structures throughout the Character Area	High	Low	Moderate
OAI1B	Mixed Use Area	Impacts on setting from changes inside OAI1B	Proposed redevelopment of Character Area, and substantial change in setting of retained structures	High	Low	Moderate
OAI1B.1-OAI1.3	Chapel, Chapel Support & Married Officers Quarters	Impacts on setting from changes inside OAI1B	Proposed redevelopment of Character Area, and substantial change in setting of retained structures	High	Low	Moderate
OAI1B	Mixed Use Area	Impacts on setting from changes outside OAI1B	Surrounding redevelopment within the Site	Medium	Low	Moderate/ Slight
OAI1B.1-OAI1.3	Chapel, Chapel Support & Married Officers Quarters	Impacts on setting from changes outside OAI1B	Surrounding redevelopment within the Site	Medium	Low	Moderate/ Slight
OAI1C Character Area IIC: Semi Detached Houses						
OAI1C	Semi Detached Houses	Direct Primary Impact	Proposed demolition of all structures and redevelopment resulting in loss of Character Area	High	Low	Moderate
OAI1C	Semi Detached Houses	Impacts on setting from changes inside OAI1C	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
OAI1C	Semi Detached Houses	Impacts on setting from changes outside OAI1C	Proposed demolition of all structures and redevelopment resulting in loss of Character Area	None	Low	Neutral

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OA11D Character Area 11D: Carswell Circle North						
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
OA11E Character Area 11E: Carswell Circle South						
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
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
OA12 CHARACTER AREA 12: BARRACKS AND INSTITUTIONS						
OA12	Barracks and Institutions	Direct Primary Impact	Proposed demolition of all structures and redevelopment of Character Area with the except 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
OA12A Character Area 12B: Store/ Petrol Station						
OA12A, OA12A.1 & OA12A.2	Store & Petrol Station	Direct Primary Impact	Proposed demolition structures and redevelopment of Character Area	High	Low	Moderate

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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
OA12B Character Area 12B: Parade Ground Buildings						
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
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
OA12C Character Area 12C: West Barracks						
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

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OAI2D Character Area 12D: 1930s Area						
OAI2D	1930s Area	Direct Primary Impact	Proposed demolition of all structures and redevelopment of Character Area	High	Low	Moderate
OAI2D.1 & OAI2D.2	Dining Room and Institute & H Barrack Blocks	Direct Primary Impact	Proposed demolition of structures	High	Medium	Large
OAI2D	1930s Area	Impacts on setting from changes inside OAI2D	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
OAI2D	1930s Area	Impacts on setting from changes inside OAI2D	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
OAI3 CHARACTER AREA 13: EAST HUTS						
OAI3	East huts	Direct Primary Impact	Proposed demolition of structure and redevelopment of Area	High	Negligible	Neutral
OAI3	East huts	Impacts on setting from changes inside 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
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
OAI4 CHARACTER AREA 14: TECHNICAL AREA						
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
OAI4A Character Area 14A: Aircraft Sheds						
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	mpacts on setting from changes inside OAI4A	Proposed demolition and construction within Character Area 14	Low	Very High	Large

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OA14A & OA14A.1	Aircraft Sheds	Impacts on setting from changes outside OA14A	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
OA14A.5	Battle Command Centre	Impacts on setting from changes outside OA14A	Proposed demolition and construction within Character Areas 14B	Low	Very High	Large
OA14A.5	Battle Command Centre	Impacts on setting from changes outside OA14A	Proposed demolition and construction within area to south of Cold War landscape	No	Very High	Neutral
OA14B Character Area 14B: Service Area						
OA14B.3 - OA14B.5 and OA14B.7	Mortar Transport Shed, Main Church and Store, Works Service, Power House & Works Service Building	Direct Primary Impact	Proposed demolition	High	Low	Moderate
OA14B	Service Area	Impacts on setting from changes inside OA14B	Proposed demolition of the majority of structures and substantial redevelopment within the Area	High	Low	Moderate
OA14B.2	Hardened Telephone Exchange	Impacts on setting from changes inside OA14B	Proposed demolition and construction within Character Areas 14B	Low	Very High	Large
OA14B.1	Armoury & Lecture	Impacts on setting from changes inside OA14B	Proposed demolition and construction within Character Areas 14B	Low	Medium	Moderate/ Slight
OA14B.6	Workshop	Impacts on setting from changes inside OA14B	Proposed demolition and construction within Character Areas 14B	High	Low	Moderate
OA14A.6	Canal Boat Workshop	Impacts on setting from changes inside OA14B	Proposed demolition and construction within Character Areas 14B	Medium	Medium	Moderate
OA14B.2	Hardened Telephone Exchange	Impacts on setting from changes outside OA14B	Proposed demolition and construction within area to south of Cold War landscape	None	Very High	Neutral
OA14B.1	Armoury & Lecture	Impacts on setting from changes outside OA14B	Proposed demolition and construction within area to south of Cold War landscape	None	Medium	Neutral
OA14B.6	Canal Boat Workshop	Impacts on setting from changes outside OA14B	Proposed demolition and construction within area to south of Cold War landscape	Low	Low	Moderate/ Slight
OA14C Character Area 14C: Copse and Open Ground						
OA14C	Copse and Open Ground	Direct Primary Impact	Proposed demolition of minor structures and use of area for business.	Low	Negligible	Neutral

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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
OAI4D Character Area 14D: Post-War Open Landscape						
OAI4D.2 and OAI4D.3	Accommodation Block and Commissary	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 14D	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 14B	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
OAI4E Character Area 14E: 1920s Core						
OAI4E.1	Crew Briefing Hut	Direct Primary Impact	Demolition	High	Negligible	Neutral
OAI4E and OAI4E.2 - OAI4E.4	1920s Core and structures	Impacts on setting from changes inside OAI4E	Proposed construction of an additional structure and new build within the footprint of an existing negligible structure (OAI4E.1).	Medium	Medium	Moderate
OAI4E.2 - OAI4E.4 and OAI4E	1920s Core and Station Officers, Guardhouse & Officers Mess	Impacts on setting from changes outside OAI4E	Surrounding development particularly within OAI4B	Medium	Medium	Moderate
OAI4E.1	Crew Briefing Hut	Impacts on setting from changes outside OAI4E	Surrounding development particularly within OAI4B	Medium	Negligible	Neutral
OAI5 CHARACTER AREA 15: NORTH RESIDENTIAL AREA						
OAI5.1	North Residential Area	Direct Primary Impact	Proposed demolition of two bungalows to north of Character Area 15	High	Low	Moderate
OAI5	North Residential Area	Impacts on setting from changes inside OAI5	Change in setting to structures and Character Area 15 as a result of a new structure within Character Area OAI5.	None	Low	Neutral

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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
OA15A Character Area 15A: Officers Housing						
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
OA15B Character Area 15B: North Bungalows						
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