Clarifying questions relating to Stodmarsh NNR Clay extraction works 2024

1. Question - Does the contractor have to remove the scrub in any of the work areas and what methods of removal are satisfactory.
	1. Answer - yes, Willow will have to be coppiced to 0.5m above ground level and branches will need to be stacked aside from newly profiled areas. Other species can be grubbed out (or coppiced) and left in place.
2. Question - Will all the reed be cut from the work area in advance of works
	1. Answer - Reed within the work area will be cut except the reed on the ditch edge (to a maximum width of 3m from the ditch edge)
3. Question - Where the ground level of the ditch banks (areas within 3m of present water levels) is 0.5m or higher than present water levels does the contractor need to still create a 10m reprofiled ditch edge.
	1. Answer - No, in these areas a new 1.5m ditch bank profile can be created . The newly profiled ditch edge should have 300mm standing water at the ditch edge grading to 150mm at 1.5m. The removed material can be spread evenly and thinly over the adjoining area. Areas to fall within this category of works is estimated to be a total length of 300m over the entire project area.
4. Question - Will there be space available for a welfare unit.
	1. Answer - grassed area will be available (what 3 word ref for approximate area alley.deserved.crop. The decision on unit type is obviously a contractor decision but it is considered by NE that a mobile unit will most likely be most appropriate, as the area is grassed and not level.

Adjustment to contract - **Top Soil mounds** – volume reduced from **400m3 to 250m3.** Mounds can have a **1/1 profile** but be a **maximum height of 4m**. The welded wire mesh to be lain on the existing ground beneath these piles of top soil has been **reduced to 2mm gauge** with a mesh size no bigger than 100mmx100mm. Please note these piles will need to be at least 10m from any ditch edge.

These piles will be used for future work and accessed via this point (what 3 word ref window.paces.dished)