

#### Actions in an emergency

- Call 999 for the Emergency Services and advise on location of incident and best access route to incident - details listed further on.
- Report incidents to NE Enquiries on 0300 060 6000, this will direct to Duty officer outside office hours.

#### **Key NE Contacts:**

NE Reserve Manager: Stefan Barton – 07880464523 NE Senior Reserve Manager: Robin Hanson – 07342088534

NE Team Leader: Ben Thompson – 07552268053

NE Principal Manager: Juliet Melvin-sparks - 07554114988

NE Deputy Director: Jim Seymour - 07721 759286

**Mobile reception:** good throughout the reserve.

**Nearest Defibrillator:** Red phone box in Stodmarsh

Village, W3W ///ferried.stay.interest

Hospital incl A&E: Queen Elizabeth the Queen

Mother Hospital, St Peters Road, Margate, Kent CT9

4AN (13.8 Miles)

Minor Injuries: Kent and Canterbury Hospital, Ethelbert Road, Canterbury, Kent, CT1 3NG (6.4

miles)

Fire Brigade: Canterbury Fire Station, Upper Bridge St,

Canterbury CT1 2NH

01227 825 530 or 01622 692 121 (controlled burning)

Police Station 101 / 999

Canterbury, Old Dover Rd, Canterbury CT1 3JQ

**Graziers for cattle (Birt Brothers):** 01227 721858

## Stodmarsh Emergency Access Points

There are no height barriers on any of the access points to the Reserve but there are locked field gates. Keys for the gates are available from Reserve staff, locks/chains can be cut if needed.

Access Gate 1. Map Ref- TR219607 – W3W ///Plodding.directly.scowls

This is a farm track, which allows access to the coal tip. It is wide enough for a four-wheel drive vehicle or tractor. The track has hedges either side and in places is uneven.

Access Gate 2. Map Ref- TR220608 - W3W ///indicates.vibe.breeze

This is the track to the Reserve car park. The track has been covered in tarmac from the village to the car park. There are hedges on both sides and three speed bumps at intervals along the track.

To enter the Reserve, instead of going into the car park, you take the track to the left hand side of the toilet block and there is a gate at the end. Here the track is made of stone but tall hedges and trees either side would make it difficult for large vehicles to pass. The track then leads on to the Lampen Wall, which is a raised flood protection bank. The Lampen Wall connects to the riverbank which runs along the northern edge of the Reserve.

Access Gate 3. Map Ref - TR231612 - W3W ///raft.landscape.transfers

Coming off the Grove Road, this road goes down a hill to Newborn farm. Carry straight on and around the back of the farm. Then turn left through the Reserve gate. The track is narrow with ditches either side, is also rutted and can be very soft especially in winter.

Access Gate 4. Map Ref – TR233616 – W3W ///unclaimed.imparts.librarian

This track runs in front of Newborn Farm and through the orchards and is a good track to drive on. When you reach the left hand bend it becomes more uneven with ditches either side.

Access Gate 5. Map Ref – TR238621 – W3W ///snatched.appointed.javelin

This track comes off the Grove Road beside Elm Tree Farm. The track is in ok condition. There are over hanging trees at the start and ditches either side further down. More suitable for 4x4.and sometimes the entrance can be blocked by residents.

Access Gate 6. Map Ref – TR235631 – W3W ///sharpens.corner.reshape

This track enters the Reserve opposite the Grove Ferry Inn and at the start is built of rubble topped with road planings. The track then becomes grass overlaying clay which is easily damaged especially in wet conditions. A large vehicle can get about 50m down the track until it becomes narrow and softer ground.

Some of the gates throughout the reserve are locked, and keys can be supplied by Reserve management staff. Main entrance gates also have a combination lock (1097) for emergency use.

If needing to move patient from far in the reserve an Ambulance should ideally attend site in 4x4 or 6x6 vehicle if available – Use footpath network (Map on page 4) 2WD Ambulance cannot fully access the reserve unless using the limited surfaced tracks (See map on Page 4) but can park at the 2 main entrance gates at locations 2 and 6 (listed Above)

## Key Incidents/Risks

### Injury and emergencies involving members of the Public

Ambulance and police should ideally attend site in 4x4 vehicle if available, staff can assist in opening entrance gates.

Helicopter access – Can be restricted due to seasonal water levels and livestock, however there are a couple of grazing marshes which can be accessible for a helicopter to land in front of the marsh hide and at the Grove ferry end of the reserve. Helicopter access to the coal tip will be difficult due to volume of scrub, but with planned future clearance it will be possible in areas.

#### Fire risk

During the summer months the reedbeds at Stodmarsh may become dry and become a fire risk as a result. Potential issues with disposable BBQs on the reserve may cause a fire on the reserve which could spread quickly. The coal tip area of the reserve is not accessible to members of the public but does provide a high fire risk due to the nature of the previous use.

Water Sources: There are several ditches and large bodies of water on the reserve. Mains water comes onto the reserve from Stodmarsh village and goes into the workshop at the carpark.

The reedbed areas are a particular fire hazard. When undertaking burning operations it is imperative that the *Planned fire and Burning Brash* risk assessment is followed and adequate precautions are taken to ensure opportunities for the fire to spread uncontrollably are minimized. The ditches provide natural fire breaks but there is still a chance that embers could 'jump' the ditches and spread the fire. In the event of a wildfire or a burning operation going out of control, the Fire Brigade should be contacted immediately.

Upon discovery of a fire on Stodmarsh National Nature Reserve, or in the vicinity and is threatening the reserve, the emergency services will be called immediately.

Give location of access point for fire crews and state whether it is suitable for normal road vehicles access or only for specialist vehicles.

Move to access point and await the fire crews. Give as much information as possible to the crew (route to take, location of water bodies and streams etc).

Stodmarsh NNR Fire Plan: << OLE Object: Picture (Device Independent Bitmap) >> Stodmarsh NNR Fire Plan 2022.DOCX

#### Site Hazard:

The site is fairly exposed to the weather, has large areas of water and wet ground and is crossed by many ditches, the majority of which have steep slopes. In hot weather there have been outbreaks of blue-green algae in the lake nearest the reserve car park at the Stodmarsh end of the village.

Cases of Weil's disease have occurred in the area (caught from rat urine via ditch water ingestion or cuts).

The wet woodland is infested with mosquitos in summer, with horse flies present across the Reserve

There are some steep slopes on the otherwise flat landscape on the coal tip and the bunds

The reserve is well used by visitors. A proportion of these are dog walkers and the reserve has a 'dogs on leads' policy but this is not adhered to by all. Dog fouling is an issue on the tracks nearest to the main entrances at Stodmarsh and Grove Ferry

Authorized vehicles are allowed to drive along the tracks and grassland areas

#### Missing / Vulnerable persons

Please contact police in first instance who will then liaise with Kent Search and Rescue. Reserve staff may be able to help with access & co-ordination of search if required. Suitable places for Boats to launch for search and rescue are located around the reserve and can be assisted by reserve staff.

#### **Escaped Livestock**

The reserve is grazed for large parts of the year with cattle in areas. Please contact NE immediately who will inform the grazier (Birt Brothers) to attend site.

Birt brothers contact number for emergencies: 01227 721858

# NNR Footpaths and structures

Black Squares – Hides

Red Squares – Bridges (not accessible for any vehicles)

White Circles – Access Gates

Green Infill – Grove ferry (only accessible from Gates 6 and 5)

Yellow Infill – Marsh and Middle reedbed -(Access from Gates 4 and 3)

- Red Infill Wet woodland and Nature trail (Access from Gate 2)
- Blue infill Coal tip and reedbed (Access only from Gate 1)

