

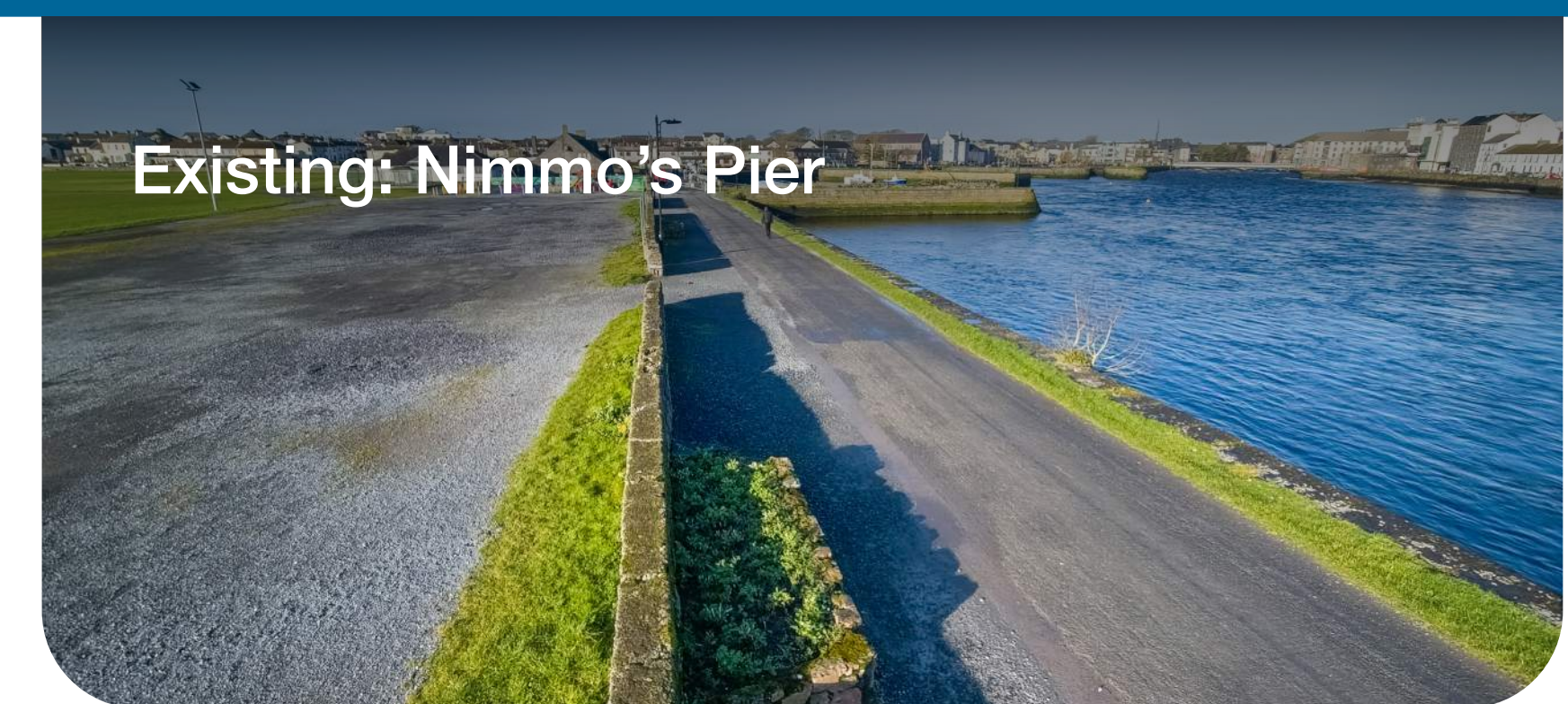
South Park and Nimmo's Pier are areas at risk of wave overtopping flooding. These areas are valued for their active recreation, including walking, running, and team sports, as well as their iconic views of The Long Walk. The proposed measures aim to protect properties and infrastructure while minimising the impact on sea views, the existing South Park cycleway, playing pitches, and the recreational use of the area.



Key Features

- 1 0.6m raising of existing cycle/ walk way
- 2 Existing permeable rock armour

South Park & Nimmo's Pier Considerations



Key Features

- 1 1.1m flood defence wall above existing ground

**Emerging Preferred Scheme
Ground Raising of the
South Park Cycleway**

This option consists mainly of raising the South Park cycleway to function as the flood defence, and maintaining the existing cycle/ walk way. Demountables/ flood gates will allow for access to Mutton Island. The existing wall along Grattan Road will be retained, but a section of the wall may need to be reconstructed to ensure it works as a flood defence and can store water that may overtop the defences during a design storm event, helping to prevent flooding of nearby properties.



Legend

- Demountable/flood gate
- Reconstruct existing defence
- Flood defence wall
- ▨ Raise existing ground
- ▨ Flood embankment
- ◀ Sketch view
- ▲ Pump Station*

*All pump stations will be located underground.

Defence height shown in labels relative to ground levels.

The artist's impression proposals shown above are intended for illustrative purposes only. The Emerging Preferred Scheme will be subject to detailed design, including but not limited to technical assessments, planning approvals, further public and stakeholder engagement, and other statutory or regulatory requirements. The construction materials used, and finish/visual appearance of features may differ from those illustrated. Consultation with other ongoing GCC infrastructure projects will continue to ensure alignment with the Emerging Preferred Scheme.