

Hebden Bridge - Flood Alleviation Scheme

The Environment Agency is working in partnership with Calderdale Council, BAM Nuttall & Mott MacDonald to deliver the Hebden Bridge Flood Alleviation Scheme

Environmental mitigations for the scheme

At least 4.6km of improved river channel

10% more biodiversity post-scheme

5:1 tree replacement ratio

5 weirs improved for fish passage

565 trees planted

Reducing the spread of invasive non-native plant species

4 bat species protected

4 notable fish species: brown trout, bullhead, three-spined stickleback and stone loach

1 notable species, the Royal Fern

1 air quality management area

Calderdale Wildlife Habitat Network area

The flood defences and working areas have been designed to retain as many trees as possible but, in some areas, there is no alternative solution to tree removal.

Tree removal is required in some areas for construction access, stability of defences and conveyance of water. We are committed to replacing trees at a ratio of one lost tree to five new ones, meaning **565 native trees** will be planted in the local townscape and further up the catchment.

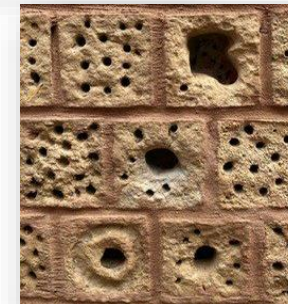


Mitigation measures will include the modification of the 5 existing weirs to **improve fish passage**, adding **fish ledges**, installing **nature bricks** and adding **vertipools** into the river walls. These measures will offset some anticipated habitat loss and create new habitats to help mitigate impacts to the water environment.



The Water Environment Regulations (WER) protect the water environment. As a result of WER, the works of the Hebden Bridge flood alleviation scheme need to maintain the ecological quality of the River Calder and Hebden Water.

Biodiversity Net Gain (BNG) ensures the scheme has a positive impact on the ecology of the area we work in, making sure that natural habitats are **improved by 10%** post-scheme.



Considerate construction around breeding and nesting sites of identified **fish, otters, bats and birds**, as well as the installation of **bird boxes, bat boxes** and **nature bricks**.



Cavity block for plants and vertebrates

Texture block for mosses and lichens

Holes block for invertebrates