



HAVE YOUR SAY

Copies of the documents, plans and maps will be available on the project website at www.londonparamount.info from Monday 27 April 2015.

They can also be provided on request by calling or writing to the contact details below. A reasonable copying charge will apply (up to a maximum of £300 for the full suite of documents). The documents can also be obtained on a DVD, free of charge, by contacting LRCH as detailed below.

Project information may continue to be updated until Friday 8 May 2015 and you are therefore advised to check the website www.londonparamount.info for such updates.

We are consulting on the proposed application. Any representations on the proposals should be made in writing to "FREEPOST Ref: RTRB-LUUI-AGBY, London Paramount, c/o PPS Group, Sky Light City Tower, 50 Basinghall Street, London, EC2V 5DE", sent by email to consultation@londonparamount.info, or by completing the feedback form which can be found on the project website at www.londonparamount.info. The deadline for receiving responses is Friday 5 June 2015.

Wednesday 29th April	Gravesend Old Town Hall High Street, Gravesend, DA11 0AZ	4pm - 8pm
Thursday 30th April	Bluewater (Opposite Lower Winter Garden food court entrance) Greenhithe, DA9 9ST	10am - 9pm
Friday 1st May	British Legion Greenhithe London Road, Greenhithe, DA9 9EJ	4.30pm - 8.30pm
Tuesday 5th May	Princes Park Stadium Darenth Road, Dartford, DA1 1RT	4pm - 8pm
Friday 8th May	St Botolph's Church Hall The Hill, Northfleet, DA11 9EU	11am - 3pm
Saturday 9th May	Swanscombe Leisure Centre Craylands Lane, Swanscombe, DA10 0LP	2pm - 5pm
Monday 11th May	Dartford Civic Centre Home Gardens, Dartford, DA1 1DR	3.30pm - 7.30pm
Tuesday 12th May	Northfleet School for Girls Hall Road, Gravesend, DA11 8AQ	4.30pm - 8.30pm
Wednesday 13th May	Eastgate 141 Springhead Parkway, DA11 8AD	4pm - 8pm
Thursday 14th May	Gravesham Civic Centre Windmill Street, Gravesend, DA12 1AU	3.30pm - 7.30pm

For further information contact:

Email: consultation@londonparamount.info | Tel: 0800 008 6765 (Monday – Friday, 9am – 5.30pm)

Post: FREEPOST ref: RTRB-LUUI-AGBY, London Paramount c/o PPS Group, Sky Light Tower, 50 Basinghall Street, London, EC2V 5DE

www.londonparamount.info

DOCUMENT 1.2
PLANNING ACT 2008
LONDON PARAMOUNT ENTERTAINMENT RESORT
DEVELOPMENT CONSENT ORDER

COMMUNITY CONSULTATION DOCUMENT

REGULATION 5(2)(q) OF THE INFRASTRUCTURE PLANNING
(APPLICATIONS: PRESCRIBED FORMS AND PROCEDURE) REGULATIONS 2009

Consultation, April 2015

LONDON PARAMOUNT ENTERTAINMENT RESORT

London Resort Company Holdings (LRCH) is proposing to develop a world class Entertainment Resort, known as London Paramount Entertainment Resort (the "Entertainment Resort"), on the Swanscombe Peninsula. The project will bring multi-billion pound investment and benefits to the economies of Dartford, Gravesham, Kent and the wider nation, and is an important element of the wider development proposals for the Thames Gateway and north Kent, including the proposed Ebbsfleet Garden City.

It is estimated that the Entertainment Resort will create significant employment. These will typically be skilled or semi-skilled jobs, with London Paramount planning to provide a majority of its own training on site. There will also be thousands of supplier jobs created in the wider economy as a result, and approximately 6,000 additional jobs during the construction period. On average some 40,000

visitors are expected to visit the Entertainment Resort daily.

- ★ Up to 27,000 jobs created
- ★ Up to 6,000 jobs created during construction
- ★ Multi-billion pound investment and benefits to local economies
- ★ 40,000 daily visitors leading to an increase in local spend

We have held three stages of public consultation events since July 2014. We are now in a position to show you the plans we anticipate we will submit to the Secretary of State for Communities and Local Government in late summer 2015 and would like your views on the emerging masterplan and our approach to minimising any adverse impacts of the scheme.

Tell us what you think

This Community Consultation Document sets out a non-technical overview of the proposed development, including preliminary environmental information, on which we are seeking your views.

Please take time to read it and submit a feedback form. You can do this online at our website www.londonparamount.info or by visiting our consultation events in April and May 2015. All feedback received will be considered as part of ongoing iterations of the proposals and associated assessments.

This is a non-technical summary only and

further more detailed information is available from the following sources:

- ★ the Preliminary Environmental Information Report (PEIR)
- ★ the draft Development Consent Order
- ★ the project website (www.londonparamount.info)
- ★ the Planning Inspectorate website (<http://infrastructure.planningportal.gov.uk/projects/south-east/london-paramount>)

For information on our consultation events and how you can view project documentation, please see the back of this document.

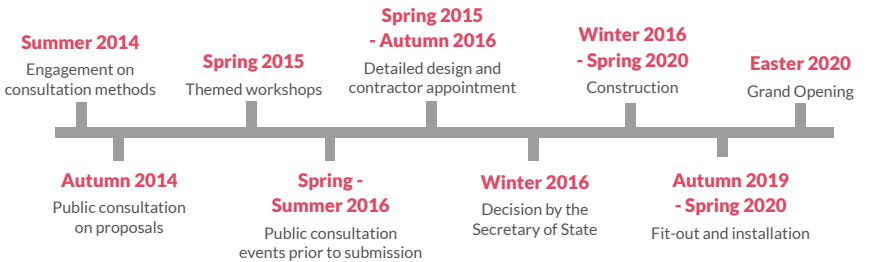
The planning process

Under the Planning Act 2008 the project is classified as a Nationally Significant Infrastructure Project (NSIP). This means that LRCH is required to apply to the Government for a Development Consent Order (DCO). This application will be made in late summer 2015.

One of the requirements of the Planning Act 2008 is that project promoters must carry out consultation on their proposed applications before they are actually made, and must take any responses received into account, adjusting

the project as appropriate. This document introduces and summarises the project, sets out how responses to the consultation can be made and invites those responses as part of the pre-application consultation.

Pre-application consultation will take place between Monday 27 April and Friday 5 June 2015. A Statement of Community Consultation (SOCC) setting out how LRCH will carry out this consultation has been published. To view this and for further information visit the project website at www.londonparamount.info.



An estimated project timeline for the Entertainment Resort

What we've done so far

Since July 2014, we have held three stages of non-statutory public consultation events on the Entertainment Resort proposals. Discussions and workshops as part of these stages related to issues such as transport, environment and regeneration.

Following each consultation stage, we have analysed and carefully considered all of the representations received. The response to those representations and their influence on the proposed project is documented within the 'Feedback Reports' that have accompanied each stage of consultation. These reports are available to view on the project website at www.londonparamount.info/downloads.

What we're doing now

Between 27 April and 5 June 2015 LRCH is undertaking statutory public consultation as required under the Planning Act 2008. In order to be taken into account, responses to the consultation will need to be sent to the London Paramount team by Friday 5 June 2015. Further information on our consultation events and how to submit your responses, is provided at the back of this document.

During the consultation local residents, businesses and key stakeholders will be able to view the proposals and submit any comments they may have for the team to take on board prior to a DCO application being submitted in late summer 2015.

Once the consultation period has concluded a consultation report will be drawn up and published. This will summarise the views and opinions expressed by members of the public and by other stakeholders during consultation and will make recommendations for future stages of scheme development.

Nearly 5,000 attendees have been involved in the consultation to date.

PROJECT PROPOSALS

Overview of the project

The overall site including the access corridor to the A2, totalling approximately 545 hectares, is principally based on the Swanscombe Peninsula on land to the east of Ingress Park, between the A226 and the River Thames. This doesn't mean we are proposing to develop the whole site within those borders, but that we are bringing forward a planning application for that area. The proposed site offers superb direct access to London and its transport hubs further linking Swanscombe to the rest of the country and Europe.

The key elements of the proposed Entertainment Resort are identified and explained below, along with the infrastructure improvements that are proposed to serve the development.

Principal development:

The principal development comprises a 'Leisure Core' up to 50 hectares in area, with the intention to theme it around the films and television programmes of Paramount Pictures and leading British television and film producers including, but not limited to, the BBC and Aardman Animations. The principal development consists of:

- ★ Up to 210,000m² of indoor and outdoor spaces for events, themed rides, attractions, shows and parades, entertainment venues, cinemas, theatres and nightclubs
- ★ Up to 25,000m² of ancillary food and beverage facilities i.e. cafes, restaurants and bars
- ★ Up to 15,000m² of ancillary retail facilities
- ★ Hotels with up to 2,500 bedrooms (as part of a total provision of up to 5,000 bedrooms across the proposed development as a whole)
- ★ Up to 27,000m² of service facilities including guest services
- ★ A visitor entrance square with ticketing facilities and related commercial uses
- ★ Associated car parking as part of a maximum provision of up to 14,000 permanent spaces
- ★ Hard and soft landscaping including amenity water features including ponds and canals

The Leisure Core will be set within a carefully designed landscape incorporating trees, shrubs, grassed areas. There will be careful separation of motorised vehicles and people such that once visitors arriving by road have left their car or bus they spend their entire time in a car-free environment. The layout will be designed fully with the needs of less mobile guests at the fore. The layout will be child and family-friendly with clear way-marking and focal points for groups to meet.

The Entertainment Resort will include a number of themed rides and attractions, which are being designed by leading designers and operators.

Visitors will be able to make use of cafes, restaurants and bars as well as a wide range of retail outlets, all themed around Paramount's and others' productions and brands. The emphasis will be very much on creating a relaxed, safe atmosphere and licensed premises within the Entertainment Resort will be carefully designed and managed with this in mind.

The Leisure Core will be an area accessible only to paying guests and as such it will be designed with a secure fence and controlled access points.

Associated development:

The remainder of the Entertainment Resort outside the Leisure Core will also be designed on themes of prioritising pedestrian and, in this area also, cycle transport.

Buildings will be set within a landscaped environment that will contain an internal road network with access points into the Leisure Core for servicing and car parks.

Outside the Leisure Core, the Proposed Development will be publicly accessible with ticketed or secure access only to individual components such as the Water Park, conference space, creative business hub, and staff training facilities. A pedestrian route will be created to the waterfront areas and promenade on the western side of the Swanscombe Peninsula. This area includes:

- ★ Hotels with up to 3,500 bedrooms as part of a combined provision of up to 5,000 hotel bedrooms across the Proposed Development
- ★ Up to 25,000m² water park featuring leisure pools, flumes, slides and other attractions located mainly within a purpose built landmark building
- ★ Up to 30,000m² of space for conferences and exhibitions, also suitable for music and indoor sports
- ★ Up to 20,000m² creative business hub for creative industries including studios, workshops and offices
- ★ Ancillary food, beverage and retail facilities
- ★ Staff and other training facilities
- ★ A transport interchange enabling visitors to disembark from buses, coaches, taxis and a rapid transit system linking Ebbsfleet International Station to the entrance square of the Proposed Development

- ★ Improvements to the existing jetty and adjacent wharf on the River Thames to assist access by boat for visitors and staff and the loading and unloading of construction materials and waste
- ★ The creation of a floating pontoon for use by visitors and staff
- ★ Surface level and/or multi-storey car parking facilities as part of a maximum provision of 14,000 permanent car spaces, 100 coach

spaces and 355 motorcycle spaces, cycle parking and pedestrian facilities

- ★ Extensive areas of parkland and nature conservation habitat and pedestrian walkways including an area of promenade on the western shore of the peninsula. A green zone of wildlife habitat creation and environmental enhancement will be formed around the northern and eastern shores of the Swanscombe Peninsula
- ★ Supporting gas, electricity, water, waste water, heating and cooling networks, a 8,000m² waste management facility, power generation (15,000m²) and distribution (6,000m²) spaces
- ★ Emergency and security services infrastructure including medical and fire points

3,034 likes on Facebook

1,087 followers on Twitter

4,947 attendees at public events

110 hours of public events

209,041 invitation letters and emails issued

1,919 feedback forms received

PROJECT PROPOSALS

Impact of the scheme

The proposed scheme provides a number of benefits to local businesses and the community, including the following:

- ★ It will be a catalyst for other development in the region including the Ebbsfleet Garden City
- ★ The project will bring multi-billion pound investment and benefits to the economies of Dartford, Gravesham, Kent and the UK generally
- ★ It is currently estimated that the project will create thousands of new jobs once operational. These jobs would typically be skilled or semi-skilled jobs and will primarily be delivered through engagement with the outside education community as well as some in-house training. In addition to direct jobs, there will be a creative business hub on site and there will be thousands of supplier jobs created in the wider economy as a result of this and the wider Entertainment Resort

- ★ There will also be significant job creation associated with construction activity prior to the opening of the Entertainment Resort which is expected to last around three years
- ★ Improvements will be made to the local road network, ensuring that new infrastructure is in place to serve the Entertainment Resort including a new dedicated access route
- ★ The project will regenerate a brownfield site, isolated by its previous industrial uses, back into a vibrant focus for the region
- ★ New routes will be created to make it attractive for people to walk, cycle or bus to the site
- ★ There will be an increase in economic activity in the local area, leading to an associated increase in local spend

However, the above benefits cannot be achieved without some impact. These impacts are linked to the construction and

operation of the proposed project. The impacts potentially include:

- ★ An increase in traffic movements on the A2
- ★ Views of the area – from north Kent and south Essex
- ★ Temporary local disturbance during the use of the existing pier for construction materials and river access
- ★ Temporary local effects (e.g. dust, noise and traffic disturbance) during construction work
- ★ Noise and light disturbance during operation
- ★ Socio-economic impact

A full list of the potential benefits and effects is contained in the PEIR, which provides a description of the environmental assessment information that has been gathered to date. Views on the PEIR are being sought as part of this public consultation.



An illustration of what the proposed Entertainment Resort may look like.



ILLUSTRATIVE MASTERPLAN

We have explored a number of potential layouts for the Entertainment Resort that take into consideration the planning, environmental and technical opportunities and constraints, as well as the feedback received during our earlier stages of consultation.

Entertainment Resort

Our intention is for the core area to be themed around the films and television programmes of Paramount Pictures, the BBC and Aardman Animations. There will be themed lands, event spaces, rides, attractions, day-time and night-time shows and parades, cinemas, theatres, nightclubs, restaurants and shops. The resort will also have plenty of parking provision with up to 14,000 spaces.

Entrance Square

The visitor Entrance Square will serve as a gateway for the Entertainment Resort. All visitors will be directed through the Entrance Square, which will include a hub for the passenger shuttle system, and be complemented by places for visitors to eat and drink and shop.

Water Park

On the edge of the resort an indoor water park (up to 25,000m²) will provide a distinctive visitor experience, unique in scale for the UK.

Events space

Up to 30,000 m² of events space is proposed including facilities for conferences, exhibitions, trade shows and product launches, as well as leisure-based events such as music and sport.

Creative business hub

A creative business hub of up to 20,000m² will be located close to the exhibition and events space providing modern high-quality office/studio space for use by companies and startups involved with the film, television and creative industries who wish to benefit from proximity to the Entertainment Resort.



Staff training facilities

A range of training facilities for Entertainment Resort staff will be provided which is essential in order to ensure the highest standards of service in hospitality, entertainment and safety are maintained.

Hotels

A range of hotels with a total capacity of up to 5,000 bedrooms will provide accommodation for visitors to the Entertainment Resort.

Habitat enhancement

Landscape and habitat enhancements will include managed access to parts of the marshes (for example a boardwalk network with information display boards) and improvements to habitats for bird, invertebrate and plant species through grassland management, wildlife habitat connections and ecological enhancements. Aside from biodiversity benefits, the marsh areas will serve as quiet zones for Entertainment Resort visitors, affording opportunities to relax in natural surroundings and to appreciate the local ecology and views over and along the River Thames.

Thames Walk

Our vision has always included introducing a way for the public and local community to enjoy walks along the edge of the River Thames helping to connect the Entertainment Resort and local communities with the river and provide an attractive entrance for visitors arriving via the river.

Have your say

Do you feel our illustrative masterplan for the Entertainment Resort has struck the right balance? Please get in touch with us before 5 June 2015 to have your say.

The Entertainment Resort will contain a number of themed zones, with exciting rides and attractions for families, children and the more adventurous thrill-seeking visitor. The illustrations below show what these zones could look like.



Port Plaza



Adventure Isle



Paramount Port Bay



Myths & Legends Castle

TRANSPORT AND ACCESS

It has always been critical for us to create a transport strategy that works; for our visitors and also the local community. The site is already connected to excellent public transport links and London Paramount visitors will benefit from its proximity to Ebbsfleet International Station, local train stations and the potential for Crossrail.

Highways England (formerly the Highways Agency) is assessing options

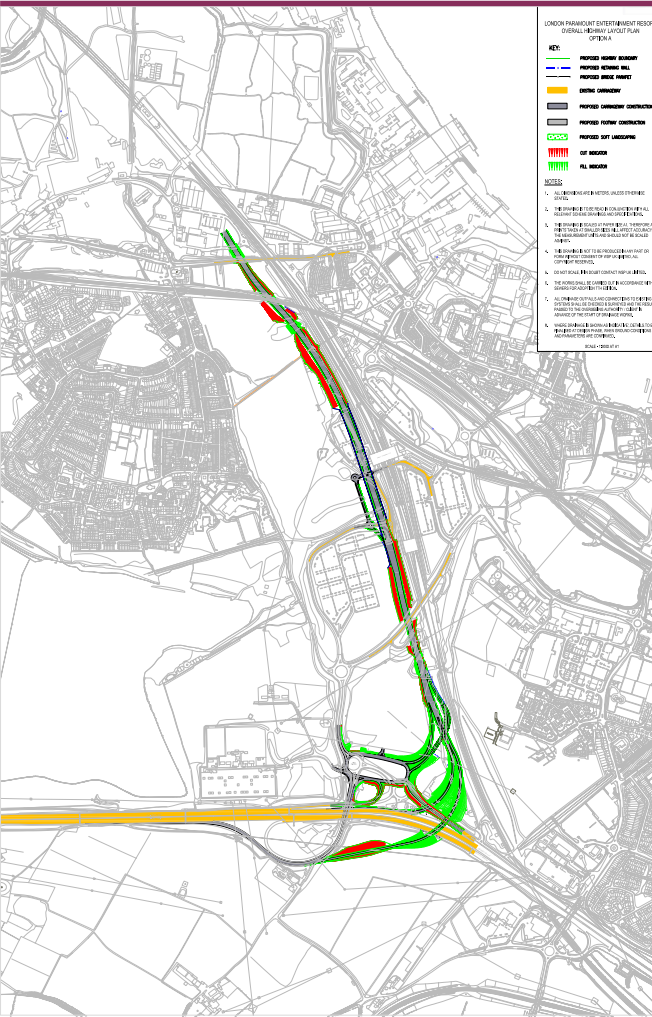
for improvements to the existing A2 Bean junction, which are programmed to be in place by 2022/23. It will be carrying out a separate consultation on the detail of those improvements, but those improvements will be designed to accommodate Bluewater traffic plus all traffic from consented developments in the area (for example, the Ebbsfleet Garden City).

Our preferred options

Following responses from our earlier consultation, we have developed two access options involving the A2 Ebbsfleet junction that attempt to minimise any adverse impacts upon archaeology and ecology, whilst meeting highway design standards. Only one of these options will be taken forward.

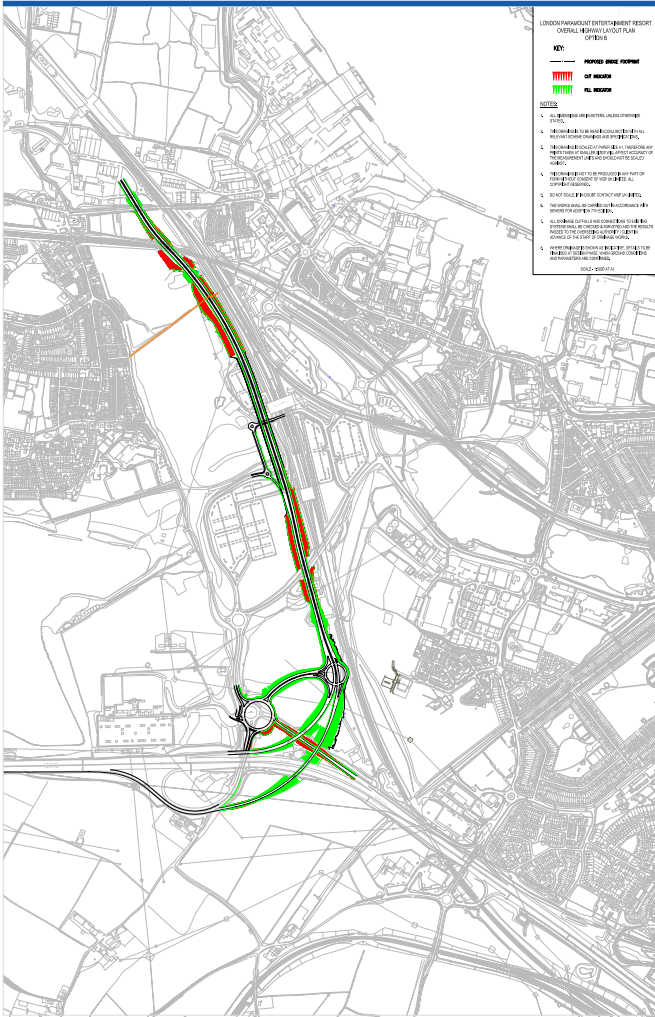
Option A

- ★ A new dedicated access will be created to separate Entertainment Resort traffic from local traffic, reducing the potential for traffic congestion at the A2 Ebbsfleet junction
- ★ The new road would be built adjacent to the existing HS1 rail line to minimise air quality and noise effects
- ★ Upgrades to the existing 'Ebbsfleet' roundabouts north of the A2 to provide a high capacity gyratory, which will reduce impacts on communities and accommodate future traffic flows associated with Ebbsfleet Garden City
- ★ Entertainment Resort traffic will be provided with a free flowing route from the A2 to the parking and drop off areas, minimising the potential for queuing back on the A2.



Option B

- ★ As with Option A, a new dedicated access to the Entertainment Resort would be created that separates Entertainment Resort traffic from local traffic
- ★ The new road would be built adjacent to the existing HS1 rail line to minimise air quality and noise effects
- ★ Local traffic and Entertainment Resort traffic would use an improved A2 eastbound off-slip
- ★ A new "hamburger" layout roundabout (a roundabout with a road running through the centre) would separate Entertainment Resort traffic from local traffic and provide a through route for resort traffic to minimise the potential for queuing back onto the A2.



We are committed to encouraging sustainable travel choices, such as by foot, bicycle and public transport, which help to reduce the number of cars on the road. There are already excellent existing public transport connections by bus and train and we are exploring how these, and others, can be further developed to serve the Entertainment Resort. For example;

- ★ Enhancing the 'Fastrack' rapid transit bus network, in co-ordination with Arriva and Kent County Council, to introduce new services and adjust bus time frequencies to ensure they meet new demands
- ★ Introducing a new, dedicated high frequency 'land train' shuttle service from Ebbsfleet International Station to the main entrance of the Entertainment Resort using the proposed dedicated access route
- ★ Working closely with local bus providers to ensure routes, wherever feasible, serve the Entertainment Resort, and provide a widespread connection between London Paramount and the main centres of the Kent Thameside area
- ★ Liaising with the Department for Transport and South Eastern Trains to ensure that both local and High Speed rail services will be planned to accommodate visitors and staff
- ★ Creating an access corridor to the Entertainment Resort from Ebbsfleet International Station that not only allows a route for buses, but a safe and direct connection for people to walk and cycle along
- ★ Entering into an agreement with Thames Clippers and Port of Tilbury to introduce river bus services across the Thames, linking Tilbury and Grays to south of the river and Central London, with an opportunity for Thames Clippers to consider the potential for a Park and Ferry service from Tilbury docks

During construction, we have a unique opportunity to use the River Thames to bring in construction materials onto site, which will further reduce pressure on the road network. As part of the proposals a construction haul route from the A2 will be delivered at the earliest opportunity in the construction phase.

Both our preferred transport solutions include a new dedicated access road to the Entertainment Resort that separates Entertainment Resort traffic from local traffic. With the information that you see here, which is your preferred transport option?

Get in touch before 5 June 2015 to share your view.

Construction of the new Entertainment Resort access road will be in three phases:

Phase One - Year 1

- ★ Establish a construction compound immediately north of the existing A2/B559 Ebbsfleet junction
- ★ Establish a haul route from Ebbsfleet International Station north to London Road using existing access from the A2260/B259 roundabout
- ★ Construct a tunnel under the A2260
- ★ Construct tunnels under the existing railway and London Road chalk spines with construction access from Manor Way
- ★ Use of the River Thames for some construction movements through year 1 - year 3
- ★ Begin construction of a transport interchange at Ebbsfleet International Station

Phase Two - Year 2

- ★ Complete the construction of a transport interchange at Ebbsfleet International Station
- ★ Construct new roundabouts at the A2 Ebbsfleet junction
- ★ Construct the new dedicated access road from new roundabouts at A2/B559 Ebbsfleet junction north through the new tunnels into the Entertainment Resort
- ★ Use this new access road as a construction vehicle access to the Entertainment Resort

Phase Three - Year 3

- ★ Construct new slip roads from the A2 to the new roundabouts at the A2/B559 Ebbsfleet junction
- ★ Construct the dedicated public transport/cycle/pedestrian route from Ebbsfleet International Station to the Entertainment Resort.

Parking

Our comprehensive parking survey has shown that creating 14,000 spaces on the site will be sufficient for the number of vehicles travelling to the site each day. It is likely this will include an element of multi-storey parking. There will also be up to 2,000 overspill parking spaces within the site to provide for busy days.

One of the transport issues raised by the community during the stages of public consultation that have taken place to date is the potential for 'controlled parking zones' to be introduced to provide priority spaces for residents. We are currently exploring this proposal with local authorities and are particularly keen to hear your views on this.



LANDSCAPE, VISUAL EFFECTS AND ECOLOGY

Landscape

We have worked hard to ensure our landscape strategies are a central part of the design process for the Entertainment Resort in order to minimise any adverse on the Swanscombe Peninsula and wider landscape setting.

The quarrying of chalk and manufacture of cement has been a key historical influence on the Swanscombe Peninsula. Current land uses include areas of marshland, semi-mature woodland, grassland and flood defences as well as industrial premises.

Access is currently limited to a small number of public footpaths. Our vision is to introduce a way for the public and local community to enjoy walks along the edge of the River Thames helping to connect the Entertainment Resort and local communities with the river. In addition, a proposed green network will include areas of environmental enhancement and wildlife habitat creation beside the river.

Ecology

The Thames Estuary forms part of a natural and manmade environment supporting a variety of wildlife habitats and species associated with the river and its banksides. Much of the proposed development lies on post-industrial brownfield land and, whilst this is contaminated in various places, such land can host a variety of habitats and species.

Our proposals will endeavor to ensure there is no overall loss in biodiversity on the site, by restoring and managing retained, as well as by creating new, habitats within the site and the surrounding area.

There are parts of the site, including Black Duck Marsh, Botany Marshes, Broadness Marsh, where large elements of existing habitats will be retained. These areas may be enhanced through active management to compensate for other areas where habitats might be adversely affected.

Other considerations relating to the environmental management of the site include:

- ★ An Ecological Clerk of Works to be appointed to supervise all elements of construction activity potentially affecting local ecology
- ★ Phased construction to avoid bird nesting season or hibernation periods and to enable re-establishment of invertebrates, reptiles and associated vegetation
- ★ Protective fencing to exclude construction areas from surrounding habitats
- ★ Retaining established trees. Few, if any, of the mature trees on the site will be removed as part of the scheme
- ★ Habitat management works, particularly in relation to the retained reedbeds and marshes on the Swanscombe Peninsula
- ★ Retaining and re-establishing habitat and grasslands
- ★ The management of retained grassland / scrub mix habitats

- ★ Provision of scrub as part of site landscape proposals to replace a proportion of lost scrub
- ★ Protective measures to reduce the effects of boats using the jetty and river
- ★ A 'zoned' approach to public access allowing some areas to remain completely undisturbed by public access and temporary closures of routes at sensitive times of the year
- ★ Bird hides overlooking the marshes
- ★ Green roofs and drainage schemes that increase the 'permeability' of the venue, providing additional habitat
- ★ Visitor and public access management including information displays

Other mitigation measures may be identified as we continue to study the site, and as we receive feedback from this consultation. The feedback will be fully assessed and reported in the Environmental Statement that will be submitted as part of the DCO application for London Paramount.

Air Quality

There is no question that, at certain times, and in specific places, the development will have an impact on air quality. This includes during construction and as a result of the presence of increased traffic and energy centre emissions. The siting of the energy centre will be carefully considered during the detailed design stage to ensure any air quality impacts are minimised and environmental conditions will be regularly monitored for air pollution.

In agreement with local authorities, we are assessing air quality at strategic points along the A2 from the M25 (eg at key junctions), as well as along the London Road. Construction pollution (such as dust and noise) will be mitigated in a comprehensive Environmental Management Plan that is specific to the construction activities on the development site.

Noise and vibration

We have conducted a series of surveys to understand potential levels of noise and vibration created by the construction and operation of the proposed development. Based on observations made at similar developments in Europe there is not expected to be significant vibration created from the operation of the Entertainment Resort. This evaluation takes account of distances to the nearest residential properties.

On the basis of the assessment work carried out to date, it is provisionally concluded unlikely that significant adverse noise effects would arise as a result of the construction and operation of the proposed development, but there could be some impacts from traffic noise. Our work is on-going in this area.

Water resource management

Surface water, arising from rainfall, will flow through a network of ditches directly to the River Thames meaning there will be no run-off on the ground. Careful consideration and analysis will be carried out, with particular regard to the marshes, to ensure there is no risk of contamination and the water quality is not compromised.

The site is currently protected by sufficiently effective flood defences that might only fail in an extreme storm that would occur once in a thousand years on average. We have proposed raising flood defences by around a metre to ensure that this level of protection is maintained allowing for predicted sea level rises. This approach has been discussed and agreed with the Environment Agency.

Visual effects

We have undertaken studies to understand how visible the site is and how it fits within views at various distances and locations. Over 55 viewpoint locations have been identified to allow 'before' and 'after' views to be prepared to properly understand the changes that need to be made to the design and/or screening of the development. These viewpoints are subject to discussion with the key local authorities and bodies including the Kent Downs Area of Outstanding Natural Beauty.

Feedback from the non-statutory public consultation process to date has provided additional information to inform the landscape and visual assessment process. The key feedback can be summarised as follows:

- ★ Strong support for the proposed balance between the Entertainment Resort attractions and retaining publicly accessible green space and marshland
- ★ Concern about development in the Green Belt south of the A2
- ★ Concern about light pollution and security lighting impacts
- ★ Making sure that the site is visually appealing

Buildings and structures will be visible from the Thurrock area to the north of the River Thames, including from the Thames Path and other viewpoints close to the site. We have changed and improved the layout of the project, including landscaping, and further changes are being considered as part of the ongoing masterplanning process in response to consultation feedback and ongoing technical studies. Responses to the current stage of public consultation will also be taken into account and will inform this process.

CULTURAL HERITAGE AND ECONOMIC BENEFITS

Cultural Heritage

Based on the investigations that have been carried out to date, it has become apparent that some of the site is likely to contain important remains dating to the Palaeolithic period, which extended from 900,000 years ago to 9,500 years ago. It is also likely that important remains relating to the prehistoric, Romano-British and Industrial periods exist. By understanding these assets it will be possible to develop the Entertainment Resort in a way that protects, and in some cases, enhance the level of knowledge of cultural heritage in the area.

From our ongoing assessments and upcoming field investigations, we are preparing a mitigation strategy to minimise any impact on the site. The mitigation strategy is likely to include the following measures:

- ★ A management plan prior to the start of construction
- ★ Preservation of findings in situ where possible
- ★ Possible excavation of archaeological remains and built heritage
- ★ Keeping a public record of all findings

Our proposals aim to ensure there is no overall loss in biodiversity on the site.

- ★ Having a watching brief during construction
- ★ Implementation of a Construction Management Plan to help reduce impacts from noise and light pollution
- ★ Screening and landscaping around Listed Buildings and other heritage assets where possible
- ★ Improving public understanding of the site through the display of artefacts and the results of archaeological excavations
- ★ Community engagement through open days and events

Socio-economic effects

Job creation

We are determined to ensure job opportunities are available to local people as well as the wider employment market. There will be a range of full time and part time jobs expected to include:

- ★ Approximately 6,700 Entertainment Resort full time jobs
- ★ Approximately 1,800 full time jobs in Entertainment Resort hotels
- ★ Approximately 1,300 full time jobs located at the creative business hub
- ★ Potential for approximately 15,700 indirect jobs through the supply chain and growth from spending in the local area
- ★ Peak on site construction employment of up to 6,300 jobs, during the construction period

The jobs created will be across a wide range of opportunities including skilled professional roles. Local schools, job centres and community groups are assisting our understanding of the mix of skills and resources available in the local labour pool and this in turn will guide recruitment and training provision. The Entertainment Resort will include staff training facilities which will enable local school-leavers and job seekers (of all ages) to gain the skills necessary to work to their full abilities within the proposed development.

London Paramount has a dedicated jobs email address (jobs@londonparamount.info) for people to get in touch in order to register their details if they are interested in employment opportunities.

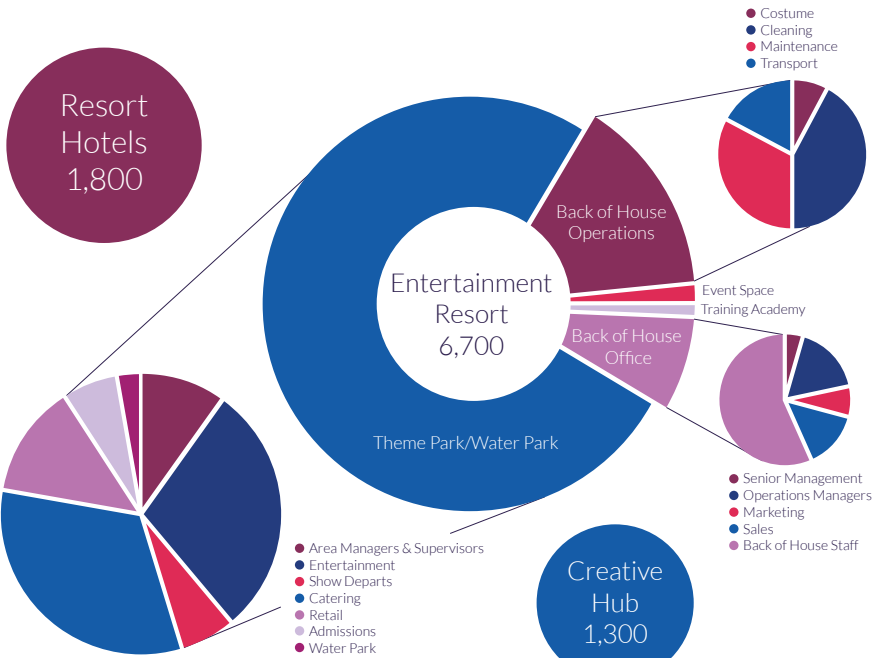
Local businesses

With approximately 40,000 people visiting the Entertainment Resort on a typical day, the impact on job creation, tourism and business growth will be transformational. Those who work at the Entertainment Resort will spend their earnings locally, which will not only help to revive Swanscombe High Street and other local shopping areas but will increase overall activity in the local area.

Whereas the Entertainment Resort will create significant new market opportunities for local businesses supplying goods and services, it is also important to consider how it might compete with existing leisure and entertainment businesses and their abilities to attract labour.

Notwithstanding the provision of up to 5,000 hotel bedrooms within the Entertainment Resort, it is estimated that around 3,000 rooms will be needed offsite on an average day, rising to over 11,000 for a peak day. These will be across a full range of accommodation types (e.g. hotels, B&Bs and non-serviced accommodation) and across a wide area of London and the South East.

If you are a local and regional business or supplier we will be holding supply chain events later this year. Get in touch to register your interest at supplychain@londonparamount.info



Anticipated full time jobs at the Entertainment Resort