

	TIP03	TIP04	TIP17	TIP35	TIP44	TIP49	TIP50	TIP51	TIP68	TIP69	TIP07	TIP13	TIP59	TIP08	TIP15	TIP16	TIP48	TIP70	TIP71	TIP10	TIP11	TIP42	TIP12	TIP57	TIP18	TIP34	TIP41	TIP19	TIP37	TIP40	
	Pennsylvania Lane / Brook Meadows	Oak Road behind eastern end	Rear of Bonnie Blue Oak	Coal Yard	104 Oak Road Back Area	North of Oak Road (site C) Central	North of Oak Road (site B) East	North of Oak Road (site A) West	Highlands Nursery & behind 100 Oak Road	Land between Messing Road and Colchester Road near Elms Farm	Around West End House (Heath)	West End Road, Nurseries Field	Lange, West End Road	Kelvedon Road between The Gables & Stourton	Water Works, Grange Road	Towerend	The Gables, Kelvedon Road	Essex & Suffolk Water north	Essex & Suffolk Water south	Bull Lane	South of Rhubarb Hall (Grove Road)	Newbridge Road/Grove Road	Ship Field	Off West End Road	Culver Farm, Pennsylvania Lane (west side)	North of Fourwinds, Pennsylvania Lane	Surrounding Little Oaks, Pennsylvania Lane	Colchester Road (north of Warriors Rest)	Colchester Road	Colchester Road (adjacent Woodview Farm)	
Ha	11.17	2.68	1.6	0.55	0.628	13.21	6.09	4.63	2.046	1.6	1.95	1.66	0.35	1.6	0.838	3.544	0.39	2.386	0.352	3.05	0.66	6.02	3.33	23.14	4	1.6	4.5	0.46	3.1	2	
Houses offered	335	25-30	Community			Community			45	24+	20+	Business, Leisure, Community		Business uses		100	8-10	466	10+	31	Business, Leisure	Warden Assisted Accommodation	4	3.1	2						
1A calculated	285	68	40	14	16	336	155	118	52	37	49	42	8	40	21	90	10	18	9	77	19	153	85	590	102	40	114	16	82	51	
1A.1 Flood	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
1A.2 Too small	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
1A.3 Detached	G	G	G	G	G	G	G	G	G	G	R	R	R	G	G	G	G	G	G	G	G	G	G	G	A	G	G	G	A	A	
1A.4 National Access	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
1A.5 Access	A	G	A	G	A	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	G	G	G	G	A	A	A	G	G	A	
1B																															
1B.1 Planning	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
1B.2 Other use	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
1B.3 Assess	G	G	A	G	A	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
Avail																															
2.1 Promoted	G	G	G	A	G	G	G	G	G	G	A	A	A	G	G	G	A	G	G	G	G	G	A	A	A	A	A	A	A	A	
2.2 Ownership	G	G	G	G	G	G	G	G	G	G	G	G	G	A	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
2.3 In Use	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
Achieve																															
3.1 Viable	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	A	A	G	G	G	
3.2 Ransom	G	G	G	G	A	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
3.3 Minerals	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
3.4 Employment	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
3.5 Contaminated	G	G	G	A	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
3.6 Infrastructure	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
3.7 GP	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	R	R	A	A	A	A	A	A	A	A	A	A	A	
3.8 Primary	A	G	G	G	G	G	G	G	G	G	A	A	A	G	G	G	G	G	G	A	G	G	A	A	A	G	G	G	G	G	
3.9 Secondary	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
3.10 Unimplemented	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	G	G	G	G	G	G	G	G	G	G	
3.11 Impeding	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	G	G	G	G	G	
S&S																															
4.1 Settlement	G	G	G	G	G	G	G	G	G	G	R	R	R	G	G	G	G	G	G	G	G	G	G	G	A	A	G	G	A	A	
4.2 Coalesce	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
4.3 Access	A	G	G	G	A	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	A	G	G	A	A	A	A	A	A	A	
4.4 Utilities	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	A	A	A	A	A	A	
4.5 Pylons etc	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
4.6 Brownfield	R	R	R	A	A	R	R	R	A	R	R	R	R	R	R	A	A	R	R	R	A	R	R	R	R	R	R	R	R	R	
4.7 Agriculture	R	A	A	G	A	A	A	A	A	R	R	R	R	A	A	A	A	A	A	A	G	A	A	R	R	R	R	R	R	R	
4.8 Noise Smell	A	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	A	G	G	G	G	G	G	G	G	
4.9 PC preferred	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	A	A	G	G	G	G	G	A	A	A	
4.10 Q preferred	A	G	G	G	G	G	G	G	G	G	A	A	A	G	G	G	G	G	G	R	A	A	A	A	A	A	A	A	A	A	
4.11 Landscape	R	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	A	A	A	A	A	A	
4.12 Biol/Geol	R	G	G	G	G	A	G	A	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	A	A	A	A	A	A	
4.13 Arch/Heritage	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
4.14 OS / PROW	A	G	G	G	G	A	G	G	G	G	G	G	G	A	G	G	G	A	A	G	G	G	A	A	A	A	A	A	A	A	
4.15 Flood	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	
4.16 Drainage	A	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	A	A	A	A	A	A	A	
4.17 View	A	G	G	G	G	G	G	G	G	G	A	A	A	G	G	G	G	G	G	A	G	G	A	A	A	A	A	A	A	A	
4.18 Bus	A	G	G	G	G	G	G	G	G	G	G	G	G	A	R	A	A	R	R	G	R	R	G	G	R	R	R	R	R	R	
4.19 Train	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
4.20 Primary	A	G	G	G	G	G	G	G	G	A	A	A	A	G	A	G	G	A	A	A	R	R	G	G	R	R	R	R	R	R	
4.21 Secondary	A	G	G	G	G	G	G	G	G	G	R	R	R	G	G	G	A	G	A	A	A	A	R	R	A	A	G	G	G	G	
4.22 NHS	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
4.23 Centre	A	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	A	A	R	R	R	R	R	R	R	R	R
4.24 Employment	A	A	G	G	G	G	A	G	G	A	R	R	R	G	A	G	G	G	A	A	A	R	R	R	R	R	R	R	R	R	
4.25 Play	G	G	G	G	G	G	G	G	G	G	R	R	R	A	A	A	A	R	A	R	R	R	R	R	R	R	R	R	R	R	
4.26 Park	A	G	G	G	G	G	A	G	G	G	G	G	G	G	G	G	G	G	G	R	G	G	G	A	A	R	A	A	A	A	
Green	20	33	34	33	33	32	33	32	34	32	25	25	25	31	29	32	31	29	29	24	25	26	26	23	18	19	21	29	26	26	
Amber	14	3	2	4	4	4	3	4	3	3	6	6	6	5	6	5	6	4	5	11	9	6	7	9	14	13	11	7	10	10	
Red	6	4	4	3	3	4	4	4	3	5	9	9	9	4	5	3	3	7	6	5	6	8	7	8	8	8	8	4	4	4	

	TIP67	TIP38	TIP39	TIP45	TIP46	TIP61	TIP43	TIP65	TIP52	TIP63	TIP53	TIP55
	Land adjacent to Maypole Road	Newbridge Road (adj Park Drive)	Rear of 71 Grove Road	Land further behind 71 Grove Road	Land further behind of Barbrook Lane 77-97	Rear of Barbrook Lane 77-97	94 Maldon Road	Peakes, Maldon Road	South – west of Cherry Chase	Land off Bull Lane	East of Factory Hill	Florence Park (pitches area)
	B	C	B	B	B	B	E	E	D	D	C	E
Ha	1.3	3.1	1.9	1.67	1.33	1.8	0.8	16.033	5.4	1.4	1.5	6.07
Houses offered	20-40	60-70				5 eco homes					A Home	120
							Retail / Community with adjoining plot	Pick up/drop off for Tiptree Heath school				
1A calculated	33	79	48	42	33	45	20	408	137	35	38	154
1A.1 Flood	G	G	G	G	G	G	G	G	G	G	G	G
1A.2 Too small	G	G	G	G	G	G	G	G	G	G	G	G
1A.3 Detached	G	G	G	A	A	G	G	G	G	G	G	G
1A.4 National	G	G	G	G	G	G	G	G	G	G	G	G
1A.5 Access	G	A	G	A	A	G	A	G	A	A	G	G
1B												
1B.1 Planning	G	G	G	G	G	G	G	G	G	G	G	A
1B.2 Other use	G	G	G	G	G	G	G	G	G	G	G	A
1B.3 Assess	G	G	G	G	G	G	G	G	G	G	G	G
Avail												
2.1 Promoted	G	G	G	A	A	A	G	G	G	A	G	G
2.2 Ownership	G	G	G	G	A	G	G	A	G	G	G	G
2.3 In Use	G	G	G	G	G	G	G	G	G	G	G	A
Achieve												
3.1 Viable	G	G	G	G	A	G	G	G	G	G	G	G
3.2 Ransom	G	G	G	A	A	G	G	G	A	A	G	G
3.3 Minerals	G	G	G	G	G	G	G	G	G	G	G	G
3.4 Employment	G	G	G	G	G	G	G	G	G	G	G	G
3.5 Contaminated	G	G	G	G	G	G	G	G	G	G	G	G
3.6 Infrastructure	G	G	G	G	G	G	G	G	G	G	G	G
3.7 GP	A	A	A	A	A	A	A	A	A	A	A	A
3.8 Primary	G	A	G	G	G	G	A	A	A	A	A	G
3.9 Secondary	G	G	G	G	G	G	G	G	G	G	G	G
3.10 Unimplemented	G	A	G	G	G	A	G	G	G	G	G	G
3.11 Impeding	G	G	G	G	G	G	G	G	G	G	G	G
S&S												
4.1 Settlement	G	G	G	G	G	G	G	G	G	G	G	G
4.2 Coalesce	G	G	G	G	G	G	G	G	G	G	G	G
4.3 Access	G	G	G	A	A	G	A	G	A	A	G	G
4.4 Utilities	G	G	G	G	G	G	G	G	G	G	G	G
4.5 Pylons etc	G	G	G	G	G	G	G	G	G	G	G	G
4.6 Brownfield	R	R	R	R	R	R	R	R	R	R	R	R
4.7 Agriculture	G	G	R	R	R	R	A	R	R	R	R	A
4.8 Noise Smell	G	G	G	G	A	G	G	G	G	G	G	G
4.9 PC preferred	A	A	A	A	A	A	G	G	A	A	R	G
4.10 Q preferred	A	R	A	A	A	A	A	A	R	R	R	A
4.11 Landscape	G	A	G	G	G	G	G	G	G	G	G	G
4.12 Biol/Geol	G	A	G	G	G	G	G	G	G	G	G	G
4.13 Arch/Heritage	G	A	G	G	G	G	G	G	G	G	G	G
4.14 OS / PROW	G	G	G	G	G	G	A	A	A	G	G	A
4.15 Flood	G	G	G	G	G	G	G	G	G	A	G	G
4.16 Drainage	G	A	G	G	G	G	A	G	G	A	A	A
4.17 View	G	G	G	G	G	G	A	A	G	G	G	A
4.18 Bus	G	R	A	R	A	A	G	G	A	G	G	A
4.19 Train	R	R	R	R	R	R	R	R	R	R	R	R
4.20 Primary	G	R	G	G	G	G	A	G	A	A	A	A
4.21 Secondary	G	A	G	G	G	G	A	A	A	A	A	G
4.22 NHS	R	R	A	R	R	R	R	R	A	R	A	R
4.23 Centre	R	A	A	A	A	A	A	A	G	A	G	R
4.24 Employment	A	A	A	A	A	A	A	A	G	G	G	A
4.25 Play	G	R	G	A	A	G	R	G	R	R	A	G
4.26 Park	G	G	G	A	G	G	A	A	A	R	G	G
Green	32	22	30	25	23	28	23	26	24	22	28	26
Amber	4	11	7	10	13	8	13	10	11	11	7	10
Red	4	7	3	5	4	4	4	4	5	7	5	4
Score	108	95	107	100	99	104	99	102	99	95	103	102