Colne Marina



Q&A

Below, you can find answers to some key questions you may have.

For more information, get in touch using enquiries@morganmarine.com

Will the redevelopment generate any new jobs in Brightlingsea?

Yes, up to ten full time equivalent jobs are anticipated. The redevelopment will facilitate growth of the town by encouraging mariners to return to Brightlingsea as a location known for marine leisure, elite sailing, and marine engineering excellence.

Is the impact on the environment considered?

An extensive environmental impact assessment and habitat regulations assessment has been carried out as part of the licence application. Although there will be some short term impacts caused by the construction, long term impacts are considered to be minimal. The development will improve the waterfront, by tidying the foreshore area of wrecks and litter that have accumulated over the years.

Is there any archaeology (heritage) to be considered at the site?

A study carried out by qualified archaeologist highlights there are no archaeological artefacts at the development site.

How will you minimise disturbance from traffic in town?

We will aim to minimise traffic through town; however, the single access road will be used by a small amount of delivery lorries required for the sheet piling and the new pontoons.

Can I still access my boat?

Work is scheduled to be phased between the west and east yard, to ensure operation of the current moorings.

What time will noisy activities such as piling be carried out?

For a short duration piling activities will be required for this project, we will request the contractor to only work daylight hours to limit the noise impact.

Will this installation affect navigation eastwards up the creek?

No, the depth of the main channel will remain the same and the design will not impede along this navigational route, allowing boats moored upstream to continue to be accessed.

When will construction start?

Phase 1 is planned to start in November 2021, although this is subject to change.

