Operations likely to damage the special interest

Site name: Esher Commons, Surrey

OLD1000780
Ref. No. Type of Operation

1 Cultivation, including ploughing, rotovating, harrowing, and re-seeding.
2 Grazing.
3 Stock feeding.
4 Mowing or other methods of cutting vegetation.
5 Application of manure, fertilisers and lime.
6 Application of pesticides, including herbicides (weedkillers).
7 Dumping, spreading or discharge of any materials.
8 Burning.
9 The release into the site of any wild, feral or domestic animal*, plant or seed.
10 The killing or removal of any wild animal*, including pest control.
11 The destruction, displacement, removal or cutting of any plant or plant remains, including eg tree, shrub, herb, hedge, dead or decaying wood, moss, lichen, fungus, leaf-mould, turf etc.
12 Tree and/or woodland management+.
13a Drainage (including the use of mole, tile, tunnel or artificial drains).
13b Modification of the structure of watercourses (eg streams, springs, ditches, drains), including their banks and beds, as by re-alignment, re-grading and dredging.
13c Management of aquatic and bank vegetation for drainage purposes.
14 The changing of water levels and tables and water utilisation (including irrigation, storage and abstraction from existing water bodies and through boreholes).
15 Infilling of ditches, drains, ponds, pools, or marshes.
16a Freshwater fishery production and/or management, including sporting fishing and angling.
16b Extraction of minerals, including peat, sand and gravel, topsoil, subsoil, and spoil.
16c Construction, removal or destruction of roads, tracks, walls, fences, hardstands, banks, ditches or other earthworks, or the laying, maintenance or removal of pipelines and cables, above or below ground.
16d Storage of materials.
16e Erection of permanent or temporary structures, or the undertaking of engineering works, including drilling.
16f Use of vehicles or craft likely to damage or disturb features of interest.
16g Recreational or other activities likely to damage features of interest.
16h Game and waterfowl management and hunting practices.

* ‘animal’ includes any mammal, reptile, amphibian, bird, fish or invertebrate.
+ including afforestation, planting, clear and selective felling, thinning, coppicing, modification of the stand or underwood, changes in species composition, cessation of management.