

# Kendal Flood Risk Management Scheme

## Waterside Flats construction completion

### Scheme overview

The Environment Agency is delivering a Flood Risk Management Scheme to better protect homes and businesses from flooding in the Kent catchment, and improve the local environment and community amenities. Kendal is the first area to be delivered, followed by Burneside, Staveley, Ings and upstream measures including flood storage. The construction of the flood scheme in Kendal is progressing, with the area around Waterside Flats now complete.

### What have we done?

The works involved the construction of a flood defence wall around Waterside Flats. The flood defence wall is finished in natural stone cladding to the riverside and imprinted concrete to the residential side. These two finishes blend into both the riverside and property aesthetics of this area.

Two new flood gates will be installed, which will remain open to maintain riverside access, and will be closed only in periods of potential flooding. Another key feature is the creation of a ramped access from the riverside to Waterside Flats properties providing access for all.



The rear of the flood wall with the imprinted concrete and landscaping.

### Landscaping

We have planted trees, shrubs and perennials around the new flood wall which will provide food and habitat for wildlife as well as creating an area for everyone to enjoy.

The front of the flood wall with natural stone and planting



### Hidden History

Within this area a number of archaeological excavations took place before works commenced. These excavations unearthed some interesting finds giving us a glimpse into Kendal's industrial past within this area of the town.

Evidence has uncovered finds of Kendal's locally famous dye industry with foundations of later 19<sup>th</sup> century buildings and evidence of dye wells and glass dye bottles engraved with 'WHITAKERS AND CO, COLOURWORKS KENDAL'. All discoveries made will be exhibited at an archaeology exhibition in Summer 2023.

