

# Phase 1 - Timber Groyne Repairs - Works Area 5



The above plan shows the area where the contractor will be undertaking the timber groyne repairs.

Worthing's primary sea defence is the shingle beach, and the timber groynes are used to control the shingle levels. Therefore not all of the timber groynes will be repaired, only those which are not retaining the shingle beach to the desired beach levels.

The timber groynes will be repaired by extending the snapped timber piles and replacing the missing planks. These types of repairs have already been undertaken to other timber groynes within Worthing.

It is not our intention to fully close the beach during the works. The contractor will only close off the areas where they are working, however the public are advised to stay away from the work area. At the end of each day the beach will be opened back up to the public.

Once the contractor has completed all of the works in this area they will move onto Area 6. However, there may be a short overlap between ending Area 5 and starting Area 6

For more information, please visit our website : <https://www.adur-worthing.gov.uk/seafront-and-river-adur/coastal-protection/#worthing-capital-maintenance>

## Examples of the types of repair work which will be undertaken within this area

### Replacing and repairing missing sections of the timber groyne

Photo of a groyne before works



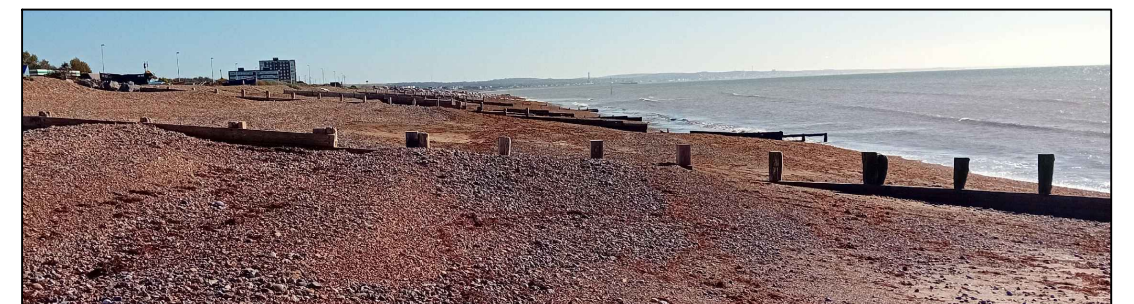
The existing piles have snapped and the missing planks cannot be replaced. This has resulted in the shingle passing through the groyne and allowing the shingle beach and defence to erode.

Photo of the same groyne immediately after the works were completed



The snapped piles have been extended/strengthened and the missing planks have been replaced. The shingle will naturally build up against the groyne.

Photo of the same groyne two months after the works were completed



The shingle has naturally built up against the timber groyne. In the space of only two months the sea defence is back to its original condition.