

Assets located within 0.20m SLR +1% AEP:
Drainage Pipes (CoGG) - Length (m) = Drainage Pits (CoGG) - Number =
Assets located within 0.50m SLR +1% AEP:
Drainage Pipes (CoGG) - Length (m) =
Drainage Pits (CoGG) - Number =
Assets located within 0.80m SLR +1% AEP:
Drainage Pipes (CoGG) - Length (m) =
Drainage Pits (CoGG) - Number =

gns (VicRoads) gns (CoGG) Bicycle (CoGG) past Trail (BBCoM) Channel (CoGG) n (CoGG) VicRoads)	
Bicycle (CoGG) past Trail (BBCoM) Channel (CoGG) n (CoGG)	gns (VicRoads)
bast Trail (BBCoM) Channel (CoGG) n (CoGG)	jns (CoGG)
Channel (CoGG) n (CoGG)	Bicycle (CoGG)
n (CoGG)	ast Trail (BBCoM)
,	hannel (CoGG)
/icRoads)	(CoGG)
	/icRoads)
CoGG)	CoGG)

played on maps are he 0.80m SLR + 1% AEP	
ss Locations (ABR) gs (Private)	

ets - Drainage		Public Assets - U
thin 0.20m SLR +1% AEP:		Assets located within 0.20
oGG) - Length (m) =	23	Electricity Poles (Powercor
GG) - Number =	8	Electricity Substation (Pow
thin 0.50m SLR +1% AEP:		Sewer Gravity Pipes (BW)
oGG) - Length (m) =	746	Sewer Nodes (BW and BCC
GG) - Number =	23	Sewer Pressure Pipes (BW) Street Lights (Powercor) - I
thin 0.80m SLR +1% AEP:		Street Lights (VicRoads) - N
oGG) - Length (m) =	1271	Water Nodes (Barwon Wat
GG) - Number =	33	Water Pipes (Barwon Wate
		Assets located within 0.50
ts - Poads		Electricity Poles (Powercor

Electricity Substation (Powercor) - Number =	4
Sewer Gravity Pipes (BW) - Length (m) =	14
Sewer Nodes (BW and BCCoM) - Number =	43
Sewer Pressure Pipes (BW) - Length (m) =	17
Street Lights (Powercor) - Number =	10
Street Lights (VicRoads) - Number =	8
Water Nodes (Barwon Water) - Number =	12
Water Pipes (Barwon Water) - Length (m) =	11
Assets located within 0.50m SLR +1% AEP:	
Electricity Poles (Powercor) - Number =	33
Electricity Substation (Powercor) - Number =	7
Sewer Gravity Pipes (BW) - Length (m) =	19
Sewer Nodes (BW and BCCoM) - Number =	49
Sewer Pressure Pipes (BW) - Length (m) =	19
Street Lights (Powercor) - Number =	15
Street Lights (VicRoads) - Number =	12
Water Nodes (Barwon Water) - Number =	24
Water Pipes (Barwon Water) - Length (m) =	16
Assets located within 0.80m SLR +1% AEP:	
Electricity Cable (Powercor) - Length (m) =	26
Electricity Poles (Powercor) - Number =	47
Electricity Substation (Powercor) - Number =	9
Sewer Gravity Pipes (BW) - Length (m) =	23
Sewer Nodes (BW and BCCoM) - Number =	73
Sewer Pressure Pipes (BW) - Length (m) =	22
Sewer Vents (Barwon Water) - Number =	1
Street Lights (Powercor) - Number =	20
Street Lights (VicRoads) - Number =	15
Water Nodes (Barwon Water) - Number =	39
Water Pipes (Barwon Water) - Length (m) =	21
Private Assets	
Filvale Assels	
Assets located within 0.20m SLR +1% AEP:	

Assets located within 0.20m SLR +1% AEP:	
Buildings (Private) - Area (ha) =	0.99
Buildings (Private) - Number =	88
Business Locations (ABR) - Number =	7
Assets located within 0.50m SLR +1% AEP:	
Buildings (Private) - Area (ha) =	1.36
Buildings (Private) - Number =	113
Business Locations (ABR) - Number =	15
Assets located within 0.80m SLR +1% AEP:	
Buildings (Private) - Area (ha) =	1.71
Buildings (Private) - Number =	139
Business Locations (ABR) - Number =	26

Sport - Area (ha) = Trees (CoGG) - Number =	0.1 16
Assets located within 0.50m SLR +1% AEP:	
Sport - Area (ha) = Trees (CoGG) - Number =	0.12 19
Assets located within 0.80m SLR +1% AEP:	
Sport - Area (ha) =	0.13
Trees (CoGG) - Number =	29
Environmental Assets	
Assets located within 0.20m SLR +1% AEP:	
EVC Count Area - Number -	15

EVC Count Area - Number =	15
EVC Count Area (ha) =	94.
Wetland Area (ha) =	64.
Assets located within 0.50m SLR +1% AEP:	
EVC Count Area - Number =	15
EVC Count Area (ha) =	99.
Wetland Area (ha) =	64.
Assets located within 0.80m SLR +1% AEP:	
EVC Count Area - Number =	17
EVC Count Area (ha) =	10
Wetland Area (ha) =	65.
Breakdown by EVC:	

# **LCHA Coastal Inundation** and Asset Location