



Assets located within 0.20m SLR +1% AEP: Buildings (Private) - Area (ha) = Buildings (Private) - Number = Business Locations (ABR) - Number =	
Assets located within 0.50m SLR +1% AEP:	
Buildings (Private) - Area (ha) = Buildings (Private) - Number = Business Locations (ABR) - Number =	
Assets located within 0.80m SLR +1% AEP:	
Buildings (Private) - Area (ha) = Buildings (Private) - Number = Business Locations (ABR) - Number =	

	tricity Poles (Powercor) - Number = et Lights (CoGG) - Number =
	er Nodes (Barwon Water) - Number =
Wat	er Pipes (Barwon Water) - Length (m) =
Asse	ets located within 0.80m SLR +1% AEP:
Elec	tricity Cable (Powercor) - Length (m) =
Elec	tricity Poles (Powercor) - Number =
Stre	et Lights (CoGG) - Number =
Wat	er Nodes (Barwon Water) - Number =
Wat	er Pipes (Barwon Water) - Length (m) =

Assets located within 0.20m SLR +1% AEP:	
Footpath (CoGG) - Length (m) =	10
Kerb & Channel (CoGG) - Length (m) =	43
Paths - Bicycle (CoGG) - Length (m) =	60
Paths - Shared (CoGG) - Length (m) =	23
Roads (CoGG) - Length (m) =	18
Assets located within 0.50m SLR +1% AEP:	
Footpath (CoGG) - Length (m) =	53
Kerb & Channel (CoGG) - Length (m) =	47
Paths - Bicycle (CoGG) - Length (m) =	32
Paths - Shared (CoGG) - Length (m) =	64
Roads (CoGG) - Length (m) =	22
Assets located within 0.80m SLR +1% AEP:	
Footpath (CoGG) - Length (m) =	11
Kerb & Channel (CoGG) - Length (m) =	13
Paths - Bicycle (CoGG) - Length (m) =	57
Paths - Shared (CoGG) - Length (m) =	11
Road Signs (CoGG) - Number =	4
Road Signs (VicRoads) - Number =	1
Roads (CoGG) - Length (m) =	67

Assets located within 0.20m SLR +1% AEP:	
Informal Sport - Area (ha) =	0.37
Other Buildings (CoGG) - Number =	2
Assets located within 0.50m SLR +1% AEP:	
Informal Sport - Area (ha) =	1
Other Buildings (CoGG) - Area (ha) =	0.05
Other Buildings (CoGG) - Number =	3
Playgrounds (CoGG) - Number =	1
Assets located within 0.80m SLR +1% AEP:	
Assets located within 0.80m SLR +1% AEP:	
Informal Sport - Area (ha) =	1.56
	1.56 0.14
Informal Sport - Area (ha) =	
Informal Sport - Area (ha) = Other Buildings (CoGG) - Area (ha) =	0.14
Informal Sport - Area (ha) = Other Buildings (CoGG) - Area (ha) = Other Buildings (CoGG) - Number =	0.14 6
Informal Sport - Area (ha) = Other Buildings (CoGG) - Area (ha) = Other Buildings (CoGG) - Number = Playgrounds (CoGG) - Number =	0.14 6 1

Assets located within 0.20m SLR +1% AEP:	
EVC Count Area - Number =	6
EVC Count Area (ha) =	0.13
Assets located within 0.50m SLR +1% AEP:	
EVC Count Area - Number =	7
EVC Count Area (ha) =	0.26
Assets located within 0.80m SLR +1% AEP:	
EVC Count Area - Number =	10
EVC Count Area (ha) =	0.53
Breakdown by EVC:	