

# Indicative Timelines – Application Process to Gain Groundwater Abstraction Licence

## Supporting Information & Assessments

Assessment on the Type of Project

### 1. Small Scale Dewatering Projects

(low volume, low impact, short duration)

- Supporting Dewatering Technical Note
- Water Feature Survey
- Hydrogeological Impact Assessment (HIA)

### 2. Medium to Large Scale Dewatering Projects

(high volume, high impact, long duration)

- Supporting Dewatering Technical Note
- Water Feature Survey
- Hydrogeological Impact Assessment (HIA)
- **+ Pumping Test**
- Apply for GIC (Consent to Investigate)
- Gain GIC
- Undertake Pumping Test
- Issue Pumping Test Factual & Interpretive Report
- Issue Technical Dewatering Design Note

Time dependant of requirements

## Submit Enhanced Pre-Application

Form Part A - submitted to National Permitting Team – then forwarded to Local Groundwater Team to respond with answers and estimated time

**Question – Is there enough information to support a Full Application?**

**Yes**

2-3 weeks

**No**

- EA advise on what information is required
- EA quote costs against works required (£100/hour)

- Undertake additional required works to gain information

## Application Assessment

Submit Full Application Form Part B & C The assessment is allocated to local Groundwater Team for Assessment under a Triage System

Environment Agency Triage Principle - Good Quality Applications with Good Quality Information and Assessments – Have a better chance of getting to the duely made position quicker.

8 weeks

## Application Process

Local Groundwater Team pass onto National Permitting Team to complete application process

Duely Made

28 days if Temporary Abstraction Licence

13 weeks if no requirement to advertise

17 weeks if there is a requirement to advertise

**Award**

**Small Scale Dewatering Projects**

**6–7 months**

**Medium to Large Scale Dewatering Projects**

**9 months**

**Environment Agency Triage Principle – “Good Quality Applications with Good Quality Information and Assessments – Have a better chance of getting to the duely made position quicker”.**