From:

Date:

Sunnica Energy Farm

To: Subject: Sunnica - Deadline 10 submission

24 March 2023 20:02:50

Dear Planning Inspectorate,

Please accept this as a Deadline 10 submission. My URN is 20030937.

As a horse rider who uses the routes and bridleways within and in close proximity to the Sunnica scheme, and in my capacity as a Volunteer Area Bridleway Officer of the British Horse Society (BHS), I feel that Sunnica have paid practically no regard to the impacts this scheme would have on those of us who enjoy riding in this area.

I have raised this previously in my written representation REP2-238.

I am aware that at Deadline 10 general comments on Sunnica's submissions are not strictly part of the timetable, but I felt that I needed to correct Sunnica's unevidenced assertions regarding the noise impacts of the scheme on horses and riders (Sunnica comments on pages 23-25 of REP8-022).

Whilst it may be true that the hearing ranges may be similar (although horses have a greater range), humans and horses react very differently to noises and their hearing is very sensitive. Horses are naturally flight animals, humans are predators, so we have very different responses to threats for example, a horse will typically run first in response to a noise, and then figure out what is happening afterwards. This can be disastrous for riders and the horses, especially if there are large HGV's on the route.

Continuous noise from the BESS / substations/ solar fields together with intermittent noise from e.g. a shunt reactor, sudden noise from a large lorry, etc is likely to tip some horses into 'flight mode.'

A full and thorough assessment of the impacts on recreational riders is necessary, both visually and including sounds from HGVs, shunt reactor, BESS containers, inverters, transformers, other construction noise (e.g. drill piling) etc. This has not been presented to date and the likely hazardous impacts may well make some of the bridleways and other routes we use in this area unusable.

Best regards

Sara Caswell