

# Stronelairg wind farm

Project factsheet

## In June 2012, SSE submitted an application to the Scottish Government for an 83 turbine wind farm south-east of Fort Augustus in the Great Glen.

In April 2013 Highland Council planners recommended no objection be raised to the project, with a reduced 67 turbine layout with a maximum capacity of up to 240MW, and this was upheld with 11 councillors supporting and only three against. The wind farm was consented by Scottish Ministers in June 2014.

The wind farm would be constructed around SSE's existing 100MW Glendoe hydro scheme, using much of the existing infrastructure including a significant amount of the access tracks which run from one end of the site to the other (see map). Glendoe includes over 40km of tracks, a 1km dam (35metres in height), an intake tower (over 33m in height), 17 intakes and 8km of aqueduct tunnel.

The project is in an ideal location and is situated in a natural bowl on a plateau set well back (around 10km) from Loch Ness, no turbines will be visible throughout the main tourist routes of the Great Glen or Loch Ness.

### **Peat impacts?**

The site is not located on pristine peatland. As well as containing extensive existing infrastructure, the peatland that occurs over the majority of the site is heavily degraded with extensive peat hagging. Any impacts would be carefully managed.

The expected carbon payback period for Stronelairg is 16 months. This is calculated using a model which is produced by the Scottish Government and is managed on their behalf by SEPA. The figure of 16 months is relatively low compared to most typical wind farm developments. As part of the planning assessment process SSE has carried out extensive peat 'probing' (over 10,000 individual probes) across the area to identify the most suitable and lowest impact areas for construction.



#### Capacity

Up to 240MW (67 turbines)

#### Location

14km south east of Fort Augustus

#### Website

http://sse.com/ whatwedo/ ourprojectsandassets/ renewables/Stronelairg/