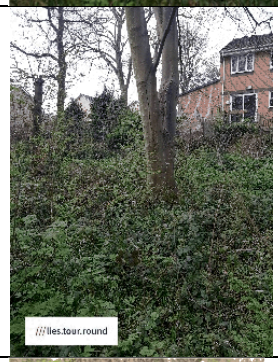
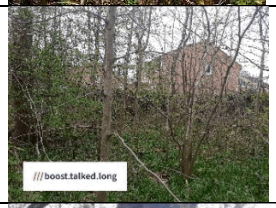
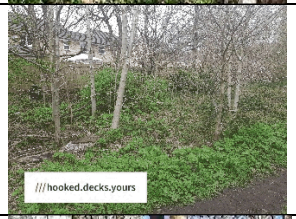
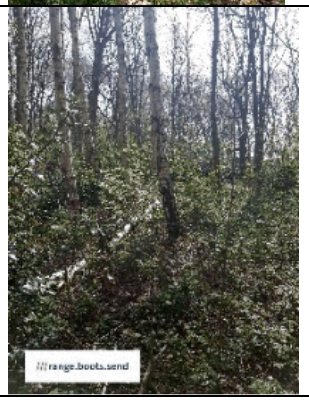
Area	tree number	W3W location	Type	Action required	See plan for location
Dyson Wood / Connaught Fold	1	cubs.breath.drift	Sycamore	dead tree near path - pollard to remove crown and risk over the path - leave trunk as standing deadwood	
	2	lies.tour.round	Sycamore	twin stem with rot / decay at the union of the stems - pollard to reduce risk to nearby houses to the same high as similar pollarded trees nearby.	
	3	fork.salad.angle	Ash	Ash dieback affected tree - pollard to remove crown and risk over path to nearby houses. Leave trunk as standing deadwood.	

Area	tree number	W3W location	Type	Action required	See plan for location
	4	hike.cone.scam	Sycamore	dead tree - remove crown over path and leave trunk as standing deadwood	
	5	boost.talked.long	various	Thin the saplings in this area - allow space for the young oak trees to grow.	
	6	bricks.type.flood	sycamore	dead tree near path - pollard to remove crown and risk over the path - leave trunk as standing deadwood	

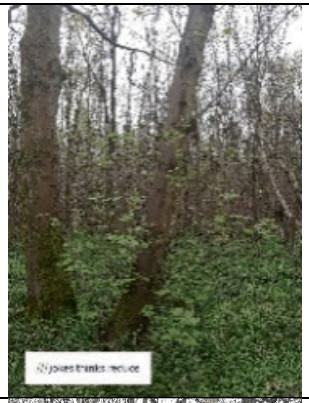
Area	tree number	W3W location	Type	Action required	See plan for location
Dyson Wood / Langsett	7	safely.return.await	silver birch x2	fell dead trees near path	
Bradley Gate / Muirlands	8	Hooked.decks.yours	Various	Thin saplings and fell young trees growing close to manholes to prevent future damage to foul and storm water drains.	
Dyson Wood / Redwood Drive	9	curvy.lock.flops	sycamore	dead tree near path - pollard to remove crown and risk over the path - leave trunk as standing deadwood	

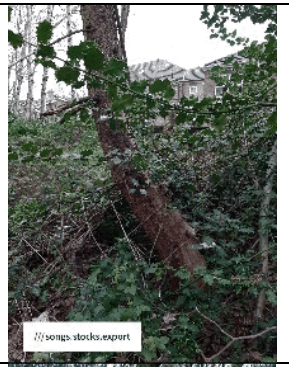
Area	tree number	W3W location	Type	Action required	See plan for location
	10	dogs.orange.bets	silver birch	dead tree near path - fell	
	11	overnight.slows.miss	silver birch	dead tree hung up in oak - fell	
	12	range.boots.send	silver birch x 2	dead trees near path - fell	

Area	tree number	W3W location	Type	Action required	See plan for location
	13	Status.causes.reply Blues.held.rabble	silver birch x 2	fell dead - hung up trees	
Bradley Gate (Muirlands to Grantley)	14	joins.reward.depend	oak	remove deadwood over path	
	15	Cave.town.camps	sycamore	Dead / dying crown - pollard to reduce risk over path. Leave trunks as standing deadwood	

Area	tree number	W3W location	Type	Action required	See plan for location
	16	dices.gained.movie	oak	Twin stem – remove deadwood over path	
	17	scare.lush.number	oak	Remove deadwood over path	
	18	noble.corn.mimus	various	Thin saplings in this area to leave room for young oaks to grow	

Area	tree number	W3W location	Type	Action required	See plan for location
	19	pile.reply.cope	sycamore x 2	Dead trees - remove crown and leave trunks as standing deadwood	
	20	backs.armed.swung	sycamore	ivy covered tree with rot at base – remove ivy and pollard to remove risk to nearby houses	
	21	pigs.plank.letter	sycamore	dead tree - pollard to reduce risk over path. Leave trunk as standing deadwood	

Area	tree number	W3W location	Type	Action required	See plan for location
	22	jokes.thinks.reduce	sycamore	dead tree - pollard to reduce risk over path. Leave trunk as standing deadwood	
	23	humble.breed.verbs	silver birch x 2	fell dead trees near path	
Screamer Wood / the green / Bradfield	24	tender.dozed.tall	sycamore x 2	Fell dead trees near the path	

Area	tree number	W3W location	Type	Action required	See plan for location
	25	Songs.stocks.export	Larch	Fell due to rot at base	
	26	Combining.list.exit	Oak	Fell dead tree	
	27	major.toned.highs	beech	Pollard dead tree near path. Leave trunk as standing deadwood	

Location plan