PORTLAND PORT LTD.







Portland Port (UK) is delighted to offer a variety of commercial buildings and land available for lease within the secure port area with easy water access.

Leasing workshop, warehouse, office or land space at Portland Port offers a number of benefits:

- Secure location with its own Police/Security teams and CCTV coverage;
- 24-hour access;
- Car parking;
- Fibre optic connectivity;
- Direct sea access to global markets via sheltered, deep water berths.

Buildings Available

Building name - Britannia building - baggage hall.

Description – False floor, so suitable for light storage only – or heavy storage with work to strengthen floor. Suitable for forklifts with development of area. Building plans available.

Available area – Approx. 170m².

Access – External double doors to new Quay area.

Building name - Britannia building - skittle alley

Description – Old skittle alley and large office with toilet facilities. Suitable for storage but no access for plant. Building plans available.

Available area – Approx. 130m².

Access – Via double doors from Passenger Terminal Car Park.

Building name - Britannia building - upstairs office.

Description – 2 small offices on 1st floor. Building plans available.

Available area – Approx. 40m².

Access – Via internal stairs only.



Building name – Cosens building.

Description – This building is a mix of 2 engineering workshops, kitchen and bathroom and upstairs offices. This would ideally suit any marine engineering company that requires good sea access. The main workshop is of a good size that could be used for maintenance/storage of many types of small vessel. The smaller workshop gives valued extra space. There are large main doors to the main workshop. There is suitable car parking around the building. This is a very rare opportunity for this kind of building to be on the market and will give huge opportunities and benefits to the right company.

Available area – Ground floor (workshops) 240m², First Floor (offices) 66m².

Access – Via roller doors, or single door opposite Monkey Island, or via single door to offices on opposite side of the building.



Cosens Building







Buildings Available

Building name – **ROV facility** (under offer)

Description – Large workshop with large outside area. Large rolling doors (large enough to put an artic. lorry through) suitable for forklifts – 40T internal gantry crane. 2nd Floor offices at one end of the building. Car parking along the building. Detailed information pack available.

Available area – Workshop Approx. 2400m², outside area Approx. 1200m². Car parking Approx. 790m². Access – Via main Port through road.

Building name – **FOST building.**

Description – The FOST building (Flag Officer Sea Training, 'FOST') is an Ex MOD training facility/office suite. This building currently stands empty on the foot of the Inner Break Water. It has three floors with multiple offices on each floor and a loft space which would easily be converted into any required work space.

Available plans show the newer, (western end), of the building. Some restoration will be required. The older Victorian part of the building, (eastern end) offices requires extensive renovation. The FOST building would be suitable for companies requiring a confidential and secure area, with excellent access to the sea. There is also available parking spaces.

Available area – Old part of building Approx. 1000m² (over 3 floors), newer part of building 1160m² (over 4 floors).

Access – Via main port through road.





Buildings Available

Building name - Salvage shed

Description – Undercover workshop on the break water, large opening for plant. Small offices/toilet facilities within. Building requires refurbishment.

Available area – Approx. 600m²

Access - Along Southern Break Water

Building name - Engine shed.

Description – Listed building, covered with concrete floors and large outside grassed area. The building has large wooden doors (large enough for a steam engine) suitable for plant access. No CCTV coverage. Building requires refurbishment.

Available area – building Approx. 300m², outside area(s) Approx. 1830m² (at back); 890m² & 440m² (in front). Access – Top of Incline Hill.

Building name – **Old prison building and compound.**

Description – Site comprises the old prison building along with two smaller office / workshop facilities in the yard. Site can be combined with adjacent area to provide larger overall area. Main building requires refurbishment whilst smaller buildings are ready to use. Alternatively the site can be cleared for a single, large new build.

Available area - Total combined area approx. 2500m².

Access – Via main port through road.





Land Available

Site name – 'Aquaculture land' area.

Description – Development area along Balaclava Bay. Currently overgrown.

Available area – Approx. 42,000m².

Access – Via sea wall in Balaclava Bay.

Site name - Parade ground.

Description – Tarmac hardstanding in two parts.

Available area – Area 1 Approx. 2100m²; Area 2 Approx. 320m².

Access - Via side-road off Incline Hill Road.

Site name – The Knife.

Description – Outside area for development. Currently overgrown.

Available area - Approx. 9,378m².

Access – Via the snake pass road.

Site name – Sea wall area.

Description – Outside flat area with concrete ramp access.

Available area – Approx. 650m².

Access - Via sea wall in Balaclava Bay.

Site name - Incline hill storage area.

Description - Hardstanding area.

Available area – Approx. 800m².

Access - Incline Hill.

Site name - Rifle range.

Description – Terraced site, some terraces of compacted hardcore, others awaiting preparation.

Available area - 19,000m2.

Access - Via Incline Hill side road.

Site name - Upper sports fields.

Description – 2 large, flat playing fields. This area has no CCTV coverage.

Available area – Field 1 Approx. 6,000m²; Field 2 Approx. 12,000m².

Access – Top of Incline Hill.

Site name – **Camber jetty area**.

Description – Flat compacted area for development.

Available area – Approx. 1,300m².

Access – Via Old Depot Road.







