

## GOOD, BAD OR UGLY BECAUSE ...

Ugly – but perhaps necessary evil.

Ugly – don't know.

Developments – All new developments should have environment as main focus, esp. climate change, zero CO<sub>2</sub>, low energy, recycling etc.

Not all islands can be twee if you want to avoid importing every resource.

Bad – Sites under development should be forced to be completed.

Aesthetically bad, however this may be necessary and something which needs to be continued.

Too built up – need more rural areas.

Good – for light industry – more sites required.

Good – brings employment and wealth.

## ... IN THE FUTURE WE SHOULD ...

