



WORKSHOP ON 9TH June 2009 AT BEAU SEJOUR

KEY POINTS OF CHOSEN STRATEGY GROUP NAME: NO IDEA

KEY ACTION POINTS

- 1 No Green-field Development Sites for Housing.
Smaller units to release larger houses
Conversion of buildings (e.g.hotels).
Some land reclamation for housing, but not all of Belle Greve Bay.
Subdivision of existing housing.
Infill/rural centres – homes for older people in rural areas.
Housing – not shopping – at Leale's Yard.
- 2 Better Use of Community Facilities.
Better use of schools for on-island training to upskill community.
Island co-ordinator for community facilities.
- 3 Concentrate/Promote St Peter Port as Centre for Specialised Shops etc.
Allow other uses in "fringe" areas e.g. Mill Street to housing. More habitable accommodation in/near shopping areas so have increased footfall, more lively atmosphere and ever ready clientele.
Increase 'creative industries' in Town e.g. galleries, studios, public art.
Improve parking.
- 4 Small-scale Industrial Development.
Use some glasshouse sites (island-wide) for small-scale localised workshops – clean industry. Clear large sites to allow owners to use 5% for commercial use.
Consider road links for HGV traffic.
- 5 Strategic Importance of the Airport.
The airport is the main strategic asset of the island.
Maintain "no-build" areas at ends of runway.
- 6 Climate Change Strategy to Reduce Carbon Footprint and Ensure Energy Security.
Plan for sea defences.
Encourage renewable options e.g. tidal power (close power station eventually).
Expand local food growing.

OTHER POINTS CONSIDERED

High value businesses e.g. new technologies
Educational improvements – encourage students to stay on the island.
Large Open Market houses are blocked by older single people or couples since no small open market accommodation is available.
Further increase recycling points and capacity.
Agricultural industry's role in managing the wider countryside – loss of biodiversity when land is no longer farmed i.e. turned to lawns, overgrazed by horses etc.
Visitor markets – archaeology, art, walking