

	What evidence do we have already and how will we use it?	What changes have we seen in the town?	What are the projections and trends for the future?	What are the key issues that need addressing?	Which of these issues is within the remit of the NP and how might it address them?	What resources do we need to address the issues identified?
<b>Culture</b>	Mansion feasibility study and consultation ATMOS consultation work Civic Hall consultations dnd open days/evenings during refurbishments Bookings for local venues Open Studios Music, theatre, arts events Consultation on licencing in the town - SHDC SW Research Tourism data	Growth of the Language Schools brings in foreign students Dartington Arts College moving away TTT establishing itself within the town The demographic profile of the town is changing with more older residents More self-employed people working from home More sport and recreational use of the river rather than commercial No night time activity in the centre of town, which is heavily restricted by Environmental Health noise regulations Established alternative therapy culture	Baltic Wharf development Ariel Centre Atmos will incorporate arts spaces New plans for the Mansion to include night school classes Civic Hall refurbishments and sound insulation measures Transition Tours to be enhanced Increasing numbers of cafes in town cafe culture	We need an integrated arts strategy encompassing food, arts, culture, public spaces Damage to town relationships caused by the ETO Sustainability of events organised by individuals such as the Lantern Procession We're not engaging new residents with the cultural life of the town Lots of individuals are doing great work but are not joined up with one another Continued liaison with Environmental Health to reinvigorate cultural events in the town What's on database Lack of information on how to book venues in the town Hotel accommodation is limited Lack of campsites and inexpensive accommodation Improved support for tourism in the town We need a proper Festival	Clear policy with Environmental Health to allow more evening events in the centre of town Forge stronger links with Dartington Trust Create a clearer focus on the river with things like a pedestrian bridge over from Steamer Quay - at the moment the town seems to face away from the river Reinvigorate and restore status as Market Town (we need more evidence to show that this has been lost)	Tourism Partnership within the town Arts/Culture event to draw in more people and ideas Partnerships between galleries, cafes, pubs etc to gather their feedback and evidence Get out to as many people as possible with these ideas and gather their opinions Employment data for this sector What is happening outside of the High St? Need to find out why people come to Totnes - use SW Research Tourism data
<b>Heritage</b>	Mansion feasibility study and consultation ATMOS consultation work Heritage Partnership TotSoc work on heritage High St Audit		Heritage Partnership	Lack of coordinated approach to heritage promotion within the town No advertising of the town as a heritage spot No events or festivals celebrating the heritage Museums are not joined up or well-promoted	Maintain the rural character of the town by ensuring development does not alter the feel Maintain the character of the conservation area Clear enforcement policies for landlords not maintaining their historic buildings	Heritage Partnership meeting to be arranged What jobs exist within this sector in Totnes?
<b>Public Realm</b>	Market Square feasibility study - consultations show us what people want for this space and the study will show us how we can use it better Rotherfold Consultation and design work - as above Shady Garden consultation and design work - as above Town Team is open to all and has carried out work on various aspects of public realm such as street furniture	Withdrawal of services from SHDC/DCC means cuts to non-statutory services such as street cleaning, rubbish collection, repairs to street furniture etc	Market Square feasibility study looking into plans for improving the Square		Change the way the Plains is used - move the taxi rank and pedestrianise in part to create another town square Seagull control measures	