RUFKIT - Lewes Neighbourhood Plan Case Study
Final Report
January 2016

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Summary
This report is structured around a series of questions that Prof. Scott (Rufkit Project Leader) requested be answered in relation to the value of the toolkit to the Lewes NPlan process.
The Impressions of Rufkit section sets out the answers to the questions and commentary requested.
Elements of the report that provide feedback on the RUFkit website are the personal impression/views of the Lewes Case Study RUFkit liaison officer.
All elements that describe the perceptions of the Lewes NPlan Steering Group, RUFkit Workshop participants or Consultants to the Lewes NPlan have benefitted from their input and feedback.
It also contains a report on the RUFkit Workshop facilitated by Prof. Scott in Lewes.
Post workshop actions and activities are detailed.
Only one volunteer (and the RUFkit liaison contact) put themselves forward to further investigate using RUFkit for the November Lewes Neighbourhood Plan public consultation event; thus RUFkit was not used for this.
Following further consultation with workshop participants, Lewes NPlan SG, the Consultants and Prof. Scott, the final decision was that Lewes Neighbourhood Plan would not use RUFkit.

1. Impressions of RUFkit
The RUFkit liaison/contact for Lewes NPlan was asked to provide feedback on the value of the website and comments on its content. Points 1.1- 1.3 below are personal impressions from Case Study liaison Contact.

1.1 *Home Page* of website
A number of observations were made with regard to the Home page's appearance, explanations and clarity of aims and objectives; some suggestions for improvement were also made - See Appendix 1

Key improvements may include: –

- A photo/photos of real people using/participating in RUFkit to demonstrate that it is a tool that aims to get people to engage with others and participate in discussion.
Attracting/Increasing public engagement is certainly a key issue for those involved in any Neighbourhood Plan.
- Be IMMEDIATELY clear on what RUFkit is and what it is for/about
- Simpler vocabulary e.g. "a toolkit to help people get involved and take part in important issues/decisions" rather than 'Your flexible guide for dicing with better participatory dialogue.'
- Up-front it needs a sub-heading "What is RUFkit" and "Who is RUFkit for" perhaps with a drop-down list of groups/organizations/etc. to select from
- Also "How might RUFkit be useful to you" - as an active hyperlink that takes you to a page with the points currently on the Home page – Discussion; Landscapes & the Board; Questions; etc. …. Currently, these sort of come out of the blue and it's not very clear why they're there on what they're for.

[*NB*. It seems that some of these points have already been acted on by the RUFkit team for the Home page!]

1.2 *Why Use RUFkit?* page
This is the most useful page on the site from the Lewes Case Study perspective.
A number of observations were made with regard to the *Why Use RUFkit* page's appearance, explanations and clarity of aims and objectives; some suggestions for improvement were also made - See Appendix 1

Key improvements may include: –

- Use the first sentence from this page on the Home page - it reads better and is more meaningful than the current Home page introductory sentence.
- Have the key uses of RUFkit as bullets on the Home/front page rather than in this page – or as bullets on the Home page, hyperlinked to greater detail on the Why Use … page.
- Home Page bullets showing key uses of Rufkit stated overall fields for use e.g. Planning; Legislation; Education; Staff development, etc. - this would help users see at a glance whether their field of interest is covered.
- The 'Things to know before you start' section could be expanded for those inexperienced in this type of project.
- Make the first box explicit with regard to 'The purpose, goals & desired outcomes' of what! - is it of my use of RUFkit? or is it the project or activity etc. that I am hoping to use RUFkit with?
- The 'How Rufkit can contribute and be adapted to meet these' either needs to state somewhere up-front that it is necessary to read through and explore the whole website before going into details of 'things you need to know', etc. OR this box needs some re-thinking so as to help the newcomer feel drawn in to engaging with the toolkit.
- Simplify phraseology to help make RUFkit a draw by highlighting time-saving elements with regard to good decision-making!

1.3 *Citizen Principles* page
An excellent page. It lays out clearly the key principles to try to get really good participatory engagement in decision-making.
From the Neighbourhood Planning perspective, it is valuable and helpful.

Key improvements may include: –
An introductory sentence/paragraph to explain why it's there and in what way it helps RUFkit users.

NB. Points 1.4 & 1.5 below have been drafted by The RUFkit/Lewes NPlan liaison contact and reviewed by the appropriate group – point 1.4 By Feria Urbanism; point 1.5 By the Lewes Neighbourhood Plan/RUFkit workshop participants.

1.4 *The Consultant's position viz RUFkit & Lewes Case Study workshop*
Lewes Neighbourhood Plan has appointed consultants Feria Urbanism (www.feria-urbanism.eu) to guide the Lewes Neighbourhood Plan process through to completion and submission of the Lewes NPlan (working with and for the Town Council and Lewes NPlan Steering Group (LNPSG)).

The Consultant's impressions of and response to RUFkit was important to investigate from the perspective of the RUFkit project.
This was assessed both directly and indirectly as outlined in detail in Appendix 1. It is briefly summarized below.
A major element in the Lewes Case Study was the *Lewes RUFkit Case Study workshop* facilitated by Prof. Scott to allow first hand experience of RUFkit for the LNP SG (section 3). Feria involvement is also covered below and in Appendix 1.

1.4.1 *Feria Urbanism and RUFkit* (Case Study Liaison contact perspective)
Feria have seen RUFkit as a potentially valuable tool for the Lewes NPlan SG to use to help highlight specific issues directly relevant to the Rural-Urban fringe in Lewes and from which to draw out potential policy issues and policies to address these.
The RUFKit exploration in Lewes was external to their agreed methodology on which they were commissioned by LTC. Thus involvement significantly would have led to additional resourcing costs on their side and these were not part of the agreement with LTC. Thus they needed to stick to their brief- but they were clear that they would incorporate anything helpful that resulted from work with RUFkit by the Lewes Neighbourhood Plan Steering Group into their programme of work.

In the run-up to the *Lewes RUFkit Case Study workshop*, Feria liaised with the Case Study Contact and helped plan for workshop. They provided materials and information and were there to observe the workshop process and learn from it about RUFkit and its potential.
This role means that had LNPSG opted to use RUFkit to develop a game/activity to encourage and facilitate public participation in the Lewes NPlan, Feria would be familiar with the tool and the process and able to pick up any result that the SG provided to use within Feria's planned work.

Feria carried out their envisaged role with care, attention and a positive attitude. They provided excellent support to the RUFkit/NPlan liaison contact over the practicalities of running the workshop. One of the Feria team also participated in the Lewes RUFkit the workshop and made a contribution to, whilst observing and becoming familiar with the process.

1.4.2 Feria Urbanism and RUFkit (Feria Urbanism perspective)

The Feria team feel that
- RUF Kit has potential in the neighbourhood plan process and could be useful early on.
- We did find it overly prescriptive with too many "rules".
- We feel that the game-play aspect, while intended to engage and draw people in, can actually be a bit of a turn-off for some. It was never clear to us what the aim of the game is or how you win or lose. And if it doesn't have the traditional win-lose characteristics of a game then it becomes difficult to read and relate to for many.

1.5 How valuable can RUFkit be for Neighbourhood Plan groups?

[NB. Views below are those of the Lewes NPlan liaison/contact, based purely on the direct experience of the Lewes case – comments below relating to 'elsewhere' need to be seen as speculative and based on experience in Lewes]

1.5.1 Lewes

1.5.1.1 The Lewes case (Colin Tingle)

RUFkit can undoubtedly be of value to Lewes NPlan, precisely because it provide a mechanism for people to examine the issues around development on the rural urban fringe whilst stepping off any 'soap boxes' through the 'game' format and also via considering an imaginary place.

In practice, the group from the NPlan SG that tried the RUFkit process via a workshop facilitated by Prof. Scott concluded that it was an interesting and engaging process and of potential value to the Lewes NPlan. However, they elected NOT to use RUFkit for fear that it would take too much time that could be better spent on more 'urgent' matters to do with the Lewes NPlan.

Reasons for this are explored in Appendix 1, but can be summarized as
i)   participants feeling that although Rufkit might have potential, it required a far greater input of time to make it functionally useful than anyone present could possibly commit to.
ii)   The stage at which RUFkit came up for and was put to the NPlan SG as a potential tool may have been rather late in the process for a fairly lengthy 'public/stakeholder engagement' processes in order to bring more of the public in to taking an interest in a part of the NPlan process that had already been attempted in other ways. At this stage it was perceived that such interest is likely to be engaged through highlighting specific policy areas that are already seen as important to the Lewes population, rather than attempting to get them thinking deeply about the specific issues for Lewes that they may be less aware of.

Thus it is possible that RUFkit MAY have been taken up by the Lewes NPlan SG had they been aware of it 1 year or 18months ago. However, this cannot now be easily verified!

1.5.2 *Elsewhere*
As agreed by participants in the Lewes RUFkit workshop, there is a great deal of potential for RUFkit to be a very valuable tool for public engagement in places other than Lewes (see Appendix 1 for detail).
However, the time the RUFkit takes to develop for an individual place/NPlan IS likely to be a constraint on its uptake, unless it is used early in the process.
RUFkit COULD help to 'de-mystify' some of these issues for the general public, BUT only if the public can be helped to see RUFkit as interesting and engaging it itself; if they can see how it will benefit them directly and if they can be motivated to pick it up and use it.
RUFkit MAY appeal only to those professionals and NGOs that are actively involved in the effort to involve the public in decision-making, rather than the wider public itself.

Time is, in itself, a big barrier to successful NPlanning. Experience indicates that the whole NPlan process has not been well thought out by government as a community participative process. It appears too big, too complex, too beaurocratic and too 'convention-laden' a process for anyone to wish to deal with who is not already familiar with planning in a professional context OR other similar or related professions. For most 'lay' people, it can appear too distant from them and rather divorced from the things they feel are important to encourage (or even allow) interest, seeing a relevance, or engagement.

1.5.3 Feedback from workshop participants
This is detailed in Appendix 1. A few key points are given below.

"I'm sorry we weren't able to make more use of RUFkit (don't think the title helps) My feeling was it would be a very good way of engaging a 'captive' audience e.g. school, college, a community group as a planned event but we would have needed to have introduced it at an earlier stage in the engagement process."

"My own experience of asking Lewes people I meet about their NP is that they don't think it's worth the effort because a) the time consuming process, b) limited areas that can be influenced and c) the inspector has the final say anyhow. I have some sympathy with this view even if it's not entirely accurate."

"Those parishes that do successfully complete the Neighbourhood Plan process are generally pleased they did it and in the process have learnt a lot about their community"

2. Ideas for adaptation of RUFkit for use in Neighbourhood Planning
During and after the Lewes NPlan RUFkit workshop, several suggestions were made as to how RUFkit could be adapted and used practically within the Neighbourhood Planning process – see Appendix 2 for details.

2.1 RUF Kit in colours (Feria Urbanism)
Feria suggested how RUF Kit could be streamlined for practical use on the future of the rural-urban fringe. Their idea entails colour coding grid squares in different areas: urban, RUF, rural; asking participants to suggest whether the current situation is appropriate and in which direction (colour-wise) those areas should ideally go; prescribing particular types of development and then getting participant responses to those types of development in the different colour-coded areas and assessing what development they would feel is appropriate for those areas.
All this backed by statements about why this type of development is appropriate on each grid square, e.g. landscape visual impact, underlying geology, proximity to services, transport and so on.

The result would be two diagrams: a patchwork of grey and green as it is now, followed by a patchwork of grey and green as it should be in the future.

If this technique were rolled out multiple times (e.g. by many different community groups and so on) then a consensus over which grids go grey and which grid go green could be quickly established.

2.2 *Ruflette*
The idea of a game of roulette-type might work for a pub-quiz/school class as a shorter adaptation that focussed on only a few questions, in this context, with a question associated with a particular number on the roulette-wheel
Prof. Scott felt the idea of a roulette type game was a fascinating idea in having all the questions on one wheel. He did find a 12 sector wheel on-line spinner! He felt an adaptation along these lines can build into RUFkit guidance. http://wheeldecide.com/dice-12-spinner/

3. Lewes NPlan workshop 2 Oct 2015

3.1 SUMMARY AND ACTIONS
Eleven people participated – 8 from the Lewes NPlan SG, 1 from the Consultants, 2 local experts with relevant knowledge; the workshop was facilitated by Prof. Alister Scott.
A brief summary of the original Rufopoly game, its use - http://www.bcu.ac.uk/research/-centres-of-excellence/centre-for-environment-and-society/projects/relu/rufopoly - and subsequent adaptations by different groups was given – including Plainsopoly (from Nebraska, USA), Delivering Growth across the GBSLEP (Birmingham, UK) and the South Downs National Park (UK) (see www.rufkit.org/design.php)
The aims of the Lewes RUFkit workshop were presented as:

Use RUFkit to help us identify key areas around and across Lewes (on its edge) where there are significant issues to consider in relation to development of any kind in Lewes. Populate these sites with a series of questions suitable to inspire the public to consider the issues identified, present their views and raise their own ideas and concerns. This would form the basis for a board game for Lewes NPlan to develop further.

The participants split into 4 Policy Theme Groups - Streets & Spaces, Access & Movement, Good Places for Living, Heritage & Community (matching Policy Themes for the Lewes Neighbourhood Plan) to undertake the workshop activities.

The workshop achieved the above aims, identifying areas in and around Lewes that were deemed important in relation to Streets & Spaces, Access & Movement, Good places to live & Heritage & Community (the policy theme headings). For details see report below.

Similarly, an interesting series of questions were posed (in the form of multiple choice, so as to make analysis of results easy and quantifiable) by the different groups to get the public thinking about specific issues under each policy theme. For details see report below.

The 4 Groups were also tasked with identifying Entry and Exit questions for the game. A number of interesting potential 'Entry' questions resulted – see report below -all felt that this would require more time to get right/get to a standard ready for public use.

Key outcomes were widespread agreement that the RUFkit workshop was positive, interesting and engaging, that RUFkit could be very valuable as a public engagement tool, including to the Lewes Neighbourhood Plan. There was also almost unanimous agreement that its use for the Lewes NPlan would need a considerable amount of time and input and that a sub-group of the NPlan SG would need to be formed to take this forward.

It was suggested that games/activities developed using RUFkit could be best used to engage others in the community – schools were cited as a possibility; as were pub-goers via a pub-quiz-type adaptation (see above).

Action points were agreed and undertaken.

Details of workshop activities and outputs are provided in Appendix 3. Brief highlights are presented below.

3.3 THE WORKSHOP

3.3.1 Participants:
There were 11 participants, all bar 2 from the LNPSG

Clear instructions were provided to frame the activities possible to test out how RUFkit could help Lewes Neighbourhood Plan in engaging the public in the planning issues Lewes faces around its 'edges' (rural/urban fringe).
Participants split into Policy Theme groups to undertake the activities - identifying sites and providing suitable questions appropriate for these sites.
The Groups also worked to identify 'Entrance' and 'Exit' questions, designed to engage people to take part in the activity/play the game and to help summarize what they got out of engaging in the game/activity.

Workshop participants in action

3.4 OUTPUTS

3.4.1 Past adaptions of Rufopoly (Prof. Alister Scott)
Prof. Scott gave a brief introduction to the original Rufopoly game and how it came about. He showed a copy of the Rufopoly board.
He also then ran through several other board games and showed examples of the boards and the questions they had been populated with (http://www.bcu.ac.uk/research/-centres-of-excellence/centre-for-environment-and-society/projects/relu/rufopoly).
He then briefly outlined how RUFkit had developed from Rufopoly and what it is/how it works and explained the workshop process and timing for the afternoon ahead.

3.4.2 Aim for Lewes RUFkit workshop (Dr. Colin Tingle)
•   To help Lewes NPSG identify key areas around and across Lewes (on its edge) where there are significant issues to consider in relation to development of any kind in Lewes. [These areas/sites could then form the basis for the grid of questions (a la Rufopoly) relevant to development in Lewes]
•   Populate these sites with a series of questions suitable to inspire the public to consider key issues, present their views by answering the questions and raise their own ideas and concerns.

3.4.3 Sites of Development interest importance on the 'edge' of Lewes from Lewes NPlan SG groups

Group 1: Streets and Spaces
Policy sub-themes: A = Streets & Lanes B = Social & Civic spaces   C = River corridor strategy   D = Active river frontage

Group 1 identified the following areas as being of key importance to their Streets & Spaces Theme:

Figure 1: Areas of potential particular importance for the Streets and Spaces Policy Theme [NB. Policy sub-themes C&D grouped together, as they both relate to the river corridor]

Group 2: Access & Movement

Policy sub-themes:
A – Active travel networks; B – Way finding systems; C – Public transport strategy
D – Car parking strategy

Group 2 identified the following areas as being of key importance to their Access & Movement Theme:

Figure 2: Areas of potential particular importance for the Access & Movement Policy Theme

Group 3: Good Places for Living
Policy sub-themes: A – Site selection criteria; B – Infill site policy; C – Greenfield site policy; D – Architecture & design
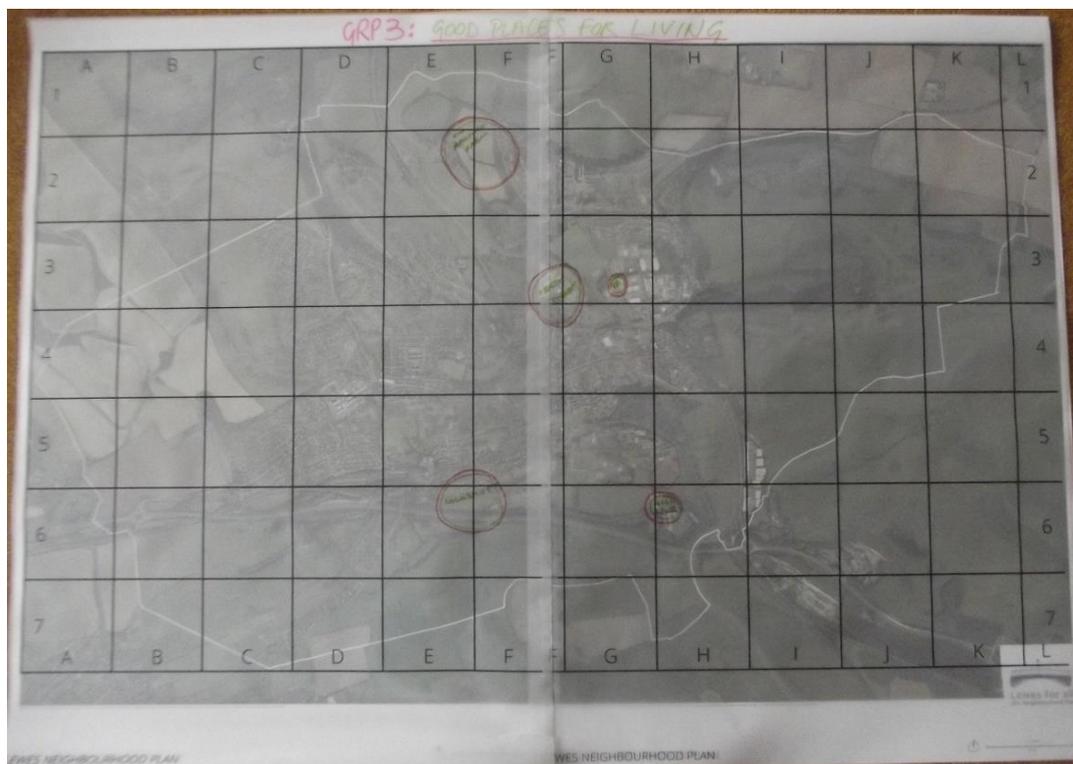

Figure 3: Areas of potential particular importance for the Good Places for Living Policy Theme

Group 4: Heritage & Community
Policy sub-themes: A – Protection of existing community services and facilities; B – Implementation of new community services and facilities; C – Protection & enhancement of heritage assets; D – The working & making town

Group 4 identified the following areas as being of key importance to their Heritage & Community Theme:

Figure 4: Areas of potential particular importance for the Heritage & Community Policy Theme

3.4.4 Questions from Lewes NPlan SG groups

Group 1: Streets and Spaces
Policy sub-theme A – Streets & Lanes
The streets of Lewes are part of the historic and visual distinctiveness, valued by residents .
How do you think they can be protected and enhanced ?
(1) Creating traffic free areas and traffic calming
(2) Using appropriate materials that relate to heritage building, paving and kerbing
(3) more tree planting where appropriate
(4) removing unnecessary signs and clutter including yellow lines
(5) protecting views out and in
(6) other

Policy sub-theme C&D – River Corridor Strategy & Active River Frontage
The river Ouse provides us with multiple benefits but also some challenges. How can development on the floodplain be designed to enhance benefits whilst reducing challenges?
    (1) No new building on the flood plain
    (2)a Build new flood defences
       b Ensure new development can cope with flooding
    (3) Ensure public access to the river front is maintained or created, linked to cycleway pedestrian routes.
    (4) Ensure communication with other communities up and down the river so that local actions relate to other communities needs

Group 2: Access & Movement

A. Visitors find it difficult to move out of the town centre. How can we assist them?
    (1) Promote circular walking routes
    (2) car parking at start of routes
    (3) Bus maps
    (4) other

B. How do you do your main weekly shop?
    (1)   Car
    (2)   bus
    (3)   cycle
    (4)   walk

Ba. What would make you change mode?

C. What shops do you most value in Lewes and why? - Mark them on a map .
Ca. How can we best protect them?

Group 3: Good Places for Living

Malling Farm : Given that this site (currently farmland) may be included in the strategic plan for Lewes for housing development. What type and form of housing do you think is most suitable ?
    (1) Ecovillage
    (2) High density majority market
    (3) High density majority affordable
    (4) Low density premium price
    (5) Low density including self-build
    (6) other

Pre-application site: Land here might one day become available for development. What would make it a good place to live?
    (1) High quality landscaping
    (2) New footpath /cyclepath to town
    (3) unique innovative designs
    (4) Mix of work /live space for studios and start up business

(5) other

Cockshut: This land is currently used for food growing. Could it in future be used for anything else?
    (1) Children play area
    (2) sports and recreation
    (3) outdoor performance space
    (4) housing
    (5) community facility
    (6) other

Group 4: Heritage & Community

[NB. Letters refer to policy sub-themes: A – Protection of existing community services and facilities; B – Implementation of new community services and facilities; C – Protection & enhancement of heritage assets; D – The working & making town]

A Which community sites and facilities do you most value? Why and does the location influence your use of these sites and facilities ?
B If new community sites and facilities were to be created where should they be?
C Lewes is a historic town with lots of important ancient features. Which should be protected or improved?
D How do we ensure that Lewes offers town and rural residents excellent facilities as an employment and business hub for the 21st Century

3.4.5 Questions from Lewes NPlan SG group: Entrance questions/statement

Groups all recognized that there was a need for an Introduction to stress the role of Neighbourhood Plans as a land use plan.

Entrance question 1
Context: Respondents should adopt post as mayor.
How would you like Lewes to change? We need your help

Entrance question 2
Context: Lewes has to provide hundreds of new houses
Put yourself on the map: What do you find enjoyable about living in Lewes and what is hard?
Use this game to let us know how the NP can improve things for you.

Exit questions

1. Did playing the game teach you anything?
2. Have you any further suggestions for the future development of Lewes?
3. Having played the game has Lewes changed for the better?

What are the top 3 points in your answers that would most help improve your life in Lewes? (how much would they cost? and who would pay?)

3.5 OUTCOMES

- There was widespread agreement across the participants that the 2 h exercise was positive, interesting and engaging.
- There was widespread agreement that RUFkit could be very valuable as a public engagement tool and that it could be of use to the Lewes Neighbourhood Plan
- There was almost unanimous agreement that using RUFkit to develop a game (or other public engagement activity) suitable for use with the Lewes NPlan would need a considerable amount of time and input; it was also agreed that a sub-group of the NPlan SG would need to be formed to take this forward.
- A number of participants suggested that games/activities developed using RUFkit could be best used to engage others in the community – schools were cited as a possibility; as were pub-goers via a pub-quiz-type adaptation.
- It was suggested that the game would take too long for a pub-quiz and that a shorter adaptation would be needed that focussed on only a few questions rather than a trip across Lewes and its rural-urban-fringe
- The idea of a game of roulette-type might work in this context, with a question associated with a particular number on the roulette-wheel
- Discussion indicated that participants felt there was inadequate time to prepare an activity using RUFkit for the Lewes NPlan Public Engagement Event on October 8 & 9. No final definitive decision was taken. Prof. Scott offered to provide feedback to help the consultants/RUFkit liaison contact with this decision

3.6 ACTIONS

- It was agreed that Antonia discuss the workshop with Richard on return to Feria; they would then decide whether they felt there was any possibility of using something from the Lewes RUFkit workshop to prepare something for use for the public engagement event the following week (8-9 Oct) and liaise with Colin accordingly
- Alister would write up the questions proposed during the workshop; the intro- & exit-questions/scenarios; and any other significant points noted by participants
- Colin offered to photograph all the maps showing areas of importance to the various policy Themes, link these to questions under each policy Theme and circulate
- Colin to assess and respond to feedback
- After the Lewes NPlan event on 8/9 Oct, Colin agreed to circulate the report on the workshop and its outcomes to all NPlan google-group to get their suggestions for ways forward & to get volunteers to set up a RUFkit sub-group of the Lewes NPlan SG – response to this would govern whether Lewes Nplan SG would choose to use RUFkit or not

4. Post-Workshop Activity

This is detailed in Appendix 4. Key issues and points are summarized below.

- Decision made that there was inadequate time to prepare an activity from RUFkit for the Lewes NPlan October Public Consultation Event : *6 October*

- First draft & Second draft of Outputs from RUFkit workshop circulated to participants – photos of output maps, questions section and entry & exit sections : *6 October*
- Message to send to all RUFkit workshop participants by eMail : *25 October* with key questions:
    - Shall the Lewes Neighbourhood Plan use the RUFkit tools to design activities for the 19th / 20th November public engagement events?
    - Shall we use it for specific target groups?
    - Will you volunteer some time to design RUFkit activities and draft questions?

  Immediate responses were requested.
- Only two responses received from people involved with the Lewes NPlan. There was also a reply from Sussex Flow Initiative offering interest in and potential help with further activities using RUFkit and from the Lewes Ranger.
- The report on the workshop and its outputs was circulated around Lewes Neighbourhood SG: *18 November*.

  There was one positive response, but no initiative to take up using RUFkit for the Lewes NPlan
- Further consultation was held between the Lewes NPlan/Rufkit liaison contact, the Project leader and Feria Urbanism via eMail and telephone:*8-16 November.*
- Decision made that Lewes Nplan would NOT use RUFkit to help its neighbourhood plan process: *8 December*

Appendix 1. Impressions of RUFkit

Points 1- 3 below are personal impressions from Colin Tingle (Lewes NPlan RUFkit case study co-ordinator) with respect to the value of the RUFkit website for the Lewes Neighbourhood Plan specifically.

1.1 Home Page of website
The Home page is reasonably interesting in appearance BUT NOT immediately attractive enough, I don't think, to grab people's attention and make them feel they want to stay and find out about it.
My initial reaction to it was – "There's no real people visible here; I wonder if that will put quite a few people off?"
The 'Why use RUFkit" page (see 2 below) appears more attractive, simply because centre-stage there is a photo of people engaged in dialogue – I think it'd help to use this or another similar type of image on the front/home page ….
Particularly because it is a tool that aims to get people to engage with others and participate in discussion.
This is certainly a key issue for those involved in any Neighbourhood Plan.

I also felt immediately that it wasn't obvious what RUFkit is nor what it's about – It is REALLY important to grab people's attention by being IMMEDIATELY clear on this!

The 'Your flexible guide for dicing with better participatory dialogue.' wording strikes me as fine for academics, intellectuals, etc. but possibly too 'professional'-sounding to appeal and be meaningful to the wide range of people who may find RUFkit interesting and useful.
How about something far simpler?

I'd also suggest that up-front it needs a sub-heading "What is RUFkit" and "Who is RUFkit for" perhaps with a drop-down list of groups/organizations/etc. to select from (?); possibly also "How might RUFkit be useful to you" maybe just as an active hyperlink that takes you to a page with the points currently on the Home page – Discussion; Landscapes & the Board; Questions; etc. …. Currently, these sort of come out of the blue and it's not very clear why they're there on what they're for.
[NB. It seems that some of these points have already been acted on by the RUFkit team for the Home page!]

1.2 Why Use RUFkit? page
This is the most useful page on the site from the Lewes Case Study perspective. Well set out and more 'attractive' in appearance (possibly due to the photo of people actually using RUFkit) with much helpful introductory information to help inspire people to try RUFkit.
From the Neighbourhood Plan perspective, it is less than helpful that the focus has shifted away from 'planning on the rural-urban fringe' that Rufopoly presented and, particularly that Planning isn't mentioned in the first 2 bulleted examples!
The 'Things to know before you start' section is very helpful, useful as a prompt. The first box is not clear on 'The purpose, goals & desired outcomes' of what! - is it of my use of RUFkit? or is it the project or activity etc. that I am hoping to use RUFkit with?

The 'How Rufkit can contribute and be adapted to meet these' should answer/explain my first query .... but because I didn't know RUFkit nor what it does nor how it does it, this box may feel a little flummoxing to newcomers. Either you need to state somewhere up-front that it is necessary to read through and explore the whole website before going into details of 'things you need to know', etc. OR this box needs some re-thinking so as to help the newcomer feel drawn in to engaging with the toolkit.

The 'Maximising your RUFkit experience' section exemplifies why RUFkit didn't work for the Lewes NPlan people – the phrase 'facilitates deliberation' sums it up: –participants were prepared to deliberate over the tasks they were asked to engage in during the workshop, but did not feel they had time for further deliberation over designing a game (the ultimate value of which they still felt unclear about) to then use in ways that were also not entirely clear as to how much value they'd add to the Lewes NPlan process.

Experience suggests that many, many people feel too time-stretched to see deliberation as a positive ..... however necessary it may actually be! (I hope this isn't cynicism!!?)

Key improvements may include: –

Use the first sentence from this page on the Home page - it reads better and is more meaningful than the current Home page introductory sentence.

Have the key uses of RUFkit as bullets on the Home/front page rather than in this page – or as bullets on the Home page, hyperlinked to greater detail on the Why Use … page.

Home Page bullets showing key uses of Rufkit stated overall fields for use e.g. Planning; Legislation; Education; Staff development, etc. - this would help users see at a glance whether their field of interest is covered.

The 'Things to know before you start' section could be expanded for those inexperienced in this type of project.

Make the first box explicit with regard to 'The purpose, goals & desired outcomes' of what! - is it of my use of RUFkit? or is it the project or activity etc. that I am hoping to use RUFkit with?

The 'How Rufkit can contribute and be adapted to meet these' either needs to state somewhere up-front that it is necessary to read through and explore the whole website before going into details of 'things you need to know', etc. OR this box needs some re-thinking so as to help the newcomer feel drawn in to engaging with the toolkit.

Simplify phraseology to help make RUFkit a draw by highlighting time-saving elements with regard to good decision-making!

1.3 Citizen Principles page
I think this page needs an introductory sentence/para to say why it's there and in what way it helps RUFkit users.

In all other ways, I think it is excellent. It lays out clearly the key principles to try to get really good participatory engagement in decision-making.

From the Neighbourhood Planning perspective, I can't think of anything that needs to be added.

Points 1.4 & 1.5 below have been drafted by The RUFkit/Lewes NPlan liaison contact (Colin Tingle) and reviewed by the appropriate group – point 1.4 By

Feria Urbanism; point 1.5 By the Lewes Neighbourhood Plan/RUFkit workshop participants.

1.4 The Consultant's position viz RUFkit & Lewes Case Study workshop
Lewes Neighbourhood Plan has appointed consultants Feria Urbanism (www.feria-urbanism.eu) to guide the Lewes Neighbourhood Plan process through to completion and submission of the Lewes NPlan (working with and for the Town Council and Lewes NPlan Steering Group).

1.4.1 Feria Urbanism and RUFkit (Colin Tingle)
Feria have seen RUFkit as a potentially valuable tool for the Lewes NPlan SG to use to help highlight specific issues directly relevant to the Rural-Urban fringe in Lewes and from which to draw out potential policy issues and policies to address these.
My understanding is the Richard and his team saw/see RUFkit as a tool for the NPlan SG to use or to develop for use during Feria's public engagement events. They felt that their role would be to use any game/activity developed to help public engagement during their scheduled events OR to support the SG in using outside these scheduled events. They saw no part for themselves in helping use RUFkit to develop games/activities for the SG.
They had specific tasks they are contracted to achieve for the Lewes NPlan; anything outside this had to be driven by the NPlan SG – they simply do/did not have the time available to contribute to - but they were clear that they would incorporate anything helpful that resulted from work with RUFkit by the SG into their programme of work.

1.4.2 Feria and the Lewes RUFkit Case Study workshop
In the run-up to the workshop, Antonia was assigned the role of liaising over, planning for and participating in the Lewes RUFkit workshop. She was clear that her role was to help provide necessary materials and information and to be there to observe the workshop process and learn from it about RUFkit and its potential. This role would mean that were the SG to opt to use RUFkit to develop a game/activity to encourage and facilitate public participation in the Lewes NPlan, Antonia would be familiar with the tool and the process and able to pick up any result that the SG provided to use within Feria's planned work.
Again, the role was seen as a facilitating and support role NOT as being any part of actively using RUFkit themselves nor developing any activity via RUFkit, except in support/discussion/critique of any drive for this coming from SG.
In advance of and for the workshop Antonia provided large A2 maps of the Lewes NPlan Area and tracing paper overlays, with a grid printed on them to allow participants to mark things onto the maps without 'spoiling the maps themselves. They also provided a variety of other support materials, including print-outs of the policy themes developed for the Lewes NPlan, pens, tape, scissors, etc.
Antonia put considerable time into this and into liaison prior to the workshop and into travel to and from the workshop.

Feria carried out their envisaged role with care, attention and a positive attitude. They provided excellent support to the RUFkit/NPlan liaison contact over the practicalities of running the workshop.

1.4.3 Feedback from Feria
3rd paragraph – you say the Feria team "… did not or do not have the time" to use RUF Kit. Better wording would be that the RUF Kit technique in Lewes was external to our agreed methodology and we were commissioned by LTC on an alternative basis. So to involve ourselves significantly in RUF Kit would have led to additional resourcing costs on our side and these were not part of our original agreement with LTC. So more about sticking with our brief, not just about time, just to be clearer.

The line "…they saw no part for themselves in helping use RUFkit to develop games/activities for the SG" 2nd para. seems to contradict "…In the run-up to the workshop, Antonia was assigned the role of liaising over, planning for and participating in the Lewes RUFkit workshop" 4th para.

Perhaps reword one or both? Either we had no part or we did plan and participant – can't be both! Otherwise, this is all fine.

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1.4.4 Feria Urbanism and RUFkit (Richard Eastham & Antonia Morgan, Feria Urbanism)
Here's a summary of our own feelings about RUF Kit:

The Feria team feel that RUF Kit has potential in the neighbourhood plan process but it quickly became clear to us that it is very much a brainstorming, early ideas, assessment and analysis type of technique that Feria were using in March, April and July in Lewes.

We think it was simply an unfortunate issue of timing that it arrived too late in Lewes (e.g. September, October) to be of any real practical help. By the time it was being explored, we already had some fixes for the Lewes plan.

While we think it could be useful early on, we did find it overly prescriptive with too many "rules" e.g. circles not grids etc. Myself and Antonia have discussed this next bit and we both feel that the game-play aspect, while intended to engage and draw people in, can actually be a bit of a turn-off for some. Perhaps we just think alike here. It was never clear to us what the aim of the game is or how you win or lose. And if it doesn't have the traditional win-lose characteristics of a game then it becomes difficult to read and relate to for many.

Richard Eastham, Director Feria Urbanism.
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1.5 How valuable can RUFkit be for Neighbourhood Plan groups?
[NB. Views below are those of the Lewes NPlan liaison/contact, based purely on the direct experience of the Lewes case – comments below relating to 'elsewhere' need to be seen as speculative and based on experience in Lewes]
1.5.1 The Lewes case
SG Chair's summary:
Lewes RUFkit Workshop participants felt, that although Rufkit might have potential, it required a far greater input of time to make it functionally useful than anyone present could possibly commit to. *Susan Murray*.

1.5.1.1 The Lewes case (Colin Tingle)

RUFkit can undoubtedly be of value to Lewes NPlan, precisely because it could do what he game was originally designed to do which is to get people to examine the issues around development on the urban rural fringe whilst being allowed to step off any 'soap boxes' through the 'game' format and also via considering an imaginary place facing the same issues faced by Lewes.

In practice, the group from the NPlan SG that tried the RUFkit process via a workshop facilitated by Prof. Scott concluded that it was an interesting and engaging process and of potential value to the Lewes NPlan. However, they elected NOT to use RUFkit for fear that it would take too much time that could be better spent on more 'urgent' matters to do with the Lewes NPlan.

In my view this 'fear'/perception comes from 2 or 3 things:

i)   the growing recognition of how much time, communication and collaboration is involved in NPlanning to do it well and the fact that almost everyone actively involved in Lewes NPlan is part of the 'usual suspects' – i.e. those who are active in a wide range of local issues and are committed to a number of groups, actions and activities and are thus spread rather too thin (as individuals). This means time availability is a really big issue for those involved and they couldn't take on an additional activity.

ii)   At the time, there had been 2 distinct phases in researching and developing the evidence-base needed to support planning policies for the Lewes NPlan: work done by all the initial 5 'topic groups' before the consultants were taken on; and the 4 policy themes provided by the consultants based on what they heard from members of the SG and from the public via the varied public engagement activities.

Prof. Scott, as workshop facilitator, asked whether there was some 'lack of buy-in' from participants with the Policy themes.

My response is that it is possible that the 2 phases mentioned above had not 'meshed' fully in the minds/understanding of some SG members and have left some gaps and uncertainties between the professional work of the consultants and some key concerns of active members of the SG. There may be little justification for any such mis-match, as the SG was frequently alerted to the 4 emerging Policy themes and asked to provide feedback, thus individuals had been given opportunities to ensure earlier work was entirely in tune with the developing Policy Themes (None-the-less, it is worth noting that any perceived 'mis-match' may translate into even more and wider gaps in understanding of how policy issues fit together for less active members of the SG?).

It is important to note also that there were 2 individuals invited to and present at the RUFkit workshop who are external specialists (with highly relevant skills and local experience) not active in the NPlan process at all and thus inevitably were uncertain about how their ideas fitted with the 4 Policy Themes.

NB. The consultants have now actively asked the original SG Topic Groups to fill in the detail for policies under the 4 Policy Themes, so as to ensure that there is a full match between earlier work and the current policy themes.

All this may have led to some lack of clarity in the process at the time of the workshop for some individuals. This, in turn, may have led to the feeling that there is a great deal to be done and too little time to do it in for RUFkit to be a useful tool for the Lewes NPlan process.

iii)   The stage at which RUFkit came up for and was put to the NPlan SG as a potential tool may have been rather late in the process. Despite the fact that I personally see it as still being useful at this stage, the way in which the process

has developed in Lewes has left some feeling that there is a great deal to do and that Lewes is a little behind in the process, that public engagement may not have been as widespread to date as they hoped, but that it is now too late to start going through fairly lengthy 'public/stakeholder engagement' processes in order to bring more of the public in to taking an interest. Also that such interest is likely to be engaged through addressing policy areas that are already seen as important to the Lewes population, rather than attempting to get them thinking deeply about the specific issues for Lewes that they may be less aware of.

If I'm correct about this, then it is possible that RUFkit MAY have been taken up by the Lewes NPlan SG had they been aware of it 1 year or 18months ago. However, all this is speculation that cannot (unfortunately) be easily verified!

1.5.2 Elsewhere

As agreed by participants in the Lewes RUFkit workshop, there is a great deal of potential for RUFkit to be a very valuable tool for public engagement. This was also seen as true for NPlanning, whether introduced early in the process (see above) or at about the stage it was introduced in Lewes – though the former would be more likely to lead to its acceptance as a valuable tool. It's acceptance or indeed enthusiasm within an NPlan group to use it, is likely to be dependent on the type of individuals on the SG, their drives, commitment to public engagement, patience and their familiarity with the professional process of planning and professional approaches to stakeholder engagement (amidst other things ….. of which pure confidence and degree of commitment are likely to be important …. which lead to individuals putting time and energy into the process). So, the time the RUFkit takes to develop for an individual place/NPlan IS likely to be a constraint on its uptake.

Time is, in itself, a big barrier to successful NPlanning. Experience indicates that the whole NPlan process has not been well thought out by government as a community participative process. It appears too big, too complex, too beaurocratic and too 'convention-laden' a process for anyone to wish to deal with who is not already familiar with planning in a professional context OR other similar or related professions. For most 'lay' people, it can appear too distant from them and rather divorced from the things they feel are important to encourage (or even allow) interest, seeing a relevance, or engagement.

RUFkit COULD help to 'de-mystify' some of these issues for the general public, BUT only if the public can be helped to see RUFkit as interesting and engaging it itself; if they can see how it will benefit them directly and if they can be motivated to pick it up and use it.

Decades of experience in attempting to engage the public with Sustainability issues suggests that NPlanning is dealing with issues that, though directly relevant and important to almost everyone, simply seem too distant and too 'big' for most individuals to bother with ….. thus RUFkit MAY appeal only to those professionals and NGOs that are actively involved in the effort to involve the public in decision-making, rather than the wider public itself.

NNB. Let's hope this analysis is flawed!!

1.5.3 Feedback from workshop participants
1.5.3.1 Feedback from the SG Chair: (Already added above)
Participants felt, that although Rufkit might have potential it required a far greater input of time to make it functionally useful than anyone present could possibly commit to.

1.5.3.2 Feedback from the Town Clerk:
I would take issue with some of your descriptions of the gaps in expectation/understanding between the "usual suspects", as you have labelled them, and the consultants. I am not sure these gaps are as prevalent or as wide as you have implied. Individual misconceptions that remained by that stage are not really credible given the number of "reminders" issued at earlier meetings as to what was required and what was important in forming a Neighbourhood Plan. The Steering Group is composed of those presented as representatives in response to a wide trawl of local community organizations. We work with what we get! The process demanded by the legislative framework (and I agree with your closing comments re the government's approach) is all that matters, and the evolution of the emerging policies has come about quite correctly, as carefully and sensitively guided by Feria. We stated at the outset that there would inevitably be issues that could not be acceptable as Plan Policies, but that there might be a place for them in the contextual background.
(NB. Some of this feedback led to slight revision of the original text to produce the text above. Original text available on request)

1.5.3.3 Feedback from Neville Harrison (local Parish Councillor and Member of SDNPA)
I'm sorry we weren't able to make more use of RUFkit (don't think the title helps)
My feeling was it would be a very good way of engaging a 'captive' audience e.g. school, college, a community group as a planned event but we would have needed to have introduced it at an earlier stage in the engagement process.

It is disappointing more people have not seen it worthwhile to get engaged in the NDP and you have suggested some reasons. My own experience of asking Lewes people I meet about their NP is that they don't think it's worth the effort because a) the time consuming process, b) limited areas that can be influenced and c) the inspector has the final say anyhow. I have some sympathy with this view even if it's not entirely accurate.

However those parishes that do successfully complete the process are generally pleased they did it and in the process have learnt a lot about their community.

Appendix 2. Ideas for adaptation of RUFkit for use in Neighbourhood Planning

2.1 RUF Kit in colours (Feria Urbanism)

Here's our idea about how RUF Kit could be streamlined for practical use on future of the rural-urban fringe, as intended:

The system involves three colour codes of grey, grey/green and green. Grid squares are placed all around the edge of the settlement and "players" – or participants if the game-play aspect is dropped – are asked to colour code each square as it is now. So urban = grey; semi-rural-urban = grey/green and rural= green. Then, players are then asked if this current situation is appropriate and if not, which direction should each grid square go e.g. more green, or more grey. In other words, should each part of the edge become more or less rural or more or less urban.

Next, once that the direction of development is determined, the type of development can be prescribed e.g. more urban with more housing; more urban with more industry; more rural with more formal sports; more rural with more pasture and so on and so on. All supported by why this type of development is appropriate on each grid square, e.g. landscape visual impact, underlying geology, proximity to services, transport and so on.

The result would be two diagrams: a patchwork of grey and green as it is now, followed by a patchwork of grey and green as it should be in the future.

At a glance, the viewer could see where the areas of change are and in which direction too. Both these diagrams can then be addressed by the neighbourhood plan which would then describe policy wording explaining how you get from plan 1 to plan 2. Which, in essence, is what neighbourhood planning is all about.

If this technique were rolled out multiple times (e.g. by many different community groups and so on) then a consensus over which grids go grey and which grid go green could be quickly established.

Anyway, that's our take on a highly-visual, easy-to-understand, with practical outcomes version of RUF Kit.

2.2 *Ruflette*

2.2.1 It was suggested that the game would take too long for a pub-quiz and that a shorter adaptation would be needed that focussed on only a few questions rather than a trip across Lewes and its rural-urban-fringe

2.2.2 The idea of a game of roulette-type might work in this context, with a question associated with a particular number on the roulette-wheel

2.2.3 Response from Prof. Scott - The idea of a roulette wheel here was a fascinating idea to have all the questions on one wheel which I think we can build into our guidance. I did find a 12 wheel on line spinner! http://wheeldecide.com/dice-12-spinner/

Appendix 3. Lewes NPlan workshop 2 Oct 2015

3.1 SUMMARY AND ACTIONS
See main report text

3.2 WORKSHOP AGENDA
1. **past adaptions of Rufopoly: participants to see how it has been used** -AS
2. **consultant led briefing for this exercise** – CT/AM
   o **key messages from previous events to build upon**
   o **policy themes for Lewes NPlan**
   o **Rural/urban fringe – 'The Edge of Lewes'**
   o **aims and objectives for workshop**
3. **Theme Groups identify grid of areas significant for their policy theme**
4. **Theme group identify questions to address significant issues for their policy theme and answer options (2 questions for each group)**
5. **WHOLE group identify entrance (what are we here for) and finish questions (so what)**
6. **Rules for how you want to use the exercise in a workshop setting**
7. **Debrief and future actions**

3.3 THE WORKSHOP

3.3.1 Participants:

Name	Organisation/role
Kirsten Firth	Lewes Neighbourhood Plan SG (Sustainability Topic leader)
Elizabeth Thomas	Lewes NPlan SG (Built Environment Topic Group)
Neville Harrison	Lewes NPlan SG (Parish councillor & SDNPA Representative)
Susan Murray	Lewes NPlan SG (Chair)
Susan Thompson	Lewes NPlan SG (Transport Topic Group)
Colin Tingle	Lewes NPlan SG (Advisor on Ecosystem Approach & RUFkit case study contact)
Steve Brigden	Lewes NPlan SG (Town Clerk)
Amy Tyler-Jones	Lewes NPlan SG (SDNPA Neighbourhood Plan Officer)
Antonia Morgan	Feria Urbanism (consultants to Lewes NPlan)
Dan Fagan	Lewes District Council Ranger (Park Management Plan, Biodiversity and Green Infrastructure expert)
Sandra Manning-Jones	Sussex Flow Initiative (Ouse catchment Natural Flood Management expert)

Clear instructions were provided to frame the activities possible to test out how RUFkit could help Lewes Neighbourhood Plan in engaging the public in the planning issues Lewes faces around its 'edges' (rural/urban fringe). Participants split into Policy Theme groups to undertake the activities - identifying sites and providing suitable questions appropriate for these sites.

The Groups also worked to identify 'Entrance' and 'Exit' questions, designed to engage people to take part in the activity/play the game and to help summarize what they got out of engaging in the game/activity.

Workshop participants in action

3.4 OUTPUTS

3.4.1 Past adaptions of Rufopoly: participants to see how it has been used and how RUFkit has developed (Prof. Alister Scott)
Prof. Scott gave a brief introduction to the original Rufopoly game and how it came about. He showed a copy of the Rufopoly board.
He also then ran through several other board games developed from the Rufopoly idea/model, including Plainsopoly (from University of Nebraska, USA), Delivering Growth across the GBSLEP (from Greater Birmingham & Solihull Local Enterprise Partnership) and the version from SDNPA to investigate the implications of a Green Infrastructure Framework, etc. He showed examples of the boards and the questions they had been populated with.
He then briefly outlined what RUFkit was and how it had developed from Rufopoly and explained the workshop process and timing for the afternoon ahead. (http://www.bcu.ac.uk/research/-centres-of-excellence/centre-for-environment-and-society/projects/relu/rufopoly)

3.4.2 Aim for Lewes RUFkit workshop (Dr. Colin Tingle)
•   To help us identify key areas around and across Lewes (on its edge) where there are significant issues to consider in relation to development of any kind in Lewes (housing, workspace, transport & movement, social & community space including green open space, etc.). [These areas/sites could then form the basis for the grid of questions (a la Rufopoly) relevant to development in Lewes]
•   Populate these sites with a series of questions suitable to inspire the public to consider these issues, present their views by answering the questions and raise their own ideas and concerns.

3.4.3 Sites of Development interest importance on the 'edge' of Lewes from Lewes NPlan SG groups

Group 1: Streets and Spaces
Susan Murray, Neville Harrison, Colin Tingle

Policy sub-themes: A = Streets & Lanes B = Social & Civic spaces   C = River corridor strategy   D = Active river frontage

Group 1 identified the following areas as being of key importance to their Streets & Spaces Theme:
   a) Streets & Lanes sub-theme (A) – the area surrounding the High Street and its extensions (Western Road & School Hill) including the lateral areas where the twittens run on either side;
   b) Social and Civic spaces sub-theme (B) - The Lewes Railway Land and surroundings, plus the area around the Paddock;
   c) River Corridor strategy, plus Active River frontage sub-themes (C&D) - the area all along the riverside (including the floodplain) up- and down-stream.

[NB. The group felt that it was forced to mark the shapes too rapidly for them to be accurate for the policy sub-themes and would prefer more time to re-draw in a more considered manner. The group also recognized that it had prioritized identification of public open spaces and that there are additionally extremely important areas for cultural Social & Civic spaces – again, limited time was a barrier to completing this task/exercise as thoroughly & well as the group would have liked]

Figure 1: Areas of potential particular importance for the Streets and Spaces Policy Theme [NB. Policy sub-themes C&D grouped together, as they both relate to the river corridor]

Group 2: Access & Movement
Kirsten Firth, Liz Thomas, Dan Fagan (LDC Ranger)

Policy sub-themes:
A – Active travel networks
B – Way finding systems
C – Public transport strategy
D – Car parking strategy

Group 2 identified the following areas as being of key importance to their Access & Movement Theme:

a)   Active Travel Networks sub-theme and Way-finding Systems sub-theme (A&B) – Landport Bottom (with part of this are falling outside the Parish Plan boundary), including fingers of land extending down the trackways/access points into town and the Lewes Downs (Malling Down & Southerham) – both identified as 'Access for cycling and walking'

b) same sub-Themes (A&B) - The finger of land following the railway line and across Lewes Railway Land and extending and broadening out approaching the Lewes Brooks – identified as Access from and into town from the Egret's Way cycletrack and the Lewes Brooks

c) Public Transport Strategy sub-Theme (C) – the railway station and surroundings plus linking roads; Also the Bus station and its surroundings and the one-way system

d) Public Transport Strategy plus Car Parking strategy sub-themes (C&D) – the area encompassing Tesco, Malling, the industrial estate & A26; County Hall identified as 'car park magnet'.

Figure 2: Areas of potential particular importance for the Access & Movement Policy Theme

Group 3: Good Places for Living
Amy Tyler-Jones, Steve Brigden
Policy sub-themes: A – Site selection criteria; B – Infill site policy; C – Greenfield site policy; D – Architecture & design

Group 3 identified the following areas as being of key importance to their Good Places for Living Theme:
   a) Old Malling Farm
   b) North street
   c) PA
   d) Ham Lane
   e) Cockshut

No further explanation or rationale was given on the map, nor was there any distinction into the policy sub-themes for any of the individual sites.
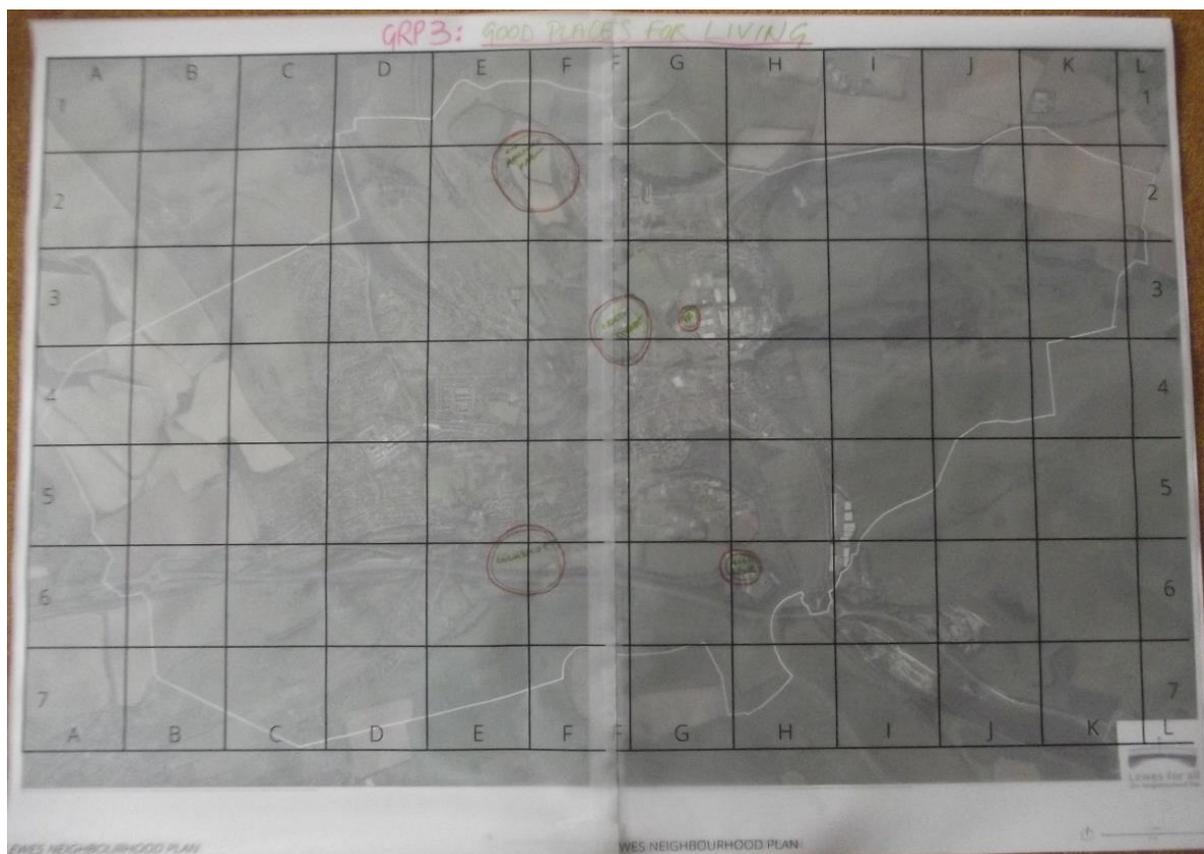

Figure 3: Areas of potential particular importance for the Good Places for Living Policy Theme

Group 4: Heritage & Community
Susan Thompson, Antonia Morgan, Sandra Manning-Jones (Sussex Flow Initiative)
Policy sub-themes: A – Protection of existing community services and facilities; B –
Implementation of new community services and facilities; C – Protection & enhancement
of heritage assets; D – The working & making town

Group 4 identified the following areas as being of key importance to their
Heritage & Community Theme:

a) Protection of existing community services sub-Theme (A) – Hospital; The
   (?St. Anne's?) Community Centre; the area around the river and part of
   North Street plus other side of river – identified as important for
   community Transport & Groups; the area around Mountfield Road, Ham
   Lane (inc. Dripping Pan) – identified as important for sports & leisure
b) Implementation of New Community Services & Facilities (B) – North
   Street – New community services linked to Landport Beneficiaries
c) Protection & enhancement of heritage assets (C) – the area all along the
   central strip of town including Cliffe High St & the High Street as far as the
   bottle-neck – identified as 'historic town & castle); The Phoenix Estate –
   identified as heritage value; The Priory and the Dripping Pan; the Lewes
   Railway Land – identified as old floodplain meadows
d) The Working & Making Town (D) – the area covering most of the town
   centre, with arrows radiating outward – identified as important because
   small businesses need town centre location and facilities; Post Office plus
   Post-Office dispatch/depot (on Malling Industrial Estate); Broadband
   connection to the Ouse Valley is also identified as important

Figure 4: Areas of potential particular importance for the Heritage & Community
Policy Theme

3.4.4 Questions from Lewes NPlan SG groups

Group 1: Streets and Spaces
Susan Murray, Neville Harrison, Colin Tingle

Policy sub-theme A – Streets & Lanes
The streets of Lewes are part of the historic and visual distinctiveness, valued by residents .
How do you think they can be protected and enhanced ?
    (7) Creating traffic free areas and traffic calming
    (8) Using appropriate materials that relate to heritage building, paving and kerbing
    (9) more tree planting where appropriate
    (10)   removing unnecessary signs and clutter including yellow lines
    (11)   protecting views out and in
    (12)   other

Policy sub-theme C&D – River Corridor Strategy & Active River Frontage
The river Ouse provides us with multiple benefits but also some challenges. How can development on the floodplain be designed to enhance benefits whilst reducing challenges?
    (5) No new building on the flood plain
    (6)a Build new flood defences
        b Ensure new development can cope with flooding
    (7) Ensure public access to the river front is maintained or created, linked to cycleway pedestrian routes.
    (8) Ensure communication with other communities up and down the river so that local actions relate to other communities needs

Group 2: Access & Movement
Kirsten Firth, Liz Thomas, Dan Fagan (LDC Ranger)

Group 2 had some problems agreeing an understanding of what type of questions they should suggest. Dan Fagan also had to leave at this stage.
They came up with 4 questions, but did not allocate them to different policy sub-Themes, nor provide answers to all of them. They were only happy with their question A and answers to it. They did not feel they completed their question B and its answers.

A. Visitors find it difficult to move out of the town centre. How can we assist them?
    (5) Promote circular walking routes
    (6) car parking at start of routes
    (7) Bus maps
    (8) other

B. How do you do your main weekly shop?
    (5)   Car
    (6)   bus
    (7)   cycle
    (8)   walk

Ba. What would make you change mode?

C. What shops do you most value in Lewes and why? - Mark them on a map .
Ca. How can we best protect them?

Group 3: Good Places for Living
Amy Tyler-Jones, Steve Brigden

Malling Farm : Given that this site (currently farmland) may be included in the strategic plan for Lewes for housing development. What type and form of housing do you think is most suitable ?
    (7) Ecovillage
    (8) High density majority market
    (9) High density majority affordable
    (10)   Low density premium price
    (11)   Low density including self-build
    (12)   other

Pre-application site: Land here might one day become available for development. What would make it a good place to live?
    (6) High quality landscaping
    (7) New footpath /cyclepath to town
    (8) unique innovative designs
    (9) Mix of work /live space for studios and start up business
    (10)   other

Cockshut: This land is currently used for food growing. Could it in future be used for anything else?
    (7) Children play area
    (8) sports and recreation
    (9) outdoor performance space
    (10)   housing
    (11)   community facility
    (12)   other

Group 4: Heritage & Community
Susan Thompson, Antonia Morgan, Sandra Manning-Jones (Sussex Flow Initiative)
[NB. Letters refer to policy sub-themes: A – Protection of existing community services and facilities; B – Implementation of new community services and facilities; C – Protection & enhancement of heritage assets; D – The working & making town]

A Which community sites and facilities do you most value? Why and does the location influence your use of these sites and facilities ?
B If new community sites and facilities were to be created where should they be?
C Lewes is a historic town with lots of important ancient features. Which should be protected or improved?
D How do we ensure that Lewes offers town and rural residents excellent facilities as an employment and business hub for the 21st Century

3.4.5 Questions from Lewes NPlan SG group: Entrance questions/statement

Groups all recognized that there was a need for an Introduction to stress the role of Neighbourhood Plans as a land use plan.

Entrance question 1
Context: Respondents should adopt post as mayor.
How would you like Lewes to change? We need your help

Entrance question 2
Context: Lewes has to provide hundreds of new houses
Put yourself on the map: What do you find enjoyable about living in Lewes and what is hard?
Use this game to let us know how the NP can improve things for you.

Exit questions
1. Did playing the game teach you anything?
2. Have you any further suggestions for the future development of Lewes?
3. Having played the game has Lewes changed for the better?

What are the top 3 points in your answers that would most help improve your life in Lewes? (how much would they cost? and who would pay?)

3.5 OUTCOMES

- There was widespread agreement across the participants that the 2 h exercise was positive, interesting and engaging.
- There was widespread agreement that RUFkit could be very valuable as a public engagement tool and that it could be of use to the Lewes Neighbourhood Plan
- There was almost unanimous agreement that using RUFkit to develop a game (or other public engagement activity) suitable for use with the Lewes NPlan would need a considerable amount of time and input; it was also agreed that a sub-group of the NPlan SG would need to be formed to take this forward.
- A number of participants suggested that games/activities developed using RUFkit could be best used to engage others in the community – schools were cited as a possibility; as were pub-goers via a pub-quiz-type adaptation.
- It was suggested that the game would take too long for a pub-quiz and that a shorter adaptation would be needed that focussed on only a few questions rather than a trip across Lewes and its rural-urban-fringe
- The idea of a game of roulette-type might work in this context, with a question associated with a particular number on the roulette-wheel
- Discussion indicated that participants felt there was inadequate time to prepare an activity using RUFkit for the Lewes NPlan Public Engagement Event on October 8 & 9. No final definitive decision was taken. Prof. Scott offered to provide feedback to help the consultants/RUFkit liaison contact with this decision

3.6 ACTIONS

- It was agreed that Antonia discuss the workshop with Richard on return to Feria; they would then decide whether they felt there was any possibility of using something from the Lewes RUFkit workshop to prepare something for use for the public engagement event the following week (8-9 Oct) and liaise with Colin accordingly
- Alister would write up the questions proposed during the workshop; the intro- & exit-questions/scenarios; and any other significant points noted by participants
- Colin offered to photograph all the maps showing areas of importance to the various policy Themes, link these to questions under each policy Theme and circulate
- Colin to assess and respond to feedback
- After the Lewes NPlan event on 8/9 Oct, Colin agreed to circulate the report on the workshop and its outcomes to all NPlan google-group to get their suggestions for ways forward & to get volunteers to set up a RUFkit sub-group of the Lewes NPlan SG – response to this would govern whether Lewes Nplan SG would choose to use RUFkit or not

Appendix 4. Post-Workshop Activity

4.1 Feedback from Alister Scott - received by eMail 5 October 2015

1.   I thought the session was lively and clearly provoked great discussion which was great but it struck me
a.   That several of the people there were not that familiar with the themes and clearly went off piste making it difficult in a heavily time constrained activity to rain people in. Thus the issue of people having bought into the agenda was crucial. Many were saying how other issues were not there.
b.   Whilst the designing of their grid questions was interesting if large circles had been pre designed in I think people would then have focussed into issues in the space they had been allocated and perhaps may not have strayed off topic or indeed off the rural urban fringe bounding.

2.   It was clear to me that the entrance question was not necessarily a question but rather a hook to explain what a neighbourhood plan was and something to help ensure people also knew what it wants. This would then help subsequent questions.

3.   The way the session would run was not discussed as we did run out of time. My feelings were:
a.   there was no way this could run as an exercise next week. However there could be a map with a predesigned series of circles enabling people to perhaps note down their priority issues in the circles (make them quite large) and locate them on the rural urban fringe spaces that you want to focus on. The issues can be on post its.
b.   there was an opportunity for a small group to take the report and the post its and any previous material to turn into questions from a top down basis as it does seem sensible to bound people from the intelligence to date
c.   this might usefully form a game to take round the community to their events to capture data. This has the advantage of adding value to your own events. The key here is to design an answer template that records individual answers but also captures reasons why. Your group identified school children, a pub quiz and I am sure that other meeting groups might be willing to have a go with some of you guys acting as facilitators.
d.   overall from talking to people it might be better not to classify it as a game. Rather to see it as a way to capture different views but with a little fun included as well. The idea of a roulette wheel here was a fascinating idea to have all the questions on one wheel which I think we can build into our guidance. http://wheeldecide.com/dice-12-spinner/ I did find a 12 wheel on line spinner!

4.2 Feedback received from Sandra Manning-Jones, Sussex Flow Initiative by eMail 5 October
Yes [the RUFkit workshop] was most interesting. I have mixed feelings about using approaches like this - it certainly provokes debate and can help highlight further issues, but also think that there is a danger that it can cloud the ultimate goal, and be rather time consuming. It would need some very careful question posing to ensure that you end up with information that is useful and usable... I think what is most beneficial is the potential to engage people in the process

that would otherwise not participate. Would this be the only way that locals engage with the plan or part of other consultation activities?

I think it would be good to highlight to the group the links between flooding locally and upstream land use, town surface water problems and also flood defences. I will put together some maps that help highlight flood areas, and also one that shows the upstream catchment that drains through Lewes.

4.3 Feedback from Richard Eastham (Feria) by eMail 5 October
…… As requested, Antonia will give you a call tomorrow to discuss RUF Kit feedback and where this goes next but to be fair, we want to concentrate our efforts this week on the developing the policy themes with a view to end of the week.

4.4 Notes transcribing questions identified by different Policy Topic Groups provided to Liaison Officer/Feria by eMail from Alister Scott 6 October
NB. These have been inserted into the RUFkit workshop report (see Section 3.4.4)

4.5 Decision made that there was inadequate time to prepare an activity from RUFkit for the Lewes NPlan October Public Consultation Event made 6 October

4.6 First draft of Outputs from RUFkit workshop circulated to participants – Questions section only – 6 October

4.7 Second draft of Outputs from RUFkit workshop circulated to participants – photos of output maps, questions section and entry & exit sections – 6 October

4.8 Feedback from Dan Fagan, LDC Community Ranger by eMail 7 October
Thanks for inviting me along to this exercise. Looking at what you've sent I think it's brilliant how so many issues were raised over such a short amount of time which highlighted areas. It was a very interesting and I think very effective way of engaging with the audience and get some real issues onto a map.

It would be very interesting to see how different groups raise different issues.

Alister mentioned that part of this process is to take the game to different groups.

If you need any contacts, for example community groups, volunteers, rugby clubs, other sports clubs, etc. just let me know.

4.9 Feedback from Alister Scott re: use of RUFkit to produce an activity/game for the Lewes NPlan Public consultation exercise 23 October
I hope the recent workshop went well and as November rapidly approaches I wanted to explore what opportunities might exist for your further workshop exercises. It might be of interest to note that we have done a similar exercise to yours albeit with a predefined grid with a geography group of students and this perhaps raises the opportunity of using schools and groups/societies where they are rather than requiring them to come to you.

I felt that you had some questions that were almost oven ready but that there was a need for a stronger steer to the themes that had emerged from your previous work which suggests that some questions could be imposed with others developed like the workshop. In that way you could quickly progress to 20 questions using different groups in the design process and allocating them a question or two that addressed their concerns. Just a thought.

Happy to engage but also appreciate you need to focus on your core work

4.10 Message to send to all RUFkit workshop participants by eMail 25 October
This email is to decide if and how we proceed to prepare RUFkit activities for the November public engagement event and / or specific target groups. Below is a summary of the feedback and some questions about how we take RUFkit forwards. Apologies for a long email!
The key questions are:

    Shall the Lewes Neighbourhood Plan use the RUFkit tools to design activities for the 19th / 20th November public engagement events?
    Shall we use it for specific target groups?
    Will you volunteer some time to design RUFkit activities and draft questions?

Your immediate response to these will help and there's more detailed questions below - PLEASE REPLY to these if at all possible ....

    The story so far..

Following the RUFkit exercise the decision was made that there was inadequate time to prepare something based on what we'd started with/learnt from RUFkit for the Lewes NPlan October public engagement event. Many of us did, however put time and energy into helping prepare for and participate on 8/9th.

    A couple of weeks have now passed since that event. I spoke to Antonia on Friday and she said Feria are still in the process of pulling together all the outcomes - there were many, many comments made on the different Policy Themes during the event!

    Given that it will probably be another week before Feria can report on outcomes, I feel that we need to make some decisions on our potential for using RUFkit before those results come out. We can then be ready to act on any decisions we make in readiness for preparing something along the RUFkit lines for future public engagement events.

    Having attended and seen the outputs from the RUFkit workshop, the participants are the key group to make a decision as to whether Lewes Neighbourhood Plan can make use of RUFkit to help design activities – the forthcoming Public Engagement event on 19/20 Nov and potentially two more for which dates have yet to be allocated and/or for helping design additional public engagement events, for example a 'Roadshow' around different parts of town (much as done by LPR last December) and/or a pub quiz and/or activity for schools/youth groups etc.

So, here are the questions for you to answer and send back to me (by return, if at all possible!) …… and I summarize feedback during and after the Lewes NPlan/RUFkit exercise further below.

So the questions are:

1.   Would you volunteer to join a 'RUFkit sub-group' of Lewes NPlan SG to design & develop a 'fun' activity/game to engage the public in aspects of the Lewes Neighbourhood Plan?

Yes   No

2.   Should we build on what we did on Fri 2 Oct to develop an activity/game for the November 19/20 event?

Yes   No

3.   Should we build on what we did on Fri 2 Oct to develop an activity/game for 'unusual suspects' – or particular target groups?

Yes   No

If yes, which particular target groups?

Schools? Yes   No   Which school/s?

Youth Groups? Yes   No   Which youth group/s?

Pub Quiz/Game?   Yes   No

4.   Would we wish to design a game/activity along the lines of RUFopoly with a map and a dice and a series of questions posed on a 'grid'/pathway across the map?

AND/OR

5.   An adaptation that is quicker to play/use ? (e.g. RUFlette above or alternative to this)

When answering these, please recognise

i)   that considerable time is needed to produce the questions – if we are inspired to do it we need to be practical and realistic about the time it will take.

ii)   to develop something to be used independently of the public engagement event on 19/20th would require the additional time and contacts to organise and run events to get the game/activity played

Do we have time/resources ?