

Leisure, transport, walking, cycling

Importance of improving leisure offer and experience as retail declines (various reports on future of town centres), eg cafes, restaurants, bars, escape rooms etc

If shops closures continue, as seems likely, have a plan to replace some with either leisure activities or high grade office accommodation to encourage a professional services cluster in the town centre

As some other towns are doing, convert disused town centre space to living accommodation to improve daytime economic activity

Good employment in town centre – ensure people can walk or cycle to work or have access to affordable public transport

Government targets to switch to electric vehicles – install charging points in car parks

Improve bus links to surrounding villages

Promote walks and cycle ways

town centre, town character, shops

- An accessible community
- A preferred leisure experience (town centre)
- An honest reflection of our heritage
- Dormitory town for Norwich?
- An historic centre?
- A tourist destination?
- A thriving market town?
- An employment hub?
- A focal point for the villages

Homes, Jobs, education

- New homes – families/singles (professionals)
- Regeneration of some buildings with no future use
- Increase social housing
- More FT jobs – service sector / retail
- Increase professional services, eg secondary locations for Norwich and KL commerce
- Increase catchments of secondary schools so as to make them sustainable

Services, visitors

- Better footpaths
- Better signposts
- Doctors
- Medical centre at hospital
- Sustained public transport
- Rail links
- Better local transport
- Traffic management
- Better broadband
- Good mix of shops in town centre
- Well managed parking

For visitors:

- good signage,
- more accommodation,
- tourist info,
- promotion,
- better support for international (tourists).

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