

Consultation Questions

Glasgow 2014 - Delivering a Lasting Legacy for Scotland

We welcome the focus of delivery on Scottish Government's five key strategic objectives and 15 National Outcomes. We suggest that stronger links are made with delivering Scottish

<p><i>Question 1: QUESTION 1: Are the benefits you would like from the games covered in this paper?</i></p>	<p>Government ‘Greener’ objective. We suggest that stronger links are made between the Games and the delivery of preventative (as well as curative) healthcare. We discuss our suggestions in relation to these and other benefits in more detail in the sections below.</p>
	<p>Generally we believe there should be greater recognition of the contribution that woodlands and green networks, particularly Glasgow Clyde Valley Green Network (hereafter referred to as the ‘Green Network’), are able to make to the delivery of the Games objectives. This would reflect Government commitments with SFS, its associated Implementation Plan and programmes as well as regional frameworks such as Glasgow and Clyde Valley Joint Structure Plan 2006. In the sections below we discuss our suggestions for involving woodlands in the delivery of the Commonwealth Games social, economic and environmental legacy. Wealthier and fairer Increase the capacity of businesses and social enterprises in Scotland to tender for public sector contracts. We are committed to enhancing the sustainable economic basis for forestry and developing the economic potential of Scotland and its regions. We suggest that there is potential to encourage use of Scottish produced timber in Games infrastructure provision, particularly buildings. This will contribute to enabling businesses in Scotland, including small and medium sized enterprises, to bid for public sector contracts. To achieve this, procurement guidelines will need to ensure that the use of Scottish grown timber is acceptable. We suggest that there is also potential to develop capacity within new and existing biomass supply chain companies to access public service contracts through the development of appropriate games infrastructure. In particular the use of renewable energy technologies, such as woodfuel boilers for heat or CHP (combined heat and power), in Games buildings will potentially develop demand-pull for locally sourced woodfuel. This will create economic activity along the supply chain and may lead to improved drivers for local woodland management activity. Use the Games to showcase Scottish products and services. Our Timber Development Programme 2007-2010 notes, ‘Timber is an environmentally friendly,</p>

versatile and cost-effective building material. It is renewable and has a very small carbon footprint' (p3). Timber is also associated with innovative building design providing high quality aesthetics (profiled in the recent publication 'New Timber Architecture in Scotland'). We suggest that there is potential to use the Games to demonstrate the role of Scottish timber in sustainable construction and innovative, high quality contemporary architecture. To achieve this we suggest the development of a programme of engagement with architects, FCS advisers and researchers at establishments such as the Centre for Timber Engineering at Napier University and Buildings Research Establishment at East Kilbride. Position Scotland as an attractive place to visit. The presence of high quality woodland and green networks can support the success of the tourism industry by encouraging visits through the creation of attractive destination and enterprise imagery, and the provision of spaces in which tourism activities and events may be pursued. We suggest that woodland and green infrastructure creation and improvement are incorporated into the games delivery strategy and designed so as to link with the Glasgow and the Green Network and proposed Central Scotland Green Network. These spaces should be used for Games related cultural tourism activities and events. The landscape and natural environment are one of the top attractions for tourists visiting Scotland. Opportunities to market the broader nature-based tourism offer of Scotland, for example its woodland recreational facilities and services including those in Forest Parks and National Parks, should also be taken. This will help the Games to deliver benefit in rural as well as urban areas during and in the years following the Games. To achieve this woodlands and green infrastructure should be incorporated into the Athletes Village and event sites and used to create green corridors between venues. Woodlands and greenspace along key access routes into venues should be used to create 'green gateways' into the games. Further develop Scotland's image as a prime location for inward investment, especially in those industries with sustainable high growth potential. Well designed woodlands contribute to economic performance by contributing to the creation of high quality

environments. These can act to improve the image of an area and build the confidence and pride of communities, making them attractive places for businesses to invest and locate. We are committed to promoting the role of woodlands in urban placemaking. We suggest that woodland creation and improvement are incorporated into the games delivery strategy so as to create and raise profile of Scotland and the East End of Glasgow as providing a high quality working environment and a key location for inward investment. To achieve this developers, landscape architects and planners need to co-operate to ensure that adequate well designed woodland and greenspace is incorporated into development plans. Position Scotland as an attractive place to work and study. High quality woodland and greenspace makes a significant contribution to creating attractive places for people to work and study. We suggest that improvement of existing woodland and creation of new woodland to provide high quality greenspace is integrated into the Games delivery strategy and development plans. To achieve this developers, landscape architects and planners need to co-operate to ensure that adequate well designed woodland and greenspace is incorporated into development plans. Reduce economic inactivity caused by under-employment of the workforce in Glasgow. We suggest that woodland related volunteering and referral projects are developed in the Green Network both within and around the Games sites so as to enable skills development particularly amongst the long-term unemployed. We suggest that the use of biomass for heat and CHP in Games buildings will drive demand for woodfuel (especially woodchip) and is therefore likely to create activity amongst developing supply chain companies. It is estimated that an installed capacity of 1.3MW is equivalent to 1FTE job (Scottish Enterprise 2005). It is normal for woodfuel to be sourced locally, principally to reduce haulage costs, therefore the use of woodfuel boilers within games buildings is expected to directly create local jobs. Smarter Capture the enthusiasm of children and young people for the Games, adding to the pride they already have in Scotland, its place in the world and its inclusive approach to people from other

Question 2: QUESTION 2: Is there anything else we should be doing?

nations. We suggest that the Games is used to demonstrate and explain the role of woodlands in carbon off-setting and sequestration, particularly to children and young people, to improve their understanding of global environmental change and global citizenship. This could be achieved by establishing the role of woodlands in climate change mitigation strategies pursued at the games, for example the planting of trees to offset carbon emissions and through the establishment of a Commonwealth Arboretum as community education facility in Glasgow (for example, demonstrating issues surrounding species choice in a changing climate). This could be developed with Royal Botanic Gardens and others. These activities should also link with the development of learning activities with schools, youth groups and young visitors to the Games through initiatives such as Forest School, Forest Kindergarten and Forest Education Initiative. The Games can provide a focus for interdisciplinary work across the curriculum, bringing together aspects such as the promotion of language learning, social studies, citizenship, as well as a strong focus on aspects of health and wellbeing, and physical activity. We suggest that woodlands and the Green Network in and around the Games are used as a means of providing interdisciplinary learning through practical activity in the natural environment on topics including those which form a Curriculum for Excellence. This will be achieved through development of Forest Education Initiative, Forest School, Forest Kindergarten and natural play in local communities. Delivery of teacher training will increase teacher confidence in using the outdoors as a classroom. Healthier Make Scotland a healthier place to live. We are committed to making access to woodlands easier for all sections of society and using woodlands to improve physical and mental health in Scotland. Woodlands and the Green Network provide a positive contribution to people's health and wellbeing by providing spaces for physical activity, social interaction and relaxation. We suggest that the Games be used as an opportunity to promote and engage people, particularly in deprived communities and places, with woodlands and their green spaces as part of their daily routine so as to help Scotland reach its

physical activity targets and promote mental well-being. This should be achieved through the improvement and creation of woodland and green networks, access routes to and through these to spaces, and the use of green networks as sustainable transport corridors. Also, the development of 'map packs' for woodlands and greenspace in and around the Games venues, led walks for example as part of GP referral schemes, and use of the Green Gym concept to promote healthy activity through volunteering projects could be implemented. We suggest the Games will allow a particular focus on introducing children and young people to woodlands and greenspace at an early age as a place to take part in activity, play and explore. This will help contribute to increased physical activity levels and improve mental health and well being. Children who use woodlands have been shown to continue to use woodlands into adulthood. This could be achieved through development of the Forest Education Initiative and engagement with local community groups to organise first time visits and family woodland events. We suggest the Games will result in the development and enhancement of transport links / routes in and around the venues. This presents the potential to create sustainable, logical, purposeful and accessible transport routes through woodlands. These routes should become the easy and obvious choice allowing people to access woodlands as part of their daily commute and everyday routine. Leading to increased physical activity levels and associated health benefits. To achieve this developers, planners and transport providers along with community engagement experts need to work in partnership with local communities to plan, design and develop woodlands close to and around the different Games venues and key access routes. We suggest the Games will generate an increase in interest around sport, exercise and recreation and that there is an opportunity to engage with local leisure service providers to showcase physical activity opportunities in local woodland as part of structured exercise. This could include running, Nordic walking and outdoor exercise classes (Yoga, Pilates, and woodland workout circuit), and the development of an urban 'woodland

centre for well-being'. This could be achieved through improvement and creation of woodlands in urban areas and working with local leisure providers to improve the use of local woodlands as part of their leisure and recreation program of activities. Safer and stronger We have strong, resilient and supportive communities where people take responsibilities for their own actions and how they affect others. We are committed to using woodlands to people's improve quality of life and working with urban based local authorities to achieve this. We suggest that to contribute to reduced levels of antisocial behaviour and offending, woodlands should be created and/or enhanced in neighbourhoods surrounding games venues to improve environmental quality and provide a focus for place making and improving feelings of pride and responsibility within communities. To achieve this developers, landscape architects, planners and community engagement experts, need to work in partnership with local communities to plan, design and develop woodlands in local communities. Physical, economic and environmental regeneration of deprived parts of Glasgow. We suggest that green infrastructure, including woodland enhancement and creation, is used to provide improvements to environmental aesthetics and biodiversity in deprived communities, and in turn this is used to promote economic development in these areas by attracting inward investment, businesses, households, and visitors. To achieve this developers, planners, through community liaison experts need to work in partnership with local communities to plan, design and develop woodlands and greenspaces in local communities. Woodlands can also contribute directly to economic development if managed for productive as well as aesthetic objectives. The use of woodfuel in games buildings, and therefore the creation of a demand pull, would be expected to stimulate supply chain investment and contribute to economic regeneration. It could also provide a driver for better woodland management within the Green Network. Improve opportunities for offenders or those at risk of offending to acquire skills or diversions away from crime. We are committed to using woodlands to promote education and lifelong

learning. We are continuing with modern apprenticeships on the national forest estate and investigating how apprenticeships and other new entrant programmes might be supported throughout the sector. Also, we are working to expand volunteering opportunities in woodlands. We suggest that woodland and greenspace projects are used to provide employment and volunteering opportunities which enable offenders or those at risk from offending to develop skills relevant to the delivery of the Games in a practical, work based environment. This could be achieved through the development of Offenders and Nature Schemes. Greener Use the Games as an environmental exemplar. We are committed to using woodlands to improve environmental quality, helping to protect Scotland's water, soil and air resource, contributing to Scotland's diverse and attractive landscapes. As was noted earlier in our response, we feel there is particular potential to strengthen Games delivery against the 'Greener' theme and we would be happy to facilitate a collaborative approach to delivery against this objective. We suggest that street trees and areas of woodland are used to improve environmental aesthetics, air quality, provide shade and prevent visual and noise intrusion in and around Games venues. We suggest that Scottish timber is used in Games related infrastructure, for example building construction. As a locally sourced renewable construction material it will contribute to Scotland's target to reduce carbon emissions by 80% by 2050. We suggest that there are significant opportunities associated with the use of biomass (woodfuel) for heat or CHP (combined heat and power) at Games venues through the installation of woodfuel boilers. This could enable the Games to act as an exemplar in the use of biomass power and heating. The use of woodfuel as a renewable energy will offset the need for the use of fossil fuels accordingly reduce carbon emissions, reducing the carbon footprint of the Games and contributing to Scotland's climate change objectives. We suggest that a system for off-setting carbon emissions from Games activities is developed, for example through the local planting of a tree for every athlete attending the Games, developing a programme to establish new

	<p>Commonwealth Games Woodlands within Scotland's major towns and cities and developing a programme of events leading up to the Games to encourage participation in sports that take place in our woods and forests, such as mountain-biking and running. We would be willing to collaborate with key partners in driving forward such initiatives. We suggest that woodlands and greenspaces are used to provide a sustainable approach to water management within the area of the Games. We suggest that in working with our research agency, Forest Research, we can provide sound advice on land restoration and species selection, thus ensuring a legacy from the Games of a high quality woodland resource. Use the Games as an exemplar of sustainable transport. We suggest that the Games Transport Plan incorporates the development of green networks, for example walking and cycling routes, to provide sustainable transport corridors to and between the Games sites. Emphasis should be placed on linking these to the wider Green Network and proposed Central Scotland Green Network. Woodland planting should also be used to green key road and rail corridors into the Games and mitigate their sight, sound and carbon emissions.</p>
	<p>Actions required to achieve some of these aims have been suggested in the section above. More generally, we suggest that FCS activities to support delivery of Scottish Ministers' vision for forestry, set out in Scottish Forestry Strategy (SFS) and associated commitments within SFS 2008-2011 Implementation Plan and Woodlands In and Around Towns Initiative, could make a significant contribution to the Games and its social, economic and environmental legacy. In particular we feel FCS could enable the Games to benefit from the forestry sector's exemplar role in sustainable development. We therefore propose that we become more involved in the Games delivery. We would be willing to collaborate with Scottish Government and other key partners to drive forward the initiatives proposed in this response and would be happy to facilitate a collaborative approach to making the 2014 games the 'greenest' yet. Our ability to contribute to Games outcomes is enhanced by strong regional linkage in Glasgow and Clyde</p>

<p>Question 3: QUESTION 3: How can we, individually or collectively, best achieve these aims?</p>	<p>Valley. We however also suggest that through our management of the national forest estate, we can contribute to the Scottish focus of the Games offering potential games venues throughout the country. SFS is structured around three outcomes: Improved health and well-being of people and their communities, Competitive and innovative businesses contributing to the growth of the Scottish economy and High quality, robust and adaptable environment. Key themes of the strategy are climate change, timber, business development, community development, access and health, environmental quality and biodiversity. Through SFS and supporting strategies and frameworks such as the Timber Development Programme 2007-2010, Biomass Action Plan for Scotland, Woodlands for Learning, Woods for Health, Forests for People: Access, Recreation and Tourism, and draft Climate Change Action Plan 2008-2010, we have a comprehensive programme of actions to achieve delivery against these themes and outcomes. In urban and post-industrial areas, the Woodlands In and Around Towns and Forestry for People Challenge Funds are also key instruments through which we achieve delivery against these outcomes. We propose that through these frameworks and related actions, Scotland's forestry sector is well placed to contribute to the delivery of the five strategic objectives of Scottish Government which underpin the Games.</p>
<p>Question 4: QUESTION 4: Do you have any other comments to offer on what should feature in the final games benefits and legacy plan?</p>	

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