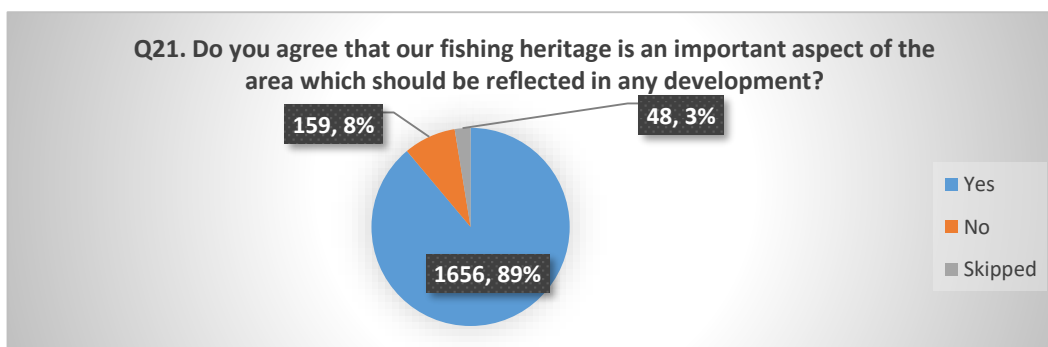
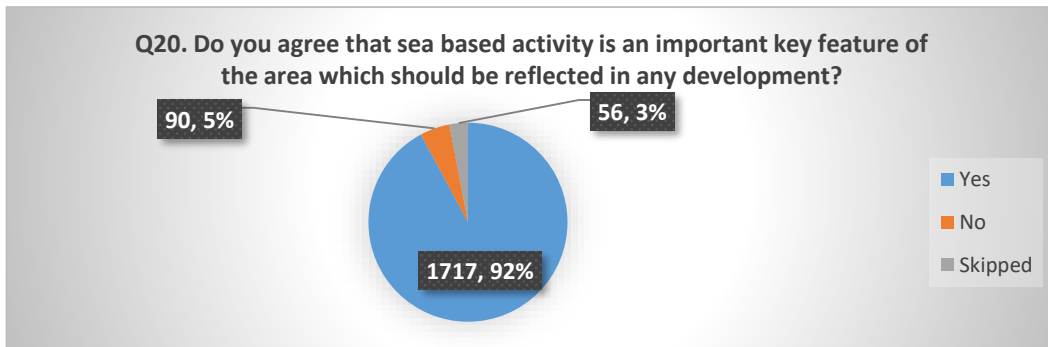
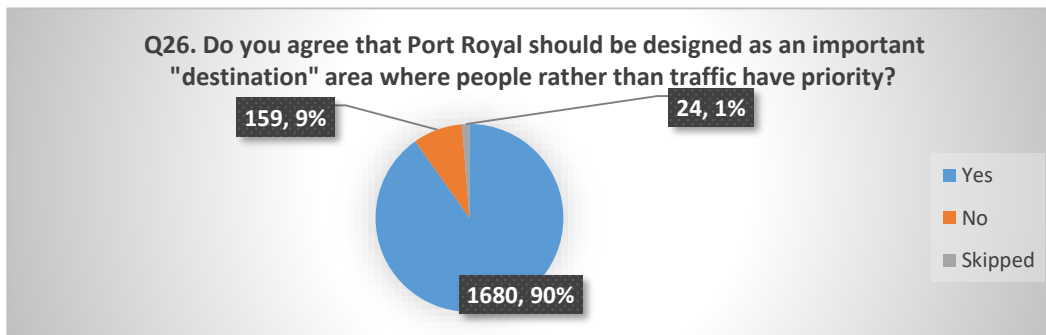
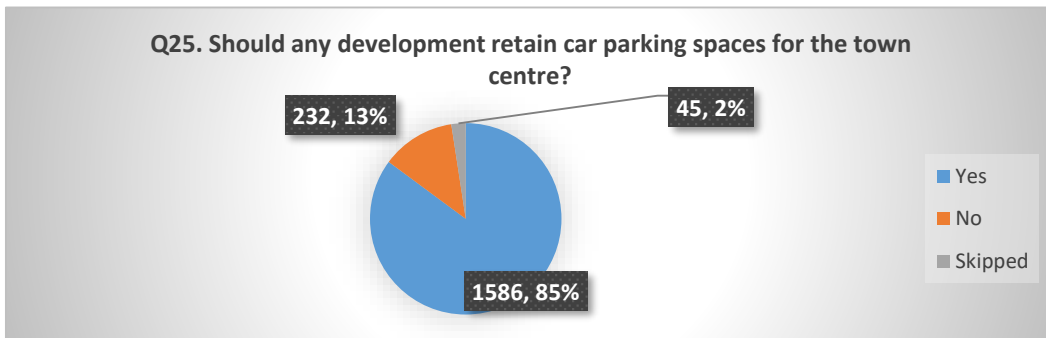
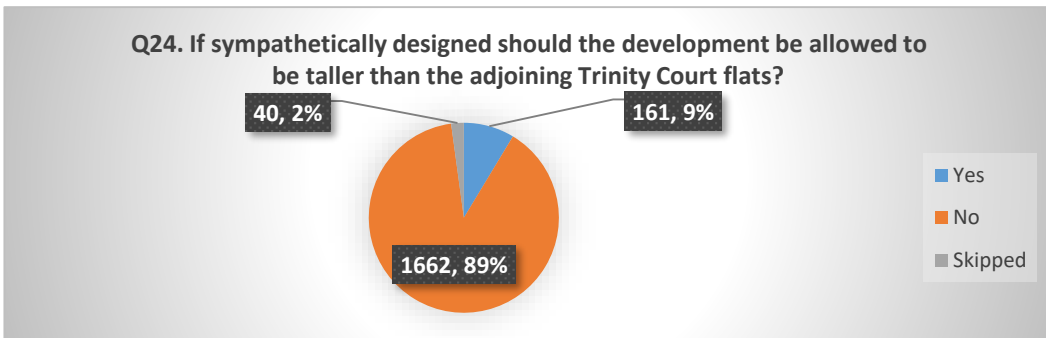
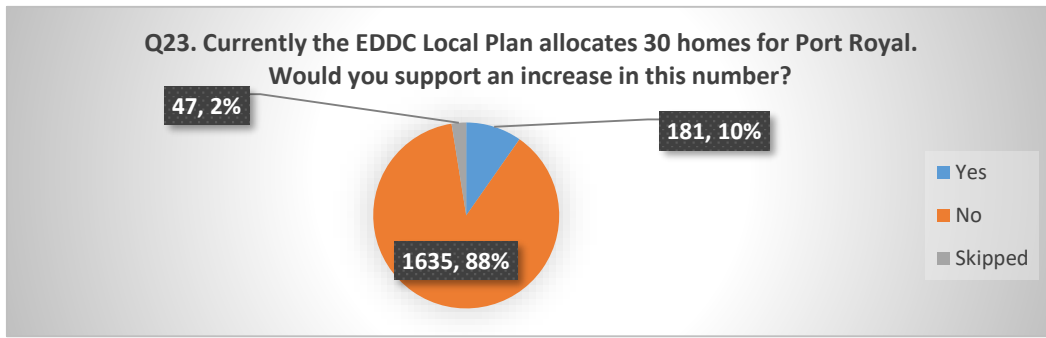
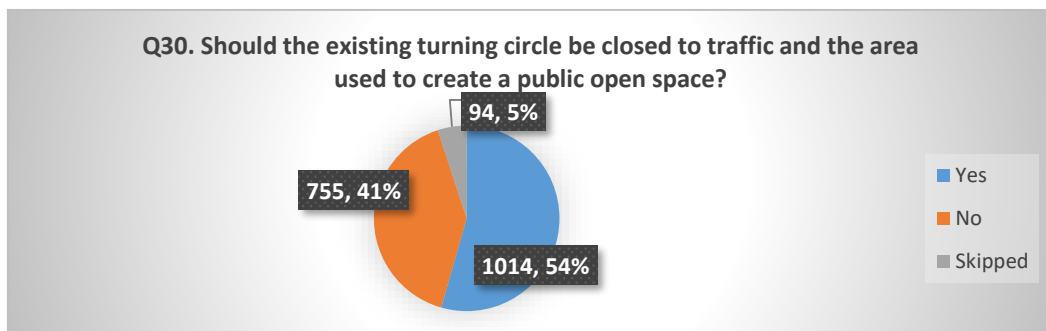
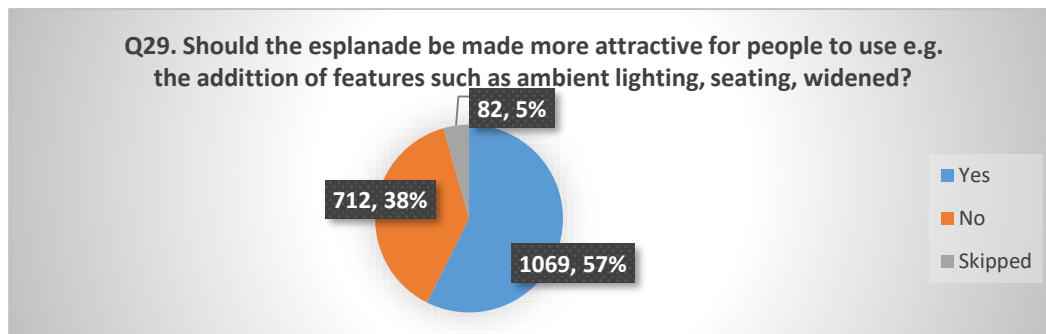
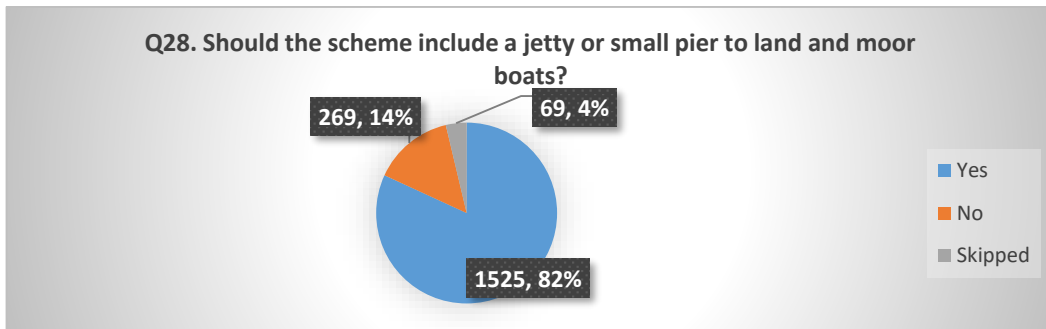
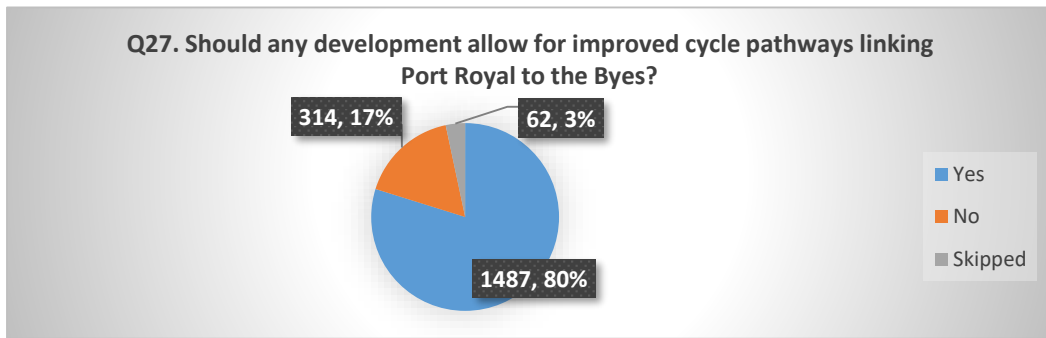


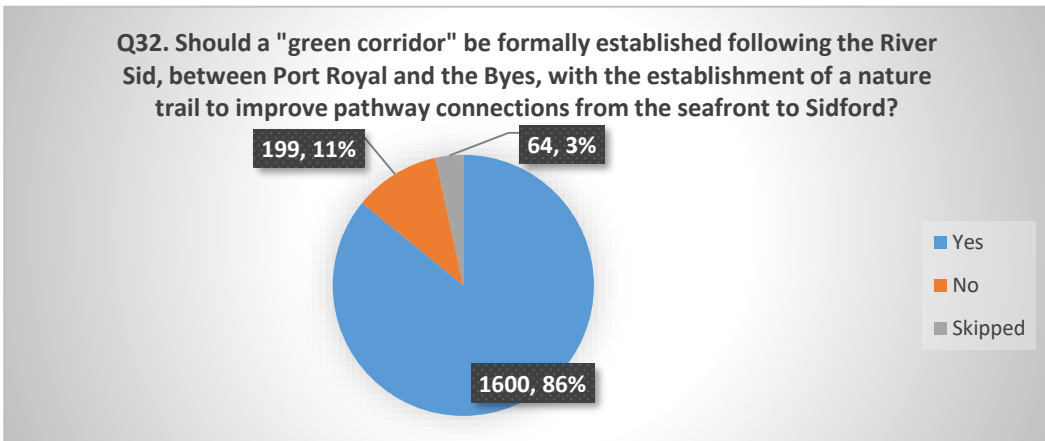
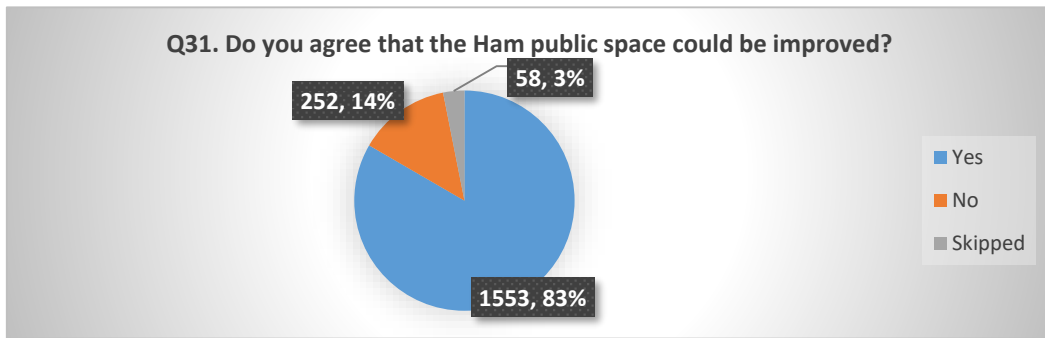
Data tables for Q19 appear at the end of this section



Data tables for Q22 appear at the end of this section







Q19.	Is there anything that you think would be an unacceptable development on the seafront? If so, what?	Total	% of respondents said this
	Amusement arcades	529	28%
	Flats/housing	327	18%
	High rise buildings (dominant)	296	16%
	Stall/traders on seafront	125	7%
	Shops	121	6%
	Car parking	111	6%
	Office blocks	95	5%
	Hotel	93	5%
	Multistorey car park	82	4%
	Nightclub	77	4%
	Marina/harbour	72	4%
	Takeaway food	66	4%
	Architecture - modern	59	3%
	Casino	56	3%
	Fast food	44	2%
	Architecture - out of keeping	41	2%
	Fun fair	38	2%
	Bars	32	2%
	Cafes	28	2%
	Restaurants	28	2%
	Commercialisation	27	1%
	Chain stores and restaurants	22	1%
	Charity shops	20	1%
	Noisey - anything	17	1%
	All development	15	1%
	Betting shop	15	1%
	Supermarket	15	1%
	Pubs	14	1%
	Takeaway food - mobile catering/huts	14	1%
	Bingo hall	13	1%
	Industrial development	13	1%
	Rock groynes	12	1%
	Tourist shops	12	1%
	Second homes	11	1%
	Skateboard park	10	1%
	Beach huts	9	0%
	Architecture - ugly concrete, bigger than existing footprint	8	0%
	Bowling alley	8	0%
	Housing - luxury	8	0%
	Retirement accommodation	8	0%
	Holiday apartments	7	0%
	Car parking - seafront	6	0%
	Drill hall - keeping	6	0%
	Jet ski/motor boats	6	0%
	Sea wall - Seaton style	6	0%

### Appendix 3

### Summary of responses to Q19 and Q22

Car parking - loss of	5	0%
Drill Hall - removing	5	0%
Performance venue	5	0%
Cyclists - access/on esplanade	4	0%
Pier	4	0%
Tattoo parlour	4	0%
Architecture - faux regency	3	0%
Architecture - glass buildings	3	0%
Green space - building on	3	0%
Hairdressers	3	0%
Housing - affordable	3	0%
Petrol station	3	0%
Restaurants - chain	3	0%
Seafront - alteration	3	0%
Shopping arcade	3	0%
Street lighting - excessive	3	0%
Bus parking/turning	2	0%
Childs play area	2	0%
Crazy golf	2	0%
Flats/housing - unaffordable luxury	2	0%
Ham - development on	2	0%
Health clubs	2	0%
Hotel - conversion to flats	2	0%
Overdevelopment	2	0%
Retirement flats	2	0%
Advertising hoardings	1	0%
Architecture - colour garish	1	0%
Big wheel	1	0%
Cinema	1	0%
Daffodils	1	0%
Entry charges	1	0%
Garage/filling station	1	0%
Ice cream parlour	1	0%
Ice skating rink	1	0%
Late night opening	1	0%
Open spaces - loss of	1	0%
Parking meters	1	0%
Pedestrian access restricted	1	0%
Religious buildings	1	0%
Roads	1	0%
Sex shops	1	0%
Social housing	1	0%
Strip clubs	1	0%
Swimming pool	1	0%
Taxi rank	1	0%
Vehicle access restricted	1	0%
Waterpark	1	0%
Youth Centre	1	0%

Q22.	What else should be retained in the area?	Total	% of respondents said this
	Sailing club	328	18%
	Lifeboat station & access	286	15%
	Playground/play area	266	14%
	Ham open space	210	11%
	Toilets	182	10%
	Swimming pool	180	10%
	Fish shop	161	9%
	Parking	152	8%
	Boat landing facility	132	7%
	Heritage/character/old buildings/regency /trad seaside feel	83	4%
	Plants/green/trees/flowers/displays	82	4%
	Alma Bridge & access to SW Coast Path	69	4%
	Drill Hall (renovated)	58	3%
	Shelter	49	3%
	Seating	25	1%
	Gig rowing club	20	1%
	Angling club	19	1%
	River Sid walkway	19	1%
	Tourist Information Centre	19	1%
	Boat park	18	1%
	Esplanade	18	1%
	Fisherman's facilities	16	1%
	Jetty	16	1%
	Sewage station	15	1%
	Everything retained	12	1%
	Folk week	12	1%
	Watersports	9	0%
	Turning circle	8	0%
	Views	7	0%
	Beach access	6	0%
	Deck chairs	6	0%
	Hotels on seafront	6	0%
	Pedestrian spaces & paths	6	0%
	Byes	5	0%
	Dog areas - restrictions & access areas	5	0%
	Sea defences	5	0%
	Cliffs	4	0%
	Open sapace - all	4	0%
	Restaurants	4	0%
	Footpaths to seafront	3	0%
	Nature & wildlife	3	0%
	Street lighting - existing	3	0%
	Access to Byes	2	0%
	Coast path	2	0%
	Housing	2	0%

**Appendix 3****Summary of responses to Q19 and Q22**

	Nothing - start again	2	0%
	Regency character	2	0%
	Trees	2	0%
	Cliff Rd path	1	0%
	Cycle/pedestrian pathways	1	0%
	Cycle parking	1	0%
	Display boards - permanent	1	0%
	Ford	1	0%
	Holiday accommodation	1	0%
	Lamp posts - historic	1	0%
	Litter bins - adequate	1	0%
	Public access	1	0%
	Railings	1	0%
	Social - meeting place	1	0%
	Traffic access	1	0%