Aim	 To protect and support Carmarthenshire's residents through the coronavirus pandemic To innovate and adapt services to support the people of Carmarthenshire into the future 							
Intermediate Outcomes	Our residents are safe and looked after Our perpare for the future Our partners have our support to protect & prepare them for the future the future the future the future the future them for the future them for the future them for the future them for the future							
Assumptions	 The public & many of our partners need support through this pandemic Many people will lack awareness, motivation, resource, and opportunity to maintain good health, well-being and basic living standards The division can and will need to access additional support through other agencies such as Welsh Government, National Agencies, & private and voluntary sectors Individual services will develop their own resilience plans to protect, and prepare for the future Indivision will not be able to support every aspect of people's lives, but will play a fundamental role in terms of health and general well-being Recovery planning will be based on 4 key stages: a) Baseline (pre-pandemic state); b) Emergency protection phase (acute lockdown period); c) Prepare and adapt phase (with likely phased lifting of lockdown restrictions, over circa 12 months); Prevail phase ('new normal' period) Some partner organisations may not survive the crisis period The current pandemic is reinforcing inequality. 							
Actions	Engage, respond, listen, and understand what the sector needs to shape the approach							

Leisure Division Recovery planning

Key Principles

- 1. Build back better
- 2. People centred
- 3. Collaborate not duplicate
- 4. Alignment with existing plans and strategies
- 5. Constantly seek a more resilient, efficient and sustainable delivery model for the longer term.
- 6. Focus on what will make the biggest difference
- 7. Keep it simple make it happen

Emerging themes from Service plans

Service area	Scenario / description	Staff	Customers / end users	Assets / Environment	Communication	Systems	Finance	Other / political
Eme	erging themes:	Accelerated digital and agile working culture and capability – may need to shift job emphasis / skills. Widened scope of opportunity broadening skills and experiences of some staff; widened gap between flexible/ committed staff and inflexible/ uncommitted. Greater opportunity for innovation / innovators Some anxiety / worry for future	Some will have 'found' alternative means of engaging or being self-sufficient Greater awareness of 'local' / self- service, or online offer Some will crave social interaction Fear of large gatherings, and will be selective Increased digital access and confidence Greater inequity Values revisited	Indoor environments may be less attractive moving forward Likely prolonged social distancing and hygiene measures in place. Less numbers, or larger / different spaces, or longer opening times, with careful consideration of amenities required. Less reliance on 'social gathering' buildings?	Digital is key, but could be subject of overload? Brand loyalty is vital – trusted & accessible Communication needs to be easy, instant and 24/7, by whatever means suits best	Greater reliance on digital systems and teams to develop and administer online Make transactions simple, effective, automated and integrated Systems will need to provide intelligence and insight to learn, hold and use preferences and aide decision- making.	Cashless world Short to medium term, income will be significantly affected. Value for money key to end user / public Services may cost more if less numbers per m2, and more restrictive operating measures Capital and external funding opportunities will be scarce. Service- model is key	May be an opportunity to test some new models of working during 'Prepare & Adapt' (3 rd) phase to provide proof of concept some service changes e.g. an alternative to the closure of a building could now be proven to not only replace, but enhance a service to end users Evidence of impact v investment critical.