



Presentation to CDAC December 19th, 2012

Summary of **proposed** culture & heritage policy





Expanded policy reflecting:

- adoption of Cultural Plan
 - social heritage and cultural development policies
- shift from solely protecting individual registered buildings to cultural landscapes
- role in place-making as foundation of HRM by Design





Cultural Investment

Cultural Plan- long range strategy for investment (5 Strategic Directions)

- Implementation has focused on:
 - building capacity of HRM and cultural partners;
 - developing cultural planning expertise & awareness; and
 - some investment in cultural resources
- Progress has been made but have not realized cultural plan objectives





Prioritization of Investment

RP+5 is an opportunity to affirm commitment to cultural development

Need clear picture of assets, analysis of gaps and development of priorities for investment = **Culture & Heritage Priorities Plan**- RP staff are scoping out this project with CRS

 amalgamation of Cultural Facilities Master Plan, Heritage Functional Plan, Social Heritage Strategy and municipal cultural investment research





Priority	Action Category*	Action Number	Action	Priority Supporting Actions	Start	Financial*	Dept.*
1	NT	A1	Establish an average of 40% canopy cover in HRM parks in the UFMP Study Area.		FY 2013/14	\$75,000	TPW-MO PI-FD
1	NT	A2	Apply neighbourhood planting treatments for street trees.		FY 2013/14	\$325,000	TPW-MO
	NT	A3	Employ neighbourhood native species treatments.	Supports A1 and A2		Included in A1 and A2	TPW-MO
	NT	A4	Utilize neighbourhood species control treatments.	Supports A1 and A2		Included in A1 and A2	TPW-MC
	NT	A5	Deploy neighbourhood Acadian old-growth species treatments.	Supports A1 and A2		Included in A1 and A2	TPW-MC
	NT	A6	Diversify cultivars of tree species.	Supports A1 and A2		Included in A1 and A2	TPW-MC
	NT	А7	Apply neighbourhood treatments to meet canopy targets for neighbourhoods, communities, and the UFMP Study Area.	Supports A1, A2, A8, and A17		Included in A1, A2, A8, and A17.	TPW-MC





Culture & Heritage Priorities Plan

- Phase 1: Inventory of Cultural Assets
 - past inventory work + region wide catalogue of existing & potential cultural infrastructure and heritage resources
 - GIS-based profile of places & spaces- interactive and searchable
 - platform for community engagement for secondary plans- baseline of assets to be ground-truthed at community level and potentially recognized through policy





Culture & Heritage Priorities Plan

- Phase 2: Analysis
 - Id gaps in cultural infrastructure & create suite of program and policies to address + decision making process
 - Id heritage assets that should be considered for protection & promotion + stewardship of HRM owned heritage assets
 - Policies to guide investment for heritage museums and collections management
 - Analysis of investment in cultural funding and creation of targeted policies/programs to support arts development
- Joint effort of CRS and P&I





Interim Programming & Support

- Enhance Public Art Policy
- Increased access to cultural spaces
- Animation of Spaces in Transition
- Creative public engagement
- Development of Cultural Liaison Committee





Social Heritage

The Social Heritage Strategy, through the C&H Priorities Plan will focus on 2 broad issues:

- support for community museums, management of collections and partnerships with heritage program providers
- Support for community-based expressions and celebrations of social heritage and identity of diverse cultural and ethnic groups





Conservation of Community Character & Sense of Place

- Heritage stewardship of cultural landscapes, districts, heritage areas and individual buildings will focus on 2 approaches:
- Official designation (Heritage Properties Program)where development pressure threatens
- Proactive identification as part of social heritage program and development of secondary plans





Cultural Landscapes & Heritage Conservation Districts

Support for additional heritage conservation districts and policy to protect cultural landscapes