

Prepared by:	Date:
Prepared for:	Iteration:

<p>INVESTORS How much initial capital is needed to establish each object? Who might be interested in assisting? How might they want to get their money back?</p> <p>Investment approaches Member shares Loans Pre-payment Investment with assets (time, equipment)</p>	<p>PEOPLE AND ORGANISATIONS Who wants to be involved? Who is close already? What kinds of skills are needed?</p> <p>Different kinds of stakeholders People living nearby Universities and schools Local business organisations Local authorities Suppliers</p>	<p>MANAGEMENT For each object, which group is responsible? Which group acts to look after the interests of the community? How can you help each person use their gifts?</p> <p>Organisation Working groups Coordination of work Annual activities Process from vision to maintenance</p>	<p>REVENUE How can we charge for each unit of service? How will the money be collected? How much is it reasonable to expect we can obtain in revenue? Can we use units of exchange rather than conventional money?</p> <p>Types of revenue Membership fees Payment per case Subscription Pay per unit Invoicing Cash</p>
<p>OBJECTS What key objects are essential to providing community essentials and other services? How do they connect to each other? Which objects can we create early on in order to get a yield?</p> <p>Examples: housing orchards wells greenhouses water purification</p>	<p>AREA AND ASSETS Where is your community located? What land does it have access to? Is it leased, owned? What about water, access and structures?</p> <p>Things to identify: Water Access Structures Building plots Zones: public, private, residential, commercial, agricultural.</p>		<p>CHAINS How do the units of service get to the end user? How to the inputs needed for each object reach the object? To what extent does the set up of the chain take environmental burden and resource constraints into consideration?</p> <p>Resilience issues to avoid: Fossil fuel dependency Finite minerals Soil depletion Reliance on single source</p>
<p>INPUTS What inputs does the community need to function? How much and how often? How reliable/resilient are the sources? Can you use waste from another process?</p> <p>Categories Energy Biomass Minerals Technical, specialist services Knowledge and training Components, spare parts Consumables Inspiration</p>	<p>ACTIVITIES What needs to be done to deliver the units of service? What routines are associated with each object? What capabilities in terms of people skills, knowledge, infrastructure apart from the objects are needed? What added value do the activities add? Are there any activities that do not relate to units?</p> <p>Kinds of activities Administration, bookkeeping Sales Making things</p>	<p>SERVICES AND UNITS Which services are essential? Nice to have, more is better? What units can they be broken down into?</p> <p>Categories Time: Days, hours, Weight: Frequency: per day/hour/year Space</p>	<p>WIDER COMMUNITY What can your community contribute to society around it?</p> <p>Areas providing jobs Information/education Support groups lending premises Hosting community events Courses</p>