

Exhibit 5 – SELF-OP checklist
(section 2.5.1)

“SELF-OP” – Social/Environmental, Legal, Financial, Operational and Physical and issues to be considered when preparing a feasibility study and to use as a framework in taking schemes from concept to realisation

1. Social & Environmental

- 1.1 Has the local community and/or the future users been sufficiently consulted, engaged and involved?
- 1.2 Will the project be affordable for the target needs?
- 1.3 Can positive social and environmental outcomes add additional value to the project which could justify extra costs or secure extra grant income?

2. Legal

- 2.1 Will the scheme be undertaken by an existing organisation?
- 2.2 If a new organisation is needed, what legal form is most suitable?
- 2.3 Are there individuals or organisations willing to serve as a Board?

3. Finance

- 3.1 Will the project generate enough income to pay for the whole capital cost or will subsidy or grant be needed?
- 3.2 Will loan finance be needed and how is it proposed to raise this e.g. will enough security (banks require 150% of the loan) be available?
- 3.3 Is there an outline operational budget (see below)?
- 3.4 Are there opportunities for retaining value in the scheme through partnership development with others or by retaining development profit or gain?

4. Operational

- 4.1 Who will act as client in procuring the project?
- 4.2 What method of procurement will be used – are other partner organisations required e.g. to provide completed elements on a fixed price, “turn-key” basis?
- 4.3 Is the income realistic – and/or is more research needed to decide if it is?
- 4.4 What are the risks in the development period and who will bear them?

5. Physical

- 5.1 Why is this particular form of development the best one?
- 5.2 Have any special features, materials or designs been properly costed?
- 5.3 Are the proposals likely to secure planning permission?
- 5.4 Are there additional elements to the development which could be included to improve viability (e.g. some housing for sale)?

