

ANNEX E - CONSULTATION QUESTIONS

NUTS boundaries are used for reporting of regional statistics to Eurostat and those statistics are used to inform regional policy. The Scottish Government is proposing to make minimal changes beyond aligning existing NUTS boundaries to Local Authority Boundaries.

Do you have any comments on the Scottish Governments proposals for NUTS 2 regions?

Comments

I am concerned that the proposal to switch Cumbrae from Highlands and Islands Region to South West Scotland has been made without due consideration of the unique qualities of Cumbrae and the distinctive needs of island communities. Whilst all islands are different, they have most in common with each other. The most appropriate place for Cumbrae, based on your criteria – ‘geographical, socio-economic, historical, cultural and environmental circumstances’ – is undoubtedly Highlands and Islands.

Do you have any comments on the Scottish Governments proposals for NUTS 3 regions?

Comments

NONE

Eurostat have requested we consider merging the Highlands & Islands with North Eastern Scotland to create a new area that's closer to the recommended population thresholds. The Scottish Government plan to request that these areas should be allowed an exemption under Article 3 (5) of the NUTS Regulations, i.e. because of particular geographical, socio-economic, historical, cultural or environmental circumstances, especially in the islands and the outermost regions.

Please provide any evidence in favour of or against an exemption under Article 3 (5) of the NUTS Regulations for Highlands & Islands and North Eastern Scotland NUTS 2 areas?

Comments

NONE

Eurostat have suggested that the Scottish Governments proposals for NUTS 3 should include merging Moray with Argyll & Bute Local Authority to create an area that meets their recommended population ranges.

Please provide any evidence in favour of or against an exemption under Article 3 (5) of the NUTS Regulations for the proposed Moray and Argyll & Bute NUTS 3 areas?

Comments

NONE