



Ready, set, go...

Even before the engines fire and the dust is left to settle on the starting line, a dedicated team of local volunteers have worked tirelessly to ensure Townsville city makes the most of the opportunities that come with hosting an event of this magnitude.

The Dunlop Townsville 400 Festival Committee has been working on three key projects to ensure the region's residents and businesses are equipped to capitalise on the opportunities surrounding the race. These include collating the Dunlop Townsville 400 Race Week Calendar, coordinating an ambassador volunteer program to make visitors feel welcome and providing business support.

The Dunlop Townsville 400 Festival Committee Members include:

- » Cr Tony Parsons — Council Representative (Chair)
- » Madonna Simmons — Townsville Chamber of Commerce and

Townsville Airport Representative

- » Andrew Gricks — Motorsport Representative
- » Pat Driscoll — Motorsport Representative
- » George Clarke — Volunteer Representative
- » Bridget Hart — Event Management Representative

The committee is supported by Townsville City Council's marketing and events teams and local V8 Supercars Australia staff.

The Dunlop Townsville 400 Festival Committee would like to thank the businesses and community organisations, and volunteer ambassadors who have contributed to ensure the success of the committee's projects.

For information on becoming a volunteer ambassador for the Dunlop Townsville 400 Race Week, please phone 0439 788057, email tsv400.ambassadors@jcu.edu.au or log on to council's website.

Council funding community projects in economic downturn

In a sign of the economic times, there has been an influx of community groups and individuals applying for grants from Townsville City Council.

Lifestyle and Community Committee Chair Cr Jenny Lane said the council had maintained the funding level of the previous two councils, but the economic downturn had prompted an increase in applicants.

"This isn't surprising, given the current economic climate, and we are doing our best to fund as many groups and individuals as possible," she said.

"We're trying to spread the resources further by funding more. We want groups to come to us and we will do everything we can.

"With the downturn we encourage applicants to be resourceful and persistent, to apply in another round or consider alternative funding bodies such



as the Breakwater Island Casino Community Benefit Fund.

"Every application is considered on its merits and we do look at community benefits as a return on investment."

Above: The Spinal Injuries Association received a \$5,000 council grant to educate local school children about preventing spinal injuries. Presenter Scott Stidston is pictured sharing his experience and important injury prevention messages with Emily Bosca and Kayt Alexander from The Cathedral School.

Seaside tower set to become city's latest landmark

A residential tower on land adjacent to the Casino has been re-designed with a nautical theme and is set to become one of the city's most iconic buildings.

Designed to resemble the shape of a ship's hull, Planning Committee chairman Cr David Crisafulli said the council had convinced developer Mirvac to scrap an earlier "cumbersome" proposal in favour of a design that was unique for the city.

"The original design was a bulky, rectangular box and the council said no, go away and come back with something special for that site," Cr Crisafulli said.

"Council planning staff worked with the developer to achieve a much better outcome with a building that will be the most iconic in the city since the Sugar Shaker.

"Council could have agreed to more units with the original proposal, but the building would have had a much larger footprint that blocked everyone's connection to the water. This building has far less impact on the immediate area and will provide much more landscaping and public open space."

The tower is located beside the 10 storey Mariners North building and features a curved, split level design with a majority of the building 10 storeys, stepping up to 15 storeys on one side.



Before (right) and after (top). From bulky, square box to city icon.

