SHIRE OF
DANDARAGAN

JURIEN BAY FORESHORE WORKING GROUP
MEETING MINUTES
Wednesday, 14 October 2020
5pm – Meeting room at Shire of Dandaragan Administration Centre

ATTENDANCE
Tiges Morton, Carla Blake, Ann Eyre, Christine Brandenburg, Jeremy Carter, Brent Bailey (SOD), David Chidlow (SOD).
APOLOGIES
Chris Jones (leaving the group due to moving out of the area), Michelle Perkins (SOD),

ITEM	DESCRIPTION	DISCUSSSION / ACTIONS
1)	**BUSINESS ARISING FROM PREVIOUS MEETING**	*Tiges – contacts for Crystal gypsum mine in Jurien Bay. Details to be passed to Shire Executive Manager Infrastructure*
2)	**NEW BUSINESS**	2.1 **Skate Park BB**- Amendments to skate park undertaken, volcano piece, in south bowl, taco corner in north section. Convic doing final engineering drawings prior to commencing construction in November.
		2.2 Indicative lighting towers shown on plan.
		2.3 Creative piece (boilers etc – boiler/anchor) Marine theme. Telling a story/interpretive, place planning. Outdoor visitors centre posts/signs to tourist sites – Grigsons may have some suitable pieces?
		2.4 Large piece, industrial marine theme, historical, Local theme.
		2.5 Safety barrier 30m artwork – laser cut steel panels (artistic) (local sealife), local timber, bollards with steel inserts plus potential for jetty timber cladding. 'Jurien Bay' wording on primary signs required for marketing/photo opportunities. Convic to allow for fixings and uprights in engineering drawings to allow laser cut panels to be installed. Vertical uprights along road frontage to be nominated as jetty timbers.

ITEM	DESCRIPTION	DISCUSSSION / ACTIONS
		2.6 Key sculptural piece (boiler stack) as artwork highlighting skatepark with Jurien Bay wording – next to ballastrade.
		2.7 Annual art competition over years for sculptures.
		2.8 Example show from Jordan Sprigg – metal sculpture artist.
		2.9 Settled on large art sculpture piece artwork at North Eastern corner and laser cut steel inserts.
		2.10 Shade shelters DC
		2.11 Skate park shade shelters - full shade, curve with timber to match pavilion columns. Or H iron uprights, Turquoise way path design path colours. Picnic area shelters to have wind breaks.
		2.12 Reef ball area as per masterplan with design for laser cut roof to create feature with shadows.
		2.13 Extra seating between beach and skatepark
		2.14 CEO advised Shire was starting pathways in next few weeks. 4m width in same construction method as balance of Turquoise Path – broomed concrete finish with light brown oxide. Starting clearing and retic for skatepark.
		2.15 **Soundshell BB,** what do we do with it? for consideration at next meeting. Asked working group members to visit site and think about options. How does it interact with playground area so close. Carols by candlelight could utilise pavilion shell. Do we retain, remove, reimagine and redevelop.
		2.16 Large events will be held in Fauntleroy Park and smaller events/buskers can be accommodated in pavilion sound shell.
		2.17 Play space DC
		2.18 UDLA draft play space concepts and spatial layout discussed. A vertical height structure (e.g. tall lighthouse) was not supported unless it was low key i.e a raised hut with climbable logs access.
		2.19 Priority is interpretive structures
		2.20 Boat wheels, pump shed, surfboards, rope rings off old jetty, caves, swings -photographs
		2.21 Play space barrier edges to provide dual purpose of a barrier to limit access to roadway by young children and to provide seating opportunity. Parents able to sit near where children playing.
		2.22 Water play (similar to dry creek bed style) area to be considered.
		2.23 Old landrover rather than boat?
		2.24 BB advised that we would be planning more mature trees (200L pots) to ensure that shade is provided ASAP.

ITEM	DESCRIPTION	DISCUSSSION / ACTIONS
		2.25 DBCA interp signage to be considered, need to liaise with DBCA. 2.26 Indigenous interpretation or dual naming to be considered
3)	**NEXT MEETING DATE/CLOSURE**	Meeting closed 6:30 pm Next meeting tba