PLANNED MAINTENANCE DREDGING

FISHING BOAT HARBOUR

Mid West Ports Authority(MWPA) is planning to undertake routine maintenance dredging to remove naturally accumulated sediment from Geraldton's Fishing Boat Harbour (FBH).

Maintenance dredging is common practice in ports around the world and involves returning key navigational areas to original design depths. It plays an essential role in ensuring safe navigation, vessel access and in keeping marine assets, like the harbour, operating.

The FBH harbour serves as a hub for commercial fishing (including western rock lobster, the region's largest fishing industry), local tourism and recreational boating. It plays a vital role in our local economy, supporting seafood supply chains and vessel maintenance services.

Integral to our approach is maintaining the balance between the management of vital underwater assets, while protecting the surrounding marine and coastal environment.

PROJECT SNAPSHOT

PROJECT STATUS

PLANNING UNDERWAY

Maintenance dredging requires highly specialised equipment and is subject to dredger vessel availability. Planning is underway, with activity scheduled to commence in the coming months.

APPROACH

SCOPE OF WORKS

A Cutter Section Dredge will be used for this program of works. Sand will be pumped via pipeline and temporarily stored on a section of Pages Beach. While access to this area will be limited, the remainder of the beach will be accessible.

PLANNED SEDIMENT VOLUME

APPROXIMATELY 45,000M^3

of sediment material will be removed from the entrance channel and surrounds to reinstate original design depths and ensure safe, navigable access.

BENEFICIAL REUSE

BEACH NOURISHMENT

has been identified as the strongest performing placement option, enabling reuse of valuable natural sediments. Stockpiled sand from Pages Beach will be transported by road, similar to the Northern Beaches Stabilisation Program. This helps nourish our northern beaches by supporting long-term shoreline stability, using natural coastal processes.

PLACEMENT

STAGED APPROACH

The placement of sand will occur in stages. Transport timings will be carefully considered, with periods of no activity planned to minimise any impacts to the Geraldton community.

ENVIRONMENTAL MANAGEMENT

MANAGING SEDIMENT SUSTAINABLY

Activities to manage marine sediments in ports are highly regulated. Our approach to maintenance dredging is informed by a comprehensive framework for decision making, detailed technical reports, research and environmental impact assessments and is subject to strict regulatory requirements.

PROJECT UPDATES

KEEPING OUR COMMUNITY INFORMED

MWPA will continue to keep our community informed and work closely with stakeholders as the project progresses. We'll be holding community information sessions and sharing resources for those interested in learning more.

SUSTAINABLE SEDIMENT MANAGEMENT AT THE PORT OF GERALDTON

A comprehensive framework guides our decision making around the sustainable management of marine sediment at the Port of Geraldton.

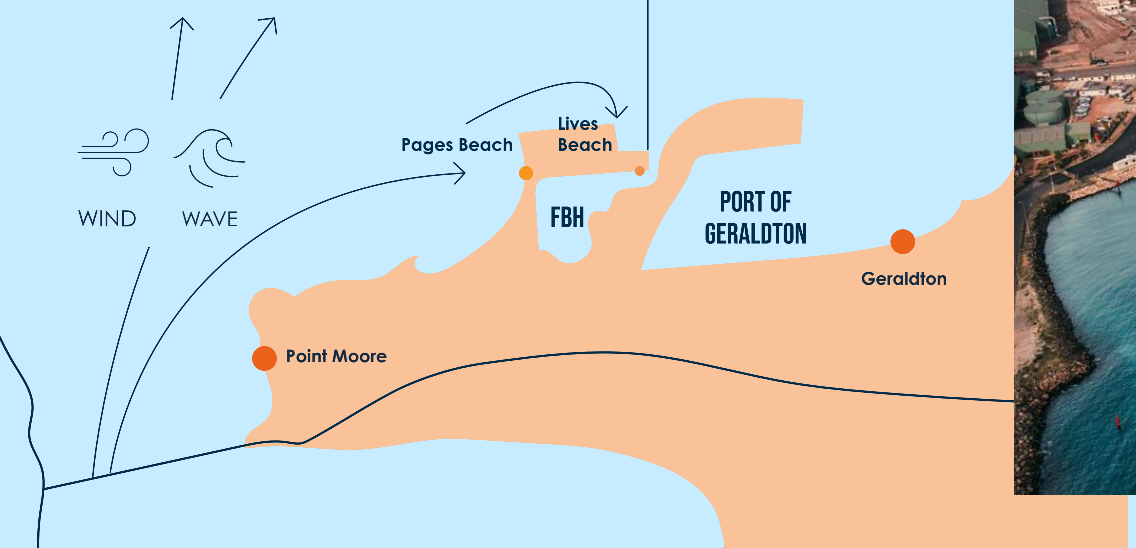
It starts with understanding our environment and the source of natural sediment accumulation and evaluating ways, through a multiple criteria assessment, in which sediment material can be suitably placed and beneficially reused.

The Port has undertaken extensive studies to understand natural coastal processes and sediment accumulation across the region.

Natural sediment accumulation at the Port of Geraldton occurs as a result of wind and wave energy moving sediment predominantly in a northerly direction.

If we look at how this impacts the FBH:

SEDIMENT BECOMES TRAPPED AT PAGES BEACH AND CAN MIGRATE AND ACCUMULATE AT LIVES BEACH AND THE ENTRANCE TO THE FBH.



FURTHER INFORMATION

Learn more about our approach to sustainable sediment management and maintenance dredging at the Port of Geraldton
Visit **www.midwestports.com.au/development/port-development-projects.aspx**

Learn more about coastal processes across the Geraldton region
Visit **www.midwestports.com.au/operations/environment/sea/coastal-processes.aspx**