From:

To:

IPCN Enquiries Mailbox

Subject: objection to North Byron Parklands dangerous and destructive plans

Date: Wednesday, 28 November 2018 11:53:01 AM

G'day IPCommission

I object to the current size and to any expansion of events in size or number at North Byron Parklands.

The noise emanating from current events is already too frequent and too loud. Please do not increase it!

The traffic snarls and mobile phone disruption is unwanted and unwarranted. These events should be held in locations that cater for them, not in this area where many of us do not want them. There are many other locations in Australia that already have approval. This area does not need to line the pockets of a multinational corporation seeking profit at any expense to the local society.

Further more, the potential for harm to patrons and for damage to the environment is not worth the so-called economic benefits. The events produce only a few permanent positions - the rest are casual and only last the length of the event. The major festivals are majority owned by Live Nation, a US company that is under investigation by the Dept of Justice for serious violation of anti-trust laws.

Their current approval allows 10 event days for large, medium, and small music events and 10 days for non-music "minor community events" of up to 1,500 people. The proposal is for:

- 5 days for Splendour (35,000-50,000) instead of the usual 3 days
- 5 days for Falls (35,000) instead of the usual three days
- 3 days for other events up to 25,000 (could be three one-day events)
- 2 days for other events up to 5,000 (could be two one-day events)
- 2 days for non-music focused minor community events

This is a massive increase and flies in the face of the 2016 approved modification that was supposedly to allow for more "minor community events". Those 10 additional "minor community event" days have morphed into 8 additional big-festival days and only 2 "minor community event" days. This is a classic bait-and-switch move.

Yours faithfully, Duncan Dey