Where our money was spent in 2012/13





Youth and cultural services 8% Programs and initiatives, events

Recreation 21%

Sporting reserves, club development, workshops, events, recreation facilities (aquatic

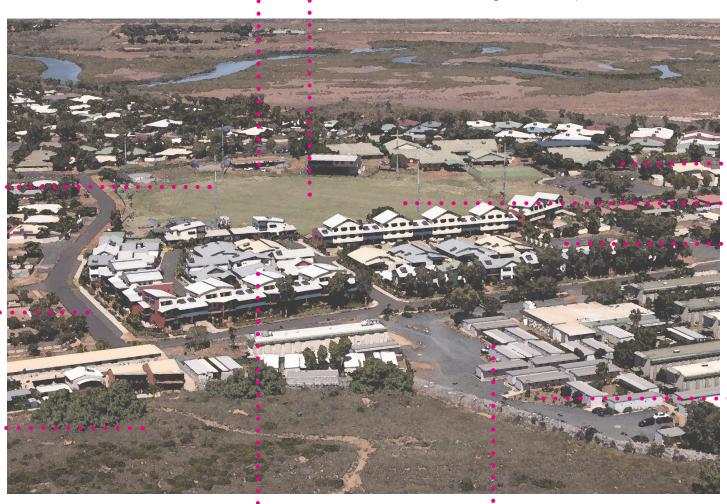
centres, Wanangkura Stadium)

Community Amenities 21%

Landfill, cemeteries, town planning and regional development

Roads 47%

Land and buildings 40%



Law, Order and Public Safety 3% CCTV, safety initiatives, animal control, emergency management

Parks and Ovals 6%

Libraries 2%

Waste
Management
6%
Cyclone clean up,
street cleaning,
footpath sweeping

Tourism and Economic Development 4% Land and housing development, strategic planning, Kingsford Business Park Town Management and other 6% Administration, Governance including Council Meetings, Customer Service

Summary of Services provided by the Town of Port Hedland

Transport

- » Engineering Management
- » Infrastructure Maintenance Engineering
 - » Drainage Maintenance
 - » Floodwater Lift Pump Maintenance
 - » Street and Road Signs
 - » Unsealed Road Maintenance
 - » Roadworks (general maintenance)
- » Infrastructure Maintenance Road Verge
- » Airport Maintenance
- » Drainage Construction
- » Road Reseals
- » Yandeyarra Road
- » Buttweld Road



Law, Order and Pubilc Safety

- » Community Safety Projects
- » CCTV Maintenance
- » Emergency Management
- » Dog Pound Construction
- » CPTED Evaluation and Education Program



Health

- » Pest Control
 - » Fogger adultcide equipment operation
 - » Larvicide chemicals
 - » Mosquito earthworks
- » Foreshore Rehabilitiation

Summary of Services provided by the Town of Port Hedland

Recreation and Culture

- » Community and Event Services
- » Swimming Areas/Beaches
- » Sportsgrounds (Port Hedland and South Hedland)
- » Parks and Gardens (sportsgrounds
- » Matt Dann Cultural Centre





Community Amenities

- » Landfill
- » Waste Collection
 - » Classic
 - » Premium
- » Waste Management
- » Pre-Cyclone Clean Up
- » Street Cleaning
- » Footpath sweeping
- » Cemeteries

And much more....