Flooding Update Feb 2024

Shoal Bay drainage study and design of drainage improvements / flood mitigation works

Council was successful in receiving grant monies from the NSW State Government to investigate and develop a drainage design which will mitigate drainage / flooding issues in the Shoal Bay urban area.

The consultant procured to undertake these works has revisited and refined the preferred option identified in the 2016 Study and is presently preparing a detail design package for the preferred mitigation option.

Flood Mapping

Council's flood mapping is now available online via its website. Previously Council used static pdf maps. The online mapping portal allows users to zoom in on a specific address, overlay aerial imagery, along with cadastral boundaries as well as flooding and other constraints.

Flood Advisory Panel

Council adopted the formation of Floodplain Advisory Panel on 22 March 2016. The Panel was established to provide advice on the development and implementation of Floodplain Risk Management Studies and Plans throughout Council local government area. The Panel consists of Core Members and Local Representatives as follows:

Floodplain Advisory Panel

Core Members

- Council Staff (Drainage and Flooding Engineers and Strategic Planner)
- 2 x Councillors
- 2 x Community Members
- 1 x Office of Environment and Heritage Representative
- 1 x Hunter Water Representative
- 1 x State Emergency Services Representative

Local Representatives

(For each catchment currently being studied under the Floodplain Risk Management Process)

- 3 5 x Catchment Specific Community Representatives (including interest groups, community members, other government departments)
- 2 x Consultant Representatives (the consultant that has been selected to complete the flood study)

Expressions of interest will be sought for community members at a similar time to the local government elections.

Naturally current Panel member are welcome to reapply. The Terms of Reference will be included in the EOI advertisement.