

Disaster Relief Australia (DRA) is introducing the Big Map to the Burnett Inland.

This unique session combines local knowledge with DRA's disaster management expertise to better prepare for future extreme weather events.

Your community will be showcased on a giant floor map using DRA's geographic information system (GIS) technology, identifying areas at risk and exploring ways to mitigate disaster impacts on livelihoods, infrastructure, homes and businesses.

The Big Map, based on military war game theory, is designed to stimulate innovative thought. As a veteran-led organisation, DRA facilitators bring operational experience and a trained ability to assess risk.

Join us to build resilience and readiness, fostering a stronger community equipped to handle disaster preparation, response and recovery.



Register by using this QR code or emailing:

resilience@disterreliefaus.org

EVENT DETAILS

Saturday 5 October - 9am to 3:30pmBiggenden Community Memorial Hall (North Burnett)

Sunday 6 October - 9am to 3:30pm Kingaroy High School (KPAC) (South Burnett)

Friday 11 October - 9am to 3:30pm Murgon PCYC (South Burnett)

Saturday 12 October - 9am to 3:30pm Mundubbera Community Hall

Sunday 13 October - 9am to 3:30pm Monto Community Hall

Share your knowledge: Flood Resilience Projects

Burnett Inland local governments have been successful in receiving funding to undertake multiple projects to increase flood risk awareness and to help communities prepare for, respond to and recover from flood events.

North Burnett Regional Council and AECOM will be providing community consultation at the Big Map events. Information shared will be used to inform regional flood projects, for more information visit www.northburnett.gld.gov.au/flood-resilience-projects.

Through coming together in this interactive way to share knowledge, a public report will be compiled and shared to support multiple stakeholders in their disaster preparedness and response efforts, drawing together insights from Council, agencies and members of the community.







