



# Multiplex

## A Building for the people

- Part of the redevelopment of the old showgrounds included the construction of a multipurpose community and sporting facility (Multiplex).
- Funding was supplied by the Federal and State Governments in partnership with Council, having a combined cost of \$31.55 million dollars.
- The Multiplex represents a cornerstone project to strengthen community interaction and health outcomes, foster economic opportunity and support employment.
- After officially opening the Multiplex with our partners from Australian and Queensland Governments on 24 January 2018, Mayor Jack Dempsey unveiled a plaque dedicating the building to the people of Bundaberg as a part of Australia Day celebrations on 26 January.

## Building design

- The main structural framework of the building includes concrete slabs, tilt panels, masonry block work and structural steel framing. This modern building is completed with colour bond wall cladding and roof sheeting, forming an interesting roofline designed to break up the building mass.
- Council engaged local consultants, architect Tomáš O'Malley and GHD to complete the site layout and building design of the Multiplex, described as a major achievement in engineering and architecture.

- Stage 2 of the Multiplex received project of the year and took out the Community Service Facilities category at the Wide Bay Burnett Master Builders Housing and Construction Awards, held on Friday, 10 August 2018.

## Stage one

- The successful tenderer for construction of stage one was Oasis Construction, sourcing local contractors for a range of construction works.
- This stage comprised of community meeting rooms, kitchen and canteen facilities, a three-court sports precinct, gymnastics hall and areas for exercise and group fitness.
- This stage established a new home for local PCYC activities, providing facilities for PCYC to offer a broad range of sports activities, youth programs, school age care and fitness options; as well as host various community events.

## Stage two

- The second stage was constructed by Murchie Constructions, and comprises a 1500m<sup>2</sup> exhibition hall, function rooms, commercial kitchen and servery.
- The state-of-the-art exhibition hall has its own stage and lighting and is ideal for large conferences and formal dinner events for up to 800 people.
- This area can be converted into an indoor sport stadium with retractable grandstand style seating capacity for 700 people.



Building Australia's  
best regional community





## Disaster management

- In times of natural disasters, the Multiplex is established as the regional evacuation centre, equipped with a solar power system and backup generator should it be required. This building is therefore designed to improve Bundaberg's recovery and emergency evacuation capabilities.

## References

- Bundaberg Regional Council, 2015, *Bundaberg Region Multi-use Sports & Community Centre*, Bundaberg Regional Council Office of Economic Development, viewed 20 June 2018, [investbundaberg.com.au/Portals/1/Investment/Bundaberg-Region-Multi-use-Sports-Community-Centre-5.pdf](http://investbundaberg.com.au/Portals/1/Investment/Bundaberg-Region-Multi-use-Sports-Community-Centre-5.pdf).
- Bundaberg Regional Council, 2018, *Multi-use Sports and Community Centre (Multiplex) - Redevelopment of Old Bundaberg Showgrounds*, Bundaberg Regional Council, viewed 20 June 2018, [bundaberg.qld.gov.au/projects/showgrounds](http://bundaberg.qld.gov.au/projects/showgrounds).
- Bundaberg Regional Council, 2018, *Multiplex finalised with opening of Stage 2*, Bundaberg Regional Council, viewed 20 June 2018, [bundaberg.qld.gov.au/news/2018/01/24/multiplex-finalised-opening-stage-2](http://bundaberg.qld.gov.au/news/2018/01/24/multiplex-finalised-opening-stage-2).
- Bundaberg Regional Council, 2018, *Multiplex Sport and Convention Centre*, Bundaberg Regional Council, viewed 20 June 2018, [bundaberg.qld.gov.au/multiplex](http://bundaberg.qld.gov.au/multiplex).



Retractable grandstand style seating in the exhibition hall

