

Public transport to and from Nambour

- It takes 1 hour 45 mins from Nambour to Brisbane central by train.
- Nambour to Eumundi by train takes 16 minutes.
- 106 Sunbus daily services between Nambour and Mooloolaba, Caloundra, Chancellor Park and Noosa.
- During the week the QR tilt train stops at Nambour on its way north to Rockhampton, Townsville, or Cairns.
- The Hinterland Connect bus service operates between Nambour and Maleny on a regular basis.
- With rising fuel prices catching public transport is a cost effective option.

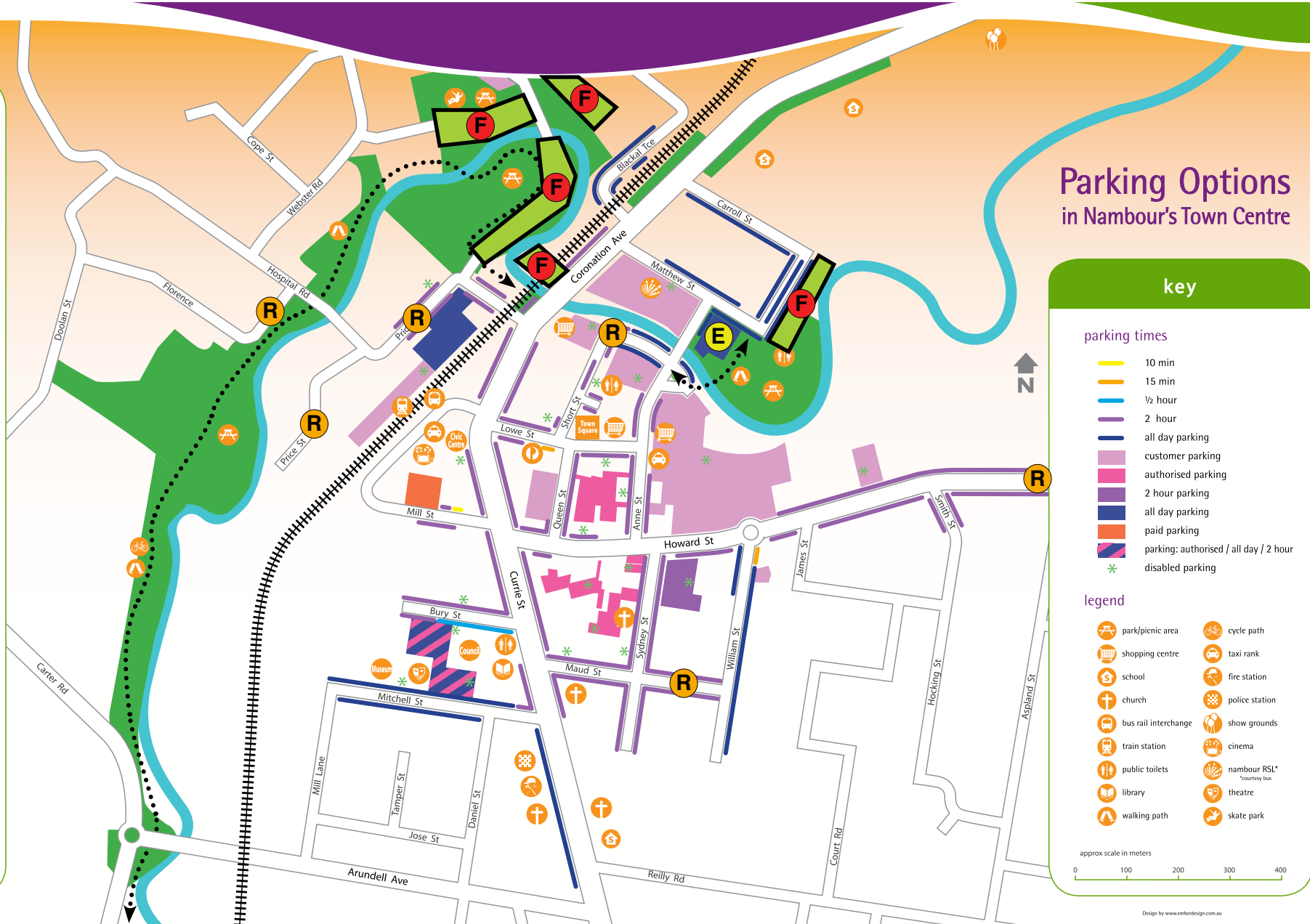
Encouraging alternatives – walking

The benefits of walking in Nambour include:

- discovering Nambour's unique small businesses,
- finding good value shops you may not know about,
- enjoying the great unique natural environment.

Handy hints for car parking in Nambour

- Petrie Park has 62 off street car parking spaces and is only a short walk from the Nambour CBD.
- The car park on the corner of Howard and Sydney Streets commonly has car parks available especially outside peak hours.
- East of the Nambour Plaza roundabout on Howard Street are 85 on street car parking spaces that have minimum demand are centrally located to numerous shops.
- Plan on doing several things from the one carpark and take the opportunity to exercise.



Parking Options in Nambour's Town Centre

key

- parking times**
- 10 min
 - 15 min
 - 1/2 hour
 - 2 hour
 - all day parking
 - customer parking
 - authorised parking
 - 2 hour parking
 - all day parking
 - paid parking
 - parking: authorised / all day / 2 hour
 - disabled parking

- legend**
- park/picnic area
 - shopping centre
 - school
 - church
 - bus rail interchange
 - train station
 - public toilets
 - library
 - walking path
 - cycle path
 - taxi rank
 - fire station
 - police station
 - show grounds
 - cinema
 - nambour RSL* (courtesy bus)
 - theatre
 - skate park

approx scale in meters
0 100 200 300 400

Investigation of potential areas for long term car parking within central Nambour

Recommendation:

- Rezone some areas of 2 Hour parking in the CBD to 30 minute parking
- Rezone 2 Hour parking areas on CBD fringes to create All-Day parking

- F** Proposed Future Car parking investigation area
- E** Existing Car parking
- R** Proposed Rezoning to all-day carparking

| CARPARK COUNT - NAMBOUR CBD | | | | | |
|-----------------------------|----------|-----|----------|----|-----|
| CONDUCTED BY: | Skyhigh | | Nov-2008 | | |
| | Precinct | | | | |
| Time | 2 | 3 | 4 | 5 | 12 |
| Total Bays | 47 | 145 | 60 | 17 | 153 |
| 9:00am | 42 | 123 | 50 | 14 | 102 |
| 12:00 (Midday) | 41 | 117 | 45 | 11 | 123 |
| 4:00pm | 33 | 86 | 44 | 9 | 115 |

| CARPARK COUNT - NAMBOUR CBD | | | | | |
|-----------------------------|--------------------|-----|-----------|----|-----|
| CONDUCTED BY: | SCC Daniel McMahon | | 1/11/2012 | | |
| | SCC Cameron Smith | | | | |
| | Precinct | | | | |
| Time | 2 | 3 | 4 | 5 | 12 |
| Total Bays | 47 | 145 | 43 | 17 | 149 |
| 9:00am | 37 | 132 | 35 | 13 | 143 |
| 12:00 (Midday) | 36 | 113 | 30 | 17 | 131 |
| 4:00pm | 20 | 101 | 31 | 11 | 76 |

| Percentage Parks Occupied | | | | | | |
|---|----------|-------|-------|-------|-------|--------------------------------------|
| | Precinct | | | | | Average Percent Occupied (all zones) |
| Time | 2 | 3 | 4 | 5 | 12 | |
| 9:00am | 89.4% | 84.8% | 83.3% | 82.4% | 66.7% | 81.3% |
| 12:00 (Midday) | 87.2% | 80.7% | 75.0% | 64.7% | 80.4% | 77.6% |
| 4:00pm | 70.2% | 59.3% | 73.3% | 52.9% | 75.2% | 66.2% |
| Average Percent Occupied (whole of day) | 82.3% | 74.9% | 77.2% | 66.7% | 74.1% | 75.0% |

| Percentage Parks Occupied | | | | | | |
|---|----------|-------|-------|--------|-------|--------------------------------|
| | Precinct | | | | | Average Percent Occupied (all) |
| Time | 2 | 3 | 4 | 5 | 12 | |
| 9:00am | 78.7% | 91.0% | 81.4% | 76.5% | 96.0% | 84.7% |
| 12:00 (Midday) | 76.6% | 77.9% | 69.8% | 100.0% | 87.9% | 82.4% |
| 4:00pm | 42.6% | 69.7% | 72.1% | 64.7% | 51.0% | 60.0% |
| Average Percent Occupied (whole of day) | 66.0% | 79.5% | 74.4% | 80.4% | 78.3% | 75.7% |

