Bus trip itinerary ideas

- Council (either Western Bay of Plenty or Tauranga City) talk and update from Communications staff regarding how the Council is responding to growth and current growth-related issues; TECT; SmartGrowth Strategy...
- Drive via or past toll road to The Lakes discuss roading issues such as: relationship between territorial authorities and NZTA; Route K; value of tolls as a road funding source; Pyes Pā bypass.
- Tour of The Lakes as an example of a significant Greenfield development

 discuss urban settlement patterns, housing density and Greenfield developments.
- Drive to Windermere campus discuss the role of tertiary education providers; proposed tertiary expansion and how tertiary providers can affect sub-regional growth patterns (by affecting migration patterns).
- Morning tea or lunch at Windermere campus café.
- Drive along Cameron road discuss how Cameron Road has changed since the early 1800s.
- Drive to Tauranga Hospital view current developments; discuss aging population issues.
- Drive to Bethlehem town centre discuss Bethlehem growth, urban settlement patterns and design, roading, development contributions and urban limit line over Wairoa River.
- Drive to Plummers Point discuss harbour management, Treaty settlements.
- Drive over Bridge discuss bridge development and impact on traffic.
- Drive to Port of Tauranga Port Tour and discuss current developments, size of the business, transport issues, future issues, look at model.
- Discuss kiwifruit industry, economic value of the industry to region, changes in industry, new varieties, need for protection of versatile soils and horticultural land, water sustainability, transportation and logistics, future changes due to climate change.
- Drive along State Highway 2 south towards Te Puke discuss Eastern Link development and proposed route; could include site of new Pāpāmoa high school as example of infrastructure required to support growth.
- Visit Fashion Island walk from the Plaza to the Library, then Fashion Island and discuss urban settlement design, linking of elements, easy access...