

## Additional Information

### YOUR CITY YOUR VOTE

Vote Kevin Allen 1

City of Cockburn Elections

We are writing to seek your support to re-elect Kevin Allen in this years council elections.

Kevin Allen has a proven track record of investing his energy within this vibrant and prosperous community of over 35 years, over 20 years of effective local government experience, ability to effectively communicate, a person who brings a balanced and independent representation to council.

We believe Kevin will continue to be an asset as a City of Cockburn Councillor, a team member and show strength and foresight in moulding the future of our City. Vote 1

Daryll Smith

Vice President Coogee Beach Progress Association

CBSLSC Life Member.

The community of Port Coogee is very lucky to have such a hardworking, considered and accessible councillor who actively supports and advocates issues on our behalf. We encourage the community to engage in this years local government elections and vote 1 for Kevin.

Trevor Dunn, Chair, Port Coogee Community Association

We cant thank Kevin enough for his assistance and support of the Beale Park re-development.

Kevin a very approachable councillor.

Kevin has a very good understanding of the needs of the community now and into the future.

I fully support Kevinss nomination for re-election as a councillor of the City of Cockburn. Please Vote 1.

Paul McCarthy, President Cockburn Soccer Club.

Over many years Kevin has generously given his time to regularly attend meetings at Coogee Beach Caravan Park. Kevin unfailingly offers encouragement and invaluable professional advice, covering a multitude of our Residents concerns.

We are enormously grateful for the ongoing work Kevin undertakes assisting us to navigate through Redevelopment of the Caravan Park and recently tackling traffic congestion in Powell Road and problems with the Powell/Cockburn Road intersection.

With our thanks and absolute support for Kevin Vote 1.

Peter Newsome; President

Coogee Resort Permanent Resident