Re: Squatters Run Proposed Interior Upgrade

Dear Council Members,

Following the AGM, where you said that you would wait to hear what owners had to say about the proposed internal upgrade of Squatters Run common areas, I wish to put forward my submission in regards to this matter.

Firstly, let me say that I agree with Council that the carpets and paintwork are starting to look tired and that the consideration of renewal/replacement (not necessarily an upgrade) is in order. And, I applaud Council for letting owners have some input into this matter.

I acknowledge that considerable work and time has gone into the display board that Jackie Dunstone has put forward. Whilst it expresses her tastes and desires in what she would consider an appropriate upgrade I am concerned that the colour scheme may be too dark for some interior corridors furthest from natural light. I do not think doing a "sample" area in a well lit area (eg: Reception) will provide any indication of how the colour scheme will end up appearing in the darkest parts of Squatters Run (i.e.: near apartments #1 -#2 and #25 - #27).

A qualified interior designer has expressed the following to me:

- Use of dark colours will make corridors appear narrower and confined.
- Although dark colours may appear warm in winter it must be remembered that for 8 months of the year Thredbo is a "summer" resort and that dark colours will make the interiors feel hotter in summer.
- Dark corridors may present an occupational health & safety issue for both workers and guests.

More importantly, I don't believe any decision should be made without at least a second proposal put forward by an independent expert in interior design and that once a scheme been decided upon that more than one quote must be sought for quote for the fitting and supply.

I thank Council for the opportunity to express my concerns and thoughts regarding this matter and I implore Council not to turn this issue into another Blubox where no other options or prices are sought.

Kind regards, Richard Pascoe