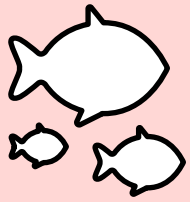

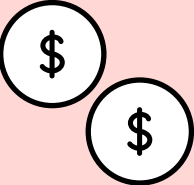
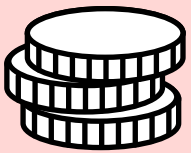


Our Marine Parks Grants

The Our Marine Parks Grants Program is a \$28 million investment by the Australian Government, to support the management of Australian Marine Parks in partnership with First Nations peoples, scientists, marine park users and industry.

It was initially established in 2018 as part of the \$35 million Fisheries Assistance and User Engagement Package. The program was further supported in 2021 as part of the \$100 million Ocean Leadership Package.



	Grant funding	Co-contributions	Projects	Organisations
Round 1	\$5 Million	\$3.3 Million	12	8
Round 2	\$6 Million	\$6.7 Million	22	18
Round 3	\$8.6 Million	\$11.9 Million	30	24
	Total: \$19.6 Million	Total: \$21.9 Million	Total: 64 projects	Total: 50 organisations

Round 4 apply now!

Building on the success of the previous rounds, the Australian Government continue their investment in Australian Marine Park management with the Our Marine Parks Grants Round 4.

Round 4 will open for application in July 2023 and close in September 2023. It will deliver up to \$8.6 million to provide Australian marine users, particularly First Nations peoples and organisations with opportunities to:

- build their capacity and take an active role in the management of Australian Marine Parks
- support evidence-based decision making
- improve ecosystem health.

Please contact AMPGrants@dcceew.gov.au if you have any questions about the Our Marine Parks Grants program.

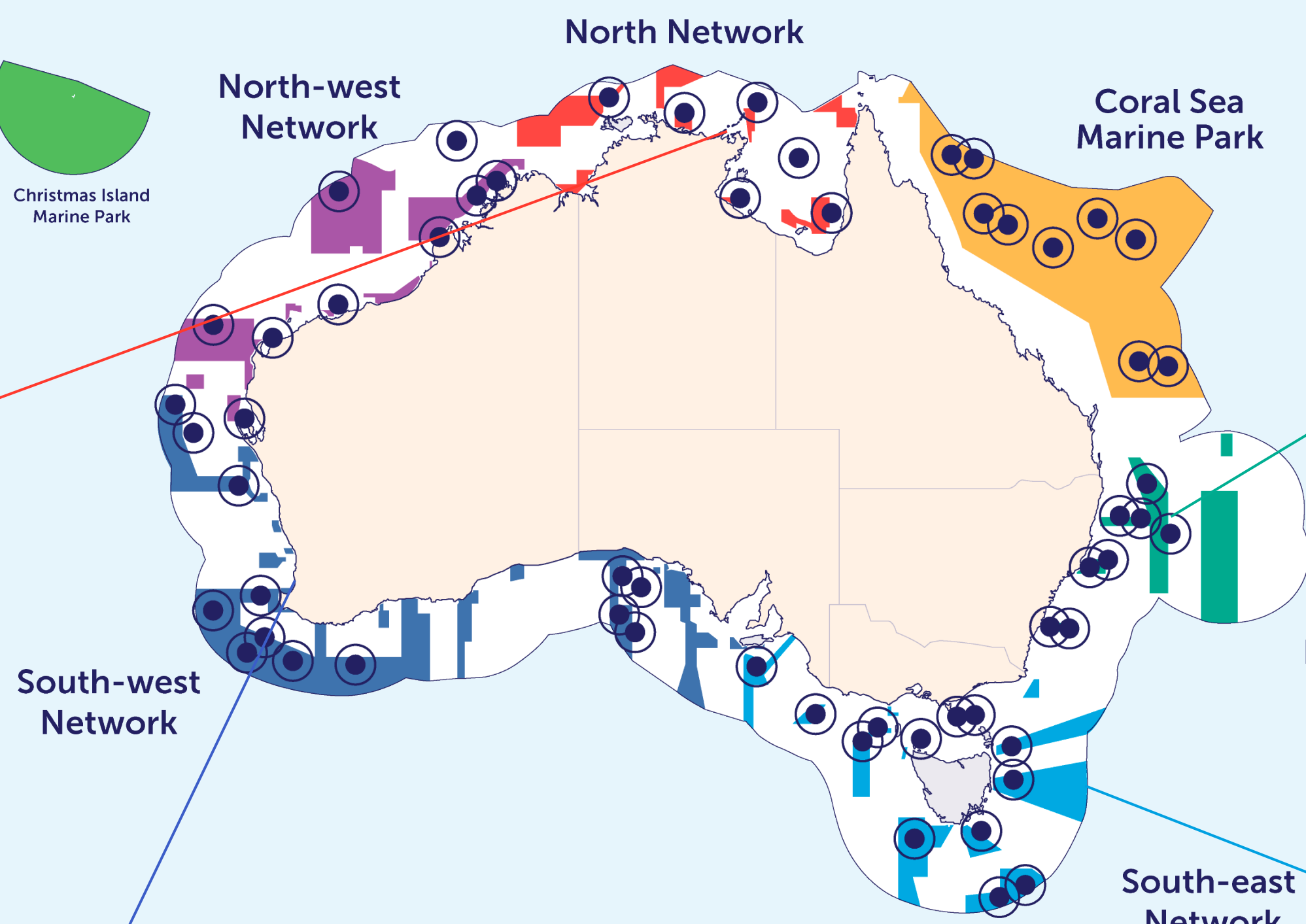
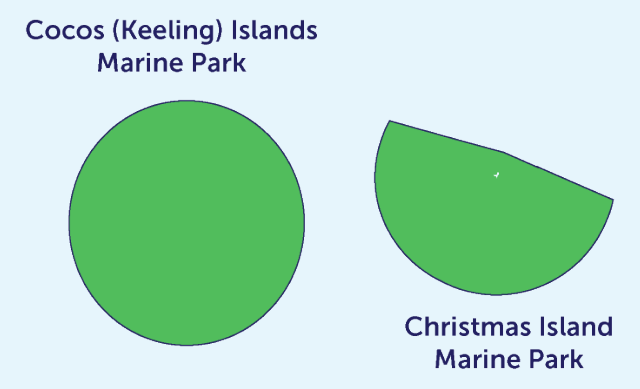
Over the last five years, the grants have supported a wide range of organisations. Some examples are provided in these case studies

Seafloor mapping and surveys - *Dhimurru Aboriginal Corporation*

Aboriginal and Torres Strait Islander People have strong links with their Sea Country, which includes many regions, habitats and species within Australian Marine Parks. The project supported research in Wessel Marine Park which overlaps Sea Country in the Dhimurru Indigenous Protected Area (IPA).

Traditional Owners will use the findings to map and protect the Cultural Values of Sea Country.

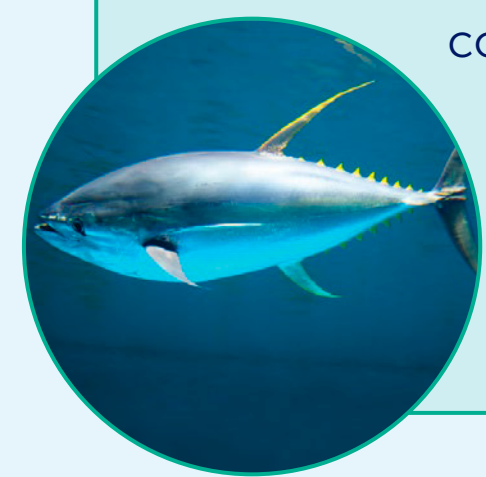
Our Marine Parks Grants Round 2.



Minimising the impact of long line fishing - *Tuna Australia*

Parks Australia is working collaboratively with the Australian seafood industry on ways to promote and recognise sustainable fisheries management and practices. The project supports Tuna Australia to work with their commercial fishing members to improve drift prediction methods of long line fishing gear. This is enabling fishers to comply with marine park rules and set their gear with confidence, supporting sustainable fishing that is consistent with Australian Marine Park zoning and management objectives.

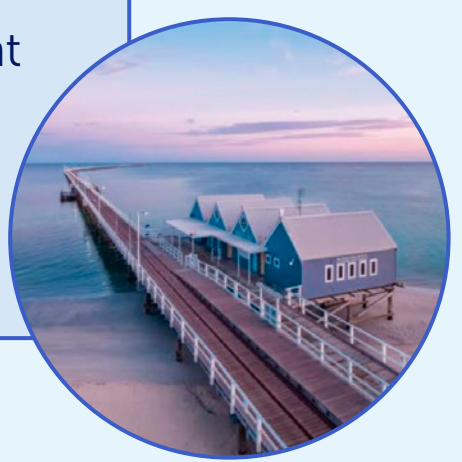
Our Marine Parks Grants Round 1.



Marine Park Discovery Zone - *Busselton Jetty Inc*

This project is delivering a Marine Parks Discovery Zone and the world's largest underwater window into the marine environment. The zone will use interactive programs, theme-based exhibits, video projection, art and Aboriginal interpretation to educate people about the marine environment and the important role Australian Marine Parks play in preserving our unique marine environment.

Our Marine Parks Grants Round 2.



Cultural and natural values - *University of Tasmania*

The Tasman Fracture Marine Park hosts underwater canyons and mountains with a remarkable diversity and abundance of marine creatures, many of which are found nowhere else in the world.

This project will see the University of Tasmania engage with First Nations people and key local scientific organisations to improve our understanding of the cultural and natural values of the marine park. It will also build the capacity of First Nations organisations to engage in marine park management and provide insight into the importance of the marine park for the protection and conservation of culturally significant places and species. Educational materials will also be produced to engage and inspire people of all ages.

Our Marine Parks Grants Round 3.

