



Self-sustaining · RE-powered · Agrivoltaic · World design comp · Net zero · 500 to 100,000 people

**\$150/WK**

RENT  
From day one

**100K**

TARGET POP  
Per mature town

**WORLD**

DESIGN COMP  
Every town unique

**NET ZERO**

FROM DAY ONE  
RE by design

## THE PROBLEM — HOW AUSTRALIA BUILDS TOWNS NOW

### DESIGNED FOR CARS · BUILT FOR DEVELOPERS

Australian suburbs are designed for the 1960s car and developer margin — not families. Minimum ceilings, no light, no storage, no community. Car-dependent, fence-separated, garage-facing. Mental illness and loneliness highest in newest suburbs. The design is the disease.

### NO SELF-SUFFICIENCY · NOTHING MADE LOCAL

Every regional town depends on supply chains it does not control: food from the coast, power from a grid it does not own, fuel from overseas, materials from distant factories. No water storage. No local energy reserve. When the chain breaks the town has nothing.

### NO HEALING · NO BEAUTY · NO FUTURE

Drug rehab, mental health, aged care — clinical, isolated, underfunded, architecturally wrong. No third spaces. No tech jobs. No beauty in regional design. Corrugated iron, bitumen carparks, fluorescent shops. No plan for growth. No reason to stay.

## THE MMP SOLUTION

### WORLD DESIGN COMPETITION

Global competition for every corridor town. Brief: self-sustaining, RE-powered, community-centred, suited to climate and country, local materials, expandable 500 to 100,000 people, genuinely beautiful. The best minds on earth design towns Australians will live in for 1,000 years.

### SELF-SUSTAINING BY DESIGN

Power: corridor HVDC + town agrivoltaic microgrid. Water: pipeline + rainwater + greywater recycling. Food: agrivoltaic farms, hydroponic, aquaculture, orchards. Materials: hempcrete, rammed earth, local stone, managed timber. The supply chain is the town itself.

### AGRIVOLTAICS — FOOD AND POWER SAME LAND

Solar panels elevated over agricultural land — crops grow beneath in partial shade with reduced water needs. Power generated above, food grown below. Every hectare does two jobs. 8-9 peak sun hours in the interior. Higher combined yield than any single-use alternative.

### RE-POWERED · NET ZERO FROM DAY ONE

Corridor HVDC spine + town solar microgrid + battery storage + pump hydro where terrain allows. Building envelope eliminates load before a watt is drawn: earth-sheltered, passive solar, deep eaves. Power cost to residents: effectively zero. Surplus sold to corridor grid — town revenue from day one.

### HEMP — THE CORRIDOR BUILDING MATERIAL

Hempcrete: carbon-negative, insulating, fire-resistant, improves with age. Grown along the corridor, processed in-town. Hemp fibre for textiles. Hemp seed for food and oil. Hemp composites for panels and furniture. The crop that builds the town, feeds it, and clothes it.

### FAST TRANSPORT — MAGLEV FROM DAY ONE

Maglev station built Stage 1 — not planned for later. Every corridor town connected at 500km/h. Roma-Brisbane ~45 mins. Broken Hill-Sydney ~1hr. Any town to nearest capital under 2hrs. EV-first within town: no internal combustion, no petrol stations, no diesel noise. Town manufactures EV conversion kits.

### TECH INDUSTRY AND KNOWLEDGE ECONOMY

Tech precinct from Stage 2: fibre to every desk, data centre on-site cooled by corridor water, TAFE and university partnerships, maker workshops, fabrication labs, co-working at cost. Software, AI, design, engineering — the knowledge economy does not need to be coastal.

### JOBS FOR ALL — EVERY SKILL EVERY STAGE

Construction: SBC corridor decades of work. Agriculture: agrivoltaic, hydroponic, orchards. Manufacturing: hempcrete, hemp, EV components, solar. Tech: data centres, software, research. Health: healing hub, aged care, hospice. Education: school, TAFE. Arts: studios, makers, performers. No one arrives without work.

### TOWN LAKE — WATER, ENERGY, HEART OF TOWN

Every town with suitable terrain built around a lake. Water storage: drinking, irrigation, fire suppression. Microclimate: lowers temperature, enables vegetation. Recreation: swimming, boating, fishing, waterfront life. Tourism destination. Reserved in master plan Stage 1. Constructed wetlands filter greywater. Native

### HEALING TOWNS · AGED CARE · HOSPICE

20-30 healing towns nationally · 500 beds · farm, purpose, community — not institutions. Drug-addicted, mentally ill: housed, employed, connected. Hospice dignity standard: windows, gardens, family stays. Community Healing Hub every town — no appointment, no waitlist. The healing town is a community with clinical support embedded.

### GOVERNMENT FUNDED — OWNED BY RESIDENTS

REL revenues + SWF + corporate partnerships fund construction. Govt builds: all infrastructure, community facilities, first 500 homes. Rent \$150/wk. Equity after 10 years. Land ownership after 15. Town governance → elected resident council Stage 2. Surplus power revenue funds town services. The town belongs to the people

### DESIGNED TO GROW — 500 TO 100,000

Master-planned for full growth before first pylon planted. Land reserved at every stage. Infrastructure scaled to 100,000 from day one. Stage 1: construction camp 500-1,000. Stage 2: service town 2,000-10,000. Stage 3: regional centre 10,000-50,000. Stage 4: city 100,000. The town grows into its infrastructure — not out of it.

**CURRENT FAILURE vs THE MMP FIX — THE CHOICE**

CURRENT — THE FAILURE	MMP — THE FIX
Towns designed by developers for margin — minimum light, space, ceiling height.	<b>World design competition — every town unique, climate-suited, locally beautiful.</b>
Suburbs car-dependent, isolated, no third spaces — loneliness by design.	<b>Walkable from day one. Community hall, oval, pool, maker workshop, arts space — standard.</b>
Towns dependent on outside supply chains — food, power, fuel all imported.	<b>Self-sustaining: agrivoltaic food, corridor power, hempcrete materials, local water.</b>
Power transition imposed on farmland around towns — communities get no benefit.	<b>Net zero from day one. Agrivoltaic: food and power from the same land. Surplus = town revenue.</b>
No local building materials used — imported steel, glass, fixtures, fixtures by volume.	<b>Hempcrete, rammed earth, local stone, timber — grown and processed in-town.</b>
No fast transport from regional towns — fly or drive hours to the nearest city.	<b>Maglev station Stage 1. Any corridor town to nearest capital under 2 hours.</b>
No tech industry regionally — knowledge economy entirely in coastal cities.	<b>Tech precinct Stage 2: fibre, data centre, TAFE, maker labs, co-working at cost.</b>
Drug rehab, mental health, aged care — clinical, isolated, underfunded.	<b>20-30 healing towns nationally · 500 beds · farm, purpose, community. Hospice: dignity standard.</b>
Regional towns built to current size — no plan, no land reserved, no infrastructure for growth.	<b>Master-planned 500 to 100,000 before first pylon. Every stage planned. Grows into infrastructure.</b>
No government funding model for town services — whatever survives the budget.	<b>REL + SWF fund construction. Rent \$150/wk. Equity 10yrs. Land 15yrs. Town owns itself.</b>

*"The corridor town is not a suburb with cheaper rent. It is a completely different answer to the question of how Australians live." — MMP Federal Platform*

**★ VOTE 1 — BRETT MURRELL — FARRER — SATURDAY 9 MAY 2026 ★**

Moral Majority Party — Sovereign Builder | [moralmajority.com.au](http://moralmajority.com.au) | 0406 852 054