Camden CACG

17 November 2025

Airservices Update

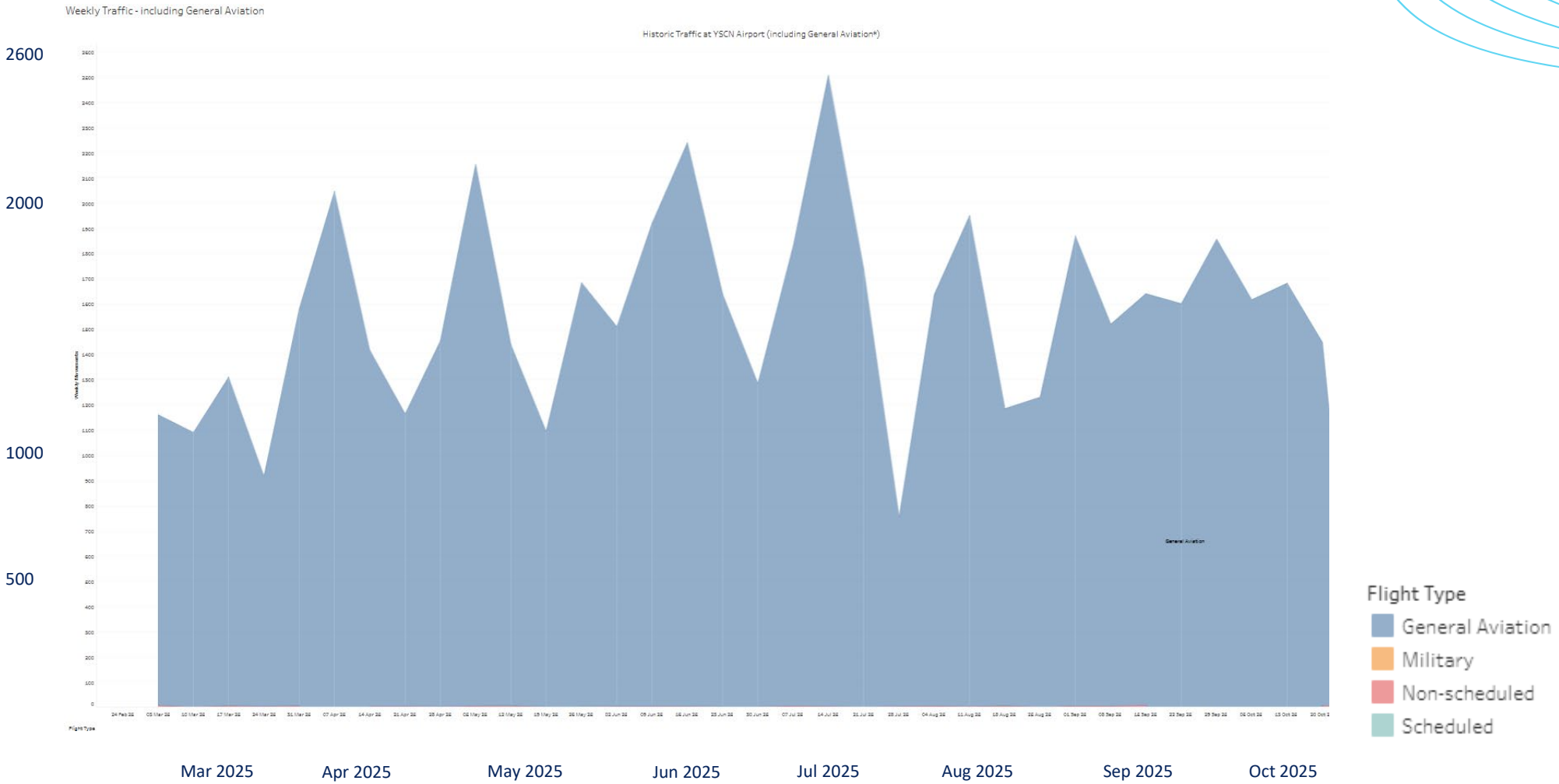
- Air traffic movements Camden Airport
- Noise Complaints and Information Service (NCIS) summary
- WSI community engagement update
- WSI industry engagement update
- Questions

Air traffic movements Camden Airport

Noise Complaints and Information Service (NCIS) summary

Tim Gill

Camden air traffic movements



NCIS UPDATE
March – October 2025

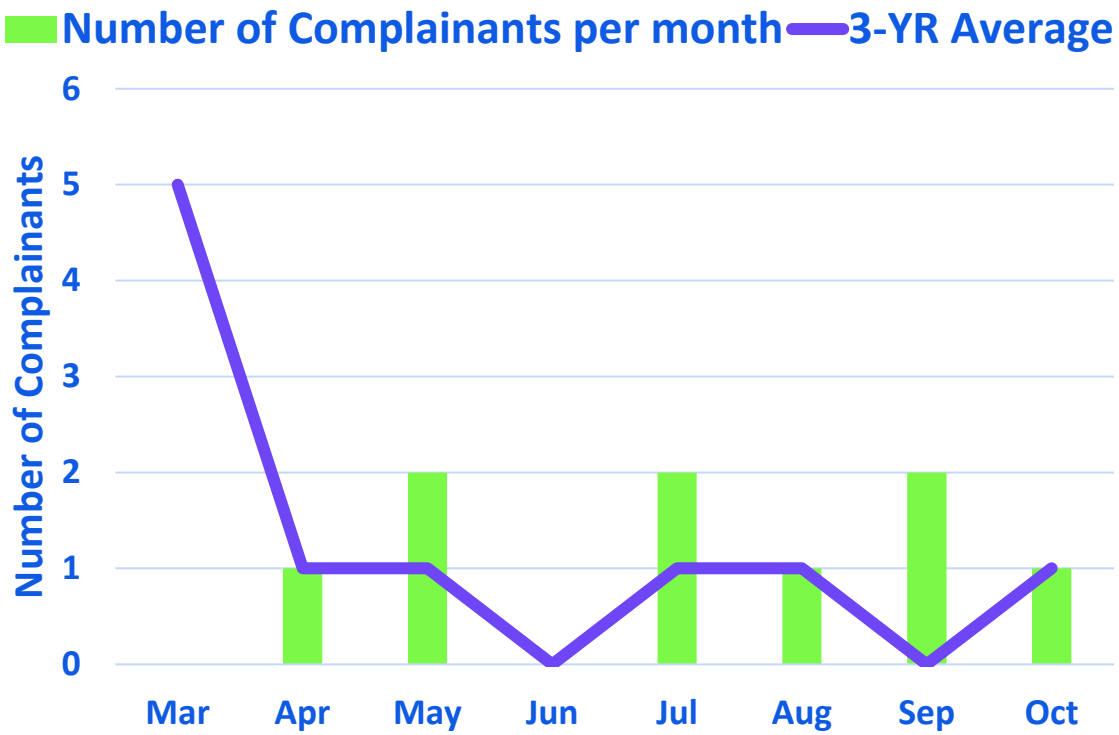
Complainants

— 9 individual complainants
- 10 contacts
- 7 new complainants

Suburb

— 6 suburbs recorded a complainant
- Cobbitty – 2
- Grassmere – 2
- Harrington Park – 2

— 3 suburbs recorded a single complainant

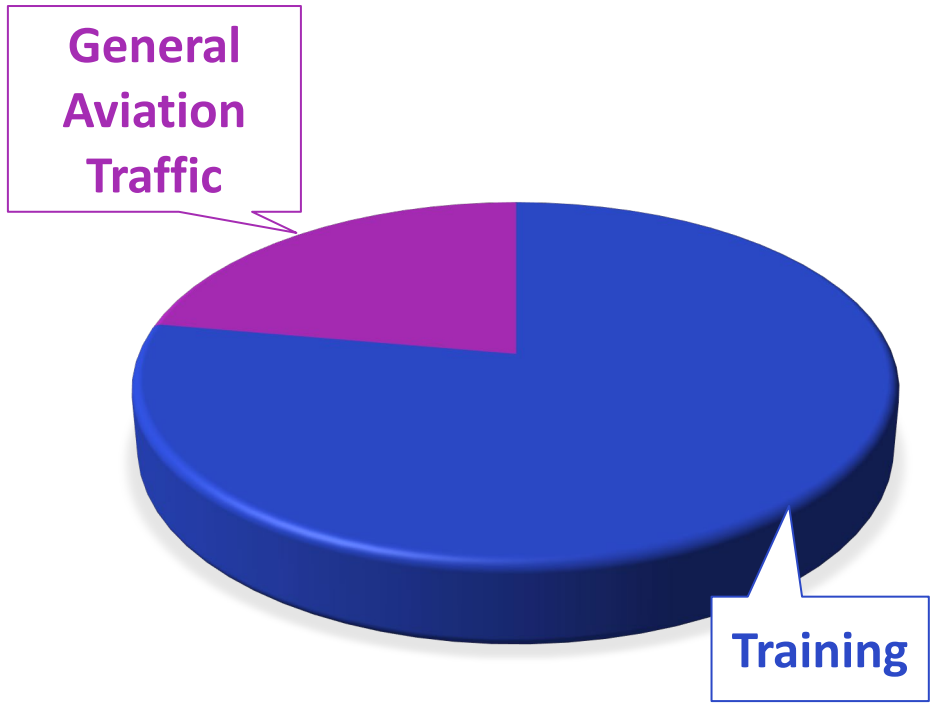


NCIS UPDATE
March – October 2025

Issues

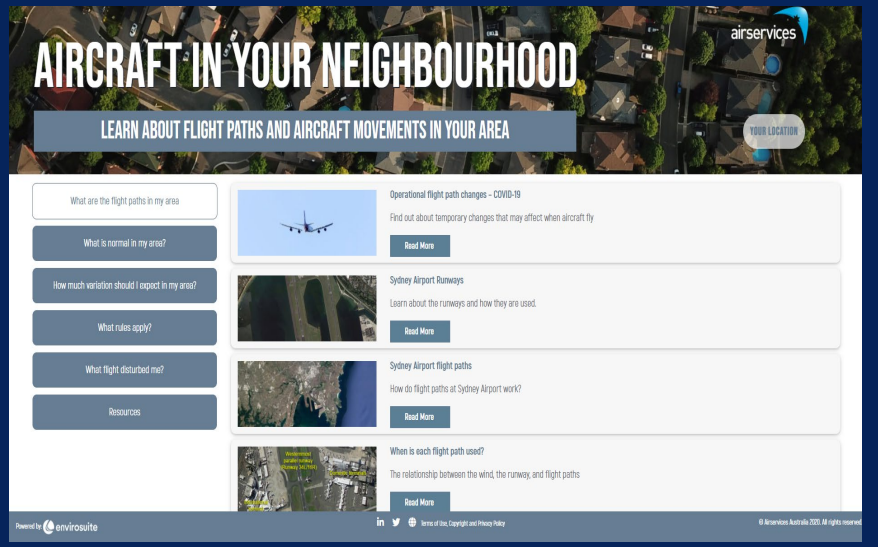
— **Training**
- fixed wing circuit training – 5
- training area – 2

— **General aviation traffic**
- standard operation Day – 2



Online noise report

- Available on our website at: https://aircraftnoise.airservicesaustralia.com/
- Enter your address or select Sydney
- What flight disturbed me and Sydney complaints report
- Filter on Bankstown or Camden



WSI community engagement update

Annette Dittmar

8

Detailed design engagement summary*

Notifications sent **4,220 PEOPLE**

Notified about the start of detailed design engagement

Notified for community drop-in and pop-up sessions.

Updates with factsheets and feedback surveys.

Stakeholder Briefings **20**

5 Federal MPs

5 State MPs

7 Councils

3 Government Agencies

In-person engagement **2,804 PEOPLE**

2 Webinars

8 Train stations

9 Pop ups

25 Drop in sessions

Engage Airservices **>50,000 VISITS**

4,960 unique downloads

244 views of webinars

14,000 clicks to Noise Tool

Letterbox Drop **1.5m FLYERS**

Distributed across Greater Sydney and Blue Mountains

*between 30 June and 22 September 2025

Traditional advertising

SATURDAY, JULY 26, 2025 THE SYDNEY MORNING HERALD 11

NEWS

Inside ruckus over NRL's video game

Dan Walsh, Frances Howe

NRLW players have complained about their appearance in a new NRL-endorsed rugby league video game, with the players' union raising concerns about its rollout.

The keenly anticipated release of the Rugby League III game 10 days ago has been followed by a barrage of complaints by users over the appearance of female players.

NRLW players Millie Elliott and Kennedy Cherrington have also publicly criticised the likeness of female players in the game after issues around the scanning process used to capture facial features in the game.

Sources speaking on the condition of anonymity due to the sensitive nature of the matter claim that most of the issues with players' likeness stem from those who were not available to be scanned when developers were creating the game.

"We want to grant heights to capture NRL and NRLW players in person," said Big Ant Studios chief executive Ross Symons.

"All players – equally from both the NRL and NRLW – who chose to attend the photogrammetry sessions are represented in Multiply represented in the game."

Some NRL clubs were caught off guard when Big Ant producers arrived to scan facial features for the game, with the majority of male players' scans done in person.

Given the NRLW season only runs from July to October, NRLW players have been juggling training and games around employment and commitments, an app was also made available for facial scans to be conducted.

Elliott is believed to be one of the players yet to have her facial features scanned.

Speaking on Triple M earlier this week, Elliott compared her portrayal with that of husband and Knights forward Adam Elliott when criticism of the video game was raised.

"I'll say it [my character in Rugby League 26] looks absolutely nothing – nothing – like me," Elliott said. "Adam looks like his own doppelganger. It looks exactly like him. You'd think with AI and all this technology these days that they could get it looking a little similar."

Further player scans of NRLW players are scheduled to take place at next week's NRLW Magic Round when all players and clubs will be in attendance.

Along with complaints around player likeness, Cherrington and Warriors veteran Roger Tuivasa-Sheck have also called out individual player ratings and gameplay in Rugby League 26.

The NRLW Players' Association issued the video game's roll-out in light of player complaints since its July 17 release. The players' union has engaged CourCous International in a bid to protect players' intellectual property. NLPA chief Clint Newton has urged the NRL to both rectify the likeness and game play dramas as quickly as possible.

"The first part is obviously remedying the issues and the concerns that the players have with the NRL work with us," Newton said.

Changes made by Big Ant Studios since releasing the game include changing James Tedesco's "player visual", fixing incorrect pre-season stadiums and team uniforms, and removing a number of virtual Brian To'o's headpieces.

This method also detailed concerns around AREC chairman Peter V'landys' son being involved in a focus group to approve the video game before it was released, which V'landys dismissed, saying "we simply wanted a rigorous analysis by an independent focus group where my son would be one of many so he plays the other Rugby League games."

Big Ant Studios have authored 18 posts on X about the game's glitches since its release.

"We know today has not gone as smoothly as it should have and we will compensate all #RugbyLeague26 players who have been overwhelming demand that also may have caused service issues, and for that we cannot apologise enough," the company wrote late on July 27.

Hulk Hogan, wrestling icon, dies at 71

Hulk Hogan, the mustachioed, headscarf-wearing icon in the world of professional wrestling, has died at the age of 71, Florida police and WWE said.

Thursday (Friday AEST) about a cardiac arrest. Hogan was pronounced dead at a hospital, police said on Facebook.

During a later press conference, Pinellas County Sheriff Bob Gualtieri said there were "no signs of foul play or suspicious activity".

Hogan, whose real name was Terry Bollea (born 1953), was perhaps the biggest star in WWE's history. He was the main draw for the first WrestleMania in 1985 and a future Hall of Famer, and headlined with Andre the Giant and Randy Savage to The Rock and even company chairman Vince McMahon.

He won at least six WWE championships and was inducted into the WWE Hall of Fame in 2005. Hogan also appeared in numerous movies and television shows, including a reality show about his life on VH1, *Hogan Knows Best*.

AP, Reuters

roars back to life for fans

Comic-Con has moved from the fringes into the mainstream, and the event has increased in size exponentially. There are now Comic-Cons everywhere, but the San Diego event remains the flagship, and the one by which the film and TV industries set their marketing calendar.

This year's Comic-Con also comes off the back of a record year for the box office, with films of the year, Warner Bros' *Superman* and Disney's *The Fantastic Four: First Steps*. Both films are reboots for ageing brands, and have drawn the kind of positive reviews that leave studios and studio marketers giddy.

That surge also seems to have given Comic-Con a renewed sense of fervour. The four-day event is sold out, and is expected to sink more than $US150 million ($230 million) into the local economy.

But to some extent, both of those brands are missing from this year's lineup. Marvel Studios has a suite of comic and game-themed panels in the schedule, but it is not presenting anything from its top line.

There's a bit of a timing glitch to blame – *The Fantastic Four: First Steps* is just out and *Avengers: Doomsday* is still filming. Plus, Disney puts most of its marketing eggs into the basket of its own D23 fan-focused convention, which has risen to become something of an all-Comic-Con.

And while Warner-owned DC Studios has a panel for TV series *Peacemaker*, which will feature *Superman* director James Gunn, nothing else from Gunn's expanded reboot of the DC Universe is being shown. There is a love with *Superman* to fully open and winning over reviewers and pulling in big dollars, and *Supergirl*, starring Australian actress Milly Alcock, loosely hyped in Supe's wake.

Print advertisements

Sydney Morning Herald and Daily Telegraph

Radio advertising

A pre-recorded message was broadcast on 2GB and GOLD FM (formerly WSFM 106.7) during the Breakfast and Drive programs.

Radio network advertising

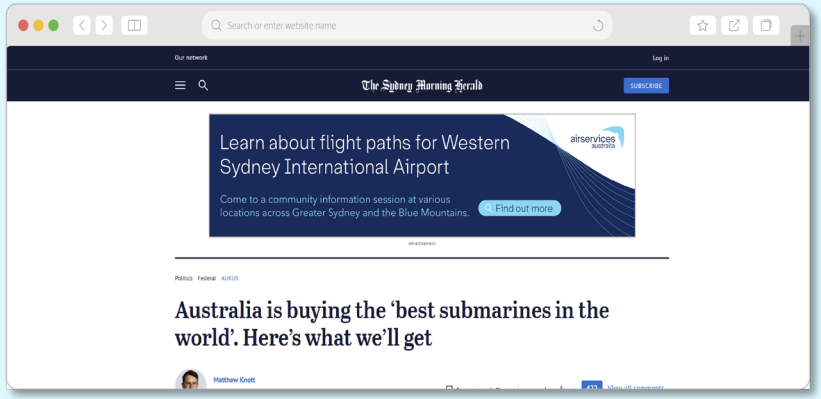
Digital audio ads were delivered across platforms including Nova, Spotify, Australian Radio Network (ARN), and the Acast Podcast Network.

Reach

Print advertisement (18 July – 26 July 2025)
Combined circulation of
500,000

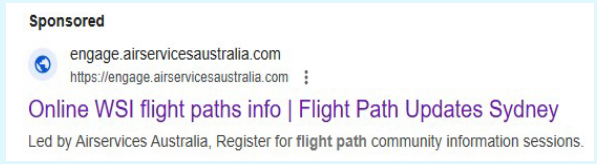
Radio/Network advertising (14 July - 26 July 2025)
615,000
listeners

Digital advertising



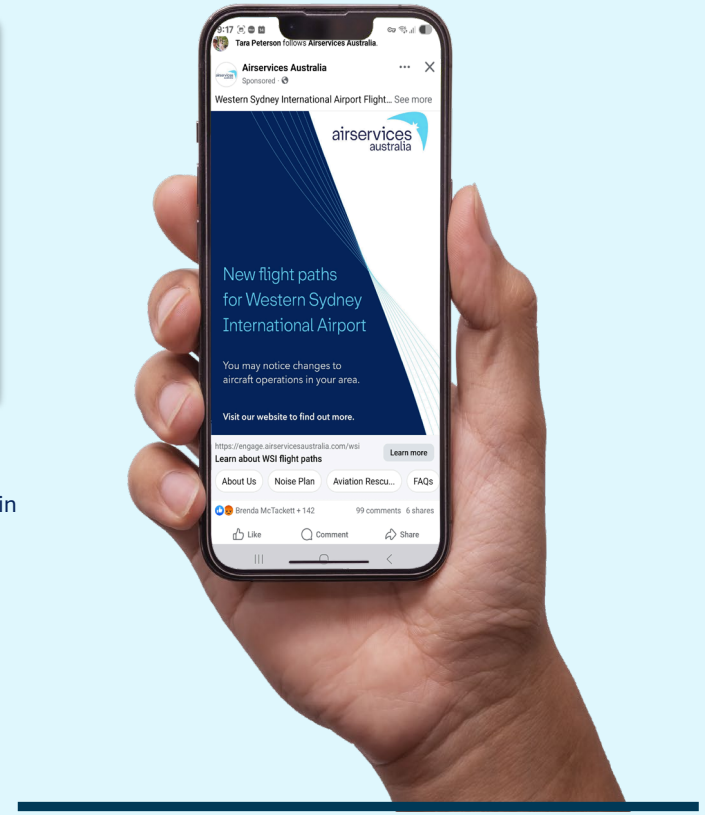
Programmatic display advertising

Ads were placed across a range of metro and local news websites using programmatic targeting to reach relevant audiences. This included advertising in across News Corp, Australian Community Media Network, Sporting websites, and the Sydney Morning Herald.



Google search campaign

Sponsored search results were triggered by key search terms, directing users to *Engage Airservices*.



Social Media campaign

Geo-targeted advertising appeared in Facebook and Instagram feeds

Reach

Total Reach
545,563

Search impressions
45,800

Feedback on NAPs and noise monitoring

Submissions

87 valid EOIs to host a temporary noise monitor / location suggestion

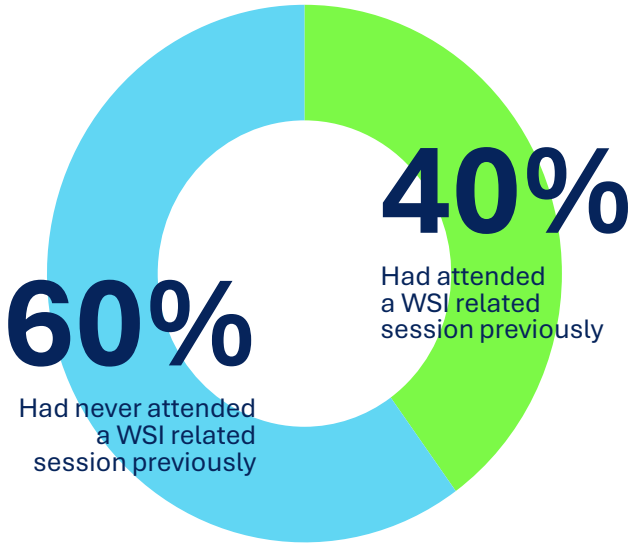
111 submissions received in total on Noise Abatement Procedures.

104 feedback on RRO-NAP

106 feedback on NADPs with a strong preference for NADP2

Session feedback

Summary



86%
of respondents said the information provided at the session added to their knowledge of WSI flight paths

79%
of respondents left the session with their questions answered

Top reasons for attendance

88%
Aircraft noise and sleep disturbance

73%
Flight path locations

45%
Flight path design

47%
Hours of operation and schedules

WSI industry engagement update

John Graham

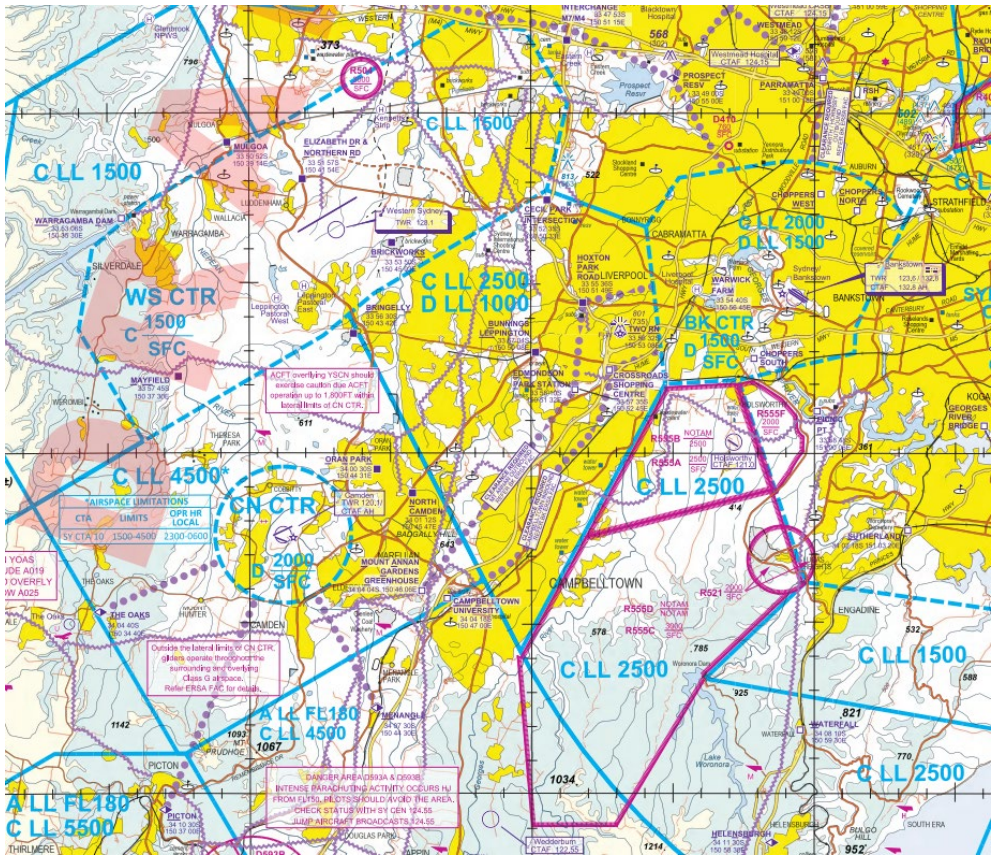
Customer Engagement Update
WSI industry engagement activity

Prior to the Ministers authorisation of the flight paths as presented in the EIS on 4 June 2025, industry engagement was let by DITRDCSA.

Following the authorisation, responsibility for detailed design and implementation transitioned to Airservices Australia, which includes responsibility for industry engagement.

Western Sydney International Airport (WSI) | Engage Airservices

- **June 2025 engagement**
  - DRAFT industry engagement report *'Proposed changes to general aviation operations in the Sydney basin 2023 AvSEF'*
  - Industry Briefing Paper *'Detailed Airspace and Flight Path Design'*
- **October 2025 engagement**
  - Amendments to the Airspace Change Proposal



Thank you

communityengagement@airservicesaustralia.com