Sand, surf, easy living and thriving communities; it's easy to see why Geelong and the Bellarine are winning hearts

Tith a world-famous surf coast just around the corner, it isn't surprising Geelong and the Bellarine area are attracting throngs of Victorians, but this seaside region offers more than just beautiful beaches. Its relaxed lifestyle and unique natural environment are well known and enjoyed, and developers are working hard to embrace it.

LOCATION, LOCATION

Some would argue developers have a pretty easy job when it comes to attracting homebuyers, with the area already offering more than its fair share of enticements.

Paul Cicchiello, senior development manager at National Pacific Properties whose estates include Bayview on the Bellarine, says whether it is full-time residents looking for a home or holiday makers who want a weekender, the area has something for everyone. "The coastal developments in this area offer great views as well as proximity to the surf, the bay, mountains, farmland and

Ross Closter, director of Urban Land Development, whose Central Walk estate is in Drysdale, says having access to the surf beaches and the bayside lifestyle is a huge drawcard, especially for boaters and those who enjoy α bit of fishing. This, coupled with the fact Central Walk, for example, is only about 20 minutes from Geelong, is appealing. "It has a rural feel but you still have the infrastructure of a large regional city," says Ross, adding that everyone from young families to retirees are being drawn to the area.

JUST A WALK AWAY

That small-town feel is exactly the ambience developers in the area are looking for and one of the key ways to achieve that is by providing a design allowing residents to leave their cars at home as much as possible.

Ross (Urban Land Development) explains Central Walk estate is located in the town centre next to the existing infrastructure, meaning it is about a leisurely 200m stroll

right Life's a picnic at Bayview on the Bellarine

below It's all about easy living at Central Walk



