CSTB327

CONTROLLING OFFICER'S REPLY

(Question Serial No. 3238)

<u>Head</u>: (95) Leisure and Cultural Services Department

Subhead (No. & title): ()

<u>Programme</u>: (3) Heritage and Museums

<u>Controlling Officer</u>: Director of Leisure and Cultural Services (Manda CHAN)

<u>Director of Bureau</u>: Secretary for Culture, Sports and Tourism

Question:

1. Regarding the Astropark situated at the West Sea Cofferdam of the High Island Reservoir in Sai Kung, please tabulate the estimated expenditure, staff establishment, number of visitors, number of guided tours provided, and attendance at the guided tours in 2024-25.

2. Does the Government have any plan in 2025-26 to make optimal use of the Astropark through better collaboration with nearby facilities?

Asked by: Hon YIU Pak-leung (LegCo internal reference no.: 47)

Reply:

1. The daily operation of the Astropark situated at the West Sea Cofferdam of the High Island Reservoir in Sai Kung is undertaken by the existing staff of the Hong Kong Space Museum (HKSpM), and no guided tours of the Astropark are available. The HKSpM organises site visits to the Astropark from time to time to introduce participants to ancient Chinese astronomical instruments there and give them an insight into astronomy from multiple perspectives. The recurrent expenditure for and attendance at the Astropark in 2024-25 are tabulated below:

	2024-25
Recurrent expenditure (Revised estimate)	\$307,000
Attendance	34 137 Note

Note: As at 28 February 2025.

2. The Leisure and Cultural Services Department will continue to strengthen collaborations with nearby facilities to leverage the educational and recreational value of the Astropark. Specifically, the HKSpM will join hands with the neighbouring Chong Hing Water Sports Centre and the Lady MacLehose Holiday Village in Sai Kung in 2025-26 to coorganise astronomical activities such as seasonal stargazing, observation of meteor showers, and guided tours of ancient Chinese astronomical instruments for the public, students or teachers.