



Public Accounts & Estimates Committee

Justin Madden MLC

Minister for Commonwealth Games

21 June 2006



Commonwealth Games objectives

- Deliver a high quality sporting program for high performance athletes of the Commonwealth of Nations
- Enhance the reputation of the Commonwealth Games as a major international sporting event
- Promote Melbourne, Victoria and Australia
- Deliver social, economic and environmental benefits to Victorians and Australians
- Raise the profile of the Commonwealth of nations by celebrating its values and its diversity of cultures
- Demonstrate a high standard of safety
- Demonstrate a high standard of financial responsibility, probity and transparency.

SIZE OF THE GAMES

- Sport
 - 16 Sports, 24 Disciplines
 - 4,065 Athletes & 1,705 Officials from 71 Nations
 - 6 World Records, 74 Games Records
 - 2.1 Million Total Sports Attendance
 - 1.5 Million Tickets Sold
 - 1.5 Billion Television Audience
- Festival Melbourne2006
 - 10 Live Sites – 4 in Regional Victoria
 - 1,000 Performances & 22 Exhibitions
 - 2.0 Million Total Attendance
 - 81,000 Attended Regional Festivals and Live Sites

ECONOMIC BENEFITS

- 87% of M2006 expenditure to local firms
- 274 participated in the Observers Program
- 7,823 members of Business Club Australia: Melbourne 2006
 - 2,901 international members
- 5,000 Business Ready kits distributed
- Over 90,000 international & interstate visitors
- 264 apprentices employed on Games Village and venues.

SOCIAL BENEFITS

- Volunteering
 - 900,000 Games time volunteers hours
- Participation
 - 700,000 have increased their sport activity because of Games
- Accessibility
 - 17,000 used accessible bus services
- Community Engagement
 - 500 community events
 - 84% thought Games successfully involved community
- Cultural Links
 - 1/3 of Festival performers from other Commonwealth countries.

ENVIRONMENTAL BENEFITS

- Carbon Neutral

 - Village - 6 star energy rating

 - 1 million trees planted

 - Games supplied by Green Power

 - 75% of Games spectators used public transport

- Low Waste

 - Two thirds reduction in littering

 - 87% diversion of waste from landfill

- Waterwise

 - 13 'Our River Our Games' regeneration sites along Yarra River

 - Games Village Wetlands opened May 2006

WHOLE OF GAMES BUDGET

State Contribution to the Games

\$m	
223	Capital Works Program
<u>474</u>	Operating Budget
697	Whole of Games Budget Cap - announced March 2003
<u>- 46</u>	less original security budget
651	Revised Whole of Games Budget Cap
119	Revised Security Budget – March 2006

WHAT THE PUBLIC THOUGHT

“The final analysis suggests that Melbourne’s biggest ever event (sporting and cultural) was a success – and a success in a great many dimensions – testament to the commitment and engagement of organisers, stakeholders, supporters, volunteers, officials, athletes and of course the general public.”

- 93% believed Games were well organised.
- 87% felt staging the Games was worthwhile
- 86% of public thought Games were a success

Quantum Market Research – Post Games Research

Commonwealth Games objectives

- ✓ Deliver a high quality sporting program for high performance athletes of the Commonwealth of Nations
- ✓ Enhance the reputation of the Commonwealth Games as a major international sporting event
- ✓ Promote Melbourne, Victoria and Australia
- ✓ Deliver social, economic and environmental benefits to Victorians and Australians
- ✓ Raise the profile of the Commonwealth of nations by celebrating its values and its diversity of cultures
- ✓ Demonstrate a high standard of safety
- ✓ Demonstrate a high standard of financial responsibility, probity and transparency.



Public Accounts & Estimates Committee

Justin Madden MLC

Minister for Commonwealth Games

21 June 2006



GAMES WRAP UP

- Environment Report Card – July/ August
- Triple Bottom Line Report –August
- Economic Impact Statement –August
- DVC 2005-06 Annual Report – October
- M2006 2005-06 Annual Report - October
- M2006 will prepare its final accounts to 31 July 2006 as part of its wind up
- OCGC will prepare End of Games Special Purpose Report to 31 July 2006.
- End of Games Special Purpose Report - October

GAMES WORKS OVERALL

- Original Budget (March 2003) \$223m
- Estimated Final Budget (August 2006) \$250m
- Estimated Total Value of Works \$620m