

Economics Legislation Committee
ANSWERS TO QUESTIONS ON NOTICE
Industry Portfolio
Budget Estimates 2014-15
2-3 June 2014

AGENCY/DEPARTMENT: DEPARTMENT OF INDUSTRY

TOPIC: Red Tape Reduction

REFERENCE: Written Question – Senator Ludwig

QUESTION No.: BI-133

1. Please detail what structures, officials, offices, units, taskforce or other processes has the department dedicated to meeting the government's red tape reduction targets?
 - a. What is the progress of that red tape reduction target
2. How many officers have been placed in those units and at what level?
3. How have they been recruited?
4. What process was used for their appointment?
5. What is the total cost of this unit?
6. What is the estimated total salary cost of the officers assigned to the unit.
7. Do members of the unit have access to cabinet documents?
8. Please list the security classification and date the classification was issued for each officer, broken down by APS or SES level, in the red tape reduction unit or similar body.
9. What is the formal name given to this unit/taskforce/team/workgroup or agency within the department?

ANSWER

1. As at 25 June 2014, a Regulation Reform Policy Branch has been established as part of the Portfolio Regulation Reform Taskforce.
 - a. The Government's progress towards the Red Tape Reduction target is available on <http://www.cuttingredtape.gov.au/>
2. As at 25 June 2014, the Regulation Reform Policy Branch created specifically to progress the regulation reform agenda, comprised 19.4 officers consisting of 4 x APS5, 6 x APS6, 6.72 x EL1, 1.68 x EL2, and 1 x SES.
- 3-4 The Department has recruited staff from the portfolio through an internal mobility process.
5. The total cost of the Regulation Reform Policy Branch is approximately \$850,000.
6. The total salary cost of the Regulation Reform Policy Branch is approximately \$626,000.
7. Yes.
8. All of the officers have been issued with at least a minimum baseline (Protected) clearance.
9. As at 25 June 2014, the Portfolio Regulation Reform Taskforce