## Question on Notice No. 1070 Asked on 4 September 2018

Mr D Purdie asked Premier and Minister for Trade (Hon. A Palaszczuk)—

## QUESTION:

Will the Premier advise the cost of (a) accommodation and (b) allowances and entitlements, for Department of Premier and Cabinet public servants to stay at the Gold Coast during the Commonwealth Games period?

## ANSWER:

The cost of accommodation and allowances for Queensland Government employees during the Gold Coast 2018 Commonwealth Games were met within budget.

The Queensland Government took full advantage of the Gold Coast 2018 Commonwealth Games, driving our commitment to Queenslanders to make the most of every opportunity from the Games and ensure a positive legacy for many years to come.

A number of public servants from the Department of the Premier and Cabinet were required to be accommodated on the Gold Coast for the period of the Games to provide support to the Government during this important event. These employees worked tirelessly to deliver essential event, communications, protocol and logistics support, and assisting me to build relationships, strengthen trade and investment ties, and promote Queensland. Staff located on the Gold Coast also facilitated the Royal Visit to the Games by His Royal Highness Prince Charles and Her Royal Highness The Duchess of Cornwall.

I am advised that the cost for Department of the Premier and Cabinet public servants to stay at the Gold Coast during the Commonwealth Games period from 1 to 16 April 2018 to undertake official duties was \$25,335. A total of \$7,628 was paid in allowances and entitlements to these staff during this time.

The efforts of these hard-working employees, and many others from across government, aimed to enhance the long-term benefits derived from the Gold Coast 2018 Commonwealth Games, which were delivered on time and on budget. The Games achieved a multi-billion dollar benefit for Queensland, supported thousands of jobs and will provide a transformational economic legacy for years to come.