

**Submission
No 166**

SYDNEY'S NIGHT TIME ECONOMY

Name: Mr Quills Quills
Position: Live music co-ordinator
Date Received: 15 June 2019

I am a musician, born and raised in Sydney, and I am responsible for a lot of free live music events in Sydney. I sit on the Newtown Vibe Committee, run the Renegade Stage at Newtown Festival and until recently I co-ordinated all the live music acts at Reclaim the Streets.

Prior to the lockout laws there was always a route for up-and-coming musicians to develop their careers by playing either at the start of the night before patrons arrived or at the end after most of them left. Many internationally renowned musicians were trailblazers in this regard - I won't bother to list them. It is easier to generalise and simply say every Sydney musician who obtained success started in this fashion.

Since the lockouts were introduced, this system stopped dead. There is almost no way for up and coming musicians to make a name for themselves. There is now only enough time in the night for the headliners. A venue is unlikely to make enough money to support any new acts.

I became heavily involved in free events as a direct consequence of this. As there were no opportunities in Sydney I set out to create them. However I cannot ever afford to pay these people a fair wage for a hard days work. Our entertainment system is worth \$2.5 billion. It is no inconsequential sector of the economy. Australians spend on average \$130+ on it a week. Yet arts grants have been stripped, venues closed, and opportunities shut down in the biggest city in the country. That makes no sense.

In a career where you require a university level of experience, when you dont get paid to rehearse, you never get offered award wage for a performance, and IP law is biased towards overseas media creators, this cannot fly. I have seen several artists commit suicide since these laws were introduced. Many others moved to Melbourne. We have a long and vibrant history of music in this city. Please let it breathe again.