INQUIRY INTO LIQUOR AMENDMENT (MUSIC FESTIVALS) REGULATION 2019 AND GAMING AND LIQUOR ADMINISTRATION AMENDMENT (MUSIC FESTIVALS) REGULATION 2019

Organisation: Name suppressed

Date Received: 5 July 2019

Partially Confidential

Wednesday 3rd July 2019 Legislative Council Regulation Committee

 NSW Legislative Council Parliament House
 Macquarie Street
 Sydney NSW 2000

Dear Committee.

Inquiry into Liquor Amendment (Music Festivals) Regulation 2019 and Gaming and Liquor Administration Amendment (Music Festivals) Regulation 2019

would like to thank the parliament for the opportunity to contribute to this inquiry into Liquor Amendment (Music Festivals) Regulation 2019 and Gaming and Liquor Administration Amendment (Music Festivals) Regulation 2019.

Industry context

- Music tourism has been increasing organically for over two decades
- Global Festivals attendee's increased by 23% in 2018²
- Global electronic music industry value \$7.2 bn³
- Live music industry worth 31 bn by 2022 ⁴
- According to Live Performance Australia's National Ticket Music Ticket Attendance and Revenue Report 2017
 - Festivals attracted almost 400,000 people to attend a contemporary music festival in NSW
 - Festivals in NSW contributed the third highest Live Performance ticket sales revenue (\$55 million) after contemporary music concerts and theatre
 - For the first time since 2010, the live performance revenue share for NSW decreased from 37.1% in 2016 to 32.7% in 2017. 1

Suggested concerns

- A liquor licence does not address the initial drug-related health concerns
- A lack of research on what can be done to address society wide health issues
- A lack of communication or understanding between key government stakeholders and what each organisation is trying to achieve
- Mixed messages on what the promoter can and can not do. le zero tolerance v harm reduction
- A system of discretionary selection with no standardisation or transparency on decisions
- Recent changes to festival regulation may see NSW slip further behind the other Australian States and Territories
- Regulatory burdon of operating festivals may drive some organisers across state lines
- Industry were inadequately consulted during this process
- Changes to industry were rushed, with little regard to the industry business model
- No impact studies done to understand the effects on the lively hoods of individuals and organisations who depend upon the live music industry to earn their living and support their

Legislative Council Regulation Committee Submission: Music Festival Regulations Inquiry

families. These include but are far from limited to - artists, staff, security, vendors, stage builders, production staff, medics, bus drivers, ticketing companies, hospitality staff, marketing departments etc etc

Increased budgets or restrictions in area's which could exacerbate health risks

Suggested recommendations

- Disallow the Music Festival Regulations
- Address health risks at music festivals with a health-based approach
- Adopt a regulatory roundtable with a broad range of industry, to ensure future regulatory changes are approriately consulted and implemented
- Invest in evidence-based Harm Reduction services
- Invest in education
- Clear understanding and framework for stakeholders to do their job

Conclusion

Festivals have an important role to play in a digital age. No one is talking about the benefits of community, creativity, self-expression, escapism and open mindedness. What do we have if we don't have a balance of culture and art within our cities?

We run the equivalent of a small town in a greenspace and are faced with the same issues / challenges towns and cities are faced with all year round. Government, private enterprise and promoters should be working collaboratively to learn from each other.

Please do not hesitate to contact me for further information

Thank you for your time.

Sincerely,

1 Live Performance Australia. (2018). Ticket Attendance and Revenue Report 2017. Ernst & Young. p. 9

2 IMS report 2019

3 IMS report 2019

4 Digital music news 2018