

WORKSAFE — STAFFING

1124. Hon JON FORD to the Minister for Commerce:

I refer to WorkSafe, a division of the Department of Commerce.

- (1) How many full-time equivalent staff are allocated to inspections and investigations of workplaces and/or accidents?
- (2) Of these, where are they located and how many are in each location?
- (3) How many of these positions are vacant and for how long have they been vacant?
- (4) What is the employment status of these FTEs, how many are ongoing public sector employees and how many are employed under non-ongoing contracts?
- (5) Of those employed under contract, what is the term of their contract?

Hon SIMON O'BRIEN replied:

I thank the honourable member for some notice of the question. I might add that my staff have gone to some efforts to ensure that we have an answer.

- (1) As of 10 November 2011, 86 full-time equivalent staff were allocated to inspections and investigations of workplaces and/or accidents. This number includes three directors who are delegated the powers of an inspector.
- (2) In Perth, 77 inspectors; in Broome, one inspector; in Karratha, two inspectors; in Albany, one inspector; and in Bunbury, five inspectors.
- (3) As at 10 November 2011, WorkSafe had an approved establishment of 103 inspectors, including the directors with inspector delegations. As such, 17 positions are vacant—16 based in Perth and one in Bunbury. The duration of such vacancies cannot be determined in this time frame, given the limited notice of the question; however, I am happy to provide details at the next sitting date—or earlier, if the member really needs to know.

Hon Jon Ford: That's very generous!

Hon SIMON O'BRIEN: The answer continues —

- (4) Three inspectors are employed on contracts. The remainder are permanent public sector employees.
- (5) The term for two of the contracts is three years with the possibility of an extension for a further two years. The term of the remaining contract is four years with the possibility of an extension for a further one year.