

MINISTER FOR TOURISM — PORTFOLIOS — OFFICE SPACE

2883. **Mr Z.R.F. Kirkup to the Minister for Tourism; Racing and Gaming; Small Business; Defence Issues; Citizenship and Multicultural Interests:**

For each office space owned or leased by Departments, Agencies and Government Trading Enterprises (GTEs) in the portfolio of the Minister, I ask:

- (a) what is the total area (SQ/M) of office space owned by departments, agencies and GTEs within your portfolios;
- (b) what is the total area (SQ/M) of office space leased by departments, agencies and GTEs within your portfolios;
- (c) of the office space owned by departments, agencies and GTEs, within your portfolios, what is the total area of vacant space (SQ/M):
 - (i) where is each vacant office/space located;
 - (ii) what is the cost of the outgoings associated with this space; and
 - (iii) what is the reason for each space being vacant; and
- (d) of the office space leased by departments, agencies and GTEs, within your portfolios, what is the total area of vacant office space (SQ/M):
 - (i) where is each vacant office/space located;
 - (ii) what is the amount paid in rent and outgoings associated with each vacant space; and
 - (iii) what is the reason for each space being vacant?

Mr P. Papalia replied:

Tourism Portfolio

Tourism Western Australia

Please refer to Legislative Assembly Question on Notice 2894.

Rottneet Island Authority

Please refer to Legislative Assembly Question on Notice 2891.

Racing and Gaming Portfolio

Please refer to Legislative Assembly Question on Notice 2887.

Small Business Portfolio

Small Business Development Corporation

- (a) Nil.
- (b) 1 447 square metres (includes shared storage and landscaped areas).
- (c) (i)–(iii) Not applicable.
- (d) Nil.
 - (i)–(iii) Not applicable.

Defence Issues Portfolio

Defence West

Please refer to Legislative Assembly Question on Notice 2894.

Citizenship and Multicultural Interests Portfolio

Office of Multicultural Interests

Please refer to Legislative Assembly Question on Notice 2887.