### **Senate Economics Legislation Committee**

## ANSWERS TO QUESTIONS ON NOTICE

### **Treasury Portfolio**

Supplementary Budget Estimates

2014 - 2015

Department/Agency: AASB/AUASB

**Question: 3284-3293** 

**Topic: Red tape reduction** 

Reference: Written - 30 October 2014

Senator: Ludwig, Joe

### **Question:**

- 3284. Please detail what structures, officials, offices, units, taskforce or other processes has the department dedicated to meeting the government's red tape reduction targets?
- 3285. What is the progress of that red tape reduction target
- 3286. How many officers have been placed in those units and at what level?
- 3287. How have they been recruited?
- 3288. What process was used for their appointment?
- 3289. What is the total cost of this unit?
- 3290. What is the estimated total salary cost of the officers assigned to the unit.
- 3291. Do members of the unit have access to cabinet documents?
- 3292. Lease list the security classification and date the classification was issued for each officer, broken down by APS or SES level, in the red tape reduction unit or similar body.
- 3293. What is the formal name given to this unit/taskforce/team/workgroup or agency within the department?

#### **Answer:**

### **AASB**

- 3284. Projects addressing simplification of accounting standards are part of ongoing work program.
- 3285. Not Applicable
- 3286. Not Applicable
- 3287. Not Applicable
- 3288. Not Applicable
- 3289. Not Applicable
- 3290. Not Applicable
- 3291. Not Applicable
- 3292. Not Applicable
- 3293. Not Applicable

# **Senate Economics Legislation Committee**

# ANSWERS TO QUESTIONS ON NOTICE

# **Treasury Portfolio**

## Supplementary Budget Estimates

2014 - 2015

## **AUASB**

- 3284. Projects addressing simplification of auditing standards are part of ongoing work program.
- 3285. Not Applicable
- 3286. Not Applicable
- 3287. Not Applicable
- 3288. Not Applicable
- 3289. Not Applicable
- 3290. Not Applicable
- 3291. Not Applicable
- 3292. Not Applicable
- 3293. Not Applicable