

## MEDIA RELEASE

## Law and Safety Committee to hear from communities in Far West NSW

The Legislative Assembly Committee on Law and Safety will be holding public hearings in Bourke (Tuesday 1 October 2024) and Broken Hill (Wednesday 2 October 2024) as part of its inquiry into community safety in regional and rural communities.

The inquiry is investigating the drivers of youth crime in the regions, as well as specific actions the NSW Government can take to support best practice prevention initiatives and improve community safety.

Committee Chair, Mr Edmond Atalla MP, said these were the Committee's first regional hearings.

"As part of this inquiry, the Committee wants to hear first-hand from regional communities about the issues they are experiencing with respect to crime and public safety," Mr Atalla said.

"We also want to hear about services and programs that are working well – from standout community services to law enforcement initiatives and leading diversionary programs – as well as gaps in service provision that need to addressed."

"Our recommendations to the NSW Government will ultimately be informed by input and advocacy from regional and rural communities."

"We look forward to hearing from the communities in Bourke and Broken Hill."

Schedules for the public hearings are available on the Committee's <u>webpage</u>. Members of the public can watch a live stream of the hearings on the NSW Parliament's <u>website</u>.

"Future public hearing dates will be published on the inquiry webpage in due course. I encourage anyone interested to monitor the page for updates," Mr Atalla said.

The Committee received 195 written submissions to its inquiry earlier this year, most of which are available on the Committee's webpage.

MEDIA CONTACT: Mr Edmond Atalla MP, Chair, (02) 9625 6770

## Venue details:

Public hearing, 1 October 2024: Back o' Bourke Information and Exhibition Centre, 49 Mooculta Street, Bourke

Public hearing, 2 October 2024: Broken Hill Civic Centre, 31 Chloride Street, Broken Hill