

Candidate-----Hans WILLINK

1. Clarence Action Network is concerned that under the current Council's administration, community members have been given limited opportunities to express their views on the use and development of land owned or controlled by Council until well after developers have become involved. If elected, what steps will you take to ensure that community consultation about the divestment of public land becomes a permanent and essential part of the planning process in Clarence, before development proposals are fully formulated?

I agree completely. Community consultation about the divestment of public land should become a permanent and essential part of the planning process in Clarence, before DAs are fully formulated.

Put simplistically, I would seek to validate the claims made. If valid, I would seek to identify causes; these may include lack of policy guidance, lack of resources, technical issues or even factors outside council control (the State Government and the bureaucracy). Lastly, even with the best policy guidance in the world, it may just be that some people are not doing their job, including aldermen; in which case they should expect to be voted out.

2. At a packed public meeting about the proposed hotel development for Rosny Hill Nature Reserve, a motion to establish a dedicated public consultation unit within the Clarence Council was unanimously carried. Do you support this as a priority for the new Council?

Ever since Roman times, bureaucracies have increased in size because units were created to solve problems. I believe the suggestion to create a public consultation unit is premature until the root causes have been identified. There may well be other, cheaper solutions.

What do you believe should be the priorities for such a unit to improve council/community consultation processes across all of its activities and responsibilities?

Not applicable. If aldermen did their job and consulted more widely and earlier, perhaps there would be no need for a unit.

3. Clarence Action Network supports the establishment of a long-term strategy to protect, conserve, and manage public land and facilities across the municipality to enhance the health and well-being of residents and maintain habitats for significant flora and fauna. Do you support this objective?

I could support this recommendation if it were to be amended.

Clarence Council strategic plans should include the management of public land and facilities; including protection, conservation and maintenance of habitats for areas with identified significant flora and fauna.

All public land does not need protection. Much public land in Clarence has already been degraded and some form of development may actually improve it, eg Rosny Hill with a smaller, more appropriate development.

What action would you take to propose and develop strategies to achieve this goal?

I support the setting of development parameters, including skyline reserves where only tracks and trails can be developed. Anything else needs to have minimal long term impact on both the footprint and the skyline.

4. What new initiatives are you eager to champion if you are elected and why do you see these as important to the future of the Clarence community?

Council Amalgamation - Tasmania has more councils and councillors per head of population than anywhere in Australia.

Infrastructure and Roads - I support the completion of the Flagstaff Gully Link Road to reduce traffic congestion at the Tasman Bridge, on and off ramps at Eastlands, the improved maintenance of Pass Road and a bridge to create a Sorell By-pass at Penna Road / Shark Point.

Governance, Corruption and Poker Machines - I would like to see Clarence Council to be the first Council in Tas. with a Gambling and Poker Machine Harm Management Strategy.

Ageism is rampant in Tasmania and widely tolerated; with thousands of Tasmanians, having found themselves out of work.

Housing Crisis- Many young people in Clarence are facing the prospect of renting for life, with the cost of housing rising to permanently unaffordable levels.