

CPCP budget – A comparison with the Growth Centres

The CPCP offers the potential for some exciting new conservation reserves. But beneath the glossy spin not one of these is guaranteed. There is no defined staging of the development (it is approved in total up front) and are meant to be offset requirements are presented as ‘targets’ with no defined budget. A budget installment of \$84 M is all that has been announced – well under 15% of the minimum necessary total.

For the 70 km of new highway and 10,470 hectares of new urban housing, developers need to provide biodiversity ‘offsets’, at least 90% of which must be new conservation areas protected on public or private land for eternity. These must protect the species under greatest conservation risk – in this case Cumberland Plain Woodland – in addition to offsets for Koala and other species.

The CPCP replaces developers normal requirements with an alternative ‘strategic’ plan. So far at best 15% of the funding required has been announced.

The DPIE already have an offset program with almost identical impacts to the CPCP – the *Western Sydney Growth Areas*. But while the *Growth Areas* are struggling to deliver their offsets with a budget of \$530 M, the CPCP hasn’t locked in anything beyond the initial offer of a mere \$84 M. The Growth Area requirements and budget are shown in the graph following – this shows just how little budget has been locked in to date.

The CPCP is locking in development up-front and destroying more than 10% of the entire Cumberland Plain Woodland ecosystem. Offsets are increasingly delivered based on what the budget allows – not what the law requires. For all these reasons it is critical that two protections made for the Growth Centres are added to the CPCP:

- A sufficient total CPCP budget is determined and locked-in up-front
- A staged development plan is locked-in with the progression of each stage conditional on offsets being completed

Western Sydney Growth Centres vs CPCP

Similar offsets but what about the budgets?

