

## Policy 2.04 Traditional Industries

<b>Directorate</b>	Strategy and Business Services
<b>Responsible Officer</b>	Director

### Scope

This policy prescribes the Council's direction in supporting opportunities for businesses in the areas traditional industries of fishing, farming and forestry adapt to and embrace new ways of operating.

### Purpose

- To position the Council and the local community to benefit from new and emerging industries and support growth of existing traditional industry.

### Definitions

The shire's traditional industries include agriculture, forestry, and fishing. Tourism relies in part on the natural landscapes that support those traditional industries.

### Legislative requirements

*Nil*

### Policy Statement

Bega Valley Shire Council will assist 'Traditional Industries' in a systematic manner by:

- Providing business intelligence to these industries about opportunities for sustainability and change.
- Fostering an environment where existing businesses have opportunities to grow through cluster development and information on value adding.
- Supporting reuse of urban waste and recycled product to reduce costs of inputs in the operating of the traditional industries.

## Policy Version Control

Policy title	Traditional Industries
Policy No.:	2.04
Directorate	Strategy and Business Services
Outcome Area	Employment and Learning Opportunities
Goal(s)	<ol style="list-style-type: none"> <li>1. Our economy is prosperous, diverse and supported by innovative and creative business.</li> <li>2. We have meaningful employment and learning opportunities for people in all stages in life.</li> </ol>
Responsible Officer	Director
Version	2
Adopted	29 November 2017
Next revision	May 2021

Policy No.:	Title
2.02	Live, work, invest
6.23	Public Private Partnerships
6.24	Business Incentives

Note: Policy details may change prior to review date due to legislative changes. For the most up-to-date version please refer to Council's website [www.begavalley.nsw.gov.au](http://www.begavalley.nsw.gov.au)