

Commonwealth Games Planning



VICTORIA POLICE

**Presentation to the
Victorian Safe
Communities Network
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Brendan Bannan

Victoria Police CGPO



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- Victoria Police were responsible for all matters involving the security overlay for the conduct of the Games under the Bid document 1998
- The Commonwealth Games Planning Office was established in November 2001
- The staff was 34
- Identified external support necessary

State & Commonwealth Partnership



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- **Victoria Police was a member of the Security Working Group, the Federal Government TF.**
- **State and Federal Government coordination meetings**
- **Utilisation of the NCTC Training platform**
- **Development of Venue Commanders training with EMA**
- **Development of the National and International Intelligence Data Collection**
- **Assistance from ADF, AFP and ASIO etc**
- **ILOP for Crime Intel, Communications and QBR Op's**
- **External support in BRU, Forensic and Tactical areas**

CGPO Portfolios



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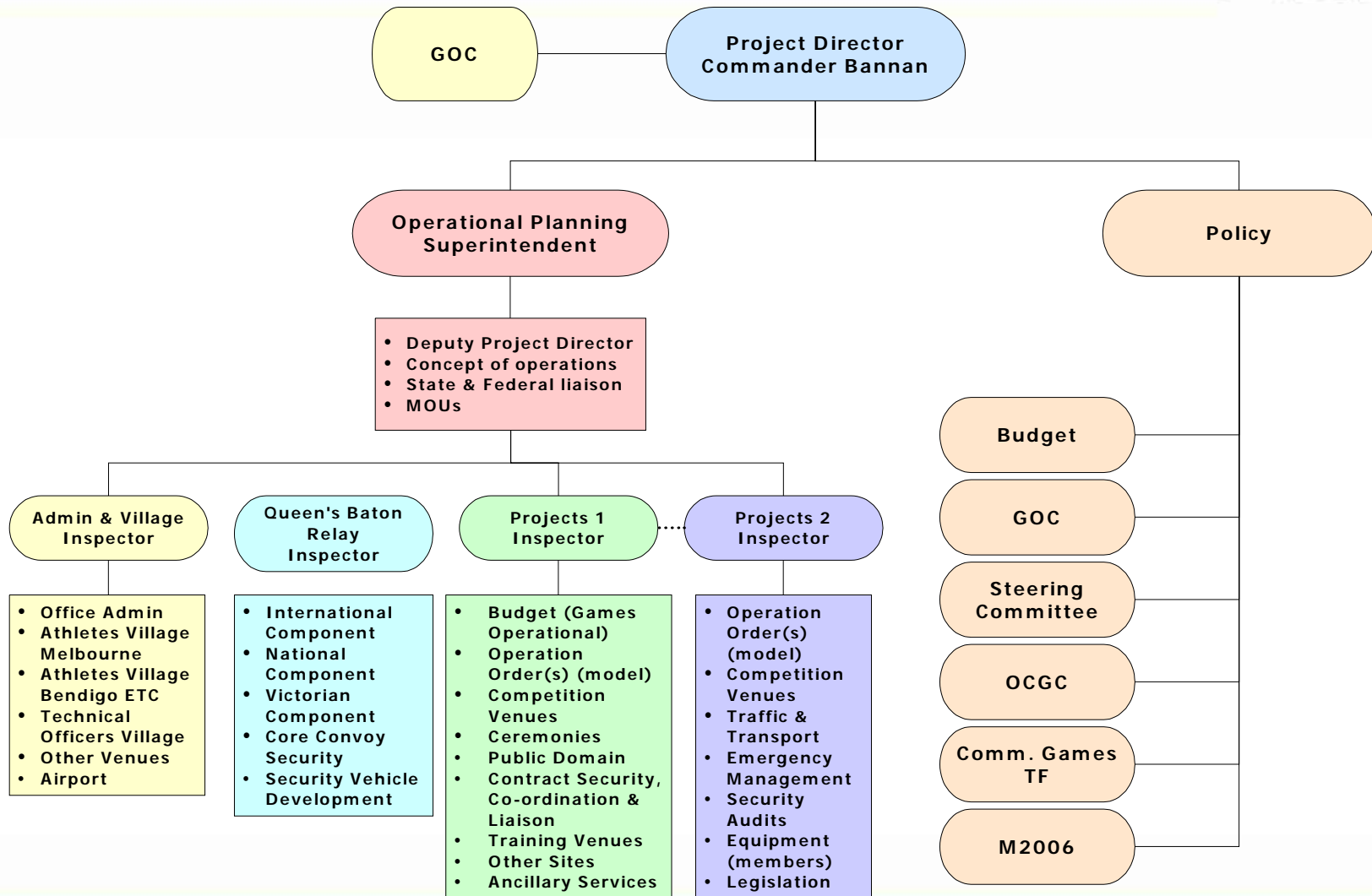
- Project areas 1 & 2 (72 Projects)
- Villages x 9
 - Airport
 - Accreditation
- Queens Baton Relay
 - International
 - Australia
 - Victoria Police Local Melbourne

CGPO Planning Model



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Figure 1



Role of Venue Commanders



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- Venue Commanders worked with Venue Managers
- Venue Commanders provided “duty of care”
- Venue Commanders provided safety and security
- Venue Commanders trained in Command and Control and Emergency & Crisis Management

Utilisation of Specialist Units



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- There were 18 Working Groups as shown on the following two slides.

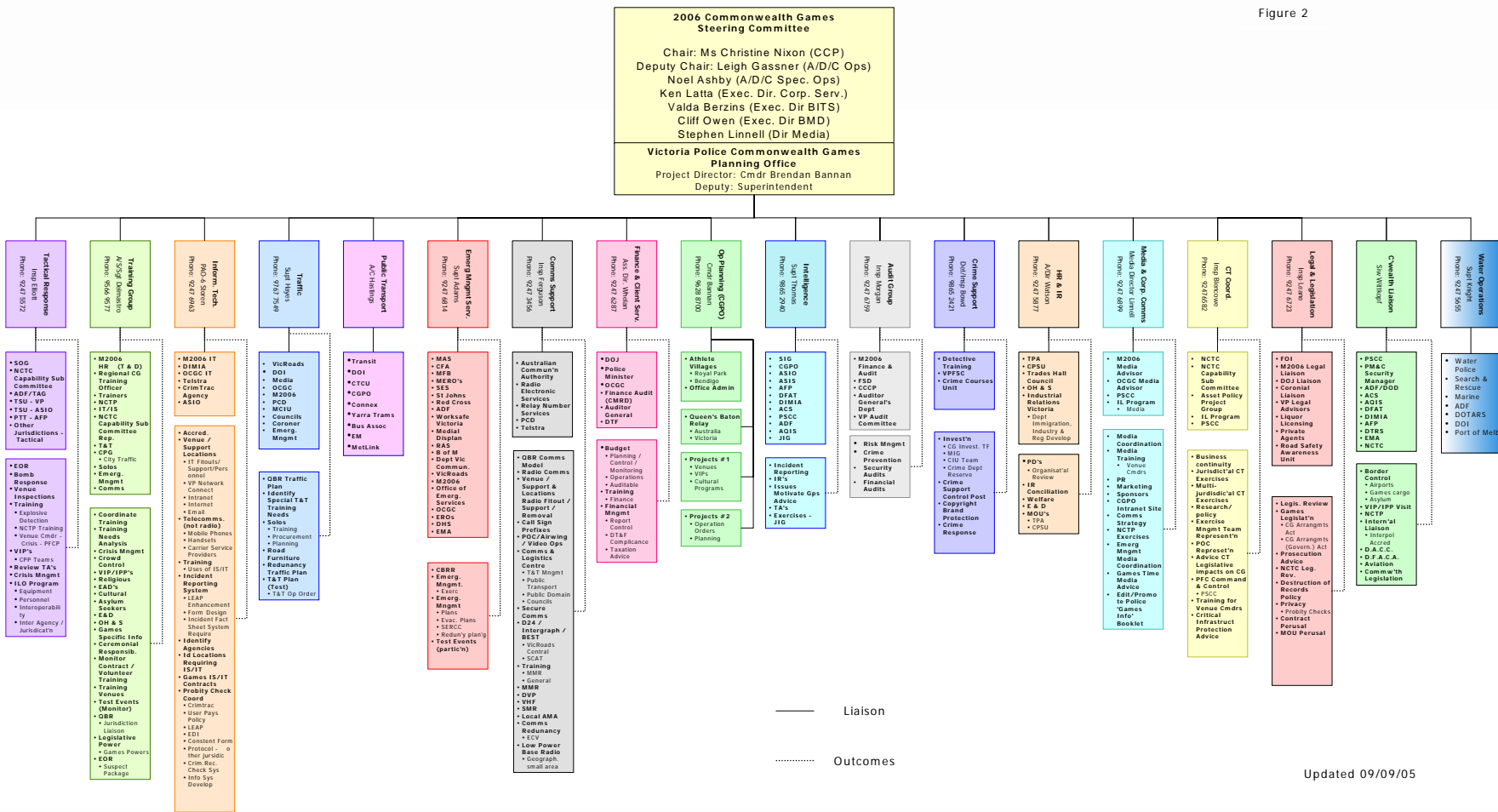
These Working Groups provided the support infrastructure to the operational period of the Games.

Working Group Chart



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Figure 2



Working Groups



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- Tactical Response
- Training Group
- Information Technology
- Traffic
- Public Transport
- Emergency Management Services
- Communications Support
- Finance & Client Services
- Operations Planning
- Intelligence
- Audit Group
- Crime Support
- HR & IR
- Media & Corporate Comms
- CT Coordination
- Legal & Legislation
- Commonwealth Liaison
- Water Operations

Highly visible Police presence



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- 31 Competition Venues
- 11 Cultural Venues
- 6 Road Events
- 4 Regional Sites

Challenges for Victoria Police



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- Determine the level of threat.
- Interpret the Threat Assessment.
- Identify and manage the risks.
- Provide a security overlay for the Games to the expectation of M2006, the Government, the CCP and the Community of Victoria, commensurate with the level of threat.
- Maintain the “friendly Games” image.

Melbourne Venue & the Public Domain



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- Unlike Sydney, Manchester, Atlanta and Athens, most activity took place in the CBD.
- This geographical fact subjected the city to maximum exposure and requires treatment.

Consideration



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- Customers/Ticket holders/Tourists
- Games Program/Sports
- Cultural Expositions
- Live Sites
- The City of Melbourne
- Citizens of Victoria who transit
- Residents of the area
- Traditional workers

Security Audits



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- Identified the issues that needed to be addressed to provide the best practice in security overlay in a conceptual and practical sense for the safe conduct of the Games

Risk Management

- Identified the risks, the management of the risks and the treatment of the risks to achieved the best, intelligence driven security overlay.
- Remember the balance, that all that is possible may not or is unlikely to happen.

Training and Exercising



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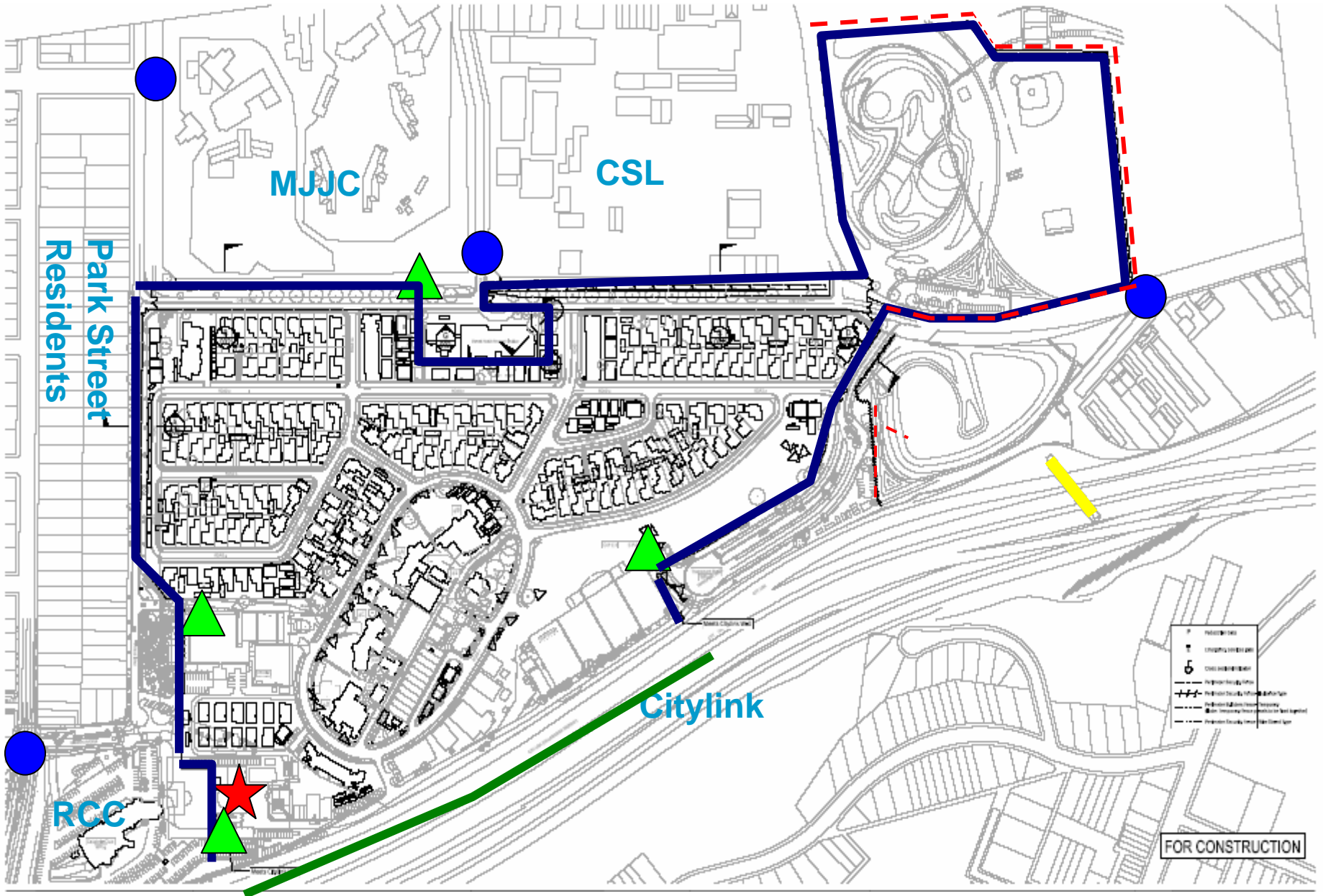
- Venue Commander Training, Crisis, Emergency and C & C.
- Search Training – MCG, Village and MSAC.
- BRU and Tactical Training.
- Bomb Dogs.
- MJEX- POC, GOC, SCC Venue Commanders
- Test Events – Flow Rates, X-Rays, Mag and Wand etc.
- QBR – Athens torch, Road Events.

Crisis Management



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- The Crisis Management arrangements were based on the NATP and were rehearsed under the auspices of the NCTC training platform in Games focused training and exercising.
- All Venue Commanders were subjected to this training.



MJJC

CSL

Park Street
Residents

Citylink

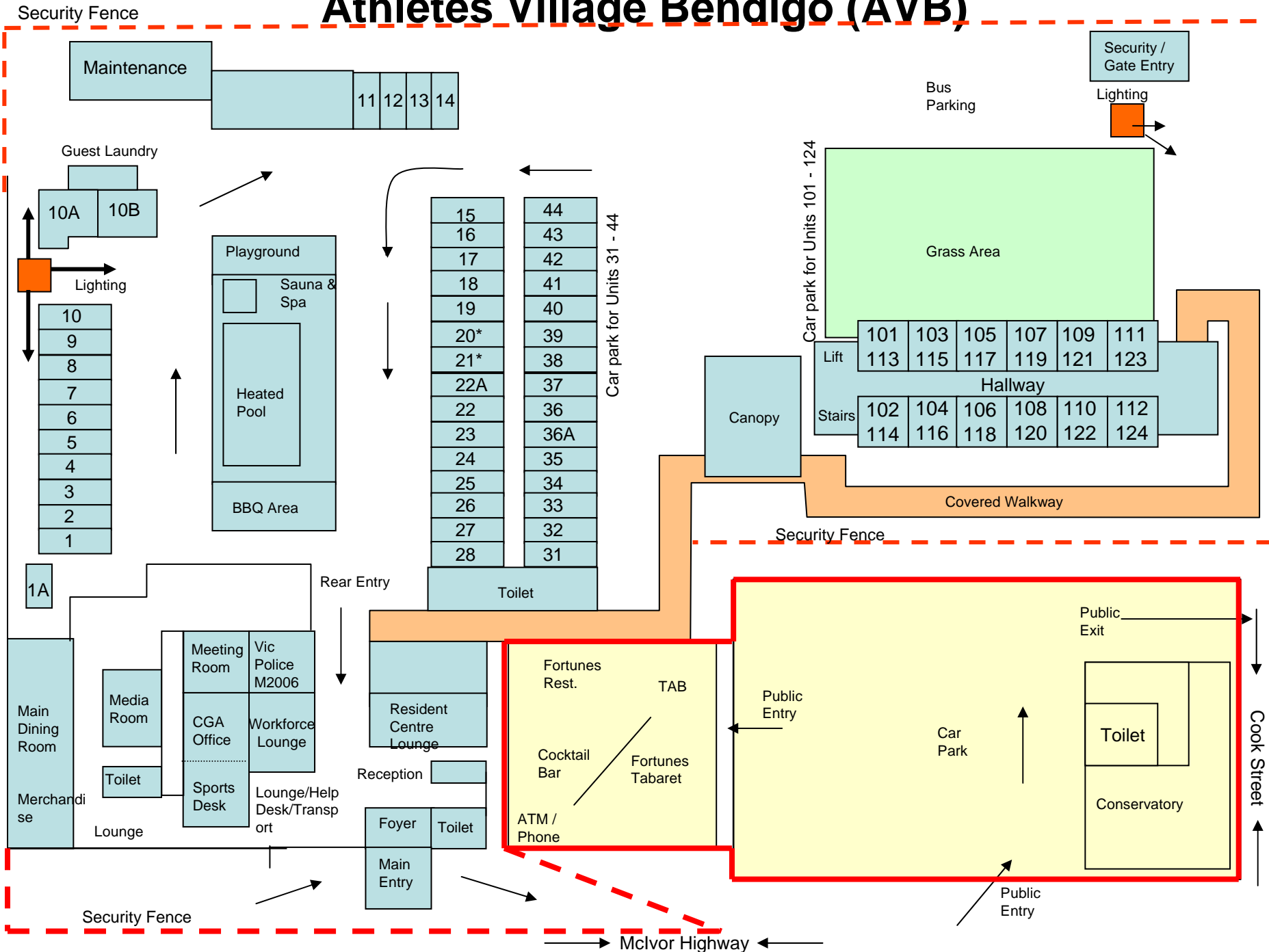
RCC

- Station
- Transfer Station
- ♿ Accessible Station
- Pedestrian Route
- Pedestrian Route (Future)
- Pedestrian Route (Future)
- Pedestrian Route (Future)
- Pedestrian Route (Future)

FOR CONSTRUCTION



Athletes Village Bendigo (AVB)



Traralgon Village



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- 16 March 2006: Barbados & England – Australia & India;
- 17 March 2006: Nigeria & India – New Zealand & Malta;
- Up to 80 Athlete's and Officials

Ballarat Village



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Bell Tower Motor Inn
1845 Sturt Street, Ballarat



- 18 March 2006: Barbados & South Africa – India & England;
- 20 March 2006: Mozambique & India – Malaysia & Malta;
- Up to 80 Athlete's and Officials

Commonwealth Games Planning Office