

Today

- Sport NZ strategy and thinking
- Developing a world leading sporting events system in NZ
- Tools to assist finding the Sweet Spot





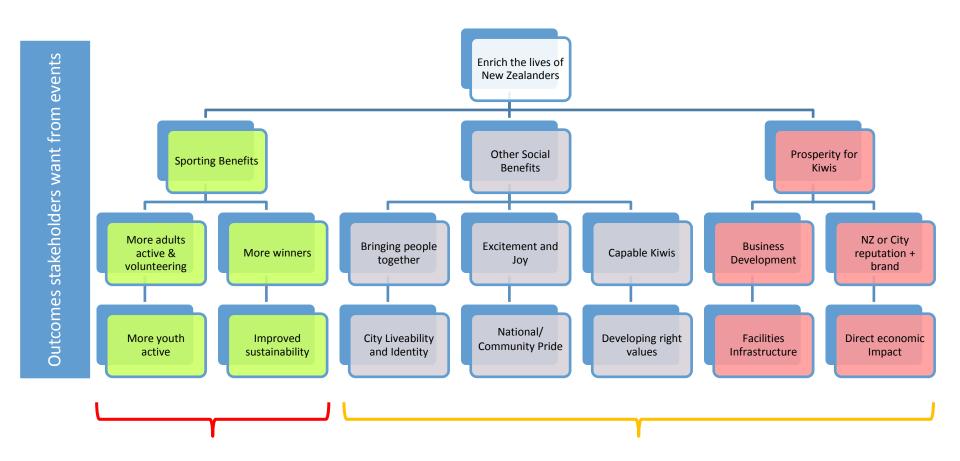
Sport NZ Event Strategy & Thinking

- From June to December 2013, Sport NZ consulted on, developed and approved a new events strategy.
- The strategy is to develop a world-leading NZ Sporting Events System (NZSES) that generates:
 - More excellent events of all levels
 - More of the sporting and other social or economic benefits that Kiwis want.
- Sport NZ undertook to lead the development of this system.
- The sporting events system exists well beyond traditional Sport/Rec boundaries





NZ Sporting Events System (NZSES)



To get events that do this... we usually need to deliver some of these other benefits.



World Leading System



Effectively leveraged events



Successful Events



Improving System (Better Outcomes)







MEGA Events





IMPROVED Capability



IMPROVED Knowledge

RIGHT Events





















Connectivity

Government Agencies

Commercial Sector

NSOS/NROs

Territorial Authorities Community Trusts

Gaming Trusts

RSTs

NZ Lottery Grants Board



Events System Overview

- Improving the sporting events system requires TEAM work.
- It will always be a work in progress.
- Most stakeholders are clear on what they want from WITHIN the system. An improving system will meet these better.
- We also need stakeholders to help work ON the system and to understand/agree roles and responsibilities.





NZSES Focus Areas

- The Right Commitments
- The Right Events
- The Right Investment
- The Right Execution

The six life stages of every sporting event each need to be well delivered.



Page 15 of NZSES sets out initial work

PLUS: Workforce capability and talent management



Tools

- Calculating event strategic value to an organisation
- Finding the Sweet Spots





Questions

- Are we heading in the right direction?
- Are there other critical needs/gaps the system needs to address?
- Where would you like to participate/help?

Thank you





