1. In 2008 the Premier engaged Mr Peter Kenny to undertake a review of the Queensland Wild Dog Strategy and the Memorandum of Understanding for the management of wild dogs inside the wild dog barrier and check fences.
2. The 22 recommendations arising from this review have now been considered by the Department of Employment, Economic Development and Innovation. The Department supports or supports in principle 15 of the recommendations. The remainder of the recommendations are not supported at this time (as per the Attachment).
3. Biosecurity Queensland, within the Department, has identified several initiatives which will be phased in over the next few years, to improve the management of wild dogs in Queensland.
4. Wild dogs are Class 2 pest animals under the *Land Protection (Pest and Stock Route Management) Act 2002* meaning that landowners are responsible for taking reasonable measures to control pest animals on their land. Nevertheless, wild dog management is a shared responsibility between the state government, local government, industry, the community and landholders. Experience shows that successful programs rely on the active participation and commitment of all participants.
5. To bring the key players together, it is proposed that a Queensland Wild Dog Advisory Committee be formed to oversee the implementation of the wild dog strategy in Queensland to ensure the statewide effort wild dogs is maintained. A senior biosecurity officer will be appointed to ensure statewide effort of wild dogs is maintained. Other initiatives will include an integrated communication plan to enhance community engagement on the issue and reprioritising wild dog research.
6. Cabinet has endorsed the initiatives that Biosecurity Queensland propose to implement, in collaboration with local governments and stakeholders, to enhance the management of wild dogs in Queensland.
7. *Attachment*

* [Summary of the Queensland Wild Dog Strategy Review Recommendations and Government response](Attachments/Wild%20Dogs%20Attachment.docx)