

# LOBBYIST REGISTRATION FORM

## About this form

Use this form to register as a lobbyist with City of Ryde.

Once we have registered your application you will receive a written notice of acknowledgement.

## Contact details

**Customer Service Centre** 1 Pope Street, Ryde NSW

**Post** Locked Bag 2069, North Ryde NSW 1670

**Email** cityofryde@ryde.nsw.gov.au

**Phone** (02) 9952 8222 **TTY** (02) 9952 8470 **Fax** (02) 9952 8070

## PART 1 : DETAILS OF APPLICATION *The person or organisation who will be lobbying Council*

Given name

*(or A.C.N)*

Family name

*(or company name)*

Address

Suburb

Postcode

Mobile

Phone

Email

Contact person/s

*Person/s who will be undertaking lobbying activities (if different from above)*

## PART 2 : REASON FOR LOBBYIST APPLICATION

Identify the issue  
or matter on which  
you will be lobbying  
Council

If the matter of issue on which you intend to lobby Council relates to a parcel of land or property, please provide the following:

Property

Address

Suburb

Postcode

## PART 3 : DETAILS OF APPLICATION *The person, organisation or business who has engaged you to lobby the Council*

Given name

*(or A.C.N)*

Family name

*(or company name)*

Address

Suburb

Postcode

Contact person/s

## PART 4 : DECLARATION

I certify that the above information is true and correct

Applicants Signature

Date

Personal information collected from you is held and used by Council under the provisions of the *Privacy and Personal Information Protection Act 1998*. The supply of information is voluntary, however if you cannot provide, or do not wish to provide the information sought, Council may be unable to process your request. Please note that the exchange of information between the public and Council, may be accessed by others and could be made publicly available under the *Government Information Public Access Act 2009 (GIPA Act)*. If you require further information please contact Council's Customer Service Centre on 9952 8222.

OFFICE USE ONLY Registration number

Date received