立法會 Legislative Council

LC Paper No. CB(3)672/00-01

Paper for the House Committee meeting on 18 May 2001

Questions scheduled for the Legislative Council meeting on 23 May 2001

Questions by:

(1)	Hon Michael MAK	(Oral reply)	
(2)	Hon CHOY So-yuk (Replacing her previous question)	(Oral reply)	(New question)
(3)	Dr Hon LO Wing-lok	(Oral reply)	
(4)	Hon Emily LAU	(Oral reply)	
(5)	Hon LAU Ping-cheung	(Oral reply)	
(6)	Hon Howard YOUNG	(Oral reply)	
(7)	Hon Eric LI	(Written reply)	
(8)	Hon YEUNG Yiu-chung	(Written reply)	
(9)	Hon Fred LI	(Written reply)	
(10)	Ir Dr Hon HO Chung-tai	(Written reply)	
(11)	Hon Emily LAU	(Written reply)	
(12)	Hon LAU Kong-wah	(Written reply)	
(13)	Hon Fred LI	(Written reply)	
(14)	Ir Dr Hon HO Chung-tai	(Written reply)	
(15)	Hon LAU Kong-wah	(Written reply)	
(16)	Hon Kenneth TING	(Written reply)	
(17)	Hon Abraham SHEK	(Written reply)	
(18)	Hon CHEUNG Man-kwong	(Written reply)	
(19)	Hon Eric LI	(Written reply)	
(20)	Hon Michael MAK	(Written reply)	

註 :

NOTE :

議員將採用這種語言提出質詢

Member will ask the question in this language

#(2) 蔡素玉議員 (口頭答覆)

據報,由於本港並無食物渣滓再造工業,香港迪士尼樂園日後產生的大量食物渣滓將不會被循環再造爲肥料或動物飼料。就此,政府可否告知本會:

- (一) 有否估計該樂園在啓用後每日產生的食物 渣滓數量,以及是否知悉該樂園的管理公 司計劃如何處理該等食物渣滓;
- (二) 會否特別爲該樂園制訂食物渣滓處理方 案;及
- (三) 會 否 考 慮 提 供 支 援 , 協 助 在 本 港 發 展 食 物 渣 滓 再 造 工 業 ?

(2) <u>Hon CHOY So-yuk</u> (Oral Reply)

It was reported that in the absence of a food waste recycling industry in Hong Kong, the large quantity of food waste that will be generated by the Hong Kong Disneyland ("HKD") will not be recycled as fertilizers or animal feed. In this connection, will the Government inform this Council whether:

- (a) it has estimated the daily quantity of food waste that will be generated by the HKD upon its opening, and whether it knows how the management company of HKD plans to dispose of such food waste:
- (b) it will formulate a food waste disposal plan specifically for the HKD; and
- (c) it will consider providing assistance to facilitate the development of a food waste recycling industry in Hong Kong?