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WORKING DOCUMENT

From:	Presidency
To:	Working Party on Competitiveness and Growth (Public Procurement)
Subject:	Working Party Meeting on Competitiveness and Growth (Public Procurement) on 2 October 2026: Presidency Flash

Presidency Flash

Working Party on Competitiveness and Growth (Public Procurement)

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2 October 2026

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Introduction

Please see below the approach to the Working Party meeting on 2 October. This may assist you in preparing for the meeting.

Meeting structure and content

Morning session – Examination of the Proposal

The morning session will start at 9:30 am with the examination of the Proposal on Parts I and II, segmented as follows:

PART	ARTICLE	
I - General Provisions	1	Subject matter, Scope
	2, 3	Thresholds, Revision of thresholds
	4, 5	Principles of procurement, Policy objectives
	6	Definitions (SKIP – to be addressed as they arise in the text)
II - Relevant Actors	7-10	Public buyers
	11-20	Utilities (SKIP – for another meeting)
	21-24	Economic operators
	25-26	Exclusions
	27-28	Selection criteria, Means of proof
	29	Connection of databases to electronic eligibility service (SKIP – digital related)

NOTE: Articles 6, 11-20 and 29 are not intended to be discussed this time.

Each segment will feature a presentation by the Commission followed by member state interventions. It is not certain how many of the segments will be cleared before lunch so some articles may be taken at the next meeting on 29 October.

Afternoon Session – Topical debate (Digital ecosystem)

The afternoon session will start at 2:30 pm. and will focus on a topical debate. The purpose of this session is to provide comprehensive information to member states on the proposals around digital and to address concerns among member states on the interface issues between a central EU-wide system and national systems.

NOTE: It is not intended to address technical issues such as IT, coding, system architecture or related in any depth. Such issues can be better addressed through Expert Groups on eProcurement and Public Procurement and reflected back to the Working Party in due course. The afternoon session is designed to surface wider contextual and operational aspects.

NOTE: DG-GROW will host an online meeting of the Expert Group on eProcurement on the afternoon of 13 October. Please contact your relevant colleague for details.

Structure

The Commission will commence with an explanation of how the common marketplace will work, and then present on the three main pillars of the marketplace:

(a) Interconnection and interoperability of member state procurement platforms including publication.

(b) Electronic eligibility service.

(c) Data spaces (NPPDS and PPDS – scope, governance, mandate).

The Commission will provide some practical real-world type examples of the system (s) in operation – 'what will it look like' approach for both member states and users.

Thereafter the discussion will be scheduled into several segments covering the following topics:

1. Ramifications at national level.
    - Resource requirements.
    - Time.
    - Delivery.
    - Feasibility of mandated interoperability.
    - Cost (start-up and iterative).
    - Ongoing maintenance.
2. Data.
    - Ownership.
    - Storage.
    - Access.
    - Data collection with strategic intent.
    - GDPR.
    - Commercial sensitivity.
    - Cybersecurity.

3. Delegation of powers.
    - The level of ambition, both legal and technical.
    - Delineation of Commission and member states' responsibilities and liabilities along with a robust governance model on interoperability.
4. Publication dynamics.
    - Procurement summaries.
    - Guidance.

Each presentation will be short and followed by Q&A between the Commission and member states. Note, the segmented list is not exhaustive and there may be additional topics or questions that member states wish to raise.

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Culture Note – Hurling and Camogie

Few organisations are as tightly woven into the fabric of Irish life as the Gaelic Athletic Association (GAA). Ireland's largest sporting organisation, the GAA has more than 2,200 clubs throughout the island of Ireland and a further 200 abroad, including in 22 of the 26 other EU member states.



The GAA was established in`1 1884 at a time when traditional Irish culture was being supressed as Ireland was under British rule. The popularity of traditional Irish (Gaelic) sports was declining in the face of imported games such as rugby and soccer. From its outset the association had a community and volunteer ethos, as well as a focus on also protecting Irish language and music.

There are four Gaelic sports: football, hurling (a variant known as camogie is played by women), handball and rounders. **Hurling and camogie** (iomáint and camógaíocht in Irish) occupy a particularly cherished place in Irish culture, with early variants appearing in Irish myths and legends dating back more than 2,000 years.



Hurling and camogie teams are comprised of 15 players a side, each holding a wooden stick (known as a hurl or hurley) with a widened base chasing a small, hard leather ball with a cork core (known as a sliothar). The hurl is used to strike, block and control the sliothar, on the ground and in the air. Players are permitted to catch the ball and must release it by striking or hand passing it within four steps of having caught it. Scoring involves goals and points. Each goal earns the scorer's team three points, with one point for each ball hit between the uprights and crossbar above the goal.



Counties select their best players from local clubs that dot every town and village in Ireland to compete in the All-Ireland Championships. Hurling championships have been held every year for an unbroken streak of 139 years with the first All-Ireland Camogie final taking place over 90 years ago in 1932. Founded in 1902, the Camogie Association is one of the first bodies regulating female sports anywhere in the world.

Hurling, camogie and all Gaelic sports are played on an amateur basis, with thousands of community-based volunteers devoting their time to ensuring the smooth running of the local and regional leagues that prepare future All-Ireland Champions. As well as promoting health and wellbeing, the clubs play an important role in the promotion of social inclusion with training halls and clubhouses hosting community events, outside of sports.

The final stages of the All-Ireland Championships are played on the hallowed grass of Croke Park. Despite the amateur nature of the GAA and a population of around 5.5 million people, Croke Park is Europe's fourth largest sports stadium, holding more than 82,000 spectators when at capacity. Unusually for a major sporting event, tickets for the final are not put on general sale, with the vast majority sent back to regional authorities and local clubs for allocation to the members who form the grassroots of the organisation.

You can get a taste of the world's fastest field sport here.


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