

Summary of Ministry of Health NZ COVID-19 Vaccination Strategy

The Ministry of Health New Zealand's vaccination strategy is to ensure the safety and health of all New Zealanders, providing them the choice to be vaccinated (except for high-risk and front-line workers). Most recent data gathered in early July illustrates that 15.9% of the New Zealand population have received their first vaccine dose, while 10.4% of the New Zealand population have received their second vaccine dose. New Zealand's vaccination strategy has progressed as planned by the Ministry of Health. The Ministry of Health has secured enough Pfizer vaccines for everyone in New Zealand aged 16 and over to get the two doses they need for protection against COVID-19. When you can get a vaccine depends on your age and situation. Different regions will also start at different times. Once it is your turn, you can be vaccinated at any time – there is no cut-off.

The vaccination rollout began in February in a Group by Group process. Group One vaccine administration commenced in February to protect border and MIQ workers. Group Two and Group Three have since been opened for vaccination bookings for those who need to be protected, such as front-line workers or high-risk places workers and those at risk of getting very sick from COVID-19. Group Four is aimed at protecting the general population of New Zealand and will be administered in age bands, opening on 28 July. The first age band is people aged 60 years and over — they will be able to book their vaccinations from 28 July. The next age band is people aged 55 and over — bookings for this age band will open two weeks later, on 11 August. Then, depending on vaccine supply and progress with other age groups, invitations will open to people over 45 years from mid to late August, mid to late September for people 35 plus, with everyone else being eligible from October.

If you have not received your vaccination invitation, click on [HERE](#) to find out more from the Ministry of Health New Zealand.