

22.05 ELECTRONIC GAMING MACHINES21/05/2015
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This policy applies to all applications which require a permit to install or use a gaming machine, or use land for the purpose of gaming.

Policy Basis

Clause 52.28 of the Corangamite Planning Scheme requires that a planning permit be granted to use or install gaming machines. This policy will guide decision making by implementing the findings of the *Corangamite Gaming Policy Framework on Electronic Gaming Machines, February 2015*, with respect to consideration of the social and economic impacts of any proposals for new gaming venues or additional gaming machines in the municipality.

This policy encourages the provision of a range of leisure, recreation and entertainment facilities where they are compatible with the amenity of the local area and provide a net community benefit. Council recognise that while gaming machines are a legitimate form of entertainment, they should not be so convenient as to encourage spontaneous gambling and have a detrimental impact on community well-being.

Objectives

- To discourage the location of gaming machines in disadvantaged areas.
- To ensure that the location of gaming machines minimise the opportunities for convenience gambling.
- To ensure that gaming proposals deliver a net benefit to the community.
- To minimise the detrimental social and economic impacts of gambling.

Policy

It is policy to have regard to the following criteria:

Gaming machines should not be located:

- In areas where there is a lack of non-gambling leisure, recreation and entertainment facilities and activities.
- In or within 400 m of areas exhibiting high levels of socioeconomic disadvantage as defined by the Socio-Economic Index for Areas (SEIFA) index of relative disadvantage.
- In locations that have high levels of pedestrian activity such as retail centres and community services and facilities that can lead to "convenience gambling" where the location of electronic gaming machines increases the likelihood of spontaneous decisions to play.
- In locations that may have a detrimental impact on the amenity of the local area, in terms of operating hours, traffic, noise and disturbance from patrons and vehicles.

Application requirements

It is policy that all applications must include the following information:

- A Social and Economic Impact Assessment prepared by a suitably qualified person that analyses the social and economic benefits and dis-benefits of the proposed gaming machines. The assessment should address the following:

- Details of the nature and extent of community benefits expected from the proposal and how the benefits are to be secured and distributed to the local community
 - Details of the relative socio-economic profile of the township within 400 m of the venue in comparison to the regional Victorian average as defined in the SEIFA index of relative disadvantage.
 - Details of existing and proposed gambling and non-gambling related entertainment, leisure and recreation facilities and activities at the venue and
 - within a 5 km radius.
 - If it is proposed to move gaming machines from one part of the municipality to another, details of the relative social and economic differences between the two locations. An explanation as to why the gaming machines are being transferred is to be provided and the likely social and economic impact of the proposal on those venues and the local area
- Details about the existing and proposed density of gaming machines, both in the township where the gaming machines are to be located and in the municipality.
 - If the applicant contends that gaming expenditure is likely to be transferred from other venues, the applicant is to provide:
 - particulars as to how the level of transfer has been calculated (including, but not limited to, comparison per machine expenditure at the venue prior to and then after the additional machines have been installed, current usage levels of machines at the venue, projected usage level of machines at the venue after the additional machines have been installed);
 - the amount of transfer expenditure anticipated;
 - Details of the design and layout of the premises including all proposed and existing signage and evidence of compliance with any relevant gaming regulations concerning premises layout, design and operation.
 - A venue management plan identifying strategies to manage patron behaviour and minimise problem gambling, including codes of conduct.
 - The distance to shopping complexes and strip shopping centres, community services and facilities, problem gambling counselling services and public transport.
 - Pedestrian counts adjacent to the proposed venue on different days and at a variety of times.

Decision guidelines

Before deciding on an application, the responsible authority must consider, as appropriate:

- Whether there is a net community benefit to be derived from the application.
- Whether approval is likely to increase the socio-economic disadvantage of the local area or have a net detriment to the wellbeing of the local community.
- Whether the location of the gaming machines or gaming premises is close to areas with high pedestrian activity and will encourage convenience gambling.
- The effect of the proposal on the density of gaming machines in the local area in comparison to the municipal density and the regional Victorian average.
- Whether residents will have a choice of gambling and non-gambling leisure, recreation and entertainment at the venue or within the local area.
- The impact of the proposal on the amenity of the area and surrounding land uses.

Reference documents

Corangamite Shire Planning Framework on Electronic Gaming Machines, February 2015