

**22.28 GAMING**

26/03/2009  
C110

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.

**22.28-1 Policy basis**

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This policy implements the objectives and strategies of Clause 21.07 of the Municipal Strategic Statement by setting out how and where gaming venues should be sited.

Clause 52.28 of this planning scheme requires a permit to install or use a gaming machine. This policy will guide decision making by implementing the findings of the *City of Greater Bendigo Gaming Policy Framework 'Accessible but not Convenient' 2007*.

This policy is based on an understanding that problem gambling affects a small proportion of gamblers and that by locating gaming venues in locations that are convenient, but not highly accessible will decrease the incidence of "convenience gaming".

**22.28-2 Objectives**

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- To discourage new gaming machines in disadvantaged areas.
- To ensure the location of gaming machines and design and operation of facilities containing gaming machines minimise opportunities for convenience gaming and the incidence of problem gambling.
- To ensure that gaming machines are located where the community has a choice of non-gaming entertainment and recreation activities within the venue or in the local area.
- To protect the amenity of existing uses surrounding gaming venues.

**22.28-3 Policy**

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It is policy to locate gaming machines in accordance with the following criteria:

**Appropriate areas**

Gaming machines should not be located in areas identified in *Greater Bendigo Discouraged Gaming Areas Incorporated Document*.

Gaming machines should be located in areas that meet at least one of the following criteria:

- The total density of gaming machines in the suburb and its adjoining suburbs is less than the regional Victorian average.
- The area is identified as a future residential growth area in the Municipal Strategic Statement.

Gaming machines should be located proximate to higher order activity centres shown on the map attached to the schedule to clause 52.28-4.

Gaming machines should be located where there is a reasonable choice of alternative non-gaming entertainment and recreation facilities, including facilities proposed within 12 months. Alternative non-gaming entertainment and recreation facilities include hotels, clubs, cinemas, restaurants, bars and indoor recreation facilities operating at the same times as the proposed gaming venue will operate.

### Appropriate sites

Gaming machines should not be located on sites where large numbers of pedestrians are likely to pass in the course of their daily activities, increasing the likelihood of spontaneous decisions to play gaming machines.

Gaming machines should be located on sites that meet at least one of the following criteria:

- The site is towards the periphery of an activity centre, outside of the main shopping, transport, community and civic functions of the centre, or within walking distance of the edge of an activity centre,
- The location could reasonably be perceived as a destination in its own right separate from high concentrations of people undertaking daily activities, or
- At a sports or recreation club with a land holding of more than 2 hectares.

### Appropriate venues

Gaming machines should not be located in venues that have 24 hour a day operation, or have a gaming floor area of more than 25 per cent of the total floor area of the venue. Gaming machines should not be located where the gaming or any associated use will detrimentally affect the amenity of the surrounding area by way of design, location or operating hours.

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### Application requirements

All applications must include the following information to the satisfaction of the responsible authority:

- A Social and Economic Assessment prepared by a suitably qualified person that provides a robust assessment of 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 disadvantage of the suburb or town and the broader 5km catchment 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 and recreation facilities at the venue and within a 5km 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 parts. 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 distribution of gaming machines 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, current usage levels of machines at the venue, projected usage level of machines at the venue after the additional machines);
  - 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.

- The distance to shopping complexes and strip shopping centres, community facilities, counselling services and public transport.
- Pedestrian counts outside the proposed venue on different days and at a variety of times.

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**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 the proposal is likely to increase the social disadvantage of an area.
- Whether the location of the gaming machines or gaming premises will facilitate or discourage convenience gaming.
- Whether the venue is accessible by a variety of transport modes.
- Whether residents will have a choice of gaming and non-gaming entertainment and recreation venues in the local area.

**Reference**

City of Greater Bendigo Gaming Policy Framework *Accessible but not Convenient* 2007,  
Coomes Consulting Group