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GAMING

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.

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Policy basis

This policy will guide decision making by implementing the findings of the *Cardinia Shire Gaming Policy Review (December 2015)*.

The policy builds on the State Planning Policy Framework, the Local Planning Policy Framework and Clause 52.28 and implements the objectives and strategies of Clause 21.06-4 of the MSS.

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Objectives

- To discourage new gaming machines in vulnerable or disadvantaged areas.
- To achieve positive social, economic and environmental outcomes in the location and relocation of gaming machines and avoid exacerbating the risk of problem gambling.
- To minimise opportunities for convenience gaming.
- To locate gaming machines where the community has a choice of non-gambling entertainment or recreation activities within the gaming venue and the local area.
- To protect the amenity of areas surrounding gaming venues.

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Policy

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

Appropriate areas

Gaming machines should be located in areas:

- Where the community has a choice of non-gaming entertainment and recreation activities and established social infrastructure, some of which operate during the times that the proposed gaming machines will operate in the local area.
- That are in the growth area, where the Electronic Gaming Machine (EGM) density cap does not exceed 10 EGMs per 1000 persons over the age of 18 as set by the State Government
- Where they will make a positive contribution to the redistribution of gaming machines away from relatively disadvantaged areas, as defined by the latest Australian Bureau of Statistics (ABS) Socio Economic Indexes for Areas (SEIFA) index of relative socio-economic disadvantage.
- Where the facility is removed from day to day convenience activities and is not easily accessible.

Gaming machines should not be located in areas:

- That abut, or are adjacent, opposite or in close proximity to prohibited areas as specified in the Schedule to Clause 52.28.
- Within 400 metres walking distance of a concentration of social housing comprising more than 50 dwellings or within a clear line of sight of a social support agency and/ or gamblers help centre.
- Where any ABS statistical areas within 400 metres walking distance of the proposed venue is in the 20% most disadvantaged statistical areas in Cardinia Shire as set out in the latest SEIFA Index of relative socio-economic disadvantage.
- In areas that are key connections between core retail areas in a township or activity centre.

Appropriate sites

Gaming machines should be located on sites:

- That minimise the likelihood of impulse gaming by people passing the venue in the course of their usual business or every day activities.
- At the periphery of activity centres and removed from land zoned for a commercial purpose, or at a sports or recreation club.

Gaming machines should not be located on sites:

- Where they are convenient to concentrations of shops, major community facilities or key public transport nodes where large numbers of pedestrians are likely to pass in the course of their daily activities.
- In townships and small centres where local convenience services are provided and where no or limited alternative attractions are offered.
- On sites that abut, are adjacent to, or are opposite a strip shopping centre.
- On sites that are in the direct line of sight of a strip shopping centre.

Appropriate venues

Gaming machines should be located in venues:

- That offer and promote a range of other forms of recreation and entertainment other than gambling based activities and which are located in spaces completely divorced from the presence of EGMs.
- That promote non-gaming activities that increase the choice of activities and attractions available to patrons.
- That limit play by condition of approval to times when alternative entertainment and recreation is also operating and available.
- That already have gaming machines (in preference to the establishment of a new gaming venue).
- That are designed to comply with best practice and the full ambit of the VCGLR Venue Manual or any regulatory successor.
- Promote responsible gaming practices.

Gaming machines should not be located in venues that:

- Have 24 hour-a-day operation or venues that do not allow for a substantive period of time whereby gaming machines are non-operational.
- Are located within a discouraged area as defined by this policy.
- Have gaming floor area of more than 25% of the total floor area of the venue.
- Will detrimentally affect the amenity of the surrounding area by way of design, location or operating hours.

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Application requirements

It is policy to require applications to include the following information:

- How the application is consistent with the broader State and Local Policy Framework including policies on recreation and entertainment, economic development, tourism and town development.
- A robust assessment of the social and economic benefits and dis-benefits of the proposed EGMs and how the benefits are to be secured and distributed to the broader local community.

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- Details about the existing and proposed distribution and density of gaming machines in the municipality and local area, any proposed reallocation of gaming machines in the municipality, and the proposal's expected impact on patronage.
- A current assessment of the suburb or town's relative vulnerability to problem gaming in comparison to others in the region.
- 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.
- If it is proposed to move EGMs 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 EGMs are being transferred is to be provided.
- If relevant, details of existing gaming expenditure at the venue (over a 3 year period prior to the application) and a forecast of the anticipated expenditure at the venue if the proposal was to be approved.
- If EGMs are to be relocated from other venues, the likely social and economic impact of the proposal on those venues and the local area within which those venues are located.
- Gaming expenditure that is likely to be transferred from other venues, including:
 - particulars as to how the level of transfer has been calculated (including, but not limited to, comparison of existing and projected expenditure per machine at the venue, 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;
 - the resulting impact on revenue of the venue from where the expenditure is transferred; and
 - the resulting impact on the venue from where the expenditure is transferred (such as loss of employment, loss of complementary expenditures, loss of customers, impact on ability to provide services etc).
- Details of the relative socio-economic disadvantage of the locality and the broader 5 kilometre catchment of the venue.
- The latest ABS SEIFA index of relative socio-economic disadvantage; and the projected growth, housing affordability and housing stress, income levels, unemployment rates, educational retention and attainment levels, and the percentage of social security recipients.
- Mitigating strategies to prevent problem gambling and external amenity impacts in relation to the design and management of the venue, including the applicant's responsible gaming practices.
- Details of existing and proposed gambling and non-gambling related entertainment and recreation facilities at the venue and within the local area.
- The distance to shopping complexes and strip shopping centres, community facilities, counselling services and public transport.
- Details of currently available social support services including specific problem gambling services, financial counselling services, and material and financial aid services; the location of these services in relation to both the revenue and patron catchment area; and the level of current demand for these services.
- Pedestrian counts outside the proposed venue on different days and at a variety of times, including (where relevant) comparisons with base levels in core areas of the activity centre.
- A detailed overall assessment, which shows and summarises the economic and social impacts of the proposal and their effect on community wellbeing and health.

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Decision Guidelines

It is policy that the responsible authority consider, as appropriate:

- The relative vulnerability to problem gaming within a 5 kilometre radius of the proposed venue, or alternative catchment area where appropriate.
- Whether there is to be a net community benefit derived from the application, aside from any community contribution scheme. Net community benefit in this context means the objectives of planning in Victoria as established by Clause 10.02 - Goal.
- Whether approval is likely to increase the social disadvantage or vulnerability of the local community.
- 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 between entertainment and recreation venues with and without gambling in the local area.
- The impact of the proposal on the amenity of the area and surrounding land uses.

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References

Cardinia Shire Gaming Policy Review (December 2015), 10 Consulting Group Pty Ltd