

22.18 GAMING23/07/2015
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This policy applies to all applications to install or use a gaming machine or use land for the purpose of gaming.

22.18-1 Policy basis23/07/2015
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This policy supports the objectives and strategies of the Municipal Strategic Statement in relation to economic development, activity centres, and community health and wellbeing.

Clause 52.28 requires that a planning permit be granted prior to the use or installation of gaming machines. This local policy will guide decision making by setting out criteria for the location, design and operation of gaming venues; and outlining the information required with a planning permit application.

Gaming machine gambling is a legal form of recreation for adult members of the community and needs to be planned for among other forms of entertainment available within Manningham. While gaming can bring social and economic benefits, problem gambling can also have negative impacts on some individuals, their families and the broader community. In response to these potential negative impacts, Manningham has adopted a policy based on the principle of harm minimisation.

22.18-2 Objectives23/07/2015
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- To ensure that the social and economic impacts of gaming are considered when determining applications for gaming venues and machines.
- To support the social and economic wellbeing of Manningham's communities.
- To locate gaming machines in a manner consistent with Manningham's activity centre hierarchy as part of the overall range of entertainment facilities and activities available in the municipality.
- To ensure that gaming venues and machines are located, designed and operated in a manner that minimises opportunities for convenience gaming.
- To discourage the location of gaming machines where they are readily accessible from or highly exposed to disadvantaged areas or gambling-sensitive uses.
- To ensure that gaming venues and machines are located, designed and operated so that the community has a choice of non-gaming entertainment and recreation facilities and activities within the gaming venue and in the local area.
- To protect the operation and amenity of existing uses surrounding gaming venues.

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It is policy that proposals for gaming venues and machines comply with the following criteria:

Appropriate areas

Gaming venues and machines should be located:

- In the Doncaster Hill Activity Centre, The Pines Activity Centre or Commercial Areas, as defined by Clause 21.09 Activity Centres and Commercial Areas.

- In areas where residents within a 5km radius of the proposed location of the gaming machines have a reasonable choice of alternative non-gaming entertainment and recreation facilities.
- Where they will make a positive contribution to the redistribution of gaming machines away from areas of relative socio-economic disadvantage as defined by the Socio Economic Indicators for Areas (SEIFA) index of Relative Disadvantage.

Gaming venues and machines should not be located:

- In or within 800 metres of areas of relative socio-economic disadvantage. This is defined as locations where any Australian Bureau of Statistics collection district is within the most disadvantaged 20 per cent of collection districts in Victoria, as established by the SEIFA Index of Relative Disadvantage. This does not apply to existing venues.
- In suburbs or townships where the density of gaming machines per 1,000 resident adults, including the proposed machines, is greater than the metropolitan Melbourne average. This does not apply to Doncaster Hill.

(The average gaming machine density for metropolitan Melbourne and indices of relative disadvantage will be based on the most recent statistical data for the Melbourne metropolitan region released by the Victorian Commission for Gambling Regulation, the Australian Bureau of Statistics or other government source).

Appropriate sites

Gaming venues and machines should be located:

- Within the Doncaster Hill Activity Centre or The Pines Activity Centre, outside of the main shopping, transport, community and civic functions of the centre. This does not apply to a sports or recreation club with a land holding of more than 2 hectares.
- At a sports or recreation club with a land holding of more than 2 hectares.

Gaming venues and machines should not be located:

- Where they are convenient to core retail areas, supermarkets, community facilities and services or bus interchanges 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.
- Within 400 metres of:
 - Gambling-sensitive uses, such as social security offices, welfare agencies, and gambler support services;
 - A bus interchange;
 - Social (public and community) housing developments or clusters comprising 50 or more dwellings.
- On Council-owned land.

Appropriate venues

Gaming machines should be located in venues which:

- Provide a range of social, leisure and recreational activities other than gaming as the primary purpose of the venue. Alternative non-gaming social, leisure and recreational facilities include hotels, clubs, cinemas, restaurants, bars and indoor recreation facilities.

- Operate alternative social and recreational activities at all times when gaming machines are available for use by patrons.
- Have a gaming floor area less than 25 per cent of the total floor area of the venue.
- Have access to natural light and allow patron surveillance of outdoor areas.
- Have clear directional signs from gaming areas to all non-gaming amenities, including toilets and dining areas, lounges, recreational facilities.
- Physically and visually separate the venue's non-gaming activities from gaming activities.
- Are designed so that amenities for the venue's non-gaming activities, including entrances and exits, toilets, meeting spaces and dining areas, can be accessed without entering the gaming area.
- Do not operate for more than 18 hours per day or beyond 2:00AM.
- Will not have a significant adverse amenity impact on the adjoining land uses as a result of operating hours, traffic, noise, car parking, safety and security.

22.18-4 Application requirements

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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:
 - An analysis of the demographic and socio-economic profile of the municipality and the venue's projected patron catchment and its potential vulnerability to problem gambling, with the inclusion of data from the SEIFA index of relative disadvantage.
 - 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 (community benefits derived from existing contractual agreements that the applicant is obliged to undertake are to be detailed separately).
 - Measures proposed to address problem gambling in the local community.
 - Details of the relative socio-economic disadvantage of the suburb or township and the broader 5km catchment of the venue in comparison to the metropolitan Melbourne average as defined in the SEIFA index of relative disadvantage.
 - Details of existing and proposed gaming and non-gambling related entertainment and recreation facilities within a 5km radius of the venue.
 - 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 communities and the local area.
- Details about the existing and proposed distribution and densities of gaming machines in the suburb and 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;
 - 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 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 of the gaming venue.
 - Distances of the proposed gaming machines from shopping complexes, shopping strips, community facilities and services, public housing, gambling counselling services and public transport.
 - Pedestrian counts outside the proposed venue on different days and at a variety of times.
 - A venue management plan identifying strategies to manage patron behaviour and minimise problem gambling in relation to the design and management of the venue, including the applicant's responsible gaming practices.

22.18-5 Decision guidelines

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

- Whether the application achieves the objectives of this policy.
- Whether the application satisfies the application requirements of this policy.
- Whether approval is likely to increase the social disadvantage or financial vulnerability of the local community.
- Whether the location of the gaming machines or gaming premises will facilitate or discourage convenience gaming.
- Whether the proposal will result in a redistribution of gaming machines away from areas of relatively high socio-economic disadvantage.
- Whether residents will have a choice between entertainment and recreation facilities and services with and without gaming in the suburb or township.
- The impact of the proposal on the amenity and character of the area and surrounding land uses.

22.18-6 Reference

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Symplan (2014) City of Manningham Problem Gambling (Electronic Gaming Machines) Study: Part Three - Planning Policy Framework and Local Planning Policy.