

22.12 GAMING15/11/2018
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This policy applies to applications which require a permit to install an electronic gaming machine (EGM) or to use land for the purpose of a gaming premises.

22.12-1 Policy basis15/11/2018
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Gambling is a legal activity, however EGM use is problematic for some members of the community. Problem gambling comprises of both economic and social costs. Cumulative impacts from EGMs in identified areas of disadvantage in Hobsons Bay and the western metropolitan region should be minimised.

The purpose of this policy is to provide guidance on the appropriate location, design and operation of EGMs and venues. The location, design and operation of EGMs and venues should seek to balance the positive and negative social and economic impacts of gaming, in order to maximise benefits to a community.

22.12-2 Objectives15/11/2018
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- To ensure that the social and economic impact of the EGMs is not detrimental to the wellbeing of the community.
- To ensure that EGM venues are located, designed and operated in a manner that minimises opportunities for convenience gambling.
- To locate EGMs away from disadvantaged areas or vulnerable communities.
- To ensure gaming is not the primary use within a venue.
- To ensure proposals for gaming premises deliver a net community benefit in Hobsons Bay.

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It is policy that applications for the use of the land for a gaming premises and the installation or use of a gaming machine are assessed against the following criteria:

Areas

Ensure that EGMs are located:

- Outside areas of relative socio-economic disadvantage. Socio-economic disadvantage is defined as households in the bottom two deciles (lowest 20 per cent) of the SEIFA (Socio-Economic Indexes for Areas) index of relative disadvantage, based on the Australian Bureau of Statistics, Statistical Area Level 1 (SA1) which is the smallest unit of Census data.
- Outside areas identified as Strategic Redevelopment Areas in the Hobsons Bay Industrial Land Management Strategy 2008.

Sites

Ensure that EGMs are located on sites:

- That minimise the likelihood of people passing the site during the course of their usual everyday activities.

Venues

Ensure that EGMs are located in venues:

- That provide a range of social, leisure and recreational activities, with gaming being only a component of these activities.

- That physically and visually separate the venue’s gaming activities from its non-gaming activities.
- That are designed to comply with best practice and the *Victorian Commission for Gambling and Liquor Regulation’s Venue Manual*.
- Where the design and operating hours will not detrimentally affect the amenity of the surrounding area.

EGMs should not be located in venues where:

- The gaming floor area is more than 25 percent of the total floor area.
- The venue may cause adverse amenity impacts on the adjoining land uses as a result of operating hours, traffic, noise, car parking and safety.

22.12-4 Application requirements

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All applications must be accompanied by the following information to the satisfaction of the responsible authority:

- Detailed plans of the design and layout of the venue (including the location of all existing and proposed EGMs).
- Details of the venue’s existing and proposed hours of operation.
- A Social Impact Assessment prepared by a suitably qualified person, as per Council’s Social Impact Assessment Guidelines, including:
 - Details and analysis of the venue’s projected patron catchment and its socio-economic profile.
 - 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 areas. An explanation as to why the EGMs are being transferred is to be provided.
 - Characteristics of the local area including the location of and distance to shopping complexes and strip shopping centres, community facilities, public housing, counselling services and public transport.
- Details of existing and proposed gambling and non-gambling related entertainment and recreation facilities and activities at the venue and within one kilometre of the venue.
- Details of existing and proposed distribution and density of EGMs in the municipality and its neighbourhoods.
- Details of existing gaming expenditure at the venue over a three year period prior to the application (if relevant).
- If EGMs are to be relocated from other venues, and as a result, gaming expenditure is likely to be transferred from other venues:
 - Particulars as to how the level of expenditure transfer has been calculated (including, but not limited to, comparison of per machine expenditure at the venue prior to, and anticipated expenditure after, the installation of additional machines).
 - The resulting impacts on the venue from where the expenditure is transferred.
- Details of the nature and extent of community benefits expected from the proposal and how the benefits are to be secured for and distributed across the local community.
- Assessment of key social and economic issues and overall net community impact.
- Measures to mitigate any negative social and economic impacts from EGMs.

22.12-5 Decision guidelines

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

- Whether the proposal meets the objectives of this policy.
- Whether the proposal will result in a net social and economic benefit, aside from any community contribution scheme.
- Whether the proposal increases EGM densities in the area and how that increase affects the local community and compares with the metropolitan Melbourne average.
- Whether the proposal will result in EGMs clustering in the area and whether this is likely to increase the social disadvantage of the area.
- Whether the venue offers a range of non-gambling entertainment and recreation options.
- Whether the location, design and operation of the venue will facilitate convenience gambling.
- Whether the proposal will impact on the amenity of the area and surrounding land uses.

22.12-6 Policy references

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Hobsons Bay Problem Gambling – Electronic Gaming Machines (EGM) Policy Statement 2015

Electronic Gaming Machines (EGMs) in Hobsons Bay Background Paper 2014

Hobsons Bay Preparing Social Impact Assessment – Applicant Guidelines 2011