

22.05 GAMING PREMISES AND GAMING MACHINES

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This policy applies to all applications to use land for gaming premises, or to install or use a gaming machine under Clause 52.28.

22.05-1 Policy basis

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Gaming machine gambling is a legitimate form of recreation that can bring social and economic benefits to the local community. This use also has the potential to cause harmful social and economic impacts through problem gambling. The City of Knox has a higher than average gaming machine density and gaming machine loss per capita compared to metropolitan Melbourne.

There is a broad association between higher rates of gaming machine expenditure and the more disadvantaged communities in Knox. People in disadvantaged communities may be least able to cope with the harmful social and economic impacts of gaming.

Planning has a significant role in locating gaming premises to minimise negative impacts on the community and to encourage a net community benefit from the use of gaming machines.

22.05-2 Objectives

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To ensure that gaming premises are located, designed and operated to minimise negative social and economic impacts, and adverse impacts on the amenity of the surrounding area.

To discourage new gaming machines in relatively disadvantaged suburbs as defined by the Socio-Economic Indicators for Areas (SEIFA) Index of Relative Socio-Economic Disadvantage.

To encourage gaming machines in locations where they are accessible but not convenient.

To ensure a net community benefit from the use of gaming machines.

22.05-3 Policies

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It is policy to:

- Encourage gaming premises to locate:
 - Where there are existing non-gaming entertainment and recreation facilities that operate similar hours to the proposal.
 - On the periphery of an Activity centre, outside the main shopping, transport, community and civic function of the centre.
 - On sites where the proposal is its own destination.
- Encourage the redistribution of gaming machines from suburbs of low socio-economic disadvantage to suburbs of higher advantage as defined by the SEIFA Index of Relative Socio-Economic Disadvantage.
- Encourage gaming machines to be installed in venues:
 - Used primarily for non-gaming entertainment and recreation purposes that operate similar hours, including hotels, clubs, cinemas, restaurants, bars and indoor recreation facilities.
 - Where gaming machines are able to be physically and visually separated from non-gaming uses.
 - With existing gaming machines and where the site is not located in an area where the level of expenditure (player losses) per machine is higher than the metropolitan Melbourne average.
 - Designed so gaming machines are sited so they are not a prominent feature of the venue.

- Ensure gaming machines are not located in a venue:
 - Which is likely to have significant adverse amenity impacts on the adjoining and nearby land uses through operating hours, traffic, noise, car parking, safety or security.
 - Where the gaming floor area is more than 25 per cent of the gross floor area accessible by the public.
 - Where the density of gaming machines per 1000 adults, within a 2.5 kilometre radius of the venue, is greater than the metropolitan Melbourne average.
- Ensure new gaming machines are not installed within 400 metres of:
 - Places of high pedestrian activity, including shops, railway stations and prohibited shopping strips and centres.
 - A social support agency, gamblers help centre or problem gambling service.
 - Any Statistical Area 1 (SA1), that is in the 10 per cent most disadvantaged of all SA1 areas in Knox, as defined by the SEIFA Index of Relative Socio-Economic Disadvantage.

22.05-4 Application requirements

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An application to use land for gaming premises or to install or use a gaming machine should be accompanied by the following information, as appropriate.

- A Site and Context Analysis including:
 - A description of the proposal, including operating hours and compliance with any relevant gaming regulations.
 - Detailed plans that show the location of all existing and proposed gaming machines and areas, entertainment and recreation facilities at the venue and within the surrounding suburbs.
 - Distances to shopping complexes, strip shopping centres, public transport, shops, community facilities and social support services (including welfare, gambling, counselling and material and financial aid services).
 - Pedestrian counts taken on different days and at a variety of times, where large numbers of pedestrians are likely to pass the venue on a daily basis.
- A Social and Economic Impact Assessment prepared by suitably qualified and experienced person, that includes:
 - A summary of the economic and social impacts of the proposal on the wellbeing of the community, including the location of these impacts.
 - The nature and extent of community benefits expected from the proposal and how the benefits are to be secured and distributed to the broader local community.
 - An analysis of the demographic and socio-economic profile of the municipality and the projected patron catchment area (2.5 kilometre radius) of the venue. This analysis should include:
 - The latest SEIFA Index of Relative Socio-Economic Disadvantage.
 - The relative socio-economic disadvantage of the local neighbourhood, suburb and venue catchment area and potential vulnerability to problem gambling.
 - The projected growth, housing affordability and housing stress, income levels, unemployment rates, educational retention and attainment levels, and the percentage of social security recipients of the neighbourhood, suburb and venue catchment area.

- The number of existing and proposed gaming machines and forecast gaming expenditure compared to the metropolitan Melbourne average of gaming expenditure per venue.
 - Existing and proposed distribution and density of gaming machines (per 1000 adults) in the municipality and within 2.5 kilometres, and the expected impact on patronage .
 - Whether gaming machines are proposed to be reallocated within the municipality, the social and economic differences between the venues and an assessment of the likely social and economic impacts on the community and local area.
 - A calculation of the expected transfer of expenditure; this should include the methodology used to calculate the transfer of gaming expenditure, a description of the expenditure comparison per machine, and usage levels before and after the installation of new gaming machines.
- A Venue Management Plan identifying:
 - Strategies to manage patron behaviour.
 - Design and management strategies to minimise problem gambling and apply responsible gaming practices.

22.05-5 Decision guidelines

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

- Whether there is a net community benefit from the proposal.
- Whether the proposal is likely to increase social and economic disadvantage in the local community and the municipality.
- Whether the location of the gaming premises or gaming machines facilitates or discourages convenience gambling.
- Whether there is a choice of entertainment in the local area and in the proposed gaming premises.

22.05-6 Reference documents

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Gaming Policy Direction Paper 2015, Knox City Council, 2016

Electronic Gaming Policy, Knox City Council, 2016