

**22.10 GAMING**

14/01/2016  
C157

This policy applies to all planning permit applications to install or use a gaming machine, or use the land for the purpose of gaming, where a permit is required pursuant to Clause 52.28 of the Moreland Planning Scheme.

**22.10-1 Policy Basis**

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Land use planning at the local level has a significant role in addressing and regulating the use of electronic gaming machines (EGMs). Council wishes to ensure that the location of gaming machines takes into account local characteristics which make a community more vulnerable to the negative effects of gaming. Council has prepared guidelines to assess the Social and Economic Impact of gaming machines.

**22.10-2 Objectives**

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To discourage new gaming machines in disadvantaged areas as defined by the SEIFA index of Relative Socio-economic Disadvantage (IRSD).

To ensure that the location, design and operation of a gaming machine premises minimises the social and economic impacts caused by gaming machines and delivers a net community benefit.

**22.10-3 Policy**

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It is policy to:

Discourage gaming machines in the following locations:

- Suburbs of socio-economic disadvantage as defined by the SEIFA index of Relative Socio-economic Disadvantage (IRSD).
- In or immediately adjacent to suburbs with a concentration of gaming machines above the Victorian average.

Encourage gaming machines to be transferred from areas of low socio-economic disadvantage to areas of higher advantage.

Discourage gaming machines in the following locations:

- The core areas of activity centres where people congregate for daily convenience and social activities.
- Suburbs where there are no alternative non-gambling entertainment opportunities, such as hotels, clubs, cinemas, restaurants and bars operating at similar hours.
- On sites within 800m of sensitive uses such as community health services, welfare agencies or public, community or social housing.

Ensure gaming machines are located:

- On the periphery of Activity Centres, outside the main shopping, transport, community and civic functions of the centre.
- On sites that can reasonably be considered as a destination in their own right, separated from shopping centres, railway stations and community facilities where people congregate on a daily basis.

Ensure gaming machines are located in venues which:

- Have a maximum 18 hours operation and have a shutdown period for a minimum of 6 hours, starting no later than 2am.
- Are designed to ensure patrons are not required to enter the gaming lounge in order to access any other activity or area of the venue.
- Have a range of other non-gambling entertainment activities.
- Already have gaming machines, rather than creating a new gaming venue.

Ensure that the operations of gaming venues do not detrimentally affect the amenity of the surrounding area through the hours of operation, the management of patrons and the generation of noise and disturbance.

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#### **Application Requirements**

An application should be accompanied by the following information, as appropriate:

- Details of the design and layout of the premises.
- A detailed Social and Economic Impact Assessment to determine if the proposal will produce a net community benefit. The assessment should include:
  - A clear definition of the local community which will be affected by the application.
  - Assessment of any vulnerable populations within the defined local community.
  - Assessment of the socio-economic disadvantage of the suburb, including SEIFA Relative Socio-economic Disadvantage (IRSD).
  - Assessment of surrounding context, including location of activity centres, transport routes, areas of congregation, sensitive uses and location of alternative non-gambling entertainment options.
  - Evidence of the impact of the proposal on community wellbeing. This may be provided through a community survey or other appropriate qualitative data.

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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 net economic and social impact of approval is likely to increase the social disadvantage of an area of the City of Moreland.
- Whether the location of the gaming machines or gaming premises will facilitate or discourage convenience gaming.
- Whether residents will have a choice of gaming and non-gaming entertainment and recreation venues in the local area.
- The impact of the proposal on the amenity of the area.

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#### **Reference documents**

*Responsible Gaming Strategy 2010-2014, Moreland City Council*

*Local impacts of electronic gaming machine (EGM) gambling in Moreland, Moreland City Council, April 2011*