

21.0618/02/2016
C54**21.06-1**18/02/2016
C54**TRANSPORT AND INFRASTRUCTURE****Transport****Context:**

Murrindindi Shire is well served by a variety of highways and major roads linking the municipality with metropolitan Melbourne to the southwest and other locations. The Melba, Maroondah and Goulburn Valley Highways and the Whittlesea-Yea Road all provide excellent access to and from the municipality. This existing road network provides ready access to metropolitan Melbourne, the Hume Freeway and Melbourne International Airport.

Existing major road networks provide significant social and economic benefits for settlement, business and tourism in Murrindindi Shire. Major highway corridors and linkages provide connectivity to metropolitan Melbourne, enhancing potential economic benefits for the municipality. There are further opportunities to enhance existing road networks and public transport, both within the municipality and externally with metropolitan Melbourne and other areas.

Issues:

- Connectivity to metropolitan Melbourne and other areas through highways and major road systems is vital, with further opportunity to enhance these linkages.
- Need for ongoing improvements to the municipal road network for a range of purposes, including a role as a tourism route.
- Further opportunities to improve public transport within Murrindindi Shire and to connect the municipality with metropolitan Melbourne and Seymour.
- With the majority of Council maintained roads being unsealed, Council faces a challenge to maintain and improve the standard of its roads.
- The design and provision of roads and associated works is guided in rural towns and areas through the *Infrastructure Design Manual*.
- Damage to local road networks through trucks transporting timber.
- The constraint of the Goulburn Valley Highway in the north providing the only sealed east – west link across the municipality, with a long term option for an east /west link between the Maroondah and Melba Highways across the Black Range in the southern or central section of the municipality.

Objective 1: Roads:

- Facilitate quality main road, local road and public transport networks in Murrindindi Shire.

Strategies:

- Foster quality highway and road connections between Murrindindi Shire and metropolitan Melbourne and the Hume Freeway.
- Advocate for quality road connections between Murrindindi Shire and external areas.
- Promote improved public transport linkages between settlements within Murrindindi Shire and to link the municipality with external areas such as metropolitan Melbourne and Seymour.
- Improve transportation, connectivity and way-finding within the Kinglake Ranges and beyond.
- Maintain an adequate local road system.
- Advocate for the provision of an east /west link between the Maroondah and Melba Highways in the southern or central section of the municipality.

Implementation:

- Facilitate future road provision in accordance with any adopted relevant urban design framework / structure plan and development plan.
- Design and provide future roads and associated works in accordance with the *Infrastructure Design Manual*, in conjunction with VicRoads on main roads.

Reference documents:

- *Eildon Urban Design Framework*, Urban Enterprise Pty Ltd, August 2003.
- *Infrastructure Design Manual*, Infrastructure Design Manual Group (as amended).
- *Marysville and Triangle Urban Design Framework Report*, Roberts Day, 2009.
- *Yea Urban Design Framework*, Urban Enterprise Pty Ltd, August 2003.
- *Yea Structure Plan*, PLANIT Urban Design and Planning, 2014.

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Infrastructure

Context:

New development in rural towns and rural areas requires an appropriate provision of infrastructure to service and support future development.

Infrastructure provision should be coordinated and integrated to meet the requirements of proposed development and may be staged in accordance with development needs.

Issues:

- Required improvements to infrastructure to support business activities and growth.
- Provision of an adequate level of infrastructure for new subdivision or development in both rural towns and rural areas.
- The need for adequate car parking to be provided for uses and developments in rural towns.
- The cost of maintaining and in future, renewing, infrastructure.
- The design and provision of car parking, services and associated works is guided in rural towns and rural areas through the *Infrastructure Design Manual*.

Objective 1: Infrastructure:

- Provide adequate infrastructure to support new subdivision or development in both rural towns and rural areas.

Strategies:

- Ensure that any new subdivision or development in urban or rural areas is provided with an adequate level and standard of infrastructure, to the standards of the relevant service authority.
- Address telecommunications infrastructure gaps to underpin stronger social and economic outcomes and community safety.
- Advocate for improved fast, reliable and affordable telecommunications and broadband networks to assist existing businesses, encourage new and diverse business opportunities and facilitate connectivity within and outside the municipality.
- Advocate for improved infrastructure and services to support existing business and continued business growth.
- Support development of infrastructure and facilities that will enhance liveability within the municipality.
- Provide adequate water storage for rural dwellings to generally meet:

- Being in close proximity to the dwelling requiring the water storage;
- Have a minimum storage capacity of 55,000 litres of water of which a minimum reserve of 10,000 litres is to be held at all times for fire fighting purposes;
- Be fitted with a gate valve and a 64mm, 3 thread round male coupling to CFA specifications to enable quick connection and full utilisation of all water;
- Be environmentally unobtrusive or screened.

Implementation:

- Implement recommended infrastructure, servicing and works in any adopted relevant urban design framework / structure plan.
- Design and provide future infrastructure, servicing and works in accordance with the *Infrastructure Design Manual*, in conjunction with relevant service authorities.

Reference documents:

- *Eildon Urban Design Framework*, Urban Enterprise Pty Ltd, August 2003.
- *Infrastructure Design Manual*, Infrastructure Design Manual Group (as amended).
- *Marysville and Triangle Urban Design Framework Report*, Roberts Day, 2009.
- *Yea Urban Design Framework*, Urban Enterprise Pty Ltd, August 2003.
- *Yea Structure Plan*, PLANIT Urban Design and Planning, 2014.

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Open Space:

Context:

Open space and recreation opportunities are important for the health and well-being of the community. Outstanding scenic beauty and abundant natural attractions presently support a diverse range of recreational pursuits.

Some significant recreation trails exist in the municipality, including the Great Victorian Rail Trail and trails at Flowerdale, Pheasant Creek to Kinglake and Toolangi, all providing options for walking, cycling and equestrian usage.

Open spaces exist in most townships, creating quality recreation options for residents and visitors. Settlement and recreation planning may outline the future layout and provision of recreation and open space reserves and linkages.

Issues:

- Need to assess the potential for open space through the residential subdivision of land.
- Linked recreation corridors may be considered and provided through open space contributions when practical and feasible.
- Open space provision may be used to protect remnant native vegetation.
- Future recreation and open space needs and required open space contributions may be further clarified through the preparation of a recreation and open space strategy.
- The need to encourage participation in physical activities and active pursuits to create a healthy population.
- Recreation contributions may be taken under the Subdivision Act for certain types of subdivision. Contributions may be in the form of land or monetary contribution, as deemed appropriate.

Objective 1: Open space and recreation:

- Facilitate the provision of passive and active recreation land, facilities and activities.

Strategies:

- Provide opportunities for social connectedness through improved and safe walking and cycling connections, signage and public spaces.
- Provide a range of diverse leisure and recreational opportunities for all ages and interest groups that can be accessed by residents and visitors.
- Encourage accessibility through the expansion of multi-use recreation trails and networks.
- Encourage physical activity through use of active and passive recreation spaces, facilities and activities.
- Support the provision of linked recreation reserves and open spaces, including corridors along waterways and river networks.
- Encourage the development of under-utilised open spaces and promote pedestrian movements within open spaces.
- Encourage areas of remnant vegetation to be incorporated into public open space.
- Incorporate principles of universal access in the design of parks, reserves and facilities.

Implementation:

- Consider the need for recreation contributions through the subdivision of land, either through the provision of open space land or cash-in-lieu contributions, as appropriate.
- Implement recommended recreation and open space facilities, spaces and linkages in any adopted relevant urban design framework / structure plan.

Further strategic work:

- Prepare and implement a recreation and open space strategy, including needs for recreational facilities and the provision of open space contributions and requirements through the subdivision of land.

Reference documents:

- *Eildon Urban Design Framework*, Urban Enterprise Pty Ltd, August 2003.
- *Infrastructure Design Manual*, Infrastructure Design Manual Group (as amended).
- *Kinglake Ranges, Flowerdale and Toolangi Plan and Design Framework*, February 2014
- *Marysville and Triangle Urban Design Framework Report*, Roberts Day, 2009.
- *Yea Urban Design Framework*, Urban Enterprise Pty Ltd, August 2003.
- *Yea Structure Plan*, PLANIT Urban Design and Planning, 2014.

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Community Development:

Context:

The planning and integration of social, economic and built environments will actively promote healthy lifestyle choices part of everyday life in Murrindindi Shire. Community development planning must strive to enhance the liveability, wellbeing, amenity and quality of life within the municipality.

Community infrastructure and services and a strong public health program are required for all age demographics. As the population of Murrindindi Shire is spread thinly over a large, diverse area, the development and delivery of community facilities and services has challenges for access and connectivity.

A cluster of education providers in the municipality offer outdoor and environmental education, leadership programs, corporate training and adventure based activities. This established outdoor education industry in the area is recognised nationally and has further potential for growth.

Issues:

- Facilitation of sustainable economic growth to enhance general community well-being.
- The education industry, particularly outdoor education, is an important and expanding employment and service sector in the municipality.
- Limited public transport, creating issues for accessibility, connectivity and access.
- The need for a range of housing options to cater for disadvantaged and low income persons.
- Consideration of capital renewal and provision of community assets, including their ongoing maintenance and renewal.
- Provision of a safe and secure environment for families and the community.
- The effective delivery of community and health services to all demographic groups, complicated by the dispersed settlement pattern of the municipality.
- Aging population and loss of young people to the area.
- Increasing participation in community living and activities.
- The need to rebuild and revitalise settlements and communities affected by the 2009 bushfires.
- Gaming is part of Murrindindi Shire's recreation and entertainment offer, but for a significant few it causes serious personal, financial and social effects.
- Murrindindi Shire's current density of electronic machines and choice of gaming venues is low in the regional context.
- The strategic context and demographic characteristics of the Shire reveal that it is sensitive to unacceptable social costs arising from increases in gaming.

Objective 1: Community services and public health:

- Facilitate the provision of community services and public health program for the whole of the community.

Strategies:

- Enhance the liveability, amenity and quality of life in the municipality.
- Support each township as the focus of a residential, commercial, community and service hub for its surrounding area.
- Support the ongoing development of community infrastructure and services to cater for the current and potential future needs of all age demographics.
- Foster a strong sense of community health, wellbeing, liveability, sense of place and participation.
- Facilitate access to community, health and education services that sustain the health and wellbeing of residents in every stage of their lives.
- Facilitate improved accessibility for the general population and those with special needs.
- Enhance local access to post-secondary education and training opportunities, including industry based and on-the-job training for municipal residents.
- Encourage the further development of the education industry in the municipality, particularly the outdoor and environmental education sector.

MURRINDINDI PLANNING SCHEME

- Provide housing choice in established townships for a wide range of user groups, including affordable housing, public housing and elderly persons housing.
- Encourage a public health program and focus to improve community amenity, based on an approach of prevention, promotion and protection.
- Support a connected community through the provision of public transport, road networks between towns and other settlement areas and upgraded telecommunications and broadband networks.
- Support and encourage local 'place-based' initiatives that will provide community benefit to individual towns and communities.
- Facilitate social, economic and built environments that encourage healthy lifestyle choices as part of everyday life in the municipality.
- Facilitate the rebuilding and revitalisation of towns and communities affected by natural disasters, including the 2009 bushfires.

Objective 2: Gaming:

Provide a safe living, working and recreation environment where unacceptable social, economic and cultural harm from gaming is minimised.

Strategies:

- Minimise harm from gaming and the incidence of problem gambling.
- Discourage the location of gaming machines in and proximate to disadvantaged and vulnerable communities.
- Minimise opportunities for convenience and impulse gaming.
- Protect the amenity of surrounding uses from venues containing gaming machines.
- Minimise the potential harm from new gaming venues or increases in electronic gaming machine densities by using the following principles for gaming:
 - Gaming machines should be accessible but not convenient.
 - Protect problem gamblers and vulnerable communities from opportunities for impulse gambling.
 - The provision of gaming machines should be capped, densities controlled and the number of new venues minimised.
 - A choice and diversity of other entertainment facilities and attractions should be available.
 - Venues should be designed and operated to minimised harm and amenity impacts.

Policy guidelines:

Application of gaming policy:

This policy applies to all applications to install or use electronic gaming machines or use land for gaming.

Appropriate areas:

Gaming machines should be located in the following areas:

- In townships where tourism is strongly evident and supported in policy and where large numbers of persons pass through the region and are inclined to stop.
- Where the population is growing or expected to grow. In these areas, gaming machines should not be established ahead of the provision of non-gambling entertainment, recreation facilities and social infrastructure.

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- In townships where commercial and business development is encouraged and a choice of recreation and entertainment facilities is offered.
- Where they will make a positive contribution to the redistribution of gaming machines away from relatively disadvantaged areas, as defined by the latest ABS SEIFA index of relative socio-economic disadvantage.
- Where there is a choice of non-gaming entertainment and recreation facilities operating in the vicinity at the times that the proposed gaming venue will operate including hotels, clubs, cinemas, restaurants, bars and indoor recreation facilities.
- 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 proposed gaming machines will operate in the local area.

Discouraged areas:

Gaming machines should not be located in the following areas:

- That abut, or are adjacent, opposite or in such close proximity to prohibited strip shopping centres under the Schedule to Clause 52.28 that a proposed venue would reasonably be considered particularly convenient to users of the strip shopping centre.
- In townships and small centres where convenience services are provided and where no or limited alternative attractions are offered.
- Where any ABS statistical area within 400 metres walking distance of the proposed venue is in the 20% most disadvantaged statistical areas in Murrindindi Shire, as set out in the latest SEIFA Index of relative socio-economic disadvantage.
- Within 400 metres walking distance of a concentration of social (public and community) housing.
- Within line of sight of a social support agency or gamblers help 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 or course.
- Where the location could reasonably be perceived as a destination in its own right. This would be achieved by separation from strip shopping centres, shopping complexes, railway stations and community facilities involving a high concentration of people undertaking daily activities.

Discouraged sites:

Gaming machines should not be located on sites:

- That abut, or are adjacent, opposite or in such close proximity to prohibited strip shopping centres under the Schedule to Clause 52.28 that a proposed venue would reasonably be considered particularly convenient to users of the strip shopping centre.
- In townships and small centres where convenience services are provided and where no or limited alternative attractions are offered.
- That 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.
- That abut, are adjacent to, are opposite or are in the direct line of sight of a strip shopping centre.

Appropriate venues:

Gaming machines should be located in venues:

- That have a range of entertainment and leisure options and offer social and recreational opportunities other than gaming as the primary purpose of the venue.
- That are designed to comply with best practice and the full ambit of the VCGLR Venue Manual or any regulatory successor.
- Where the premises and associated uses are compatible with the predominant surrounding land uses.
- That already have gaming machines (in preference to the establishment of a new gaming venue).
- Where the design and operating hours will not detrimentally affect the amenity of the surrounding area.
- That limit play by condition of approval to times when alternative entertainment and recreation is also operating and available.

Discouraged venues:

Gaming machines should not be located in venues:

- That operate 24 hours a day.
- With a gaming floor area of more than 25% of the total floor area accessible by the public.
- That are located within prohibited areas identified in Clause 52.28 or in a discouraged area as defined by this policy.

Application requirements:

All gaming proposals should include the following information, to the satisfaction of the responsible authority:

- How the application is consistent with the broader State and Local Planning Policy Framework, including policies on recreation and entertainment, economic development, tourism and town development.
- A venue management plan identifying mitigating strategies to manage patron behaviour and minimise problem gambling through the design and management of the venue, including the applicant's responsible gaming practices.
- Detailed plans of the design and layout of the premises including the location of all existing and proposed gaming machines, signage, external lighting and evidence of compliance with any relevant gaming regulations for premises layout, design and operation of the gaming venue.
- Social and economic impact assessment prepared by suitably qualified and experienced persons that provides a robust assessment of the social and economic impacts (positive and negative) of the proposed EGMs. The social and economic impact assessment should address but not necessarily be limited to the following:
 - Details on the proposed number of gaming machines and associated forecast gaming expenditure (player losses)
 - 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.
 - 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, and projected usage of machines at the venue after the additional machines); and

- The amount of transfer expenditure anticipated.
- 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 broader local community.
- A detailed social profile of the population within the catchment area of the venue, including:
 - The relative socio-economic disadvantage of the local neighbourhood and suburb and broader 5km 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.
- Details of existing and proposed gambling and non-gambling entertainment and recreation facilities at the venue and within a 5km radius of the venue including existing and proposed electronic gaming machine density and location of other gambling venues.
- Details of the venue's distance to shopping complexes, strip shopping centres, major areas of community congregation, proximity to areas of normal daily activity such as public transport, shops, community facilities, schools, early childhood centres, health services and proximity to welfare and counselling services.
- 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 for venues which are within close proximity to places where large numbers of pedestrians are likely to pass in the course of their daily activities. Pedestrian counts should be taken on different days and at a variety of times.
- A detailed overall assessment, which shows and summarises the economic and social impacts of the proposal and their effect on community wellbeing and health.

Decision guidelines:

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

- Whether the proposal will positively respond to harm minimisation.
- Whether the proposal will be proximate to areas of socio-economic disadvantage.
- Whether the proposal will facilitate convenience and impulse gambling.
- Whether there is to be a net community benefit derived from the application, aside from any community contribution scheme.
- Whether users of the gaming venue will have a genuine choice of gaming and non-gaming entertainment in the local area and in the venue itself.

Implementation:

- Implement the *Municipal Public Health and Wellbeing Plan, Murrindindi Shire, 2013-2017* to provide community services and public health program.

Reference documents:

- *Eildon Urban Design Framework*, Urban Enterprise Pty Ltd, August 2003.
- *Infrastructure Design Manual*, Infrastructure Design Manual Group (as amended).
- *Kinglake Ranges, Flowerdale and Toolangi Plan and Design Framework*, February 2014
- *Marysville and Triangle Urban Design Framework Report*, Roberts Day, 2009.
- *Municipal Public Health and Wellbeing Plan, Murrindindi Shire*, 2013-2017, as amended.
- *Murrindindi Shire Gaming Policy Review*, 10 Consulting Group Pty Ltd, October 2015.
- *Yea Urban Design Framework*, Urban Enterprise Pty Ltd, August 2003.
- *Yea Structure Plan*, PLANIT Urban Design and Planning, 2014.