

22.17 GAMING

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This policy applies to all applications for new gaming machines or gaming venues.

22.17-1 Policy basis

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Clause 21.06 *Housing* recognises that there is a legitimate need for non-residential uses in residential areas to serve the needs of the local community. These uses may include venues that support gaming and gaming machines.

Clause 21.07 *Economic Development* notes that gaming establishments can divert local expenditure from activity centres. As such it sets as a strategy to restrict the establishment of gaming venues in all shopping centres.

Clause 52.28 of the Whitehorse Planning Scheme seeks to ensure that gaming machine venues are situated in appropriate locations and that the social and economic impacts of such venues are considered. Through the application of these provisions Council has prohibited the establishment of any new gaming venues in shopping complexes and strip shopping centres across the city.

Council's *Responsible Gambling Policy 2011* acknowledges that gambling is a legal form of recreation for adult members of the community. Whilst this is the case the Policy also acknowledges that a proportion of the community is susceptible to problem gambling which can potentially have significant impacts on the health and wellbeing of individuals, families and the broader community. These impacts are felt disproportionately by different segments of the community and more vulnerable groups tend to sustain the biggest losses.

22.17-2 Objectives

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- To ensure that the social and economic impacts of gaming are considered in applications for new venues or variations to the number of machines at existing venues.
- To ensure that the operation of gaming in Whitehorse delivers a net community benefit.
- To ensure that the location and design of gaming machine venues minimises the incidence of problem gambling.
- To ensure gaming premises offer a range of non gaming entertainment and recreation activities rather than be stand alone gaming premises.
- To ensure that the operation, location and design of gaming premises does not have a negative impact on the amenity, character, community values and safety of the area.

22.17-3 Policy

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It is policy that:

- Council will not allow Electronic Gaming Machines (EGMs) on Council owned or managed land.
- Proposals for new gaming premises are to include a range of non-gambling entertainment and recreation activities.

22.17-4 Application requirements

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It is policy to require the following information be provided as part of any application for a new gaming venue or for a proposal to increase the number of EGMs in an existing venue:

Criteria	Information required
Locational features	<p>Description of the gambling venue and its proposed location.</p> <p>Details about the existing and proposed distribution of EGMs in the municipality.</p>
Patron profile	<p>Social and demographic profile of the current and/or anticipated patrons of the gambling venue including how the profile and conclusions about patrons were reached. Rationale for the patron catchment based on established patterns of movement by local residents and visitors.</p> <p>Supporting evidence (such as attendance records) provided of patronage and anticipated patronage.</p>
Social profile	<p>Detailed profile of the residential population in the catchment area (5km radius of venue). Include the Social and Economic Index for Areas (SEIFA) scope for the area, population profile and projected growth, level of housing affordability and housing stress, income levels, employment and unemployment rates, educational retention and attainment levels, social security recipients (if available), levels of demand for financial aid/social support services (if available). Appropriate comparative measures to be provided to assess the relative vulnerabilities and strengths of the local community.</p>
Vulnerability and supports	<p>Description of currently available support services including: specific problem gambling support services, financial counselling, social and financial support services, general psychological support services and their location in relation to the anticipated patron catchment area.</p> <p>Level of current demand for gambling help services, financial counselling, material and financial aid (if available).</p>
Community and stakeholders	<p>Evidence of the community's attitude toward the application for increased EGMs in the municipality broadly and the local area more specifically. The Applicant needs to provide evidence of this attitude by conducting a technically sound and robust attitudinal survey of patrons of the premises and more broadly.</p> <p>Where the application concerns a club licence (as opposed to a hotel licence) evidence that the application has the support of the majority of the club's members. This would ordinarily require a copy of a club resolution following full details of the application being conveyed to the club members and debated.</p>
Community benefit	<p>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. Where, for example, the Applicant claims that the proposal will result in improvements being made to the premises or improvements to services, how the community will be assured that these improvements will occur once the application is approved. Where the application concerns a club licence (as opposed to a hotel licence) details of the distribution of Community Benefit Funds to the local community.</p>
Alternate entertainment	<p>Details of existing and proposed gambling and non-gambling related entertainment and recreation facilities within the local area and, if it is being contended that those facilities are not satisfying the current or future needs of the community, provide evidence of the contended needs.</p>
Expenditure	<p>Details of existing gambling expenditure at the venue (over a 3 year period prior to the application) and a forecast of anticipated expenditure at the venue if the proposal was to be approved.</p> <p>If the Applicant contends that gambling expenditure is likely to</p>

Criteria	Information required
	<p>be transferred from other venues (including venues in other municipalities), the Applicant is to provide:</p> <p>How the level of transfer has been calculated (including, but not limited to, a comparison per machine expenditure at the venue prior to and after the additional machines, current usage levels of machines at the venue, and projected usage level of machines at the venue after the additional machines).</p> <p>The amount of transfer expenditure anticipated.</p> <p>The resulting impact on revenue of the venue from where the expenditure is being transferred.</p> <p>The resulting social and economic impact on the venue from where the expenditure is transferred (such as loss of employment, loss of complementary expenditures, loss of customers, and impact on ability to provide services).</p> <p>The resulting social and economic impact on the local area within which those venues are located.</p> <p>Details of the relative social and economic differences between the two venue catchments (to be measured by SEIFA indices, ABS data and other relevant data). An explanation as to why the EGMs are being transferred is to be provided.</p> <p>This would ordinarily require a statement from the operators of other venues.</p>
<p>Harm prevention and product safety measures</p>	<p>Details of the design and layout of the premises (including gambling area) including all proposed and existing signage and evidence of compliance with any relevant gambling regulations concerning the premises' layout, design and operation. Details of any current or proposed measures by the applicant to minimise harms due to problem gambling that are additional to regulatory requirements.</p>

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Decision guidelines

- Whether the social and economic impacts of gaming associated with a proposal for a new gaming venue or the expansion of gaming machines at an existing venue can be demonstrated to be minimal on the community.
- Whether a proposal for a new gaming venue or the expansion of gaming machines at an existing venue can demonstrate that it can deliver a net community benefit.
- Whether the location and design of a new gaming venue is such that it helps minimise the possible incidence of problem gambling.
- Whether any new proposed gaming premises also offers a range of non gaming entertainment and recreation activities.
- Whether the operation, location and design of proposed gaming premises does not have a negative impact on the amenity, character, community values and safety of the area.

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Policy references

- *City of Whitehorse Responsible Gambling Policy 2011.*