

22.03 ELECTRONIC GAMING POLICY

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C192

This policy applies to all applications to use or install an electronic gaming machine (EGM) or establish a new gaming venue under clause 52.28.

22.03-1 Policy Basis

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This policy is informed by the Wyndham City Council’s *Strategic Planning Policy Framework – Electronic Gaming (2012)*.

Gaming is a legitimate form of recreation, however, research indicates there are significant social and economic costs to those in the community who are vulnerable to problem gambling. The location, design and operation of gaming venues can assist in reducing the harm caused by EGMs and maximise the benefits to a community.

22.03-2 Objectives

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- To identify locations where the installation of EGMs, whether in an existing or new gaming venue, are either discouraged or encouraged.
- To identify design and operational elements for existing and new gaming venues that are encouraged.
- To provide for access to gaming venues while deterring impulse gaming.

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It is policy that proposals for gaming machines are assessed against the following policy priorities to:

- Discourage the use and installation of EGMs in areas of socio economic disadvantage.
- Discourage clustering of EGM venues.
- Discourage EGM venues from residential neighbourhoods.
- Locate EGM venues:
 - In or near activity centres in controlled circumstances.
 - In areas which are characterised by specialised industries or businesses, restricted retail and recreational or tourist activities.
- Separate venues from areas of every day neighbourhood activity with high levels of pedestrian activity.
- Incorporate a mix of non-gaming functions in venues.
- Design venues that are attractive and incorporate harm minimisation measures.

Within this framework the following more specific assessment provisions apply:

Siting

The installation of EGMs is discouraged:

- In or adjoining a Statistical Area Level 1 (SA1) which, according to the most recent SEIFA index of relative disadvantage, is in the state's lowest 20% of relative disadvantage.
- In the rural townships of Wyndham where EGMs do not currently exist.

- Within 400 metres walking distance of an existing or approved gaming venue.
- In a location passed by a considerable number of pedestrians going about their daily activities.
- Within or on the edge of a neighbourhood centre.
- On land zoned for commercial use where a shopping complex or strip shopping centre has not been fully established or on land identified as a future activity centre in an approved Precinct Structure Plan, unless it can be clearly demonstrated that the location and operation of the venue will:
 - effectively separate the venue from shops and other convenience services and areas with high levels of pedestrian traffic to discourage impulse gaming; and
 - meet the other requirements of this policy.

Gaming venues should be located :

- Where the majority of patrons will need to make a conscious plan to travel to the venue.
- Where patrons will have a choice of recreational and entertainment options other than gaming.
- At the periphery of an activity centre, shopping strip or shopping complex which serves an extensive catchment, preferably separated from the core retail, commercial and civic area(s) of the centre.

Design

The siting and design of EGM venues should ensure:

- Gaming is not a prominent feature of the venue or the neighbourhood.
- Signs are modest in size and discreet in nature.
- Vehicle and patron access is from a main road and not from local roads.
- Car parks serving a use that attracts many people are functionally separated from a gaming venue and its car park.
- Convenient pedestrian access is not provided from large car parks serving other uses.

Operation

The gaming area should be:

- A component of sporting, recreational and entertainment activities on the site.
- Closed for the playing of EGMs when other areas of the venue and other establishments in the vicinity of the venue which provide alternative recreation and entertainment are closed.
- Managed to minimise potential harm to problem gamblers and adverse impacts on the amenity of the area.

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Application Requirements

An application to use or install an EGM or establish a new gaming venue must include:

- The number of EGMs sought to be installed at the venue.
- If EGMs are being transferred from another venue within the municipality, an analysis as to how the EGMs are being 'transferred' and how EGMs would be precluded from being re-installed into the venue from which the EGMs are to be transferred.

- Details or expected patronage or increased patronage.
- Details of expected staffing level or increased staffing levels.
- An assessment of the social and economic benefits and costs associated with the proposal.
- An assessment of the socio-economic profile of SA1s within 400 metres of the subject land.
- Details of any proposed venue management and/or harm minimisation plan or strategy under which the venue will operate and which might be secured by planning permit condition.
- Details of additional gambling and non-gambling recreation and entertainment that will be available at the venue and their hours of operation.
- Details of compliance with relevant Victorian Commission for Gambling and Liquor Regulation (VCGLR) administered gaming regulations for premises layout and design.
- A locality plan(s) identifying adjoining and adjacent built form and land use, built form and land uses in the area and the site of the closest residential dwelling/street and closest shopping area.
- Detailed site plans, floor plans and elevations showing all internal and external areas and dimensions.
- Landscaping plans and a schedule of external materials.
- A parking assessment for the venue accounting for the capacity generated by the application.
- Details of operating hours for all activities at the venue.
- Details of signage proposed for the venue.

The responsible authority may waive or reduce any application requirement.

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References

Wyndham City, Strategic Planning Policy Framework – Electronic Gaming (2012)