

22.2224/05/2018
C200**~~GAMING PREMISES AND GAMING MACHINES~~** [Rule 5 Not VC159 format]~~This local planning policy applies to applications under Clause 52.28 to install or use a gaming machine or to use land for gaming premises.~~ [Rule 4 Unnecessary content]**22.22-1**24/05/2018
C200**~~Policy basis~~** [Rule 5 Not VC159 format]~~Gaming machine use for recreation can bring social and economic benefits to the local community. It also has the potential to cause harmful social and economic impacts through problem gambling. The location of gaming machines in the Shire should seek to balance competing social and economic issues to achieve a net community benefit on a Shire wide basis.~~ [Rule 3 52.28-1 Duplication]**22.22-2**24/05/2018
C200**Objectives** [Rule 3 52.28s 1.0 Duplication]

To achieve a net community benefit in any change to the location of gaming premises and number of gaming machines throughout the Mornington Peninsula. [52.28s 1.0]

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. [52.28s 1.0]

To encourage gaming machines only in locations where they are accessible but not convenient. [52.28s 1.0]

To ensure gaming machines are installed in venues that are designed and operated to minimise negative social and economic impacts, and adverse impacts on the amenity of the surrounding areas. [52.28s 1.0]

To ensure benefits associated with gaming machines accrue to the community in the local area. [52.28s 1.0]

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C200**Policy** [Rule 5 Not VC159 format]~~It is policy to:~~ [Rule 4 Unnecessary content]

- Encourage a redistribution of gaming machines from places with higher risks of problem gambling to places with lower risks of problem gambling; including places that primarily cater for tourists. [52.28s 4.0]
- Discourage new gaming machines in the following locations: [52.28s 4.0]
 - Suburbs of relative socio-economic disadvantage as indicated by scores of less than 1000 in the SEIFA Index of Relative Socio-Economic Disadvantage. [52.28s 4.0]
 - Locations close to a strip shopping centre or shopping complex. [52.28s 4.0]
- Ensure new gaming machines are not installed in locations that are visible or within 400 metres from any of the following uses (core uses): [52.28s 4.0]
 - School, kindergarten or childcare centre. [52.28s 4.0]
 - A hospital, medical centre or other place providing a welfare service. [52.28s 4.0]
 - Supported accommodation. [52.28s 4.0]
 - Social (public and community) housing developments or clusters comprising 50 or more dwellings. [52.28s 4.0]
 - Library or community hall or facility. [52.28s 4.0]
 - Place of worship. [52.28s 4.0]
 - A shop or retail premises, that attracts daily or weekly custom. [52.28s 4.0]
- Encourage gaming machines in venues that offer all the following: [52.28s 5.0]
 - Management and mitigation measures to minimise problem gambling and apply responsible gaming practices. [52.28s 5.0]

- A choice of recreational activities as the primary purpose of the venue, where such activities are available at similar hours as the gaming. [52.28s 5.0]
- A gaming floor area that is less than 25 per cent of the total floor area of the venue. [52.28s 5.0]
- A design that gives the gaming area access to natural light. [52.28s 5.0]
- Physical and visual separation of the gaming area from other areas. [52.28s 5.0]
- Access to venue amenities including entrances and exits, toilets, meeting spaces and dining areas without traversing gaming areas. [52.28s 5.0]
- Gaming operation of 16 hours per day or less. [52.28s 5.0]
- Protect the amenity of the local area having regard to operating hours, traffic, noise, car parking, safety and security. [52.28s 5.0 & 7.0]
- ~~Encourage any benefits associated with gaming machines to be directed to local organisations that offer non-gaming weekly activities.~~ [Rule 1 Beyond the scope of planning]

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Application requirements [Rule 3 52.28s 6.0 Duplication]

~~An application to use land for gaming premises or to install or use a gaming machine should be accompanied, as appropriate, by the following information:~~ [Rule 3 VC159 Duplication]

Details of the proposal [52.28s 6.0]

- Plans and elevations, drawn to scale and dimensioned, showing the proposed use, including the location and layout of the gaming machines, other non-gaming activities and car parking. [52.28s 6.0]
- Proposed operations, including staff and patron numbers, hours of operation and assessment of patronage numbers. [52.28s 6.0]
- Details of proposed gambling and non-gambling related entertainment and recreation facilities at the venue. [52.28s 6.0]

~~**Compliance with other legislation**~~ [Rule 1 Beyond the scope of planning]

- ~~Whether the design and layout of the premises has been assessed for compliance with any relevant gaming regulations requirements concerning layout, design and operation of premises.~~ [Rule 1 Beyond the scope of planning]

Impact assessment [52.28s 6.0]

- A context plan showing any core uses within 400 metres of the venue. [52.28s 6.0]
- An impact assessment, prepared by a suitably qualified and experienced person to the satisfaction of the responsible authority, describing: [52.28s 6.0]
 - The social and economic impacts of the proposal and the net community benefit. [52.28s 6.0]
 - Anticipated gaming expenditure including: [52.28s 6.0]
 - Any expected transfer from other gaming venues (including how the level of transfer has been calculated), comparison of existing and projected expenditure per machine at the venue, current usage levels of machines at the venue, projected usage level of machines at the venue with the additional machines. [52.28s 6.0]
 - The resulting impact on revenue of the venue to where the expenditure is transferred. [52.28s 6.0]
 - The resulting impact on the venue from where the expenditure is transferred (such as loss of employment, loss of complementary expenditures, loss of customers, impact on ability to provide services). [52.28s 6.0]
 - The existing and proposed distribution of gaming machines across the Mornington Peninsula. [52.28s 6.0]

- The primary and secondary catchments of the venue, including an assessment of the demographics within each catchment. The primary catchment is radius of 2.5 kilometres; the secondary catchment is radius of 5 kilometres. [52.28s 6.0]
- Details of community benefits expected from the proposal, how and when the benefits are to be secured, and whether these will be distributed to the local community. [52.28s 6.0]

Existing conditions [52.28s 6.0]

- Details of any existing use of the land, including the range of activities, staff and patron numbers and hours of operation. [52.28s 6.0]
- Details of any historical gaming expenditure at the venue. [52.28s 6.0]
- Distance to the nearest core uses. [52.28s 6.0]
- Details of the relative socio-economic status of the suburb in which the gaming machines are to be located and the broader 5 kilometre catchment of the venue in comparison to other suburbs of the municipality and the Melbourne and regional Victoria averages as defined in the SEIFA Index of Relative Socio-Economic Disadvantage. [52.28s 6.0]

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Decision guidelines [Rule 3 52.28s 7.0 Duplication]

~~The responsible authority will consider, as appropriate:~~ [Rule 3 VC159 Duplication]

- The net community benefit from the proposal. [52.28s 7.0]
- Whether the proposal is likely to increase social and economic disadvantage in the local community and the municipality. [52.28s 7.0]
- Whether the location of the gaming premises or gaming machines facilitates or discourages convenience gambling. [52.28s 7.0]
- Choice of entertainment in the local area and in the proposed gaming premises. [52.28s 7.0]

Reference documents [Rule 5 Not VC159 format]

Responsible Electronic Gaming (EGM) Policy (Mornington Peninsula Shire Council, August 2016) [72.08s]

South East Region Gaming Policy Framework (Coomes, December 2007) [72.08s]