

SCHEDULE TO CLAUSE 52.28 GAMING

1.0 Objectives

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- To manage the social and economic impacts of gaming (electronic gambling).
- To locate gaming (electronic gambling) machines away from disadvantaged or vulnerable communities.
- To ensure that the location of gaming machines and the design of gaming machine venues minimise the risks associated with electronic gaming and avoids exacerbating problem gambling.
- To discourage convenience gaming.
- To provide for gaming that limits adverse impacts on surrounding uses and facilitates a net community benefit in Yarra.

2.0 Prohibition of a gaming machine in a shopping complex

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Installation or use of a gaming machine as specified in Clause 52.28-4 is prohibited on land described in Table 1 below.

Table 1

Name of shopping complex and locality	Land description
Richmond Plaza, Richmond	Land on the northwest corner of Church Street and Bridge Road, Richmond.
Victoria Gardens Shopping Centre	Land located at the corner of Burnley Street and Victoria Street, Richmond.

3.0 Prohibition of a gaming machine in a strip shopping centre

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A gaming machine as specified in Clause 52.28-5 is prohibited in all strip shopping centres on land covered by this planning scheme.

4.0 Locations for gaming machines

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Gaming machines should not be located:

- In areas where gaming is discouraged as shown on Gaming Policy Map to this schedule.
- In or immediately opposite neighbourhoods with a relatively high concentration of gaming machines (above the Victorian average).
- Where there is convenient access to places of high pedestrian activity, including shops and railway stations.
- In areas offering a limited choice of alternative non-gambling activities for the local community, including within the venue or in close proximity to the venue.

5.0 Venues for gaming machines

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Gaming machines should only be located in venues that:

- Offer social, entertainment and recreational opportunities and activities other than gaming as the primary purpose of the venue.
- Have a gaming floor area of less than 25% of the total floor area of the venue.
- Promote responsible gaming practices.
- Do not allow for 24 hour-a-day operation.

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Application requirements

The following application requirements apply to an application for a permit under Clause 52.28, in addition to those specified elsewhere in the scheme and must accompany an application, as appropriate, to the satisfaction of the responsible authority:

- The proposed design and layout of the premises including all signage.
- A venue management plan identifying strategies to manage patron behaviour and minimise problem gambling in relation to the design and management of the venue, including the applicant's responsible gaming practices.
- Evidence of compliance with the relevant gaming regulations for premises layout and design.
- An assessment of the social and economic benefits and disadvantages of the proposed gaming machines comprising:

Socio-economic impact

- An analysis of the venue's projected patron catchment and its socio-economic profile. The analysis should include justification and details of the projected catchment area.
- If it is proposed to move Electronic Gambling Machines (EGMs) from one part of the municipality to another:
 - Details of the relative social and economic differences between the two areas
 - An explanation as to why the EGMs are being transferred.

Location assessment

- Characteristics of the local area, including the location of and distance to shopping complexes and strip shopping centres, community facilities, social housing, counselling services and public transport.
- Details of existing and proposed gambling and non-gambling related entertainment and recreation facilities and activities at the venue and within 1km of the venue.
- If required, pedestrian counts outside the venue.

Gaming machine impacts

- Details about the existing and proposed distribution and density of EGMs in the municipality and its neighbourhoods.
- Details of existing gaming expenditure at the venue over a 3 year period prior to the application (if relevant) and a one year forecast of the anticipated expenditure at the venue if the proposal was to be approved.
- If EGMs are to be relocated from other venues, and as a result gaming expenditure is likely to be transferred from other venues:
 - 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, projected usage level of machines at the venue after the additional machines).
 - The amount of transfer expenditure anticipated.
 - The resulting impact on revenue of the venue from where the expenditure is transferred.
 - 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 etc).

Benefits

- 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.

Analysis

- Assessment of key social and economic issues and overall net community impact.
- Measures to mitigate any negative impacts.

7.0 Decision guidelines

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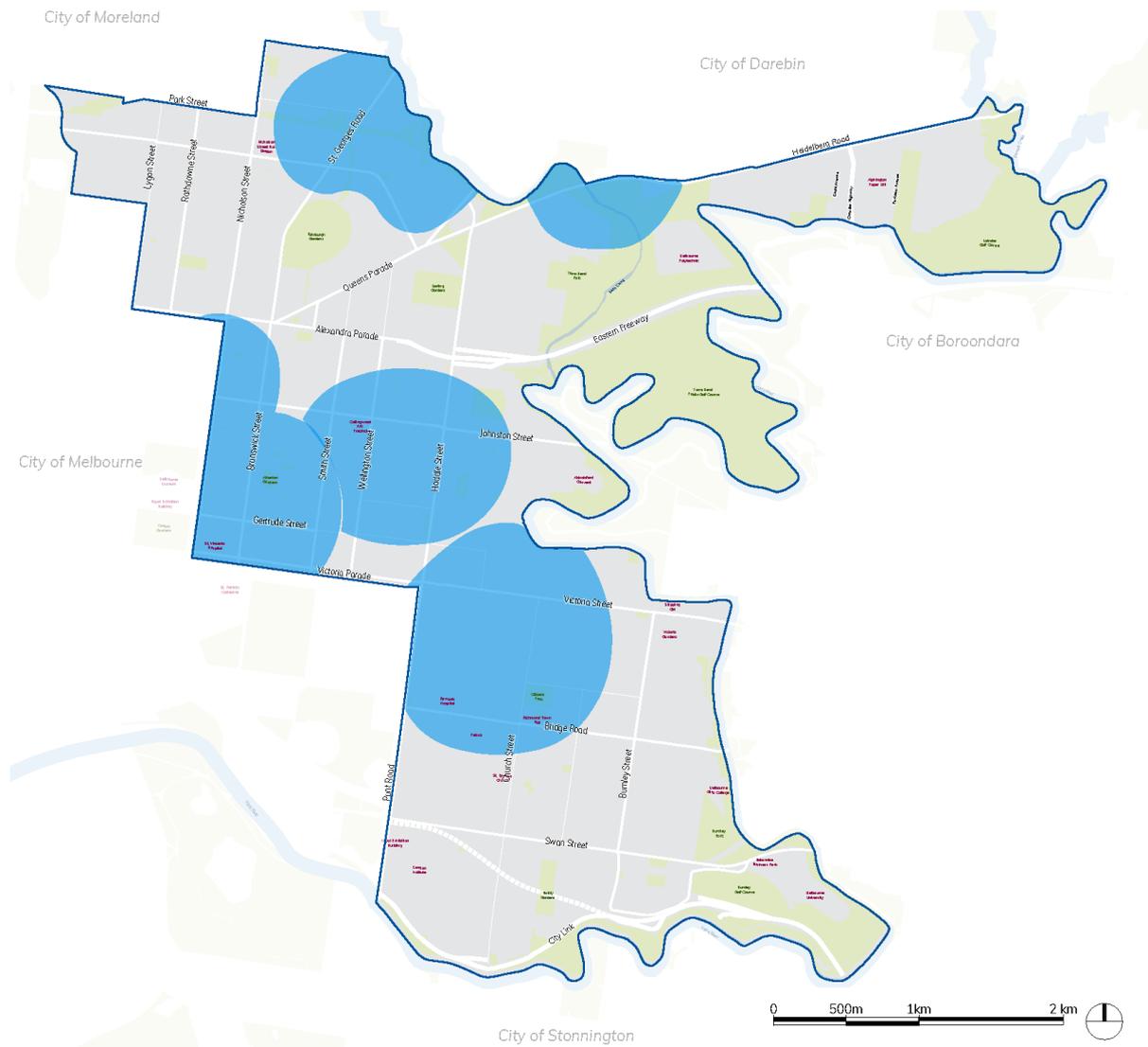
The following decision guidelines apply to an application for a permit under Clause 52.28, in addition to those specified in Clause 52.28 and elsewhere in the scheme which must be considered, as appropriate, by the responsible authority:

Whether the proposal increases EGM densities in the neighbourhood; and how that increase affects the local community and compares with the metropolitan Melbourne average.

- Whether approval is likely to increase the socio-economic disadvantage of the local community.
- The net community benefit to be derived from the application, taking into account the following:
 - The socio-economic profile and patron catchment of the area within 1km of the venue.
 - Location of the venue in relation to nearby land uses and transport facilities.
 - The availability of other entertainment and recreation facilities within 1km of the venue and at the venue.
 - The social and economic impacts of the proposal.
 - The distribution and density of gaming machines in the neighbourhood and municipality.
 - If the gaming machines are to be relocated from within the municipality, the comparative advantages and disadvantages of the two locations.
- Whether the location of the gaming machines or gaming premises is close to places of community congregation and will encourage convenience gaming.
- Whether patrons will have a choice of non-gambling entertainment and recreation activities at the venue or within 1km of the venue.
- The impact of the proposal on the amenity of the area and surrounding land uses, including through their:
 - Operating hours.
 - Management of patrons.
 - Generation of noise and disturbance.

Gaming Policy Map

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LEGEND

- Yarra LGA boundary
- Open space
- Waterway
- Inappropriate locations for EGMs (areas within 500m of disadvantaged locations)