

MELTON PLANNING SCHEME

25/05/2017
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SCHEDULE TO CLAUSE 52.28 GAMING

1.0 Prohibition of a gaming machine in a shopping complex

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Installation or use of a gaming machine as specified in Clause 52.28-3 is prohibited on land described in Table 1 below.

Table 1

Name of shopping complex and locality	Land description
Woodgrove Shopping Centre, Melton	533-555 High Street Melton, described in Certificates of Title Volume 10294 Folio 286 and Volume 9974 Folio 346, bounded by Barries Road, High Street and Coburns Road but excluding Coburns Central Shopping Centre.
Coburns Central Shopping Centre, Melton	Lot 1 PS 120634 south west corner of High Street and Coburns Road
Bellevue Shopping Centre, Hillside	North west corner of Wattle Valley Drive and Royal Crescent, Hillside
Station Square Shopping Centre	North west corner of Brooklyn Road and Station Road , Melton South
Burnside Shopping Centre, Burnside	Westwood Drive, Burnside
Caroline Springs Town Centre, Caroline Springs	Land bounded by Caroline Springs Boulevard, Commercial Road and Lake Street, referred to as 29 Lake Street, Caroline Springs, including car parking area to the west of Lake Street referred to as No 10 Lake Street, Caroline Springs, and The Place abutting Caroline Springs Boulevard.
Taylors Hill Village Shopping Centre, Taylors Hill	South east corner of Gourlay Road and Hume Drive
Watervale Shopping Centre, Taylor's Hill	Land located on the north-eastern corner of Calder Park Drive and Taylors Road, Taylors Hill

2.0 Prohibition of a gaming machine in a strip shopping centre

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A gaming machine as specified in Clause 52.28-4 is prohibited in all strip shopping centres on land covered by this planning scheme.

22.13 ELECTRONIC GAMING

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This policy applies to all planning permit applications to install or use an electronic gaming machine (EGM) under Clause 52.28.

22.13-01 Policy basis

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This policy guides Council's decisions in relation to planning applications for EGMs by setting out criteria for the location, design and operation of gaming venues and outlining the information required to accompany a planning permit application.

The City of Melton is expected to experience a significant increase in population in its growth areas. ~~This may drive industry demand for additional EGMs and gaming venues.~~ This policy seeks to guide the location of gaming machines, given the location of areas of socio-economic disadvantage.

The municipality is characterised by pockets of socio-economic disadvantage in its established areas. Evidence shows a link between people experiencing socio-economic disadvantage and gambling related harm.

22.13-2 Objectives

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- To adopt a harm minimisation approach that establishes a balance between the accessibility of EGMs in the municipality and minimising harms associated with EGM gambling within the community.
- To ensure that gaming venues and EGMs are located, designed and operated in a manner that minimises opportunities for convenience gambling.
- To ~~maximise the potential for~~ encourage gaming venues to deliver net community benefit.
- To ensure that gaming venues are appropriately located in activity centres as part of the overall range of entertainment facilities and activities offered.

22.13-3 Policy

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Location

It is policy that gaming venues and EGMs should be located:

- ~~Should be located in~~ In areas where the community in a 5km radius of the proposal has a choice of non-gaming entertainment and recreation uses operating at the same time as the venue.
- In locations that are accessible but not convenient to the day to day retail/shopping needs of local residents, such as away from the central core of activity centres or at a destination venue.
- Where the location of gaming venues at the edge or periphery of an activity centre is consistent with the activity centre hierarchy as detailed in Clause 21.05 as part of the overall range of entertainment facilities and activities in the LGA.
- In locations where it can be established that they are destination rather than convenience venues.

It is policy that gaming venues and EGMs should not be located:

- ~~Should not be located in~~ In the core(s) of activity centres. The core(s) of an activity centre are those parts of the activity centre that incorporate shopping, transport, community and civic facilities and services. This includes activity centres that are not

fully established or those identified as a future activity centre on an approved Precinct Structure Plan or Clause 21.05.

- ~~Should not be located in~~ In areas of high socio-economic disadvantage (as defined by the SEIFA Index of Relative Socio-economic Disadvantage and being the bottom 20 per cent of SEIFA scores for Victoria) or communities displaying high vulnerability to gambling-related harm.
- ~~Should not be located on~~ On land where a shopping complex or a strip shopping centre has not been ~~fully established~~ substantially constructed 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.
- ~~Should not be located within~~ Within residential areas except when directly proximate to an activity centre or other appropriate non-residential use.
- ~~or within~~ Within a residential buildings or complexes that include a residential use.
- Should not be located within 400m walking distance or within clear line of site of:
 - an existing or approved gaming venue;
 - shopping complexes and strip shopping centres specified in the schedule to Clause 52.28 Gaming;
 - areas with ~~shopping~~, transport, community and civic facilities and services, unless the proposed location is within the periphery of an activity centre and satisfies other relevant locational characteristics under this clause;
 - ~~public transport interchanges;~~
 - social housing;
 - a gambling sensitive service or facility that is used by people experiencing or vulnerable to gambling-related harm.

Venue design and operation

It is policy that EGMs should:

- Only be located in venues that provide a comprehensive entertainment offering and where gaming is a minor component of the venue's layout.
- ~~Should~~ Only be located in venues that offer alternative forms of recreation and entertainment during gaming hours.
- ~~Should~~ Only be located in venues that physically and functionally separate the gaming area from non-gaming facilities, pedestrians and vehicular access, and car parking.
- ~~Should~~ Only be located in venues with signage that is modest in size and discreet in nature and where the gaming area is not more than 25% of the total leasable floor area that is open to the public.
- ~~Should not~~ Not be located in venues with less than that operate for 24 hours per day a minimum 6-hour break in play.
- Not be located in venues where the amenity of the surrounding area is unreasonably affected by way of design, location or operating hours.

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Application Requirements

An application must be accompanied by the following information to the satisfaction of the responsible authority:

- A description of the proposal.

- Detailed plans of the design and layout of the premises including, but not limited to:
 - the location of all existing and proposed EGMs, including number of EGMs to be transferred (if applicable);
 - potential changes to the density of EGMs per 1,000 adults in the municipality, ~~and local areas or growth corridor (as appropriate);~~
 - proposed gambling and non-gambling facilities;
 - entrances and exits to the gaming lounge;
 - screening, external signage, external lighting, pedestrian and vehicle access; and
 - car parking.
- Range and operating hours of non-gaming facilities and activities within the venue, including areas licensed to serve and consume alcohol.
- Any of the venue's harm minimisation and responsible gambling practices and those which may be secured by planning permit conditions.
- A detailed Social and Economic Impact Assessment to determine ~~if the proposal will produce a net community benefit overall~~ social and economic impact of the proposal:
The assessment should include:
 - A clear definition of the local community which will be affected by the application.
 - Assessment of any vulnerable populations within the defined local community.
 - Assessment of the socio-economic disadvantage of the suburb, including SEIFA index of disadvantage.
 - Assessment of surrounding context, including location of activity centres, transport routes, areas of congregation, sensitive uses and location of alternative non-gambling entertainment options.
 - Evidence of the impact of the proposal on the community wellbeing. This may be provided through a community survey or other appropriate qualitative data.

22.13-5 Decision Guidelines

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

- Whether the proposal will achieve the objectives of this policy.
- ~~Whether the location of the gaming venue and/or EGMs will facilitate or discourage convenience gaming.~~
- Whether the proposal would create, or add to, an existing cluster of gaming venues.
- ~~Whether the proposal can demonstrate that a net community benefit can be derived from the application, including but not limited to any statutory community contributions scheme.~~
- Whether residents and patrons will have access to non-gaming entertainment and recreation facilities in the area and the gaming venue that operate at the same time as the EGMs.
- The impact of the proposal on the safety, amenity and character of the area and surrounding land uses.
- The impact of the proposal on social disadvantage and local communities vulnerable to gambling-related harm.

22.13-6 Reference documents

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~~City of Melton Responsible Gambling Policy, October 2014~~

City of Melton Electronic Gaming Machine Planning Policy Project Reference Document, June 2017