



# **Banyule**

## **Electronic Gaming Machine Policy and Plan**

**Adopted by Council 19 May 2008**

## Banyule EGM Policy and Plan

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## PART ONE - INTRODUCTION

### 1.1 Title:

Banyule Electronic Gaming Machine Policy and Plan.

### 1.2 Purpose:

The purpose of this policy and plan is to identify Banyule City Council's strategic intent in relation to the positioning of Electronic Gaming Machines (EGMs) within the municipality, and the means through which this will be achieved.

### 1.3 Definitions:

**Electronic Gaming Machine (EGM).** Commonly known as a "poker machine" or "pokie", an EGM is a computerised, continuous staking, rapid play gaming machine that maps the selections of a random number generator to a visual output on a video screen. It has a predetermined rate of return (87% in Victoria) and a reward system that is based solely on chance.

**Gambling.** Gambling is wagering of money or something of value on an uncertain event that is dependent on chance, or partly on chance and partly on skill.

**Problem gambling.** Problem gambling refers to a situation when a person's gambling activity gives rise to harm to the individual player and/or to his or her family and may extend to the community.

### 1.4 Relationships:

This policy replaces the Gaming Machine Policy adopted by Banyule City Council in 1996.

## PART TWO - BACKGROUND

### 2.1 Gambling in Australia

Gambling has been an accepted feature of the Australian way of life since the days of first settlement.

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There are many forms of legal gambling in Australia. These include lottery games, scratch tickets, poker machines, racing, keno, bingo, casino and sports betting.

Over 80% of adult Australians participate in some form of gambling each year. The various forms of gambling provide an enjoyable and entertaining form of recreation for the majority of people who participate in this pastime.

Over the past fifteen years expenditure on gambling in Australia has increased dramatically, primarily as a consequence of a proliferation of new gambling forms, especially EGMs and casinos. During the 1990s, at a time in which there was increasing public acceptance of expanded legal gambling, many State Governments turned to the introduction of new forms of gambling as a taxation revenue source in response to their increasing dependence on Commonwealth revenue and perceived lack of alternative taxation sources. In 1997-98 15.2% of the Victorian Government's revenue came in the form of gambling taxes, though this reliance has decreased in recent years.

In 2004-05 net takings from gambling in Australia was in excess of \$15b, representing an average expenditure loss of \$996 per head of adult population.

### 2.2 Problem gambling

A small proportion of gamblers become problem gamblers. It is estimated that about 1% of Australia's adult population have a severe problem with gambling, with a further 1.1% experiencing moderate problems. About 250,000 adults are estimated to experience significant harmful effects from gambling in Australia each year. Significantly problem gamblers are estimated to account for about one-third of total annual gambling losses.

Problem gambling can affect people in a number of different ways:

- Personal – stress, depression, anxiety, suicide, poor health
- Financial – financial hardship, debt, asset loss, bankruptcy
- Legal – bankruptcy, theft, imprisonment, domestic or other violence
- Interpersonal – domestic violence, relationship breakdown, family breakdown, family neglect
- Work and Study – job loss, absenteeism, poor performance

In Australia problem gamblers lose on average \$12,000 each per year, compared to just under \$650 for other gamblers. It is estimated that each problem gambler negatively impacts on up to ten other people.

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The social and economic cost of problem gambling is of ongoing concern to governments and the community, and was an impetus for the range of recent policy initiatives by the Victorian State government to combat the effects of problem gambling.

### 2.3 Significance of EGM machines

The number and distribution of EGMs in Victoria is particularly significant for the following reasons:

- Most of the increase in gambling expenditure in Victoria in recent years has come from EGMs.
- EGMs are now the major form of gambling expenditure in Victoria.
- While EGM expenditure has risen, its growth has not occurred at the expense of other forms of gambling which have largely maintained their existing growth trends. Rather this growth has been made at the expense of other personal consumption items or savings.
- The economic impact of EGMs is local. There is a direct relationship between the density of EGMs in an LGA and EGM expenditure per adult. The more EGMs there are in a particular area, the higher the average expenditure per adult will be for that area
- EGMs are a major source of problem gambling. The use of gaming machines is associated with 65% – 80% of problem gamblers who receive counselling.
- EGMs are now widely available in the community.

### 2.4 EGMs in Victoria

Victoria has established a 'cap' of 30,000 EGMs, of which 2,500 are situated at Crown Casino, and the remaining 27,500 evenly split between clubs and hotels across the State. Apart from the Casino, there is a maximum of 105 machines per venue and a minimum of 20% of machines have to be located outside the Melbourne metropolitan area.

At 30 June 2007 Victoria had 27,279 EGMs in operation through 522 licensed venues.

In 2006-07, Victorians lost about \$2.5b on gaming machines, representing \$639 per adult. At the end of June 2007, the number of gaming machines per 1,000 adults was 6.86, compared with 7.76 at the end of June 2000.

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The State government has introduced a maximum density of 10 EGMs per 1,000 people in local government areas apart from those areas specifically covered under regional capping provisions to protect disadvantaged communities.

### 2.5 EGMs in Banyule

Banyule has 651 EGMs in 11 venues across the municipality. (Refer Attachment 1.)

651 EGMs is the equivalent of 6.92 machines per 1,000 adults, which is just above the State average.

Based upon Banyule's projected 18 years and older population, there is the potential to increase the number of EGMs in Banyule by a further 180 machines under the State Government's capping arrangements.

In 2006-07 a net amount in excess of \$60m was lost by adults using the EGMs located within Banyule, the equivalent of \$642 per adult, which is slightly above the State average for the same period. This equates to an annual EGM turnover in Banyule of about \$460m per year.

By way of comparison the rate revenue raised by Council this financial year is just over \$48m.

Each year each EGM in Banyule retains over \$95,000 of player's money.

Increasing the number of EGMs in Banyule to the State Government's maximum capped level would represent a further loss of about \$19m per year for the Banyule economy.

### 2.6 Distribution of EGM revenue

The financial arrangements in relation to the proceeds from EGMs vary according to whether the venue is a club or hotel. This is outlined in Table 1 below:

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**Table 1 – Distribution of Gaming Machine Revenue in Victoria**

	<b>Club</b>	<b>Hotel</b>
<i>Venue Operator</i>	33.33%	25.00%
<i>Gaming Operator</i>	33.33%	33.33%
<i>Community Support Fund</i>	nil	8.33%
<i>State Government</i>	24.24%	24.24%
<i>GST</i>	9.09%	9.09%
<b>Total</b>	<b>100.00%</b>	<b>100.00%</b>

As Table 1 shows Hotels are required to contribute 8.33% of EGM revenue to the State Government Community Support Fund (CSF).

Based upon VCGR Net Gaming Revenue figures for Banyule in 2006/07, it is estimated that the five hotels in Banyule contribute about \$3m per year into the CSF.

While some of this money eventually flows back to the community, there is no direct correlation between the funds provided to the CSF and the return of funds to the community from which they were derived. There would seem to be some value in advocating for a minimum return of CSF Funds to municipalities in recognition of the proportional harm associated with their generation.

Clubs are exempt from the compulsory Community Support Fund contribution. Instead they are required to submit to the VCGR an annual Community Benefit Statement to demonstrate the community purposes the revenue earned from EGMs is applied to. The Clubs are expected to show that this contribution meets or exceeds the 8.33% of gaming revenue compulsorily contributed by the Hotels.

A summary of the Community Benefit expenditure of each Club in Banyule for the 2005-06 financial year is contained in the Table below.

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**Table 1 – Community Benefit Statements 2006/07 – Banyule Clubs  
(000s)**

	Employment expenses	Gifts of funds	Sponsorships	Gifts of goods	Voluntary Services	Volunteer expenses	Subsidised activities	Fixed assets	Community service costs	Total
<b>Bundoora Bowling Greensborough RSL</b>	65.4	0.0	0.0	0.0	152.2	0.0	8.4	14.1	20.9	<b>261.1</b>
<b>Heidelberg RSL</b>	660.1	0.4	4.0	9.2	114.0	8.7	148.8	35.9	130.1	<b>1,111.2</b>
<b>Montmorency RSL</b>	205.4	0.1	0.3	0.0	60.8	0.7	0.0	24.5	38.4	<b>330.0</b>
<b>Watsonia RSL</b>	553.1	0.4	4.3	0.0	66.5	0.8	54.5	109.7	15.9	<b>805.3</b>
<b>West Heid RSL</b>	715.2	3.9	12.5	0.0	363.1	12.2	152.0	55.1	37.9	<b>1,351.9</b>
<b>West Heid RSL</b>	179.0	2.8	4.0	0.0	15.7	1.6	4.2	37.6	28.6	<b>273.4</b>
<b>Total</b>	<b>2,378.2</b>	<b>7.6</b>	<b>25.2</b>	<b>9.2</b>	<b>772.3</b>	<b>24.0</b>	<b>367.9</b>	<b>276.8</b>	<b>271.8</b>	<b>4,133.0</b>

The definition of 'community benefit' applied by the State Government is exceedingly broad and includes such things as staff employment costs, subsidised meals, beverages and venue hire, and facility (fixed asset) upgrades. The shaded parts of the Table 1 represent the flow of cash back to the community.

Of the \$4.13m identified as community benefit expenditure by Clubs in Banyule in 2006/07, less than \$0.1m was directed to the community generally in the form of cash donations, with much of the remaining expenditures primarily benefiting venue owners and their patrons.

It is acknowledged that the Clubs make a significant contribution to the community through the provision of formal and informal support services, social activities, and sporting activities. This contribution is reflected in the attributed value of the volunteer hours provided by these organisations and displayed in Table 1. While this contribution is substantial, it is an imputed expenditure and does not constitute a direct return of gaming revenue to the community.

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The Watsonia RSL has established a Trust Fund which will contribute \$80,000 pa to the community each year through a grant program. Both Greensborough and Montmorency RSL plan to introduce similar Trusts in the near future contributing \$50,000 and \$20,000 respectively.

Should the Clubs with existing Trust Funds see merit in combining to a single Trust, and the remaining three Clubs contribute as well, the capacity to provide a significant financial contribution to the community on an annual basis would be established. For example an annual contribution based upon \$1,000 per EGM would create a funding pool in excess of \$250,000 pa.

### 2.7 Risk factors and local government

Research has identified a number of risk factors associated with problem gambling. They can be grouped into three main areas:

**Personal** – individual factors that predispose a person to problem gambling such as erroneous and irrational beliefs about gambling, mental health problems, loneliness and life stresses.

**Environmental** – access to gaming products, product and venue design

**Structural** – problem gambling has a far greater impact on low income people due to lower disposable incomes. This effect is compounded by the withdrawal of income from disadvantaged communities through the relatively high taxes on gaming machine expenditures, contributing to a net increase in social inequality.

While local government has only limited ability to influence personal risk factors, it now has an increased capacity to influence the environmental and structural factors associated with problem gambling as a consequence of the increase in its planning powers as the responsible authority.

### 2.8 Other issues

EGM use is a lawful recreational activity within the State of Victoria. It is sanctioned by the State Government which has established controls to ensure recreational gaming occurs within a system that seeks to be fair, taxed and corruption free.

A Responsible Gaming Code of Conduct is currently being developed by the Victorian Government for the industry.

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Despite the range of controls, proposed and in place, there are a number of issues that surround the operation of EGMs in Victoria which suggest it would be prudent of Council to adopt a cautious approach when considering future EGM applications.

They include:

- There is a **paucity of research** around the operation of the industry in Victoria, particularly in recent years. This includes research on the effectiveness of harm minimisation measures, behavioural research into the cues and stimuli that increase and promote problematic gaming behaviours, assessment of immediate and long term impacts of problem gaming on the community, and community attitudes towards gaming and the role of government in its regulation.
- There is an **asymmetry of information** in which most of the information on gaming behaviour is held by the gaming industry. While some of this information is reported to the VCGR, very little is available to either the general public or authorities such as Councils who are now charged with the responsibility for determining applications for additional machines or venues.
- There is an emerging view that EGMs are an **unsafe consumer product**. Implicit in this view is that the owners and operators of EGMs have a duty of care to provide a safe environment for gaming and to provide adequate consumer information and protection. While consumer protection measures were strengthened recently by the Victorian Government, further measures are available, such as the introduction of smart cards that allow players to predetermine a limit on losses and frequency of play.
- The Victorian Government as both Regulator and Beneficiary of the Gaming Industry has an inherent **conflict of interest**. A significant proportion of gaming revenues come from problem gamblers, and gaming revenues are a significant source of income to the State Government. There is a need for ongoing scrutiny of the State Government's performance in respect to Policy and Regulation of the Gaming Industry from the viewpoint of accountability, transparency, sustainability and fairness.

In this environment it is prudent for local government to adopt an independent position on EGM use that reflects its own assessment on how the interests on the community are best served in relation to the operation of EGMs within the municipality.

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Aligned with this is an interest in promoting and supporting recreational, cultural and leisure activities that provide gaming free alternatives, particularly to vulnerable groups including those on fixed incomes, older people, low income people, and recently retired people with access to substantial retirement payouts.

The forthcoming Victorian Gaming Industry Code of Conduct is expected to be complimentary to the intent and directions of this Policy and Plan.

### 2.9 Consultation Process

An Electronic Gaming Machine Discussion Paper was prepared in May 2007. This paper provided background information on the operation of EGMs within Banyule and outlined three potential policy options available to Council.

Copies of this paper were distributed to Gaming Venue Operators, Counselling Organisations and relevant Community groups within Banyule for comment. The Paper was highlighted in the June 2007 edition on the Banyule Banner and listed on Council's website with an invitation to interested residents to also provide feedback.

Fourteen submissions were received. They included three from the Peak Organisations (Tattersalls, TABCORP and Australian Hotels Association), two from Hotel Operators, a combined submission from the RSL Clubs and Bundoora Bowling Club, four submissions from local community groups and four from residents.

Support was expressed for all three policy options. The Clubs and Hotels tended to favour the second option in which Council would limit its involvement in EGM use to ensuring compliance with Banyule's existing land use policy. Community agencies and residents favoured the third option which placed greater emphasis on a harm minimisation approach combined with providing a greater financial return to the municipality from the proceeds of gaming.

There was a distinct lack of support from the Hotels and Clubs for the establishment of a municipal Community Benefit Fund with a preference to maintain existing arrangements in this regard. One resident submitted that the Trust funds should allocate some of their grants to material aid agencies to provide direct financial assistance to low income people.

There was general support for the concept of a Gaming Alliance to achieve a more co-operative approach from all those involved in or affected by the Gaming Industry in Banyule.

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The Discussion Paper also canvassed a position of a limit of 7 machines per 1,000 adults within the municipality which is below the existing legislated maximum of 10 machines. Not surprisingly this was opposed by the Peak Organisations and Venue Operators, though drew support from the community groups and residents.

A further round of consultation was conducted in November 2007 when a penultimate draft EGM Policy was distributed for comment. The feedback received was used to fine tune the accuracy of this final document.

### 2.10 Legislative Context

The operation of EGMs in Victoria is governed by the provisions of the Gaming Regulation Act 2003 (The Act).

In October 2006, the Victorian Government introduced a number of changes to The Act that were designed to increase local government planning powers in respect to the placement of EGM machines and to provide improved levels of consumer protection.

The primary changes are:

- Removal of "as of right" provisions in respect to floor area. Planning permits are now required for all applications to increase the number of machines in existing premises or to introduce machines to new premises. Previously Applicants did not require a Planning Permit if the floor space used for Gaming purposes was less than 25% of the floor space of the building.
- The identification of 19 regions containing vulnerable communities that will be capped at 10 gaming machines per 1,000 adults, requiring the removal of machines in some cases. Capped regions that currently have a lower density than 10 will be capped at the lower density.
- The introduction of consumer protection initiatives such as restrictions on access to ATM machines and a decrease in the size of the maximum gaming machine bet.

The Local Government Act (1989) states that the primary objective of a Council is to endeavour to achieve the best outcomes for the local community having regard to the long term and cumulative effects of decisions.

The Victorian Government has sought to increase local government involvement in the hearing of applications before the Victorian Commission

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for Gaming Regulation in the form of submitting Social and Economic Impact Statement.

However it is important to remember that local government powers in respect to control over the operation of gaming machines within the municipality are limited by the parameters imposed by State Government legislation. Providing land use requirements are satisfied, local government's powers are largely restricted to acting as an advocate for its community before the VCGR. Policy positions that lie outside the regulatory framework are largely ignored.

### 2.11 Policy Context

Banyule City Council adopted a Gaming Machine Policy in 1996 that was designed to provide a consistent approach to decision making about applications for planning permits for the installation and use of EGMs and their location within the municipality.

Over the past ten years the level of knowledge and understanding of the impact of EGMs on the community and local economy has increased significantly, and this new Policy statement seeks to incorporate and apply this learning in the local context.

One of the core values within the Banyule City Plan (2006-2010) is community wellbeing. A key influencing factor in Council's attitude towards EGM use is the extent to which EGMs contribute to or detract from community wellbeing. Venue operators argue that gaming provides significant community benefits in the form of employment, funding community projects and providing taxation revenue to governments. Counselling agencies dispute official estimates about the extent of problem gaming, arguing that it is a largely hidden problem affecting a much higher percentage of gaming patrons than the government or venue operators are prepared to recognise.

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### 2.12 Policy Development Process:

This Policy has been prepared by reference to the following information sources:

1. Review of contemporary literature on EGMs.
2. Review of the practice of other Councils in this area.
3. Interviews and input from Banyule Council Officers
4. A community consultation process involving Peak organisations, Venue Operators in Banyule, community groups and interested individuals.
5. Community comment on the Draft EGM Policy

The following references were drawn upon in formulating the EGM Policy and Plan. Some sentences in this document contain unattributed extracts from these sources.

Victorian Government, Department of Justice (2006). Gaming Machine License Arrangements Post -2012: Report by Peter Kirby on Public Consultations and Submissions.

Victorian Civil and Administrative Tribunal Decision Ref No. B24/2005. (*In recent months some Applicants have successfully appealed Victorian Commission for Gaming Regulation decisions to VCAT. This decision provides a detailed explanation of the issues considered by VCAT in overturning VCGR decisions.*)

Australian Government, Productivity Commission (1999). Australian Gambling Industries

Australian Bureau of Statistics (2006). Gambling Services (2004-05). Cat No. 8684.0

Victorian Commission for Gaming Regulation website. [www.vcgr.vic.gov.au](http://www.vcgr.vic.gov.au) .

International Association for Impact Assessment (2003). Social Impact Assessment: International Principles. [www.iaia.org](http://www.iaia.org)

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### 2.13 Policy review:

Any person who wishes to provide input, feedback or comment on this Policy can do so in one of the following ways:

By Email: [enquiries@banyule.vic.gov.au](mailto:enquiries@banyule.vic.gov.au)

By facsimile: 9457 2499

By TTY: 9432 7211

By post: PO Box 51 Ivanhoe 3079.

By telephone: 9490 4222

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<b>PART THREE PROPOSED BANYULE EGM POLICY</b>
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### **Vision:**

Banyule will be a municipality in which residents game responsibly, venue operators implement effective patron care strategies, and an increased proportion of gaming revenues are directed back into the community.

### **Goal:**

To foster collaborative approaches by stakeholders to maximise the benefits and minimise the harm of EGM Gaming to the Banyule community.

### **Objectives:**

1. To promote a range of recreation options to Banyule residents.
2. To moderate the impact on the Banyule Community of the harmful effects of problem gaming.
3. To increase the financial return to the local community from the proceeds of gaming revenue raised within the municipality.

### **Principles:**

- EGM use is a legal recreational activity in the State of Victoria.
- Problem gambling associated with EGM use causes harm to the problem gambler and to others directly affected by this behaviour.
- Council should not condone an activity that is harmful to the community.
- The level of consumer protection afforded to EGM users should be increased.
- More should be done at the local level to reduce the effects of problem gaming.
- The burden of EGM use on the Banyule Community should not be any greater than the burden experienced by other municipalities.

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### Role of Council:

- **Advocacy** – advocate on behalf of the Banyule Community to improve consumer protection measures, strengthen legislative controls and reform industry practices where they are shown to be deficient.
- **Responsible authority** – act as the responsible authority when considering Planning Applications to vary the number of EGMs within Banyule.
- **Represent** – represent the interests of the Banyule community when Banyule related applications are heard by the VCGR or Victorian Civil and Administrative Appeals Tribunal (VCAT).
- **Facilitator** – facilitate the establishment of a Local Gaming Alliance in Banyule.

### Scope:

The Banyule EGM Policy will apply to all:

- Planning applications involving the use of EGMs in Banyule.
- Submissions to the VCGR and VCAT concerning EGMs in Banyule.
- Recreation and social support activities organised by Banyule City Council.

### Application period:

Date policy adopted by Council: 19 May 2008

Date policy due for review: 5 years after Council adoption

Date of policy revocation: 12 months after review due date

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<b>PART FOUR – PROPOSED BANYULE CITY COUNCIL EGM PLAN</b>
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**Goal:**

To foster collaborative approaches by stakeholders to maximise the benefits and minimise the harm of EGM Gaming to the Banyule community.

**Objective 1**

*To promote a range of recreation options to Banyule residents.*

Action	Lead role
Encourage the development of a wide variety of recreational activities within Banyule that support a balance of lifestyle choices.	BCC
Target local recreational initiatives to EGM vulnerable groups such as the elderly, recently retired and CALD communities.	BCC
Prohibit clients / customers participating in gaming activities while attending Council organised / sponsored functions, programs, facilities or activities.	BCC

**Objective 2**

*To moderate the impact on the Banyule Community of the harmful effects of problem gaming.*

Action	Lead role
Advocate to the State Government to support increased research on the impact of EGMs on the local community and Victorian economy.	BCC / MAV
Facilitate the establishment of a Gaming Alliance within Banyule comprised of Peak Organisations, Venue Operators, Counselling Agencies and relevant community groups, as outlined in Attachment 2.	BCC, Venue Operators, Counselling Agencies

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Action	Lead role
Conduct a comprehensive social and economic impact assessment of all applications to vary the number of EGMs within the municipality, as outlined in Attachment 3.	BCC
Only support applications which increase the number of EGMs within the municipality, or at a specific location within the municipality, where the applicant is able to demonstrate to the satisfaction of Council that there is a positive net benefit to the community.	BCC

### Objective 3

***To increase the financial return to the local community from the proceeds of gaming revenue raised within the municipality.***

Action	Lead role
Encourage Clubs within the municipality with gaming venues that operate charitable trusts, to combine their charitable trusts into a single Municipal Community Benefit Fund.	BCC / Clubs
Encourage Clubs within the municipality with gaming venues, which do not have charitable trusts, to also financially contribute to the Municipal Community Benefit Fund.	BCC / Clubs
Encourage the proposed Gaming Alliance to advocate to the State Government for a fixed proportion of gaming revenues (say 12.5%) to be returned to the municipalities from which they were derived, to be distributed through a Municipal Community Benefit Fund.	BCC Gaming Alliance MAV

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### Attachment One - EGM Venues in Banyule at February 2008

Venue	Address	Operator	EGMs	Venue Type
Bundoora Bowling Club <sup>(a)</sup>	Yulong Reserve. Cameron Parade, Bundoora	TABCORP	20	Club
Greensborough Hotel	75 Main St, Greensborough	TABCORP	24	Hotel
Greensborough RSL	111 Main St, Greensborough	Tattersall's	78	Club
Heidelberg RSL	87 Mount St, Heidelberg	Tattersall's	25	Club
Ivanhoe Hotel	120 Upper Heidelberg Rd, Ivanhoe	Tattersall's	100	Hotel
Lower Plenty Hotel	2-8 Main Rd, Lower Plenty	TABCORP	85	Hotel
Montmorency RSL <sup>(a)</sup>	Petrie Park, 16 Mountain View Rd, Montmorency	Tattersall's	35	Club
Old England Hotel	459 Lower Heidelberg Rd, Heidelberg	Tattersall's	105	Hotel
Sir Henry Barkly Hotel	92 Burgundy St, Heidelberg	Tattersall's	65	Hotel
Watsonia RSL	6 Morwell Ave, Watsonia	Tattersall's	83	Club
West Heidelberg RSL	180 Bell St, Heidelberg	TABCORP	31	Club
<b>Total</b>			<b>651</b>	

Source: [www.vcgr.vic.gov.au](http://www.vcgr.vic.gov.au)

(a) Council property

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### Attachment Two – Banyule Gaming Alliance proposal

#### Membership

Membership of the Banyule Gaming Alliance will consist of:

- ❖ Representatives from Hotels and Clubs within the municipality that operate EGMs.
- ❖ Representatives from Tatts Pokies, TABCORP, Australian Hotels Association and Clubs Victoria.
- ❖ Representatives from Gamblers Help Northern.
- ❖ Representatives from other community Agencies working with the impact of problem gaming within the municipality.
- ❖ Two representatives from Banyule City Council.

#### Purpose:

- ❖ Support effective patron care strategies by Gaming Venue operators within the municipality.
- ❖ Facilitate a co-operative municipal approach to reducing the effects of problem gaming in the municipality.
- ❖ Arrange appropriate training and support for staff working in gaming venues and the evaluation of training techniques.
- ❖ Advocate to the State Government for a fixed proportion of gaming revenues to be returned to the municipality from which they were derived.
- ❖ Advocate to the State Government for support for further research to assist in understanding the impact of EGM use on local communities.

#### Frequency of meetings:

As required.

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### Attachment Three – Banyule Social and Economic Assessment Tool

Since March 2000 it has been necessary for the Victorian Commission for Gaming Regulation to be satisfied that the net economic and social impact of approving a new venue, or an increased number of machines in an existing venue, will not be detrimental to the well-being of the community of the municipal district in which the premises are located.

The use of the word “net” recognises that there may be positive and negative impacts on the wellbeing of the local community and that a balancing process is required.

At times a particular factor may stand out, with the consequence that this may become an over-riding consideration in assessing an application

The conduct of a Social and Economic Assessment will occur within the context of the guiding principles that underpin the Banyule EGM Policy and Plan, namely:

- EGM use is a legal recreational activity in the State of Victoria.
- Problem gambling associated with EGM use causes harm to the problem gambler and to others directly affected by this behaviour.
- Council should not condone an activity that is harmful to the community.
- The level of consumer protection afforded to EGM users should be increased.
- More should be done at the local level to reduce the effects of problem gaming.
- The burden of EGM use on the Banyule Community should not be any greater than the burden experienced by other municipalities.

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Factors to be considered in assessing the social and economic impact include changes to one or more of the following areas:

- 1) People's way of life – how they live, work, play and interact with one another on a day-to-day basis.
- 2) Their culture – that is their shared beliefs, customs and values.
- 3) Their community – its cohesion, stability, character, services and facilities. This includes:
  - a) Impact on the provision of facilities that benefit people not engaged in recreational gaming.
  - b) Impact on the level of financial support to local groups, and community and sporting organisations within the municipality.
- 4) Their political systems – the extent to which people are able to participate in decisions that affect their lives.
- 5) Their environment – exposure to hazards or risks, or threats to physical safety.
- 6) Their health and wellbeing – effects on the physical, mental and social health of individuals. This includes:
  - a) Impact on the propensity of problem gambling within the municipality.
  - b) Impact on demand for community support services and child and family welfare agencies
- 7) Their personal and property rights – particularly where people are economically affected, or experience personal hardship. This includes:
  - a) Impact on employment.
  - b) Impact on the local economy in terms of expenditure shifts.

In part this will be informed by:

- a) Effect on the density of venues and EGMs in the local area including venues in adjoining municipalities.
- b) The Index of Relative Social and Economic Disadvantage recorded for the Australian Bureau of Statistics Census Divisions that fall within 2 kilometres of the venue.
- c) Anticipated gaming machine expenditure per adult in comparison with State average expenditure.
- d) Number of EGMs per 1,000 adults in comparison with the State Average.

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