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Proposed C252wynd

SCHEDULE TO CLAUSE 52.28 GAMING

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Objectives

- To minimise gambling-related harm to individuals and the community and ensure that gaming machines are situated in appropriate locations and premises to minimise convenience gambling.
- To discourage new gaming venues from establishing in a growth area covered by approved precinct structure plan until the new community and land use patterns have substantially established.
- To manage the concentration of gaming machines and gaming venues away from areas or communities vulnerable to gambling related harm.
- To ensure that where gaming machines operate they do so as part of an overall range of social, leisure, entertainment and recreational activities and facilities.
- To discourage the proliferation of gaming premises in locations where the predominant use is residential.

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Prohibition of a gaming machine in a shopping complex

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
Werribee Village Shopping Centre, Werribee	Land on the northwest corner of Shaws Road and Tarneit Road, Werribee.
Hoppers Crossing Shopping Centre, Hoppers Crossing	Land bounded by Old Geelong Road to the north, and Melbourne to Geelong railway line to the south, Hoppers Crossing. Nos 20-50A (even numbers) Old Geelong Road, Hoppers Crossing (Lot 1 on PS335092, and Lot on CP154553).
Pacific Werribee Shopping Centre, Hoppers Crossing	Land on the northwest corner of Heaths Road and Derrimut Road, Hoppers Crossing, except land occupied by the tavern containing 80 gaming machines.
Honour Avenue Shopping Area, Wyndham Vale	Land on the northwest corner of Honour Avenue and Ribblesdale Avenue, Wyndham Vale.
McGrath Road Commercial Area, Wyndham Vale	Land on the southeast corner of McGrath Road and Ballan Road, Wyndham Vale.
Tarneit West Village Shopping Centre, Tarneit	Land on the northwest corner of Tarneit Road and Hogans Road, Tarneit. 540 Tarneit Road, Tarneit.
Hogans Corner Shopping Centre, Hoppers Crossing	Land on the northeast corner of Hogans Road and Derrimut Road, Hoppers Crossing.
Hogans Road Shopping Area, Hoppers Crossing	Land on the northeast corner of Hogans Road and Deloraine Drive, Hoppers Crossing. 2-14 (even numbers) Deloraine Drive, Hoppers Crossing.
Tarneit Gardens Shopping Centre, Tarneit	53 Wickford Road, Tarneit (Lot A on PS708625) and any subsequent parcels created as a result of subdivision.
Wyndham Village Shopping Centre, Tarneit	Land on the northwest corner of Morris Road and Sayers Road, Tarneit. 380 Sayers Road, Tarneit.
Point Cook Shopping Centre, Point Cook	All land within the Commercial 1 Zone and Mixed Use Zone on the northeast corner of Dunnings Road and Boardwalk Boulevard, Point Cook.
Sanctuary Lakes Shopping Centre, Point Cook	Land on the northwest corner of Point Cook Road and Jamieson Way, Point Cook. 300 Point Cook Road, Point Cook.

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Name of shopping complex and locality	Land description
Tom Roberts Parade Mixed Use Precinct, Point Cook	All land within the Mixed Use Zone on the northwest corner, northeast corner and southwest corner of Tom Roberts Parade and Boardwalk Boulevard, Point Cook.
Featherbrook Shopping Centre, Point Cook	Land on the southwest corner of Sneydes Road and Boardwalk Boulevard, Point Cook.
Soho Village Mixed-Use Precinct, Point Cook	All land within the Mixed Use Zone on the southeast corner of Sneydes Road and Malibu Boulevard, Point Cook.
Tribeca Village Mixed Use Precinct, Point Cook	All land within the Mixed Use Zone bounded by Saltwater Promenade and Carrick Street, Point Cook.
Williams Landing Shopping Centre, Williams Landing	Land on the southeast corner of Overton Road and Altair Street, Williams Landing. 100 Overton Road Williams Landing and any subsequent parcels created as a result of subdivision.
Allura Village Shopping Centre, Truganina	Land on the northeast corner of Elmhurst Road and Forsyth Road, Truganina. 50 Mainview Boulevard, Truganina and any subsequent parcels created as a result of subdivision.
Elements Shopping Centre, Truganina	185 Woods Road Truganina (Lot A on PS811258) and any subsequent parcels created as a result of subdivision.
Tarneit Central Shopping Centre, Tarneit	Land on the southeast corner of Leakes Road and Derrimut Road, Tarneit.
Riverdale Village Shopping Centre, Tarneit	Land on the northeast corner of Hummingbird Boulevard and Mulholland Drive, Tarneit, and on the southeast corner of Hummingbird Boulevard and Crimp Drive, Tarneit. Nos 177 and 200 Hummingbird Boulevard, Tarneit.
Manor Lakes Central Shopping Centre, Manor Lakes	Land on the northwest corner of Ballan Road and Manor Lakes Boulevard, Manor Lakes. 455 Ballan Road Manor Lakes.
Jubilee Neighbourhood Centre Shopping Centre, Wyndham Vale	Land bounded by Ballan Road, Welcome Parade and Memory Crescent, Wyndham Vale. Nos 1, 1A and 9 Welcome Parade, Wyndham Vale and Nos 772 and 940 Ballan Road, Wyndham Vale and any subsequent parcels created as a result of subdivision.
Wyndham Vale Square Shopping Centre, Wyndham Vale	Land on the southeast corner of Greens Road and Armstrong Road, Wyndham Vale.
Woodville Park Mixed-Use Precinct, Hoppers Crossing	All land within the Mixed Use Zone bounded by Warringa Crescent and Woodville Park Drive, Hoppers Crossing.

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Prohibition of a gaming machine in a strip shopping centre

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

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Locations for gaming machines

Gaming venues and machines should be located:

- Where the community has convenient access to a choice of non-gaming entertainment, leisure, social and recreational uses that operate at the same time as the gaming venue in the surrounding area such as hotels, clubs, cinemas, restaurants, bars, theatres, galleries, exhibition centres, sporting venues and indoor recreation facilities.
- Where they would make a positive contribution to the redistribution of gaming machines away from relatively disadvantaged areas, as defined by the latest SEIFA Index of Relative Socio-economic Disadvantage.

Gaming venues and the installation of gaming machines are discouraged in the following locations:

- Areas of socio-economic disadvantage, being areas in or adjoining a Statistical Area Level 1 (SA1) which, accords to the most recent SEIFA index of relative disadvantage, is in the State's lowest 20% of relative disadvantage.
- Areas of everyday neighbourhood activity with high pedestrian access, where a decision to gamble may be spontaneous rather than predetermined.
- In new growth areas being developed in accordance with an approved Precinct Structure Plan until at least the majority of lots and the layout of activity centres, shopping centres and strip shopping centres have been developed on the ground.
- Gaming venues should not be established ahead of the provision of non-gambling entertainment, recreation activity and social infrastructure.
- In the rural townships of Wyndham where EGMs do not currently exist.
- In locations where the predominant surrounding land use is residential.
- In buildings used for residential purposes.
- Within 400 metres walking distance or clear line of sight of:
 - o An existing or approved gaming venue
 - o An existing or approved shopping complex and strip shopping centre
 - o A train station
 - o Social housing (housing for people of lower incomes that is owned or leased by the Department of Health and Human Services, registered housing association or a not for profit housing organisation)
 - o A gambling sensitive service or facility that is used by people experiencing or vulnerable to gambling related harms such as the office of specific problem gambling services, financial counselling services, and material and financial aid services.

5.0 Venues for gaming machines

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Gaming machines should be located:

- In venues that offer alternative forms of non-gambling activities, such as social, leisure, entertainment and recreational activities during gaming hours.
- In existing venues approved for the operation of gaming machines in preference over new venues.
- Venues with harm minimisation practices that can be demonstrated to exceed minimum standards.
- In venues where the gaming area is physically, visually and functionally separated from non-gambling facilities, passers by, pedestrian and vehicle access and car parking.
- In venues that have signage that is of high quality design and does not detract from the visual appearance and amenity of the surrounding area.

Gaming machines should not be located:

- In venues that operate 24 hours per day.
- In venues where the gaming area is more than 25 per cent of the total leasable floor area that is open to the public.

6.0 Application requirements

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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:

Proposal details

A description of the proposal including the following;

- How the application is consistent with the Planning Policy Framework.
- The existing and proposed number of gaming machines at a venue and within the municipality.
- Details regarding the transfer of gaming machines, including number of gaming machine to be relocated, potential changes to the density of gaming machines per 1,000 adults in the municipality and local areas, and potential changes to the number of venues in the municipality.
- Details regarding changes to gaming machine expenditure (at a municipal and venue level, per gaming machine and per adult).
- Existing and proposed number of people employed as a direct result of the proposal.
- A map indicating potential pedestrian paths of travel to and from the venue and within a 400 metre walking distance, including identification of public transport opportunities.
- Range and operating hours of the gaming facilities and activities within the venue.
- Range and operating hours of non-gaming facilities and activities within the venue, including areas licensed to serve and consume alcohol.
- Extent of the community contributions and benefits.

Locational assessment

A description of the location of the venue, including the following:

- Demographic profile of the area generally within 400 metres walking distance of the venue.
- Land use within 400 metres walking distance of the proposed venue and line of sight, including facilities associated with day to day activities, such as shops, major community facilities, and public transport networks that would contribute to convenience gambling.
- Locations of social support services within 400m walking distance and line of sight of the proposed venue including problem gambling services, financial counselling services and financial aid services.
- Location of, distance to and operating hours of gaming venues within 400 metres walking distance and line of sight of the proposed site.
- Location and operating hours of alternative non-gaming social, leisure, entertainment and recreation uses, both within the gaming venue and within 400 metres walking distance and line of sight of the venue.

Venue design and operation

- Detailed plans of the design and layout of the venue, including the location of all existing and proposed gaming machines, location of existing and proposed gambling and non-gambling facilities, entrances and exits to the gaming lounge, screening, facades treatment, external signage, external lighting, pedestrian and vehicle access and car parking.
- Details of the venue's non-statutory harm minimisation and responsible gaming practices.

Social and economic benefits

A social and economic impact assessment, prepared by a suitably qualified and experienced person, that details the following:

- SEIFA INDEX of Relative Socio-economic Disadvantage of the SA1 within which the venue is located and adjoining SA1s.
- The impact of the proposal on groups vulnerable to gambling-related harms as a result of their socio-economic and health profile within 400m walking distance of the proposed site.
- The impact of the proposal on venues from which gaming machines are to be relocated.

- The potential of the proposal to contribute to the local economy.
- The overall social and economic effects of the proposal.

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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 will increase gambling related harm.
- Whether the proposal will contribute to the levels of socio-economic disadvantage or have any other adverse impact on vulnerable communities.
- Whether there is a net community benefit to be derived from this proposal.
- Whether the location and operation of gaming machines would increase exposure to gaming opportunities as part of day to day activities such that a decision to gamble may be spontaneous rather than predetermined.
- Whether the proposal would create or contribute to an increased concentration of gaming venues or machines in excess of the state average.
- Whether patrons will have access to non-gaming entertainment and recreation facilities in the surrounding area and in the gaming venue that operate at the same time as the gaming machines.
- The impact of the proposal on the safety, amenity, character, tourism and cultural assets of the surrounding land area and municipality.