

Yarra Gaming Strategy:

A Community Wellbeing Approach

2011-2015

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# Glossary of Terms

**ABS** Australian Bureau of Statistics

**EGM(s)** Electronic Gaming Machine(s) also known as poker machines or ‘pokies’.

**Gambling** Around 73 per cent of Victorian adults engaged in some form of legal gambling in 2009. The main forms of gambling are:

* electronic gaming machines (EGM), also known as poker machines or ‘pokies’
* casino table games
* wagering (betting on horse, harness or greyhound racing and sports betting)
* public lotteries[[1]](#footnote-1).

**Gaming** In this strategy gaming is taken to mean the playing of an electronic gaming machine in accordance with S3.1.2   *Gambling Regulation Act 2003.*

**Gaming Operators** Holders of Licenses to provide EGMs to licensed venues. Two companies, Tattersalls Gaming Ltd and TABCorp Holdings Pty Ltd are licensed to provide EGMs to clubs and hotels in Victoria until 2012. After 2012 new gaming venue operator arrangements come into force which will enable gaming venues to also be operators.

**MSS**  Yarra City Council - Municipal Strategic Statement

**Problem Gambling** Refers to the situation where gambling in our society gives rise to harm; it is characterised by difficulties in limiting money and or time spent on gambling which leads to adverse consequences for the gambler, others, or for the community.

**Public Health** The science and art of preventing disease, prolonging life and promoting health through the organised efforts and informed choices of society, organisations (public and private), communities and individuals; definition attributed to C.E.Winslow, bacteriologist at Yale Medical School 1920, and still commonly cited.

**Responsible Gambling** The provision of gambling in a way that incorporates harm minimisation strategies, such as persons who gamble within their means and without adversely affecting their health and wellbeing, or anyone else’s, particularly their immediate family.

**SEIFA**  Index of Relative Socio-Economic Disadvantage

**The Commission** Australian Government Productivity Commission

**URL** In computing a Uniform Resource Locator (URL) is a [Uniform Resource Identifier](http://en.wikipedia.org/wiki/Uniform_Resource_Identifier) (URI) that specifies where an identified resource is available and the mechanism for retrieving it.

**VCGR**  Victorian Commission for Gambling Regulation

**Venue operator** Holder of a venue operator’s license which includes an approval of a venue as an approved venue for gaming. EGMs can only be located in hotels and clubs which hold a liquor license.

Acknowledgements

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A Community Wellbeing Approach

Gambling has the potential for significant negative impacts on the health and wellbeing of whole communities. The prevailing view in Australia is that problem gambling is not solely an individual problem but can emerge from a combination of factors related to the individual gambler and the wider gambling and social environment.

The Australian Government Productivity Report on Gambling (2010) demonstrates that when only a small but significant number of gamblers identify as problem gamblers the potential adverse impact on the community in terms of its overall wellbeing can be considerable[[2]](#footnote-2). The evidence shows that the effects of problem gambling may begin with the individual but soon spread to immediate family, friends, work colleagues (of the gambler and other family members living with the problem); children may be adversely affected and unable to perform at school because of tension at home and can become disruptive; and finally the effects are felt in the broader community as all of these people – the individual, family, work colleagues - go about their business in the community.

Community wellbeing has been determined to be a concept that is measurable by the health of a community in terms of health, happiness, contentment and or prosperity[[3]](#footnote-3).

Australian research has consistently found that unacceptably high levels of problem gambling are often associated with accessibility (especially to gaming machines in casinos, clubs and hotels); environmental factors such as the spatial distribution and location of machines; industry practices and features of machine game design (e.g. speed, repetitive and continuous play); advertising and inducements to gamble; and government policies and regulation[[4]](#footnote-4).

It is for these reasons that Yarra City Council has chosen a community wellbeing approach for its gaming strategy in acknowledgement of the wider ramifications for the community as a whole.

# Executive Summary

Statement of Purpose

This strategy outlines Yarra City Council’s position on electronic gaming in Yarra and reflects community and Council concerns and expectations regarding gambling and the effects on the wellbeing of the Yarra community as a whole.

Council’s Approach

Council has chosen a community wellbeing approach in recognition of the harms to the greater community from electronic gaming in the municipality. Whilst acknowledging that problem gambling may begin with an individual it soon extends to affect family, friends, work colleagues and ultimately the wider community. It is also acknowledged that the electronic gaming environment plays a vital role in which problem gambling develops. Council recognises that some members of the community may have particular vulnerability to gambling harm, such as people with intellectual or mental health disabilities, poor English skills; substance abuse problems and those with limited means.

The local government policy environment in relation to gaming is twofold including regulatory planning and social planning. The Yarra Planning Scheme Local Gaming Policy (Clause 22.15) was approved by the Minister for Planning and gazetted on 11 November 2010.

This gaming strategy supports and expands the social justice intent of the land use Local Gaming Policy, and is founded on principles of public health and consumer protection. Public health principles take account of the environmental factors that affect people’s general health while consumer protection is about recognising consumer’s rights, such as the right to information that facilitates informed decision making. Consumer protection regulations aim to address particular consumer detriments, even when personal conduct is a contributory factor.

For example the Productivity Commission (2010)[[5]](#footnote-5) found that faulty cognitions or false beliefs about gambling are a significant source of vulnerability among gambling consumers. They also found that many of the people experiencing specific harms and cognitive difficulties were not problem gamblers, and note that problems and vulnerabilities rise with the frequency of gambling and are much greater for electronic gaming machines (EGMs) than other gambling forms.

Council’s approach therefore supports informed consumer choice and seeks to build community resilience in relation to the harms from gambling. This is consistent with the evidence showing that protective factors are effective in reducing gambling harms[[6]](#footnote-6).

# Position Statement

*Yarra City Council aims to minimise gambling harms in the Yarra community, advance community well-being, advocate for change to other levels of government and act consistently with this strategy in relation to hire, lease and use of Council facilities.*

**Harm Minimisation**

Council is committed to developing strategies that will minimise the harms related to gambling. Although gambling on (EGMs) is a lawful recreational activity in which many Yarra residents participate, it is also one with acknowledged social costs[[7]](#footnote-7). These costs accrue to individuals, families, workplaces and the wider community with negative social and economic impacts.

Working collaboratively, Council intends to engage with the complexity of issues outlined in the accompanying action plan. Recognising that community resiliency can be built through protective strategies Council will seek collaborative relationships with other stakeholders. Community outreach will be maximised by utilising available resources including, Council provided services, partnering with other local service providers, venue operators, alternative entertainment providers, community groups and the wider community.

**Community Wellbeing**

Although the state government oversees most aspects of gambling in Victoria, governments at all levels have responsibilities for gambling policies. Local government has a regulatory role related to planning policy. It also has broader responsibilities that relate to community wellbeing.

**Advocacy**

The gambling policy environment is complex and involves all levels of government. There is often an unacknowledged cost to local government in terms of social and economic impact when other levels of government impose legislation. Yarra City Council will maintain a strong advocacy role that seeks to lessen these impacts on the local community and endeavour to advocate for change in ways that promote community wellbeing.

**Council Facilities**

Yarra City Council requires that no EGMs be introduced in Council owned and managed facilities and venues, including those for which Council has Committee of Management (on behalf of the Crown) responsibilities.

Further, leasing and expressions of interest (EOI) processes will consider this strategy and require, in the case of licensed premises, that licensees must not apply for a licence, approval or permit pursuant to the *Gambling Regulation Act* 2003 (Vic) in respect of any part of the licensed area, nor allow any EGMs to be operated on the licensed area.

**Objective and Key Strategies**

The overall strategy objective is to seek appropriate balance, in terms of social justice, between electronic gaming as a lawful recreational activity, and Council’s broader responsibility to the community to support health and wellbeing.

1. To Enhance Council’s Regulatory Role
2. To Support Informed Choice
3. To Seek Collaborative Relationships
4. To Foster Social Inclusion
5. To Develop Clear Advocacy Positions

# Introduction

##  Context

While gambling has been a part of life in Victoria since the earliest times, the introduction of electronic gaming machines (EGMs) in 1992, and the establishment of Crown Casino in 1994, escalated the scale and scope of gambling in Victoria. The primary legislation governing the conduct of gambling is the *Gambling Regulation Act* 2003*,* which consolidated eight previous Victorian gambling-related Acts. It covers public lotteries, bookmakers and electronic gaming machines and is administered by the Victorian Commission for Gambling Regulation (VCGR[[8]](#footnote-8)). Separate legislation regulates gambling at the casino and metropolitan race courses.

##  Determining Social Impacts

In 1999, in response to rising community concerns about EGMs, the Australian Government Productivity Commission (the Commission) conducted an inquiry into the social impacts of the rapid growth in gambling. The Commission found that 2.1 per cent of Australian adults had problems related to gambling and that there was a direct relationship between levels of problem gambling and the degree of accessibility of gambling, particularly EGM gambling. Following the 1999 report a number of gambling policies were enacted at local and state government levels.

##  Harm Minimisation

In 2009 the Commission re-visited its earlier inquiry. The terms of reference included assessing the harm minimisation measures introduced since 1999, with a brief to measure the impact and evaluate the effectiveness of these measures. The Commission noted that the risks associated with playing EGMs are higher than other gambling forms.

Gambling is an activity with associated risks and potential harms which can escalate with frequency of gambling, such as financial loss which can lead to relationship breakdown. Harm minimisation is a strategy that seeks to reduce the harms associated with gambling including preventing anticipated harms and reducing actual harms.

The principle of harm minimisation acknowledges that early intervention can reduce the risks of harm. The Commission (2010) reported that, in relation to gambling, even harm minimisation measures with modest efficacy can produce worthwhile net benefits.

They found that most policy interest centred on EGM gambling because it accounts for the highest level of gambling expenditure in Australia, and offered sound rationales for government regulatory and policy involvement in gambling. The recommendations include the need for more coherent and effective policy approaches, with targeted policies to address the high rate of problems experienced by regular players.

The Commission also found evidence to suggest widespread benefits for all consumers would result from policy measures that improve players’ understanding of the risks and costs of playing ‘pokies’.

##  Gaming in Yarra

The City of Yarra is a small municipality geographically (19.5 Km2) with a population of 78,041 (ABS 2009). There are currently 308 EGMs in eight licensed gaming venues in the City of Yarra. Gaming in Yarra is generally very accessible, due to the location of existing venues in the municipality and also the ease of access to venues in adjoining municipalities. There is a gaming venue within a 2.5 Km radius of most City of Yarra suburbs.

##  Yarra Planning Scheme

The local government policy environment in relation to gaming is twofold including regulatory planning and social planning. The Yarra Planning Scheme Local Gaming Policy is Council’s regulatory response and this Gaming Strategy is the social response.

Under the Yarra Planning Scheme a planning permit is required to install or use an EGM. The Local Gaming Policy in the Yarra Planning Scheme (Clause 22.15) guides decision making in relation to the installation or use of gaming machines or use of land for gaming. The Planning Scheme also prohibits installation or use of EGMs in strip shopping centres and in the Richmond Plaza Shopping Centre and Victoria Gardens Shopping Centre.

The objectives of the Local Gaming Policy are to discourage the location of gaming machines in disadvantaged areas; to ensure the location of machines and design of venues minimises risks; to discourage convenience gaming and limit impacts on surrounding uses and to ensure applications for gaming deliver a net community benefit.

The Policy specifically discourages the location of gaming machines in nominated areas which are generally within 500 metres of areas of disadvantage as identified having regard to the SEIFA Index of Relative Disadvantage[[9]](#footnote-9).

However the historic distribution of gaming venues within Yarra means that the majority of residents live within 2.5 to 5Kms of a gaming venue. A strategic response was required to consider public health and consumer protection principles that would complement the Local Gaming Policy. This Gaming Strategy is Council’s response to those social policy issues.

##  Gambling and Community Wellbeing

Enacting a gaming strategy is Council’s commitment to the wellbeing of the Yarra community. By promoting consumer protection strategies in relation to gambling and facilitating primary prevention measures in order to minimise the harms from gambling Council’s intent is to build resilience in the community.

Community wellbeing is embedded in the function of local government[[10]](#footnote-10). The wellbeing of the Yarra community is at the heart of the Yarra City Council, Council Plan 2009-2013. Council’s role includes identifying gaps between local service provision and the needs (including emerging needs) of the community and working with other governments and agencies to address the gaps[[11]](#footnote-11).

Community wellbeing is also a concept that can be measured. It is measured (at least) by the extent to which the community is healthy, happy, contented and or prosperous[[12]](#footnote-12).

##  Community Wellbeing and Social Impact

In considering applications for gaming venues and or machines the

VCGR applies the ‘no net detriment’ test which takes account of potential social and economic impacts of the application.

The *Gambling Regulation Act 2003 (Vic)* S3.3.4 regulates the approval of premises for gaming; the owner of premises can apply to the VCGR for the approval of the premises for gaming.

S3.3.7 requires that the VCGR must not grant the application for approval unless it is satisfied that:–

(1)(c) The net economic and social impact of approval will not be detrimental to the wellbeing of the community of the municipal district in which the premises are located.

In the Romsey Hotel decision[[13]](#footnote-13) (VCAT) it is stated that:

“Once the likely economic and social impacts have been identified, it is necessary to consider the net effect of these impacts on the wellbeing of the relevant community. Identifying the impacts is not an end in itself, but a step towards understanding whether the wellbeing of that community will not be detrimentally affected.”

The ‘no net detriment test’ therefore is about assessing the impact on the wellbeing of the community. Yarra City Council’s Municipal Strategic Statement (MSS), Objective 6, requires gaming venues to demonstrate no net negative impact from EGM gambling.

Figure 1, below, demonstrates how problem gambling affects the wellbeing of the community.

## Problem Gambling

The definition of problem gambling recommended by the Australian Ministerial Council on Gambling acknowledges that there are repercussions beyond the individual to others and to the community in general.

“Problem gambling is characterised by difficulties in limiting money and or time spent on gambling which leads to adverse consequences for the gambler, others, or for the community[[14]](#footnote-14).

The most immediate personal harm associated with problem gambling is psychological distress and poor physical health and it is consistently associated with significant disruptions to social and family relationships.

People’s gambling problems are integrally connected to social issues and to health and wellbeing.

**Figure 1. Community Effects of Gambling**

# Strategy Development

The development of this strategy included creating an Issues and Opportunities Paper[[15]](#footnote-15) which considered the legislative environment, the Productivity Commission Report on Gambling 2010 Recommendations, vulnerable communities, changes in the regulation of gambling industry and policy directions at State and Federal levels. The Paper was endorsed by Council and went out for public consultation in August - November 2010.

A literature review of current local authority gaming strategies and social policies and recent studies and research was also undertaken.

Consultation and engagement was facilitated by Capire Consulting Group during September-October 2010. The tools and techniques employed included:

* Two Focus Groups with representative community members and leaders of community groups;
* Vox Pops (brief interviews) in Victoria Street, Bridge Road and Swan Street;
* Service Provider Workshop;
* Online Forum (Bang The Table); and
* Selected Interviews:
	+ Businesses in North Fitzroy & Richmond;
	+ Gaming Venue Operators;
	+ Key Stakeholders including facilitators of the Re-Making Meaning Pilot Project and Turning Point Centre.

The consultation and engagement phase of strategy development was publicised on the Council website, in the local press, and with the distribution of posters, postcards and direct contact.

## Key Consultation Findings

Following are the key findings from the consultation and engagement process that took place in 2010[[16]](#footnote-16) and informs this strategy.

a) Certain population groups have greater vulnerability to the harms from gambling

It has been known for some time that there are population groups with greater vulnerability to gambling harms, such as people who are on a low income, unemployed or recently retrenched, sole person or sole parent households, people with alcohol or drug issues, mental illness, migrant communities (especially newly arrived persons), culturally and linguistically diverse (CALD) communities and women who are financially dependent[[17]](#footnote-17).

Consultations for the Yarra Gaming Strategy confirmed these vulnerable population groups were well represented in Yarra. In addition newly arrived communities were identified together with hospitality industry and shift workers. These will form the initial priority populations in Yarra on which to focus strategy actions.

The Indigenous community is another group particularly vulnerable to the harms from gambling and information was circulated through existing networks and partnerships as stated in Yarra’s Aboriginal Partnerships Plan.

 b) People gamble for different reasons

Gambling is an enjoyable pastime for many people. It was widely acknowledged during consultations that anyone can be a gambler. People found it difficult to describe a typical gambler and almost impossible to stereotype.

Some people gamble for entertainment, a bit of fun and for recreation. Others sought to relieve the boredom of living alone and feelings of isolation or depression. This was particularly so for elderly residents and sole parents who considered gaming venues as safe and welcoming places to attend alone.

For members of CALD communities with limited English language skills gaming venues offer opportunities to participate where lack of language skills is not a barrier.

The fact that gaming takes place in licensed venues was raised as a reason for people to gamble, such as being affected by alcohol and losing inhibitions. People noted that electronic gaming provides immediate gratification and is a form of escapism.

There was general consensus however that whatever the reasons for gambling initially, it can quickly become a habit which can lead to some people having problems.

c) Community attitudes to gambling

There was broad community opposition from those consulted to electronic gaming in Yarra. This was linked to concerns over the recognised dangers, such as when enjoyment is replaced with a gambling problem. Many community members were opposed to EGMs in Yarra feeling that they were out of place, especially in North Fitzroy because of its ‘village’ feel.

There was significant concern that gaming is now ‘normalised’ in the community and that enticements to gamble coerce people to stay for longer periods. The Crown Casino was seen by community members, including venue operators, as being particularly aggressive in trying to attract people.

It was recognised that people with a gambling problem often do not appear to think they have one and they also prefer to remain anonymous. Stories were related of family members who ‘played the pokies’ for recreation but became addicted as they tried to win back money to cover losses.

People who knew someone who gambled shared their experience that winnings would be shared but losses did not rate a mention. Service providers confirmed that winnings were often spent on buying gifts, luxury items and on things other than outstanding bills for example.

These findings reflect the Productivity Commission’s (2010) findings that ‘in contrast with many other pleasurable recreational activities, community norms concerning gambling reflect disquiet about its effects’[[18]](#footnote-18).

*d) Gambling products*

Insights gained during consultations suggested that many in the community were not fully informed about gambling products, especially EGMs and the likelihood of winning. These beliefs or cognitions were especially pronounced in CALD community members.

Many in the CALD community felt that gambling was an accepted Australian social activity. If it was not a legal activity in the country of origin this had significant impact, especially for newly arrived groups keen to participate in Australian pastimes.

Different cultural norms also affect help seeking behaviour and many felt that once a gambling problem developed it would bring shame on the person and perhaps the family also. Counselling is not a service that would be readily accessed due to unfamiliarity with the concept in some communities.

In many Asian countries there are acceptable times to gamble and it is seen as a communal activity, such as during Chinese New Year when it is believed that you can receive good luck for the coming year. CALD communities are also inclined to bear the burden of helping one another so that whole communities can be affected when there are people with a gambling problem.

The findings of the consultation are consistent with the Productivity Commission (2010) who found evidence of widespread and persistent consumer misconceptions about particular gambling forms that might lead to people spending too much time or money[[19]](#footnote-19).

*e) Consumer rights, consumer protections*

Whilst venue operators and service providers had a high level of understanding about consumer rights and protections, community members displayed only limited knowledge.

Focus group participants identified a lack of available literature in venues. Often it would be available but had to be asked for. Information that was displayed was generally in English with translated literature available on request. However it was not clear that this was the case and also available literature was in English which was not helpful for other nationals, residents or visitors.

Venue operators confirmed that staff are trained in responsible gambling codes of practise.

*f) Community impacts*

Community members were prepared to share stories of their own or family member’s experiences and it was widely acknowledged that many people change their behaviours to disguise gambling habits. These changes often lead to dishonest actions which impact upon personal and professional relationships.

* FAMILIES

Service providers shared stories of households where parent’s gambling has impacted upon their ability to care for children. Parents often do not have the capacity to support their children financially and emotionally once gambling has become a priority in the household.

Concern was expressed for children in these circumstances, not least because the impact of gambling can also cause a ‘normalising’ effect. Children can be desensitised to the risks and harms from gambling so that they are more vulnerable as adults. They can also witness escalating tension in the family with conflicts over money which can lead to family violence in some instances.

* SAFETY

People also linked concerns about gambling to safety, feeling that gambling debt can cause people to do desperate things, especially if they are living with shame already. Shoplifting, stealing, fraud and drug dealing were all talked about during consultations in relation to gambling debt.

* LOCAL ECONOMY

The local economy is affected when spending habits are changed to accommodate gambling. Retail businesses suffer when people buy cheaper goods or cannot buy at all. Service providers reported that some may extend credit which is often left unpaid.

* SUPPORT SERVICES

Service providers identified the additional strain on their resources brought about when gambling becomes a problem in the household. The numbers in need of emergency relief increase, including housing, food and clothing. Gambling debt can mean that some community members become homeless.

These community impacts may signify the tip of the iceberg when we consider that small numbers of people generally access support, counselling or financial services in relation to gambling issues.

The Productivity Commission (2010) reports that only a small proportion of people experiencing problems with their gambling seek professional help and most clients of help services have either ‘hit rock bottom’ or are coming close before seeking help[[20]](#footnote-20). This was confirmed by service providers during the consultations for the Yarra Gaming Strategy.

## Yarra Policy Context

The Yarra Gaming Strategy is consistent with Council’s overall commitment to the wellbeing of the community. The Yarra Planning Scheme Local Gaming Policy and the Yarra Gaming Strategy support Council’s intent to minimise the harms from gambling.

Yarra City Council, Council Plan 2009-13

The Council Plan outlines Council’s strategic focus in response to medium and long term issues that face the municipality. There is also scope to consider future emerging issues. Community wellbeing is promoted through strategies that foster social inclusion by understanding and addressing local needs.

City of Yarra Health Plan 2009-2013

Problem gambling is included in the Health Plan as an important factor that has adverse effects on individuals and community health.

Major social and health risks noted in the Plan include substance abuse and social isolation together with problems with employment and housing. The populations prioritised in the Plan in relation to health issues are also vulnerable to gambling harms.

**Yarra Policy Context**

Yarra Council Plan

2009-2013

**Municipal Strategic Statement**

**Yarra Health Plan**

**2009-2013**

**Yarra Gaming Strategy**

**Local Gaming Policy**

Yarra Municipal Strategic Statement (MSS)

The Municipal Strategic Statement in the Yarra Planning Scheme includes Objective 6 under Clause 21.04-2 Activity Centres, requiring applications from gaming venues to demonstrate no negative impact from EGM gambling.

Four strategies support Objective 6, these are:

* ensuring that additional or new gaming machines do not locate close to relatively disadvantaged or vulnerable communities;
* supporting the redistribution of gaming machines away from vulnerable communities;
* discouraging gaming machines from locating or increasing where there is likelihood of significant convenience gaming occurring; and
* applying the Gaming Local Policy.

Local Gaming Policy (Yarra Planning Scheme)

The Local Gaming Policy enables Council to respond effectively to any proposed new EGMs. It applies to all applications which require a permit to install or use an EGM, or use land for the purpose of gaming.

Clause 52.28 of the Yarra Planning Scheme requires a planning permit be granted to use or install EGMs. It requires Council to take into account the anticipated social and economic impacts when considering a planning permit application for an existing venue or for a new gaming venue.

The policy implements the objectives and strategies of the MSS by ensuring that gaming machines do not cause a negative impact.

Yarra Gaming Strategy: A Community Wellbeing Approach

In keeping with Council’s general direction and focus on community wellbeing the Yarra Gaming Strategy draws together the social issues that relate to gaming and expresses Council’s position and role in response to the social aspects and harms.

Strategies have been developed to minimise gambling harms in line with public health and consumer protection principles. The Strategy is also consistent with the Productivity Commission’s (2010) key observation, that the objective of policy should be the overall wellbeing of the community[[21]](#footnote-21).

# Gaming in Yarra

There are eight gaming venues in the City of Yarra, seven hotels and one club, and a total of 308 EGMs.

Consumer spending on EGMs is referred to as ‘expenditure’ or ‘losses’; these are inter-changeable terms. Expenditure means net losses to the gambler and represents net revenue to the industry (equal to total wagers/bets or ‘turnover’, less winnings)[[22]](#footnote-22).

The *Gambling Regulation Act* 2003, Section 3.6.1 requires that the pay-out table on EGMs at each venue is set so as to return to players not less than 87%[[23]](#footnote-23). This means that the expenditure figure represents only part of the actual amounts wagered.

**Table 1: Gaming Venues in Yarra**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Name & Address | Type | No EGMs |
| 1 | Albion Inn Hotel, Collingwood | Hotel | 20 |
| 2 | Bakers Arms Hotel, Abbotsford | Hotel | 32 |
| 3 | Parkview Hotel, Fitzroy North | Hotel | 30 |
| 4 | Royal Oak Richmond, Richmond | Club | 80 |
| 5 | Tankerville Arms Hotel, Fitzroy | Hotel | 49 |
| 6 | The Prince of Wales Hotel, Richmond | Hotel | 40 |
| 7 | Vaucluse Hotel, Richmond | Hotel | 31 |
| 8  | Vine Hotel, Richmond | Hotel | 26 |
|  | **Total** |  | **308** |

Expenditure tends to be greater at hotels than at clubs. Hotels generally have longer opening hours - clubs have restrictions on opening hours and membership. This means that the amounts spent on EGMs in hotels is considerably higher than in clubs – see Table 2 for comparisons.

**Table 2: Average Expenditure per machine (EGM**[[24]](#footnote-24)**)**

|  |
| --- |
| Expenditure in $’s per EGM |
|  | **2006-07** | **2007-08** | **2008-09** | **2009-10** |
|  | **$** | **$** | **$** | **$** |
| City of Yarra | 93,816 | 94,831 | 98,513 | 102,491 |
| Victoria | 93,228 | 97,455 | 101,123 | 97,338 |
|  |
| HOTELS Hotels in Yarra | 113,018 | 114,000 | 119,997 | 113,883 |
| Hotels in Victoria | 126,680 | 127,213 | 131,251 | 125,973 |
|  |
| CLUBSClubs in Yarra | 54,015 | 55,099 | 53,981 | 70,024 |
| Clubs in Victoria | 65,179 | 67,991 | 71,059 | 68,267 |

Annual losses (expenditure) for Yarra for the period 2002-2010 are illustrated in Figure 2 below. The chart shows that losses have consistently exceeded $30 Million on an annual basis for the entire period.

**Figure 2. EGM Expenditure in Yarra, 2002-2010**

It is interesting to note that between 2002 and 2010 the total number of EGMs in Yarra has reduced. EGMs were removed from Yarra by Collingwood Football Club in 2004-05 and by the Richmond Tavern in 2009-10, however, as the figures show, total expenditure is little affected.

Further analysis of expenditure follows in Section 3.1.

## Gaming Expenditure

### City of Yarra

The total number of EGMs in Yarra has been reducing since 2002. There were 404 EGMs in 10 gaming venues in Yarra in 2002, which reduced to 354 EGMs in 9 gaming venues in 2005 when the Collingwood Football Club moved premises. There was a gradual overall reduction to 338 EGMs by 2009, and in 2010 the Richmond Tavern removed all 30 EGMs from their gaming room, resulting in the current number, 308 EGMs.

EGM ‘density’ is the number of EGMs per 1,000 adults[[25]](#footnote-25) in the local government area. In 2008-09 the average density for Yarra was 5.34 with related average annual losses of $497 per adult.

In 2009-10 (after the removal of EGMs from Richmond Tavern) the average density for Yarra dropped to 4.55 and average annual losses to $466 per adult.

Despite these average figures and having less EGMs, expenditure for Yarra is rising. Total expenditure for the period Jul-Dec 2009 was $13,427,826 and the same period in 2010 is $14,045,085. This is illustrated in Figure 3 below.

The statistics quoted above relate to the City of Yarra and do not take account of expenditure in neighbouring local government areas; this aspect is considered in the next Section 3.1.2.

Figure 3 shows that expenditure on EGM gambling has increased in Yarra over the past year, despite there being fewer EGMs.

**Figure 3. Comparing EGM Expenditure 2009 and 2010**

### Surrounding Municipalities

There are a total of 4,029 EGMs distributed throughout neighbouring local government areas as illustrated in the map opposite. It is quite likely that the majority of people who gamble in Yarra are also residents; equally there will also be visitors or residents of neighbouring areas who gamble in Yarra.



Total Number of Gaming Machines 4,337

295

384

205

743

308

986

651

765

Similarly Yarra residents, especially those who live near municipal boundaries can visit gaming venues in other neighbouring municipalities. Table 3 below provides details of the numbers of EGMs in each adjoining municipality, total expenditure and the SEIFA Rating for the municipality as a whole[[26]](#footnote-26).

**Table 3: Surrounding Municipalities and Electronic Gaming**

|  |  |  |  |
| --- | --- | --- | --- |
| Council | No of Gaming Machines | Expenditure 2009-10 ($) | SEIFA Rating |
| Yarra | 308 | $31,567,283 | 1019.49 |
| Melbourne | 743  | $65,574,983 | 1049.18 |
| Booroondara | 205 | $19,047,289 | 1104.45 |
| Darebin | 986 | $87,395,140 | 971.57 |
| Moreland | 765 | $69,372,241 | 987.10 |
| Port Phillip | 384 | $28,196,036 | 1064.64 |
| Banyule | 651 | $59,644,350 | 1047.40 |
| Stonnington | 295 | $22,341,509 | 1087.74 |

Low SEIFA rankings indicate lower levels of socio-economic advantage and thus of high disadvantage. It is interesting to note therefore that the areas with the highest numbers of EGMs and expenditure, Darebin and Moreland, are also the most disadvantaged, reflected by low SEIFA ranking.

The overall SEIFA rating hides the varying levels of disadvantage within the City of Yarra however. For example Richmond South scores highest in terms of advantage (1092.5) whereas North Richmond and Fitzroy rate lower at 827.0 and 879.9 respectively, considerably lower than the 1000 average national score for Australia.

Further, when comparing SEIFA ratings within Yarra there is evidence of extreme disadvantage. Within collection districts at the last census[[27]](#footnote-27) tremendous differences between levels of advantage and disadvantage are evident, for example the maximum score for Richmond was 1165 and the minimum score 450. Nine per cent of Yarra’s population, or 7,160 people, live with a high level of disadvantage of 700 and below.

## Gaming Machine Density

The communities most vulnerable to the harms from gambling also tend to have higher densities of EGMs. This is also true of Yarra; as noted above the SEIFA rating for North Richmond is 827.0, which is also lower than the overall rates for Darebin (971.57) or Moreland (987.10).

There are a total of 177 gaming machines in 4 venues in Richmond which equates to a density of 9.5 EGMs per 1000 adults, considerably higher than the overall density for Yarra of 4.55. The City of Darebin (density 8.78) is a capped region and Moreland (density 6.41) is partially capped. Regional caps are a state government strategy aimed at reducing the numbers of EGMs in vulnerable communities.

The Richmond example illustrates that the average density (4.55) for Yarra is misleading when considering localised areas. It also tends to disguise levels of harm. During consultations for the Yarra Gaming Strategy many people also mentioned the popularity of Crown Casino where there are 2,500 EGMs.

There are many opportunities for gaming in and around Yarra which makes it difficult to measure rates of gambling accurately, especially those relating solely to Yarra. The statistics provided by the VCGR are compiled for venues within municipality boundaries but there is no accurate way of gauging expenditure across municipal boundaries.

## Post-2012 Licensing Arrangements

### New policy measures

In April 2008, the State Government announced that Victoria’s gaming machine industry would transition from a gaming operator structure to a venue operator structure in 2012. The new gaming arrangements will give venues direct control of their gaming operations and also greater accountability to their communities.

Until 2012 Tattersall’s and TABCorp hold the state’s gambling licences in equal measure. Only gaming venue operators, who have obtained EGM entitlements authorising the operation of gaming machines in approved venues, will conduct gaming from 2012.

**Table 4. Gaming Venue Tax Rates from 2012**



In 2012 venues may receive a greater share of gaming expenditure than current rates allow (25% for hotels and 33.33% for clubs). New tax rates will apply, as per Table 4, based on each venue’s average monthly gaming machine revenue (where gaming revenue is defined as total amount wagered less return to players).

### Independent Monitoring

The new arrangements include an independent monitoring system to be operated by an independent monitoring licensee. Venue operators will be required to link gaming machines to the monitoring system from August 2012 and pay a fee for the service.

### Pre-commitment

According to the Productivity Commission (2010) pre-commitment systems would provide options for gamblers to restrict their spending consistent with consumer sovereignty, since each gambler would have a choice about their own appropriate limits. This could include records of spending, set breaks in play, more tailored warnings, and less easily circumvented ‘self-exclusion’ (the capacity to bar oneself from gambling altogether).

Self-exclusion is a pre-commitment measure that the Victorian State Government has currently implemented on a voluntary basis. Victorian gamblers can use self-exclusion as a means to exclude themselves from one or more gambling venues.

Gaming venues in Victoria are required to offer a self exclusion program, the nature of which must be set out in the venue’s Code of Conduct. As a pre-commitment not to gamble at that particular venue, self-exclusion means an individual can however attend another venue.

During consultations in the development of this strategy venue operators identified self-exclusion as an opportunity for further support for those with a gambling problem.

### Municipal limits

The VCGR has also determined the maximum permissible number of EGMs available for gaming in each municipal district. Municipal limits will only apply to areas not already covered by Regional Caps.

The criteria for determining the maximum permissible number is a maximum of ten EGMs per 1,000 adults. As Yarra does not have a regional cap the Municipal Limit has been set at 666[[28]](#footnote-28) EGMs which leaves scope for an additional 358 EGMs, in addition to the current 308.

# Yarra City Council Position Statement

## Position Statement

*Yarra City Council aims to minimise gambling harms in the Yarra community, advance community well-being, advocate for change to other levels of government and act consistently with this strategy in relation to hire, lease and use of Council facilities.*

**Harm Minimisation**

Council is committed to developing strategies that will minimise the harms related to gambling. Although EGM gambling is a lawful recreational activity in which many Yarra residents participate, it is also one with acknowledged social costs[[29]](#footnote-29). These costs accrue to individuals, families, workplaces and the wider community with negative social and economic impacts.

Working collaboratively, Council intends to engage with the complexity of issues outlined in the accompanying action plan. Recognising that community resiliency can be built through protective strategies Council will seek collaborative relationships with other stakeholders. Community outreach will be maximised by utilising available resources including, Council provided services, partnering with other local service providers, venue operators, alternative entertainment providers, community groups and the wider community.

**Community Wellbeing**

Although the State Government oversees most aspects of gambling in Victoria, governments at all levels have responsibilities for gambling policies. Local government has a regulatory role related to planning policy. It also has broader responsibilities that relate to community wellbeing.

**Advocacy**

The gambling policy environment is complex and involves all levels of government. There is often an unacknowledged cost to local government in terms of social and economic impact when other levels of government impose legislation. Yarra City Council will maintain a strong advocacy role that seeks to lessen these impacts on the local community and will endeavour to advocate for change in ways that promote community wellbeing.

**Council Facilities**

Yarra City Council requires that no EGMs be introduced in Council owned and managed facilities and venues, including those for which Council has Committee of Management (on behalf of the Crown) responsibilities.

Further leasing and expressions of interest (EOI) processes will consider this strategy and require, in the case of licensed premises, that licensees must not apply for a licence, approval or permit pursuant to the *Gambling Regulation Act* 2003 (Vic) in respect of any part of the licensed area, not allow any EGMs to be operated on the licensed area.

## Objective & Key Strategies

The overall strategy objective is to seek an appropriate balance, in terms of social justice, between electronic gaming machine gambling as a lawful recreational pursuit, and Council’s broader responsibility to the community to support health and wellbeing.

The following strategies have been developed with reference to the recommendations of the Productivity Commission Report on Gambling 2010 and through consultation and engagement with the Yarra community in August-November 2010.

1. **Enhance Council’s Regulatory role**

Ensure planning decisions include rigorous social and economic impact assessments, recognising that the assessment process affords opportunity for community views to be considered in relation to planning decisions relating to gaming.

Strategies:

* Social and Economic Impact Assessment
* Build the Evidence Base
1. **Support Informed Choice**

Make broad community messages available stating the risks of EGM gambling for Yarra residents, businesses and visitors, with particular focus on the needs of vulnerable groups.

Strategies:

* Broad Community Messages
* Community Support
1. **Seek collaborative relationships**

Bring local stakeholders together drawing on public health and consumer protection strategies and develop collaborative relationships in order to address the harms associated with gambling.

Strategies:

* Collaborate with Local Service Providers
* Promote Corporate Citizenship
1. **Foster social inclusion**

Raise awareness of the services available to assist those directly affected by the adverse effects of gambling, both in the community and among stakeholders, to show leadership and to encourage and support community members to seek help.

Strategies:

* Use Inclusive Strategies
* Facilitate Self Help
* Promote Alternative Recreation and Entertainment
1. **Develop advocacy positions**

Advocate to other levels of government regarding policy measures that seek to reduce gambling harms, support informed consumer choice and result in greater community wellbeing.

Strategies:

* Network with Adjoining Councils
* Advocate to State & Federal Governments

## Key Action Areas

### Enhance Council’s Regulatory Role

**Strategy 1**: Ensure planning decisions include rigorous social and economic impact assessments, recognising that the assessment process affords opportunity for community views to be considered in relation to planning decisions relating to gaming.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 1.1Social & Economic Impact Assessment | * Confer with Statutory Planners to set Social and Economic Impact Assessment (SEIA) requirements and process that engages social planning techniques
 | * Statutory Planning
 | Initiate 2011 > ongoing | Officer Time | SEIA Guidelines finalised |
| * Seek to establish collaborative processes between Statutory Planning and Community Planning and Advocacy, Yarra City Council to ensure that all gaming applications are referred to Social Planning
 | * Statutory Planning
 | Initiate 2011 > ongoing |  | Applications referred to Social Planner |
| * Confer with neighbouring Council’s to provide a comprehensive and consistent response to SEIA that effectively crosses municipal boundaries - to ensure that planning application responses are consistent across municipal boundaries
 | * Neighbouring Councils
 | 2011-2012 | Officer Time | SEIA Regional Guidelinesendorsed |

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| --- | --- | --- | --- | --- | --- |
|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 1.2Build Evidence Base | * Develop question(s) for inclusion in a Yarra City Council Survey regarding attitudes to gambling in order to:
	+ provide indicators over time of community attitudes to gambling,
	+ alert the community to gambling as a community issue, and
	+ raise awareness that Council considers gambling has community impacts
 | * Coordinator Community Planning
* Consultation and Research Officer
* Yarra Matters Panel
 | Initiate 2011 > ongoing | Officer Time | Collection of local area data |
| * Develop a plebiscite to garner local community views on ‘pokies’. This would be a useful tool:
	+ to bolster social and economic Impact assessment
	+ as evidence in advocacy to other levels of government
 | 2012 | Officer Time | Plebiscite prepared |
| * Support research projects, such as the University of Ballarat Linkage Project on *The Impact of the Introduction of Electronic Gaming Machines on Communities: Health and Wellbeing consequences*
 | * Australian Research Council
 | 2011-12 | $3,000 (2010-2012)  | Research study  |

### Support Informed Choice

**Strategy 2**: Make broad community messages available stating the risks of EGM gambling for Yarra residents, businesses and visitors, with particular focus on the needs of vulnerable groups.

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| --- | --- | --- | --- | --- | --- |
|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 2.1Broad Community Messages | * Promote reliable consumer information on impacts and realities of gambling;
	+ including targeted messages for CALD and other communities identified as being at greater risk to gambling harms including utilising Vietnamese Radio 3ZZZ
	+ use existing relationships with the Multicultural Gambler’s Help Project on the Richmond Housing Estate
 | * Gambler’s Help
* Centre for Ethnicity and Health (CEH)
* Community Health Centres
* Collingwood Community Information Centre (CCIC)
* Neighbourhood Houses
* Health Planner
* Communications
* Gambler’s Help
* Community Health Centres
* Neighbourhood Houses
 | 2011-12 | Within existing budget | Promotional material from Gambler’s HELP and other support services available in Council & partners facilities |
| * Formulate broad community messages that tie together existing responsible gambling advice and strategies, for example:
	+ mathematical odds of winning
	+ information about the harmful effects that flow from excessive gambling
	+ source existing literature
	+ circulate by flyer or postcard as necessary
	+ promote information about voluntary self exclusion options available to gamblers in Victoria
 | 2011-12 | $1,000-$1,500 | Information prepared in discussion with service providers |

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|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 2.2Community Support | * Seek to develop referral support pathways through continuous distribution of information about help services to a variety of community dispersal points – including the development of a guide to services in Yarra that also contains self help options and is sensitive to the needs of CALD communities and people already suffering the harms from gambling (their own, a family member, friend or work colleague)
 | * Yarra Libraries
* Maternal & Child Health Centres
* Neighbourhood House
* Community Health Centre
* Access Yarra
* Collingwood Community Information Centre (CCIC)
 | Initiate 2011 > assess | Officer Time | Gather and evaluate evidence from distribution point partners |
| * Approach the Victorian Aboriginal Community Services Association Ltd (VACSAL), Victorian Aboriginal Health Service (VAHS) regarding suitable messages to Aboriginal communities in Yarra
 | * Coordinator Community Advocacy
* Aboriginal Partnerships Officer
 | Initiate discussions 2011 | Officer Time | Relationship strengthened |
| * Capitalise on Responsible Gambling literature and utilise the state-wide Responsible Gambling Awareness Week (May each year) to hold an event or distribute literature
 | * State Government
* Recreation and Leisure
 | 2011-2012 | Seek $500 Dept of Justice In kind grant | Annual community event |

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| --- | --- | --- | --- | --- | --- |
|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 2.2Community Support  | * Develop information packs using available Responsible Gambling Literature and information on Yarra Recreation and Leisure opportunities for community groups to assist decision-making regarding group outings, i.e. as alternatives to Crown Casino
 | * Recreation & Leisure
* Aged & Disability Services
* Neighbourhood Houses
* Libraries
* Family & Children’s Services
* Communications
 | Initiate 2011> ongoing | $1,000 | Community groups visiting alternate venues |
| * Formulate messages utilising existing responsible gambling information and statistics about gaming expenditure (losses) for inclusion in the New Resident Kit for new residents and businesses
 | * Communications
* Access Yarra
 | Initiate 2011 >ongoing | $1,000 | Residents aware of Councils Strategy |
|  |  |  |  |  |

###

### Seek Collaborative Relationships

**Strategy 3**: Bring local stakeholders together drawing on public health and consumer protection strategies and develop collaborative relationships in order to address the harms associated with gambling.

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|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 3.1Collaborate with local Service Providers | * Collaborate with local service agencies and community health organisations to explore proactive approaches in harm prevention, including:
	+ working with the Centre for Ethnicity and Health (CEH) to develop messages sensitive to CALD communities needs;
	+ consider offering to host events for local services who work in the area of gambler’s help
 | * Multicultural Gambler’s Help Centre for Health and Ethnicity (CEH)
 | 2011 | Officer Time | Information prepared in discussion with service providers and community members |
| * Liaise with Gambler’s Help Venue Support Workers to encourage responsible gaming strategies that support existing codes of conduct and help build communication channels with gaming venue operators and staff
 | * Gambler’s Help
 | 2011  | Officer Time | Regular communication with Gambler’s Help established |
|  | * Promote good corporate citizenship of gaming venues by providing information regarding social issues in Yarra, especially vulnerable groups – such as demographic information and small area resident profiles
 | * Community Planning
 | Initiate 2011 > ongoing | Officer Time | Venues aware of Council’s position and community concerns |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 3.2Promote Corporate Citizenship | * Promote the strategy to Council Branches to raise awareness about the social issues relative to gambling, especially community effects
 | * Various
 | Initiate 2011 > assess | Officer Time | Council staff informed |
| * Work towards establishing a Responsible Gaming Protocol in collaboration with venue operators as a voluntary agreed code of conduct between local gaming providers in Yarra and the local communities (community benefit)
 | * Various
* Dept of Justice
 | 2012-13 | Source Grant | Research other gambling protocols and processes |

### Foster Social Inclusion

**Strategy 4**: Raise awareness of the services available to assist those directly affected by the adverse effects of gambling, both in the community and among stakeholders, to show leadership and to encourage and support community members to seek help.

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|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 4.1Use Inclusive Strategies | * Facilitate community strengthening by building links with service providers in Yarra in order to share information about gambling issues in the municipality and Council’s role, for example offer to present at a regular staff meeting on Council’s response to gaming in Yarra
 | * Service Providers
* Community Groups
* Neighbourhood Houses
* Teaching Staff at local schools
* Libraries
* Leisure Centres
* Maternal & Child Health Centres
* Financial Counsellor (YCC)

  | 2012 | Officer Time | Communication strategy in place |
| * Seek similar opportunities to visit community groups
 |
| * Promote the Yarra City Council online directory, especially gambling related help services
 |
| * Distribute information that educates the broader community, lessens the isolation of vulnerable individuals and promotes social inclusion by encouraging good citizenship in response to gambling harms, information such as:
	+ gambling losses and the amounts lost to the community as a whole
	+ gambling harms
	+ the value of early intervention
 | Canvass partners seeking feedback on effectiveness |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Action | Partner | Timelines | Financial Consideration | Indicator |
|  4.1Use Inclusive Strategies | * + the benefits of early help seeking behaviour (not necessarily by the gambler)
 |  |  |  |  |
| * Provide assistance to re-connect socially isolated individuals; such as the Re-Making Meaning Project (a mentoring project assisting problem gamblers and building community resilience) and other schemes – research through Dept of Justice to source information and replication kits where possible
 | * Community Health Centres
* Maternal & Child Health
* Aged & Disability services
 | 2012 | Source Grant | Research on proven programs completed |
| * Compose articles for Council’s internal publications that promote community wellbeing by disseminating information, for example:
	+ whole of community harms and effects
	+ the roll out of post-2012 initiatives
 | * Communications
* Human Resources
* Access Yarra
 | 2011-12 | Officer Time | Council Officers aware of Strategy |
| 4.2Facilitate Self Help | * Promote Self-Help strategies by providing links on Council’s website to external organisations such as Gambler’s Help, Beyond Blue, Responsible Gambling Advocacy Centre, [www.gambleaware.vic.gov.au](http://www.gambleaware.vic.gov.au)
* Including uploading resources as available and appropriate, for example links to DVD relating personal stories of gamblers
 | * Communications
* YCC Online Directory
 | Initiate 2011 > ongoing |  | Statistics from Information Services on traffic to web links/URLs |

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| --- | --- | --- | --- | --- | --- |
|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 4.3Alternative Recreation & Entertainment | * Seek agreement with venue operators to establish community notice boards within premises in order to provide community information ; regular and special community events, copies of Yarra News, Arts & Culture Calendars, Active Yarra Calendars and similar
 | * Venue operators
* Gambler’s Help Venue Support Workers
 | 2011-12 | Community Benefit | Notice Boards in Gaming Venues |
| * Encourage participation in activities that strengthen community connections and facilitate informed life choices, including:
	+ sourcing existing local and neighbourhood programs that connect people
	+ incentives that support continued involvement
 | * Community Health Centres
* Neighbourhood House
* Collingwood Community Information Centre (CCIC)
 | Initiate 2011 > assess | Community Grants Program  | Canvass Partners for information |
|  |  |  |  |  |  |

### Develop Advocacy Positions

**Strategy** **5:** Advocate to other levels of government regarding policy measures that seek to reduce gambling harms, support informed consumer choice and result in greater community wellbeing.

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|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 5.1Network with adjoining Councils | * Collaborate with other local governments on current and emerging issues in relation to gambling by continuing to participate in the Local Government Working Group on Gambling (LGWGOG) convened by the Victorian Local Government Association (VLGA).
 | * Neighbouring Councils
* VLGA
 | Current &Ongoing | Officer time with occasional representation of Councillor(s) as necessary | Partnership continued |
| * Support adjoining council submissions to VCAT and VCGR as necessary
 | * Neighbouring Councils
 | As necessary | Officer Time | Submission preparedness |
| 5.2Advocate to State & Federal Government | * Develop advocacy statements for Yarra City Council regarding issues that relate to planning and social aspects, for example:
	+ timelines for VCGR applications (37 days) which do not allow time for community consultation
	+ the principles on which ‘net detriment’ can be assessed
	+ Social and Economic Impact Assessment that comprehensively consider the impact of gaming venues in communities
 | * Local Government Working Group on Gambling, VLGA
 | 2011 >Ongoing | Officer Time | Minister for Gaming is aware of Council’s concerns |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Action | Partner | Timelines | Financial Consideration | Indicator |
| 5.2Advocate to State & Federal Government | * + pre-commitment strategies
	+ the advertising of gambling that seeks to normalise gambling in the community
	+ limits on numbers of EGMs in Yarra in response to Regional Caps and Municipal Limits
	+ transparency of the Community Benefit Fund (CBF)
	+ dispersal of state taxation on gambling revenue to ensure benefits for local communities
 |  |  |  |  |
| * Submissions to Inquiries, reviews, committees on gambling issues that are informed by community views
 | * State & Federal Governments
 | 2011> ongoing | Officer Time | Submission preparedness |
| 5.3 Inform the Community | * Promote information about proposed pre-commitment strategies which help people to make informed decisions about their gambling by assisting gamblers to set limits, before they start gambling, on the amount and time they will spend playing
* This action will be informed by impending reports by the Department of Justice, Office of Gaming and Racing Pre-commitment Consultations and the Parliament of Australia Joint Committee Inquiry into Pre-commitment Scheme
 | * Gambler’s Help
* Community Health Centres
* Communications
 | 2012 |  | Assess take up of new measures  |

1. Victorian Auditor General’s Report, July 2010, Audit of Taking Action on Problem Gambling [↑](#footnote-ref-1)
2. Ch.4 A broad perspective on gambling problems. [↑](#footnote-ref-2)
3. *Romsey Hotel Pty Ltd v Victorian Commission for Gambling Regulation & Anor (Occupational Business Regulation)* [2009] VCAT 2275 (12 November 2009). [↑](#footnote-ref-3)
4. Delfabbro, P., Osborn, A., Nevile, M., Skelt, L., and McMillen, J., (2007) *Identifying Problem Gamblers in Gambling Venues.* Gambling Research Australia. P.32 [↑](#footnote-ref-4)
5. Australian Government Productivity Commission Report on Gambling, (2010); Gambling Problems, 4.1. [↑](#footnote-ref-5)
6. Livingstone, C., Woolley, R. & Borrell, J. (2006), report that a number of technical factors appeared to be linked to questions of consumer safety. *The Changing Electronic Gaming Machine (EGM) Industry and Technology*; Australian Institute for Primary Care (AIPC), La Trobe University. [↑](#footnote-ref-6)
7. Productivity Commission Reports on Gambling 1999 & 2010. [↑](#footnote-ref-7)
8. **Regulating Gambling Activities -** VCGR is responsible for ensuring the probity and integrity of gambling activities in Victoria. The forms of gambling regulated include the casino, electronic gaming machines (pokies, slots), wagering, Club Keno, interactive gaming, bookmakers, public lotteries, trade promotion lotteries, and community and charitable gaming (such as raffles and bingo). [↑](#footnote-ref-8)
9. SEIFA: Australian Bureau of Statistics (ABS) Socio Economic Index for Areas [↑](#footnote-ref-9)
10. *Romsey Hotel Pty Ltd v Victorian Commission for Gambling Regulation & Anor (Occupational and Business Regulation)* [2009] VCAT 2275, per Bell J at para. 317 [↑](#footnote-ref-10)
11. City of Yarra Council Plan 2009-2013; Yarra Today, Evidence and Policy Base; p.34. [↑](#footnote-ref-11)
12. *Romsey Hotel Pty Ltd v Victorian Commission for Gambling Regulation & Anor (Occupational and Business Regulation)* [2009] VCAT 2275, per Bell J at para. 283 [↑](#footnote-ref-12)
13. *Romsey Hotel Pty Ltd -v- VCGR and Macedon Ranges SC [2009] VCAT 2275 at para 353.* [↑](#footnote-ref-13)
14. Definition recommended by the Australian Ministerial Council on Gambling. Sourced: Gambling Research Australia, The South Australian Centre for Economic Studies and Department of Psychology, University of Adelaide, 2005 *Problem Gambling and Harm: Towards a National Definition*.

Available: [http://www.gamblingresearch.org.au/CA256902000FE154/Lookup/GRA\_Reports\_Files1/$file/FinalReportPrinter.pdf](http://www.gamblingresearch.org.au/CA256902000FE154/Lookup/GRA_Reports_Files1/%24file/FinalReportPrinter.pdf) [↑](#footnote-ref-14)
15. City of Yarra Social Policy on Gambling Issues & Opportunities Paper, May 2010 [↑](#footnote-ref-15)
16. Yarra Social Policy on Gambling; Consultation and Engagement Report, Nov 2010. [↑](#footnote-ref-16)
17. Anderson (1997) Melbourne Institute of Applied Economic and Social Research, University of Melbourne [↑](#footnote-ref-17)
18. Community Norms, Sect.3.6 [↑](#footnote-ref-18)
19. Australian Government Productivity Commission Report on Gambling, (2010); Vulnerabilities of consumers, Sect.3.7 [↑](#footnote-ref-19)
20. Counselling & Treatment; Sect. 7.1 [↑](#footnote-ref-20)
21. Ch.3 The Policy Framework [↑](#footnote-ref-21)
22. Doughney, J. & Kelleher, A., (1999). Workplace Studies Centre Victoria University, *The Impact of Poker Machine Gambling on Low-Income Municipalities*  [↑](#footnote-ref-22)
23. A gaming operator or a venue operator … must ensure that the pay-out table on gaming machines … is set so as to return to players the players' proportion of the total amounts wagered each year at that venue, after deduction of the sum of jackpot special prizes determined as prescribed and payable during that year. The players' proportion is— not less than 87% [↑](#footnote-ref-23)
24. VCGR, Research & Statistics 2010 [↑](#footnote-ref-24)
25. Adults are 18 years and over [↑](#footnote-ref-25)
26. Australian Bureau of Statistics (ABS) SEIFA index (Socio Economic Index for Areas) is compiled from a range of data including income, qualifications, employment status, dependent children, age of leaving school, marital status and housing status. The index is standardised to 1000, meaning that 1000 is the average score for the whole of Australia. [↑](#footnote-ref-26)
27. ABS Census 2006 [↑](#footnote-ref-27)
28. Minister for Gaming’s order on 19 June 2009, VCGR [↑](#footnote-ref-28)
29. Productivity Commission Reports on Gambling 1999 & 2010. [↑](#footnote-ref-29)