

Attachment 1: Responsible Gambling Policy

COUNCIL POLICY



Responsible Gambling (draft)	TRIM folder:	80/01/60
	Approval date:	
	Approved by:	
	Review Date	
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	Version No	
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1. PURPOSE

The Responsible Gambling policy sets out a strategic approach to minimise harm associated with all forms of gambling in the City of Port Phillip. The policy sets out a number of strategies, including how Council will respond to the location and design of venues used for gaming and use of electronic gaming machines (EGMs). The Responsible Gambling policy will inform an amendment to the Port Phillip Planning Scheme (specifically the local planning policy at Clause 22.07, Gaming).

2. SCOPE

This CoPP Responsible Gambling Policy refers to all forms of gambling in the municipality. Gambling venues operated in the municipality include:

- 384 electronic gaming machines (EGMs), operated from 10 licensed venues;
- 18 TAB venues operating in the municipality; and
- lottery tickets available from a number of newsagents and convenience stores. Tatts lotteries have 26 stores which sell its products in the City.

Crown Casino is also in nearby proximity to Port Phillip and accessible from most public transport routes in the municipality.

On-line gambling is also a way for local residents to gamble. On-line gambling in Australia has increased significantly in recent years and includes on-line wagering and sports betting, often telecast during the broadcast of sporting events.

The Responsible Gambling Policy sets out 5 strategies for how Council will respond to gambling-related harms. Two of the strategies will address harms across the various types of gambling. These are communication and early intervention.

Three strategies refer largely to gaming. These are advocacy, enhancing local practice and land use). Research has found that most expenditure on gambling and most problem-related gambling occurs through the use of EGMs. As well, Council

has more opportunity to influence EGMs than other forms of gambling. Council has controls around the location of gaming venues through the Port Phillip Planning Scheme. Council also has a track record of working directly with licensed venues to promote responsible practice through the Licensees Accord.

3. REFERENCES

Department of Justice 2009, *A Study of Gambling in Victoria - Problem Gambling from a Public Health Perspective*

Productivity Commission 2010, *Gambling*, report no.50, Canberra

Victorian Auditor-General 2010, *Taking Action on Problem Gambling*, Melbourne

4. DEFINITIONS

EGM - electronic gaming machine

PC - Productivity Commission

VCGR – Victorian Commission for Gaming Regulation

5. COUNCIL STRATEGIES

- 1 Communication – the City of Port Phillip will work with problem gambling services operating in the municipality to promote their services to the community, including placing relevant awareness material in Council shopfronts, and supporting responsible gambling awareness campaigns

The City of Port Phillip recognises and supports the important work of problem gambling services that operate in the municipality. Council will make information on these services widely available.

Gamblers Help Southern is the main problem gambling support service operating in the southern metropolitan region including Port Phillip. There are other community services in the City of Port Phillip that work with clients who may be experiencing problem gambling. They include financial counselling, housing and health services.

Council will also work with community services and local gambling venues (EGM venues, TABs and other venues) to hold events to highlight to the broader community the importance of responsible gambling. This includes Responsible Gambling Awareness Week in May of each year.

- 2 Advocacy –. The City of Port Phillip will support measures to improve the regulation of EGMs, and will work collaboratively with other Local Governments to advocate to State Government for regulation that minimises harm.

Recent studies have found that changes to the regulation of gaming machines and of gaming venues can help to reduce the harm on the community.

The Productivity Commission has found that changes to the design of EGMs “provide a promising avenue for harm minimisation”. These include changes to the amount that can be bet per spin and allowing people to set a pre-determined spending limit before they commence using a machine.¹

A recent Victorian Auditor-General report has recommended changes to the regulation of gaming venues in Victoria. The report suggested improving the assessment process for approving applications for new gaming venues by considering “impacts on communities within local government areas”.²

Regulation of EGMs is the responsibility of the Victorian State government. The City of Port Phillip will, in collaboration with other Local Governments, advocate to the State Government to implement changes to the design, use and regulation of EGMs. This will include working with existing groups like the Victorian Local Government Association (VLGA). Other activities could include supporting the advocacy work of relevant support services operating in the local community.

- 3 Early intervention – The City of Port Phillip will support and contribute to early intervention activities/programs that target people in the community known to be at risk of experiencing gambling-related harm. The City of Port Phillip will continue promoting and protecting their health and wellbeing, and contribute to reducing the risk of people developing gambling problems.

The risk of people developing gambling problems in the future can be minimised using “upstream” interventions. These interventions include:

- broad-based information/awareness campaigns targeted at community members particularly people vulnerable to problem gambling, and
- providing alternative social recreation for at risk groups

Problems with gambling can happen to any member of the community. Research by the Department of Justice has found that groups in the Victorian community vulnerable to gambling problems are more likely to include people with lower levels of education, single parents, people who live alone and the unemployed³. Problem gambling has also been shown to be associated with health problems including drug use, depression, anxiety and the experience of a recent traumatic event.⁴

The City of Port Phillip has a number of strategies that relate to those groups in the community that are likely to be at risk of problem gambling.

¹ Productivity Commission 2010, p.23

² Victorian Auditor-General 2010, p.x

³ Department of Justice 2009

⁴ See attached Discussion Paper for more information

Council will identify opportunities within these strategies for early intervention programs and activities. These include:

- Inner South East Partnerships in Community Health (ISEPICH) *Strategic Health and Wellbeing Plan 2009-12*;
- *Ageing Well Strategy in Port Phillip 2006 – 2016*; and
- *City of Port Phillip's Health and Wellbeing Plan 2007-2013*.

The City of Port Phillip promotes social participation of disadvantaged groups. These are also opportunities to engage with people who could be at risk of problem gambling. For example, Council is a partner agency (along with the Victorian Government Departments) in the St Kilda Social Inclusion Project.

- 4 Enhancing local practice – The City of Port Phillip will work with local gaming venues to support the effective promotion of responsible gambling strategies in venues. The City of Port Phillip will also work with local clubs to ensure that their contributions from gaming revenue listed on the Community Benefit Statement (CBS) are transparent and deliver tangible benefits to the local community.

From 2012, responsible gaming strategies will be the direct responsibility of gaming venues. This is because each venue will now directly own EGMs (rather than being owned by Tabcorp and Tattersalls). Venues will be responsible for implementing an approved Code of Conduct program and a Self-Exclusion program, and a number of other responsible gaming measures. The City of Port Phillip will develop relationships with gaming venues to support the effective implementation of gaming strategies. Council's successful experience working with licensed liquor venues under the Alcohol Accord will serve as a model.

Local clubs that are gaming venues have an additional responsibility to contribute a proportion of revenue from gaming machines for community purposes. The detail of where this money is allocated is listed in a Community Benefit Statement (CBS). The CBS is designed to demonstrate that the contribution made by clubs to the community is at least equal to the additional tax that hotels pay from their gaming revenue. This extra tax is not paid by clubs and equals 8.33% of a hotel's net gaming revenue.

The City of Port Phillip will work with local clubs to identify projects that will have impact at a local level in the community. Clubs have met their requirements under existing regulation⁵ and Council recognises that clubs support particular community members and groups. Three gaming venues in Port Phillip currently each submit a CBS: Elwood RSL, St Kilda Army and Navy Club and The Rex (as the venue owned by Port Melbourne Football Club).

- 5 Land use - The City of Port Phillip will manage the location of gaming machines in proximity to vulnerable communities.

⁵ Summary information on Community Benefit Statements lodged in the City of Port Phillip is available at [http://www.vcgr.vic.gov.au/CA256F800017E8D4/WebObj/3CA07181CCFC5AE7CA25766D000512CB/\\$File/LGA13Nov2009.pdf](http://www.vcgr.vic.gov.au/CA256F800017E8D4/WebObj/3CA07181CCFC5AE7CA25766D000512CB/$File/LGA13Nov2009.pdf)

New gaming machines will be discouraged in locations:

- with high concentrations of support/referral services servicing vulnerable communities. Specific locations include: Salvation Army, 29 Grey Street, Sacred Heart Mission, Corner of Neptune and Grey Streets and Corner of Carlisle and Chapel Streets.
- within 400 metres proximity to social (public and community) housing developments with 50 or more dwellings (or in locations where a cluster of social housing exceeds 50 dwellings.)

The City of Port Phillip will manage the location, design and operation of gaming venues to minimise opportunities for convenience gambling and the incidence of gambling-related problems.

The City of Port Phillip will ensure the operation, location and design of gaming premises do not have a negative impact on the amenity and character of the surrounding area.

The City of Port Phillip will continue to support the prohibition of gaming venues in strip shopping centres through Clause 52.28 of the Port Phillip Planning Scheme.

The City of Port Phillip will implement the above land use criteria through amending the Local Planning Policy - Gaming - at Clause 22 of the Port Phillip Planning Scheme.

There are very high levels of access to EGM gaming for all residents of the City of Port Phillip including potentially disadvantaged and vulnerable communities.

The City of Port Phillip wishes to minimise the harm to potentially vulnerable communities. However, the City of Port Phillip does not have the authority to prohibit gaming in the municipality except in shopping strips.

The City of Port Phillip will focus on minimising harm to vulnerable communities when considering new gaming venues or when additional gaming machines are proposed rather than seeking to apply a 'blanket ban'.

Council will discourage the location of gaming venues in areas of disadvantage, particularly in proximity to the social housing that is dispersed throughout the City of Port Phillip.

The City of Port Phillip will discourage new gaming venues within 400 metres of social (public and community) housing locations. Social housing residents in the City of Port Phillip include a number of older people, people on low incomes, people living with disabilities, as well as for people at risk of homelessness. 400 metres is considered an 'easy walking distance' and 50 or more dwellings represents a substantial population in one location.

The policy also seeks to ensure gaming machines are not located near specific community services which provide for disadvantaged and vulnerable communities.

Council also wishes to reduce the incidence of convenience gambling by ensuring venues are not convenient to places of community congregation such as shops and other high pedestrian areas.

Schedule to Clause 52.28-4 of the Port Phillip Planning Scheme currently prohibits the location of gaming venues in specified strip shopping areas. This is supported by the City of Port Phillip. It is based on the idea of reducing accessibility to gaming in places people congregate to spend money for other purposes.

The Productivity Commission found that there appeared to be a connection between greater accessibility to gaming machines and greater prevalence of problem gambling. Council wishes to minimise the likelihood of convenience gaming by ensuring that people are more likely to have to make a conscious decision to access a venue and gamble. .

6. ATTACHMENTS

Discussion Paper: Background information to inform the development of the City of Port Phillip Responsible Gambling Policy.

DISCUSSION PAPER: BACKGROUND INFORMATION TO INFORM THE DEVELOPMENT OF CITY OF PORT PHILLIP RESPONSIBLE GAMBLING POLICY

Based on information provided by CPG Australia Pty Ltd

Problem Gambling: an overview

Definition of problem gambling

Gambling is a legitimate activity in Victoria and for the majority of players, gambling is a source of recreation. However, unlike many other recreational activities, gambling has the potential to generate negative social/economic impacts for a small but significant proportion of gamblers, their families and friends and the wider community, such that there has been almost universal acceptance that a measure of harm exists.

Problems occur when players spend more money or time playing than they, or their households, can afford. Behaviour of this type is generally referred to as problem gambling. This can result in high social and economic costs to problem gamblers, their family and the community. Adult prevalence rates are around 0.7% to 1.7%. This is still a higher rate than the proportion of adults admitted to hospital for traffic accidents (0.15%).⁶

Problem gambling is often characterised as a continuum of increasing severity. At one end, recreational gamblers gain benefits from gambling and the social environment in which gambling is offered. For example, there is perceived recreational and social enjoyment. At the other end are people experiencing (or causing) severe harms as a result of their gambling. Between these two extremes, there are people facing either heightened risks of future problems or varying levels of harm.

A number of screening techniques are used to identify problem gamblers within a population. However, the Canadian Problem Gambling Index has been adopted as the principal measure for all prevalent research in Australia.⁷ Drawing on the most recent surveys which employ the Canadian Problem Gambling Index (CPGI), the Productivity Commission (PC) found that the prevalence rate for problem gambling (measured as a score of 8 or more on the CPGI Survey) is likely to range between 0.5 and 1% of Australia's adult population. The Commission used scores of 8 or more on the CPGI to indicate the prevalence of problem gamblers; this is due to the fact that around 91.3% of regular gamblers scoring in this range experience significant problems. Individuals that score less than 8 on the index still face some risk of experiencing adverse consequences because of their gambling. For example, 39.8% of those rated as being at moderate risk, experience adverse consequences as a result of their gambling.

Rates of problem gambling

⁶ Productivity Commission (2010) (page 11)

⁷ Delfabbro (2007) (page 2)

Table 1 below shows the proportion of the population for different regions within Victoria that fall within each CPGI risk categories. The City of Port Phillip is incorporated within the Southern Metropolitan Region. There is no data available that provides details of the extent of problem gambling at an LGA level.

Table 1: Proportion of Problem Gamblers in Selected Regions

Region	Non Gambler	Low Risk	Moderate Risk	Problem Gambler	Experience Problems
Southern Metro	28.0%	5.6%	2.6%	0.78%	2.0%
Barwon South West	20.4%	5.1%	1.8%	0.37%	1.3%
Gippsland	21.6%	5.2%	1.8%	0.45%	1.4%
Grampians	20.1%	5.6%	3.4%	0.05%	1.7%
Hume	18.5%	5.4%	1.9%	0.38%	1.4%
Loddon Mallee	18.8%	6.1%	2.3%	0.78%	1.9%
Eastern Metro	31.7%	4.4%	1.8%	0.25%	1.2%
North West Metro	29.2%	6.8%	2.7%	1.18%	2.5%
Victoria	26.9%	5.7%	2.4%	0.70%	1.9%

Source: DoJ 2009: PC 2009

As Table 1 shows, the proportion of the Southern Metro Region (0.78%) population that are problems gamblers is similar to the Victorian average (0.70%). When the problem gambling risk profile of the entire Southern Metropolitan Region is taken into account, around 2% of the Region's population are likely to be experiencing problems as a result of their gambling, again similar to the Victorian average of 1.9%.

Impact of problem gambling

The proportion of people in the adult population experiencing significant problems as a result of their gambling is relatively low. However, problem gamblers and those at moderate risk gamble more often, for longer periods and spend more during each session.

The Productivity Commission found that excluding lotteries and 'scratchies', around 12% of Australian adults gamble regularly. Of these, 8% would be classified as problem gamblers and 14% experience moderate risks.⁸

Problem gamblers have been shown to spend significantly more on gaming machines. Caraniche (2005) conducted a venue-based survey of EGM players, which showed that respondents who scored CPGI 8+ spent over 6 times as much as non-problem gamblers who are also regular EGM players (see Table 2).

⁸ Productivity Commission (2010) (page 5.22)

Table 2: EGM Player Profile by Problem Gambler Status

CPGI Category	Visits Per Week	Time Spent Per Session	Spend per Visit	Weekly Spend	ATM Visits
Non-Problem	1.98	103	\$35.8	\$71	0.33
Low Risk	2.13	108	\$56.5	\$120	0.45
Moderate Risk	3.35	147	\$76.3	\$256	1.30
Problem	4.34	175	\$103.4	\$449	1.86

Source: Caraniche (2005)

On the basis of the results of the venue-based survey researchers⁹ concluded that while problem gamblers account for only 1% of the total adult population, they constitute twenty or more times this amount among gaming venue patrons at any one time.

In its 2010 report the Productivity Commission estimated that regular EGM players (those playing at least once a week) were estimated to spend around \$7000 - \$8000 per annum.¹⁰

Livingstone and Woolley (2007) estimate that 53% of the money lost on pokies in Victorian pubs and clubs in 2005–06 came from the pockets of at-risk or problem gamblers.

Characteristics of problem gamblers

There is, however, no¹¹ 'typical demographic profile' of a problem gambler. There is, as yet, no clear causal link between problem gambling and physical or psychological co-morbidities.^{12 13} That said, a number of national and international sources indicate that problem gamblers:

- are often single or divorced¹⁴
- are more likely to be unemployed¹⁵
- tend to be males and among younger age groups¹⁶
- may experience significant disruption to their employment and/or productivity (approximately 20–50% of problem gamblers)¹⁷
- have committed crimes to support their gambling (30% of people with severe gambling problems).¹⁸

Reflective of these characteristics, research has found the most common drivers identified were a desire to escape loneliness, isolation, feeling overwhelmed by stress, and negative feelings surrounding life changes/transitions (i.e. job loss, end of

⁹ Caraniche (2005)

¹⁰ Productivity Commission (2010) (page 13)

¹¹ Thomas et al (2008)

¹² Thomas, and Jackson, A.C (2008) (page 19)

¹³ Blaszczyński (2002)

¹⁴ New Focus (2005), AMA (1999), Productivity Commission (1999)

¹⁵ Productivity Commission (1999), AMA (1999)

¹⁶ Delfabbro (2007)

¹⁷ Delfabbro (2007)

¹⁸ Delfabbro (2007)

study, children leaving home, retirement). The researchers also conclude that attempts to encourage players to use alternative recreational outlets must respond to these motivational drivers.

In this State, the Department of Justice's recent study, *A Study of Gambling in Victoria - Problem Gambling from a Public Health Perspective* provides demographic data which assists in characterising the profile of the problem gambler population.

As Table 3 shows, people who live in low income households are under-represented in the population of problem gamblers in Victoria, while those with moderate incomes are over-represented.

Table 3: Demographic Profile of Problem Gamblers

		Problem Gamblers (%)	All Persons (%)
Personal income	\$0-\$31,199	44.5	60.7
	\$31,200-\$51,999	33.7	20.6
	\$52,000-\$83,199	18.4	12.6
	\$83,200 or higher	3.6	6.2
Speaks language other than English at home		29.6	25.6
Highest completed education level	University	20.8	30.4
	Trade or TAFE	18.9	19.2
	Year 12	27.8	22.5
	Year 10 or lower	32.6	27.9
Type of household	One parent family	10.0	6.7
	Lone person	11.2	8.9
Unemployed		6.2	3.6

Source: Department of Justice 2009

Problem gambling has also been found to be associated with health problems. The DoJ identified that those with a gambling problem are much more likely to have recently experienced one or more traumatic life events (see Table 4).

Table 4: Experience of Life Events by Problem Gambler Status

Life Event	Non Problem Gamblers	Low Risk Gambler	Moderate Risk Gambler	Problem Gambler
Major change to your financial situation	15.4%	19.8%	29.2%	45.9%
Major injury or illness to either yourself or someone close to you	20.8%	24.0%	24.7%	45.3%
Troubles with your work, boss or superiors	8.3%	10.9%	15.9%	20.3%
Death of someone close to you	25.6%	29.6%	35.5%	32.2%
Divorce	2.2%	2.8%	5.1%	9.4%

Source: DoJ 2009

Other research has found that people who are problem gamblers experience a range of health problems including that they:

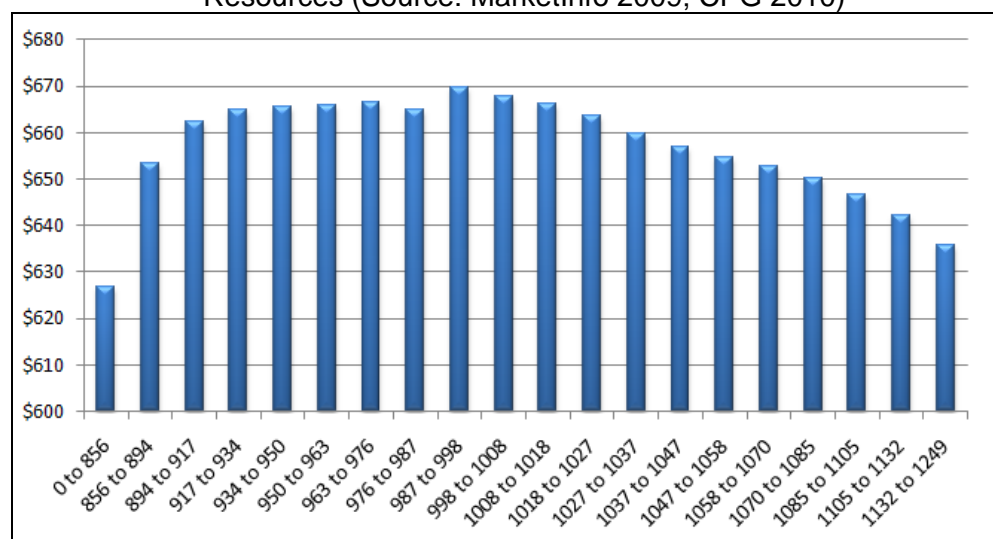
- may be at risk of risk of hazardous alcohol use¹⁹
- are more likely to be a daily smoker²⁰
- can be affected by substance abuse (15–20% of problem gamblers)^{21 22}
- are more likely to experience depression and bipolar disorder. Overall, around 35% of problem gamblers have a severe mental disorder compared with around 2% of non-problem gamblers.²³

The relationship between problem gambling and socio-economic background

At the municipal level in Victoria, gaming machine density and expenditure is correlated with measures of disadvantage such as the various ABS SEIFA indices. This fact has been drawn on to infer that gaming expenditure is correlated with increasing levels of disadvantage. However, the relationship between expenditure and disadvantage is more complex than implied by venue revenue data aggregated at the municipal level.

To illustrate, MarketInfo data derived from the ABS Household Expenditure Survey suggest that expenditure on gaming is lowest among highly disadvantaged groups (at least in part due to the lower spending power of low income households) and highly advantaged households (presumably due to the tastes and preferences of these households). See Figure 1.

Figure 1: Average Adult Spend on EGMs by ABS SEIFA Index of Economic Resources (Source: MarketInfo 2009; CPG 2010)



Expenditure levels are highest among middle income households. This is largely due to the successful integration of EGM gaming with the lifestyle preferences of many working and middle class households:

¹⁹ Thomas and Jackson (2008)
²⁰ Thomas and Jackson (2008)
²¹ Delfabbro (2007)
²² Thomas, S.A. and Jackson, A.C (2008)
²³ Jackson 2008

*The EGM system has been integrated into the preferred lifestyle venues of working and middle class Australians in metropolitan and suburban areas, and in regional and rural towns. The segments of the Australian population whose cultural tastes do not include frequent or regular times spent in hotel or club venues are much less likely to gamble on EGMs*²⁴

In any case, average expenditure figures per adult in all SEIFA groups indicate a spending level per annum that could most likely be accommodated even within a modest household budget. The real issue for policy makers relates to gaming expenditure patterns which cannot be afforded by players, and which as a result generate adverse consequences. On this topic, the demographic profile of problem gamblers as revealed by a number of studies does not indicate that problem gambling prevalence is elevated among low income households.

Notwithstanding, the disadvantage experienced by certain communities may magnify the harm they experience due to problem gambling. For example, for those with limited financial means, impacts may be compounded or experienced sooner. This is because people with a lower socio-economic status tend to have fewer of life's financial 'safety nets' – such as insurance, a good credit record, friends and family with the means to lend financial support, employability through educational qualifications and a sound employment history.

Problem gambling in the City of Port Phillip

As discussed earlier, there is no data collected on rates of problem gambling by local government area. However, demographic data shows the extent to which some of the characteristics found to be associated with problem gamblers are present in Port Phillip.

Low income earners

Population data about the City of Port Phillip indicates that while the municipality is not considered to be disadvantaged; there are some areas where people have low incomes.²⁵

There were approximately 2,000 people living in public housing in the City of Port Phillip on Census night 2006. They live in several housing estates spread throughout the municipality.

There are also a number of supported residential services (SRSs) operating in CoPP. SRSs provide accommodation and care for people who need support in everyday life, for example, people who are frail or have a disability

Port Phillip also has a high number of people experiencing homelessness. Many live in rooming houses, which contained 873 people on Census night in 2006. This population is predominantly older and male.²⁶

²⁴ Livingston (2006)

²⁵ Informed Decisions(2009) p 6

²⁶ Figures from Homeground Housing Services, Aug 2008, cited in City of Port Phillip Homelessness Action Strategy 2008-2013

Lone person households

The dominant household type in Port Phillip is lone person households. Driven by the large amount of 1-2 bedroom high density housing in the area, lone person households account for 40.9% of all households in Port Phillip on Census night 2006. The largest increase in lone person households was amongst those aged 45-64 years.²⁷

Levels of Unemployment in the City of Port Phillip

The unemployment rate in the City of Port Phillip in 2006 was 4.4%, below the Melbourne average of 5.4%, and down from 6.2% in 2001, in line with a general trend of declining unemployment across the country at that time. The participation rate, at 65.2% is also higher than the Melbourne average, reflecting the youthful age structure of the population, with lower proportions of retirees.²⁸

Levels of Education in the City of Port Phillip

In the City of Port Phillip a very high proportion (35.4% compared to 19.6% across Melbourne) of people have a university qualification. This is one of the highest rates in Melbourne. At the same time, a sizeable proportion (28%) of residents still has no formal qualification.

The population with a bachelor degree or higher qualification increased each Census from 1991 to 2006, while those with no qualifications declined, and vocational (usually trade) qualifications increased only marginally.

Gambling in the City of Port Phillip

Gambling within the municipality includes a number of different forms

A combined total of electronic gaming machines are operated by ten licensed venues in the municipality. In 2009/10, total player losses on these gaming machines were \$28.2 million. More information available on gambling in the municipality is discussed in the next section.

Eighteen TAB outlets operate in the City of Port Phillip. Of these, 15 are run from licensed venues and 3 are stand alone TAB outlets. Spending at these TABs is not available at a local government level.

²⁷ Informed Decisions(2009) p 14

²⁸ Informed Decisions(2009) p 29

Table 5: TAB outlets operating in the City of Port Phillip

Venue	Address
EMERALD HOTEL	415 CLARENDON ST, SOUTH MELBOURNE
GEORGE HOTEL	139 CECIL ST, SOUTH MELBOURNE
THE BEACH HOTEL	97 BEACONSFIELD PARADE, ALBERT PARK
CHEQUERS INN	316 BAY ST, PORT MELBOURNE
RAILWAY CLUB HOTEL	107 RAGLAN ST, PORT MELBOURNE
BELLS HOTEL	157 MORAY ST, SOUTH MELBOURNE
REX HOTEL	145 BAY ST, PORT MELBOURNE
PALMERSTON HOTEL	51 PALMERSTON CRES, SOUTH MELBOURNE
CLARE CASTLE HOTEL	354 GRAHAM ST, PORT MELBOURNE
VILLAGE BELLE HOTEL	202 BARKLY ST ST KILDA
HOTEL BARKLY	109 BARKLY ST, ST KILDA
POST OFFICE HOTEL	304-306 ST KILDA ROAD, ST KILDA
INKERMAN HOTEL	375 INKERMAN ST, BALACLAVA
DICK WHITTINGTON TAVERN	32 CHAPEL ST, ST KILDA
ELSTERNWICK HOTEL	259 BRIGHTON RD, ELWOOD
TAB OUTLET	129/131 CARLISLE ST, BALACLAVA
TAB OUTLET	4/6 ARMSTRONG, MIDDLE PARK
TAB OUTLET	335 CLARENDON ST, SOUTH MELBOURNE

Lottery tickets are available from a number of newsagents and convenience stores in the municipality. Tattersall's, the licensed lotteries operator in Victoria, sells its products from 26 stores in the City. Information is not available at a local government level on the amount spent on lotteries by the operators of lotteries

Crown Casino is located in nearby proximity to the City. It is outside the municipal boundary but is accessible from most public transport routes in Port Phillip (see Figure 3, Attachment 2). The amount of losses that local residents have at the Casino is not available.

Electronic Gaming Machines in the City of Port Phillip

The most detailed information available on gambling in the municipality is expenditure on EGMs.

Outline

The current number of EGMs is 384 operating in 10 gaming venues.²⁹ Most are open seven days a week. Opening hours are included in Table 5. Approximately \$28.2m was spent on EGMs located in Port Phillip in 2009/10. This is a slight decrease on the previous 12 months.

The number of EGMs in the City of Port Phillip has declined steadily over the last decade. In 1999, the number of machines was 485.

As well as gaming venues in the municipality, there are 2,500 EGMs located in Crown Casino. The Casino can be accessed from a number of public transport routes running through the municipality. Expenditure on EGMs and table games at

²⁹ Available from the VCGR website

Crown Casino in 2008-09 was \$1,218.3 million dollars (EGM losses are not published as a separate figure).³⁰ Information is not available on the amount of spending by local residents at the Casino.

Table 6: Gaming machine venues in the City of Port Phillip

Venue	Address	EGM	Venue Type	Opening hours	Expenditure (2009/10)
BALACLAVA HOTEL	123 CARLISLE STREET BALACLAVA VIC	56	Hotel	9am-5am 7 days	\$7,770,181.83
BELL'S HOTEL	157 MORAY STREET SOUTH MELBOURNE	40	Hotel	Opening hours for gaming to be advised.	\$41,572.15
DICK WHITTINGTON TAVERN	32 CHAPEL STREET ST KILDA VIC	29	Hotel	Mon - Sat 9am-1am Sun 10am-11pm	\$2,500,868.31
ELSTERNWICK HOTEL	259 BRIGHTON ROAD ELWOOD VIC	34	Hotel	Sun 10am-12am Mon-Thurs 8am-12am Friday 8am-1am Saturday 9am-1am	\$2,339,468.35
ELWOOD RSL	2 PINE AVENUE ELWOOD VIC	34	Club	Mon 11am-7pm Tue-Sat 11am-midnight Sun 4pm-10pm	\$1,226,125.64
GROSVENOR HOTEL	10 BRIGHTON ROAD ST KILDA VIC	22	Hotel	9am-1am 7 days	\$968,413.33
ST KILDA ARMY & NAVY CLUB	88 ACLAND STREET ST KILDA VIC	60	Club	Mon-Wed 10am-11pm Thur 10am-Midnight Fri-Sat 10am-1am Sun 11am-10pm	\$2,312,215.48
THE BEACH	97 BEACONSFIELD PARADE ALBERT PARK VIC	32	Hotel	Mon-Wed 11am-12 midnight Thurs-Sat 11am-1am Sun 11am-11pm	\$2,490,268.43
THE REX	145 BAY STREET PORT MELBOURNE	57	Club	Sun-Fri 8am - 3am Sat 10am-3am	\$6,265,359.06
VILLAGE BELLE HOTEL	202 BARKLY STREET ST KILDA VIC	20	Hotel	Mon-Wed 12pm-1am Thu-Sun 12am 3am	\$2,281,563.49
		384		Opening hours	\$28,196,036.07

Municipal caps

The City of Port Phillip is currently well below its municipal cap. The municipal cap is 830 machines. The cap is set at EGMs per 1,000 adults in a municipality. As a point of comparison, the following tables show the numbers of EGMS in neighbouring LGAs and other Victorian regional areas.

³⁰ VCGR (2009), Annual Report 2008-09 p.141

Table 7 Municipal limits in metropolitan Melbourne

LGA	Municipal Cap	Number of EGMs
City of Port Phillip	830	388
City of Bayside	726	225
City of Glen Eira	1061	774
City of Stonnington	825	295
City Of Yarra	666	328
City of Melbourne	2,500 cap in the Casino	3,221

Spatial accessibility to gaming venues

Gaming machine venues are highly accessible within Port Phillip. At present, almost three in every four residents (73%) live within 800m of a local gaming venue or Crown Casino.

Figure 2: Geographic distribution of gaming venues in City of Port Phillip

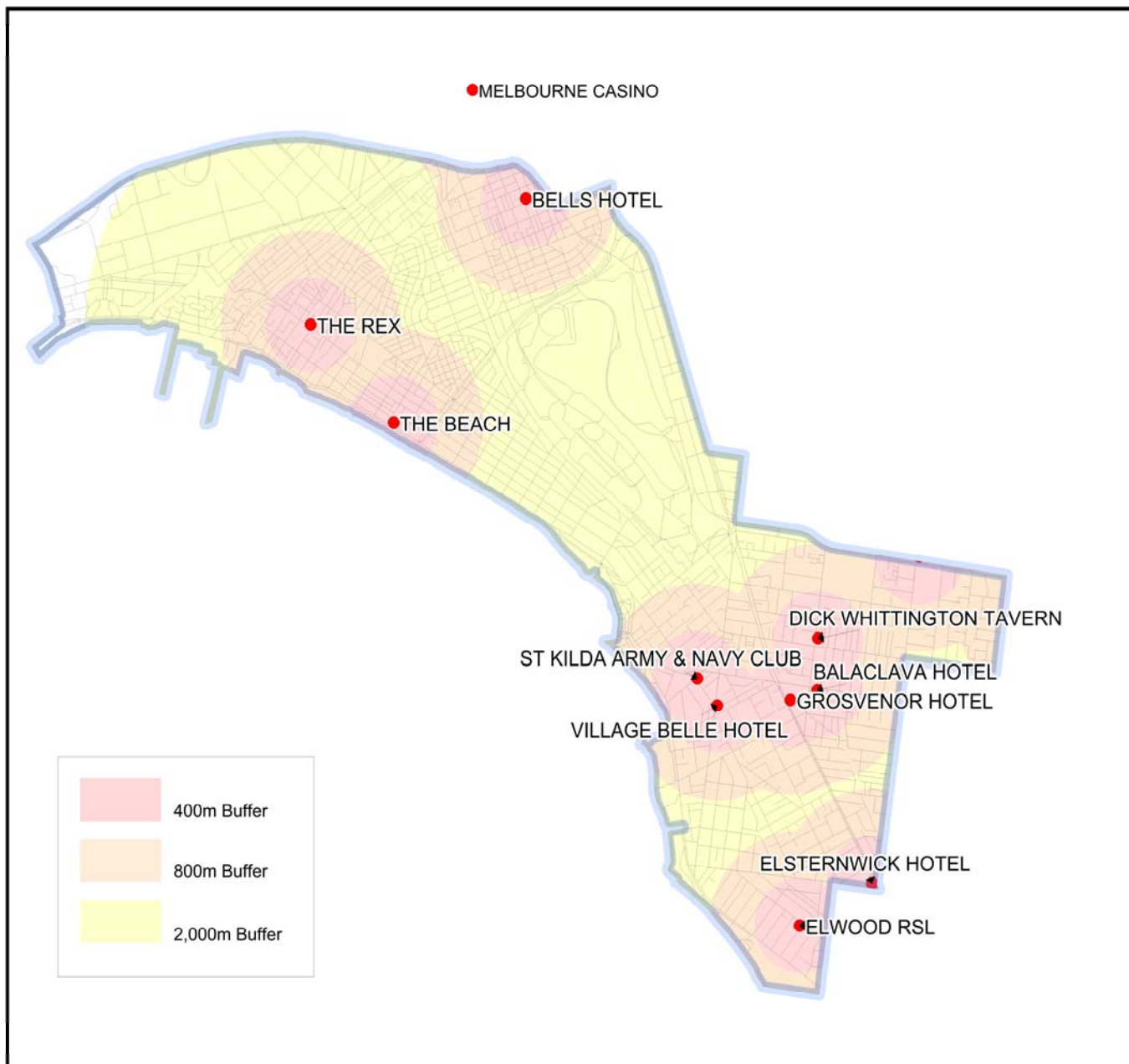
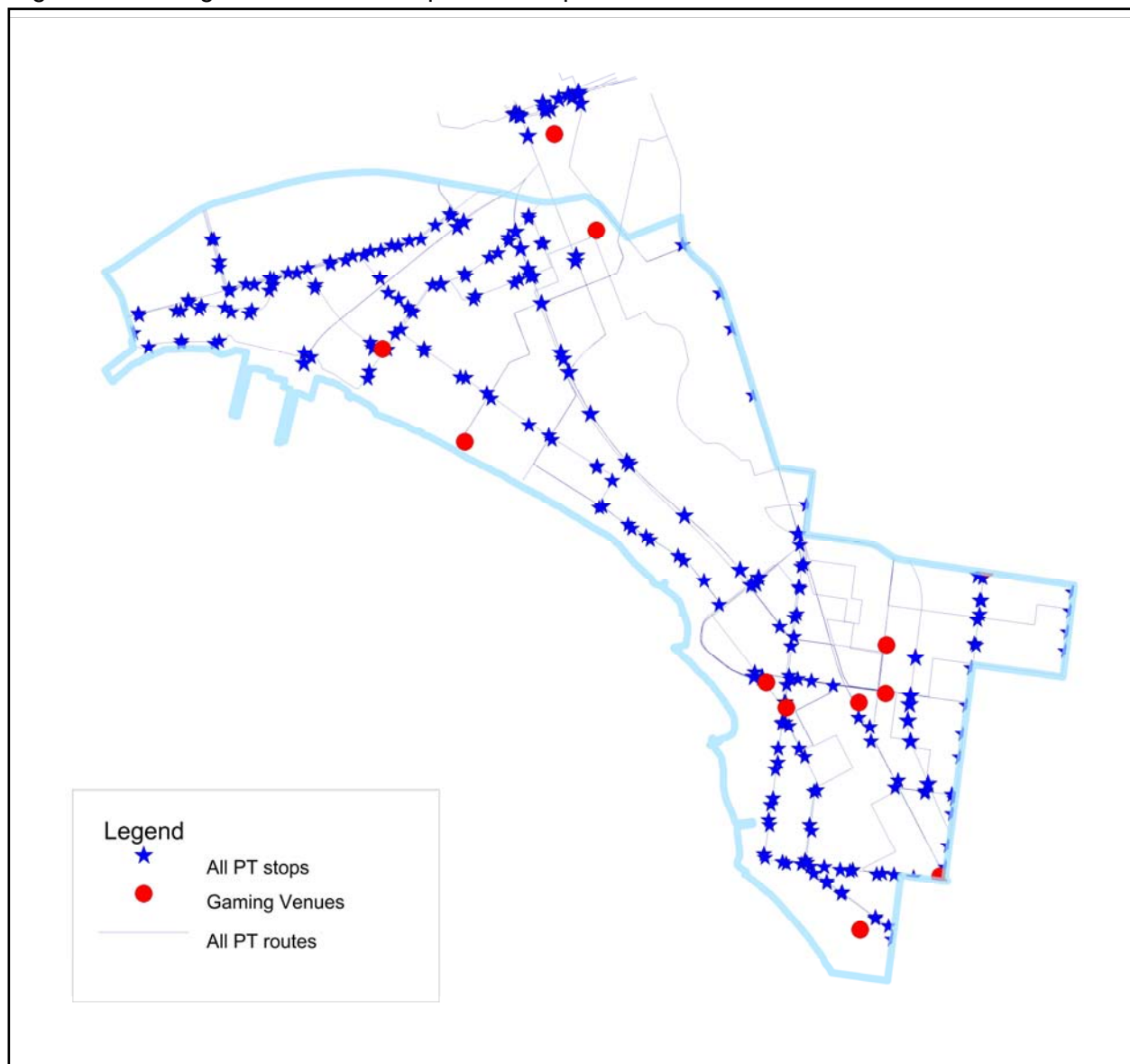


Figure 3 shows the location of public transport (tram, train, light rail and bus routes) relative to gaming venues in CoPP. Venues can all readily accessed by people using public transport.

Figure 3: Gaming venues and local public transport



Proximity of EGMs to vulnerable communities

Gaming venues in Port Phillip are highly accessible to people living in public housing and a range of other supported accommodation. Residents in these facilities have many of the characteristics of people vulnerable to problem gambling. They also have very low incomes and would have limited financial resources to manage a gambling problem.

Figure 4 show a 400 metre buffer (easy walking distance) from the location of:

- social (public and community) housing (consisting of 50 or more dwellings or in locations where a cluster of social housing exceeds 50 dwellings)

- community services which provide for disadvantaged and vulnerable communities.

NB – This map may not illustrate all social housing and it is likely there is more than what is represented here in Figure 4.

Figure 4: 400 metres walking distance from social (public and community) housing and key community support services in CoPP



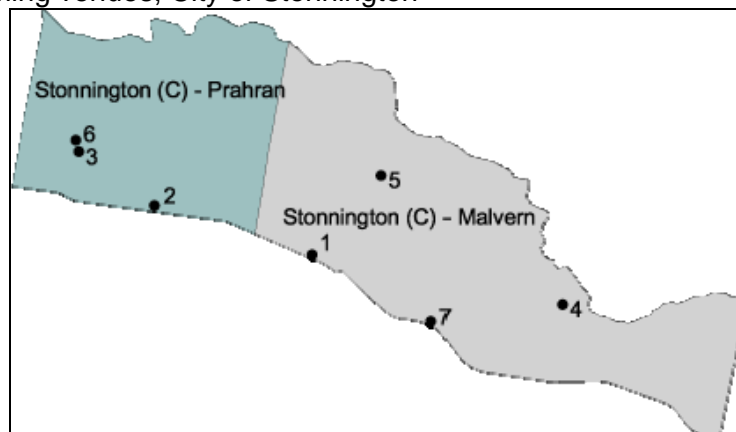
City of Stonnington gaming venues

Along with the 10 gaming venues in Port Phillip, there are another 7 gaming venues in the City of Stonnington. In 2009/10 a total of \$22.m was spent at these venues.

Three are in Prahran, in close proximity to Port Phillip residents: Club Tivoli, Court Jester Hotel and Prahran Football Social Club.

The venues in Stonnington are shown on Figure 5.

Figure 5: Gaming venues, City of Stonnington



New regulatory environment post-2012

Recent policy decisions made by the Victorian Government will have a further impact on the number of gaming machines in the City of Port Phillip. At this stage the number of EGMs in Port Phillip has fallen, however this could change in the lead up to the start of new regulations.

From 2012, approved hotels and clubs will bid directly in an auction for 10-year gaming machine entitlements, which will authorise venues to possess and operate gaming machines. After that time, venue operators will be able to own and operate their own gaming machines at their approved venues.

Under the new arrangements, a venue operator will be able to buy their own gaming machines. In order to obtain gaming machines and operate them in a particular venue, a venue will need:

- a licence to operate a gaming venue (an existing requirement), which includes a Victorian Commission for Gaming Regulation (VCGR) assessment of suitability to participate in Victoria's gaming industry;
- VCGR premises approval for each specific venue housing machines (an existing requirement), which includes a planning permit and a social and economic impact assessment; and
- an entitlement to operate each machine held (a new requirement).

The EGM auction was completed on 10 May 2010.³¹ At this stage, the number of EGMs in Port Phillip has fallen by 120. Of the 10 venues in Port Phillip, three did not purchase entitlements: Balaclava Hotel, Elsternwick Hotel and Grosvenor Hotel. Another, the Beach Hotel reduced its current number of EGMs.

However, EGMs entitlements will continue to be bought and sold in a 'secondary market', and even though the number of EGMs entitlements purchased during the auction in the City of Port Phillip was low, further changes in EGM numbers into the future cannot be predicted.

³¹ DoJ (2010) Gaming Licence Review website, see <http://www.gamblinglicences.vic.gov.au/index.html> accessed 10th May 2010.

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