

Darebin Electronic Gaming Machine Impact Assessment Tool.

Comparative Modelling 6 local case scenarios

2014 -2017

Introduction

The social assessment tool was applied to 6 fictional EGM planning applications. These fictional applications were chosen to provide the broadest range of comparable scenarios to test the policy and tool against proposals (from Clubs and Hotels) in areas of high, medium and low disadvantage in Darebin.

How does the social policy and assessment tool interact with other Council Policies and processes.

This social policy and assessment tool is separate and complementary to the standard statutory planning assessments when an EGM application has been lodged. It has been developed to provide Council with;

1. Additional information and predicted social impacts of the proposals that are outside the land use provisions and regulations; and
2. A balanced approach when considering the complex set of social, physical and economic factors within the context of each new EGM application. The social assessment tool has been developed to provide Council with a preliminary social analysis and guide. It is not a commitment to any action. It does not replace the more comprehensive Social and Economic Impact Assessment required by Council should it decide to proceed to appeal the application.

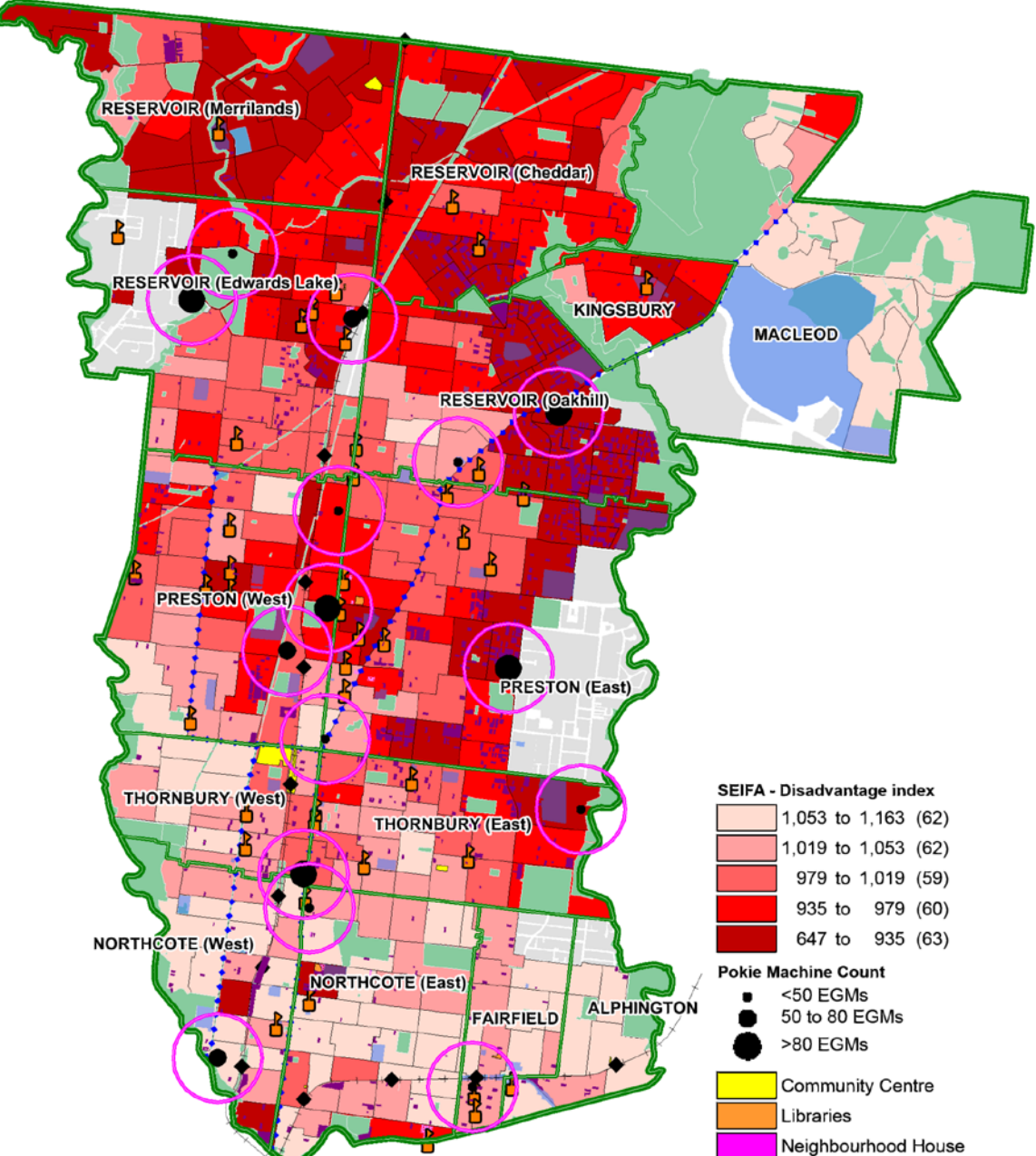
The social assessment tool reflects Council's policy intention to protect its most vulnerable communities and has also been developed to trigger pre lodgement conversations between applicants and Council.

Social assessment scenarios – comparative modelling

The map below show 6 designated areas for modelling the tool. The table on the following page demonstrates how the assessment scoring provides Council with a preliminary analysis of 6 scenarios of which 5 are fictional and 1 is actual. They are spread across the various socioeconomic scenarios of Darebin from the north to the south of the municipality

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Social assessment scenarios – comparative modelling

The table below demonstrates how the assessment scoring provides Council with a preliminary analysis of 6 scenarios.

Application details	Criterion 1 SEIFA (Disadvantage)	Criterion 2 EGM Density	Criterion 3 \$ loss	Criterion 4 Non -Gaming Activities	Criterion 5 Redistributio n of high risk EGM's	Criterion 6 Support for problem gamblers	Total Score. Based on social assessment.	Comments
See Scoring Key for criteria on page 6								
1. Grandview Hotel 50 new EGM's (Alphington) (Actual)	0	0		0	0	0 (Unknown). \$100,000 offered for community support. No score provided as it is unclear if this amount meets the 40% threshold.	0	This is relatively low risk application. Council may tolerate this application.
2. Summerhill Hotel extra 20 EGM's (Reservoir) (Fictional application) Plenty Rd.	11	8	8	5	5	5	42	This is a high risk application. Council would probably appeal this application in VCGLR / VCAT.
3. Kingsbury Social Club 75 new EGM's (Fictional operator) Kingsbury Dve.	0	8	8	0	0	0	16	This is a medium risk proposal by a club. This would trigger a conversation with the social club prior to making a

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								final decision.
4. The Preston Pub 50 new EGM's (Fictional operator). Newlands Rd.	8	6	6	0	0	0	20	A medium risk application. This would trigger a conversation prior to final decision, but could eventually lead to an appeal if negotiations are not satisfactory.
5. Northcote Football Club 50 new EGM's) On Council owned land . Westgarth St. Northcote	0	0	0	0	0	0	0	Although this is a low risk application. Council would lodge an appeal against this application. Council would also trigger a parallel process regarding alternative revenue sources with the club
6. The Helping Hand Charity. Polaris Hotel /Conference Centre and 80 new EGM's in Bundoora. Fictional operator.	0	8	9	0	0	0 (Although no specific \$ for problem gamblers, all profits to be used for disadvantaged youth in metro area).	17	A medium risk application with a high community benefit factor based on operator's mission. This would trigger a possible MOU to

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								ensure some \$ allocated for problem gambling.
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How the assessment tool works (Assessment methodology) for the Summerhill Hotel

For the purposes of the modelling the proposed Assessment tool will be applied to the recent proposal from Grandview Hotel - an actual application that is familiar to Councillors.

1. Criterion 1 (Disadvantage)

This score is made up of two components;

- a. 5 points is a 'benchmark' score that indicates that the application is in an area of relatively high advantage in Fairfield compared to the City of Darebin.

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- b. The second component is an additional weighting that gives an indication of its relative advantage compared to the municipal average. The 2.5km radius around the venue has a SEIFA score 60 points lower than the municipal average. This attracts a score of 6 points (1 point for every 10 points below municipal average)
- c. Total score 11

2. Criterion 2 (EGM) density

This score is made up of two components

- a. 5 points is a 'benchmark' score that indicates that the application is in an area where EGM density is lower than the City of Darebin average.
- B. An additional weighting is given to the extent of the higher density. A score of 1 is allocated for every EGM per 1000 adults above the municipal average. In this case an additional 3 points.
- c. Total Score 8

3. Criterion 3 Total losses

This score is made up of two components

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- a. 5 points is a 'benchmark' score that indicates that the application is in an area where EGM losses (\$) are higher than the City of Darebin average.
- b. An additional weighting is given to the extent of the losses incurred. A score of 1 is allocated for every \$50 per annum per 1000 adults above the municipal average. In this case an additional 3 points.
- c. Total score 8

4. Criterion 4 The provision non gambling activities

- a. This criterion is made up of is a single scoring element, where 5 is allocated where the provision of EGM's does not create additional non gaming activities at the venue.

1 point is deducted for every non gaming activity associated with the proposal.

- b. Total score 5 points

Criterion 5 Redistribution of high risk machines

This criterion becomes more important in areas where the regional CAP has been reached. The scoring advantages those applications where EGM's have been transferred from areas of high disadvantage.

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In this case Darebin has not reached its regional CAP. The application is for new EGMs, not transferred from other venues.

- c. Total score 5 points

Criterion 6 Support for problem gamblers

This criterion is made up of a single scoring element that promotes venue operators to directly contribute to problem gambling programs.

- a. 0 points is allocated to those applications predicting an allocation of 40% or more of the Community Support Fund to address problem gamblers.
- b. 1 point is allocated for every 10% below the 40% benchmark of the Community Support Fund to address problem gamblers.
- c. Total score 5

Overall Score: 42 High risk application.