

## Community Impact Analysis Guidelines

### What is a Community Impact Analysis?

A Community Impact Analysis is an assessment of the likely social and economic impact a proposed new gaming machine operation or the proposal to increase the gaming machine numbers at a venue will have on the community.

The community refers to the area likely to be directly affected by the proposed operation. It can mean the immediate and/or surrounding neighbourhood. The area of coverage depends largely on factors such as:

- The size and the type of the proposed venue.
- the demographic, nature and characteristic of the immediate and surrounding neighbourhood, eg:
  - Whether the immediate neighbourhood is for residential or commercial use.
  - Whether the business is in an isolated location, in a town centre or in the city.
  - Whether or not the immediate area has a specific focus, such as a tourist or entertainment precinct.
  - The population density.
- The availability and proximity of other gaming machines in the area (density of machines).
- The targeted patrons.
- The access to the venue and any barriers from the surrounding neighbourhood.

For example, the community might only relate to the immediate neighbourhood if it is unlikely that the people in the surrounding area will be affected by the proposal. On the other hand, if the proposal is likely to directly affect any surrounding communities, the area of coverage will need to be extended to include those outlying communities, irrespective of distance.

An applicant for a Gaming Machine Licence or a consultant engaged by the applicant may conduct the Community Impact Analysis.

### Why is a Community Impact Analysis necessary?

A Community Impact Analysis is required:

- for an application for a new gaming machine licence;
- for an application to increase the number of gaming machine at a venue by 5 or more or as required by the Director of Licensing; or

- for an application for a gaming machine licence by the purchaser of a venue with existing gaming machines.

A Community Impact Analysis is required to enable the applicant and the Licensing Commission to determine whether or not the application is in the best interest of the Community. Section 25 and 41A of the *Gaming Machine Act* requires the Licensing Commission to take the following into consideration when assessing an application and accompanying documents:

- (a) the suitability of the premises to which the application relates having regard to the size, layout and facilities of the premises;
- (b) the suitability of the premises to which the application relates having regard to the primary activity conducted at the premises;
- (c) the suitability of the location to which the application relates having regard to the population of the local area, the proximity of the premises to other gaming venues and the proximity of the premises to sensitive areas such as schools, shopping centres, other community congregation facilities, welfare agencies, banks and pawn brokers;
- (d) the appropriateness of problem gambling risk management and responsible gambling strategies; and
- (e) economic impact of the proposal including contribution to the community, employment creation and significance or reliance of the venue to tourism

The information provided in the Community Impact Analysis therefore needs to be sufficient to assist and enable the Licensing Commission to consider the above criteria. Information may include, but not limited to the following:

### **The venue**

The venue specific information should describe such things as:

- The primary activity conducted on the premises.
- Other facilities and activity provided within the premises.
- The location.
- The nature and type of operation including the theme and concept.
- The size of the proposed operation covering both the venue as a whole and more specifically the area to be allocated for gaming (area and layout).
- The number of existing gaming machines and the number of new gaming machines sought.
- The capacity of the venue to cater for the (additional) gaming machines.
- The current and targeted patron type.

- The extent to which the proposal will comply with the *Fire Services Act*, the *Building Act* and the Regulations made under those Acts.
- Whether or not the proposal is in line with the Local Council requirements.
- The venue employment.
- The venue contribution to the community

A business plan and a detailed floor plan will assist in this regard.

### **The immediate locality**

The Community Impact Analysis should also provide information about the locality that the proposed gaming operation is to be situated in. This should include a description of the immediate area, detailing:

- The population density.
- The demographics of the immediate neighbourhood.
- The primary focus of the immediate neighbourhood (whether it is for residential or commercial use).
- Whether the business is in an isolated location, in a town centre or in the city.
- Whether or not the immediate area has a specific focus, such as a tourist or entertainment precinct.
- The types and level of tourism and the importance of tourism to the local area.
- The amenity or character of the local community, including the history and any development plans.
- Neighbouring business and community facilities.
- The number, proximity and distribution of other gaming venues in the immediate neighbourhood (RGL can provide the information on request).
- The number (density) of gaming machines in the immediate neighbourhood.
- The proximity to any gambling sensitive areas such as schools, welfare agencies, banks, social services providers, shopping centres, churches, problem gambling service providers, pawn shops, etc.

### **The surrounding neighbourhood**

Information about the communities surrounding the proposed gaming operation will also be important. A description of the following will help the Licensing Commission determine the extent the proposed operation will have.

- The distance from any surrounding communities and any access barriers from those communities.
- The population density.
- The demographics of the outlying/surrounding neighbourhood.
- The primary focus of the immediate neighbourhood (whether it is for residential or commercial use).
- Whether the surrounding communities are isolated, is another town centre or is another city.
- Whether or not the surrounding area has a specific focus.
- The availability and distribution of gaming machines in the surrounding neighbourhood.

### **Responsible gambling strategies**

The applicant needs to describe how the venue is going to manage problem gambling risks and identify and describe the responsible gambling strategies it will adopt to minimise harm to problem gamblers and those at risk of becoming a problem gambler.

### **Assessment**

The applicant should use the information to justify to the Licensing Commission the issue of a gaming machine licence, addressing criteria (a)-(e), above.