

Australian Capital Territory

# Gaming Machine (Social Impact Assessments) Guidelines 2004 (No 1)

Disallowable instrument DI2004—30

made under the

***Gaming Machine Act 1987, s 14AB (Guidelines about social impact assessments)***

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## 1 Name of instrument

This instrument is the *Gaming Machine (Social Impact Assessments) Guidelines 2004 (No 1)*.

## 2 Requirements for social impact assessment

- (1) A social impact assessment for an application must be an objective analysis or assessment of the social impact of the proposal to install the number of gaming machines specified in the application.
- (2) The social impact assessment must identify the positive aspects or benefits of the proposal as well as the negative aspects or detriments of the proposal.
- (3) All statements or material included in the assessment must be objective (not subjective or speculative) and must be based on identifiable factual information.
- (4) The sources of information must be clearly and specifically identified.

### Examples

- an Australian Bureau of Statistics publication
- Gambling and Racing Commission Community Contribution report

Authorised by the ACT Parliamentary Counsel—also accessible at [www.legislation.act.gov.au](http://www.legislation.act.gov.au)

*Note* An example is part of the guidelines, is not exhaustive and may extend, but does not limit, the meaning of the provision in which it appears (see Legislation Act, s 126 and s 132).

- (5) A social impact assessment must identify all relevant persons or organisations and the likely impact of the proposed installation of the gaming machines on those persons or organisations.

**Examples**

- nearby residences, businesses or shops
- other gambling outlets
- schools
- sporting and community facilities
- places of worship

**3 Matters to be addressed in social impact assessment**

- (1) The following matters must be addressed or assessed as part of a social impact assessment:

- (a) existing level of gaming activity currently being conducted within 5 kilometres of the premises;
- (b) population profile of persons living within 5 kilometres of the premises (including, as a minimum, an analysis of age and average income);
- (c) an analysis of available relevant information about clients, visitors or members in relation to the premises;

**Examples**

- where visitors to the premises generally live
- spending patterns at the premises
- time spent at the premises
- (d) the social and economic benefits to—
  - (i) the community within 5 kilometres of the premises; and
  - (ii) the broader Canberra community;
- (e) the negative social and economic impact on—
  - (i) the community within 5 kilometres of the premises; and
  - (ii) the broader Canberra community;

- (f) an outline of the proposed gambling harm minimisation measures proposed to be undertaken;
  - (g) an overall assessment of the net social and economic benefit or cost of the proposal.
- (2) Any other relevant matter may be addressed or assessed as part of the assessment.

#### **4 Information to be included in social impact assessment**

- (1) To the extent that the information is available to the applicant, the following information must be included as part of a social impact assessment:
- (a) a map of the area covering a 5 kilometre distance from the premises indicating the location of the premises and identifying the location of all other relevant premises;

##### **Examples of other relevant premises**

- nearby residences, businesses or shops
  - other gambling outlets
  - schools
  - sporting and community facilities
  - places of worship
- (b) the number of existing gaming machines within 5 kilometres of the premises;
  - (c) the population of the area within 5 kilometres of the premises (including the number of people over 18 years of age);
  - (d) an estimate of the average income of people living within 5 kilometres of the premises.
- (2) Any other relevant information may be included as part of the assessment.

Ted Quinlan  
Minister for Sport, Racing and Gaming  
17 March 2004