



Victoria Government Gazette

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Gambling Regulation Act 2003

ORDER UNDER SECTION 3.2.4(1)

I, Tony Robinson, MP, Minister for Gaming in the State of Victoria, pursuant to section 3.2.4(1) of the **Gambling Regulation Act 2003** (the Act), hereby:

- (a) Revoke the order made pursuant to section 3.2.4(1) of the Act on 12 October 2006.
- (b) Determine under section 3.2.4(1)(a) of the Act the following 19 regions in the State of Victoria for the purposes of Chapter 3 of the Act to be:

Region 1: the area covered by the local government area of the City of Ballarat as at 12 October 2006.

Region 2: the area covered by that part of postcode 3081 included in the local government area of the City of Banyule as at 12 October 2006.

Region 3: the area covered by the local government area of the Shire of Bass Coast as at 12 October 2006.

Region 4: the area covered by that part of postcodes 3012, 3020, 3021, 3022, 3023 and 3038 included in the local government area of the City of Brimbank as at 12 October 2006.

Region 5: the area covered by:

- (i) that part of postcodes 3177, 3803, 3975 and 3976 included in the local government area of the City of Casey as at 12 October 2006; and
- (ii) that part of postcode 3977 located north of Browns Road included in the local government area of the City of Casey as at 12 October 2006.

Region 6: the area covered by the local government area of the City of Greater Dandenong as at 12 October 2006.

Region 7: the area covered by the local government area of the City of Darebin as at 12 October 2006.

Region 8: the area covered by the local government areas of the City of Greater Geelong and the Borough of Queenscliff as at 12 October 2006.

Region 9: the area covered by the local government area of the City of Greater Shepparton as at 12 October 2006.

Region 10: the area covered by the local government area of the City of Hobsons Bay as at 12 October 2006.

Region 11: the area covered by that part of postcodes 3043, 3047, 3048, 3060 and 3061 included in the local government area of the City of Hume as at 12 October 2006.

Region 12: the area covered by the local government area of the City of Latrobe as at 12 October 2006.

Region 13: the area covered by the local government area of the City of Maribyrnong as at 12 October 2006.

Region 14: the area covered by that part of postcodes 3031, 3051 and 3053 included in the local government area of the City of Melbourne as at 12 October 2006.

Region 15: the area covered by that part of postcodes 3147, 3148, 3166, 3167, 3168 and 3170 included in the local government area of the City of Monash as at 12 October 2006.

Region 16: the area covered by the local government area of the City of Moonee Valley as at 12 October 2006.

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- Region 17: the area covered by that part of postcodes 3055, 3056, 3057, 3058 and 3060 included in the local government area of the City of Moreland as at 12 October 2006.
- Region 18: the area covered by the local government area of the City of Warrnambool as at 12 October 2006.
- Region 19: the area covered by that part of postcodes 3074, 3075, 3076, 3082 and 3083 included in the local government area of the City of Whittlesea as at 12 October 2006.
- (c) Specify under section 3.2.4(1)(b)(ii) of the Act, in respect of the regions referred to in paragraph (b) of this order, that the maximum permissible number of gaming machines available for gaming in the region should be determined by the Victorian Commission for Gambling Regulation using the following criteria:
- Region 1: 9.49 gaming machines per thousand persons aged 18 years and above in that region.
- Region 2: 2.93 gaming machines per thousand persons aged 18 years and above in that region.
- Region 3: 9.44 gaming machines per thousand persons aged 18 years and above in that region.
- Region 4: 7.95 gaming machines per thousand persons aged 18 years and above in that region.
- Region 5: 8.87 gaming machines per thousand persons aged 18 years and above in that region.
- Region 6: 9.48 gaming machines per thousand persons aged 18 years and above in that region.
- Region 7: 8.85 gaming machines per thousand persons aged 18 years and above in that region.
- Region 8: 8.573 gaming machines per thousand persons aged 18 years and above in that region.
- Region 9: 7.32 gaming machines per thousand persons aged 18 years and above in that region.
- Region 10: 8.69 gaming machines per thousand persons aged 18 years and above in that region.
- Region 11: ten gaming machines per thousand persons aged 18 years and above in that region.
- Region 12: 9.36 gaming machines per thousand persons aged 18 years and above in that region.
- Region 13: 9.03 gaming machines per thousand persons aged 18 years and above in that region.
- Region 14: 6.73 gaming machines per thousand persons aged 18 years and above in that region.
- Region 15: 9.85 gaming machines per thousand persons aged 18 years and above in that region.
- Region 16: 8.12 gaming machines per thousand persons aged 18 years and above in that region.
- Region 17: 8.75 gaming machines per thousand persons aged 18 years and above in that region.
- Region 18: 9.52 gaming machines per thousand persons aged 18 years and above in that region.
- Region 19: 7.02 gaming machines per thousand persons aged 18 years and above in that region.
- (d) Require the Victorian Commission for Gambling Regulation to determine, under section 3.2.4(1)(c)(i) of the Act, on the basis of the criteria specified in paragraph (e) of this order, how gaming machines are to be removed from each of the regions referred in paragraph (b) of this order if the number of gaming machines available for gaming in the region exceeds the maximum permissible number.
- (e) Specify, in respect of the regions referred to in paragraph (b) of this order, the criteria that the Victorian Commission for Gambling Regulation must use in determining how gaming machines are to be removed from a region where the number of gaming machines available for gaming exceeds the maximum permissible number available for gaming in the region to be:
- (i) the method for determining where gaming machines will be removed from should be calculated by postcode in the first instance and then by venue in each postcode;
 - (ii) a higher proportion of gaming machines should be removed from hotspot postcodes and venues; that is, postcodes and venues that have above average expenditure per gaming machine;

- (iii) removal of gaming machines should be initially determined on a proportional basis by relative share of gaming machines;
 - (iv) for hotspot postcodes/venues, a weighting, equivalent to 33 per cent of the amount by which expenditure exceeds average expenditure per gaming machine, should be applied to determine the number of machines to be removed;
 - (v) the number of gaming machines to be removed from a gaming venue should not exceed 70 per cent of the total number of gaming machines at that venue;
 - (vi) a minimum of 20 gaming machines must remain in a gaming venue after gaming machines have been removed; and
 - (vii) no gaming machines should be removed from a venue with less than 20 gaming machines.
- (f) Determine under section 3.2.4(1)(a) of the Act the following region in the State of Victoria, in addition to those regions referred to in paragraph (b), to be:
- Region 20: the area covered as at the date of this order by that part of the Shire of Yarra Ranges which is included in the Melbourne Statistical Division.
- (g) Specify under section 3.2.4(1)(b)(ii) of the Act, that the criterion for determining the maximum permissible number of gaming machines available for gaming in the region referred to as 'Region 20' in paragraph (f) of this order is a maximum of ten gaming machines per thousand persons aged 18 years and above in that region.
- (h) Require the Victorian Commission for Gambling Regulation to determine, under section 3.2.4(1)(c)(i) of the Act, on the basis of the criteria specified in paragraph (i) of this order, how gaming machines are to be removed from the region referred to as 'Region 20' in paragraph (f) of this order if the number of gaming machines available for gaming in the region exceeds the maximum permissible number.
- (i) Specify under section 3.2.4(1)(c) of the Act, the following criteria for determining how gaming machines are to be removed from the region referred to as 'Region 20' in paragraph (f) of this order if the number of gaming machines available for gaming exceeds the maximum permissible number in that region, under this order:
- i) in the first instance, the determination is to be made on a proportional basis by relative share of gaming machines available for gaming in each approved venue in that region
 - ii) the number of gaming machines to be removed from a gaming venue should not exceed 70 per cent of the total number of gaming machines at that venue
 - iii) no gaming machines should be removed from a venue with less than 20 gaming machines
 - iv) a minimum of 20 gaming machines must remain in a gaming venue after gaming machines have been removed.

Dated 16 October 2009

HON TONY ROBINSON MP
Minister for Gaming

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