

Gambling Policy

VERSION NO.	5
APPROVAL	Adopted by Council on 22 June 2026
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RESPONSIBLE EXECUTIVE	General Manager Community Strengthening
POLICY TYPE	Council
POLICY OWNER	Manager Inclusive Communities
LEGAL REVIEW COMPLETED	☒
DATE	2 June 2026

REVISION RECORD	Version	Revision Description
Gambling Policy 2020-2024 (CM: 20/76881)	4	Adopted 21 September 2020 - Action plan removed from Policy and incorporated into the Public Health and Wellbeing Plan 2020-2024 - Further strengthening of policy positions to reduce harm
Gambling Policy and Action Plan 2014-2019 (CM: 14/95986)	3	Adopted 26 May 2014 - Policy updated to address all types of gambling and implement a public health approach - Included action plan
Gaming Policy 2002 (CM: 02/75903)	2	Adopted 16 December 2002 Updated to reflect findings from <i>Striking a Balance: The Impact of Gaming in the City of Kingston</i> report.
Leasing of Council Property: Gaming Machines & Liquor Licenses (Policy No. 4.7) (CM: 08/97899)	1	Adopted 27 July 1998

1. PURPOSE

The purpose of this Policy is to outline Kingston City Council's position in relation to *gambling* and guide Council in its decision making to prevent and reduce harm from *gambling* in the municipality of Kingston.

This Policy is anticipated to benefit those in the community who may be experiencing *gambling harm* from any form of *gambling* including people experiencing harm from another person's *gambling* e.g. family members, friends, colleagues, and acquaintances.

2. SCOPE

This Policy is external and applies across all of Council. It replaces all other previous Council policies relating to *gambling*.

For the purposes of this Policy, '*gambling*' refers to the following activities: electronic gaming machines (*EGMs*), *casino games*, *lotteries* (excluding *trade promotion lotteries*), and *race betting*, and *sports betting* activities. It excludes activities such as card games (exclusive of casino card games), raffles, sports tipping competitions and *Bingo* for club social events and fundraising.

The Policy has a key focus on *EGMs* because of the role appointed to Council via planning legislation and the ability for Council to make submissions to the Victorian Gambling and Casino Control Commission (VGCCC).

Research¹ indicates that *EGMs* and online *gambling*, especially sports wagering, are amongst the most harmful forms of *gambling* and have the greatest impact on our community. However, Council's ability to influence the regulation of online *gambling* is limited to advocacy and awareness raising because online gambling is legislated by the Commonwealth through the *Interactive Gambling Act 2001* (Cth).

3. GOVERNANCE PRINCIPLES AND COUNCIL & WELLBEING PLAN ALIGNMENT

3.1. Governance principles

Principle (b) - priority is to be given to achieving the best outcomes for the municipal community, including future generations.

Principle (f) - collaboration with other Councils and Governments and statutory bodies is to be sought.

3.2. Council & Wellbeing Plan alignment

Key Direction: Healthy & Connected

Action: Provide environments and services that promote and support mental and physical health and wellbeing.

Health and wellbeing priority: Smoking, alcohol & *gambling harm*

Reducing exposure to and consumption of harmful products including tobacco, vaping, alcohol and *gambling*. It considers the links with associated health and social impacts including injury, accidents, amenity and violence in the community.

The link between conditions of social disadvantage and *gambling* losses is underlined by the strong association between higher *gambling* losses and conditions such as elevated unemployment rates², lower median incomes, high proportions of one-parent families, lesser educational attainments, limited English fluency and low volunteering rates. Council's advocacy for reforms to the *gambling* industry aim to reduce overall *gambling harm* and the social inequality that the *gambling* industry targets and perpetuates.

4. POLICY DETAILS

4.1. Outline

Council recognises that *gambling harm* can have significant health, social and economic impacts on individuals, families and communities.

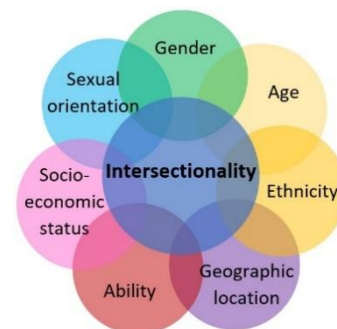
¹ Goodwin, B, Browne, M, Rockloff M & Rose, J, 2017, *A typical problem gambler affects six others*, International Gambling Studies, 17:2, 276-289, DOI: 10.1080/14459795.2017.1331252. Retrieved 27 March 2020 via <https://responsiblegambling.vic.gov.au/resources/gambling-victoria/gambling-harm-victoria/>

² Brown, H, 2024, A review of gambling issues for local government, City of Greater Dandenong, <https://www.greaterdandenong.vic.gov.au/gambling-social-statistics>

4.2. Intersectionality

Council recognises that people's lives are multi-dimensional and complex, and therefore our response to *gambling harm* prevention cannot be developed through a singular lens.

Intersectionality refers to the way that different characteristics of a person can potentially expose them to multiple layers of discrimination and marginalisation. By applying the intersectional lens, inequities experienced by different population groups can be factored into the planning and delivery of *gambling harm* prevention responses.



4.3. Position statements

Council adopts the following position statements to prevent and reduce harm from *gambling*:

Gaming venues / Gambling operators

1. Council will complete an economic and social impact assessment³ for every EGM application made to the VGCCC.

Council will oppose any gaming licence application where evidence indicates the net economic and social impact will be detrimental to the health and wellbeing of the Kingston community. When Council opposes an application, it will adequately resource the representation at the VGCCC and subsequent representation at VCAT hearings, if required.

Council will identify areas in the municipality of Kingston of higher vulnerability to *gambling harm* and work toward no additional *EGMs* being located in these areas. This applies to applications for new *EGM* licences, increases in *EGMs* or transfers of *EGMs* in Kingston or neighbouring councils within a 2.5km radius⁴ (Refer to part 0 of this Policy for factors that will be considered in the assessment).

2. Council will not accept financial or in-kind contributions from gambling venues/operators and will not promote community contributions offered by local *gambling* venues/operators (grant programs, donations, sponsorships), unless there is '*significant community benefit*' demonstrated.
3. Council will assist community groups and organisations seeking to reduce or transition away from *gambling* through information, resources and advice.

Use of Council land / facilities

4. Council will not support new requests for temporary or permanent outdoor signage/advertising of *gambling* businesses/operators on Council-owned or managed land, facilities and infrastructure.
5. Council will not support new agreements for Council owned or managed land or facilities to be provided to any community groups / organisations / clubs / businesses who operate *gambling* activities in the municipality of Kingston or elsewhere, unless '*significant community benefit*' is demonstrated to the satisfaction of Council.

Funding

6. Council will not provide community grants or sponsorship to community groups / organisations / clubs / businesses that receive a direct income from operating *gambling* activities.

³ Victorian Gambling and Casino Control Commission, 2026, Gaming premises: Economic and social impact form, <https://www.vgccc.vic.gov.au/for-gambling-providers/venue-operators-and-poker-machines/gaming-premises>

⁴ The VGCCC's default catchment area is 2.5km for metropolitan Melbourne

7. Council will not provide funding, donations, publicity or promotion for community groups / organisations / clubs / businesses that receive a direct income from operating *gambling* activities, unless a '*significant community benefit*' is demonstrated to Council's satisfaction.
8. Council will not fund groups to lease, hire or use a venue with gaming machines or other forms of *gambling*, unless the venue offers a unique setting and there is '*no viable alternative*' as determined by Council.

Advocacy and awareness raising

9. Council will strongly advocate to State and Federal Governments and other relevant organisations for timely implementation of legislative and regulatory reform of the *gambling* industry. Refer to part 4.6 of this Policy for the full list of advocacy positions.
10. Council will implement initiatives and raise community awareness to reduce *gambling harm*. Council will promote a range of non-*gambling* social activities in Kingston to encourage engaged, active and healthy lifestyle choices.

Collaboration and harm minimisation

11. Council will continue to acknowledge *gambling* as a public health issue and take a *public health approach* with an *intersectional* lens working in collaboration with State Government, other local councils and relevant organisations to reduce the negative impacts from *gambling harm* experienced by the Kingston community.

Council will integrate *gambling harm* prevention and reduction into planning and programming across the organisation. This includes, but is not limited to, the Council & Wellbeing Plan, Municipal Planning Strategy and the Kingston Planning Scheme.
12. Council will actively promote gambling support services and other related services, such as family violence, alcohol, smoking/vaping and mental health, to assist people who are experiencing *gambling harm* including family and friends affected by someone else's *gambling*.
13. Council will support research into the impacts of *gambling* and the development of effective harm minimisation strategies.

Council policies / processes

14. Council will not run any Council and community events, activities, programs and social outings in venues that have *EGMs*, unless the venue offers a unique setting and there is no viable alternative as determined by Council.
15. Council will implement measures to block and filter internet access to *gambling* activities on all Council-provided equipment connected to the corporate network. It does not currently apply to filtering against *gambling* advertising.

Council will continue to review and update internet filtering measures to ensure the safety and wellbeing of employees and the public.
16. Council will request that the Victorian Liquor Commission advise its applicants seeking to extend the hours for a liquor licence at a gaming venue in the municipality of Kingston to include a social impact assessment which considers the community impact of increased access to *EGMs*.

4.4. Factors to determine harm in an economic and social impact assessment⁵ (position statement 1)

In line with the VGCCC's Economic and Social Impact Form, the following factors will be considered to determine whether or not there will be no harm caused by the application on the health, social and economic wellbeing of the community. Note: these factors are subject to change in response to industry updates.

1. Municipal district profile such as demographics, recreational habits and facilities, economic data, crime and tourism.
2. Location
 - Accessibility and alternative venues in the area
 - Proximity to sensitive uses such as places where people who may be more vulnerable to *gambling harm* can be found
3. Gaming competition
 - The level of competition in the area surrounding the premises
4. Problem *gambling* and *gambling harm*
 - The vulnerability of the municipal district
 - Australian Bureau of Statistics Socio-Economic Indexes for Areas (SEIFA) Index of Disadvantage and other data
 - Services within the municipal district
 - The services in the municipal district that specifically or substantially deal with vulnerable members of the community, problem *gambling* or *gambling harm*
 - The number of members of the community that made contact with each of these service providers (that deal with vulnerable members of the community, problem *gambling* or *gambling harm*) in the previous 12 months and the number that attended specifically with *EGM*-related problems
 - The proposed approach to minimising harm
 - An assessment of the proposed approach against this Policy
 - An assessment of the applicant's approach to minimising *gambling harm*
5. Community wellbeing
 - Community attitude survey results
 - Feedback from businesses, individuals or organisations
6. Community contributions
 - An assessment of the applicant's proposed community contributions
7. Conclusions
 - The net impact on the municipal district.

⁵ Victorian Gambling and Casino Control Commission, 2026, Gaming premises: Economic and social impact form, <https://www.vgccc.vic.gov.au/for-gambling-providers/venue-operators-and-poker-machines/gaming-premises>

- The anticipated net economic and social impact of the proposal on the wellbeing of the municipal district as either neutral, positive or negative
- Improving the anticipated impact of the proposal
 - Any changes that would improve the anticipated impact of the proposal
- The impact on surrounding municipal districts
 - Neighbouring council's assessment of the anticipated net economic and social impact of the proposal on their municipal districts

Additional *EGMs* or new venues should not be located in areas:

- of relative socio-economic disadvantage;
- where populations of people who are socially disadvantaged and are most vulnerable to the harms of problem *gambling* live in the local community;
- where activities are focused on children or young people;
- where people from vulnerable communities visit the area for a purpose, e.g. a mental health clinic, public housing, tertiary education setting etc.; or
- where people go about their everyday business, in addition to the prohibited shopping strips identified in the Kingston Planning Scheme (e.g. a concentration of shops, major community facilities or key public transport modes).

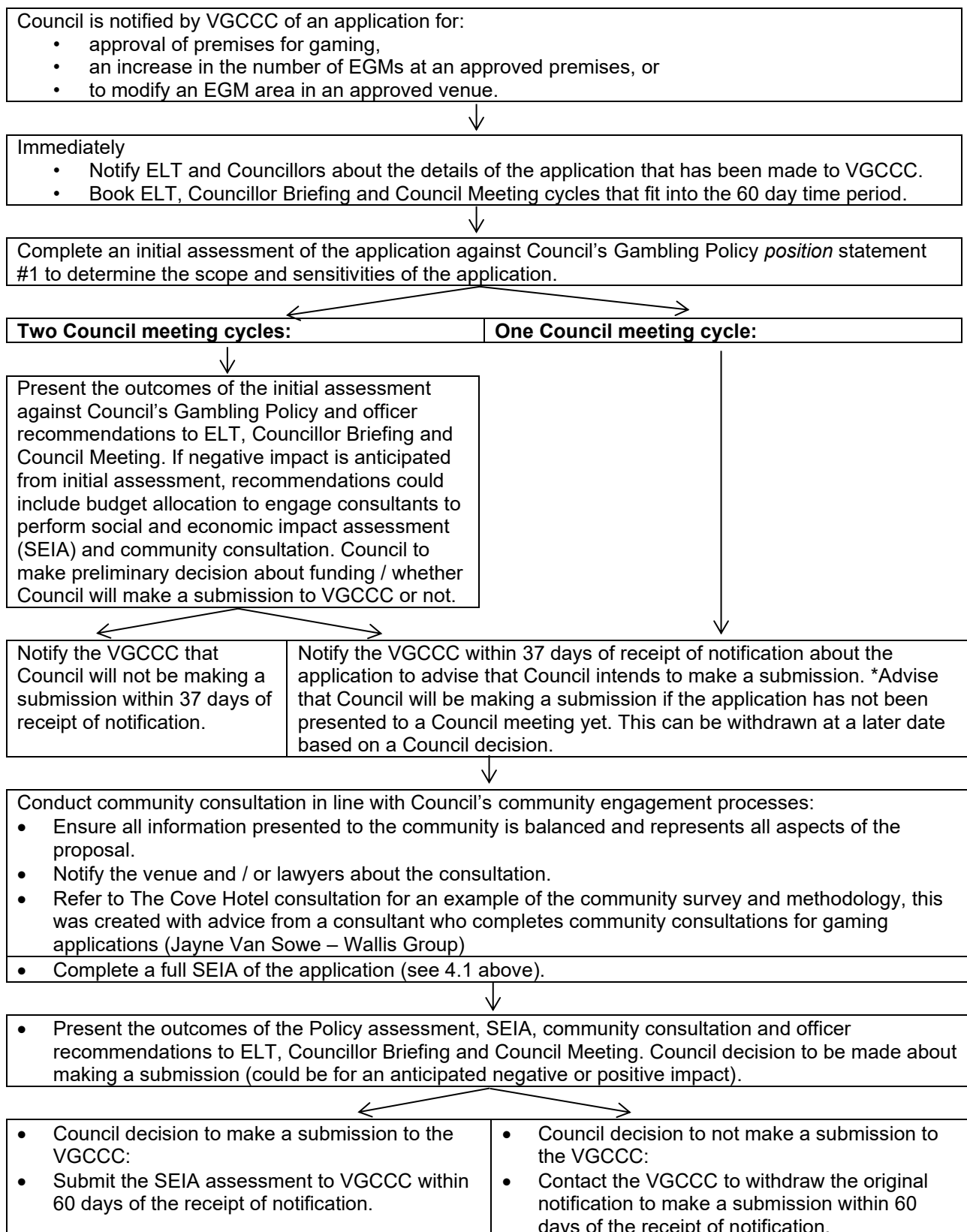
4.5. VGCCC gaming applications – assessment process recommendation (position statement 1)

Council will complete an economic and social impact assessment for every *EGM* application made to the VGCCC.

Important timelines

- The VGCCC must be notified about whether Council intends to make an economic and social impact submission within the legislative time frame notified by the VGCCC about the application.
- If Council determines to make a submission, it must be lodged in accordance with the legislative time frame. Accordingly, officers are required to commence assessment and community consultation processes as soon as notification is received. Council may request an extension from the VGCCC where exceptional circumstances prevent submission within the required timeframe.

Recommended process



4.6. Advocacy positions (position statement 9)

Council will strongly advocate for and implement initiatives to reduce *gambling harm* in the Kingston community. It will continue to support the cooperative call on the Federal and State Governments to legislate changes for harm prevention, including, but not limited to:

Current Council priorities

- A regional cap on the number of *EGMs* across the municipality of Kingston limited to the current number and that any *EGMs* given up by venues are automatically removed from the regional cap.
- Introduce a state government fund to help support *gambling* venues transition away from *EGMs*.
- Changing the definition of 'community benefit' to ensure the proportion of *EGM* profits used for community benefit does not go towards funding *EGM* venue operating costs.
- Increase the timeframe for councils to respond to gaming applications from 60 days to 90 days to allow appropriate time to assess the social and economic impacts.

Broader priorities

- For the Federal government to act on all recommendations from the Federal Inquiry report 'You win some, you lose more: online *gambling* and its impacts on those experiencing *gambling harm*' released in June 2023, especially supporting a ban on *sports betting* advertising on television and live stream services.
- Advocate for the following in relation to the regulation of *EGMs*:
 - Reduced venue operating hours.
 - Mandatory carded play with pre-commitment
 - Limiting maximum bets.
 - Removing misleading, deceptive and addictive features of *EGM* design such as 'near misses', and losses disguised as wins.
- Advocating for better protections against forms of online *gambling* such as *loot boxes*.
- Prohibition of donations by the *gambling* industry to political parties, parliamentarians and candidates.
- Introduce a ban on incentives to encourage residents to enter gaming venues, such as free or discounted meals for adults and children, give-aways and prizes.
- Increased investment in research on the health and wellbeing impacts of *gambling* including research into family violence, mental and physical health impacts.

5. KEY STAKEHOLDERS

Key stakeholders involved in the development of the Policy include:

- *Alliance for Gambling Reform*
- Victorian Local Governance Association
- Victorian Responsible Gambling Foundation
- Gambler's Help Southern

The following internal teams were also involved:

- AccessCare
- Active Kingston
- Communications
- Governance
- Inclusive Communities
- Information Services and Strategy
- Legal
- Procurement
- Property
- People and Culture
- Property Services
- Strategic & Statutory Planning

The community was consulted in three stages:

- Stage 1 – a survey hosted on the Your Kingston Your Say website and pop up in-person consultations at community activities.
- Stage 2 – targeted one-on-one engagement with potentially impacted community groups.
- Stage 3 – a public exhibition period providing opportunity for community, stakeholders and internal teams to make a submission on the draft Policy.

6. INTERNAL AND EXTERNAL ASSESSMENTS

6.1. Risk assessment

A risk assessment was completed and all risks are controlled adequately to the extent of Council authority.

6.2. Delegation and authorisation (compliance framework)

There are no delegated positions with responsibilities for this Policy.

6.3. Gender impact assessment

A Gender Impact Assessment was completed and identified that gambling has the potential to impact everyone in the community, with different impacts on people of different genders.

This was reflected in the community engagement for the development of this Policy, targeting people of diverse genders and backgrounds in order to identify any differences in experiences.

Council acknowledges that the different characteristics of a person can potentially expose them to multiple layers of discrimination and marginalisation and these should be factored into the planning and delivery of *gambling harm* prevention responses.

6.4. Privacy impact assessment

A Privacy Impact Assessment is not required for this Policy.

6.5. Human Rights Charter

This Policy has been reviewed against and complies with the *Charter of Human Rights and Responsibilities Act 2006* (Vic).

7. ROLES AND RESPONSIBILITIES

Role	Responsibility
Council	While Council's direct influence over <i>gambling</i> regulation and reform is limited, local government has a role to play in planning controls, advocacy, community education, local data monitoring, asset management and harm prevention. Under the <i>Public Health and Wellbeing Act 2008</i> (Vic), Council has a responsibility to protect, improve and promote public health and wellbeing by developing and implementing evidence informed policies and programs, and by identifying goals and strategies that support a community in which people can achieve optimal health and wellbeing.
Social Policy and Planning Officer Team Leader Health and Social Policy	Responsible for application of all position statements and leading the review of the Policy.
Team Leader Property Services	Apply the Policy to all new lease negotiations.
Team Leader Sport and Recreation	Apply the Policy to all new lease negotiations.
Community Grants Officer Community Grants & Networks Officer	Apply the Policy to all grant funding applications.
Head of Technology Operations & Infrastructure	Implement position statement 15.

8. RELATED DOCUMENTS

8.1. Legislation

Victorian Legislation:

- *Casino Control Act 1991*
- *Gambling Regulation Act 2003*
- *Gender Equality Act 2020*
- Kingston Planning Scheme
- *Liquor Control Reform Act 1998*
- *Local Government Act 2020*
- *Planning and Environment Act 1987*
- *Public Health and Wellbeing Act 2008*
- *Racing Act 1958*
- *Victorian Gambling and Casino Control Commission Act 2011*

Commonwealth Legislation:

- *Gambling Measures Act 2012*
- *Interactive Gambling Act 2001*

Council has a legislated responsibility to protect, promote and improve community health and wellbeing under the Victorian *Public Health and Wellbeing Act 2008*.

Council is guided by the *Gambling Regulation Act 2003*, *Planning and Environment Act 1987* and Victorian Planning Provisions for its involvement in gaming management in the municipality of Kingston.

The *Gambling Regulation Act 2003* entitles Council to make a submission to the VGCCC about social and economic impacts of gaming applications.

The *Planning and Environment Act 1987* requires a planning permit to be applied for from Council for the installation of gaming machines. The Victorian Planning Provisions in the Kingston Planning Scheme provide local governments with decision making powers over the location of *EGMs*.

8.2. Council policies

The following Council policies intersect with the Policy:

- Event Sponsorship Policy Recipient
- Event Sponsorship Policy Sponsor
- Kingston Grants Program Policy
- Lease and Licence Policy

8.3. Documents and resources

- Brown, H, 2024, *Gambling-related issues for Local Government*, City of Greater Dandenong, <https://www.greaterdandenong.vic.gov.au/gambling-social-statistics>
- Browne, M, Greer, N, Armstrong, T, Doran, C, Kinchin, I, Langham, E & Rockloff, M, 2017, *The social cost of gambling to Victoria*, Victorian Responsible Gambling Foundation, Melbourne, [The social cost of gambling to Victoria](#)

- Francis, L & Livingstone, C, 2019, *Gambling's community contributions: does the community benefit?*, *Addiction Research & Theory*, DOI: 10.1080/16066359.2019.1663834
- Goodwin, B, Browne, M, Rockloff M & Rose, J, 2017, *A typical problem gambler affects six others*, *International Gambling Studies*, 17:2, 276-289, DOI: 10.1080/14459795.2017.1331252. Retrieved 27 March 2020 via <https://responsiblegambling.vic.gov.au/resources/gambling-victoria/gambling-harm-victoria> and [A typical problem gambler affects six others: International Gambling Studies: Vol 17 , No 2 - Get Access](#)
- Hare, S, 2015, *Study of gambling and health in Victoria: findings from the Victorian Prevalence Study 2014*, Victorian Responsible Gambling Foundation and Victorian Department of Justice and Regulation, Melbourne, [Study of gambling and health in Victoria: findings from the Victorian Prevalence Study 2014](#)
- Parliament of Australia, 2023, *You win some, you lose more: Report June 2023*, https://www.aph.gov.au/Parliamentary_Business/Committees/House/Social_Policy_and_Legal_Affairs/Onlinegamblingimpacts/Report
- State Government of Victoria, 2021, *Understanding intersectionality*, <https://www.vic.gov.au/understanding-intersectionality>
- State Revenue Office, 2023, *Community Support Fund*, <https://www.dtf.vic.gov.au/community-support-fund>
- State Revenue Office, 2024, *State taxation revenue*, <https://www.dtf.vic.gov.au/state-taxation-revenue>
- Victorian Gambling and Casino Control Commission, 2024, *Community benefit statements*, <https://www.vgccc.vic.gov.au/for-gambling-providers/venue-operators-and-poker-machines/venue-operator-obligations/accounting-and-auditing-venue-requirements/community-benefits-statements>
- Victorian Gambling and Casino Control Commission 2024, *Gambling data*, <https://www.vgccc.vic.gov.au/for-community/gambling-victoria/gambling-data>
- Victorian Gambling and Casino Control Commission, 2026, *Poker machine entitlements*, <https://www.vgccc.vic.gov.au/for-gambling-providers/venue-operators-and-poker-machines/poker-machine-entitlements>
- Victorian Gambling and Casino Control Commission, 2026, *Gaming premises: Economic and social impact form*, <https://www.vgccc.vic.gov.au/for-gambling-providers/venue-operators-and-poker-machines/gaming-premises>
- Victorian Responsible Gambling Foundation, 2024, *Expenditure on gambling in Victoria*, <https://responsiblegambling.vic.gov.au/resources/gambling-victoria/expenditure-on-gambling-victoria-and-australia>
- Victorian Responsible Gambling Foundation, 2024, *Glossary*, <https://responsiblegambling.vic.gov.au/resources/glossary/#/>

9. DEFINITIONS

Term	Definition
<i>Alliance for Gambling Reform</i>	The Alliance for Gambling Reform is a national advocacy organisation which works to prevent and minimise the harm from <i>gambling</i> .
<i>Bingo</i>	'Bingo' is a game of chance in which each player has a book(s) with a predetermined pattern of numbers, usually 15 numbers between 1-90. The numbers are called out randomly and players mark off the number if it appears on their book. The first player to cover the nominated pattern of numbers, or all numbers, calls out BINGO and wins the prize.
<i>casino games</i>	These are games generally involving cards or dice which are typically offered at casinos. Popular casino table games are blackjack, roulette, baccarat, craps and poker.
<i>EGM</i>	'Electronic gaming machine' or 'poker machine' or 'pokies'. Any device, whether: • wholly mechanical • partly mechanical, or • electronically operated, that is designed for the following reasons: • It can be used to play a game of chance, or a game of mixed chance and skill • b) As a result of making a bet on the machine, winnings may become payable. This includes any machine declared a gaming machine under section 3.1.3 of the <i>Gambling Regulation Act 2003</i> (Vic).
<i>ELT</i>	Executive Leadership Team of Kingston City Council.
<i>gambling</i>	The placement of a wager or bet on the outcome of a future uncertain event, including <i>EGMs</i> , <i>casino games</i> , <i>lotteries</i> (excluding <i>trade promotion lotteries</i>), <i>race betting</i> , and <i>sports betting</i> activities. It excludes activities such as card games (exclusive of casino card games), raffles, sports tipping competitions and <i>Bingo</i> for club social activities and fundraising.
<i>gambling harm</i>	<i>Gambling</i> related harm can be divided into seven key areas: Financial harm, relationship disruption, emotional or psychological distress, decrements to health, cultural harm, reduced work or study performance and criminal activity. These harms can further be considered as general harms (which occur at any time), crisis harms, which are associated with attempts to seek help, and legacy harms, which occur long after <i>gambling</i> has ceased.
<i>intersectionality</i>	'Intersectionality' refers to the ways in which different aspects of a person's identity can expose them to overlapping forms of discrimination and marginalisation.

Term	Definition
<i>loot boxes</i>	Loot boxes are items in video games that may be bought for real-world money, but which provide players with a randomised reward of uncertain value.
<i>lottery</i>	A lottery is procedure for distributing something (usually money or prizes) among a group of people by lot or by chance. The most common type of lottery involves many people purchasing lottery tickets to win a major prize. In some cases, the winning tickets are drawn from a barrel composed of all tickets sold (called sweepstakes). In other cases, a set of numbered balls are randomly drawn from a barrel and winning tickets must match the numbers drawn.
<i>no viable alternative</i> (in reference to position statements 8 and 14)	The 'no viable alternative' clause may apply when there is no other practical and reasonably available alternatives where the activity can be replicated to achieve the intended outcome. Elements included in an assessment may include, but not be limited to, size of group, location and meeting cultural needs.
<i>public health approach</i>	A public health approach is a practice which focuses on improving the health of populations - that is, population groups or subgroups - rather than the health of individuals. A public health approach aims to address health inequalities by tackling the range of factors that impact on health beyond the individual level of lifestyle choice. These include social, economic and environmental factors.
<i>race betting</i>	Race betting means betting by way of wagering on any race including any horse race, harness race or greyhound race.
<i>significant community benefit</i> (in reference to position statements 5 and 7)	The 'significant community benefit' clause will apply as a measure to determine whether Council would support a new agreement or provide funding, donations, publicity or promotion to a club, community group, organisation, associations or business. To determine 'significant community benefit', an assessment will look at the degree to which a project or proposal delivers positive social, health, economic, environmental, or cultural impacts to the community. 'Significant' would relate to the number of people that benefit, the depth of impact (e.g. improved health outcomes, increased access to services), duration/longevity of the benefit and consider equity/inclusion principles in its application. The assessment will also consider the factors in section 4.4 Factors to determine harm in an economic and social impact submission in determining whether the 'significant community benefit' clause is met. 'Significant community benefit' will be assessed on a case-by-case basis, with officers preparing a report to Council that outlines all relevant information associated with each project or proposal.
<i>sports betting</i>	Wagering on sporting activities other than the established forms of horse and greyhound racing (refer to <i>race betting</i> definition). This can be in person at an event or venue, or online.

Term	Definition
<i>trade promotion lottery</i>	Trade promotion lotteries exist to help promote a trade or business. The lotteries are generally free to enter, and they require people to: • buy a product • do certain things in order to take part. The lotteries include activities or events, with prizes awarded that are determined by chance. This applies even if the event includes skill-based activities. Trade promotion lotteries are governed by the <i>Gambling Regulations 2015</i> (Vic)⁶.
<i>VCAT</i>	Victorian Civil and Administrative Tribunal. VCAT is a statutory tribunal that resolves legal disputes and cases in Victoria.
<i>VGCCC</i>	Victorian Gambling and Casino Control Commission. The VGCCC is the independent statutory authority that regulates Victoria's <i>gambling</i> industries.

⁶ The *Gambling Regulations 2015* (Vic) are due to sunset on the 14 June 2026 and will be replaced with the *Gambling Regulations 2026* (Vic) which are due to come into operation on the 12 June 2026.