







Gambling Awareness Policy

Reference Number:	4.16
Туре:	Council
Category:	Safety & Community
Relevant Community Plan Outcome:	 Provide accessible social infrastructure and services that engage our diverse community. Lead regional collaboration to promote the Western Adelaide economy. Be bold and innovative in our practices, leadership and decision making.
Responsible Officer(s):	Manager Community Connections
First Issued/Approved:	December 2011
Minutes Reference:	CoS 5/09/2022, Item 4.28
Last Reviewed:	September 2022
Next Review Due:	September 2024
Applicable Legislation:	Gaming Machines Act
Related Policies:	Liquor Licensing Policy
Related Procedures:	N/A

1. Purpose

For many Australians, gambling is an enjoyable pastime. Most people gamble responsibly; however, for some people gambling can become a problem. Problem gambling occurs when a person's gambling causes physical, psychological or economic harm to themselves and/or to those around them, such as a partner, family, friends, or others in the community.

The City of Charles Sturt is committed to helping to reduce the potential of our community being adversely affected by problem gambling, by playing an active role in supporting appropriate gambling regulation and by supporting problem gambling services, programmes and campaigns.

2. Scope

This Policy relates to Council's general role in relation to the issue of problem gambling, and its specific role in relation to the Social Effect Inquiry process, which is a requirement of all new Gaming Machine Licence applications.

Our Ref: 12/270319

3. **Policy Statement**

In South Australia, Consumer and Business Services is the authority responsible for the regulation of the liquor, gaming, casino, racing and lottery industries. The licensing of gaming machines is subject to the Gaming Machines Act 1992.

Pursuant with Section 10A(a) and 15(4) of the Act, all applicants for new Gaming Machine Licences are required to have undertaken a Social Effect Inquiry and have been issued with a Social Effect Certificate in order to be eligible to be granted a Gaming Machine Licence.

As per Section 17B of the Act, the Social Effect Certificate will only be granted if the applicant satisfies the Commissioner that the effect of the licence would not be contrary to the public interest in terms of the likely social effect on the local community, and the likely effect on problem gambling in the local community.

Council is committed to playing an active role in the Social Effect Inquiry by coordinating a submission on behalf of our community.

Council's submission to the Social Effect Inquiry should summarise Council's knowledge of the local community, including the area's demography and socio-economic status, as well as other relevant considerations, such as proximity to community infrastructure, including schools, community centres and services. The submission should also consider the potential impacts of the proposal on the local community, and where appropriate, suggest possible options to minimise any negative impacts.

In addition to Council's role in relation to a Social Effect Inquiry, this policy also recognises the general and important role Council has in providing and supporting community programs and activities that build community resilience and wellbeing, including programmes which increase gambling awareness and which support those affected by problem gambling.

4. **Definitions**

Key Term – Acronym	Definition
Consumer and Business Services	State Government department responsible for
	gambling regulation in South Australia.
	Previously the Office of the Liquor and
	Gambling Commissioner.
Independent Gambling Authority	The senior South Australian regulator for
(IGA)	commercial forms of gambling.
Social Effect Inquiry	Process required when applying for a new
	gaming machine licence. May also be required
	of existing license holders if seeking a
	significant variation to their licence.
Social Effect Certificate	Required to be issued by the IGA before the
	Commissioner will consider a new gaming
	machine licence.