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One Hurstville Plaza Hotel Licensee Pty Limited ACN 657 632 785

CLASS 1 LOCAL IMPACT ASSESSMENT

GAMING MACHINE THRESHOLD INCREASE

Level 1, One Hurstville Plaza, 288 Forest Road Hurstville NSW 2220

09 May 2022

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1. EXECUTIVE SUMMARY

Contemporaneous with the submission of this Local Impact Statement, ONE HURSTVILLE PLAZA HOTEL LICENSEE PTY LTD ACN 657 632 785 (**Applicant**) has submitted an application for a new full hotel licence, extended trading authorisation, minors area authorisation and minors functions authorisation. A component of that submission was to consult with the community and relevant stakeholders and prepare a Category B Community Impact Statement (**CIS B**). Please refer to the CIS B for further information.

The proposed premises are located at Level 1, “One Hurstville Plaza”, 288 Forest Road Hurstville NSW 2220 (**Proposed Premises**) within a 14 storey office building within the centre of the Hurstville commercial business district.

The Proposed Premises are located within the Level 2 Statistical Area and suburb of Hurstville within the Georges River Local Government Area (**LGA**) and which is approximately 16kms south-west of the City of Sydney and within in the South Eastern Sydney Local Health District and South Eastern Sydney GambleAware region.

The Level 2 Statistical Area of Hurstville is classified as a Band 2 for the purposes of section 33 *Gaming Machines Act (NSW) 2001 (Act)*.

The Proposed Premises, if approved, will have a Gaming Machine Threshold (**GMT**) of nil and the Applicant now seeks a low-range increase of the GMT to 20.

The Applicant is seeking a full hotel licence and extended trading authorisation to serve liquor and operate gaming machines at the Proposed Premises from 10:00am to 2:00am Monday to Saturday, but with an advertised premises closing time of 3:00am, and on Sunday from 10:00am to midnight, but liquor service to cease by 11:30pm.

The Applicant proposes to engage the services of an established hotel operator to manage the Proposed Premises and has devised a robust Gaming Plan of Management (**GPOM**) that provides for responsible gambling measures that exceed those required by legislation.

The Applicant has had regard for the Authority’s “Guideline 16 - Late-night gaming applications” although it does not specifically apply to the Proposed Premises as it is in a designated band 2 area and the Applicant is not seeking to operate gaming machines or serve liquor beyond 2:00am.

The Proposed Premises is to offer a quality dining experience and varied forms of entertainment throughout the day and into the night and provide for casual view lines over the adjoining Hurstville Plaza and, to a lesser extent, the nearby Memorial Square and entrance to Hurstville Train Station.

In the event that the GMT increase is approved, the Applicant undertakes to make a sizeable contribution to the Responsible Gambling Fund in accordance with the Class 1 Local Impact Assessment process guidelines for new hotels.

In preparing the Category B Community Impact Statement, submitted together with this Local Impact Assessment, the Applicant contemplated the responsible operation of Electronic Gaming Machines (**EGMs**) during the proposed extended hours of

midnight to 2:00am Monday to Saturday and 10:00pm to midnight on Sunday, and has considered the community and stakeholder impact of same in addition to the outcome of the consultation process with relevant stakeholders.

This Class 1 Local Impact Assessment was submitted contemporaneously with a Category B Community Impact Statement to enable the Authority to consider the Proposed Premises in their entirety. This Class 1 Local Impact Statement is intentionally brief to save replication of the Category B Community Impact Statement.

2. VENUE & LOCAL COMMUNITY

In identifying the Local Community we referred to “GL4010 – Guideline 6 Consideration of social impact under section 48(5) of the Liquor Act 2007” and noted clause 11 which provides that *“The Authority will generally assess the “local community” by reference to the State suburb or town in which the licensed premises is to be situated, and the “broader community” by reference to the local government area in which the licensed business is to be situated.”*

The Local Community is comprised of residents and community service organisations and people that work in Hurstville City Centre but reside elsewhere. Visitors are drawn to the nearby Westfield Hurstville shopping centre. Potential patrons of the Proposed Premises may be drawn from the Broader Community of the Local Government Area of Georges River and beyond.

Georges River Council is in the process of implementing strategies to revitalise and enhance Hurstville City Centre to grow the local economy. After extensive community consultation and in devising its placemaking strategy, “Hurstville Heart of the City Place Strategy”, Georges River Council has identified an opportunity to grow the night-time economy of Hurstville and transform the city centre to extend the footfall generated by Westfield Hurstville out to the many businesses along the high street of Forest Road. Georges River Council is in the process of beautifying Forest Road and public spaces to revitalise Hurstville City Centre.

Georges River Council’s 10 year placemaking strategy prioritises the growth of a bustling night time economy for Hurstville City Centre and now seeks to *“Actively encourage a variety of new businesses that operate into the evening to locate in Hurstville City Centre”* and aims to *“Create a year-round calendar of programming to support the night-time economy”*.

WHY IS THIS A PRIORITY?

Hurstville’s economy is currently orientated towards day-time activity. Proactively planning for and supporting the night-time economy is a critical component of long term success, cultural significance and a dynamic, diverse local economy.

By actively enhancing the night-time economy, Hurstville captures opportunities and benefits from a vibrant economy, cultural opportunities and social offering. Offering vibrant afterwork experiences for thousands of commuters, local residents and workers further supports the position of Hurstville as the heart of the LGA.

Furthermore, a lively night-time economy will contribute to Hurstville's ambitious long-term job targets and support further investment.

Source : Georges River Council (extract from Hurstville Place Strategy)

Georges River Council is also pursuing a diverse and inclusive strategy to make Hurstville appeal to all types regardless of age, ability, culture, sexual orientation or preference.

2.1 Local Map

The below map was recently obtained from the website of Liquor & Gaming NSW (LGNSW) and indicates hotel and registered club gaming venues within a radius of approximately 5km of the Proposed Premises. The Proposed Premises is in the centre of the map and indicated by the red pin drop.



Source Liquor & Gaming NSW

The below map was also recently obtained from the website of LGNSW and indicates 3 hotel (red diamond) and 2 club (blue diamond) gaming venues within a radius of approximately 200m of the Proposed Premises. The Proposed Premises are in the centre of the map and indicated by the red pin drop. Several bus stops are also indicated on the map with blue squares.



Source NSW Liquor & Gaming

Hurstville City Centre is concentrated around Hurstville Train Station and mostly to the area north of the Illawarra Train Line as depicted on the above map.

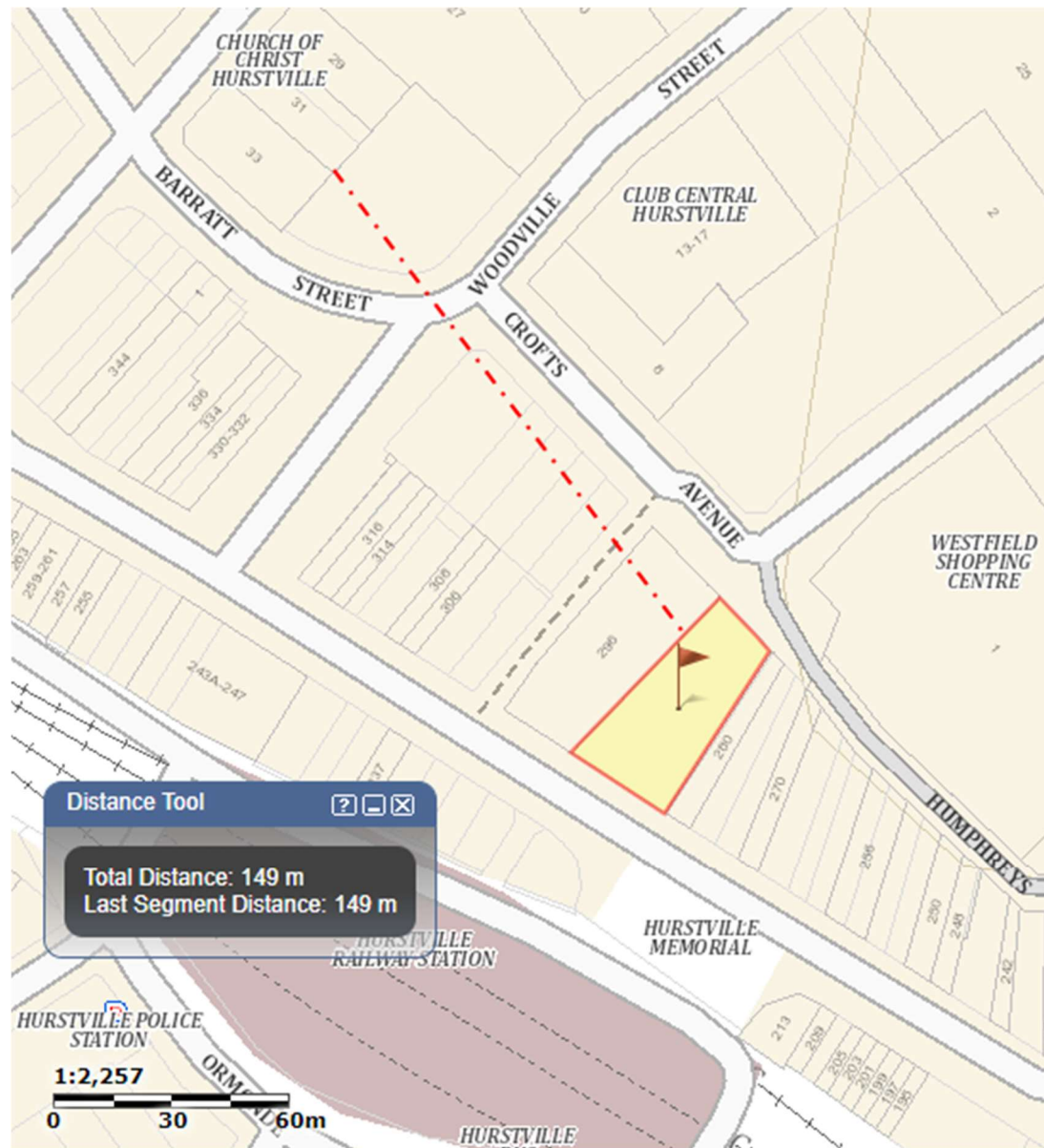
2.2 Immediate Vicinity

The Proposed Premises are located within the pedestrian hub and retail core of Hurstville City Centre with Westfield Hurstville shopping centre to the north, Hurstville train station to the south, with Hurstville Plaza to the adjacent west and otherwise surrounded by retail and commercial premises of varying types. The Proposed Premises are in the centre of an Area Zoned B3 Commercial Core.

We have identified a place of public worship within 150 metres of the boundary and to the north west of the Proposed Premises, being the Church of Christ Hurstville located at 31 Macmahon Street, Hurstville NSW 2220 (**the Church**). The Church is surrounded on three sides by high rise residential apartment blocks and is not on the same street or on the same block of the Proposed Premises. The Proposed Premises is to the rear of the Church and is situated behind a large block of apartments and cannot be seen from the Church. The entrance to the Hurstville Ritz Hotel at 1A Barrett

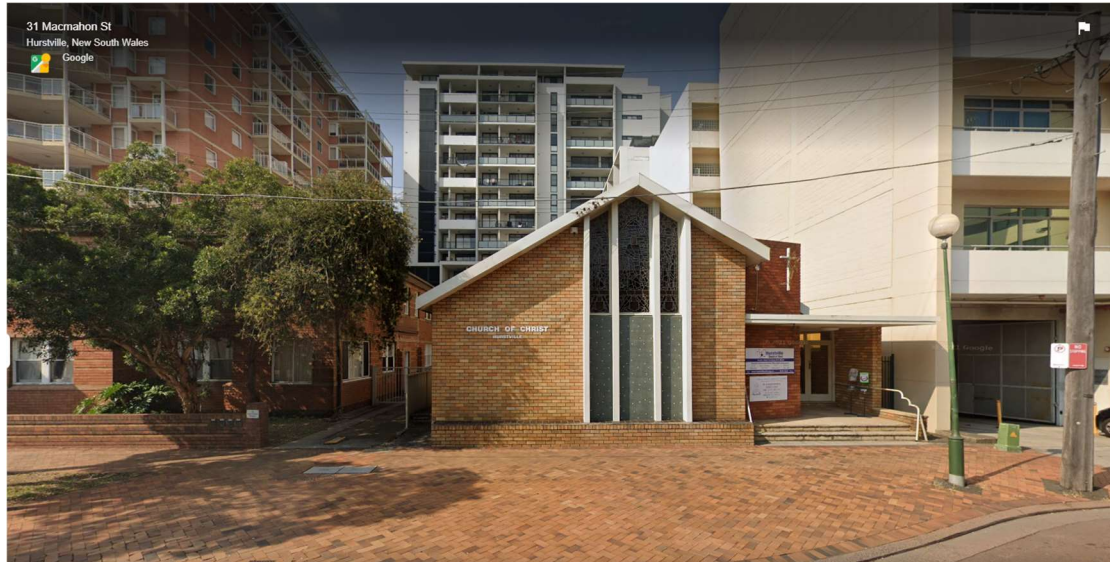
Street Hurstville is in the proximity of the Church and is less than 50 metres to the south east and is in closer proximity to the Church than the Proposed Premises.

The below map indicates the proximity of the Church to the Proposed Premises as taken from the rear boundary of the Church.



Source: NSW SIX Maps

Below is a Google Maps screen grab depicting the frontage of the Church as surrounded by high rise apartments.



Source: Google Maps

The nearest school is Woniara Road School and is approximately 400 metres to the south of the Proposed Premises on the southern side of the train line. Other local schools are approximately 400m to 1km from the Proposed Premises and were notified during the community consultation process.

Other places of public worship in the local area were identified as potential interest groups and are generally located within 200m to 500m of the Proposed Premises and were notified during the community consultation process.

The nearest hospital, Waratah Private, is approximately 300m to the north west of the Proposed Premises and was notified during the community consultation process.

We contend that the Proposed Premises are *not* in the immediate vicinity of a school, place of public worship or hospital.

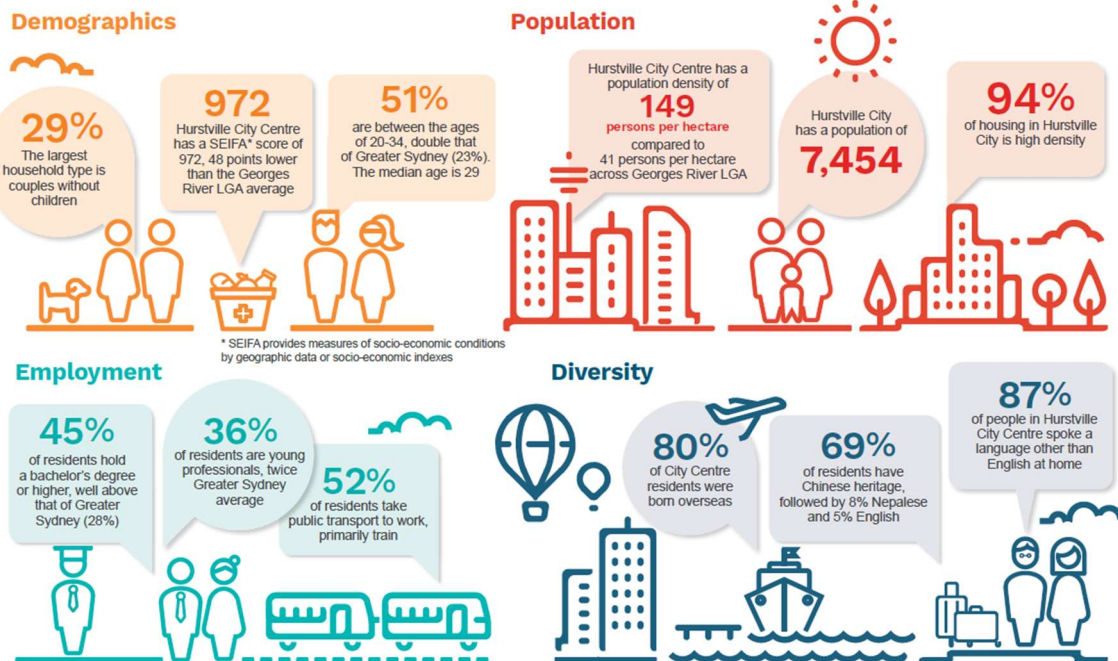
2.3 Local Demographic

Within Georges River Council's recently published "Hurstville Heart of the City Place Strategy" document is the below infographic snapshot of the residents of Hurstville City Centre, which sits within the NSW State Suburb of Hurstville, and so could be regarded as the Hyper-Local Community of the Proposed Premises.

As noted in the CIS B, a large component of workers in Hurstville City Centre may live outside the LGA as 63% of people that work in Georges River LGA, live outside the LGA (profileid / .id consulting Pty Ltd) and demographic data on that element of the Local Community is not readily available.

Who calls Hurstville home?

The growth, youthfulness and cultural dynamism of Hurstville City Centre presents exciting potential to provide for an eclectic community.



Source : Georges River Council (Hurstville Place Strategy)

In general terms, the above indicates a typical resident of Hurstville City Centre would be aged approximately 29 years, living in an apartment, without children, born overseas and speaking a language other than English at home, well-educated, in professional employment and commuting to and from work by public transport.

Attached as **Annexure A** are various summary tables and charts to provide information to assist with building a demographic profile of the Hyper Local, Local and Broader community and, for comparison, include detail for Greater Sydney and NSW and which also include the data as requested in the Class 1 Local Impact Assessment process guidelines.

2.4 Proposed Premises

The Applicant has submitted an application for a full hotel licence, extended trading authorisation, minors area authorisation and minors functions authorisation for premises located at Level 1, "One Hurstville Plaza", 288 Forest Road Hurstville NSW 2220 (**Proposed Premises**) within a 14 storey office building within Hurstville City Centre.

The Proposed Premises is within the Level 2 Statistical Area of Hurstville which is a designated Band 2 for the purposes of the *Gaming Machines Act (NSW) 2001 (Act)*.

The Proposed Premises has a Gaming Machine Threshold (**GMT**) of nil and the Applicant now seeks to increase the GMT to 20, being a low range threshold increase for the purposes of section 35 of the *Gaming Machines Act (NSW) 2001* as prescribed by clause 29 of the *Gaming Machines Regulation (NSW) 2019 (Regulation)*.

The Applicant is seeking a full hotel licence and extended trading authorisation to serve liquor and operate gaming machines at the Proposed Premises from 10:00am to 2:00am Monday to Saturday, but with an advertised premises closing time of 3:00am, and on Sunday from 10:00am to midnight, but Sunday liquor service to cease by 11:30pm.

The entire Proposed Premises is 1,228 square metres, of which approximately 720 square metres is indoors, and includes a separate gaming area of approximately 290 square metres and is comprised of an indoor gaming lounge area to accommodate gaming machines, a gaming bar area, outdoor gaming lounge area and dedicated toilet amenities that are separate to the main bar area and amenities servicing the dining area and proposed minors area.

The Proposed Premises will have quality finishes with a focus on food service and providing for indoor and outdoor dining for approximately 300 persons, two bars, a gaming room, kitchen and back of house amenities. In addition to the licensed premises, 14 parking spaces will be available in the basement car park.

The premises capacity approved by Council is 380, allowing for 350 patrons and 30 staff.

Entrance to the fully accessible premises will primarily be by stairs or passenger lift from the ground level foyer of 288 Forest Road on the Hurstville Plaza side of the building (west). A greeting and security station will be situated in the foyer at ground level in between the stairwell and passenger lift. There is also a passenger lift from the office floors above.

Georges River Council has determined (DA 2021/0291) that any liquor supplied or sold at the Proposed Premises must be consumed on the premises and so the sale of take-away liquor is not permitted.

The Applicant contemplates that Keno and TAB facilities will not be provided at the Proposed Premises for the foreseeable future.

Musical entertainment will be varied and dependent on customer demand, and which may include live entertainment, but will not exceed the noise limitations set by Georges River Council.

3. GAMBLING HARM MINIMISATION AND RESPONSIBLE GAMBLING MEASURES

The Proposed Premises will implement a Gaming Plan of Management (**GPOM**) with responsible gambling and harm minimisation measures that will include all gambling harm minimisation and responsible gambling measures as required to comply with the Act and Regulation. The GPOM will also incorporate such measures that will go “above and beyond” and exceed those required by current gaming machine legislation.

In devising its management plans, the Applicant has had regard to:-

- the risk profile of the Proposed Premises;
- all relevant legislation and regulation;
- Council development consent conditions;
- operational best practice;
- the floor plan and design of the Proposed Premises and surrounds;
- conditions imposed by Council, NSW Independent Liquor & Gaming Authority, Liquor & Gaming NSW or any other authority;
- guidance notes and fact sheets as issued by NSW Independent Liquor & Gaming Authority, Liquor & Gaming NSW and GambleAware.

3.1 Suitably Qualified Staff

All staff supervising or servicing the gaming room at the Proposed Premises will have current NSW Responsible Conduct of Gambling (**RCG**) qualifications and therefore have completed an approved RCG course.

Gaming staff will be required to undertake RCG refresher courses at least every 2 years. The Proposed Premises will maintain a digital register that will notify the Approved Manager when staff are required to undertake training.

Gaming Supervisors will be required to undertake Advanced RCG training and will be suitably trained and responsible for administering self-exclusion requests.

A copy of each relevant staff member’s RCG competency card or interim RCG certificate will be maintained on the employee digital register and made available for inspection as required in either physical or digital form.

All gaming staff will be directed to comply with the GPOM and will be adequately trained as to its application and encouraged to seek clarification or further direction as required.

3.2 Hotel Gaming Room

In accordance with section 68 of the Act, the Proposed Premises will have a separate gaming room where all gaming machines will be located, and minors will not be permitted to enter (except to the limited extent as provided for under legislation).

Further, in accordance with clause 8 of the Regulation, the gaming room will be provide as follows:-

- a) The gaming room will be serviced by a dedicated bar area that is separate to the general bar area and the gaming room will not be located in a minors area authorisation area or minors functions authorisation area and minors will be prohibited from entering the gaming room;
- b) The gaming room will be physically separated from the general bar area by a permanent floor to ceiling wall and the main entrance to the gaming room area will be behind decorative screening. The gaming terrace area will be separated from the terrace bar area by fixed frosted glass walls and floor to ceiling decorative screening;
- c) Patrons will not be compelled to pass through the gaming room when entering or exiting the Proposed Premises or to gain access to the dining area or amenities;
- d) Entry to the gaming room will be free of charge;
- e) Gaming machines will not be visible from outside the Proposed Premises and, where required, will be heavily screened from public view and in accordance with Council's development consent;
- f) The gaming room will at all times be supervised by suitably qualified staff either by electronic means or physical presence, or both;
- g) The gaming room will contain a dedicated bar and toilet amenities, one for each gender, all of which will be separate to the general bar and toilet amenities for the main dining section of the Proposed Premises and which will *not* require patrons to exit the Proposed Premises or indeed the gaming room to access;
- h) The gaming room will *not* be directly accessible from the street and will provide good access within the gaming room and to allow ingress from and egress to other areas of the Proposed Premises.

The gaming room will contain only approved electronic gaming machines connected to the central monitoring service. The gaming room will contain all mandatory signage and will not contain an ATM or an EFTPOS cash withdrawal facility.

The open plan gaming room will be surrounded by appealing outdoor lounge areas to provide respite to gaming patrons. More than half of the gaming room will have the benefit of natural light during the day.

Council has imposed a development consent condition that will require the extensive bi-fold doors to be closed by midnight or otherwise by 10:00pm on a day preceding a working weekday or if entertainment in the Proposed Premises is amplified. Smoking will not be permitted in the gaming room when the bi-fold doors are closed.

With reference to Division 2 of the Act, we note that the Proposed Premises is seeking approval to operate gaming machines during the hours of 10:00am to 02:00am (i.e. the following day) Monday to Saturday and on Sunday from 10:00am to midnight, and so the general shutdown period of 6 hours, typically being between the hours of 04:00am to 10:00am, will be exceeded.

3.3 Responsible Gambling Measures

The Gaming Plan of Management will include responsible gambling and harm minimisation measures as detailed below.

3.3.1 Mandatory Responsible Gambling Measures

The GPOM will incorporate mandatory RCG measures as required under the Act including the following under the specified sections of the Act:-

- Section 43: The Proposed Premises will not publish any gaming machine advertising;
- Section 44: The Proposed Premises will not display any gambling related signage that may be seen from outside the venue;
- Section 45: It is contemplated that the Proposed Premises will not offer a player reward scheme, player account or Smartcard, however, the Proposed Premises will comply with the Act and Regulation in this regard if same were to be offered in future;
- Section 46: The Proposed Premises will subscribe to the Australian Hotels Association (NSW) and so will have access to the AHA multi-venue self-exclusion scheme and GameCare gambling counselling and treatment services and the availability of same will be advertised within the gaming room and details made available to participants in the self-exclusion scheme conducted at the Proposed Premises;
- Section 47) The Proposed Premises will at all times exercise responsible conduct in relation to gaming machines and, in accordance with the Regulation, has incorporated the following mandatory measures in its GPOM:
 - a) the Proposed Premises does not contemplate conducting promotional activities specifically relating to gaming machines;

- b) the standards to be observed by the Approved Manager and staff for responsible conduct in relation to approved gaming machines and staff training, staff meetings, staff communication and processes around same,
- c) as noted above, all staff supervising or servicing the gaming room at the Proposed Premises will have current NSW Responsible Conduct of Gambling (**RCG**) qualifications;
- d) the offer or supply of free or discounted liquor or free gaming machine credits as an inducement to play or to continue playing gaming machines will be prohibited;
- e) comply with all mandatory gaming signage and player information requirements and placement within the gaming room and elsewhere e.g. no minors, self-exclusion, counselling services, dangers of gambling, chances of winning etc. and will include signage made available by LGNSW in the top 3 non-English languages for the local area and also make available to patrons on request relevant approved pamphlets or brochures in languages other than English. Staff will be trained and instructed to ensure that mandatory signage requirements are adhered to;
- f) mandatory notices with respect to the availability of problem gambling counselling services will be displayed as prescribed by the Act;
- g) cash dispensing facilities (e.g. Automatic teller machine or EFTPOS cash withdrawal) will not be available within the gaming room;
- h) details of gaming machine prize winners must not be advertised outside the Hotel.

Section 47A: The Proposed Premises will not cash any cheques and will not accept the transfer of any cheque.

Section 47B) Any gaming machine prize winnings over \$5,000, or the entire prize if requested by patrons, will be paid by:

- a) issuing a cheque which will be crossed and made payable to the prize winner and marked "Prize winning cheque – cashing rules apply" or by
- b) electronic funds transfer (EFT) to a nominated account.

Section 47C) Any cash dispensing facilities (e.g. ATM, EFTPOS) on the Proposed Premises will not be capable of providing cash from a credit card account. Further, no cash or credit will be advanced to any patron;

Section 48) The Proposed Premises will abide by the AHA (NSW) Code of Conduct;

Section 49) The Proposed Premises will ensure that patrons will have access to the AHA Self Exclusion Scheme at all times the gaming machines are operating and advertise the availability of the scheme and inform patrons as to its operation and:-

- a) not refuse a patron to participate in a self-exclusion arrangement,
- b) provide a self-excluded patron with a written and signed undertaking that they will not allow them to gamble at the Proposed Premises for a specified period,
- c) give a patron the opportunity to obtain independent legal or other professional advice about the intention of the agreement before it commences,
- d) give a self-excluded patron written details about the gambling-related counselling service available;
- e) ensure that employees at the Proposed Premises can identify self-excluded patrons by a recent photograph or otherwise,
- f) stop a patron seeking to withdraw from the self-exclusion scheme within six months of commencement.

Section 50) Minors will be prohibited in the gaming room and all relevant staff and security staff will be trained to prevent minors from entering the gaming room.

The Applicant undertakes to comply with all legislation that governs the operation of gaming machines and the responsible conduct of gambling. The Applicant also undertakes to comply with *The Anti-Money Laundering and Counter-Terrorism Financing Act 2006*.

3.3.2 Responsible Gambling Measures Above and Beyond

In addition to the mandatory measures noted above, the Applicant, after assessing the anticipated risk profile of the venue, has implemented further rigorous operational measures to reduce the risk of gambling harm and to deter problem gamblers from entering the gaming room of the Proposed Premises.

The constant presence of staff in the gaming room, supported by certified security personnel after 6:00pm, will enable the prompt detection of problem gambling or potential gambling harm.

The Proposed Premises Gaming Plan of Management also provides as follows:-

1. All Gaming Room Supervisors will be required to undertake accredited training in Advanced Responsible Conduct of Gaming and will be trained to recognise and address signs of gambling harm or potential gambling harm;

2. At all times the gaming machines are in operation the gaming room will be under the supervision of a Gaming Room Supervisor;
3. The Gaming Supervisor's primary duties will be as follows:–
 - a. Overseeing the operation of the gaming room, supervising, assisting and training gaming staff, supervising and interacting with gambling patrons;
 - b. Maintaining the gambling incident register;
 - c. Making reasonable efforts to identify gaming machine players who display or engage in problematic gambling behaviour;
 - d. If any gaming machine player displays or engages in multiple problematic gambling behaviour as outlined in the authority's guideline, during a single trading day, then the Gaming Supervisor must (at least once during the trading day):
 - i. request that the player takes a break from gaming machine play until the close of trade on that day or night (noting that the player who complies with a request to take a break may remain on the premises and consume other goods and services).
 - ii. provide information about the self-exclusion scheme offered at the premises.
 - iii. provide information about access to problem gambling counselling.
4. The Proposed Premises will maintain a digital gambling incident register which all gaming staff will have access to and will be able to view and log events in.
5. The digital register will be overseen by Gaming Supervisors and retained for at least 3 years and made available for inspection by to NSW Police or Liquor & Gaming NSW officers.
6. The gambling incident register will record –
 - a. any incident in which a patron of the venue displays or engages in problematic gambling behaviour of the kind specified in the "Signs of risky and problem gambling behaviour: Know your signs and how to act" factsheet published on the LGNSW website as amended from time to time.
 - b. the time, location and machine number(s) and brief description (or identity, if known) of any gaming machine player identified displaying or engaging in that behaviour.
 - c. any proposed or implemented self or third-party exclusions of gaming machine players (specifying the players name (where provided or

known) and duration of any exclusion) and the patrons response to the same.

- d. any breach or attempted breach of a self or third-party exclusion.
 - e. details of the action taken in response to incidents, applications and other matters recorded in the register.
7. The Approved Manager must review the gambling incident register at least once a month and consider whether an exclusion order is appropriate for any person who has been asked to self-exclude but has declined to do so.
 8. Closed Circuit Television will be in operation throughout the Proposed Premises and surrounds, including the Gaming Room;
 9. Facilitate Multi-Venue Self-Exclusion (i.e. as opposed to single venue exclusion as required under section 49 of the Act) for patrons as required and also participate in the state-wide Multi-Venue Self-Exclusion scheme;
 10. Gaming staff will be required to undertake RCG refresher courses at least every 2 years (as opposed to every 5 years as required under Reg. 54);
 11. Gaming staff to undertake at the commencement of each trading day a gaming room signage audit a record of which will be held and available upon request by an authorised officer of NSW Police or Liquor & Gaming NSW and any exceptions reported to the Gaming Supervisor or Approved Manager to rectify.
 12. From 6:00pm each day, a certified security guard will check patron identification and assess any patrons before gaining access to the gaming room to prevent minors or intoxicated or drug affected persons from entering the gaming room;
 13. Patrons who appear to be intoxicated by alcohol or any illegal substance, even mildly, shall be discouraged from gaming by gaming staff;
 14. From 6:00pm until cessation of gaming operations, an actual physical inspection of the entire gaming room floor is to occur no less than approximately every thirty (30) minutes;
 15. Monthly gaming staff meetings and training sessions, with a record of such meeting kept and made available to Council or NSW Police on request.
 16. Issues to be addressed at staff meetings to include self-exclusion register updates, identified problem gamblers, legislation amendments, signage and procedures audit etc.

We submit that the above measures will exceed and go “Above & Beyond” that required by legislation and, most importantly, will reduce the risk of gambling harm at the Proposed Premises and instil responsible gambling practices in staff and patrons.

4. POSITIVE CONTRIBUTION

In the event that the GMT threshold increased proposed herein is approved, the Applicant undertakes to provide a positive contribution in the form of a cash contribution to the Responsible Gambling Fund in accordance with section 36A of the Act and as prescribed by the Class 1 Local Impact Assessment process guidelines for new hotels (Community Benefit).

The latest report available on the website of LGNSW of total hotel gaming machine net profit per LGA was for the period ended 31 December 2021. We accessed that report and the similar report available for the period ended 30 June 2021. For the year ended 31 December 2021 we calculated that the average annual profit of existing gaming machines of existing hotels in the LGA was approximately \$159,595.58, multiplied by the prescribed portion of 15%, multiplied by 20, being the GMT increase now sought, per year, over 5 years.

Based on the average hotel gaming machine activity for the LGA for the year ended 31 December 2021, we estimate this contribution to be in the amount of approximately \$2,393,934, payable in 5 equal instalments over 5 years.

The Applicant is responding to Council's desire to "*Actively encourage a variety of new businesses that operate into the evening to locate in Hurstville City Centre*".

As noted in the CIS B, the Applicant is responding to the call of Georges River Council (**Council**) to grow the local night time economy and activate the newly landscaped Hurstville Plaza. The Applicant is seeking to provide a substantial upmarket licensed venue in a key location and raise the profile of businesses on the High Street of Forest Road, Hurstville.

The Applicant is responding to the needs of the Local Community, as identified by Council, and contemplates that the Proposed Premises will become a safe and welcoming space for all and offer respite from the busy Hurstville City Centre by providing different intimate spaces throughout the premises and transitioning dining options throughout the day. The Applicant would like to become a valued member of the Local Community and play an active part in the revitalisation of Hurstville City Centre.

The Applicant seeks to achieve such a safe and welcoming space by implementing a comprehensive venue plan of management, including a Gaming Plan of Management, and provide a high level of customer service, the installation of quality furniture and fittings and extensive outdoor space with plenty of natural light and greenery.

The offering of the Proposed Premises as contemplated will achieve a point of difference to the existing licensed hotel premises in Hurstville and provide the Local Community with a real alternative to travelling to the inner suburbs of Sydney in search of an innovative venue with quality food and entertainment.

The Applicant also undertakes to remit taxes in accordance with the Gaming Machines Tax Act. We estimate that such taxes would exceed \$1,000,000 per annum.

As noted above, the Applicant proposes to implement a number of responsible gambling measures that go "above and beyond" that required by law.

5. COMMUNITY CONSULTATION

Prior to submitting this LIA, the Applicant consulted with the community and prepared a Category B Community Impact Statement (**CIS B**). Further detail as to that community consultation process is contained in the CIS B. Attempts were made to consult widely with the Local Community, however, no responses were received from local residents, businesses or community service providers.

Only two responses were received during the CIS B community consultation process, and each were from NSW Government departments, being NSW Health (South East Sydney Local Health District) and Transport for NSW, and neither submission raised any issues concerning gambling.

It would appear that the Local Community is not concerned as to the availability of gaming machines at the Proposed Premises.

We note that Council's community consultation process for the Development Application for the Proposed Premises yielded only two responses, each of which appear to be from competing businesses objecting to the Proposed Premises mostly on commercial grounds.

6. FURTHER INFORMATION

The below table indicates that the addition of 20 gaming machines to Local Community will have a marginal impact and especially so as the population grows.

Gaming Machines Per Capita

| EGM Density * (per capita) | Hurstville Centre | Hurstville Suburb | LGA | Greater Sydney | NSW |
|---------------------------------------------|----------------------|----------------------|---------|-------------------|-----------|
| Population (2021 estimate) | 7,672 | 32,887 | 159,266 | 5,361,466 | 8,172,597 |
| Population (2036 estimate) | 16,176 | 40,701 | 183,000 | 6,661,720 | 9,803,536 |
| % Growth (est. 2021-2036) | 111% | 24% | 15% | 24% | 20% |
| # EGM Currently | | | | | |
| Hotels | 90 | 90 | 426 | 13,376 | 22,488 |
| Clubs | 439 | 439 | 1,597 | 31,707 | 64,466 |
| Total EGMs | 529 | 529 | 2,023 | 45,083 | 86,954 |
| # GMT Assumed 2036 (inc. Proposed Premises) | | | | | |
| Hotels | 110 | 110 | 446 | 14,000 | 23,397 |
| Clubs | 454 | 454 | 1,680 | 36,659 | 73,083 |
| Total EGMs Assumed | 564 | 564 | 2,126 | 50,659 | 96,480 |
| EGM Density 2021 | 7% | 2% | 1% | 1% | 1% |
| EGM Density 2036 | 3% | 1% | 1% | 1% | 1% |

*excludes Star Casino

LGNSW, Profile ID, NSW Planning

The above table assumes that the GMT increase application contemplated herein is approved and that by 2036, all current gaming machine thresholds will be utilised and that the abovementioned forecast population growth is achieved.

We do not have ready access to gaming machine data for the SA2 area of the Proposed Premises however, the top 10 expenditure ranking for the Local Government Area for the 6-month period ended 31 December 2021 was as follows:

Top 10 Total Hotel Gaming Machine Expenditure by Local Government Area

| Hotels: Gaming Machine Bi-Annual Report by Local Government Area (LGA) for the Period 1 July 2021 to 31 December 2021 | | | | |
|--------------------------------------------------------------------------------------------------------------------------|-----------------|----------------------------------------------------------|----------------|------|
| Published March 2022 | | | | |
| Local Government Area (LGA) | Net Profit (\$) | Electronic Gaming Machine numbers as at 31 December 2021 | Premises Count | Rank |
| Sydney | 66,174,419 | 3,029 | 158 | 1 |
| Canterbury-Bankstown | 65,129,673 | 913 | 33 | 2 |
| Cumberland | 43,264,575 | 522 | 18 | 3 |
| Fairfield | 42,888,494 | 507 | 19 | 4 |
| Blacktown | 36,468,795 | 722 | 26 | 5 |
| Parramatta | 27,736,301 | 598 | 22 | 6 |
| Burwood / Strathfield | 24,384,301 | 282 | 10 | 7 |
| Georges River | 23,264,053 | 426 | 15 | 8 |
| Bayside | 22,401,635 | 428 | 16 | 9 |
| Newcastle | 22,336,625 | 886 | 58 | 10 |

7. CONCLUSION

Based on the above findings, the Proposed Premises' venue design and Gaming Plan of Management and extensive community consultation undertaken during the Category B Community Impact Statement process, the Authority can be satisfied that:

- this Class 1 Local Impact Statement complies with the Act;
- any gambling activities at the Proposed Premises will be conducted in a responsible manner and will comply with and in many instances exceed its mandatory responsible conduct of gambling obligations;
- the application, if granted, will result in a positive contribution to the local community as outlined above;
- the Proposed Premises is not situated in the immediate vicinity of a school, hospital or place of public worship; and
- no concerns over gambling were raised during the community consultation process for the Proposed Premises;

Accordingly, we respectfully submit that the Authority consider approval of the Gaming Machine Threshold increase as contemplated herein.

8. ANNEXURE A – DEMOGRAPHY

Demographic Snapshot

| 2016 census | Hurstville Centre | Hurstville (suburb) | Georges River LGA | Sydney (Greater) | NSW |
|-----------------------------|-------------------|---------------------|-------------------|------------------|-------|
| Median age | 29 | 32 | 37 | 36 | 38 |
| Female % | 51.7% | 50.8% | 51.1% | 50.7% | 50.7% |
| Male % | 48.3% | 49.2% | 48.9% | 49.3% | 49.3% |
| 18+ Pop. % | 87.1% | 83.2% | 79.8% | 77.8% | 77.9% |
| SEIFA Rank (IRSD) & Decile | 972 | 970 (3) | 1020 (8) | 1018 | 1001 |
| SEIFA Rank (IRSAD) & Decile | 1026 | 1011 (7) | 1043 (9) | 1040 | 1011 |
| University Qualification | 45% | 35% | 30% | 28% | 23% |

Source: ABS, Profile ID

Population

| Population | Hurstville Centre | Hurstville (suburb) | Georges River LGA | Sydney (greater) | NSW |
|------------------------------|-------------------|---------------------|-------------------|------------------|-----------|
| Population ERP (2016 census) | 7,182 | 30,940 | 153,161 | 5,024,923 | 7,732,858 |
| Population ERP (2021 est) | 7,672 | 32,887 | 159,266 | 5,361,466 | 8,172,597 |
| Population (2036 est.) | 16,176 | 40,701 | 183,000 | 6,661,720 | 9,803,536 |
| % est. growth 2021 v-2036 | 111% | 24% | 15% | 24% | 20% |

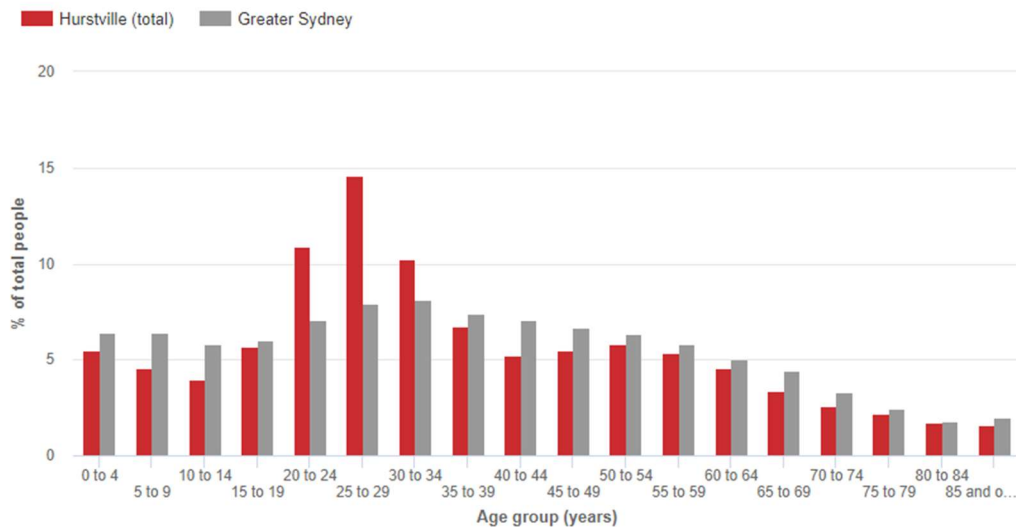
Source: ABS, Profile ID, NSW Planning

Age Distribution 2016 Hurstville (compared to Greater Sydney)

Age structure - five year age groups, 2016

export 

Total persons



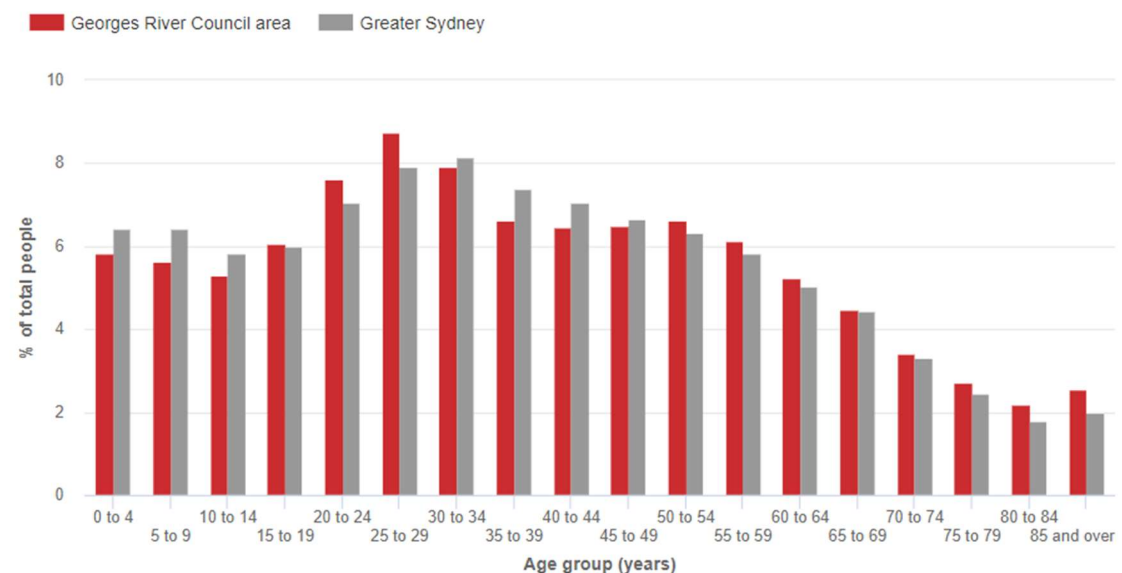
Source: Australian Bureau of Statistics, Census of Population and Housing, 2016 (Usual residence data). Compiled and presented in profile.id by .id (informed decisions).

Age Distribution 2016 Georges River LGA (compared to Greater Sydney)

Age structure - five year age groups, 2016

export 

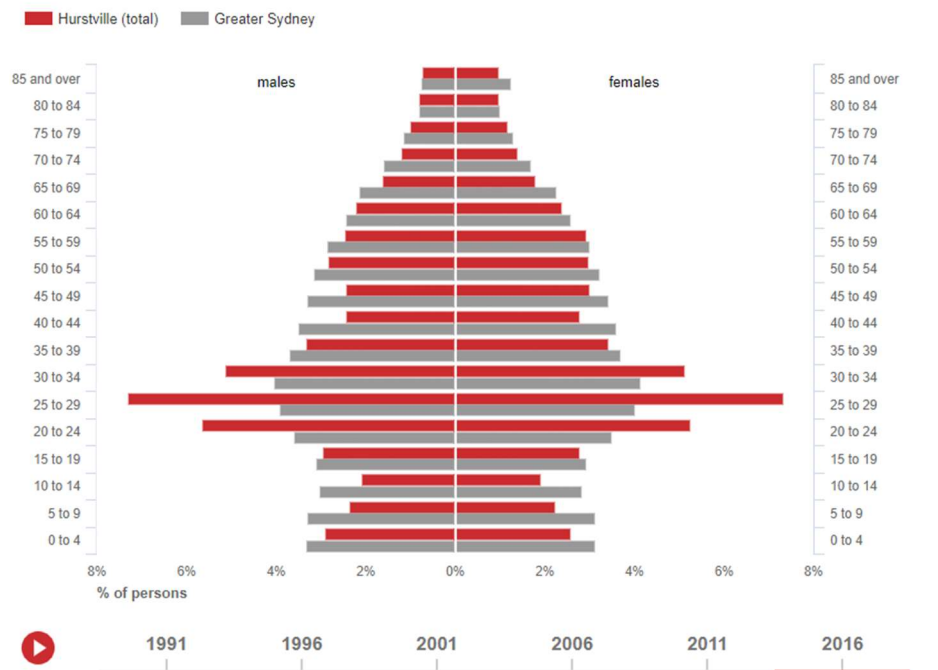
Total persons



Source: Australian Bureau of Statistics, Census of Population and Housing, 2016 (Usual residence data). Compiled and presented in profile.id by .id (informed decisions).

Age & Sex Distribution 2016 – Hurstville (compared to Greater Sydney)

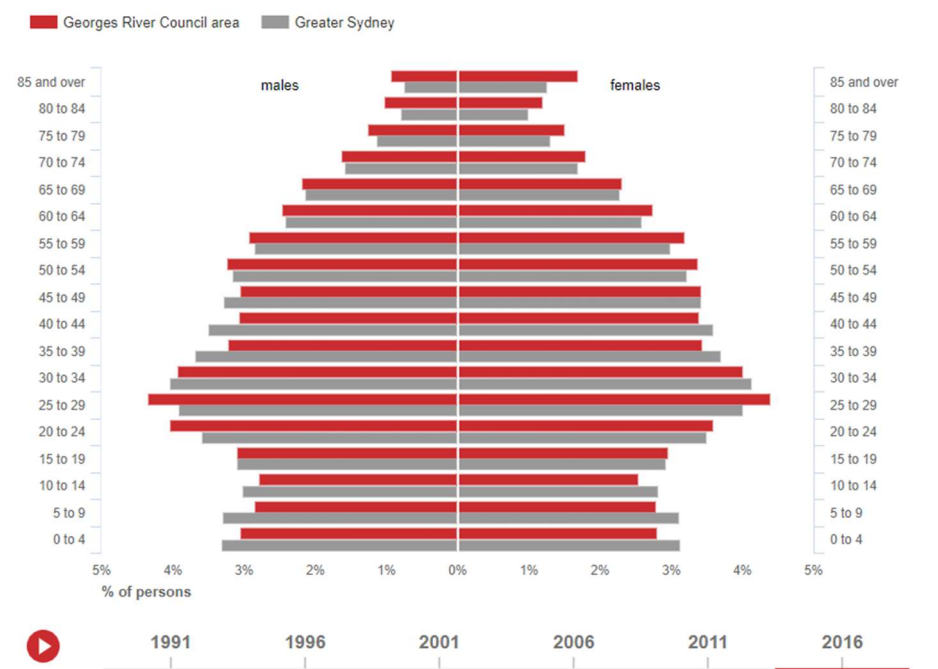
Age-sex pyramid, 2016



Source: Australian Bureau of Statistics, [Census of Population and Housing](#), selected years between 1991-2016 (Enumerated data). Compiled and presented in profile.id by [id](#) (informed decisions).

Age & Sex Distribution 2016 – Georges River LGA (compared to Greater Sydney)

Age-sex pyramid, 2016



Source: Australian Bureau of Statistics, [Census of Population and Housing](#), selected years between 1991-2016 (Enumerated data). Compiled and presented in profile.id by [id](#) (informed decisions).

Employment & Income

| 2016 census | Hurstville Centre | Hurstville (suburb) | Georges River LGA | Sydney (greater) | NSW |
|-------------------------------|-------------------|---------------------|-------------------|------------------|---------|
| Median Weekly Personal Income | n/a | \$483 | \$640 | \$719 | \$664 |
| Median Weekly House Income | \$1,316 | \$1,382 | \$1,654 | \$1,750 | \$1,486 |
| Labour Participation | 59% | 59% | 61% | 62% | 59% |
| Unemployment | 11.1% | 9.8% | 6.5% | 6.0% | 6.3% |
| Professionals | 28.5% | 23.3% | 25.4% | 26.3% | 26.3% |

Source: ABS, Profile ID

| Top 3 Occupations | Hurstville CBD | Hurstville (suburb) | Georges River LGA | Sydney (greater) | NSW |
|-------------------|-----------------------------|--------------------------------|-----------------------------|-----------------------------|-----------------------------|
| First | Professionals | Professionals | Professionals | Professionals | Professionals |
| Second | Clerical and Administrative | Clerical and Administrative | Clerical and Administrative | Clerical and Administrative | Clerical and Administrative |
| Third | Sales Workers | Technicians and Trades Workers | Managers | Managers | Managers |

Source: Profile ID

| Top 3 Industries of Employment of Residents | Hurstville CBD | Hurstville (suburb) | Georges River LGA | Sydney (greater) | NSW |
|---------------------------------------------|-----------------------------------------------|---------------------------------|-----------------------------------------------|-----------------------------------------------|---------------------------------|
| First | Accommodation / Food Services | Accommodation / Food Services | Health Care & Social Assistance | Health Care & Social Assistance | Health Care & Social Assistance |
| Second | Retail Trade | Retail Trade | Retail Trade | Professional, Scientific & Technical Services | Retail Trade |
| Third | Professional, Scientific & Technical Services | Health Care & Social Assistance | Professional, Scientific & Technical Services | Retail Trade | Education & Training |

Source: Profile ID

Weekly Individual Income 2016 – Hurstville (compared to Greater Sydney)

Weekly individual income, 2016

export 

Total persons



Source: Australian Bureau of Statistics, [Census of Population and Housing](#), 2016 (Usual residence data). Compiled and presented in profile.id by [.id](#) (informed decisions).

Weekly Individual Income 2016– Georges River LGA (compared to Greater Sydney)

Weekly individual income, 2016

export 


Total persons

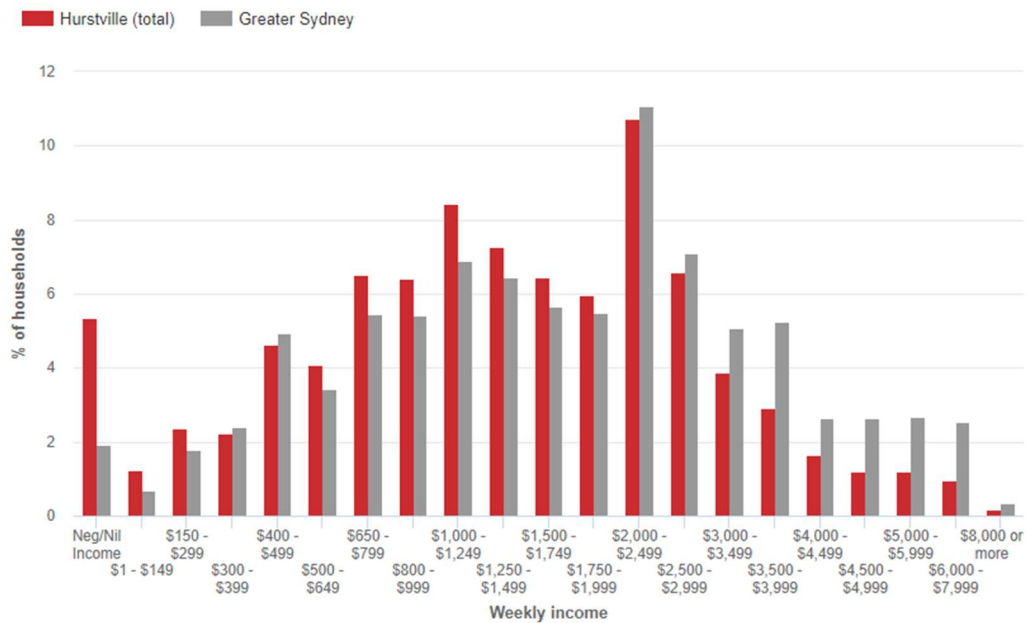


Source: Australian Bureau of Statistics, [Census of Population and Housing](#), 2016 (Usual residence data). Compiled and presented in profile.id by [.id](#) (informed decisions).

Weekly Household Income 2016 – Hurstville (compared to Greater Sydney)

Weekly household income, 2016

export 

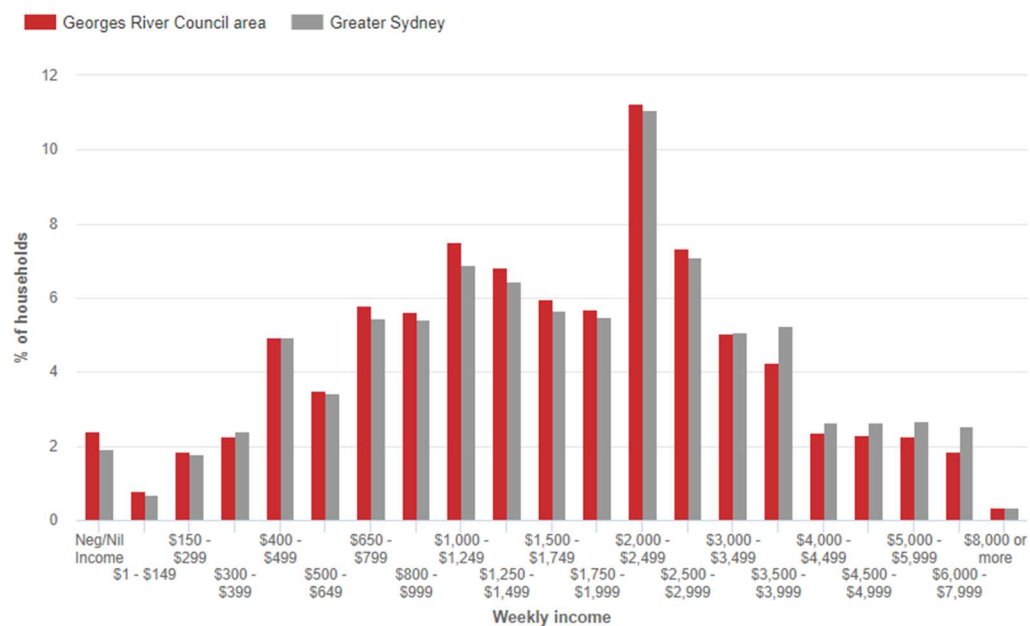


Source: Australian Bureau of Statistics, Census of Population and Housing, 2016 (Enumerated data). Compiled and presented in profile.id by .id (informed decisions).

Weekly Household Income 2016– Georges River LGA (compared to Greater Sydney)

Weekly household income, 2016

export 



Source: Australian Bureau of Statistics, Census of Population and Housing, 2016 (Enumerated data). Compiled and presented in profile.id by .id (informed decisions).

Cultural

| 2016 census | Hurstville Centre | Hurstville (suburb) | Georges River LGA | Sydney (greater) | NSW |
|-----------------------------|-------------------|---------------------|-------------------|------------------|-------|
| Aboriginal & TSI | 0.0% | 0.3% | 0.5% | 1.5% | 2.9% |
| Overseas Born | 80% | 68% | 45% | 37% | 28% |
| English Only Spoken At Home | 8.8% | 18.1% | 42.3% | 58.4% | 68.5% |

Source: ABS Profile ID

| Top 3 Languages (other than English) | Hurstville CBD | Hurstville (suburb) | Georges River LGA | Sydney (greater) | NSW |
|--------------------------------------|----------------|---------------------|-------------------|------------------|-----------|
| First | Mandarin | Mandarin | Mandarin | Mandarin | Mandarin |
| Second | Cantonese | Cantonese | Cantonese | Arabic | Arabic |
| Third | Nepali | Nepali | Greek | Cantonese | Cantonese |

Source: ABS, Profile ID

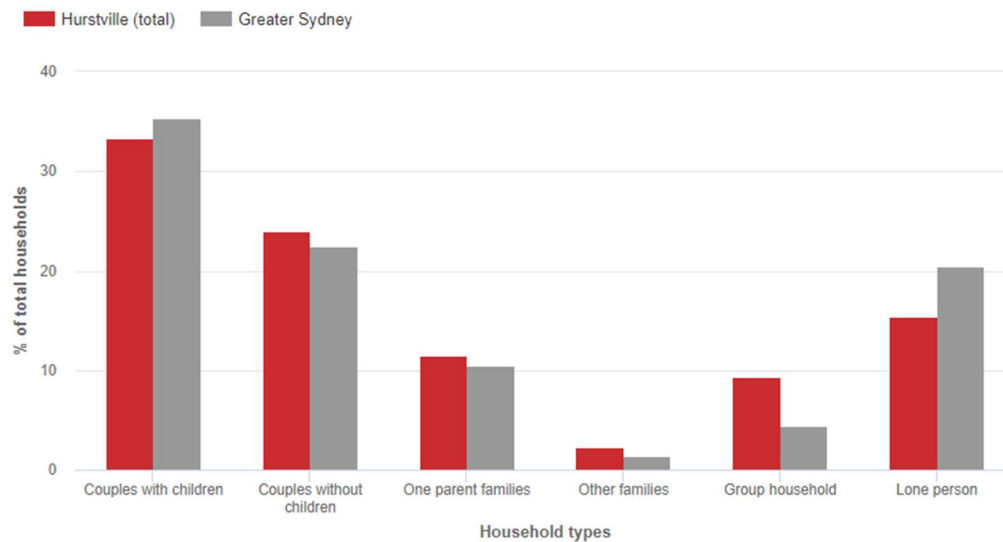
Housing

| 2016 census | Hurstville Centre | Hurstville (suburb) | Georges River LGA | Sydney (greater) | NSW |
|------------------------------|-------------------|---------------------|-------------------|------------------|-------|
| Medium/High Density Dwelling | 97% | 68% | 46% | 44% | 33% |
| Households w. Mortgage | 22% | 26% | 30% | 32% | 30% |
| Median weekly mortgage | \$437 | \$453 | \$492 | \$495 | \$456 |
| Households renting | 56% | 43% | 31% | 33% | 30% |
| Median weekly rent | \$509 | \$475 | \$459 | \$447 | \$384 |

Household Type 2016 – Hurstville (compared to Greater Sydney)

Household type, 2016

export 

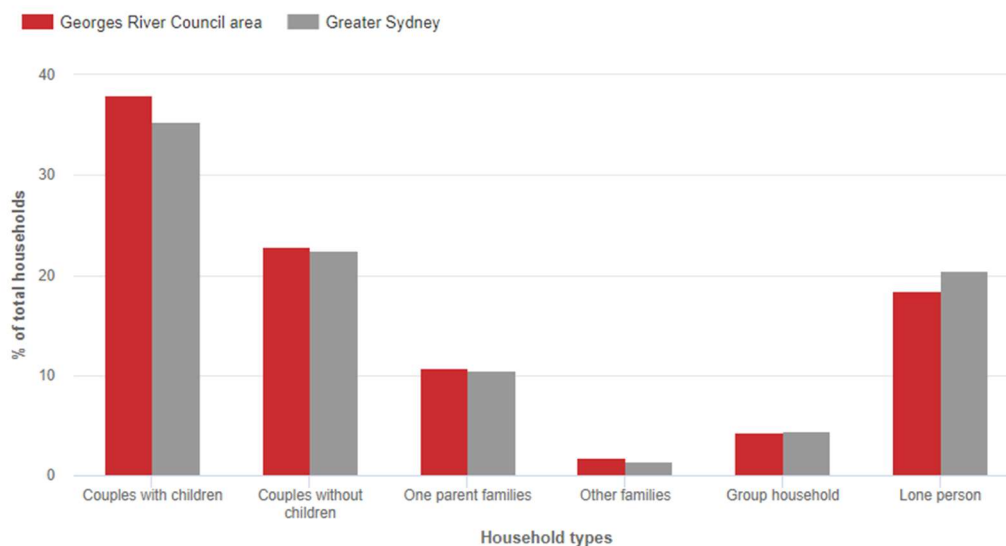


Source: Australian Bureau of Statistics, [Census of Population and Housing, 2016](#) (Enumerated data). Compiled and presented in profile.id by [.id](#) (informed decisions).

Household Type 2016– Georges River LGA (compared to Greater Sydney)

Household type, 2016

export 



Source: Australian Bureau of Statistics, [Census of Population and Housing, 2016](#) (Enumerated data). Compiled and presented in profile.id by [.id](#) (informed decisions).