
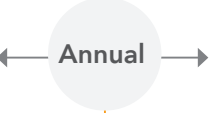

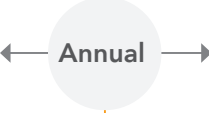

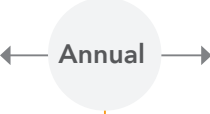

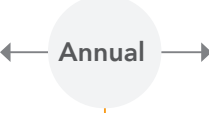

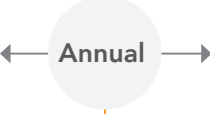

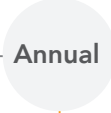

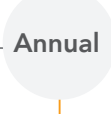

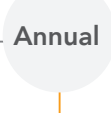

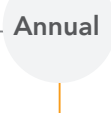

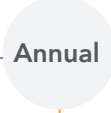

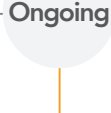

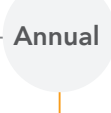


The background of the cover is a photograph of a slot machine at night. A person's hand is visible in the bottom left corner, interacting with the machine. The machine is illuminated with vibrant, out-of-focus lights in shades of red, green, and blue. Overlaid on the image are several thick, diagonal lines in red and green, creating a sense of motion and energy.

Reducing Harm from Gambling Action Plan 2022-2030

The Reducing Harm from Gambling Action Plan outlines Council's response to key actions contained in the Gambling Policy 2022-2030. An annual progress report on each action will be developed.

Gambling Policy Action	Timeframe	Council Response
 Under the requirements for local government outlined in the <i>Gambling Regulation Act 2003</i> , undertake a social impact assessment of applications to the Victorian Gambling and Casino Control Commission (VGCCC) for an increase in EGMs at new and existing venues in the City of Maribyrnong. (1.1)		Provide a social impact assessment to the Victorian Commission for Gambling and Liquor Regulation (Victorian Gambling and Casino Control Commission (VGCCC) within 60 days, as outlined in the <i>Gambling Regulation Act</i> .
 Assess planning applications for gaming venues under the Gaming Policy outlined in the Maribyrnong Planning Scheme. (Note: This planning policy only applies to new venues under Clause 52.28-4, of the Maribyrnong Planning Scheme). (1.2)		Work in partnership with City Places team to assess applications for new gaming venues in the City of Maribyrnong.
 Oppose gaming license applications in neighbouring municipalities if they have a negative impact on City of Maribyrnong residents. (1.4)		Determine if gaming application in neighbouring municipalities are going to have a negative impact on local residents and provide written responses to the Victorian Gambling and Casino Control Commission (VGCCC) within required timeframes.
 Advocate for changes to regulation and design of EGMs operating in Victoria. (2.3)		Participate in Alliance for Gambling Reform (AGR) campaigns for changes to the regulation and design of machines.
 Advocate for changes to the number and location of EGMs in the City of Maribyrnong. (2.3)		Participate in Municipal Association of Victoria (MAV), Local Government Working Group on Gambling (LGWGOG) and Alliance for Gambling Reform (AGR) campaigns and activities to advocate for a reduction in Maribyrnong EGM cap and highlight the harm caused by EGM venues in convenient locations or in areas of high social and economic disadvantage.

Gambling Policy Action	Timeframe	Council Response
 Advocate for a ban on sports betting advertising on television and live stream services in Victoria in alignment with the Alliance for Gambling Reform position. (2.4)		Participate in Alliance for Gambling Reform campaigns on sports betting and highlight the impacts of sports betting in the Gambling Fact Sheets.
 Update Gambling Fact Sheets on an annual basis to include new information on local EGM losses, other gambling data and gambling harm research. (2.6)		Updated Gambling Fact Sheets published on Council website and circulated to stakeholders.
 Advocate for increased investment in research on the social and economic impacts of gambling on individuals, their families and local communities. (2.7)		Highlight social and economic and health and wellbeing impacts of gambling in alignment with Municipal Health and Wellbeing Plan.
 Advocate for increased investment in research on the health and wellbeing impacts of gambling including research into family violence, mental and physical health impacts. (2.8)		Highlight family violence, mental and physical health impacts of gambling in alignment with Municipal Health and Wellbeing Plan.
 Continue to work with local sports clubs to implement and promote the Love the Game Sporting Club Program. (3.2)		Provide progress report on Council's support for the program.
 Do not approve gambling promotional material in Council-owned facilities or on Council's websites (with the exception of any gaming venue located in a Council-owned building). (3.6)		Monitor and take corrective action across Council's facilities and websites to ensure gambling promotional material is not used.
 Council will not host events or community activities at gaming venues. (3.7)		Monitor and take corrective action across Council's programs and services to ensure that activities do not take place in gaming venues.

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