

5.3 T200808 PA - Extensions & partial demolition to a Heritage Hotel, use of the land for a Gaming Premises, 40 EGMs & a Function Centre, parking reduction, alter access to a RDZ1, increase area & patrons for liquor at 96-102 Station St, Koo Wee Rup

Responsible GM: Luke Connell
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Recommendation(s)

That Council refuse the application for alterations and extensions and partial demolition to an existing Hotel in a Heritage Overlay, the use of the land for a Gaming Premises and use of 40 Electronic Gaming Machines (EGMs), use of the land for a Function Centre, a reduction in car parking, alterations to access to a Road Zone Category 1, an increase to the area for the sale and consumption of liquor and an increase to the number of patrons allowed under a licence on the following grounds:

1. The proposal is inconsistent with Clause 21.06-4 (Gaming) and Clause 22.03 (Gaming);
2. The proposal is inconsistent with the purpose and decision guidelines of Clause 52.28 (Gaming);
3. The proposal is inconsistent with Clause 18.02-4 (Car parking) and Clause 52.06 (Car parking) as it fails to provide adequate on-site car parking;
4. The proposal does not result in net community benefit; and
5. The proposal does not represent the orderly planning of the area.

Attachments

1. Locality Map [5.3.1 - 1 page]
2. Application Documents [5.3.2 - 248 pages]
3. CONFIDENTIAL - Copy of Objections - Circulated to Councillors only [5.3.3 - 28 pages]

Executive Summary

APPLICATION NO.:	T200808
APPLICANT:	NBA Group Pty Ltd
LAND:	96-102 Station St, Koo Wee Rup
PROPOSAL:	Alterations and extensions and partial demolition to an existing Hotel in a Heritage Overlay, the use of the land for a Gaming Premises and use of 40 Electronic

	Gaming Machines (EGMs), use of the land for a Function Centre, a reduction in car parking, alterations to access to a Road Zone Category 1, an increase to the area for the sale and consumption of liquor and an increase to the number of patrons allowed under a licence.
PLANNING CONTROLS:	<p>Zone:</p> <ul style="list-style-type: none"> • Mixed Use Zone • Land adjacent to a Road Zone Category 1 <p>Overlays:</p> <ul style="list-style-type: none"> • Heritage Overlay – Schedule 269 (Royal Hotel) • Land Subject to Inundation Overlay
NOTIFICATION & OBJECTIONS:	<p>Pursuant to Section 52 of the Planning and Environment Act 1987, the application was advertised by the placing of a sign on site, notices in the mail to adjoining and nearby property owners and a notice in the newspaper.</p> <p>Twenty-one (21) objections have been received to date.</p>
KEY PLANNING CONSIDERATIONS:	<p>Heritage Gaming Traffic Car parking Noise Social and economic benefits Licensed premises</p>
RECOMMENDATION:	That the application be refused on the grounds stated in this report

Background

The application as described above is being proposed for the site known as the Royal Hotel in Koo Wee Rup. The establishment was constructed by A. Oliver and was opened in September 1915. It is located at 96-102 Station St, Koo Wee Rup and is covered by Heritage Overlay 269.

According to Cardinia Shire's Heritage Study 2011 (revised 2015), the Royal Hotel at Koo Wee Rup is a two-storey parapeted Edwardian Freestyle red brick and stuccoed hotel, strategically set at the corner of Moody Street opposite the Koo Wee Rup railway station.

Distinctive aspects of the design include the large upper level arched porch, facing the railway, with the cement lettering wrapped around the architrave, and the domed caps to the main parapet piers. A Norman tower motif has been angled across the corner of the building but otherwise the upper level is plain with rectangular openings and cemented string moulds.

A verandah and drive-thru bottle shop has been added at the ground level. Otherwise the building is externally very intact.

The site continues to operate as a hotel pursuant to existing use rights, providing a sports bar, TAB and bistro in the original part of the building, as well as a separate drive-thru bottle shop

in the later addition to the rear. A car park is located at the rear and side of the building. Live music is occasionally played on weekends.

The upper floor of the hotel once provided approximately fourteen (14) accommodation rooms, however, currently is vacant and unusable.

The venue operates pursuant to a General Liquor License (31912420) allowing for supply of liquor on the licensed premises for consumption on and off the premises.

Conditions on the liquor license include:

- Maximum capacity of 262 patrons;
- Consumption on the premises:
 - Sunday Between 10am and 11pm;
 - Good Friday & Anzac Day between 12 noon and 1am the following morning;
 - On any other day Between 7 am and 1am the following morning except for Good Friday and ANZAC Day mornings.
- Consumption off the premises:
 - Sunday Between 10am and 11pm;
 - Good Friday & Anzac Day between 12 noon and 11pm;
 - On any other day Between 7 am and 11pm.

As the site operates pursuant to existing use rights, apart from the conditions of the liquor license there are no historical planning permits restricting the hours of operation or the number of patrons permitted on the premises.

The hotel is both historically and aesthetically significant to Cardinia Shire Council.

According to the Heritage Study, historically, the Royal Hotel is significant as an illustration of the growth of Koo Wee Rup in the early decades of the twentieth century. It has been one of the major social centres in Koo Wee Rup since 1915 and associated with popular figures in the town, Denis & Alice McNamara. Its location, opposite the railway station is evocative of the dependence of train travel in this town and the hotel is the most prominent within this early commercial centre which stretches from the station to the south.

Aesthetically, the Royal Hotel is significant as one of the finest examples of Edwardian hotel design in the Gippsland Region. It is notable for its high degree of external intactness and fine detailing. It is a prominent local landmark within Koo Wee Rup and an important element within the historic Station Street precinct.

An application (Planning Permit T950377) for alteration and extension to the existing hotel, including gaming facilities was approved on 22 August 1995, however the gaming aspect of this permit was never acted upon and the permission has since lapsed.

According to the Officer Report prepared for the proposal, the application did not specify the number of gaming machines but did set aside a space for a 'gaming room' which measured 54m².

Subject Site

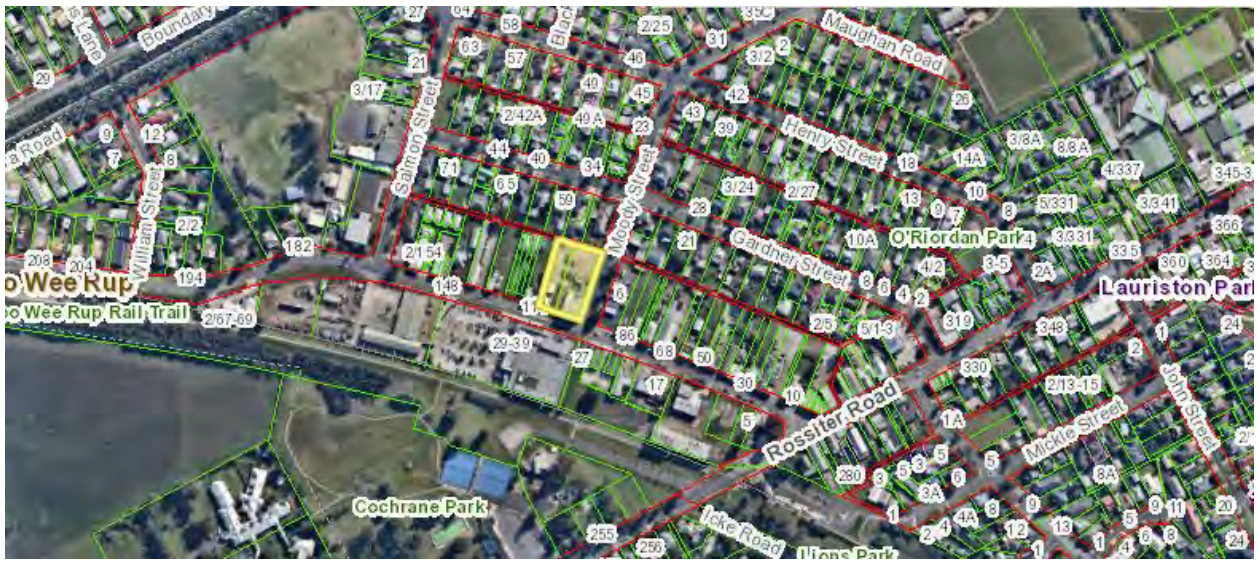


Figure 1: Subject site and surrounds

The subject site is located on the north side of Station Street, on the western corner with Moody Street. It is located at the western end of Koo Wee Rup's town centre and is adjacent to Koo Wee Rup's strip shopping centre as defined in the Schedule to Clause 52.28 (Gaming).

The site is developed with the hotel building and an adjoining car park to the side and rear. Vehicle access is gained via two (2) existing crossovers on Moody Street, and one (1) crossover to Station Street.

It is located in an area of mixed uses, including the strip shopping centre to the east (located in the Commercial 1 Zone), a variety of take-away food premises and dwellings located to the west, an established residential area to the north, and a supermarket located across Station Street to the south.

Within the vicinity of the site there are also two (2) schools (St. John the Baptist Primary School and Koo Wee Rup Primary School).

There are no restrictions or agreements registered on title.

The site is not affected by Aboriginal Cultural Heritage sensitivity.



Figure 2: Subject site (latest NearMap imagery)

Relevance to Council Plan

1.1 We empower our communities to be healthy, connected and resilient

1.1.4 Facilitate a partnership approach to create safer communities.

Permit/ Site History

The history of subject property includes:

- Planning Permit T950377 which was issued under the Cranbourne Planning Scheme for alterations and extensions to an existing hotel including gaming facilities on 22 August 1995.
 - The gaming facilities aspect of this permit was not acted on and has since expired.
- Planning Permit T980217 was issued on 29 April 1998 for the use and development of the land for the purpose of a store generally in accordance with the approved plans.
- Planning Permit T160821 was issued for an increase in the area that liquor is to be consumed for an existing licensed premises.
- An application under section 3.3.4(1) of the *Gambling Regulation Act, 2003* for the approval of a premises (Royal Hotel Koo Wee Rup) as suitable for gaming with forty (40) electronic gaming machines was refused by the Victorian Commission for Gambling and Liquor Regulation on 30 April 2021.

Proposal

Approval is sought for the following:

- Alterations, extensions and partial demolition to an existing Hotel in a Heritage Overlay;
- The use of the land for a Gaming Premises and the installation and use of 40 Electronic Gaming Machines (EGMs);
- The use of the land for a Function Centre;
- A reduction in car parking;
- Alterations to access to a Road Zone Category 1; and
- An increase to the area for the sale and consumption of liquor and an increase to the number of patrons allowed under a licence.

Alterations, extensions, and partial demolition of the heritage hotel

The alteration works involve extensive internal building works to introduce a café and community hub on the ground floor and multi-use (dividable) function rooms on the upper level.

These works will see the removal of some internal walls and the construction of new internal walls to rearrange the space.

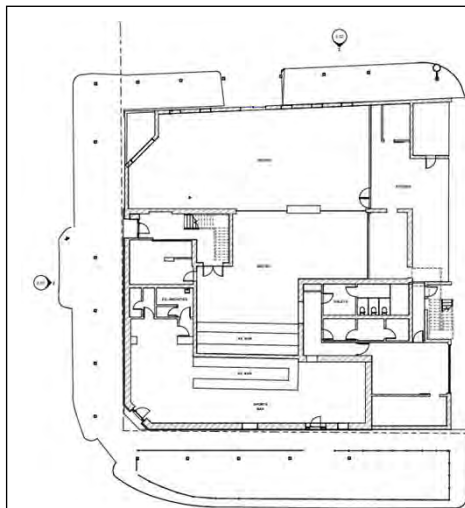


Figure 3: Existing ground floor plan

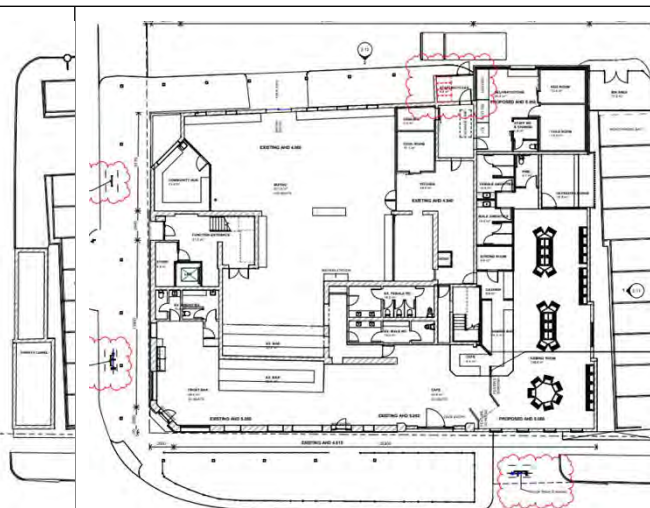


Figure 4: Proposed ground floor plan

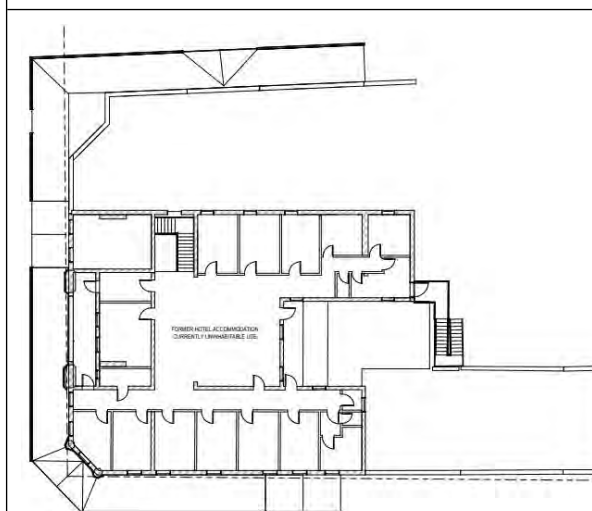


Figure 5: Existing upper floor plan

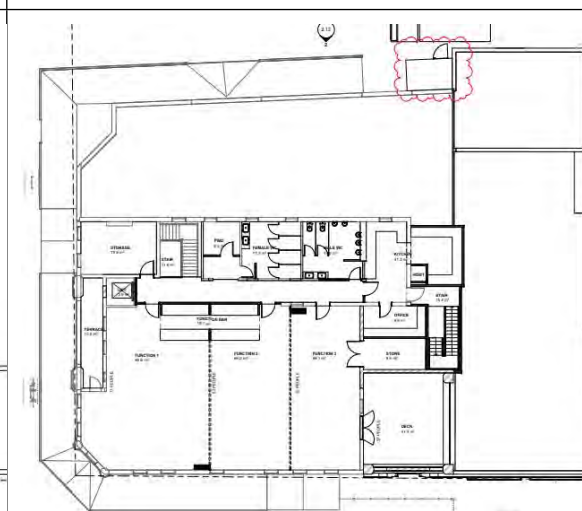
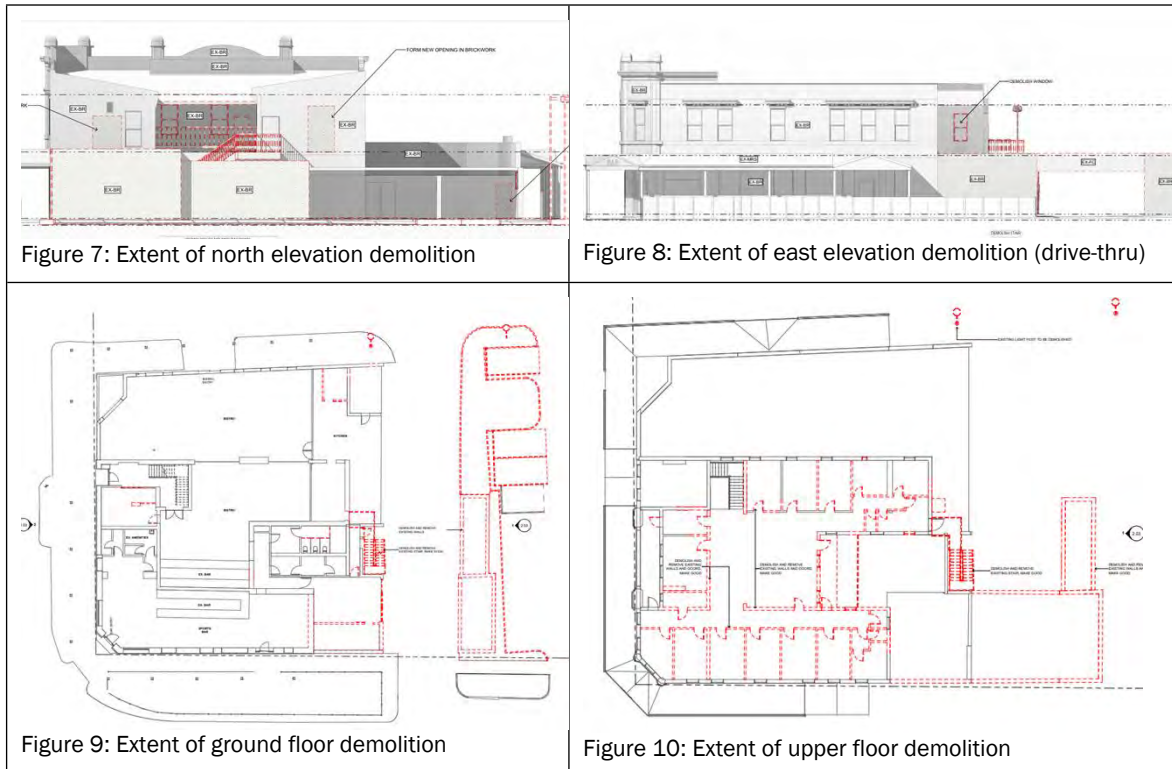


Figure 6: Proposed upper floor plan

The partial demolition works will involve the demolition of the existing drive-thru bottle shop and other parts of the rear façade to incorporate a Gaming Room and part of the proposed café area at ground floor level and the introduction of a balcony for the function rooms at the upper floor level.

The drive-thru bottle shop is not original to the building and appears to have been constructed sometime in the late 1990s as part of Planning Permits T950337 and T980217.

The extent of the proposed demolition works is shown in the red dotted outline in the figures below.



The proposed additions for the Gaming Room and part of the cafe are proposed to be constructed in the footprint of the drive-thru to the rear of the building. These works are proposed in a sympathetic style consistent with the Edwardian era building.

The extension will be constructed with brick, and will incorporate an arched entrance way, a nod to the design of the front façade of the building. The upper floor extension (balcony) will also be constructed in the same style and will remain open on the north and east sides of the building. It will not exceed the existing height of the original building.

The café and community hub areas are considered ancillary to the hotel, and therefore the use has not been considered. The café area is proposed to have a capacity of 20 seats.



Figure 11: 3D renders of the proposed additions to the rear of the building

Use of the land for a Gaming Premises and the installation and use of 40 Electronic Gaming Machines (EGMs)

A portion of the proposed buildings and works described above are proposed to facilitate the proposed use of the land for 40 Electronic Gaming Machines (EGMs).

The applicant proposes that the gaming lounge and EGMs will be open during the hours that the hotel is open (with the exception of the bistro which closes earlier). Currently, the hotel is open between:

- 7am and 1am (the next day) – Monday to Saturday
- 10am and 11pm – Sundays
- 12 noon and 1am - ANZAC Day and Good Friday

The hours of operation are not proposed to change as part of this application.

The EGMs will occupy 18 percent of the gaming floor area and the location of the gaming room is towards the rear of the building and will be accessed off Moody Street, via the cafe, where it will not be highly visible to the main street (Station Street).

The location of the gaming room is proposed at the rear to make access to the gaming lounge inconvenient from other areas of the hotel.

The applicant contends that the proposed gaming lounge has been designed to meet best practice Responsible Service of Gaming (RSG) and will promote responsible gambling, with appropriate anti-gambling material and access to gambler's help.

It is proposed that the Hotel will implement a Responsible Service of Gaming practice, with a Code of Conduct manual prepared by Leigh Barrett & Associates. All staff in the gaming lounge will be suitably RSG qualified.

Ongoing audits and training will be overseen by Leigh Barrett & Associates (incorporating Sommers Elite Training).

Use of the land for a Function Centre (upstairs)

The alterations and additions to the upper floor area proposed to facilitate the use of the land for a function centre, in addition to the current operations of the hotel. As the hotel has not had a function centre or room in operation in the 15 years prior to this application, the use must be considered.

The alterations to the upper floor level will include the construction of three (3) function rooms (that can be partitioned), toilet amenities, a 'back of house' office and storage area, kitchen, bar and outdoor deck/ balcony to the rear.

The upstairs function area is proposed to allow the hotel to expand its entertainment options and provide a space for the community to use.

It is proposed to operate during the same hours of the Hotel and is proposed to accommodate up to 150 patrons according to the Traffic Assessment provided.

Alterations to access to a Road Zone Category 1

Although the vehicle access points remain unchanged, the inclusion of the two (2) new uses have the potential to increase the traffic onto Station Street which is a road under the management of the Department of Transport.

The Traffic Assessment prepared in support of the application suggests that significant additional vehicle movements generated by the site are likely to occur as a result of the introduction of the Function Centre use due to the increase in patronage.

Although peak use of this space is likely to occur in the evenings (late in the week and weekends), the new use is considered to intensify access (by traffic volumes) to Station Street (RDZ1).

Licensed premises

Due to the increase in floor area (function room and gaming room), the applicant is also seeking an increase in the red line area to increase the areas for the sale and consumption of liquor.

A new red line plan for the gaming room and upstairs function room has been provided with the application.

Although the hotel does not have a limit on the number of patrons due to it operating under existing use rights, the hotel's liquor license does currently stipulate the number of patrons allowed on site at any one time.

Currently the liquor license allows for a maximum capacity of 262 patrons. The applicant intends to apply for a new license to increase the maximum capacity of the venue (across the two floors) to 400 patrons.

The applicant forecasts that the proposal will generate 14 new jobs within the Koo Wee Rup community.

Planning Scheme Provisions

Zone

The land is subject to the following zones:

- Mixed Use Zone
- Adjacent to a Road Zone Category 1

Overlays

The land is subject to the following overlays:

- Heritage Overlay - Schedule 269 (Royal Hotel Koo Wee Rup)
- Land Subject to Inundation Overlay

Planning Policy Framework (PPF)

The relevant clauses of the PPF are:

- Clause 11 – Settlement
 - Clause 11.01-1S – Settlement
 - Clause 11.03-1S – Activity centres
- Clause 13 – Environmental Risks and Amenity
 - Clause 13.03-1S – Floodplain management
 - Clause 13.05-1S – Noise abatement
- Clause 15 – Built environment and Heritage
 - Clause 15.01-1S – Urban design
 - Clause 15.01-2S - Building design
 - Clause 15.01-1S – Neighbourhood character
 - Clause 15.01-6S - Design for rural areas
 - Clause 15.03-1S – Heritage conservation
- Clause 17 – Economic development
 - Clause 17.01-1S – Diversified economy
 - Clause 17.02-1S - Business
- Clause 18 – Transport

- Clause 18.02-3S – Road system
- Clause 18.02-4S – Car parking
- Clause 19 – Infrastructure
 - Clause 19.02-3S – Cultural facilities
 - Clause 19.02-4S – Social and cultural infrastructure

Local Planning Policy Framework (LPPF)

The relevant clauses of the LPPF are:

- Clause 21.01 – Cardinia Shire Key Issues and Strategic Vision
- Clause 21.02-1 – Catchment and coastal management
- Clause 21.03-4 – Rural townships (Koo Wee Rup)
- Clause 21.02-6 – Post contact heritage
- Clause 21.04-1 – Employment
- Clause 21.05-6 – Community services and facilities
- Clause 21.06-4 - Gaming
- Clause 21.08-3 – Local Areas – Western Port Region (Koo Wee Rup)
- Clause 22.03 – Gaming

Relevant Particular/General Provisions and relevant incorporated or reference documents

The relevant provisions/ documents are:

- Clause 52.06 – Car Parking
- Clause 52.27 - Licensed Premises
- Clause 52.28 - Gaming
- Clause 52.29 – Land Adjacent to a Road Zone Category 1
- Clause 52.34 – Bicycle facilities
- Clause 63 – Existing use rights
- Clause 65 – Decision guidelines
- Clause 66 – Referral and notice provisions

- Cardinia Shire Heritage Study 2011 (revised 2015) – Koo Wee Rup - Royal Hotel (H0269)
- Cardinia Township Character Assessment – Garfield, Bunyip, Koo Wee Rup and Lang Lang, November 2006.
- Koo Wee Rup Township Strategy, October 2015.
- Cardinia Shire Gaming Policy Review (December 2015), 10 Consulting Group Pty Ltd.

Planning Permit Triggers

The proposal requires a planning permit under the following clauses of the Cardinia Planning Scheme:

- Pursuant to Clause 32.04-1 (MUZ) a planning permit is required to use the land for a Function Centre and Gaming Premises.
- Pursuant to Clause 32.04-9 (MUZ) a planning permit is required to construct or carry out works associated with a Section 2 Use (Function Centre and Gaming Premises).
- Pursuant to Clause 43.01-1 (H0269) a planning permit is required to demolish (part demolition) and construct and carry out works on a Heritage listed building.
- Pursuant to Clause 44.04-2 (LSIO) a planning permit is required to construct or carry out works.
- Pursuant to Clause 52.06 (Car parking) a planning permit is required to reduce or waiver the number of car spaces required.
- Pursuant to Clause 52.27 (Licenced premises) a planning permit is required to alter the number of patrons under a licensed to be increased and increase the area where liquor is allowed to be consumed or supplied.
- Pursuant to Clause 52.28-3 (Gaming) a planning permit is required to install or use a gaming machine.
- Pursuant to Clause 52.29 (RDZ1) a planning permit is required to alter access to a Road in a Road Zone Category 1.

Public Notification

The application has been advertised pursuant to Section 52 of the *Planning and Environment Act 1987*, by:

- Sending notices to the owners and occupiers of adjoining and nearby land.
- Placing a sign on site.
- Placing an advertisement in the local newspaper.

The notification has been carried out correctly, and the statutory declaration has been submitted to Council on 1 June 2021. The application was placed in the Pakenham Gazette on 5 May 2021.

Council has received twenty-one (21) objections to date.

The main concerns raised by the objections are:

- Electronic gaming's detrimental social and economic impacts within a small, rural community (i.e. gambling-related harm)
- Exacerbation of mental health, social and family problems associated with gambling addiction (also referred to as problem gambling)
- Financial stress caused by gambling-related harm
- Electronic gaming is likely to have a further negative effect on an already vulnerable and disadvantaged community
- Inappropriate location of EGMs within easy access of the shopping strip and supermarket where most residents have to shop
- Past negative experiences with EGMs
- EGMs will ruin the character of the Pub/ Hotel
- There are venues close by already with EGMs available for those wanting to participate in electronic gaming
- Reduction in carparking and issues this may cause for surrounding residences and businesses (including CFA on when all firefighters are called out – i.e. bushfires)
- Increased area for the sale and consumption of liquor
- Increased crime and violence and no permanent police presence within the Township
- Emergency access from the first floor

Only one (1) objection raised concerns about:

- Noise from additional patrons

Only one (1) objection raised concerns about:

- Alterations to the heritage building and removal of upstairs accommodation will detrimentally affect the heritage significance of the Hotel

It should also be noted, that many of the objections did not raise any issues with the proposed upgrades, extensions and inclusion of a Function Centre use to the Hotel, with many objectors writing that they support this aspect of the proposal as potentially having a positive contribution to the local community.

Referrals

External Referrals/Notices:

Referrals/ Notice	Referral Authority	Brief summary of response
Section 55 Referrals	Department of Transport [Determining]	No objection (no conditions)
	Melbourne Water [Determining]	No objection (subject to conditions)
Section 52 Notices	N/A	

Internal Referrals:

Internal Council Referral	Advice/ Response/ Conditions
Heritage	Generally supportive of the proposed extensions and partial demolition to the heritage building.
Strategic Planning	Does not support the proposal due to inconsistencies with Council's Local Planning Policies (Clause 21.06-4 - Gaming and Clause 22.03 - Gaming).
Social and Community Planning	Does not support the proposal due to the socio-economic impacts of introducing gaming into the township.
Urban Design	Generally supportive of the design of extensions. Suggested that a use of a more modern approach to the proposed gaming room extension (in terms of materiality) to differentiate between heritage and new could be explored.
Traffic	Does not support the proposal due to insufficient car parking provision for the increase in patronage.
Engineering	Supportive of the application (buildings and works). No conditions.

Discussion

The proposal for alterations, extensions and partial demolition of the heritage hotel to accommodate the use of the land for a function centre, increase the area used for and the number of patrons supplied the sale and consumption of liquor and the ancillary community hub and café is considered generally consistent with the aims and objectives of the objectives of the Planning Policy Framework and the Local Planning Policy Framework, including the Municipal Strategic Statement, as well as the zones and overlays which apply to the subject site as discussed below.

However, the proposed use of the land for a Gaming Premises and the installation and use of 40 EGMs, along with the car parking reduction sought is considered inconsistent with the objectives of the Cardinia Planning Scheme and does not constitute an orderly planning outcome.

Although the planning scheme facilitates the generation of local jobs, supports proposals which will enhance entertainment and recreational venues – especially within small or rural townships – and supports the development and use of heritage buildings when done sympathetically and whilst preserving the heritage character of significant buildings, it does not support the establishment of gaming venues in unsuitable locations or venues.

The proposed introduction of gaming into the existing Hotel venue within Koo Wee Rup is not considered to accord with both state and local planning policy aimed at directing gaming venues to establish in appropriate locations and venues.

Planning Policy Framework (PPF) and Municipal Planning Strategy (MPS)

A number of state and local policies are relevant to this application that protect the community from gaming-related harm, ensure that uses are compatible with the existing uses in the area, as well as ensure that licenced premises are appropriately managed, adequate car parking is provided and that buildings and works on a heritage building do not detrimentally impact the heritage fabric or significance of the site.

Clause 11.01-1S (Settlement) seeks to promote the sustainable growth and development of Victoria through strategies such as creating and reinforcing settlement boundaries, ensuring that facilities such as community facilities are concentrated in central locations and ensure that land that may be required for future urban expansion is not compromised.

Clause 11.03-1S (Activity centres) seeks to encourage the concentration of major retail, residential, commercial, administrative, entertainment and cultural developments into activity centres that are highly accessible to the community. Clause 11.03-1S has a particular focus on support the continued growth and diversification of activity centres to give communities access to a wide range of goods and services, provide local employment and support local economies and improving the social, economic and environmental performance and amenity of activity centres. Strategic planning policy (Clause 22.03 - Gaming) for the use and development of land in and around this activity centre (Koo Wee Rup Town Centre) does not encourage EGMs venues to be established within this area.

Clause 13.03-1S (Floodplain management) seeks to protect life, property and community infrastructure from flood hazard, flood storage functionality and natural flood carrying and storage capacity.

Clause 13.05-1S (Noise abatement) seeks to assist the control of noise effects on sensitive land uses.

Clause 13.07-1S (Land use compatibility) seeks to protect community amenity, human health and safety, while facilitating appropriate commercial, industrial, infrastructure and other uses with potential adverse off-site amenity impacts by ensuring that uses and development is compatible with adjoining or nearby land uses and protecting existing commercial, industrial and other uses from encroachment by use or development that would compromise the ability of those uses to function safely and effectively.

Clause 15.01-1S (Urban design) seeks to create urban environments that are safe, healthy, functional and enjoyable and that contribute to a sense of place and cultural identity.

Clause 15.01-2S (Building design) seeks to achieve building design outcomes that contribute positively to the local context and enhance the public realm.

Clause 15.01-5S (Neighbourhood character) seeks to recognise, support and protect neighbourhood character, cultural identity, and sense of place.

Clause 15.01-6S (Design for rural areas) seeks to ensure development respects valued areas of rural character.

Clause 15.03-1S (Heritage conservation) seeks to ensure the conservation of places of heritage significance, by encouraging appropriate development that respects places with identified heritage values, encouraging restoration and retaining those elements which are of importance.

Clause 17.01-1S (Diversified economy) seeks to strengthen and diversify the economy and support rural economies to grow and diversify.

Clause 17.02-1S (Business) seeks to encourage development that meets the community's needs for retail, entertainment, office and other commercial services by ensuring commercial facilities are aggregated and provide net community benefit in relation to their viability, accessibility and efficient use of infrastructure.

Clause 18.02-3S (Road system) seeks to manage the road system to achieve integration, choice and balance by developing an efficient and safe network and making the most of existing infrastructure.

Clause 18.02-4 (Car parking) seeks to ensure an adequate supply of car parking that is appropriately designed and located.

Clause 19 (Infrastructure) ensures that planning for development of social and physical infrastructure should enable it to be provided in a way that is efficient, equitable, accessible and timely.

Clause 19.02-3S (Cultural facilities) seeks to develop a strong cultural environment and increase access to the arts, recreation and other cultural facilities by encouraging a wider range of arts, cultural and entertainment facilities including cinemas, restaurants, nightclubs and live theatres in the Central City and at Metropolitan Activity Centres

Clause 19.02-4S (Social and cultural infrastructure) seeks to provide fairer distribution of and access to social and cultural infrastructure by encouraging the location of social and cultural infrastructure to activity centres.

Clause 21.01 (Cardinia Shire Key Issues and Strategic Vision) outlines the key issues facing Cardinia include the management of growth including urban pressures on areas such as the Westernport Green Wedge, and the provision of infrastructure to meet the needs of the existing and future community.

Clause 21.02-1 (Catchment and coastal management) seeks the protection of floodplains and development on them.

Clause 21.02-6 (Post-contact heritage) recognises the rich and diverse cultural heritage of Cardinia Shire illustrates the historic use, development and occupation of the land. This history is demonstrated by a wide range of heritage places that include buildings and structures, monuments, trees, landscapes and archaeological sites. These places give Cardinia a sense of historic continuity as well as demonstrating the economic, social and political circumstances of the time and this policy seeks to protect and preserve these recognised sites by including them into the Heritage Overlay.

Clause 21.03-4 (Rural townships) seeks to retain and enhance the existing rural township character in Cardinia Shire's rural townships (including Koo Wee Rup) by maintaining and promoting the overall historic character within each township.

Clause 21.04-1 (Employment) supports the development and enhancement of economically sustainable businesses within the municipality including within rural townships.

Clause 21.05-6 (Community services and facilities) recognises the need to provide and cater for community facilities for all members of the community in appropriate locations.

Clause 21.08-3 – (Local Areas – Western Port Region - Koo Wee Rup) seeks to ensure any proposed use or development within or around the Koo Wee Rup Township is generally consistent with the *Koo Wee Rup Township Strategy, October 2015*, including the Koo Wee Rup Framework Plan.

Of particular importance to this proposal are Clauses 21.06-4 (Gaming) and Clause 22.03 (Gaming).

Clause 21.06-4 (Gaming) identifies that Cardinia Shire Council is committed to minimising the negative impacts of gaming on the community by ensuring that gaming machines are only located within venues that are appropriately located and have appropriate venue characteristics. It seeks to:

- Avoiding problem gambling and convenience gambling.
- Locating gaming machines away from communities vulnerable to problem gambling.
- Achieving social and economic benefits in the location and re-location of gaming machines.
- Avoiding establishment of gaming machines in the growth area ahead of sufficient population growth.
- Recognising the need to protect the rural townships in the municipality from the negative impacts of gaming.

Clause 22.03 (Gaming) applies to all applications which require a permit to install or use a gaming machine or use land for the purpose of gaming. It seeks to:

- To discourage new gaming machines in vulnerable or disadvantaged areas.
- To achieve positive social, economic and environmental outcomes in the location and relocation of gaming machines and avoid exacerbating the risk of problem gambling.
- To minimise opportunities for convenience gaming.
- To locate gaming machines where the community has a choice of non-gambling entertainment or recreation activities within the gaming venue and the local area.
- To protect the amenity of areas surrounding gaming venues.

It also sets out appropriate areas and venues in which gaming machines should be located within Cardinia Shire, as well as setting out application requirements and decision guidelines for any application to be made to Council. It also references the *Cardinia Shire Gaming Policy Review (December 2015)*, 10 Consulting Group Pty Ltd.

Aspects of the proposal, including the proposed buildings and works to the heritage building and use of the land for a function centre are considered consistent with both state and local policy outlined above, which seek to protect and enhance places of heritage significance by ensuring that the proposed works and the use are sympathetic to the heritage building and the local context.

Whilst there are currently issues with the provision of car parking for the function room use, which does not align with policies such as Clause 18.02-4 (Car parking) which seeks to ensure an adequate supply of car parking that is appropriately designed and located, this is something that could potentially be resolved with further changes to the proposal (i.e. patron numbers, inclusion of car parking on another site).

However, the proposal to use the land for electronic gaming machines is in conflict with the aims and objectives of the Planning Scheme when it comes to the consideration of applications to establish gaming venues within the Shire, especially with regards to the proposed location of this establishment and the likely net community disbenefit that the proposal will cause to the local community.

Assessment against Zones and Overlays

As discussed, the site is subject to the Mixed Use Zone, the Land Subject to Inundation Overlay and Heritage Overlay (H0269).

Mixed Use Zone

One of the key purposes of the Mixed-Use Zone is to provide for a range of residential, commercial, industrial and other uses which complement the mixed-use function of the locality. In this instance the Hotel component of the use operates pursuant to existing use rights (as described above).

However, pursuant to Clause 73.04 (Nesting Diagrams) the land use 'Function Centre' is included in the broader land use definition 'Place of Assembly', whilst the land use 'Gaming Premises' is included in the broader land use definition 'Retail Premises', resulting in both new uses requiring a planning permit pursuant to Clause 32.04-2 (MUZ).

Additionally, the proposed buildings and works trigger a planning permit pursuant to Clause 32.04-9 (Buildings and works associated with a Section 2 Use within the Mixed Use Zone).

The use of the land for Electronic Gaming Machines and Sale and Consumption of Liquor are also regulated by other provisions of the Cardinia Planning Scheme.

Land Subject to Inundation Overlay

The Land Subject to Inundation Overlay (LSIO) identifies areas where a 1 in 100 Year flood or floodplain area determined by a floodplain management authority warrants protection from flood hazards. These measures ensure that development maintains the free passage and temporary storage of floodwaters, minimises flood damage, is compatible with the flood hazard and local drainage conditions and will not cause any significant rise in flood level or flow velocity. Pursuant to Clause 44.04-2 (LSIO) a planning permit is required to construct or carry out works.

Heritage Overlay (H0269)

The key purpose of the Heritage Overlay is to conserve and enhance places of natural and cultural significance, as well as elements which contribute to the significance of heritage places. It is also in place to ensure that development does not adversely affect the significance of heritage places.

Pursuant to Clause 43.01-1 (H0269) a planning permit is required to construct a building or construct or carry out works on a Heritage building, including partial demolition.

Consideration of the use of the land for a Gaming Premises and introduction of 40 EGMs to the Hotel

Although a permit (T950377) was once issued for alterations and additions to an existing hotel including gaming facilities, as discussed above, the gaming facilities aspect of this permit was not acted on and has since expired. Therefore, as the existing Hotel does not benefit from any existing use rights for 'Gaming Premises', the introduction of this use must be considered pursuant to the requirements of the Mixed Use Zone, and any other provisions of the Planning Scheme, not Clause 63.05.

In addition to the provisions of the Mixed Use Zone and other planning policy, Council must also consider local planning policy under Clauses 21.06-4 (Gaming) and 22.03 (Gaming) and the particular provision at Clause 52.28 (Gaming) all three of which deal with the standards and requirements to be met in order for a permit to be granted for a Gaming venue and the use of EGMs.

Clause 52.28-3 (Gaming) also introduces a permit trigger for the installation or use of a gaming machine.

The proposed use of the land for a 'Gaming Premises' and the introduction of 40 Electronic Gaming Machines (EGMs) is considered to be an inappropriate proposal for this site because it is inconsistent with a number of planning and Council policies related to appropriate locations and venues for these types of facilities.

Assessment against Clause 52.28 (Gaming)

As discussed, Clause 52.28-3 introduces a permit trigger for the installation or use of a gaming machine. Based on this a planning permit is required pursuant to Clause 52.28-3 for the installation and use of 40 EGMs in this venue.

Council's role in this process is to ensure the social and economic impacts of the location of gaming machines are considered, as well as considering the physical location or venue proposed for the gaming machines is considered.

In order to assess if the location is appropriate or not, Clause 52.28 outlines locations where gaming machines are prohibited, which includes with shopping complexes and strip shopping centres as outlined in the Schedule to the Particular Provision.

In this case, whilst the subject site is not located within a prohibited location (as outlined in the Schedule), it is located directly adjacent to 6 Moody Street and 4-86 Station Street, which are listed as a prohibited strip shopping centre as specified by Clause 52.28-4 and pursuant to Table 2 of the Schedule:

2.0 Prohibition of a gaming machine in a strip shopping centre

25/05/2017
VC133

A gaming machine as specified in Clause 52.28-4 is prohibited in a strip shopping centre specified in Table 2 below.

Table 2

Name of strip shopping centre and locality	Land description
Koo Wee Rup	6 Moody Street 275-319 Rossiter Road (odd numbers) 272-330 Rossiter Road (even numbers) 4-86 Station Street (even numbers)

Figure 12: Table 2 of the Schedule to Clause 52.28

Based on the location of the subject site adjacent to a prohibited location, Council does not consider that the proposed use of the land for EGMs is consistent with the objectives of Clause 52.28 to ensure that gaming machines are situated in appropriate locations and premises.

Further to this, there are currently no EGM venues located within Koo Wee Rup and given that there are no other venues like the Royal Hotel (i.e. pub) within the Township this provides further indication that this site is not suitable to introduce EGMs.

Because of this, the proposal is also considered inconsistent with the decision guidelines of Clause 52.28-9 which ask the Responsible Authority to consider the following:

- The Municipal Planning Strategy and the Planning Policy Framework.
- The compatibility of the proposal with adjoining and nearby land uses.
- The capability of the site to accommodate the proposal.
- Whether the gaming premises provides a full range of hotel facilities or services to patrons or a full range of club facilities or services to members and patrons.
- Any other matters specified in the schedule to this clause.

Assessment against Clause 21.06-4 (Gaming), Clause 22.03 (Gaming) and decision guidelines of Clause 52.28-9 (Gaming)

As discussed above, Clause 21.06-4 (Gaming) identifies that Cardinia Shire Council is committed to minimising the negative impacts of gaming on the community by ensuring that gaming machines are only located within venues that are appropriately located and have appropriate venue characteristics. It seeks to:

- Avoiding problem gambling and convenience gambling.
- Locating gaming machines away from communities vulnerable to problem gambling.
- Achieving social and economic benefits in the location and re-location of gaming machines.
- Avoiding establishment of gaming machines in the growth area ahead of sufficient population growth.
- Recognising the need to protect the rural townships in the municipality from the negative

- impacts of gaming.

Additionally, Clause 22.03 (Gaming) applies to all applications which require a permit to install or use a gaming machine or use land for the purpose of gaming. It seeks to:

- To discourage new gaming machines in vulnerable or disadvantaged areas.
- To achieve positive social, economic and environmental outcomes in the location and relocation of gaming machines and avoid exacerbating the risk of problem gambling.
- To minimise opportunities for convenience gaming.
- To locate gaming machines where the community has a choice of non-gambling entertainment or recreation activities within the gaming venue and the local area.
- To protect the amenity of areas surrounding gaming venues.

It also sets out appropriate areas and venues in which gaming machines should be located within Cardinia Shire, as well as setting out application requirements and decision guidelines for any application to be made to Council. It refers to the *Cardinia Shire Gaming Policy Review (December 2015)*, 10 Consulting Group Pty Ltd to be considered in the decision-making process.

It should be noted that currently, there are no venues within Koo Wee Rup which offer EGMs. The closest venues with electronic gaming are located at Tooradin, Pakenham, Officer and Beaconsfield, all of which are between 11 and 26 kilometres from the Township by car.

The Royal Hotel is also the only hotel or pub within Koo Wee Rup and is within the centre of the town. Introducing EGMs into the Hotel, when there are not already EGMs in Koo Wee Rup, would make EGM gaming significantly more convenient for the community there.

Because of this and based on Council's assessment, the proposed introduction of EGMs to this venue is likely to cause adverse effects to the Koo Wee Rup community as it does not satisfy the above objectives of Clauses 21.06-4 and 22.03.

The proposal does not achieve the objective of either Clause to locate gaming machines away from and discourage new gaming machines in vulnerable or disadvantaged areas, because:

- According to the Index of relative socio-economic disadvantage (SEIFA), 2016, districts, Cardinia Shire (also referenced in the Social and Economic Impact Assessment commissioned by Council), the Koo Wee Rup Township falls within the third most disadvantaged districts within the Shire.
- In addition, according to ABS statistics, two of the seven SA1 areas (second quintiles most disadvantaged) are within five (5) kilometres of Koo Wee Rup.
- Based on these statistics, Koo Wee Rup is considered a vulnerable township, as well as being disadvantaged, therefore new gaming machines are to be discouraged from establishing within Koo Wee Rup.

The proposal does not achieve the objective of either Clauses to achieve positive social, economic and environmental outcomes in the location and relocation of gaming machines and avoid exacerbating the risk of problem gambling, because:

- According to the Social and Economic Impact Assessment commissioned by Council (prepared by SYMPlan, dated 28 February, 2021), the venues with the highest expenditure per attached EGM entitlement in the period July 2019-December 2020 in Cardinia Shire were the Pakenham Hotel and Cardinia Club, both of which are located

in Pakenham.

- Koo Wee Rup has a similar level of socio-economic disadvantage to Pakenham, therefore it is expected that the introduction of EGMs to this venue will result in the exacerbation of problem gambling within Koo Wee Rup, which would otherwise be minimised by the distance required to travel to other nearby venues (Pakenham and Tooradin).

The proposal does not achieve the objective of either Clauses to minimise opportunities for convenience gaming, because:

- The location is opposite a prohibited location for gaming machines which are named so as they are highly trafficked areas where access to gaming is more easily accessible or noticeable. Therefore, this is inconsistent with Clause 22.03-3 which states that gaming venues should not be located on land abutting or adjacent or opposite or nearby to land, which is in a prohibited area specified in the Schedule to Clause 52.28.
- The Royal Hotel is the only pub within the Township and therefore, the exposure to EGMs is increased for patrons who would otherwise not be exposed to EGMs.
- The location is directly opposite a supermarket (the larger/ main supermarket for the Township and surrounds) therefore, is likely to contribute to the convenience of gaming.

In addition, Clause 22.03-3 states that gaming machines should not be located where they are convenient to concentrations of shops, major community facilities or key public transport nodes where large numbers of pedestrians are likely to pass in the course of their daily activities, in townships and small centres where local convenience services are provided and where no or limited alternative attractions are offered or on sites that abut, are adjacent to, or are opposite a strip shopping centre. All of these tests apply to the subject site, further discouraging EGMs from establishing in this location.

The proposal does not achieve the objective of either Clauses to locate gaming machines where the community has a choice of non-gambling entertainment or recreation activities within the gaming venue and the local area, because:

- The Royal Hotel is the only Hotel/ Pub within the Township and the area immediately surrounding the Township.
- Koo Wee Rup is a small Township where there are currently no other venues which offer the same types of services or entertainment as the Royal Hotel (i.e. bistro and large sit-down restaurant, sale and consumption of liquor on-site etc).
- There are no other non-gambling entertainment or recreational activities available within the Township that are open the same hours (evening and night time hours) of the Royal Hotel. In addition, although there are some other non-gambling entertainment or recreational activities available within the Township and surrounds, these are very limited and mainly consist of small take-away restaurants, cafes (that are not open in the evening), sporting clubs and facilities (usually only open for members) and do not include entertainment facilities (i.e. cinemas etc).
- Because the opening hours of the Royal Hotel extend well beyond those of other establishments within the Township, the venue is likely to attract patrons after other venues/ restaurants etc close.

Whilst the Hotel currently provides for a range of facilities and services (unrelated to gaming), because the introduction of EGMs into this facility will result in the only Pub within the Township also providing gaming, there will be no other alternatives provided to members of the community to avoid gaming.

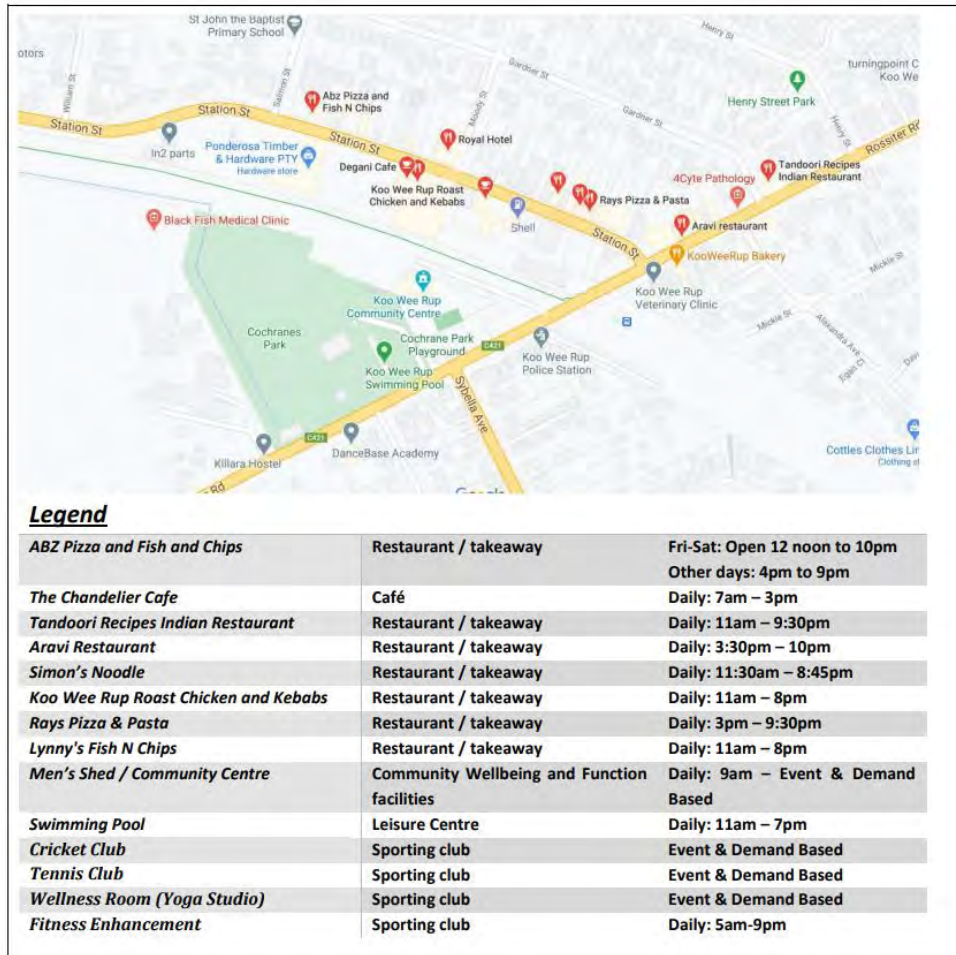


Figure 13: Other non-gaming facilities open/ available within the Township outlined in the application submission

The proposal does not achieve the objective of Clause 22.03 to protect the amenity of areas surrounding gaming venues, because:

- The introduction of gaming could lead to an increase in antisocial behaviour due to the financial stressors on patrons.

Because of this, the proposal also fails to protect a rural township in the municipality from the negative impacts of gaming which is also inconsistent with Clause 21.06-4 (Gaming).

Consideration of the context of the subject site and the social and economic status of the community, in Council's opinion, results in the proposal being inconsistent with the decision guidelines of Clause 52.28-9 which ask the Responsible Authority to consider the MPS and PPF (which includes Clauses 21.06-4 and 22.03), the social and economic impact of the proposal, as well as whether or not the proposal is compatible with surrounding uses.

Social and Economic Impact Assessment

Council's Social and Economic Impact Assessment (SEIA) (prepared by SYMPlan, dated 28 February 2021) is at odds with the applicant's assessment of the social and economic impacts of the proposal which state the impacts will be beneficial to the community. Whilst Council's SEIA suggests that the proposal will likely result in some community benefits, such as economic benefits (community contributions, employment, economic stimulus and tourism) and social benefits (opportunities to use EGMs for those not effected by gambling related harm), these benefits are marginal and do not outweigh the potential disbenefits.

Council's SEIA suggests that overall, the proposal to introduce EGMs in Koo Wee Rup will result in net community disbenefit.

The key findings supporting this conclusion suggest that the disbenefits include:

- The risk factors associated with the design and operation of the gaming venue outweigh the potential protective factors.
- The proposal increases access to opportunities to gamble as it involves a new gaming venue and additional EGMs in the municipality. Increased access to EGMs has been recognised by the Commission as a determinant of gambling-related harms.
- The proposal will introduce EGMs, and increase gambling activity, in the most important social, leisure and entertainment facility serving an isolated community. This will compromise community connectedness and increase exposure to gambling.
- The local community displays multiple indicators of socio-economic disadvantage and vulnerability to gambling-related harms.

- The location of the proposal will contribute to convenience gambling.
- The stakeholders expressed concerns with regards the potential for the proposal to cause and exacerbate gambling-related harms.
- The proposal does not align with the strategic objectives expressed in Council's plans and policies.

Based on this assessment, it is considered that the proposal is not consistent with relevant planning policy and additionally is likely to result in an unacceptable social and economic outcome for the local Koo Wee Rup community and its surrounds. The proposal has the potential to cause or exacerbate gambling-related harms to the community (both Cardinia Shire as a whole, as well as Koo Wee Rup) and that these disbenefits are more likely to impact those most at risk. The proposal is likely to have an overall negative effect on the community due to the inappropriate context of the site and surrounds and therefore, the proposal to introduce EGMs to the Royal Hotel should not be supported.

Consideration of objections

In addition to the above assessment detailing that the proposal is inconsistent with Planning Policy, the majority of objections received from the local community to the application also voice concerns relating to the damage the introduction of EGMs to Koo Wee Rup and the surrounding Townships is likely to cause due to the lack of other non-gambling entertainment and recreation venues, the socio-economic vulnerability of many residents and the inappropriate location for EGMs given the temptation for gamblers to be provided easy access to gaming.

The key themes of the objections received include:

- Electronic gaming's detrimental social and economic impacts within a small, rural community (i.e. gambling-related harm)
- Exacerbation of mental health, social and family problems associated with gambling addiction (also referred to a problem gambling)
- Financial stress caused by gambling-related harm
- Electronic gaming is likely to have a further negative effect on an already vulnerable and disadvantaged community
- Inappropriate location of EGMs within easy access of the shopping strip and supermarket where most residents have to shop
- Past negative experiences with EGMs
- EGMs will ruin the character of the Pub/ Hotel
- There are venues close by already with EGMs available for those wanting to participate in electronic gaming
- Increased area for the sale and consumption of liquor
- Increased crime and violence and no permanent police presence within the Township

For the reasons stated above, it is recommended that the only way to address these concerns about the negative effects of EGMs on the community is to refuse the grant of a permit.

Concerns about car parking issues resulting from the proposal have also been considered further on, however, based on Council's Traffic Engineers assessment of the application, it is also recommended that the only way to address these concerns is to refuse the grant of a permit in its current form.

Additional concerns regarding the preservation of the Heritage building and the impacts of noise have been discussed further on, and it is considered that the measures proposed can mitigate the concerns raised by these objections. However, given the entire scope of the proposal and objections, the application is still recommended for refusal.

Car parking issues

According to the Traffic Impact Assessment prepared, the Hotel currently has the provision of 67 parking spaces on-site and there are also 56 parking spaces available on street, within the surrounding area, resulting in the availability of 123 spaces in total.

Council's Traffic Engineer has reviewed the Assessment submitted and advises that they agree with the car parking rate proposed by the Assessment being 0.3 spaces per patron of the Function Centre.

Based on the peak number of patrons (between 100 and 150 patrons) Council's Traffic Engineer submits that the new use generates an additional parking demand of between 41 to 56 spaces. Given the proposal, Council's Traffic Engineer has seen it appropriate to adopt the higher requirement of 56 spaces for the new uses.

Hence, assuming that 35 spaces are currently available on-site at peak times (as per surveys submitted in the Traffic Assessment) and 2 additional spaces will be provided, there will be 37 spaces available for use by the proposed uses.

- This will result in:
 - a shortfall of 19 spaces to be accommodated by existing on-street parking (if the function venue is at full capacity of 150 patrons); and
 - a shortfall of 4 spaces (if the function venue is limited to 100 patrons)

There are concerns from a traffic perspective with the application, as there is an insufficient provision of on-site car parking to facilitate the expected parking demand for the capacity of patrons sought by the new uses. The site will therefore heavily rely on on-street car parking to accommodate the demand, which will negatively impact other existing uses and the operation and amenity of the surrounding streets due to the significant parking reduction sought.

The application proposal includes a reduction of approximately 35 percent for the on-site provision which is excessive. Hence, the application is not supported from a traffic perspective in its current form. To be reconsidered, it is the advice of Council's Traffic Engineer that the application would either require an increase in the on-site car parking provision or a reduction in the maximum number of patrons permitted on-site.

In addition to Council's Traffic Engineers concerns about the lack of car parking, as outlined above some objections, including one of the CFA, also site car parking as being an issue which would be exacerbated by the new uses based on the application in its current form.

Based on this, the application is also recommended for refusal on the grounds that insufficient car parking is proposed to be provided which is inconsistent with Clause 52.06 and other relevant planning policy relating to the appropriate provision of car parking.

Access to a Road Zone

The key purpose of Clause 52.29 is to ensure appropriate access to identified roads and to ensure appropriate subdivision of land adjacent to identified roads. Pursuant to Clause 52.29 a Planning Permit is only required to do either of the following:

- Create or alter access to a road on a in a Road Zone Category 1 or land in a Public Acquisition Overlay (PAO) to be used as a Category 1 Road.
- To subdivide land adjacent to a road in a Road Zone Category 1 or land in a Public Acquisition Overlay (PAO) to be used as a Category 1 Road.

As the application seeks to alter an existing access to Station Street (RDZ1) by intensifying the access by the volume of traffic proposed by the new use, referral to the Head, Department of Transport (DoT) under Section 55 of the *Act* was required. Based on the Traffic assessment prepared by O'Brien Traffic and the Head, Department of Transport (DoT), being the determining authority, had no objection to granting this permit and offered no conditions.

As the Department of Transport (VicRoads) are supportive of the application, Council has no concern about the proposal and the potential increase in access to the Road Zone. However, this support for the proposal does not mitigate against the other issues raised leading to the recommendation to refuse the application.

Consideration of the use of the land for Function Centre, increase in the red line area for the sale and consumption of liquor and proposed partial demolition and extensions to the Heritage building

Despite the Gaming aspect of the proposal, as well as issues with car parking discussed, which are considered inconsistent with the aims and objectives of relevant planning and Council policy, the Function Centre use, changes to the liquor license and proposed extensions to the Heritage Hotel (both upper and lower floor) and associated demolition works could be considered consistent with relevant policy and supported if the application was made in isolation of the proposed EGMs.

It is also noted that the proposed use of the land for a café and community hub are considered ancillary to the existing use of the land for a Hotel (given their minor size and scale) and therefore, a permit for their use is not considered to be a permit trigger in this instance.

Use of the land for a Function Centre

As the existing Hotel does not exercise existing use rights for 'Function Centre', the introduction of this use must be considered pursuant to the requirements of the Mixed Use Zone, and any other provisions of the Planning Scheme, not Clause 63.05.

The proposed use of the land for a Function Centre is considered to be an appropriate use to associate with an existing Hotel which has existed and operated on the site for many years.

The proposal contemplates an appropriate use of an underutilised and unkept portion of the Heritage building (the former accommodation located upstairs) and integrates well with the existing facilities and hospitalities offered by the Hotel.

The proposal will facilitate the ongoing upkeep and maintenance of the second storey of the building which has remained unused for many years, whilst facilitating a land use which will be beneficial to the local community in terms of providing local employment (through the expansion of the Hotels offerings), as well as providing a space for the local and broader community to use for occasions such as conferences, birthdays, weddings and other functions.

The Function Centre is proposed to operate between the existing operation hours of the Hotel, and given that the function centre is linked to the existing Hotel (being it is located above the existing Bistro and Sports bar) this is considered acceptable.

The number of patrons proposed to be accommodated within the Function Centre is also considered reasonable in this context and given the hours proposed.

If a permit were granted for the proposal, it is recommended that conditions should be included to require the recommended acoustic treatments (discussed below), as well as conditions limiting the number of patrons allowed within the Function Centre and its hours of operation as follows:

Patron numbers:

- 150 patrons inside at any one time; and
- 37 patrons outside at any one time

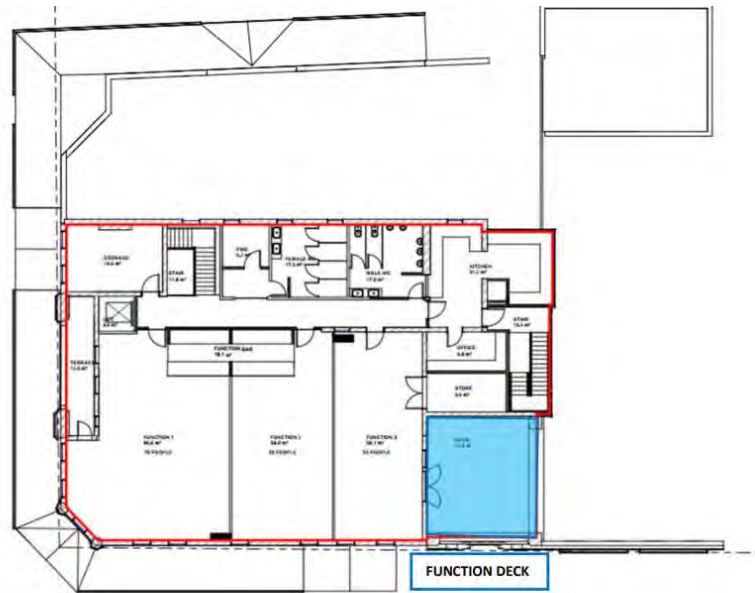
Hours:

- Indoors up until 1am (Thursday to Saturday);
- Indoors up until 11pm (Sunday to Wednesday);
- Outdoors (function room deck) up until 12am (Thursday to Saturday); and
- Outdoors (function room deck) up until 10pm (Sunday to Wednesday).

These conditions are based on the Acoustic Assessment provided with the application, as well as consideration of the surrounding residential uses (including 1 objection relating to noise), and therefore considered reasonable.

Noise from the Function Centre use

An Acoustic Report was prepared by Enfield Acoustics Pty Ltd and submitted with the application to demonstrate that the Function Centre, especially the outdoor deck would not cause material detriment to neighbouring properties by way of noise.



First Floor Plan

This assessment considered the use of the outdoor Function Centre deck up until 1am, with the exception of Sundays (11pm) for up to 37 patrons. The hours of use are consistent with the Hotels current hours of operation.

Based on this, the assessment found that there are noise sensitive receptors at the following locations:

- Dwelling at 19 Moody Street
- Dwelling at 55 Gardner Street
- Dwelling at 39 Gardner Street
- Dwelling at 23 Gardner Street

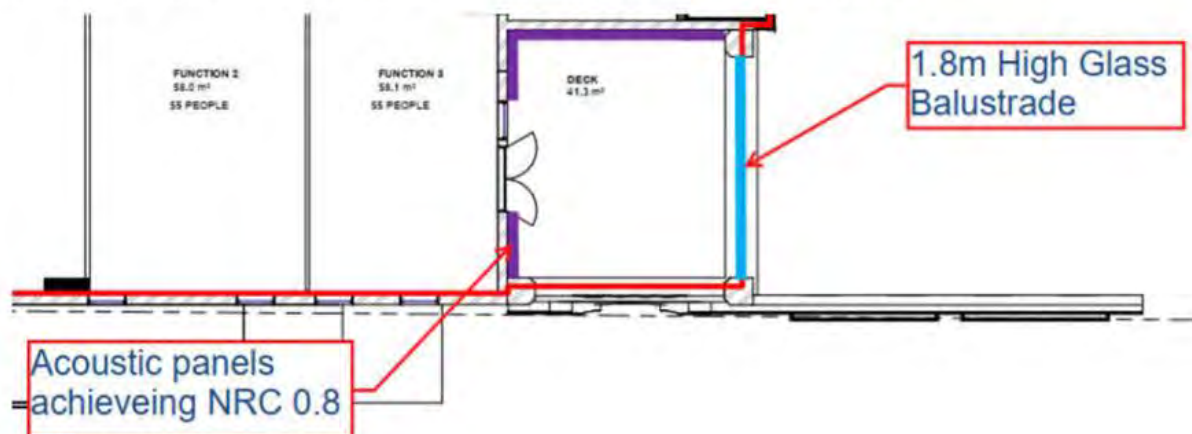


The assessment suggests that given that the above dwellings identified are the closest to the Subject Land, it is intrinsic that compliance at these locations would also result in compliance at all other sensitive uses proximate the Subject Land.

Based on their assessment of the proposal, Enfield Acoustics Pty Ltd concluded that based on the proposed hours, patron numbers and existing 1.9m high timber paling boundary fencing (boundary with 19 Moody Street), the results of the noise modelling indicate that noise emissions from the proposed outdoor areas are expected to satisfy patron noise targets at all identified sensitive uses with the following acoustic treatment to the function area deck:

- Installation of a 1.8m high glass balustrade or screening to the north boundary of the function deck (shown blue below); and
- 50 percent of wall area to be lined with absorptive panels achieving minimum NRC of 0.8 (shown purple below).

A markup of acoustic treatment to the function area deck is shown below.



On this basis, Enfield Acoustics were satisfied that the risk of adverse noise impacts from the proposed Function Centre, including its outdoor deck is low, providing that:

- The acoustic treatment recommended above is installed; and
- Patron numbers within the function area deck are limited to 37 patrons after 10pm.

Increased areas and patrons for sale and consumption of liquor

The key purpose of this provision is to ensure that licensed premises are situated in appropriate locations and to ensure that the impact of the licensed premises on the amenity of the surrounding area is considered. Pursuant to Clause 52.27 a planning permit is required to increase the area that liquor is allowed to be consumed or supplied under a licence and also to increase the number of patrons allowed under a licence.

As the proposal includes the consumption of liquor in the new upstairs function room and outdoor deck extension, the 'red-line' plan is required to be altered as part of this application. It also included the consumption of liquor within the proposed gaming lounge extensions at ground level. This alteration will allow alcohol to be served in the areas of the new additions.

Given the nature of the site (being a Hotel/Pub) the service of food and drink (including liquor) are the main activities undertaken by patrons. The additional floor area to be included to the 'red-line' will significantly increase the areas of the Hotel in which alcohol can be consumed, however this is considered acceptable given the way the upstairs Function Centre will operate (i.e. limitations on patron numbers, organised/ invitation required events, staff and security management) and is not expected to cause any further detriment to the amenity of the area or the safe operation of the site.

The proposed increase in patrons allowed under the Hotel's licence is proposed to increase from 262 to 400 patrons. This increase is considered reasonable given that the operator currently enjoys a five out of five star rating and currently have zero (0) demerit points according to a search of their licence (General Licence No. 31912420) on the Victorian Commission for Gambling and Liquor Regulation (VCGLR) website, which suggests that the venue is well operated and managed in terms of the responsible service of alcohol.

In addition, the area does not have an accumulation of licenced premises. Apart from two (2) local bottle shops (BWS & KooWee Cellars) which currently hold licences for the sale of packaged liquor, the Koo-Wee-Rup Bowling Club who currently hold a Restricted Club Licence and three (3) local cafes and restaurants who currently hold BYO permits, there are no other venues within Koo Wee Rup Township who hold a General Licence such as the one held by the Royal Hotel. Based on this, the increased area for the sale and consumption of liquor under the Hotels General Licence is not expected to cause any cumulative detriment resulting from the access to the sale of liquor within the community.

Whilst the assessment above recommends that Council should be opposed to the use of the land for EGMs, the service and consumption of liquor within the extensions proposed to accommodate the gaming lounge would not be expected to cause any additional detriment.

Based on these factors it is considered that the proposal to extend the red-line plan to the extension areas is considered appropriate and could be supported, if not for the proposal to also use the land for EGMs.

Buildings and works within the MUZ

The design and size of the extensions for the Function Centre deck and lower floor extensions (Gaming lounge and cafe) are modest and sit comfortably within the site and the surrounding rural township character. The proponent has taken cues from the colour scheme for the existing heritage Hotel and selected a heritage colour palette which respects both the original building, and the rural character of the area.

In addition, Clause 32.04-9 requires that any building or works that adjoin a Residential Zone must comply with the specified provisions of Clause 55.04. The proposal complies with these requirements as detailed below:

- 55.03-5 (Energy efficiency objectives): The proposed extensions do not impact or interfere with northern light to the dwelling at 19 Moody Street due to the building's southerly location.
- 55.04-1 (Side and rear setbacks): The building is setback over 30 metres from the rear boundary and separated from the residential zone by a laneway. Even though these sites are residential zoned, given the large setback and the location of the existing car parking area on the subject site this should mitigate against any impacts.
- 55.04-2 (Walls on boundaries): There are no walls proposed on the northern boundary.

- 55.04-3 (Daylight to existing windows): The large setbacks, demonstrate that there is no overshadowing of adjoining land by the additions to the second floor.
- 55.04-5 (North facing windows): As the subject site is located to the south of the residentially zoned land, there is no impact to north facing windows of this dwelling.
- 55.04-6 (Overlooking): The lower floor extensions will not result in any overlooking. The upper floor Function deck is well setback from the neighbouring residentially zoned property to the north. Although there is an open style balcony proposed, as this balcony is over 9m from the boundary of the neighbouring site, there should be no resulting overlooking. Further, the Acoustic assessment recommended a 1.8 metre-high glass balustrading to the balcony to deal with noise impacts. This could be required to be obscured via permit conditions, although not necessary.

There is no maximum building height specified in the Schedule to this Zone, however, being that the Hotel has existed on the site for many years as a double storey building, the proposed upper floor additions to the rear are considered acceptable and in keeping with the neighbourhood character.

Buildings and works within the LSIO

As the entire site is covered by the LSIO it is not possible for the proposed buildings and works to be located on flood-free land or land with a lesser hazard outside this overlay. As the proposed works for the Function Centre are located at the second storey, and mainly consist of internal works it is not expected to impede flood waters or cause any risk to human life or property. The extensions to the lower floor (Gaming lounge and cafe) are also considered acceptable given that they will be constructed at or above the existing floor level of the Hotel.

The proposed buildings and works are consistent with the existing use of the land for a Hotel and the existence of established dwellings and other commercial type development on surrounding properties supports this. Pursuant to Section 55 the application was referred to Melbourne Water, who had no objection to the proposed development, subject to conditions.

Given that Melbourne Water had no objection to the proposed extensions to the Hotel, subject to conditions requiring that the finished floor levels (FFL) of the extensions must be constructed no lower than the existing floor levels, all open spaces within the property must be set at existing

natural surface level so as not to obstruct the passage of overland flows and any new fencing/gates must be open style construction (minimum of 50% open) to allow overland flows.

Based on these conditions it is considered that proposed alterations and extensions to the Hotel will not increase the potential risk to life, health or safety a 1 in 100 Year flood poses, and will not affect or obstruct floodwater, stormwater or drainage over the property, subject to their conditions being met, however this does not mitigate against the recommendations for refusal.

Buildings and works within the HO269

The proposed buildings and works for the proposed function room are mainly internal, apart from the proposed extension (function deck) to the rear of the upper floor which will require some minor demolition to the rear wall of the building and some external stairs, as well as the construction of a 43sqm semi-enclosed balcony. The proposed works for the lower floor extensions will require significant works, however as they are proposed to be sited within the

footprint of the bottle shop which is a later addition (as described in the site history) they also result in minor works being carried out on the original building itself.

The internal works include the demolition of internal walls for the disused accommodation rooms, and the construction of new internal walls to divide the spaces. The HO269 does not include internal controls, and therefore the proposed internal works are not expected to impact the heritage significance or appearance of the building.

The proposed demolitions are demonstrated on the plans as being minor in scale and to the minimum extent necessary to facilitate the construction of the function room deck. Given that they are located to the rear upper floor of the building, the demolition works are not expected to adversely affect the significance of the heritage place. The proposed demolition of the bottle shop to the rear of the building is also considered reasonable, given that this part of the building is a much later addition and therefore, not original or contributing to the significance of the heritage place.

Given that this bottle shop extension already exists to the rear of the Hotel, the rear wall of the building at ground level has previously been significantly altered. The works required to facilitate the rear extensions include the removal of parts of this rear wall, which is considered minor and have also been proposed to the minimum extent necessary to facilitate the ground floor extensions.

Council's Heritage citation (Cardinia Shire Heritage Study 2011 (revised 2015) – Koo Wee Rup - Royal Hotel (HO269) outlines conservation management guidelines for the Hotel. This document states that in order to conserve the heritage significance of the Hotel, any demolition must not result in the removal of significant fabric. The proposed elements to be removed are not considered to be of primary significance and its removal will not adversely affect the significance of the place. In addition its removal to facilitate the proposed upper floor extensions will assist in the long term conservation of the place, by facilitating the historic use of the place and will not result in the loss of fabric considered to be primary significance. This is consistent with Council's Heritage citation for the Hotel and therefore, the proposed demolitions can be supported.

The proposed extensions for the outdoor Function Room deck are also not expected to cause any adverse impacts to the significance of the heritage place. They are located to the rear of the building and well designed to integrate and respect the heritage character of the building by ensuring that the works are not visually bulky or dominating as to not detract from the original elements of the building. The proposed extension (being 41.3sqm) is also considered to be of an appropriate scale in relation to the size of the original building, further ensuring the proposed extensions do not detract from the Heritage place.

This is also in keeping with Council's Heritage citation conservation management guidelines which seek to ensure that the siting and design of new development does not overwhelm the historic setting of the building and the site as a whole by becoming a dominant element or by interfering with key views to and from the site.

As discussed, the extensions are complementary in form, scale and materials to the significant buildings and other elements but be clearly contemporary in design.

Although the proposed ground floor extensions are not expected to cause any material detriment to the Heritage fabric of the Hotel, as they are only required to facilitate a proposed gaming lounge and ancillary café at this point in time these works should not be supported. Should the proponent seek another application for buildings and works to facilitate a different use (i.e. extensions to the bistro or function rooms at the ground floor) then these works could be considered reasonable and supported (subject to further assessment).

However, it should be noted that given the recommendation to refuse the proposal based on the unacceptable outcomes of the introduction of the EGMs and traffic issues, the entire proposal must also be refused.

Conclusion

Given the above discussion, it is considered that there are adequate grounds to refuse to grant a planning permit based on the inconsistencies and failure of the proposal to adequately meet objectives of the relevant MPS, PPF, LPPF, in particular Clauses 18.02-4S (Car parking), 21.06-4 (Gaming), 22.03 (Gaming), 52.06 (Car parking) and 52.28 (Gaming).

Notwithstanding the gaming and car parking aspects of the proposal, the proposed use of the land for a Function Centre, the increase to the area for the consumption of liquor and number of patrons allowed for the licenced premises, alterations to the road zone and the associated partial demolition and buildings and works to a Heritage building are generally supported by the Planning Scheme. However, compliance must be achieved with all aspects of Scheme and the proposal does not demonstrate an appropriate outcome when it comes to the consideration of gaming or car parking.

It is important to consider that just because the planning scheme identifies that a permit can be issued for a certain land use, it does not mean that it should. The proposal for the use of the land for a Gaming Premises and the installation and use of 40 EGMs must have regard for the purpose of the relevant policy and demonstrate that by allowing it by way of a permit, that it is appropriately located so as to not cause unreasonable detriment or harm to the local community. Based on the above assessment against Gaming policy and the objections received it is considered that this proposal cannot demonstrate that it will not do so.

In addition, an application must have regard to the car parking it will generate, and based on the proposal, the application is not considered to sufficiently provide for its own needs.

Cardinia Shire Council must abide by these requirements when assessing the suitability of applications given the site, the surrounding uses and applicable planning controls and upon assessment, these controls have not been adequately addressed or adhered to in order to allow for this application to progress.

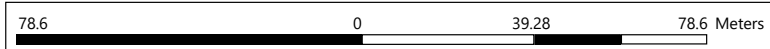
Therefore, based on the above assessment it is recommended that the application for a planning permit for alterations and extensions and partial demolition to an existing Hotel in a Heritage Overlay, the use of the land for a Gaming Premises and use of 40 Electronic Gaming Machines (EGMs), use of the land for a Function Centre, a reduction in car parking, alterations to access to a Road Zone Category 1, an increase to the area for the sale and consumption of liquor and an increase to the number of patrons allowed under a licence at L1 & L2 TP517257, 96-102 Station Street, KOO WEE RUP VIC 3981 be refused on the following grounds:

1. The proposal is inconsistent with Clause 21.06-4 (Gaming) and Clause 22.03 (Gaming);
2. The proposal is inconsistent with the purpose and decision guidelines of Clause 52.28 (Gaming);
3. The proposal is inconsistent with Clause 18.02-4S (Car parking) and Clause 52.06 (Car parking) as it fails to provide adequate on-site car parking;
4. The proposal does not result in net community benefit; and

5. The proposal does not represent the orderly planning of the area.



T200808 PA - Locality Map



1: 1,546

Data Source: State & Local Government. © CARDINIA SHIRE COUNCIL

11-Aug-2021

Notes





T200808 PA Supporting Documents

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Cardinia Shire Council

Application to amend a current planning application




Application number:	T200808
Address of subject site	96-102 Station Street, Koo Wee Rup

Pursuant to which section of the Planning and Environment Act 1987 is this amendment being made?	
Section 50 – Amendment to application at request of applicant before notice:	<input type="checkbox"/>
Section 50A - Amendment to application at request of responsible authority before notice:	<input checked="" type="checkbox"/>
Section 57A – Amendment to application after notice is given:	<input type="checkbox"/>

Applicant:	NBA Group Pty Ltd on behalf of Weinzierl Pty Ltd
Phone:	0418 402 240
Email:	nick@nbagroup.com.au
Postal Address:	PO Box 1170 Sale, VIC 3850

What is the purpose of the amendment? Please list all changes:
a) Buildings and works (including partial demolition) of a building in a Heritage Overlay.
b) Use of the land for a Function Centre.
c) Alteration of access to a Road in a Road Zone Category 1.
d) Waiver bicycle spaces (if none are to be shown on the plans/ provided).

Declaration	
I declare that all the information in this application is true and correct and the owner (if not myself) has been advised of the planning permit application.	
Print name:	Nick Anderson
Signature:	

Fees	
Amendment in accordance with Section 50 or 50A	Nil
Amendment pursuant to Section 57A	40% of the fee applicable to the original permit class plus the difference in fees if the amendment changes the class of permit to that with a higher application fee.

Lodgement of application

Your application can then be sent via email, mail or submitted in person at Council's Civic Centre.

Assistance

If any assistance in completing this form is required, we recommend you contact Council's Statutory Planning Unit on **1300 787 624** before lodging an application. Insufficient or unclear information may delay the processing of your application.

Note: Any material submitted with this application, including plans and personal information, will be made available for public viewing, including electronically, and copies may be made for interested parties for the purpose of enabling consideration and review as part of a planning process under the Planning and Environment Act 1987.

Cardinia Shire Council
Civic Centre
20 Siding Avenue, Officer

PO Box 7
Pakenham 3810 (DX 81006 Pakenham)

Phone: 1300 787 624
Email: mail@cardinia.vic.gov.au
Web: cardinia.vic.gov.au

National Relay Service (NRS)
TTY: 133 677 (ask for 1300 787 624)
Speak and Listen (speech-to-speech relay): 1300 555 727 (ask for 1300 787 624)

Translator Interpretation Service
131 450 (ask for 1300 787 624)





In reply quote: 19466/3.1 nba:dg
Document id: 201203 - Application to Council

03 December 2020

Cardinia Shire Council
PO Box 7
Pakenham VIC 3810

Attention: Statutory Planning

Dear Sir/Madam

**Re: Planning Application
Royal Hotel – 96-10 Station Street, Koo Wee Rup**

On behalf of our client, Weinzierl Pty Ltd, we wish to apply for a planning permit for the:

**Buildings and Works, (including floor levels that are less than 300mm above flood level),
Use of 40 EGMs, Alteration to the Red Line Area and Parking Dispensation.**

The following information is attached and forms part of this application:

- Signed Application for a Planning Permit Form (online);
- Planning Report (includes 8 appendices);
- Certificate of Title:
 - Vol 07570 Folio 036;
- Social and Economic Impact Assessment (SEIA, Appendix C);
- Suite of Plans.

As Council are aware, a separate application for gaming to the VCGLR will be made concurrently with the planning process.

We would be please to assist with progressing this application and are available to discuss as required.

Regards,

A handwritten signature in black ink, appearing to read 'NBA', is written over a light grey rectangular background.

Nick Anderson

Managing Director



Planning Enquiries
Phone: 1300 787 624
Web: www.cardinia.vic.gov.au

Clear Form

Office Use Only

Application No.:

Date Lodged: / /

Application for a Planning Permit

If you need help to complete this form, read MORE INFORMATION at the end of this form.

⚠ Any material submitted with this application, including plans and personal information, will be made available for public viewing, including electronically, and copies may be made for interested parties for the purpose of enabling consideration and review as part of a planning process under the *Planning and Environment Act 1987*. If you have any questions, please contact Council's planning department.

⚠ Questions marked with an asterisk (*) must be completed.

⚠ If the space provided on the form is insufficient, attach a separate sheet.

i Click for further information.

The Land **i**

Address of the land. Complete the Street Address and one of the Formal Land Descriptions.

Street Address *

Unit No.:	St. No.: 96-102	St. Name: Station Street
Suburb/Locality: Koo Wee Rup		Postcode: 3981

Formal Land Description *

Complete either A or B.

⚠ This information can be found on the certificate of title.

If this application relates to more than one address, attach a separate sheet setting out any additional property details.

A	<input type="checkbox"/> Lot No.: 1 & 2 <input type="radio"/> Lodged Plan <input checked="" type="radio"/> Title Plan <input type="radio"/> Plan of Subdivision <input type="text" value="No.: 517257R and Lot 1 on TP 125694C"/>
OR	
B	<input type="text" value="Crown Allotment No.:"/> <input type="text" value="Section No.:"/>
<input type="text" value="Parish/Township Name:"/>	

The Proposal

⚠ You must give full details of your proposal and attach the information required to assess the application. Insufficient or unclear information will delay your application.

i For what use, development or other matter do you require a permit? *

Buildings and Works, (including floor levels that are less than 300mm above flood level), Use of 40 EGMs, alteration to the red line area and car parking dispensation.

⚠ Provide additional information about the proposal, including: plans and elevations; any information required by the planning scheme, requested by Council or outlined in a Council planning permit checklist; and if required, a description of the likely effect of the proposal.

Cost \$4,000000

⚠ You may be required to verify this estimate. Insert '0' if no development is proposed.

If the application is for land within **metropolitan Melbourne** (as defined in section 3 of the *Planning and Environment Act 1987*) and the estimated cost of the development exceeds \$1 million (adjusted annually by CPI) the Metropolitan Planning Levy must be paid to the State Revenue Office and a current levy certificate must be submitted with the application. Visit www.sro.vic.gov.au for information.

i Estimated cost of any development for which the permit is required *



Existing Conditions i

Describe how the land is used and developed now *

For example, vacant, three dwellings, medical centre with two practitioners, licensed restaurant with 80 seats, grazing.

Royal Hotel

Provide a plan of the existing conditions. Photos are also helpful.

Title Information i

Encumbrances on title *

Does the proposal breach, in any way, an encumbrance on title such as a restrictive covenant, section 173 agreement or other obligation such as an easement or building envelope?

- Yes (If 'yes' contact Council for advice on how to proceed before continuing with this application.)
- No
- Not applicable (no such encumbrance applies).

Provide a full, current copy of the title for each individual parcel of land forming the subject site.
The title includes: the covering 'register search statement', the title diagram and the associated title documents, known as 'instruments', for example, restrictive covenants.

Applicant and Owner Details i

Provide details of the applicant and the owner of the land.

Applicant *

The person who wants the permit.

Name:		
Title:	First Name:	Surname:
Organisation (if applicable): Weinzierl Pty Ltd C/- NBA Group Pty Ltd		
Postal Address:		If it is a P.O. Box, enter the details here:
Unit No.:	St. No.:	St. Name: PO Box 1170
Suburb/Locality: Sale	State: VIC	Postcode: 3850

Please provide at least one contact phone number *

Contact information for applicant OR contact person below	
Business phone:	Email: nick@nbagroup.com.au
Mobile phone: 0418 402 240	Fax:

Where the preferred contact person for the application is different from the applicant, provide the details of that person.

Contact person's details*		Same as applicant <input type="checkbox"/>
Name:		
Title:	First Name: Nick	Surname: Anderson
Organisation (if applicable): NBA Group Pty Ltd		
Postal Address:		If it is a P.O. Box, enter the details here:
Unit No.:	St. No.:	St. Name: PO Box 1170
Suburb/Locality: Sale	State: VIC	Postcode: 3850

Owner *

The person or organisation who owns the land

Where the owner is different from the applicant, provide the details of that person or organisation.

Owner *		Same as applicant <input type="checkbox"/>
Name:		
Title:	First Name:	Surname:
Organisation (if applicable): KWR Property Investments Pty Ltd		
Postal Address:		If it is a P.O. Box, enter the details here:
Unit No.:	St. No.: Level 10, 530	St. Name: Collins Street
Suburb/Locality: Melbourne	State: VIC	Postcode: 3000
Owner's Signature (Optional):	Date: day / month / year	




Declaration i

This form must be signed by the applicant *

⚠ Remember it is against the law to provide false or misleading information, which could result in a heavy fine and cancellation of the permit.

I declare that I am the applicant, and that all the information in this application is true and correct, and the owner (if not myself) has been notified of the permit application.

Signature:  (NBA Group P/L)

Date: 4/12/2020
day / month / year

Need help with the Application? i

General information about the planning process is available at planning.vic.gov.au

Contact Council's planning department to discuss the specific requirements for this application and obtain a planning permit checklist. Insufficient or unclear information may delay your application.

Has there been a pre-application meeting with a council planning officer?

No Yes

Date: day / month / year

Checklist i

Have you:

- Filled in the form completely?
- Paid or included the application fee? **⚠** Most applications require a fee to be paid. Contact Council to determine the appropriate fee.
- Provided all necessary supporting information and documents?
 - A full, current copy of title information for each individual parcel of land forming the subject site.
 - A plan of existing conditions.
 - Plans showing the layout and details of the proposal.
 - Any information required by the planning scheme, requested by council or outlined in a council planning permit checklist.
 - If required, a description of the likely effect of the proposal (for example, traffic, noise, environmental impacts).
 - If applicable, a current Metropolitan Planning Levy certificate (a levy certificate expires 90 days after the day on which it is issued by the State Revenue Office and then cannot be used). Failure to comply means the application is void.
- Completed the relevant council planning permit checklist?
- Signed the declaration?

Lodgement i

Lodge the completed and signed form, the fee and all documents with:

Cardinia Shire Council
PO Box 7
Pakenham VIC 3810

Contact information:
Telephone: 1300 787 624
Fax: (03) 5941 3784
Email: mail@cardinia.vic.gov.au
DX: 81006

Deliver application in person, by post or by electronic lodgement.



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**REGISTER SEARCH STATEMENT (Title Search) Transfer of
Land Act 1958**

Page 1 of 1

VOLUME 07570 FOLIO 036

Security no : 124086951893C
Produced 04/12/2020 09:18 AM**LAND DESCRIPTION**

Lots 1 and 2 on Title Plan 517257R.
PARENT TITLE Volume 03240 Folio 988
Created by instrument J363582 02/03/1981

REGISTERED PROPRIETOR

Estate Fee Simple
Sole Proprietor
KWR PROPERTY INVESTMENTS PTY LTD of LEVEL 10 530 COLLINS STREET MELBOURNE
VIC 3000
AM278031K 26/10/2015

ENCUMBRANCES, CAVEATS AND NOTICES

MORTGAGE AM278032H 26/10/2015
WESTPAC BANKING CORPORATION

Any encumbrances created by Section 98 Transfer of Land Act 1958 or Section 24 Subdivision Act 1988 and any other encumbrances shown or entered on the plan set out under DIAGRAM LOCATION below.

DIAGRAM LOCATION

SEE TP517257R FOR FURTHER DETAILS AND BOUNDARIES

ACTIVITY IN THE LAST 125 DAYS

NIL

-----END OF REGISTER SEARCH STATEMENT-----

Additional information: (not part of the Register Search Statement)

ADMINISTRATIVE NOTICES

NIL

eCT Control 16320Q WESTPAC BANKING CORPORATION
Effective from 22/10/2016

DOCUMENT END

TITLE PLAN		EDITION 1	TP 517257R								
Location of Land Parish: YALLOCK Township: Section: Crown Allotment: Crown Portion: Last Plan Reference: LP 4209 Derived From: VOL 7570 FOL 036 Depth Limitation: NIL		Notations ANY REFERENCE TO MAP IN THE TEXT MEANS THE DIAGRAM SHOWN ON THIS TITLE PLAN									
Description of Land / Easement Information		THIS PLAN HAS BEEN PREPARED FOR THE LAND REGISTRY, LAND VICTORIA, FOR TITLE DIAGRAM PURPOSES AS PART OF THE LAND TITLES AUTOMATION PROJECT COMPILED: 05-06-2000 VERIFIED: AD									
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="2" style="text-align: center;">TABLE OF PARCEL IDENTIFIERS</th> </tr> <tr> <td colspan="2" style="font-size: small;">WARNING: Where multiple parcels are referred to or shown on this Title Plan this does not imply separately disposable parcels under Section 8A of the Sale of Land Act 1962</td> </tr> <tr> <td colspan="2" style="font-size: small;">PARCEL 1 = LOT 33 (PT) ON LP 4209</td> </tr> <tr> <td colspan="2" style="font-size: small;">PARCEL 2 = LOT 36 (PT) ON LP 4209</td> </tr> </table>				TABLE OF PARCEL IDENTIFIERS		WARNING: Where multiple parcels are referred to or shown on this Title Plan this does not imply separately disposable parcels under Section 8A of the Sale of Land Act 1962		PARCEL 1 = LOT 33 (PT) ON LP 4209		PARCEL 2 = LOT 36 (PT) ON LP 4209	
TABLE OF PARCEL IDENTIFIERS											
WARNING: Where multiple parcels are referred to or shown on this Title Plan this does not imply separately disposable parcels under Section 8A of the Sale of Land Act 1962											
PARCEL 1 = LOT 33 (PT) ON LP 4209											
PARCEL 2 = LOT 36 (PT) ON LP 4209											
LENGTHS ARE IN METRES	Metres = 0.3048 x Feet Metres = 0.201168 x Links	Sheet 1 of 1 sheets									



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**REGISTER SEARCH STATEMENT (Title Search) Transfer of
Land Act 1958**

Page 1 of 1

VOLUME 09010 FOLIO 021

Security no : 124086951902R
Produced 04/12/2020 09:18 AM

LAND DESCRIPTION

Lot 1 on Title Plan 125694C.
PARENT TITLES :
Volume 03811 Folio 034
Volume 08244 Folio 381 to Volume 08244 Folio 382
Created by instrument F011828 25/09/1973

REGISTERED PROPRIETOR

Estate Fee Simple
Sole Proprietor
KWR PROPERTY INVESTMENTS PTY LTD of LEVEL 10 530 COLLINS STREET MELBOURNE
VIC 3000
AM278031K 26/10/2015

ENCUMBRANCES, CAVEATS AND NOTICES

MORTGAGE AM278032H 26/10/2015
WESTPAC BANKING CORPORATION

Any encumbrances created by Section 98 Transfer of Land Act 1958 or Section 24 Subdivision Act 1988 and any other encumbrances shown or entered on the plan set out under DIAGRAM LOCATION below.

DIAGRAM LOCATION

SEE TP125694C FOR FURTHER DETAILS AND BOUNDARIES

ACTIVITY IN THE LAST 125 DAYS

NIL

-----END OF REGISTER SEARCH STATEMENT-----

Additional information: (not part of the Register Search Statement)

Street Address: 96-102 STATION STREET KOO WEE RUP VIC 3981

ADMINISTRATIVE NOTICES

NIL

eCT Control 16320Q WESTPAC BANKING CORPORATION
Effective from 22/10/2016

DOCUMENT END

TITLE PLAN		EDITION 1	TP 125694C						
Location of Land Parish: YALLOCK Township: Section: Crown Allotment: 3A(PT) Crown Portion: Last Plan Reference: Derived From: VOL 9010 FOL 021 Depth Limitation: NIL		Notations ANY REFERENCE TO MAP IN THE TEXT MEANS THE DIAGRAM SHOWN ON THIS TITLE PLAN							
Description of Land / Easement Information ALL THAT piece of land delineated and coloured -- red on the map hereon being part of Crown Allotment 3 ^A ----- Parish of Yallock County of Mornington Together with a right of ----- carriageway over the roads coloured brown on the said map -----		THIS PLAN HAS BEEN PREPARED FOR THE LAND REGISTRY, LAND VICTORIA, FOR TITLE DIAGRAM PURPOSES AS PART OF THE LAND TITLES AUTOMATION PROJECT COMPILED: 30/08/1999 VERIFIED: BC							
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th colspan="2" style="text-align: center;">TABLE OF PARCEL IDENTIFIERS</th> </tr> <tr> <td colspan="2" style="font-size: small;">WARNING: Where multiple parcels are referred to or shown on this Title Plan this does not imply separately disposable parcels under Section 8A of the Sale of Land Act 1962</td> </tr> <tr> <td colspan="2" style="font-size: small;">PARCEL 1 = CA 3A (PT)</td> </tr> </table>				TABLE OF PARCEL IDENTIFIERS		WARNING: Where multiple parcels are referred to or shown on this Title Plan this does not imply separately disposable parcels under Section 8A of the Sale of Land Act 1962		PARCEL 1 = CA 3A (PT)	
TABLE OF PARCEL IDENTIFIERS									
WARNING: Where multiple parcels are referred to or shown on this Title Plan this does not imply separately disposable parcels under Section 8A of the Sale of Land Act 1962									
PARCEL 1 = CA 3A (PT)									
LENGTHS ARE IN FEET & INCHES	Metres = 0.3048 x Feet Metres = 0.201168 x Links	Sheet 1 of 1 sheets							

STATE REVENUE OFFICE
PLANNING AND ENVIRONMENT ACT 1987



Metropolitan Planning Levy (MPL)

Certificate

KWR HOTELS PTY LTD

Certificate Number: MPLCERT17555

L 10 530 Collins Street

Issue Date: 18 December 2020

Melbourne

Expiry Date: 18 March 2021

PART 1 - APPLICANT DETAILS

Details of person who applied for this Certificate:

Name: KWR HOTELS PTY LTD

Address: L 10 530 Collins Street
Melbourne

PART 2 - LEVIABLE LAND DETAILS

Address of land to which the Metropolitan Planning Levy applies:

Street Address: 96-102 Station Street
Koo Wee Rup VIC 3981

Formal Land Description:

Vol/Folio: 7570 / 36 **Lot/Plan:** 1 / TP517257R **Block/Subdivision:**

Crown Reference:

Other: 2 titles Vol. 07570 Fol. 036 Lot 1 and 2 on TP 517257R Vol. 09010 Fol. 021 Lot 1 on TP 125694C

Municipality: Cardinia Shire Council

Estimated Cost of Development: \$4,000,000

PART 3 - MPL PAYMENT DETAILS

MPL Application ID: MPL17555

MPL Paid: **\$5,200.00**

MPL Payment Date: 15 December 2020

PART 4 - CERTIFICATION

The Commissioner of State Revenue confirms that the whole of the amount of the MPL has been paid in respect of the estimated cost of development.

Paul Broderick
Commissioner of State Revenue

PART 5 – EXPLANATORY NOTES**General**

- The Metropolitan Planning Levy (MPL) is imposed for the privilege of making a leviable planning permit application.
- A leviable planning permit application is an application made to a responsible authority or planning authority under sections 47 and 96A of the *Planning and Environment Act 1987* (PEA) for a permit required for the development of land in metropolitan Melbourne, where the estimated cost of the development for which the permit is required exceeds the threshold amount (see MPL threshold amount).
- As a statutory requirement of making a leviable planning permit application, the applicant must give the responsible authority or planning authority a current MPL Certificate. The estimated cost of development stated in the MPL Certificate must be equal to or greater than the estimated cost of the development stated in the leviable planning permit application. If an applicant fails to comply with this requirement, the application for the leviable planning permit is void.
- The applicant for the leviable planning permit application is liable for the MPL.
- The Commissioner of State Revenue (Commissioner) has the general administration of the MPL.

MPL threshold amount

- The threshold amount is \$1 million for the 2015-2016 financial year.
- For the financial year beginning on 1 July 2016 and each subsequent financial year, the Consumer Price Indexed (CPI) adjusted threshold amount will be calculated in accordance with section 96R of the PEA.
- On or before 31 May each year, the Commissioner must publish the CPI adjusted threshold amount for the following financial year on the SRO website.

How MPL is calculated

- The amount of MPL is \$1.30 for every \$1000 of the estimated cost of the development for which the leviable planning permit is required.
- If the estimated cost of the development for which the leviable planning permit is required is not a multiple of \$1000, the estimated cost is to be rounded up or down to the nearest \$1000 (and, if the amount by which it is to be rounded is \$500, it is to be rounded up).

Notification and Payment of MPL to the Commissioner

- Before making a leviable planning permit application, the applicant must submit a completed Application for Metropolitan Planning Levy (MPL) Certificate and pay the whole MPL amount to the Commissioner. This Application must state the estimated cost of the development and any other information required by the Commissioner.
- If, after the Commissioner has issued a MPL Certificate which has not expired (see MPL Certificate), and the estimated cost of the development increases before the leviable planning permit application is made, the applicant must submit an Application for Metropolitan Planning Levy (MPL) Certificate (*Revised*) and pay the whole additional MPL amount to the Commissioner. This revised Application must state the increased estimated cost of the development and any other information required by the Commissioner.

MPL Certificate

- The Commissioner must issue a MPL Certificate if he is satisfied that the whole amount of the MPL has been paid in respect of the estimated cost of the development.
- Subject to section 96U(3) of the PEA, a MPL Certificate expires 90 days after the day on which it is issued.

Revised MPL Certificate

- The Commissioner must issue a revised MPL Certificate if:
 - the Commissioner has issued a MPL Certificate, which has not expired;
 - the estimated cost of the development increases before the application for a leviable planning permit is made; and
 - he is satisfied that the whole amount of the MPL has been paid in respect of the increased estimated cost of the development.
- The Commissioner may also issue a revised MPL Certificate to:
 - Correct any error in the information listed in the MPL Certificate (except the estimated cost of development as explained below), or
 - the estimated cost of the development stated in the MPL Certificate is different from the estimated cost of the development stated in the Application for Metropolitan Planning Levy (MPL) Certificate lodged by the applicant.
- A revised MPL Certificate expires 90 days after the day on which it is issued.

Refund of MPL

- The only circumstance under which a person who has paid a MPL is entitled to a refund is where there has been a mathematical error in calculating the amount of the MPL by reference to the estimated cost of the development stated in the original or revised Application for Metropolitan Planning Levy (MPL) Certificate. Other than that, a person who has paid a MPL is not entitled to a refund of the whole or any part of the MPL.

Certificate number

- The Certificate number is on the top right corner on the front of this Certificate.
- Quoting this Certificate number will give you access to information about this Certificate and enable you to enquire about your application by phone.
- You should quote this number in any correspondence.

For more Metropolitan Planning Levy information please contact the State Revenue Office:

Mail State Revenue Office, GPO Box 4376, MELBOURNE VIC 3001 or DX260090 Melbourne	Internet www.sro.vic.gov.au Email mpl@sro.vic.gov.au Phone 13 21 61 (local call cost) Fax 03 9628 6856
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In reply quote: 19466/3.1 nba:dg
Document id: 15032021 – Royal Hotel Planning RFI Response

15 March 2021

Cardinia Shire Council
PO Box 7
Pakenham VIC 3810

Attention: Evangeline McGauley-Kennedy

Dear Ms McGauley-Kennedy

Re: Planning Application No: T200808
Address: Royal Hotel – 96-102 Station Street, Koo Wee Rup
Proposal: Alterations, extensions and partial demolition of an existing Hotel in a Heritage Overlay, the use of the land for 40 EGMs, use of the land for a function centre, alterations and access to a Road Zone Category 1, alternations to the existing red line plan and a reduction in car parking spaces.

Further the request for further information (RFI) letter, dated 14 January 2021, please find attached a Section 50A Amendment form for the updated application triggers and the attached full suite of plans by BSPN. The plans include changes that were applied on 19th February 2021 to address the concerns raised by the RFI.

We would like to offer the following responses in the order in which the queries were raised.

Red Line Plan

The question was raised regarding the red line plan and whether this extends across the footpath along Moody Street. It is not possible to licence the footpath, which is public land and as such, the red line plan remains as previously submitted. A hotel premises with a general licence is permitted to supply liquor for consumption “off” the licensed premises (including the footpath) as per the hours specified on the liquor licence. This is subject to obtaining a footpath occupancy permit from Council. It is noted that an application process and annual fee is applicable for a valid *Outdoor Dining Footpath Trading Permit*, which will be submitted in due course by the Applicant, should this application under current consideration prove successful. We refer you to the attached information sheet by the VCGLR, which states in part:

A general licence authorises the supply of liquor to patrons for consumption off the licensed premises, being a footpath or kerbside area. Therefore, this area does not need to be identified on the plan.

Elevation Plans

Please find attached amended **Elevation Plans** and **Renders** that show the colour and materials to be used for the proposed extension of the building, in accordance with the Heritage Overlay. The suite of plans



already submitted clearly indicate the demolition areas, (GROUND FLOOR PLAN – DEMOLITION and FIRST FLOOR PLAN – DEMOLITION in the suite of plans by BSPN) whilst supplementary plans (ELEVATION DEMOLITION - NORTH & SOUTH and ELEVATION DEMOLITION - EAST & WEST) have been added to provide a visual concept of the proposed demolition of parts of the building. As is apparent from these additional plans, the affected areas proposed for demolition are negligible when viewed from the outside of the premises, with no demolition affecting the façade and only minimal on the other three elevations. External Signage will be within the regulated dimensions specified by *Clause 52.05 – Signs*. As mentioned in the planning report previously, no signage for the gaming machines will be displayed on or visible from Station Street (or anywhere outside the premises), as a means of protection for impulsive gamblers.

Acoustic Assessment

In response to Council's request, an acoustic report has been provided by Darren Tardio from Enfield Acoustics Pty Ltd, dated 01 March 2021. In this report, Mr Tardio concludes:

Enfield Acoustics has assessed noise emissions from the proposed outdoor areas at 96-102 Station Street, Koo Wee Rup and is satisfied that the Application amendment can be approved, noting that:

- 1. Patron noise emissions from the proposed outdoor areas are not expected to result in adverse noise impacts at sensitive uses surrounding the Subject Land providing that the acoustic treatment and patron number restrictions recommended in Section 4.1 of this report is adopted; and*
- 2. Music noise emissions from the proposed outdoor areas are expected to comply with SEPP N-2 at all sensitive uses providing that it is played at background levels or no greater than the maximum allowable levels in Section 4.2 of this report.*

Further clarification by email from Mr Tardio dated 5th March, advises that *Regarding the upstairs area, the recommendations only relate to the use of the outdoor deck and does not recommend any prohibition or limitation on DJ's or bands inside the premises*. Please refer to the attached acoustic report for more information.

Notwithstanding the attached report, it is noted that there is an existing outdoor area along the footpath of Moody Street. We believe the existing conditions will not be varied insofar as they relate to acoustic impacts on the adjoining residential areas and are therefore outside the realms of this application and are not therefore included in the acoustic report. It is a given that the venue is required to comply with relevant provisions relating to noise, such as SEPP N-2, for outdoor areas.

Bicycle Facilities

Patron bicycle parking facilities for 6 bicycles have been indicated on the GROUND FLOOR PLAN – PROPOSED, in Station Street and Moody Street footpath areas, based on the calculation table for Hotel use (see Table 1 overleaf). The spaces are located on the footpaths so that they are in the most visible and safest location, whilst staff parking for bicycles have been added in an enclosed area, close to the kitchen entrance.

In accordance with Clause 52.34:

If 5 or more employee bicycle spaces are required, 1 shower for the first 5 employee bicycle spaces, plus 1 to each 10 employee bicycle spaces thereafter.



Parking for 4 bicycles is provided and as such, no shower or change facilities are required.

Table 1 | Bicycle Facility Calculation Table

Employee				
Zone		Area	Bicycle Spaces Required	Rounding
Hotel	Bar (Standing as BCA table D1.13) – 1 to each 25sqm	18.55sqm	0.74	1
Hotel	Bar (Seated), Café & Gaming Lounge - 1 to each 100sqm	248sqm	1.48	1
Restaurant	Bistro – 1 to each 100sqm	231.4sqm	2.3	2
Function Room	Place of Assembly – 1 to each 1500sqm	202.7sqm	0.13	0
Total Employee Requirement				4
Visitors				
Zone		Area	Bicycle Spaces Required	Rounding
Hotel	Bar (Standing as BCA table D1.13) – 1 to each 25sqm	18.55sqm	0.74	1
Hotel	Bar (Seated), Café & Gaming Lounge - 1 to each 100sqm	248sqm	1.48	1
Restaurant	Bistro – 2 (plus 1 to each 200sqm if exceeds 400sqm)	231.4sqm	2	2
Function Room	Place of Assembly – 2 (plus 1 to each 1500sqm)	202.7sqm	2.13	2
Total Visitor Requirement				6

Mixed Use Zone Compliance

Clause
<p><u>55.03-5 – Energy efficiency</u></p> <ul style="list-style-type: none"> To achieve and protect energy efficient dwellings and residential buildings. To ensure the orientation and layout of development reduce fossil fuel energy use and make appropriate use of daylight and solar energy
<p>Response: The proposed extension to the Hotel is orientated towards the rear (north) side of the building. It is submitted that the generous setback to the surrounding residential properties will ensure that the energy efficiency of these properties will not be negatively impacted.</p>
<p><u>55.04-1 – Side and Rear Setbacks</u></p> <ul style="list-style-type: none"> To ensure that the height and setback of a building from a boundary respects the existing or preferred neighbourhood character and limits the impact on the amenity of existing dwellings.
<p>Response: The existing western boundary setback is to remain unchanged, whereas the setback to the rear (northern) boundary will be increased through the removal of the existing drive-through bottle shop.</p>
<p><u>55.04-2 – Walls on boundaries</u></p> <ul style="list-style-type: none"> To ensure that the location, length and height of a wall on a boundary respects the existing or preferred neighbourhood character and limits the impact on the amenity of existing dwellings.



<p>Response: No additional walls on boundaries proposed. The street frontage to Moody Street already has a wall along this boundary, which will be extended slightly to the rear, but since it does not abut any residential properties, it is deemed that this will not cause any loss of amenity to the neighbours.</p>
<p><u>55.04-3 – Daylight to Existing Windows</u></p> <ul style="list-style-type: none"> To allow adequate daylight into existing habitable room windows.
<p>Response: The proposed setback of the renovated Hotel will not negatively affect the daylight to existing habitable room windows of neighbouring residential properties. The setbacks are generous and allow a minimum area of 3 square metres and minimum dimension of 1 metre clear to the sky, as per the requirements of this Standard.</p>
<p><u>55.04-5 – North-Facing Windows</u></p> <ul style="list-style-type: none"> To allow adequate solar access to existing north-facing habitable room windows.
<p>Response: There are no north facing windows within 3m of the proposed development.</p>
<p><u>55.04-6 – Overlooking</u></p> <ul style="list-style-type: none"> To limit views into existing secluded private open space and habitable room windows
<p>Response: The carpark expanse to the rear of the premises abuts the surrounding neighbouring properties and this is an existing condition that will not change through this application under consideration. The proposed outdoor entertainment deck on the upper level is positioned to overlook the carpark to the rear, hence overlooking concerns to the neighbouring residential property to the west of the Hotel, No. 108 Station Street, will not be a concern.</p> <p>As is apparent in image Figure 1 below, the fencing along the rear (north) of the carpark is provided with an area of vegetation that may be landscaped with additional screening vegetation to protect the privacy of the adjoining property to the north, No. 19 Moody Street, should this be deemed necessary. It is recommended that this is a condition of permit should it be required.</p>
<p>Figure 1 Street view along the rear boundary of the carpark</p> <p>Source: Google Maps</p>



Stormwater Management (Clause 53.18)

Purpose:

To ensure that stormwater in urban development, including retention and reuse, is managed to mitigate the impacts of stormwater on the environment, property and public safety, and to provide cooling, local habitat and amenity benefits.

Stormwater management objectives for buildings and works:

- *To encourage stormwater management that maximises the retention and reuse of stormwater.*
- *To encourage development that reduces the impact of stormwater on the drainage system and filters sediment and waste from stormwater prior to discharge from the site.*
- *To encourage stormwater management that contributes to cooling, local habitat improvements and provision of attractive and enjoyable spaces.*
- *To ensure that industrial and commercial chemical pollutants and other toxicants do not enter the stormwater system*

The stormwater management system should be designed to:

- *Meet the current best practice performance objectives for stormwater quality as contained in the Urban Stormwater - Best Practice Environmental Management Guidelines (Victorian Stormwater Committee, 1999).*
- *Minimise the impact of chemical pollutants and other toxicants including by, but not limited to, bunding and covering or roofing of storage, loading and work areas.*
- *Contribute to cooling, improving local habitat and providing attractive and enjoyable spaces*

Site management objectives:

- *To protect drainage infrastructure and receiving waters from sedimentation and contamination.*
- *To protect the site and surrounding area from environmental degradation prior to and during construction of subdivision works.*

An application should describe how the site will be managed prior to and during the construction period and may set out requirements for managing:

- *Erosion and sediment.*
- *Stormwater.*
- *Litter, concrete and other construction wastes.*
- *Chemical contamination.*

Response:

There is no increase in impermeable surfaces and stormwater can be managed to Council satisfaction through an appropriate permit condition.



Gaming Compliance

Clause 22.03 – Gaming

Objectives:

- *To discourage new gaming machines in vulnerable or disadvantaged areas.*
- *To achieve positive social, economic and environmental outcomes in the location and relocation of gaming machines and avoid exacerbating the risk of problem gambling.*
- *To minimise opportunities for convenience gaming.*
- *To locate gaming machines where the community has a choice of non-gambling entertainment or recreation activities within the gaming venue and the local area.*
- *To protect the amenity of areas surrounding gaming venues*

Response:

We note Council's comment in relation to the objectives of Clause 22.03-3 (Gaming). We note that whilst the clause contemplates that gaming machines should not be located opposite or adjacent to prohibited areas, we note that:

- This is not expressed as a "must not". There is discretion within the scheme to allow for the grant of these permissions in these locals.
- On the above basis, as set out in the Social and Economic Impact Assessment as lodged with the application, that the venue, as well as meeting all the decision guidelines in clause 52.28, is an appropriate location for gaming on the basis of, in particular, the significant design and development considerations that have been taken into account, including:
 - Considerations around signage.
 - Reduction of noise and light leakage from the gaming room into the venue and beyond.
 - Over and above RSG measures the design and layout of the facility, together with screenings and doors.
 - Provision of a full range of social and entertainment opportunities within the premises.
 - Employment of qualified gaming personnel and security.

There are a number of attributes of the design of the Hotel that significantly minimise any potential for convenience gaming and protect the amenity of the area. We also note that pedestrian surveys indicate an almost negligible amount of pedestrian movement between the prohibited area and the subject site.



Clause 52.28 – Gaming

Purpose:

- *To ensure that gaming machines are situated in appropriate locations and premises.*
- *To ensure the social and economic impacts of the location of gaming machines are considered.*
- *To prohibit gaming machines in specified shopping complexes and strip shopping centres.*

A full response to Clause 52.28 has already been provided in the Planning Report submitted with the application, which fully addresses the socio-economic impact through a comprehensive Socio-Economic Impact Assessment (SEIA) report. Please refer to pages 40-43 of the Planning Report for more information.

The Schedule to the Clause indicates sites on which *Installation or use of a gaming machine as specified in Clause 52.28-3 is prohibited on land described in Table 1 below.* The subject site is not one of the sites listed in this table and therefore is not prohibited under the Schedule to Clause 52.28.

Furthermore, the Schedule also specifies that *a gaming machine as specified in Clause 52.28-4 is prohibited in a strip shopping centre specified in Table 2 below.* The subject site is not one of the sites listed in this table and therefore is not prohibited under the Schedule to Clause 52.28.

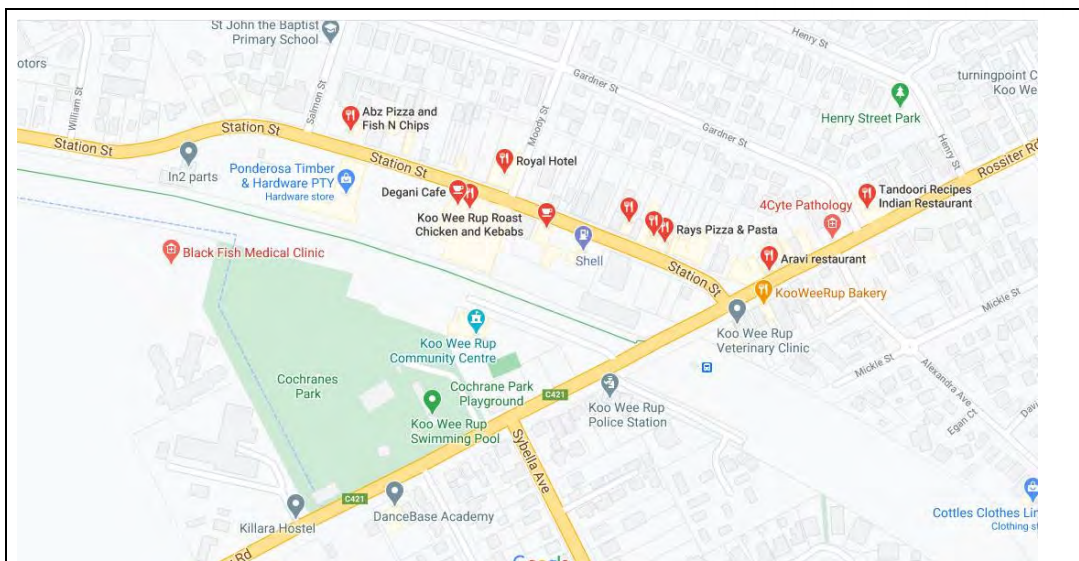
It is acknowledged that Clause 22.03 does specify *Gaming machines should not be located in areas: That abut, or are adjacent, opposite or in close proximity to prohibited areas as specified in the Schedule to Clause 52.28,* but given the response above to Clause 22.03 it is submitted that the overarching intention of the Policy has been addressed and that the proposal will not cause an undue risk to convenience gamblers, which is effectively the purpose of this recommendation. Careful attention has been paid to ensure the gaming machines will not be visible from outside the premises and there will be no signage. People will still have to make a conscious decision to attend the premises for gaming.

Furthermore, Planning Policy cannot be used as a prohibiting planning tool. It is submitted that Clause 71.02 spells out how the Planning Policy Framework is to operate and states:

A planning policy may include policy guidelines. Policy guidelines indicate how objectives can be met and how strategies can be implemented. A responsible authority must take a relevant policy guideline into account when it makes a decision under this planning scheme, but is not required to give effect to it. If the responsible authority is satisfied that an alternative approach meets the objective, the alternative may be considered.

It is therefore reiterated that the subject site is not prohibited under Clause 52.28.

The following map indicates alternative forms of entertainment available in the town during the hours that the Hotel is open. The entertainment options available in the evening are dominated by restaurants and cafes as shown on the map, the latest opening times extend to 10pm in some cases.



Legend

ABZ Pizza and Fish and Chips	Restaurant / takeaway	Fri-Sat: Open 12 noon to 10pm Other days: 4pm to 9pm
The Chandelier Cafe	Café	Daily: 7am – 3pm
Tandoori Recipes Indian Restaurant	Restaurant / takeaway	Daily: 11am – 9:30pm
Aravi Restaurant	Restaurant / takeaway	Daily: 3:30pm – 10pm
Simon's Noodle	Restaurant / takeaway	Daily: 11:30am – 8:45pm
Koo Wee Rup Roast Chicken and Kebabs	Restaurant / takeaway	Daily: 11am – 8pm
Rays Pizza & Pasta	Restaurant / takeaway	Daily: 3pm – 9:30pm
Lynny's Fish N Chips	Restaurant / takeaway	Daily: 11am – 8pm
Men's Shed / Community Centre	Community Wellbeing and Function facilities	Daily: 9am – Event & Demand Based
Swimming Pool	Leisure Centre	Daily: 11am – 7pm
Cricket Club	Sporting club	Event & Demand Based
Tennis Club	Sporting club	Event & Demand Based
Wellness Room (Yoga Studio)	Sporting club	Event & Demand Based
Fitness Enhancement	Sporting club	Daily: 5am-9pm

Community Hub

It is acknowledged and accepted by the VCGLR and a number of Victorian LGA's that appropriately designed, located and resourced community hubs within EGM venues have the potential to result in a net community benefit. Leigh Barrett, a recognised gaming and RSG expert, addresses the merits of the proposed Community Hub in his report prepared for the VCGLR (as attached).

It is further noted that the township of Koo Wee Rup does not have a library, where public internet facilities are generally available, and it is understood that a mobile library service is only available on Fridays. The community hub will therefore supplement the services that would normally be offered by a library, providing a space for members of the town to utilise on an ad hoc basis to read the news online, make online bookings, print documents, and research topics of interest etc if they do not have the ability to do so from home.



Furthermore, it is understood that the Commission looks favourably on the availability of a community hub, as indicated in the recent decision of the Tiger's Clubhouse 10 EGM top-up application (2018):

Paragraph 117:

The Commission has previously afforded weight to community hubs installed at venues applying for increased EGMs at their premises. The Commission was not persuaded by the evidence of Ms Rosen that the community hubs should be installed at Chirnside Park because it formed the view that the community hubs would not in itself be an incentive for a person to visit the Tiger's Clubhouse. The Commission considers that the RSG material and resources to be installed in the community hubs should be near the gaming room in order to be immediately available to patrons attending the gaming room at the Tiger's Clubhouse.

Paragraph 118:

In light of the matters outlined above, the Commission is of the view that the community hub is contingent on the approval of the Application and is a positive social impact of the Application to which it affords marginal weight.

We trust this responds to your concerns appropriately and would be pleased to assist with progressing this application as needed. Should you require additional information please do not hesitate to request such.

Regards,

A handwritten signature in black ink, appearing to read 'NBA Anderson', with a flourish at the end.

Nick Anderson
Managing Director

#



Royal Hotel

96-102 Station Street, Koo Wee Rup

**Planning Permit Application for:
Buildings and Works,
(including floor levels that are less than 300mm above flood level)
Use of 40 EGMs
Alteration to the Red Line Area
Parking Dispensation**

**Cardinia Shire Council
December 2020**

**Prepared by NBA Group Pty Ltd
on behalf of Weinzierl Pty Ltd**

Planning Report
Royal Hotel, Koo Wee Rup



Document Status

Version	Date	Description	Prepared By
01	April 2020	Town Planning Report for Royal Hotel, Koo Wee Rup	NBA
FINAL	December 2020	Town Planning Report for Royal Hotel, Koo Wee Rup – Final	NBA

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Planning Report
Royal Hotel, Koo Wee Rup



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Planning Report
Royal Hotel, Koo Wee Rup



1 Introduction

The NBA Group have been requested by BSP Lawyers, acting on behalf of KWR Hotel Pty Ltd (the Applicant), to prepare this application for **Buildings and works, including floor levels that are less than 300mm above flood level, use of 40 EGMs, alteration to the Red Line Area, Liquor Licensing amendment** and **dispensation for reduction in car parking** at the Royal Hotel, Koo Wee Rup (the Hotel).

Since purchasing the Royal Hotel in October 2014, the Applicant has undertaken considerable internal renovations to the bar and bistro areas at an estimated cost of \$1m. It has become apparent that the ability of the venue to service the local community is limited by the nature of the existing food and beverage offering. As such, current management have arrived at a position where they feel that the next step is to introduce more varied forms of entertainment options for the local community at the Royal Hotel.

The Applicant is seeking to make changes at the Royal Hotel venue including the following:

- Extensive internal building works to introduce a café and community hub on the ground floor and multi-use (dividable) function rooms on the upper level;
- External buildings and works to transform the existing drive through bottle shop area into a Gaming Room with appropriate RSG measures;
- Use of 40 EGMs at the venue;
- Alteration to the Red Line Area;
- Dispensation for Car Parking requirements; and
- Amendment of the Liquor License to increase the maximum patron capacity.

The Royal Hotel is an existing food and beverage venue situated at 96-102 Station Street Koo Wee Rup. It is located within the Mixed Use Zone and is covered by a Heritage Overlay (HO269) and Land Subject to Inundation Overlay. The proposal seeks to respond to the applicable provisions of the Cardinia Planning Scheme including the zoning of the land, the relevant overlays, and the Planning Policy Framework as outlined throughout the body of this report. The property planning report is attached at Appendix D, whilst the titles are attached at Appendix E.

We note that Planning Permit T950377 (issued in 1995) and the plans endorsed under that permit provided planning permission for the Royal Hotel to incorporate gaming facilities (as attached at Appendix B). It is acknowledged that the 1995 Planning Permit (which included development approval) was never actioned and that consequently this has lapsed. However, it is relevant that the Hotel was previously approved as a gaming venue for the purpose of EGMs in this location and does currently operate gaming in the form of a TAB. It is also noted that the Royal Hotel has existing use rights as a hotel given the length of time that it has existed and operated as a hotel.

The Cardinia Shire Council has an adopted *Responsible Gaming Policy* and this application responds to that where relevant.

Planning Report
Royal Hotel, Koo Wee Rup



1.1 Submitted Documentation

Permission is sought to apply for a new permit to provide for the proposal. The following plans and reports are hereby submitted for consideration:

Appendix A	Proposed Suite of Plans provided by BSPN, including existing and proposed plans and elevations, existing and proposed red line plans and proposed green line plan
Appendix B	Planning permit T950377 and the Plans endorsed under that Permit
Appendix C	Social and Economic Impact Assessment Report by NBA Group Pty Ltd, dated May 2020.
Appendix D	Property Planning Report
Appendix E	Titles Lots 1 and 2 on TP517257R, Volume 07570 Folio 036 and Lot 1 on TP125694c, Volume 09010 Folio 021
Appendix F	Current Liquor License and Liquor License Review by Checkpoint Building Surveyors
Appendix G	Traffic Assessment Report by O'Brien Traffic
Appendix H	Heritage Impact Statement, John Briggs, Architect and Conservation Consultant

1.2 Considered Documents

The following relevant documents have been considered:

- Koo Wee Rup Township Strategy (October 2015);
- Guidelines for Development in Flood (February 2019);
- Guidelines for Development within the Koo Wee Rup and Longwarry Flood Protection District (July 2019);
- Victorian Floodplain Management Strategy (Department of Environment, Land, Water and Planning (October 2018);
- Cardinia Shire Council Responsible Gaming Policy (2005-2009);
- Cardinia Shire Gaming Policy Review (December 2015);
- Amendment C207 (gazetted 3 March 2016);
- Cardinia Shire Liveability Plan (2017-29); and
- NBA Social and Economic Impact Assessment dated November 2020.

Planning Report
Royal Hotel, Koo Wee Rup



2 The Subject Site

The following provides a description of the existing conditions on site. It should be read in conjunction with the attached plans.

2.1 Site Size, Shape & Location

The subject site is a large rectangular shaped parcel of land situated on the northern side of Station Street, in Koo Wee Rup. The site is within the Mixed-Use Zone (MUZ) bound by Moody Street to the east and Station Street to the south. It abuts a residential property to the west and residential properties to the north, beyond the carpark. To the east across Moody Street is a 'light-industrial' (car servicing) style use operating within the commercial zone and to the south across Station Street is commercial zone facilitating a range of commercial uses, including a Supermarket.

The site is home to the Royal Hotel, an entertainment venue that presently offers a bistro, sports bar, TAB and drive through bottle shop. The subject site is located on the western extremity of the Koo Wee Rup Activity Centre as shown in Figure 4 below.

Planning Permit T950377 provided for the alteration and extension to the existing hotel including EGM gaming facilities. Conditions were applied regarding construction and use of the carpark and mitigation of noise levels. This permit was never acted upon and has now lapsed, however it is significant to note that the premises were previously approved as an EGM gaming venue.

Figure 1 | Permit T950377 seeking alteration and amendment to existing hotel including gaming facilities

PLANNING PERMIT Form 4.4

Permit No. T950377 5835803900
 Planning Scheme: Cranbourne Planning Scheme
 Responsible Authority: Cardinia Shire Council

ADDRESS OF THE LAND:

Address:	96-102 Station Street Koo Wee Rup 3981
Parish:	Koo Wee Rup
Crown Allotment Details:	N/A
Lot/LP Details:	L12 L33 Pt LP4209

THE PERMIT ALLOWS:

Alteration and extension to existing hotel including gaming facilities.

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2.2 Titles

The Royal Hotel, which is the subject of this application is contained within Lots 1 and 2 on Title Plan 517257R and Lot 1 on Title Plan 125694C. There are no easements or restrictions applicable to the subject title.

Figure 2 | Extract from Title TP517257R



Figure 3 | Extract from TP125694C



Planning Report
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Figure 4 | Local context plan indicating location of the subject site



2.3 Existing Site Conditions

This application is concerning the Royal Hotel, which is located at 96-102 Station Street, Koo Wee Rup.

The existing venue offers a limited range of entertainment options, including:

- Bistro (190 capacity) with kitchen and bar facilities;
- TAB/Sports bar;
- Drive through bottle shop; and
- Live bands on occasional weekends;

The venue operates pursuant to a General Liquor License (31912420) allowing for supply of liquor on the licensed premises for consumption on and off the premises. Conditions on the liquor license include:

- Maximum capacity of 262 patrons;
- Consumption on the premises:
 - Sunday Between 10am and 11pm;
 - Good Friday & Anzac Day between 12 noon and 1am the following morning;
 - On any other day Between 7 am and 1am the following morning except for Good Friday and ANZAC Day mornings.
- Consumption off the premises:
 - Sunday Between 10am and 11pm;
 - Good Friday & Anzac Day between 12 noon and 11pm;
 - On any other day Between 7 am and 11pm.

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Notwithstanding the liquor licence, there are no historical planning permits restricting the hours of operation or the number of patrons permitted on the premises; the Hotel operates pursuant to existing use rights.

2.4 Existing site plans

Figure 5 | Existing ground floor layout of the Hotel

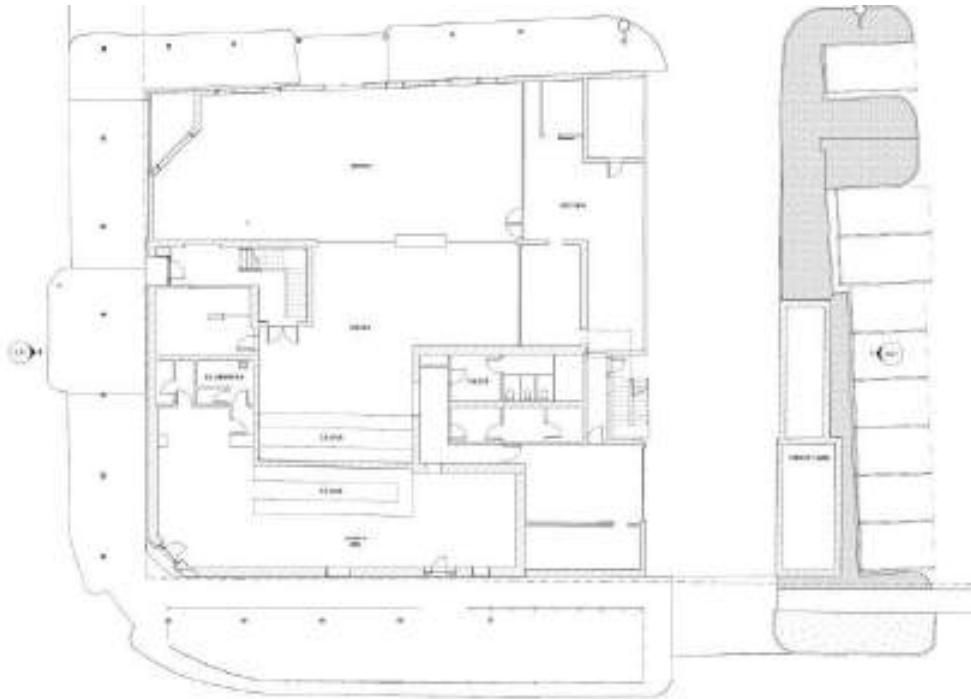
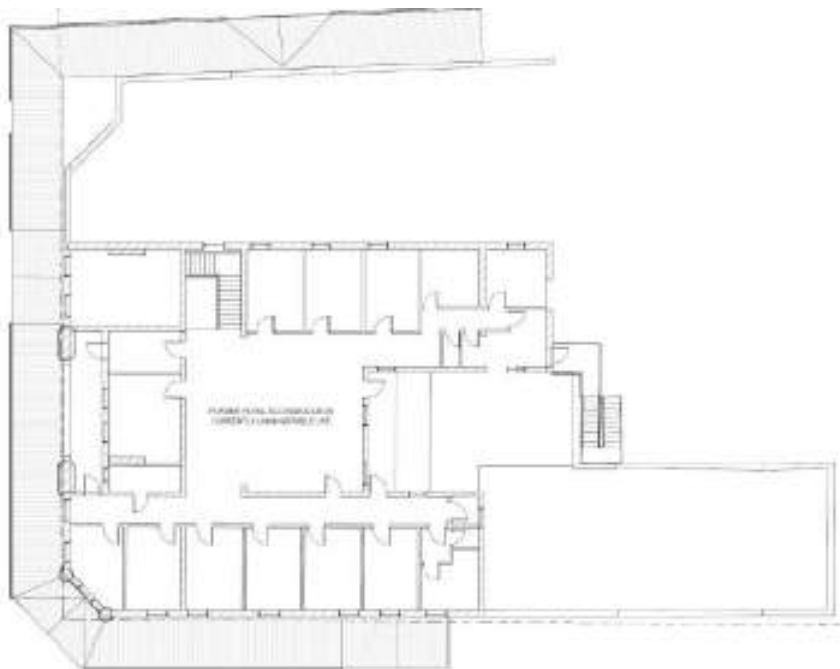


Figure 6 | Existing upper floor layout of the Hotel



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2.5 Site Photographs

The site photographs below provide a view of the Hotel and its context with surrounding land uses.

Image 1 is taken from the corner of Moody and Station Streets. This image shows the size and scale of the Hotel and highlights the upstairs area proposed to be redeveloped as part of this application. The period features associated with the facade of the Hotel are intended to be protected and enhanced as part of any future redevelopment of the building.

Image 1 | View to the Royal Hotel Site from corner of Station Street and Moody Street



The Station Street access point to the carpark is also visible in Image 1, emphasising the significance of the Moody Street frontage in regards to future development options to the rear of the Hotel land parcel.

The land uses on the opposite side (east) of Moody Street are a light industrial form.

Image 2 below highlights the more contemporary extensions to the original period features of the Hotel. The proposed buildings and works to the rear of the Hotel ought to be supported on the basis of these works, provided the heritage values of the original building are factored into the design. Consultation was sought from a heritage expert and this advice is discussed in detail in section 4.3 of this report.

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Image 2 | View of the subject site frontage taken from Station Street

Extension to the
Hotel on the western
side



Image 3 shows the view looking east along Station Street. The Hotel is to the left (west) and the new neighbourhood activity centre (NAC) is to the right of the image. A traffic island exists in the middle of Station Street. The NAC includes a Woolworths supermarket and other ancillary retail shops such as a butcher, cafe and restaurant, as well as a large car parking area to service the southern side of Station Street and the NAC patrons.

Image 3 | Looking east along Station Street



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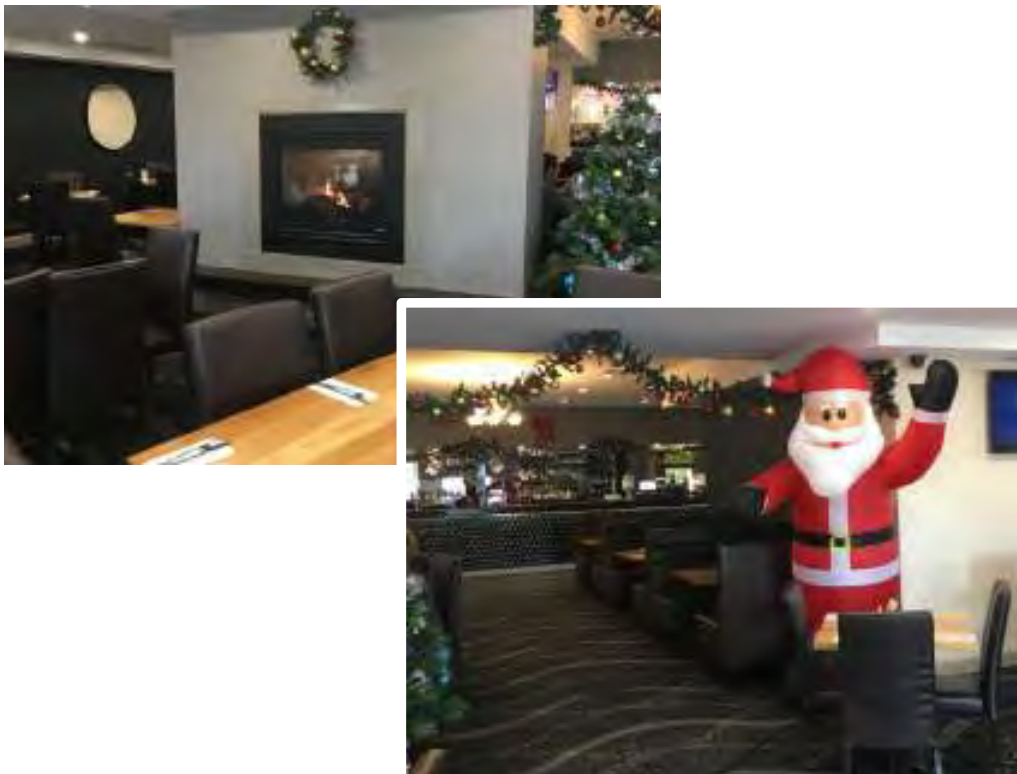
Image 4 | Looking south at the supermarket located opposite the subject site



2.6 Internal Photographs

The ground floor presents well, having recently been internally decorated to offer a comfortable dining experience as seen in Image 5. Image 6 shows the upper floor, which has not undergone renovations for many years and is derelict in parts, offering an ideal opportunity for development.

Image 5 | Bistro area of the Hotel



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Image 6| Upstairs is presently derelict and unused



The balcony behind the iconic front archway is unused and in poor state of repair. The proposal will see a more active interface to the main street from the first floor.

Image 7| Front balcony area



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2.7 Vehicle Access & Carparking

The photograph below is taken looking west towards the Hotel from the rear carpark area taken from Moody Street. This image shows the rear bottle shop area which is a more recent addition to the original period features of the Hotel. The carpark is large, fully sealed, landscaped and has multiple access points, including 2 from Moody Street. Following a traffic assessment by O'Brien Traffic, it is submitted that the carpark provides for a surplus of parking.

Image 8 | Looking west across the rear carpark of the Hotel



Image 9 | Looking north across the rear carpark of the Hotel from the first floor



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3 The Proposal

The Applicant is seeking to undertake significant changes at the venue including introducing much needed function spaces, which are not currently available in Koo Wee Rup, on the upper floor and extending the building to the rear to add a gaming room where the current drive through bottle shop is located, thus adding alternate entertainment options to the venue. Packaged liquor will still be available for purchase by patrons over the bar. The expenditure generated from the EGMs will be used in part to provide formal support programs to community groups and schools and to help fund the works.

This application for a new permit seeks permission for the following:

- a) Carry out buildings and works to the venue to provide a gaming lounge, café area, community hub (with free access to computers and the internet) and function rooms on the upper floor; and
- b) Permit the use of 40 EGMs in the venue;
- c) Amend the licensed area;
- d) Amend the maximum patron capacity of the Liquor License to reflect the new layout;
- e) Dispensation from car parking requirements.

3.1 A) Buildings and Works

The proposal will see the extension of the existing building into what is currently used as a drive-through bottle shop. The additional works will see a full renovation of the upstairs that is currently derelict. The following summarises the modifications and enhancements to the entertainment areas to be offered at the Hotel, at an estimated cost of \$4m:

- Full renovation of the whole upper floor area to introduce 3 function rooms, amenities, BOH offices and stores, kitchen and outdoor deck area to the rear.
- New community hub off the main bistro area, with iPads, computers, newspapers and information bulletins for members of the community to use, free of charge, and will also include access to RSG literature and resources.
- Café with a seating capacity of 20 seats.
- Gaming lounge with 40 EGMs. This new lounge will be at the rear of the premises and not highly visible from the street.
- Outdoor break-out area off the gaming lounge.
- Lift and stairs foyer area for access to the upstairs function rooms.

The proposal is seeking to add a gaming room to the rear of the premises in the area currently covered by the bottle shop. The gaming lounge has been specifically designed to be accessed off Moody Street, via the proposed café area, in order to provide a less convenient entry point to that proposed use within the Hotel complex. The proposed café and upper level function areas can be accessed via a number of alternate entry points throughout the venue.

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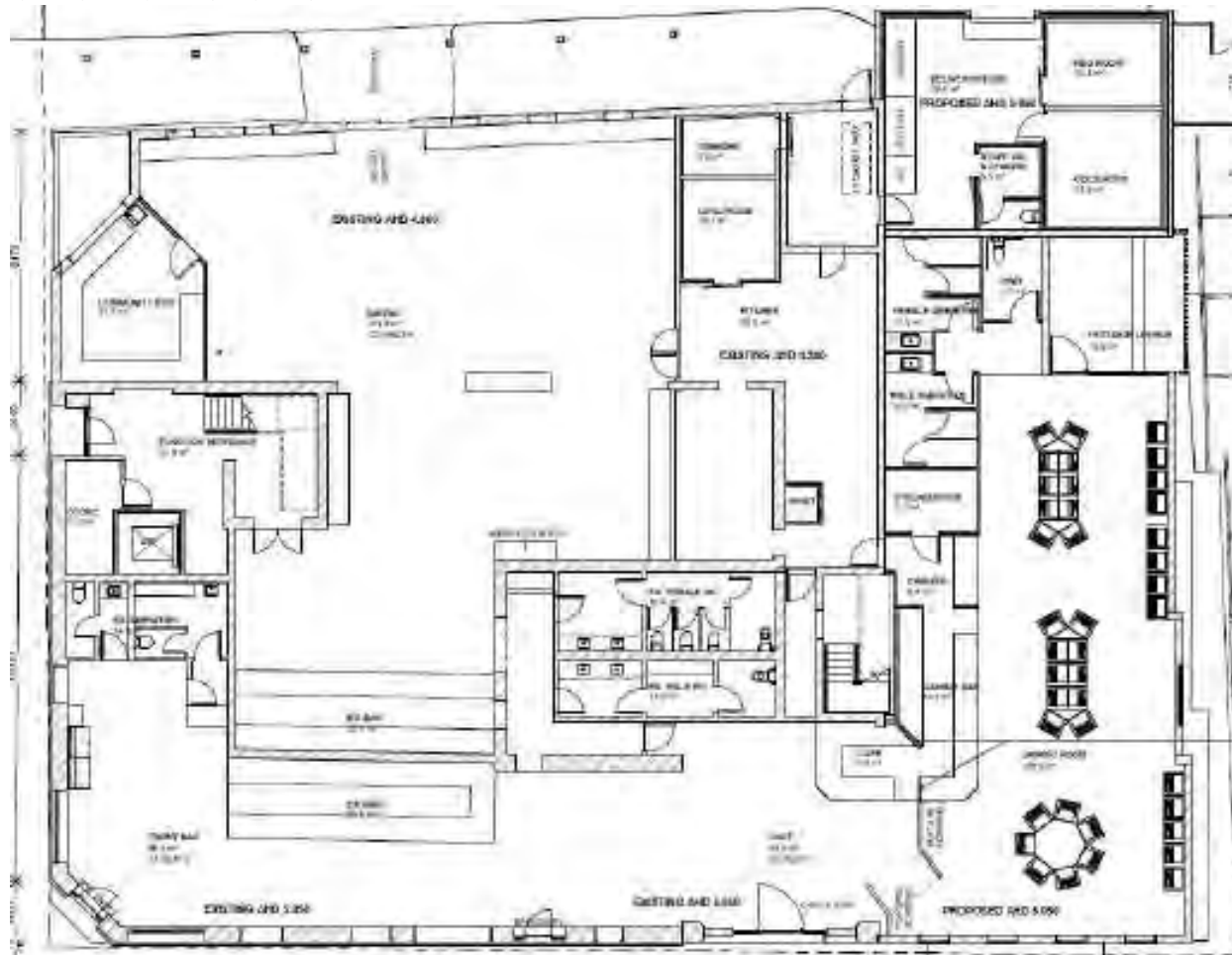
The proposed façade of the building will alter very little from the Station Street frontage, whereas the additional extension to the rear of the Hotel will be constructed to reflect the architectural style of the façade, with a similar shaped archway to offer entrance to the café area. A full review of the proposed works has been conducted by John Briggs, Architect and Conservation Consultant, to provide feedback regarding the impact on the heritage qualities of the Hotel. This is addressed in more detail in Section 4.3 below and his report accompanies this application.

For full details of the proposed renovation and works, please refer to the attached suite of plans by BSPN. An extract can be seen below in figures 7 and 8.

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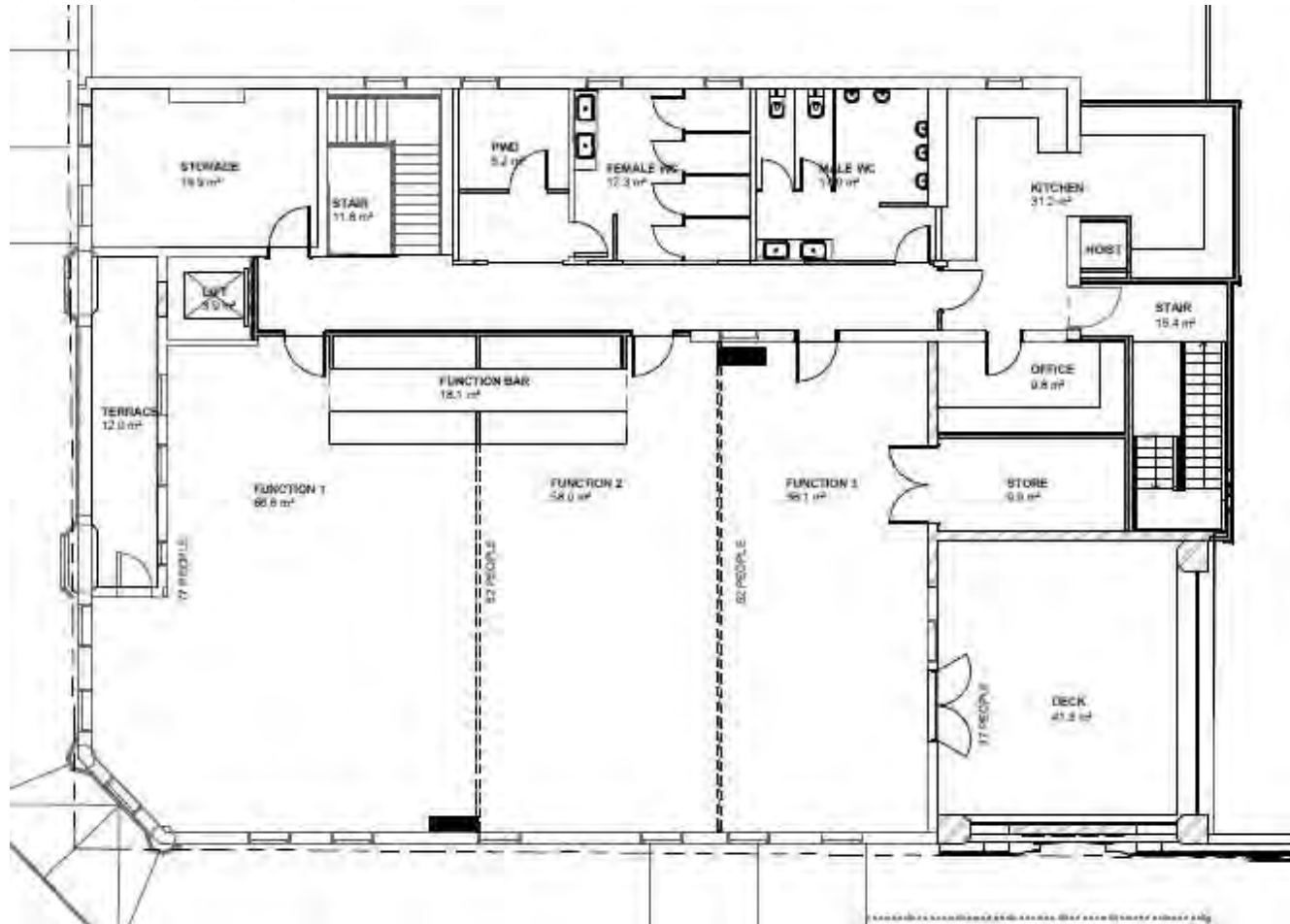
Figure 7: Proposed ground floor layout for Royal Hotel



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Figure 8: Proposed upper floor layout for Royal Hotel



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3.2 B) Suitability of Location to Introduce a Gaming Lounge with 40 EGMs

The zoning of the land is appropriate for the proposed use. The proposed use is permissible within the current zoning. The separation of the subject site from nearby commercial uses and commercially zoned land is such that the site is not joined to any retail uses. Whilst the Hotel is clearly within Koo Wee Rup township, the subject site is not considered to fall within the Town Planning Scheme definition of a strip shopping centre.

The application also seeks to permit the use of 40 EGMs at the Royal Hotel. The attached Socio-Economic Impact Assessment (SEIA) analyses the area around the venue and provides an assessment of the expected impact the introduction 40 EGMs will have on the community in the area. The 20km extended catchment area around the Hotel is not deemed to be high-risk to problem gambling impacts, as studied through socio-economic indicia. The physical location of the Hotel on the western extremity of the activity centre is suitable given the gaming lounge is not to be advertised from Station Street, and access to the lounge is from Moody Street, via a café area.

Together with works to the venue, the introduction of EGMs will provide an opportunity for the enhancement and expansion of the range of facilities at the Royal Hotel and provide the means to support local community groups through community contributions. See the attached SEIA for further detailed analysis of the socio-economic impacts of the proposal.

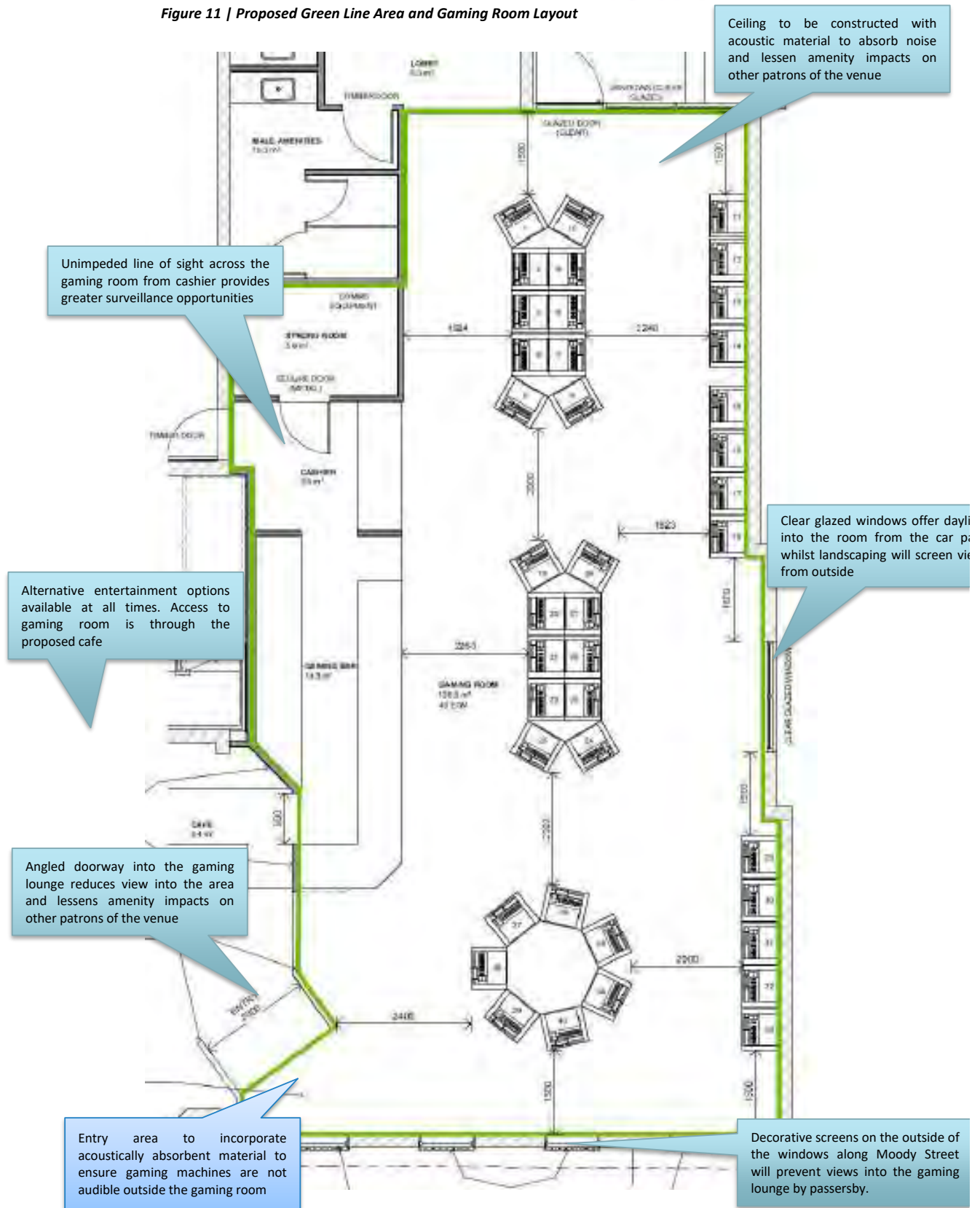
3.3 C) Amend the Red Line Area

The Red Line area (liquor) will be increased as a result of the proposed floor area changes. As shown previously in Figure 5, the venue is currently only licensed on the ground floor. Alterations to licensing of the venue as a result of the proposed building works will see the inclusion of the proposed gaming room and the upper level function areas. An updated Red Line Plan is attached to this application in the suite of plans by BSPN, and reproduced below:

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Figure 11 | Proposed Green Line Area and Gaming Room Layout



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3.4 D) Amend the maximum patron capacity of the Liquor License

The current liquor license restricts the number of patrons at the venue to a maximum of 262 patrons. A report provided by Checkpoint has analysed all of the proposed areas for the Hotel to establish a figure for the maximum number of patrons that the updated venue could accommodate. This report and the current Liquor License are attached at Appendix F.

In summary, the report concludes that the maximum capacity for the Hotel is as follows:

A total population (BCA permitted) of up to 515 persons per floor is permitted for the proposed ground floor licensed premises.

A total population (BCA permitted) of up to 200 persons per floor is permitted for the proposed first floor licensed premises.

Note a total population (under Department of Justice calculation) of up to 525 persons is permitted for the proposed ground floor licensed premises.

Note a total population (under Department of Justice calculation) of up to 324 persons is permitted for the proposed first floor licensed premises.

Despite these maximum numbers calculated by Checkpoint, with a view to consider the amenity on the surrounding residential premises, the client wishes to restrict the maximum capacity to 400 patrons across the entire venue and intends to seek to amend the current liquor license to reflect this figure.

3.5 E) Dispensation for car parking requirements.

A carparking traffic assessment has been undertaken by O'Brien Traffic, who have conducted several surveys of the area to establish traffic flow and parking demands. Based on their findings, it was assessed that the current parking facilities are adequate to satisfy parking needs now and into the future, with parking for 400 patrons to be contained on the site. A parking dispensation is sought for a reduced number of parking spaces from those calculated for the Hotel, details of this are addressed in full in Section 4.7 below. The Traffic Assessment by O'Brien Traffic is attached at Appendix G.

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4 Planning Considerations

The following is an outline of the planning policy framework relevant to the site. A comprehensive analysis of the proposal against this matrix of applicable policy is provided below.

Zoning

Clause 32.04 Mixed Use Zone

Overlays

Clause 43.01 Heritage Overlay – Schedule (HO269)

Clause 44.04 Land Subject to Inundation Overlay

Planning Policy Framework (PPF)

Various Clauses

Local Planning Policy Framework (LPPF)

Clause 21.07 Local Areas (21.07-7 Koo Wee Rup)

Clause 22.03 Gaming

Other Requirements

Clause 52.06 Car Parking

Clause 52.27 Licensed Premises

Clause 52.28 Gaming

Clause 52.34 Bicycle Facilities

Clause 65 Decision Guidelines

4.1 Permit Triggers

Permit	Clause
Buildings and works	32.04-9 Mixed Use Zone (associated with a Section 2 Use)
Building and works	Clause 43.01-1 – Heritage Overlay (Externally alter a building by structural work)
The area that liquor is allowed to be consumed or supplied under a licence is to be increased	Clause 52.27 – Licensed Premises
Install or use a gaming machine	Clause 52.28 – Gaming
Reduction in carparking	Clause 52.06 – Carparking
A non-habitable building or extension to a non-habitable building, with concrete floors, provided the floor levels are at < 300 mm above the flood level.	Clause 44.04 Land Subject to Inundation

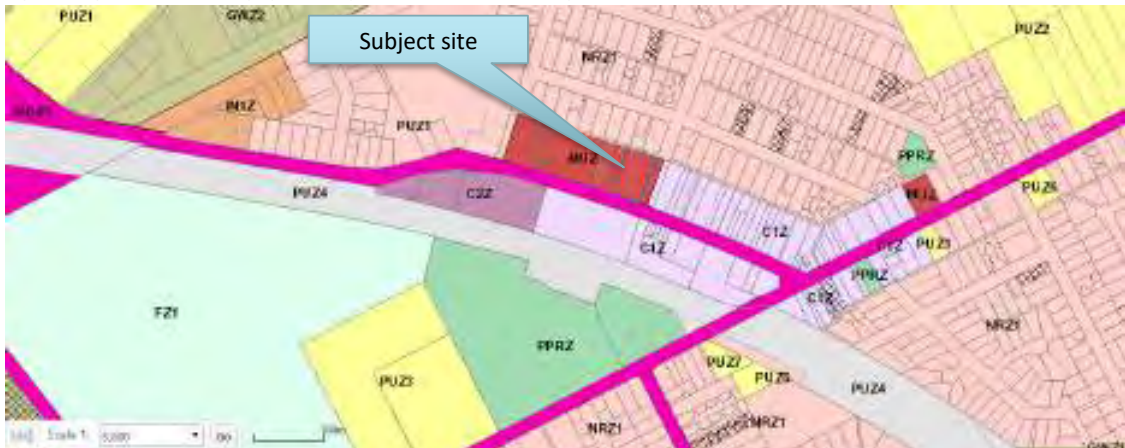
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4.2 Zoning

Pursuant to the Cardinia Planning Scheme, the property is contained within Clause 32.04 Mixed Use Zone (refer Figure 12 below).

Figure 12 | Land Use Zoning of the Subject Site and Surrounding Area



Other than implementing the Municipal Planning Strategy and the Planning Policy Framework, the purposes of the MUZ are:

- To provide for a range of residential, commercial, industrial and other uses which complement the mixed-use function of the locality.
- To provide for housing at higher densities.
- To encourage development that responds to the existing or preferred neighbourhood character of the area.
- To facilitate the use, development and redevelopment of land in accordance with the objectives specified in a schedule to this zone.

Pursuant to this Clause a planning permit is required for buildings and works.

Response:

The subject venue is an existing Section 2 Use within the Mixed Use Zone as a *hotel*, and is in accordance with the purposes of the zone.

The use of the land will remain the same, with additional entertainment options offered and some buildings and works proposed to enhance the existing facilities. The zone triggers a planning permit for these works under 32.04-9.

It is submitted that there will be no adverse amenity impacts on neighboring properties as a result of the proposed works on the basis that all measures have been taken to mitigate noise transfer in the gaming room and the number of patrons can easily be accommodated in the proposed parking facilities. Furthermore, the additional consideration given to the heritage aspects of the building will ensure that the building and works do not cause a loss of amenity when viewed from neighboring sites. This is discussed in more detail in 4.3.1 below.

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4.3 Overlays

4.3.1 Clause 43.01 Heritage Overlay – Schedule (HO269)

The main purposes of this clause other than to implement the Municipal Planning Strategy and Planning Policy Framework are:

- To conserve and enhance heritage places of natural or cultural significance.
- To conserve and enhance those elements which contribute to the significance of heritage places.
- To ensure that development does not adversely affect the significance of heritage places.
- To conserve specified heritage places by allowing a use that would otherwise be prohibited if this will demonstrably assist with the conservation of the significance of the heritage place.

A permit is triggered for building and works under Clause 43.01-1 and to externally alter a building by structural work.

Response:

The Royal Hotel opened in 1915 and has undergone some building extensions to the west side of the building and to the rear since that initial design. The photograph below was taken in 1917 when the Red Cross was established in front of the Hotel during World War I.

Image 10 | Royal Hotel circa 1917



Photos: Koo-Wee-Rup Swamp Historical Society

The proposed design subject to this application has given due consideration to the location, style, size, colour and materials proposed, to ensure that the extended area

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of the building blends with the existing heritage nature of the Hotel. In particular, the proposed external works have been designed with a sympathetic view to reflect the heritage qualities of the façade, with the proposed arched entry to the café to be designed in a similar fashion to that of the arch at the front of the building.

It is submitted that the proposed works at the Hotel will enhance the cultural significance of the place. There are no additional permits triggered by the schedule as there are no paint controls, internal alteration controls or Heritage Register considerations, as can be seen in the extract from the Heritage Overlay below.

Figure 13 | Extract from the schedule to the Heritage Overlay

PS map ref.	Heritage place	External paint controls apply?	Internal alteration controls apply?	Tree controls apply?	Outbuildings or fences not exempt under Clause 43.01-4	Included on the Victorian Heritage Register under the Heritage Act 2017?	Prohibited uses permitted?	Aboriginal heritage place?
HO250	Royal Hotel	No	No	No	No	No	No	No

Advice regarding the proposed works was sought from expert heritage architect, John Briggs, Architect and Conservation Consultant, including a site visit to view the internal and external aspects of the Hotel. Mr Briggs summarises in his report:

In my assessment the proposed works are entirely in conformity with the heritage provisions of the Cardinia Planning Scheme and rather than likely to have any adverse impact upon the heritage values of the place, will rather enhance the appreciation of those values. The nature of brickworks is such that new brickworks by dint of almost inevitable and cumulative difference in mortar and in brick patina is very hard to exactly match existing brickwork. With minimal intent the extent of the addition be entirely legible to anyone with interested enough to take note. Should there be any concern regarding the visual relationship between the original and the new building elements a permit condition could be applied requiring submission to Council for endorsement, prior to commencement of the relevant component of the works, of construction detail that will determine that the brickwork and rendered detail have appropriate integrity and authenticity in colour and material commensurate with the original detail of the host heritage building.

It is my recommendation that the proposed works would enhance the appreciation of the heritage values of the place and are worth of support.

Mr. Briggs’ Heritage Impact Statement report is attached at Appendix H.

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Figure 14 | Proposed eastern elevation of the Hotel



**Figure 15B:
Existing façade of
the Hotel**

4.3.2 Clause 44.04 Land Subject to Inundation Overlay

The subject site is affected by the Land Subject to Inundation Overlay (43.02). The intent of the ISIO is to:

- To identify land in a flood storage or flood fringe area affected by the 1 in 100 year flood or any other area determined by the floodplain management authority.
- To ensure that development maintains the free passage and temporary storage of floodwaters, minimises flood damage, is compatible with the flood hazard and local drainage conditions and will not cause any significant rise in flood level or flow velocity.
- To reflect any declaration under Division 4 of Part 10 of the Water Act, 1989 where a declaration has been made.
- To protect water quality in accordance with the provisions of relevant State Environment Protection Policies, particularly in accordance with Clauses 33 and 35 of the State Environment Protection Policy (Waters of Victoria).
- To ensure that development maintains or improves river and wetland health, waterway protection and flood plain health.

A permit is required to construct a building or to construct or carry out works, unless a permit is not required for building and works if:

- A non-habitable building or extension to a non-habitable building, with concrete floors, provided the floor levels are at least 300 mm above the flood level.

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Response – LSIO:

Koo Wee Rup is located on the floodplains of the Westernport Basin and during the 1800s, the Koo Wee Rup swamp extended over an area of approximately 40,000 hectares. As such, Koo Wee Rup area has been subject to many floods over time, the most recent of which was in 2012; according to the SES Local Flood Guide for Koo Wee Rup¹:

Since records began in 1891, Cardinia Shire has had 15 recorded flood events. The Koo Wee Rup Township has been affected on a number of these occasions. As the area sees slow water movement due to the flat terrain, when flooding occurs, it can last for a number of days or even weeks.

The largest flood on record (approximately a 0.5-0.7 per cent Annual Exceedance Probability (AEP) event) occurred in 1934, when the entire District was inundated, and more than 1000 people became temporarily homeless. The photograph below from this event indicates the effect the flooding had on the Royal Hotel at the time.

Schedule to the LSIO stipulates that a permit is not required for *“A non-habitable building or extension to a non-habitable building, with concrete floors, provided the floor levels are at least 300 mm above the flood level”*. The proposed design is 150mm above flood level and as such triggers a permit and is deemed appropriate given it is in accordance with the exiting floor levels of the existing building.

Photograph 11 | Royal Hotel circa 1934 during a great flood of the area



Since these major flood events, extensive levy bank work has been undertaken in the area to ensure flood risk is mitigated in Koo Wee Rup.

¹ Local Flood Guide: Koo Wee Rup Flood information for the Bunyip River at Koo Wee Rup

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The proposed works will be located towards the rear of the building in the area of the existing drive through bottle shop. The proposed plans indicate the estimated flood level for this property is 4.9m to Australian Height Datum (AHD). It is noted that the existing ground floor level of the property is 150mm above the flood level. The new ground floor extension is proposed to be at the same level.

It is submitted that the proposed development will not unduly redirect or obstruct floodwater, stormwater or drainage water.

4.4 Planning Policy Framework

The proposal has regard to the following Planning Policies:

4.4.1 Clause 13.01 Natural hazards and climate change

The main objective of the Natural Hazards Clause is to *minimise the impacts of natural hazards and adapt to the impacts of climate change through risk-based planning.*

The key strategies include:

- *Consider the risks associated with climate change in planning and management decision making processes.*
- *Identify at risk areas using the best available data and climate change science.*
- *Develop adaptation response strategies for existing settlements in risk areas to accommodate change over time.*
- *Ensure planning controls allow for risk mitigation or risk adaptation strategies to be implemented.*
- *Site and design development to minimise risk to life, property, the natural environment and community infrastructure from natural hazards.*

4.4.2 Clause 13.03-1 Floodplain management

To assist the protection of:

- *Life, property and community infrastructure from flood hazard.*
- *The natural flood carrying capacity of rivers, streams and floodways.*
- *The flood storage function of floodplains and waterways.*
- *Floodplain areas of environmental significance or of importance to river health.*

Response – Natural Hazard and Floodplain Management:

Koo Wee Rup is recognised as a flood prone area that has seen some severe floods during the last century. The most recent of which was in 2012. Extensive levy work in the area has reduced the potential for large scale flooding since this time.

Consequently, the proposed development has considered the flood levels and has been designed to mitigate the risk associated with potential future floods, thus lessening risk to human life or property.

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4.4.3 Clause 15 Built Environment & Heritage

This clause seeks to recognize the role of urban design, building design and landscape in new development to ensure an appropriate response to surrounding character. It notes that planning should promote environmentally sustainable development and minimize detrimental impacts on built and natural environment.

Strategies and Objectives contained within Clause 15 include the following of relevance:

Urban Design:

- *To create urban environments that are safe, healthy, functional and enjoyable and that contribute to a sense of place and cultural identity.*
- *Require development to respond to its context in terms of character, cultural identity, natural features, surrounding landscape and climate.*
- *Ensure development contributes to community and cultural life by improving the quality of living and working environments, facilitating accessibility and providing for inclusiveness*
- *Ensure that development, including signs, minimises detrimental impacts on amenity, on the natural and built environment and on the safety and efficiency of roads.*

Building Design:

- *To achieve building design outcomes that contribute positively to the local context and enhance the public realm.*

Heritage:

- *To ensure the conservation of places of heritage significance.*

Response – Built Environment & Heritage:

The proposed building and works have been designed specifically to suit the heritage character of the existing building and surrounding area.

Works required to the venue are mostly focused at the rear of the premises and internal building works, mostly on the upper level, which will see the transformation of derelict former accommodation rooms into a versatile and usable function space that is much needed in the town. The introduction of the gaming room in place of the drive-through bottle shop will be fully RSG compliant and will mitigate risks to problem gamblers as much as possible. The new entrance will reflect the heritage character of the façade of the building and lessen the impact on the street view. It is anticipated that the works will blend seamlessly with the existing building as demonstrated on the attached plans. Approval of the proposed design has been deemed appropriate by John Briggs, Architect and Conservation Consultant. His report is attached at Appendix H.

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The provision of a new entrance on Moody Street will ensure that development minimises detrimental impacts on amenity and the safety and efficiency of local roads.

The new floor plan is considered to be safe and functional and will provide enjoyable entertainment spaces for patrons.

4.4.4 *Clause 17 Economic Development*

Planning is to contribute to the economic wellbeing of the state and foster economic growth by providing land, facilitating decisions and resolving land use conflicts, so that each region may build on its strengths and achieve its economic potential.

Clause 17 seeks to provide for a strong and innovative economy by supporting economic growth and development.

Clause 17.01-1S Diversified Economy the main objective is to strengthen and diversify the economy. Key strategies to achieve this objective include:

- *Facilitate growth in a range of employment sectors, including health, education, retail, tourism, knowledge industries and professional and technical services based on the emerging and existing strengths of each region. Improve access to jobs closer to where people live.*
- *Support rural economies to grow and diversify.*

Clause 17.02-1 Business has the main objective:

- *To encourage development that meets the community's needs for retail, entertainment, office and other commercial services.*

A key strategy to achieve this objective is:

- *Locate cinema based entertainment facilities within or on the periphery of existing or planned activity centres.*

Clause 17.04-1S Facilitating Tourism has the main objective:

- *To encourage tourism development to maximise the economic, social and cultural benefits of developing the state as a competitive domestic and international tourist destination*

Response – Economic Development:

The subject site is situated to the west of the main activity strip of Koo Wee Rup in the Mixed Use Zone, where economic development that supports a strong economy is encouraged. The proposal will provide additional entertainment options to the venue which will benefit local patrons and draw new patrons into town, whilst also providing the opportunity to contribute to the community through financial and in-kind support to local clubs, schools and community groups, as well as an opportunity for local employment through the introduction of 14 new roles at the Hotel, as discussed in detail in the attached SEIA.

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The venue caters for a wide range of patrons and its heritage character renders it popular with tourist and business visitors to town. The amendments to the existing venue will better service the existing tourist trade, maximising on social and economic benefits that, in return, will benefit the wider community. The Applicant indicates that they will need to employ an additional 14 casual staff and 4-5 more full-time staff, to meet the increased business anticipated by the upgraded facilities at the Hotel.

4.5 Local Planning Policy Framework

The Local Planning Policy Framework (LPPF) contained at Clauses 21 and 22 of the Cardinia Planning Scheme set out Councils Future land use and development policies for the Municipality. The following local policies apply to this proposal:

4.5.1 Clause 21.03 Rural Townships

Koo Wee Rup is classed as a Large Rural Township according to Clause 21.03-3.

Key Objectives include:

- *To provide for the sustainable development of townships in the municipality having regard to environmental and servicing constraints.*
- *To maintain and enhance the distinct character and environmental qualities of each of the townships;*
- *To create sustainable and functional townships that support a range of commercial, retail, community and recreational facilities and services*

Due consideration has been given to the Koo Wee Rup Township Strategy (October 2015); the relevant objectives of which are to:

- *contain urban development within the current Urban Growth Boundary;*
- *facilitate developments that respects and enhances the existing rural township character and heritage;*
- *enhance and strengthen the existing town centre;*
- *maintain and enhance existing community facilities and services;*
- *minimise the risk of and damage caused by floods and natural disasters.*

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Figure 15 | Strategic Framework Plan - Cardinia Shire Council Koo Wee Rup Township Strategy



Response – Rural Townships:

According to the Cardinia Shire Council Koo Wee Rup Township Strategy, there are several sites identified for potential infill development along Moody Street, Rossiter Road and Simms Lane, all within 900m of the subject site. These sites were recommended for an estimated additional 268 people when this report was written in 2015. The Socio-Economic Impact Assessment (SEIA) report that accompanies this submission identifies that the extended catchment area of the Hotel is 20km. It is noted that the 20km catchment area is expected to undergo an estimated 150% increase over the next 23 years. All of which supports the submission that the Hotel will need to provide additional entertainment options to satisfy this growing demand.

The proposal will see the introduction of function rooms for the local community to use for personal or business use and the introduction of a gaming room for those who wish to gamble responsibly and until now have had to travel to Pakenham, Officer or Tooradin to partake in this past time. A new café area and community hub will all enable the Hotel to meet the growing needs of the diversifying community.

4.5.2 Clause 21.04 Economic Development

21.04-3 Activity Centres

Activity centres provide a range of retail, commercial, entertainment and community services activities integrated with housing in a location which is highly accessible by

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road, public transport, foot and bicycle. Emerald in the north and **Koo Wee Rup** in the south of the municipality are larger townships with smaller centres dispersed throughout the municipality.

Key Issues:

- Facilitating the creation and expansion of activity centres proportionate with population growth within the municipality.
- Recognising and developing the existing and future retail hierarchy of activity centres in the growth area. Facilitating development of retail, commercial, community, residential and entertainment activities within activity centres, to meet the needs of the existing and future community;

Application of a Mixed Use Zone to designate activity centres with a mixed use function and community activity clusters.

Clause 21.04-5 Tourism

Although Cardinia is not generally considered a tourist destination, the municipality offers opportunities for visitors to experience the area's boutique farm produce, arts and crafts, cultural and historic locations, and the natural environment.

Key Strategies include:

- Encourage the establishment of tourism activities in rural townships within the municipality through the establishment of activities including accommodation, restaurants, cafes, galleries, markets, and through undertaking streetscape improvements and upgrading public amenities.
- Facilitate the development of recreational facilities and events that attract people into the municipality

Response – Economic Development:

Koo Wee Rup is recognised as a larger township, which is required to meet the current and future needs of the surrounding communities. The Royal Hotel is a recognised landmark of the area and is often visited by tourists travelling through the area en route to Phillip Island and surrounds. The introduction of a café in the Hotel will offer additional amenity for visiting tourists and locals alike. The provision of function rooms on the upper floor will allow the Hotel to expand its entertainment options, with more organised advertised events; featuring live bands and functions, attracting people into the municipality.

4.5.3 Clause 21.07-7 – Local Areas (Koo Wee Rup)

This clause focuses on local area implementation of the objectives and strategies set out earlier in the Cardinia Planning Scheme. Each section relates to a particular precinct or rural township within the municipality and should be read in conjunction with the rest of the Municipal Strategic Statement and not in isolation.

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Koo Wee Rup faces similar issues to most small agricultural service centres around Victoria. These include the difficult trading role of local businesses forced to compete against the regional centre. Pakenham and Cranbourne are the nearest urban centres that distract trade from the Koo Wee Rup township. Other issues that affect smaller townships include the rationalisation and withdrawal of services to regional centres, reduced self-sufficiency and increased commuter populations.

- **Local area implementation**
 - *Ensure that any proposed use or development within or around the Koo Wee Rup Township is generally consistent with the Koo Wee Rup Township Strategy (October 2015), including the Koo Wee Rup Framework Plan*
- **Economic development**
 - *Develop diverse local employment opportunities to meet the needs of a growing residential population.*
 - *Strengthen the role of Koo Wee Rup town centre in order to meet the needs of the local community.*
- **Heritage**
 - *Ensure that sites of heritage significance are valued and protected.*
 - *Support the restoration and / or adaptive reuse of buildings of heritage significance.*
 - *Ensure that future development enhances the existing characteristics of the township.*

Response - Local Areas:

The introduction of additional entertainment options in the township will provide more localised facilities for the residents of the town, when they would normally have to travel to the larger activity centres of Pakenham and Cranbourne. This will help boost the local economy. The provision of at least 14 additional jobs, both casual and full-time, at the venue to meet the anticipated increased patronage will allow for an increase in local employment opportunities, lessening the need for extensive travel to and from work and supportive of the 20 minute neighbourhood that is the vision of *Plan Melbourne*.

The proposal has fully considered the strategic objectives and framework plan of the *Koo Wee Rup Township Strategy*, with a focus on strengthening the existing town centre, whilst respecting the existing heritage character and offering additional employment opportunities.

The proposed development of the subject premises has considered the heritage quality of the building and this is reflected in the sensitive proposed design. The proposed location of the gaming room is to the rear of the building and will not be visible from the main street, with a side entrance off Moody Street proposed, with no specific signage indicating the presence of gaming machines. This should lessen the impact on the existing characteristics of the township. The entrance off Moody Street

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has been designed to be sympathetic to the arch way at the front of the building and is in keeping with the existing finishes and colour schemes.

4.6 Gaming Specific Policies

Amendment C207 was gazetted 3 March 2016. It introduced a local policy at Clause 22.03 to guide the location of gaming machines, policy at Clause 21.06-4 to outline the key issues, objects, strategies and implementation in relation to gaming and made changes to Clause 52.28- 3 (Gaming) to prohibit gaming machines in additional existing shopping complexes. The Cardinia Shire Gaming Policy Review (December 2015) was also introduced as a reference document.

4.6.1 Clause 21.06-4 Gaming

Cardinia Shire Council is committed to minimising the negative impacts of gaming on the community by ensuring that gaming machines are only located within venues that are appropriately located and have appropriate venue characteristics.

Objective

- *minimise the risk of problem gambling and convenience gambling through the appropriate location of gaming machines and appropriate characteristics of gaming venues.*

Key issues:

- *Avoiding problem gambling and convenience gambling.*
- *Locating gaming machines away from communities vulnerable to problem gambling.*
- *Achieving social and economic benefits in the location and re-location of gaming machines.*
- *Avoiding establishment of gaming machines in the growth area ahead of sufficient population growth.*
- *Recognising the need to protect the rural townships in the municipality from the negative impacts of gaming*

Strategies

- *Provide the community with access to gaming venues and machines but not in convenient locations.*
- *Ensure the location of gaming machines does not promote problem gambling or convenience gambling.*
- *Ensure the location of gaming machines achieves positive environmental, social and economic outcomes.*
- *Encourage the redistribution of electronic gaming machines from areas of high vulnerability to areas of low vulnerability.*
- *Encourage the location of gaming machines:*
 - *In locations where there is a choice of community centres, neighbourhood houses, clubs or hotels without gambling activities.*
 - *In venues that offer social and recreational opportunities other than gambling.*
 - *In venues that implement management and operational practices that promote responsible gaming.*

Discourage the location of gaming machines:

- *In convenient locations that would be attractive to persons who are tempted and susceptible to impulsive and opportunistic gambling.*
- *Within vulnerable or disadvantaged areas that are more at risk of problem gambling.*
- *In areas with high levels of pedestrian traffic, to minimise convenience gambling.*

In a rural township where there is no alternative club or hotel without gaming machines.

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4.6.2 Clause 22.03 Gaming

This policy applies to all applications which require a permit to install or use a gaming machine or use land for the purpose of gaming.

Table 1 | Clause 22.03 Appropriate Areas – Criteria and Response

<u>Criteria</u>	<u>Response</u>
<p>Appropriate areas</p> <p><u>Gaming machines should be located in areas:</u></p> <ul style="list-style-type: none"> • Where the community has a choice of non-gaming entertainment and recreation activities and established social infrastructure, some of which operate during the times that the proposed gaming machines will operate in the local area. • That are in the growth area, where the Electronic Gaming Machine (EGM) density cap does not exceed 10 EGMs per 1000 persons over the age of 18 as set by the State Government • Where they will make a positive contribution to the redistribution of gaming machines away from relatively disadvantaged areas, as defined by the latest Australian Bureau of Statistics (ABS) Socio Economic Indexes for Areas (SEIFA) index of relative socio-economic disadvantage. • Where the facility is removed from day to day convenience activities and is not easily accessible. <p><u>Gaming machines should not be located in areas:</u></p> <ul style="list-style-type: none"> • That abut, or are adjacent, opposite or in close proximity to prohibited areas as specified in the Schedule to Clause 52.28. • Within 400 metres walking distance of a concentration of social housing comprising more than 50 dwellings or within a clear line of sight of a social support agency and/ or gamblers help centre. • Where any ABS statistical areas within 400 metres walking distance of the proposed venue is in the 20% most disadvantaged statistical areas in Cardinia Shire as set out in the latest SEIFA Index of relative socio-economic disadvantage. • In areas that are key connections between core retail areas in a township or activity centre. 	<ul style="list-style-type: none"> • There are several choices for non-gaming entertainment in the township, with sports facilities, bowls, swimming, restaurants and cafes in the main activity centre. There are several forms of entertainment at the Hotel (which will be expanded if this application is approved), that will be <u>open at all times</u> that the gaming lounge is proposed to be operating. The location of the gaming lounge is discreet, with access via the cafe, so patrons using other facilities at the Hotel will not be exposed to gaming. • The majority of gaming machines in Cardinia Shire are located in and around Pakenham and Officer towards the north-west of the shire. The EGM density is low at 4.15 EGMs per 1,000 adults. • The municipal limit was increased in 2017 from 458 to 573, indicating that the responsible authority for gaming in Victoria recognises the potential need for more gaming machines to meet the growing population in the Shire and offer these entertainment options to other areas of the Shire. • Should this application prove successful, the introduction of machines into the Koo Wee Rup region would see newly located EGMs away from the slightly higher disadvantage levels of Pakenham, where the majority of the town centre ranks in the 1st to 3rd Decile at SA1 level. • The location of the Hotel is located towards the western edge of the activity centre. • <u>The subject site is not one of those that is prohibited by Clause 52.28.</u> • The subject site is not located within 400m of a concentration of social housing (50 dwellings or more), nor within clear line of sight of a support agency. • Whilst it is acknowledged that the location immediately adjacent to the subject site is in the 2nd Decile, this is reflective of the Hotel being

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located within an activity centre. This is more indicative of land use, with commercial / industrial areas having a lower population and semi-permanent accommodation, rather than the over representation of disadvantage of residents living permanently in the commercial centre of towns.

Table 2 | Clause 22.03 Appropriate Sites – Criteria and Response

<u>Criteria</u>	<u>Response</u>
<p><u>Appropriate sites</u> <u>Gaming machines should be located on sites:</u></p> <ul style="list-style-type: none"> • That minimise the likelihood of impulse gaming by people passing the venue in the course of their usual business or every day activities. • At the periphery of activity centres and removed from land zoned for a commercial purpose, or at a sports or recreation club. <p><u>Gaming machines should not be located on sites:</u></p> <ul style="list-style-type: none"> • Where they are convenient to concentrations of shops, major community facilities or key public transport nodes where large numbers of pedestrians are likely to pass in the course of their daily activities. • In townships and small centres where local convenience services are provided and where no or limited alternative attractions are offered. • On sites that abut, are adjacent to, or are opposite a strip shopping centre. • On sites that are in the direct line of sight of a strip shopping centre. 	<ul style="list-style-type: none"> • Whilst it is acknowledged the Hotel is located opposite the main supermarket in town, a pedestrian survey indicates that daily foot traffic seldom passes the Hotel, with the main commercial activities occurring to the east of the site, further along Main Street and Rossiter Road. It is not unreasonable to suggest that most locals in regional towns drive to the supermarket and park in the supermarket carpark on the south side of the main street and the pedestrian survey supports this notion. The parking for the Hotel is self-contained and will continue to be self-contained. Note: There will be no signage advertising the gaming machines on or visible from Station Street. Therefore, people will still have to make a conscious decision to attend the gaming aspect of the venue. • The land zoning of the subject site is mixed use which permits hotels as a Section 2 use. The location can be considered on the periphery of the Activity Centre, with little commercial activity to the west of the site. It is considered that the C1Z (Commercial) zoned land along Station Street forms the core town centre and retail precinct. • The pedestrian survey conducted in July-August 2019 indicates that very few people crossed the road to visit the Hotel from the supermarket (10 out of 5,000 observed pedestrians) and only 25% of the pedestrian activity was noted to be on the north side of Station Street, being the side of the Hotel. • Whilst it is acknowledged that the township of Koo Wee Rup is small, it is within proximity of the <i>Cardinia Growth Corridor</i> and is forecast to see a 100% increase in population in the extended 20km

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catchment over the next 21 years The provision of a modest gaming venue in the town does not automatically suggest an increased risk to problem gamblers, more that it provides access to gaming machines for people who wish to gamble responsibly and who otherwise are likely having to go to Pakenham, Officer or Tooradin to play.

Table 3 | Clause 22.03 Appropriate Venues – Criteria and Response

<u>Criteria</u>	<u>Response</u>
<p>Appropriate venues</p> <p>Gaming machines should be located in venues:</p> <ul style="list-style-type: none"> • That offer and promote a range of other forms of recreation and entertainment other than gambling based activities and which are located in spaces completely divorced from the presence of EGMs. • That promote non-gaming activities that increase the choice of activities and attractions available to patrons. • That limit play by condition of approval to times when alternative entertainment and recreation is also operating and available. • That already have gaming machines (in preference to the establishment of a new gaming venue). • That are designed to comply with best practice and the full ambit of the VCGLR Venue Manual or any regulatory successor. Promote responsible gaming practices. <p>Gaming machines should not be located in venues that:</p> <ul style="list-style-type: none"> • Have 24 hour-a-day operation or venues that do not allow for a substantive period of time whereby gaming machines are non-operational. • Are located within a discouraged area as defined by this policy. • Have gaming floor area of more than 25% of the total floor area of the venue. • Will detrimentally affect the amenity of the surrounding area by way of design, location or operating hours 	<ul style="list-style-type: none"> • The Hotel offers a range of alternative forms of entertainment, with a bistro and sports bar that offers live bands on weekends. The success of this proposal would allow the venue to increase these entertainment options to add a café, community hub and function spaces that may be used for additional organised events, such as more live music, parties, major events, business conferences etc. • Other parts of the venue will be open at all times, with the exception of the bistro, that gaming is provided, and the provision of food will be available in the cafe. • The proposed gaming lounge is designed to meet best practice RSG and will promote responsible gambling, with appropriate anti-gambling material and access to gambler’s help. The Hotel will implement a Responsible Service of Gaming practice, with a Code of Conduct manual prepared by Leigh Barrett & Associates. All staff in the gaming lounge will be suitably RSG qualified. Ongoing audits and training will be overseen by Leigh Barrett & Associates (incorporating Sommers Elite Training). • The Hotel is currently open between 7am and 1am, except on Anzac Day and Good Friday (noon to 1am) and Sundays (10am and 11pm). This is not expected to change should the application to introduce a gaming room prove successful. • Th proposed floor area does not exceed 25% of the GFA, being only 18%. • The design has been considered and is sensitive to the heritage character of the building. The

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location of the gaming room is towards the rear of the building and will be accessed off Moody Street, via the cafe, where it will not be highly visible to the main street.

4.6.3 Clause 52.28 Gaming

The main purpose of the Gaming clause is:

- To ensure that gaming machines are situated in appropriate locations and premises.
- To ensure the social and economic impacts of the location of gaming machines are considered.
- To prohibit gaming machines in specified shopping complexes and strip shopping centres.

A permit is required to use a gaming machine. Use of a gaming machine is prohibited on land specified in a schedule to this clause.

Installation or use of a gaming machine is prohibited in a strip shopping centre if:

- the strip shopping centre is specified in the schedule to this clause.
- the schedule provides that a gaming machine is prohibited in all strip shopping centres on land covered by this planning scheme.

The following Koo Wee Rup sites are considered Strip Shopping according to the schedule:

Figure 16| Extract from Clause 52.28, indicating the prohibited sites in Koo Wee Rup

Koo Wee Rup	6 Moody Street
	275-319 Rossiter Road (odd numbers)
	272-330 Rossiter Road (even numbers)
	4-86 Station Street (even numbers)

Response – Gaming:

The location of the Hotel is noted to be opposite the main supermarket in Koo Wee Rup but given that the gaming lounge entrance is proposed off Moody Street rather than off Station Street, the introduction of gaming is not expected to unduly increase the risk to problem gamblers. This is particularly so given the lack of pedestrian connectivity between the sites. The relationship between accessibility and problem gambling is often taken as a given. The location, which may be deemed as accessible, does not necessarily equate to convenient. To further mitigate the risk to impulse gamblers, there will be no signage advertising the gaming room visible from Station Street. Furthermore, the Hotel will introduce a fully RSG compliant gaming room which will achieve best practice in terms of protection for problem gamblers, with fully RSG qualified staff walking the floor of the gaming lounge on a regular basis and regular RSG training. Added to which, the management of the Hotel are already

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experienced in operating gaming venues, with a proven record of good RSG practices at their other venues.

The socio-economic impact has been addressed in full in the attached SEIA report, Appendix C, which concludes that the proposed introduction of 40 EGMs to the Hotel would result in a slightly positive socio-economic impact on the community. Since the VCGLR test, commonly known as the *No Net Detriment Test*, requires that the overall application will not result in a detrimental impact on the community, it is submitted that this application accords with the guidance of the VCGLR.

None of the land specified in the schedule refers to the subject site or proximate to it. Lot 2 on Station Street is the closest site that is prohibited by this schedule. As is apparent from the extract from the schedule for Koo Wee Rup, above, the strip shopping extends only as far as 86 Station Street. The subject site is located on the periphery of the strip shopping in this case.

The background report prepared for Council by 10 Consulting Group *Cardinia Shire Gaming Policy Review September 2015* identifies small towns in the LGA where gaming is prohibited or not encouraged; Koo Wee Rup is not one of those towns. It is understood that Officer and Pakenham were also not recommended for prohibition due to the fact that they are within a recognised growth corridor and that Koo Wee Rup will experience some of the spin-off growth from this corridor more so than the other small towns in the LGA.

It is of note that the Hotel was approved for gaming by Council in Permit T950377, but this was never acted upon. The Hotel currently has TAB facilities on site and hence is therefore considered a *gambling venue* in land use terms and the local community is well aware of the facilities on offer at the Hotel in this regard. The proposed introduction of EGMs will be tightly controlled and regulated and the proposed gaming lounge has the benefit of being designed 'from scratch', thus ensuring all best-practice design features can be incorporated into the layout. The design of the new extension is responsive to the heritage character of the building and will add to the ambiance of the township.

A full response to the Gaming aspect has been provided in the attached SEIA, which provides a detailed analysis of the area around the venue and the likely impacts on the local community. Overall, the SEIA concluded that the introduction of gaming at the Hotel would result in no net detriment to the local community. The following extract is taken from the SEIA Executive Summary:

In summary, the potential impacts of this application have been assessed and the resultant benefits and disbenefits are as follows, should it be approved:

Benefits

- *Proposed renovation and restoration of an historic building with a budgeted approximately \$4m*

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- *The renovation works will be completed by a local contractor, Campbell Constructions, and a letter from this company confirms that all staff required for the work will be employed from local people;*
- *No signage advertising the gaming on, or visible from, Station Street;*
- *Introduction of function areas, with different configurations possible. Function facilities are lacking in Koo Wee Rup and this application addresses that.*
- *Proposed community benefit cash donations of \$100k per annum for the period of EGMs operating in the Hotel, distributed across several community groups and sporting clubs in the local area;*
- *Proposed community benefits in-kind at an estimated \$98k cash equivalent in the form of free entertainment, free function room hire and meal subsidies;*
- *Increased local employment opportunities with an additional 9 FTE and 5 FT roles to be created. It is estimated that 90% of new staff will reside in the Cardinia area. Despite the long term effects of COVID still to be fully understood, it is anticipated that unemployment in the area will undoubtedly rise due to the lengthy closedown period of businesses during 2020 and as such, additional employment opportunities are a greater benefit in these uncertain times;*
- *Improved entertainment options for a rural location, offering a gaming venue for those residents who wish to gamble responsibly, and removing the need to travel in excess of 10km to the nearest gaming venue. In addition to the expansion of non-gaming facilities.*

Disbenefits

- *Introduction of a gaming venue to a town which currently does not have gaming machines, posing a potential risk to problem gamblers who currently have to travel if they wish to play EGMs; However, it is noted that gaming machines are already available in the LGA, as it is recognised that the test is a municipal one.*
- *Proximity to supermarket retailing;*
- *Potentially negative community attitude.*

*It is my professional opinion that, should all of the proposed works and proposed community contributions programs be implemented, the introduction of 40 EGMs to the Royal Hotel will result in an overall **net benefit** to the Koo Wee Rup community.*

Overall, the conclusion is that, were this application to prove successful, the result would be that the Hotel would provide alternative entertainment options, with a new gaming lounge, café and much-needed function spaces in the town, which would otherwise be sought elsewhere leading to a “leakage” of spending out of the township of Koo Wee Rup. The location is appropriate given it is at the western end of the activity centre, with no visible signage on Station Street to indicate the presence of the machines. Access to the gaming lounge will be via a café off Moody Street, thus ensuring that patrons make a conscious decision to enter the lounge.

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Land zoning further supports the location, given that as a Mixed Use site, the Hotel is not located within the commercially zoned area of the main activity centre.

4.7 Other Considerations

4.7.1 Clause 52.06 – Carparking

The purposes of this clause are:

- *To ensure the provision of an appropriate number of car parking spaces having regard to the demand likely to be generated, the activities on the land and the nature of the locality.*
- *To support sustainable transport alternatives to the motor car.*
- *To promote the efficient use of car parking spaces through the consolidation of car parking facilities.*
- *To ensure that car parking does not adversely affect the amenity of the locality.*
- *To ensure that the design and location of car parking is of a high standard, creates a safe environment for users and enables easy and efficient use.*

A permit is required to:

- *Reduce (including reduce to zero) the number of car parking spaces required under Clause 52.06-5*

Pursuant to Clause 52.06-2 carparking must be provided for a new use, if the floor area of an existing use is increased or if the measure specified in Table 1 is increased.

Response:

As a result of this proposal the uses offered by the venue will change and as such the onsite parking demand will change. New uses will be the Function and Gaming areas as well as the café and community hub, which offers free access to computers and the internet for patrons of the Hotel, which will also provide full access to RSG resources. Some of these uses are within the existing building footprint and may result in less parking provisions. Existing uses being replaced include the existing upper level accommodation and office areas.

The net floor area increase for the gaming lounge is also a factor, but it is noted that the range of uses within the existing floor area have also changed as a result of the proposal. Some of these uses ease the requirement for parking provision and others add to it. As such, a full traffic engineering and parking assessment has been commissioned to establish the current and proposed parking requirements for the proposed use of the venue.

According to the report provided by O'Brien Traffic, it was determined that there are currently 67 spaces on the subject site, with a further 56 on-street parking available

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in Moody Street. This provides a total of 123 spaces. O'Brien Traffic commissioned a survey of the utilisation of the above spaces at half hourly intervals on the following days and times.

- Friday 13 March 2020 from 6.30 pm – 8.30 pm; and
- Saturday 14 March 2020 from 6.30 pm – 8.30 pm.

This coincided with the busiest trading periods as identified by the Hotel operators. The results of the survey indicate that a minimum of 65 spaces were vacant during these busy periods, which included 35 vacant spaces in the Hotel carpark, suggesting that there is ample parking available at present.

The proposal will see the creation of an additional parking space on the subject carpark and due to the closure of the access lane to the bottle shop, effectively an additional on-street space will also be created. Nett increase = 2 spaces. The following is an assessment of the Planning Scheme requirements for parking based on conservative estimates of patrons by O'Brien Traffic:

Table 2: Carpark requirements according to O'Brien Traffic

USE	SIZE	PLANNING SCHEME PARKING RATE	CAR PARKING REQUIREMENT
Gaming room (Gambling Premises)	40 patrons (146m ²)	0.4 spaces to each patron permitted	16 spaces
Café (Food & Drink Premises)	53m ²	4 spaces to each 100m ² of leasable floor area	2 spaces
Function rooms (Place of assembly)	150 patrons (201m ²)	0.3 to each patron permitted	45 spaces
TOTAL			63 SPACES

Other factors to consider include: *The first floor of the hotel (currently vacant) comprised 13 accommodation rooms that would have exerted some car parking demand.*

Therefore, the calculated absolute peak demand for parking, according to calculations undertaken by O'Brien Traffic is:

- (25 gaming room) + (10 café) + (150 function room)
- x 0.3
- = 56 additional spaces (rounded up).

It is based on this calculation that it can be submitted that the existing parking available in the Hotel carpark is sufficient to cover present and future requirements and that a parking dispensation for reduced spaces is appropriate. This is based on the survey data of existing parking usage, the availability of nearby on-street parking

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and the current unused status of the upper floor, which would have featured in the original calculation of parking requirements.

With regards to the potential impact of additional patronage of the Hotel on the surrounding street uses:

- *The only significant change in terms of traffic generation is that associated with use of the function space (replacing former accommodation rooms).*
- *Peak use of the function space would typically occur in the evening late in the week and on weekends. This does not coincide with the traditional on-road peak hours - noting that existing traffic volumes are low by metropolitan standards.*
- *Further, much of the associated parking demand would be accommodated by street parking located up to 200m walk from the site i.e the parking would be dispersed and hence so too would the associated traffic generation.*

O'Brien concludes *It follows that the proposal would have no significant adverse impact on the safety and operation of the surrounding road network.*

It is therefore submitted that there are no parking or traffic related grounds to prevent the proposed alterations and additions to the Hotel proceeding.

4.7.2 *Clause 52.27 – Licensed premises*

The purposes of this clause are:

- *To ensure that licensed premises are situated in appropriate locations.*
- *To ensure that the impact of the licensed premises on the amenity of the surrounding area is considered.*

The clause requires a planning permit if:

- *A licence is required under the Liquor Control Reform Act 1998.*
- *A different licence or category of licence is required from that which is in force.*
- *The hours of trading allowed under a licence are to be extended.*
- *The number of patrons allowed under a licence is to be increased.*
- *The area that liquor is allowed to be consumed or supplied under a licence is to be increased.*

The decision guidelines provided within this Clause are listed as follows:

- *The Municipal Planning Strategy and the Planning Policy Framework.*
- *The impact of the sale or consumption of liquor permitted by the liquor license on the amenity of the surrounding area.*
- *The impact of the hours of operation on the amenity of the surrounding area.*
- *The impact of the number of patrons on the amenity of the surrounding area.*
- *The cumulative impact of any existing licensed premises and the proposed licensed premises on the amenity of the surrounding area*

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Response – Licensed Premises:

The existing use of the venue as a licensed premises is established. The extension of floor plan to the rear and the introduction of the function rooms on the upper level will see a new red line plan, as indicated in Figure 6 earlier in this report.

In response to the decision guidelines included within the Clause:

- It is considered that the proposal is generally consistent with the relevant provisions of the Municipal Planning Strategy and the Planning Policy Framework as discussed in sections above;
- The site is an established entertainment venue and the changes to the venue are relatively minor, with no significant new noise sources to be created.
- It is considered that there will not be any significant cumulative impacts on the amenity of the surrounding area, given the venue is existing.

It is noted that a permit is triggered for the proposed change in the number of patrons permitted on the current liquor license. It is important to note that the application does not seek permission to introduce a new licensed venue to Koo Wee Rup nor will the change in licensing result in any adverse amenity impacts, with appropriate Hotel management experience ensuring that patrons will respect the neighbourhood when leaving the site. Noise mitigation measures in the gaming room will also lessen noise impacts on neighbours and other patrons of the Hotel. A modest increase to the maximum number of patrons permitted is now sought, following a detailed analysis of the subject site by Checkpoint, Building Surveyors. Their advice concluded:

A total population (BCA permitted)

- *of up to 515 persons per floor is permitted for the proposed ground floor licensed premises.*
- *of up to 200 persons per floor is permitted for the proposed first floor licensed premises.*

Despite the advice that the venue is capable of accommodating 715 patrons over both floors, the client now seeks to amend the Liquor License to 400 patrons maximum in line with its business case. Parking for 400 patrons is available on site and will not impact neighbouring properties. It is noted that there is currently no planning restriction on patron numbers at the Hotel and it is not considered necessary for a planning permit to include any restriction.

It is submitted that the proposed works are completely in accordance with Clause 52.27 and can be supported by Council.

4.7.3 Clause 52.34 – Bicycle Facilities

The purposes of this clause are:

- *To encourage cycling as a mode of transport.*

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- *To provide secure, accessible and convenient bicycle parking spaces and associated shower and change facilities.*

Before the floor area of an existing use is increased bicycle facilities must be provided.

Response:

It is submitted that the changes to the venue will not generate a demand for additional bicycle parking.

4.8 Clause 65 – Decision Guidelines

Response:

As outlined throughout this report, the proposal is consistent with the relevant requirements of the Cardinia Planning Scheme, across various objectives and decision guidelines within the Planning Policy Frameworks, the zone, overlay and other provisions throughout the Scheme and Act.

The Royal Hotel is a well-respected community venue that caters for the social and entertainment needs of residents and tourists within Koo Wee Rup. The proposed development will provide alternative forms of entertainment within the venue and provide the opportunity for the Applicant to contribute to financial and in-kind support to local sporting and community groups.

The introduction of 40 EGMs into the venue is considered to have some key positive social and economic benefits, such as community contributions, greater entertainment choices provided to locals and tourists, increased employment opportunities at the venue and enhancement of the venue through new entertainment options for varying age groups.

The proposed buildings and works are considered to have a positive impact on the local community by providing enhanced facilities for all to enjoy. From a planning perspective, the works at the venue will restore some of the splendour that the Royal Hotel previously had and offer a much-needed function area for the local community to use. The introduction of a sensitively designed new entrance to the new café and the provision of a community hub will increase the appeal to families and younger generations, whilst the gaming lounge will offer access to gaming machines for people who wish to gamble responsibly and who would otherwise have to travel approximately 15km to Pakenham or other areas in order to play.

The proposal has adequately considered the amenity of the surrounding area and there are no detrimental impacts caused as a result of this application. The venue will continue to be managed responsibly with a key focus on existing RSA. The introduction of a gaming component will be responsibly managed, with all key staff

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to be fully RSG trained and the recommendations of the RSG expert to be implemented into the design of the gaming room.

In conclusion, the location of the Hotel is appropriate for the installation and use of gaming machines because:

- it provides the opportunity for people who wish to gamble responsibly with the facilities to do so in the town, without having to travel considerable distances to do so;
- every effort is being made by the Applicant to ensure that the proposed gaming room meets current RSG measures;
- there will be no advertising signage for the gaming that may encourage impulse gamblers to be distracted from their daily chores;
- the site is proximate to the activity centre, without being amongst it, providing access to gaming machines that are not necessarily convenient;
- the proposed design of the external works reflect the character style of the building and will enhance the ambiance of the venue;
- the location of the gaming room to the rear of the building is discreet and will not impact on the other uses of the Hotel, through strategic positioning of screening and acoustic measures in the construction of the room.

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5 Conclusion

As detailed in this application there is strategic justification to provide for the proposed amendments to the Royal Hotel as a result of the Applicant becoming the new venue operator.

The following key conclusions can be drawn from the above analysis:

- The proposal supports the objectives of the Planning Policy Framework;
- The proposed use and proposed development are consistent with the zoning and the applicable particular provisions of the Planning Scheme;
- The proposed development will provide patrons of the venue alternative entertainment experiences which, in turn, will enable the venue to support the community, schools and sporting clubs;
- The land is zoned Mixed Use which allows for this particular use;
- The parking availability, both in the carpark and in the surrounding streets has been assessed by O'Brien Traffic to be sufficient for the present and anticipated future demand, so a dispensation for the reduced parking is appropriate;
- Additional patronage of the Hotel is not expected to cause any significant impact on adjacent road usage;
- A variation to the maximum patrons allowed on the liquor license is sought in accordance with advice received from the Client. A maximum of 400 patrons will replace the existing 262 patrons capacity;
- The introduction of 40 EGMs to the venue is considered to result in a net positive social and economic impact as outlined in the attached SEIA;
- The development provides for the implementation of appropriate RSG measures as required;
- The proposed built form and design features are responsive to the heritage character of the Hotel and in particular, the entrance off Moody Street, which has been designed to reflect the style of the existing Hotel façade. The location of the entrance to the gaming room is tucked away towards the rear of the building and is not highly visible from Station Street and hence will lessen the risk to convenience gamblers. The proposed design has been deemed appropriate by a recognised conservation consultant;
- It is submitted that the success of the application will bring a community benefit with no detrimental impacts to any nearby buildings or residents.

The Applicant is committed to changes to the proposed venue for the benefit of the local community and in accordance with Council's requirements. They are motivated and prepared to commence immediately, and as such look forward to working in conjunction with Council's team to expedite this project as a matter of priority.

Nick Anderson
NBA Group Pty Ltd

SOCIAL & ECONOMIC IMPACT ASSESSMENT

**VCGLR Application for 40
EGMs to be operated from
the
Royal Hotel, Koo Wee Rup**

Date: December 2020



SEIA REPORT

Royal Hotel, Koo Wee Rup

NBA Group

Offices: 10 Dawson Street, Sale
156 Commercial Rd, Morwell

Document Status

Version	Date	Description	Prepared By
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SEIA REPORT

Royal Hotel, Koo Wee Rup

Abbreviations & Definitions

The following abbreviations and definitions are used throughout the body of this report:

ABS	Australian Bureau of Statistics
Decile	A tenth of the data represented. The first decile is the lowest 10% of the data range
Destination Venue	One that encourages a pre-determined decision to gamble, making it less likely that problem gamblers will attend venues on impulse alone. Generally located away from everyday activities, thus avoiding the “ant-trail” mentality which suggests that having to pass a venue en route to a daily task would more likely cause impulsive or convenience gambling
EGM	Electronic Gaming Machine
Expenditure	The total amount lost by players
LGA	Local Government Area; a geographical area under the responsibility of a local government council. There are 80 LGA’s in Victoria
Municipal Cap	Maximum permissible number of gaming machine entitlements within a municipality
PGSI	Problem Gambling Severity Index; created by Ferris and Wynne 2001. A nine-item index, the first four of which assesses problem gambling behaviors, the next five of which assess adverse consequences of gambling. Scores are allocated per item between 0 to 3 with 3 being most problematic.
Regional Cap	Maximum permissible number of gaming machines within a subset of the municipality
RSA	Responsible Service of Alcohol
RSG	Responsible Service of Gaming
SA1	Statistical Areas 1; SA1s have generally been designed as the smallest unit for the release of census data. SA1s have a population of between 200 and 800 people with an average population size of approximately 400 people
SA2	Statistical Areas 2; area based on officially gazetted State suburbs and localities, defined by the ASGS to replace SLA’s. For the 2016 Census, there 454 SA2s in Victoria. SA2s replace the previous SLA, Statistical Local Area
SEIFA	Socio-Economic Indexes For Areas
Transferred Expenditure	Expenditure transferred from other venues
VCGLR	Victorian Commission for Gambling and Liquor Regulation
VSW	Venue Support Worker

SEIA REPORT

Royal Hotel, Koo Wee Rup

Executive Summary

1. I, Nick Anderson, have been engaged by KWR Hotels Pty Ltd (**the Applicant**) to review the social and economic impacts of the installation of 40 EGMs to the Royal Hotel, Koo Wee Rup.
2. I have predominantly taken instructions in this matter from Mr. Francis Deegan, the coordinator of the group's hospitality operations and director of the group. Mr. Deegan manages the Cardinia Park Hotel in Beaconsfield and has worked in several other hospitality and gaming venues over his career.
3. The Hotel falls within broader corporate group that include the Cardinia Park Hotel, Central Hotel in Beaconsfield, and Gumbuya World in Tynong, as well as numerous commercial and industrial holdings throughout the Shire. Each of the hospitality venues are well regarded as providing important social and entertainment destinations for the local population and surrounding area, as well as being a significant local employer.
4. Since purchasing the Royal Hotel in October 2014, the Applicant has undertaken considerable renovations to the bar and bistro areas at a cost of almost \$1m. Menu upgrades, enhanced quality of venue fixtures and fittings, and the employment of additional staff throughout the venue has seen a considerable increase in the popularity of the Hotel with local residents.
5. The intent of the Applicant is to continue the perception of the Hotel as the key social meeting place and bistro within the township. To achieve this, the Hotel seeks to provide patrons with a broader range of entertainment facilities attracting the local population, including new residents to the area, and traffic passing through Koo Wee Rup en route to popular tourist spots in South Gippsland. The intent is to undertake substantial renovations at a significant cost of \$4m to incorporate a gaming lounge and upstairs function area, providing a space for live entertainment and community gatherings, include a new café, and a community hub, which will provide access to learning & development resources (library) as well as offering internet and computer usage.
6. The Applicant is acutely aware of the local heritage significance of the Hotel, and intends to see it maintained and restored in such a way so as to continue to fulfil its role to the local population as a significant landmark and entertainment venue in the township. The substantial renovation and restoration will form part of a significant investment by the Applicant, with the projected additional revenue expected to assist in the expansion of the Hotel to uphold its reputation as the recreational and social hub in the township.

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Royal Hotel, Koo Wee Rup

7. The Hotel is appropriately located at the edge of the commercial activity area of the town and is not located on any 'ant trail'.
8. Care has been taken to ensure that the addition of gaming facilities to the Hotel will not result in impulsive or convenience gaming. This has been appropriately considered with the design proposing entry to the gaming room off Moody Street. Access to the gaming room will not be evident from Station Street, and no signage on Station Street will indicate the presence of the gaming room.
9. Of significant note, Planning Permit T950377 (issued in 1995) and the Plans endorsed under this, provided planning permission for the Royal Hotel to be used as a Hotel, including gaming facilities. Whilst it is acknowledged that the 1995 Planning Permit was never actioned and consequently has since lapsed, it is relevant that the Hotel was previously approved as a gaming venue for the purpose of EGMs, and currently operates as a gaming venue for TAB wagering.
10. The Applicant is an experienced provider of Responsible Service of Gaming (RSG). The operators have an excellent track record, evident by the successful management of other gaming venues such as Cardinia Park Hotel, and will ensure gaming staff maintain suitable and current qualifications in alignment with RSG practices.
11. The Applicant has engaged Leigh Barrett and Associates at Cardinia Park and will do so at the Royal to undertake regular independent audits of RSG.
12. The Applicant has had limited opportunity to contribute financially to community causes, given the expenditure involved in the restoration of the Hotel to date. However, since taking over the Hotel the current operators have demonstrated their commitment to local not-for-profit groups through their community contributions at Cardinia Park Hotel, cash and in-kind donations within Koo Wee Rup, and through sponsorship of local football and netball clubs. As locals, the Applicant is aware of the importance of non-for-profit groups to the local community and the valuable connections that come from involvement in these groups.
13. The Applicant is supportive of the benefits provided by services that promote community health and wellbeing. Such groups include LifeChanger, and the Koo Wee Rup Football and Cricket clubs. The Hotel has already made approaches to members of these organisations to offer financial support, if in future it is in a position to do so, noting that there is a recognised potential link between the lack of social connectedness and problem gambling. The proponent is aware that these non-for-profit groups are seeking funds to support club operations and has undertaken to contribute \$100k per annum in cash donations should the application prove successful.

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Royal Hotel, Koo Wee Rup

14. Whilst the addition of EGMs to the Hotel will be the first introduction of EGMs in Koo Wee Rup, it must be noted that residents already have access to several venues in the municipality and surrounding areas given Koo Wee Rup's close proximity to Pakenham. Given the inevitable urban expansion forecast within the Cardinia Shire and Koo Wee Rup itself, it makes good planning sense that gaming machines are not solely concentrated within the key growth corridor of Pakenham, Officer and Beaconsfield.
15. Given the quality of the proposed plans, the design of the renovation (specifically the proposed access off Moody Street and no advertising signage of the machines on Station Street), and the historical relevance of the Hotel within the community, a gaming room is considered to be a suitable complementary recreational activity that forms part of a more diverse offering of services at the Hotel. The revenue will help finance the renovation at an estimated cost of \$4m and ensure a key landmark of the town can be restored.
16. The Cardinia Shire municipality has an EGM limit of 573, an increase of 115 EGMs on the previous limit of the area prior to the review in 2017. The increase is likely attributed to meet the cumulative demand from a growing population. There are currently 5 gaming venues with 325 EGMs installed, which is 248 below the number permitted.
17. The number of EGMs per 1000 adults in the Cardinia Shire in 2018-2019 was 3.98, 17% lower than the 4.81 for Metropolitan Melbourne. This application proposes to introduce 40 EGMs to the LGA, seeing an increase in the number of EGMs to a total of 365, which at a density of 4.47 is still below the Metropolitan average. It is reiterated that the Cardinia Shire area is forecast for considerable growth over the next 25 years. As such, EGM density will decrease as the population steadily increases over this period.
18. Average EGM expenditure was \$349.46 per adult in Cardinia Shire as of June 2019, which is noted as being significantly lower than the Metropolitan average of \$536.30 for the same period.
19. A financial analysis undertaken by Tim Stillwell of Shinewing Australia Pty Ltd has demonstrated that the introduction of 40 EGMs into the Royal Hotel will result in an approximate expenditure at the Hotel of between \$1,317,942 and \$1,576,475 in the first twelve months of operation. It is estimated that 25% of this expenditure will be transferred from existing venues within a 10km radius of the Hotel. As such, the net new expenditure for the first twelve months of operation of the new EGMs will be between \$988,457 and \$1,182,356. Extracts from the report are attached at Appendix 8.
20. In summary, the potential impacts of this application have been assessed and the resultant benefits and disbenefits, should it be approved, are as follows:

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Royal Hotel, Koo Wee Rup

Benefits

- Proposed renovation and restoration of an historic building with a budgeted labour cost of approximately \$4m
- The renovation works will be completed by a local contractor, Campbell Constructions, and a letter from this company confirms that all staff required for the work will be employed from the local population;
- No signage advertising gaming will be on, or visible from, Station Street;
- Introduction of function areas, with different configurations possible. Function facilities are lacking in Koo Wee Rup and this application addresses that.
- Proposed community cash donations of \$100k per annum for the period of EGMs operating in the Hotel, distributed across several community groups and sporting clubs in the local area;
- Proposed community benefits in-kind at an estimated \$98k cash equivalent in the form of free entertainment, free function room hire and meal subsidies;
- Increased local employment opportunity with an additional 9 FTE and 5 FT roles to be created. It is estimated that 90% of new staff will reside in the Cardinia area. Although the long term effects of COVID are yet to be fully understood, it is anticipated that unemployment in the area will rise due to the lengthy closedown period of businesses during 2020 and as such, additional employment opportunities are a greater benefit in these uncertain times;
- Improved entertainment options for a rural location, offering a gaming venue for those residents who wish to gamble responsibly, and removing the need to travel in excess of 10km to the nearest gaming venue. This is in addition to the expansion of non-gaming facilities.

Disbenefits

- Introduction of a gaming venue to a town which currently does not have gaming machines, posing a potential risk to problem gamblers who currently have to travel if they wish to play EGMs; However, it is noted that gaming machines are already available in the LGA, as it is recognised that the test is a municipal one.
- Proximity to supermarket retailing;
- Potentially negative community attitude.

21. The potential disbenefits associated with introducing gaming to a non-gaming venue and township may see some community opposition, with increased access to gaming in their town adding risk to problem gambling and social disbenefits to community wellbeing. There are however factors that can, and

SEIA REPORT

Royal Hotel, Koo Wee Rup

in the case of this application *do*, reduce the risk of such potential disbenefits; the size and design of the gaming room including screening and noise attenuation measures, the significant experience of the Applicant, the implementation of RSG by an experienced operator and independent RSG audits by LGA, among other measures. Despite these, the risk of a marginal increase of problem gambling cannot be completely mitigated or ignored.

22. The benefits and disbenefits of the application are weighted in the Table A below, to which more detail is given in Section 9 of this report.

Table A | Summary of the Social and Economic Benefits and Disbenefits

Economic Benefits	Weight Given (Significant/Moderate/Low)
Capital Works	SIGNIFICANT
Supply Contracts	LOW
Complementary Expenditure	LOW
Employment Creation	MODERATE
Increased Gaming Competition	LOW
Non-problem gambling expenditure	LOW to MODERATE
Community Contributions	MODERATE
Social Benefits	
Additional services and facilities	MODERATE
RSG Measures and Services	MODERATE
Increased opportunity for those who enjoy gambling responsibly	LOW
Community Contributions (social benefit)	MODERATE
Contravention of Council Policy	NIL to LOW
Economic Disbenefits	Weight Given (Significant/Moderate/Low)
Diversion of Trade	LOW
Problem gambling & gambling related harm	LOW
Social Disbenefits	
Possible increase of incidence and impact of problem gambling	LOW
Increase in EGMs and a Gaming Venue to the municipality	LOW

23. The impact of the COVID-19 pandemic places some additional uncertainty on the socio-economic climate within the Cardinia Shire and the town of Koo Wee Rup. The impacts are unknown at this point; the pandemic is ongoing and lockdown periods mean that 'normal' activity has been restricted for an indefinite period. EGM gaming operation has only recently recommenced on a scaled-back level in accordance with the stringent Covid-19 protocols applied to the hospitality industry. It remains to be seen if persons who traditionally play EGMs have stopped gambling, significantly decreased gambling activity, or chosen to partake in online gambling options. There is no reliable evidence of these trends this early in the process post-lockdown in Victoria. Irrespective, the proposed machines will not be installed until August 2022 by which time

SEIA REPORT

Royal Hotel, Koo Wee Rup

the effects of the pandemic are likely to have subsided. The Applicant will proceed with the works if the application is approved.

24. It is my professional opinion that, should all of the proposed works and proposed community contributions programs be implemented, the introduction of 40 EGMs to the Royal Hotel will result in an overall **net benefit**, both social and economic, to the Koo Wee Rup community.

Nick Anderson
Managing Director
NBA Group Pty Ltd

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Appendices

Appendix 1 – Curriculum Vitae

Appendix 2 – Photographs, Existing Floor Plans & Permits

Appendix 3 – Proposed Concept Plans

Appendix 4 – RSG Compliance Assessment of Proposed Plans

Appendix 5 – Letters and Emails of Support

Appendix 6 – Proposed Staffing Roster

Appendix 7 – Demographic Analysis

Appendix 8 – Bistro Patron Survey Results and Pedestrian Counts

Appendix 9 – Extracts from Shinewing Australia Expenditure Report

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Royal Hotel, Koo Wee Rup

1 Introduction

25. The Royal Hotel (the Hotel) is located at 96-100 Station St, Koo Wee Rup in the municipality of Cardinia Shire. The Hotel is located on the corner of Station Street and Moody Street and as such has frontage to both streets.
26. Built in 1915, the Hotel is a prominent historic building in the town of Koo Wee Rup, a smaller township bordering the southern-most boundary of the Cardinia Shire.
27. The Applicant purchased the business and freehold of the Hotel in October 2014 and has since undertaken extensive refurbishments, improving the bistro and bar areas at a cost of an estimated \$1m. Comments on a social travel networking website have describes the improvements to the Hotel since being purchased as:

A family run establishment in Koo Wee Rup, the entire hotel has had a very lovely makeover, making the Bistro area larger and extremely comfortable. All of the Staff are welcoming, helpful and friendly, and the food is delicious, hearty and very well proportioned. (Tripadvisor – July 2017)

28. This application seeks to have the Hotel approved as suitable to operate 40 gaming machines. The Gambling Regulation Act 2003 (Section 3.3.7) states for a proposed new gaming venue:

(1) The Commission must not grant an application for approval of premises as suitable for gaming unless satisfied that—

- a) *the applicant has authority to make the application in respect of the premises; and*
- b) *the premises are or, on the completion of building works will be, suitable for the management and operation of gaming machines; and*
- c) *the net economic and social impact of approval will not be detrimental to the well-being of the community of the municipal district in which the premises are located.*

29. The purpose of this report is to ascertain whether the net economic and social impacts of this application on the well-being Cardinia Shire will be positive, negative or neutral in accordance with subparagraph (c) above. The Act requires that there be **no net detriment**. This report will address each of these considerations to assist the Commission in making its assessment of the application.

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30. In considering this application as satisfying the requirements to ensure no net detriment, the following factors have been addressed:
- Location and operation of the venue and the range of services provided;
 - Layout and design of the proposed development, with a particular emphasis on the RSG Best Practice;
 - The experience of the Applicant in the operation of hospitality and in particular gaming venues;
 - Social and economic influences, including the SEIFA index;
 - Existing EGMs: numbers, location and expenditure in the Shire;
 - Problem gambling and RSG measures; and
 - Municipal characteristics and policies.
31. The Applicant believes that the introduction of 40 EGMs to the venue will enhance patron experience and enjoyment, whilst generating revenue to undertake a redevelopment of the Hotel and allowing the Hotel to offer funding to local community and sporting groups.
32. On initial inspection of the Hotel in July 2019 I met with Francis Deegan, part-owner and Director of the Applicant, Ray Weinzerl, part-owner, and Michael Ward, the Hotel Manager. I have since attended the premises on several occasions in the preparation of this report.
33. Financial analysis undertaken by Tim Stillwell of Shinewing Australia Pty Ltd estimates that the first twelve months of operation of the 40 EGMs will generate between \$1,317,942 and \$1,576,475 expenditure at the Hotel. Some 25% of this transferred from venues in the surrounding area, leading to an expected new expenditure of between \$988,547 and \$1,182,356 in the first twelve months of operation.
34. Appendix 1 offers a copy of my Curriculum Vitae to this submission, outlining my experience and qualifications in these and other planning and gaming matters.
35. All the enquiries I deem to be necessary and appropriate to this application have been made, no matters of significant relevance have, to my knowledge, been omitted.

1.1 Facts, Matters and Assumption

36. In forming the opinions contained in this report, I have addressed the following facts and assumptions;
- Cardinia Shire Council Website: profile.id and forecast.id statistics;

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- Koo Wee Rup Township Strategy, November 2014;
- Cardinia Shire Council Planning Policy Framework – Clause 52.28;
- Clause 22 Gaming Policy, adopted into the planning scheme in 2016;
- Cardinia Shire Housing and Social Housing Strategies;
- Statistical information from the ABS website including SEIFA Indexes;
- The Economic Impact of Gambling National Institute of Economic and Industry Research;
- VCGLR information;
- Decisions by the VCGLR for EGM applications in the Cardinia LGA;
- Leigh Barrett & Associates RSG Report;
- Gaming Expenditure Analysis by Tim Stillwell of Shinewing Australia Pty Ltd;
- Client witness statements;
- Various gambling studies including but not limited to:
 - *EGM Environments That Contribute to Excess Consumption and Harm* by Rockloff, M, Thorne, H, Goodwin, B, Moskovsky, N, Langham, E, Browne, M, Donaldson, P, Li, E & Rose, J published in November 2015;
 - *Victorian Population Gambling and Health Study (2018-19)*;
 - *Victorian Competition and Efficiency Commission 2012, Counting the Cost: Inquiry into the Costs of Problem Gambling, final report, December. Destination Gaming: Evaluating the benefits for Victoria 2008*;
 - *The impact of the COVID-19 shutdown on gambling in Australia*, The University of Sydney (August 2020)
 - *Problem Gambling and Family Violence in Help-Seeking Population: Cooccurrence, impact and coping*, dated 4 November 2016.
- Various COVID-19 reporting and research data.

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2 Location and Venue Operations

2.1 Location

37. The subject property known as the Royal Hotel is located at 96 -100 Station Street, Koo Wee Rup, within the Cardinia Shire municipality, 73 km south east of Melbourne. The Hotel is situated on the corner of Station Street and Moody Street, within a mix use zone within the Koo Wee Rup Township.

Figure 1| Location of the Royal Hotel



Source: Google Maps

2.2 Facilities at the Hotel

38. The Hotel currently offers the following facilities:
- Bistro;
 - Bar and TAB;
 - Drive through bottle shop;
 - Live entertainment (weekends only);
 - First floor in state of disrepair and not currently in use.

2.3 Previous Permits

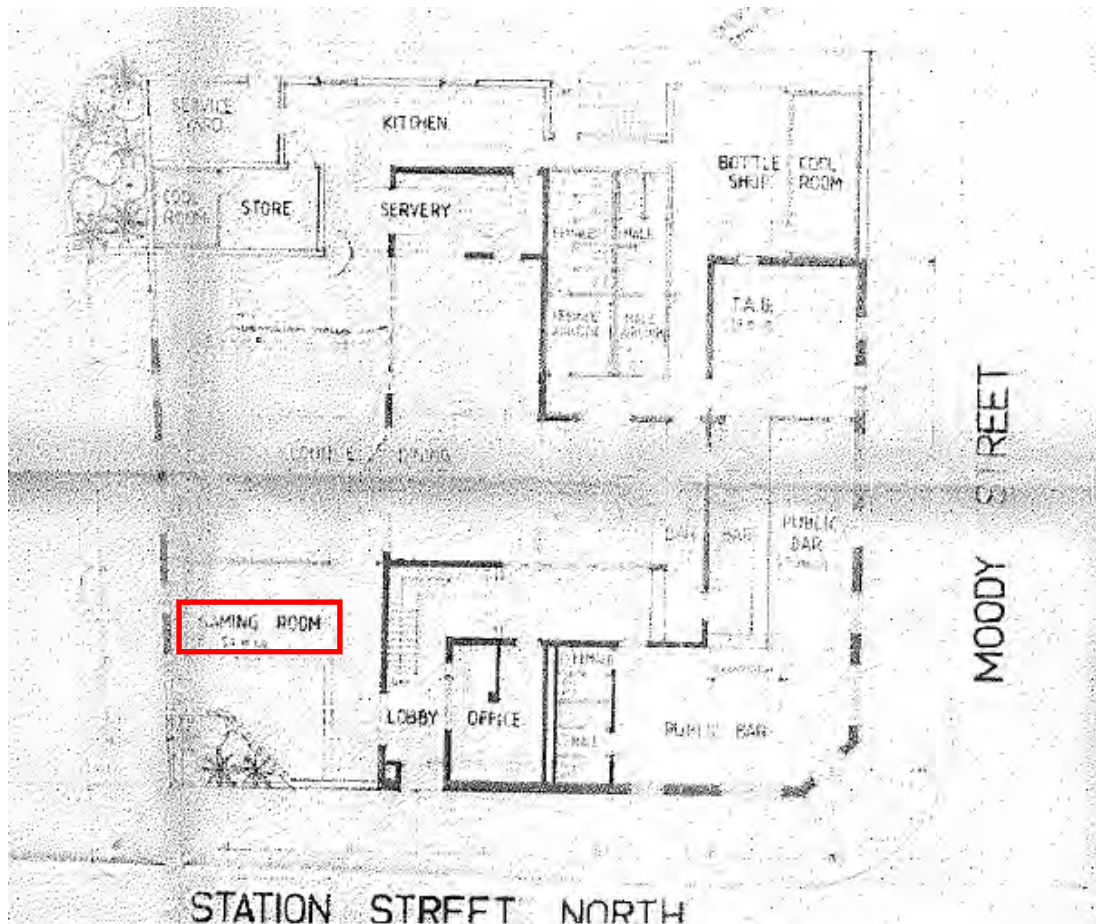
39. Historically, Planning Permit T950377 (issued in 1995) and the plans endorsed under this permit, gave permission for the Royal Hotel to be used as a Hotel with the inclusion of gaming facilities.

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- 40. It is acknowledged that the 1995 Planning Permit was never actioned and that consequently this permit has lapsed.
- 41. The image below is taken from the plans in the endorsed 1995 planning permit, in which the gaming lounge was to be situated towards the front of the building facing Station Street.
- 42. It is acknowledged that since the issue of this permit, additional planning controls have been introduced for the location of gaming venues and the placement of gaming rooms within a venue. It is significant to note however, that it was previously deemed appropriate for the Hotel to operate as a gaming venue for the purposes of EGMs, and that the Hotel already operates as a gaming venue for the purposes of a TAB.

Figure 2] Endorsed plans under planning permit T950377 indicating location of the previously approved gaming room to front Station Street



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2.4 Recognition and Awards

43. The Hotel has been recognised for its quality of service and commitment to the community, achieving a finalist position for the following AHA State Awards:
- Best Public Bar – Regional;
 - Best Pub TAB – Regional; and
 - Heart of the Community – an award created to recognise the vital role the Hotel plays in the local community.
 - In 2018, Francis Deegan was awarded AHA emerging leader.

2.5 Local Employment

44. The Hotel currently employs 24 staff on a full-time and casual basis.

2.6 Hours of Operation

45. Currently, the Royal Hotel is licensed for the service of alcohol from:
- Monday to Saturday from 7am to 1am;
 - Sunday from 10am to 11pm; and
 - Anzac Day and Good Friday from Noon to 1am.

These modest trading hours are not proposed to change as part of this application.

2.7 Internal Photographs of the Hotel

Image 1| Bistro Area



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Royal Hotel, Koo Wee Rup

2.8 External Photographs of the Subject Site

46. The Royal Hotel is an iconic building, featuring prominently in literature and historical documents for the township of Koo Wee Rup. As seen in the image below, the Hotel's façade is striking and typical of a turn-of-the-century building.

Image 2| Front of Venue



47. The rear of the Hotel offers ample parking, with access to the Hotel available from the car park and Moody Street, to the east of the venue. Image 3 and 4 are a view of the rear carpark area taken from within the Hotel and from Moody Street. The carpark is large, fully sealed, well landscaped and has multiple access points, including an entrance and exit onto Moody Street.

Image 2| Rear of venue looking at car park



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Royal Hotel, Koo Wee Rup

Image 3/ View of carpark viewed from Moody Street



48. In preparing this report and reaching my conclusions I have carefully considered the appropriateness of the location for the introduction of gaming machines.
49. It is acknowledged that the large supermarket retailer Woolworths is diagonally opposite the Hotel, posing a potential risk for impulsive gamblers. In terms of mitigating factors it is observed that:
- The supermarket has its own self-contained car parking;
 - The supermarket is on the opposite side of a reasonably busy road;
 - There are no day to day retail land uses on the same side of the road as the Hotel ensuring there is no 'ant trail'. The supermarket land use is very much 'self-contained';
 - The Hotel is also self-contained in terms of the provision of a large car park;
 - Despite the presence of the pedestrian ramp outside the supermarket that leads directly to the pedestrian crossing in front of the Hotel, very few people (0.1% of those surveyed) crossed the road to attend the Hotel during the survey periods;
 - The new gaming room will not be advertised on Station Street or where it may be seen from the Woolworths shopping facility.
50. The location of a gaming venue should allow those who wish to gamble in a responsible manner to do so, without promoting convenient or unplanned gambling. In short, it is submitted that a customer of the supermarket would still need to make a conscious decision to attend the Hotel.

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Image 4| Location of the Hotel relative to the supermarket



Image 5| Car parking facilities for Woolworths.



2.9 Surrounding Context

51. Businesses to the west of the Hotel include a motel, two takeaway food venues, light industrial uses such as a building supplier and timber yard, along with older residential dwellings, of which none are considered as 'everyday convenience shopping'. It is therefore suggested that The Hotel is not en route to everyday shopping, as the majority of retailers and sensitive land uses are located to the east of the venue.
52. As can be seen in the following aerial images, there are some non-residential land use areas to the west of the Hotel. Most of the residential areas located to the east and south, suggesting town residents would generally not pass the Hotel on their way to such places.

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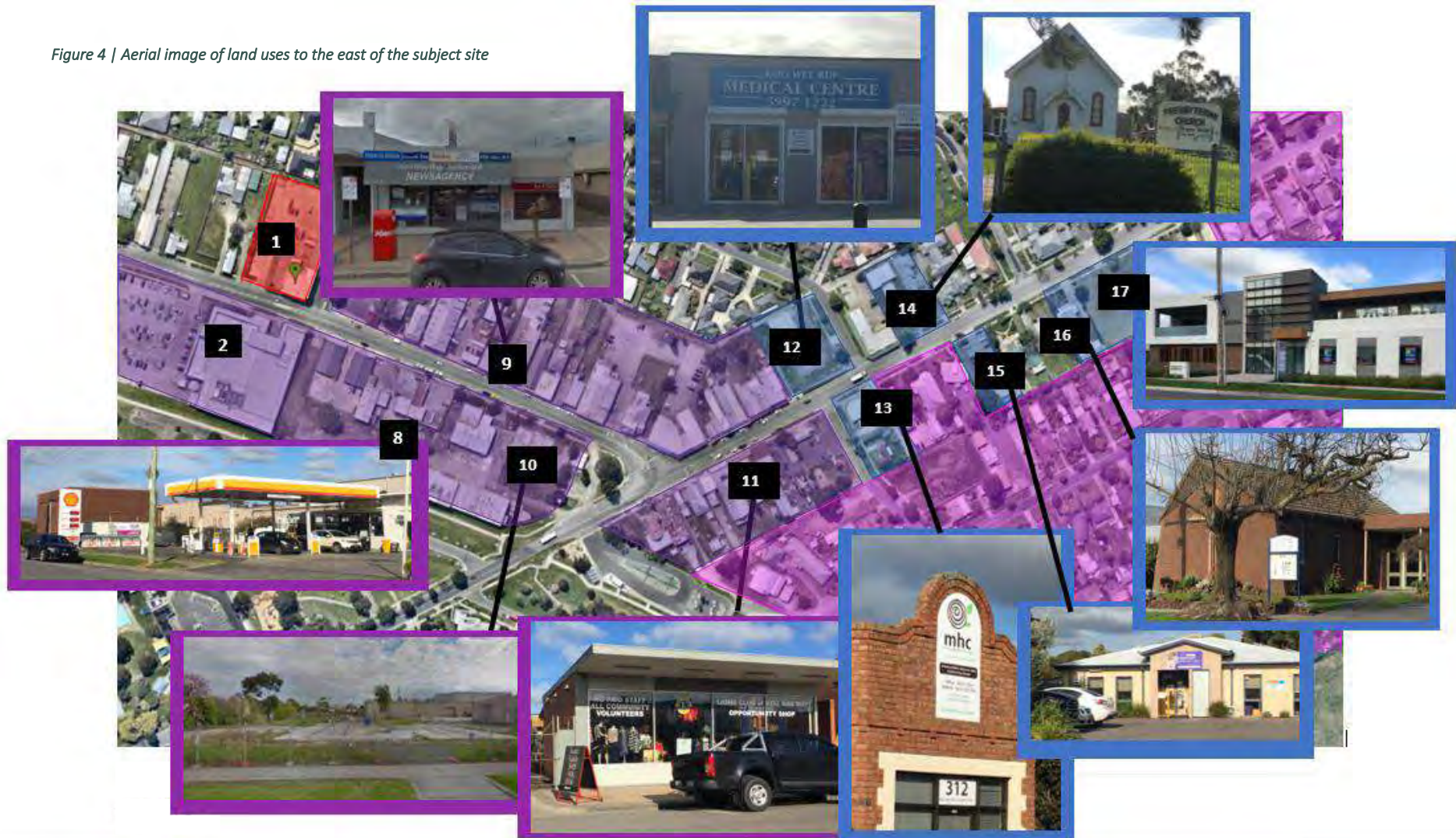
Figure 3 | Aerial image of the Hotel and surrounding land uses to the west



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Figure 4 | Aerial image of land uses to the east of the subject site



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Royal Hotel, Koo Wee Rup

53. Additional photographs of the surrounding area can be seen in Appendix 2, which offers a summary of the types of land uses in the area.
54. The 1995 planning permit and endorsed plans depicting the proposed location of the gaming room can also be seen at Appendix 2 and 3.

2.10 Zoning and Land Use

55. The Royal Hotel is located within the town centre of Koo Wee Rup, toward the western end of the main street. The zoning map in Figure 5 indicates that the Hotel lies in a Mixed Use Zone, with Commercial, Residential and Public Use Zones on adjacent boundaries.

Figure 5 | Zoning Map of the Surrounding Area



MUZ = Mixed Use Zone

NRZ1 = Neighbourhood Residential Zone 1

Source: services.land.vic.gov.au

C1Z = Commercial 1 Zone

PUZ1 = Public Use Zone 1

C2Z = Commercial 2 Zone

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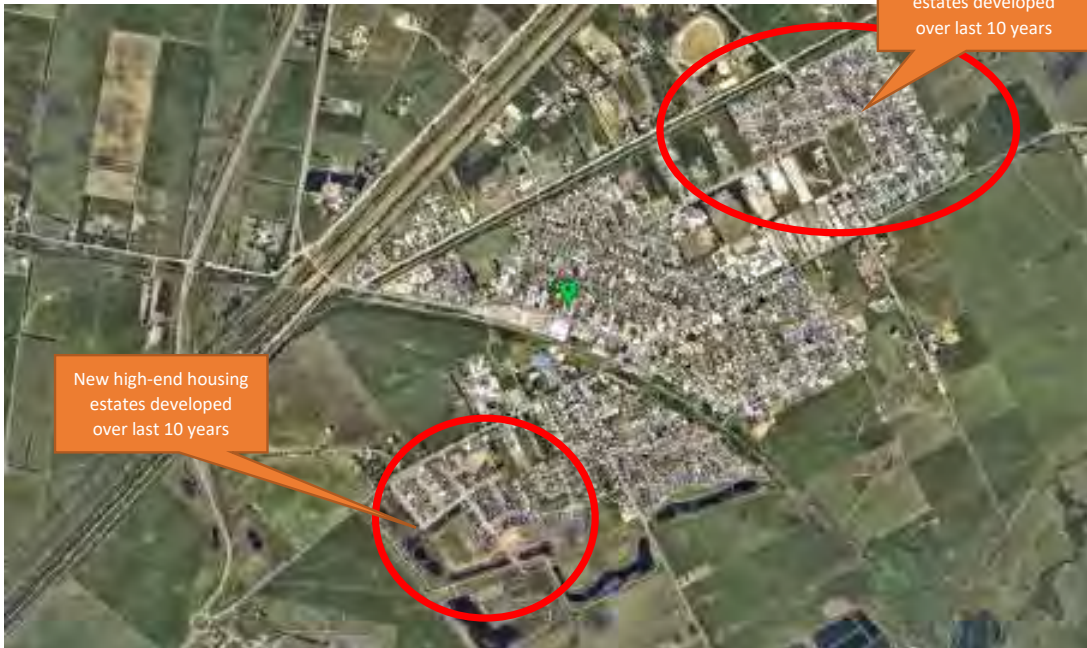
Royal Hotel, Koo Wee Rup

Figure 6] Aerial Image of approximate 2.5km radius around the Royal Hotel



Source: NearMap October 2010

Figure 7] Aerial Image of approximate 2.5km radius around the Royal Hotel



Source: NearMap November 2020

2.11 Meeting the Projected Growth Demands

20. Extensive development is occurring within Koo Wee Rup, as nominated by the Township Strategy published October 2015.

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Royal Hotel, Koo Wee Rup

57. To give context to the type of population increase that Koo Wee Rup is undergoing, at the time of writing that report, the population of Koo Wee Rup in 2011 was reported to be 2,914. By 2021, it was estimated that the population of Koo Wee Rup was 3,868, an overall increase of 56% between 2011-2021, or a 2.8% per annum increase. By 2016, the actual population according to the Census was 3,528 and that had already increased to an estimated 3,825 people by 2018. The revised forecast population for Koo Wee Rup is now 6,666 by 2041, an estimated increase of 89% on 2016 figures. This equates to a 3.56% per annum increase.

Figure 8| Koo Wee Rup Framework Plan indicating the growth area within the blue dotted line



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Royal Hotel, Koo Wee Rup

58. The key objectives for the Koo Wee Rup township are to:
- *contain urban development within the current Urban Growth Boundary;*
 - *facilitate developments that respects and enhances the existing rural township character and heritage;*
 - *enhance and strengthen the existing town centre;*
 - *provide essential infrastructure including sealed roads, gas, footpaths, drainage, sewerage and telecommunications throughout the township;*
 - *provide a range of housing options which caters for the needs of a diverse range of ages and households;*
 - *improve local employment opportunities by providing an additional industrial precinct;*
 - *provide and enhance open space to meet the active and passive recreational needs of the community;*
 - *maintain and enhance existing community facilities and services;*
 - *facilitate the establishment of additional accommodation (hostels, retirement village or supported living facility) for disabled or elderly people;*
 - *protect and improve the natural environment and waterways around and within the township;*
 - *provide a safe, functional and interconnected transportation network;*
 - *provide a vehicle bypass around the township; and*
 - *minimise the risk of and damage caused by floods and natural disasters.*

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Royal Hotel, Koo Wee Rup

3 The Proposal

3.1 The Applicant

59. This application seeks approval from the VCGLR to install 40 EGMs to the Royal Hotel, located at 96-100 Station Street, Koo Wee Rup, along with significant buildings and works associated with the creation of a gaming lounge, the introduction of a café, community hub, and a function space and decking area on the upper floor.
60. The Royal Hotel does not currently offer gaming machines, nor does the Hotel have function facilities. Should this application be approved it would result in the addition of one (1) EGM gaming venue in Koo Wee Rup and the Shire of Cardinia; with the number of gaming venues in the Shire increasing from 5 to 6 and the number of machines from 325 to 365, plus the much needed addition of a function space in the township.
61. This proposal of 40 new EGMs within the LGA will be well within the current municipal limit. The municipal limit for Cardinia was raised in the 2017 review, permitting 573 machines to accommodate the rapidly increasing population in this key growth area, an increase from the previous limit of 458. There are no regional caps in Cardinia.

The existing layout of the Royal Hotel is illustrated in Figures 9 and 10.

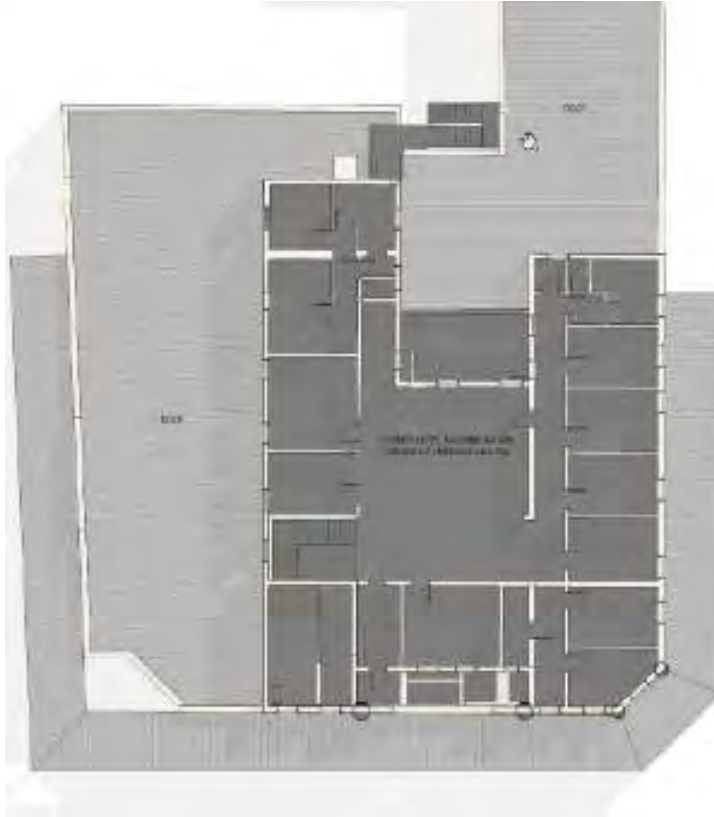
Figure 9 | Existing ground floor plan of the Royal Hotel



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Royal Hotel, Koo Wee Rup

Figure 10| Existing Upper Floor plan



3.2 Expenditure on Capital Works

20. The proposed renovations, at an estimated cost of \$4m will see the following:

- **Ground Floor:**
 - Removal of the drive-thru bottle shop to the rear of the Hotel. This will not cause a detrimental loss of facilities as there are other bottle-shop facilities in town and 'over the counter' packaged liquor sales will still be available from the Hotel;
 - Introduction of a gaming lounge in a similar location to the footprint of the drive-thru, with an attached outdoor smoking area (DOSA);
 - Rearrangement of the existing sports bar zone to introduce a café area offering all-day food options, with adjacent access to the gaming lounge;
 - Introduction of a 'Community Hub' off the main bistro, providing a much-needed community focused area where patrons of the Hotel can access the internet and use computers for free; a service not readily available in the township at present.
 - One additional car bay in the existing parking area.

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Figure 11 | Proposed ground floor plan of the Royal Hotel (Moody Street to the base and Main Street to the left)

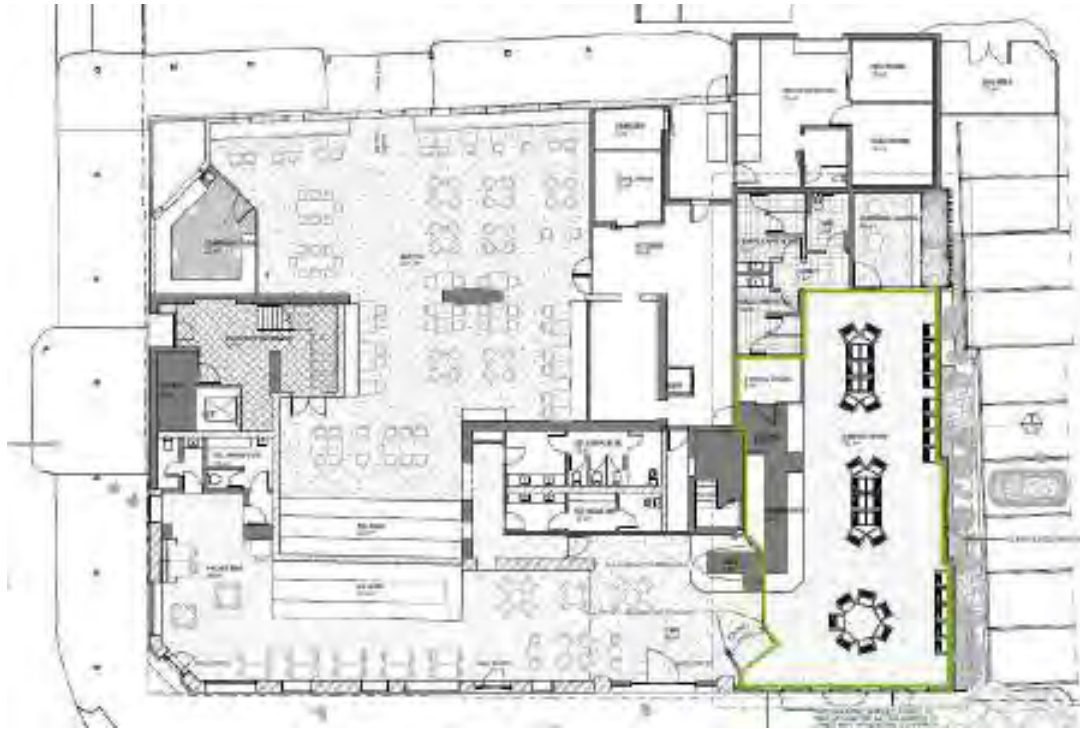
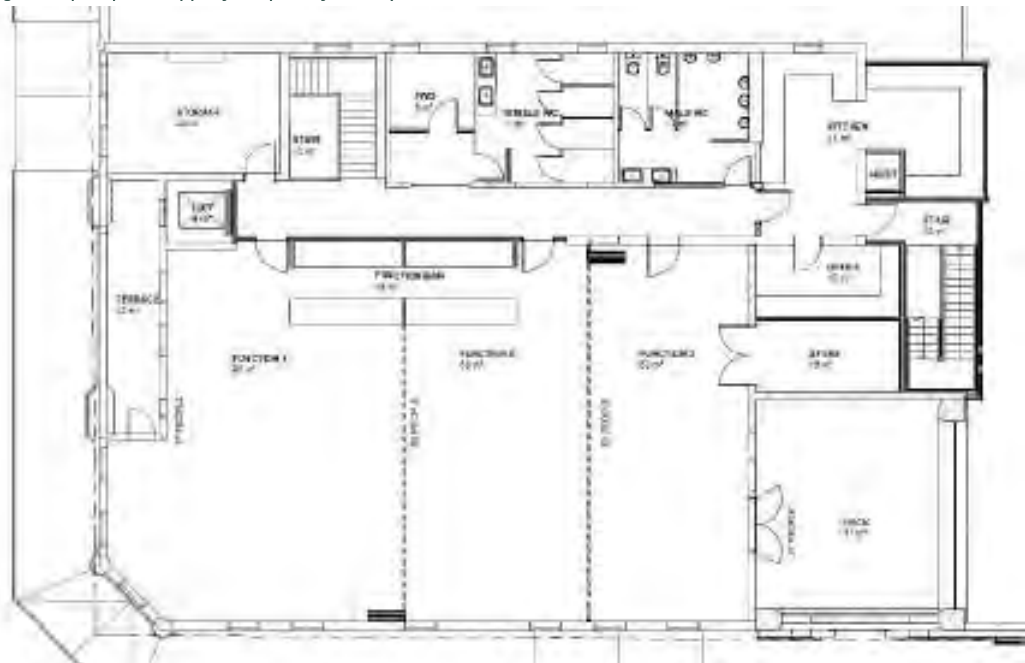


Figure 12 | Proposed upper floor plan of the Royal Hotel



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Royal Hotel, Koo Wee Rup

- **Upper Floor**
 - Complete remodel of the existing derelict upper floor to remove the existing and derelict former hotel accommodation;
 - Introduction of a flexible function area that may be split into multiple spaces, with an outdoor deck to the rear and a terrace overlooking Station Street to the front, providing an active interface with the main street;
 - Introduction of a lift to provide access between the floors for persons with limited mobility;
 - Introduction of an office space, BOH rooms, kitchen facilities and storage areas.
63. The proposed renovation will require the submission of a planning application for the building and works, and permission pursuant to Clause 52.27 (Gaming) and 52.28 (Liquor). These applications are currently being prepared and will be submitted to the relevant authorities separate to this report.
64. Being comprised of locally based Directors, the Applicant proposes to give the building contracts to local suppliers and contractors from the Cardinia Shire area. It is anticipated that local business will naturally increase during the construction phase as a result of the additional activity in town. The local contractor that the Applicant has worked with on many projects has provided a letter of confirmation that all contracted employees for the proposed works will be hired from local people. This letter can be seen in Appendix 5, an extract of which is shown below.

Figure 13: Extract from the letter from the contractors that will be hired to do the works on the Hotel

RE: Royal Hotel Kooweerup

Based on all of the information and plans provided, the time frame of this project will take approximately 6-7 months and will employ 45 full-time staff, based on a 40 hour week over this period.
(These include sub-contractors and casual staff).

The above workers live in the Cardinia Shire

Regards



Adam Campbell
adam@campbellconstructions.com
 0416-081279

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3.3 RSG Compliance

65. The Hotel management team have extensive RSG experience through the running and operations of gaming venues, with Francis Deegan, part-owner of the Hotel, currently overseeing the operation of the Cardinia Park Hotel. Past experience has seen him working at several venues within Victoria and a Director of the Applicant. Michael Ward, the current and proposed venue manager, has previously worked as the manager at several hotels across his career, including Waltzing Matilda, Springvale Hotel, Wheelers Hill Hotel and Cardinia Park Hotel, Beaconsfield, all of which are gaming venues.
66. It is noted that the proposed design of the Hotel and gaming room were submitted to the Commission in August 2020 for a “without prejudice” opinion. Their comments and observations have been included in the ultimate design.
67. RSG compliance for the proposed layout of the venue has been evaluated for this report and the recommendations provided by Leigh Barrett, of Leigh Barrett and Associates, can be seen in Appendix 4.
68. The key mitigating risk findings from the report by LBA indicate:
- Shut down window: *It is my understanding that Royal Hotel would continue to trade at a maximum of between 8am and 1am the following morning from Mondays to Saturdays (a 7-hour shutdown period) and a maximum of between 10am and 11pm on Sundays (an 11-hour shutdown period) thereby exceeding the Productivity Commission’s recommendations* Food will be available at all times that the gaming room is open: *The Applicant has advised me that the café adjacent to the gaming room will operate at all times that the proposed gaming room is operating.*
 - Key interaction between responsible skilled staff and patrons of the gaming room: *The Applicant has advised me that the gaming room will be staffed at all times with Gaming Industry Employee (GIE) licensed staff and that a minimum of two staff with current Gaming Industry Employee licenses will be rostered on at the Royal Hotel all times that the Hotel is operating*
 - All front of house staff to be RSG qualified: *I recommend that all front-of-house staff hold a current Victorian Responsible Service of Gambling (“RSG”) Certificate. The Applicant has accepted this recommendation.*
 - Availability of the Code of Conduct: *the LBA Responsible Gambling Code of Conduct (the “Code”) and the Manual would be adopted at Royal Hotel. An updated version of the Code has been completed to comply with Ministerial Directions released in February 2020. The Manual will be amended to reflect amendments to the Code.*

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Royal Hotel, Koo Wee Rup

- The smaller size of the venue lessens the risk of being “lost in the crowd”: *The application proposes a venue that is modest from an EGM gambling perspective and patrons would find it difficult to remain anonymous to staff and other patrons.*
- Locational risk factors minimised where possible: *very few people walk along Moody Street to access the shopping centre. This is consistent with my observations when visiting the venue on three (3) occasions at different times of the day on different days of the week. The venue is also not located near any sensitive uses.*
- Destination Venue: *Despite being a relatively small venue currently, the application proposes a significant increase in the range of recreational opportunities at Royal Hotel. In my opinion, it could, therefore, be consistent with the definition of a destination venue as described by the Victorian Department of Justice as “a place that people will go to as an event.... [that could be] located in a more suburban environment”*

69. In conclusion, Mr. Barrett summarises:

I do not believe approval of the application would result in convenience gambling where a patron makes an impulsive decision to gamble at the venue rather than engage in the actual intended activity.

Conversely, I opine that patrons will make a conscious and considered decision to attend the Hotel.

70. Recommendations by Mr. Barrett have been integrated into the building design of the gaming room to ensure RSG compliance, as detailed in Figure 14. A summary of the mitigating risk factors to be included in the design are as follows:

- There is no direct entry from the outside of venue into the proposed gaming room. Customers entering Royal Hotel are confronted either by the Front Bar, Main Bar, Café or Bistro;
- There is no line of sight into the gaming room from any other area in the proposed Venue due to the proposed placement of screening;
- Access to daylight through the provision of windows in the new gaming lounge on the south-east side of the building, with decorative screening outside to prevent views in from Moody Street;
- External windows in the Gaming Lounge and gaming outdoor smoking area on the north side of the building will reduce visibility of the EGMs from the carpark through the use of screening vegetation;
- The proposed layout of the gaming room allows for significant surveillance of patrons by staff from the gaming bar and cashier’s station;

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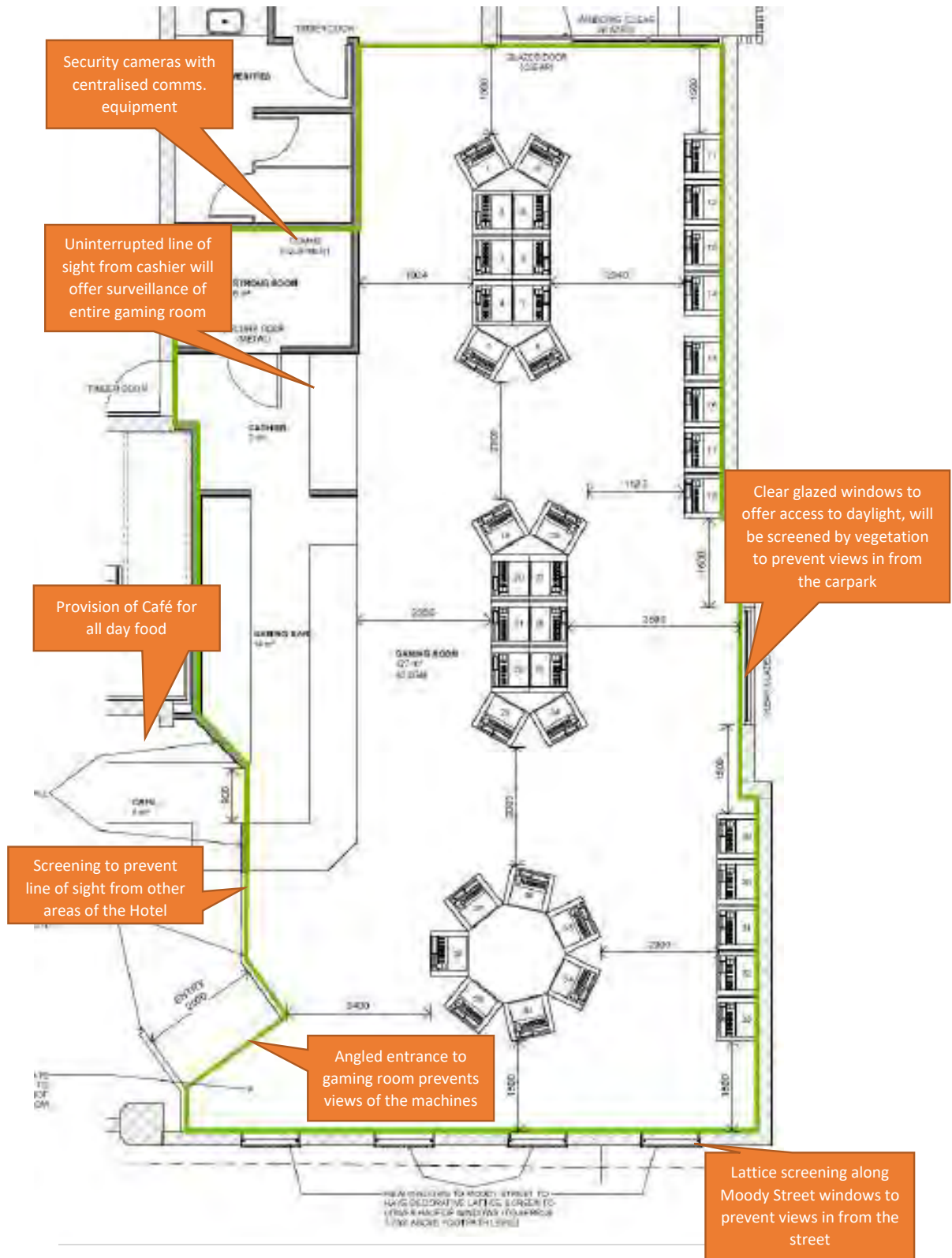
Royal Hotel, Koo Wee Rup

- LBA recommended that a CCTV monitor be located at the cashier's station and the Sports Bar, which will be linked through to the Management office
- A range of non-gambling recreational offers available for customers, minimising the venue's patrons' focus on gambling as their purpose for attending the Hotel. The location of the gaming lounge is to the rear of the Hotel, accessible off the Moody Street entrance and not highly visible from the Station Street frontage
- The doors and ceiling of the gaming lounge will be constructed of acoustically absorbent material to mitigate noise "leakage" to other areas of the Hotel
- The provision of break out areas, such as the café towards the front of the lounge and attached DOSA to the rear, providing areas for patrons to take a break from gambling;
- No new signage proposed on Station Street advertising the presence of gaming machines on the subject site;
- Access to food in the café at all times that the gaming lounge is open;
- Security cameras, problem gambling and gamblers help signage/posters.

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Figure 14: Proposed Gaming Room Layout (in detail indicating RSG measures and green line plan)



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71. The Applicant has an existing relationship with LBA through which they have established a strong track record at the Cardinia Park Hotel in Beaconsfield, a premises also owned by the group:

LBA has continuously provided a range of regulatory compliance services for Cardinia Park Hotel since 20 October 2014. These services have included:

- a) Maintaining currency of the venue's responsible gambling/customer care policies and procedures;*
- b) Regular auditing (every four months) of the venue's compliance with its regulatory and policy obligations, including responsible gambling. The most recent audit is appended at Annexure 2;*
- c) Regular responsible gambling/customer care staff training; and*
- d) Annual evaluations of the effectiveness of the venue's Responsible Gambling Codes within the venue.*
- e) The management and staff at Cardinia Park Hotel have consistently demonstrated a commitment to customer care practices and working relationships with local Gambler's Help services. The Venue Support Worker's Contact Report for Cardinia Park Hotel is appended to this report as Annexure 3.*

It is my expectation that these practices would be adopted at Royal Hotel if the application is approved.

72. The recent audit carried out at the Cardinia Park Hotel found the hotel to be "strongly compliant". A copy of this report can be found at Appendix 3.

3.4 Proposed Responsible Gaming Initiatives

73. All management and gaming room staff will be fully trained, licensed and qualified in the Responsible Service of Gaming and Alcohol.
74. Gambler's Help Eastern have been contacted to oversee training and venue support, should the application prove successful.
75. RSG measures will be addressed, in part, through building design considerations to the gaming room layout. Venue management will address RSG measures through the introduction of additional practices and procedures as follows:
- Security to be placed on the door of the Gaming Lounge from 6pm until close;
 - Minimum of one floorwalker present every shift;
 - The café area will be open and food to be available all at times gaming is provided;

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- External RSG review and training to be conducted by Leigh Barrett Associates;
 - Code of conduct adopted from Leigh Barrett Associates, to be available on the website and within the venue;
 - Regular staff training in RSG, RSA and customer relations;
 - Gambling at the venue prohibited for all staff;
 - No gaming 'player loyalty' schemes to be implemented;
 - Regular contact with Gambler's Help representatives;
 - Proposed gaming hours of operation provide a minimum 7-hour shutdown window, with an 11-hour shutdown on Sundays. This will apply to all Hotel facilities and services:
 - Monday – Saturday 8am till 1am
 - Sunday 10am till 11pm.
76. The Applicant has confirmed it is their view that the main advantage of the machines is to offer a source of alternative entertainment for locals who wish to gamble responsibly, with an additional stream of income to provide the ability to financially support the local groups and clubs in the area and to fund the redevelopment of the Hotel, securing its place as a community asset.
77. The provision of a new function area will mean that locals do not have to travel great distances to access these facilities, as is now the case.
78. Ultimately, it will stop 'leakage' of local people leaving the town to access function facilities or gaming.

3.5 Proposed Staffing Requirements

79. It is understood that a minimum of two full-time and two casual employees with RSG qualification will be employed to work in the new gaming room.
80. The additional facilities and services available throughout the Hotel will see an additional nine full-time equivalent and five full-time employees taken on to meet the expected increase in patronage.
81. As a local employer in a small township it is anticipated that approximately 90% of these workers will be sourced from the local area, thus boosting local employment opportunities.

3.6 Proposed Hours of Operation

82. The Applicant does not propose to extend the licensed hours of the venue.

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Royal Hotel, Koo Wee Rup

83. The proposed hours of operation for gaming are well within the liquor licensing hours, offering a 7-hour shut down window for most of the week, with 11 hours on Sundays.
84. The proposed hours of operation are:
- Hotel (including café, bar, function rooms and gaming lounge)
 - Monday – Saturday 8am till 1am
 - Sunday 10am till 11pm.
85. It is of note that this is considerably earlier than nearby venues in Pakenham and Officer, operating to a maximum of 18 hours (Club Officer) and 20 hours (Castello's Cardinia Hotel).

3.7 Proposed Community Contributions

86. Should this application be approved, the Applicant proposes to create a formalised community contribution program in the form of:
- A minimum \$100k cash donation to per annum be distributed between local sports clubs, kindergartens, schools, health and emergency services. Groups have been approached with offers accepted by several, dependent upon the success of this application.
87. A number of these groups have offered letters of support toward the proposal. These can be seen at Appendix 5 of this submission.
88. Additional in-kind forms of community benefit to an estimated cost of approximately \$100,000 per annum, will be provided and the details of which are summarised below:

Table 1| Summary of In-Kind Proposed Donations

PROPOSED CONTRIBUTION	VALUE	
Free community group function room hire	\$20,800	Twice a week based on \$200 room hire
Monthly morning melody events	\$6,000	\$500 per performance
Monthly venue member prize draw	\$12,000	Monthly \$1k prize giveaway - hamper, flight voucher etc
Courtesy bus acquisition	\$60,000	Approximate cost
Courtesy bus running costs	\$30,000	Courtesy Bus will be run each Friday & Saturday night
Community hub equipment, software, support & stationery	\$25,000	
Community hub library	\$500	Assorted publications, includes National Geographic subscription
Community hub newspaper subscription	\$1,260	2 papers per day -7 days per week
Community hub tea, coffee & water	\$2,548	\$7 per day
Total in kind donations	\$98,108	Per Annum (+ one off Courtesy Bus purchase cost)

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3.8 Community Attitude

89. The Applicant has engaged with existing users of the Hotel and local community groups to gauge feedback from the community in relation to the proposed introduction of gaming and upgrade of the Hotel.
90. The proposed plans were on display in the venue for in excess of nine months in 2019-20, providing the operators with an opportunity to seek feedback and to engage with community members to ensure the proposal considers all opinions where possible. I am advised by venue management that feedback has been generally positive and constructive, as indicated by the letters of support from local groups provided (per appendix 5).
91. Another factor to consider is the impact that the proposed works and introduction of a gaming room may have on the “ambiance” of the town. As the 2008 Destination Gaming report¹ indicates:
- *The ambiance of a community may be affected by factors such as:*
 - *a venue’s external design and aesthetic*
 - *the development of infrastructure*
 - *the demographic of the clientele*
 - *signage and marketing, lights, noise, people and vehicle traffic*
 - *proximity to centres of community congregation (such as shops, churches, schools).*
92. The proposed development has considered the ambiance of the township through measured aesthetic treatment of the proposed entry off Moody Street, to emulate the existing character of the building. The demographic of the clientele is not expected to change drastically in a small town such as this through the proposed introduction of gaming and function rooms. There will be no advertising signage promoting the gaming machines on or visible from Station Street, nor will there be any introduction of additional lights or noise on the outside of the building. Whilst the location of the shopping centre is noted, it has been previously addressed that patrons of the supermarket would have to make a conscious decision to attend the gaming room.

¹ Destination Gaming: Evaluating the benefits for Victoria, Department of Justice (2008)

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4 Impact Analysis

4.1 Current Venue

93. The Applicant proposes to introduce 40 new EGMs into the Royal Hotel, a venue that is presently not operating as a gaming venue. This will see the number of EGMs in the Shire rise from 325 to 365.

4.2 Other Licensed Venues

94. There are five existing gaming venues within the Cardinia Shire LGA licensed to operate EGMs, located within the Beaconsfield, Officer and Pakenham area of the LGA. These five venues operate a total of 325 EGMs. The LGA has reported an EGM gaming expenditure of approximately \$28.6m for the period between July 2018 to June 2019.
95. The venues listed in Table 2 below are represented numerically in Figure 15, indicating their proximity to the proposed new gaming venue in Koo Wee Rup. As depicted, the Royal Hotel is located to the south in Cardinia Shire and is expected to predominantly service the southern and eastern areas of the Shire in the future. The nearest gaming venue in Pakenham is approximately 14.7km from the Hotel.
96. The No Net Detriment test refers to *'the community of the municipal district in which the approved venue is located'*. In determining the impact of an application of this nature on a municipal district, previous Commission and VCAT decisions have paid particular regard to the area serviced by the relevant premises, which is generally referred to as the *catchment area*.
97. Recognised Gaming Commission research has found that people generally travel up to 2.5km to play EGMs in a mature suburban setting, up to 5km in outlying metropolitan growth areas and in excess of 20km in a regional or rural setting. It is therefore deemed appropriate that the primary catchment is 2.5km and the extended catchment area for this regional setting is 20km

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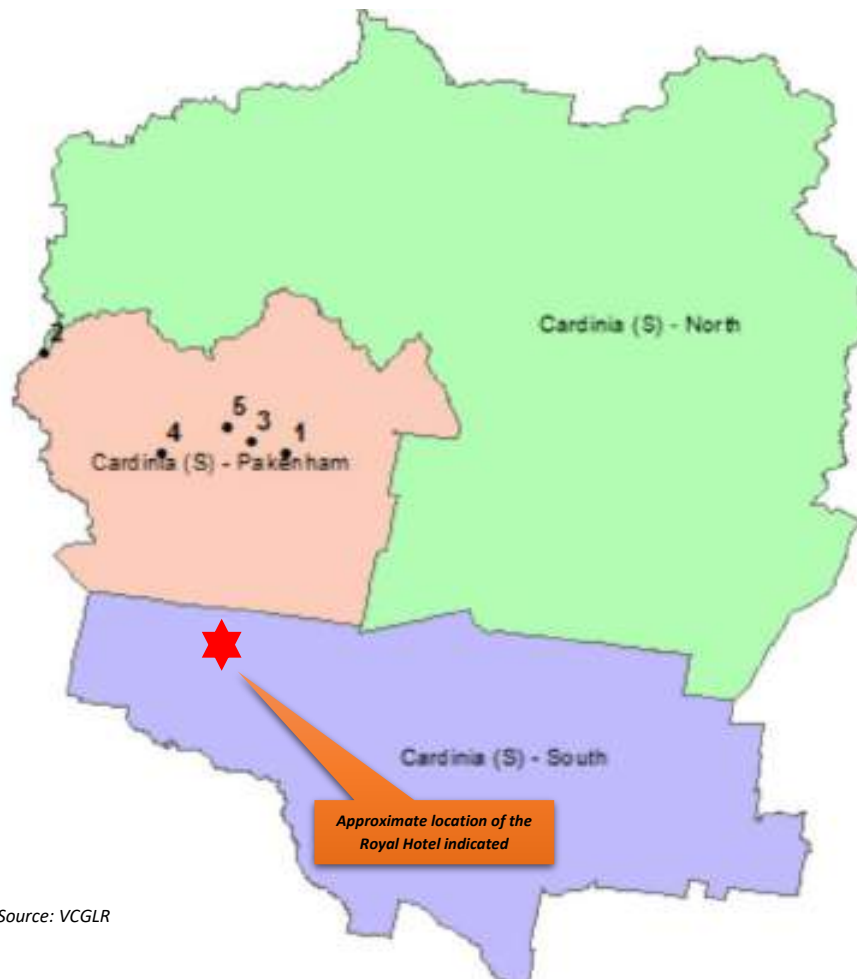
Royal Hotel, Koo Wee Rup

Table 2| Licensed venues within Cardinia Shire

#	Venue	Address	Attached Entitlements	Licensed EGM's	Venue Type	Expenditure ² (July 19 - June 20)
1	Cardinia Club	71 Racecourse Road, Pakenham	105	105	Club	\$7,115,562.57
2	Cardinia Park Hotel	200 Beaconsfield - Emerald Road, Beaconsfield	40	40	Hotel	\$1,672,939.52
3	Castello's Cardinia Hotel	108 Princes Highway, Pakenham	50	50	Hotel	\$4,122,861.93
4	Club Officer	3 NIKI PL, Officer	60	60	Club	\$3,752,975.04
5	Pakenham Hotel	226 Princes Highway, Pakenham	70	70	Hotel	\$4,621,888.88
			325	325		\$21,286,227.94

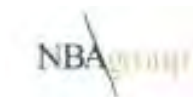
Source: <http://www.vcglr.vic.gov.au>

Figure 15| Map of EGM Venues within Cardinia Shire



Source: VCGLR

² The impact of COVID 19 is reflected in the decreased expenditure for 2019-2020. These figures are approximately 25% less than 2018-2019.



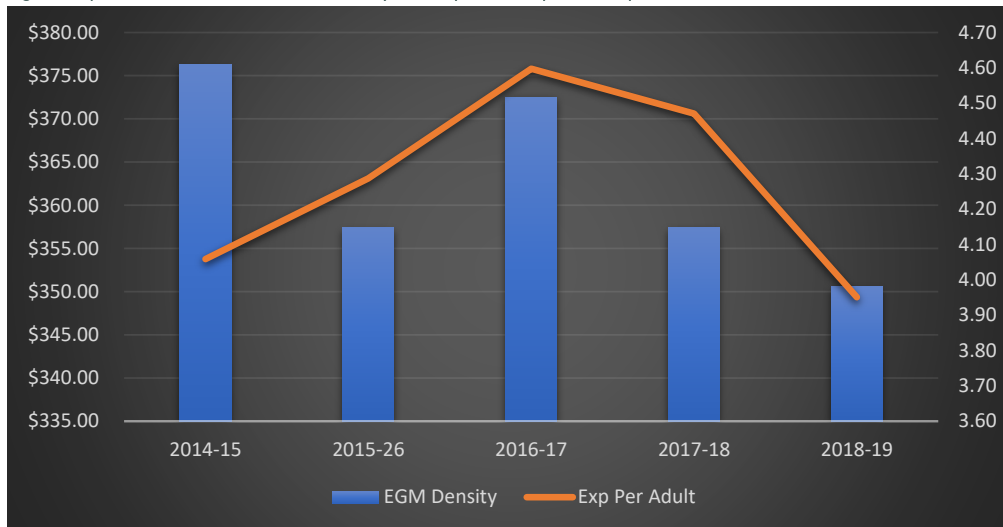
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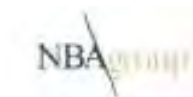
4.3 EGM Density and Expenditure

- 98. The VCGLR population statistical data released for 2018-2019, with adult population statistics and number of EGMs per 1000 adults is referenced in the following data analysis. The statistical data for 2019-2020 has been severely impacted by the COVID-19 pandemic and the data is therefore unreliable to form a trend.
- 99. According to the VCGLR data, EGM density per 1,000 adults for the Cardinia Shire is 3.98, 17% lower than the Metropolitan average of 4.81 and 35% lower than the Victorian Regional average of 6.12 EGMs per 1,000 adults.
- 100. Figure 15 illustrates expenditure in the Cardinia Shire for the 2015FY to 2019FY, indicating a correlation between the EGM density and the Expenditure per adult for this period. It is evident that the expenditure per adult peaked in direct response to a density change due to the opening of a new venue in Officer. The graph also indicates a decreasing trend in both EGM density and expenditure per adult and EGM density, the result of the growing population in the Shire.

Figure 16| Correlation between EGM density and expenditure per adult | 2014-2019



- 101. In the 2018-19FY the Cardinia Shire had an average gaming expenditure of \$349.46 per adult, based on the 2018-2019 population estimate: 35% less than the Metropolitan LGA average of \$542.
- 102. Similarly, it is noted that Cardinia Shire has a gaming venue density of 16,337 adults per venue, 29.3% higher than the Metropolitan LGA average of 12,630. This places the Cardinia Shire as the 10th ranked out of 31 metropolitan LGAs in terms of gaming venue density, indicating there are fewer gaming venues

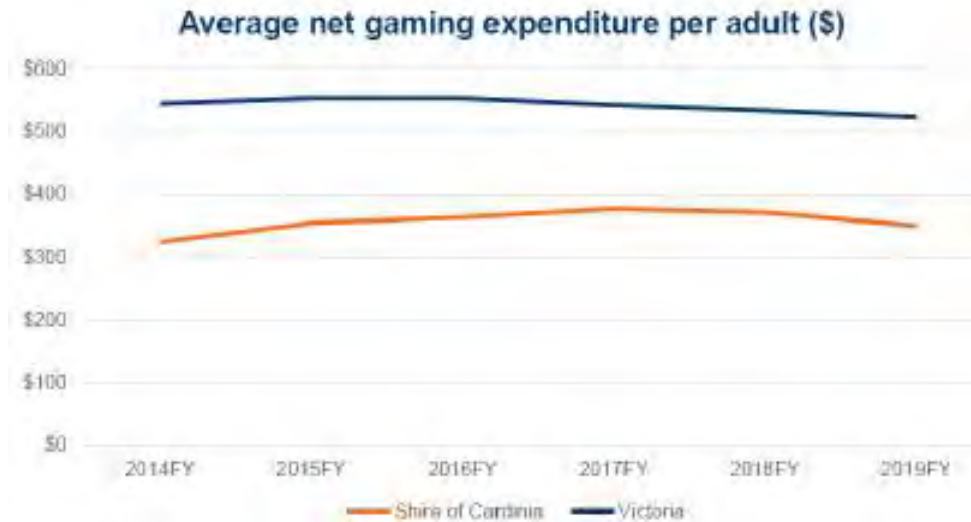


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per 1000 adults within the Shire of Cardinia than many other Metropolitan LGAs.

Figure 17 | Comparison of average gaming expenditure in Cardinia vs Victoria | 2014-2019

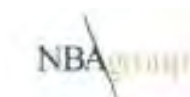


Source: *Shinewing Expenditure Report*

- 103. The evolving pattern of EGM utilisation and venue development in Victoria over the past 15 years illustrates the growing need to provide venues that offer more entertainment options to accommodate the increasing population.
- 104. The low expenditure per adult, low EGM density and low number of gaming venues in the local LGA suggests that this region is not a high-risk area for problem gamblers.
- 105. As the expenditure report indicates, providing a venue in Koo Wee Rup is expected to have a marginal impact on the nearest venues, only one venue being within a 10km radius of the Hotel. The anticipated transferred expenditure is estimated to amount for 25% of expenditure at the Hotel during the first year of operation of the 40 EGMs.

4.4 Venue Catchment

- 106. As previously mentioned, the primary catchment of a regional gaming venue is considered to a 2.5 radius of the venue, with the accepted extended catchment in a regional location to be up to a 20km radius. The Royal Hotel extended catchment will fall almost entirely within the LGA of Cardinia, as illustrated in Figure 18 below.



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107. A recently conducted bistro patron survey indicated that of the patrons who visit the Royal Hotel, a portion do not reside in Koo Wee Rup but are within the Shire of Cardinia. This suggests that some patrons travel further than 10 km to frequent the venue. Details of the survey are attached in Appendix 8.

4.5 Current Provision of EGMS

108. There is currently only one gaming venue within a 10km radius of the Hotel: the Tooradin & District Sports Club in Casey. There are a further seven venues in Cardinia Shire and the City of Casey that fall between a 17-28km of the Hotel. The number of EGMS within these two LGAs areas are identified in Figure 18, totaling 231 EGMS within a 20km radius, with none in the primary 2.5 catchment.
109. Therefore, given the location and profile of the Koo Wee Rup township, there would be an inherent necessity for residents in the immediate catchment area to travel to access amenities in Pakenham and other areas where there are currently gaming venues, travelling over 10km in some cases.

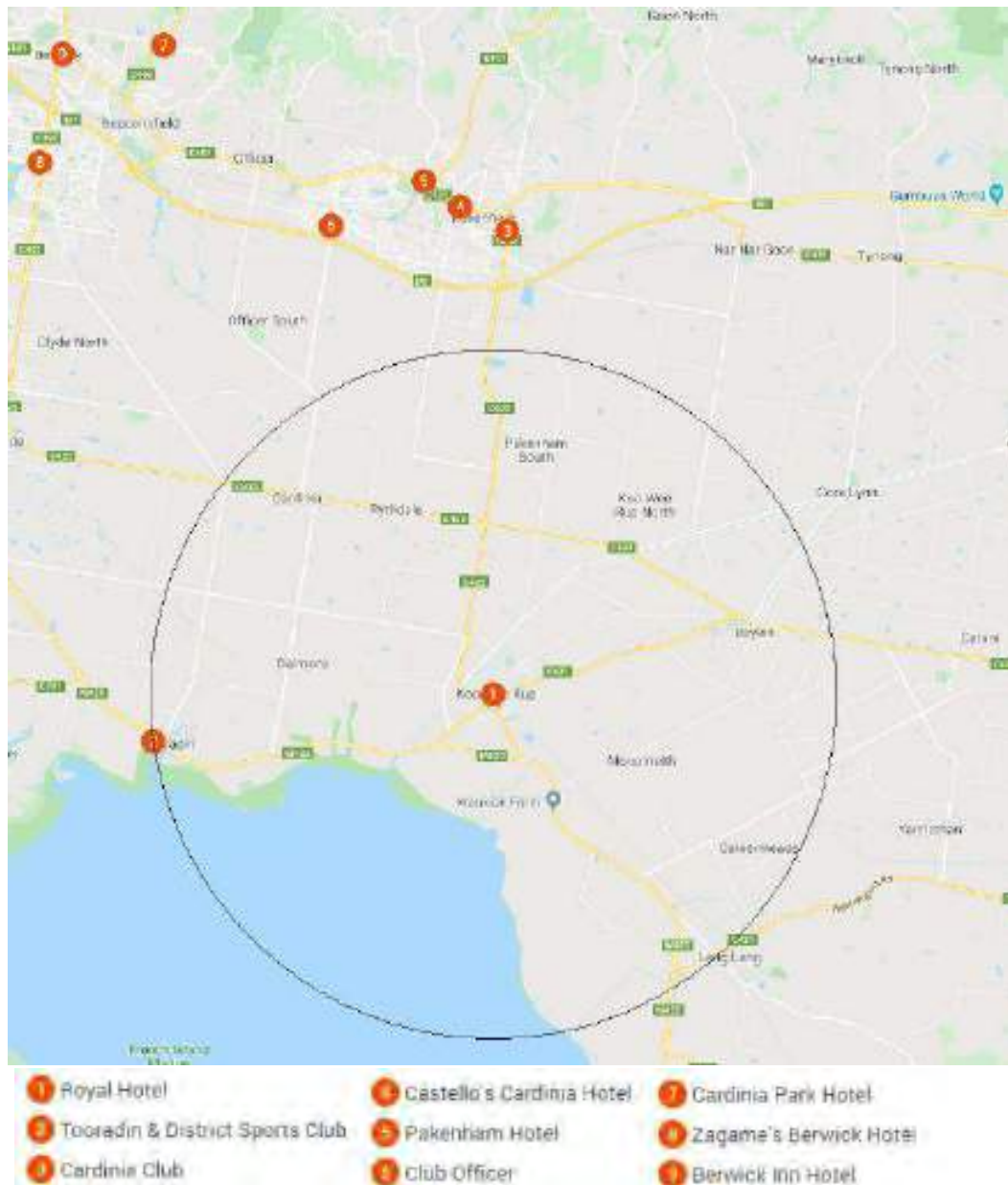
Legend for Figure 18 as pictured on the following page

<i>Venues inside the 20km extended catchment</i>			
<u>Name</u>	<u>Council</u>	<u>Address</u>	<u>No: EGMS</u>
<i>2: Tooradin & District Sport Club</i>	Casey	Recreation Reserve, South Gippsland Highway, Tooradin	46
<i>3: Cardinia Club</i>	Cardinia	71 Racecourse Road, Pakenham	105
<i>4: Castello's Cardinia Hotel</i>	Cardinia	108 Princes Highway, Pakenham	50
<i>5: Pakenham Hotel</i>	Cardinia	226 Princes Highway, Pakenham	70
<i>6: Club Officer</i>	Cardinia	3 NIKI PL, Officer	60
	Cardinia	Total	231
<i>Venues outside of the 20km extended catchment</i>			
<i>7: Cardinia Park Hotel</i>	Cardinia	200 Beaconsfield-Emerald Road, Beaconsfield (28km from Hotel)	40
<i>8: Zagame's Berwick Hotel</i>	Casey	288-296 Clyde Rd, Berwick (25km from Hotel)	105
<i>9: Berwick Inn Hotel</i>	Casey	1 High St, Berwick (28km from Hotel)	63
	Casey	Total	208

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Figure 18| EGM distribution within the 10km radius of the Hotel | Year Ending June 2020



Source: Shining Report

NB: It is noted that the Pink Hill Hotel in Beaconsfield has been approved for 60 EGMs and is currently under construction. Located 25km from the Royal Hotel, it is outside the extended 20km catchment.

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4.6 Royal Hotel Patron Counts

110. Patron counts were conducted in the Royal Hotel bistro between 31st July and 30th September 2019 to establish a pattern of patronage for the venue.
111. The results of this survey indicated that the greatest percentage of patrons were from the local area of Koo Wee Rup, with 71% registered to the postcode of 3981. Those with the highest percentages are mapped in Figure 19 for ease of reference.
112. Table 3 below summarises the numbers of patrons within a 50km radius of the Koo Wee Rup area confirming the assumption that as a regional venue, most patrons reside within a 20km radius of the Hotel.
113. See Appendix 8 for extracts from the patron surveys. Due to the size of the raw data, this has not been included in full. Access to the complete data set can be made available upon request.

Table 3 | Summary results from patron survey by postcode | 31 July to 30th September 2019

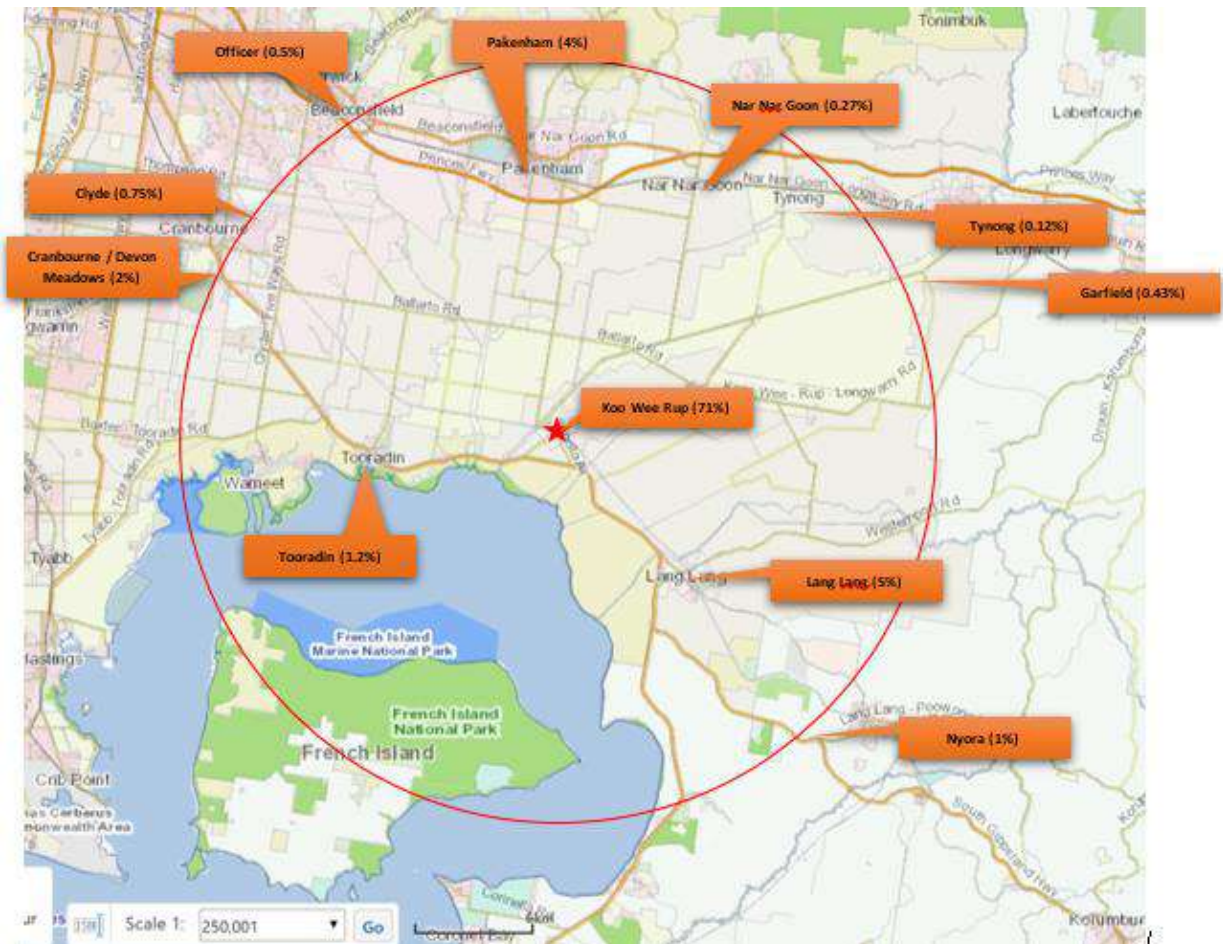
Area	COUNT	Distance From KWR	Overall %
Koo Wee Rup	1813	0km	70.77%
Surrounds			
Anderson	15	44km	0.59%
Balnarring	1	47km	0.04%
Bass	5	36km	0.20%
Bunyip	9	25km	0.35%
Clyde	19	18km	0.74%
Cranbourne / Devon Meadows	50	20km	1.95%
Dalyston	2	53km	0.08%
Garfield	11	21km	0.43%
Kernot	2	34km	0.08%
Korumburra	10	50km	0.39%
Lang Lang	128	11km	5.00%
Leongatha	5	58km	0.20%
Longwarry	4	28km	0.16%
Nar Nar Goon	7	17km	0.27%
Nyora	23	21km	0.90%
Officer	13	21km	0.51%
Pakenham	101	15km	3.94%
Poowong	4	34km	0.16%
Tooradin	32	11km	1.25%
Tynong	3	20km	0.12%
Woodleigh	7	30km	0.27%
Other	298	> 50km	11%

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114. Given the Hotel’s proximity to the supermarket, it was deemed appropriate to consider the passing pedestrian traffic in assessing whether the Hotel is located in an area that would attract passing pedestrians on their way to everyday duties. As such, a pedestrian count on the streets outside the venue was conducted between 29th July and 4th August 2019
115. A summary of the survey is provided below which indicates that the number of pedestrians on the north side of Station Street, being the side that the Hotel is located, (shown on the graph in light blue) is approximately 25% of the foot traffic on the south side of the street. The number of pedestrians that travel in an east and west direction are fairly similar, which is assumed to be because the main parking facilities for the supermarket are located to the west, whereas the main shopping for the town is located to the east.

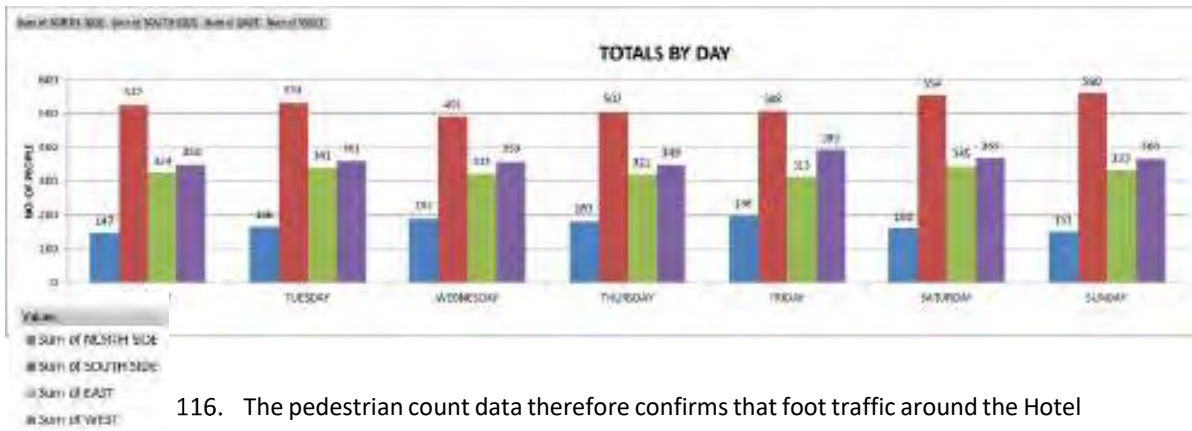
Figure 19| Postcode Bistro Survey Results – 20km radius indicated | July to September 2019



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Figure 20| Total sum of pedestrians per day - July to August 2019



116. The pedestrian count data therefore confirms that foot traffic around the Hotel is predominantly on the south side of the street and that people would continue to need to make a conscious decision to cross over and go to the Hotel.

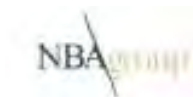
4.7 Expenditure Analysis

117. Shinewing Australia have provided a financial analysis on the estimate of EGM expenditure arising from the installation of 40 EGMs at the Royal Hotel.

118. Initial studies of the Cardinia Shire area indicate that in the last six years there have been multiple changes to the number of gaming machines operating within the Shire of Cardinia. Such changes are factored into the calculations regarding anticipated expenditure and are detailed as follows:

- The Pakenham Hotel increased by 18 gaming machines in the 2013FY and increased by an additional 20 gaming machines during the 2015FY;
- The Cardinia Park Hotel commenced operation of 40 gaming machines during the 2015FY;
- The Pakenham Sports Club ceased operating 38 gaming machines during the 2016FY (specifically on 4 June 2016);
- Club Officer commenced operating 60 gaming machines during the 2016FY (specifically on 16 June 2016); and
- The Cardinia Club reduced the number of gaming machines by 22 in 2016FY (specifically on 8 June 2016) which were subsequently reintroduced in February 2017.
- The Pink Hill Hotel in Beaconsfield has been approved for 60 EGMs. It is currently under construction.

119. Despite this net increase of some 38 EGMs over the last 7 years (excluding the 60 at the Pink Hill Hotel), the average expenditure per adult has remained



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relatively constant, with \$349 reported in June 2019, and is considerably less than the State average of \$523. According to Shinewing:

It is predicted that there will be substantial population growth in Victoria, particularly in the Shire of Cardinia, and given the freeze on the number of gaming machines to be operated within Victoria, and recent trends, any change would most likely be a decrease to the average expenditure per adult going forward.

120. Using two different methods of benchmarking analysis, Shinewing Australia have estimated the following summary of changes to expenditure in the table below. It is noted that of the gross expenditure estimate, it is reasonable to assume that approximately 85% of this expenditure will be realised within the first twelve months of trade, given that the Hotel is an existing venue with an established client base.

Table 4 | Prediction Summary - Tim Stillwell of Shinewing Australia Pty Ltd

	Annually
Total Expenditure ³	Between \$1,550,520 and \$1,854,677
Expenditure in first 12 months of operation (85%)	Between \$1,317,942 and \$1,576,475
Expected NMR	\$99.00
Average NMR in country Victoria	\$269.00
Transferred Expenditure as a %	25%
New Expenditure	Between \$1,162,890 and \$1,391,008
New Expenditure in first 12 months (85%)	Between \$988,457 and \$1,182,356

121. Disclaimer from Shinewing Australia regarding the effect of the COVID-19 Pandemic:

Due to the COVID-19 pandemic, the federal and Victorian governments have placed restrictions on trade of gaming and hospitality venues. Specifically, gaming activities ceased from 23 March 2020... The impact of these restrictions and the pandemic are currently unknown, however they are likely to have a negative impact on the gross gaming expenditure derived within the Shire of Cardinia and the State of Victoria initially, once gaming venues re-open. Given the Royal Hotel is not expected to commence gaming operations until 2022-23FY, there may be some economic and social recovery prior to this period, however given this level of uncertainty we have made an adjustment to the gross gaming expenditure estimate for Royal Hotel as to the empirical evidence (benchmark) data which has been referenced.

³ This figure has been calculated based on a 10% reduction due to the negative impacts of the COVID-19 Pandemic.

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122. Relevant extracts from the Expenditure Report by Tim Stillwell of Shinewing Australia Pty Ltd are included at Appendix 9. The full report will accompany this submission.

5 COVID-19 Pandemic

123. Following the outbreak of the COVID-19 virus early in 2020, an array of measures has been undertaken by the Australian Federal and State Governments in attempts to minimise the spread of the virus. In Victoria, several of these measures involved the shutdown of various public gathering facilities, including Hotels and Clubs. Consequently, this has resulted in no access to physical gaming machines since March 2020 up to the recent staged opening in early November 2020.
124. Whilst the spread of the virus has seemingly been contained, the impact, both socially and economically, on the residents of Victoria is yet unquantified.
125. The social isolation imposed through months of restricted access to family and friends has been observed through increased mental health problems and rises in depression, anxiety as well as increased incidents of domestic violence.
126. Whether people have lessened their gambling as a result of not being able to access machines in venues or whether they have resorted to supplementing this need through online gambling is still being studied in detail. Early analysis indicates that online gambling has increased noticeably during the lockdown period(s) but establishing reliable links between these increases and EGM gamblers choosing to 'switch' to online platforms remains largely unsubstantiated.
127. Economically, many businesses have struggled to survive the entire shutdown period and have either closed or will struggle to return to pre-lockdown productivity levels. Management at the Royal Hotel confirmed that during the lockdown period they had to close down the venue completely as trading was not economically viable and they had genuine concerns about ensuring staff remained safe & free from risk of COVID19. During the venue shut down period, which lasted about two weeks, a series of COVID safe initiatives were devised and adapted into the business to keep staff and customers free from infection. Upon reopening the Hotel received many thanks and gratitude from the local community, who during the lockdown period, had limited dining at home options. According to testimonials from the Applicant:
- The venue reopening lifted the spirits of the town and we have received numerous emails, phone messages and social media support thanking us for reopening the venue and introducing additional takeaway food options to the town.*

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128. Please refer to Appendix 5 for copies of emails from customers during the COVID19 period.
129. As difficult as the lockdown period was for staff & patrons it further highlighted the important role the venue plays in the town
130. The flow-on impacts to Hotels and Clubs and the local community groups who rely on donations from these venues is yet to be established. It is however estimated that some of these small groups will be struggling without the donations that in some cases keep them afloat. The need to get Hotels and Clubs functioning at an increased capacity in these communities is evidently important for a multitude of reasons.
131. During 2020, the Commission has continued to have hearings and make decisions on Gaming Applications. In the matter of the Mt Atkinson Hotel⁴, McKinley Drive, Truganina, the Commission approved the application for suitable for gaming with sixty (60) electronic gaming machines.
132. The Commission asked the Applicant to provide submissions as to whether the Commission is able to determine the Application in light of the COVID-19 pandemic, with specific reference to the matters to be considered and mandatory criteria for approval. Given that the GR Act expressly requires that *“the Commission must use its reasonable endeavours to determine an application within the required period”*, the COVID-19 pandemic should not impact on the ability of the Commission to make a decision.
133. Three crucial factors that were submitted in this case are also relevant to the current application for the Hotel. These are:
- Depending on the success of the application, implementation of the gaming aspect is not expected to occur until August 2022, and that there will have been a period of economic and social recovery following the resolution of the COVID-19 pandemic.
 - There is nothing about the community of Koo Wee Rup that would make it more or less vulnerable to the impacts of COVID-19 than any other part of Australia. Koo Wee Rup is relatively isolated from other towns in terms of geographical location, enabling the town to monitor the spread of the virus more effectively.
 - Finally, the construction work and increased employment opportunities presented through the additional 14 new staff roles at the Premises would respond to the community’s immediate need for economic stimulus and employment in the entertainment and hospitality sectors.
134. It is submitted that the social isolation generated by the prolonged shutdown period is coming to an end now that the virus is seemingly under control in

⁴ Premises Approval - Zahav (Aust) Pty Ltd, April 2020

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Victoria and vaccinations are reasonably imminent, and that it is time to focus on rebuilding the social networks of the community. The benefits of a venue such as the Hotel, which will offer an even greater number of entertainment options through the café, community hub and gaming room, as well as versatile function spaces able to accommodate new social distancing “norms” will prove increasingly beneficial on the wellbeing of the local community as they work towards rebuilding and post COVID, further enhancing this application.

135. The proposed \$100k in cash per annum contributions (plus significant purported in-kind donations) will significantly help small community groups and clubs rebuild after the economical setbacks that COVID-19 has caused, even more so now than before the pandemic.
136. In summary, the benefits of this application will be more pronounced as a result of the economic and social crisis Victoria has undergone over the last few months. The need to feel reconnection and support within small communities is very strong, the Hotel’s new facilities and local contributions can offer such.

6 Gaming Approval and Council Policy

6.1 VCGLR

137. This proposal will be subject to the approval of the VCGLR. Policies of Cardinia Shire Council are a relevant consideration.
138. It is noted that during the COVID pandemic period, the Commission has approved two applications for a new venue/top-up machines (Mount Atkinson Hotel and Clifton Springs Golf Club) and that this current situation should have no bearing on the determination of the Application under consideration since the intended implementation date is August 2022, when presumably the crisis will have abated. It is fair to say that the effects of the pandemic will be felt state-wide and that there is nothing to suggest that this LGA will suffer worse than any other.
139. The Gambling Regulation Act 2003 (Section 3.3.7) requires that the Commission must not grant an application for approval unless satisfied that there is **no net detriment** to the community, with particular regard to the net economic and social impacts of this application on the well-being of Cardinia Shire.

6.2 Council Planning Policy

140. The local policy for gaming within the Cardinia Shire planning scheme is Clause 22.03 Gaming which, along with State Policy Clause 52.28 – Gaming is to be

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considered in relation to this application. A review of the local Gaming Policy was conducted in 2015 and the planning scheme updated accordingly.

6.3 Local Council Policy Clause 22.03 – Gaming

141. The main objectives of Clause 22.03 are:

- *To discourage new gaming machines in vulnerable or disadvantaged areas.*
- *To achieve positive social, economic and environmental outcomes in the location and relocation of gaming machines and avoid exacerbating the risk of problem gambling.*
- *To minimise opportunities for convenience gaming.*
- *To locate gaming machines where the community has a choice of non-gambling entertainment or recreation activities within the gaming venue and the local area.*
- *To protect the amenity of areas surrounding gaming venues*

6.3.1 Appropriate Areas

142. The policy seeks to locate gaming machines in areas that make a positive contribution, where alternative non-gaming activities are available, and redistributing machines away from disadvantaged areas.

143. Additionally, the policy seeks to locate gaming machines where the density cap does not exceed 10 EGMs per 1000 persons over the age of 18 as set by the State Government, and where the facility is not easily accessible and removed from day-to-day convenience activities.

144. **Response:**

The majority of gaming machines in Cardinia Shire are located in and around Pakenham and Officer, to the north west of the shire. Whilst it is acknowledged that the Shire indicates low levels of disadvantage at LGA level, should this application prove successful the introduction of machines into the Koo Wee Rup region would see a distribution of the EGMs away from the slightly higher disadvantage levels of Pakenham, where the majority of the town centre ranks in the 1st to 3rd Decile at SA1 level. The municipal limit of EGMs was increased in 2017 from 458 to 573, indicating that the responsible authority recognises the need for more gaming machines to meet the growing population and broaden the accessibility of such entertainment options throughout the Shire. There will be no signage advertising the presence of gaming machines on or visible from Station Street, thus removing the risk to impulse gamblers using the nearby shopping facilities.

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6.3.2 Inappropriate Areas

145. The policy seeks to avoid placement of EGMs in close proximity to prohibited areas or within 400 metres walking distance of a concentration of social housing comprising more than 50 dwellings. Other sensitive uses such as social support agencies and/or gamblers help centres or areas of high disadvantage according to ABS SEIFA data should equally be avoided. Furthermore, areas that are key connections between core retail areas in a township or activity centre would be considered inappropriate.

146. **Response:**

The Hotel is not located within an area that is prohibited according to Clause 52.28, nor is there a concentration of 50 or more social housing dwellings within 400m. There are no agencies with line of sight to the venue that would be considered vulnerable. The Hotel, whilst opposite a supermarket, has been proven to be not on an “ant-trail” to or from the shopping, with the majority of the pedestrian activity within the township occurring to the south of the Main Street and foot traffic seldom crossing the road, according to the pedestrian survey undertaken in July and August 2019. The distribution of pedestrians heading east to west is fairly evenly spread, due to the parking facilities to the west and the main town centre to the east. The summary of the period of survey is indicated in the summary table below, the full details of the survey can be seen in Appendix 8.

Table 5 | Summary of Survey of Foot Traffic In Vicinity Of The Hotel | 29th July To 4th August 2019

FOOT TRAFFIC	COUNT
STATION ST NORTH SIDE	1196 (25%)
STATION ST SOUTH SIDE	3680 (75%)
TRAVELLING EAST	2300
TRAVELLING WEST	2549
TOTAL CROSSED TO HOTEL	10 (0.1%)

6.3.3 Inappropriate Sites

147. Gaming machines should be located on sites:

- *That minimise the likelihood of impulse gaming by people passing the venue in the course of their usual business or every day activities.*
- *At the periphery of activity centres and removed from land zoned for a commercial purpose, or at a sports or recreation club.*

148. Gaming machines should not be located on sites:

- *Where they are convenient to concentrations of shops, major community facilities or key public transport nodes where large*

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numbers of pedestrians are likely to pass in the course of their daily activities.

- *In townships and small centres where local convenience services are provided and where no or limited alternative attractions are offered.*
- *On sites that abut, are adjacent to, or are opposite a strip shopping centre.*
- *On sites that are in the direct line of sight of a strip shopping centre*

149. Response:

The main commercial activities occur further east of the site, along Main Street and Rossiter Road. It is therefore considered that the Hotel is appropriately located on the periphery of the activity centre, with mostly industrial and residential land uses to the west. The land is not zoned for Commercial use as is the case with all land within the identified strip shopping area of Koo Wee Rup. As a small town, Koo Wee Rup provides the community with many forms of entertainment including a bowls club, swimming pools, community centre, restaurants and cafes. The Hotel itself offers a variety of entertainment options, with live music available on weekends. The proposal will see the introduction of a café area and a community hub in the bistro. The proposed addition of the much-needed function areas will further expand the entertainment options that the Hotel are able to offer and will be available for private events and business use.

6.3.4 Appropriate Venues

150. Gaming machines should be located in venues:

- *That offer and promote a range of other forms of recreation and entertainment other than gambling based activities and which are located in spaces completely divorced from the presence of EGMs.*
- *That promote non-gaming activities that increase the choice of activities and attractions available to patrons.*
- *That limit play by condition of approval to times when alternative entertainment and recreation is also operating and available.*
- *That already have gaming machines (in preference to the establishment of a new gaming venue).*
- *That are designed to comply with best practice and the full ambit of the VCGLR Venue Manual or any regulatory successor.*
- *Promote responsible gaming practices.*

151. Gaming machines should not be located in venues that:

- *Have 24 hour-a-day operation or venues that do not allow for a substantive period of time whereby gaming machines are non-operational.*

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- *Are located within a discouraged area as defined by this policy.*
- *Have gaming floor area of more than 25% of the total floor area of the venue.*
- *Will detrimentally affect the amenity of the surrounding area by way of design, location or operating hours.*

152. **Response:**

As previously stated, the Hotel currently offers live entertainment in the bistro and bar on weekends. It is understood that the introduction of function rooms will further enhance the live entertainment options open to the Hotel management, the Koo Wee Rup community and the general public. The introduction of a café will further diversify the facilities of the Hotel. Hours of operation for the gaming lounge will be in accordance with the current operating hours of the venue, with the gaming room proposed to be licensed until 1am Monday through Saturday and 11pm on Sundays. It is noted that the venue will opt to close earlier where no patrons are present. During these hours of operation, it is noted that the café is also open. Functions, when available, will also run during same time period offering multiple forms of entertainment that are not focussed on gaming. Whilst it is acknowledged that this is a new gaming venue, it is submitted that the introduction of EGMs to the township of Koo Wee Rup will not cause an undue risk for problem gamblers or loss of amenity for residents. People who enjoy using gaming machines, and do so responsibly, currently travel a minimum of 10km to the nearest venue to do so. The Hotel will implement a Responsible Service of Gaming practice, with a Code of Conduct manual prepared by Leigh Barrett and Associates. All staff in the gaming lounge will be suitably RSG qualified. The proposed layout dedicates considerably less than 25% of the total floor area to gaming, with 18% of the GFA covered by the Green Line Plan.

153. It is submitted that the proposal to introduce gaming at the Hotel is in general accordance with the local Gaming Policy.

6.4 Council Planning Policy Clause 52.28 – Gaming

154. **Purpose:**

- *To ensure that gaming machines are situated in appropriate locations and premises.*
- *To ensure the social and economic impacts of the location of gaming machines are considered.*
- *To prohibit gaming machines in specified shopping complexes and strip shopping centres*

155. **Response:**

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The Royal Hotel is considered appropriate for the following reasons:

- **Appropriate Location and Premises**
 - The Hotel is considered a destination venue at the edge of the main activity centre in Koo Wee Rup hence patrons would need to make a conscious effort to attend. Given the catchment of the venue and the regional setting, it is likely that the majority of patrons will make a conscious decision to drive to the venue;
 - The proposed gaming room is at the rear of the premises with an entrance off Moody Street, will not be highly visible from the main street and as such, will not unduly attract impulse gamblers; People will have to walk through the café to get to the gaming room.
 - There will be no signage advertising the presence of the gaming machines on Station Street.
 - Best Practice RSG measures have been applied to the proposed gaming room to ensure that the room is appropriate and protects non-gamblers from the sights and sounds of the EGMs. Refer to Section 2 for more detail.
- **Consider the social and economic impact**
 - The socio-economic analysis of the (2.5km) immediate catchment area around the proposed premises indicates that the area in which the Royal Hotel is located is not considered to be facing undue hardship. It is recognised that there are pockets of disadvantage, that in some cases can be attributed to the predominant current land use of the area, however there is no excessive area(s) of significant disadvantage, as outlined in Section 4.
 - The map below is representative of the areas of Social Housing as determined from ABS statistics for homes leased by *State or Territory Housing Authorities or Cooperative/ Community/ Church Groups* within the vicinity of the Royal Hotel, being the only readily available data on this subject.
 - As Figure 21 below shows, there are two areas with an elevated concentration of social housing located in the north and southern aspect of the township and the majority of these are greater than 400m away from the Hotel As a rural service centre for Koo Wee Rup and the environs, the town caters for all residents and as such, it is expected that there will be some areas of social housing within the main centre, to facilitate access to the shops and transport options. The number of dwellings within these areas does not exceed 50, and hence does not contravene Council policy.
- **Prohibited shopping complexes and strip shopping**

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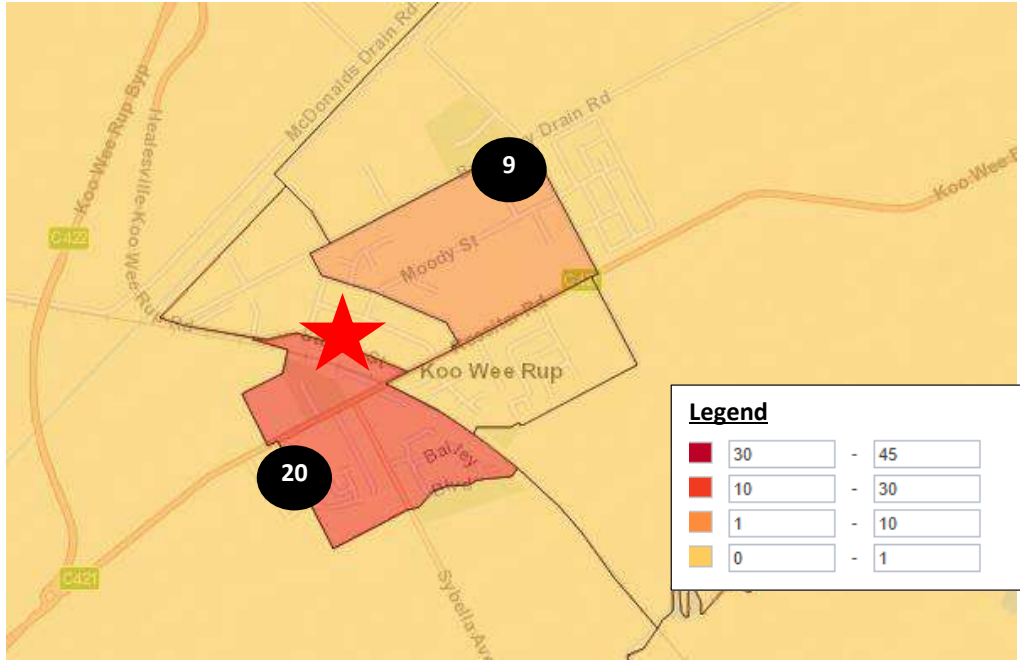
Royal Hotel, Koo Wee Rup

- **The Royal Hotel is not in a prohibited area according to the schedule to Clause 52.28, the only prohibited site being Lot 2 (number 30) Station Street, to the west of the site. Whilst it is acknowledged that the Woolworth supermarket is across the road, pedestrian surveys have indicated that very few of customers of the shop will cross the road to pass the Hotel. Other nearby businesses include light industrial sites, garden supplies and timber yards, none of which are considered everyday shopping destinations and therefore less likely to result in passersby being tempted toward impulse gambling. As mentioned above, there will be no signage on Station Street advertising the gaming machines**
- **A pedestrian count was conducted between the 29th July and 4th August 2019, during which almost 5,000 pedestrians were counted outside the Woolworths supermarket, noting how many of these passed the Royal Hotel. The facts indicate that approximately 75% of pedestrians remained on the south side of the Main Street, and 25% on the side with the Hotel. It was noted that only 10 people crossed the street to the Hotel during the period of the survey. This supports findings that the Royal Hotel is not on an ant-trail to everyday shopping needs and it is submitted that the introduction of gaming at the rear of the Hotel, with no promotional signage for the machines, will not unduly increase the risk of problem gambling in the township.**

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Figure 21 | Location of concentrations of tenancies owned by local authorities and church groups within the 2.5km catchment of the Royal Hotel (number of buildings indicated)



Source: ABS Tablebuilder & NBA Group Pty Ltd.⁵

⁵According to the Koo Wee Rup Township Strategy (2015) “The State Government’s Department of Human Services (DHS) has 29 residential units in Icke Road (500m from venue). DHS built additional units in 2008 and ‘does not have plans’ (DHS, 2012) to increase the number in the near future.



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7 Supporting Analysis of Catchment Area

7.1 Venue Catchment and LGA Profile

156. This section utilises the statistics gathered by the 2016 census for Koo Wee Rup, the 2.5km catchment around the Royal Hotel, the extended 20km catchment, the Cardinia LGA catchment, and Victoria for comparison.
157. The risk of harm associated from problem gambling which may be regarded as a disbenefit associated with this Application, will be influenced by the socio-economic status and potential vulnerability of the community of Cardinia Shire, and particularly those living in the catchment area surrounding the Hotel. This is because communities characterised by socio-economic disadvantage and greater vulnerability are considered to be more susceptible to the harms arising from problem gambling. The following analysis investigates the potential vulnerability of the catchment area.

7.2 Estimated Residential Population

158. As previously explored in this report, the venue catchment falls into two main categories, the immediate 2.5km catchment of Koo Wee Rup and the extended 20km catchment due to the regional nature of the municipality. The following demographic analysis using 2016 Census data has therefore considered the immediate 2.5km and extended catchment areas and the Shire of Cardinia, this is then compared to Victoria overall to provide a contextualised summary of the area.
159. The resident population of the immediate catchment area is 3,959 people, with the 20km extended catchment being home to an estimated 100,000 people as based on figures in Table 6 below.

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Table 6| Estimated population in 20km catchment area | 2020 – 2041

Area	Estimated Residents	Adults (estimated at 75%) *	Forecast Population by 2041
Koo Wee Rup	3,959	2,969	6,621
Southern Rural	3,232	2,424	3,719
Tynong	1,625	1,219	2,154
Pakenham	38,953	29,215	51,889
Pakenham balance	1,172	879	1,270
Cardinia Road Precinct	24,353	18,265	29,524
Officer	12,518	9,389	35,074
Lang Lang	2,009	1,507	3,081
Casey Coast	4,069	3,052	3,977
Clyde	7,502	5,627	70,036
Devon Meadows	1,337	1,003	1,503
Total	100,729	75,547	208,848

* The number of adults is a broad stroke estimate based on ABS statistics

7.3 Forecast Population

160. Cardinia and Casey are two of the main growth areas for Victoria, and both are forecast for population increases over the next 20+ years. As can be seen from Table 6, the 20km catchment area is expected to undergo an estimated 100% increase over the next 21 years.
161. It is suggested that the Royal Hotel is well located to service this new growth and provide additional entertainment options for future residents. Furthermore, this is a growth area where surrounding uses are well established.

7.4 Demographic Profile

162. Earlier in the report, it was indicated that the appropriate primary catchment for this regional venue is the 2.5km immediate area, with an extended catchment of 20km. The following table summarises the demographic of both catchments and compares this with the Shire of Cardinia and Victoria for a statistical balance.

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Table 7| Summary of Demographic Analysis of the Catchment Area | 2.5km & 20km | 2016 Census data

Characteristics	2.5km Catchment ⁶	20km Catchment ⁷	Cardinia Shire	Victoria
Population				
Estimated Residential Population (2018)	3,825	84,601	107,120	6.46m
Average Age	39	37	34	37
Men vs Women	48.2% / 51.8%	49.1% / 50.9%	49.2% / 50.8%	49.1% / 50.9%
Income				
Average Personal Income	\$621	\$697	\$680	\$644
Income Household	\$1,335	\$1,551	\$1,497	\$1,419
Labour Force				
Labour Force	3,695	4,888	47,558	2,929,592
% in Labour Force	95.8%	94.5%	94.5%	49%
% Unemployed	4.2%	5.5%	5.5%	6.6%
Housing Stress				
% in Rental Stress	6.5%	6.6%	8.1%	10.4%
% in Mortgage Stress	10.8%	10.8%	10.7%	7.5%
Education				
Level of education attainment year 12 & above	48.3%	58.2%	60.3%	63.8%
Indigenous Australians				
Aboriginal and/or Torres Strait Islander people	1.1%	0.8%	0.8%	0.8%

163. In summary of the demographic of the initial and extended catchment area is shown in the table below.

Table 8| Summary of demographic in the initial and extended catchment when compared to Victoria

	Compared to Victoria	
	2.5km Catchment	20km Catchment
Average age	Higher	Slightly Higher
Number of men vs women	Lower	Lower
Average Personal income	3% Less	8% Greater
Household income	6% Less	9% Higher
Rate of unemployment	Lower	Lower
Mortgage stress	Higher	Slightly Higher
Rental stress	Considerably Lower	Lower
Education attainment	Lower	Lower
Indigenous Australians	Higher	On par

⁶ ABS statistics for Koo Wee Rup SA2

⁷ Averaged ABS statistics for Pakenham, Tynong, Officer, Lang Lang, Clyde and Devon Meadows

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7.5 Social and Economic Profile of the Area

7.5.1 SEIFA Index

164. The Australian Bureau of Statistics has compiled an Index of Relative Socio-Economic Advantage and Disadvantage (IRSAD), which is referred to as the SEIFA Index. The definition of both the IRSAD and the Index of Socio-Economic Disadvantage (IRSD) as explained by ABS:

IRSAD:

This index is preferred in situations where the user:

- *is not looking **only** at disadvantage and lack of disadvantage;*
- *wants advantage to offset any disadvantage in an area;*
- *is using a variable in their analysis, such as Indigenous status, that has been included in the construction of another index but not this index; or*
- *is unable to identify a specific aspect of disadvantage, such as income, that is important to their particular analysis*

A low score indicates relatively greater disadvantage and a lack of advantage in general. For example, an area could have a low score if there are (among other things):

- *many households with low incomes, or many people in unskilled occupations; AND*
- *few households with high incomes, or few people in skilled occupations.*

A high score indicates a relative lack of disadvantage and greater advantage in general. For example, an area may have a high score if there are (among other things):

- *many households with high incomes, or many people in skilled occupations; AND*
- *few households with low incomes, or few people in unskilled occupations.*

IRSD:

This index is preferred in situations where the user:

- *wants to look at disadvantage and lack of disadvantage*
- *wants a broad measure of disadvantage, rather than a specific measure (such as low income).*

An example would be where a user:

- *wants to ensure an allocation of funds goes to disadvantaged areas.*

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165. The IRSAD Index is created by combining a number of measures of disadvantage and advantages, including levels of education, employment statistics, levels of unskilled employment and income. It is submitted that the IRSAD scale, as opposed to IRSD, is a more balanced review of a municipality as it does not simply focus on the disadvantages. However, given that the VCGLR, Councils and Council policies tend to rely on the IRSD scale to analyse gaming applications, analysis of the IRSD scale is also provided in my SEIA reports to ensure a balanced and comparable set of figures.

166. Table 9 describes the definitions used in SEIFA to analyse the data collected by the Census.

Table 9 | SEIFA Definitions - 2016

SEIFA Definition	
What is an index score?	<p>An index score for a Statistical Area Level 1 (SA1) is a weighted combination of Census variables for that SA1. The scores for all SA1s are then standardised to a distribution where the mean equals 1000 and the standard deviation is 100 – this is for convenience of presentation.</p> <p>For areas larger than SA1s (e.g. Local Government Areas), the scores are a population weighted aggregation of constituent SA1 scores</p> <p>It is important to remember that the scores are an ordinal measure, so care should be taken when comparing scores. For example, an area with a score of 1000 is not twice as advantaged as an area with a score of 500. For ease of interpretation, we generally recommend using the index rankings and deciles for analysis, rather than using the index scores.</p>
What is a rank?	<p>To determine the rank of an area, all the areas are ordered from lowest score to highest score. The area with the lowest score is given a rank of 1, the area with the second-lowest score is given a rank of 2 and so on, up to the area with the highest score which is given the highest rank</p>
What is a decile?	<p>Deciles divide a distribution into ten equal groups. In the case of SEIFA, the distribution of scores is divided into ten equal groups. The lowest scoring 10% of areas are given a decile number of 1, the second-lowest 10% of areas are given a decile number of 2 and so on, up to the highest 10% of areas which are given a decile number of 10</p>

167. The map in Figure 22 indicates that as a whole, the Cardinia Shire is not under undue socio-economic stress, ranking in the 8th decile at State level on the IRSD scale.

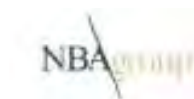
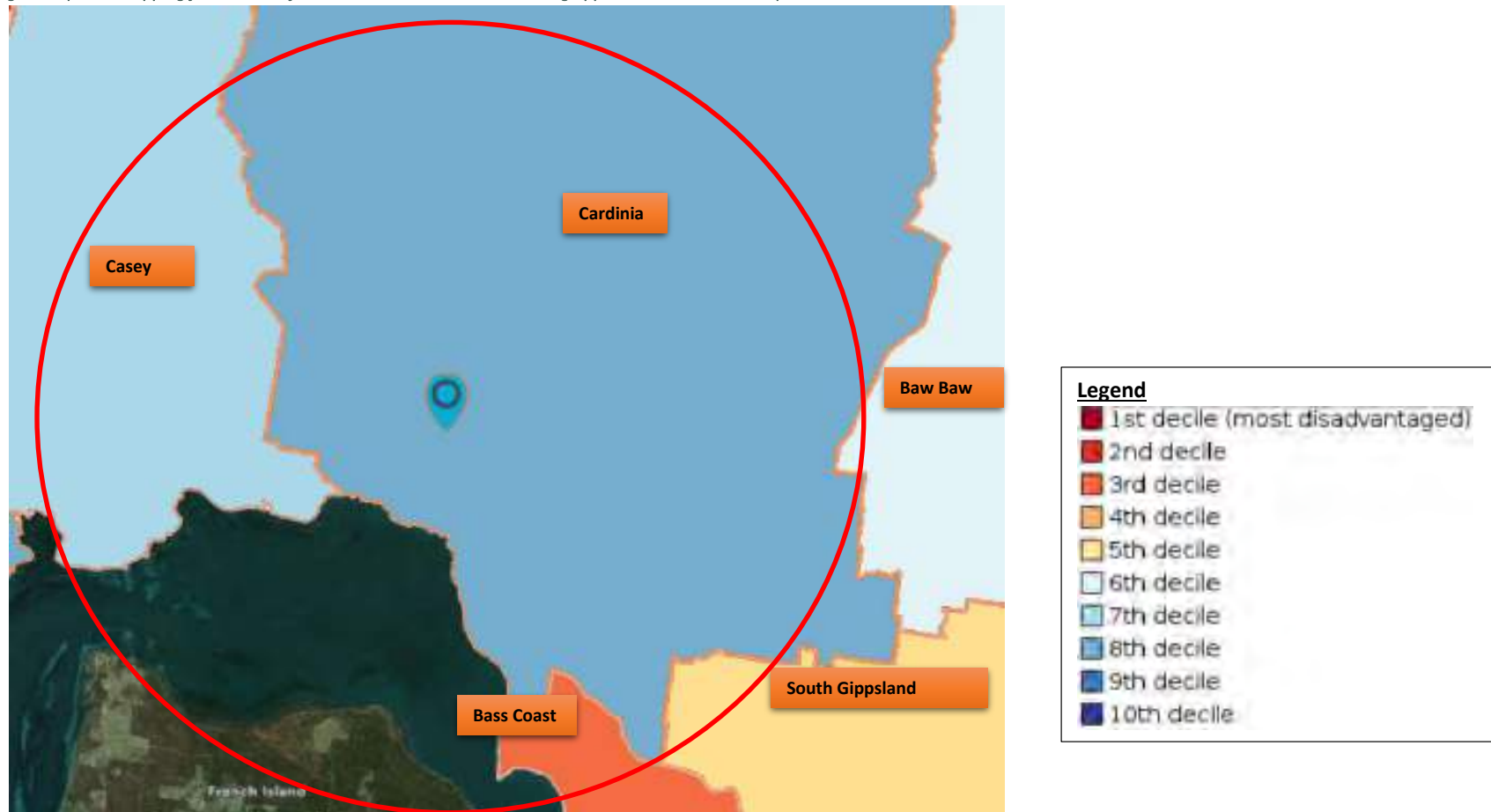


Figure 22 | IRSD Mapping for the LGA of Cardinia and surrounds – indicating approximate 20km radius | 2016



Source: ABS and NBA Group Pty



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168. In closer proximity to the venue and more specific to the catchment areas of a 2.5km and 20km radii, the following SEIFA breakdown gives a summary of the area around the Hotel.

Table 10| Summary for SEIFA Categories by IRSD

Area	2016	Comments
SA1 area around the venue (2129009)	2 nd Decile	Recognised level of disadvantage, however as a service centre for a rural area, the SEIFA ranking tends to be lower due to a lack of residential occupants. It is noted that there are some areas of social housing within proximity to the town centre, as can be seen in Figure 23 below, although the majority are at a distance greater than 400m from the venue.
2.5km Catchment area SA1's	Ranges from 2 nd decile to 6 th Decile	90% of the 2.5km catchment ranks in the 4 th decile and above, indicating an average to low level of disadvantage.
20km Catchment area at SA2 level	Ranging from the 2 nd decile to the 9 th Decile	The catchment includes Lynbrook in the 2 nd Decile through to Beaconsfield / Officer in the 9 th Decile, indicating a very varied range of advantage through to disadvantage. 80% of the 20km radius ranks in the 4 th decile and above.
Cardinia (LGA)	8 th Decile	Low level of disadvantage

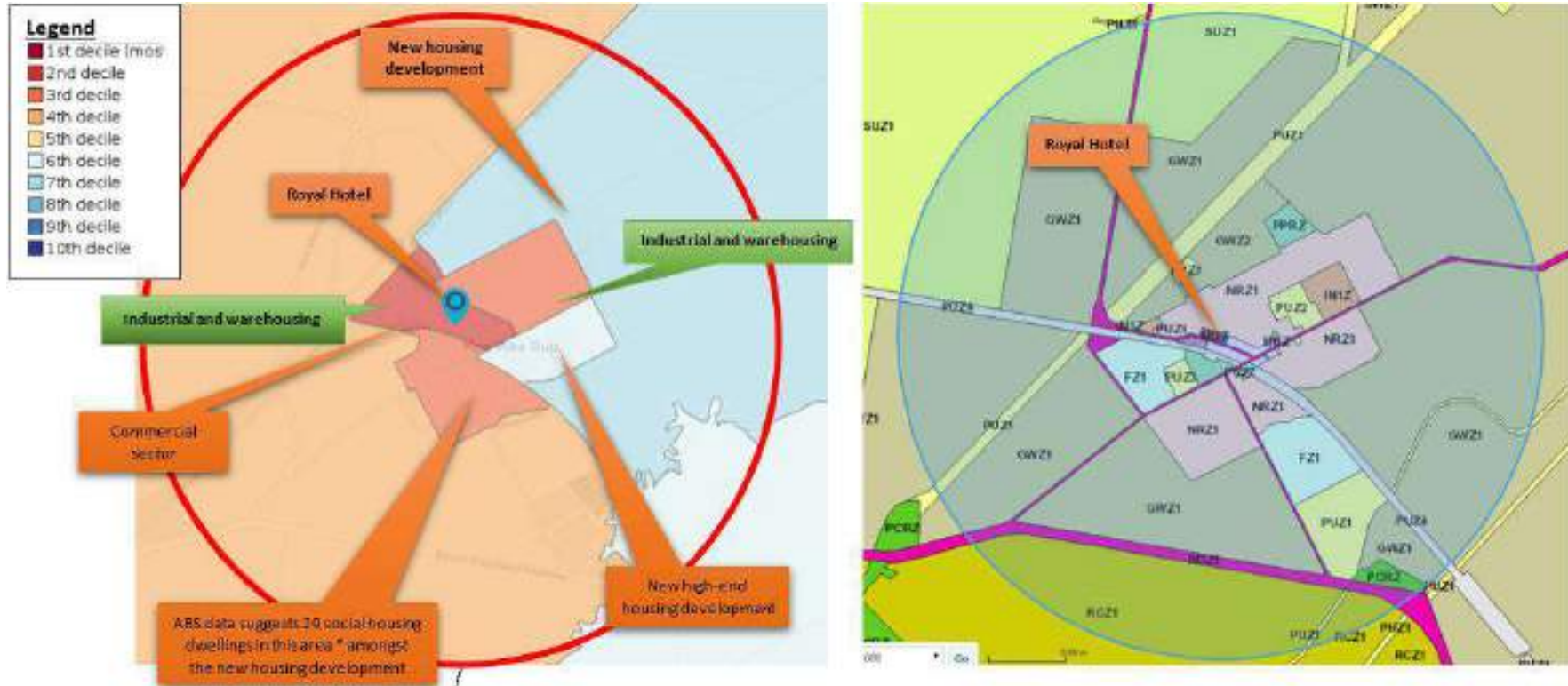
169. The following mapped SEIFA indicates the SA1's within the 2.5km catchment of the Royal Hotel. At a micro level such as SA1, it is considered appropriate to focus on the immediate 2.5km catchment rather than the broader 20km catchment. This is then compared with land use (zoning) in the area that may provide context around some of the more apparent areas of disadvantage.

170. The full SEIFA analysis can be found at Appendix 7 – Demographic Analysis.

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Figure 23| SEIFA Mapping by IRSD for SA1's (indicating approximate 2.5km catchment area) compared with the equivalent land use map | 2016



* ABS data by Tenure and Landlord Type utilising State / Church or Community owned housing. New housing developments are obliged to provide a designated number of social housing options. According to the Koo Wee Rup Township Strategy (2015) "The State Government's Department of Human Services (DHS) has 29 residential units in Icke Road (500m from venue). The units are fully modified for people aged 55 or older. The waiting list has a turnover of approximately 4–6 per annum. DHS built additional units in 2008 and 'does not have plans' (DHS, 2012) to increase the number in the near future".

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7.6 Summary of Catchment Assessment

171. The statistical analysis determined from the Census data has indicated that neither the area immediately around the venue nor the extended 20km radius is considered a high-risk profile in terms of socio-economic indicators. The profile is typical of a country town and outlying rural areas. What the future holds for the catchment of the Hotel is somewhat unique regarding the transition Koo Wee Rup and the surrounding towns will undergo as a result of the anticipated growth forecast for the area over the next 20 years.
172. There are no overt indicators that the area is undergoing undue financial stress or that education levels are considered exceptionally low. Overall, the statistical analysis would suggest that the area is not vulnerable to problem gambling indicators as determined by problem gambling research.

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8 Problem Gambling

8.1 What is Problem Gambling?

173. Problem gambling is best defined as an urge to gamble continuously despite negative consequences or a desire to stop. Problem gambling is often defined by harm, whether it is experienced by the gambler or others, rather than by the gambler's behaviour. A common feature shared by people who suffer from gambling addiction is impulsivity.

8.2 What is a Problem Gambler?

174. According to an in-depth study in 2009 by the Department of Justice, '*Problem Gambling from a Public Health Perspective*', the profile of a Problem Gambler was deemed to meet the following traits:

Compared to Victorian adults, characteristics of the segment included:

- *higher proportion of males and lower proportion of females*
- *lower proportion of people 65yrs and older*
- *higher proportion of people of Indigenous backgrounds*
- *lower proportion of people with a personal income of under \$31,199 and a higher proportion with an income of \$31,200-\$51,999*
- *lower proportion of professionals, technicians/tradesworkers and clerical/administrative staff and a significantly higher proportion of sales workers, machinery operators/drivers and labourers*
- *lower proportion of households with an income of under \$33,799 and a significantly higher proportion of households with an income of \$32,400-\$103,999*
- *lower proportion of Eastern Metro and Grampians*
lower proportion of people who have migrated to Australia in the past 5 years
lower proportion of 'other households'

175. In 2009, the prevalence of problem gambling in Victoria was shown to suggest that 0.7% of the adult population of Victoria were deemed to be Problem Gamblers, with a PGSI score between 8 and 27.

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Figure 24| Prevalence of Problem Gambling in Victoria | 2009

**Table 1. Prevalence of problem gambling in Victorian adults
by Canadian Problem Gambling Severity Index (N=15,000 - July-October 2008)^a**

Risk for problem gambling	% Victorian adults ^b			
	%	SE	Lower	Upper
Non-problem gamblers (score of 0)	64.31	0.51	63.30	65.31
Low risk gamblers (score of 1-2)	5.70	0.25	5.23	6.21
Moderate risk gamblers (score of 3-7)	2.36	0.16	2.06	2.70
Problem gamblers (score of 8-27)	0.70	0.09	0.55	0.90
Non-gamblers	26.93	0.48	25.99	27.88

a. Question - Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults)

b. SE denotes standard error. Lower/Upper denote lower and upper confidence limits.

176. A follow up study⁸ was released earlier this year, in March 2020, which details the results of a similar sized general population survey on gambling participation, gambling problems and gambling-related harm in the state of Victoria, conducted between September 2018 and January 2019.
177. This report, referred to as 'The Health Study', details a population-representative sample and provides estimates on how gambling-harms are distributed throughout the Victorian community.
178. The overall findings of The Health Study indicate the following distribution of gambling methods in Victoria:
- More than two-thirds of adult Victorians (69%) participated in some form of gambling in the past twelve months at the time of the survey.
 - The most popular forms of gambling were:
 - lottery ticket purchases (44.4% of adults)
 - raffle tickets (37.4%),
 - horse, harness or greyhound race betting (19.8%) and
 - pokies (14.1%).
 - The internet continues to grow in popularity as a platform for gambling. In the present survey, an estimated 19.2% of all adults have placed bets online within the prior 12 months⁹.

⁸ Rockloff, M, Browne, M, Hing, N, Thorne, H, Russell, A, Greer, N, Tran, K, Brook, K & Sproston, K 2020, Victorian population gambling and health study 2018–2019, Victorian Responsible Gambling Foundation, Melbourne

⁹ It is anticipated that COVID-19 will have a significant impact on the participation of online gambling following the temporary closure of gaming venues in Victoria during 2020.

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- Relatively few Victorians participated in some of the newer forms of gambling, such as betting on eSports (0.5%) or fantasy sports (0.4%).

179. Similar to other cited gambling studies, The Health Study concluded that:

- *Less than 1% of the adult population is likely to suffer from a gambling disorder (0.7% overall, or an estimated 36,123 Victorians);*
- *The prevalence of problem gambling has remained largely unchanged between the study-years 2008, 2014 and 2018-19, at 0.7%, 0.8% and 0.7%, respectively;*
- *Men in Victoria (1.0%) are more likely to be problem gamblers when compared to women (0.5%), despite gambling participation being almost equal;*
- *Aboriginal and Torres Strait Islander peoples have higher rates of problem gambling (2.9%) than other Victorians (0.7%);*
- *Many gamblers show at least some indicators of problem gambling (14.2%), qualifying as either so-called low risk or moderate risk gamblers;*
- *There has been a modest decline in gambling participation overall, with the number of gamblers (all types) declining from 73.1% in 2008 to 70.1% in 2014 and 69.0% in 2018-19;*
- *While the rates of problem gambling have remained steady in recent years, there is a growing recognition - backed by solid data - that gambling harm is widely spread in the Victorian community;*
- *Gambling participation advances reliably with income, where only 57.3% of people earning \$1-20,799 per year gambled in the prior 12 months, compared to 78.9% of persons earning more than \$156,000;*
- *While gambling participation advances reliably with income, moderate-risk and problem gambling levels decline as incomes increase.*

180. In summary, this report concentrates on the following key analysis variables that are more likely to indicate Problem Gambling related harm:

- **Gender:** Male
The 2014 Victorian Gambling Prevalence Study found that 1% of males and 0.6% of females were problem gamblers.
- **Suffering Social and Economic Disadvantage:**
Population surveys disclose that people in disadvantaged circumstances – as for instance, lower incomes, lesser educational attainments or joblessness – are more likely to experience gambling problems or be at risk of such difficulties, than others
- **Income:** Low to mid-range
Risk Factors for Problem Gambling (2015¹⁰) concluded that “the most common finding has been that low income is associated with higher rates of problem gambling.” Miller (2015) in a review of contemporary research concluded that

¹⁰ Risk Factors For Problem Gambling: Environmental, Geographic, Social, Cultural, Demographic, Socio-Economic, Family And Household, Victorian Gambling Foundation 2015.

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“low incomes and lower socio-economic status are associated with a higher prevalence of gambling”.

- **Education:** No formal post-school qualification.
“Gambling Prevalence in South Australia 2012’ (2013) concluded that 1.7% of people with a university degree were moderate risk or problem gamblers, compared with 3.7% of those with secondary education only”.
- **Unemployment and Joblessness:** Unemployed.
- **Indigenous People:** More likely to have gambling problems.
2014 Victorian gambling prevalence study (Hare, 2015) found that 9% of indigenous adults were problem gamblers – compared with 0.81% of the general adult population.
- **Personal Problems:** High risk for those suffering psychological issues.
A Melbourne study of 2,000 adults, conducted by the Problem Gambling Research and Treatment Centre at Monash and Melbourne Universities, determined that problem gamblers were 19 times more likely than non-problem gamblers to experience psychological difficulties.
- **Age Range:** 35-44 Years Old
In previous studies from 10 years ago, age has been determined to be in the early twenties to early thirties for problem gamblers. The review of gambling related issues¹¹ indicates that this is now closer to 35-44 years old, suggesting that as the studies and research progress, the original age range is shifting at a similar rate. It is indicated by some studies that younger age ranges are gravitating more towards online gambling and away from physical EGM venues.
- **Occupations and Gambling Related Problems:** Undetermined.
Studies in this area seem to contradict each other with blue collar workers being most at risk according to The National Institute of Economic and Industry Research (2000). Whereas, Hare’s Study of Victorians in 2009 suggested Sales workers were most at risk: sales workers accounting for 28% of moderate risk gamblers. It is remarked that this refers to the moderate risk group as opposed to problem gamblers.

181. It is important to recognise that the categories of low risk and moderate risk gambling should not be interpreted to imply that these gamblers are not suffering from any harm. For the purposes of this report however, the highest vulnerability lies with those people recognised as ‘problem gamblers’ and the key focus is therefore to establish the prevalence of this demographic in the area around the venue, and seeks to limit the harm a new gaming venue may cause to them.

182. A recent study undertaken by University of Sydney, *The impact of the COVID-19 shutdown on gambling in Australia* (August 2020), concentrates on the potential impact of the COVID-19 pandemic on gambling behaviour. It is my belief that this research shows that the shutdown has provided an opportunity for problem gamblers, as well as other

¹¹ *Review of Gambling Related Issues* by Hayden Brown et al (September 2017)

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gamblers, to review and modify their behaviour and that the majority of gamblers are reducing all aspects of gambling from expenditure to frequency. Follow up research is still required, as at the time of writing Victoria was still in various stages of lockdown hence there is little that can be categorically concluded from the study until such time as gaming venues in Victoria re-open in full and patrons once again have the opportunity to partake in EGM gambling. I note that the lockdown impacts were much more severe on Victorians and Victorian businesses than the other states of Australia, so the study needs to be considered with that in mind. The key findings of the study were:

- Nearly three in four participants reported spending less time gambling during the shutdown;
 - Median reported monthly gambling spend decreased from AUD \$450 (pre-shutdown) to \$200 (shutdown);
 - The majority of participants reporting past-year gambling problems indicated that their gambling problems had decreased during the shutdown;
 - Participants reporting higher distress were more likely to spend more money on gambling, but not more time gambling;
- Post-shutdown: Most participants reported expecting to resume their prior online and land-based gambling patterns post-shutdown, and a greater proportion expected to decrease than increase their gambling.*

8.3 Problem Gambler versus Harm from Problem Gambling

183. There are two distinct statistics that must be distinguished when discussing problem gambling related issues:
- Proportion of the population that are Problem Gamblers or suffering gambling harm, which has been addressed above; and
 - Proportion of expenditure that is associated with problem gambling or gambling harm, which is addressed below.

8.4 Problem Gambling Expenditure

184. Previous submissions to the Commission have referred to findings by the Productivity Commission in 2010 that between 22% and 61% of expenditure related to gaming was made by problem gamblers¹². From this, submissions have been made that a midpoint of 40% of the new expenditure produced by the EGMs at a gaming venue would be associated with problem gambling. All studies that have tried to measure this more accurately have concluded it is difficult to measure. It is particularly difficult to apply a measure such as this to any specific catchment assessment.
185. The Commission has also recognized that the Productivity Commission report adds little assistance in terms of assessing susceptibility: *At present, data with respect to the prevalence of problem gambling does little to assist the Commission's consideration of*

¹² Productivity Commission (2010) "Gambling – Inquiry Report Volume 1", 5.1 (p.203).

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the vulnerability of the LGA. ¹³ VCEC report from 2012 looks at this more closely on a Victorian scale, which uses a calculation to establish the percentage of total expenditure attributed to Problem Gamblers to be 35%¹⁴.

186. Not only is cost estimation associated with Problem Gambling difficult to gauge in terms of an actual figure, but equally difficult is how to attribute costs when a comorbid condition exists, according to this 2012 report by VCEC¹⁵:

- *An important issue affecting cost estimation is how to attribute costs to problem gambling when problem gamblers may have multiple disorders or comorbidities. In the VGS, problem gamblers reported significantly higher rates of mental and physical health conditions than non-problem gamblers (DOJ 2009b, 18). International evidence also indicates that problem gamblers experience high levels of other comorbid mental and physical health disorders (Lorains, Cowlshaw, and Thomas, 2011, 106; Morasco et al., 2006, p.980).*
- *These comorbidities raise the issue of causality; that is, do these comorbidities cause problem gambling or does problem gambling cause the comorbidities? Some participants acknowledged the difficulties in determining the direction of causation*

187. With the Clifton Springs Golf Club decision by the Commission in mind, I feel that using a 35-40% gauge to determine the impact of gaming proposals on problem gamblers is neither useful nor accurate. It suffices to say that introducing gaming to a town that currently does not have any, may result in an increase of problem gambling. It is the risk-mitigating factors that this proposal puts forward that will limit how much that increase will be. Factors such as the RSG experience of the Applicants, the design and layout of the proposed gaming room, the lack of advertising signage on Station Street, and the relative smallness of the venue in terms of proposed number of machines, to mention but a few, will all contribute to mitigating the risk for Problem Gamblers.

8.5 Assessment of Problem Gambling Risk

188. The Commission recognises that harms associated with problem gambling may be experienced both directly and indirectly as a consequence of gambling undertaken by those who may be defined as 'problem gamblers', as well as those who may be otherwise regarded as 'low-risk' or 'moderate-risk' gamblers.

189. To this end, there are several factors that need to be considered when addressing the relevant question "*to what degree will granting the Application increase the incidence of problem gambling and constitute an economic detriment to the LGA?*"

¹³ Clifton Springs Golf Club VCGLR decision April 2020

¹⁴ Victorian Competition and Efficiency Commission 2012, Counting the Cost: Inquiry into the Costs of Problem Gambling, final report, December 2012. – (Page 108)

¹⁵ VCEC report. (Appendix B, page 45)

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190. Gathered from previous decisions by the Commission, the following are some of the mitigating factors considered to lessen the risks of a significant increase in problem gambling:

- New expenditure versus transferred;
- The nature of the premises and hours of operation of the gaming room in addition to the experience of the Applicant;
- Mitigating RSG design factors;
- The demographic profile of the patron catchment of the Hotel, based on patron surveys of the Hotel at present, (71% of patrons surveyed were from Koo Wee Rup, 15% from LGA and 14% from outside this 20km radius);
- Support of the community.

8.6 Expenditure – New Versus Transferred

191. When discussing increases in expenditure for a gaming application, it is fair to say that only the portion of *new expenditure* must be considered as a risk of increased problem gambling, as transferred expenditure is already existing. Furthermore, only the portion of increased gaming expenditure that is not attributable to problem gambling should be treated as an economic benefit. Therefore, only the portion of *new expenditure* that is attributable to problem gamblers must be considered a negative when assessing the application.

192. It is anticipated some of the new expenditure at the Hotel may be generated by problem gamblers, but there is no specific proportion that can be reliably attributed to this value nor is there any way to understand the proportion of this spend that may be taking place already at other venues or through online gambling platforms. The issue to be addressed here is how can this application mitigate the risks of increasing problem gambling in the Koo Wee Rup community and the municipality more broadly Mitigating factors mentioned below will ensure that this is minimized as far as possible.

8.7 Nature of the Premises and Hours of Operation

193. The Hotel is an existing venue that offers TAB facilities. It is a modest venue, which will offer a gaming lounge with a maximum of 40 EGMs, to be located towards the rear of the premises; the current location of the drive-through bottle shop. It will not be highly visible from the street, with a new entrance to be offered off Moody Street via a café. There will be no signage on or visible from Station Street indicating the presence of gaming machines at the venue.

194. The very nature of current operations at the Hotel is one of local friendly “pub” atmosphere, where a considerable portion of patrons are known to Hotel staff and management by name.

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195. The size of the venue is significant as it has been cited in many gambling studies that the smaller the venue, the less risk presented to problem gamblers. A significant study to this end is one by Matthew Rockloff, *The impact of an audience and venue size on poker machine gambling* (September 2010): *larger gaming venues with more players may also contribute to greater gambling intensity and higher player losses when compared to smaller venues with fewer players.*
196. Restricting gaming room trading hours to no later than 1:00am, with a view to close earlier if there are no patrons present, is a significant factor mitigating the incidence of problem gambling. This is supported by literature¹⁶ showing a correlation between problem gambling and late-night hours (12am to 6am) and that the longer a venue is shutdown between these hours, the more effective it is in mitigating problem gambling by forcing a break in play.
197. The proposed hours of operation for The Hotel indicate a minimum 7-hour shutdown through the week, with an 11-hour shutdown on Sundays, which significantly exceeds the minimum 6-hour break recommended by the Productivity Commission:
- Hotel (including café, bar, function rooms and gaming lounge)
 - Monday – Saturday 8am till 1am
 - Sunday 10am till 11pm.
198. Alternate forms of entertainment available during the hours of operation of the gaming room, such as the proposed café and function area, also help to encourage and provide patrons with options to break from play. During the proposed hours of operation much of the venue will be open, with the exception of the bistro.

8.8 Mitigating RSG Design Factors

199. It is well accepted that the type of venue can increase the level of risk for problem gambling. These include:
- Venues operating after midnight;
 - Venues where anonymity is likely to be achieved.
- Such features can include:
- A dedicated entry to the gaming area from the car park;
 - Limited passive surveillance from within a venue; or
 - Large gaming venues with a large number of machines in a gaming room¹⁷;
 - The absence of other non-gaming entertainment offerings;

¹⁶ 'Evaluation of the 6 hour shutdown of Electronic Gaming Machines in NSW', Blue Moon Research & Planning prepared for the NSW Office of Liquor, Gaming and Racing, April 2008.

¹⁷ EGM Environments That Contribute to Excess Consumption and Harm" by Rockloff, M, Thorne, H, Goodwin, B, Moskovsky, N, Langham, E, Browne, M, Donaldson, P, Li, E & Rose, J published in November 2015

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- Poor management of a gaming venue that encourages players to stay at the machines without a break in play.
200. In considering the extent to which any new expenditure may give rise to an increased risk of problem gambling, the manner in which gaming is to be conducted at the premises is also of relevant consideration. The gaming room has been designed around the principles of harm minimization and accords with best practice guidelines, the full RSG measures proposed for the gaming lounge are discussed in detail in Section 3.3. The proposed design was submitted to the Commission for a “without prejudice” opinion on the layout of the gaming room. Feedback from this submission was adopted in the current design.
201. In addition to RSG measures within the gaming room itself, the risks to problem gamblers are further mitigated by the location of the venue in relation to the activity centre of the town, access to the gaming room, and its position within the building:
- The location of a gaming venue should allow those who wish to legitimately participate in recreational gambling to do so, without encouraging convenient or unplanned gambling. Whilst it is appreciated that the main supermarket of the town is located across the road from the Hotel, the gaming room is to be to the rear of the premises and will not be advertised from the main street. Foot traffic analysis of the town centre indicates that most people do not cross over to the north side of the street, where the Hotel is located. See Section 4.6 for survey data results. Despite the location of the Hotel being on the edge of the activity centre, people will still need to make a conscious decision to come to the venue. There will be no advertising of the gaming machines on or visible from Station Street that will make this attractive to impulse gamblers or entice people to gamble whilst undertaking their daily activities.
 - The new Moody Street entrance will provide the main access to the gaming room via the café area, which will be highly visible to Hotel staff. It provides patrons the option to see other areas of the Hotel upon entry and therefore make a conscious decision to enter the gaming room. Furthermore, there is no entrance from the carpark thus limiting the risk that patrons may “sneak” into the gaming room undetected.
 - Upon approval of this application, the Hotel will have an expanded range of facilities including a bistro, sports bar, café area, function facilities and community hub to provide an alternative for patrons who may otherwise spend too much time in the gaming room. The gaming room only presents 18% of the overall ground floor area of the venue and hence a small proportion of the entertainment options available.
 - The Hotel is a small venue in terms of number of proposed machines. For the purpose of context I consider, based on my experience in this area, that a Hotel venue with up to 50 EGMs is small, a venue with 50 – 80 EGMs is medium and a venue with 80 or more EGMs is considered a large gaming venue by current-day standards.

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- According to the research by Rockloff published in November 2015, large venues generate a risk of being “lost in the crowd”, which would not be the case at the Hotel. Furthermore, hotel management are experienced working in gaming venues, with Francis Deegan who is currently the manager at the Cardinia Park Hotel which has a good track record according to the VSW. It has been well established anecdotally that good and regular contact with customers lessens the risk of anonymity and creates an environment of trust where irregular or unusual behaviour is more likely to be successfully addressed. The proposed availability of free tea and coffee, with regular player breaks to be encouraged by dedicated ‘floorwalkers’ in the gaming lounge will further encourage an environment for non-problem gamblers.
- These are some of the principles summarised by the Victorian Responsible Gambling Foundation in its document ‘*Venue Best Practice Guide*’ and the VCGLR’s ‘*Venue Operational Requirements*’. The design of the gaming lounge in this application has adopted these guidelines to ensure that harm to patrons is minimised at the Hotel.

8.9 Demographic Profile of the Patron Catchment

202. When considering the increased risks to problem gambling from a gaming application, only new expenditure should be considered, since transferred expenditure suggests that the patrons are already gaming elsewhere.
203. The extent to which it can be considered that new expenditure will be associated with problem gambling, and hence may be regarded as a disbenefit associated with this application, will be influenced by the socio-economic status and vulnerability of the community of the Shire of Cardinia, and particularly those living in the catchment area surrounding the Hotel. Communities characterised by socio-economic disadvantage and greater vulnerability are considered more susceptible to the harms arising from problem gambling¹⁸.
204. With 71% of the patrons of the Hotel from Koo Wee Rup, it is considered appropriate to focus on this area for potential new gaming patrons at the Hotel.
205. The results of the SEIFA analysis of the catchment area in Section 6 indicate that the 2.5km radius of Koo Wee Rup has an average level of socio-economic disadvantage and financial vulnerability that would not make them significantly more susceptible to gambling-related harms. See Table 10, Section 6.5 of this report, which indicates that *90% of the 2.5km catchment ranks in the 4th decile and above, indicating an average to low level of disadvantage.*

¹⁸ According to the VCAT’s treatment of this issue in *Molwin Pty Ltd v Mornington Peninsula SC* [2015] VCAT 1982 (23 December 2015).

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206. It is recognised that while pockets of disadvantage exist within the LGA, the population within the extended catchment area of 20km cannot be said to be significantly disadvantaged compared to other rural municipalities, which includes *Lynbrook in the 2nd Decile through to Beaconsfield / Officer in the 9th Decile*. (Table 10)
207. The summary of the socio-economic profile, in terms of financial markers often associated with high-risk problem gambling, indicates that Koo Wee Rup has:
- A rate of unemployment that is lower than the Victorian average;¹⁹
 - An average personal income of only 3% less than the Victorian average. Comparatively, the 20km catchment has a higher personal and family income than the Victorian average;
 - The rate of mortgage stress is on par with the balance of Victoria; and
 - The rate of rental stress is lower than other areas within Cardinia.

8.10 Support of the Community

208. In previous gaming submissions, doubt has been cast over the reliability of letters of support from members and clubs in the community to which offers for community benefits from gaming applications have been made. The suggestion has been made that these recipients do not express support for or knowledge of the application, merely gratitude for the assistance from the Applicant.
209. LifeChanger, the Koo Wee Rup Cricket Club and the Koo Wee Rup Football Club have been approached by the Hotel to offer a share of the community benefit pool that will be made available should the application prove successful. Both clubs and LifeChanger have indicated that they would appreciate the donations and acknowledge that they are fully aware that the application includes the introduction of gaming machines to the Hotel. In a letter of support for the application, LifeChanger goes on to say that they have a long-standing relationship with the Cardinia Park Hotel, whereby *they have donated funds to support two waves of programs within the Beaconsfield area, where the teens of that community are at most need and have also pledged additional funding to allow for a further additional two waves of programs to run*.
210. Letters of support from LifeChanger and both sporting clubs are attached at Appendix 5.

8.11 Summary of the Mitigating Factors

211. Based on the above, I do not consider there to be a higher than average risk from problem gambling to the local community of Koo Wee Rup should the application for gaming to be introduced at the Royal Hotel for the following reasons:

¹⁹ An Australian study by Pickernell et al. (2013) found that EGM access (measured by the number of EGMs and venue size) was related to higher expenditure on EGMs per adult and higher unemployment rates.

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- The Hotel has made every effort to adopt best practice RSG measures in the design and location of the proposed gaming room;
- Hotel management have extensive knowledge of running existing gambling venues and have a proven track record of good RSG practices;
- The proposed additional entertainment options at the Hotel will further detract from the gaming room;
- People within the LGA already have access to gaming;
- There is a below average prevalence of problem gambling reported in the Cardinia Shire LGA;
- The catchment area currently shows few signs of significant disadvantage; and
- The socio-economic profile of the future local community is one that is expected to undergo significant growth, current trends indicate that it is not particularly vulnerable to problem gambling.

8.12 Purported Links to Domestic Violence

212. There are several recent publications that suggest problem gambling is a specific risk factor for family violence, (Maria Bellringer et al 2017, Dowling et al., 2014; Suomi et al., 2013). While the practical evidence is limited, most of the available studies have examined problem gambling in relation to intimate partner violence (IPV) victimisation or perpetration. A high occurrence of both victimisation and perpetration of IPV has been documented by samples of problem gamblers and their family members.
213. Whilst the proposed links are very disturbing and not to be diminished, there are comorbid conditions such as alcohol, drugs and mental health issues that complicate the purported links: *Population survey research has showed a considerable commonality in the socio-demographic factors found to produce vulnerability to gambling issues and family violence. These factors include: a low level of education; receiving government benefits; and consuming alcohol and drugs²⁰.*
214. An extensive study is being undertaken at present by a partnership between CQ University, Australian Institute of Family Studies, Relationships Australia (Qld, NSW, SA), WHIN, Crossroads and Cairns Regional Domestic Violence Service, which will investigate the effects and causal links between problem gambling and family violence: *The relationship between gambling and domestic violence against women*. This study was started in 2017 and is still ongoing.
215. Whilst domestic violence is a serious matter and must not be disregarded, it is submitted that, at this stage the links are still unsupported and cannot be given more than a low

²⁰ *Family violence in a sample of treatment-seeking gamblers: the effect of having dependent children*, Maria Bellringer et al 2017.

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weight when considering them in relation to this application. The Commission have also acknowledged that there is no causal link between family violence and gaming machines.

8.13 Gamblers Help at the Venue

216. The Applicant has approached Gambler's Help Eastern to establish a working relationship should the application for the EGMs prove successful. With a relationship already established for the Cardinia Hotel, it is understood that the worker will probably be the same for the Royal Hotel once established.
217. It is the aim of the Applicant and his hospitality management team that all customers who wish to partake in gambling do so responsibly. It is understood that problem gambling is a serious issue and the team will seek to help people affected by problem gambling in making better decisions regarding their gambling habits whilst at the Hotel.
218. Promotional posters for Gamblers Help, rules and regulations pertaining to the safe and responsible playing of electronic gaming machines, payment of winnings policies, self-exclusion programs and YourPlay promotions will be clearly displayed throughout the Hotel.



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9 Appraisal of Social and Economic Factors

219. The following tables summarise all factors that have been considered in this application to introduce 40 EGMs to the Royal Hotel and increase the number of gaming venues in Cardinia by one. The impacts are indicated below, along with a decision factor and further emphasised by the colour scheme. A degree of judgement is required in weighing up the net benefits and disbenefits of this application, with the greater weight applied to those factors that have the largest impact on the community and certainty of outcome.

9.1 Economic Benefits

Table 11| Economic Impact Summary – Benefits

Social Benefits	VCGLR Guidelines	Proposal and Supporting Factors	Weight Given (Significant/Moderate/Low)
Capital Works	<p>Many proposals include building or construction work. This could simply be the works required to create a space for the EGMs, or it may include other changes to the building that would only be possible if the application is approved, such as broader renovations or construction of new facilities.</p> <p>Although the benefits associated with capital works are usually short-term, capital works are generally considered a benefit to the community, especially if the applicant can demonstrate that the work would be done by people from the municipal district</p>	<p>In this instance, the application is seeking to introduce a function room(s) and cafe, at an estimated cost of \$4m.</p> <p>This is a significant economic investment for a small town of this nature and the intent of the Applicant is to utilise local people from the Cardinia district.</p>	SIGNIFICANT
Supply Contracts	<p>Supply contracts means any contract between the premises and its suppliers that would occur as a</p>	<p>Whilst there is no guarantee that the works will be assigned to local businesses, where possible, the Applicant is committed to</p>	LOW



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	<p><i>result of the proposal, regardless of whether the contract relates to gaming machines.</i></p> <p><i>The applicant may provide an estimate of the supply contracts it would enter into if their application is approved.</i></p> <p><i>These contracts are generally considered a benefit to the community, especially if the applicant can demonstrate they would be with suppliers from the municipal district</i></p>	<p>using local contractors and suppliers - we have provided a letter from Campbell constructions that local contractors will be used and we have provided you with details of supply contracts. However, as a business enterprise, the works will be put out to tender and the Applicant will choose based upon the best options presented to him. It is noted however, the part-owner, Ray Weinzerl, has a history of increasing employment and services in the area, with large businesses such as Gumbuya Park and Car Megamart in Pakenham.</p> <p>It is further expected that the Applicant will maintain and increase the supply contracts with local suppliers for the provision of food and beverage for the functions, additional cleaning and maintenance of the Hotel, and introduce EGM servicing and other goods and services as required, with an estimated \$500k annual budget.</p>	
<p>Complementary Expenditure</p>	<p><i>Complementary expenditure is the increased economic activity in the municipal district that would occur if the application were approved. Complementary expenditure doesn't include spending on gaming machines or staff. Complementary expenditure can be inside the venue, or it can be outside the venue but within</i></p>	<p>The Hotel currently has a good reputation for quality food and live entertainment, with takings from 2017-19FY supporting this income stream. The addition of a café and function rooms will add to this income stream and increase the local economy through increased patronage at the Hotel</p>	<p>LOW</p>



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	<p><i>the municipal district. For example, if a proposal includes building a new bistro, the spending that would occur on meals is internal complementary expenditure.</i></p> <p><i>Outside complementary expenditure is usually difficult to estimate, but is more likely to occur if, for example, more people would visit the municipal district as a result of the proposal.</i></p>
<p>Employment Creation</p>	<p><i>Some proposals will result in additional staff being employed at the venue. These extra staff might work in the gaming room, or they might work somewhere else at the premises.</i></p> <p><i>The introduction of new jobs is generally considered a benefit to the community, especially if the applicant can demonstrate that those jobs would be filled by people from the municipal district.</i></p> <p>9 full-time equivalent and 5 full-time positions are to be required should the application prove successful. At least 4 of the roles will be RSG qualified and will be stationed to work in the new gaming room. It is anticipated that at least 90% of these roles will be filled by local people, allowing local residents a greater opportunity to work closer to their residence. A copy of the proposed staffing roster can be seen at Appendix 6.</p> <p>MODERATE</p>
<p>Increased Gaming Competition</p>	<p><i>An increase in gaming competition may be considered a benefit, as increased gaming choice and opportunities can promote a competitive gaming industry. This may occur in circumstances where demand currently outstrips supply, or where the proposal would provide new types of gaming machines that are not currently available in the area</i></p> <p>The Commission accepts that increasing choice and variety of recreational and non-problem gamblers is a social benefit. There are no other gaming venues in this area of Cardinia, with the closest located 14.7km away in Pakenham, but the expected additional income will provide a healthy economic boost for a regional town that attracts tourists, as Koo Wee Rup does.</p> <p>LOW</p>



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<p>Non-problem gambling expenditure</p>	<p><i>Gambling is considered a legitimate, lawful activity. Therefore, new gaming expenditure that does not cause harm is usually considered beneficial. This factor is closely related to diversion of trade, as in most cases only new gaming expenditure in the municipal district can be considered a benefit.</i></p>	<p>It is recognised that new expenditure that is derived from non-problem gamblers can be seen as an economic positive for the community. <i>“The gaming revenue not attributable to problem gambling is an economic benefit, rather than a loss”</i> (VCAT Reference No. B47/2012, regarding the Maryborough Highland Society Inc application)</p> <p>The proposed gaming expenditure at the venue is considered relevant, but with an estimated 25% of it being transferred from other venues this portion cannot be factored-in, as transferred expenditure cannot be said to exacerbate gambling related harm. With between approximately \$988k and \$1.2m in new expenditure forecast, any proportion of that not associated with problem gambling is considered to be a benefit. The weighting is considered low to moderate given the mitigating factors that have been incorporated into the proposed gaming room design and the projections in this instance</p>	<p>LOW to MODERATE</p>
<p>Community Contributions</p>	<p><i>An applicant’s proposal may include community contributions. A community contribution is something given or done to benefit to the</i></p>	<p>\$100K cash per annum is committed to local groups and schools, with approaches made to LifeChanger and KWR FC & KWR CC, so</p>	<p>MODERATE</p>



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community where the premises are located. Community contributions are generally regarded as a benefit to the community, but only if they are genuinely dependent on the application being approved. Similarly, existing community contributions are not relevant unless their continuation depends on the success of the application.

far. Furthermore, a summary of the in-kind benefits that the Hotel is prepared to offer, to an estimated total of \$100k in addition to the cash contributions, have been documented in Section 3.7.

9.2 Social Benefits

Table 12| Social Impact Summary - Benefits

Social Benefits	VCGLR Guidelines	Proposal and Supporting Factors	Weight Given (Significant/Moderate/Low)
Additional services and facilities	<i>Some proposals include the creation of new services or facilities, such as a function room, sports grounds, or bistro. While new services or facilities are considered a potential benefit to the community, this will depend on the specific circumstances. For example, a new swimming pool would probably not be considered to have much benefit to the local community if there is already a public swimming pool nearby. If the proposal includes a playground, whether it complies with the Guidelines for children’s play areas will also be considered.</i>	Separate from the economic benefit that may be associated with expenditure involved in capital works, there are also potential social benefits to the community that may arise as a result of gaming applications. The proposed renovations to the Hotel will see the introduction of function rooms, a café area and a community hub with free wifi that can be used by the local community; often the function rooms will be free of charge for local businesses and school / sporting groups, promoting a sense of belonging for locals, where otherwise they would	MODERATE



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<p>RSG Measures and Services</p>	<p><i>The applicant's responsible gambling practices are also considered.</i></p>	<p>have to seek this type of facility out of town.</p> <p>A full list of the RSG measures can be seen in Section 3.3. A compliance assessment by Leigh Barrett and Associates Pty Ltd has been provided at Appendix 4. The proposed design for the gaming room was submitted to the Commission for a <i>without-prejudice</i> opinion and the feedback was integrated into the design.</p>	<p>MODERATE</p>
<p>Increased opportunity for those who enjoy gambling responsibly</p>	<p><i>EGM gambling is a recreational activity enjoyed by many in a responsible manner</i></p>	<p>It has been mentioned above that the expenditure from non-problem gamblers is seen as an economic benefit. Furthermore, the <u>social benefits</u> that non-problem gamblers will experience must also be represented, since an introduction of gaming machines offers a variety of further entertainment. The proposed application provides access to EGMs in an existing venue that already offers food, beverage and live entertainment, with a proposal to upgrade the facilities for the growing community.</p> <p>There are no gaming venues currently in this area of Cardinia, with the closest gaming venue some 14.7km away in Pakenham. The proposed application provides access to EGMs in a small</p>	<p>LOW</p>



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Increased Cash and In-Kind Community Contributions (social benefit)

Community contributions are usually a specified monetary amount, although some types of in-kind good and/or services may also be considered. The weight given to a contribution will depend on the impact it would have on the community, and not just the amount (either in absolute terms or relative to revenue). The Commission does not impose or solicit community contributions, as they are a matter for applicants

established venue that has a regular clientele of locals and non-locals alike. It is situated in a suitable location to meet the needs of a growing local population and passing tourism trade.

The Commission has taken into account both the economic and social benefits associated with Community Contributions and to that extent has considered the financial benefits enjoyed by recipients as well as the improvements to the social fabric of the community as separately distinct benefits that combine to form a cumulative positive impact.

Approval of The Hotel as a new gaming venue will see the Applicant have the ability to contribute approximately \$100k cash to the local community in cash and a similar annual amount in the form of in-kind donations as per Section 3.7. The provision of a community hub with access to computers, subscription magazines, library and daily newspapers is considered a social benefit to the local residents and patrons of the Hotel. There will be assistance available by staff for older members of the community to be shown

MODERATE



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	<p>how to use the computers if they are struggling to do so.</p> <p>The direct impact community contributions can have on schools and local groups is considered very important. Without this help, often these community groups would have a lower standard of facilities and therefore lower levels of enjoyment by the people using them. The proposed donations have already been accepted in principle by LifeChanger, which seeks to provide resources and skill training for young people and help build their resilience. Letters of support are attached at Appendix 5 from the Lifechanger, and the KWR Cricket and Football Clubs, who will also benefit from community contributions for much needed equipment and facilities.</p>
<p>Contravention of Council Policy</p>	<p>The location of site, premises and machines do not contravene any Council policies. Whilst it is appreciated that the Hotel is across the road from a large supermarket, pedestrian surveys have supported the submission that the foot traffic does not generally cross the road to the Hotel, and only 25% of pedestrians are on the north side of the road at present,</p> <p style="text-align: right;">NIL to LOW</p>



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	<p>being the side of the Hotel. Again, I reiterate that proximity does not necessarily equal convenience.</p> <p>The introduction of a new gaming venue is not expected to cause undue risk of harm to people of an increased socio-economic vulnerability.</p>
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9.3 Economic Disbenefits

Table 13 | Economic Impact Summary - Disbenefits

Economic Disbenefits	VCGLR Guidelines	Proposal and Supporting Factors	Weight Given <i>(Significant/Moderate/Low)</i>
<p>Diversion of Trade</p>	<p><i>Diversion of trade refers to the decrease in spending within the community that would occur as a result of the proposal. It is often difficult to precisely estimate the amount of spending that will be diverted. There are two types of diverted trade:</i></p> <p><u>Gaming expenditure</u> <i>Although a proposal would usually result in more gaming expenditure at the premises, some of this spending may be diverted from other premises nearby. This transferred expenditure is usually not given any weight.</i></p> <p><u>Non-gaming expenditure</u> <i>The proposal could also divert non-gaming expenditure in the community. For example, if the proposal would result in additional or improved facilities or services, that could lead to a decrease in spending at nearby businesses offering similar facilities or services.</i></p>	<p>The introduction of gaming at an existing Hotel venue in this area of Cardinia that does not have any gaming machines currently is not envisaged to have a detrimental impact on the existing gaming venues in the wider area. The only other gaming venues in the catchment of the proposed Hotel is the Tooradin and Region Sports Club, which falls just within the 10km radius. Another 4 fall within the 20km catchment. According to the expenditure report by Tim Stillwell of Shinewing Australia Pty Ltd, due to the relatively isolated nature of the Hotel, approximately 25% of the gaming expenditure expected to be generated from the Application will be transferred from the catchment radii.</p> <p>The diversion of trade for non-gaming expenditure is considered low since this is one of the few venues available in the township of Koo Wee Rup and already has an existing patronage from far and wide (as indicated through the patron survey results conducted in the bistro). It is therefore</p>	<p>LOW</p>



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<p>Problem gambling & gambling related harm</p>	<p>submitted that the impact of introducing gaming at the venue will be low on non-gaming venues in the area.</p> <p><i>Problem gambling does have an economic cost associated with the provision of services. This not restricted to the problem gambler alone, but the support services and family members that are also affected by the problem. Whilst a level of problem gambling is recognised to exist in Cardinia Shire, the important consideration is whether this application will increase the problem</i></p> <p>The Commission has established that wherever accessibility to EGMs is increased there is always a risk of an increase in problem gambling.</p> <p>Whilst the impact of problem gambling is a high price to pay for the families that are affected, I believe that the proposed small-scale nature of this venue is not conducive to problem gamblers. As such, I believe the problem gambling change in the municipality will be immaterial given the EGM density is low at 3.98 per 1,000 adults and the projected population growth for the area as a whole. It is recognised that the projected density of 4.47 per 1,000 is still considered low, and as the forecast population increases, this will reduce further over time. Furthermore, the low level of significant disadvantage within the catchment area does not present this as a high risk area in terms of problem gambling profile hence the low weighting of the impact.</p> <p>LOW</p>
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9.4 Social Disbenefits

Table 14 | Social Impact Summary - Disbenefits

Economic Disbenefits	VCGLR Guidelines	Proposal and Supporting Factors	Weight Given <i>(Significant/Moderate/Low)</i>
Possible increase of incidence and impact of problem gambling		Extensive social studies report on the adverse impacts to people’s health as a result of problem gambling and this is in no way dismissed by the application. As with any gaming application, the key potential social disbenefit is the risk to elevate problem gambling at a venue. However, the protective factors of the proposed RSG measures and the dedication the Applicant is prepared to invest into training staff at the Hotel, the venue will serve to mitigate the risk of an increased incidence of problem gambling. It is my assessment that the potential for increased problem gambling in Koo Wee Rup through the introduction of gaming to an existing small Hotel, which is to be managed responsibly, is low in this case	LOW
Increase in EGMs and a Gaming Venue to the municipality	<i>The introduction of gaming into an existing popular venue that has a regular patronage into the bistro and for live entertainment is considered another form of entertainment on offer by the Hotel. It is however noted that this will see an introduction of a</i>	It is recognised that this application would see the number of gaming venues increase to 6 and the number of EGMs in Cardinia. Shire increase from 325 to 365 should the application prove successful.	LOW



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gaming venue into a township that does not already have one. Whilst this may be considered a negative, for patrons who wish to gamble responsibly, it would be seen as a benefit that they do not have to travel so far to participate in this form of entertainment.

It is noted that the recent overhaul of the gaming caps in 2017 saw an increase to the limits by an additional 115 EGMs, which is reflective of the forecast population increase to the shire. The venue is proposed is an area that is not subject to a regional cap and hence by implication is not deemed a higher risk area in terms of socio-economic vulnerability. The increase in gaming machines in the municipality is still well below the municipal limit by 208 EGMs. Consequently, it is considered that the impact will be low.



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Conclusion

220. I have made all the enquiries that I believe are necessary and applicable to this report and have not to my knowledge withheld any information that might be considered relevant.
221. Upon weighing up the positive and negative elements of the application, it is considered that the key social and economic benefits of the application are:
- The proposal is to commit to a minimum donation of \$100k cash per annum to local groups and clubs, in addition to proposed upgraded facilities at the Hotel, offering additional function spaces, community hub and a café facility;
 - The proposed works, with an estimated budget of \$4m will be a significant economic boost to the township of Koo Wee Rup, with a local contractor already assigned and he has given written assurance that the contractors will be employed from a local workforce, providing up to 45 full time roles for local people;
 - The provision of a Function Area is much needed in the township, with locals currently having to travel several kilometers to find an equivalent facility;
 - The introduction of gaming to the Royal Hotel will provide an alternative entertainment option for patrons who wish to gamble responsibly, from both the residing area and passing tourists from out of town;
 - The addition of 40 gaming machines will see an increase in EGM density to 4.47 machines per 1000 adults. This is lower than the Metropolitan average of 4.81 and the Victorian Regional average of 6.12 EGMs per 1,000 adults in 2018-2019, and will dissipate even further over time given the projected population growth for the municipality;
 - The recent overhaul of the municipal caps and limits saw the Cardinia Shire's limit increased by 115 EGMs, to 573 from the previous limit of 458. This is indicative of the predicted population growth to the area and the recognition of responsible authorities for the need of EGM entertainment in this growth area. The current application does not breach this, with the limit remaining at 208 below the limit;
 - A financial analysis has been undertaken by Tim Stillwell of Shinewing Australia Pty Ltd and has demonstrated that the introduction of 40 EGMs into the Royal Hotel will result in expenditure of between approximately \$1,317,942 and \$1,576,475 in the first twelve months of operation of the new EGMs. Of this estimated expenditure, approximately 25% will be transferred expenditure from other existing venues within a 10km radius of the Hotel, resulting in a net new expenditure of between approximately \$988,457 and \$1,182,356 per annum;

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- 14 new staff members will be required to fill additional roles across the venue, with an anticipated local employment rate of 90%.
- The primary catchment area around the venue does not present as to be one that is undergoing socio-economic hardship, retaining the same 4th Decile level of SEIFA by IRSD since 2011 census;
- The extended catchment of 20km ranges from the 4th to the 7th Decile by IRSD and does not present as an area that is undergoing extreme socio-economic hardship;
- The impacts of COVID-19, whilst not fully quantified, should not have a bearing on the ability to make a decision regarding this application. The proposed implementation date of this application is August 2022, whereby it is anticipated that there will have already been a significant period of economic and social recovery.

222. The key disbenefit is recognised to be a potential increase in problem gambling. Any noticeable change in problem gambling as a direct result of this application is deemed to be negligible, given the following factors:

- The design of the proposed gaming room has considered RSG measures as directed by the *Best Practice Guide* of the RGF²¹ and recommendations made by Leigh Barrett and Associates concerning the layout of the floorplan and comments made by the Commission on a without prejudice basis
- The location of the venue is towards the periphery of the town activity centre and not considered to be on an ant-trail to daily activities, proven by pedestrian surveys, thus lessening the risk to impulsive problem gamblers;
- The experience of the Applicant in the operation and management of gaming venues;
- The 20km catchment area is forecast to undergo an increase of over 100% over the next 20 years. This suggests a need for more entertainment options and will result in the lessening density of EGMs per capita over the coming years;
- The Cardinia Shire LGA does not present as a high risk to problem gamblers, with a low density, low expenditure per adult and high number of patrons per venue (suggesting there are fewer venues than other LGAs), when compared with the average of Metropolitan Melbourne LGAs; and
- Furthermore, the demographic analysis of the catchment does not present the area as one that is at risk to the triggers for problem gambling.

223. It is submitted that the proposed benefits listed above outweigh any estimated negligible increase in problem gambling.

²¹ VENUE BEST PRACTICE GUIDE by the Victorian Responsible Gambling Foundation (2016)

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224. It is my opinion that based on the positive social and economic impacts of the proposal and the **no net detriment result**, that the application by the Applicant to create a new gaming venue and install 40 EGMs at the Royal Hotel, 96-100 Station Street, Koo Wee Rup should be supported.



Nick Anderson
Managing Director
NBA Group Pty Ltd

**IN THE MATTER OF AN APPLICATION TO THE VICTORIAN
COMMISSION FOR GAMBLING AND LIQUOR REGULATION
(VCGLR) FOR THE APPROVAL OF 40 ELECTRONIC GAMING
MACHINES (EGMS) AT THE ROYAL HOTEL, 96-102 STATION
STREET, KOO WEE RUP (“ROYAL HOTEL”).**

LEIGH  BARRETT
ASSOCIATES

Gam  Safe[®]

In the matter of an application to the Victorian Commission for Gambling and Liquor Regulation (VCGLR) for the approval of 40 electronic gaming machines (EGMs) at the Royal Hotel, 96-102 Station Street, Koo Wee Rup (“Royal Hotel”).

1. Leigh Barrett and Associates Pty Ltd (LBA) has been engaged by BSP Lawyers on behalf of KWR Hotels Pty Ltd (the “applicant”) to:
 - a. Assess the proposed amendments to the current venue plans of Royal Hotel incorporating 40 EGMs, if approved, and make recommendations regarding the proposed layout and operation of the venue; from a responsible gambling perspective;
 - b. Develop a Responsible Gambling Policies and Procedures for use in the venue if the application is approved;
 - c. Comment on the potential for approval of the application to increase the prevalence of problem gambling in the Shire of Cardinia.
 2. **Qualifications and Experience**
 3. Since 1992 I have worked in the community services (welfare) sector, the Victorian public service (Department of Human Services and Department of Justice Gambling Policy Unit), the gambling industry (Tabcorp’s Responsible Gaming Manager for Tabaret and Keno venues) and the Council of Gambler’s Help Services (project officer).
 4. I have been a member of numerous committees pertaining to venue regulatory compliance, especially the responsible provision of gambling and addressing the issues of problem gambling as outlined in my curriculum vitae, including eight years as President of the Australian National Association for Gambling Studies and a Director of G4, an international organisation whose central function is to assess and accredit gambling providers that demonstrate exemplary responsible gambling/customer care practices.
 5. I have also personally counselled problem gamblers and supervised a team of counsellors, who worked with people with problem gambling issues, across a number of sites in the Northern and Western suburbs of Melbourne.
 6. In my role as Responsible Gaming Manager with Tabcorp, I developed and implemented Tabcorp’s Responsible Gambling Code of Practice, conducted staff training in conjunction with regional Gambler’s Help services, for Tabaret venue staff across Victoria and oversaw the evaluation of the effectiveness of Responsible Service of Gaming training conducted by KPMG.
 7. I co-authored the first Victorian Responsible Gambling Code of Conduct to be approved by the Victorian Commission for Gambling Regulation, which was endorsed by the Australian Hotels’ Association (Victoria) and Community Clubs Association of Victoria and was also adapted for use by the RSL- Licensed Sub-branch Association and the ALH Group.
 8. Since July 2009, I have been an independent consultant and since March 2010, Director and Principal Consultant of Leigh Barrett and Associates Pty Ltd (LBA), specialising in the provision of a range of regulatory compliance services and staff training for gaming venues in Victoria, including Responsible Gambling/Customer Care, Responsible Alcohol, Workplace Health and Safety, Food Safety, Board Governance and Anti Money Laundering and Counter Terrorism Financing issues.
 9. LBA’s clients include a range of Hotel Groups and individual Hotel and Club venues in metropolitan and regional Victoria, New South Wales, Queensland and Tasmania.
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10. In June 2012, the Victorian Commission for Gambling and Liquor Regulation approved the LBA Responsible Gambling Code of Conduct for use by EGM gaming venues (the “Code”). The Code has subsequently been updated, including in 2020 in response to Ministerial Directions that were released in February 2020.
11. In 2011, I was engaged by the then Victorian Commission for Gambling Regulation to train their inspectoral field staff in responsible gambling and problem gambling issues and in 2012 was engaged by the Singaporean Institute for Addictions and Mental Health to train their practitioners in working with problem gambling clients.
12. I hold qualifications in Social Sciences (Welfare Studies), Community Services (Financial Counselling), Workplace Training and Assessment (Certificate IV) and a Master’s Degree in Social Science (Policy and Administration).
13. A full copy of my Curriculum Vitae is found at *Annexure 1* of this report.
14. **Material Relied Upon in Preparing this Report**
 - i. Plans of proposed alterations to the Royal Hotel layout;
 - ii. Interviews with a Director of the applicant (the “Director”);
 - iii. Site visits to the Royal Hotel;
 - iv. Teleconferences with the Applicant’s Counsel;
 - v. Productivity Commission Report No. 50, Gambling, 2010
 - vi. Delfrabbo, P., et al (2007), “*Identifying Problem Gamblers in Gambling Venues.*” University of Adelaide;
 - vii. Department of Justice, Victoria, “*Destination Gaming – Evaluating the benefits for Victoria,*” Melbourne;
 - vii. Hing, N., and Haw, J., (2010), “*The Influence of Venue Characteristics on a Player’s Decision to Attend a Gambling Venue,*” Centre for Gambling Education and Research, Southern Cross University, Tamworth;
 - viii. Rockloff, M. J., (2010), “The impact of an audience and venue size on poker machine gambling”, Department of Justice, Victoria;
 - ix. Rockloff, M., et al (2020), “*Victorian population gambling and health study 2018-2019,*” Victorian Responsible Gambling Foundation, Melbourne;
 - x. Storer, R., Abbott, M., and Stubbs, J., (200), “*Access or adaptation? A meta-analysis of surveys of problem gambling prevalence in Australia and New Zealand with respect to concentration of Electronic Gaming Machines,*” Auckland University of Technology;
 - xi. Cardinia Shire Council Responsible Gambling Policy 2005 – 2009; and
 - xii. Cardinia Shire Council Planning Scheme Clause 22.03
15. **Applicant’s Experience in Responsible Gambling Provision**
16. Mr Francis Patrick Deegan is a Director of the Applicant. Leigh Barrett and Associates provided advice and assistance to Mr Deegan on the layout and operation of a venue with EGMs for which Mr Deegan is the current gaming nominee, namely Cardinia Park Hotel, prior to approval by the VCGLR of that venue to operate EGMs. This advice and assistance included recommendations about the layout and operation of the venue and the gaming

- room from a responsible gambling/customer care perspective and the development and implementation of a Responsible Gambling/Customer Care Policies and Procedures Manual.
17. LBA has continuously provided a range of regulatory compliance services for Cardinia Park Hotel since 20 October 2014. These services have included:
 - a) Maintaining currency of the venue's responsible gambling/customer care policies and procedures;
 - b) Regular auditing (every four months) of the venue's compliance with its regulatory and policy obligations, including responsible gambling. The most recent audit is appended at *Annexure 2*;
 - c) Regular responsible gambling/customer care staff training; and
 - d) Annual evaluations of the effectiveness of the venue's Responsible Gambling Codes within the venue.
 18. The management and staff at Cardinia Park Hotel, have consistently demonstrated a commitment to customer care practices and working relationships with local Gambler's Help services. The Venue Support Worker's Contact Report for Cardinia Park Hotel is appended to this report as *Annexure 3*.
 19. It is my expectation that these practices would be adopted at Royal Hotel if the application is approved.
 20. **Proposed Responsible Gambling Policies and Procedures at Royal Hotel**
 21. I have met with Mr Deegan, discussed the application with him and inspected the venue the subject of the application and surrounding areas on three (3) separate occasions.
 22. Hours of operation of a gaming venue were found by the Productivity Commission to be a factor in mitigating the potential for problem gambling to occur and made a recommendation in its 2010 report for a minimum 6-hour shutdown of gaming venues.¹ It is my understanding that Royal Hotel would continue to trade at a maximum of between 8am and 1am the following morning from Mondays to Saturdays (a 7-hour shutdown period) and a maximum of between 10am and 1am on Sundays (a 9-hour shutdown period) thereby exceeding the Productivity Commission's recommendations.
 23. The Victorian Commission for Gambling and Liquor Regulation (VCGLR) has previously expressed concern in circumstances where the only area available to patrons at certain times of the day is the gaming room. The Applicant has advised me that the café adjacent to the gaming room will operate at all times that the proposed gaming room is operating.
 24. I maintain that skilled staff and frequent interaction between staff and customers are key components of comprehensive venue-wide customer care policies and procedures. Frequent customer/staff interaction promotes a familiarity between staff and customers facilitating easier interaction by staff with customers who may display signs of distress or unacceptable behaviour (indicators of potential problem gambling).
 25. The Applicant has advised me that the gaming room will be staffed at all times with Gaming Industry Employee (GIE) licensed staff and that a minimum of two staff with current Gaming Industry Employee licences will be rostered on at the Royal Hotel all times that the Hotel is operating.

¹ Productivity Commission 2010, *Gambling, Report no. 50, Canberra*

26. I recommend that all front-of-house staff hold a current Victorian Responsible Service of Gambling (“RSG”) Certificate. The Applicant has accepted this recommendation.
27. The Responsible Gambling Policies and Procedures Manual (the “Manual”) developed for Cardinia Park Hotel requires staff within the gaming room to frequently interact with all customers. The Manual is appended to this report at *Annexure 3*.
28. The Applicant has advised me that, if successful, the LBA Responsible Gambling Code of Conduct (the “Code”) and the Manual would be adopted at Royal Hotel. An updated version of the Code has been completed to comply with Ministerial Directions released in February 2020. The Manual will be amended to reflect amendments to the Code.
29. A study, commissioned by the Victorian Department of Justice indicates that the size of a gaming venue may impact on the potential for problem gambling by patrons to occur - problem gamblers tend to favour larger venues where they can, at the same time, remain anonymous, yet thrive on the presence of an “audience” to encourage increased gambling.²
30. The application proposes a venue that is modest from an EGM gambling perspective and patrons would find it difficult to remain anonymous to staff and other patrons.
31. Another study by Hing and Haw reinforced the Rockloff report by finding that problem gamblers prefer the “glitz and glamour emulating Las Vegas”. The Hing study also found that problem gamblers were more likely to visit a larger number of gaming venues than recreational gamblers.³
32. My experience in counselling problem gamblers is consistent with the Rockloff and Hing studies in that clients often stated that they prefer to attend venues where they would “not be bothered by staff”.
33. If the application is approved, the Royal Hotel from an electronic gaming machine (EGM) perspective, would be regarded as a modest venue (having only 40 EGMs) thereby maximising the potential for customer/staff interaction.
34. **Venue Location**
35. Royal Hotel is located in Station Street, Koo Wee Rup on the corner with Moody Street, opposite small shopping plaza that is also located in Station Street. The Applicant informed me that very few people walk along Moody Street to access the shopping centre. This is consistent with my observations when visiting the venue on three (3) occasions at different times of the day on different days of the week.
36. The venue is also not located near any sensitive use facilities such as schools, Centrelink offices.
37. Despite being a relatively small venue currently, the application proposes a significant increase in the range of recreational opportunities at Royal Hotel. In my opinion, it could, therefore, be consistent with the definition of a *destination* venue as described by the Victorian Department of Justice as “a place that people will go to as an event.... [that could be] located in a more suburban environment”.⁴

² Rockloff, M. J., 2010, “*The impact of an audience and venue size on poker machine gambling*”, Department of Justice, Victoria

³ Hing, N., and Haw, J., 2010, “*The Influence of Venue Characteristics on a Player’s Decision to Attend a Gambling Venue*”, Centre for Gambling education and Research, Southern Cross University, Tamworth.

⁴ Department of Justice, 2008, “*Destination Gaming – Evaluating the benefits for Victoria*”, Melbourne.

38. Therefore, I do not believe approval of the application would result in convenience gambling where a patron makes an impulsive decision to gamble at the venue rather than engage in the actual intended activity.
39. Conversely, I opine that patrons will make a conscious and considered decision to attend the Hotel.
40. **Venue Characteristics**
41. Royal Hotel currently has a limited range of range of non-gambling recreational opportunities. If the application is successful the range will broaden significantly to include a bar, sportsbar, café, pool table, function rooms, a gaming room and a generous-sized community hub, located on the opposite side of the venue to the gaming room.
42. The Applicant has advised me that the primary purpose of the Community Hub will be to provide a place that the entire community can access for internet, printing, book exchanges, etc. The Hub will contain computers, reading materials, community information and public health issue information including information on problem gambling and support services. I regard this as a significant non-gambling attribute of the application.
43. There is no direct entry from the outside of venue into the proposed gaming room. Customers entering Royal Hotel are confronted either by the Front Bar, Main Bar, Café or Bistro.
44. I have recommended that the single entry to the proposed gaming room have a frosted sliding glass door. The Applicant has accepted this recommendation.
45. Further I have recommended that the gaming room ceiling have a noise attenuation treatment to minimise the sound of the EGMs in the rest of the venue. The applicant has accepted this recommendation.
46. The Applicant has advised me that the vast majority of customers access Royal Hotel via the Bistro entrance, which is located on the opposite side of the venue to the proposed gaming room.
47. Further, there is no line of sight into the Gaming Room from any other area in the proposed Venue due to the proposed placement of screening.
48. The Applicant has advised me that any external windows in the Gaming Lounge and gaming outdoor smoking area will not allow the EGMs to be visible from outside the building.
49. The proposed layout of the gaming room allows for significant surveillance of patrons by staff from the gaming bar and cashier's station. I have also recommended that a CCTV monitor be located at the cashier's station and the Sportsbar. The Applicant has accepted this recommendation.
50. As outlined in paragraph 41 above, the proposed venue will have a range of non-gambling recreational offers available for customers. A broad venue recreational offer is essential in minimising the venue's patrons' focus on gambling as their purpose for attending the Hotel.
51. The Hing report cited in paragraph 31 above also found that a broad range of non-gambling recreational offers at a venue is a protective factor against potential problem gambling. "Those venue characteristics that were positively associated with problem gambling were considered potential risk factors. Conversely, venue characteristics that were negatively associated with problem gambling were considered potential protective factors".⁵

⁵ Hing, op cit p.xx

52. **Potential Impact of Success of the Application on Problem Gambling Prevalence in the Municipality of Cardinia Shire**
53. A 2009 Study by Storer, Abbott and Stubbs found that there are “statistical meaningful relationships between an increase in problem gambling prevalence and increasing per capita density of EMGs, at an average increase of 0.8 problem gamblers for each new EGM.” However, the same research found “a decrease in prevalence of problem gamblers [when EGM density remains the same] of .09% per annum.”⁶
54. Therefore, I do not believe that a marginal increase in the number of EGMs in Cardinia Shire resulting from the success of the application would have a negative impact on the prevalence of problem gambling in the Shire. EGMs are already accessible in the municipality.
55. There is a range of factors influencing whether a venue would be more or less likely to attract and therefore increase the potential for problem gambling to occur, regardless of whether the venue is new or existing. These include:
- i. Level of interaction between staff and customers;
 - ii. Comprehensive staff training and venue policies and procedures pertaining to venue-wide customer care;
 - iii. Size of venue and gaming room (number of EGMs) in comparison to other activities available in the venue;
 - iv. Layout of the venue and gaming room;
 - v. Hours of operation of the gaming room; and
 - vi. Availability and promotion within the venue of the venue’s broad entertainment offer.
56. As outlined above, I believe that the application addresses all of these issues from a responsible gambling perspective.
57. Given the above, I opine further that success of the application would not have a negative impact on the prevalence of problem gambling in the township of Koo Wee Rup.
58. **Concluding Comments**
59. I am confident that the Applicant has a demonstrated commitment to ensuring that the services offered at its venues are provided in a responsible manner with an emphasis on venue wide customer care.

Signed:

Date:



8 August 2020

Leigh James Barrett

⁶ Storer, R., Abbott, M., and Stubbs, J., 2009, “Access or adaptation? A meta-analysis of surveys of problem gambling prevalence in Australia and New Zealand with respect to concentration of Electronic Gaming Machines,” Auckland University of Technology.



ROYAL HOTEL, KOO WEE RUP

Acoustic Report

For

KWR HOTELS PTY LTD C/- BSP LAWYERS

DOC. REF: V545-01-P ACOUSTIC REPORT (R0)
1 MARCH 2021

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North Melbourne, VIC 3051



Project	Royal Hotel, Koo Wee Rup
Subject	Acoustic Report
Client	KWR Hotels Pty Ltd c/- BSP Lawyers
Document Reference	V545-01-P Acoustic Report (r0).docx
Date of Issue	1 March 2021

Disclaimer:

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1 Introduction & Proposal

Enfield Acoustics has been engaged by KWR Hotels Pty Ltd (Applicant) c/- BSP Lawyers to assess the proposal to amend the Liquor License and Planning Permit (No. T950377) for the Royal Hotel (Hotel) located at 96-102 Station Street, Koo Wee Rup (Subject Land). This assessment is made in response to Council RFI item 4, as follows:

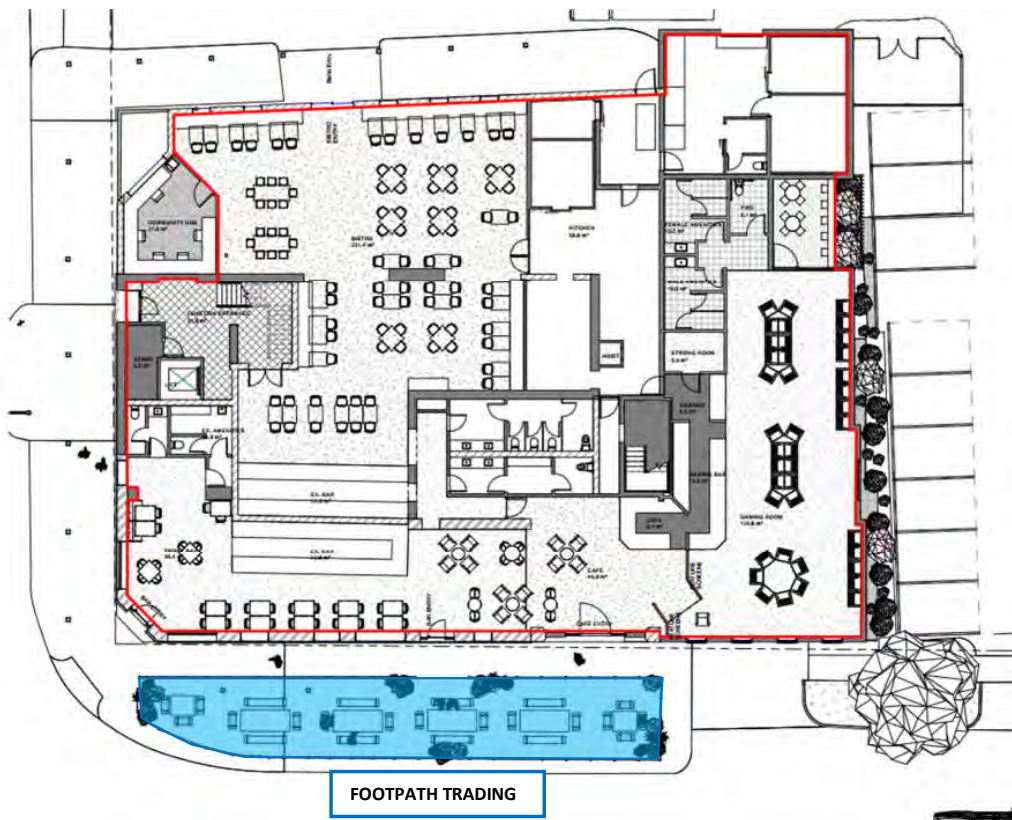
4. Acoustic assessment

Please provide an acoustic assessment prepared by a suitably qualified person to demonstrate:

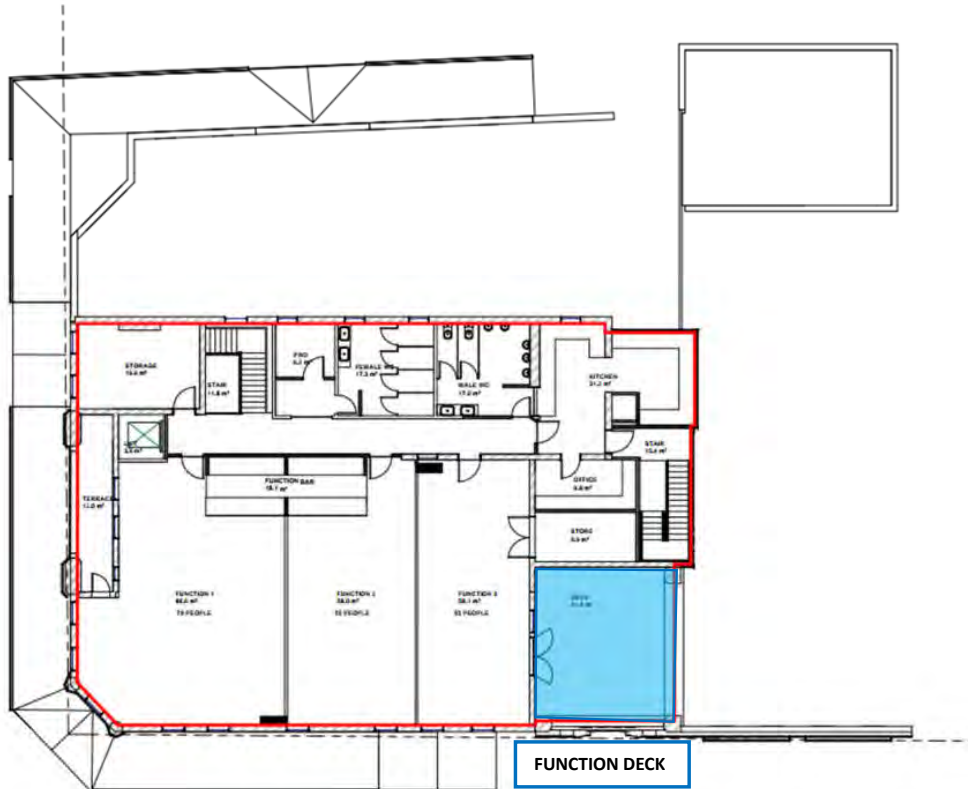
- a) That noise emitted from the proposed outdoor areas (function area deck and footpath dining) will not cause material detriment to adjoining sensitive land uses and include mitigation measures to reduce noise impacts to adjoining sensitive uses.

The Applicant is seeking to redevelop the Hotel with works proposed throughout the Subject Land. In accordance with Council’s RFI, our assessment is made in support of the use of the following outdoor areas:

- 1. Footpath trading on Ground Floor; and
- 2. Function area deck on First Floor.



Ground Floor Plan



First Floor Plan

The current Liquor License (No. 31912420) permits the use of the Subject Land as follows:

AMENITY

The licensee shall not cause or permit undue detriment to the amenity of the area to arise out of or in connection with the use of the premises to which the licence relates during or immediately after the trading hours authorised under this licence. The licensee shall ensure that the level of noise emitted from the licensed premises shall not exceed the permissible noise levels for entertainment noise as specified in the State Environment Protection Policy (Control of Music Noise from Public Premises) No.N-2.

MAXIMUM CAPACITIES

262 patrons

TRADING HOURS

FOR CONSUMPTION OFF THE LICENSED PREMISES

Sunday Between 10am and 11pm
 Good Friday and ANZAC Day Between 12noon and 11pm
 On any other day Between 7am and 11pm

FOR CONSUMPTION ON THE LICENSED PREMISES

Sunday Between 10am and 11pm
 Good Friday and ANZAC Day Between 12noon and 1am the following morning
 On any other day Between 7am and 1am the following morning except for Good Friday and ANZAC Day mornings



Our instructions are that the proposal is for use of the outdoor areas as follows:

- Footpath trading up to 11pm on an off-premises license. Patron capacities have not been provided for this area, however we estimate that up to 80 patrons may occupy this area (based on 0.75 patrons per m²).
- Function area deck up to 1am, with the exception of Sundays (11pm) with up to 37 patrons, as indicated on the Plans.

We note that the proposal does not wish to extend the hours proposed for the Hotel, however overall maximum patron capacities are expected to increase to 400 patrons with the proposed redevelopment of the Hotel.

Any music noise emitted by the proposed outdoor areas are required to comply with *State Environment Protection Policy (Control of Music Noise from Public Premises) No. N-2* (SEPP N-2), as noted on the liquor license. There are no State or local policies that control patron noise impacts, however there are best practice targets that are commonly considered to determine whether adverse impacts will occur.

It is our assessment that where the Subject Land can comply with reasonable patron noise targets and SEPP N-2, inclusive of any noise attenuation and/or management, the amendment should be approved.

This assessment has been conducted in reference to Plans prepared by BSPN Architecture Revision P5, dated 17 October 2020

2 Site Inspection

A site inspection was carried out by our office between 12am and 1am on 25 February 2021.

The nearest sensitive uses surrounding the Subject Land were identified to be:

1. Single-storey residential dwelling at 19 Moody Street, located approximately 50m North of the proposed outdoor areas;
2. Single -storey residential dwelling at 55 Gardner St, located approximately 50m North of the proposed outdoor areas; and
3. Single-storey residential dwellings at 23 and 31 Gardner Street, located approximately 75m North-east of the proposed outdoor areas.

Refer below for a site map showing locations of sensitive uses and measurement locations.



Given that the above dwellings identified are the closest to the Subject Land, it is intrinsic that compliance at these locations would also result in compliance at all other sensitive uses proximate the Subject Land.

The following background noise levels were recorded:

Item	Sound Pressure Level, L_{A90}
L_{A90} , background noise, between 12am to 1am	34dB(A)

3 Policy

3.1 State Environment Protection Policy N-2

Any amplified music noise from the proposed outdoor areas on the Subject Land would need to comply with *State Environment Protection Policy (Control of Music Noise from Public Premises) No. N-2* (SEPP N-2).

The applicable noise limits for indoor venues are determined by the following:

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- for the day/evening period, the L_{A90} (background) + 5dB(A)
- for the night period, L_{OCT90} (background) + 8dB

Our assessment considers the more stringent 'Night' period noise limits as the trading hours are outside the hours of SEPP N-2's 'Day/Evening' period (Refer to Appendix A).

Based on the background noise levels recorded, the following SEPP N-2 noise limits apply during the most sensitive hours:

Item	63Hz	125Hz	250Hz	500Hz	1000Hz	2000Hz	4000Hz
L_{A90} background noise level, between 12am to 1am	44	42	38	31	25	21	20
L_{OCT10} SEPP N-2 'Night' Noise Limit	52	50	46	39	33	29	28

Patron noise from outdoor areas is not covered under any local or statutory policies. However, it is best practice to design for patron noise emissions which do not exceed:

1. Background L_{A90} + 5dB(A) during the night period, outside dwellings; and
2. L_{Amax} 65dB(A) outside dwellings.

The above noise triggers are also cited in City of Yarra planning scheme by way of example. This highlights that the above noise targets are generally accepted as being reasonable benchmarks to assess noise amenity at sensitive receptors.

Based on best practice noise triggers, the following noise targets would apply:

Item	Sound Pressure Level
Patron noise target - up to 1am	39dB(A), L_{Aeq} 65dB(A), L_{max}

This assessment is considered conservative as it considers the most stringent hour under the proposal. As such, where the proposed outdoor areas can satisfy SEPP N-2 and patron noise targets at 1am, it would inherently satisfy noise targets for all other less sensitive hours, for example, footpath trading up to 11pm.

4 Assessment

4.1 Patron Noise

Because patron noise levels are inherently variable, sound power levels have been derived in accordance with *Marshall Day Acoustics- Appendix E Patron Noise Data, Patron Noise Curves*, which is commonly adopted by acoustic consultants, as follows:

Noise Source	Sound Power Level, L_{Aeq}	Sound Power Level, L_{max}
Footpath trading - 80 Patrons (Based on 'Restaurant Diners' data)	92dB(A)	104dB(A)



Function area deck – 37 Patrons L _{Aeq} (Based on ‘Tavern’ data)	94dB(A)	104dB(A)
---	---------	----------

The reference sound power levels have been cited in many decisions in Victoria regarding the assessment of patron noise impacts for new proposals. In our experience, the literature referenced provides a satisfactory correlation between patron numbers and worst-case expected sound power levels.

3D computational noise modelling was conducted using the above sound power levels to predict noise levels at all sensitive uses identified. We note that mitigation effects from the boundary fence of the residents at 19 Moody Street and 55 Gardner Street has been included in the model. Our observations from site indicate that the 1.9m high boundary fence is expected to provide noise attenuation similar to an acoustic fence (e.g. timber construction with no gaps observed).



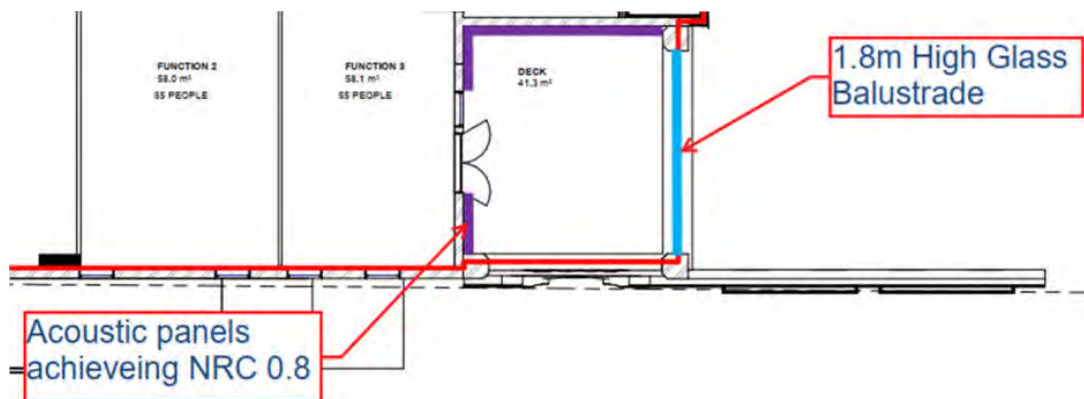
Boundary Fencing to 19 Moody Street and 55 Gardner Street

The results of the noise modelling indicate that noise emissions from the proposed outdoor areas are expected to satisfy patron noise targets at all identified sensitive uses with the following acoustic treatment to the function area deck:



Item	Treatment
Acoustic Fence (where indicated as BLUE in the markups)	<ul style="list-style-type: none"> 1.8m high glass balustrade or screening to the North boundary of the function deck
Acoustic panels (where indicated as PURPLE in the markups)	<ul style="list-style-type: none"> 50% of wall area to be lined with absorptive panels achieving minimum NRC of 0.8 (e.g. Reapor 50mm panels)

A markup of acoustic treatment to the function area deck is shown below.



Modelled noise levels at all identified sensitive uses is presented in Appendix B of this report.

On this basis, Enfield Acoustics is satisfied that the risk of adverse noise impacts from the proposed outdoor areas is low, providing that:

1. The acoustic treatment recommended in this section is adopted;
2. Patron numbers within the footpath trading area are limited to 80 patrons after 10pm; and
3. Patron numbers within the function area deck are limited to 37 patrons after 10pm.

4.2 Music Noise Sensitivity Analysis

Our office has conducted a sensitivity analysis to determine maximum permissible music levels that could be emitted from the proposed outdoor areas while retaining SEPP N-2 compliance. Spectrum data from past measurements of premises with similar types of music have been used to correct octave band noise levels used in the modelling.

3D computational noise modelling was conducted to predict noise levels at all sensitive uses identified. We note that the acoustic treatment proposed in Section 4.1 above has been included in the model. The modelling assumes several loudspeakers within the proposed outdoor areas, at a height of approximately 2.5m above the floor.

Based on the results of our modelling, and inclusive of the acoustic treatment proposed above, the maximum music noise levels allowable that would result in SEPP N-2 compliance are as follows:

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Item	dB(A) L ₁₀	63Hz	125Hz	250Hz	500Hz	1000Hz	2000Hz	4000Hz
Footpath Trading - approximately 2m from loudspeakers	76	70	76	78	72	70	70	67
Function area deck - approximately 2m from loudspeakers	71	65	71	73	67	65	65	62

Modelled noise levels at all identified sensitive uses are presented in Appendix B of this report.

Based on past measurements conducted at various types of similar establishments, typical music noise levels generally fall within the following ranges:

Type of Music	Comments
Background Music	<ul style="list-style-type: none"> Approximately 70-80dB(A) L₁₀ Does not include high levels of low-frequency noise
Raised Background Music	<ul style="list-style-type: none"> Approximately 75-85dB(A) L₁₀ Marginally higher in level compared to background music with slightly elevated low-frequency noise Characteristic of amplified program music and consistent with live acoustic performances
Live Amplified Music	<ul style="list-style-type: none"> Approximately 85-100dB(A) L₁₀ High levels of low-frequency noise Characteristic of Live DJ music
Live Bands	<ul style="list-style-type: none"> Approximately 90-105dB(A) L₁₀ High levels of low-frequency noise Characteristic of music with drums, bass

Based on the typical ranges of music noise levels above, we expect that the proposed outdoor areas are suitable for background music.

Overall, Enfield Acoustics is satisfied that the risk of adverse music noise impacts from the proposed outdoor areas is low providing that music noise is played at background levels and maximum allowable levels stated above are not exceeded.

5 Recommendations and Conclusion

Enfield Acoustics has assessed noise emissions from the proposed outdoor areas at 96-102 Station Street, Koo Wee Rup and is satisfied that the Application amendment can be approved, noting that:

1. Patron noise emissions from the proposed outdoor areas are not expected to result in adverse noise impacts at sensitive uses surrounding the Subject Land providing that the acoustic treatment and patron number restrictions recommended in Section 4.1 of this report is adopted; and

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2. Music noise emissions from the proposed outdoor areas are expected to comply with SEPP N-2 at all sensitive uses providing that it is played at background levels or no greater than the maximum allowable levels in Section 4.2 of this report.



Appendix A: Extract of SEPP N-2 Hours



STATE ENVIRONMENT PROTECTION POLICY (CONTROL OF MUSIC NOISE FROM PUBLIC PREMISES) NGL N-2 - CONSOLIDATED VERSION

SCHEDULE A
OPERATING PERIODS FOR INDOOR VENUES

The table below defines the times for the day/evening and night operating periods for indoor venues. The times vary according to the number of operations per week and the day of the week on which an operation occurs. The operating periods for the day preceding a public holiday shall be the same as for a Saturday.

NUMBER OF OPERATIONS PER WEEK	DAY	HOUR																								
		A.M.						P.M.																		
		12	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11	12
One	Friday																									
	Saturday																									
	Sunday																									
	Other																									
Two or three	Thursday																									
	Friday																									
	Saturday																									
	Other																									
More than three	Saturday																									
	Sunday																									
	Other																									

Operating Periods: Night Day/Evening




Appendix B: Noise Modelling Results









<p>Scale: 1: 566 @ A3</p> <p>Legend:</p> <ul style="list-style-type: none"> Point Source Area Source Building Barrier Receiver Calculation Area 	<p>ENFIELD ACOUSTICS NOISE VIBRATION</p> <p>PO Box 920 North Melbourne, VIC 3051 P: 03 9111 0090</p>	<p>Noise emission levels from Patrons</p> <p>LAeq Noise Levels</p> <p>Project No: V545-01</p>	<p>NOTES:</p> <p>*Propagation in accordance with ISO9613</p>
		<p>Drawing No: MAP-01 Date: 26.02.2021</p>	



<p>Scale: 1: 566 @ A3</p> <p>Legend:</p> <ul style="list-style-type: none"> Point Source Area Source Building Barrier Receiver Calculation Area 	 <p>PO Box 920 North Melbourne, VIC 3051 P: 03 9111 0090</p>	<p>Noise emission levels from Patrons</p> <p>L_{Amax} Noise Levels</p> <p>Project No: V545-01</p>	<p>NOTES:</p> <p>*Propagation in accordance with ISO9613</p>
		<p>Drawing No: MAP-02</p>	<p>Date: 26.02.2021</p>



<p>Scale: 1: 566 @ A3</p> <p>Legend:</p> <ul style="list-style-type: none">  Point Source  Area Source  Building  Barrier  Receiver  Calculation Area 	<p>ENFIELD ACOUSTICS NOISE VIBRATION</p> <p>PO Box 920 North Melbourne, VIC 3051 P: 03 9111 0090</p>	<p>Noise emission levels from Music</p> <p>LA10 Noise Levels</p> <p>Project No: V545-01</p>	<p>NOTES:</p> <p>*Propagation in accordance with ISO9613</p>
		<p>Drawing No: MAP-03</p>	<p>Date: 26.02.2021</p>

*General Licence**Licence No. 31912420*

Subject to the provisions of the Liquor Control Reform Act 1998 and any conditions specified in the licence, the licensee is authorised to supply liquor up to and including 31 December 2019

Licensee KWR HOTELS PTY LTD (ACN:606 300 681)

Address 59 BEAZLEY ROAD
for service CARDINIA 3978
of notices

Licensed 98-102 STATION STREET
premises KOO WEE RUP 3981
address

Trading as ROYAL HOTEL KOO WEE RUP

Additional person(s) endorsed on licence

MICHAEL WILLIAM WARD - approved as nominee, and is liable as if the licensee, until ceasing to manage and control the licensed premises.

GENERAL INFORMATION

A liquor licence does not override local laws, planning schemes and conditions on planning permits. It is the licensee's responsibility to ensure they comply with these.

TYPE OF LICENCE

This licence is a general licence and authorises the licensee to supply liquor on the licensed premises for consumption on and off the licensed premises during the trading hours specified below.

AMENITY

The licensee shall not cause or permit undue detriment to the amenity of the area to arise out of or in connection with the use of the premises to which the licence relates during or immediately after the trading hours authorised under this licence. The licensee shall ensure that the level of noise emitted from the licensed premises shall not exceed the permissible noise levels for entertainment noise as specified in the State Environment Protection Policy (Control of Music Noise from Public Premises) No.N-2.

MAXIMUM CAPACITIES

262 patrons

TRADING HOURS

FOR CONSUMPTION OFF THE LICENSED PREMISES

Sunday Between 10am and 11pm
Good Friday and ANZAC Day Between 12noon and 11pm
On any other day Between 7am and 11pm

FOR CONSUMPTION ON THE LICENSED PREMISES

Sunday Between 10am and 11pm
Good Friday and ANZAC Day Between 12noon and 1am the following morning
On any other day Between 7am and 1am the following morning except for Good Friday and ANZAC Day mornings

End of Conditions - Printed on 21/11/2019

06/04/2020



checkpoint
building surveyors

RE: Liquor Licence
AT: 96-102 Station Street, KOO WEE RUP VIC 3981
Royal Hotel Koo Wee Rup

The following is a calculation on the number of occupants for the building located at the above address based on the liquor licensing fact sheet dated September 2018.

This Liquor Licence report is applicable to the ground and upper floor internal areas.

1. Planning permit specifying a maximum patron capacity.

We have no knowledge of a planning permit specifying a patron capacity as a planning permit is not applicable for the proposed.

2. A report from a registered Building Surveyor as stipulated by the Victorian Commission for Liquor and Gambling Regulation (VCGLR);

a. The area in square metres available to the public for the areas are as follows;
(excluding toilets, stairs, store rooms, offices, kitchen, staff rooms & community hub)

Ground – Internal Area:	515m ²
Total Ground Floor Occupiable Floor Area:	515m²

First Floor – Internal Area:	320m ²
Total First Floor Occupiable Floor Area:	320m²

b. The number of patrons that may be accommodated on the internal & external areas based on a ratio of 0.75 square metres per person.

Total number of patrons passed on ratio of .75m²/per person:

Ground – Internal Area:	686 persons
Total:	686 persons

First Floor – Internal Area:	426 persons
Total First Floor:	426 persons

3. The patron capacity prescribed on an Occupancy Permit;

Any Occupancy Permit will be limited to the calculation for occupancy numbers based on deemed-to-satisfy compliance to the Building Code of Australia (BCA) in which there are four areas of assessment being;

- a) floor area calculation
- b) toilet numbers
- c) egress width
- d) mechanical ventilation

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a) Floor area calculation

Under BCA Clause D1.13. The base building floor area is excluding spaces specified in D1.13 is as follows

As per the above floor areas the number of occupants based on the;

- i. Ground floor areas = 486 persons.
- ii. Ground floor bar standing areas = 39 persons
- iii. First floor areas = 310 persons
- iv. First floor bar standing areas = 14 persons

b) Toilet calculations

The combined number of toilets for the ground floor areas:

	Closet Pans	Urinals	Washbasins
Male	5	6	5
Female	8	-	5

Based on the number of available toilets provided, a maximum of **700** persons (350 male and 350 female) are catered for.

The combined number of toilets for the first floor areas:

	Closet Pans	Urinals	Washbasins
Male	2	5	2
Female	4	-	2

Based on the number of available toilets provided, a maximum of **300** persons (150 male and 150 female) are catered for.

c) Egress width calculation

Egress is via 5 exit doors on the ground floor with a combined width provided of 5500mm which would cater for up to **725** persons under BCA Clause D1.6.

Egress is via 2 stairs on the first floor with a combined width provided of 2050mm which would cater for up to **200** persons under BCA Clause D1.6.

d) Mechanical ventilation

We have not undertaken an assessment of the mechanical ventilation to determine whether this building is suitable to accommodate the maximum number of people calculated above, however we predict there will be more than sufficient levels of mechanical ventilation to all areas of the building.

As noted above:

- Sanitary facilities will cater for 350 male and 350 female persons for ground floor (**700 persons**);
- Sanitary facilities will cater for 150 male and 150 female persons for first floor (**300 persons**);
- Aggregate exit width on ground floor will cater for **725 persons per floor**;
- Aggregate exit width on first floor will cater for **200 persons per floor**;
- Ground Floor area available to public will cater for **515 persons**, based on BCA theoretical populations;
- First Floor area available to public will cater for **320 persons**, based on BCA theoretical populations.

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Based on the worst case numbers; the current population for the **ground floor** is calculated to **515 persons**.

Based on the worst case numbers; the current population for the **first floor** is calculated to **200 persons**.

Hence a total population (BCA permitted) of up to **515 persons per floor** is permitted for the proposed **ground floor** licensed premises.

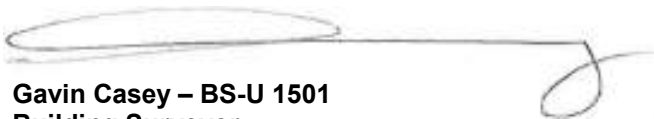
Hence a total population (BCA permitted) of up to **200 persons per floor** is permitted for the proposed **first floor** licensed premises.

Note a total population (under Department of Justice calculation) of up to **525 persons** is permitted for the proposed **ground floor** licensed premises.

Note a total population (under Department of Justice calculation) of up to **324 persons** is permitted for the proposed **first floor** licensed premises.

For further discussion, please do not hesitate to contact the undersigned.

Regards



Gavin Casey – BS-U 1501
Building Surveyor

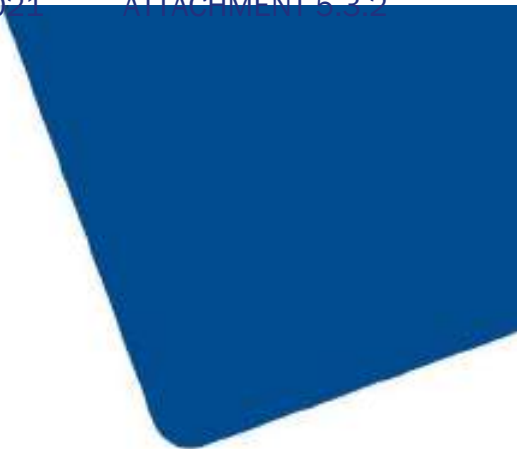


TRAFFIC IMPACT ASSESSMENT

PROPOSED ALTERATIONS & ADDITIONS

ROYAL HOTEL, KOO WEE RUP

19 MARCH 2020



ROYAL HOTEL, KOO WEE RUP

CLIENT: KWR Hotels Pty Ltd

OBT JOB NUMBER: 20313



Suite 2.03, 789 Toorak Road
Hawthorn East, Victoria 3123

T: 61 3 9804 3610
W: obrientraffic.com
ABN 55 007 006 037

STUDY TEAM

Simon Beal
Kevin Ho

A large blue trapezoidal graphic on the right side of the page, containing the word 'CONTENTS' in white capital letters.

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1 INTRODUCTION

O'Brien Traffic has been engaged by KWR Hotels Pty Ltd to undertake a traffic impact assessment of a proposed alterations and additions to the Royal Hotel at 96-102 Station Street, Koo Wee Rup.

In the course of preparing this report:

- Plans and relevant documentation have been examined;
- The subject site and surrounding area have been inspected;
- Parking surveys have been undertaken and the results analysed; and
- The traffic and parking implications of the proposal have been assessed.

2 EXISTING CONDITIONS

2.1 LOCATION AND LAND USE

The subject site is located on the north-western corner of the intersection of Station and Moody Streets as indicated in **Figure 1**. A recent aerial photograph is shown in **Figure 2**.



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FIGURE 1: LOCATION OF SUBJECT SITE



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FIGURE 2: AERIAL PHOTO OF SUBJECT SITE - WEDNESDAY 2 OCTOBER 2019 11.20AM

The site, which is zoned Mixed Use under the Cardinia Planning Scheme, is rectangular in shape with a frontage of 43m to Station Street and 70m to Moody Street comprising an area of 3,144m². The site is occupied by the Royal Hotel which comprises:

- ground floor bar;
- bistro;
- drive through bottle shop; and
- vacant first floor (previously 13 accommodation rooms).

The hotel is currently licenced for up to 262 patrons although as discussed later, site inspection suggests current peak patronage levels are less than half that number.

We think it would be fair to say the existing heritage building is underutilised – hence the proposal.

We understand there are no historical planning permits restricting the hours of operation or the number of patrons permitted on the premises.

A view of the subject site is shown in **Figure 3**.



FIGURE 3: VIEW OF SUBJECT SITE FROM STATION STREET

The site has a total of 67 on-site car spaces (which includes 2 disabled spaces) accessed via a crossover to Station Street and three crossovers to Moody Street (one of which also provides access to/from the drive-through bottle shop).

2.2 SURROUNDING LAND USE

The site is located toward the western end of the Koo Wee Rup Activity Centre.

Residential uses are located to north of the site with a Woolworths supermarket to the south.

The land to the east and west is zoned Commercial 1 and Mixed Use respectively.

2.3 ROAD NETWORK

Station Street is a Secondary Arterial Road and Road Zone – Category 1. In the vicinity of the subject site, it has a carriageway width of approximately 11.8m. This comprises a single traffic lane in each direction divided by a painted median with parallel parking on the northern side only. There is no parking permitted on the southern side opposite the subject site.

The speed limit in Station Street is 50 km/h.

Views of Station Street in the vicinity of the subject site are shown in **Figure 4** and **Figure 5**.



FIGURE 4: VIEW OF STATION STREET FACING WEST



FIGURE 5: VIEW OF STATION STREET FACING EAST

Moody Street is a local street. With the exception of localised narrowing near Station Street it has a carriageway width of approximately 11.8m with unrestricted parking both sides. Moody Street is subject to a speed limit of 50km/h.

A view of Moody Street in the vicinity of the subject site is shown in **Figure 6**.



FIGURE 6: VIEW OF MOODY STREET FACING NORTH

2.4 EXISTING TRAFFIC VOLUMES

VicRoads database was used to access their estimated traffic volume data for year 2019 for Station Street in the vicinity of the subject site (between William and Rossiter Streets). This is as shown in **Table 1**.

DAILY TRAFFIC VOLUME		
EASTBOUND	WESTBOUND	TWO-WAY
3,300 vehicles	3,300 vehicles	6,600 vehicles

TABLE 1: VICROADS TRAFFIC VOLUME DATA 2019 - STATION STREET, KOO WEE RUP

These volumes are consistent with the function of the road as a Secondary Arterial VicRoads road.

Existing traffic volumes for Moody Street are unknown. However, based on observations it is anticipated that Moody Street carries less than 2,000 vehicles per day.

2.5 CASUALTY CRASH HISTORY

A review of VicRoads crash data was used to determine the casualty crash history adjacent to the subject site for the last 5 years of available data. There was one recorded crash adjacent to the supermarket car park access involving a vehicle travelling north-eastbound and “colliding with some other object”. This is not indicative of any particular safety issue associated with the subject site.

2.6 SUSTAINABLE TRANSPORT

2.6.1 Public Transport

The Koo Wee Rup Bus Interchange is located 400m walk south-east of the subject site. The interchange is serviced by daily bus services from Dandenong, Pakenham and Cowes.

2.6.2 Bicycle Network

The bicycle network in the vicinity of the subject site are shown in **Figure 7**.



SOURCE: CARDINIA SHIRE COUNCIL PEDESTRIAN AND BICYCLE STRATEGY 2017

FIGURE 7: BICYCLE NETWORK

2.7 AVAILABILITY OF PARKING IN THE LOCALITY

O'Brien Traffic conducted an initial inspection of the site on a Friday evening which indicated a peak of 104 patrons and 12 staff at 8pm.

O'Brien Traffic prepared an inventory of car parking on the subject site and on-street within areas zoned Mixed Use or Commercial excluding parking in Residential areas and the supermarket opposite. The Parking Survey Area is as indicated in **Figure A1** in **Appendix A**.

This comprises 67 spaces on the site + approximately 56 spaces on-street = a total of 123 spaces. Parking in Station Street is restricted to '2P 9am-6pm Mon-Fri, 9am-1pm Sat' with unrestricted parking in Moody Street.

O'Brien Traffic commissioned survey of the utilisation of the above spaces at half hourly intervals on the following days/times.

- Friday 13 March 2020 from 6.30 pm – 8.30 pm; and
- Saturday 14 March 2020 from 6.30 pm – 8.30 pm.

This coincides with the busiest trading periods as identified by the hotel operators.

The detailed survey results are provided in **Appendix A**.

The results of the on-site and on-street parking surveys are summarised in **Figure 8** and **Figure 9**.

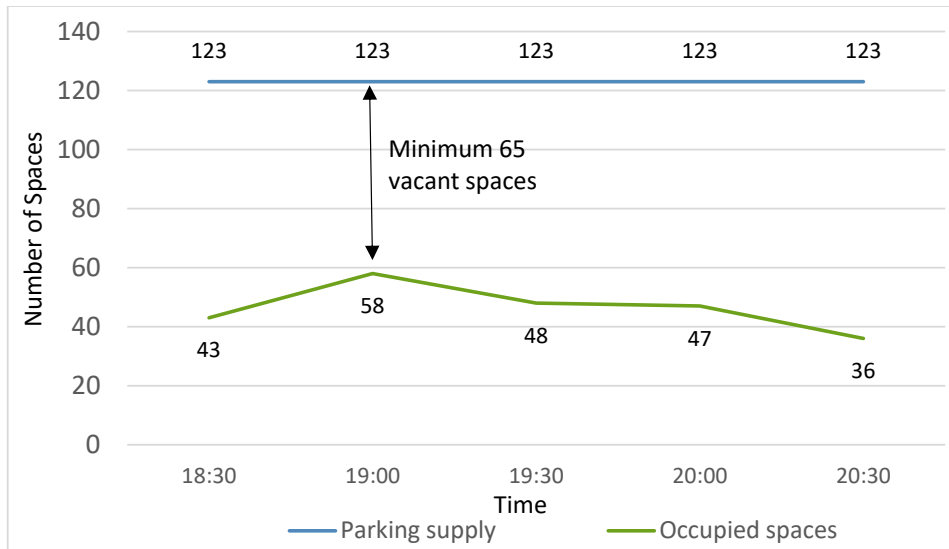


FIGURE 8: PARKING OCCUPANCY SURVEY – FRIDAY 13 FEBRUARY 2020

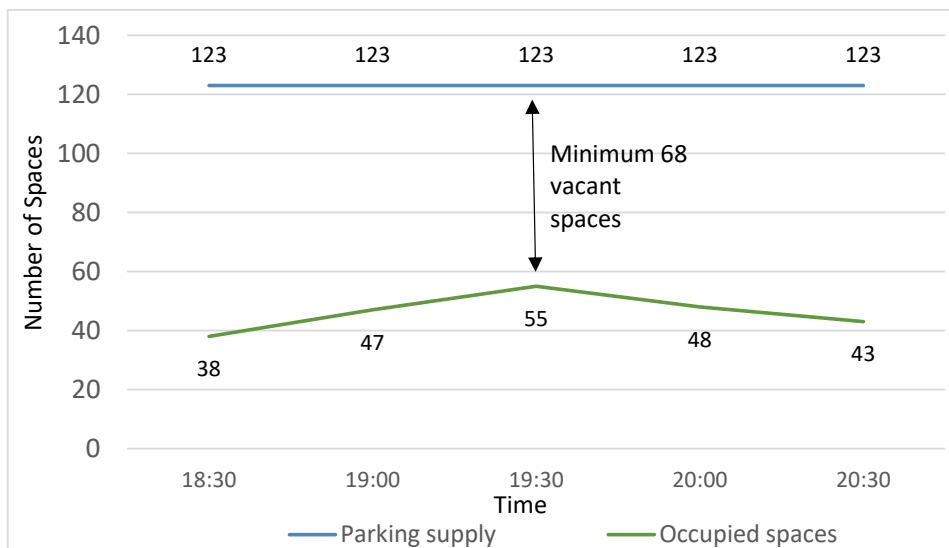


FIGURE 9: PARKING OCCUPANCY SURVEY - SATURDAY 14 FEBRUARY 2020

It is apparent that:

The minimum availability of parking was 65 spaces at 7.00 pm on the surveyed Friday. This included 35 vacant spaces in the hotel car park. **However, we have conservatively reduced the minimum availability of parking to 55 spaces to account for staff parked elsewhere at the time of the survey.**



3 THE PROPOSAL

It is proposed to:

- Construct a gaming room (Gambling Premises) with 40 machines and various stores on what is currently the drive-through area of the bottle shop;
- Convert the existing bottle shop (53 sq.m) to a café (Food & Drink Premises);
- Convert the former first floor accommodation to 201 sq.m of function space (Place of Assembly) to accommodate up to 150 patrons

One additional on-site car space can be provided as part of the proposed development. The proposal would also make the crossover to the existing bottle shop redundant and this would hence be converted to an additional on-street car space (i.e. resulting in a net increase of 2 car spaces).

4 CAR PARKING

4.1 PLANNING SCHEME CAR PARKING REQUIREMENT

Parking policy and requirements applicable to the proposed development are specified in Clause 52.06 of the Planning Scheme.

The purpose of Clause 52.06 is:

- *To ensure that car parking is provided in accordance with the Municipal Planning Strategy and the Planning Policy Framework.*
- *To ensure the provision of an appropriate number of car parking spaces having regard to the demand likely to be generated, the activities on the land and the nature of the locality.*
- *To support sustainable transport alternatives to the motor car.*
- *To promote the efficient use of car parking spaces through the consolidation of car parking facilities.*
- *To ensure that car parking does not adversely affect the amenity of the locality.*
- *To ensure that the design and location of car parking is of a high standard, creates a safe environment for users and enables easy and efficient use.*

With regard to the gaming room it has been conservatively assumed the proposed number of machines (40) is a proxy for patrons although, for reasons discussed later, that is likely an overestimate of likely numbers.

The parking requirement for the function rooms is similarly based on conservative assessment of patronage.

On this basis, the Planning Scheme parking requirement for the proposal is as shown in **Table 2** below.



USE	SIZE	PLANNING SCHEME PARKING RATE	CAR PARKING REQUIREMENT
Gaming room (Gambling Premises)	40 patrons (146m ²)	0.4 spaces to each patron permitted	16 spaces
Café (Food & Drink Premises)	53m ²	4 spaces to each 100m ² of leasable floor area	2 spaces
Function rooms (Place of assembly)	150 patrons (201m ²)	0.3 to each patron permitted	45 spaces
TOTAL			63 SPACES

TABLE 2: PLANNING SCHEME CAR PARKING REQUIREMENT

As discussed, the proposed net increase in car parking is 2 spaces. The proposal also relies on existing underutilised car parking on the subject site and on-street parking in Commercial and Mixed Use zones in the vicinity.

4.2 CAR PARKING DEMAND ASSESSMENT

Before a requirement for car parking is reduced, Clause 52.06-7 of the Planning Scheme requires a Car Parking Demand Assessment, which must assess the parking demand *likely* to be generated by the proposed use.

The Car Parking Demand Assessment must address a number of specified matters to the satisfaction of the responsible authority. These are discussed as follows.

CRITERIA	RESPONSE
<i>The likelihood of multi-purpose trips within the locality which are likely to be combined with a trip to the land in connection with the proposed use</i>	Given the location of the site within a commercial area, some multi-purpose trips may occur.
<i>The availability of public transport in the locality of the land</i>	As discussed in Section 2.6 , there are a small number of public bus services in the vicinity of the site.
<i>The convenience of pedestrian and cyclist access to the land</i>	Existing footpaths along both sides of Station Street and Moody Street provide convenient access.
<i>The provision of bicycle parking and end of trip facilities for cyclists in the locality of the land</i>	There are no bicycle facilities available in the vicinity of the site. Notwithstanding that, the proposal does not trigger a requirement for bicycle facilities and none are proposed.
<i>The anticipated car ownership rates of likely or proposed visitors to or occupants of the land</i>	It is anticipated that many staff and customers will be car owners but that does not necessarily mean they will travel to the site by car.



CRITERIA	RESPONSE
<p><i>Any empirical assessment or case study</i></p>	<p>Although the gaming room is a 'new' use/floorspace, 40 machines is not expected to attract 40 'new' patrons because some users of the machines are likely to be existing clientele (noting that the hotel already has a TAB facility). In addition, it is not the norm for all machines to be simultaneously utilised.</p> <p>Similarly, the proposed café is not likely to attract significant new clientele in its own right because the hotel already has a bistro facility – rather it would predominantly service those using the gaming room. We also note the café is taking over what was previously bottle shop floor space i.e. it is not 'new' floor space.</p> <p>The function room(s) contemplated maximum of 150 patrons would rarely be achieved in practice. Given the hotel does not provide accommodation, the function space would not attract sizeable conferences– hence the proposal to be able to divide it with sliding partitions. It would be very unusual for all of the function floor space to simultaneously be used to capacity (particularly early in the week) and there would likely be some level of 'migration' between the hotels existing and proposed facilities e.g. people dining at the bistro before moving on to one of the function rooms to (say) hear a presentation. In addition, peak use of the function space would not necessarily coincide with peak use of the other component uses of the hotel.</p> <p>Accordingly, we estimate the likely net increase in patrons associated with the proposal on a typical busy Friday/Saturday evening is likely to be 25 (gaming room) + 10 (café) + 100 (function room) = 135 patrons.</p> <p>Given the premises are licenced, the likelihood is that most would avoid driving. Average vehicle occupancy is likely to be high and some 'new' patrons are likely to walk from the nearby residential areas.</p> <p>There would also be some increase in staff (approx. 10) but again, not all are expected to be drivers.</p> <p>The Planning Scheme parking requirement of 0.3 spaces per patron (which includes staff) is hence likely to be a reasonable approximation of the likely additional peak parking demand which translates to 0.3×135 patrons = 41 spaces (rounded up)</p> <p>The absolute peak parking demand based on full utilisation of the function space would be 25 (gaming room) + 10 café + 150 function room $\times 0.3$ = 56 spaces (rounded up).</p> <p>However, for the vast majority of most days/weeks, actual parking demands would be less than the lower of the above numbers.</p>
<p><i>The short-stay and long-stay car parking demand likely to be generated by the proposed use</i></p>	<p>The car parking demand is anticipated to be long-stay for staff and short-stay for customers.</p>



CRITERIA	RESPONSE
<i>The variation of car parking demand likely to be generated by the proposed use over time</i>	The parking demand for the proposal is anticipated to peak on Friday and Saturday evenings, as per existing conditions. Significantly fewer than capacity patron numbers are expected all other times with the exception of functions.

TABLE 3: CAR PARKING DEMAND ASSESSMENT

4.3 ADEQUACY OF CAR PARKING SUPPLY

Clause 52.06-7 of the Planning Scheme states that before granting a permit to reduce the number of spaces, the responsible authority must consider a number of issues which include:

CRITERIA	RESPONSE
<i>The Car Parking Demand Assessment</i>	The Car Parking Demand Assessment indicates a likely additional peak parking demand of 41 spaces with an absolute peak parking demand of 56 spaces.
<i>The availability of alternative car parking in the locality of the land, including:</i> <ul style="list-style-type: none"> On street parking in non-residential zones. 	<p>The additional parking demand would be offset by the proposed net increase of 2 car spaces, existing underutilised car parking on the site and the availability of on-street parking in nearby existing Commercial and Mixed Use zone (at least 55 spaces) i.e. a total of at least 57 available spaces.</p> <p>It is noted that most businesses along Station Street operate during typical business hours (generally 9am – 5pm) with the exception of eat in/take away restaurants on the north side of Station Street (whose parking demand is already reflected in the results of the parking surveys)</p>
<i>Any other relevant considerations</i>	The first floor of the hotel (currently vacant) comprised 13 accommodation rooms that would have exerted some car parking demand. The Planning Scheme car parking requirement for “motel” is one space per room. While these 13 rooms are not motel rooms, they could have generated a parking demand for up to 13 spaces if all occupied at the same time.

TABLE 4: ADEQUACY OF CAR PARKING SUPPLY

Based on the above assessment, it is submitted that a reduction of 41 spaces and up to 56 spaces on occasions, is readily justified in this case.



5 CAR PARK ACCESS & LAYOUT

The access to, and layout of the proposed car parking involves the closure of the existing drive through bottle shop but is otherwise not significantly different to what currently exists.

6 BICYCLE FACILITIES

Bicycle parking requirements applicable to the proposed development are specified in Clause 52.34 of the Planning Scheme.

The proposed uses do not trigger a requirement for bicycle facilities and none are proposed.

7 LOADING

Clause 65.01 of the Planning Scheme states that before deciding on an application, the responsible authority must consider the adequacy of loading and unloading facilities and any associated amenity, traffic flow and road safety impacts.

Loading currently takes place in the on-site car park predominantly during normal business hours when many of the car spaces are vacant (refer Figure 2). We see no reason why this practice could not continue.

8 TRAFFIC GENERATION & IMPACT

As discussed:

- the existing hotel building is currently underutilized; and
- the proposed gaming room and café are replacing existing facilities (bar and bottle shop) and are likely to, in part, service existing clientele.

The only significant change in terms of traffic generation is that associated with use of the function space (replacing former accommodation rooms).

Peak use of the function space would typically occur in the evening late in the week and on weekends. This does not coincide with the traditional on-road peak hours - noting that existing traffic volumes are low by metropolitan standards.

Further, much of the associated parking demand would be accommodated by street parking located up to 200m walk from the site i.e the parking would be dispersed and hence so too would the associated traffic generation.

It follows that the proposal would have no significant adverse impact on the safety and operation of the surrounding road network.



9 CONCLUSION

- The existing heritage hotel building is underutilized as is its associated on-site parking;
- We understand there are no historical planning permits restricting the hours of operation or the number of patrons permitted on the premises;
- The proposal has a Planning Scheme parking requirement of 63 spaces. However, the hotel already provides:
 - gambling (a TAB facility);
 - a bistro;
 - 13 accommodation rooms at level 1 (currently vacant); and
 - the proposed café is not new floorspace (currently a bottle shop).
- The Car Parking Demand Assessment indicates a **likely** additional peak parking demand of 41 spaces and an absolute peak parking demand of 56 spaces;
- The additional car parking demand would be offset by a net increase of 2 spaces, existing underutilised car parking on the site and the availability of on-street parking in nearby existing Commercial and Mixed Use zones (a total of at least 57 spaces);
- A reduction in the car parking requirement is readily justified in this case based on the availability of parking on site and within the surrounding commercial area;
- The access to, and layout of the proposed car parking involves the closure of the existing drive through bottle shop but is otherwise not significantly different to what currently exists;
- The proposed uses do not trigger a requirement for bicycle facilities and none are proposed;
- The existing loading arrangements are adequate to service the proposal; and
- The proposal would have no significant adverse impact on the safety and operation of the surrounding road network.

Based on the considerations outlined above, it is concluded that there are no parking or traffic related grounds to prevent the proposed alterations and additions to the hotel proceeding.



APPENDIX A

PARKING SURVEY RESULTS



FIGURE A1: MAP OF SURVEY AREA

Job No. 20313 Location: Royal Hotel, Koo Wee Rup
 Parking Survey Sheet

Location	Area	Side	Restriction	Space	Friday 13/03/2020					Saturday 14/03/2020				
					18:30	19:00	19:30	20:00	20:30	18:30	19:00	19:30	20:00	20:30
Station Street														
Salmon Street to Moody Street	A1	N	2P 9am-6pm Mon-Fri, 9am-1pm Sat	15	10	8	6	5	3	6	6	8	6	5
	A2	S	No Stopping, Taxi Zone	1	0	0	0	0	0	0	0	0	0	0
Moody Street to Rossiter Road	A3	N	2P 9am-6pm Mon-Fri, 9am-1pm Sat	19	3	5	4	4	3	6	5	6	5	3
	A4	S	2P 9am-6pm Mon-Fri, 9am-1pm Sat	13	4	7	9	6	5	6	4	5	5	4
Moody Street														
Station Street to Gardner Street	B1	W	Unrestricted	7	3	1	1	0	1	1	2	2	2	1
	B2	E		9	4	5	4	4	2	5	6	6	5	6
Royal Hotel														
On-Site Car Park			Unrestricted	65	18	31	22	26	21	12	22	27	24	23
			Disabled Only	2	1	1	2	2	1	2	2	1	1	1
TOTAL (excl. Taxi Zone)				130	43	58	48	47	36	38	47	55	48	43

On-street and on-site parking

Capacity	130	130	130	130	130	130	130	130	130	130
Occupied	43	58	48	47	36	38	47	55	48	43
Unoccupied	87	72	82	83	94	92	83	75	82	87

On-street parking only

Capacity	63	63	63	63	63	63	63	63	63	63
Occupied	24	26	24	19	14	24	23	27	23	19
Unoccupied	39	37	39	44	49	39	40	36	40	44

On-site parking only

Capacity	67	67	67	67	67	67	67	67	67	67
Occupied	19	32	24	28	22	14	24	28	25	24
Unoccupied	48	35	43	39	45	53	43	39	42	43

FIGURE A2: PARKING OCCUPANCY SURVEY RESULTS – 13 & 14 MARCH 2020

JBA
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HERITAGE IMPACT STATEMENT – Rear Extensions

Place: Royal Hotel, 100 Station Street, Koo Wee Rup
Date: 17 April 2020
For: Royal Hotel

Introduction and site description



Figure 1 Existing condition (Google Maps)

This submission addresses the proposal to extend, and internally refurbish, the Royal Hotel which is subject to the individual Heritage Overlay, HO269 in the Cardinia Planning Scheme.



Figure 2 Extract of the Cardinia Planning Scheme Map No 27HO, site marked in red

Heritage Impact Statement Rear Extension- Royal Hotel, Koo Wee Rup

The schedule to the Heritage Overlay shows that there is no heritage value attributed to, or heritage permit control over, the interiors of the hotel.

The Royal Hotel constructed in 1915 by Dennis Mc Namara and built by A. Oliver is described in the citation for the property in the Cardinia Local Heritage Study Review – Volume 3 by Context 2017 as follows:

The Royal Hotel at Koo Wee Rup is a two storey parapeted Edwardian Freestyle red brick and stuccoed hotel, strategically set at the corner of Moody Street opposite the Koo Wee Rup railway station. Distinctive aspects of the design include the large upper level arched porch, facing the railway, with the cement lettering wrapped around the architrave, and the domed caps to the main parapet piers. A Norman tower motif has been angled across the corner of the building but otherwise the upper level is plain with rectangular openings and cemented string moulds. A verandah has been added at the ground level. Otherwise the building is externally very intact.

At the rear of the Hotel there is presently a modern drive through bottle shop singles storey addition in red brick that has no heritage value or other interest.



Figure 2 Extract of the Cardinia Planning Scheme Map No 27HO, site marked in red

Proposed Works

Internally it is proposed to largely refurbish the hotel interiors with the accommodation rooms of the first floor being replaced with function rooms. At the rear of the original building it is proposed to demolish the drive through bottle shop and construct an extension to accommodate a café and gaming room at the ground floor with open air deck at first floor serving the function rooms at that level. The it is proposed to construct the rear extension in with

Heritage Impact Statement Rear Extension- Royal Hotel, Koo Wee Rup

historicist detailing referencing, and in-keeping with the freestyle detailing of the original hotel. An arch is to be provided to demark the entry to the café and the red brick extension would adopt typical double hung windows to the rear single storey gaming room with rendered cornice moldings at ground and first floor.



Heritage Significance

The citation for the Royal Hotel provided in the Cardinia Local Heritage Study Review – Volume 3 by Context 2017 includes the following statement of significance:

What is significant?

The Royal Hotel, constructed by A Oliver in 1915, at 96-102 Station Street, Koo Wee Rup.

How is it significant?

The Royal Hotel is of local historic and aesthetic significance to Cardinia Shire.

Why is it significant?

Historically, the Royal Hotel is significant as an illustration of the growth of Koo Wee Rup in the early decades of the twentieth century. It has been one of the major social centres in Koo Wee Rup since 1915 and associated with popular figures in the town, Denis & Alice McNamara. Its location, opposite the railway station is evocative of the dependence of train travel in this town and the hotel is the most prominent within this early commercial centre which stretches from the station to the south. (RNE criteria A.4, D.2 and H.1) Aesthetically, the Royal Hotel is significant as one of the finest examples of Edwardian hotel design in the Gippsland Region. It is notable for its high degree of external intactness and fine detailing. It is a prominent local landmark within Koo Wee Rup and an important element within the historic Station Street precinct (RNE criteria E1 & F1)

Heritage Guidance

Heritage Impact Statement Rear Extension- Royal Hotel, Koo Wee Rup

In the Cardinia Planning Scheme as there is no local heritage policy at Clause 22 the statutory guidance for management of heritage places is provided at Clause 43.01, the Heritage Overlay. This first principles approach to the conservation of heritage significance offers the following guidance of relevant considerations with those pertinent to this proposal underlined below:

- *The Municipal Planning Strategy and the Planning Policy Framework.*
- *The significance of the heritage place and whether the proposal will adversely affect the natural or cultural significance of the place.*
- *Any applicable statement of significance (whether or not specified in the schedule to this overlay), heritage study and any applicable conservation policy.*
- *Any applicable heritage design guideline specified in the schedule to this overlay.*
- *Whether the location, bulk, form or appearance of the proposed building will adversely affect the significance of the heritage place.*
- *Whether the location, bulk, form and appearance of the proposed building is in keeping with the character and appearance of adjacent buildings and the heritage place.*
- *Whether the demolition, removal or external alteration will adversely affect the significance of the heritage place.*
- *Whether the proposed works will adversely affect the significance, character or appearance of the heritage place.*
- *Whether the proposed subdivision will adversely affect the significance of the heritage place.*
- *Whether the proposed subdivision may result in development which will adversely affect the significance, character or appearance of the heritage place. Whether the proposed sign will adversely affect the significance, character or appearance of the heritage place.*
- *Whether the lopping or development will adversely affect the health, appearance or significance of the tree.*
- *Whether the location, style, size, colour and materials of the proposed solar energy system will adversely affect the significance, character or appearance of the heritage place.*

Heritage Guidance was provided in 1 Cardinia Shire (Pakenham) Heritage Study, Volume 1: Heritage Program, 1996, with Conservation Management Guidelines offered in the Cardinia Heritage Study Context Pty. Ltd. Updated: 29/10/2012. These guidelines are cited below with the section pertinent to this proposal underlined:

CONSERVATION GUIDELINES - GENERAL

In order to conserve the heritage significance of this place, it is recommended that the following conservation guidelines, as appropriate, be given priority in the future maintenance, development or management of the place:

Heritage Impact Statement Rear Extension- Royal Hotel, Koo Wee Rup

1. *Conserve the fabric of the building/s or other built elements, which is identified as contributing to the significance of the place. This includes the original fabric as well as fabric that may demonstrate important successive stages in the historic development of the place and/or provide evidence of changing architectural styles or techniques. For specific guidelines about how to conserve buildings, please refer to the Restoration Guidelines in the 'Cardinia Shire (Pakenham) Heritage Study, Volume 1: Heritage Program, 1996'.*

2. *Discourage the demolition or removal of significant fabric unless the demolition or removal is only of part of the building and it can be demonstrated to the satisfaction of the responsible authority that, as appropriate:*

- *The fabric to be removed is not significant, or*
- *The fabric to be removed is not of primary significance and its removal will not adversely affect the significance of the place, or*
- *It will assist in the long term conservation of the place, or*
- *It will facilitate the historic use of the place and will not result in the loss of fabric considered to be primary significance.*

Note: The poor condition or low integrity of a heritage place should not be used as justification for its demolition, particularly if it appears the condition of the heritage place has deliberately been allowed to deteriorate.

3. *Where there is a complex of buildings and other elements the aim should be to conserve or reveal the historic visual relationship between the buildings and other elements in order to demonstrate the historical use and layout of the place.*

4. *Conserve significant plantings on the property (refer to specific conservation guidelines for trees), and maintain a visual relationship between the plantings and the significant buildings on the property.*

5. *Encourage the removal of non-significant or intrusive elements, particularly where this would assist in understanding or revealing the significance of the place.*

6. *Ensure that the siting and design of new development does not overwhelm the historic setting of the building and the site as a whole by becoming a dominant element or by interfering with key views to and from the site. For specific guidelines about new development or additions to*

Heritage Impact Statement Rear Extension- Royal Hotel, Koo Wee Rup

buildings, please refer to the Restoration Guidelines in the 'Cardinia Shire (Pakenham) Heritage Study, Volume 1: Heritage Program, 1996'.

7. Encourage any new development on the property to relate and be complementary in form, scale and materials to the significant buildings and other elements, but be clearly contemporary in design. For specific guidelines about new development or additions to buildings, please refer to the Restoration Guidelines in the 'Cardinia Shire (Pakenham) Heritage Study, Volume 1: Heritage Program, 1996'.

8. Retain views of significant building(s) and plantings from the street.

9. In the case of subdivision of the property, encourage the retention of the significant buildings, trees and related elements on one lot.

Assessment

The proposed extent of demolition and scale and form of the additions is fully compliant with Clause 43.01 as the applicable heritage control.

The architectural expression of the proposed extension does have detailed components that whilst evidently related to, and be complementary with, the host heritage buildings the use of reproduction of historical detail such as window format and rendered mouldings to the cornices is not 'clearly contemporary'. There is amongst heritage practitioners some orthodoxy that reconstruction, but not reproduction, of historical detail is acceptable. The concern regarding reproduction is not without validity, however with appropriate provisos, is largely a subjective and ideological concern rather than an approach that risks detriment to heritage values. This is particularly the case by comparison with the developing acceptance over the past two decades of the view that modernist contrast in new additions is a preferred heritage outcome. In 2013 it became necessary to amend the Burra Charter to address the confused idea that contemporary additions that presented a visually competing contrast with the host heritage character where not only appropriate, but were a preferred response, in a heritage context. The need for new work to be readily identifiable does not mean it should be a competing statement or can avoid the need to be in keeping and compatible with, and a complement to, the heritage character and appearance of the place. Article 22.2 of the Burra Charter now reads as follows:

New work should be readily identifiable as such, but must respect and have minimal impact on the cultural significance of the place

The practice note on the application of the Burra Charter provides the following commentary:

Heritage Impact Statement Rear Extension- Royal Hotel, Koo Wee Rup

...while new work should be readily identifiable, it should also:

- Not adversely affect the setting of the place (Article 8)
- Have minimal impact on the cultural significance of the place (Article 21.1)
- Not distort or obscure the cultural significance of the place, or detract from its interpretation and appreciation (Article 22.1)
- Respect and have minimal impact on the cultural significance of the place (Article 22.2).

The commentary also states that: *Imitative solutions should generally be avoided: they can mislead the onlooker and may diminish the strength and visual integrity of the original.*

The dangers to be avoided with the replication historical detail are that the new work may be confused by some as an original part of the building, and those people would be misled in their understanding of the original form that has value. This potential for the understanding and appreciation of the historic value of a place can be avoided by ensuring that, for those with any interest, the new work can be readily distinguished from the original. The second issue of the distortion of the visual integrity of the original design is a risk that the original may be mocked by incorrect detail, in-authenticity of material and construction detail, and by distorted or exaggerated comparison, much as Disneyland can be seen to distort and supplant what has been copied rather than evidencing respect for the original.

The problems set out above can however with appropriate care be managed. That the somewhat draconian lean towards prohibition of the use of historicist detail is a modern ideological position, often asserted as almost a moral imperative, is demonstrated by the many additions to earlier buildings conducted between the wars where the style of the original was adopted for the extension. That the approach is also valid is demonstrated by the 2017 Amendment C229 to the Local Heritage Policy Clause 22.03-3 of the Boroondara Planning Scheme that now includes the policy that:

Additions and new buildings should:

Use design details which complement the design of the heritage place (including, but not limited to the type and form of windows, doors, architectural features and verandahs). Design details of new buildings and works should either be:

- *Interpretive, that honestly admit their modernity while relating to the heritage character of their surroundings, or*
- ***A replication of historic forms and detailing.***
- *Through appropriate siting and massing be located in a manner which does not detract from or dominate significant fabric of the heritage place. This should be achieved utilising a combination of setbacks, heights and physical separation as appropriate. This does not apply to commercial buildings.*
- *Be located to the rear of the heritage place, where possible.*
- *Be sympathetic with heritage fabric of the place rather than any ‘non-contributory’ elements of the place.*

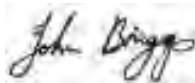
Heritage Impact Statement Rear Extension- Royal Hotel, Koo Wee Rup

– Vegetation and fences are not considered to be permanent screening and will not be taken into account when determining if a proposed addition is visible from the street.

Conclusion

In my assessment the proposed works are entirely in conformity with the heritage provisions of the Cardinia Planning Scheme and rather than likely to have any adverse impact upon the heritage values of the place, will rather enhance the appreciation of those values. The nature of brickworks is such that new brickworks by dint of almost inevitable and cumulative difference in mortar and in brick patina is very hard to exactly match existing brickwork. With minimal intent the extent of the addition be entirely legible to anyone with interested enough to take note. Should there be any concern regarding the visual relationship between the original and the new building elements a permit condition could be applied requiring submission to Council for endorsement, prior to commencement of the relevant component of the works, of construction detail that will determine that the brickwork and rendered detail have appropriate integrity and authenticity in colour and material commensurate with the original detail of the host heritage building.

It is my recommendation that the proposed works would enhance the appreciation of the heritage values of the place and are worth of support.



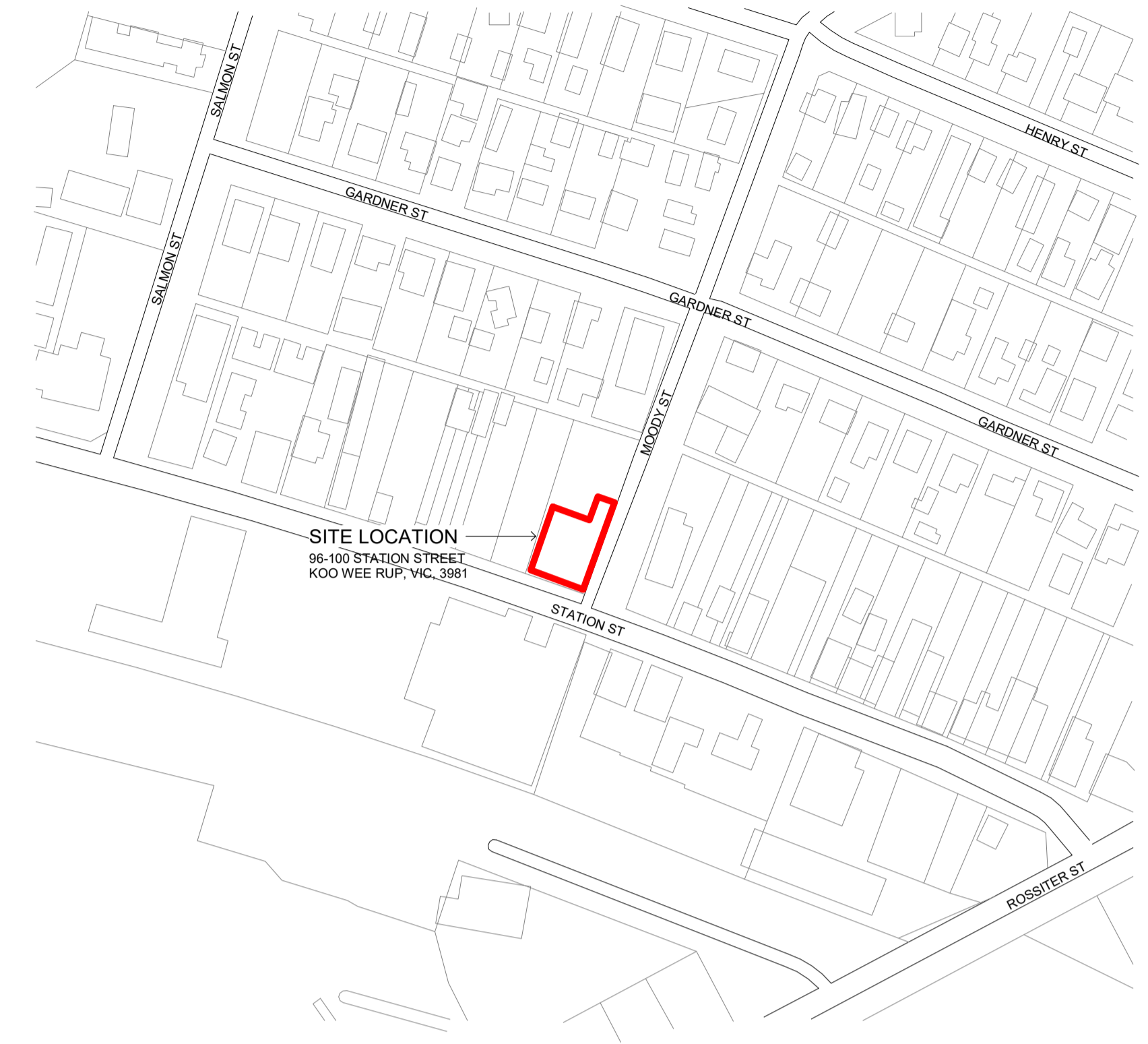
John Briggs
John Briggs Architects Pty Ltd



ROYAL HOTEL KOO WEE RUP

ROYAL HOTEL KOO WEE RUP

REFURBISHMENT



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Revisions	
P1	2018/08/20 ISSUED TO THE CLIENT
P2	2018/11/02 TOWN PLANNING
P3	2019/10/22 TOWN PLANNING
P4	2019/11/21 QS ISSUE
P5	2020/03/27 TOWN PLANNING
P6	2020/04/03 TOWN PLANNING

LP
GR
RK
RK
GR
GR

Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**

For
ROYAL HOTEL KOO WEE RUP

Drawing
COVER SHEET

TOWN PLANNING

Drawn GR
Scale 1: 2000 at A1

Project No. Drawing No. Revision
R0170010 0.00 P6

PROJECT INFORMATION		NOTES		ABBREVIATIONS		DRAWING LIST		Revision	Schedules	Revision																					
<p>ROYAL HOTEL 96-100 STATION ST, KOOWEE RUP, VIC 3981</p>		<p>GENERALLY 1A. DRAWINGS ARE TO BE READ IN CONJUNCTION WITH THE SPECIFICATION FOR FULL EXTENT OF WORKS. 1B. ANY DISCREPANCIES IN THE DOCUMENTATION ARE TO BE RAISED WITH THE ARCHITECT FOR CLARIFICATION PRIOR TO CONSTRUCTION AND/OR FABRICATION. 1C. THESE DRAWINGS ARE TO BE READ IN CONJUNCTION WITH ALL OTHER CONSULTANTS' DOCUMENTATION FOR FULL EXTENT OF WORKS. 1D. CONTRACTOR TO CONFIRM ALL DIMENSIONS ON SITE PRIOR TO CONSTRUCTION AND/OR FABRICATION. 1E. CONSTRUCTION RELATED SITE ACCESS, CONTRACTOR AREAS AND HOARDING LOCATIONS SHALL BE NEGOTIATED WITH THE PRINCIPAL PRIOR TO POSSESSION OF SITE. 1F. ALL WORKS TO BE CARRIED OUT IN ACCORDANCE WITH THE NATIONAL CONSTRUCTION CODE, ALL RELEVANT AUSTRALIAN STANDARDS AND LOCAL AUTHORITY BY-LAWS. 1G. THE FACILITY WILL BE OCCUPIED AND TRADING THROUGHOUT CONSTRUCTION. THE CONTRACTOR SHALL LIMIT ANY DISTURBANCE TO THE FACILITY, ITS TRADE AND OCCUPANTS. EXISTING SERVICES REQUIRED FOR THE PURPOSE OF TRADING SHALL NOT BE INTERRUPTED WITHOUT REASONABLE PRIOR NOTICE AND APPROVAL BY THE PRINCIPAL. 1H. THE CONTRACTOR SHALL ARRANGE FOR A SITE SURVEY TO CONFIRM THE EXISTING FINISHED FLOOR LEVELS AND CONFIRM ALL NEW FINISHED FLOOR LEVELS PRIOR TO THE COMMENCEMENT OF ANY WORKS.</p>		<p>A/C AIR CONDITIONING A/P ACCESS PANEL AF APRON FLASHING AFFL ABOVE FINISHED FLOOR LEVEL AHD AUSTRALIAN HEIGHT DATUM AL ALUMINIUM AS AUSTRALIAN STANDARD BF BARGE FLASHING BG BOX GUTTER BH BULKHEAD BLK BLOCKWORK BLD BOLLARD BMT BASE METAL THICKNESS BR BRICKWORK CFC COMPRESSED FIBRE CEMENT CH CEILING HEIGHT CHS CIRCULAR HOLLOW SECTION CJ CONTROL JOINT CL CENTRE LINE CONC CONCRETE COS CONFIRM ON SITE CPT CARPET CT CERAMIC TILE CTS CENTRES D DOOR DAR DRESSED ALL ROUND DIA DIAMETER DP DOWNPIPE EF EPOXY FLOORING EG EAVES GUTTER EQ EQUAL EX EXISTING FC FIBRE CEMENT FFL FINISHED FLOOR LEVEL FG FUSED GLASS FL FLASHING FRL FIRE RESISTANCE LEVEL FT FLOOR TILE GFA GROSS FLOOR AREA GL GLASS HB HAND BASIN HD HAND DRYER HDG HOT DIP GALVANISED HWD HARDWOOD KP KICK PLATE LM PLASTIC LAMINATE MDF MEDIUM DENSITY FIBREBOARD MF METAL FINISH MIR MIRROR MRS METAL ROOF SHEET MWS METAL WALL SHEET NCC NATIONAL CONSTRUCTION CODE NGL NATURAL GROUND LINE NTS NOT TO SCALE PB PLASTERBOARD PF PAINT FINISH PFC PARALLEL FLANGE CHANNEL PLY PLYWOOD O/H OVERHEAD RD ROLLER DOOR RF RIDGE FLASHING RL RECTANGULAR HOLLOW SECTION RLS REDUCED LEVEL Rw WEIGHTED SOUND REDUCTION INDEX RWH RAINWATER HEAD S SUMP SD SOAP DISPENSER SFL STRUCTURAL FINISHED LEVEL SHS SQUARE HOLLOW SECTION SK SKIRTING SL STRUCTURAL LEVEL SS STAINLESS STEEL SSS STAINLESS STEEL SINK ST STONE T TIMBER TBA TO BE ADVISED TH THRESHOLD TP TOILET PARTITION TRH TOILET ROLL HOLDER TV TIMBER VENEER TYP TYPICAL UB UNIVERSAL BEAM UC UNIVERSAL COLUMN U/G UNDERGROUND UNO UNLESS NOTED OTHERWISE UPH UPHOLSTERY UR URINAL U/S UNDERSIDE VF VINYL FLOORING W WINDOW WC TOILET WP WALLPAPER WT WALL TILE</p>		<p>CEILING 2A. CEILING HEIGHTS NOTED RELATE TO HEIGHT ABOVE FINISHED FLOOR LEVEL. 2B. THE CONTRACTOR IS TO COORDINATE ELECTRICAL AND MECHANICAL SERVICES LAYOUTS AND ADVISE THE ARCHITECT OF ANY DISCREPANCIES PRIOR TO THE FABRICATION AND INSTALLATION OF ANY ITEMS. 2C. WHERE NOT NOTED IN THE DOCUMENTS, THE CONTRACTOR IS TO ALLOW FOR ACCESS PANELS AS REQUIRED FOR ALL ELECTRICAL AND MECHANICAL SERVICES TO COMPLETE THE WORKS. THE CONTRACTOR IS TO VERIFY THE LOCATION OF ALL ACCESS PANELS ON SITE PRIOR TO FABRICATION AND INSTALLATION. 2D. MAKE GOOD EXISTING CEILINGS WHERE DAMAGED FOR NEW WORKS. THIS INCLUDES, BUT IS NOT LIMITED TO THE INSTALLATION OF SERVICES AND/OR BUILDING WORKS AS REQUIRED TO COMPLETE THE NEW WORKS. ALLOW FOR NEW PAINT FINISH TO THE ENTIRE AREA WHERE CEILINGS ARE PATCHED.</p>		<p>ROOF 3A. THE CONTRACTOR IS TO FLASH AND SEAL ALL PENETRATIONS THROUGH THE ROOF SHEETING TO ENSURE THE ROOF IS WATERTIGHT UPON COMPLETION. 3B. REFER TO THE SPECIFICATION FOR ROOF ACCESS, ANCHOR POINTS AND SAFETY SYSTEM. 3C. THE CONTRACTOR IS TO INSPECT THE ROOF PRIOR TO THE ACCEPTANCE OF THE CONTRACT. THE CONTRACTOR IS TO ALLOW FOR THE RECTIFICATION OF ANY VISIBLE DAMAGE TO THE EXISTING ROOFS AS THEY ARE FOUND DURING THE TENDER PERIOD.</p>		<p>INTERIOR 4A. THESE DRAWINGS ARE TO BE READ IN CONJUNCTION WITH THE SPECIFICATION. WHERE THERE IS ANY DISCREPANCY IN SIZES NOMINATED IN THE SPECIFICATION AND THE DRAWINGS THE CONTRACTOR SHALL ALLOW FOR THE GREATER. 4B. THE CONTRACTOR IS TO CONFIRM THE DIMENSIONS OF ALL EQUIPMENT AND APPLIANCES WITH THE PRINCIPAL PRIOR TO FABRICATION OF ANY JOINERY, FURNITURE, KITCHENS, BARS ETC. THAT REQUIRE THIS COORDINATION. THERE SHALL BE NO EXTRAS GIVEN FOR FAILURE TO COORDINATE. 4C. THE CONTRACTOR IS TO PROVIDE ADEQUATE SUPPORT AND FRAMING AS REQUIRED TO ENSURE THAT NO BOWING OF MATERIALS OCCURS OVER TIME. 4D. THESE DRAWINGS ARE TO BE READ IN CONJUNCTION WITH THE SPECIFICATION AND OTHER CONSULTANTS DOCUMENTS (MECHANICAL, ELECTRICAL, KITCHEN & BARS ETC) TO ENSURE COORDINATION WITH ALL LIGHTING, VENTILATION AND OTHER EQUIPMENT THAT IS INTEGRATED INTO JOINERY AND THE WORKS. THERE SHALL BE NO EXTRAS GIVEN FOR FAILURE TO COORDINATE.</p>		<p>0.00 COVER SHEET P6 0.01 PROJECT INFORMATION P11 1.01 SITE PLAN - EXISTING P5 1.02 SITE PLAN - DEMOLITION P4 1.03 SITE PLAN - PROPOSED P11 1.11 GROUND FLOOR PLAN - EXISTING P5 1.12 FIRST FLOOR PLAN - EXISTING P5 1.21 GROUND FLOOR PLAN - DEMOLITION P5 1.22 FIRST FLOOR PLAN - DEMOLITION P5 1.31 GROUND FLOOR PLAN - PROPOSED P11 1.32 FIRST FLOOR PLAN - PROPOSED P11 2.01 EXISTING ELEVATIONS - NORTH & SOUTH P6 2.02 EXISTING ELEVATIONS - EAST & WEST P6 2.03 ELEVATION DEMOLITION - NORTH & SOUTH P1 2.04 ELEVATION DEMOLITION - EAST & WEST P1 2.11 PROPOSED ELEVATIONS - NORTH & SOUTH P9 2.12 PROPOSED ELEVATIONS - EAST & WEST P9 3.01 3D VIEWS P6 3.02 PROPOSED RENDER P1 4.01 GROUND FLOOR RED LINE PLAN - EXISTING P4 4.02 FIRST FLOOR RED LINE PLAN - EXISTING P3 4.03 GROUND FLOOR RED LINE PLAN - PROPOSED P5 4.04 FIRST FLOOR RED LINE PLAN - PROPOSED P4 4.11 GREEN LINE PLAN - PROPOSED P11 4.12 GAMING ROOM - DETAIL PLAN P10 4.13 FLOOR AREA CALCULATIONS P2 S1 EXTERNAL MATERIAL SCHEDULE P1</p>																			
<p>CAR PARKING SCHEDULE</p> <table border="1"> <tr> <td>CAR PARKS</td> <td>68</td> </tr> <tr> <td>PWD CAR PARKS</td> <td>2</td> </tr> <tr> <td>TOTAL CAR PARKS</td> <td>68</td> </tr> </table>		CAR PARKS	68	PWD CAR PARKS	2	TOTAL CAR PARKS	68																								
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Supervising Architect

Revisions		
P5	2020/04/03	TOWN PLANNING
P6	2020/08/17	TOWN PLANNING
P7	2020/08/21	OFFICE ADDED
P8	2020/11/13	AREA CALCULATIONS UPDATED
P9	2020/11/16	AREA CALCULATIONS UPDATED
P10	2020/11/17	GREEN LINE UPDATE
P11	2021/02/19	TOWN PLANNING

GR
MC
MC
MC
MC
MC
MC

Project
ROYAL HOTEL KOOWEE RUP REFURBISHMENT

For
ROYAL HOTEL KOOWEE RUP

Drawing
PROJECT INFORMATION

TOWN PLANNING

Drawn RK
Scale 1:100 at A1

Project No.	Drawing No.	Revision
R0170010	0.01	P11



- EX-G EXISTING GARDEN BEDLANDSCAPING
- G GARDEN BEDLANDSCAPING
- EMRS EXISTING METAL ROOF SHEETING
- MRS NEW METAL ROOF SHEETING
- SEP SIDE ENTRY PIT
- GP GRATED PIT
- JP JUNCTION PIT
- ELEC ELECTRICITY PIT
- TELECOM PIT
- LP LIGHT POLE
- E ELECTRICITY POLE WITH LIGHTING

NOTE:
 THE ESTIMATED FLOOD LEVEL FOR THIS PROPERTY IS 4.9M TO AUSTRALIAN HEIGHT DATUM (AHD).
 IT IS NOTED THAT THE EXISTING GROUND FLOOR LEVEL OF THE PROPERTY IS 150MM ABOVE THE FLOOD LEVEL. THE NEW GROUND FLOOR EXTENSION IS PROPOSED TO BE AT THE SAME LEVEL.

1 EXISTING SITE PLAN
 2.01 1 : 250

BSPN.
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Revisions

P1	2018/11/02	TOWN PLANNING
P2	2019/10/22	TOWN PLANNING
P3	2019/11/21	QS ISSUE
P4	2020/03/27	TOWN PLANNING
P5	2020/04/03	TOWN PLANNING

Project
ROYAL HOTEL KOO WEE RUP REFURBISHMENT

For
ROYAL HOTEL KOO WEE RUP

Drawing
SITE PLAN - EXISTING

TOWN PLANNING

Drawn Scale GR As indicated at A1

Project No. Drawing No. Revision
R0170010 1.01 P5



- DEMOLITION NOTES**
- 1 GENERALLY**
 - DEMOLISH WALLS AND CONCRETE SLABS AS REQUIRED. REFER TO STRUCTURAL ENGINEER'S DETAILS FOR EXTENT OF NEW FOOTINGS, SLABS AND PROPPING OF EXISTING STRUCTURE.
 - ALLOW TO REINSTATE AND MAKE GOOD TO THE ORIGINAL CONDITION ANY DAMAGE TO EXISTING AND/OR ADJOINING SURFACES DUE TO THE DEMOLITION AND CONSTRUCTION OF NEW WORKS.
 - THESE DRAWINGS ARE TO BE READ IN CONJUNCTION WITH ALL OTHER DRAWINGS INCLUDING CONSULTANTS' DOCUMENTATION FOR THE FULL EXTENT OF DEMOLITION WORKS. THERE SHALL BE NO EXTRAS GIVEN FOR FAILURE TO READ AND COORDINATE THE EXISTING AND NEW WORKS.
 - ALL NECESSARY MEASURES SHALL BE TAKEN TO PREVENT NUISANCE FROM DUST DURING DEMOLITION.
 - ON COMPLETION ALL TEMPORARY PROTECTION SHALL BE REMOVED AND ALL AREAS MADE GOOD.
 - ALL EXISTING MATERIALS FOUND TO BE DEFECTIVE WHERE THE EXISTING CONSTRUCTION IS INTERFERED SHALL BE REPLACED WITH NEW MATERIALS TO MATCH THE EXISTING. CONTRACTOR TO NOTIFY THE ARCHITECT OF ALL DEFECTIVE MATERIALS BEFORE PROCEEDING WITH DEMOLITION.
 - ALL WORK DAMAGED OR DEEMED DEFECTIVE FROM DEMOLITION BY ANY TRADE SHALL BE REINSTATED TO MATCH EXISTING WORK.
 - 2 SERVICES**
 - THE CONTRACTOR IS TO LOCATE AND IDENTIFY ALL EXISTING SERVICES PRIOR TO COMMENCING DEMOLITION WORKS AND PROVIDE APPROPRIATE ALTERNATIVE CONNECTIONS TO ENSURE NO INTERRUPTION TO ANY SERVICE TO THIS FACILITY, ADJOINING TENANCIES AND PROPERTIES.
 - REFER SERVICES CONSULTANTS' DOCUMENTATION FOR DEMOLITION, TERMINATION AND CAPPING OF EXISTING SERVICES WHERE NOT SHOWN ON THE DRAWINGS. ALLOW TO REMOVE ALL REDUNDANT EXISTING SERVICE CONDUITS, PIPES AND EQUIPMENT AND MAKE GOOD AS NECESSARY. REDUNDANT SERVICES SHALL BE SEALED OFF AT THE MAIN LINE AND REMOVED.
 - CONFIRM SET OUT OF UNDERGROUND SERVICES PRIOR TO COMMENCEMENT OF EARTHWORKS.
 - 3 SITE**
 - REFER TO CIVIL ENGINEER'S DOCUMENTATION FOR BULK EARTHWORKS AND EXCAVATION.
 - DEMOLISH, BREAK APART AND REMOVE EXISTING LANDSCAPING SLABS, PAVING AND GROUND AS REQUIRED FOR EXTENT OF NEW WORKS.
 - ALLOW TO MAKE GOOD ALL SOFTSCAPE DUE TO DEMOLITION WORKS.
 - REFER TO LANDSCAPE ARCHITECT'S DOCUMENTATION FOR FULL EXTENT OF DEMOLITION TO THE SITE, TREE RETENTION AND PROTECTION.
 - 4 ROADS AND FOOTPATHS**
 - ALL ROADS, FOOTPATHS AND PUBLIC SERVICES DISTURBED OR DAMAGED AS A RESULT OF THE WORKS SHALL BE MADE GOOD AND REINSTATED UPON COMPLETION.
 - 5 WALLS**
 - REMOVE EXISTING PARTITION AND MASONRY WALLS WITHIN THE BUILDING DEMOLITION AREA AS SHOWN ON THE DRAWINGS AND AS REQUIRED TO COMPLETE THE NEW WORKS. THE CONTRACTOR IS TO COORDINATE THE WORKS AND ALLOW FOR AREAS THAT MAY NOT BE INDICATED ON THIS DRAWING.
 - SAW CUT OPENINGS IN WALLS AND/OR FLOORS WHERE REQUIRED FOR ANY SERVICE PENETRATION. ALLOW TO RECTIFY AND MAKE GOOD TO MATCH EXISTING WHERE ANY SERVICE PENETRATION OCCURS.
 - REFER TO STRUCTURAL ENGINEER'S DOCUMENTATION FOR ALTERATIONS TO EXISTING STRUCTURE.
 - 6 CEILING**
 - DEMOLISH CEILING REQUIRED TO COMPLETE NEW WORKS.
 - REFER TO REFLECTED CEILING PLANS FOR THE FINAL CEILING LAYOUTS, TYPES AND FINISHES.
 - MAKE TO EXISTING CEILING WHERE DAMAGED BY DEMOLITION OR FOR THE INSTALLATION OF NEW SERVICES AS REQUIRED TO COMPLETE THE NEW WORKS. ALLOW FOR PAINT FINISH TO THE ENTIRE AREA WHERE CEILING HAVE BEEN PATCHED.
 - 7 FLOORS**
 - REMOVE FLOOR COVERINGS, INCLUDING UNDERLAY, FIXINGS AND ADHESIVES TO AREAS AS SPECIFIED TO HAVE NEW FLOOR FINISHES. SCABBLE AND PREPARE EXISTING SUBSTRATES FOR THE INSTALLATION OF NEW FLOOR FINISHES IN ACCORDANCE WITH THE SPECIFICATION. THIS IS TO INCLUDE THE INSTALLATION OF AN APPROVED TOPPING COMPOUND WHERE REQUIRED TO PROVIDE A SUITABLE LEVEL SUBSTRATE FOR THE SPECIFIED FLOOR FINISH.
 - ALLOW TO REINSTATE ALL FLOORS AND FLOOR FINISHES AS REQUIRED TO MATCH EXISTING WHERE FLOORS ARE TRENCHED FOR NEW SERVICES.
 - ALL FLOORS ARE TO FALL TO FLOOR WASTES WITH A MINIMUM OF 1100 FALLS UNLESS NOTED OTHERWISE ON DRAWINGS.
 - ALLOW FLUSH FINISH BETWEEN ALL ADJACENT FLOOR FINISHES UNLESS NOTED OTHERWISE.
 - EXISTING CARPETS ARE TO BE ROLLED AND RETURNED TO PRINCIPAL.
 - 8 ROOF**
 - REMOVE ALL ROOFS, FLASHINGS, CAPPINGS, GUTTERS ETC. AS REQUIRED FOR THE COMPLETION OF THE WORKS.
 - ALLOW TO REINSTATE ALL ROOFS AS REQUIRED WHERE EXISTING SERVICES ARE RELOCATED AND/OR NEW SERVICES ARE INSTALLED. THIS INCLUDES THE INSTALLATION AND REINSTATEMENT OF ALL FLASHINGS, CAPPINGS, GUTTERS ETC. AS REQUIRED TO COMPLETE THE WORKS AND LEAVE THE ROOF WATER TIGHT.
 - ALLOW TO REMOVE ALL REDUNDANT SERVICES, VENTS, EQUIPMENT TO ROOFS AND FLASH AND/OR CAP TO ENSURE THE ROOF IS WATER TIGHT.
 - 9 JOINERY, FITTINGS AND FIXTURES**
 - REMOVE ALL JOINERY ITEMS, FITTINGS AND FIXTURES AS REQUIRED TO COMPLETE NEW WORKS. ALLOW TO RELOCATE AND/OR TERMINATE EXISTING SERVICES THAT ARE PART OF FIXTURES AND FITTINGS AS REQUIRED TO COMPLETE NEW WORKS.
 - ALL LOOSE AND REMOVABLE ITEMS ARE TO BE RETURNED TO THE PRINCIPAL UNLESS NOTED OTHERWISE. LIASE WITH PRINCIPAL AS TO THE EXTENT OF ITEMS TO BE RETAINED AND RETURNED. ALLOW TO REMOVE AND REINSTATE ITEMS THAT ARE TO BE REUSED IN THE FINISHED AREAS AS REQUIRED.
 - RELOCATE ASSOCIATED SERVICES THAT REQUIRE REFIXING DUE TO NEW WORKS.
 - 10 FOOD SERVICES (BAR, KITCHEN, CAFE)**
 - ALL LOOSE FRIGDES, COOKING EQUIPMENT, REMOVABLE ITEMS ARE TO BE RETAINED BY THE CLIENT UNDO. LIASE WITH PRINCIPAL AS TO EXTENT OF EQUIPMENT TO BE RETAINED AND RETURNED. REFER TO SERVICE CONSULTANTS DOCUMENTATION FOR THE EXTENT OF EQUIPMENT TO BE RELOCATED AND RETAINED AND RE-USED. REFER TO SERVICE CONSULTANTS DOCUMENTS FOR EXTENT OF RELOCATED AND NEW SERVICES. REMAINING ITEMS TO BE DEMOLISHED.
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 - ALL REDUNDANT SERVICES TO BE REMOVED, CAPPED OFF AND TERMINATED.
 - 11 SIGNAGE**
 - PROMOTIONAL DISPLAYS AND SIGNAGE THAT ARE REQUIRED TO BE REMOVED ARE TO BE RETURNED TO THE PRINCIPAL.
 - 12 OTHER CONTRACTORS (AV, BEER, POST MIX ETC)**
 - THE CONTRACTOR IS TO ALLOW FOR THE ATTENDANCE AND CO-ORDINATION OF SEPARATE CONTRACTORS INCLUDING BUT NOT LIMITED TO AV, SECURITY, SIGNAGE, BEER & POST MIX, GAMING ETC. THE CONTRACTOR IS TO ALLOW TO LIASE WITH OTHER CONTRACTORS AND PROVIDE SUFFICIENT NOTICE FOR THE WORKS FOR OTHERS.
 - ALLOW TO REMOVE AND RELOCATE AUDIO VISUAL EQUIPMENT AFFECTED BY NEW WORKS. RETURN UNUSED EQUIPMENT TO THE PRINCIPAL.
- NOTE:**
THE ESTIMATED FLOOD LEVEL FOR THIS PROPERTY IS 4.9M TO AUSTRALIAN HEIGHT DATUM (AHD).
IT IS NOTED THAT THE EXISTING GROUND FLOOR LEVEL OF THE PROPERTY IS 150MM ABOVE THE FLOOD LEVEL. THE NEW GROUND FLOOR EXTENSION IS PROPOSED TO BE AT THE SAME LEVEL.

1 SITE PLAN - DEMOLITION
2.01 1 : 250

BSPN.
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Revisions			
P1	2019/10/22	TOWN PLANNING	RK
P2	2019/11/21	OS ISSUE	RK
P3	2020/03/27	TOWN PLANNING	GR
P4	2020/04/03	TOWN PLANNING	GR

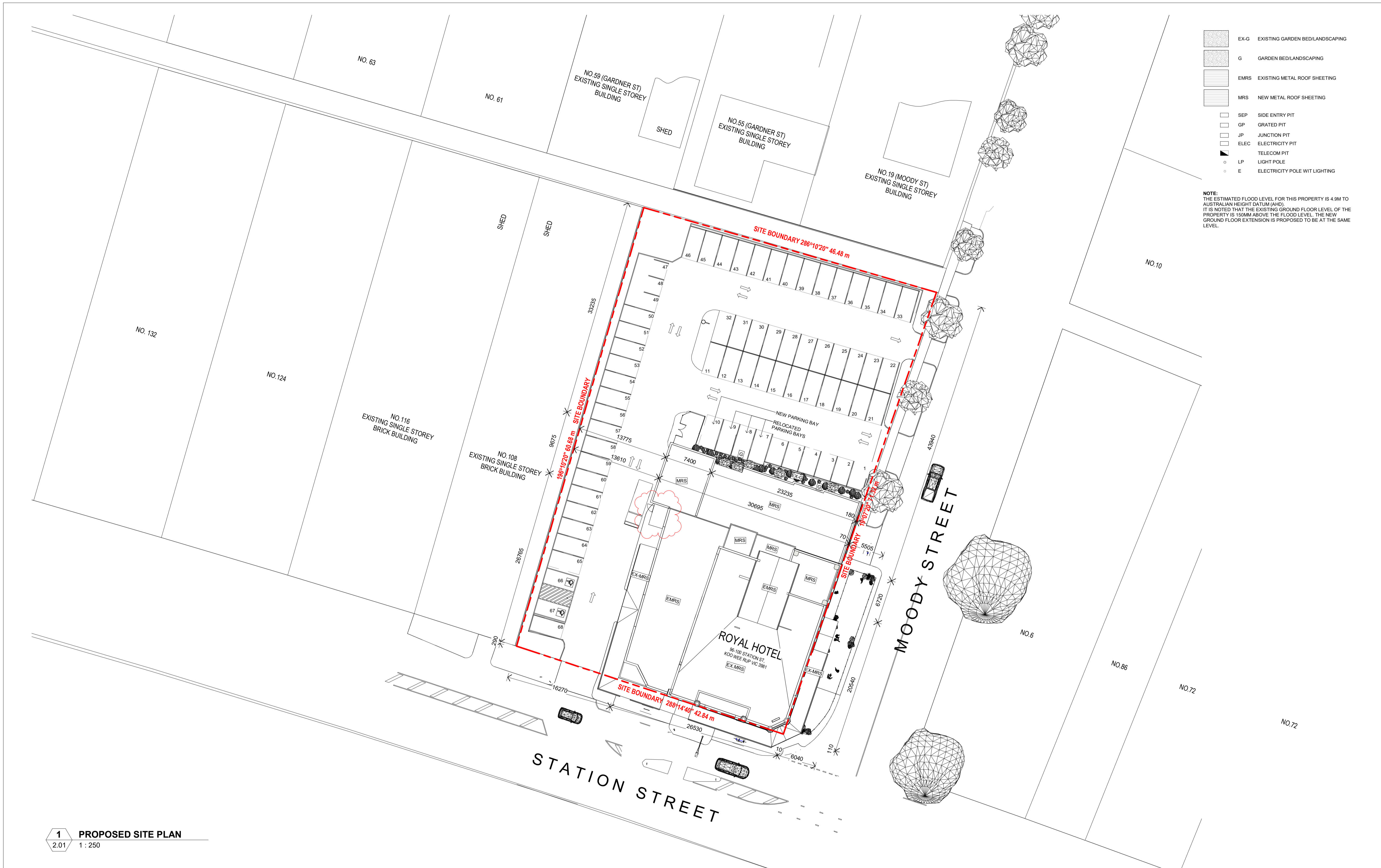
Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**

For
ROYAL HOTEL KOO WEE RUP

Drawing
SITE PLAN - DEMOLITION

TOWN PLANNING

Project No.	Drawing No.	Revision
R0170010	1.02	P4



- EX-G EXISTING GARDEN BED/LANDSCAPING
- G GARDEN BED/LANDSCAPING
- EMRS EXISTING METAL ROOF SHEETING
- MRS NEW METAL ROOF SHEETING
- SEP SIDE ENTRY PIT
- GP GRATED PIT
- JP JUNCTION PIT
- ELEC ELECTRICITY PIT
- TELECOM PIT
- LP LIGHT POLE
- E ELECTRICITY POLE WIT LIGHTING

NOTE:
 THE ESTIMATED FLOOD LEVEL FOR THIS PROPERTY IS 4.9M TO AUSTRALIAN HEIGHT DATUM (AHD).
 IT IS NOTED THAT THE EXISTING GROUND FLOOR LEVEL OF THE PROPERTY IS 150MM ABOVE THE FLOOD LEVEL. THE NEW GROUND FLOOR EXTENSION IS PROPOSED TO BE AT THE SAME LEVEL.

1 PROPOSED SITE PLAN
 2.01 1 : 250

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Revisions	CLIENT ISSUE	RK
P5 2019/10/15	TOWN PLANNING	RK
P6 2019/10/22	OS ISSUE	RK
P7 2019/11/21	TOWN PLANNING	GR
P8 2020/03/27	TOWN PLANNING	GR
P9 2020/04/03	TOWN PLANNING	MC
P10 2020/08/17	TOWN PLANNING	MC
P11 2021/02/19	TOWN PLANNING	

Project
ROYAL HOTEL KOO WEE RUP REFURBISHMENT

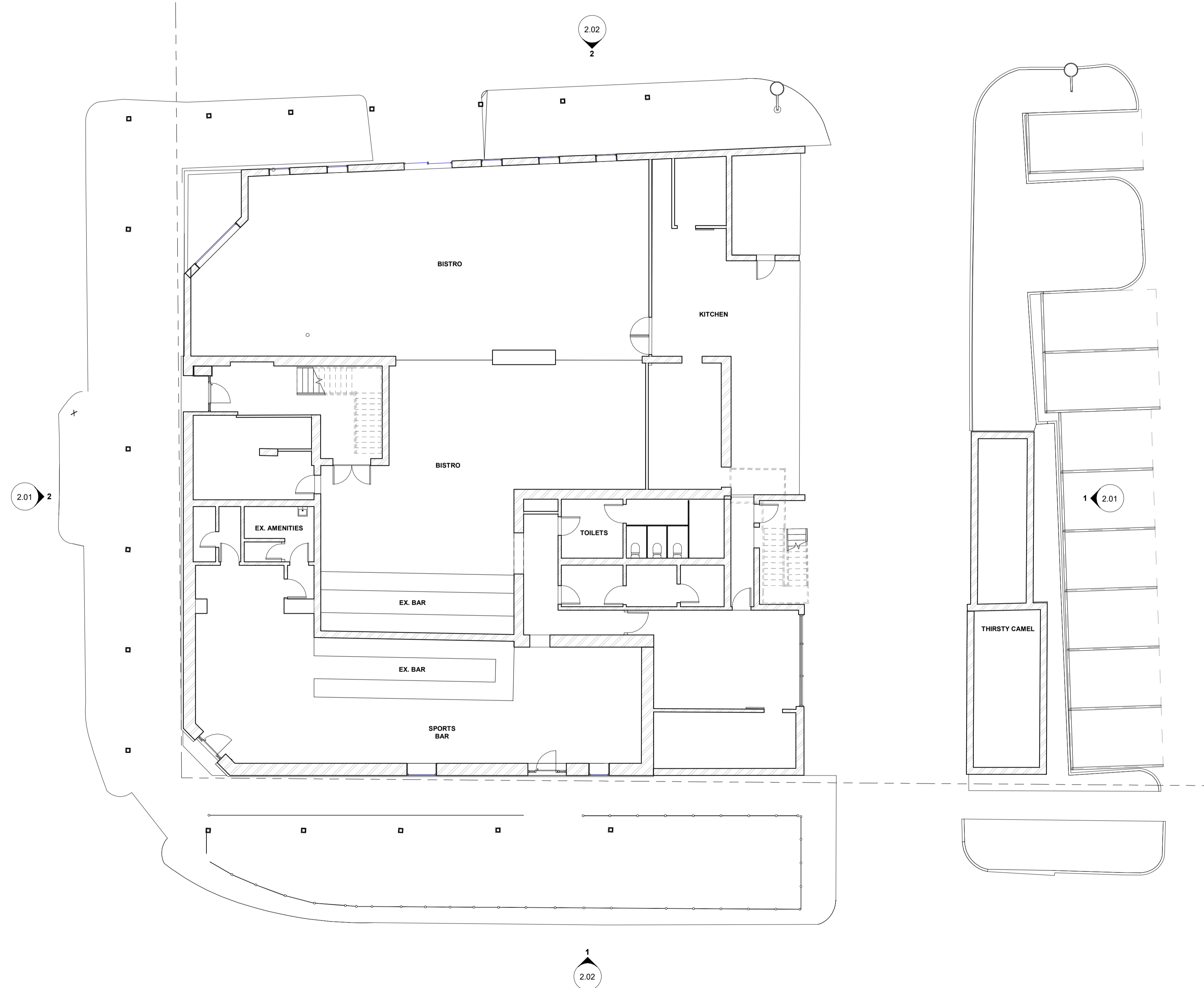
For
ROYAL HOTEL KOO WEE RUP

Drawing
SITE PLAN - PROPOSED

TOWN PLANNING

Drawn GR
 Scale As indicated at A1

Project No. **R0170010** Drawing No. **1.03** Revision **P11**



1 GROUND FLOOR - Existing
 2.01 1 : 100

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Revisions	
P1	2018/11/02 TOWN PLANNING
P2	2019/10/22 TOWN PLANNING
P3	2019/11/21 QS ISSUE
P4	2020/03/27 TOWN PLANNING
P5	2020/04/03 TOWN PLANNING

GR
 RK
 RK
 GR
 GR

Project
**ROYAL HOTEL KOO WEE RUP
 REFURBISHMENT**

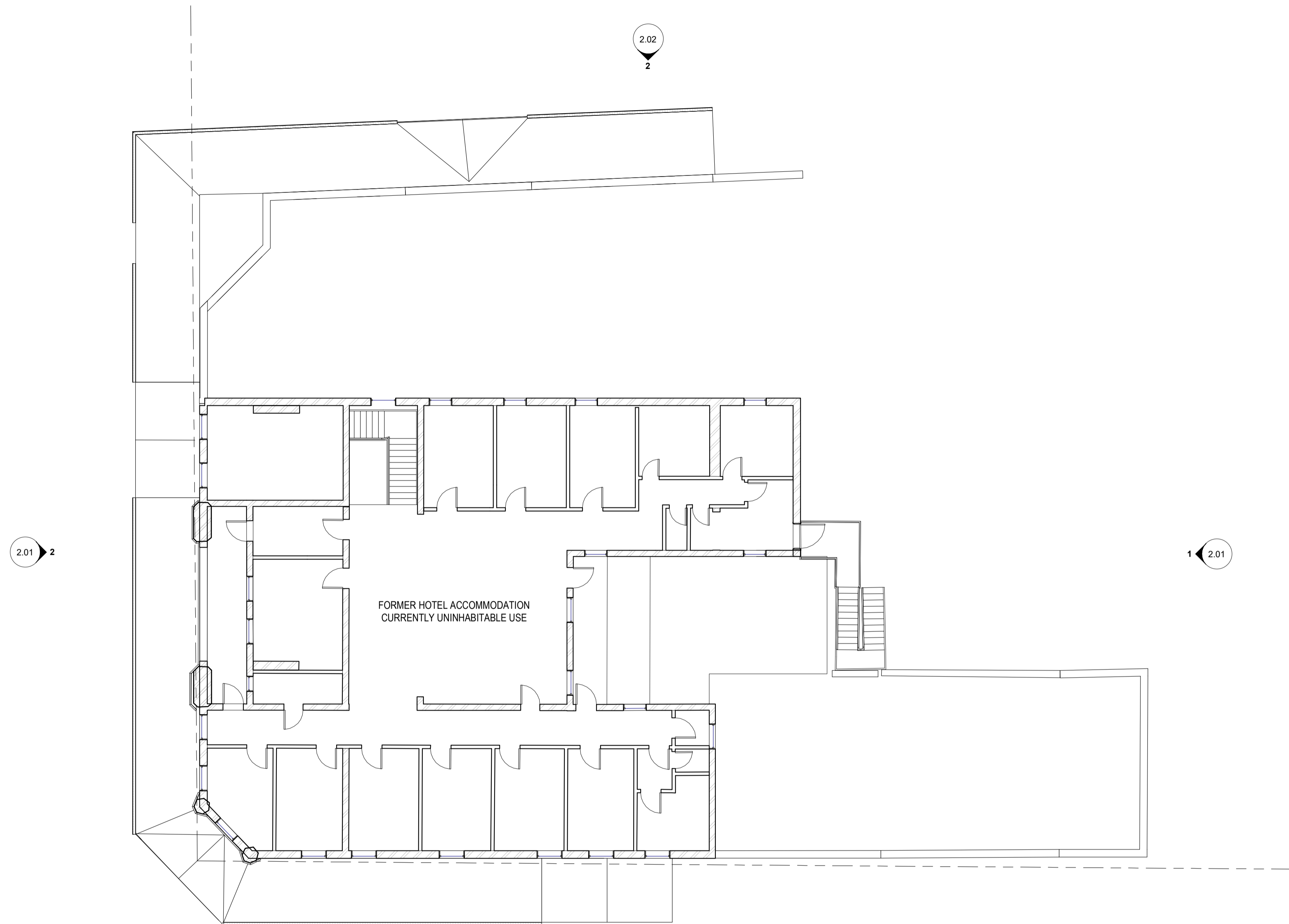
For
ROYAL HOTEL KOO WEE RUP

Drawing
GROUND FLOOR PLAN - EXISTING

TOWN PLANNING

Drawn GR
 Scale 1 : 100 at A1

Project No. Drawing No. Revision
R0170010 1.11 P5



1 EXISTING FIRST FLOOR PLAN
 2.01 1 : 100

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Revisions

P1	2018/11/02	TOWN PLANNING
P2	2019/10/22	TOWN PLANNING
P3	2019/11/21	QS ISSUE
P4	2020/03/27	TOWN PLANNING
P5	2020/04/03	TOWN PLANNING

GR
 RK
 RK
 GR
 GR

Project
**ROYAL HOTEL KOO WEE RUP
 REFURBISHMENT**

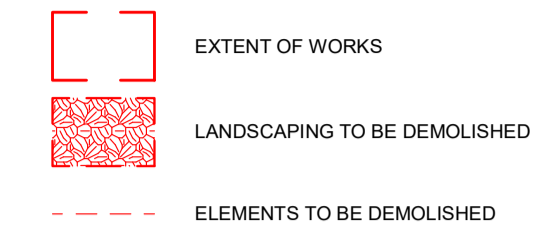
For
ROYAL HOTEL KOO WEE RUP

Drawing
FIRST FLOOR PLAN - EXISTING

TOWN PLANNING

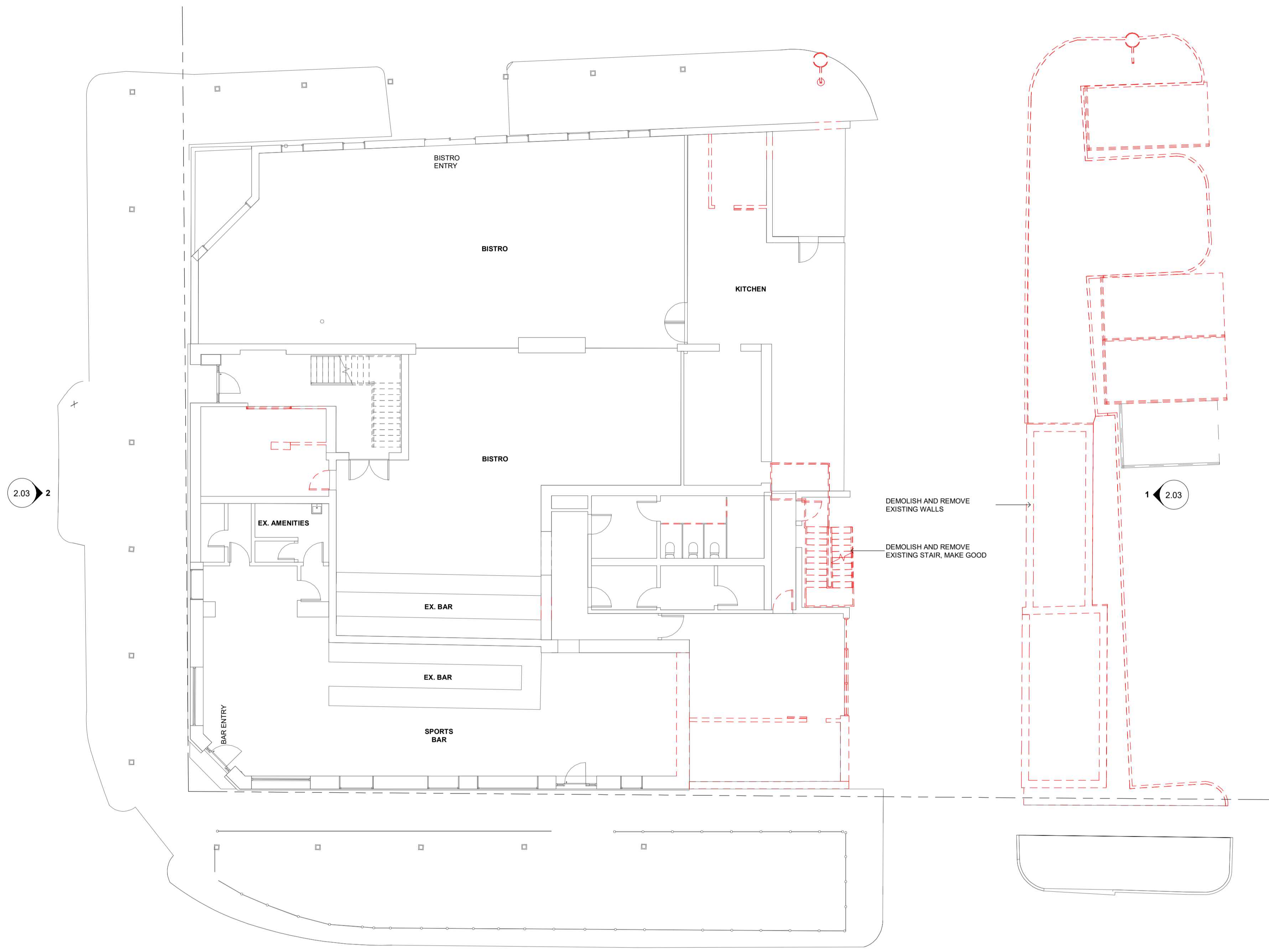
Drawn GR
 Scale 1 : 100 at A1

Project No. R0170010
 Drawing No. 1.12
 Revision P5



DEMOLITION NOTES

- 1 GENERALLY**
 - A. DEMOLISH WALLS AND CONCRETE SLABS AS REQUIRED. REFER TO STRUCTURAL ENGINEER'S DETAILS FOR EXTENT OF NEW FOOTINGS, SLABS AND PROPPING OF EXISTING STRUCTURE.
 - B. ALLOW TO REINSTATE AND MAKE GOOD TO THE ORIGINAL CONDITION AND DAMAGE TO EXISTING AND/OR ADJOINING SURFACES DUE TO THE DEMOLITION AND CONSTRUCTION OF NEW WORKS.
 - C. THESE DRAWINGS ARE TO BE READ IN CONJUNCTION WITH ALL OTHER DRAWINGS INCLUDING CONSULTANTS' DOCUMENTATION FOR THE FULL EXTENT OF DEMOLITION WORKS. THERE SHALL BE NO EXTRAS GIVEN FOR FAILURE TO READ AND COORDINATE THE EXISTING AND NEW WORKS.
 - D. ALL NECESSARY MEASURES SHALL BE TAKEN TO PREVENT NUISANCE FROM DUST DURING DEMOLITION.
 - E. ON COMPLETION, ALL TEMPORARY PROTECTION SHALL BE REMOVED AND ALL AREAS MADE GOOD.
 - F. ALL EXISTING MATERIALS FOUND TO BE DEFECTIVE WHERE THE EXISTING CONSTRUCTION IS INTERFERED SHALL BE REPLACED WITH NEW MATERIALS TO MATCH THE EXISTING. CONTRACTOR TO NOTIFY THE ARCHITECT OF ALL DEFECTIVE MATERIALS BEFORE PROCEEDING WITH DEMOLITION.
 - G. ALL WORK DAMAGED OR DEEMED DEFECTIVE FROM DEMOLITION BY ANY TRADE SHALL BE REINSTATED TO MATCH EXISTING WORK.
- 2 SERVICES**
 - A. THE CONTRACTOR IS TO LOCATE AND IDENTIFY ALL EXISTING SERVICES PRIOR TO COMMENCING DEMOLITION WORKS AND PROVIDE APPROPRIATE ALTERNATIVE CONNECTIONS TO ENSURE NO INTERRUPTION TO ANY SERVICE TO THIS FACILITY, ADJOINING TENANCIES AND PROPERTIES.
 - B. REFER SERVICES CONSULTANTS' DOCUMENTATION FOR DEMOLITION, TERMINATION AND CAPPING OF EXISTING SERVICES WHERE NOT SHOWN ON THE DRAWINGS. ALLOW TO REMOVE ALL REDUNDANT EXISTING SERVICE CONDUITS, PIPES AND EQUIPMENT AND MAKE GOOD AS NECESSARY. REDUNDANT SERVICES SHALL BE SEALED OFF AT THE MAIN LINE AND REMOVED.
 - C. CONFIRM SET OUT OF UNDERGROUND SERVICES PRIOR TO COMMENCEMENT OF EARTHWORKS.
- 3 SITE**
 - A. REFER TO CIVIL ENGINEER'S DOCUMENTATION FOR BULK EARTHWORKS AND EXCAVATION.
 - B. DEMOLISH, BREAK APART AND REMOVE EXISTING LANDSCAPING SLABS, PAVING AND GROUND AS REQUIRED FOR EXTENT OF NEW WORKS.
 - C. ALLOW TO MAKE GOOD ALL SOFTSCAPE DUE TO DEMOLITION WORKS.
 - D. REFER TO LANDSCAPE ARCHITECT'S DOCUMENTATION FOR FULL EXTENT OF DEMOLITION TO THE SITE, TREE RETENTION AND PROTECTION.
- 4 ROADS AND FOOTPATHS**
 - A. ALL ROADS, FOOTPATHS AND PUBLIC SERVICES DISTURBED OR DAMAGED AS A RESULT OF THE WORKS SHALL BE MADE GOOD AND REINSTATED UPON COMPLETION.
- 5 WALLS**
 - A. REMOVE EXISTING PARTITION AND MASONRY WALLS WITHIN THE BUILDING DEMOLITION AREA AS SHOWN ON THE DRAWINGS AND AS REQUIRED TO COMPLETE THE NEW WORKS. THE CONTRACTOR IS TO COORDINATE THE WORKS AND ALLOW FOR AREAS THAT MAY NOT BE INDICATED ON THIS DRAWING.
 - B. SAW CUT OPENINGS IN WALLS AND/OR FLOORS WHERE REQUIRED TO COMPLETE THE WORKS INCLUDING WHERE REQUIRED FOR ANY SERVICE PENETRATION. ALLOW TO RECTIFY AND MAKE GOOD TO MATCH EXISTING WHERE ANY SERVICE PENETRATION OCCURS.
 - C. REFER TO STRUCTURAL ENGINEER'S DOCUMENTATION FOR ALTERATIONS TO EXISTING STRUCTURE.
- 6 CEILINGS**
 - A. DEMOLISH CEILINGS REQUIRED TO COMPLETE NEW WORKS.
 - B. REFER TO REFLECTED CEILING PLANS FOR THE FINAL CEILING LAYOUTS, TYPES AND FINISHES.
 - C. MAKE TO EXISTING CEILINGS WHERE DAMAGED BY DEMOLITION OR FOR THE INSTALLATION OF NEW SERVICES AS REQUIRED TO COMPLETE THE NEW WORKS. ALLOW FOR PAINT FINISH TO THE ENTIRE AREA WHERE CEILINGS HAVE BEEN PATCHED.
- 7 FLOORS**
 - A. REMOVE FLOOR COVERINGS, INCLUDING UNDERLAY, FIXINGS AND ADHESIVES TO AREAS AS SPECIFIED TO HAVE NEW FLOOR FINISHES SCABBLE AND PREPARE EXISTING SUBSTRATES FOR THE INSTALLATION OF NEW FLOOR FINISHES IN ACCORDANCE WITH THE SPECIFICATION. THIS IS TO INCLUDE THE INSTALLATION OF AN APPROVED TOPPING COMPOUND WHERE REQUIRED TO PROVIDE A SUITABLE LEVEL SUBSTRATE FOR THE SPECIFIED FLOOR FINISH.
 - B. ALLOW TO REINSTATE ALL FLOORS AND FLOOR FINISHES AS REQUIRED TO MATCH EXISTING WHERE FLOORS ARE TRENCHED FOR NEW SERVICES.
 - C. ALL FLOORS ARE TO FALL TO FLOOR WASTES WITH A MINIMUM OF 1100 FALLS UNLESS NOTED OTHERWISE ON DRAWINGS.
 - D. ALLOW FLUSH FINISH BETWEEN ALL ADJACENT FLOOR FINISHES UNLESS NOTED OTHERWISE.
 - E. EXISTING CARPETS ARE TO BE ROLLED AND RETURNED TO PRINCIPAL.
- 8 ROOF**
 - A. REMOVE ALL ROOFS, FLASHINGS, CAPPINGS, GUTTERS ETC. AS REQUIRED FOR THE COMPLETION OF THE WORKS.
 - B. ALLOW TO REINSTATE ALL ROOFS AS REQUIRED WHERE EXISTING SERVICES ARE RELOCATED AND/OR NEW SERVICES ARE INSTALLED. THIS INCLUDES THE INSTALLATION AND REINSTATEMENT OF ALL FLASHINGS, CAPPINGS, GUTTERS ETC. AS REQUIRED TO COMPLETE THE WORKS AND LEAVE THE ROOF WATERTIGHT.
 - C. ALLOW TO REMOVE ALL REDUNDANT SERVICES, VENTS, EQUIPMENT TO ROOFS AND FLASH AND/OR CAP TO ENSURE THE ROOF IS WATERTIGHT.
- 9 JOINERY, FITTINGS AND FIXTURES**
 - A. REMOVE ALL JOINERY ITEMS, FITTINGS AND FIXTURES AS REQUIRED TO COMPLETE NEW WORKS. ALLOW TO RELOCATE AND/OR TERMINATE EXISTING SERVICES THAT ARE PART OF FIXTURES AND FITTINGS AS REQUIRED TO COMPLETE NEW WORKS.
 - B. ALL LOOSE AND REMOVABLE ITEMS ARE TO BE RETURNED TO THE PRINCIPAL UNLESS NOTED OTHERWISE. LIASE WITH PRINCIPAL AS TO THE EXTENT OF ITEMS TO BE RETAINED AND RETURNED. ALLOW TO REMOVE AND REINSTATE ITEMS THAT ARE TO BE REUSED IN THE FINISHED AREAS AS REQUIRED.
 - C. RELOCATE ASSOCIATED SERVICES THAT REQUIRE REFIXING DUE TO NEW WORKS.
- 10 FOOD SERVICES (BAR, KITCHEN, CAFE)**
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 - B. DEMOLISH ALL BARS, PLINTHS, BENCHWORK, FRIDGES ETC AS REQUIRED TO COMPLETE THE WORKS.
 - C. ALL REDUNDANT SERVICES TO BE REMOVED, CAPPED OFF AND TERMINATED.
- 11 SIGNAGE**
 - A. PROMOTIONAL DISPLAYS AND SIGNAGE THAT ARE REQUIRED TO BE REMOVED ARE TO BE RETURNED TO THE PRINCIPAL.
- 12 OTHER CONTRACTORS (AV, BEER, POST MIX ETC)**
 - A. THE CONTRACTOR IS TO ALLOW FOR THE ATTENDANCE AND CO-ORDINATION OF SEPARATE CONTRACTORS INCLUDING BUT NOT LIMITED TO AV, SECURITY, SIGNAGE, BEER & POST MIX, GAMING ETC. THE CONTRACTOR IS TO ALLOW TO LIASE WITH OTHER CONTRACTORS AND PROVIDE SUFFICIENT NOTICE FOR THE WORKS OF OTHERS.
 - B. ALLOW TO REMOVE AND RELOCATE AUDIO VISUAL EQUIPMENT AFFECTED BY NEW WORKS. RETURN UNUSED EQUIPMENT TO THE PRINCIPAL.



1 GROUND FLOOR - DEMOLITION
2.01 1: 100



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Revisions			
P1	2018/11/02	TOWN PLANNING	GR
P2	2019/10/22	TOWN PLANNING	RK
P3	2019/11/21	QS ISSUE	RK
P4	2020/03/27	TOWN PLANNING	GR
P5	2020/04/03	TOWN PLANNING	GR

Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**




For
ROYAL HOTEL KOO WEE RUP

Drawing
GROUND FLOOR PLAN - DEMOLITION

TOWN PLANNING

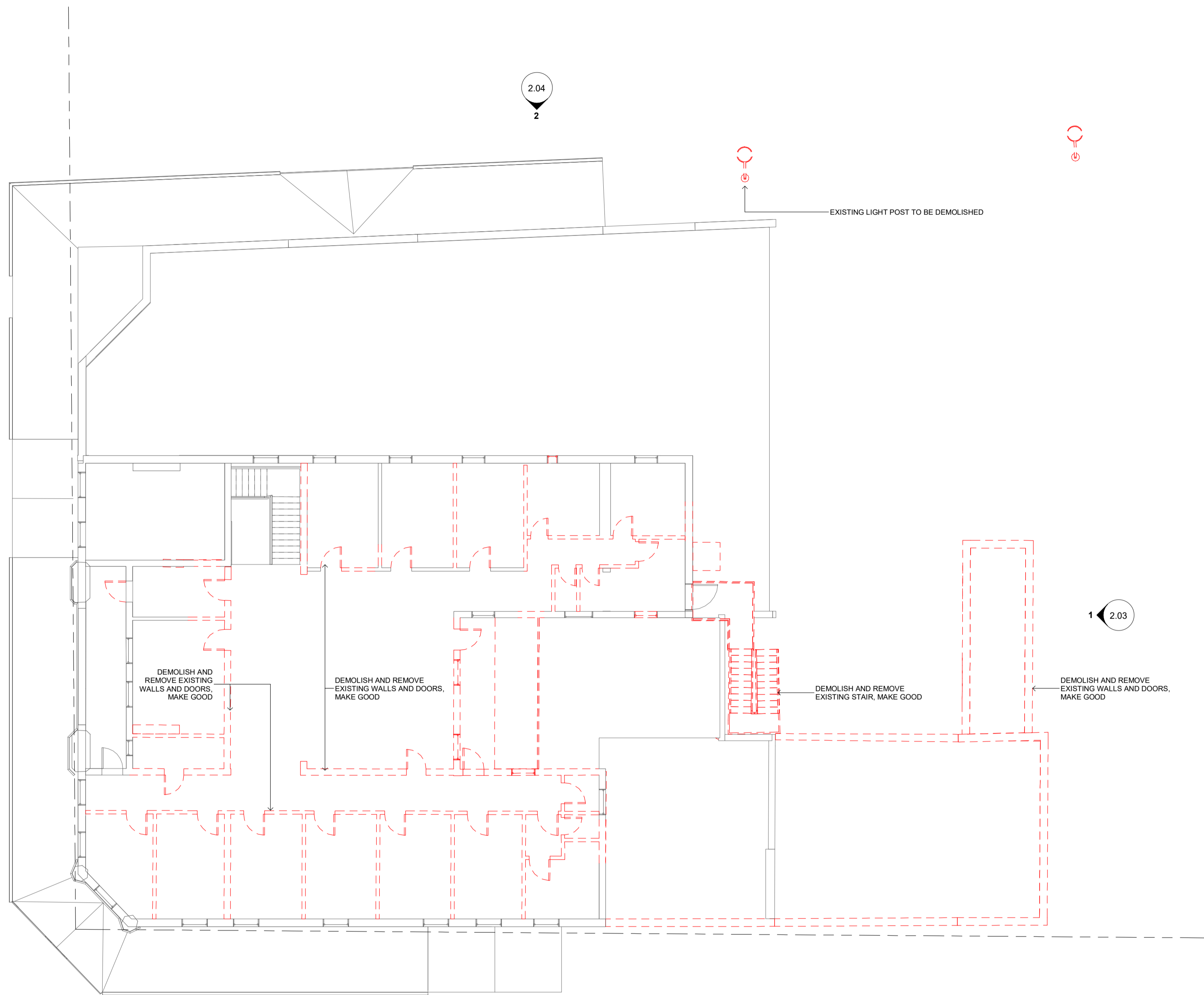
Drawing GR
Scale 1: 100 at A1

Project No. **R0170010** Drawing No. **1.21** Revision **P5**

-  EXTENT OF WORKS
-  LANDSCAPING TO BE DEMOLISHED
-  ELEMENTS TO BE DEMOLISHED

DEMOLITION NOTES

- 1 GENERALLY**
 - A. DEMOLISH WALLS AND CONCRETE SLABS AS REQUIRED. REFER TO STRUCTURAL ENGINEER'S DETAILS FOR EXTENT OF NEW FOOTINGS, SLABS AND PROPPING OF EXISTING STRUCTURE.
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 - A. DEMOLISH CEILING REQUIRED TO COMPLETE NEW WORKS.
 - B. REFER TO REFLECTED CEILING PLANS FOR THE FINAL CEILING LAYOUTS, TYPES AND FINISHES.
 - C. MAKE TO EXISTING CEILING WHERE DAMAGED BY DEMOLITION OR FOR THE INSTALLATION OF NEW SERVICES AS REQUIRED TO COMPLETE THE NEW WORKS. ALLOW FOR PAINT FINISH TO THE ENTIRE AREA WHERE CEILING HAVE BEEN PATCHED.
- 7 FLOORS**
 - A. REMOVE FLOOR COVERINGS, INCLUDING UNDERLAY, FIXINGS AND ADHESIVES TO AREAS AS SPECIFIED TO HAVE NEW FLOOR FINISHES. SCABBLE AND PREPARE EXISTING SUBSTRATES FOR THE INSTALLATION OF NEW FLOOR FINISHES IN ACCORDANCE WITH THE SPECIFICATION. THIS IS TO INCLUDE THE INSTALLATION OF AN APPROVED TOPPING COMPOUND WHERE REQUIRED TO PROVIDE A SUITABLE LEVEL SUBSTRATE FOR THE SPECIFIED FLOOR FINISH.
 - B. ALLOW TO REINSTATE ALL FLOORS AND FLOOR FINISHES AS REQUIRED TO MATCH EXISTING WHERE FLOORS ARE TRENCHED FOR NEW SERVICES.
 - C. ALL FLOORS ARE TO FALL TO FLOOR WASTES WITH A MINIMUM OF 1100 FALLS UNLESS NOTED OTHERWISE ON DRAWINGS.
 - D. ALLOW FLUSH FINISH BETWEEN ALL ADJACENT FLOOR FINISHES UNLESS NOTED OTHERWISE.
 - E. EXISTING CARPETS ARE TO BE ROLLED AND RETURNED TO PRINCIPAL.
- 8 ROOF**
 - A. REMOVE ALL ROOFS, FLASHINGS, CAPPINGS, GUTTERS ETC. AS REQUIRED FOR THE COMPLETION OF THE WORKS.
 - B. ALLOW TO REINSTATE ALL ROOFS AS REQUIRED WHERE EXISTING SERVICES ARE RELOCATED AND/OR NEW SERVICES ARE INSTALLED. THIS INCLUDES THE INSTALLATION AND REINSTATEMENT OF ALL FLASHINGS, CAPPINGS, GUTTERS ETC. AS REQUIRED TO COMPLETE THE WORKS AND LEAVE THE ROOF WATERTIGHT.
 - C. ALLOW TO REMOVE ALL REDUNDANT SERVICES, VENTS, EQUIPMENT TO ROOFS AND FLASH AND/OR CAP TO ENSURE THE ROOF IS WATERTIGHT.
- 9 JOINERY, FITTINGS AND FIXTURES**
 - A. REMOVE ALL JOINERY ITEMS, FITTINGS AND FIXTURES AS REQUIRED TO COMPLETE NEW WORKS. ALLOW TO RELOCATE AND/OR TERMINATE EXISTING SERVICES THAT ARE PART OF FIXTURES AND FITTINGS AS REQUIRED TO COMPLETE NEW WORKS.
 - B. ALL LOOSE AND REMOVABLE ITEMS ARE TO BE RETURNED TO THE PRINCIPAL UNLESS NOTED OTHERWISE. LIAISE WITH PRINCIPAL AS TO THE EXTENT OF ITEMS TO BE RETAINED AND RETURNED. ALLOW TO REMOVE AND REINSTATE ITEMS THAT ARE TO BE REUSED IN THE FINISHED AREAS AS REQUIRED.
 - C. RELOCATE ASSOCIATED SERVICES THAT REQUIRE REFIXING DUE TO NEW WORKS.
- 10 FOOD SERVICES (BAR, KITCHEN, CAFE)**
 - A. ALL LOOSE FRIDGES, COOKING EQUIPMENT, REMOVABLE ITEMS ARE TO BE RETAINED BY THE CLIENT UNO. LIAISE WITH PRINCIPAL AS TO EXTENT OF EQUIPMENT TO BE RETAINED AND RETURNED. REFER TO SERVICE CONSULTANTS DOCUMENTATION FOR THE EXTENT OF EQUIPMENT TO BE RELOCATED AND RETAINED AND RE-USED. REFER TO SERVICES CONSULTANTS DOCUMENTS FOR EXTENT OF RELOCATED AND NEW SERVICES. REMAINING ITEMS TO BE DEMOLISHED.
 - B. DEMOLISH ALL BARS, PLINTHS, BENCHWORK, FRIDGES ETC AS REQUIRED TO COMPLETE THE WORKS.
 - C. ALL REDUNDANT SERVICES TO BE REMOVED, CAPPED OFF AND TERMINATED.
- 11 SIGNAGE**
 - A. PROMOTIONAL DISPLAYS AND SIGNAGE THAT ARE REQUIRED TO BE REMOVED ARE TO BE RETURNED TO THE PRINCIPAL.
- 12 OTHER CONTRACTORS (AV, BEER, POST MIX ETC)**
 - A. THE CONTRACTOR IS TO ALLOW FOR THE ATTENDANCE AND CO-ORDINATION OF SEPARATE CONTRACTORS INCLUDING BUT NOT LIMITED TO AV, SECURITY, SIGNAGE, BEER & POST MIX, GAMING ETC. THE CONTRACTOR IS TO ALLOW TO LIAISE WITH OTHER CONTRACTORS AND PROVIDE SUFFICIENT NOTICE FOR THE WORKS OF OTHERS.
 - B. ALLOW TO REMOVE AND RELOCATE AUDIO VISUAL EQUIPMENT AFFECTED BY NEW WORKS. RETURN UNUSED EQUIPMENT TO THE PRINCIPAL.



1 FIRST FLOOR PLAN - DEMOLITION
2.01 1 : 100



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Revisions			
P1	2018/11/02	TOWN PLANNING	GR
P2	2019/10/22	TOWN PLANNING	RK
P3	2019/11/21	QS ISSUE	RK
P4	2020/03/27	TOWN PLANNING	GR
P5	2020/04/03	TOWN PLANNING	GR

Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**

For
ROYAL HOTEL KOO WEE RUP

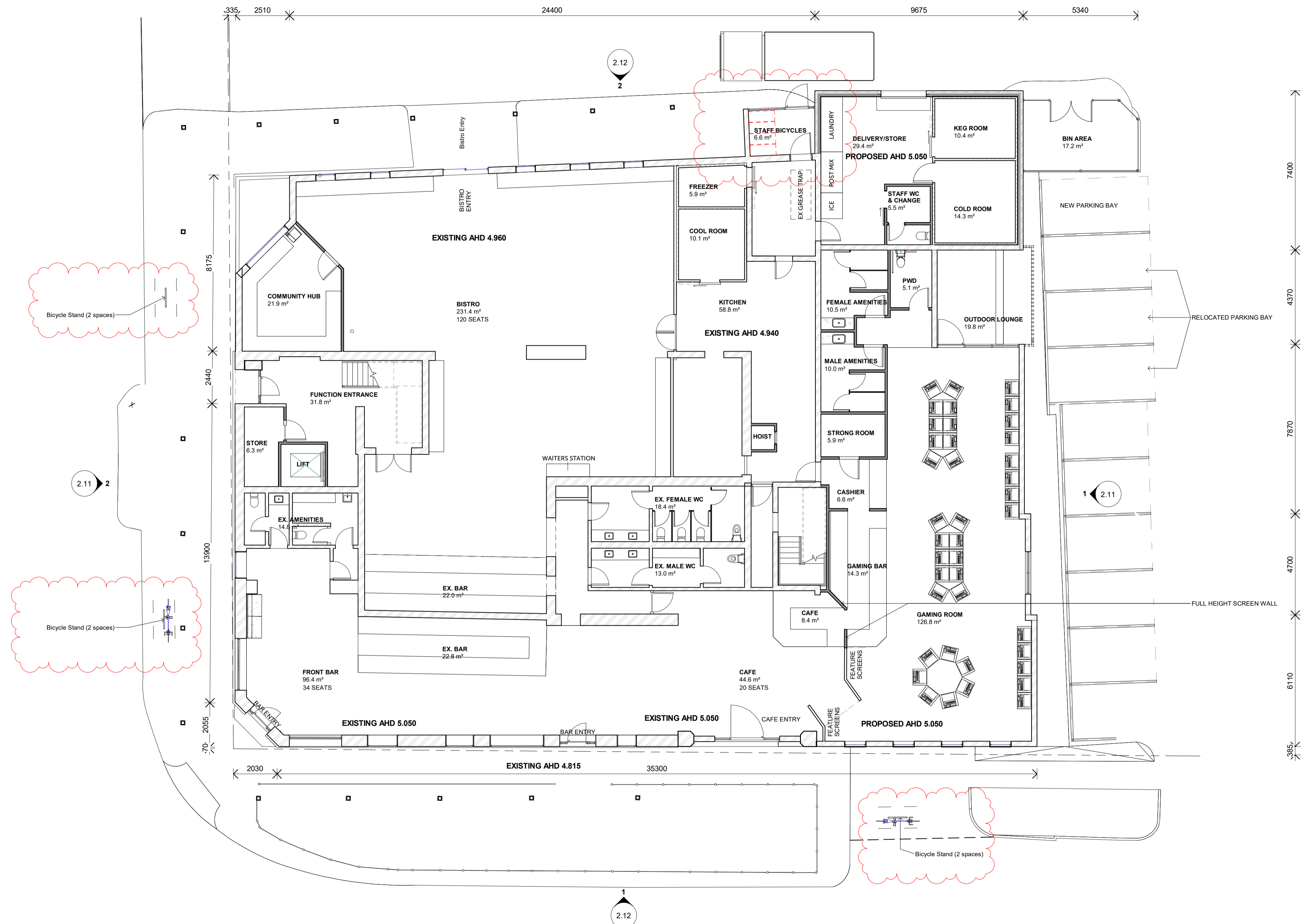
Drawing
FIRST FLOOR PLAN - DEMOLITION

TOWN PLANNING

Drawing GR
Scale 1 : 100 at A1

Project No. Drawing No. Revision
R0170010 1.22 P5

NOTE:
THE ESTIMATED FLOOD LEVEL FOR THIS PROPERTY IS 4.9M TO AUSTRALIAN HEIGHT DATUM (AHD). IT IS NOTED THAT THE EXISTING GROUND FLOOR LEVEL OF THE PROPERTY IS 150MM ABOVE THE FLOOD LEVEL. THE NEW GROUND FLOOR EXTENSION IS PROPOSED TO BE AT THE SAME LEVEL.



1 GROUND FLOOR
2.01 1:100



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Revisions			
P5	2019/10/15	CLIENT ISSUE	
P6	2019/10/22	TOWN PLANNING	
P7	2019/11/21	QS ISSUE	
P8	2020/03/27	TOWN PLANNING	
P9	2020/04/03	TOWN PLANNING	
P10	2020/08/17	TOWN PLANNING	
P11	2021/02/19	TOWN PLANNING	

RK
RK
RK
GR
GR
MC
MC

Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**

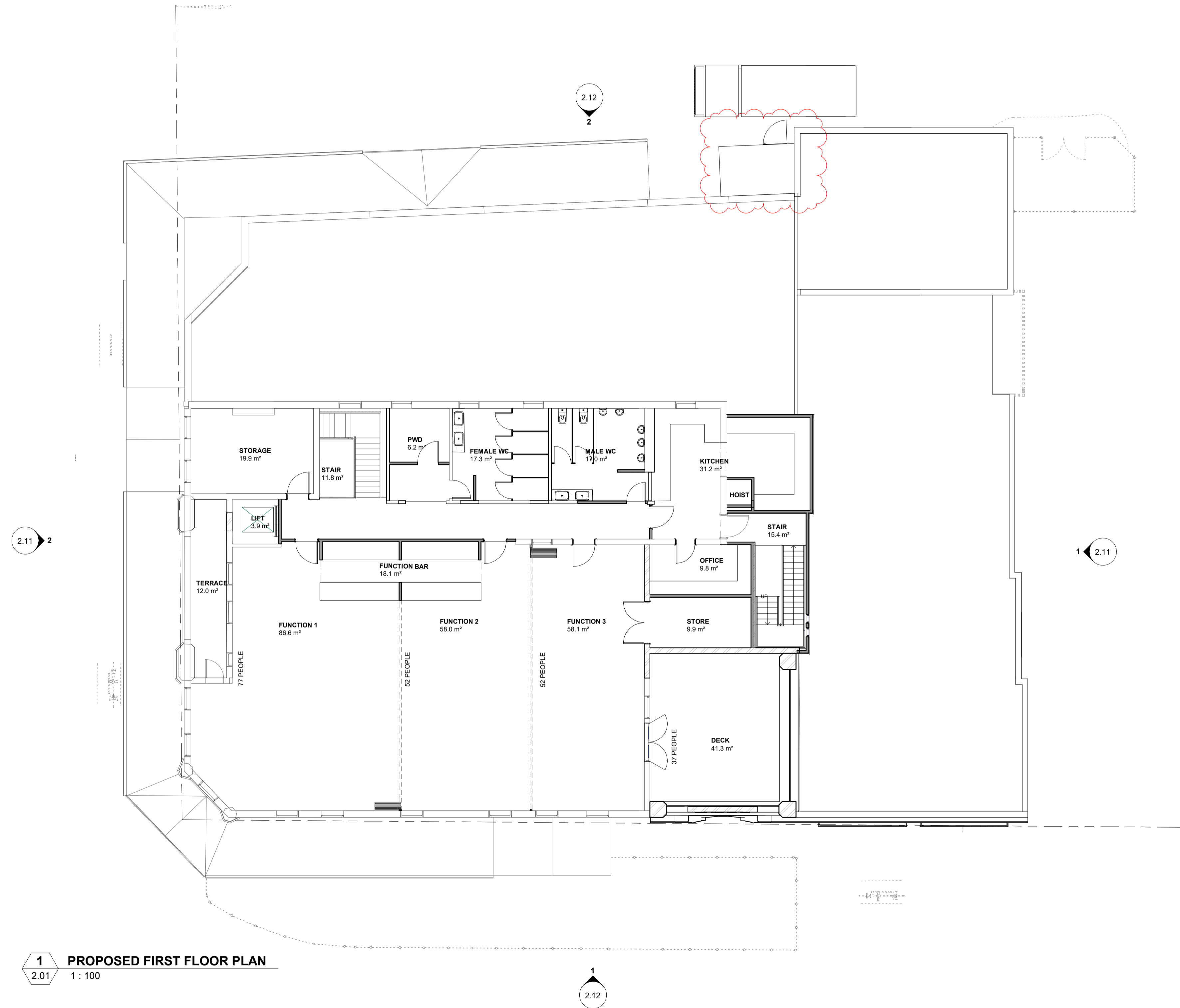
For
ROYAL HOTEL KOO WEE RUP

Drawing
GROUND FLOOR PLAN - PROPOSED

TOWN PLANNING

Drawn GR
Scale 1:100 at A1

Project No. Drawing No. Revision
R0170010 1.31 P11



1 PROPOSED FIRST FLOOR PLAN
2.01 1 : 100

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Revisions			
P5	2019/10/15	CLIENT ISSUE	RK
P6	2019/10/22	TOWN PLANNING	RK
P7	2019/11/21	QS ISSUE	RK
P8	2020/03/27	TOWN PLANNING	GR
P9	2020/04/03	TOWN PLANNING	GR
P10	2020/08/21	OFFICE ADDED	MC
P11	2021/02/19	TOWN PLANNING	MC

Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**

For
ROYAL HOTEL KOO WEE RUP

Drawing
FIRST FLOOR PLAN - PROPOSED

TOWN PLANNING

Drawn GR
Scale 1 : 100 at A1

Project No. R0170010
Drawing No. 1.32
Revision P11



1 EXISTING NORTH ELEVATION
1.11 1 : 100

- KEY**
- EX-BR EXISTING BRICKWORK
 - EX-GL EXISTING GLAZING
 - EX-MRS EXISTING METAL ROOF SHEETING
- MATERIAL LEGEND**
- BR1 NEW BRICKWORK (TO MATCH EXISTING)
 - GL-01 GREY TINTED SOLAR GLAZING
 - MM1 METAL MESH
 - MRS NEW METAL SHEET ROOFING
 - CL1 AXON VERTICAL JOINT CLADDING
 - T1 TIMBER SCREENING
 - PC-01 BLACK POWDERCOAT
- PF1** PAINT FINISH 1 - GREEN SEA
PF2 PAINT FINISH 2 - WALTER
PF3 PAINT FINISH 3 - NIMROD
PF4 PAINT FINISH 4 - WHITE
- ALSO REFER TO S1 EXTERNAL MATERIAL SCHEDULE



2 EXISTING SOUTH ELEVATION
1.11 1 : 100

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Revisions

P1	2018/08/20	ISSUED TO THE CLIENT
P2	2018/11/02	TOWN PLANNING
P3	2019/10/22	TOWN PLANNING
P4	2019/11/21	QS ISSUE
P5	2020/03/27	TOWN PLANNING
P6	2020/04/03	TOWN PLANNING

LP
GR
RK
RK
GR
GR

Project
ROYAL HOTEL KOO WEE RUP REFURBISHMENT

For
ROYAL HOTEL KOO WEE RUP

Drawing
EXISTING ELEVATIONS - NORTH & SOUTH

TOWN PLANNING

Drawn GR
Scale 1 : 100 at A1

Project No. Drawing No. Revision
R0170010 2.01 P6

KEY	MATERIAL LEGEND
EX-BR	EXISTING BRICKWORK
EX-GL	EXISTING GLAZING
EX-MRS	EXISTING METAL ROOF SHEETING
BR1	NEW BRICKWORK (TO MATCH EXISTING)
GL-01	GREY TINTED SOLAR GLAZING
MM1	METAL MESH
MRS	NEW METAL SHEET ROOFING
CL1	AXON VERTICAL JOINT CLADDING
T1	TIMBER SCREENING
PC-01	BLACK POWDERCOAT
PF1	PAIN'T FINISH 1 - GREEN SEA
PF2	PAIN'T FINISH 2 - WALTER
PF3	PAIN'T FINISH 3 - NIMROD
PF4	PAIN'T FINISH 4 - WHITE

ALSO REFER TO S1 EXTERNAL MATERIAL SCHEDULE



1 EXISTING EAST ELEVATION
1.11 1 : 100



2 EXISTING WEST ELEVATION
1.11 1 : 100

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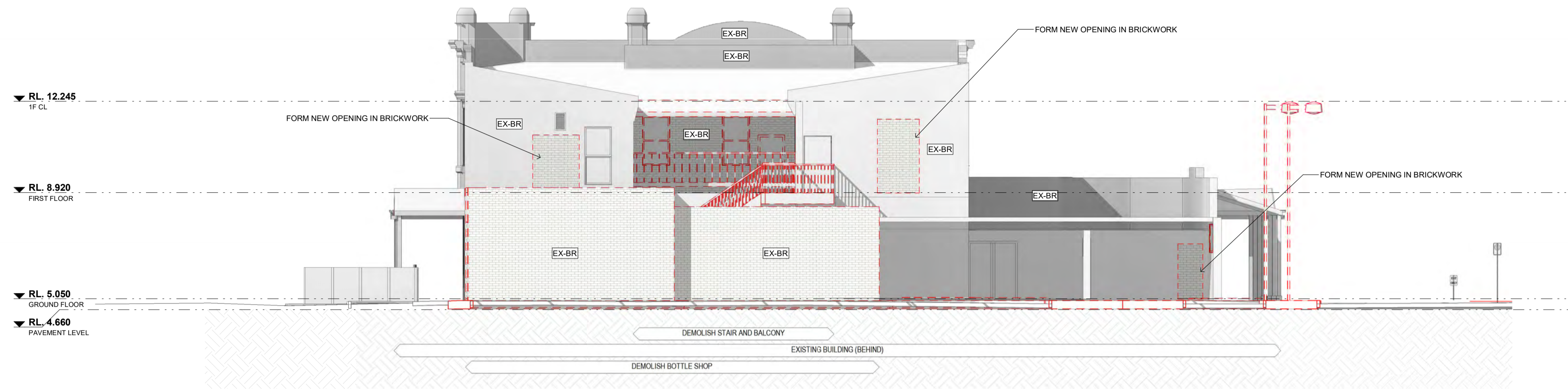
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Revisions	
P1	2018/08/20 ISSUED TO THE CLIENT
P2	2018/11/02 TOWN PLANNING
P3	2019/10/22 TOWN PLANNING
P4	2019/11/21 QS ISSUE
P5	2020/03/27 TOWN PLANNING
P6	2020/04/03 TOWN PLANNING

LP GR RK GR GR GR
Project
ROYAL HOTEL KOO WEE RUP REFURBISHMENT
For
ROYAL HOTEL KOO WEE RUP

Drawing
EXISTING ELEVATIONS - EAST & WEST
TOWN PLANNING

Drawn	GR
Scale	1 : 100 at A1
Project No.	0170010
Drawing No.	2.02
Revision	P6



1 NORTH ELEVATION DEMOLITION
1.21 1:100



2 SOUTH ELEVATION DEMOLITION
1.21 1:100

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Revisions
P1 2021/02/19 TOWN PLANNING

MC

Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**

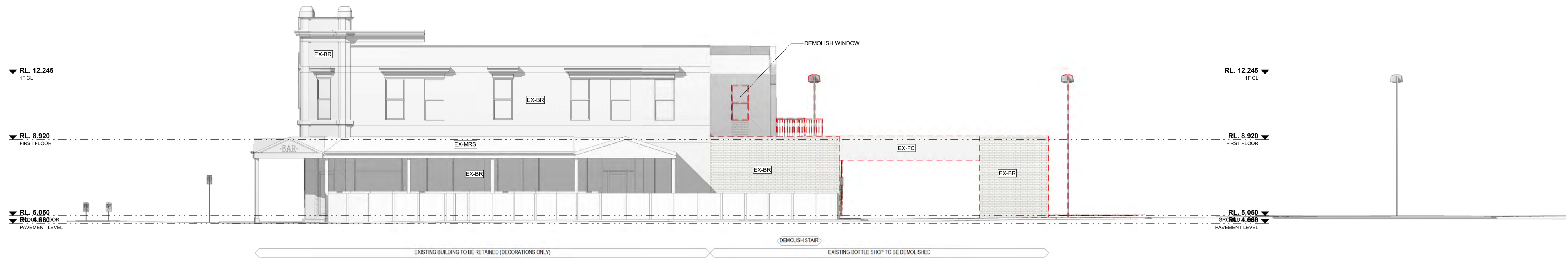
For
ROYAL HOTEL KOO WEE RUP

Drawing
**ELEVATION DEMOLITION - NORTH &
SOUTH**

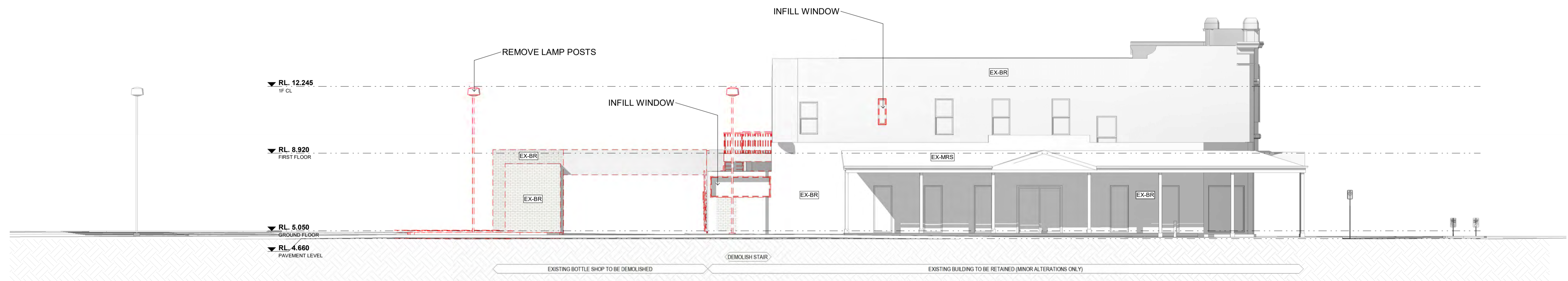
PRELIMINARY

Drawn Author
Scale 1:100 at A1

Project No. Drawing No. Revision
R0170010 2.03 P1



1 EAST ELEVATION DEMOLITION
1.21 1:100



2 WEST ELEVATION DEMOLITION
1.22 1:100



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Revisions
P1 2021/02/19 TOWN PLANNING

MC

Project
ROYAL HOTEL KOO WEE RUP REFURBISHMENT

For
ROYAL HOTEL KOO WEE RUP

Drawing
ELEVATION DEMOLITION - EAST & WEST

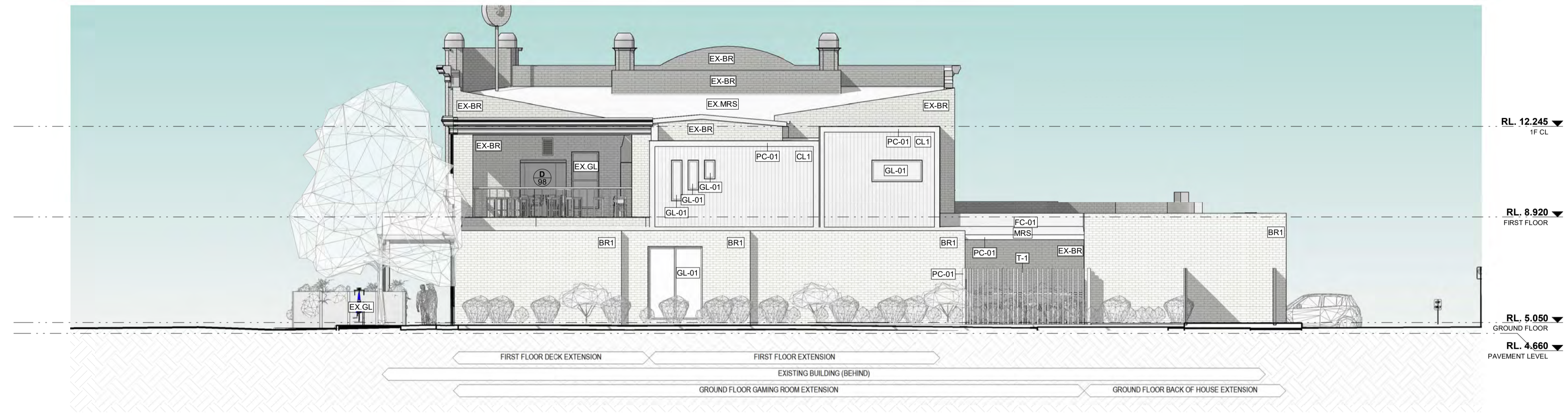
PRELIMINARY

Drawn Author
Scale 1:100 at A1

Project No. Drawing No. Revision
R0170010 A2.04 P1

KEY	MATERIAL LEGEND
EX-BR	EXISTING BRICKWORK
EX-GL	EXISTING GLAZING
EX-MRS	EXISTING METAL ROOF SHEETING
BR1	NEW BRICKWORK (TO MATCH EXISTING)
GL-01	GREY TINTED SOLAR GLAZING
MM1	METAL MESH
MRS	NEW METAL SHEET ROOFING
CL1	AXON VERTICAL JOINT CLADDING
T1	TIMBER SCREENING
PC-01	BLACK POWDERCOAT
PF1	PAINT FINISH 1 - GREEN SEA
PF2	PAINT FINISH 2 - WALTER
PF3	PAINT FINISH 3 - NIMROD
PF4	PAINT FINISH 4 - WHITE

ALSO REFER TO S1 EXTERNAL MATERIAL SCHEDULE



1 PROPOSED NORTH ELEVATION
1.31 1 : 100



2 PROPOSED SOUTH ELEVATION
1.31 1 : 100

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Revisions		
P3	2019/09/06	HERITAGE ISSUE
P4	2019/10/22	TOWN PLANNING
P5	2019/11/21	QS ISSUE
P6	2020/03/27	TOWN PLANNING
PF	2020/04/03	TOWN PLANNING
P8	2020/08/17	TOWN PLANNING
P9	2021/02/19	TOWN PLANNING

RK
RK
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GR
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MC
MC

Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**

For
ROYAL HOTEL KOO WEE RUP

Drawing
**PROPOSED ELEVATIONS - NORTH &
SOUTH**

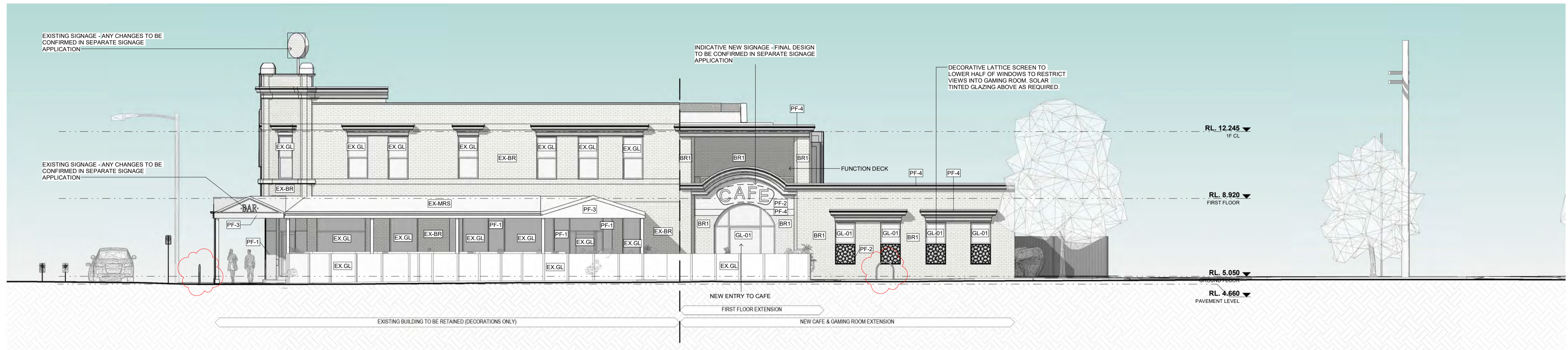
TOWN PLANNING

Drawn GR
Scale 1 : 100 at A1

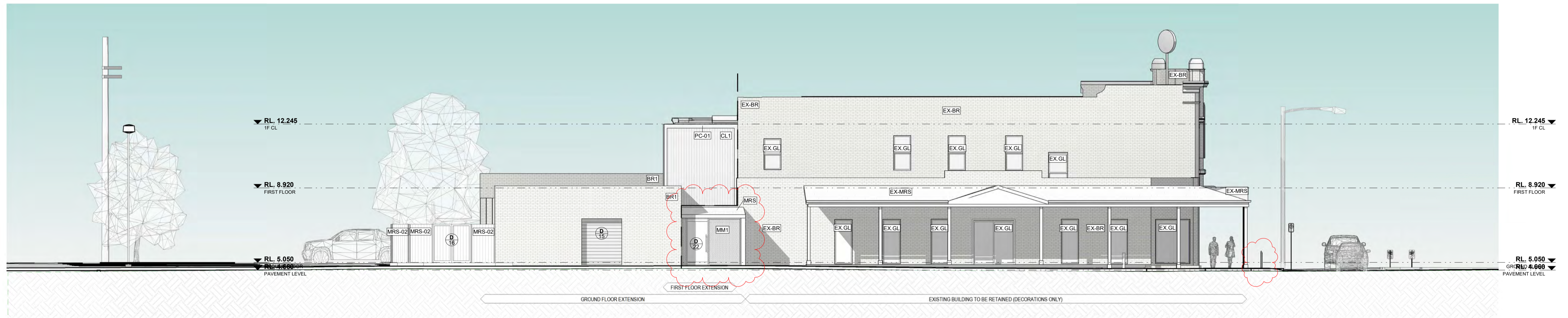
Project No.	Drawing No.	Revision
R0170010	2.11	P9

KEY	MATERIAL LEGEND
EX-BR	EXISTING BRICKWORK
EX-GL	EXISTING GLAZING
EX-MRS	EXISTING METAL ROOF SHEETING
BR1	NEW BRICKWORK (TO MATCH EXISTING)
GL-01	GREY TINTED SOLAR GLAZING
MM1	METAL MESH
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PF1	PAINT FINISH 1 - GREEN SEA
PF2	PAINT FINISH 2 - WALTER
PF3	PAINT FINISH 3 - NIMROD
PF4	PAINT FINISH 4 - WHITE

ALSO REFER TO S1 EXTERNAL MATERIAL SCHEDULE



1 PROPOSED EAST ELEVATION
1.31 1 : 100



2 PROPOSED WEST ELEVATION
1.31 1 : 100

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Revisions		
P3	2019/09/06	HERITAGE ISSUE
P4	2019/10/22	TOWN PLANNING
P5	2019/11/21	QS ISSUE
P6	2020/03/27	TOWN PLANNING
PF	2020/04/03	TOWN PLANNING
P8	2020/08/10	GLAZING NOTATION UPDATED
P9	2021/02/19	TOWN PLANNING

Project
ROYAL HOTEL KOO WEE RUP REFURBISHMENT

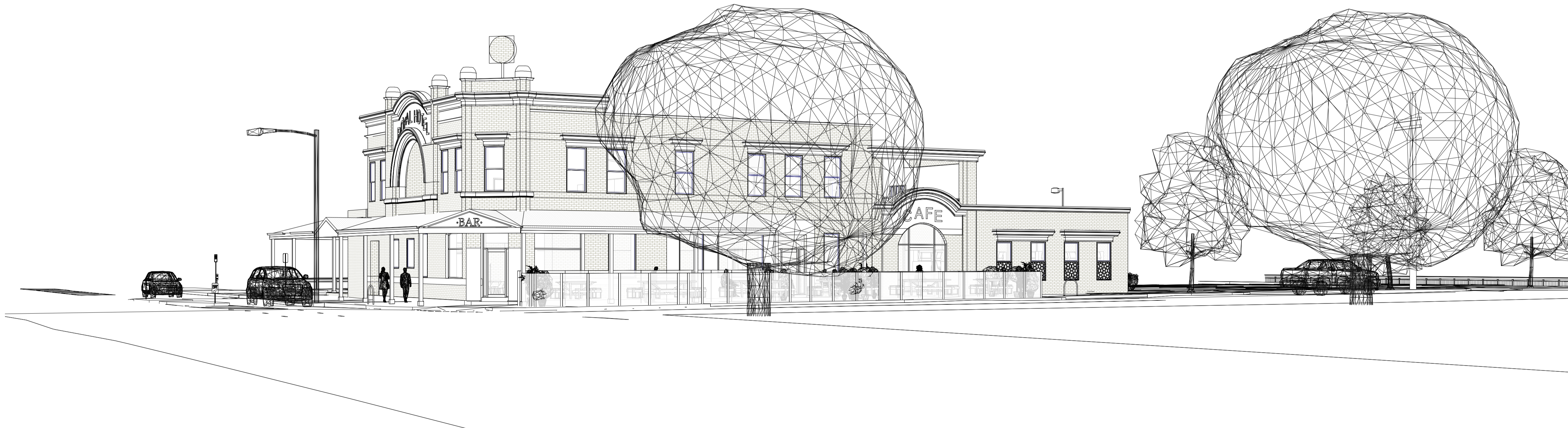
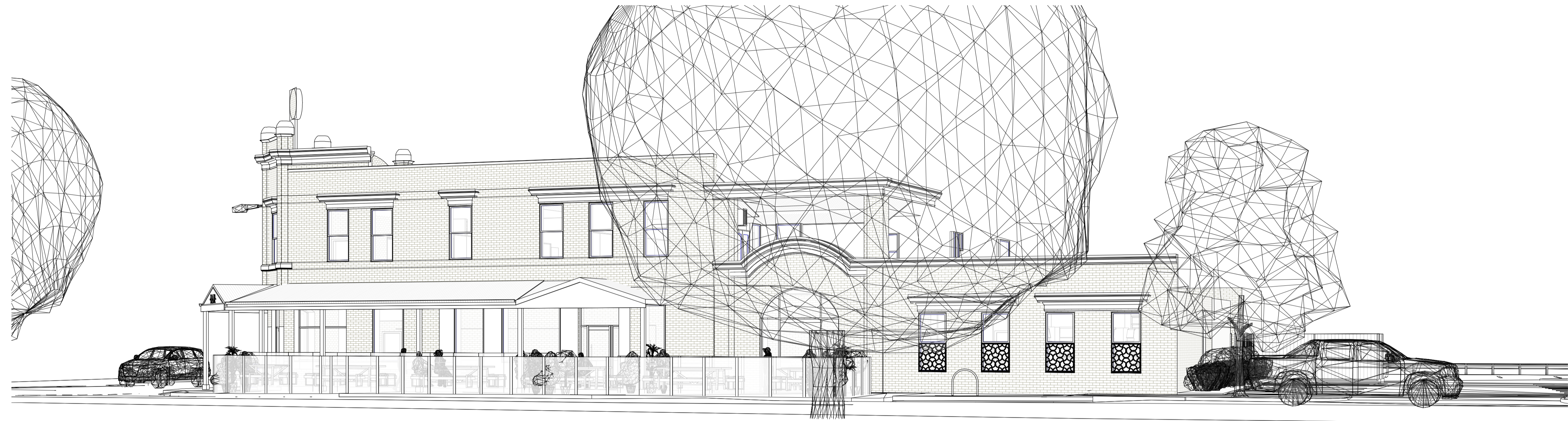
For
ROYAL HOTEL KOO WEE RUP

Drawing
PROPOSED ELEVATIONS - EAST & WEST

TOWN PLANNING

Drawn GR
Scale 1 : 100 at A1

Project No. Drawing No. Revision
R0170010 2.12 P9



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Revisions	
P1	2018/08/20 ISSUED TO THE CLIENT
P2	2018/11/02 TOWN PLANNING
P3	2019/10/22 TOWN PLANNING
P4	2020/03/27 TOWN PLANNING
P5	2020/04/03 TOWN PLANNING
P6	2020/08/17 TOWN PLANNING

LP
GR
RK
GR
GR
MC

Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**

For
ROYAL HOTEL KOO WEE RUP

Drawing
3D VIEWS

TOWN PLANNING

Drawn GR
Scale 1:100 at A1

Project No.	Drawing No.	Revision
R0170010	3.01	P6



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Revisions
 P1 2021/02/19 TOWN PLANNING

MC

Project
**ROYAL HOTEL KOO WEE RUP
 REFURBISHMENT**

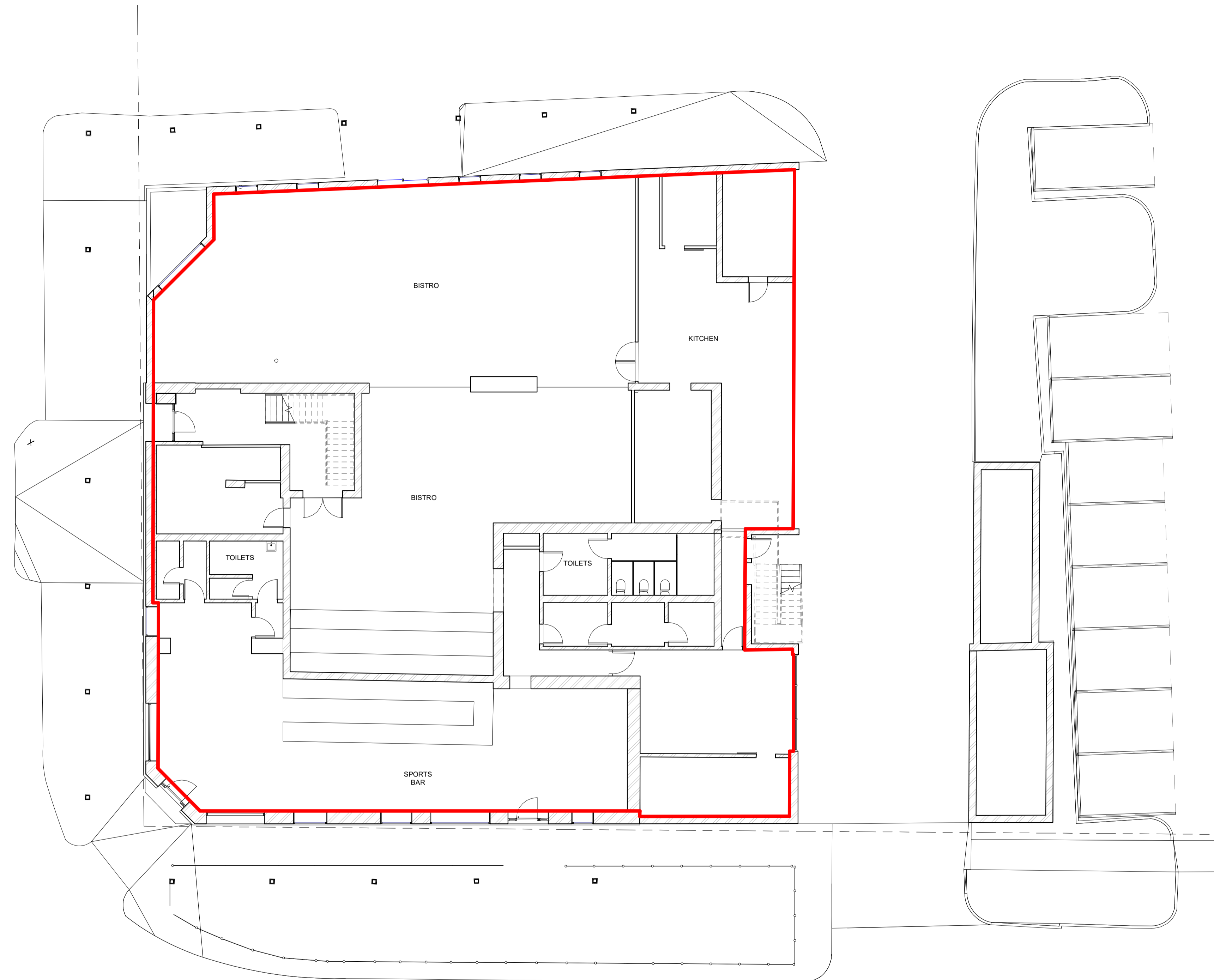
For
ROYAL HOTEL KOO WEE RUP

Drawing
PROPOSED RENDER

TOWN PLANNING

Drawn MC
 Scale at A1

Project No. Drawing No. Revision
R0170010 3.02 P1



1 EXISTING RED LINE PLAN - GROUND FLOOR
 2.01 1 : 100

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Revisions

P1	2018/11/02	TOWN PLANNING
P2	2019/10/22	TOWN PLANNING
P3	2020/03/27	TOWN PLANNING
P4	2020/04/03	TOWN PLANNING

GR
 RK
 GR
 GR

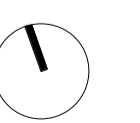
Project
**ROYAL HOTEL KOO WEE RUP
 REFURBISHMENT**

For
ROYAL HOTEL KOO WEE RUP

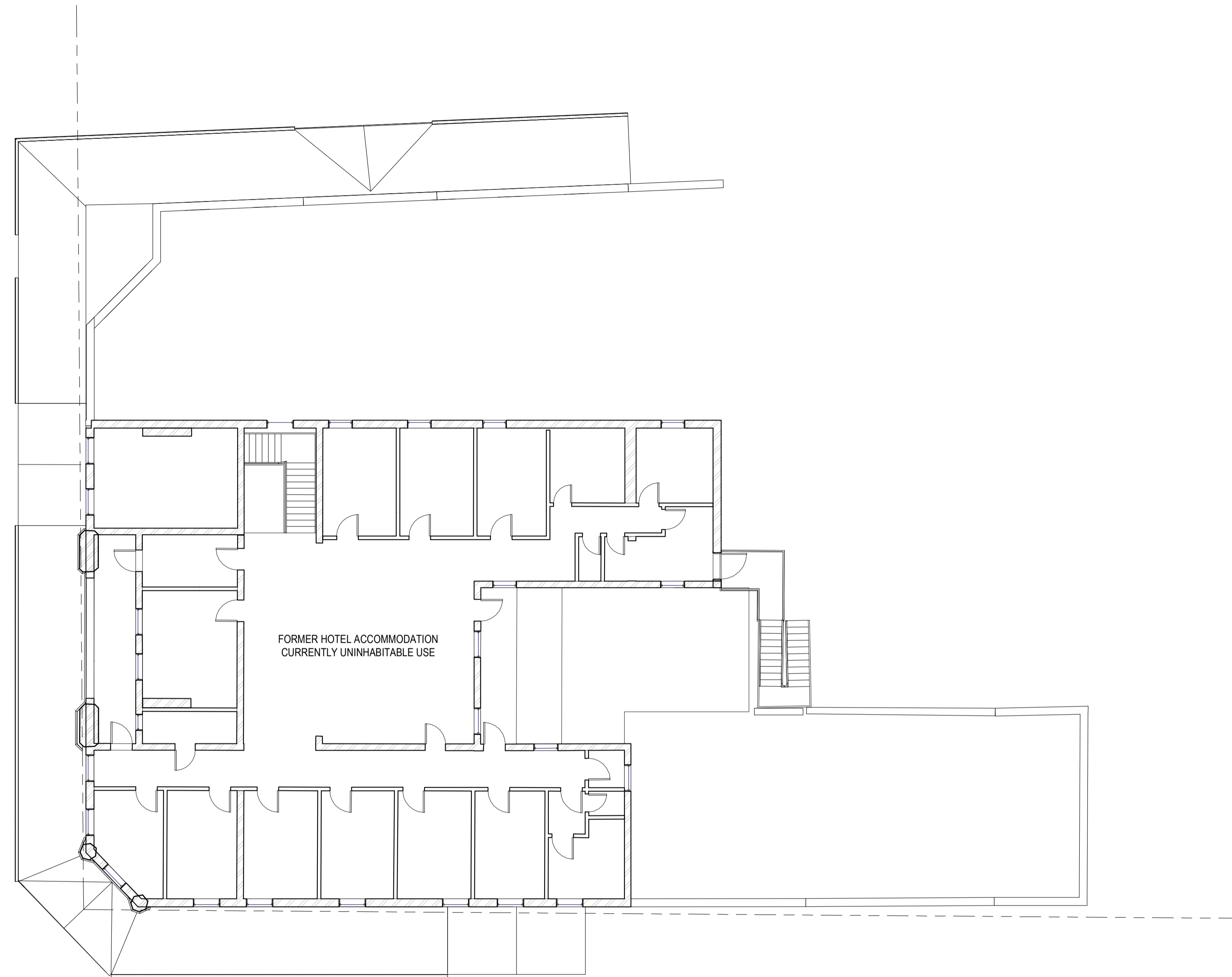
Drawing
**GROUND FLOOR RED LINE PLAN -
 EXISTING**

TOWN PLANNING

Drawn GR
 Scale 1 : 100 at A1



Project No. R0170010
 Drawing No. 4.01
 Revision P4



1 EXISTING RED LINE PLAN - FIRST FLOOR
 2.01 1 : 100

BSPN.
 ARCHITECTURE

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Revisions		
P1	2019/10/22	TOWN PLANNING
P2	2020/03/27	TOWN PLANNING
P3	2020/04/03	TOWN PLANNING

RK
 GR
 GR

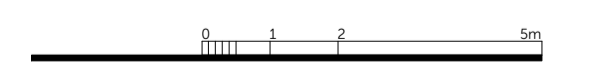
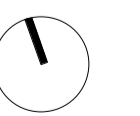
Project
**ROYAL HOTEL KOO WEE RUP
 REFURBISHMENT**

For
ROYAL HOTEL KOO WEE RUP

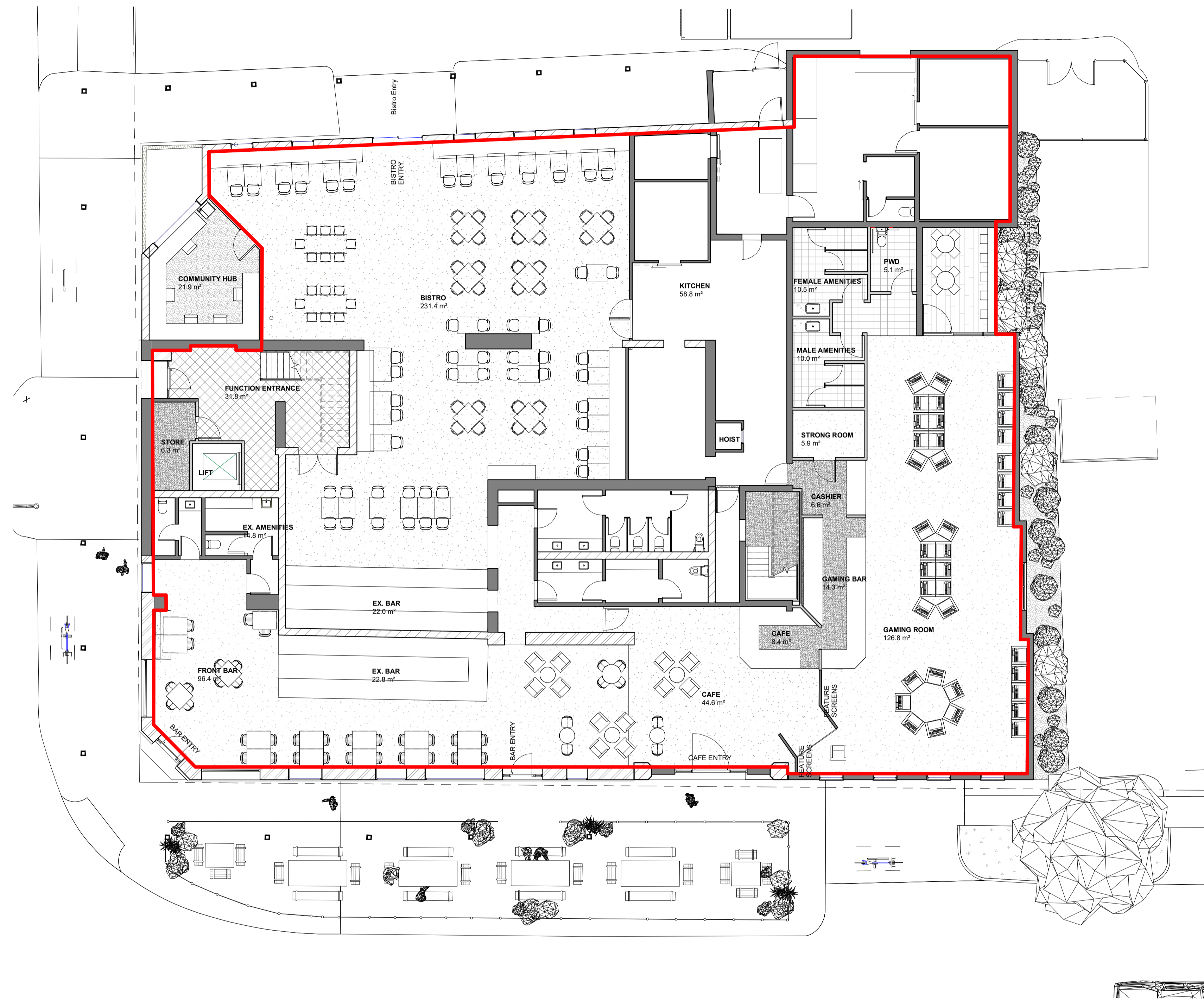
Drawing
**FIRST FLOOR RED LINE PLAN -
 EXISTING**

TOWN PLANNING

Drawn RK
 Scale 1 : 100 at A1



Project No.	Drawing No.	Revision
R0170010	4.02	P3



1 PROPOSED RED LINE PLAN - GROUND FLOOR
 2.01 1 : 100

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Revisions		
P1	2018/11/02	TOWN PLANNING
P2	2019/10/22	TOWN PLANNING
P3	2020/03/27	TOWN PLANNING
P4	2020/04/03	TOWN PLANNING
P5	2020/08/17	TOWN PLANNING

GR
 RK
 GR
 GR
 MC

Project
**ROYAL HOTEL KOO WEE RUP
 REFURBISHMENT**

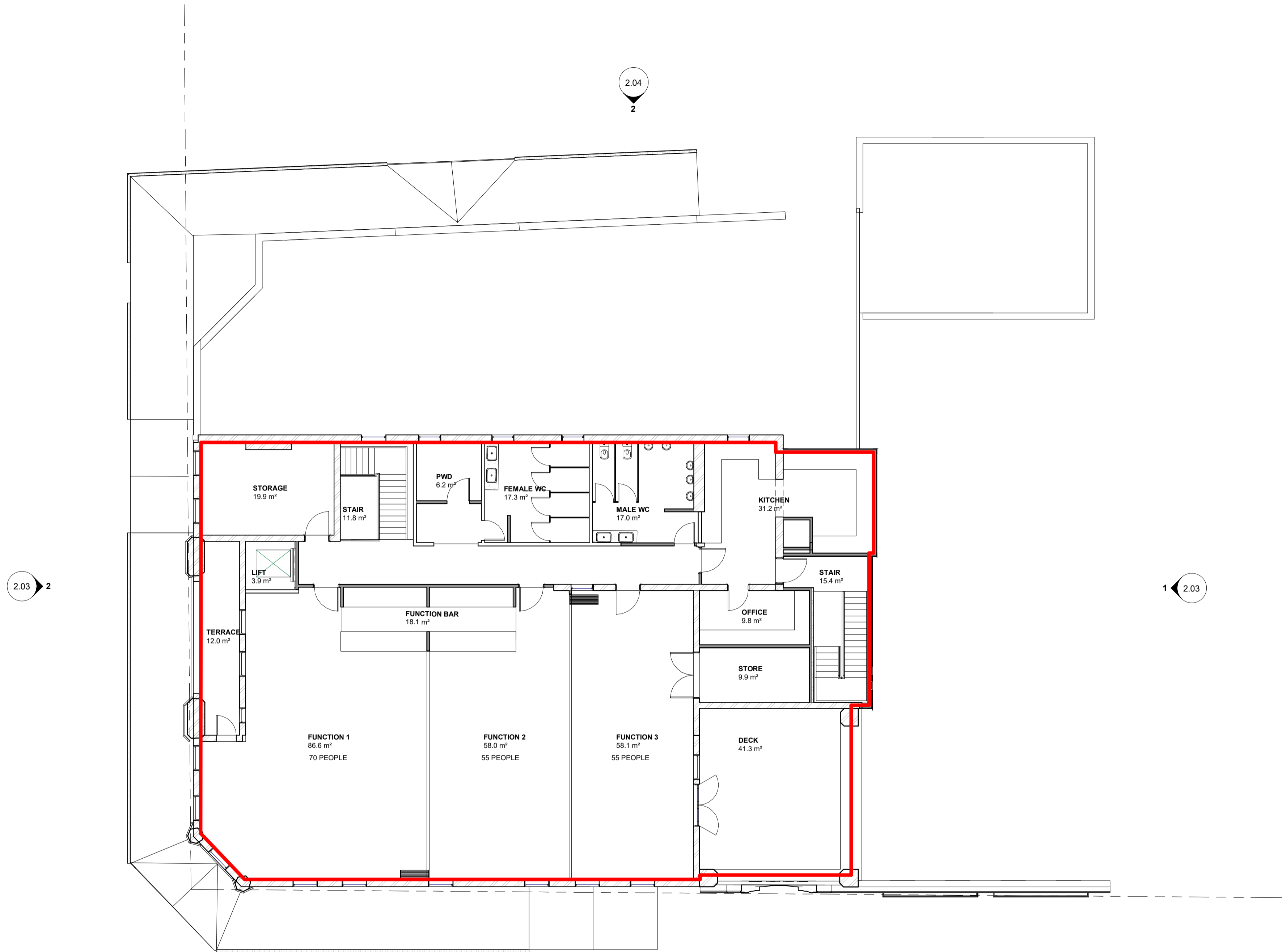
For
ROYAL HOTEL KOO WEE RUP

Drawing
**GROUND FLOOR RED LINE PLAN -
 PROPOSED**

TOWN PLANNING

Drawn GR
 Scale 1 : 100 at A1

Project No. Drawing No. Revision
R0170010 4.03 P5



1
2.01 **PROPOSED RED LINE PLAN - FIRST FLOOR**
1:100

2.04



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Revisions

P1	2019/10/22	TOWN PLANNING	RK
P2	2020/03/27	TOWN PLANNING	GR
P3	2020/04/03	TOWN PLANNING	GR
P4	2020/11/13	AREA CALCULATIONS UPDATED	MC

Project
ROYAL HOTEL KOO WEE RUP REFURBISHMENT

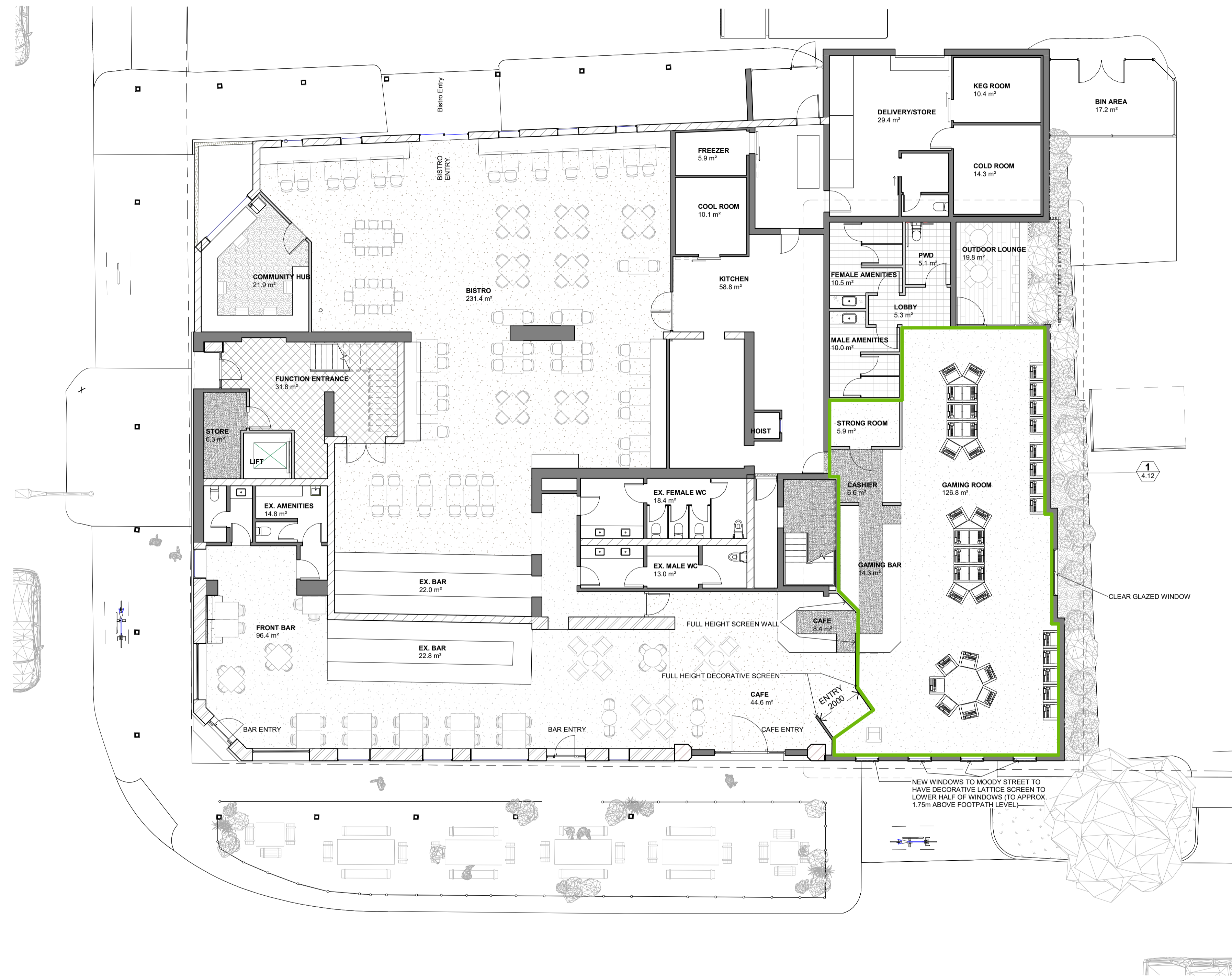
For
ROYAL HOTEL KOO WEE RUP

Drawing
FIRST FLOOR RED LINE PLAN - PROPOSED

TOWN PLANNING

Drawn RK
Scale 1:100 at A1

Project No. R0170010
Drawing No. 4.04
Revision P4



RED LINE AREA - PROPOSED

GROUND FLOOR PATRON AREA	499.5 m ²
FIRST FLOOR PATRON AREA	202.7 m ²
TOTAL PROPOSED PATRON AREA	702.2 m²
GREEN LINE PATRON AREA	126.8 m ²
GREEN LINE PATRON AREA PERCENT OF TOTAL PATRON AREA	18%

1 PROPOSED GREEN LINE PLAN - GROUND FLOOR
2.01 1 : 100



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Revisions		
P5	2020/04/03	TOWN PLANNING
P6	2020/07/30	EGM PLAN UPDATE
P7	2020/08/10	GLAZING NOTATION UPDATED
P8	2020/11/11	FLOOR AREAS UPDATED
P9	2020/11/13	AREA CALCULATIONS UPDATED
P10	2020/11/16	AREA CALCULATIONS UPDATED
P11	2020/11/17	GREEN LINE UPDATE

GR
MC
MC
MC
MC
MC
MC

Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**

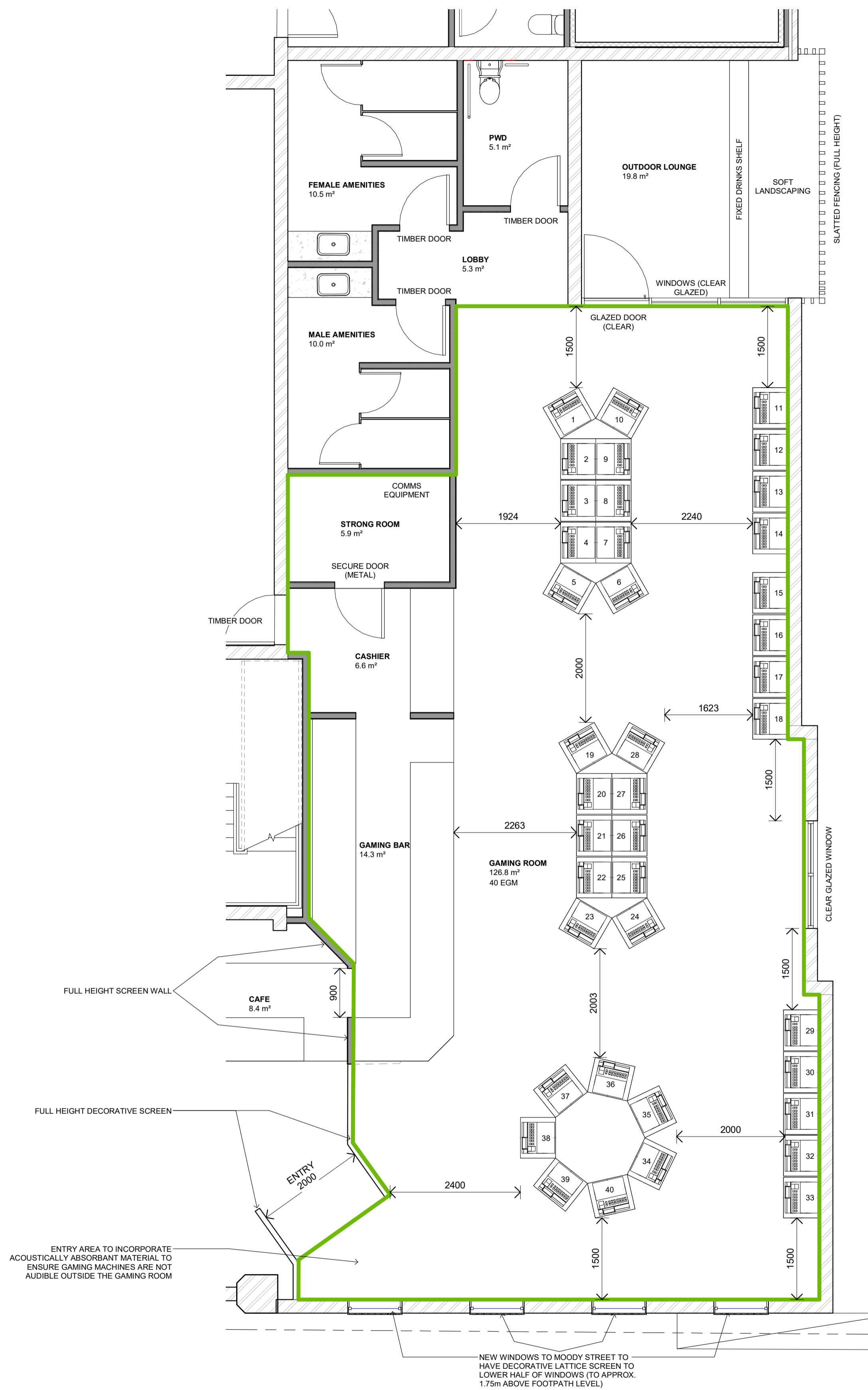
For
ROYAL HOTEL KOO WEE RUP

Drawing
GREEN LINE PLAN - PROPOSED

TOWN PLANNING

Drawn GR
Scale 1 : 100 at A1

Project No. Drawing No. Revision
R0170010 4.11 P11



RED LINE AREA - PROPOSED

GROUND FLOOR PATRON AREA	499.5 m ²
FIRST FLOOR PATRON AREA	202.7 m ²
TOTAL PROPOSED PATRON AREA	702.2 m²
GREEN LINE PATRON AREA	126.8 m ²
GREEN LINE PATRON AREA PERCENT OF TOTAL PATRON AREA	18%

1 PROPOSED GREEN LINE PLAN - DETAIL PLAN
4.11 1 : 50



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Revisions		
P4	2020/07/30	EGM PLAN UPDATE
P5	2020/08/06	EGM NUMBERS UPDATED
P6	2020/08/10	GLAZING NOTATION UPDATED
P7	2020/11/11	FLOOR AREAS UPDATED
P8	2020/11/13	AREA CALCULATIONS UPDATED
P9	2020/11/16	AREA CALCULATIONS UPDATED
P10	2020/11/17	GREEN LINE UPDATE

Project
ROYAL HOTEL KOO WEE RUP REFURBISHMENT

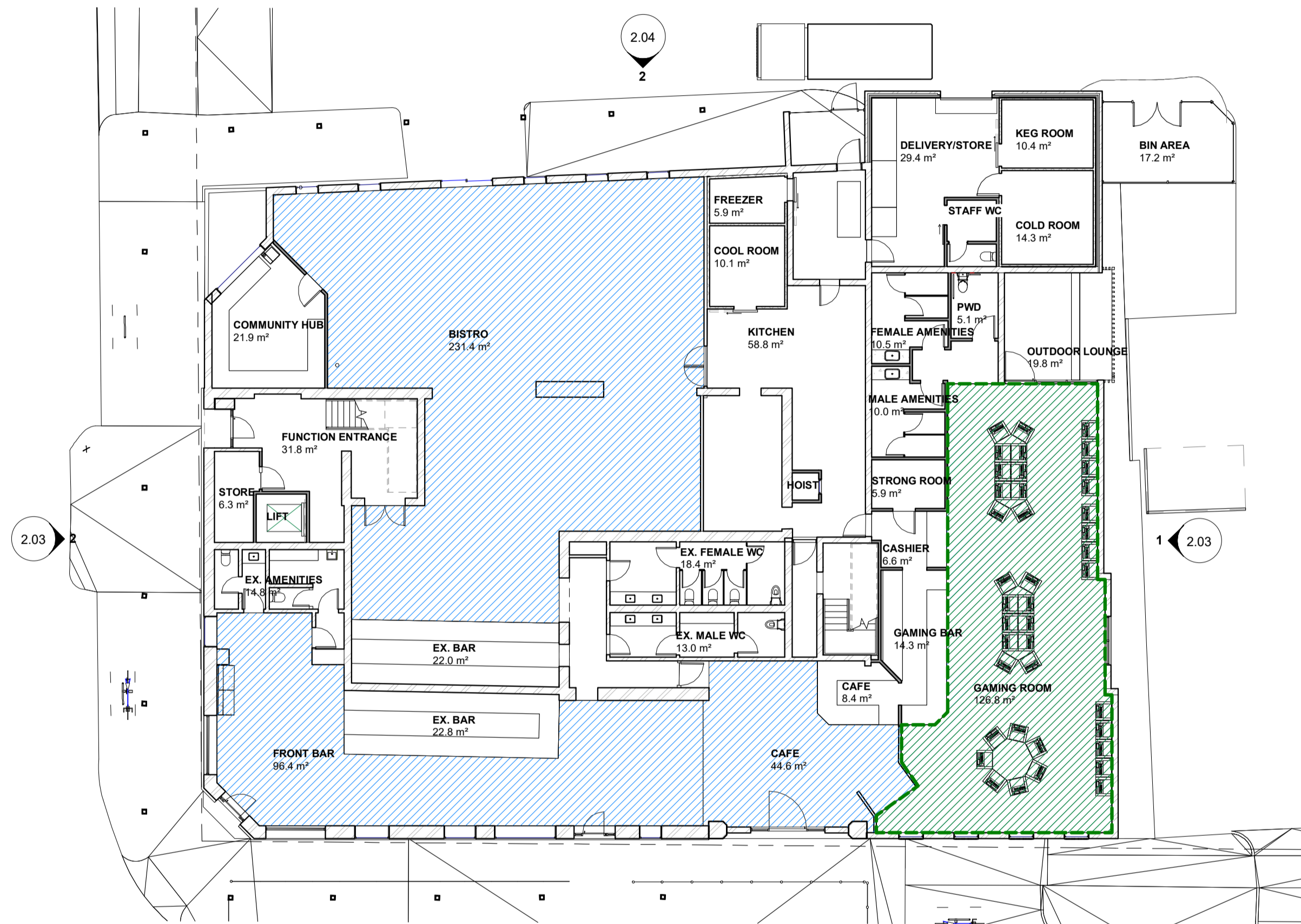
For
ROYAL HOTEL KOO WEE RUP

Drawing
GAMING ROOM - DETAIL PLAN

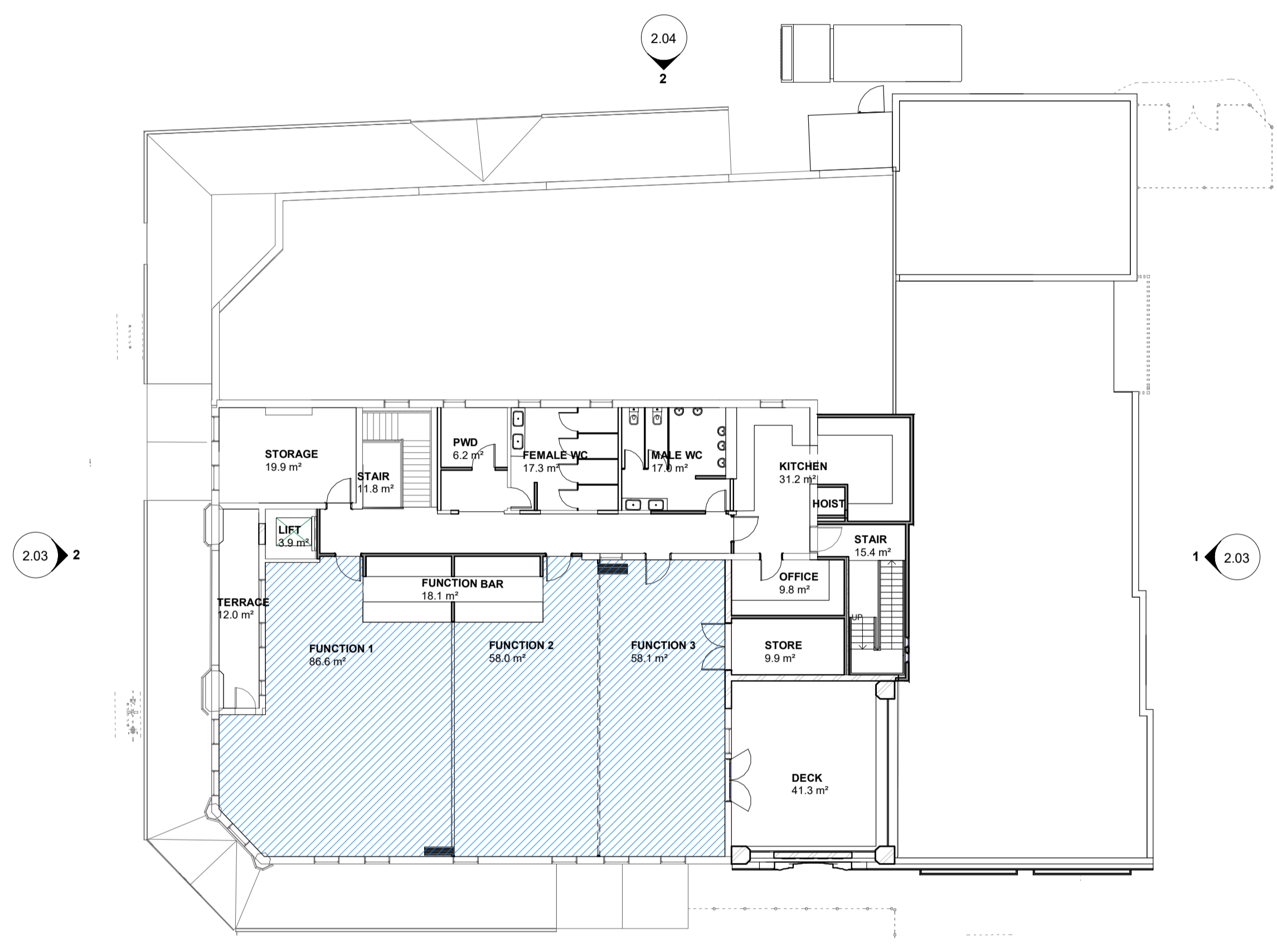
TOWN PLANNING

Drawn RK
Scale As indicated at A1

Project No. Drawing No. Revision
R0170010 4.12 P10



1 GROUND FLOOR - PERCENTAGE AREA
2.02 1: 150



2 FIRST FLOOR - PERCENTAGE AREA
2.02 1: 150

PERCENTAGE PLAN - LEGEND

- PROPOSED PATRON AREA
- PROPOSED GREEN LINE PATRON AREA

RED LINE AREA - PROPOSED

GROUND FLOOR PATRON AREA	499.5 m ²
FIRST FLOOR PATRON AREA	202.7 m ²
TOTAL PROPOSED PATRON AREA	702.2 m²
GREEN LINE PATRON AREA	126.8 m ²
GREEN LINE PATRON AREA PERCENT OF TOTAL PATRON AREA	18%



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Supervising Architect

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Revisions
P1 2020/11/13 AREA CALCULATIONS UPDATED
P2 2020/11/16 AREA CALCULATIONS UPDATED

MC
MC

Project
**ROYAL HOTEL KOO WEE RUP
REFURBISHMENT**

For
ROYAL HOTEL KOO WEE RUP

Drawing
FLOOR AREA CALCULATIONS

PRELIMINARY

Drawn Author
Scale As indicated at A1

Project No. Drawing No. Revision
R0170010 A4.13 P2