

STRATEGIC PLANNING

DRAFT **Randwick** **Development** **Control Plan** **C5 Amusement** **centres**

D04579832

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1. Introduction

This section sets out objectives and controls to assist in the assessment of amusement centre proposals to maintain on-site amenity and the amenity of the surrounding area. Amusement centres are a source of entertainment and recreation catering to a diversity of age groups and interests. They foster community interaction and engagement and could be a source of noise and other environmental impacts where they are located close to residential properties.

Definition

Amusement centres are defined in Randwick Local Environmental Plan 2012 (RLEP) as:

A building or place (not being part of a pub or registered club) used principally for playing:

(a) billiards, pool or other like games, or

(b) electronic or mechanical amusement devices, such as pinball machines, computer or video games and the like.

This section of the DCP should be read in conjunction with:

- Part A – Introduction
- Part B - General Controls of the DCP
- Other sections of the DCP for specific development types, sites or locations, if relevant to the Development Application (DA).

To the extent of any inconsistency between this section and any other DCP sections, this section will prevail.

Objective

The objective of this section of the DCP is to:

1. Ensure that the location, design and activities of amusement centres have minimum adverse effect on the site and locality.

2. Location and design requirements

Explanation

This section outlines the location and design requirements for amusement centres to ensure they contribute positively to the surrounding urban environment and maintain a high standard of internal amenity. Amusement centres are defined as premises primarily used for playing billiards, pool, or electronic/mechanical amusement devices such as pinball machines and video games.

Controls

- a) Locate amusement centres on the ground floor (at street entry level) of the development
- b) Building design and layout must be of an open nature without any visually isolated areas
- c) Adequate floor area must be provided to facilitate circulation around gaming machines and pool tables
- d) Noise levels generated by the premises must not exceed 5dBA above the background noise measured on the boundary of the premises.
- e) Where the amusement centre is to be used in conjunction with a food and drink premises, the floor area allocated for seating for the purposes of the consumption of food and beverages is to be a minimum of 20% of the entire floor area.

Note

A floorplan must be submitted with the DA, showing the layout of the premises, including amusement machine and pool table locations and configuration, toilet facilities and access, supervisor's location, any partitioned areas and their proposed use, seating arrangements, ancillary uses and entrances and exits.

3. Management plan

Explanation

DAs for amusement centres must be accompanied by a Management Plan that specifies the operations and measures to be undertaken to ensure that the premises will be responsibly managed.

Controls

- a) Submit a Management Plan that addresses the general requirements for Management Plans outlined in section B9 Management plans of this DCP, as well as the following specific requirements:
 - i. Measures to ensure the suitable conduct of patrons within and outside the premises
 - ii. Details on the number and type of amusement machines and/or pool tables
 - iii. Age entry requirements
 - iv. Access to public transport.

Note

Approvals for amusement centre proposals, including hours of operation, may be subject to a trial period of operation. This would allow the opportunity to monitor and refine the ongoing management of a premises and its impact on amenity and public safety.

