

NOTICE OF AN APPLICATION FOR AN AMENDMENT TO A PLANNING PERMIT

The land affected by the application is located at:	58 Macleod Street BAIRNSDALE VIC 3875 Lot: 4 PS: 304073
The application is to amend permit number 5.2025.188.1 by:	Amend Condition 2 to change operating times from 9 am and 6 pm - Sunday to Saturday To the amended operating times: - Monday to Wednesday: 9:00am to 8:00pm - Thursday to Saturday: 9:00am to 10:00pm - Sunday: 9:00am to 6:00pm
The applicant for the amendment to the permit is:	ESports Collective
The application reference number is:	5.2025.188.2

You may look at the application and any documents that support the application free of charge at <https://www.eastgippsland.vic.gov.au/building-and-development/advertised-planning-permit-applications>

You may also call 5153 9500 to arrange a time to look at the application and any documents that support the application at the office of the responsible authority, East Gippsland Shire. This can be done during office hours and is free of charge.

Any person who may be affected by the granting of the permit may object or make other submissions to the responsible authority.

An objection must

- ♦ **be made to the Responsible Authority in writing,**
- ♦ **include the reasons for the objection, and**
- ♦ **state how the objector would be affected.**

The responsible authority must make a copy of every objection available at its office for any person to inspect during office hours free of charge until the end of the period during which an application may be made for review of a decision on the application.

The Responsible Authority will not decide on the application before:	Subject to the applicant giving notice
---	---

If you object, the Responsible Authority will tell you its decision.

April McDonald

From: Snapforms Notifications <no-reply@snapforms.com.au>
Sent: Thursday, 9 October 2025 2:40 PM
To: Planning Unit Administration
Subject: Amend a Planning Permit Application
Attachments: Extention of Operating Hours Request.pdf; Plan.pdf;
 Amend_a_Planning_Permit_Application_2025-10-09T14-39-58_28234026_0.pdf

Amend a Planning Permit Application

A request to "Amend a planning permit application" has been submitted via the East Gippsland Shire Council website, the details of this submission are shown below:

Applicant name: Anna van Gemert

Business trading name: ESports Collective Pty Ltd

Email address:

Postal address : 58 Macleod Street, Bairnsdale, VIC, 3875

Preferred phone number:

Street number: 58

Street name: Macleod

Town: Bairnsdale

Post code: 3875

Is there any encumbrance on the Title such as a restrictive covenant, section 173 agreement or other obligation such as an easement or building envelope?: No

Will the proposal result in a breach of a registered covenant restriction or agreement?: No

Description of proposal : We are seeking to amend Condition 2 (Hours of Operation) of Planning Permit 5.2025.188.1 to extend operating hours from the current 9am-6pm daily to: Monday-Wednesday: 9am-8pm Thursday-Saturday: 9am-10pm Sunday: 9am-6pm (unchanged) Since opening, we have identified community needs that cannot be met within current hours, including requests from Victoria Police for age-separated sessions requiring evening slots for older youth, NDIS participants requiring evening sessions due to medication schedules, and demand for private bookings and 18+ competitions on weekend evenings. The venue operates in a Commercial 1 Zone and will continue to comply with all existing noise control conditions (Conditions 4 & 5). No other changes to the permit are proposed - layout, car parking, bicycle spaces, and all other conditions remain unchanged.

Under which section of the Act is the amendment to the application made?: s57A Amendment by applicant after notice is given

Revised estimated cost of development: 0

Existing conditions : Current Permit: 5.2025.188.1 - Use of land for place of assembly, and dispensation from car parking requirements

Invoice Payer: ESports Collective

Address for Invoice: 58 Macleod Street, Bairnsdale, 3875

Invoice Email:

Primary Phone Invoice:

Declaration: Yes

Authority Check: Yes

Notice Contact Check: Yes

Notice check 2: Yes

Privacy Statement Acknowledge: Yes

Planning report: [Extention of Operating Hours Request.pdf](#)

Full copy of Title: [Plan.pdf](#)

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

Page 1 of 2

VOLUME 10998 FOLIO 435

Security no : 124125208748N
Produced 10/06/2025 11:47 PM

LAND DESCRIPTION

Lot 4 on Plan of Subdivision 304073D.
PARENT TITLE Volume 10018 Folio 188
Created by instrument AE945655V 13/03/2007

REGISTERED PROPRIETOR

Estate Fee Simple
Sole Proprietor

ENCUMBRANCES, CAVEATS AND NOTICES

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 PS304073D 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: 58 MACLEOD STREET BAIRNSDALE VIC 3875

ADMINISTRATIVE NOTICES

NIL

eCT Control
Effective from

OWNERS CORPORATIONS

The land in this folio is affected by
OWNERS CORPORATION PLAN NO. PS304073D



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

DOCUMENT END

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Document Identification	PS304073D
Number of Pages (excluding this cover sheet)	4
Document Assembled	09/10/2025 14:26

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PLAN OF SUBDIVISION

STAGE NO. /

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EDITION 1 PS 304 0730

Location of Land

Parish: BAIRNSDALE

Township: BAIRNSDALE

Section: A

Crown Allotment: PRE - EMPTIVE

Crown Portion: _____

LTO Base Record: CHART. 1.

Title Reference: VOL 9931 FOL 197
VOL 9931 FOL 200
VOL 2443 FOL 532

Last Plan Reference: _____

Postal Address: 14-20 WOOD STREET

(at time of subdivision) BAIRNSDALE 3875

AMG Co-ordinates E 555 600 Zone: 55
(of approx. centre of land in plan) N 5 813 100

Vesting of Roads and/or Reserves

Identifier

Council/Body/Person

Council Name: TOWN OF BAIRNSDALE

Ref: 60/02/876

- This plan is certified under section 6 of the Subdivision Act 1988.
- ~~This plan is certified under section 11(7) of the Subdivision Act 1988.~~
~~Date of original certification under section 6 / /~~
- ~~This is a statement of compliance issued under section 21 of the Subdivision Act 1988.~~

OPEN SPACE

- A requirement for public open space under section 18 of the Subdivision Act 1988 has/~~has not~~ been made.
- ~~The requirement has been satisfied.~~
- ~~The requirement is to be satisfied in Stage.....~~

Council delegate

~~Council seal~~

Date 15 / 8 / 1990

Re-certified under section 11(7) of the Subdivision Act 1988

Council Delegate

Council Seal

Date / /

Notations

Staging This ~~is~~/is not a staged subdivision
Planning Permit No.

Depth Limitation

NONE

LOCATION OF BOUNDARIES DEFINED BY BUILDINGS :
MEDIAN : BOUNDARIES BETWEEN LOTS 1,2,3 & 4.
EXTERIOR FACE : BOUNDARIES BETWEEN THE LOTS
AND THE COMMON PROPERTY.
INTERIOR FACE : BOUNDARIES OF LOTS 10 TO 17.

Survey This plan is/~~is not~~ based on survey

This survey has been connected to permanent marks no(s) 46
In Proclaimed Survey Area No. 19

Easement Information

Legend: A - Appurtenant Easement E - Encumbering Easement R - Encumbering Easement (Road)

LTO use only

Statement of Compliance/
Exemption Statement

Received ☒

Date 16 / 10 / 90

LTO use only

PLAN REGISTERED

TIME

DATE 17 / 5 / 91

Assistant Registrar of Titles

Sheet 1 of 4 Sheets

KLUGE JACKSON BOWDEN
CONSULTANTS PTY. LTD.
SURVEYORS, ENGINEERS, ESTATE PLANNERS
76 MAIN STREET, BAIRNSDALE, 3875 (051) 52 6599

LICENSED SURVEYOR (PRINT)..... BRUCE BOWDEN.....

SIGNATURE..... DATE / /

REF B 87 866^F VERSION

DATE / /

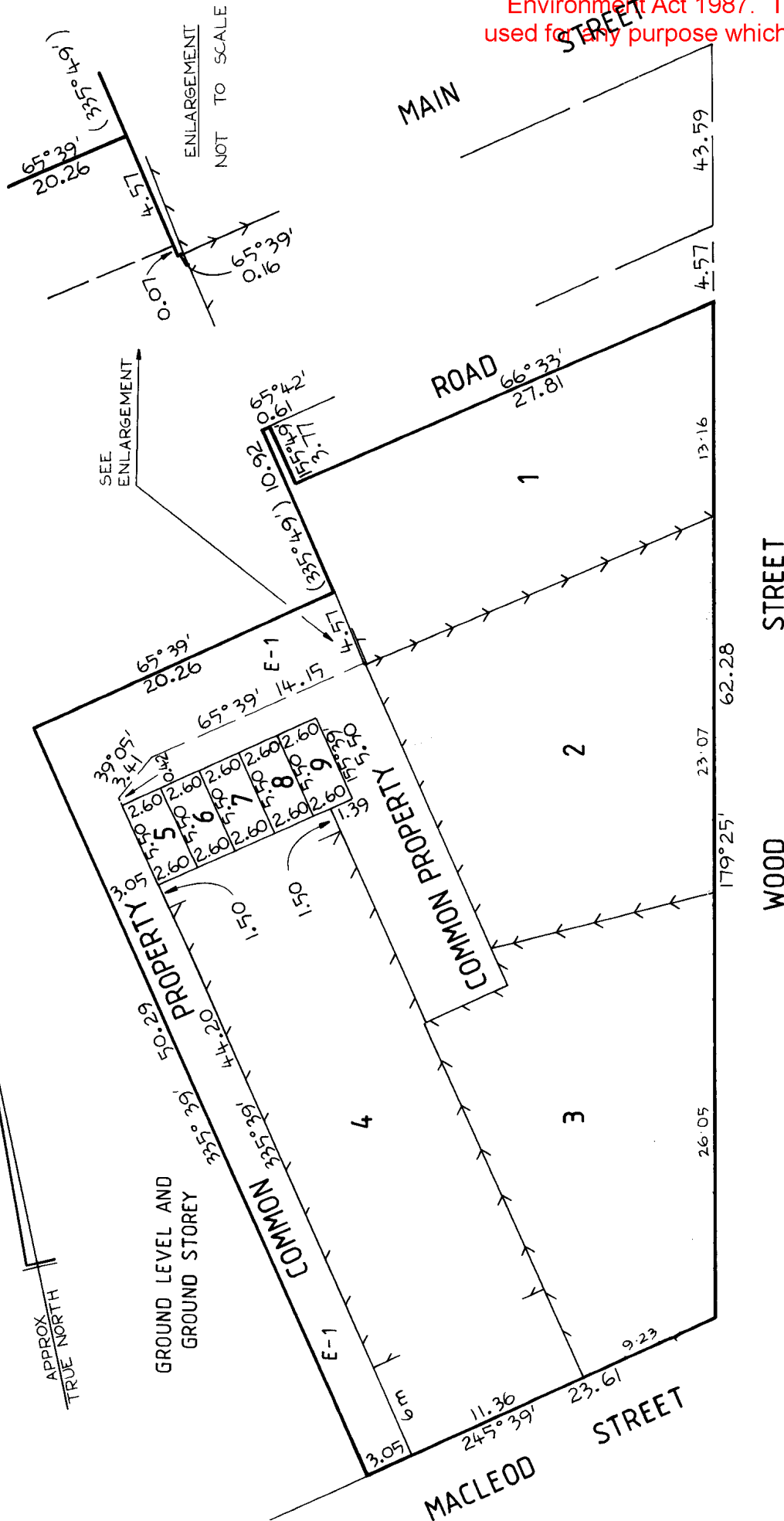
COUNCIL DELEGATE SIGNATURE

Printed 17/10/2025

as

PS 304 073D

Plan Number



SURVEYORS, ENGINEERS, ESTATE PLANNERS
76 MAIN STREET, BAIRNSDALE, 3875 (051) 52 6599

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PS304073D

FOR CURRENT BODY CORPORATE DETAILS
SEE BODY CORPORATE SEARCH REPORT

Application to Amend Planning Permit 5.2025.188.1

Extended Operating Hours for ESports Collective

Applicant: ESports Collective

Property: 58 Macleod Street, Bairnsdale VIC 3875

Permit Number: 5.2025.188.1

Date: October 9, 2025

1. EXECUTIVE SUMMARY

ESports Collective seeks to amend Condition 2 of Planning Permit 5.2025.188.1 to extend operating hours to better serve the Bairnsdale community. Since commencing operations on September 20, 2025, we have identified significant unmet community needs that cannot be addressed within the current 9am-6pm restriction.

The proposed amendment would enable:

- Evening NDIS sessions for participants whose medication schedules make morning sessions unsuitable
- Age-appropriate programming in partnership with Victoria Police
- Adult and young adult general recreation sessions separate from children's sessions
- Private venue hire for community organizations and celebrations
- Structured competitions for young adults

This report demonstrates that the proposed extended hours respond to genuine community needs, maintain amenity protections for nearby properties, and support the financial sustainability of this important community facility.

2. BACKGROUND

2.1 Existing Planning Permit

Planning Permit 5.2025.188.1 was granted on 8 August 2025 for the use of land as a place of assembly with a dispensation from car parking requirements. The permit allows operation of an esports gaming venue at 58 Macleod Street, Bairnsdale.

2.2 Current Operating Hours Restriction

Condition 2 of the permit currently states:

"Other than with the consent of the Responsible Authority the use must only operate between the following times: a. 9 am and 6 pm - Sunday to Saturday."

2.3 Operational Experience

Following building permit delays, ESports Collective opened on September 20, 2025. Within our first three weeks of operation, clear patterns have emerged demonstrating that the current hours restriction prevents us from adequately serving key community groups.

3. PROPOSED AMENDMENT

3.1 Requested Hours

We seek to remove Condition 2 and allow for the following operating times:

- Monday to Wednesday: 9:00am to 8:00pm
- Thursday to Saturday: 9:00am to 10:00pm
- Sunday: 9:00am to 6:00pm"

3.2 Summary of Changes

- **Monday-Wednesday:** Additional 2 hours (6pm to 8pm)
- **Thursday-Saturday:** Additional 4 hours (6pm to 10pm)
- **Sunday:** No change (remains 9am-6pm)

3.3 No Other Changes

No other amendments to the planning permit are sought. All other conditions remain unchanged, including:

- Layout and endorsed plans (Condition 1)
- Bicycle parking provision (Condition 3)
- Noise control requirements (Conditions 4 & 5)
- Permit expiry provisions (Condition 6)

4. JUSTIFICATION FOR AMENDMENT

4.1 Partnership with Victoria Police - Age-Specific Programming

Context:

We have established a working relationship with Bairnsdale Police, specifically Brooke and Sue (School

Liaison Officer). They have identified ESports Collective as a valuable diversionary activity for young people but have requested we implement age-specific sessions.

Issue:

Gaming content varies significantly in age-appropriateness. Younger children (8-12 years) should not be gaming alongside older teens and adults who may be playing violent or mature-rated games. This creates safeguarding concerns.

Solution:

Age-separated sessions would allow us to:

- Offer early afternoon sessions (12pm-5pm) for younger children playing age-appropriate games
- Provide evening sessions (7pm-10pm) for older teens and young adults
- Maintain supervision and age-appropriate content standards throughout

Police Support:

Victoria Police view this venue as a positive alternative to unsupervised street presence and support extended hours for older youth programming. We can provide correspondence from the School Liaison Officer confirming this partnership.

Why Evening Hours Are Essential:

Older teens and young adults (16-25 years) will not attend sessions scheduled alongside primary school children. Evening sessions are developmentally appropriate for this age group and align with their social patterns.

4.2 Adult and Young Adult General Recreation Sessions

Context:

Since opening on September 20, 2025, we have received consistent requests from young adults, adults, and older teenagers seeking dedicated gaming sessions separate from children's sessions.

Issue:

Adults and young adults (18-35 years) are interested in casual gaming but are uncomfortable attending sessions where young children are present. This creates several challenges:

- Adults feel awkward gaming alongside children
- Content preferences differ significantly (adults prefer mature-rated games)
- Social dynamics are incompatible (adults seeking peer interaction, not supervising children)
- Gaming skill levels and competitive expectations vary considerably

Current Limitation:

With 9am-6pm hours, all age groups must share the same space. This results in:

- Adults choosing not to attend rather than game with children
- Reduced venue utilization during potential peak adult usage times
- Lost opportunity to serve a significant demographic seeking recreational activities

Solution:

Extended hours Friday and Saturday evenings (6pm-10pm) would enable dedicated adult/young adult sessions where:

- Participants can play age-appropriate mature-rated games
- Adults can socialize with peers in their age bracket
- More competitive gameplay is available for experienced gamers
- The venue atmosphere suits adult recreational preferences

Demand Evidence:

In our first three weeks of operation (September 20 - October 9, 2025), we have received:

- Multiple enquiries specifically asking when we'll have "adults-only" or "18+" sessions
- Feedback from parents that they would like to use the venue but not during children's hours
- Requests from young adults (18-25) who want to game socially without younger teenagers present
- Interest from couples seeking alternative entertainment options

Community Benefit:

Regional areas like Bairnsdale have limited recreational options for adults that don't involve alcohol. ESports Collective provides:

- Affordable entertainment for young families and individuals
- Social connection for adults who may be new to the area
- Alternative to pub/club culture for those seeking alcohol-free recreation
- Accessible activity for adults with disabilities or social anxiety

Financial Sustainability:

Adult casual gaming sessions would provide steady revenue during Friday and Saturday evenings, supporting our capacity to offer subsidized children's programs and NDIS services during the week.

4.3 NDIS Accessibility Requirements

Context:

ESports Collective provides specialized sessions for NDIS participants, offering social connection, skill development, and supported recreational opportunities. There is strong demand for these services in the Bairnsdale community.

Issue:

Multiple NDIS participants have requested evening sessions rather than our current morning/early afternoon offerings. Participants have explained that their medication regimens often cause:

- Drowsiness and slow starts in the morning
- Better cognitive function and social engagement in late afternoon/evening
- Preference for sessions after medical appointments and day programs

Solution:

Evening NDIS sessions (5pm-8pm) Monday-Wednesday would:

- Improve accessibility for participants with medication-related morning difficulties
- Allow participants to attend after day programs and appointments
- Free up afternoon slots for general youth drop-in sessions
- Better align with NDIS support worker availability

Disability Access Principle:

The Disability Discrimination Act 1992 requires service providers to make reasonable adjustments to ensure equal access. Providing evening sessions when participants are most able to engage is a reasonable and necessary adjustment.

Community Benefit:

NDIS participants often experience social isolation. Evening social gaming sessions provide vital community connection opportunities that cannot be replicated during business hours when most participants are attending other programs.

4.4 Private Hire and Community Organization Bookings

Context:

We have received multiple enquiries for private venue hire, including from:

- Redgum Youth (youth support organization)
- GEGAC (Gippsland East General Adolescent Clinic)
- Individuals seeking birthday party venues
- Community groups seeking accessible social activities

Issue:

These organizations and individuals consistently request Friday and Saturday evening bookings (6pm-10pm), which fall outside our current permitted hours.

Solution:

Extended hours Thursday-Saturday would enable:

- Private hire for celebrations and events
- Structured programs run by youth organizations in a supervised venue
- Fundraising opportunities for community groups
- Revenue diversification to support facility sustainability

Community Benefit:

Bairnsdale has limited youth-appropriate venues for celebrations and gatherings. ESports Collective provides a supervised, alcohol-free, inclusive space that fills a genuine gap in local youth infrastructure.

Financial Sustainability:

Private hire revenue supports our capacity to offer subsidized NDIS sessions and free drop-in times for disadvantaged youth. This cross-subsidy model requires evening availability when private bookings are most demanded.

4.5 Structured Competition Programming

Context:

Competitive gaming (esports) has become a significant recreational and social activity, particularly for young adults. Structured competitions provide goal-oriented engagement and community building.

Issue:

There is demonstrated demand for 18+ competitive gaming events, but these are most appropriately scheduled for evening sessions when adult participants are available after work/study.

Solution:

Thursday-Saturday evening competitions (7pm-10pm) would:

- Provide structured recreational opportunities for young adults
- Build community connections through team-based competitions
- Offer an alternative to traditional pub/club social environments
- Generate revenue supporting daytime youth programming

Target Demographic:

18-25 year olds are a demographically vulnerable group often lacking age-appropriate recreational options in regional areas. Evening competitions provide supervised, engaging activities during peak risk hours for anti-social behavior.

5. AMENITY CONSIDERATIONS

5.1 Existing Amenity Protections

The planning permit includes robust amenity protections that remain unchanged:

Condition 4 - Noise Control:

"At all times noise emanating from the land must comply with the requirements of the Environment Protection Regulations 2021 (as amended from time to time) as measured in accordance with the Noise Protocol to the satisfaction of the responsible authority."

Condition 5 - Noise Must Not Be Audible:

"Noise generated from within the premises must not be audible within the habitable rooms with windows closed of any nearby dwellings to the satisfaction of the responsible authority."

Analysis:

These conditions provide objective, enforceable amenity standards that apply equally regardless of operating hours. The business must comply with EPA noise regulations and ensure noise is inaudible in nearby dwellings whether operating at 3pm or 9pm.

5.2 Nature of the Use

ESports gaming is an inherently quiet activity:

- Participants use headphones (noise contained)
- No amplified music or live entertainment
- Building is enclosed (not outdoor activity)
- No alcohol service (reduces noise and behavioral issues)
- Supervised environment with staff present

This use profile differs significantly from typical evening entertainment venues (bars, nightclubs, live music venues) that generate amenity concerns.

5.3 Site Context - Commercial Zone

Surrounding Land Uses:

58 Macleod Street is located in Bairnsdale's central Commercial 1 Zone, surrounded by:

- Retail businesses
- Commercial offices
- Other commercial services

This is not a residential interface. The nearest residential properties are separated by commercial uses and roadways.

Commercial Zone Expectations:

Properties in commercial zones have different amenity expectations than residential zones. Some level of commercial activity outside business hours is anticipated and appropriate in town centre locations.

5.4 Traffic and Movement

Evening sessions would generate minimal additional traffic:

- Smaller group sizes (10-20 participants maximum per session)
- Staggered arrival/departure times
- Many participants dropped off rather than driving
- After-hours traffic impacts are less significant in commercial areas than residential

5.5 Adult Sessions - Behavioral Considerations

Reduced Risk Profile:

Adult sessions (18+) actually present lower amenity risks than youth sessions because:

- No alcohol service eliminates primary cause of evening disturbances
- Mature participants with greater impulse control and social awareness
- Indoor, seated activity with minimal movement or noise
- Strong self-interest in venue maintaining good community standing

Comparison to Licensed Venues:

Unlike bars or clubs, ESports Collective:

- Has no alcohol (removes primary driver of noise and anti-social behavior)
- Provides seated, focused activity rather than high-energy socializing

- Maintains staff supervision and behavioral standards
- Closes by 10pm (earlier than licensed venues)

6. SIMILAR USES AND PRECEDENTS

6.1 Comparable Entertainment Venues

Other place of assembly and entertainment uses in Bairnsdale operate with extended hours:

- Cinemas (sessions until 10pm+)
- Restaurants and cafes (8pm-10pm common)
- Gymnasium and fitness facilities (early morning and evening hours)
- Community halls (available for evening functions)
- Ten-pin bowling centers (typically open until 10pm or later)

ESports Collective generates less amenity impact than these uses while serving similar community functions.

6.2 Youth Activity Venues

Youth-oriented recreational facilities typically require evening availability when young people are out of school and available to participate. Examples include:

- Sports stadiums and recreation centres (evening competitions)
- Youth clubs and centers (after-school and evening programs)
- Performing arts venues (evening rehearsals and performances)

Evening availability is standard practice for youth engagement facilities.

6.3 Adult Recreation Facilities

Adult recreational venues commonly operate evening hours:

- Gymnasiums and fitness centers (5am-10pm or later)
- Sports clubs (evening training and social events)
- Community education facilities (evening classes)
- Arts and crafts studios (evening workshops)

Adult participation in recreational activities naturally concentrates in evening hours after work commitments.

7. COMMUNITY BENEFIT

7.1 Addressing Social Need

Youth Engagement:

Regional Victoria experiences higher rates of youth disengagement, unemployment, and limited recreational options compared to metropolitan areas. ESports Collective provides:

- Supervised recreational space during peak risk hours (evenings/weekends)
- Skill development (digital literacy, teamwork, communication)
- Social connection reducing isolation
- Alternative to unsupervised street presence

Adult Recreation Gap:

Bairnsdale has limited alcohol-free evening recreational options for adults. ESports Collective addresses this by providing:

- Affordable entertainment for singles, couples, and young families
- Social connection opportunities for adults who may be isolated or new to the region
- Inclusive environment for adults with disabilities or social anxiety
- Alternative to pub/club culture

NDIS Service Gaps:

Bairnsdale has limited recreational options for NDIS participants, particularly evening social activities. Extended hours address a documented service gap.

Family Support:

Working parents often cannot access services for their children during business hours. Evening availability supports working families.

7.2 Partnership with Local Authorities

Victoria Police support for age-specific programming demonstrates that extended hours align with community safety objectives. The venue provides a diversionary activity that reduces rather than increases evening amenity concerns.

7.3 Economic Sustainability

Cross-Subsidy Model:

Revenue from private hire, competitions, and adult casual sessions enables:

- Subsidized NDIS sessions
- Free or low-cost drop-in times for disadvantaged youth
- Employment for local staff
- Long-term facility viability

Without evening revenue streams, the business may not remain viable, resulting in loss of this community resource.

7.4 Regional Economic Contribution

Extended hours support East Gippsland's economy by:

- Attracting visitors who may patronize other Bairnsdale businesses
- Providing employment during evening shifts
- Offering unique entertainment option differentiating Bairnsdale from competing regional centers
- Supporting tourism (gaming tournaments can attract regional participants)

8. PROPOSED SESSION STRUCTURE

8.1 Monday-Wednesday (9am-8pm)

- 9am-12pm: School holiday programs / casual gaming
- 12pm-3pm: After-school casual sessions
- 3pm-5pm: Youth drop-in sessions
- **5pm-8pm: NDIS social sessions (NEW)**

8.2 Thursday (9am-10pm)

- 9am-12pm: Morning casual gaming
- 12pm-5pm: Youth sessions
- 5pm-7pm: NDIS sessions
- **7pm-10pm: 18+ competition night (NEW)**

8.3 Friday (9am-10pm)

- 9am-12pm: Morning sessions
- 12pm-5pm: Junior sessions (8-15 years)
- 5pm-7pm: Older youth sessions (16-18 years)
- **7pm-10pm: Adult casual gaming / Private hire (NEW)**

8.4 Saturday (9am-10pm)

- 9am-12pm: Family sessions
- 12pm-5pm: Junior sessions (8-15 years)
- 5pm-7pm: Older youth sessions (16-18 years)
- **7pm-10pm: Adult casual gaming / Competitions / Private hire (NEW)**

8.5 Sunday (9am-6pm) - NO CHANGE

- 9am-12pm: Family sessions
- 12pm-6pm: Casual gaming all ages

Note: Schedule is flexible to accommodate private bookings and special events, with age-appropriate content maintained at all times.

9. RISK MITIGATION

9.1 Noise Management Plan

- All participants use personal headphones
- Staff trained in noise monitoring
- Complaint response protocol established
- Regular compliance checks with Conditions 4 & 5

9.2 Supervision and Safety

- Minimum 2 staff members present during all operating hours
- Age verification systems for age-specific sessions
- CCTV throughout facility
- Working with Children Check for all staff

9.3 Behavioral Management

- Code of conduct for all participants
- Immediate removal for disruptive behavior
- Parent/carer contact protocols
- No alcohol permitted (eliminates major amenity risk factor)
- Adult sessions maintain professional, respectful environment

9.4 Traffic Management

- Designated drop-off area communicated to parents
- Staggered session start times reduce peak movements
- Staff presence during arrival/departure times
- Bicycle parking encourages active transport

9.5 Age Verification and Content Control

- ID verification for 18+ sessions
 - Content filtering systems prevent inappropriate material
 - Staff monitoring of all gaming activity
 - Clear age restrictions communicated and enforced
-

10. CONSULTATION

10.1 Victoria Police - Bairnsdale

Ongoing consultation with School Liaison Officer regarding age-appropriate programming and youth engagement strategies. Police support extended hours for structured youth activities.

10.2 NDIS Participants and Families

Direct feedback from current participants requesting evening sessions due to accessibility barriers with morning/midday times.

10.3 Community Organizations

Enquiries from Redgum Youth, GEGAC, and other youth services regarding partnership opportunities requiring evening venue availability.

10.4 Adult and Young Adult Requests

Since opening on September 20, 2025, consistent enquiries from adults and young adults seeking gaming sessions separate from children's programming.

10.5 Neighboring Properties

We are committed to being responsive to any neighbor concerns and maintain open communication channels. To date, no complaints have been received regarding the venue's operation.

11. OPERATIONAL EXPERIENCE SINCE OPENING

11.1 Timeline

- **August 8, 2025:** Planning permit decision granted
- **September 20, 2025:** ESports Collective opened
- **September 20 - October 9, 2025:** First 3 weeks of operation

11.2 Observations from First 3 Weeks

During our initial operational period, we have observed:

Strong Demand Patterns:

- Steady stream of young people during afternoon hours
- Multiple enquiries about evening sessions from adults and young adults

- NDIS participant requests for evening accessibility
- Private booking enquiries for Friday/Saturday evenings

Age Separation Need:

- Adults expressing discomfort gaming alongside children
- Parents of young children preferring dedicated kids' sessions
- Teenagers wanting sessions without younger children present
- Victoria Police confirming age-specific programming as best practice

Accessibility Barriers:

- NDIS participants explaining medication timing issues
- Working parents unable to bring children during business hours
- Young adults (18-25) requesting evening social gaming options

Revenue Limitations:

- Current hours restrict diversified revenue streams needed for sustainability
- Private hire enquiries all request evening timeslots
- Competition interest concentrated in evening availability

These observations from real operational experience confirm the need for extended hours and inform our proposed session structure.

12. CONCLUSION

This application seeks a modest and targeted amendment to operating hours that would significantly enhance ESports Collective's capacity to serve the Bairnsdale community.

12.1 Key Points

1. **Community Need:** Demonstrated demand from Victoria Police, NDIS participants, families, adults, and community organizations for evening sessions
2. **Operational Evidence:** Three weeks of operation (September 20 - October 9, 2025) confirms patterns requiring extended hours
3. **Age-Appropriate Programming:** Extended hours enable separation of age groups for safeguarding and participant comfort
4. **Adult Recreation Gap:** Limited alcohol-free evening options in Bairnsdale - extended hours address this gap
5. **Amenity Protection:** Robust noise controls (Conditions 4 & 5) remain unchanged and will be strictly enforced
6. **Appropriate Location:** Commercial 1 Zone with commercial surroundings, not residential interface
7. **Low Impact Use:** Indoor, supervised, quiet activity using headphones, no alcohol
8. **Community Safety:** Supported by Victoria Police as positive diversionary activity

9. **Financial Viability:** Evening revenue streams essential for long-term sustainability of this community resource