

CD-1 Rezoning -  
Hotel/Entertainment/Casino Complex  
(BC Place)

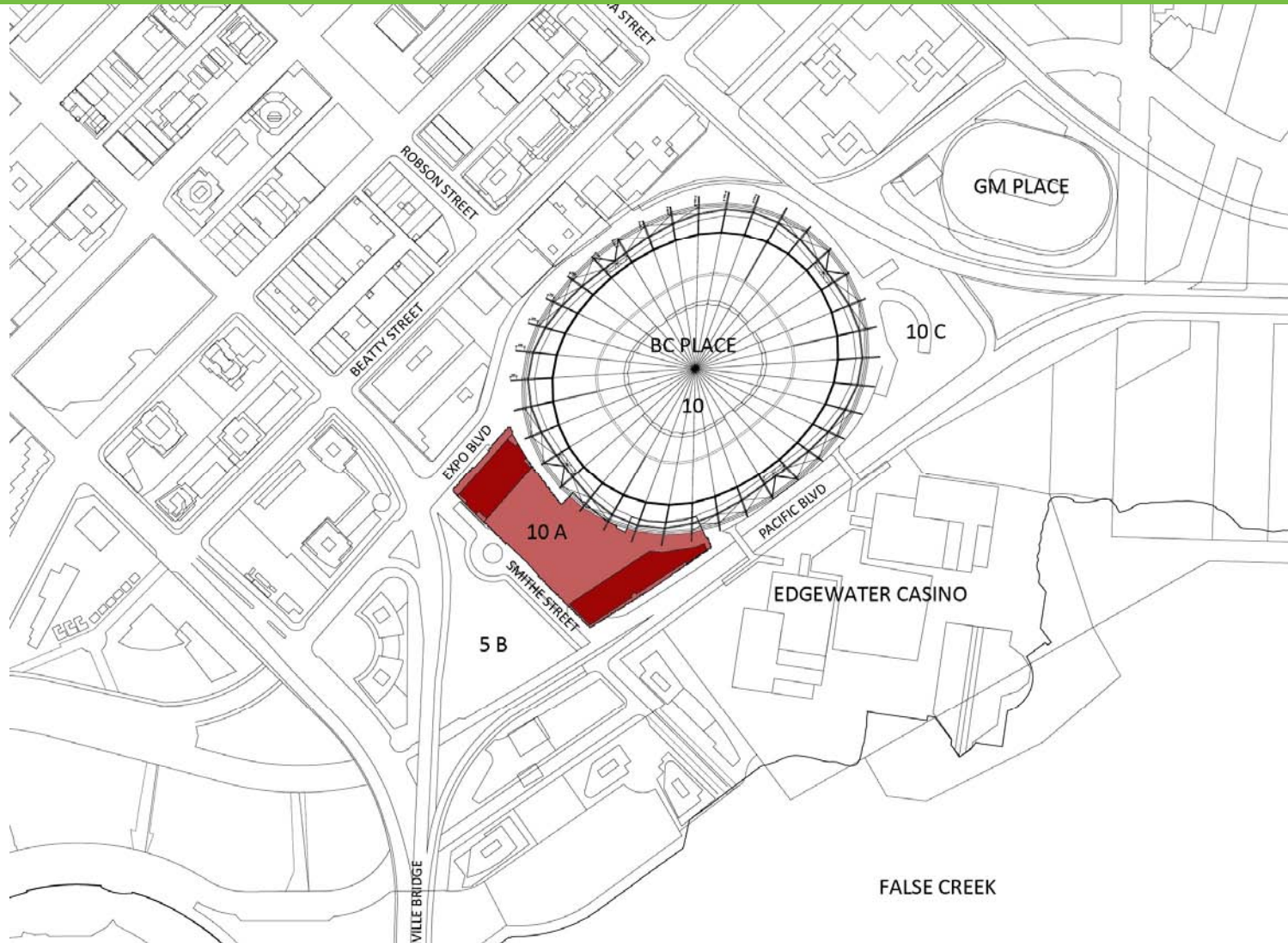
Council Presentation  
March 7, 2011

# Background

- BC Place Stadium Roof Replacement
- Additional Density allocated
- Upgrade Commitment Agreement

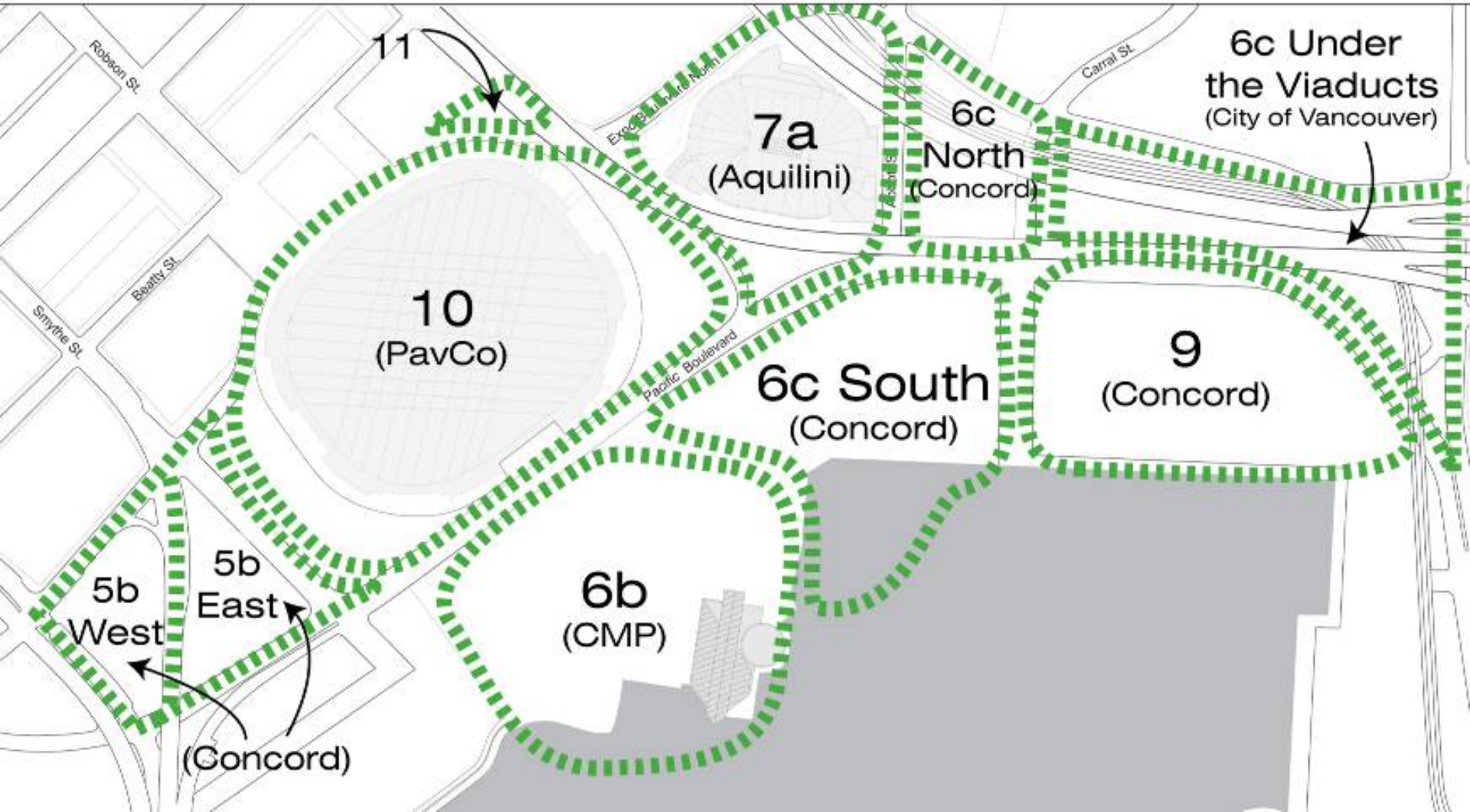


# Site and Context





# NEFC Parcels



# Policy Context

## False Creek North Official Development Plan

### Northeast False Creek: Directions for the Future

- Have a **mix of uses** that is a place to play, work and live
- Be visually **distinctive** from other waterfront areas
- Advance **sustainability** in the city through mixed use, high density development in a highly suitable location



# Policy Context - Specific Directions

## Northeast False Creek: Directions for the Future

- 1.8 million square feet of job space
- Allows other cultural and recreational facilities, including a major art gallery and a major casino





# Land Use and Density

- 800,000 square feet of commercial development
- 2 hotels comprise 400,000 square feet (over 600 rooms)
- Casino gaming floor of 114,000 sq ft.

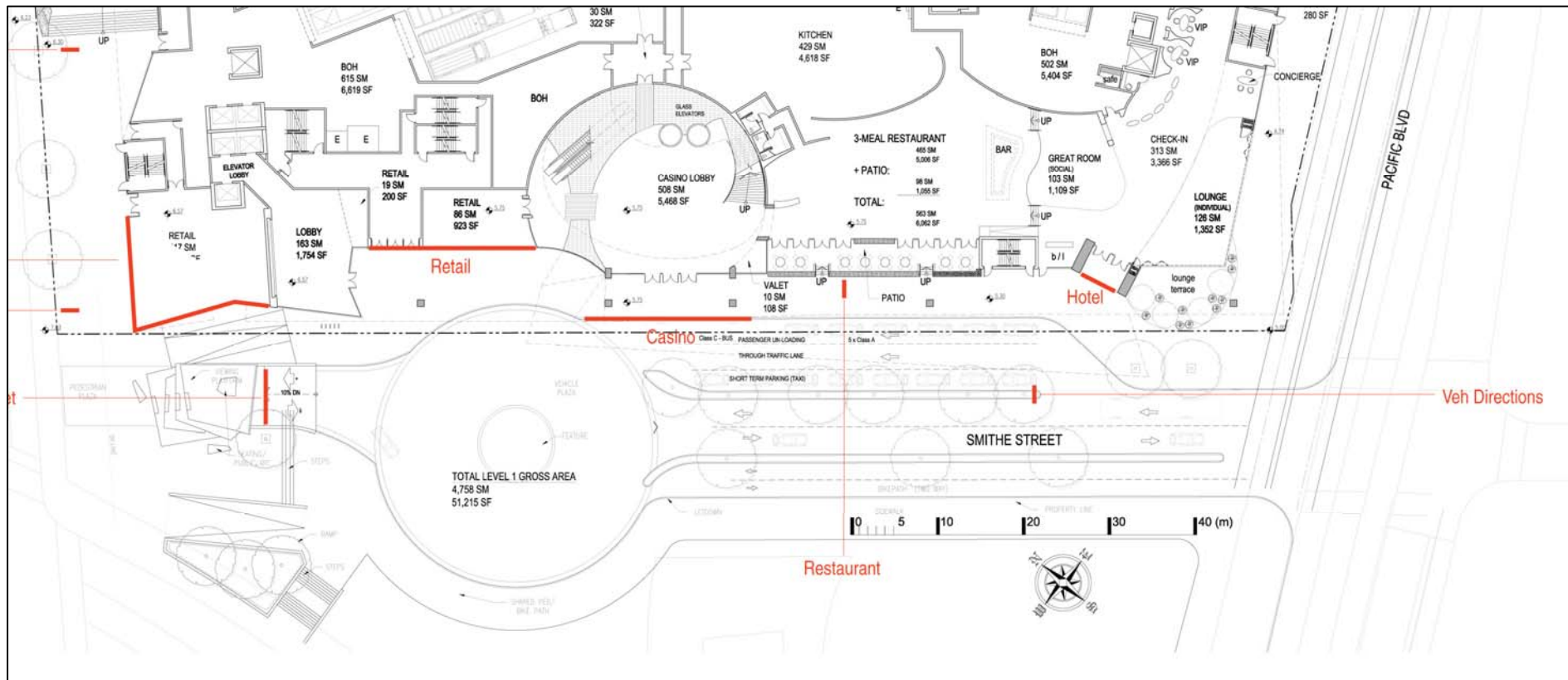


# Form of Development





# Smithe Street Extension



# Parking

By-law Required for the Hotel/Entertainment uses	736 spaces
Replacement of existing on-site BC Place parking	200 spaces
Stadium Parking Spaces to fulfill Stadium Parking Agreement (Concord and City Sites)	300 spaces
TOTAL	1,236 spaces

# Revenue from Edgewater Casino

Year April 1 <sup>st</sup> - March 31st	Gross Annual Revenue	City Revenue (10% of Net Revenue)
2005	\$73.1 million	\$3.80 million
2006	\$85.0 million	\$4.71 million
2007	\$103.0 million	\$5.55 million
2008	\$120.5 million	\$6.46 million
2009	\$117.8 million	\$6.26 million
2010	\$114.0 million (projected)	\$6.15 million (projected)
2013+ (Projected)	\$230 to \$275 million (BCLC) \$338 million (Paragon study)	\$11 to \$14 million \$17 million



# Problem Gambling Information

## 2008 BC Prevalence Study:

- 75% of British Columbians say that they have bet or spent money on at least one gambling activity over the last year. 30% say they have gambled on a weekly basis over the past 12 months.
- 4.6% of BC's adult population have a gambling problem. Of these, 0.9% have a severe gambling problem.
- The estimate of problem gambling is higher for the 18 - 34 year age segment of the population (6.5%).
- The largest source of the addiction is internet gambling, followed by electronic machine gamblers (located outside a casino), poker tournament gamblers, and sports lottery gamblers.

# Problem Gambling Information

## Prevalence of Problem Gambling in B.C.

Year of Study	# of slots in B.C.	# of Tables in B.C.	# of slots in Lower Mainland	# of tables in Lower Mainland	Problem Gambling Rate	Severe Problem Gamblers	Moderate Problem Gamblers	At-risk Gamblers
2002	3,304	392	769	249	4.6%	0.4%	4.2%	11.1%
2008	8,942	485	5,018	382	4.6%	0.9%	3.7%	8.7%

A 2007 study of over 100 problem gambling prevalence studies (spanning more than 20 years), researchers Jamie Wiebe and Rachel Volberg, found that severe problem gambling consistently hover around one percent (*Problem Gambling Prevalence Research: A Critical Overview*, Report to the Canadian Gaming Association, 2007).

There are some studies in the problem gambling literature that link the availability of gambling venues to increased addiction. A recent national health survey conducted in New Zealand, involving more than 12,000 respondents concluded that vicinity to a gambling venue produce more gamblers and problem gamblers ("*A national study of neighbourhood access to gambling opportunities and individual gambling behaviour.*" J Pearce, K Mason, R Hiscock, P Day).

# Problem Gambling Information

## Problem Gambling Programs:

- In 2009/2010 the Problem Gambling Help line fielded 5,926 calls. Of these calls, 1,210 were clients referred to clinical counselling services in the Lower Mainland area.
- As of December 31, 2010, approximately 7000 people have been enrolled in the Voluntary Self Exclusion (VSE) in B.C. Approximately 7 per cent of those that enrol in the VSE program violate the terms of the program.
- According to Statistics provided by the Canadian Partnership for Responsible Gambling, the province of B.C. has the lowest percentage of gaming revenue distributed to problem gambling programs.



# Responsible Gambling Strategy (B.C.)

The Strategy's goals are to:

- Reduce the incidence of problem gambling;
- Reduce the harmful impacts of excessive gambling; and
- Ensure the delivery of gambling in a manner that encourages responsible gambling and healthy choices.

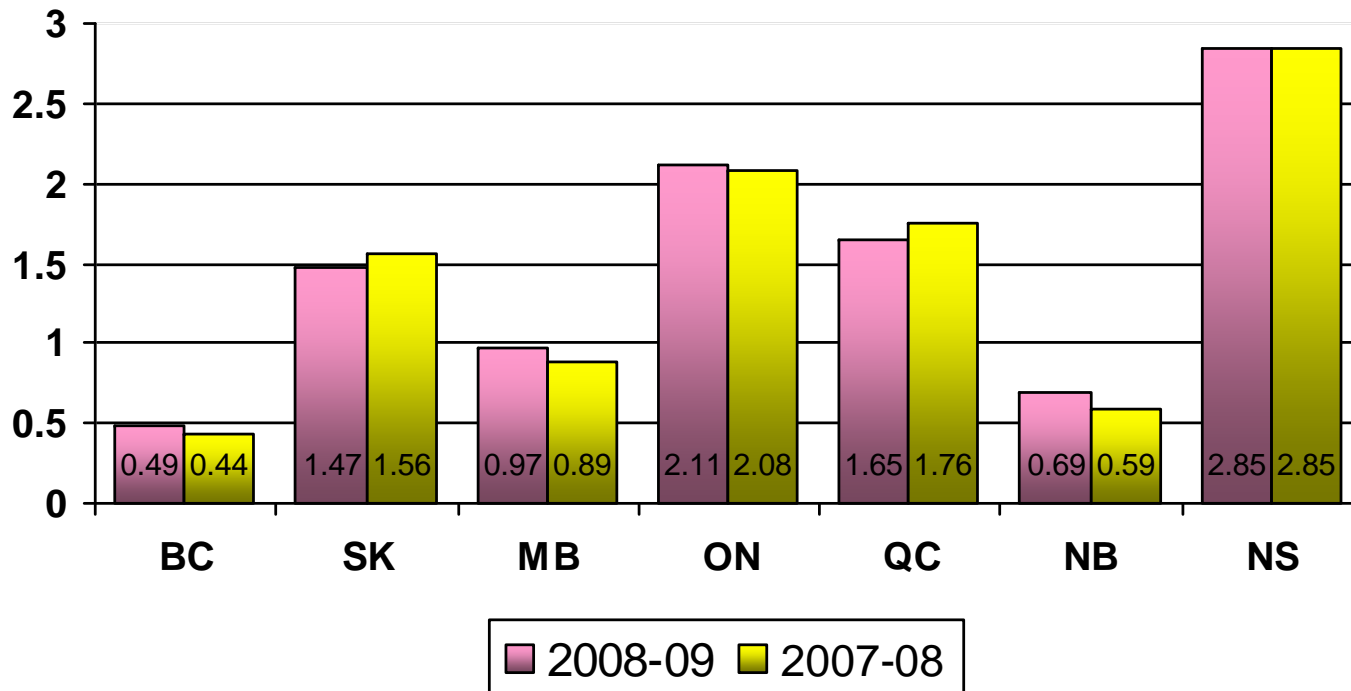
Some of the Problem Gambling Initiatives are:

- Help Line (6,228 calls fielded in 2009 and 2,864 referred to Problem Gambling Counsellors)
- Community-based Counselling
- Education and Awareness Services
- Research

<http://www.pssg.gov.bc.ca/gaming/responsible-gambling/index.htm>

# Gaming Revenue Distributed to Support Problem Gambling Programs in Canada

## Percentage of Government Gaming Revenue Distributed to Problem Gambling



# Local Hiring Agreement

- Ten per cent of new hires from targeted neighbourhood (focus on DTES) since 2005.
- Hired through a combination of referrals from local agencies and through Edgewater's own recruiting practices.
- Agreement expanded to cover construction period as well as Hotel/Entertainment/Casino Operations



# Social Responsibility Fund

- Edgewater provides \$200,000 a year
- Over \$1.2 million received to date for the SRF. Some uses of funds have included
  - Information Booth at Edgewater Casino
  - Community Capacity Grants (i.e. homeless issues, food security issues, Urban Aboriginals issues)
  - Crime-free Multi-housing project

# Crime and Gambling

- **Gambling venue crimes** (i.e. cheat at play, loan-sharking, money laundering)
- **Crimes to support gambling addiction** (i.e. fraud, theft, robbery)
- **Illegal gambling** (i.e. bookmaking, illegal VLTs)
- **Family abuse** (domestic violence, child neglect)

Source: Smith, Wynne, Hartnagel, 2003

# Crime and Gambling

- Gaming facilities are highly policed (slightly different model in B.C. and Ontario)
- Crimes in gaming facilities are a small proportion of all *Criminal Code* offences in BC
  - There are over 400,000 *Criminal Code* offences in BC every year.
  - In 2009/2010: 2,362 files were opened for real or suspected *Criminal Code* violations in gaming facilities

Sources: 1. GPEB Annual Report 2009-2010

2. *Crime Statistics in British Columbia: 2008*. BC Ministry of Public Safety and Solicitor General

# Public Input

- Open Houses June 2010
  - Attended by 300+ people
- Presentations to Joint Working Group
- Public Information Session February 8, 2011
  - Attended by 210 people
  - 55 Comments submitted

# Council's Considerations

- Rezoning to allow a Hotel/Entertainment/Casino Complex adjacent to BC Place
- Relocation of the Edgewater Casino to the BC Place Site
- Expansion of the Edgewater Casino to 1500 slots and 150 table games
- Ancillary amendments to Zoning Bylaw regarding Casinos