

SOUTH WAIRARAPA DISTRICT COUNCIL

3 APRIL 2019

PROPOSED AGENDA ITEM C6

REPORT ON PROPOSED WAIRARAPA CLASS 4 GAMBLING AND STANDALONE TAB VENUES POLICY

Purpose of Report

The purpose of this report is to present the Wairarapa Class 4 Gambling and Standalone TAB Venues Policy Statement of Proposal for Council's adoption for consultation with the community (see Appendix 1).

Recommendations

Officers recommend that the Council:

1. *To receive the report on Proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy.*
2. *To receive the Social Impact Assessment of gambling in the Wairarapa;*
3. *To adopt the Wairarapa Class 4 Gambling and Standalone TAB Venues Policy Statement of Proposal in Attachment 1 (including the proposed policy) for consultation, using the Special Consultative Procedure, as identified in Section 83 of the Local Government Act 2002;*
4. *To approve the consultation approach described in this report under Significance and Engagement, noting dates are to be confirmed in consultation with Carterton District Council and Masterton District Council;*
5. *To delegate authority to the Wairarapa Policy Working Group to hear and consider submissions and make recommendations back to the three Councils on the final policy; and*
6. *To note that Carterton District Council and Masterton District Council are considering the same Statement of Proposal for adoption on 3 April 2019 and resolutions (3), (4) and (5) require agreement from all three Councils before consultation can proceed.*

1. Executive Summary

Under the Gambling Act 2003 and the Racing Act 2003, all Councils in New Zealand are required to have policies on Class 4 gambling venues and

standalone TAB venues. The intent of these policies is to minimise community harm caused by gambling.

Under the legislation, both policies are required to be reviewed every three years. The current policies were last adopted in August 2016 and are due for review by August 2019.

2. Background

The legislation also requires councils to have regard to the social impact of gambling in their community as part of the policy review.

Masterton District Council (MDC), Carterton District Council (CDC) and South Wairarapa District Council (SWDC) have had joint policies in place since 2004, to enable a consistent approach across the region.

2.1 Wairarapa Policy Working Group

SWDC has undertaken this policy review jointly with MDC and CDC. In February 2019, Council delegated responsibility for progressing the gambling policy review to the Wairarapa Policy Working Group.

Membership of this group is:

- Cr Frazer Mailman, MDC (appointed Chairperson for the gambling policy review)
- Mayor Lyn Patterson, MDC (replacing Cr Brent Goodwin for the gambling policy review)
- Cr Rebecca Vergunst, CDC
- Cr Margaret Craig, SWDC
- Cr Ross Vickery, SWDC

Note that CDC have advised that they will appoint a second representative in April 2019.

3. Discussion

3.1 Review Process

The first stage of the policy review was the completion of a Social Impact Assessment, which is included with this report within the Statement of Proposal.

A workshop was held with the Working Group on 12 March 2019 to consider the different elements of the policy and agree a recommended approach. This discussion was informed by the findings of the Social Impact Assessment.

The next stage of the process is for each of the Wairarapa councils to adopt the Statement of Proposal for community consultation.

3.2 Proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy

The Working Group recommended that the current policies are continued with minor amendments, as detailed in the table below.

Proposed Changes	Reason for Proposal	Implications of Not Changing
Combine the current Wairarapa Gambling Venue Policy and Wairarapa TAB Board Venues Policy into one Wairarapa Class 4 Gambling and Standalone TAB Venue Policy.	The current Wairarapa TAB Board Venues Policy duplicates the content in the current Wairarapa Gambling Venue Policy. Combining the policies removes the duplication and makes the policy simpler for our community to access.	The policy content may not be as easy for our community to access.
Minor edits that have no effect on the meaning or intent of the existing policies.	To improve the clarity and readability of the policy.	The policy may be difficult for our community to understand, which may lead to confusion.

3.3 Options Considered

A summary of the options considered is included in the table below.

Option	Advantages	Disadvantages
1 Adopt the proposed Wairarapa Class 4 Gambling and TAB Venues Policy.	<ul style="list-style-type: none"> Carries over the existing policy. Supports a reduction in gambling venues and gaming machines in the long term. Provides balance between minimising gambling harm and continuing access to gambling as a form of entertainment and source of funding for community organisations. 	<ul style="list-style-type: none"> May discourage new hospitality businesses, if they need gambling machines to be financially viable. May reduce over time the amount of funding available to community organisations.
2 Adopt a more restrictive proposed Wairarapa Class 4 Gambling and TAB Venues Policy.	<ul style="list-style-type: none"> Current and potential levels of gambling harm could be further reduced. 	<ul style="list-style-type: none"> Could negatively impact existing businesses and their ability to operate. May reduce over time the amount of funding available to community organisations. May lead to some job losses in the hospitality industry.
3 Adopt a less restrictive proposed Wairarapa Class 4 Gambling and TAB Venues Policy.	<ul style="list-style-type: none"> May have positive flow on effects to community organisations accessing pokie machine proceeds. Possible economic gain from visitors who frequent gambling venues. 	<ul style="list-style-type: none"> Current and potential levels of gambling harm may increase. Once Council consent is granted, a venue or gaming machines within a venue cannot be removed. Would be a significant shift from Council's current stance to promote the district's wellbeing and may be negatively perceived by the community.

Further information on the options considered by the Working Group is included in the attached Statement of Proposal.

4. Conclusion

Officers recommend Option 1 as it is the best method available to Council to achieve the policy's aim of minimising gambling harm, taking into account the social impact of gambling in the Wairarapa. This option provides an appropriate balance between minimising gambling harm and continuing access to gambling as a form of entertainment and source of funding for community organisations.

5. SUPPORTING INFORMATION

5.1 Strategic, Policy and Legislative Implications

Option 1 is in alignment with the purpose of the Gambling Act 2003 to control gambling and prevent and minimise harm from gambling. Option 1 also aligns with the 2018-28 Long-Term Plan, Community Outcomes and Strategic Plan.

All statutory requirements have been addressed as detailed through this report.

5.2 Significance, Engagement and Consultation

In accordance with section 102 of the Gambling Act 2003 and section 65E of the Racing Act 2003, the Wairarapa community will be consulted on the proposed policy using the Special Consultative Procedure. This will include consultation with key stakeholders, including organisations that provide specialised problem gambling services in the Wairarapa and the following organisations identified in the legislation:

- Each Corporate Society that holds a Class 4 venue licence for a venue in the Wairarapa;
- Organisations representing Māori in the district; and
- The New Zealand Racing Board.

If Council adopts the Wairarapa Class 4 Gambling and Standalone TAB Venues Policy Statement of Proposal for consultation, the following process will apply, noting that dates are to be confirmed. This is subject to CDC and MDC also adopting the Statement of Proposal at their meetings on 3 April 2019.

Date	Activity/Milestone
15 April 2019	Submissions open. MDC will manage the submission process on behalf of CDC and SWDC.
15 May 2019	Submissions close
Late May 2019 (date TBC)	Joint MDC, CDC, SWDC hearing. It is proposed that the hearing panel role be delegated to the Wairarapa Policy Working Group. The panel would then make recommendations to the three Councils on the final policy.
26 June 2019	MDC, CDC, SWDC adopt the final policy.

5.3 Financial Implications

The review of the Gambling and TAB policies was allowed for in the Policy team budget for the 2018-19 year. Costs, including SWDC staff time to lead the review and consultation processes, will be shared equally between the three Councils.

Total staff time is estimated at approximately 65 hours, including time already spent to date.

5.4 Treaty Considerations/Implications for Māori

Research shows that Māori communities are at a higher risk of being affected by problem gambling. Feedback will be sought from our Māori communities on the proposed policy. This will include the Maori Standing Committee.

5.5 Communications/Engagement Plan

The proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy will be publicly notified on 15 April 2019 (subject to confirmation as noted above) in the Wairarapa Times Age and on the MDC, CDC and SWDC websites. Notification will also be published via Facebook, on the Wairarapa REAP noticeboard and in Connecting Communities' Neighbourhood Support newsletter.

Notice of the consultation will be directly sent to MDC's consultation mailing list and the key stakeholders identified above. Key stakeholders will be offered the opportunity to meet with representatives from the working group and staff.

The consultation will also be promoted alongside the planned communication and engagement for the 2019-20 Annual Plan over April/May 2019.

5.6 Environmental/Climate Change Impact and Considerations

No environmental/climate change impacts have been identified in relation to this decision.

6. Appendices

Appendix 1 – Statement of Proposal Proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy (including Wairarapa Class 4 gambling and Standalone TAB Venues Policy)

Appendix 2 – Assessing the Social Impact of Gambling in the Wairarapa Region

Contact Officer: Russell O'Leary, Group Manager Planning and Environment
Reviewed By: Jennie Mitchell, Acting Chief Executive SWDC

**Appendix 1 – Statement of
Proposal Proposed Wairarapa
Class 4 Gambling and
Standalone TAB Venues Policy
(including Wairarapa Class 4
gambling and Standalone TAB
Venues Policy)**



STATEMENT OF PROPOSAL

Proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy

The Masterton, Carterton and South Wairarapa District Councils are undertaking a joint review of the Wairarapa region's gambling policies to ensure they continue to meet the needs of our community. We are now seeking feedback on the proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy.

Under the Gambling Act 2003 and Racing Act 2003, every Council is required to have a policy on Class 4 gambling and standalone TAB venues. The policies:

- » **Must** state if Class 4 gambling venues and standalone TAB venues may be established in the district and, if so, where they may be located.
- » **Can** restrict the number of gaming machines (pokies) that can be operated at a venue.
- » **Can** allow existing venues to move to a new location.

Masterton District Council (MDC), Carterton District Council (CDC) and South Wairarapa District Council (SWDC) have had a joint Wairarapa Gambling Venue Policy and Wairarapa TAB Board Venue Policy since 2004.

Under legislation, both policies must be reviewed every three years. The current policies were last reviewed in 2016 and remain in effect until a new policy is adopted.

HOW YOU CAN HAVE YOUR SAY

Submissions are open until 4:30pm on Wednesday 15 May 2019. See page 5 of this document for details on how you can have your say.

DEFINITIONS

What is a Class 4 Gambling Venue?

A Class 4 gambling venue is a place licenced to Class 4 gambling i.e. gaming machines (pokies) in pubs and clubs. Class 4 gambling does not include pokies in casinos.

There are currently 12 gambling venues in the Wairarapa. Of these, three are in Carterton, four are in Masterton and five are in South Wairarapa.

What is a standalone TAB venue?

A standalone TAB venue is a place where the main business carried out is to provide racing or sports betting services. These are standalone and do not include TAB outlets or agencies that are additional activities of a bar or hotel.

There are currently no standalone TAB venues in the Wairarapa.



SUMMARY OF PROPOSAL

The proposal is to continue the existing policies, with minor amendments. The proposed policy is provided as Appendix 1 and the key aspects are summarised below.

Proposal	Reason for Proposal and Alternative Options Considered
1 Combine the two current policies into one Wairarapa Class 4 Gambling and Standalone TAB Venues Policy	The current Wairarapa TAB Board Venues Policy duplicates the content in the current Wairarapa Gambling Venue Policy. Combining the policies removes this duplication and makes the policy simpler for our community to access.
2 Continue the current policy to prohibit new Class 4 gambling venues and cap the number of gaming machines	<p>This proposal means that the number of venues and gaming machines cannot increase from the number currently operating (12 venues and 165 gaming machines). This approach is considered the best method available to Council to minimise gambling harm over the long-term.</p> <p>Alternative options considered as part of the policy review were capping the number of venues at current levels or removing all restrictions on venues and gaming machines. These options are not recommended as they do not support a continuing reduction in venue and gaming machine numbers over time and, if all restrictions were removed, may see numbers increase. This is inconsistent with the policy aim of minimising harm from gambling and controlling Class 4 gambling.</p>
3 Continue the current policy to permit existing Class 4 gambling venues to relocate	<p>This proposal means that under certain circumstances and subject to conditions, an existing venue may be permitted to relocate. This approach is considered most appropriate as it means that an existing venue will be able to relocate to another location, either temporarily or permanently, under certain circumstances e.g. if the venue building requires earthquake strengthening.</p> <p>The alternative option is to remove the ability for existing venues to relocate. This option is not recommended as it may negatively impact local business.</p>
4 Continue the current policy to permit new standalone TAB venues to be established	<p>This approach is recommended as there are currently no standalone TAB venues in the Wairarapa and the risk of a significant number of venues applying to operate is considered low.</p> <p>The alternative option is to prohibit new standalone TAB venues, ensuring none open in the Wairarapa. Considering the low risk, this approach is not recommended.</p>
5 Continue the current policy not to permit Class 4 gambling or standalone TAB venues in locations where there may be an adverse impact on the character of the district, preschools, schools, places of worship or community facilities	<p>This approach gives Council discretion on the locations where a Class 4 gambling or standalone TAB venue may be located.</p> <p>The alternative option is to state specific locations where Class 4 gambling or standalone TAB venues may be established. This option is not recommended as it would mean Council has less flexibility when considering an application.</p>
6 Minor amendments	Minor amendments have been made to the wording to update references and to ensure the policy is clear and simple to understand.

SOCIAL IMPACT ASSESSMENT

When reviewing gambling policies, Councils are required to consider the social impact of gambling on its community. The full Social Impact Assessment is provided with this proposal as Appendix 2. In summary, the social impact of gambling in the Wairarapa showed that:

- » The number of gambling venues and Class 4 gaming machines is decreasing.
- » Expenditure (the amount lost) on gaming machines is increasing.
- » In 2018, expenditure was over \$7.5 million.
- » An estimated 2,035 people in the region may experience some level of gambling harm.
- » The region has access to three specialised problem gambling support services, less than one service per 10,000 people.
- » Approximately \$2.9m was received by Wairarapa community organisations from the corporate societies that operate the region’s gaming machines.
- » There are benefits to gambling including community grants, providing employment opportunities and as a form of entertainment.
- » The benefits of gambling must be balanced with the costs of gambling which include physical and mental health problems, and impacts on finances, relationships, work, study and crime.

OPTIONS CONSIDERED BY COUNCIL

In accordance with section 77 of the LGA, all reasonably practicable options have been considered. The advantages and disadvantages associated with each option are detailed in the table below. We are proposing to proceed with Option 1.

Option	Advantages	Disadvantages
<p>1 Adopt the proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy.</p> <p>This is the preferred option.</p>	<ul style="list-style-type: none"> » Carries over the existing policy. » Supports a reduction in gambling venues and gaming machines in the long term. » Has been developed in consideration of the social impact of gambling in the Wairarapa and provides an appropriate balance between minimising gambling harm and continuing access to gambling as a form of entertainment and source of funding for community organisations. 	<ul style="list-style-type: none"> » May discourage new hospitality businesses, if they need gambling machines to be financially viable. » May reduce over time the amount of funding available to community organisations.
<p>2 Adopt a more restrictive proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy.</p>	<ul style="list-style-type: none"> » Current and potential levels of gambling harm could be further reduced. 	<ul style="list-style-type: none"> » Could negatively impact existing businesses and their ability to operate. » May reduce over time the amount of funding available to community organisations. » May lead to some job losses in the hospitality industry.
<p>3 Adopt a less restrictive proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy.</p>	<ul style="list-style-type: none"> » May have positive flow on effects for community organisations accessing pokie machine proceeds. » Possible economic gain from visitors who frequent gambling venues. 	<ul style="list-style-type: none"> » Current and potential levels of gambling harm may increase. » Once Council consent is granted, a venue or gaming machines within a venue cannot be removed. » Would be a significant shift from Council’s current stance to promote the Wairarapa region’s wellbeing and may be negatively perceived by the community.

HAVE YOUR SAY

Submissions on the proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy are welcome from any person or organisation who wishes to give feedback. Submissions close at 4:30pm on Wednesday 15 May 2019.

Written submissions

Written submissions can be made using either our submission form, by sending us an email or by writing a letter.

Please note that MDC is managing submissions on behalf of CDC and SWDC.

Submit Online: www.mstn.govt.nz/current-consultations

Email to: submissions@mstn.govt.nz

Post to: Masterton District Council
Attn: Kylie Smith
Freepost 112477
PO Box 444
Masterton

Deliver to: Masterton District Council
161 Queen Street, Masterton
Attn: Kylie Smith

Carterton District Council
28 Holloway Street, Carterton
Attn: Gambling Policy Review

South Wairarapa District Council
19 Kitchener Street, Martinborough
Attn: Gambling Policy Review

Hearing

MDC, CDC and SWDC will hold a joint hearing to provide any person or organisation who makes a written submission the opportunity to be heard.

Date: TBC

Time: TBC

Location: TBC

Please indicate in your submission if you wish to speak at the hearing. We will contact you after submissions close in early May to arrange a time.

Want more information?

If you have any questions about the proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy or the consultation process, please contact Kylie Smith at submissions@mdc.govt.nz or phone 06 370 6300.

Next Steps

Date	Activity/Milestone
15 April 2019	Submissions open.
15 May 2019	Submissions close.
TBC	Joint MDC, CDC and SWDC hearing.
26 June 2019	Final policy submitted to the three Wairarapa Councils for adoption.





Feedback Form

Proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy

CONTACT DETAILS

Name: _____

Organisation: _____

Postal Address: _____

Telephone: _____

Email Address: _____

Please note, for your submission to be valid we must have your name and a way of contacting you. All submissions are public documents and will be made available to the media and general public. Your contact details will not be published.

YOUR SUBMISSION

Do you wish to present your views in person?

Please note that the hearing is scheduled for **Date, Location**. We will contact you after submissions close in May to arrange a time for you to present.

Yes No

Are you responding as/or representing a: (please tick all that apply)

Class 4 Operator/Venue Standalone TAB Operator/Venue Social Service Provider

Incorporated Society or Charitable Trust Other: _____

SUPPORT FOR PROPOSAL

Do you support the proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy?

- Yes, I fully support the proposed policy.
- I generally support the proposal but have suggestions for amendments. *Please describe your suggested amendments and reasoning in the space provided overleaf.*
- No, I do not support the proposal. *Please explain why in the space provided overleaf.*

RETURNING YOUR SUBMISSION

Please return this form to Masterton District Council, for the attention of Kylie Smith, by:

Scanning and emailing to: submissions@mstn.govt.nz

Posting to: Freepost 112477, PO Box 444, Masterton

Delivering to MDC at 161 Queen Street, Masterton; CDC at 28 Holloway Street, Carterton; or SWDC at 19 Kitchener Street, Martinborough

Submissions must be received by 4:30pm on Wednesday 15 May 2019.

COMMENTS

Please provide your feedback below. Please attach additional pages if more space is required.

ABOUT YOU

We would appreciate if you could answer the following questions as it helps us understand which sectors of our community are providing feedback. This information will not be made public with your submission. Only collated data will be reported to Council.

Gender

Male Female

Ethnicity

NZ European Māori Pacific Islander Asian Other

Age

Under 20 20-35 36-50 51-65 65+



Wairarapa [Class 4](#) Gambling and [Standalone](#) TAB
~~Board~~ Venues Policy

DRAFT

Policy Number:	
First Adopted:	
Latest Version:	
Adopted by:	
Review Date:	

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The Gambling Act 2003 (the Act) that came into effect on 18 September 2003 requires territorial local authorities to have in place a policy that:

- specifies whether or not class 4 venues (hereafter referred to as gaming machine venues) may be established in its district and, if so, where they may be located
- may specify any restrictions on the maximum number of gaming machines that may be operated at any class 4 venue (the Act established a limit of nine machines on gaming venues)
- specifies whether or not TAB stand-alone venues may be established in the district

The purpose of the Racing Act 2003 (the Act) is to provide effective governance

- arrangements for the racing industry; facilitate betting on galloping, harness, greyhound races, and other sporting events; and to promote the long-term viability of New Zealand racing.
- The Act requires territorial local authorities to have in place a policy that specifies whether or not TAB stand-alone venues may be established in the district.

1. Purpose

1.1. The purpose of the Wairarapa Class 4 Gambling and Standalone TAB Venues Policy is to:

- a) minimise the harm to the community caused by Class 4 gambling;
- b) have regard to the social impacts of gambling in the Wairarapa region, including the cumulative effect of additional opportunities for gambling in the district;
- c) control the growth of Class 4 gambling in the Wairarapa region; and
- d) ensure that Councils and their communities have influence over the provision of new Class 4 gambling and standalone TAB venues in the Wairarapa region.

1.2. This policy is made in accordance with the Gambling Act 2003 (s.101) and the Racing Act 2003 (s.65D).

2. Scope

2.1. This policy applies to Class 4 and standalone TAB venues in the Masterton, Carterton and South Wairarapa Districts (referred to collectively as the Wairarapa region).

3. When Council Consent is Required

3.1. Council consent is required before:

- a) A corporate society applies for a Class 4 Venue licence and a Class 4 Venue licence has not been held by any corporate society for the venue within the last six months.
- b) A corporate society increases the number of gaming machines that may be operated at a Class 4 Venue (this includes at a venue where clubs propose to merge).
- c) A corporate society changes the location of a venue to which a Class 4 Venue licence currently applies.
- d) The NZ Racing Board establishes a standalone TAB Venue.

4. Establishment of New Class 4 Gambling Venues

- 4.1. ~~No new Class 4 gambling venues may be established in the Wairarapa region subject to the following restrictions.~~
- 4.2. ~~The number of gaming machine venues operating or consented in the Wairarapa Region as of 1 January 2016 (14) will not be allowed to increase i.e. no additional new gaming machine venues will be permitted. There will be no consents granted for any new class 4 venue in Masterton, Carterton and South Wairarapa Districts except as provided for in clause 3.4. The effect in those districts is that if a venue ceases to operate gaming machines no new venue can take its place.~~
- ~~This will mean that Masterton will have a maximum of five venues, Carterton a maximum of three and South Wairarapa will have a maximum of six.~~
- 4.3. Gambling machine venues existing or consented as at 1 January 2016-2019 and not ceasing operations for any period longer than six months will be regarded as existing venues under this policy and will be granted consent to continue their operations automatically.

5. Merged Gambling Venues

- 5.1. Where two or more clubs merge, the combined club may:
- continue to operate existing venues;
 - operate on an existing single venue, which will be regarded as an existing venue ~~for the purposes of under this policy~~, subject to ~~section clause 47.4 of the policy~~; or
 - apply to the Council for a single new venue to be established, provided that all existing venues are closed, subject to ~~section 3-6 and clause 47.4 of this policy~~.
- ~~5.2. New Class 4 gambling venues may be established subject to compliance with the Wairarapa Combined District Plan, fee and application requirements, and the conditions set out under 3.0.~~

6. The ~~Relocation of New Class 4 Gambling Venues will be subject to the following conditions~~

- 6.1. Council may permit a Class 4 venue to re-establish at a new site where, due to extraordinary circumstances, the owner or lessee of the Class 4 venue cannot continue to operate at the existing site. Examples of such circumstances include, but are not limited to, the following:
- expiration of the lease;
 - acquisition of property under the Public Works Act 1981; or
 - site redevelopment.
- 6.2. ~~Any~~ Permission to ~~establish any new~~relocate a Class 4 venue ~~under this clause~~ will be subject to the following conditions:
- the gambling venue operator at the new site shall be the same venue operator at the site to be vacated;
 - the number of gaming machines permitted to operate at the new venue will not exceed the number permitted to be operated at the existing site, ~~with a maximum of nine machines as provided by Section 94 of the Gambling Act 2003.~~

- 6.3. A standalone TAB venue with gaming machines may be considered as an alternate venue if a Class 4 venue closed, subject to the conditions ~~in of~~ this policy ~~for Class 4 venues and conditions in the TAB Board Venue Policy.~~
- 6.4. ~~New~~ Class 4 gambling venues will not be permitted where the Council reasonably believes that:
 - a) the character of the district, or part of the district, for which the venue is proposed will be adversely affected; or
 - b) ~~where~~ there is likely to be an adverse effect on any kindergartens, early childhood centres, schools, places of worship, or other community facilities.
- 6.5. Except in the case of a standalone TAB venue, Class 4 gambling venues will not be approved outside premises authorised under the Sale and Supply of Alcohol Act 2012 to sell and supply ~~liquor alcohol~~ for consumption on the premise, and where the gaming area is designated as restricted and is visually and physically separated from family or children’s activities.

7. ~~Restriction on the Number of Gaming Machines that are permitted to operate at any venue or class of venue~~

7.1. No increase in the number of gaming machines currently operating or consented in the Wairarapa Region as of 1 January ~~2016~~ 2019 (~~188165~~) will be permitted.

Further to the provision above, ~~no additional new gaming machines will be approved in any district beyond the number operating as of 1 January 2016, i.e. the maximum number of gaming machines allowed in each district is detailed in the table below.~~

District	Maximum Gaming Machines Allowed
Masterton	<u>7864</u>
Carterton	45
South Wairarapa	<u>6556</u>

- 7.2. ~~In Masterton, Carterton and South Wairarapa Districts a~~Any gaming machine that is relinquished for a period of longer than six months may not be replaced on that site and may not be transferred to another site under any circumstances.
- 7.3. No venue may operate more than 18 gaming machines if existing at 17 October 2001 and not ceasing operations for any period longer than six months, or more than 9 machines if not existing prior to the 18 October 2001 or having ceased operations for any period longer than six months.
- 7.4. Where two or more club venues merge, the combined club may operate the lesser of 18, or the number of gaming machines both clubs operated immediately prior to the merger, ~~subject to section 2.4 and 5.1.6 of this policy, and section 97A of the Gambling Act 2003.~~

8. Standalone TAB Board Venues

- 8.1. [New standalone TAB venues may be established in the Wairarapa region.](#)
- 8.2. No new [standalone TAB Board](#) venue will be permitted where the Council [reasonably](#) believes that:
- a) the character of the district, or part of the district for which the venue is proposed will be adversely affected; or
 - b) ~~where~~ there is likely to be an adverse effect on any kindergartens, early childhood centres, schools, places of worship or other community facilities.

9. Applications

- 9.1. Applications must be made on the approved form and must provide:
- a) Name and contact details of the applicant.
 - b) Street address of the proposed or existing Class 4 gambling venue or [standalone TAB venue](#).
 - c) A scale site plan covering both gambling and other activities proposed for the venue, including any screening or separation from other activities proposed.
 - d) A copy of any certificate of compliance or resource consent required for the primary activity of the venue under the Wairarapa Combined District Plan.
 - e) [For Class 4 gambling venues only](#), evidence of the authority to sell or supply ~~liquor~~ [alcohol](#) for consumption on the premise under the Sale and Supply of Alcohol Act 2012.
 - f) For applications relating to the merging of two or more clubs, details of the number of machines operated at each venue immediately prior to merger and the number of machines intended to be operated at each site, as applicable.
- 9.2. To aid the Council in determining whether there is likely to be an adverse effect, all applications are required to be publicly notified and will include a social impact statement.
- 9.3. Applications will be determined by the Hearings Committee of the Council, which may receive submissions from the applicant and any interested parties at a public hearing.
- 9.4. [Applicants will be notified of Council's decision within 30 days after the application is received.](#)

10. Application Fees

- 10.1. Fees [for gambling consent applications](#) will be set by Council annually and will include consideration of the cost of:
- a) processing the application;
 - b) establishing and triennially reviewing the Gambling [and Standalone TAB Venues Policy](#);
 - c) the triennial assessment of the economic and social impact of gambling in the Wairarapa region.

11. Review of Policy

11.1. The policy will be reviewed every three years.

12. Definitions

Class 4 Gambling: Gambling that utilises or involves a gaming machine, as defined in the Gambling Act 2003 (s.30).

Class 4 Gambling Venue: A place to conduct Class 4 gambling.

Council: The Masterton, Carterton or South Wairarapa District Council.

Gaming Machine: A device, whether totally or partly mechanically or electronically operated, that is adapted or designed and constructed for the use in gambling, as defined in the Gambling Act 2003 (s.4). Commonly known as ‘pokie machines’.

Standalone TAB Venue: Premises that are owned or leased by the New Zealand Racing Board and where the main business carried on at the premises is providing racing or sports betting services under the Racing Act 2003.

Venue Licence: A Class 4 venue licence issued by the Secretary for Internal Affairs.

13. Related Documents

Wairarapa Combined District Plan
[Consent Application Form](#)

14. References

Gambling Act 2003
Racing Act 2003

15. Version Control

Date	Summary of Amendments	Approved By
2016	Minor updates	Masterton, Carterton and South Wairarapa District Councils
2019		

Appendix 2 – Assessing the Social Impact of Gambling in the Wairarapa Region



CARTERTON
DISTRICT COUNCIL



MASTERTON
DISTRICT COUNCIL

TE KAUNIHERA Ā-ROHE O WHAKAORI



SOUTH WAIRARAPA

DISTRICT COUNCIL

Assessing the Social Impact of Gambling in the Wairarapa Region

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This Social Impact Assessment has been completed by Masterton District Council on behalf of all three Wairarapa councils.

1. Introduction

The Gambling Act 2003 and Racing Act 2003 require all territorial authorities to have policies on Class 4 gambling and standalone TAB venues respectively.

Masterton District Council (MDC), Carterton District Council (CDC) and South Wairarapa District Council (SWDC) have had joint policies in place since 2003, to enable a consistent approach across the Wairarapa region.

Under the legislation, both policies are required to be reviewed within three years. The current policies were adopted in August 2016 and are therefore due for review by August 2019.

Council is required to consider the social impact of gambling within its district to inform the policy review. This Social Impact Assessment discusses the social impact of gambling in New Zealand and more specifically for the residents of the Wairarapa region.

2. Types of Gambling Covered by the Policies

2.1. Class 4 Gambling

The Gambling Act 2003 classifies gambling based on the amount of money spent and the risk of problem gambling associated with an activity. Classes of gambling range from Class 1 (low-stake, low-risk gambling) to Class 4 (high-risk, high-turnover gambling). Casino and Lotteries Commission gambling are treated as separate classes under the legislation.

Gaming machines in pubs and clubs (i.e. outside a casino) are defined as Class 4 gambling. Class 4 gambling may only be conducted by a corporate society and only to raise money for one or more of the following authorised purposes:

- charitable purpose;
- non-commercial purpose that is beneficial to the whole or a section of the community; or
- promoting, controlling, and conducting race meetings under the Racing Act 2003, including the payment of stakes.

Council can regulate the number of Class 4 gambling venues that can be established in the region and where they can be located, as well as the number of gaming machines that can be operated in the Wairarapa region.

2.2. Racing and Sports Event Gambling

The Racing Act 2003 facilitates gambling on galloping, harness and greyhound racing, and other sporting events. Racing and sports event gambling is delivered through the New Zealand Racing Board (NZRB).

The NZRB provides on-course services to licensed racing clubs at 65 racing venues throughout the country. Off-course gambling is available through telephone betting, internet betting, remote betting through Sky digital TV and through retail outlets such as pubs and clubs, self-service terminals and standalone NZRB venues (TAB venues).

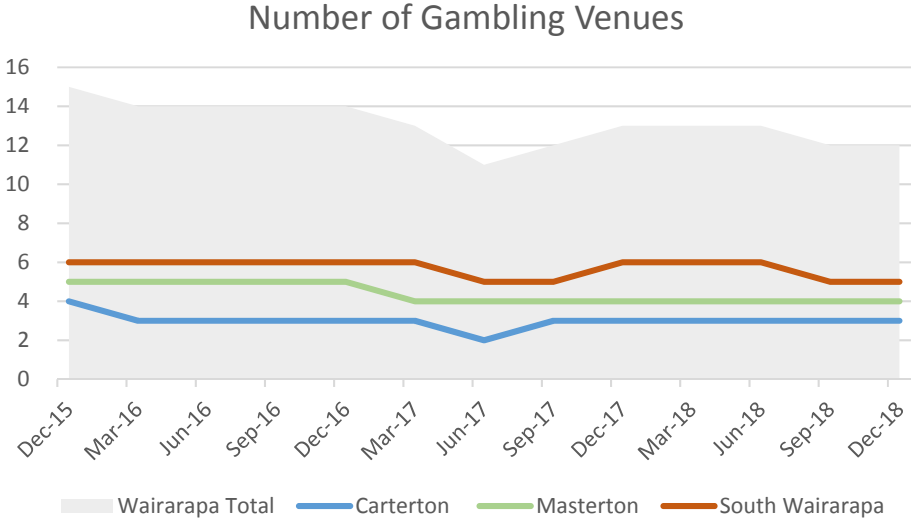
A TAB venue is a venue where the main business carried out is to provide racing or sports betting services. These are standalone venues and do not include TAB outlets or agencies that are additional activities of a bar or hotel.

Council can regulate the number of standalone TAB venues that can be established in the Wairarapa region and where they can be located.

3. Gambling Statistics

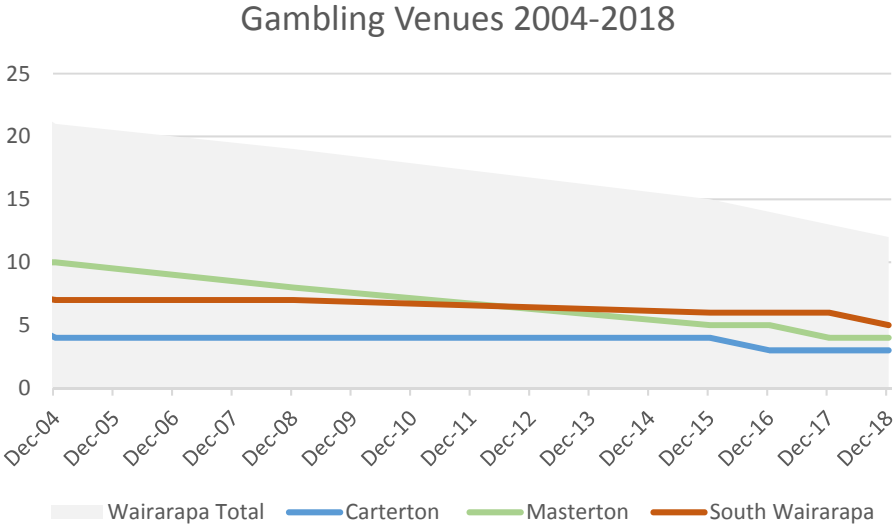
3.1. Gambling Venues

As at December 2018, the Wairarapa region has 12 gambling venues. Of these, three are in Carterton, four are in Masterton and five are in South Wairarapa.



The number of gambling venues has decreased by three (20%) since December 2015, with Carterton, Masterton and South Wairarapa each having one less venue.

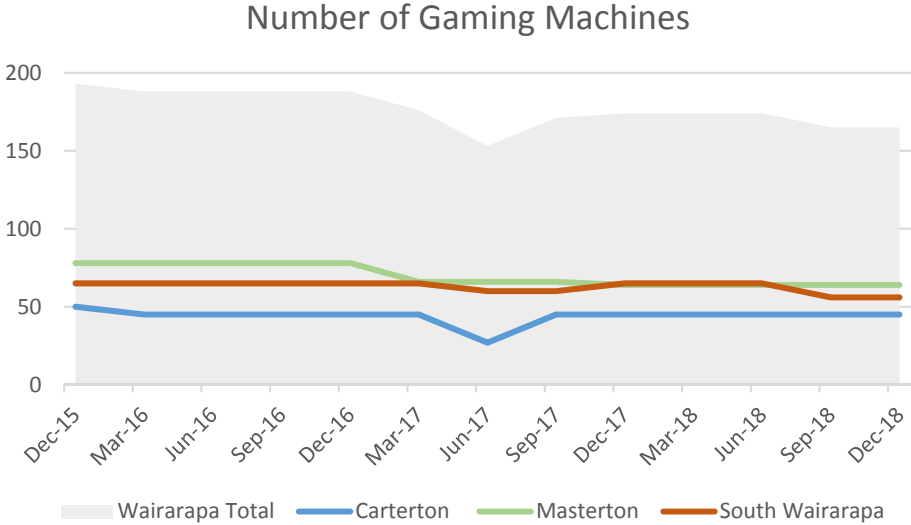
This continues the steady decline of gambling venues in the Wairarapa since a sinking-lid approach (i.e. no new Class 4 gambling venues permitted) was adopted in 2008. In 2008, there were 19 gambling venues in the region.



Each of the venues are within the central business district of the town it is located. A list of gambling venues and the number of gaming machines each operates is provided as Appendix 1.

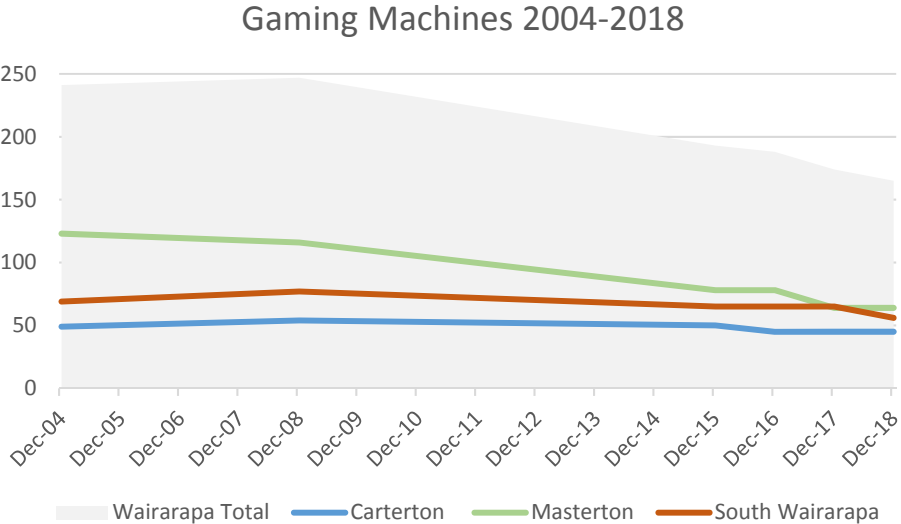
3.2. Gaming Machines

As at December 2018, the Wairarapa region has 165 gaming machines, a decrease of 28 (15%) since December 2015. Of the 165 gaming machines, 45 are in Carterton, 64 are in Masterton and 56 are in South Wairarapa.



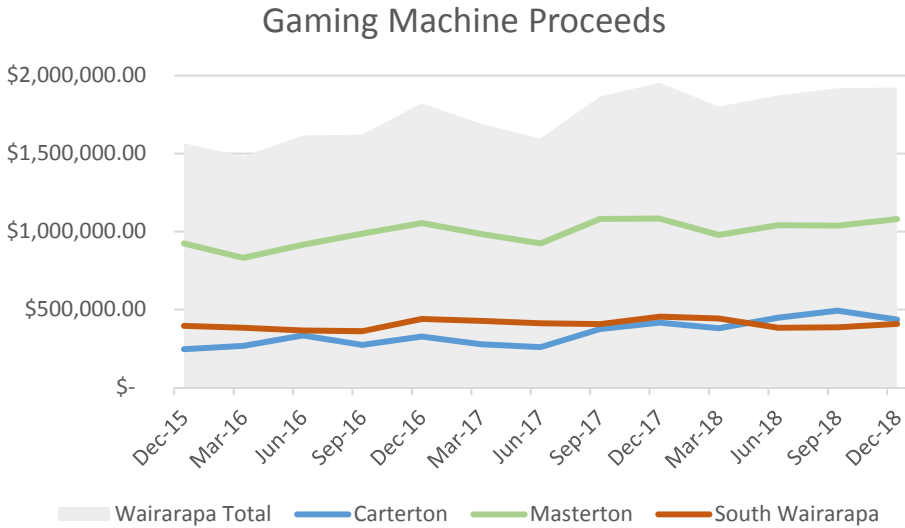
Each district has had a reduction in the number of gaming machines operating since December 2015, with Carterton decreasing by five (10%), Masterton decreasing by 14 (18%) and South Wairarapa decreasing by nine (14%).

As noted above, this continues the steady decline of gaming machines in the Wairarapa since 2008 when the sinking-lid approach was first adopted. In 2008, there were 247 gaming machines in the region.



3.3. Gaming Machine Expenditure

Despite the reduction in gambling venues and gaming machines, expenditure (i.e. the amount lost by players) on gaming machines has slowly increased since December 2015. For the quarter ending December 2018, gaming machine proceeds in the Wairarapa region were just over \$1.9m, an increase of \$358k (23%) compared to the same period in 2015.



The most significant shift was in Carterton, with expenditure in the December 2018 quarter at \$436k, a 77% increase compared to December 2015.

Masterton’s expenditure increased by \$156k (17%) over the same period, while South Wairarapa had a small increase of \$12k (3%).

The estimated Wairarapa adult population has increased by 6% over the period. Each district has had a similar level of population growth (i.e. 6% in Masterton and South Wairarapa and 7% in Carterton). This population increase may have had some effect on the levels of expenditure but is unlikely to have had a significant impact, particularly when considering Carterton’s increase. This suggests that either more people are using gaming machines, or that people are spending more.

3.4. TAB Venues

There are currently no standalone TAB venues in the Wairarapa region.

3.5. National Comparisons

The table overleaf provides a comparison of the number of gaming machines and expenditure levels in the Wairarapa region against the national average. Population figures are based on Statistics New Zealand’s 2018 estimates for the Wairarapa region’s adult population (i.e. people aged 15 years and over).¹

¹ Class 4 gambling is restricted to people aged 18 and over, however, the adult population figures referenced in this report include people aged 15 and over due to Statistic New Zealand’s reporting brackets. Adult population estimates for 2018 are: Wairarapa (36,920), Masterton (20,800), Carterton (7,570), South Wairarapa (8,550).

	Number of Gaming Machines/10,000 People as at 31/12/18		Gaming Machine Expenditure/Person for the year to 31/12/18		Gaming Machine Expenditure/Machine for the year to 31/12/18	
New Zealand	39		\$231		\$59,689	
Wairarapa	45	↑	\$204	↓	\$45,547	↓
Carterton	59	↑	\$232	–	\$39,039	↓
Masterton	31	↓	\$199	↓	\$64,650	↑
South Wairarapa	65	↑	\$190	↓	\$28,945	↓

Key: ↓ Below National Average ↑ Above National Average – Equal to National Average

This data indicates that overall, the Wairarapa region has slightly more gaming machines than other districts in New Zealand, but that the machines are not being used as much.

The expenditure per gaming machine is highest for Masterton, which suggests these machines are being used more extensively than those in Carterton and South Wairarapa.

4. Gambling Risk Profile

This gambling risk profile for the Wairarapa region has been defined using the local government resource developed by KPMG in conjunction with the Ministry of Health (MOH) in 2013.²

The following five known categories of gambling risk have been assessed:

- Prevalence: people in the region at risk of being problem gamblers;
- Density: the number of gaming machines per person and expenditure per person;
- Ethnicity: the percentage of the population who identify as Māori or Pasifika;
- Level of community deprivation; and
- Availability of intervention services in the district.

Each category has been scored based on its level of risk (1 = low, 2 = medium, 3 = high), which is multiplied by the weighting figure to give the category risk rating. The rating for each category has been added together to form an overall risk profile for the Wairarapa region, as provided below.

Category	Risk Score	Weighting	Risk Rating
Prevalence	3	2	6 (High)
Number of Gaming Machines per 10,000 people	1	1	1 (Low)
Expenditure per Person	1	1	1 (Low)
Māori	2	1	2 (Medium)
Pasifika	1	1	1 (Low)
Community Deprivation	2	1	2 (Medium)
Availability of Services	3	1	3 (High)
Overall Risk Rating			16 (Medium)

² KPMG & MOH (2013)

A risk score of 16 is considered medium risk, which according to the KPMG guidance, suggests the Wairarapa is best suited to a policy that restricts locations and/or numbers of gaming machines but may not need to go as far as having a sinking lid.

When looking at each district independently, Masterton and Carterton have a medium risk rating with scores of 16 and 14 respectively. South Wairarapa has a low risk rating with a score of 12. The categories where there is a difference in the level of risk for each district are prevalence (lower risk in South Wairarapa), Māori population and availability of services (both higher risk in Masterton).

Further detail on each of the categories is provided below.

4.1. Prevalence

This measure combines local intervention statistics with national gambling statistics to indicate the prevalence of gambling harm in the district.

According to the 2016 Health and Lifestyles Survey,³ approximately 186,000 New Zealanders experienced some level of gambling harm in that year. MOH data⁴ shows that in 2017-18, 10,555 people nationally received problem gambling treatment services. This means the national prevalence rate is approximately 5.7%.

In 2017-18, 116 people in the Wairarapa region received problem gambling treatment services. Of these, 97 were from Masterton, 16 were from Carterton and three were from South Wairarapa.

Using the KPMG formula, the prevalence rate for the Wairarapa is follows:

$$\left(\begin{array}{c} 116 \\ \text{Wairarapa} \\ \text{intervention clients} \end{array} \div \begin{array}{c} 5.7\% \\ \text{National} \\ \text{prevalence rate} \end{array} \right) \div \begin{array}{c} 36,920 \\ \text{Wairarapa adult} \\ \text{population} \end{array} = \begin{array}{c} 5.5\% \\ \text{Wairarapa region} \\ \text{prevalence rate} \end{array}$$

The number of intervention clients in the region (116) is divided by the national prevalence rate (5.7%). This indicates that approximately 2,035 people in the region may experience some level of gambling harm. Those 2,035 people are then divided by the Wairarapa region’s adult population (36,920) to find the region’s prevalence rate (5.5%).

Prevalence greater than 1.1% is considered high risk.

When broken down by district, the highest prevalence rate is in Masterton (8.2%), followed by Carterton (3.7%) and South Wairarapa (0.6%).

When compared against 10 district councils, which were chosen based on a similar sized adult population, the Wairarapa region’s prevalence rate was significantly higher than all but one. Nine of the comparison councils had a prevalence rate between 0.2% to 2.5%, while one had a rate of 7.7%.⁵

³ Health Promotion Agency (2018), p.14

⁴ Ministry of Health (n.d). *Intervention Client Data*.

⁵ The following district councils were used as a comparison: Ashburton, Gisborne, Kāpiti, Marlborough, Matamata-Piako, Selwyn, Taupō, Waimakariri, Whakatane, Whanganui.

4.2. Density

Gambling density is a measure of the opportunities available for people to gamble. Density is measured via the following two components:

- Number of Class 4 gambling machines per 10,000 people; and
- Expenditure per person.

The Wairarapa region has 45 gaming machines per 10,000 people. Having 75 or less gaming machines per 10,000 people is considered low risk.

Gaming machine expenditure per person in the Wairarapa region is \$204 per year. Expenditure of \$300 or less per person is considered low risk.

Refer to Section 3 above for further details on gaming machine numbers and expenditure.

4.3. Ethnicity

As at September 2018, an estimated 17% of the Wairarapa region's adult population identified as Māori or Pasifika.

	Māori	Pasifika
Wairarapa	5,510 (15%)	840 (2%)
Carterton	890 (12%)	120 (2%)
Masterton	3,520 (17%)	580 (3%)
South Wairarapa	1,100 (13%)	140 (2%)

When broken down by district, Masterton has a slightly higher percentage of people who identify as Māori or Pasifika, compared to Carterton and South Wairarapa.

The level of risk associated with ethnicity is broadly measured by the difference between the local population that identify as Māori or Pasifika, compared with the national average. As at September 2018, an estimated 14% of the national population identified as Māori and 7% identified as Pasifika.

The Wairarapa region's Māori population is slightly higher than the national average which is considered medium risk, while the Pasifika population is less than the national average which is considered low risk.

4.4. Community Deprivation

The New Zealand deprivation index ranks socioeconomic deprivation based on 2013 census information. The index takes into account a number of variables including:

- car and telephone access;
- receipt of means-tested benefits;
- unemployment;
- household income;
- sole parenting;
- educational qualifications;
- home ownership;
- home living space.

The scale runs from one to 10, with one representing least-deprived areas and 10 representing most deprived areas.

Based on the 2013 census, Masterton has a deprivation index of 6.5, while Carterton and South Wairarapa each have a deprivation index of 5.1.⁶

A community with a deprivation score between four to seven is considered moderately deprived, which is a medium risk.

4.5. Service Availability

Service availability refers to the number of intervention services available within the district that specialise in preventing and minimising gambling harm. The Wairarapa community has access to the following three services:⁷

- Salvation Army Oasis Centre (located in Masterton);
- Nationwide Gambling Helpline; and
- Nationwide Problem Gambling Foundation.

This equates to less than one service per 10,000 people, which is considered high risk.

5. Social Benefits of Gambling

Gambling can benefit New Zealand and local communities by way of community grants, providing employment opportunities and as a form of entertainment.

5.1. Community Grants

Under the Gambling Act 2003 and the Gambling (Class 4 Net Proceeds) Regulations 2004, all corporate societies that conduct Class 4 gambling are required to distribute 40% of their net proceeds to an authorised purpose.

There are two types of corporate society that operate gaming machines:

- those that apply funds to their own purposes (e.g. clubs); and
- those that make grants to other organisations for community purposes.

There is currently no requirement that proceeds from gaming machines are distributed within the community from which it derived. This means that not all proceeds from gaming machines that operate in the Wairarapa will necessarily be returned to the region. However, this also means that the Wairarapa region may benefit from proceeds of machines that operate in other districts.

Nationally, more than \$200m in gaming machine proceeds is returned to communities each year.⁸ The majority of this funding is distributed to sports organisations, and social and community service organisations.

In 2017-18, approximately \$2.9m was received by community organisations in the Wairarapa from the corporate societies that operate the region's gaming machines.⁹ The total value of grants is likely to be greater as it does not include grants received from corporate societies that don't operate in the Wairarapa region. There is also a likely broader benefit to the Wairarapa region from grants received by national organisations, though the value of this cannot be quantified.

⁶ Ministry of Business, Innovation and Employment (n.d.)

⁷ Ministry of Health (n.d.)

⁸ Department of Internal Affairs (2016), p.5

⁹ Sourced via grant distribution lists for Lion Foundation, One Foundation Ltd, Trust House Foundation, Trillian Trust and Pub Charity.

Despite the clear benefit of community grants, it should be considered alongside the \$7.4m lost by players in the Wairarapa region in 2017-18, considerably more than what is returned to the community.

5.2. NZRB Sports Contributions

NZRB makes a significant contribution to the development of sports in New Zealand through the commission paid to national sporting bodies for sports on which they take bets. NZRB's 2018 Annual Report noted that in 2017-18, the board paid commissions totalling \$10.2m to national sporting organisations across the country.

5.3. Employment

The existence of Class 4 gaming and sports and racing betting creates employment opportunities for the corporate societies administering the gaming machines, the venues operating them, and the servicing industries.

A survey undertaken in 2009 estimated that nationally there were 300 full-time equivalents (FTEs) directly employed by class 4 non-club corporate societies and 215 employees of external service providers and contractors also working for the corporate societies.¹⁰

NZRB's 2018 Annual Report noted that the Board directly employs around 863 personnel nationally.

5.4. Entertainment

Gambling is a popular form of entertainment, with approximately 2.7 million New Zealanders aged 15 years and over participating in some form of gambling in 2016.¹¹

Gambling is usually a harmless activity, from which most people who participate derive personal enjoyment and positive social effects. Research has shown that the more communal the gambling activity, the higher the level of fun and enjoyment.¹²

6. Social Costs of Gambling

Most people do not experience problems resulting from their gambling. However, for the minority that do develop a problem, the impacts can be far-reaching.

Problem gambling is particularly associated with gaming machines, due to the continuous nature of the activity that allows money to be quickly reinvested. Almost half of the people who received intervention services in 2016-17, identified gaming machines outside of casinos as their main gambling activity.¹³

The 2016 Health and Lifestyles survey,¹⁴ indicates that almost half (49%) of the people who played gaming machines in pubs or clubs at least once a month reported at least some level of risk of gambling harm.

¹⁰ KPMG (2013), p.19

¹¹ Health Promotion Agency (2018), p.12

¹² KPMG (2013), p.19

¹³ Sapere Research Group (2018), p.54

¹⁴ Health Promotion Agency (2018), p.14

The most prevalent forms of gambling harm are listed below:¹⁵

- **Personal impacts:** including elevated physical and mental health problems relative to the general adult population and, in extreme cases, suicide attempts and suicide.
- **Financial impacts:** on average, problem gamblers spend approximately 15 times more than non-problem gamblers per month on gambling.
- **Interpersonal impacts:** including relationship breakups and family neglect. Close family members of heavy gamblers are most often affected. In extreme cases, children of problem gamblers may be left with reduced access to necessities, including adequate housing, warmth and food.
- **Parenting impacts:** people who report having a parent with gambling problems are significantly more likely to experience gambling problems themselves, so problem gambling has the potential to have an impact on future generations.
- **Work and study impacts:** including lost time at work or study and in extreme cases, resignation or termination of a job or a course, due to gambling-related absenteeism or crime.
- **Criminal and legal impacts:** problem gambling has been linked to criminal activity, and studies have suggested that much of the crime goes unreported. Apart from the financial cost of gambling-related crime to organisations and individuals directly involved, there are often financial and other costs for problem gamblers who are convicted, and their families.

These impacts flow on to cause broader harm to communities, including but not limited to:¹⁶

- increased costs to the health system both in terms of treatment for gambling and costs associated with other medical conditions caused or exacerbated by gambling e.g. other addictions or stress-related illness;
- cost of providing services to assist people with emotional and psychological harm;
- increased reliance on both community and government provided welfare;
- costs to the family law courts and associated organisations;
- costs of caring for dependents no longer supported;
- perpetuation of poverty and welfare reliance from a generational perspective;
- costs to business relating to job turnover and absenteeism;
- direct costs of criminal activity in terms of the investigation of crime, costs to the judicial system, incarceration, probation, and parole; and
- financial and emotional cost to victims of crime.

¹⁵ KPMG (2013), p.20

¹⁶ Central Queensland University and Auckland University of Technology (2017), p. 128

7. Views on Gambling

The 2016 Health and Lifestyle Survey found that:¹⁷

- 60% of respondents believed that pokies in pubs and clubs are a particularly harmful gambling activity (compared to 68% in 2014 and 2010).
- 55% of respondents said some forms of gambling were socially undesirable.
- Of those who thought some forms of gambling were socially undesirable, 59% considered gaming machines at a pub or club to be socially undesirable (compared to 74% in 2010).
- 46% of respondents thought that raising money through gambling did more harm than good in the community;
- 43% of respondents said they had some degree of concern about the level of gambling in their community.

At the Waifest event on Waitangi Day 2019, the community was asked how they felt about the number of gambling venues and gaming machines currently operating in the Wairarapa region. Of the 54 responses:

- 59% said there are currently too many gambling venues, 35% said the current number is about right and 6% said there aren't enough.
- 69% said there are too many gaming machines, 26% said the current number is about right and 6% said there aren't enough.

Further views from the Wairarapa community will be sought during the consultation period on the proposed Wairarapa Class 4 Gambling and Standalone TAB Venues Policy.

8. Conclusion

The Wairarapa region experiences benefits from gambling operations in the region and nationally, associated with entertainment and employment opportunities, and significant amounts of community grants.

However, problem gambling is an issue in the Wairarapa region, which can result in significant negative impacts to the gambler, their family and friends, and the wider community.

In 2017-18, 116 people in the Wairarapa region sought help from problem gambling support agencies. Not all problem gamblers seek help, so the actual number of gamblers and family/friends who are experiencing harm from gambling in the Wairarapa region is unknown. Based on the national prevalence rate of 5.7%, there could be more than 2,000 people in the Wairarapa region that experience some level of gambling harm.

The analysis of the Wairarapa region's gambling risk profile suggests that the Wairarapa is best suited to a policy that restricts locations and/or numbers of gaming machines, but that these restrictions do not necessarily need to include implementing a sinking lid on numbers of venues or machines.

¹⁷ Health Promotion Agency (2018), p.16

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Appendix 1: Wairarapa Gambling Venues

Society Name	Venue	Address	Gaming Machines
Carterton			
The Lion Foundation 2008	Ev's Bar	3 Belvedere Road	9
One Foundation Limited	Marquis of Normanby	63 High Street	18
Trillian Trust	Royal Oak Hotel	321 High Street South	18
Masterton			
Trust House Foundation	Jackson Street Bar	20 Jackson Street	18
	Kuripuni Tavern	Queen Street South	18
	The Farriers	4 Queen Street	18
Wairarapa Services & Citizens Club Inc	Wairarapa Services & Citizens Club	20 Essex Street	10
South Wairarapa			
The Lion Foundation 2008	Empire Hotel	Johnston Street, Featherston	15
Trust House Foundation	Greytown Hotel	33 Main Street, Greytown	9
	Pukemanu Tavern	The Square, Martinborough	14
Pub Charity Ltd	Messines Bar & Restaurant	57 Fox Street, Featherston	5
South Wairarapa Working Men's Club	South Wairarapa Working Men's Club	120 Main Street, Greytown	13