



Hearings Committee *Te Komiti Whakatau Waeture*

Wednesday, 6 November 2024 *Rāapa, 6 Whiringa-ā-rangi 2024*

Room Tōtara, Council Chambers Civic Centre, 14 Commerce Street, Whakatāne commencing at 1:00 pm

> Chief Executive: Steven Perdia Publication Date: 1 November 2024

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1 Hearings Panel

1 Hearings Panel

Councillor Nándor Tánczos - Chairperson Councillor Tu O'Brien Councillor Julie Jukes

2 Hearing Process

2 ~12~Hearing Process~~(Cont.)



Whakatāne District Council

HEARINGS PANEL PROCEDURE

The Hearings Panel is set up to consider a range of consenting matters that require to be heard and decided by the Council. The Hearings Panel operates under delegated authority from the Council.

The applicant and the Council officer may speak and call evidence at the Hearing, either personally or through a representative.

What happens at the Hearing?

- 1. The Chairperson opens the Hearing and welcomes those in attendance. The Chairman will note the nature of the application, introduce the Hearings Panel members and Council officers, and briefly outlines the procedure.
- 2. The applicant presents his/her case to the Hearing Panel, either personally or through their representative. Witnesses/experts may be called as required. The Hearing Panel may ask questions.
- A Council representative, followed by other Council officers or experts/witnesses if appropriate, present their reports. The Hearings Panel may ask questions. The Chairperson will ask the Council officers whether they have any further comments to make in the light of the evidence or submissions presented.
- 5. The applicant has a right of reply to any matters raised at the Hearing. New matters may not be introduced.
- 6. The Chairperson closes the meeting.

What happens after the Hearing?

The Hearings Panel considers the application and evidence presented at the Hearing. If necessary, the Hearing Panel can reopen the Hearing to seek clarification or request further information.

A copy of the decision made by the Hearing Panel will be sent to the applicant and submitters. This will occur as soon as possible after the Hearing and can typically take up to 15 working days after the Hearing closes.

Page 1 of 2

2 ~12~Hearing Process~~(Cont.)



Whakatāne District Council

What is the formality during the Hearing?

The Chairperson may conduct the Hearing as they consider appropriate to enable the Hearings Panel to make an informed decision.

The following general rules will usually apply:

- 1. The Hearing is open to the public and will be recorded. If any material is to be presented that should be withheld from the public, the Panel will decide what section of the Local Government and Official Information Meetings Act 1987 will apply to withhold the information and proceed to hear that information or evidence in public excluded.
- 2. The Hearings process is quasi-judicial and all conduct in a Hearing should be appropriately respectful. In saying that, a Hearing will be run to avoid unnecessary formality following Councils Standings Orders.
- 3. During a Hearing, evidence may be presented from expert witnesses, but this is not given on oath.
- 4. There is no cross examination of any party or witness. Only the Hearing Panel may ask question any party or witness.
- 5. If any party wishes to seek clarification of a matter raised by another party, the request for clarification can be directed to the Chairperson of the Hearings Panel, who may, if considered appropriate, pursue the matter with the other party.
- 6. The Hearings Panel may request or receive advice.
- 7. The Council officer report is only a recommendation, and the Hearing Panel may reach a different decision.
- 8. The use of cell phones is not permitted during a Hearing.
- The Chairman may choose to adjourn the Hearing in order to receive additional advice or evidence or to allow the Panel to consider the matter and potentially reopen the Hearing if there are further matters to be considered with the parties.

October 2024

3 Reports - Ngā Pūrongo

3 Reports - *Ngā Pūrongo*

3.1 Whakatāne Return Serviceman's Associations Club (RSA) application for a Class 4 venue consent

11-	To:	Whakatāne District Council Hearings Panel
	Date:	Wednesday, 6 November 2024
WHAKATĀNE	Author:	C Redaelli / Manager Community Regulation
District Council Kia Whakatāne au i ahau	Authoriser:	D Bewley / General Manager Development & Environment Services
	Reference:	A2776460

1. Reason for the report - *Te Take mo tenei ripoata*

On 2 July 2024, the Whakatāne Returns Servicemen's Association (RSA) operating as the Whakatāne RSA Inc., advised Council that its Class 4 Operators Licence had expired pursuant to the Gambling Act 2003 (the Act). This relates to the continued use of 18 gaming machines located within the RSA premises.

The Department of Internal Affairs (DIA) requires the RSA to apply for both a new Class 4 Operators Licence and a new Class 4 Venue License. As a result of this new application, the Club needs to provide a Territorial Authority (TA) consent as part of its application for these new licences.

This report is seeking a decision from Council, through a delegation to the Hearings Panel, to grant or not grant a new consent for the continued operation of up to 18 gaming machines presently located in the Whakatane RSA. The Council can also consider imposing a condition specifying the maximum number of machines allowed on site.

2. Recommendation - Tohutohu akiaki

- 1. THAT the Whakatāne Return Servicemen's Association Club Class 4 Venues Consent report be received; and
- 2. THAT pursuant to Section 100 of the Gambling Act 2003, the Hearings Panel, on behalf of the Whakatane District Council, **grants** consent to the Whakatane RSA Inc. to continue to operate a maximum of 18 Class 4 gambling machines on its premise at 13-21 Richardson Street, Whakatane.

3. Background - *He tirohanga whakamuri*

The Whakatāne RSA Inc. has had 18 Class 4 gambling machines operating from its premise at 13 -25 Richardson Street, Whakatāne for many years. The site is located in the Town Centre Zone (formerly Business Centre Zone) in the District Plan.

3.1 Whakatāne Return Serviceman's Associations Club (RSA) application for a Class 4 venue consent(Cont.)

Through an administrative error of not submitting required renewal forms within six months of 1 July 2023, the RSA has inadvertently let its venue licence expire. Consent is now required for a new consent, with the application to be judged against the Whakatāne District Councils Gambling Venues Policy (Class 4 venue and TAB venue) (the Policy) and the provisions of the Gambling Act 2003.

Under section 101 of the Gambling Act 2003, the Whakatāne District Council is required to have a policy on class 4 venues. The current policy was reviewed and adopted in May 2022 and is required to be reviewed every three years. The next review will start beginning of 2025.

4. Discussion - Kaupapa

The Whakatāne RSA has operated 18 gaming machines since before the establishment of the Gambling Act 2003. The RSA did not require consent from Council when the Act was introduced as section 32 allowed existing gaming machine licences to be treated as a class 4 operators licence.

The RSA's primary purpose is to provide support to both retired and serving military personnel and their families. Their influence on our community extends beyond these original parameters, such as ANZAC day commemorations and support for service men and woman, to also include:

- Hosting community groups that do not have their own venue such as Rotary.
- A space for disability groups to gather and socialise.
- Providing space during the annual blood bank drives.
- Financially contributing towards members glasses, hearing aids, wet rooms (bathrooms) and heating sources for homes.
- Providing funding for firewood for those members under financial constraint.
- Helping fund and support the RSA's of Samoa and Rarotonga.
- Make yearly presentations to retirement villages.
- Participate and sponsor end of senior year school prize giving ceremonies.

The expiration of the RSA licence appears to have been an honest mistake through simply not submitting required forms by 1 July 2023. The RSA continued to pay their fees to the Department of Internal Affairs for nearly 12 months before it was brought to their attention that they had let their license expire. It is ultimately the responsibility of the RSA to remain compliant with its licencing obligations under the Gambling Act 2003.

It is understood that the revenue from the machines is a major source of income for the RSA and helps keep it financially afloat. The applicant may wish to elaborate at the hearing on the relationship between this revenue source and the overall financial viability of the RSA.

There is no evidence to suggest the RSA has been found in breach of its responsibilities under this legislation. We are unaware of any public order issues associated with the operation of the gambling machines from this venue.

4.1. Gross Machine Profit (GMP)

The latest DIA statistics (30 June 2024), state the district currently has 11 venues operating 179 machines. However, as the RSA is currently not operating its 18 machines, this means there are currently 161 machines operating in the district.

3.1 Whakatāne Return Serviceman's Associations Club (RSA) application for a Class 4 venue consent(Cont.)

In addition, DIA publish gross machine profit (GMP)<u>f1</u> by district on a quarterly basis. It shows that for the last financial year (2023/24), the 11 venues in the Whakatāne District generated \$12.7M. This compares to \$13.2M in 2022/23 and \$11M in 2012/22.

This revenue is collected by Gaming Trusts that own the machines. Venues are able to claim back up to 16% of GMP for maintenance and operational costs, but they cannot legally profit from it. Gaming Trusts are required to distribute 40% of GMP to community groups through authorised purpose grants, while up to 16.43% can be retained to cover administrative expenses. The Government takes 23% as gambling duty and 1.5% is allocated to the problem Gambling Levy, which the Ministry of Health uses to fund research and treatment services for gambling related issues.

Overall, community groups benefit by about \$5m from the 2023/24 figures for the Whakatāne District, although records from 2018 to 2020 (last available figures) show less than 20% of GMP from the Whakatāne District being redistributed back into the Whakatāne community.

The DIA do not publish individual venue GMP results.

Within New Zealand, there has been a gradual reduction in the number of venues and gaming machines:

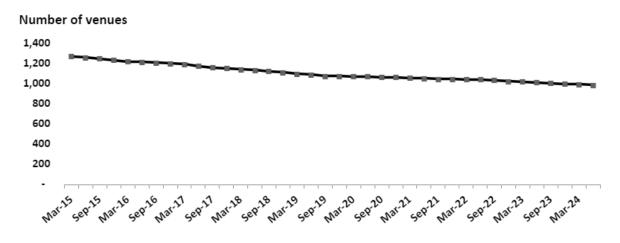
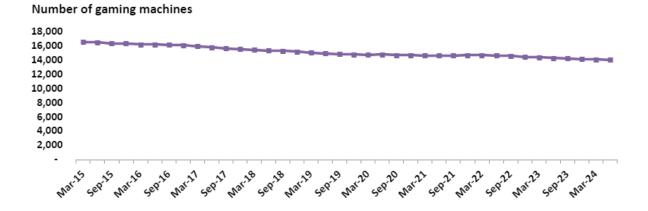




Figure 2: Number of gaming machines in New Zealand



3.1 Whakatāne Return Serviceman's Associations Club (RSA) application for a Class 4 venue consent(Cont.)

4.2. Policy Context

4.2.1. Gambling Venues Policy

The Gambling Venues Policy 2022 is attached as Appendix 1. The objectives of the policy are:

- To control the growth of gambling.
- To prevent and minimise the harm caused by gambling, including problem gambling.
- To reduce the exposure of under 18's to gambling.
- To reduce the total number of licensed gaming machines in the district; and
- To facilitate community involvement in decisions about the provision of gambling.

The policy states that Council will not grant consent for any <u>new</u> class 4 venues to be established and will not grant consent to any new gaming machines in any existing class 4 venue in the Whakatāne District. It is possible to relocate machines and to merge facilities under the policy.

The policy recognises the Whakatāne RSA as an "existing Class 4 venue" by listing it in Appendix A of the policy. It is listed as having 18 gaming machines in operation and being licensed to have a maximum of 18 machines.

The 'sinking lid' approach of the policy seeks to reduce the number of machines located in the district. This is achieved by existing venues closing down and their gaming machines no longer being in operation. This has been a consistent policy direction since the first Gambling Policy was adopted by Council in March 2004.

During the development of the 2022 Policy, the Council moved away from a set target number of machines by not setting a fixed cap. This was to prevent any new machines or venues being established, and to see a reduction in the number of machines across the district.

4.2.2. Assessment against the Gambling Venues Policy

As a new consent is required for the RSA to continue to operate its 18 gaming machines, this means the consent must be assessed against the provisions on the Councils Gambling Venue Policy and the Gambling Act 2003.

The policy does not directly state the Councils position when a new consent is required for an existing venue through an administrative error. As such, legal advice was sought from Brookfield's to assist with the interpretation of the policy and the Act. The advice received is that:

- The RSA's licence has lapsed, and they are required to make application for a new licence with the DIA and require Territorial Authority consent.
- The RSA has not closed down and has never stopped trading and is open to its members. As such their request for a consent is not for a new venue but an already established venue. The issuing of a consent would not be creating "another" venue. It is consistent for the RSA to be treated as an existing venue rather than a new venue in relation to the Policy.
- Given that the Policy both recognises the RSA as an existing venue and allows for it to have up to 18 gaming machines, it was considered it would be in accordance with the Policy for the Council to issue a consent for the RSA to operate with 18 gaming machines. The granting of this consent would not in itself entitle the RSA to operate that number. Section 92 of the Act recognises that a venue that operated before 17 October 2001 could operate with a maximum of 18 machines. For venues established after this date, the maximum number is 9 machines.

3.1 Whakatāne Return Serviceman's Associations Club (RSA) application for a Class 4 venue consent(Cont.)

The Council can give its consent to have the full 18 machines, but that does not mean that the DIA will grant a licence for that amount. The RSA can no longer rely on s92 of the Act, so the 9 gaming machine limit will apply unless the RSA obtains ministerial approval. Importantly, if the Council only grants its consent for up to 9 gaming machines, the RSA will not be able to meet the requirements for a Ministerial approval for up to 18 machines. In order to permit more than 9 machines, the Minister has to be satisfied that the Council has given consent and that the conditions relating to the number of gaming machines in the consent are consistent with the approval being sought.

5. Options analysis - *Ngā Kōwhiringa*

Several options have been identified in relation to this report which are outlined in detail below.

5.1. Option 1: To grant new consent for a maximum of 18 machines

This option is a continuation of the operating environment for the RSA over many years.

Advantages

- This option recognises that the RSA is listed as an existing venue in the Policy operating 18 gaming machines.
- It recognises that this situation arose through an administrative error rather than a serious breach of the licence or through increased societal harm (as far as this can be identified through use).
- It recognises the broader value that the RSA plays in our community and that it is different in that regard to other commercial business listed in Appendix A to the Gambling Policy.
- It is understood that the Club relies on revenue from the 18 gambling machines to stay financially sustainable under its current operating model.
- It allows the RSA to apply to the Minister to operate more than nine machines.
- The Whakatane RSA is located in the Town Centre Zone (formerly the Business Centre Zone).

Disadvantages

- Currently, the RSA does not have a current licence to operate its 18 gaming machines, and a strict interpretation of the Policy would suggest this option is inconsistent with the "sinking lid" approach in the Gambling Venues Policy.
- It is uncertain whether this option is consistent with some of the objectives of the Policy. It is inconsistent with the fourth and fifth objectives of reducing the total number of licensed gaming machines in the district, and public engagement as the Act or the Policy does not prescribe a public process when assessing an application for a new consent.
- The assumption of the Gambling Venues Policy is that a reduction in gaming machines leads to less harm from problem gambling. Therefore, the counter factual is that allowing the 18 machines to continue operating may not decrease harm from gambling machines.

5.2. Option 2: To grant a consent with conditions, that could include a maximum number of machines that is less than 18 machines

This option would grant a consent but for less than 18 gaming machines. If this option is preferred, it is logical that nine machines be granted as that is consistent with the permitted number for a new venue pursuant to s93 of the Act.

3.1 Whakatāne Return Serviceman's Associations Club (RSA) application for a Class 4 venue consent(Cont.)

Advantages

• This option balances the importance of the gaming machines for the RSA and the convenience for members of the RSA, with the "sinking lid" approach in the Gambling Venues Policy.

Disadvantages

• Depending on the maximum number of machines that would be consented under this option, it will constrain or prevent the ability of the RSA to apply to the Minister for additional gambling machines above nine.

5.3. Option 3: To decline consent

This option would mean the Council would decline the application for a new class 4 licence and would see the current reduced number of gambling machines in the district retained at 161 machines.

Advantages

• This option is consistent with the objective of the Gambling Venues Policy to reduce the number of gaming machines in the district over time. Specifically, the fourth objective to reduce the total number of licensed gaming machines in the district.

Disadvantages

- This option gives no weight to the purpose of identifying existing venues in Appendix A of the Policy.
- This option gives little weight to the distinction between existing and new venues and the language of the Policy which makes this distinction.
- This option fails to recognise the administrative error that has resulted in the need for a new consent.
- This option reduces revenue for the RSA that may have broader implications for the Club.

While Option 2 could be seen to be most consistent with the Policy and the Act, Option 1 is preferred because:

- It recognises the administrative error made and that the need for an application is not based on poor or mismanagement by the Whakatāne RSA.
- It is consistent with the Gambling Venues Policy as it acknowledges and provides for the Whakatāne RSA to have 18 machines, which this option seeks to restore that number of machines.
- The location of the Whakatane RSA meets the intention of the policy for such venues to be centrally located in the Whakatane town centre, and a reasonable distance from sensitive uses, such as educational facilities, medical centres, community facilities, places of worship WINZ offices and marae. The RSA is located close to the NZ Income Support Services office (120m) and a medical facility (110m) although both facilities were established after the RSA opened.
- It allows the RSA to apply to the Minister for approval to operate more than 9 machines, recognising that the overall number of machines permitted to operate from a site is more of a focus for the Minister than the Council. The information required to accompany an application focus on the appropriateness of the venue and its location relative to sensitive activities, and other local factors in its decision making. The Act, and not the Policy, provides the basis for the final approval of the number of machines that can operate from a single venue.

3.1 Whakatāne Return Serviceman's Associations Club (RSA) application for a Class 4 venue consent(Cont.)

6. Significance and Engagement Assessment - Aromatawai Pāhekoheko

6.1. Assessment of Significance

The following criteria are of relevance in determining the level of significance:

- Level of community interest: the expected level of community interest is moderate, reflecting the value of the RSA to the community and the aims of the Gambling Venues Policy. However, the Act and the Policy do not prescribe a public process to enable submissions to be received.
- Level of impact on current and future wellbeing: the expected level of adverse impact on the current and future wellbeing of our communities or district is moderate. The Policy assumes that harm from gambling is proportionate to the number of machines in the district. With more online gambling, and the management of a venue and its clientele being important factors, it is arguable whether the total number of machines in a district is a fair proxy for harm, although it is accepted that accessibility and the distribution of gaming machines is a factor.
- **Financial impact:** The RSA is invited to address this matter. The machines cannot legally be operated at the moment, so the financial impact is being realised by the RSA. It is noted that there are 91 other machines in the Whakatāne town centre and a further 18 machines in Kopeopeo.
- **Consistency:** As outlined above, whether the consent is consistent with our Policy or not is the crucial consideration in the paper.
- **Reversibility:** The decision once made is effectively irreversible for the RSA. However, the Policy will be reviewed by May 2025 and the outcome of that process is unknown.
- Impact on whānau/hapū/iwi: This is difficult to determine. The last social impact assessment notes that the Health and Lifestyle survey conducted in 2020 found that Māori had slightly higher participation rates in electronic gaming machines and TAB venues than other ethnic groups, but lower participation at lotteries. Māori are more likely to be moderate risk/problem gamblers compared with people of European/other ethnicity...". (page 10)

In summary, it is concluded that the level of significance in this case is moderate.

6.2. Engagement and community views

The application is being processed under the provisions of the Gambling Act 2003, which does not prescribe a public process associated with Council determining a territorial authority consent. The Gambling Venues Policy does not prescribe a public process either.

The Policy has the following objective:

To facilitate community involvement in decisions about the provision of gambling.

This is limited to the development of the Policy itself rather than the implementation of individual licence decisions.

7. Conclusion - *Kupu whakamutunga*

It is considered that consent can be granted to the Whakatāne RSA for a new territorial authority consent for a maximum of 18 machines.

3.1.1 Appendix 1: Application by the Whakatane RSA

This recognises that a new consent can be given for an <u>existing</u> venue that is listed in the Gambling Venues Policy 2022, and the RSA meets that criterion. The Policy relies on the term "existing venue" when referring to organisations that have or had current license on the commencement of the current Policy. These organisations were listed in an Appendix to the Policy and can therefore be considered part of the Policy.

There is no evidence to suggest the Whakatāne RSA has ever permanently closed. It has just become unlicensed under the Gambling Act and the gambling activities within its premise have stopped while they make application for the correct licences.

By reconsenting 18 machines, the Council enables the RSA to apply to the Minister to approve more than nine machines otherwise provided for by the Act. If this does not happen, then the RSA cannot make an application to the Minister.

While it is recognised that the Policy is seeking to reduce the total number of gambling machines in the district over time, it is considered reasonable to acknowledge that this application is only necessary because of an administrative error and is not reflective of the management or clientele of the RSA in relation to its attitude and responsibility to reducing harm through problem gambling. In the circumstances, this is considered a fair and reasonable approach.

It is understood that declining consent would have serious implications for the RSA, and that may have broader implications on the ability of the RSA to support the people and groups it currently can support. In saying that, it is not justification on its own for approving a consent for 18 machines.

Finally, it is noted that ultimately the RSA is responsible for ensuring it remains compliant with its licencing obligations under the Gambling Act 2003.

Attached to this report:

- Appendix 1: Application by the Whakatane RSA
- Appendix 2: Gambling Venues Policy 2022
- Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District

3.1.1 Appendix 1: Application by the Whakatane RSA

Hearings Committee - AGENDA

3.1.1 Appendix 1: Application by the Whakatane RSA(Cont.)

WHAKATĀNE District Council

CLASS 4 GAMBLING VENUE OR BOARD VENUE APPLICATION FOR TERRITORIAL AUTHORITY CONSENT

In accordance with the Gambling Policy (Class 4 Venue and Board Venue), and Section 99 of the Gambling Act 2003, and Section 65B of the Racing Act 2003

Full Name of Society/T	rust	Whakatane RSA hc.			
Postal Address					
Contact Person		Tania Kina	Position	General Mana	
Telephone Number			Fax		
Email Address					
2. DETAILS OF VENUE		7			
Name of Venue		Whakadase	RSA		
Street Address (State the address on to gambling venue licence is no existing licence, th address as is listed on to premises licence)	e, or if there he same	Whakatane 13-21 Richa	indson Stree	t.	
Contact Person		Jania King	Position	GM	
Telephone Number		Tanici King: As above.	Fax		
3. NUMBER OF GAM	NG MACHIN	ES IN THE VENUE			
Current Number	18		Proposed Number	18	
4. DETAILS OF ALCOH	IOL LICENCE	S) APPLYING TO THE VENUE (NO	T APPLICABLE TO BOARD	VENUES)	
Licence Number(s)	25A	(Club) 20037	2023		
Licence Type	clu	6 licence			
Expiry Date	20 February 2027				
Applicant's signature:	atar	ethis_30 ⁴⁴	day of Tuly	<u>20</u> \$74.	

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3.1.1 Appendix 1: Application by the Whakatane RSA(Cont.)

LL APPLICATIONS FOR CONSENTS MUST BE MADE ON THE APPROVED FORM AND MUST PROVIDE:	Checklist
 Evidence of a police clearance for owners and managers of the venue 	
 A copy of the proposed Gambling Harm Minimization Policy and staff training programme 	
 An audited 12-month business plan or budget for the establishment, covering both gambling and other activities proposed for the venue 	
 A site plan covering both gambling and other activities proposed for the venue, including details each floor of the venue 	of 🗌
 Details on the distance of the proposed venue to the nearest parcels of land with sensitive uses a defined by Section 12 of the Gambling Policy (Class 4 Venue and Board Venue). 	as 🗍

VENUE CONSENT FEES

Application fee*	Charge (including GST)
Existing Venues	\$455.00
New Venues	\$555.00
Hearing Costs	\$185.00 per hour
Monitoring Fee	Charge (including GST)
Annual Charge	\$35.00 per machine

* The fee includes a total of three hours to process an application. Additional time will be charged out at a rate of \$110.00 per hour. Any incidental charges (such as advertising or legal costs for example) will also be charged to the applicant).

FOR OFFICE USE ONLY				
Customer Ser	vices Use	Licensing Officer Use		
Amount Paid	455	Date Completed		
Receipt Number	24542	Consent Granted	YES	NO
Date Paid		Licensing Officer Name		
GL Code	LIGV/20 10 12 1310	Licensing Officer Signature		

Whaketane District Council



Hearings Committee - AGENDA

3.1.1 Appendix 1: Application by the Whakatane RSA(Cont.)

Restaurant Aain Undesignated ZI Restricted Bar (dal) Lounge Supervised Dance Floor

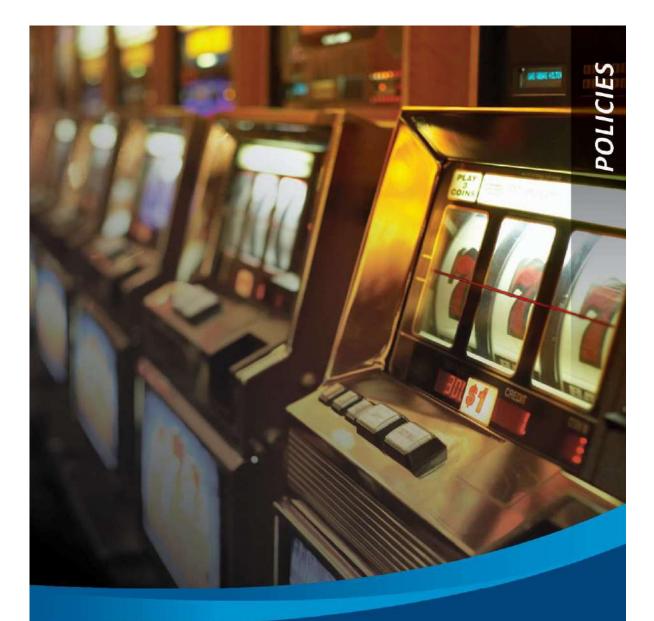
Hearings Committee - AGENDA

3.1.2 Appendix 2: Gambling Venues Policy 2022

3.1.2 Appendix 2: Gambling Venues Policy 2022

Hearings Committee - AGENDA

3.1.2 Appendix 2: Gambling Venues Policy 2022(Cont.)



Gambling Venues Policy Te Kaupapa Here Whare Petipeti (CLASS 4 VENUE AND TAB VENUE)

Adopted: 19 May 2022 Commences: 19 May 2022 Review Date: May 2025

whakatane.govt.nz



3.1.2 Appendix 2: Gambling Venues Policy 2022(Cont.)



Gambling Venues Policy

(CLASS 4 VENUE AND TAB VENUE)

1.0 Introduction – Kupu arataki

The Gambling Act 2003 requires the Whakatāne District Council (the Council) to have in place a policy that:

- Specifies whether or not Class 4 venues¹ may be established in the territorial authority district and, if so, where they may be located;
- May specify any restrictions on the maximum number of gaming machines² that may be operated at a Class 4 venue; and
- May include a relocation policy.

The Racing Industry Act 2020 requires territorial authorities to adopt a policy on TAB venues³. The TAB venues policy must:

• Specify whether or not TAB venues may be established in the district and, if so, where they may be located.

Both policies must be reviewed every three years in accordance with the special consultative procedure prescribed in the Local Government Act 2002. In adopting both a Class 4 venues policy and a TAB venues policy, the Council must have regard to the social impact of gambling within the Whakatāne District (the District). A social impact assessment was undertaken in 2021, and informed the development of this policy.

This Whakatāne District Council Policy covers both Class 4 venues and TAB venues and can be referred to as the Gambling Venues Policy.

Role of Council – Te mahi a te Kaunihera

One of Council's key roles is to ensure community input into decisions about the provision of gambling in their area. This is done through developing this policy, and then applying the policy when assessing applications for consent for new licences, new machines, and the merger of clubs. While Councils can issue consents for these applications, it is the Department of Internal Affairs (DIA) which is responsible for issuing venue and operator licences, and the monitoring and enforcement of those licences.

² Refers to a Class 4 non-casino gaming machine in pubs and clubs, also referred to as "pokie machines".
 ³ The Racing Industry At 2020 specifies that a "TAB venue" means the premises that are owned or leased by TAB NZ and where

^o The Racing Industry At 2020 specifies that a "TAB venue" means the premises that are owned or leased by TAB NZ and where the main business carried on at the premises is providing racing betting or sports betting services.



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¹ A venue that is licensed to operate Class 4 gaming machines. The Act categorises gambling activities according to their intensity and potential for harm. Class 4 gambling (gambling using non-casino gaming machines) is the highest-risk form of gambling outside of a casino. Racing and sports betting, which are covered by the Racing Act 2003, do not fall within this classification system.

3.1.2 Appendix 2: Gambling Venues Policy 2022(Cont.)



Gambling Venues Policy

(CLASS 4 VENUE AND TAB VENUE)

2.0 Policy objectives – Ngā whāinga

The objectives of this policy are to:

- a) To control the growth of gambling; and
- b) To prevent and minimise the harm caused by gambling, including problem gambling; and
- c) To reduce the exposure of under 18's to gambling; and
- d) To reduce the total number of licenced gaming machines in the district; and
- e) To facilitate community involvement in decisions about the provision of gambling.

3.0 Establishment of Class 4 venues – Te whakatūnga o ngā Whare Ropū 4

Council will not grant consent for any new Class 4 venues to be established in Whakatāne District.

To meet the policy objectives in Section 2.0, this means that when an existing venue closes the Council will not give consent for another to be established.

4.0 Establishment of TAB venues – Te whakatūnga o ngā Whare TAB

Council will not grant consent for any new TAB venues to be established in Whakatāne District.

5.0 Number of gaming machines – Te nama o ngā pūrere petipeti

Council will not grant consent to any new gaming machines in any Class 4 venue in Whakatāne District.





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3.1.2 Appendix 2: Gambling Venues Policy 2022(Cont.)



Gambling Venues Policy (CLASS 4 VENUE AND TAB VENUE)

6.0 Relocation of existing Class 4 gambling venues and machines – Te whakanekenga o ngā whare petipeti me ngā pūrere petipeti Rōpū 4 e tū nei

Under exceptional circumstances, such as but not limited to natural hazards, climate change, and fire, Council may use its discretion to allow Class 4 gaming machines to be relocated.

In making this decision, Council will weigh the following factors:

- a) The underlying zoning of the proposed location;
- Proximity to land with a sensitive use (education facilities, medical centres, community facilities, places of worship, WINZ offices and marae);
- c) Proximity to ATMs and existing Class 4 venues; and
- d) The Deprivation Index of the proposed location.

7.0 Clubs intending to merge – Ngā karapu e takune ana ki te hono

The Council will issue a consent for two or more clubs holding existing Class 4 venue licences to merge physically and legally into a single club, provided:

- the place where the two venues that are being merged to holds a current Class 4 venue licence; and
- the maximum number of machines allowed to operate will be the sum of the number of gaming machines specified in all the corporate societies' Class 4 Venue licences at the time of application, or 18 machines, whichever is the lesser.

An applicant for the Council's consent under this policy must provide information as detailed in section 8 of this policy, and in addition must:

- a) Meet any requirements specified in this policy; and
- a) Meet the fee requirements specified in the Council's fees and charges schedule; and
- b) Comply with regulations set out in the Gambling Act 2003.

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3.1.2 Appendix 2: Gambling Venues Policy 2022(Cont.)



Gambling Venues Policy

(CLASS 4 VENUE AND TAB VENUE)

8.0 Applications for consents – Ngā pukatono mō ngā whakaaetanga

Any application for consent under section 6.0 of this policy must be made on the approved form and must provide:

- a) Name and contact details of the applicant; and
- b) Street address and legal description of the current and proposed venue location; and
- c) Copy of the existing Class 4 venue licence, confirming the current number of machines licensed to be operated; and
- Details about the venue operator, including evidence of a police clearance for owners and managers of the club/venue, ownership of the premises, nature of the businesses operated from the premises; and
- e) Evidence of proximity to land with a sensitive use (education facilities, medical centres, community facilities, places of worship, WINZ offices and marae); and
- f) Evidence of proximity to the nearest ATMs and existing Class 4 venues; and
- g) Evidence of the Deprivation Index of the proposed location; and
- b) Details of Host Responsibility policies and procedures, including a copy of the Gambling Harm Minimisation Policy and staff training programme for the venue; and
- i) An audited 12-month business plan or budget for the establishment, covering both gambling and other activities proposed for the venue, clearly distinguishing the percentage of revenue to be derived from both gambling and other activities proposed for the venue, showing that the venue is clearly not to be used primarily for operating gaming machines; and
- A site plan covering both gambling and other activities proposed for the venue, including details of each floor of the venue, and location and number of gaming machines; and
- k) Details of alcohol licence(s) applying to the premises; and
- I) Details of any police attendance for public order issues at the existing venue; and
- m) Evidence of compliance with the Whakatāne District Plan, or a copy of the necessary Resource Consent.

All applications for consent under section 7.0 of this policy must be made on the approved form and must provide:

- a) Name and contact details of the applicant clubs; and
- b) Street address and legal description of the venue the clubs plan to merge to; and
- c) Copies of the existing Class 4 venue licences held by all the merging clubs, confirming the current number of machines licensed to be operated in the merging club's venue; and
- d) Details about the venue operator, including evidence of a police clearance for owners and managers of the club/venue, ownership of the premises, nature of the businesses operated from the premises; and
- e) Details of Host Responsibility policies and procedures, including a copy of the Gambling



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3.1.2 Appendix 2: Gambling Venues Policy 2022(Cont.)



Gambling Venues Policy

(CLASS 4 VENUE AND TAB VENUE)

Harm Minimisation Policy and staff training programme for the venue; and

- f) An audited 12-month business plan or budget for the establishment, covering both gambling and other activities proposed for the venue, clearly distinguishing the percentage of revenue to be derived from both gambling and other activities proposed for the venue, showing that the venue is clearly not to be used primarily for operating gaming machines; and
- g) A site plan covering both gambling and other activities proposed for the venue, including details of each floor of the venue, and location and number of gaming machines; and
- h) Details of alcohol licence(s) applying to the premises; and
- i) For either premises, details of any police attendance for public order issues; and
- j) Evidence of compliance with the Whakatāne District Plan, or a copy of the necessary Resource Consent.

All applications will incur a fee, to be known as the Venue Consent Fee, which will be prescribed by the Council pursuant to Section 150 of the Local Government Act 2002. This fee will cover:

- a) The cost of processing the application; and
- b) The cost of inspecting Class 4 gambling venues on a regular basis to ensure compliance with consent or licence conditions; and
- c) A proportion of the cost of monitoring and reviewing the policy.

The fee will be reviewed annually in accordance with the Council's Revenue and Financing Policy and the Council's adopted Fees and Charges Schedule.

9.0 Decision making – Ngā whakataunga

The Council has 30 working days in which to determine a consent application.

Decisions on applications which meet the policy criteria will be made at officer level pursuant to delegated authority.

10.0 Monitoring and review – Te aroturukitanga me te arotakenga

Council will undertake monitoring of the existing Class 4 venues listed in Appendix A at least annually.

The Council will complete a review of the policy every three years, as required by the Gambling Act 2002 and Racing Industry Act 2020.

If the Council amends or replaces this policy, it shall do so in accordance with the special consultative procedure outlined in the Local Government Act 2002.



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3.1.2 Appendix 2: Gambling Venues Policy 2022(Cont.)



Gambling Venues Policy

(CLASS 4 VENUE AND TAB VENUE)

APPENDIX A – List of existing Class 4 venues in Whakatāne District

Society Name	Venue Name	Venue Physical Address	Gaming Machines	Maximum Licensed Gaming Machines
Aotearoa Gaming Trust	Kope Turf Bar	7-9 James Street, Whakatāne Central, Whakatāne 3080	18	18
Grassroots Trust Limited	Whakatāne Hotel	79 The Strand, Whakatāne Central, Whakatāne 3080	18	18
Milestone Foundation Limited	Office Bar & Grill	80 The Strand, Whakatāne 3120	9	9
New Zealand Community Trust	Cobb & Co	79-81 The Strand, Whakatāne Central, Whakatāne 3080	18	18
Ōhope Chartered Club (Inc)	Ōhope Chartered Club	7 Bluett Road, Ōhope, Whakatāne 3121	16	16
Pub Charity Limited	Matatā Hotel	47 Arawa Street, Matatā, Whakatāne 3084	14	14
Rangitāiki Cosmopolitan Club Incorporated	Rangitāiki Cosmopolitan Club	11 Bridge Street, Edgecumbe, Whakatāne 3120	9	14
The Lion Foundation 2008	Murupara Hotel	Pine Drive, Murupara, Rotorua 3025	18	18
The Lion Foundation 2008	Plains Hotel	11-19 College Road, Edgecumbe, Whakatāne 3082	18	18
The Lion Foundation 2008	The Quart House Bar	115 The Strand, Whakatāne Central, Whakatāne 3080	18	18
Whakatāne Returned Services Association Incorporated	Whakatāne RSA Club	13/23 Richardson Street, Whakatāne Central, Whakatāne 3158	18	18
Whakatāne Sportfishing Club Incorporated	Whakatāne Sportfishing Club	Muriwai Drive, Whakatāne Central, Whakatāne 3080	14	14
Total	12		188	193

Source: Dept. of Internal Affair Section 103 Class 4 Venues in Territorial Authority, Whakatāne District. Report generated: 7 October 2021.



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3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District

Hearings Committee - AGENDA

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)



Social Impact Assessment of Gambling in the Whakatāne District

Assessment to inform the 2021/22 review of Whakatāne District Council's Gambling Policies Prepared by: Holly Allison, Strategic Policy Analyst

whakatane.govt.nz



3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au I ahau

Social Impact Assessment of Gambling in the Whakatāne District

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3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au I ahau Social Impact Assessment of Gambling in the Whakatāne District

Executive Summary

Under section 102 of the Gambling Act 2003, the Whakatāne District Council (the Council) is required to review its Gambling Policy every three years. The Council last reviewed its Gambling Policy in 2019 and the policy is now due for another review.

Council is also required under section 96 of the Racing Industry Act 2020 to adopt a policy on TAB venues. Provisions within both Acts enable council to manage the impacts and limit the opportunities for gambling in their communities. Every territorial authority must adopt a Class 4 venue policy and TAB venue policy and must specify whether or not Class 4 venues and TAB venues may be established in the area, and if so, where they may be located. The policy then may specify restrictions on the number of gaming machines and may include a relocation and merger policy.

The Council's current approach through the 2019 policy to class 4 gambling in the District has been to reduce the number of electronic gaming machines (EGM's) to 141 through adopting a sinking lid policy. Council consent can only be granted if this number of EGM's is not exceeded. In addition, should the number of EGM's reduce to below 141, Council can only grant consent if a proposed Class 4 Venue or TAB Venue is located within the Business Centre Zone defined in the Whakatāne District Plan and is not within 50 metres of a parcel of land with a sensitive use. The current Gambling Policy also has a relocation policy that allows existing venue licenses to relocate to a Business Centre zone.

The District currently has 12 licensed venues and 193 licensed electronic gaming machines. As of 1 November 2021, 188 of these machines are operating. Since the last review in 2019, the number of EGM's operating across the district has increased by 9 machines, as additional licensed machines have become operational. There has been no change in the number of venues. All but one of these venues are located in high deprivation areas. If Whakatāne had its 'fair share' of machines based on the national average, then there would be 91 fewer machines in operation today.

In addition to the increase in the number of gaming machines, there has been an increase in gambling machine profit (player loss), up 21.7% from September 2020 to September 2021, compared to the national increase of 16.1% over the same time period.

This impact assessment shows that lower socioeconomic communities, and Māori are more likely to be associated with gambling harm. Although some of the gaming machine profit is returned to the community in the form of grants, as a proportion of what is spent, funding returned to the community is low. Research suggests that the majority of this money comes from people that can least afford it. In 2019, pre-Covid-19 data shows expenditure or losses of \$11 million across the district, with about \$2.2 million of that returned in grants to community organisations, almost 20%. The Act requires gaming trusts to return at least 40% to the New Zealand community at large.

This impact assessment concludes that residents of Whakatāne District, especially those living in low socio-economic communities, are at risk of problem gambling and gambling harm. Even with the adoption of the sinking lid approach, the existing policy has not been effective at minimising harm from gambling or reducing access to electronic gaming machines.

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)



Social Impact Assessment of Gambling in the Whakatāne District

1.0 Introduction

The Whakatāne District Council, under the Gambling Act 2003 and the Racing Industry Act 2020 (which supersedes the Racing Act 2003) must have a Class 4 Venue and TAB Venue policy (previously referred to as Board Venue policy). This specifically includes Class 4 gaming machines, and stand-alone TAB's.¹ These two policies are contained within the Whakatāne District Council's Gambling Policy.

The purpose of the Gambling Policy is to specify whether gaming machine venues may be established in the District and, if so, where they may be located. It also specifies any restrictions on the maximum number of gaming machines and whether new TAB's may be established in the District, including where they can be located.²

The Gambling Policy must be reviewed every three years, taking into account the social impacts of gambling within the District. This report provides key information on the social impact of gambling in the Whakatāne District and intends to help inform the policy review and if any change is required to the current approach in reducing gambling harm. This social impact assessment primarily focuses on Class 4 Venues and their electronic gaming machines as the District does not currently have any TAB venues.

This social impact assessment will provide an overview of:

- Prevalence of gambling in New Zealand and the Whakatāne District
- Gambling expenditure
- Social impacts of gambling Costs
- Accessibility for help with problem gambling
- Social impacts of gambling Benefits
- Community views

1.1 Gambling Legislation

Gambling is prohibited and illegal unless authorised under the Gambling Act 2003, the Racing Industry Act 2020, or if it is private gambling. Class 4 Gambling refers to gaming machines in pubs and clubs (i.e., outside a casino) that may only be provided by a corporate society and only to raise money for an authorised purpose including charitable purposes, for community benefit and for non-commercial business such as community sports teams and community organisations. Territorial authorities have the ability to regulate the number of electronic gaming machines (EGM) and the location of these in the District.

A Class 4 Venue Policy may include a relocation policy which helps to facilitate the movement of class 4 venues around the district or choose to prohibit class 4 venues from relocating. A relocation policy can be beneficial when class 4 venues move from high deprivation areas to the central business district or into a lower deprivation area.³ The social impact of gambling in high deprivation areas of the district comes into consideration when reviewing gambling policy and will be covered in this assessment.

² Gambling Act 2003

¹ Racing Industry Act 2020

³ DIA, (2021). Territorial authority's policy review process

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au I ahau

Social Impact Assessment of Gambling in the Whakatāne District

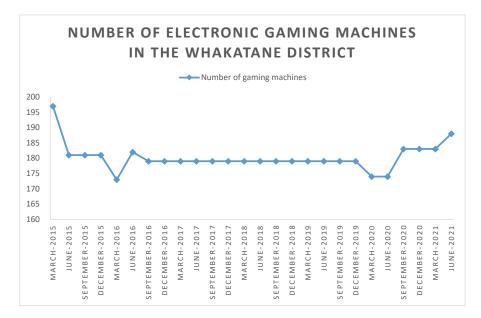
The Gambling Act also sets statutory limits on the number of gaming machines a venue is authorised to have. Venues licensed after 17 October 2001 can have a maximum of nine machines, while venues licensed prior to this date can have a maximum of 18 machines.

1.2 Class 4 Gambling in Whakatāne

As of 1 November 2021, Whakatāne district has 188 operating gaming machines across 12 venues. However, there are a total of 193 gaming machines permitted under existing licenses. Appendix 1 attached below lists all venues and the number of operating and licensed machines at each venue within the Whakatāne District.

As shown in figure 1 below, the number of operating machines has increased by 9 since the last review in 2019.

Figure 1: Number of electronic gaming machines in the Whakatāne District since March 2015 to June 2021



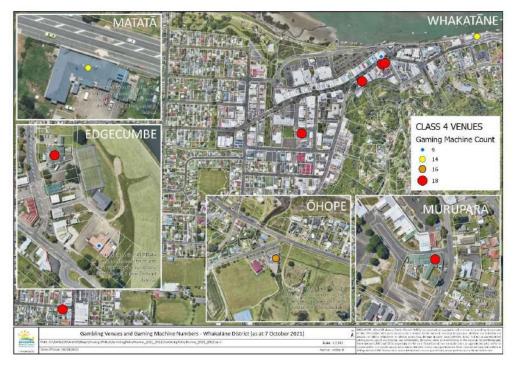
3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au I ahau

Social Impact Assessment of Gambling in the Whakatāne District

The figure below illustrates where the current Class 4 Venues are located in the Whakatāne District and how many electronic gaming machines each venue are operating, as of October 2021.

Figure 2: Class 4 Gambling Venues and Operating Gaming Machine numbers in the Whakatāne District (as of October 2021)



1.3 TAB Venues

Within the Racing Industry Act 2020, a TAB venue is defined as any premise owned or leased by the New Zealand Racing Board and the main business is providing racing and sport betting. This does not 4 Venue policy also applies to these machines. At present, there are 44 TAB Board Venues located throughout New Zealand, with no TAB venues in the Whakatāne District. Only a small number of TAB offerings at pubs and hotels. TAB venues apply 80% of its net proceeds to Racing Authorised Purposes which supports the New Zealand Racing Industry to promote, control and conduct race meetings. The further 20% is applied to Sports Authorised Purposes such as community sports teams.⁴

⁴ TAB NZ, (2020). Grant Information and Dates. Retrieved from: https://www.tabnz.org/grant-information-dates

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)



Social Impact Assessment of Gambling in the Whakatāne District

2.0 Policy Context

The Whakatāne District Council adopted the current Gambling Policy on the 23 May 2019. The current Gambling Policy states that a new Class 4 venue or TAB venue may be established in the District, subject to certain criteria. These criteria are:

- is located within a Business Centre Zone defined in the Whakatāne District Plan; and
- not within 50 metres of a parcel of land with a sensitive use (specifically educational institutes, childcare centres, playgrounds, parks, community facilities including swimming pools and community halls, places of worship, funeral homes, marae, Work and Income New Zealand offices, and medical centres); and
- The total number of licensed gaming machines in the District not exceeding 141.

2.1 Sinking lid policy

In adopting these criteria in 2016, Council effectively provided for a 'sinking lid' approach to manage the number of gaming machines in the district. The 2019 review did not result in any change to the policy as the risk of gambling harm was found to have had no change since 2016.

This policy intends to reduce the number of machines and venues in the district over time, when venues close or machines are no longer in operation. The sinking lid policy effectively means that no further gaming machines or venues can be approved in the district until the total number of EGM's is less than 141.

Currently, there are 188 machines operating in the District – an increase from 179 machines operating in 2019. There could be a further increase should the remaining 5 licensed machines come into operation.

The current sinking lid policy of 141 machines is a factor of the national average (in 2016) of 6 gaming machines per 1,000 residents aged 18 or older. The national average is now 3.7 machines per 1,000 adults. Converting this number to a 'fair share' approach shows that if Whakatāne had its 'fair share' of EGMs, it would have 91 fewer gaming machines than operating today.

A recent study funded by the Ministry of Health compared different local government policy approaches and found that sinking lid policies reduce expenditure by 13 percent compared to regions with no restrictions beyond those in the Gambling Act 2003. It has also been found that sinking lid policies also help in reducing the number of people seeking gambling intervention services.⁵

This study also found that sinking lids and per capita caps are the most effective in reducing gambling problem spending, whereas absolute caps were shown to reduce expenditure by 10 percent. 6

⁵ New Zealand Association of Economics, (2021) Electronic gambling machines in New Zealand: A local government policy analysis
⁶ New Zealand Association of Economics, (2021) Electronic gambling machines in New Zealand: A local government policy analysis

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kie Whakatāne au I ahau

Social Impact Assessment of Gambling in the Whakatāne District

2.2 Relocation Policy

Council's existing relocation policy permits a current Class 4 venue to relocate as long as the new proposed venue is within the Business Central zone in the District and is not within 50 metres of a parcel of land with a sensitive use. This means that there is no ability to reduce the number of venues or machines through the existing relocation policy, inconsistent with the objectives of the Gambling Policy, to reduce the number of EGMs in the District.

3.0 Gambling Harm Prevention and Minimisation

One of the key purposes of the Gambling Act 2003, is to prevent and minimise the harm caused by gambling. In the Gambling Act 2003, 'Harm' is defined as destress of any kind arising from, or caused or exacerbated by, a person's gambling and includes personal, social, or economic harm suffered by the person, family, wider community, workplace, or society at large.⁷ The act includes a statutory age limit of 18 for playing gaming machines outside of casinos. Operators of gaming machines must provide information and assistance to any person who they believe may have a problem with gambling and may prohibit them from entering the gambling area. There are also regulations that class 4 gambling machines stake limit is \$2.50, and ATMs are banned from inside the gambling area. It is prohibited to have branding and advertising that is visible and audible from outside the venue to minimise the number of people drawn to enter.

In addition to the regulations above, gaming machine and TAB venue operators must provide training to employees that provides problem gambling awareness. This training must enable staff to approach any player that may be experiencing problem gambling, to provide information to players about the characteristics of problem gambling, how to access problem gambling services, to remind players that they can be banned from the gambling area for up to two years and to remind players that they can identify themselves as problem gamblers and that they can request to be excluded from the gambling area of the venue for up to two years.⁸

4.0 Data Limitations

Due to data limitations we are unable to draw any conclusions about the impact of increasing online participation on class 4 gambling. Up-to-date data relating to gaming machine numbers and associated expenditure, along with the number of problem gamblers seeking help both nationwide and in the District is readily available. At the time this social impact assessment was compiled, the most recent Census data available was from the 2018 Census.

⁷ Gambling Act (2003)
 ⁸ DIA, (2015) Fact sheet six

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au i ahau Social Impact Assessment of Gambling in the Whakatāne District

5.0 Community Profile

At the time of the 2018 Census, the Whakatāne District population was 35,700 people. 26,097 of whom were aged 18 years and over.⁹ Further population growth has seen this number rise to an estimated 38,200¹⁰.

5.1 Deprivation

Studies have found that there is a strong correlation between gambling and low socioeconomic communities in New Zealand. Gambling machine spending per person is over three times higher in low socioeconomic communities than high socioeconomic communities. There is also three times the amount of gaming machines and venues per 10,000 people in lower socioeconomic communities. However, it is important to note that within most districts, including Whakatāne, the central business area is rated as highly deprived and a lot of the gaming machines and venues are in this area.¹¹

The NZ Deprivation Index (NZDep2018) is published by the University of Otago. It combines 9 variables from the 2018 census data which reflect different aspects of deprivation, relating to communication, income and employment, education, home ownership, living space and conditions. NZDep2018 provide a deprivation score for each meshblock and statistical area in the country.

The figure below has been created by Environmental Health Intelligence New Zealand and shows deprivation by area in the Whakatāne District. as developed from nine 2018 census variables. These variables include no access to internet at home, people receiving a means tested benefit, people living in households with an income below the threshold, unemployed, no qualifications, not living in their own home, in a single parent family, living in damp dwellings and/or have mould and people living in households below a bedroom occupancy threshold.¹² The scale of deprivation from 1 to 10 divides New Zealand into tenths of the distribution, so Decile 1 represents an area with the least deprived scores (orange), and Decile 10 represents an area with the most deprived scores (red). As indicated in the map, the majority of the Whakatāne district is shown to in the higher deciles and therefore among the most deprived areas in New Zealand. Within most districts, including Whakatāne, the central business area is also rated as highly deprived, and a lot of the gaming machines and venues are in this area.¹³

⁹ Stats NZ (2018)

¹⁰ Long term Plan (2021), Whakatāne District Council

¹¹ KPMG, (2013) Gambling resource for local government

¹² Environmental Health Intelligence New Zealand. (2018). Socioeconomic deprivation profile. Understanding each household has different needs, e.g., smaller vs larger households*

 ¹³ KPMG, (2013) Gambling resource for local government

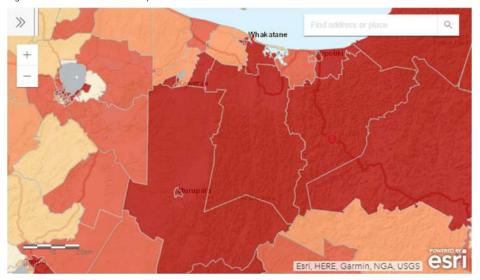
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3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au i ahau

Social Impact Assessment of Gambling in the Whakatāne District

Figure 3: Whakatāne District deprivation 14



In Whakatāne, 92% (11 of 12) of venues are in the most deprived areas (decile 7-10). This is significantly higher than the national average, where 50% of gaming machines are in the most deprived communities.¹⁵

With an estimated district-wide adult population of 26,097, there is a ratio of one venue to 2,174 adults, and 7.2 machines per 1,000 adults. Within the most deprived parts of the district, where 11 of the 12 venues are located, the ratios are significantly higher, with 27.4 gaming machines per 1,000 adults.

5.2 Ethnicity

The Health and Lifestyle survey conducted in 2020 found that Māori had slightly higher participation rates in electronic gaming machines and TAB venues than other ethnic groups, but lower participation at lotteries.¹⁶ Māori are also more likely to be moderate risk/problem gamblers compared with people of European/other ethnicity, while Pacific and Asian people were more likely to be non-gamblers compared to Māori and those of European/other ethnicity.¹⁷

The Whakatāne district has a population of 35,700 people, 46.8% of whom identify as Māori, 63.2% as European, 3% as Pacific peoples and 3.4% Asian.¹⁸ By comparison, Māori make up 16.5% of the country's population.¹⁹

¹⁴ Environmental Health Intelligence New Zealand. (2018). Socioeconomic deprivation profile.

¹⁵ Problem Gambling Foundation, (2020). Ending community sector dependence on pokie funding.

 ¹⁶ Health Promotion Agency, (2020). Gambling participation
 ¹⁷ Health Promotion Agency, (2018). Gambling report

¹⁷ Health Promotic ¹⁸ Stats NZ (2018)

¹⁹ Ehinz, (2018). Ethnic profile

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au i ahau

Social Impact Assessment of Gambling in the Whakatāne District

5.3 Gaming machine location

The figure below shows the number of venues and gaming machines per person by local area, and the deprivation score of the area. As the figure depicts, prevalence of gaming machines is denser in higher deprivation areas.

Figure 4: Number of venues and gaming machines per person by Whakatāne District local area including deprivation score of the area

Area (SA2)	Population 18yrs and over ²⁰	Number of venues	Total number of gaming machines	No. of machines per 1,000 residents 18 and older	Deprivation Index
Manawahe	804	-	-	-	5
Matatā – Otakiri	1,284	1	14	10.9	7
Onepū Spring	921	-	-	-	5
Edgecumbe	1,173	2	27	23.0	8
Thornton – Awakeri	1,707	-	-	-	6
Te Teko Lakes	1,224	-	-	-	10
Coastlands	1,293	-	-	-	5
Whakatāne West	2,250	-	-	-	10
Whakatāne Central	2,634	7	113	42.9	9
Trident	2,499	-	-	-	10
Allandale	1,941	-	-	-	9
Mokorua Bush	1,098	-	-	-	2
Wainui	1,014	-	-	-	10
Ōhope	2,559	1	16	6.3	3
Galatea	963	-	-	-	10
Waingarara – Waimana	1,536	-	-	-	10
Murupara	1,197	1	18	15.0	10
TOTAL	26,097	12	188		

6.0 Gambling Expenditure

Gambling expenditure is the gross amount spent by gamblers, less the amount paid as a prize or dividend. It is the amount of money that is lost by players and gross profit of the gambling operators.

The figure²¹ below shows the breakdown of money put into gaming machines. For every \$1 put into a class 4 gaming machine, 91 cents on average is returned as prizes. Of the remaining 9%, at least 40% of revenue must be paid to community groups as grants. The remaining amount is made up of Gaming

²⁰ Stats NZ (2018)

²¹ Gaming Machine Association New Zealand, (2018). Where does the money go?.

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE **District Council**

Social Impact Assessment of Gambling in the Whakatāne District

Duty (20% currently), Problem Gambling Levy (about 1.5%), GST, commission-based payment to venues to cover costs (16% max.), and corporate society administration costs.

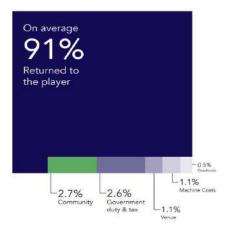
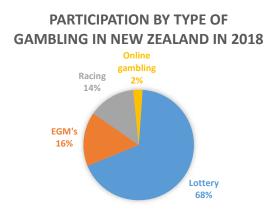


Figure 5: Breakdown of money put into gaming machines

6.1 National Gambling Expenditure

Gambling is a relatively common activity in New Zealand. Evidence has shown that 67.2% of adults had participated in some form of gambling in 2018. This was a 3% decrease from 2016 and a 15.5% decrease from 2006. Figure 4 on the following page shows that the most common forms of gambling are lotteries, electronic gaming machines, animal/ sport racing and online gambling on overseas websites. ²²

Figure 6: Participation by types of gambling in New Zealand in 2018 $^{\rm 23}$



²² Malatest international, (2021) Gambling Harm Needs Assessment 2021. New Zealand Association of Economics, (2021) "Electronic gambling machines in New Zealand: A local government policy analysis

³² Malatest international, (2021) *Gambling Harm Needs* Assessment 2021.
New Zealand Association of Economics, (2021) Electronic gambling machines in New Zealand: A local government policy analysis

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)



Social Impact Assessment of Gambling in the Whakatāne District

In 2020, New Zealander's spent over \$810 million on a total of 14,781 gaming machines within 1,068 venues. This spend quarterly has increased by 30.6% since 2015, despite the number of gaming machines decreasing by 11.5% and venues by 17.7%. In 2020, each electronic gaming machine in New Zealand took on average \$54,864 which is a 9.1% increase since 2015.

As shown in the figure below,²⁴ Whakatāne District has the fourth highest gaming machine profit per adult population in New Zealand. Approximately \$447 was lost per adult in Whakatāne in 2021, compared to the national average of \$239 per adult. It is noteworthy that the Bay of Plenty features prominently in this data, with four of the five highest national averages being in neighbouring districts.

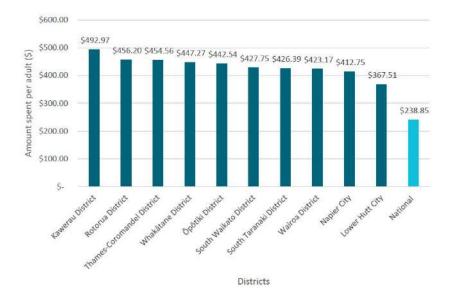


Figure 7: Highest gaming machine profit from territorial authorities in New Zealand in 2021

6.2 Gambling in the Whakatāne District

Within the Whakatāne district, \$11,784,175 was lost on 188 gaming machines in the year September 2021 across 12 venues. From March 2015 to September 2021 quarters, GMP (gaming machine profit) increased in the Whakatāne District by 35% compared to New Zealand which decreased by 3.5%. However, it is difficult to quantify the impact of Covid-19 and Alert Levels on this data.

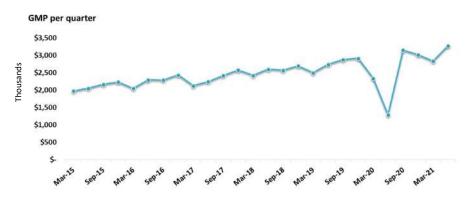
²⁴ PGF Group submission to WDC Class 4 Gambling Venues Policy Review (2022)

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council

Social Impact Assessment of Gambling in the Whakatāne District

Figure 8: Expenditure on electronic gaming machines in the Whakatāne District since March 2015



The graph above shows GMP per quarter on electronic gaming machines in the Whakatāne District since March 2015 and the impact that Covid-19 and nationwide lockdowns have had. Compared to national GMP, the increase in profit in Whakatāne, is also being seen nationally despite the decrease of machine and venues nationally.

GMP per gaming machine in Whakatāne District increased by \$4,151 since March 2015, which translates to \$14,167 in September 2021 or a 41% increase. As a comparison, New Zealand increased by \$1,055, which translates to \$12,685 in September 2021 or a 9% change.

7.0 Online Gambling

It is currently illegal for online gambling to be provided within New Zealand except for Lotto NZ and the TAB who have been authorised to do so. While it is illegal to provide online gambling in New Zealand, it is not illegal to gamble on offshore websites. Access to online gambling has continued to increase, with levels increasing during the 2020 lockdown which have remained.²⁵

Online gambling is not currently included in the Gambling Act 2003 due to internet technology developing since the Act. Work is currently being completed by central Government to have the Act updated to incorporate online gambling.²⁶

Results from the 2018 Health and Lifestyles Survey showed that 13% of New Zealand adults (15 years and older) took part in online gambling in 2018. The most common form was buying a New Zealand Lotto product (9%), TAB app (4%) and on an overseas website (2%). Gambling on overseas websites has remained at 2% since the 2010 survey.

While it is illegal to gamble online in New Zealand other than for authorised purposes such as Lotto NZ and TAB, online gambling overseas is not regulated or monitored by New Zealand. Due to data limitations we are unable to draw any conclusions about the impact of increasing online participation on class 4 gambling.

²⁶ DIA, (2019) Review of online gambling in New Zealand

²⁵ Ministry of Health. (2021) Consultation on Preventing and Minimising Gambling Harm Strategy

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au i ahau

Social Impact Assessment of Gambling in the Whakatāne District

In the figure shown below, online gambling rates significantly increased from 2014 to 2018. However, despite the increase in online gambling and the decrease in the number of Class 4 gaming venues and machines, expenditure continues to grow.

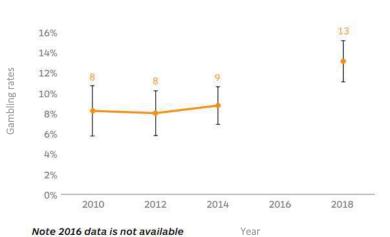


Figure 9: New Zealand online gambling rates by year, 2010 to 2018.²⁷

8.0 Social Impacts of Gambling - Costs

8.1 Problem Gambling

Problem gambling refers to gambling that has negative consequences and loss of control causing not only harm to an individual, but to their whānau and the wider community. Most people will not experience problems resulting from their gambling and it can be a harmless activity.

In 2020, 2.9% met the PGSI (Problem Gambling Severity Index) criteria for low-risk gambling, 1.6% for moderate-risk and problem gambling combined. These figures represent around 119,000 low-risk gamblers, 65,000 moderate-risk and problem gamblers in New Zealand. These results indicate that in total 4.5% of New Zealand adults (approximately 184,000 people) had experienced at least some level of individual gambling harm in the last 12 months.

If we apply these proportions to the adult population in Whakatāne district, then this would mean that 757 residents meet the criteria for low-risk gambling, and 417 residents meet the criteria for moderaterisk and problem gambling combined.

Māori, Pacific peoples, and people on lower incomes continue to disproportionately experience gambling harm. This is particularly true of Māori & Pacific peoples who are 3 times and 2.5 times (respectively) as likely to be moderate-risk and problem gamblers than non-Māori & non-Pacific.²⁸

Health Promotion Agency, (2019). Online Gambling in New Zealand: Results from the 2018 Health and Lifestyles Survey.
 Ministry of Health, (2021). Direct email to Whakatāne District Council

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)



Social Impact Assessment of Gambling in the Whakatāne District

Māori and Pacific people are more often affected by the financial impacts of gambling compared to European/other and Asian people.²⁹ Problem gamblers are also more likely to be male, aged 25-34 or 45-54 years and live in urban neighbourhoods with high deprivation.³⁰ Problem Gambling is most common with electronic gaming machines with approximately two in five regular gamblers classified as moderate or problem gamblers.³¹ People affected by problem gambling typically struggle to afford healthy food, heating, accommodation, and health care. The Salvation Army food bank found that in 2004, 12-14% of people accessing its services were problem gamblers and 32% were affected by another person's gambling.³²

Problem Gambling can cause financial difficulties, problems at work including fraud and performance, issues within family and friend relationships, family violence, alcohol abuse, and mental health issues. Compared to people with no gambling problems, moderate risk/problem gamblers have found to be 4.7 times the odds of hazardous drinking, 6.3 times the odds of alcohol dependence, and 3.7 times the odds of using drugs. Non-casino EGMS's (52.9%), casino EGM's (32.0%) and track or sports betting (22.1%) have found to be the types of gambling most commonly associated with harm from someone else's gambling.³³

8.2 Financial costs

Problem gamblers can experience debt, consistently paying bills late, believe that gambling will solve financial difficulties and bring material wealth, borrow money to gamble, cannot explain loss of money or hide loss of money from others, and over time increase the amount of money spent on gambling.³⁴ It has been found that problem gamblers contribute between 30-60% of the amount paid out in community grants and 50% of all electronic gaming machines in New Zealand are in the most deprived communities.³⁵ In the Whakatāne District there are 172 gaming machines (of a total of 188 gaming machines operating) in deprivation areas 7 or higher. The remaining 16 are in a deprivation area of 3. This shows that access to gambling has the potential to affect the people in our most vulnerable areas, causing additional strain to be able to afford adequate housing, healthy food, and health care.

8.3 Impacts on Health

In the New Zealand 2012 national Gambling Study, it was evidenced that good health decreased with the increasing risk of problem gambling. 57% of non-gamblers reported their health to be good or excellent compared to 22% of problem gamblers, who reported their general health to be good or excellent. It was also shown that problem gamblers had higher rates of tobacco, alcohol, and drug use.³⁶ The majority of harm on an individual from gambling is due to the significant increase in stress, depression, and anxiety. Statistics from people seeking help with problem gambling show that 56% had high levels of psychological disorders.

²⁹Central Queensland University and Auckland University of Technology, (2017). Measuring the Burden of Gambling Harm in New Zealand.
³⁰ Ministry of Health (2015) Gambling and Problem Gambling: Results of the 2011/12 New Zealand Health Survey

³¹ DIA, (2015) FactSheet7

³² The Salvation Army, (2008) Problem Gambling

³³ Ministry of Health (2015) Gambling and Problem Gambling: Results of the 2011/12 New Zealand Health Survey

³⁴ Problem Gambling Foundation. (2020). Signs of Gambling Harm

³⁵ Problem Gambling Foundation. (2020). Ending community sector dependence on pokie funding.
³⁶Central Queensland University and Auckland University of Technology, (2017). Measuring the Burden of Gambling Harm in New Zealand.

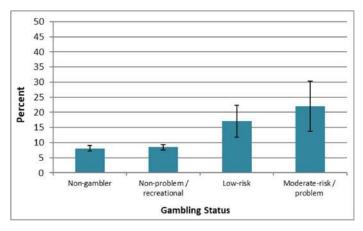
3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au i ahau

Social Impact Assessment of Gambling in the Whakatāne District

The figure below is sourced from the 2011/12 New Zealand Health Survey and shows the correlation between unmet health needs and gambling. It depicts that problem gamblers are more likely to have unmet health needs. This survey also showed that problem gamblers were less likely to not visit a GP for financial reasons, compared to non-gamblers.³⁷

Figure 10: Unmet health needs by gambling status, total population aged 15 years and over



9.0 Problem gambling services

Although the majority of gamblers have no issues relating to problem gambling, there are a growing number of problem gamblers in society, and the impacts on those people and their whānau needs to be acknowledged.

Due to the large number of New Zealander's who gamble and the harm that problem gambling can cause to oneself, whanau, and wider community, there are many organisations to help prevent and minimise gambling harm. These organisations seek to help people and their families directly and through education in the community. The Ministry of Health funds and co-ordinates problem gambling services and prepares a strategic plan every three years setting out the services to be provided and how they will be funded.

Currently, there are no problem-gambling intervention services with physical premises in the District. This could be a barrier to some people seeking help thus increasing the risk of problem gambling harm. However, there are a number of services that can be accessed online or by phone, including Māori Gambling Helpline, Vai Lelei Pasifika Gambling Helpline, Gambling Debt Helpline, Youth Gambling Helpline, Asian Hotline (Problem Gambling Foundation), The Salvation Army, and the Problem Gambling Foundation of New Zealand.³⁸

³⁷ Ministry of Health (2015)

³⁸ Ministry of Health. (2021). Find a service near you

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)



Social Impact Assessment of Gambling in the Whakatāne District

The Ministry of Health estimates that only about 16% of people experiencing harm seek help from these services. It is likely therefore that the intervention data for problem gamblers in the Whakatāne district significantly underestimates the actual problem.

Intervention data from the Ministry of Health indicates that nationally, the number of people being assisted for problem gambling is slowly decreasing. In Whakatāne, the number of people being assisted has also decreased since 2013/2014.

Figure 11: Number of people in Whakatāne District that have been assisted by an intervention service for problem gambling



Figure 12: Number of people in New Zealand that have been assisted by an intervention service for problem gambling $^{\rm 39}$



³⁹ Ministry of Health, (2021). Intervention client data

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au i ahau Social Impact Assessment of Gambling in the Whakatāne District

10.0 Social Impacts of Gambling - Benefits

Class 4 gambling in New Zealand is a not-for-profit activity and is only permitted where it is used to raise funds within the community. Under the Gambling Act, 40% of gross proceeds must be redistributed. However, there is no requirement that these funds are returned to the community that they were derived from. For every dollar that is entered into an electronic gaming machine, 91 cents are returned in winnings. In addition to the 40% that is redistributed to the community, the government receives 33% in taxes and the rest goes towards administration, venue costs, and the mitigation of problem gambling.

In 2019, \$241 million of grant funding was approved for grants to 13,000 different organisations throughout New Zealand. \$120,812,000 was received by community organisations and another \$120,444,000 by sports organisations.⁴⁰ In addition to the money that is redistributed throughout the communities within New Zealand, gambling can also be a source of entertainment and provides employment, in both Class 4 venues, TAB venues and in corporate societies.

10.1 Community grants returned to the Whakatāne District

Around \$241 million is returned to the community each year in New Zealand.⁴¹ In 2019, \$2,190,119 was returned to the Whakatāne District, compared to the district's expenditure on gaming machines totalling \$11 million that year. In 2020, GMP and grants returned were disrupted by the effects of Covid-19. It is noted that some grants are approved to national and regional organisations which, due to the difficulty in ascribing a proportion to the Whakatāne District, is not included in the totals in the table below.

The table below shows the proportion of funds (as grants) allocated from gaming machine proceeds collected in Whakatāne, with an average of 16% of gaming machine profits returned to the district in grants. Appendix 2 shows all grants received in the Whakatāne District since 2014.

Year	Whakatāne GMP	Grants allocated	Proportion
2018	\$10,284,034	\$1,811,927	17.6%
2019	\$11,021,228	\$2,190,119	19.9%
2020	\$9,784,968	\$960,932	9.8%
Total	\$31,090,230	\$4,962,978	16%

The graph below depicts the effects that Covid-19 restrictions had on the return of grants to the community, connected to the decrease in gaming machine profit. In 2020, only \$960,932 was returned to the Whakatāne District. However, the graph does show that prior to Covid-19, there was an increase in the amount of money returned to Whakatāne in the form of grants which aligns with the increase in GMP.

⁴⁰ Problem Gambling Foundation, (2020). Ending community sector dependence on pokie funding

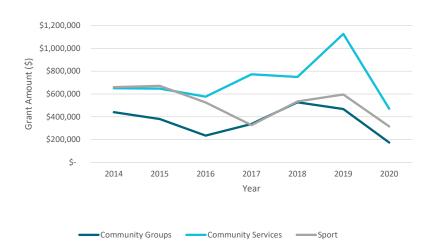
⁴¹ Gaming Machine Association, (2018). Where does gaming machine money go.

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au I ahau

Social Impact Assessment of Gambling in the Whakatāne District

Figure 13: Breakdown of grants provided to community organisations⁴²



The Whakatāne District Council has also been a recipient of grants from gambling societies. During the financial year (2020/21), the Council received \$527,477.22 and in 2019/20 received \$464,261.56. This is half of all grant funds that were returned to the entire Whakatāne District in 2020. This money has supported Council projects such as the skate park extension, the outdoor pool roof and safety pool hoist at the Aquatic Centre, playground upgrades, resurfacing the basketball court, and public toilet accessibility. Appendix 3 attached lists all grants received by the Whakatāne District Council since 2019.

In 2020, there were 113 applications made to gambling societies for grants from organisations within the Whakatāne District. 73% of these applications were approved and 27% declined. Nationally in the same year, 64% were approved and 36% were declined.⁴³

11.0 Community views

Nationally, 55% of the respondents in the 2016 Health and Lifestyles Survey believed that some forms of gambling were socially undesirable.⁴⁴ Figure 11 below shows the views of people in New Zealand and if they believe gambling creates more harm than benefit in the community. As shown, 46% of people believed that raising money through gambling did more harm than good, 24% thought that gambling in the community did equal good and harm, and 23.8% thought it did more good than harm.

⁴² Problem Gambling Foundation, (2021). Class 4 Gambling Report on Grants returned to Whakatāne for Whakatāne District Council

⁴³ DIA, (2021)

⁴⁴ Health Promotion Agency. (2018). Gambling report – Results from the 2016 Health and Lifestyles Survey.

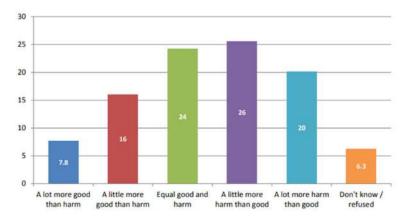
3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Counci

Social Impact Assessment of Gambling in the Whakatāne District

In the same survey, 50% of respondents were not at all concerned with the level of gambling in their community, while 43.1% were a little to very concerned. ⁴⁵

Figure 14: Views about the effects on a community from raising funds through gambling from the 2016 health and lifestyles survey 46



During consultation on the draft Gambling Venues Policy 2022, 58 submissions were received. The majority of submitters' concerns were focussed on the harm and negative impacts that gambling can have on individuals, whanau and communities, particularly in vulnerable communities in high deprivation areas. A number of submitters felt that community organisations should not be financially supported from the proceeds of gambling.

A much smaller number of submitters considered that Council should retain the status quo, or introduce an absolute cap on numbers reflecting the current number of machines, for reasons related to the perceived impact on funding for community organisations; potential economic impact on venues; potential increase in more people accessing online gambling; and that the proposals would not enable venues to relocate to modern premises, or out of more vulnerable areas.

⁴⁵ Health Promotion Agency. (2018). Gambling report – Results from the 2016 Health and Lifestyles Survey.
⁴⁶ Health Promotion Agency, (2018). Results from the 2016 Health and Lifestyles Survey

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au I ahau

Social Impact Assessment of Gambling in the Whakatāne District

12.0 Conclusion

The purpose of this social impact assessment is to inform the review of Council's Gambling Policy, which under legislation must be reviewed every three years and consider the social impacts of gambling in the district. This social impact assessment focused on the prevalence of gambling in New Zealand and the District, gambling expenditure, the social impacts of gambling (costs and benefits), accessibility for problem gambling help, and community views.

Since the last review completed in 2019, there has been an increase of 9 machines despite the adopted sinking lid policy. In addition, there are another five licenced gaming machines that could become operational and result in further increase. Comparatively, the national trend has seen a steady decrease in the number of venues and the number of gaming machines since the introduction of the Gambling Act 2003, the Racing Industry Act 2020, and councils implementing sinking lid and cap policies.

From March 2015 to September 2021 quarters, gaming machine profit increased in the Whakatāne District by 35%. Compared to Nationally, which decreased by 3.5%. Gaming machine profit per gaming machine in the District from March 2015 to September 2021 also saw an increase by 41% compared to 9% nationally.

Within the Whakatāne District, 11 of 12 venues are in high deprivation areas (7-10). Only 1 venue is within a low to medium area. This is particularly concerning when problem gambling effects those in higher deprivation areas and money lost is coming from those in our most vulnerable communities. In the Whakatāne District, 46.8% of residents identify as Māori compared to 16.5% nationally. As Māori have slightly higher participation rates in electronic gaming machine and TAB venues, this is important to take into consideration.

Gambling is a form of entertainment for people and provides some benefits to the community and individuals, however the costs and harm of problem gambling are likely to be under-estimated. In 2020, the quantum of grants allocated to the Whakatāne community was \$960,931. A figure significantly impacted by Covid-19 and only 9.8% of the gaming machine profit from the District.

This social impact assessment concludes that residents of Whakatāne district, especially those living in high deprivation areas, are at risk of problem gambling, and it is likely that the number of problem gamblers within the district is largely under-estimated. This assessment has shown that the Whakatāne Districts current policy has largely been ineffective in reducing the social impact that gambling has on the community as both gaming machine profit and the number of machines has continued to increase in the district since the last policy review in 2019.

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au I ahau

Social Impact Assessment of Gambling in the Whakatāne District

Appendix 1 – Gaming Venues and Electronic Gaming Machines in the Whakatāne District as of October 2021⁴⁷

			Operating Gaming	Licenced Gaming	Census	Deprivation
Society Name	Venue Name	Physical Address	Machines	Machines	Area Unit	Index Score
New Zealand		79-81 The Strand,			Whakatāne	
Community Trust	Cobb & Co	Whakatāne 3080	18	18	North	9
community must	0000 a co	Whatatale 3000	10	10	North	5
Aotearoa Gaming		7-9 James Street,				
Trust	Kope Turf Bar	Whakatāne 3080	18	18	Trident	10
Pub Charity		47 Arawa Street,				
Limited	Matatā Hotel	Matatā 3084	14	14	Matatā	9
_						
The Lion Foundation 2008	Murupara Hotel	Pine Drive,	18	18	N 4 years and	10
Milestone	Hoter	Murupara 3272	18	18	Murupara	10
Foundation	Office Bar &	80 The Strand,			Whakatāne	
Limited	Grill	Whakatāne 3080	9	9	North	9
	Ohope					
Ohope Chartered	Chartered	7 Bluett Road,				
Club (Inc)	Club	Ōhope 3121	16	16	Ōhope	3
The Lion		11-19 College				
Foundation		Road,				
(2008)	Plains Hotel	Edgecumbe 3082	18	18	Edgecumbe	9
Rangitaiki	Rangitaiki					
Cosmopolitan Club	Cosmopolitan Club	11 Bridge Street				
Incorporated	Incorporated*	Edgecumbe 3082	9	14	Edgecumbe	9
The Lion	Incorporated	Lugecumbe 5082	5	14	Lugecumbe	5
Foundation	The Quart	115 The Strand			Whakatāne	
(2008)	House Bar	Whakatāne 3080	18	18	North	9
Grassroots Trust Limited	Whakatāne	79 The Strand Whakatāne 3080	10	18	Whakatāne	9
Whakatāne	Hotel	Whakatane 3080	18	18	North	9
Returned						
Services		13/23 Richardson				
Association	Whakatāne	Street,			Whakatāne	
Incorporated	RSA Club	Whakatāne 3158	18	18	North	9
Whakatāne	Whakatāne					
Sportfishing Club	Sportfishing	Muriwai Drive,			Whakatāne	
Incorporated	Club	Whakatāne 3080	14	14	North	9
			188	193		

* Venues operating less than their licenced number of machines as of October 2021

⁴⁷ DIA, (2021). Section 103 request, Class 4 Venues in Territorial Authority

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kia Whakatāne au I ahau

Social Impact Assessment of Gambling in the Whakatāne District

Appendix 2 - Grants received in the Whakatāne District from gaming trusts⁴⁸

	2014	2015	2016	2017	2018	2019	2020
Community Groups	440,525	380,372	235,410	337,261	527,770	467,658	174,552
Arts	54,987	48,500	27,659	25,138	23,759	17,321	16,000
Community Groups	98,892	114,890	72,710	179,250	411,737	279,946	90,255
Faith Based	23,700	494	8,391	10,000	10,825	21,100	5,550
Māori	262,945	216,488	126,650	122,872	81,449	149,291	62,748
Community Services	650,425	647,499	576,597	772,287	749,503	1,127,088	471,060
Community Services	99,012	131,485	193,127	32,750	161,758	124,310	54,656
Council	132,076	50,000	50,000	293,000		50,000	236,392
Cultural							33,550
Education	299,840	349,163	251,136	330,333	513,261	730,578	103,716
Fire Services	19,000		15,000			103,127	
Health Related	36,166	34,830	17,300	37,000	35,534	21,360	6,427
Kindergartens / Child							
Care / Plunket	64,331	82,021	50,034	79,204	28,950	97,713	36,319
Search and Rescue							
(excludes Surf Clubs)					10,000		
Sport	659,441	671,798	525,635	327,151	534,654	595,372	315,320
Athletics	102,500	27,500	15,000	8,899	3,000	6,548	
Bowling	10,000	1,400	60,106	10,447		10,039	
Cycling						3,000	
Equestrian / Pony Clubs	19,339	48,500	29,689	11,300	10,046	20,774	10,000
Gym Sports (includes							
weightlifting/boxing/							
wrestling)	17,771		4,767		15,141		
Hockey						27,000	24,500
League						5,199	
Motorsports	5,000	14,596	5,000	5,000	28,450	35,615	35,015
Netball	55,000	17,800	10,000	30,076	23,640	26,329	
Other Sports	173,413	151,194	107,438	83,399	119,890	125,943	57,487
Racing	10,000	10,000	10,000	10,000		12,000	
Racquets	44,139	104,629	80,910	35,291	58,858	137,652	16,565
Rugby	169,279	164,526	133,499	75,237	73,726	96,062	51,713
Soccer		29,485	6,000	18,477	5,316	12,212	21,727
Special Olympics / Sports							
for the disabled					100,000		
Surf Lifesaving Clubs	21,000	60,635	54,226	7,025	20,000		28,380
Water Sports	32,000	41,533	9,000	32,000	76,588	77,000	69,934
Total	1,750,391	1,699,668	1,337,643	1,436,699	1,811,927	2,190,119	960,932

⁴⁸ Problem Gambling Foundation, (2021). Whakatane – Funding Report 2021

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)

WHAKATĀNE District Council Kla Whakatāne au I ahau

Social Impact Assessment of Gambling in the Whakatāne District

Appendix 3 – Grants received by the Whakatāne District Council from Gambling societies in 2020 and 2021

Grants received in 2019/20 financial year

Date	Amount	Society	Purpose
11 Oct 2019	\$130,434.78	NZ Community Trust	Partially funding the skate park
			extension
31 Oct 2019	\$97,434.78	Lions Foundation	Partially funding the development
			of Riverslea playground
03 Feb 2020	\$100,000.00	Grass Roots Trust	Partially funding the installation of
			the Whakatāne Aquatic Centre
			outdoor pool roof
27 Feb 2020	\$100,000.00	Lions Foundation	Partially funding the installation of
			the Whakatāne Aquatic Centre
			outdoor pool roof
09 Mar 2020	\$36,392.00	Grass Roots Trust	Partially funding the installation of
			the Whakatāne Aquatic Centre
			outdoor pool roof
Total amount	\$464,261.56		

Grants received in 2020/21 financial year

Date	Amount	Society	Purpose
31 Jul 2020	\$19,565.22	GST reversal on NZ Community Trust	Skate Park funding - GST treatment removed in 2020 but was treated
			incorrectly
25 Sep 2020	\$207,912.00	NZ Lottery Board	Partially subsidy the expansion of
			the WHK Skate Park
31 Mar 2021	\$16,600.00	Lions Foundation	Installing Safety Pool Hoist for
			Whakatāne Pool
07 Apr 2021	\$62,910.00	Lions Foundation	Installing Shade Sails to the
			playgrounds across the district
07 Apr 2021	\$14,500.00	Lions Foundation	Upgrading and Refurbishment of
			the TE Mahoe playground
07 Apr 2021	\$126,890.00	Lions Foundation	Upgrade of Thompson Crescent
			Playground
07 Apr 2021	\$10,250.00	Lions Foundation	Resurfacing of Murupara Basketball
			Court
07 Apr 2021	\$52,250.00	Lions Foundation	Installing Toilet Accessibility for the
			River Edge Toilet
07 Apr 2021	\$16,600.00	Lions Foundation	Installing Safety Pool Hoist for
			Murupara Pool
Total amount	\$527,477.22		<u> </u>

3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)



Social Impact Assessment of Gambling in the Whakatāne District

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3.1.3 Appendix 3: Social Impact Assessment of Gambling in the Whakatāne District(Cont.)



Social Impact Assessment of Gambling in the Whakatāne District

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