

COUNCIL POLICY

TITLE: **GAMBLING VENUES**

MEETING: Council

EFFECTIVE DATE: 12 December 2017

FILE REFERENCE: 306030

REVIEW: December 2020

1. BACKGROUND

This is the second iteration of Council's Gambling Venues Policy since the Gambling (Gambling Harm Reduction) Amendment Act 2013 came into force. During the first policy review after that time, in 2014, Council considered the social impact of gambling on Kawerau's high-deprivation communities and the inclusion of a relocation policy. It decided that no relocation of any class 4 venue would be allowed in the Kawerau District. In accordance with the provisions of section 102 of the Gambling Act 2003, as amended, Council opted not to include consideration of a relocation policy in the 2017 review. Clause 4.4.1 is therefore a continuation of the 2014 policy.

2. POLICY OBJECTIVES

- 2.1 To provide a framework for transparent and consistent decision making about class 4 gambling venues in the Kawerau District.
- 2.2 To contribute to the well-being of the Kawerau community by:
 - Reducing the number of class 4 venues; and
 - Reducing the number of electronic gaming machines.

3. DEFINITIONS

Class 4 gambling has the meaning given to it by section 30 of the Gambling Act 2003.

Class 4 venue means a place used to operate class 4 gambling.

Gaming machine has the meaning given to it by section 4 of the Gambling Act 2003.

4. POLICY STATEMENT

4.1 Primary activity of Class 4 venues

The primary activity of a class 4 venue shall be:

- i. Sporting activities, or
- ii. The sale of liquor or liquor and food, or
- iii. A New Zealand Racing Board venue.

4.2 Establishing a class 4 venue

Council will issue no consent for any class 4 venue to be established in the District in addition to the number operating on the date this policy was made or as reduced by the operation of this policy, whichever is the lesser.

4.3 Maximum number of gaming machines

- 4.3.1 Council will issue no consent for any gaming machine to be operated in the District in addition to the number operating on the date this policy was made or as reduced by the operation of this policy, whichever is the lesser.
- 4.3.2 Council will issue no consent to increase the number of gaming machines operating at any existing class 4 venue in addition to the number operating at that venue on the date this policy was made or as reduced by the operation of this policy, whichever is the lesser.
- 4.3.3 The total number of gaming machines that may be operated in the District will therefore be capped at a maximum of 54 machines.
- 4.3.4 As the opportunity arises through a society reducing the number of gaming machines operating at a class 4 venue or ceasing to hold a class 4 venue licence, the cap on the number of machines which may be operated within the District will be reduced.

4.4 Relocation of Class 4 venues

- 4.4.1 Council has determined that no relocation of any class 4 venue shall be allowed in the Kawerau District.