



# Gambling Policy Review 2019

*SOCIAL IMPACT ASSESSMENT*

[whakatane.govt.nz](http://whakatane.govt.nz)



# Introduction

Gambling is a relatively common activity in New Zealand. In 2016, approximately 2.7 million New Zealanders aged 15 years and older engaged in gambling of some form.<sup>1</sup> Gambling can provide social entertainment, employment opportunities, and the return of funds to communities. However, it can also contribute to financial strain, family problems and social harm.

This report assesses the social impact of gambling in the Whakatāne District.

## Background

The Whakatāne District Council, under the Gambling Act 2003 (the Act) and the Racing Act 2003, must have a Class 4 Venue and Board Venue Policy. Under the Act, all territorial authorities are required to review their gambling policy every three years. The last review took place in 2016. In reviewing the policy, the Council must have regard to the social impact of gambling within the District.

Although there are several types of gambling available in the District including Lotto, scratch tickets, and increasingly, internet gambling, the Council only has regulatory powers in regards to Class 4 gambling machines (also called pokies), Class 4 Venues, and Board Venues (stand-alone TABs).

The information gathered in this report will assist the Council to review the current Gambling Policy (Class 4 Venue and Board Venue).

## Class 4 Gambling

Class 4 gambling generally involves a gaming machine. The Council has the ability to regulate the number of machines and the number and location of Class 4 gambling venues that can be established in the District.

Other issues relating to each venue are covered by the Department of Internal Affairs (DIA) licensing system including:

- supervision of the premises;
- the character of the operators;
- distribution of proceeds from the gaming machines; and
- procedures to minimise harm from gambling, including mandated host responsibilities.

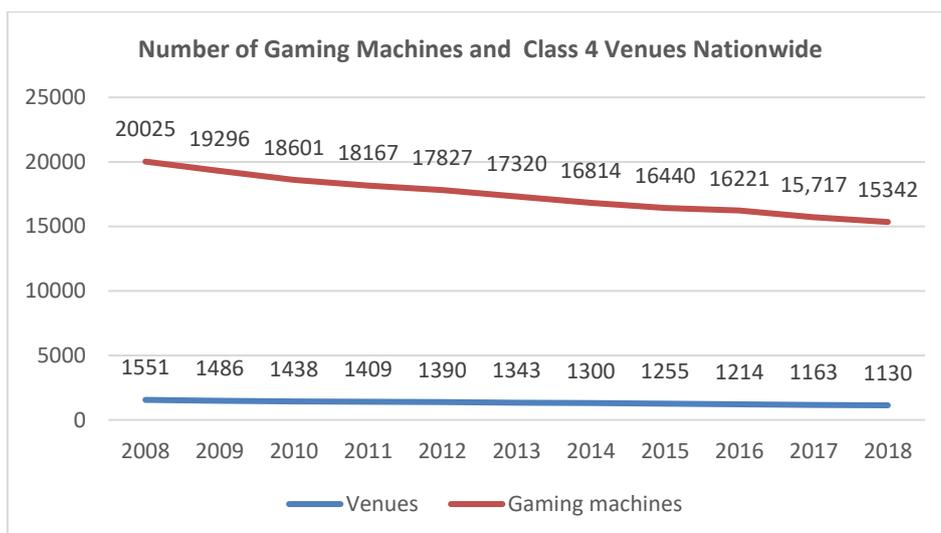
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<sup>1</sup> Thimasarn-Anwar, T., Squire, H., Trowland, H. & Martin, G. (2017)

## National

As at 30 September 2018, there were 1,130 class 4 venues and 15,342 class 4 gaming machines in New Zealand.<sup>2</sup>

The graph below shows that the number of gaming machines and class 4 venues has been steadily decreasing over the past ten years.



## Whakatāne

There are currently twelve Class 4 gambling venues in the Whakatāne District and a total of 179 gaming machines in operation.<sup>3</sup> Nine venues are operating their maximum licenced number of machines, and three are operating less than their licence permits them to. **Appendix 1** lists all venues and the number of operating and licensed machines at each venue.

The number of class 4 venues and gaming machines operating in Whakatāne District have also declined over the past ten years since 2008 when there were seventeen venues and 232 gaming machines.

<sup>2</sup> Department of Internal Affairs website, <https://www.dia.govt.nz/Resource-material-Information-We-Provide-Gaming-Statistics>

<sup>3</sup> Department of Internal Affairs website: [https://www.dia.govt.nz/diawebsite.nsf/wpg\\_URL/Resource-material-Information-We-Provide-Gaming-Machine-Venues-Numbers-and-Expenditure-by-Territorial-AuthorityDistrict](https://www.dia.govt.nz/diawebsite.nsf/wpg_URL/Resource-material-Information-We-Provide-Gaming-Machine-Venues-Numbers-and-Expenditure-by-Territorial-AuthorityDistrict)

## Board Venues

Gambling that occurs in a Board Venue is often sport and racing focused. A Board Venue is any premises owned or leased by the New Zealand Racing Board and where the main business carried out is providing racing-betting or sports-betting services.

These are standalone or distinct venues and do not include TAB outlets or agencies that are additional activities of a bar or hotel, such as self-service TAB terminals, which territorial authorities cannot regulate. There are five TAB outlets in the Whakatāne District as at 1 February 2019.

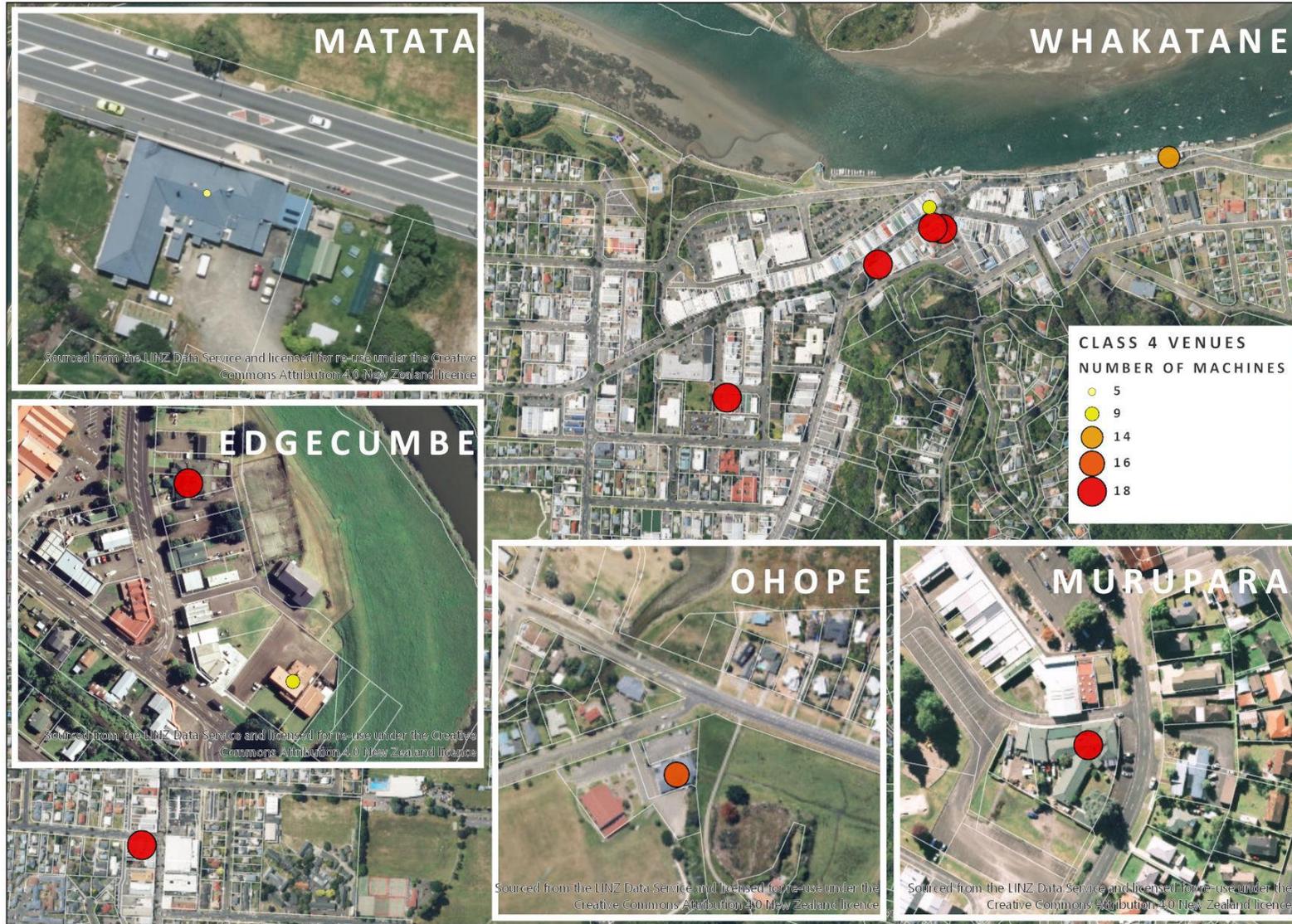
The Council is able to regulate how many Board Venues can be established and where. There are currently no Board Venues in the District.

## Data Limitations

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 2013 Census. This is the same data that was used in the 2016 Social Impact Assessment. The lack of data from Census 2018 has made it difficult to accurately estimate some of the factors (for example the amount spent per adult on Class 4 machines) or the degree of change that has occurred in gambling outcomes since the 2016 gambling policy review.

**Class 4 Gambling Venues and Operating Gaming Machine Numbers in the Whakatāne District (as at 30 September 2018)<sup>4</sup>**



<sup>4</sup> Department of Internal Affairs: Gaming Machines venues and numbers by region at 30 September 2018. [https://www.dia.govt.nz/diawebsite.nsf/Files/Gambling-Statistics/\\$file/Sep-2018-Quarterly-GM-and-Venues-by-Territorial-Authority.pdf](https://www.dia.govt.nz/diawebsite.nsf/Files/Gambling-Statistics/$file/Sep-2018-Quarterly-GM-and-Venues-by-Territorial-Authority.pdf)

# Gambling in New Zealand

## The history of gambling opportunities in New Zealand

The history of organised gambling in New Zealand began in 1929 with the Golden Kiwi lottery. In 1951 the TAB began and between 1951 and 1987, most people gambled through the TAB and race track or by purchasing a Golden Kiwi ticket. For many others, community fundraising (e.g. housie) also provided gaming opportunities.

Since 1987, there has been a proliferation of different forms of gambling in New Zealand. Lotto was introduced in 1987 and electronic gaming machines in 1988. The Golden Kiwi was replaced with the Instant Kiwi in 1989 and variations of this became available including Lotto Strike in 1993 and Daily Keno in 1994. The Christchurch Casino opened in 1994, and the Auckland Casino in 1996. Telebingo and sports betting were introduced in 1996.

From 1987 to 1997, gaming machines became available in clubs, hotels and bowling alleys. The number of gaming machine licenses almost doubled from 8,000 to 15,000 and the maximum number of gaming machines per site increased from 12 to 18. During this time, the jackpots from gaming machines increased from \$100 to \$500 and 7-day horse and dog racing was introduced. Trackside TV channel, TABs in pubs, and telephone gambling games were also introduced.

Between 1997 and 2005, gaming machines accounted for more than half of all gambling expenditure in New Zealand. Casino room formats were established in pubs, incorporating both TAB and gambling machines, and TAB betting started via the Internet in 1998. By 2003, telephone betting accounted for more than 30% of the TAB's total racing and sports turnover. Four new casinos were granted approval – two in Queenstown, one in Dunedin and one in Hamilton.

In 2003 the Gambling Act (the Act) was adopted to largely control the growth and proliferation of gambling.

Most recently, the internet has provided increased opportunities to gamble. The Act refers to internet gambling as 'remote interactive gambling.' With some exceptions, remote interactive gaming based in New Zealand is prohibited. However, it is not illegal for someone in New Zealand to participate in the activity if the website is based overseas.

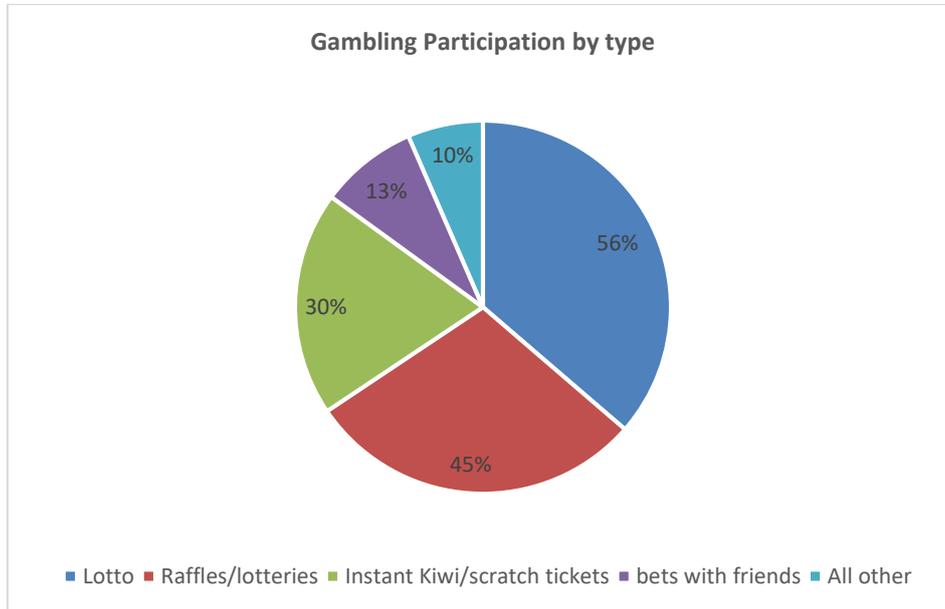
## The current profile of gambling in New Zealand

Gambling is a relatively normalised activity in New Zealand society. Approximately 70% of the adult population participates in some form of gambling in any given year. The overall past-year gambling rate has decreased from 2006/07 but has remained unchanged since 2012<sup>5</sup>.

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<sup>5</sup>Abbott, M., et al. (2016).

According to the most recent data available, the most popular gambling activities for participation were Lotto (56%), raffles or lotteries (45%), Instant Kiwi or other scratch tickets (30%), and bets with friends or workmates (13%). Participation in each of the other gambling activities was less than 10%<sup>6</sup>.



The internet provides gambling opportunities that have not traditionally been considered in studies around gambling prevalence and risk in New Zealand. Lotto and New Zealand Racing Board gambling are both available online in New Zealand.

Online Lotto participation in 2015 was 6.9%, while New Zealand online/remote Totalisator Agency Board (TAB) was 2.2% for horse/dog race betting it was 2.2%, and 1.5% in 2015<sup>7</sup>.

While it is illegal to advertise overseas gambling in New Zealand, it is not illegal to participate in gambling on an overseas-based website or to gamble on overseas competitions and games. The New Zealand Health Survey includes internet gambling within the category 'other forms of gambling,' and in 2015, total participation in overseas online gambling was 0.7%; this was a decrease from 1.7% in 2012<sup>8</sup>.

While these figures don't indicate that internet gambling is 'taking over' from other forms of gambling in New Zealand, the Problem Gambling Foundation believes that problem gambling rates amongst those who gamble on the internet are 10 times higher than that of the general population. Domestic research has estimated per annum customer losses to offshore online gambling at \$36.2 million in 2014<sup>9</sup>. A 2011 paper states that internet gambling is 443 times as harmful as Lottery products, while non-casino gaming machines are 389 times as harmful<sup>10</sup>. Internationally, research estimates that

<sup>6</sup> Abbott, M., et al. (2016).

<sup>7</sup> Ibid

<sup>8</sup> Thimasarn-Anwar, T., et al. (2017).

<sup>9</sup> Abbott, M., et al. (2016).

<sup>10</sup> Townshend, P (2011).

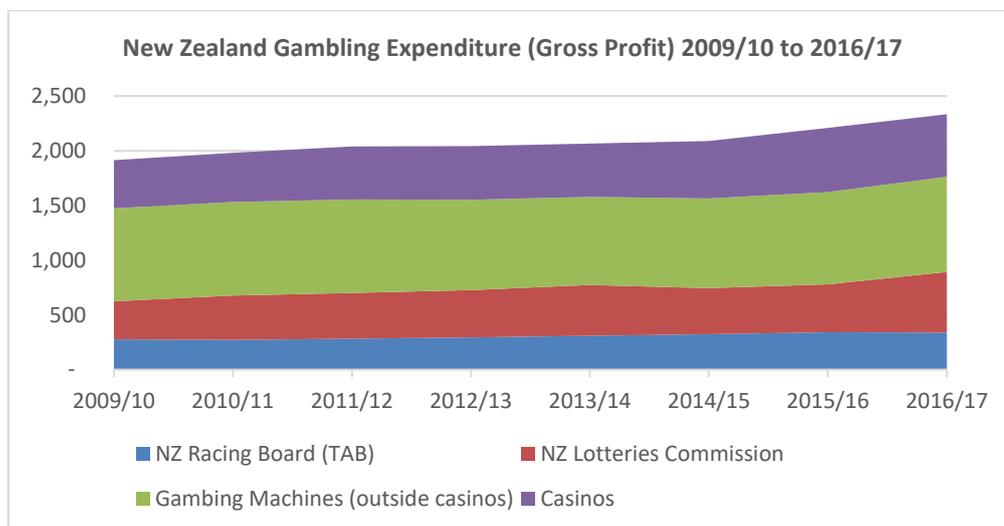
“global internet gambling jumped by 50% from 2010 to 2015, rising from 7.6% to 10% of total gambling losses. It forecasts an online share of 12.9% by 2020”<sup>11</sup>.

## Gambling Expenditure

Gambling expenditure means the gross amount wagered by gamblers, less the amount paid out or credited as prizes or dividends. In other words, expenditure is the amount lost or spent by players, or the gross profit of the gambling operators.

### National Gambling Expenditure

The amount of actual dollars spent in 2016/17 on the four major forms of gambling in New Zealand (excluding online gambling) was \$2,334 million<sup>12</sup>. This information is shown in the graph below.



This was an increase of 5.7% (\$118 million) on the previous year. Spending on lotteries increased by 26.8% while racing, sports betting and casinos each recorded small decreases. However, when adjusted for inflation and population change, total gambling expenditure per person declined from \$659 in 2009/10 to \$635 in 2016/17.

### Non-Casino Gaming Machines

New Zealand has 15,342 non-casino Class 4 gaming machines and in 2017/18 on average, each machine took \$58,837<sup>13</sup>. Gaming machine expenditure consistently accounts for the largest proportion of annual gambling expenditure.

<sup>11</sup> Collins, S (2016).

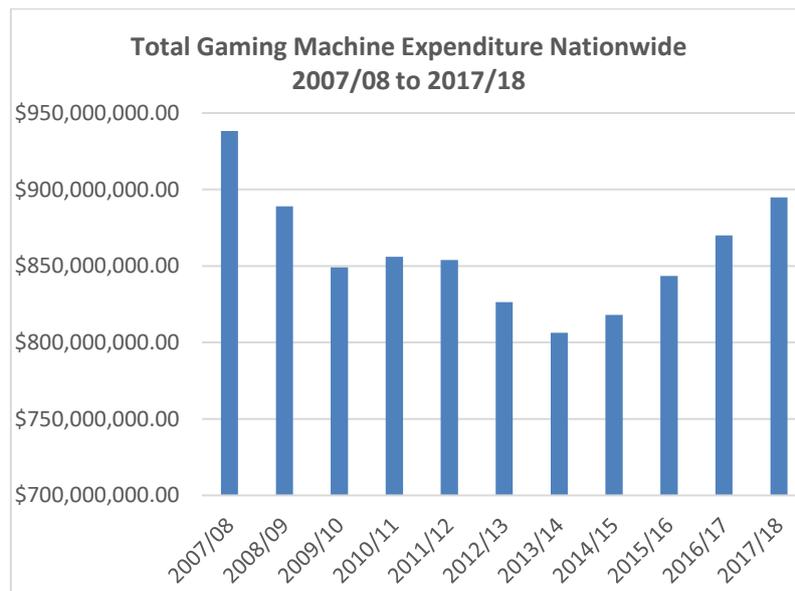
<sup>12</sup> Department of Internal Affairs (2017) Gambling Statistics: [https://www.dia.govt.nz/diawebsite.nsf/wpg\\_URL/Resource-material-Information-We-Provide-Gambling-Expenditure-Statistics](https://www.dia.govt.nz/diawebsite.nsf/wpg_URL/Resource-material-Information-We-Provide-Gambling-Expenditure-Statistics)

<sup>13</sup> Health Promotion Agency website: <https://www.hpa.org.nz/what-we-do/minimising-gambling-harm>

Although spending on gaming machines in clubs and pubs decreased by 12.85% between 2008/09 and 2013/14, since then it has increased by nearly 12%<sup>14</sup>, even though the number of machines has fallen by nearly 30% since 2008.

In the year September 2017/18, \$903 million was spent on non-casino gaming machines, an increase of 6.3% since 2015/16 when the gambling policy was last reviewed.

The graph below shows total expenditure on non-casino gaming machines in New Zealand for the ten years between 2007/08 and 2017/2018.



### Gaming Machine Expenditure in Whakatāne District

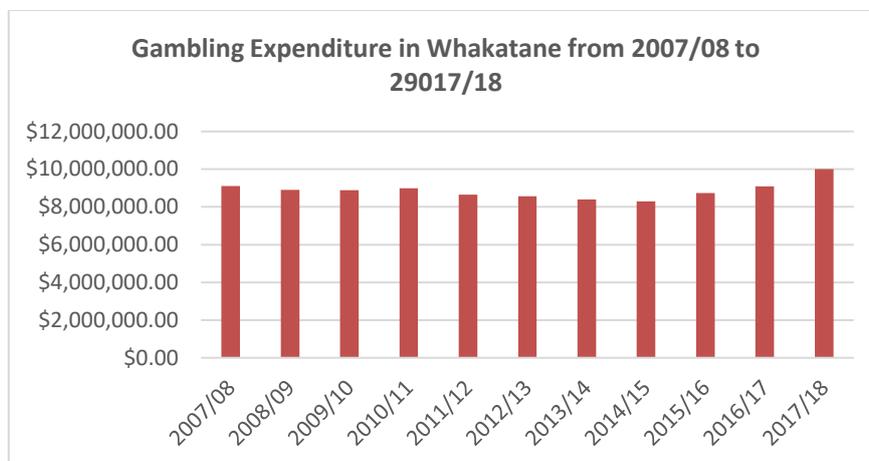
Whakatāne has 179 non-casino class 4 gaming machines in twelve venues. These numbers have not changed since the previous review. These machines take on average \$55,920.40, which is lower than the national average. The Department of Internal Affairs statistics show that in September 2018, Whakatāne District had the 20<sup>th</sup> highest expenditure on gaming machines.

Gaming machine expenditure was at its lowest in Whakatāne in 2014/15 at just \$8,295,526 but increased by 45% in the three years to 2017/18, even though there are now eighteen less gaming machines and two less venues in the District than in March 2015. Without the latest census data it is difficult to know whether spending per individual has increased or whether a population increase means more people are using gaming machines.

In 2017/18 the total expenditure on gaming machines in Whakatāne District was \$10,009,750, an increase of \$924,921 or 9% from the previous year and an increase of 15% since 2015/16. Without the latest population data, it is difficult to determine spend per resident. Using 2013 Census data,

<sup>14</sup> Department of Internal Affairs. [https://www.dia.govt.nz/diawebsite.nsf/wpg\\_URL/Resource-material-Information-We-Provide-Gaming-Machine-Venues-Numbers-and-Expenditure-by-Territorial-AuthorityDistrict](https://www.dia.govt.nz/diawebsite.nsf/wpg_URL/Resource-material-Information-We-Provide-Gaming-Machine-Venues-Numbers-and-Expenditure-by-Territorial-AuthorityDistrict)

this equates to a total spend per resident of \$310 per annum, 46% more than the national average of \$212 per person per annum.



## Social Impacts of Gambling – Benefits

Gambling can benefit New Zealand as a whole and local communities by way of providing a form of entertainment, by providing employment opportunities, and through funding for national sports and community organisations.

### Entertainment

Gambling is usually a harmless activity from which people derive personal enjoyment and positive social effects. Research has shown that the more communal the gambling activity, the higher the level of enjoyment, fun and socialising<sup>15</sup>. Based on these findings, there is a clear view that people genuinely enjoy participating in gambling activities and there are benefits of being able to socialise with others, particularly whānau members<sup>16</sup>.

### Employment

The existence of class 4 gaming machines means that employment opportunities exist for the corporate societies administering the gaming machines, venues operating them and the servicing industries. In February 2018, Government data showed that 6,240 people were employed nationwide in the gambling activities in 141 enterprises<sup>17</sup>.

<b>No. of Employees</b>	<b>2010</b>	<b>2011</b>	<b>2012</b>	<b>2013</b>	<b>2014</b>	<b>2015</b>	<b>2016</b>	<b>2017</b>	<b>2018</b>
Casino Operators	4250	4200	4250	4200	4450	4750	4800	4750	4900
Lottery operators	270	250	240	240	230	190	220	200	190
Other gambling operators	1550	1650	1500	1450	1350	1400	1350	1250	1150
<b>Total</b>	<b>6070</b>	<b>6100</b>	<b>5990</b>	<b>5890</b>	<b>6030</b>	<b>6340</b>	<b>6370</b>	<b>6200</b>	<b>6240</b>

<sup>15</sup> KPMG and Ministry of Health (2013)

<sup>16</sup> Abbot, M., et al. (2016)

<sup>17</sup> Figure NZ Trust (2019).

However, it can also be argued that employment in the gambling industry, and economic activity as a result of gambling, takes employment and spending from other sectors of the economy rather than providing significant benefits<sup>18</sup>.

## Community funding

The gaming industry puts money back into the community by way of grants administered through various trusts that operate gaming machines at the gaming venues. These grants provide financial support to many clubs and organisations that find it increasingly difficult to obtain sponsorship and other revenue streams<sup>19</sup>.

The New Zealand system is unique in providing a community dividend from the proceeds of gambling. The Gambling Act is very clear that Class 4 gambling is only permitted where it is used to raise funds for authorised purposes. These are:

- I. a charitable purpose:
- II. a non-commercial purpose that is beneficial to the whole or a section of the community:
- III. promoting, controlling, and conducting race meetings under the Racing Act 2003, including the payment of stakes: (Gambling Act 2003, 4:a)

Currently, for non-club societies, the minimum proportion of gambling expenditure that must be used to fund authorised purposes is 40%. Clubs are not mandated to meet this percentage, but as a part of their Class 4 licence the DIA sets a minimum rate. At this time, there is no legislative requirement for societies to disburse funds back into the area in which they were obtained.

In New Zealand, approximately \$300 million is returned to the community from the proceeds of class 4 gaming machines<sup>20</sup>. These grants provide financial support to many clubs and organisations that find it increasingly difficult to obtain sponsorship and other revenue streams.

### Return to Community Nationwide from Class 4 Gaming Machines 2012 - 2017



<sup>18</sup> KPMG and Ministry of Health (2013)

<sup>19</sup> True, J. and Cheer, M. (2018).

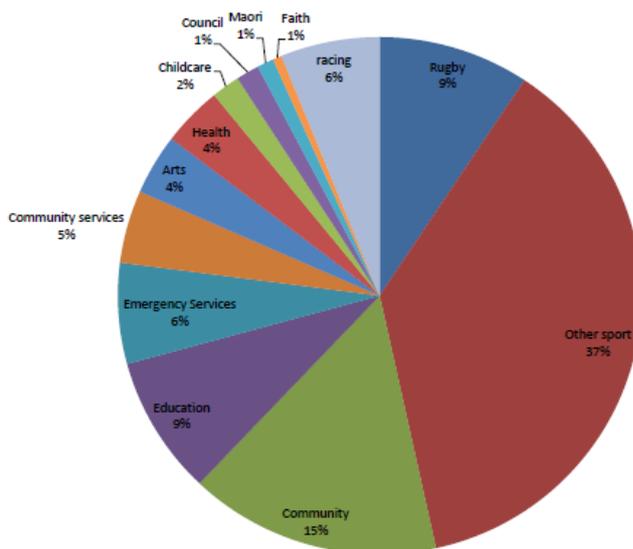
<sup>20</sup> Department of Internal Affairs. (2017). Class 4 Gambling Report, January 2017.

<http://www.gamblinglaw.co.nz/download/Gambits/DIA-Class-4-Sector-Report-2017.pdf>

Applications totalling \$50.8 million were made to funding Clubs. In 2015, Class 4 grants made by societies included:

- Funding to sport of \$122 million (49% of total) up from \$106 million (47%) in 2014.
- 16,291 separate grant recipients who received 26,327 grants.

#### Grants by Major Recipient Type in New Zealand 2004 – 2012 (Total grants: \$1.7 billion)



#### Community funds returned to Whakatāne

In the past year<sup>21</sup>, organisations in the Whakatāne District received a total of \$2,471,734.77 from Gaming Trusts. Grants ranged from \$121.00 for Onepū Netball Club, to \$285,000, for the Bay of Plenty Rugby Union. **Appendix 2** contains a complete list of all recipients and the grants received from these four non-club corporate societies.

#### Grants Distributed by Non-Club Corporate Societies in the Whakatāne District in the past year

	<i>Number of Venues</i>	<i>Number of Machines</i>	<i>Grants distributed</i>
The Lion Foundation <sup>22</sup>	3	54	\$1,192,890.00
Grassroots Trust <sup>23</sup>	2	27	\$267,129.19
The Southern Trust <sup>24</sup>	2	23	\$736,005.00
Pub Charity Limited <sup>25</sup>	1	9	\$275,710.58
<b>Total</b>			<b>\$2,471,734.77</b>

<sup>21</sup> Refers to grants distributed over the most recent 12 month period for which data was. Actual dates do not align due to the corporate societies having varying reporting timeframes.

<sup>22</sup> The Lion Foundation (2019).

<sup>23</sup> Email from Tiffany Wood, Grants Manager, MaxServ, 'Approved funding from Grassroots Trust from 1 January – 31 December 2018.

<sup>24</sup> Email from Paul Pedofski, The Southern Trust. Grants from 1 January – 31 December 2018.

<sup>25</sup> Pub Charity Limited (2019).

Each year, funding is also distributed by non-society gaming machine operators (clubs). While details of funding allocated by clubs is not required to be made publicly available, several community groups in the district benefit from authorised purpose grants as well as the use of club facilities.

## Social Costs of Gambling

### Gambling Harm

Gambling can be a harmless entertainment activity from which people derive personal enjoyment and that can provide other positive social effects. Most people do not experience problems resulting from their gambling.

### Financial costs

Adjusting for the effects of both inflation and changes to New Zealand's population (18 years and older), gambling expenditure increased by 1.1 per cent, from an average of \$629 per person in 2016, to \$635 per person in 2016/17<sup>26</sup>. The individual direct financial cost of gambling in New Zealand was \$635 per person and of this, \$237 relates to gaming machine expenditure. However, it should be noted that this loss is not necessarily borne evenly across the community and is influenced by the various risk factors, such as ethnicity and living in areas of high social deprivation.

### Problem Gambling

The initial cost of gambling is often financial loss; however casual gambling can lead to problem gambling, which has many further potential costs. These include:

- **Personal impacts:** including elevated physical and mental health problems relative to the general adult population and, in extreme cases, suicide attempts and suicide<sup>27</sup>
- **Financial impacts:** on average, problem gamblers spend approximately 15 times more than non-problem gamblers per month on gambling<sup>28</sup>
- **Interpersonal impacts:** including relationship breakups and family neglect. Close family members of heavy gamblers are most often affected. In extreme cases, children of problem gamblers may be left with reduced access to basic necessities, including adequate housing, warmth and food<sup>29</sup>
- **Parenting impacts:** people who report having a parent with gambling problems are also significantly more likely to experience gambling problems themselves, so problem gambling has the potential to have an impact on future generations<sup>30</sup>

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<sup>26</sup> Department of Internal Affairs website:

<https://www.dia.govt.nz/press.nsf/d77da9b523f12931cc256ac5000d19b6/4f9778fc3a2fed9dcc25823a00002b04!OpenDocument>

<sup>27</sup> Ministry of Health (2013); SHORE (2008); Abbott (2001); Productivity Commission (1999)

<sup>28</sup> Abbott, M. (2001)

<sup>29</sup> Ministry of Health (2013)

<sup>30</sup> SHORE (2008); Abbott, M. (2001); Productivity Commission (1999)

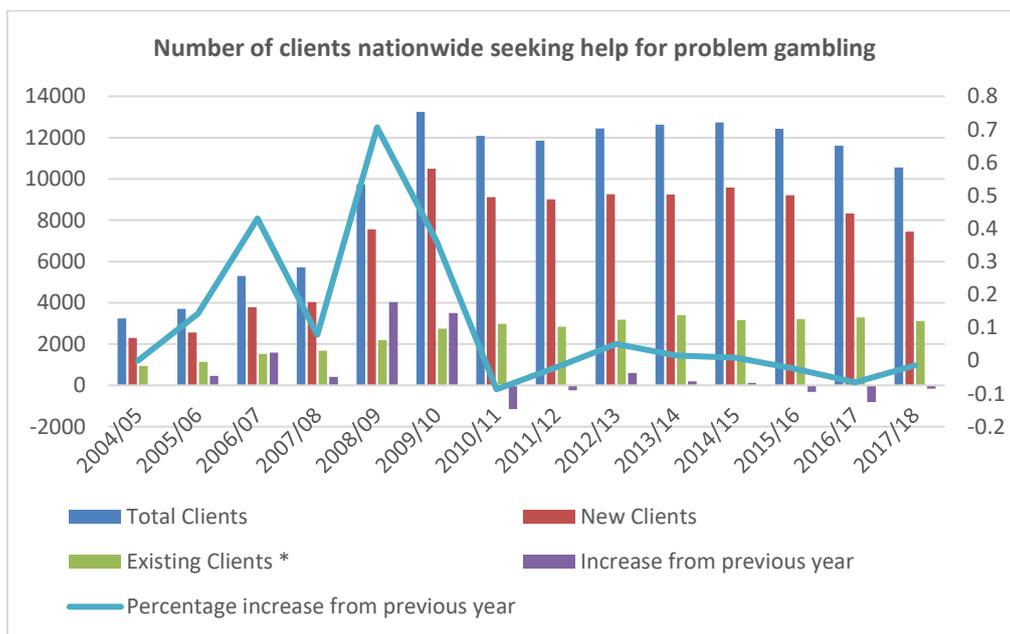
- **Work and study impacts:** including lost time at work or study and in extreme cases, resignation or termination of a job or a course, due to gambling-related absenteeism or crime<sup>31</sup>
- **Criminal and legal impacts:** problem gambling has been linked to criminal activity, and studies have suggested that much of the crime goes unreported<sup>32</sup>. Apart from the financial cost of gambling-related crime to organisations and individuals directly involved, there are often financial and other costs for problem gamblers who are convicted, and their families.

## Problem Gambling in New Zealand

New Zealand has a very low problem gambling rate by international standards. The New Zealand National Gambling Study: Wave 4 (2016)<sup>33</sup> found that in 2016, 0.2% of NZ adults were problem gamblers experiencing significant gambling-related harm; 1.8% were moderate-risk gamblers, 4.6% were low-risk gamblers and 68% were non-problem gamblers. Twenty-five percent had not gambled in the prior 12 months.

For the year from July 2017 to June 2018, 10,555 people sought help for problem gambling and of these, 7,440 were new clients<sup>34</sup>. This number has fallen by 15% on the number receiving help in 2015/16.

The graph below shows there has been a decrease in problem gambling since the peak in 2009/10.



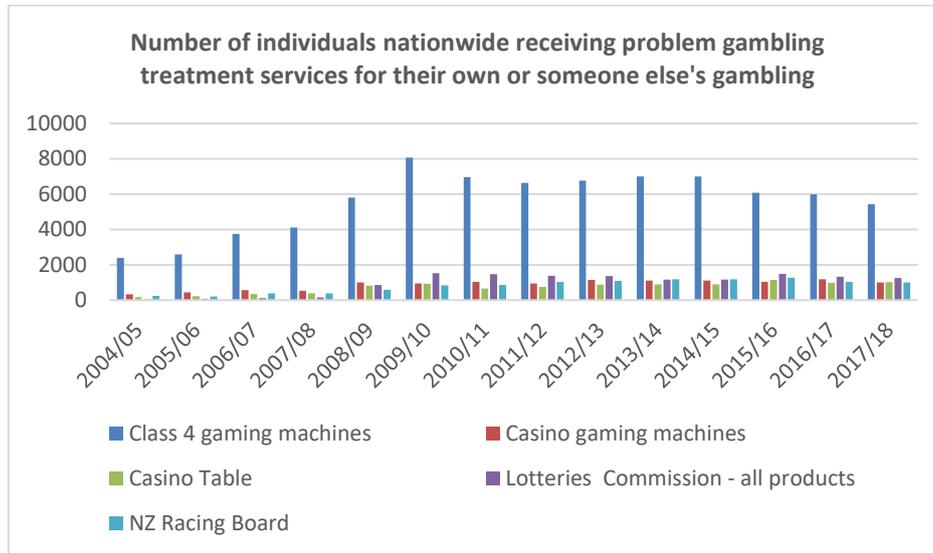
<sup>31</sup> SHORE (2008); Abbott, M. (2001)

<sup>32</sup> Ibid

<sup>33</sup> Abbott, M., et al. (2016).

<sup>34</sup> Ministry of Health (February 2019) <https://www.health.govt.nz/our-work/mental-health-and-addictions/gambling/service-user-data/intervention-client-data#territorial>

Approximately half (51%) cited non-casino gaming machines as their primary gambling mode, while a further 10% cited casino gaming machines<sup>35</sup>. Class 4 gambling is different from many other forms of gambling because it offers the possibility of instant gratification. It is considered to be high-risk, high-turnover gambling, with gaming machines designed to encourage gamblers to stay and gamble for long periods of time<sup>36</sup>.



For those who do develop a problem, the impacts can be far reaching and are not exclusive to the problem gamblers themselves. Every person with a gambling problem affects between five and ten other people<sup>37</sup>. A 2017 Ministry of Health study on the burden of gambling harm concluded that the largest proportion of the total harm resulting from gambling in New Zealand is associated with people who are not necessarily problem gamblers themselves<sup>38</sup>.

Some research has shown that only one in ten people who experience a problem with gambling feel they can seek help<sup>39</sup>. While it is impossible to know exact problem gambling numbers due to a reliance on self-reporting, the 2015 New Zealand Health Survey showed that problem gambling related to all forms of gambling had fallen from 0.6% in 2011/12 to 0.2% in 2014/15 of the population aged 15 or older. The problem gambling was related to all forms of gambling, not solely Class 4 gambling.

<sup>35</sup> Ministry of Health (February 2019) <https://www.health.govt.nz/our-work/mental-health-and-addictions/gambling/service-user-data/intervention-client-data#territorial>

<sup>36</sup> Choice not Chance (2015).

<sup>37</sup> Problem Gambling Foundation of New Zealand (2014).

<sup>38</sup> Browne, M., et al. (2017).

<sup>39</sup> Thomas, S. (2014).

## Problem Gambling in Whakatāne District

In Whakatāne District, 36 people received help for problem gambling in 2017/18 compared to 40 in 2015/16<sup>40</sup>. This equalled 0.34% of all interventions in New Zealand.

Using Ministry of Health assumptions and data<sup>41</sup>, this equates to an estimated 677 adults in the district likely to experience problems due to someone's gambling. When compared to the national rate of help-seeking, this means that the prevalence rate of at-risk gambling in the District is low.

## Problem Gambling Risk Factors

### Location of gaming machines

Research by the Ministry of Health in 2008<sup>42</sup> found that gambling behaviour was strongly associated with the distance to the nearest gambling venue, and concluded that establishing a venue in a neighbourhood could possibly have a negative impact on the people living in that neighbourhood. These findings suggest that policies aimed at preventing and minimising gambling-related harm could focus on environmental modifications, such as reducing the geographic dispersal of gambling venues and minimising the number of gambling venues in neighbourhoods, particularly in vulnerable communities.

### Gambling Density

Gambling density comprises two components:

- Expenditure per person; and
- Number of gaming machines per person.

#### ***Expenditure per person***

The DIA monitors every gaming machine electronically so expenditure data on gaming machines is accurately recorded and attributed. In 2017/18, approximately \$10.2 million was spent on gaming machines in the Whakatāne District, an increase of 22% since 2014/15 when the previous social impact assessment was undertaken.

Using the 2013 Census data, the total spent per resident in 2017/18 equates to \$310 per annum more than the national average of \$212 per person per annum<sup>43</sup>). For the quarter to September 2018,

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<sup>40</sup> Choice not Chance (2015).

<sup>41</sup> Ministry of Health (2008):

[http://www.moh.govt.nz/NoteBook/nbbooks.nsf/0/253B4A3BB4F7CA47CC2575F2006F9519/\\$file/pg-local-govt-resource-may09.pdf](http://www.moh.govt.nz/NoteBook/nbbooks.nsf/0/253B4A3BB4F7CA47CC2575F2006F9519/$file/pg-local-govt-resource-may09.pdf)

<sup>42</sup> Ministry of Health (2008): *Raising the Odds? Gambling behavior and neighbourhood access to gambling venues in New Zealand*, <https://www.health.govt.nz/publication/raising-odds-gambling-behaviour-and-neighbourhood-access-gambling-venues-new-zealand>

<sup>43</sup> New Zealand Statistics. NZ population 2013 Census data.

Whakatāne District was 20th out of 67 territorial authorities when it comes to gambling expenditure per head<sup>44</sup>.

<b>Gaming Machine Expenditure in the Whakatāne District 2017/18<sup>45</sup></b>					
	<b>Oct–Dec 2017</b>	<b>Jan-Mar 2018</b>	<b>Apr-June 2018</b>	<b>Jul-Sept 2018</b>	<b>Total Oct 2017-Sep 2018</b>
<b>Whakatāne District</b>	\$2,572,397.63	\$2,421,669.90	\$2,597,250.74	\$2,568,939.90	<b>\$10,160,258.17</b>
<b>New Zealand</b>	228,775,828.16	212,038,702.39	226,827,967.75	235,037,993.57	902,680,491.87

### **Number of gaming machines**

As at 1 February 2019, there were 179 gaming machines operating in Whakatāne. Having less than 75 machines per 10,000 people is considered to be low risk. The Whakatāne District currently has 179 operating machines, which equates to 54 machines per 10,000 people. Although indicating a low risk this is still higher than the national average of 38 machines per 10,000 people.

There is conflicting evidence and opinion regarding the links between the prevalence of problem gambling and the number of gaming machines. Some research suggests that there is a direct link between the number of machines and problem gambling prevalence, stating that there is an average increase of 0.8 problem gamblers with each new gaming machine<sup>46</sup>. Other research shows that the problem gambling prevalence rate over time bears limited correlation to the number of gaming machines operating in New Zealand<sup>47</sup>. Between 1991 and 1999 the problem gambling rate declined considerably despite gaming machine numbers doubling and gaming machine expenditure trebling. Between 2006 and 2010 the problem rate increased, despite the number of gaming machines in New Zealand falling considerably in the same period. Between 2010 and 2012 the problem gambling rate stayed the same despite a continual decline in gaming machine numbers.

**Number of gaming machines per 10,000 residents – Bay of Plenty, September 2018<sup>48</sup>**

<b>Territorial Authority</b>	<b>Population (Census 2013)</b>	<b>Number of gaming machines in the District</b>	<b>Number of gaming machines per 10,000 residents</b>
Western Bay of Plenty District	43,692	154	35
Tauranga City	114,789	515	45
Whakatāne District	32,691	179	54
Rotorua District	65,280	383	58
Ōpōtiki District	8,436	57	67
Kawerau District	6,363	51	80

<sup>44</sup> Department of Internal Affairs – Summary of Expenditure by Territorial Authority/District September 2018

<sup>45</sup> Department of Internal Affairs: Summary of Expenditure by Territorial Authority/District. September 2018

<sup>46</sup> KPMG and Ministry of Health (2013).

<sup>47</sup> True, J.H. And Cheer, M. (2018).

<sup>48</sup> Department of Internal Affairs: Gaming Machines venues and numbers by region at 30 September 2018.

[https://www.dia.govt.nz/diawebsite.nsf/wpg\\_URL/Resource-material-Information-We-Provide-Summary-of-Venues-and-Numbers-by-Territorial-AuthorityDistrict](https://www.dia.govt.nz/diawebsite.nsf/wpg_URL/Resource-material-Information-We-Provide-Summary-of-Venues-and-Numbers-by-Territorial-AuthorityDistrict)

In 2016, the risk rating for the District’s gambling density was low. Given the lack of up-to-date census data, it is difficult to assess whether or not there has been an increased expenditure per head in the District and if there has, whether it has raised the District’s risk rating for the District’s gambling density.

### Socioeconomic Deprivation

Living in a high deprivation area is a major risk factor for problem gambling.<sup>49</sup> Community deprivation in New Zealand is measured through the deprivation index,<sup>50</sup> which takes into account a number of variables from the 2013 Census, including:

- Car and telephone access
- Sole parenting
- Receipt and means-tested benefits
- Educational qualifications
- Unemployment
- Household income
- Home ownership
- Home living space.

A score of 10 on the index indicates that the community is in the most deprived 10 percent of areas in New Zealand and a score of 1 indicates the least deprived areas.

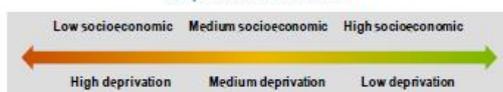
*Gambling venue, and gaming machine numbers for low, medium and high socioeconomic communities.*

	Low socioeconomic	Medium socioeconomic	High socioeconomic
Number of venues per 10,000 adults	13.1	9.5	4.8
Number of gaming machines per 10,000 adults	177	120	58

*Gambling spend in low, medium and high socioeconomic communities*



*Deprivation continuum*



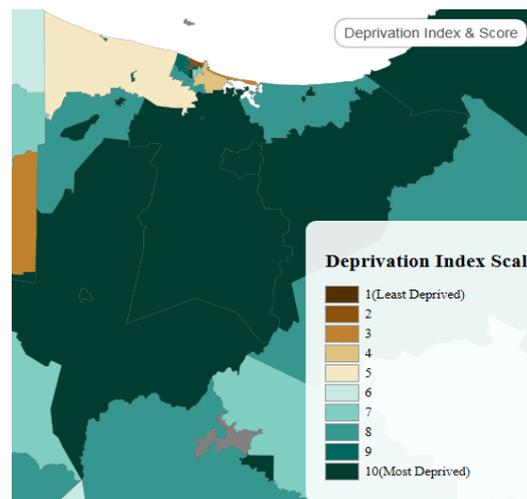
<sup>49</sup> Ministry of Health (2008); Abbott, M.W. & Volberg, R. A. (2000)

<sup>50</sup> Atkinson, J. et al; (2014)

A Ministry of Health study entitled 'Problem Gambling Geography of New Zealand 2005', shows that gambling venues are more likely to be located in the more socioeconomically deprived areas with 53% of all gambling machines located in deciles 8-10 in both March 2003 and June 2005. Over five times as many non-casino gambling machines are in the most deprived deciles 9 and 10, than in the least deprived deciles 1 and 2. This distribution has not changed considerably since 2003.

### **Deprivation in the Eastern Bay of Plenty 2013**

The District as a whole has an average index score of 8, which suggests high levels of deprivation and therefore a high risk of problem gambling<sup>51</sup>.



It is worth noting that most of the census areas in the Whakatāne District fall at a 9 or 10 on the Deprivation Index Scale. All but 16 gaming machines in the District are located in these high deprivation areas. This makes Whakatāne District a high risk location on the basis of socio-economic deprivation.

### **Ethnicity**

Findings from the NZ Health and Lifestyles Survey 2012 showed that Māori and Pacific people were more likely than those of other ethnicities to participate in certain types of gambling (including gaming machines in pubs and clubs) than non-Māori. However, the most recent Health and Lifestyles Survey (2016)<sup>52</sup> showed that past-year overall gambling participation has plateaued at 70% of the 2012 rate while it is decreasing significantly for Māori people. The participation rate for Māori dropped from 88% to 73%.

Māori are more likely to be moderate-risk/problem gamblers compared with people of European/Other ethnicity. Earlier research found rates of problem gambling among Māori and Pacific people to be more than three times those for Pakeha<sup>53</sup>.

<sup>51</sup> Singh, H. (2014)

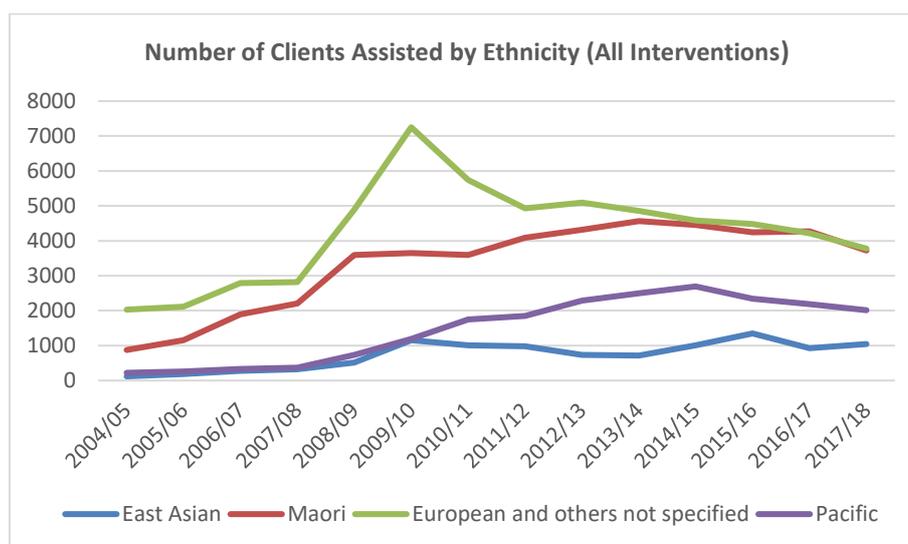
<sup>52</sup> Thimasarn-Anwar, T., et al. (2017)

<sup>53</sup> Abbott, M.W. & Volberg, R. A. (2000).

Ministry of Health and Health Promotion Agency data shows that:

- 1 in 7 Māori and Pacific people and 1 in 9 Asian people who have gambled in the past year are likely to be experiencing a level of harm
- By comparison, 1 in 22 NZ European/Pākehā people who have gambled in the past year are likely to be experiencing a level of harm.

In the 2017/18 year 36% of clients who received problem gambling treatment services identified themselves as Māori, whilst Māori represent 14.9% of the total New Zealand population<sup>54</sup>.



Approximately 40% of the population in Whakatāne District are Māori, which is the 31<sup>st</sup> highest out of 67 Districts.

### Problem Gambling Service Availability

To address the potential 'harms' of gambling there are a range of problem gambling service providers across New Zealand, some of which specifically target ethnic groups most at risk from harm (Māori, Pacific Island and Asian).

Funding for the development and implementation of problem gambling intervention services in New Zealand comes from the problem gambling levy, which is collected from gambling proceeds by the Inland Revenue Department. The Ministry of Health is charged with funding and coordinating intervention services which are then delivered by a range of service providers by contractual agreement. The Ministry currently contracts only one provider who provides services in the Whakatāne District. Te Kahui Hauora Trust, based in Rotorua, provide a counselling service available two days a week in the Whakatāne District.

In addition, the Gambling Helpline is available 24 hours a day, 7 days a week.

<sup>54</sup>Ministry of Health: Intervention Client Data for 2004/05 to 2017/18.

A District is considered to have a high risk of problem gambling if it has two or less local services per 10,000 people that deal with gambling harm. The Whakatāne District has a high risk rating in this area.

## Whakatāne District – Gambling Risk Profile

The Ministry of Health has developed a gambling risk assessment scale. In order to determine the risk profile for the Whakatāne District, the level of risk for each factor outlined above is assigned points (1 for low risk, 2 for medium risk and 3 for high risk). Each score is added together to generate an overall risk level with the highest possible score being 24.<sup>55</sup>

The District is at a low risk for its gambling density, but at a high risk due to socio-economic deprivation, the availability of problem gambling services and ethnicity.

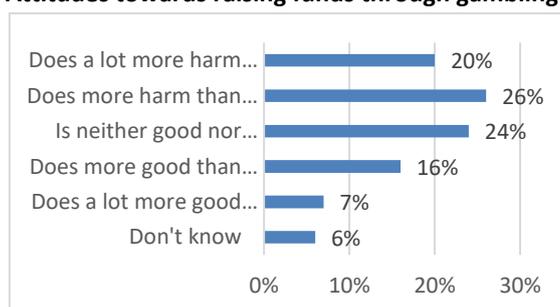
Overall, the Whakatāne District scores 14 (out of 24) on the Ministry of Health gambling risk assessment scale, indicating that the overall level of gambling risk is medium.

## Community views on gambling

### Nationally

Just over half (55%) of the respondents in the 2016 Health and Lifestyles Survey believed that some forms of gambling were socially undesirable with gaming machines and mobile phone games for money being the most undesirable<sup>56</sup>. The form of gambling most commonly reported to be socially undesirable was gaming machines at a pub or club. The next most socially undesirable were gaming machines at a casino and mobile phone games for money. Attitudes towards pokies in clubs or pubs have changed since 2012 when 74% of the people questioned believed they were a socially undesirable activity. In 2016, this had dropped to 59%.

Attitudes towards raising funds through gambling<sup>57</sup>



Attitudes also appear to be changing towards raising funds through gambling<sup>58</sup>. The table above shows that 46% of respondents believed that raising money through gambling did more harm than

<sup>55</sup> Ibid

<sup>56</sup> Ministry of Health. (2018).

<sup>57</sup> Due to rounding, responses add to more than 100%.

<sup>58</sup> Health Promotion Agency (2019).

good to the community, a decrease from 51% in 2006/07. Only 23% of respondents in the 2016 survey believed that fund-raising through gambling does more good than harm, a decrease of 5% since 2006/07. These findings suggest that is an overall decreasing awareness of the role of raising money through gambling in the community.

## Whakatāne District

In the Whakatāne District, consultation was undertaken in 2016 on the Council's gambling policy. Eighteen formal submissions were received along with verbal feedback and comments on Facebook. Seven key issues in the draft Gambling Policy being consulted on were addressed including:

- Community funding
- Number of venues
- Problem Gambling
- Number of Machines
- Location of Venues
- Relocation of Venues
- Clubs Merging

The issue that generated the most comments was the number of machines with 16 submitters commenting on this. All submissions, plus the verbal feedback on this issue argued that the number of machines and venues should keep decreasing.

The second issue of importance was the location of venues with 14 submitters commenting on this. Several suggested that the list of sensitive sites should be extended. **Appendix 3** contains an overview of all topics and the submissions made about them.

## Conclusion

The purpose of this social impact assessment is to inform the review of the District's Gambling Class 4 Policy, which must consider the social impacts of gambling on the Whakatāne District.

Gambling is fairly common in New Zealand, with approximately 70% of the adult population participating in some form of gambling. Total expenditure on all gambling in New Zealand in 2016/17 was \$2.3 billion, an increase of 5.7% on the previous year.

Whakatāne currently has 179 non-casino class 4 gaming machines in twelve venues. These numbers have not changed since the 2016 review but have fallen in the ten years since December 2008 by 23% and 77% respectively when there were 232 machines in 17 venues. Each machine in the District take on average \$55,920.40 per annum, which is lower than the national average.

In 2017/18, \$10,009,750 was spent on gaming machines in the district - an increase of 9% from the previous year and an increase of 15% since 2015/16 when it was at its lowest. There are now eighteen less gaming machines and two less venues in the district than there were in March 2015.

Without the latest Census data, it is difficult to know whether this increase is due to an increase in gambling expenditure or an increase in population has resulted in more people using the machines.

Using 2013 Census data, this equates to a total spend per resident of \$310 per annum, 46% more than the national average of \$212 per person per annum.

Gambling is a leisure activity which generates benefits to the community including business opportunities and employment. It also generates significant funding for community activities that might not otherwise receive funding. In the past year, \$2.47 million was returned to a range of community organisations in the District in the form of grants.

Gambling generates negative social impacts, which also affect the family, friends and colleagues of the problem gambler. New Zealand has a low problem gambling rate by international standards.

When compared with New Zealand as a whole, the Whakatāne District has a low number of clients seeking help with problem gambling. During 2017/18, 36 people in the District received help for problem gambling, a decrease of 10% since 2016. This equalled 0.34% of all interventions in New Zealand. Using Ministry of Health assumptions and data, an estimated 677 people in the District are likely to experience problems due to someone's gambling. The discrepancy between the number of people receiving help and those likely to experience problems could in part be due to the limited availability of services in the District.

Problem gambling risk factors include:

- The location of gaming machines;
- Gambling density (expenditure per person and number of gaming machines per person);
- Socio-economic deprivation;
- Ethnicity; and
- Availability of Gambling Services.

For the quarter to September 2018, the Whakatāne District was 20th out of 67 territorial authorities when it comes to gambling expenditure per head<sup>59</sup>. Given the lack of up-to-date census data, it is difficult to assess whether the District's risk rating for the District's gambling density has increased or whether the increase is due to a higher population.

Research is mixed regarding the correlation between the number of machines and the prevalence of problem gambling. Having less than 75 machines per 10,000 people is considered to be low risk. The Whakatāne District currently has 179 operating machines, which equates to 54 machines per 10,000 people. Although indicating a low risk, this is still higher than the national average of 38 machines per 10,000 people.

The Ministry of Health has developed a gambling risk assessment scale. The demographic profile of the Whakatāne District puts the area at high risk of harm from gambling, primarily due to its areas of high deprivation and significant Māori population. The low number of services provided by the Ministry of Health to deal with problem gambling also increases the District's overall risk of gambling harm. The District is at low risk due to its gambling density. Overall, the District scores 14 (out of 24) on the Ministry of Health gambling risk assessment scale, indicating that the overall level of gambling risk is medium.

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<sup>59</sup> Department of Internal Affairs – Summary of Expenditure by Territorial Authority/District September 2018

On the basis of these findings, it is recommended that the Council's policy should continue the current policy of placing restrictions on gambling either on locations and the number of machines.

Although gambling expenditure in the District has risen since the previous review in 2016, we do not know whether that is due to an increased population in the District, higher spending by existing gamblers, or perhaps a mix of both. This uncertainty, together with mixed research findings on the link between the number of machines and problem gambling and a slightly lower number of people seeking help for problem gambling, suggests that the best option at this stage would be to retain the existing policy as is. This would effectively mean that no applications for new machines would be approved until the total number of gaming machines in the District falls below 141.

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## Appendix 1 – Gaming Venues in the Whakatāne District as at 18 April 2019 <sup>60</sup>

Society Name	Venue Name	Venue Physical Address	Number of operating Gaming Machines	Number of licenced Gaming Machines	Census Area Unit	Deprivation Index Score
Grassroots Trust Limited	Cobb & Co*	81 The Strand Whakatāne 3080	9	18	Whakatāne North	9
The Southern Trust	Kope Turf Bar	7-9 James Street Whakatāne 3080	18	18	Trident	10
The Southern Trust	Matatā Hotel*	47 Arawa Street Matatā 3084	5	14	Matatā	9
The Lion Foundation (2008)	Murupara Hotel	Pine Drive Murupara 3272	18	18	Murupara	10
Pub Charity Limited	Office Bar & Grill	80 The Strand Whakatāne 3080	9	9	Whakatāne North	9
Ohope Chartered Club (Inc)	Ohope Chartered Club	7 Bluett Road Ōhope 3121	16	16	Ōhope	3
The Lion Foundation (2008)	Plains Hotel	11-19 College Road Edgecumbe 3082	18	18	Edgecumbe	9
Rangitaiki Cosmopolitan Club Incorporated	Rangitaiki Cosmopolitan Club Incorporated*	11 Bridge Street Edgecumbe 3082	12	14	Edgecumbe	9
The Lion Foundation (2008)	The Quart House Bar	115 The Strand Whakatāne 3080	18	18	Whakatāne North	9
Grassroots Trust Limited	Whakatāne Hotel	79 The Strand Whakatāne 3080	18	18	Whakatāne North	9
Whakatāne Returned Services Association Incorporated	Whakatāne Rsa Club	13/23 Richardson Street Whakatāne 3158	18	18	Whakatāne North	9
Whakatāne Sportfishing Club Incorporated	Whakatāne Sportfishing Club	Muriwai Drive Whakatāne 3080	14	14	Whakatāne North	9

\* These venues are operating less than their licenced number of machines as of 18 April 2016.

<sup>60</sup> DIA – Section 103 Class 4 Venues in Territorial Authority (Generated on 2 February 2019)

## Appendix 2 – Funds Received by Organisations in the Whakatāne District from Gaming Trusts<sup>61</sup>

### The Lion Foundation

Trust	Organisation	Funds Received
The Lion Foundation	Alan Duff Charitable Foundation	\$10,000.00
The Lion Foundation	Allandale School	\$10,000.00
The Lion Foundation	Alzheimers Society Eastern Bay of Plenty Inc	\$10,000.00
The Lion Foundation	Apanui School	\$2,686.00
The Lion Foundation	Awakeri Badminton Club Inc	\$1,930.00
The Lion Foundation	Awakeri Playcentre	\$2,110.00
The Lion Foundation	Bay of Plenty Badminton Assn Inc	\$5,000.00
The Lion Foundation	Bay of Plenty Motorcycle Club	\$3,000.00
The Lion Foundation	Bay of Plenty Rugby Union Inc	\$80,000.00
The Lion Foundation	Baywide Community Law Charitable Trust	\$6,000.00
The Lion Foundation	Blue Light Ventures Inc - Whakatāne	\$6,980.00
The Lion Foundation	CNIKT - Edgecumbe Kindergarten	\$20,000.00
The Lion Foundation	CNIKT - Garaway Kindergarten	\$4,380.00
The Lion Foundation	Central Bay of Plenty Hockey Assn	\$10,000.00
The Lion Foundation	Clothing Project	\$10,000.00
The Lion Foundation	Eastbay Rural Education Activities (REAP) Inc	\$150,000.00
The Lion Foundation	Eastern Bay of Plenty Riding for the Disabled	\$100,000.00
The Lion Foundation	Eastern Bay of Plenty Hunt Club	\$5,000.00
The Lion Foundation	Eastern Bay of Plenty Kart Club	\$5,000.00
The Lion Foundation	Eastern Bay of Plenty Rugby Sub-Union Inc	\$6,538.00

<sup>61</sup> Refers to grants distributed in the district over the most recent 12 month period for which the data was available as at February 2019. Actual dates do not align due to varying reporting timeframes.

The Lion Foundation	Edgecumbe Primary School	\$40,000.00
The Lion Foundation	Edgecumbe Sports Club Inc	\$25,000.00
The Lion Foundation	Galatea Hall and Reserves Committee	\$15,964.00
The Lion Foundation	Kōkōhinau Kohanga Reo	\$10,000.00
The Lion Foundation	Life Education Trust Eastern Bay of Plenty	\$5,025.00
The Lion Foundation	Marist Rugby and Sports Club Whakatāne Inc	\$19,417.00
The Lion Foundation	Murupara Area School	\$20,736.00
The Lion Foundation	Murupara Budget Advisory Services Trust	\$20,000.00
The Lion Foundation	NZ Emergency Services Solutions	\$10,000.00
The Lion Foundation	Netball Waikato Bay of Plenty Zone Inc	\$20,000.00
The Lion Foundation	Netball Whakatāne Centre	\$25,000.00
The Lion Foundation	Northern Districts Cricket Assn Inc	\$20,000.00
The Lion Foundation	Ōhope International Golf Club	\$9,478.00
The Lion Foundation	Ōhope Junior Soccer Club	\$2,000.00
The Lion Foundation	Otakiri School	\$10,000.00
The Lion Foundation	Project Litefoot Trust	\$3,125.00
The Lion Foundation	Rotary Club of Whakatāne Inc	\$100,000.00
The Lion Foundation	SANZ- Awakeri	\$10,000.00
The Lion Foundation	Sport BOP Charitable Trust	\$40,000.00
The Lion Foundation	St Josephs Whakatāne Sports Club Inc	\$4,050.00
The Lion Foundation	Surf Life Saving NZ Inc. - Eastern Region	\$10,000.00
The Lion Foundation	TRFKA - Karamuramu Kindgergarten	\$30,000.00
The Lion Foundation	Te Ika Whena Counselling Services Trust	\$5,218.00
The Lion Foundation	Te Kura Kaupapa Māori O Te Orini Ki Ngatiawa	\$9,953.00
The Lion Foundation	Te Parahia Trust	\$9,329.00
The Lion Foundation	Te Teko Community Development Trust	\$15,000.00
The Lion Foundation	Toroa Kohana Reo	\$30,000.00

The Lion Foundation	Trident High School	\$10,000.00
The Lion Foundation	Upper Central Zone of NZRL Inc	\$10,000.00
The Lion Foundation	Whakatāne Amateur Swimming Club Inc	\$7,000.00
The Lion Foundation	Whakatāne Bowling Club Inc	\$1,453.00
The Lion Foundation	Whakatāne Camera Club Inc	\$2,188.00
The Lion Foundation	Whakatāne Croquet Club Inc	\$3,000.00
The Lion Foundation	Whakatāne District Council	\$120,000.00
The Lion Foundation	Whakatāne District Neighbourhood Support Trust	\$5,453.00
The Lion Foundation	Whakatāne District Neighbourhood Support Trust	\$6,000.00
The Lion Foundation	Whakatāne Golf Club Inc	\$15,000.00
The Lion Foundation	Whakatāne High School	\$16,133.00
The Lion Foundation	Whakatāne Indoor Bowls Assn Inc	\$7,938.00
The Lion Foundation	Whakatāne Kiwi Trust	\$4,525.00
The Lion Foundation	Whakatāne Roller Derby League Inc	\$1,933.00
The Lion Foundation	Whakatāne Squash Rackets Club Inc	\$12,000.00
The Lion Foundation	Whakatāne Touch Assn Inc	\$2,348.00
	<b>Total Approved</b>	<b>\$1,192,890.00</b>

## Grassroots Trust<sup>62</sup>

Grassroots Trust	Whakatāne United Junior Rugby	\$1,449.00
Grassroots Trust	Citizens Advice Bureau Whakatāne Incorporated	\$10,000.00
Grassroots Trust	Ruatoki Sports & Cultural Club Incorporated	\$10,000.00
Grassroots Trust	Taneatua Squash Rackets Club Incorporated	\$15,553.00
Grassroots Trust	KMB Sports Club	\$2,000.00
Grassroots Trust	Marist Rugby and Sports Club Whakatāne Incorporated	\$10,000.00

<sup>62</sup> Email from Aby Adams, Grassroots Trust, Grants Manager, 'Approved funding from Grassroots Trust from 1 January to 31 December 2019 , received 13 February 2019, and Grass Roots Trust 2015, Grant Recipients.

Grassroots Trust	Poroporo Rugby and Sports Club Incorporated	\$10,000.00
Grassroots Trust	Ōhope International Golf Club Incorporated	\$15,909.50
Grassroots Trust	Hospice Eastern Bay of Plenty	\$4,222.28
Grassroots Trust	East Coast Old Boys Volleyball Club Incorporated	\$8,141.69
Grassroots Trust	Whakatāne Amateur Swimming Club Incorporated	\$4,997.77
Grassroots Trust	Allandale School	\$124,915.00
	<b>TOTAL APPROVED:</b>	\$267,129.19

### Pub Charity Limited

Pub Charity Limited <sup>63</sup>	Friends of the Whakatāne District Libraries Incorporated	\$2,500.00
Pub Charity Limited	Te Reo Irirangi o te Manuaka Tutahi	\$12,500.00
Pub Charity Limited	Whakatāne Town Branch Pony Club Incorporated	\$2,800.00
Pub Charity Limited	Whakatāne Squash Rackets Club Incorporated	\$5,855.00
Pub Charity Limited	Whakatāne Touch Association Charitable Trust	\$5,702.42
Pub Charity Limited	SANZ Kingsley Scout Group	\$8,070.00
Pub Charity Limited	Trident High School BOT	\$4,000.00
Pub Charity Limited	Manawahe Eco Trust	\$2,836.60
Pub Charity Limited	Hospice Eastern Bay of Plenty	\$70,000.00
Pub Charity Limited	Whanau Awhina Women's Refuge Incorporated	\$8,060.00
Pub Charity Limited	EBAT Charitable Trust	\$4,576.00
Pub Charity Limited	Netball Whakatāne Centre Incorporated	\$10,000.00
Pub Charity Limited	Whakatāne Judo Club Incorporated	\$6,600.00
Pub Charity Limited	Whakatāne Golf Club Incorporated	\$6,000.00
Pub Charity Limited	Whakatāne Squash Rackets Club Incorporated	\$5,855.00
Pub Charity Limited	Marist Rugby and Sports Club Whakatāne Incorporated	\$10,000.00

<sup>63</sup> Pub Charity Limited 2019, Donations Recipients October 2017 – September 2018.

Pub Charity Limited	Whakatāne District Neighbourhood Support Trust	\$11,140.00
Pub Charity Limited	Whakatāne Town Association Football Club Incorporated	\$3,315.56
Pub Charity Limited	Alzheimers Society Eastern Bay of Plenty Incorporated	\$10,660.00
Pub Charity Limited	Whakatāne Squash Rackets Club Incorporated	\$5,000.00
Pub Charity Limited	Whakatāne District Community Arts Council Incorporated	\$6,071.00
	<b>Total Approved</b>	<b>\$275,710.58</b>

## The Southern Trust

The Southern Trust <sup>64</sup>	Allandale School	\$29,000.00
The Southern Trust	Alzheimers Society Eastern Bay of Plenty Inc	\$5,000.00
The Southern Trust	Apanui School	\$30,000.00
The Southern Trust	Apanui School	\$18,000.00
The Southern Trust	Athletics NZ	\$365.00
The Southern Trust	Auckland District Kidney Society Inc	\$1,800.00
The Southern Trust	Awakeri Badminton Club Inc	\$4,500.00
The Southern Trust	Awakeri Playcentre	\$4,154.00
The Southern Trust	Bay of Plenty Badminton Assn Inc	\$2,500.00
The Southern Trust	Bay of Plenty Badminton Assn Inc	\$450.00
The Southern Trust	Bay of Plenty Cricket Assn Inc	\$1,800.00
The Southern Trust	Bay of Plenty Golf Inc	\$815.00
The Southern Trust	Bay of Plenty Hockey Assn Inc	\$968.00
The Southern Trust	Bay of Plenty Multiple Sclerosis Society Inc	\$2,000.00
The Southern Trust	Bay of Plenty Primary Schools Rugby Football Union Inc	\$10,000.00
The Southern Trust	Bay of Plenty Rugby Union	\$27,433.50
The Southern Trust	Bay of Plenty Touch Assn Inc	\$1,000.00
The Southern Trust	Beat Bowel Cancer Aotearoa Inc	\$4,167.00

<sup>64</sup> The Southern Trust 2015, Donations Map October1 2014 – September 30 2015.

The Southern Trust	Bowls NZ Inc	\$2,500.00
The Southern Trust	Bowls NZ Inc	\$5,665.00
The Southern Trust	Carers NZ	\$1,000.00
The Southern Trust	CCS Disability Action Bay of Plenty Inc	\$15,000.00
The Southern Trust	Child Cancer Foundation Inc	\$2,500.00
The Southern Trust	Cnika – Garaway Kindergarten	\$12,000.00
The Southern Trust	Coeliac NZ	\$2,000.00
The Southern Trust	Community Hospice Service Eastern Bay of Plenty	\$43,000.00
The Southern Trust	The Clothing Project Inc	5,000.00
The Southern Trust	No 3 District Federation Of NZ Soccer Inc	5,000.00
The Southern Trust	Eastern Bay Twin Diff Club Inc	5,000.00
The Southern Trust	Bay Of Plenty Motorcycle Club Inc	5,000.00
The Southern Trust	Whakatāne Croquet Club Inc	5,000.00
The Southern Trust	Nga Tamariki O Te Kohu Kohanga Reo	5,000.00
The Southern Trust	Alzheimers Society Eastern Bay Of Plenty Incorporated	5,000.00
The Southern Trust	Whakatāne Athletic & Harrier Club Inc	5,899.00
The Southern Trust	Rotary Club Of Whakatāne West Inc	6,000.00
The Southern Trust	Awakeri Playcentre	7,600.00
The Southern Trust	Waterwheel Historic Trust	7,800.00
The Southern Trust	Whakatāne Menz Shed Inc	8,000.00
The Southern Trust	Bay Of Plenty Sailing Academy Trust	8,000.00
The Southern Trust	Baywide Community Law Charitable Trust	8,000.00
The Southern Trust	Whakatāne District Community Arts Council Inc	8,000.00
The Southern Trust	James Street School	9,000.00
The Southern Trust	Manawahe Eco Trust	9,750.00
The Southern Trust	Whakatāne Athletic & Harrier Club Inc	10,000.00
The Southern Trust	Whakatāne Squash Club Inc	10,000.00

The Southern Trust	Upper Central Zone Of NZRL Inc	10,000.00
The Southern Trust	Port Ohope Yacht Club Inc	10,000.00
The Southern Trust	Central Bay Of Plenty Hockey Assn Inc	10,000.00
The Southern Trust	Apanui School	10,000.00
The Southern Trust	Eastern Bay Dressage Group	10,000.00
	<b>Total Approved</b>	<b>736,005.00</b>

## Appendix 3: Summary of feedback during 2015/16 Gambling Policy Review

Previous consultation in 2015/16: 18 formal submissions were received along with verbal feedback and comments on Facebook. Eight key issues discussed. The table below lists a summary of the feedback received on each issue. Note that some submissions commented on more than one issue.

Issue	Summary of Feedback
<p><b>Community funding</b> (4 submissions &amp; verbal feedback)</p>	<ul style="list-style-type: none"> <li>- Small organisations do not receive grants</li> <li>- Listed community groups receiving funding (2 submissions)</li> <li>- Noted that 40% of proceeds from machines in the District is returned to the District</li> <li>- <b>Verbal feedback</b> – need the funding, should be more restrictive, hate what they do to families, taking machines away won't fix anything.</li> </ul>
<p><b>Number of venues</b> 4 submissions</p>	<ul style="list-style-type: none"> <li>- Would prefer not to allow TAB Board Venues</li> <li>- Supports Board venue policy.</li> <li>- District wide cap on additional venues is recommended.</li> <li>- No more venues</li> </ul>
<p><b>Problem gambling</b> 8 submissions</p>	<ul style="list-style-type: none"> <li>- Permitted venues should be enclosed</li> <li>- Council should implement a social media marketing strategy to raise awareness of gambling behaviour and harm</li> <li>- Clubs provide a uniquely safe and secure gaming environment that mirrors the legislative provisions expressly applied to clubs.</li> <li>- Ōhope Chartered Club is a responsible gaming machine venue. Figures in club movement indicate a huge improvement in the area of problem gambling.</li> <li>- Would like to see the Gambling Commission take more responsibility for problem gambling</li> <li>- Problem gambling can be reversed by restricting accessibility to gambling machines and venues.</li> <li>- Not enough counselling and support for problem gambling. Council should fund gambling harm support</li> <li>- Rangitāiki Cosmopolitan Club is a responsible gaming machine venue. Huge reduction in the area of problem gambling.</li> <li>- Suggests a 'hierarchy of controls' approach to reducing problem gambling and lists steps in this approach for consideration.</li> </ul>
<p><b>Number of machines</b> 16 submissions &amp; Facebook comments and verbal feedback</p>	<ul style="list-style-type: none"> <li>- Recommends a sinking lid approach to gambling machines and venues.</li> <li>- Does not support a capped policy – no correlation shown.</li> <li>- Accepts current and future policies. Notes that there are cost implications – fewer machines can affect the viability of a site. (2 identical submissions)</li> <li>- Considers sinking lid strategy is a soft option due to slow attrition.</li> </ul>

	<ul style="list-style-type: none"> <li>- No more gambling outlets. More losers than winners.</li> <li>- Recommends a district wide ban on additional gambling machines or venues.</li> <li>- Quick comments: EBOP &amp; Council must work to reduce number of machines and venues and provide support for problem gamblers. Support proposed policy and actions to reduce gambling in the community. Number of machines should just keep decreasing. Proposed policy doesn't go far enough.</li> <li>- Council should review the number of machines to the national average of 38 per 10,000 people.</li> <li>- <b>Facebook comments</b> – Get rid of them. Reducing the number of machines will not solve the 'gambling problem.'</li> <li>- <b>Verbal feedback</b> – get rid of them all. We don't need machines, we're a small town (Murupara). No more machines, they're used by people who can't afford them. Don't like pokie machines. Stop any more machines. Don't encourage them. There's a balance between money going out of community and money coming back in. Prefer a reduction in machines. Sinking lid sounds great. Need to consider 'ghost machines' – licensed but not in operation.</li> <li>- Supports key proposed changes to Gambling Policy. (2 submissions)</li> <li>- Reduce the hours during which the gambling machines can operate. This would be more effective in reducing gambling harm.</li> </ul>
<p><b>Location of venues</b> 14 submissions plus verbal feedback and Facebook comments</p>	<ul style="list-style-type: none"> <li>- Would be more supportive of enlarged buffer zones.</li> <li>- Latest research shows that location is more important than the number of machines.</li> <li>- Requests Council extends list of sensitive sites to include: WINZ offices, supermarkets, health care providers, sports clubs, residential areas with deprivation index of 9 or 10.</li> <li>- Council must ensure pokies are only available in business zones &amp; not in lower socio-economic areas.</li> <li>- Supports policy. Having machines in high deprivation areas confirms who is most at risk and where greatest profits can be made.</li> <li>- Requests Whakatāne Mosaic be added to list of sensitive sites.</li> <li>- Libraries, museums and Burgess park should be added to list of sensitive sites.</li> <li>- Machines should be far away from pubs. Shouldn't be playing and drinking.</li> </ul>
<p><b>Relocation of venues</b> 9 submission plus verbal comments</p>	<ul style="list-style-type: none"> <li>- Policy should be redrafted to include the unique provisions in the Act for clubs.</li> <li>- Supports a policy that allows clubs to move venues and take all their machines with them. (2 submissions)</li> <li>- A policy that prevents transfers is recommended.</li> <li>- Supports this addition so that all venues are in designated areas.</li> </ul>

	<ul style="list-style-type: none"> <li>- Council policy looks good, but relocation clause could be expanded to allow venues to move within permitted areas.</li> </ul>
<b>Clubs Merging</b> 3 submissions	<ul style="list-style-type: none"> <li>- Policy should be redrafted to include the unique provisions in the Act for clubs to merge.</li> <li>- Supports a policy that allows venues to amalgamate. (2 submissions)</li> </ul>
<b>Social Impact Assessment</b> 4 submissions plus verbal comments	<ul style="list-style-type: none"> <li>- A reduction in gaming machines may lead to a migration of gambling spend to internet based offerings.</li> <li>- Council could use SIA findings, deprivation index and local knowledge to determine sub-populations at highest risk of gambling harm.</li> <li>- Concerned about internet gambling – seems out of control</li> <li>- Submission contains several statistics about the social impact of gambling in NZ and Whakatāne, as well as an explanation of how pokie machines work psychologically.</li> <li>- Verbal comments - Social harms of gambling far outweigh any entertainment benefit. Difficult as a parent with children wanting to push buttons on pokies in clubs. We have enough poverty in our community already.</li> </ul>