

FOREWORD

Every year, hundreds of millions of dollars are distributed to the community from the profits of non-casino gaming machines. But, until 1996, there was no systematic study of what purposes actually benefit from gaming machine funds. Anecdotal evidence suggested that a large proportion of gaming machine funds went to sport, particularly rugby union. But exactly *what* proportion was this? And what other purposes benefited?

Recognising that such information would be of considerable value to policy makers, the Department of Internal Affairs undertook a small-scale research project to analyse the destination of gaming machine authorised purpose funds over a three-month period.

The 1996 *Where do Gaming Machine Profits Go?* was produced as an internal report, but within weeks gaming machine operators, charities, local authorities, journalists and private individuals had requested copies. The demand has steadily continued reflecting the growing interest New Zealanders of all kinds have in the gaming sector.

The data in this report covers the year 2000, removing the bias towards winter sports in the earlier one. It updates and extends the 1996 report to provide a more comprehensive picture of where gaming machine profits go.

While rugby clubs throughout the country continue to receive generous funding, there has been a large increase in the proportion of funds going to museums and art galleries over the past four years. Activities as varied as emergency services, kapa haka, woodchopping, health research and animal welfare are all benefiting from gaming machine profits.

I hope everyone interested in the gaming sector find the new, improved *Where do Gaming Machine Profits Go?* as useful as its predecessor.



Katrina Bach
Acting Chief Executive
Department of Internal Affairs

TABLE OF CONTENTS

Foreword	1
Executive Summary	5
Section 1: Introduction	7
Section 2: How To Read The Report	9
Section 3: Composition of Respondents	11
Section 4: Total Expenditure on Authorised Purposes - All Societies	13
4.1 Number of Grants to Community Purposes	18
Section 5: Recipient and Purpose of Expenditure	20
Section 6: Main Expenditure Categories by Recipients	23
6.1 Sport/Physical Activities	23
6.2 Arts and Culture	25
6.3 Other Leisure pursuits/Interest groups	26
6.4 Social/Community Services	26
6.5 Heritage/Conservation	28
6.6 Clubs Own Purposes	29
6.7 Other	32
Section 7: Expenditure by Society Type	33
Section 8: Gaming Machine Expenditure by Region	35
APPENDICES	
Appendix A: Response rates by Society	40
Appendix B: Methodology	43
Appendix C: Club or Society Questionnaire	45
Appendix D: Hotel-based Trust Questionnaire	50
Appendix E: Categorisation of Grant Recipients/Purposes	55

TABLES

Table 3.1: Categorisation of 'other' types of respondents, April-June 1996 and 1999-2000	12
Table 4.1: Total Expenditure by Societies on <i>Authorised Purposes</i> , 1999/2000	13

Table 4.2: Total Expenditure by Societies on Authorised Purposes, April-June 1996	14
Table 4.3: Average Number of Gaming Machines by Society Type of Respondent, as at 13 August 2001	15
Table 6.1: <i>Recipient</i> Organisation and Total Amount Received: Sports/Physical Activities, April-June 1996 and 1999/2000	24
Table 6.2: <i>Recipient</i> Organisation and Total Amount Received: Arts and Culture Activities, April-June 1996 and 1999/2000	25
Table 6.3: <i>Recipient</i> Organisation and Total Amount Received: Other Leisure Pursuits/Interest Groups Activities, April-June 1996 and 1999/2000	26
Table 6.4: <i>Recipient</i> Organisation and Total Amount Received: Social/Community Services, April-June 1996 and 1999/2000	27
Table 6.5: <i>Recipient</i> Organisation and Total Amount Received: Heritage/Conservation Activities, April-June 1996 and 1999/2000	28
Table 6.6: <i>Recipient</i> Organisation and Total Amount Received: Clubs Own Purposes, April-June 1996 and 1999/2000	29
Table 6.7: <i>Purpose</i> and Total Amount Received: Clubs Own Purposes, 1999/2000*	30
Table 6.8: <i>Recipient</i> Organisations and Total Amount Received: Other Activities, April-June 1996 and 1999/2000	32
Table 7.1: Proportion To Each Category Of <i>Recipient</i> by Society Type, 1999/2000	33
Table 7.2: Proportion To Each Category Of <i>Purpose</i> From Each Type of Society, 1999/2000	33
Table 7.3: Proportion To Each Category Of <i>Recipient</i> From Each Type of Society, April-June 1996	34
Table 7.4: Proportion To Each Category Of <i>Purpose</i> From Each Type of Society, April-June 1996	34
Table 8.1: Average Per Capita Gaming Machine Expenditure, April-June 1996 and 1999/2000	37
Table 8.2: Response Rate	40
Table 8.3: Response Rates For Multi-Site Versus Single-Site	41

FIGURES

Figure 3.1: Type Of Society by Proportion of Respondents, 1999/2000	11
Figure 3.2: Type Of Society by Proportion of Respondents, April-June 1996	12
Figure 4.1: Proportion of Total Expenditure on Authorised Purposes by Society Type, 1999/2000	14
Figure 4.2: Proportion of Total Expenditure on Authorised Purposes by Society Type, April-June 1996	15
Figure 4.3: Total Expenditure on Authorised Purposes by Society Type, 1999/2000	17

Figure 4.4: Total Expenditure on Authorised Purposes by Society Type, April-June 1996	17
Figure 4.5: Number of Grants to Community Purposes Per Society (Excluding Clubs), 1999/2000	18
Figure 4.6: Number of Grants to Community Purposes Per Society (Excluding Clubs), April-June 1996	19
Figure 4.7: Number of Grants to Community Purposes Per Society Type, 1999/2000	19
Figure 5.1: Proportion of Total Reported Gaming Machine Expenditure on Main Categories of <i>Recipient</i> Organisation, 1999/2000	21
Figure 5.2: Proportion of Total Reported Gaming Machine Expenditure on Main Categories of <i>Recipient</i> Organisation, April-June 1996	21
Figure 5.3: Proportion of Total Reported Gaming Machine Expenditure on Main Categories of <i>Purpose</i> , 1999/2000	22
Figure 5.4: Proportion of Total Reported Gaming Machine Expenditure on Main Categories of <i>Purpose</i> , April-June 1996	22
Figure 6.1: Total Amount To Given To Club or Society's Own Purposes by Hotel-based Trusts, 1999/2000	30
Figure 6.2: Total Amount To Given To Club or Society's Own Purposes by Chartered Clubs/RSAs, 1999/2000	31
Figure 6.3: Total Amount To Given To Club or Society's Own Purposes by Sports Clubs, 1999/2000	31
Figure 6.4: Total Amount To Given To Club or Society's Own Purposes by Other Clubs, 1999/2000	32
Figure 8.1: Gaming Machine Expenditure by Regional Council Areas, 1999/2000	35
Figure 8.2: Gaming Machine Expenditure by Regional Council Areas, April-June 1996	35
Figure 8.3: Gaming Machine Expenditure and New Zealand Population* by Region, 1999/2000	36
Figure 8.4: Gaming Machine Expenditure and New Zealand Population* by Region, 1996	36
Figure 8.5: Regional Expenditure by Type of Society, 1999/2000	38
Figure 8.6: Regional Expenditure by Type of Society, April-June 1996	38
Figure 8.7: Regional Expenditure by Recipient, 1999/2000	39
Figure 8.8: Regional Expenditure by Recipient, April-June 1996	39

Published by the Department of Internal Affairs Te Tari Taiwhenua
P O Box 805, Wellington, New Zealand
ISBN 0-478-09273-3
A publications catalogue is also available at <http://www.dia.govt.nz>

EXECUTIVE SUMMARY

This report presents the results from a survey of gaming machine operators (outside a casino) in the 1999/2000 financial year. The report looks where gaming expenditure went and offers comparisons with a previous survey, which covered three months in 1996 (April to June). The 2000 survey achieved a response rate of 63% of gaming machine operators, but includes almost all of the largest contributors to gaming machine expenditure.

GAMING MACHINE OPERATORS

Most gaming machine operators were single-site clubs operating on their own premises, either sports clubs (41%) or chartered clubs/RSA's (39%). Hotel-based trusts and National Trusts comprised a further 18% of all societies.

TOTAL EXPENDITURE

A total of \$151 million was distributed by gaming machine operators covered in this report. Despite comprising a small proportion of gaming machine operators, each of the six National Trusts contributed an average of \$15 million per trust in gaming expenditure, compared to \$149,000 by chartered clubs/RSA's and \$19,000 by sports clubs.

National trusts' contribution to overall expenditure increased between 1996 and 2000, from 48% of overall expenditure to 60% in 2000.

NUMBER OF GRANTS

Around a quarter of societies (24%) made 15 or more grants to community purposes in 1999/2000. However, almost half (48%) made no grants to community purposes. Societies in the latter category were predominantly clubs, who used the money on club purposes which were "authorised purposes".

RECIPIENTS OF GAMING MACHINE EXPENDITURE

Almost half (47%) of the \$151 million of gaming machine expenditure went to amateur sports/physical activities. A further 23% went on clubs' own purposes and 22% went towards social/community services. A similar proportion of gaming expenditure was spent on sports/physical activities in 1996. The main difference between 1996 and 2000 was an increase in the proportion of expenditure on social/community services (14% in 1996) and a decrease in the proportion spent on club's own purposes (34% in 1996).

Within the amateur sports/physical activities category there were 14 sports codes that received \$1 million or more in 2000. Rugby Union was the biggest recipient, followed by Rugby League, Cricket and Bowls.

Most of the expenditure on club's own purposes went on club premises (40%) and mortgage repayments (20%).

The musical performance category was the main recipient of expenditure in the arts and culture field, receiving 38% of expenditure in this category in 2000, up from 22% in 1996.

Service clubs (e.g. Lions, Rotary) were the main recipients of expenditure on leisure pursuits/interest groups, both in 1996 (36%) and 2000 (27%). The other main recipients were hobby clubs (24%). Hobby clubs include societies such as bridge clubs and gardening clubs.

Education-based organisations were the biggest recipients (30%) of expenditure on social/community services, particularly schools (30%). Four other categories received \$1 million or more in 2000 – hospitals/health centres, emergency services, early childhood education, and health & disability support services. However, much of the expenditure received by school *recipients* was given for sporting *purposes*.

Almost half of the expenditure in the heritage/conservation area went to resident/ratepayer and museum/art galleries recipients.

EXPENDITURE BY SOCIETY TYPE

Clubs predominantly gave grants to their own purposes while National Trusts and Hotel-based trusts gave 50% or more of their total expenditure to applicants for grants for amateur sports/physical recipients, both in 1996 and 2000.

EXPENDITURE BY REGION

The three most populous regions in New Zealand (Auckland, Christchurch and Wellington) received the largest dollar amounts of gaming machine expenditure, both in 1996 and 2000. However, Wellington's share of the total population was lower than the region's share of total gaming machine expenditure, while the Auckland region had a higher share of the total population compared to the region's share of total expenditure.

In per capita terms, Southland received the greatest amount from gaming machine expenditure (\$78 per capita), followed by the Wellington region (\$48). Nationally, expenditure was \$38 per capita. Taranaki (\$28) and Hawke's Bay (\$30) received the least on a per capita basis.

Southland and the Nelson/Marlborough/Tasman region had the highest proportion of their total expenditure going to sports/physical *recipients* in 2000.

1

SECTION ONE: INTRODUCTION

This report provides results from a survey of gaming machine operators (outside of casinos) on the contribution their profits make to community purposes. All gaming machines outside of a casino are run for an authorised purpose that will raise funds and distribute these funds to community groups, or support particular community groups or projects.

This report was conducted to provide government and the public with information on where the profits from gaming machines are distributed, both in the community and around the country. The Department of Internal Affairs (DIA) issues licenses to non-commercial “societies” to make grants to community purposes; it does not make the grants itself.

While the amount, destination and purpose of funding such as Lottery Grants are well documented; no comparable statistics are readily available for the gaming machine sector, which is an increasingly significant player in the New Zealand gaming market. This information is only available from the individual gaming machine operators, and without it we are not fully aware of the effects of current gaming policies. Such information also has the potential to contribute to policy development in other organisations, e.g. the Hillary Commission.

Gaming and Censorship Regulation (GCR) in the Department contracted Research Services to undertake the survey. Gaming machine operators provided information covering the period October 1999 to September 2000. The results include an analysis of:

- expenditure distributed to main categories of recipient and by purpose
- expenditure distributed within regions in New Zealand
- expenditure by type of society and general type of recipient.

In April 2001, 798 questionnaires were sent to all societies listed as gaming machine operators on the Gaming and Censorship Regulation database. In addition, the six national trusts were contacted separately and asked to provide hard copies of their records for the 1999/2000 year. This made a total of 804 potential respondents, down from 1,269 eligible societies in 1996. In between 1996 and 2000 there has been a decrease in the number of clubs or societies that operate gaming machines and some consolidation of societies where several societies or operators merged to form one large society.

All licensed gaming machine operators fall into two main licensing categories:

1. *clubs* - societies that operate gaming machines on their own premises/sites
2. *hotel-based trusts* - societies that operate gaming machines on premises/sites other than their own.

The report places these two groups in a further three sub-categories each. The three types of clubs are:

1. chartered clubs/RSAs
2. sports clubs (e.g. bowls clubs, squash clubs)
3. other clubs (e.g. Fire brigades, Community trusts, schools).

The three types of hotel-based trusts are:

1. single-site hotel-based trusts (where the trust operates from just one site)
2. multi-site hotel-based trusts (where the trust operates from between two to twenty sites)
3. national trusts (where the trust has gaming machine licenses for more than twenty sites).
The largest national trust has just over 360 sites.

All hotel-based trusts, as the name suggests, have gaming machines based in hotels. However hotel-based trusts also includes societies such as the Crippled Children’s Society (CCS) and The Order of St Johns. They are the only types of societies other than clubs that are allowed to use gaming machine profits for their *own purposes* (for an explanation of this refer to section 6.6). The report distinguishes between multi-site and single-site operators.

Two slightly different questionnaires were developed. The 679 clubs and “*other*” societies received the first type of questionnaire with two open-ended questions on clubs (see Appendix C). The 119 societies that were classed in the database as “*hotel-based trusts*” received a slightly different questionnaire (see Appendix D). National trusts were approached individually for data on their grants due to the large number of grants they make.

Data was received from all of the six national trusts and responses were received from 85 hotel-based trusts and 413 clubs or societies, out of a total of 804 eligible organisations - a response rate of 63% (Table 8.2). The response from one club was not used because of incomplete data. Results from the remaining 503 respondent societies are presented in the following sections of this report. The report is a follow-up from a previous survey that gathered similar data for the period April to June 1996. The 1996 results have been referred to in this report, for a copy of the 1996 report refer to the the Department’s website, <http://www.dia.govt.nz>

A word of caution is needed when reading this report. There are two main sources of possible bias in the data:

1. the results ***do not include all gaming machine operators***. Therefore, expenditure data are indicative, but are not fully representative of expenditure across the sector
2. the data the survey results are based on are self-reported, so results should ***not*** be treated as authoritative as they have not been audited or verified by GCR and therefore may differ from official information released by GCR.

2

SECTION TWO: HOW TO READ THE REPORT

The term “*expenditure*” as used in this report means “*the application or distribution of gaming machine profits*” to “*authorised purposes*”, whether in the form of grants to “*community purposes*” or clubs spending money on the “*club’s own purposes*”. It should not be confused with the meaning of “*expenditure*” in Gaming Review documents, where the term is used to mean the dollars lost by gaming machine players. All identifiable expenditure on expenses of gaming machine operators, including purchase and maintenance of machines and gaming duty, was excluded from the analysis. However, these items may unavoidably have been included where respondents did not itemise expenditure in detail.

“*Authorised purposes*” are defined in the *Gaming and Lotteries Act 1977* as charitable, philanthropic, cultural and party political purposes, and other purposes that are beneficial to the community or a section of it. Examples of things that could be authorised purposes include:

- provision and maintenance of club premises
- computers for a school
- a sports trip for a recognised amateur sports team
- club’s own purposes (e.g. purchase of a photocopier for club newsletters).

Examples of things that would not be authorised purposes are:

- funds for a family reunion
- an overseas trip for yourself
- the cost of “after match” functions for sporting groups
- funds to support your business.

(Source: <http://www.dia.govt.nz>)

The report also distinguishes between:

- “*Society*” – a non-profit organisation licensed to operate gaming machines to raise money for ‘authorised purposes’ (that is, charitable, philanthropic, party political, or other community purposes). Each society *distributes* the expenditure raised from its gaming machines in the form of grants to *authorised purposes*. Societies are also referred to as “gaming machine operators” in this report
- “*Recipient*” – an organisation that *receives* gaming machine expenditure
- “*Purpose*” – an activity for which gaming machine expenditure is *used*.

The report presents results for the three months (between April and June) in 1996 and for 12 months (from October 1999 to September 2000). However, the two sets of figures are not directly comparable,

as the 1996 results will have a seasonal bias.

Only a society can be licensed to conduct the gaming activities covered by the Act. Individuals and commercial businesses cannot be licensed to conduct gaming activities. A society is a body established and run entirely for non-commercial purposes. Types of organisations that may be societies include, for example:

- charitable trusts
- chartered clubs and RSAs
- non-profit companies
- amateur sports clubs affiliated to a recognised organisation.

(Source: <http://www.dia.govt.nz>)

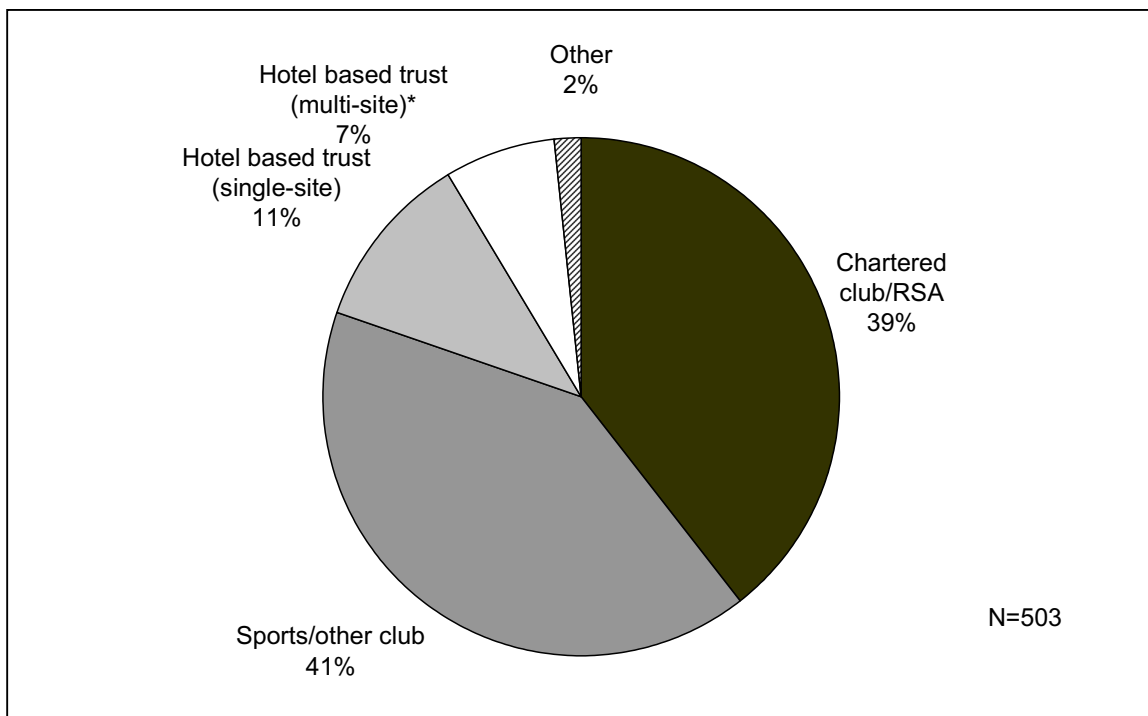
3

SECTION THREE: COMPOSITION OF RESPONDENTS

This section looks at the different types of gaming machine operators, and their share of the total gaming machine expenditure. Figure 3.1 shows each type of society as a proportion of the 503 survey respondents in 2000.

Most societies that responded were single-site clubs operating on their own club premises, either sports clubs (41%) or chartered clubs/RSA's¹ (39%). Clubs make up a slightly higher proportion of all licensed societies; there was a lower response rate from clubs than from other societies² (Table 8.2).

Figure 3.1: Type of society by proportion of respondents, 1999/2000



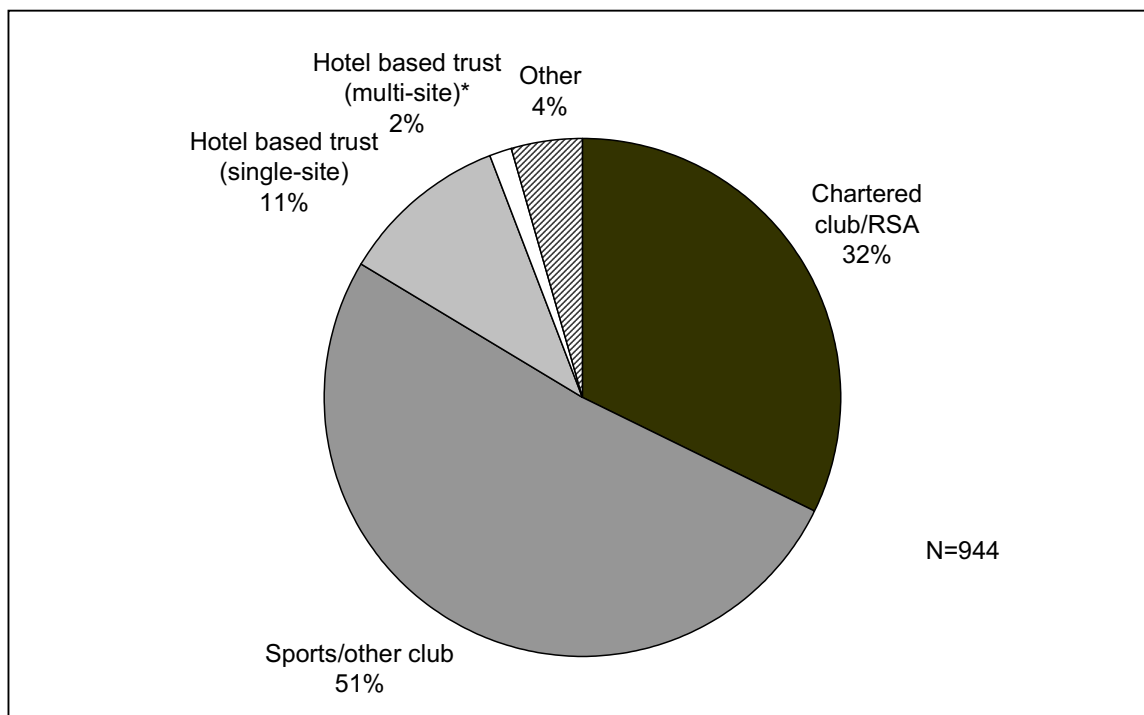
*Includes National Trusts

The results in 1996 show a higher proportion of sports clubs, and a smaller proportion of chartered clubs/RSA's. Multi-site hotel-based trusts (HBTs) were proportionately fewer in 1996 compared to 2000. The change in the composition of licensed societies between 1996 and 2000 is largely responsible for these differences rather than the number of survey respondents. There were fewer licensed clubs in 2000 compared to 1996 and more multi-site HBTs.

¹ Returned Services Association

² All National Trusts responded and 71% of Hotel-based Trusts compared to 61% of clubs

Figure 3.2: Type of society by proportion of respondents, April-June 1996



*Includes National Trusts

The proportion of “other” societies that responded to the survey was higher in 1996 than in 2000 (Table 3.1). The main reason for this decrease has been a more rigorous classification of societies into other categories, which helped contributed to the increase in the hotel-based trusts category.

Table 3.1: Categorisation of ‘other’ types of respondents, April-June 1996 and 1999/2000

	1996	%	2000	%
Major non-profit society	10	24.4	0	0.0
Community/other trust	8	19.5	3	37.5
Ten-pin bowling centre	5	12.2	0	0.0
Billiards/snooker centre	4	9.8	0	0.0
Fire brigade	4	9.8	1	12.5
School	2	4.9	0	0.0
Sports administrative body	2	4.9	0	0.0
Other	6	14.6	4	50.0
Total	41	100.0	8	100.0

4

SECTION FOUR: TOTAL EXPENDITURE ON AUTHORISED PURPOSES - ALL SOCIETIES

This section looks broadly at expenditure by societies on authorised purposes including, in the case of non-club societies, information on the number of grants, amount of money granted or applied for, and, for both club and non-club societies, where the money went. “*Authorised purposes*” include charitable, philanthropic, cultural and party political purposes, and other purposes that are beneficial to the community or a section of it. Amateur sports, the maintenance and up-keep of clubs, club courtesy vans, and equipment for schools are all examples of *authorised purposes*.

The questionnaire differentiated between two types of authorised purposes:

1. community expenditure - grants given to external individuals or organisations (e.g. a grant from a National Trust to a community or sports group)
2. expenditure on the club or society’s *own purposes* – club’s (and certain HBTs) are allowed to retain authorised purpose funds for their own internal purposes.

Due to their size national trusts (NTs) were considerably higher contributors overall to authorised purposes in 2000 compared to other societies (Table 4.1). Despite being the largest respondent group, sports clubs were one of the lowest contributors to overall authorised purposes (2.6%).

Table 4.1: Total expenditure by societies on authorised purposes, 1999/2000

Type of society	Number of organisations	% reporting expenditure	Total spent	% of overall expenditure	Average per society
Chartered club/ RSA	198	74.7	\$29,613,409	19.6	\$149,563
Sports/other	206	11.7	\$3,983,418	2.6	\$19,337
Other	8	75.0	\$121,663	0.1	\$15,208
Hotel based (single site)	56	89.3	\$6,291,175	4.2	\$112,342
Hotel based (multi site)	29	82.8	\$20,092,520	13.3	\$692,846
National Trust	6	100.0	\$91,282,531	60.3	\$15,213,755
Total	503	51.3	\$151,384,716	100.0	\$300,964

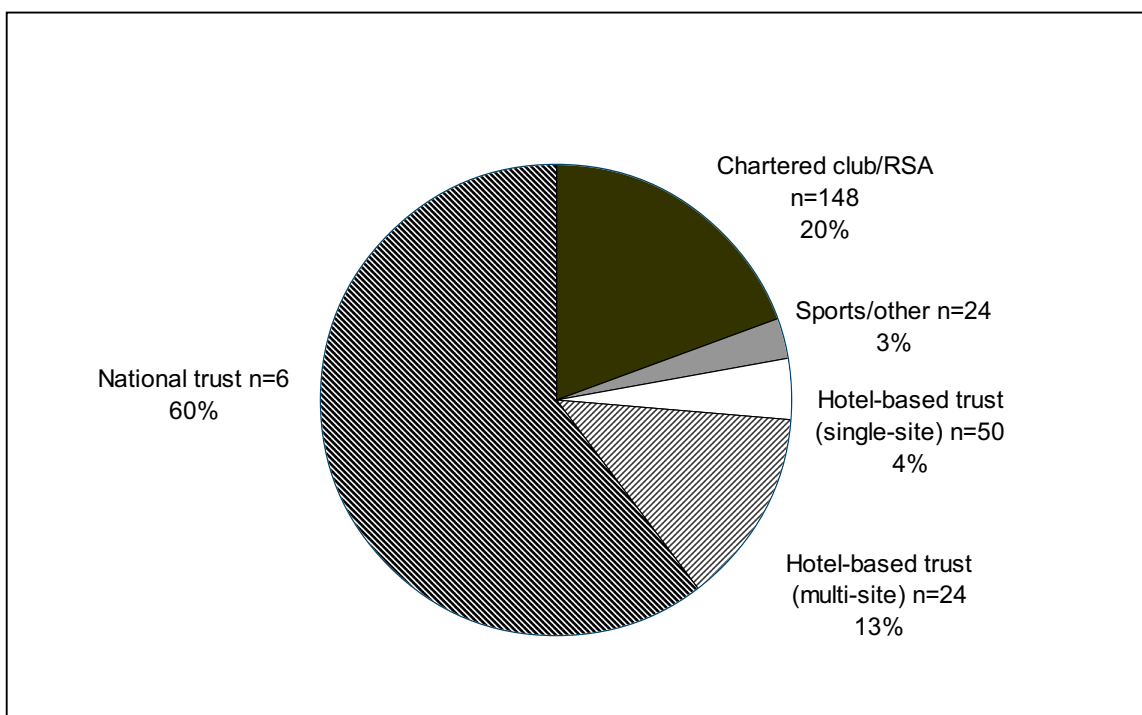
National Trusts (NTs) contributed more money overall in 1996, with three NTs distributing just under half (\$8.1 million) of total expenditure (Table 4.2). Despite multi-site hotel-based trusts (HBTs) contributing only 5% of overall expenditure, each HBT on average distributed over \$70,000 over three months in 1996.

Table 4.2: Total expenditure by societies on authorised purposes, April-June 1996

Type of society	Number of organisations	% reporting expenditure	Total spent	% of overall expenditure	Average per society
Chartered club/ RSA	304	91.4	\$5,485,450	32.0	\$19,730
Sports/other	486	91.1	\$1,019,980	6.0	\$2,310
Other	41	87.8	\$370,590	2.2	\$10,290
Hotel based (single site)	100	100.0	\$1,269,900	7.4	\$12,700
Hotel based (multi site)	12	100.0	\$851,300	5.0	\$70,942
National Trust	3	100.0	\$8,125,060	47.5	\$2,708,353
Total	944	92.2	\$17,122,280	100.0	\$19,680

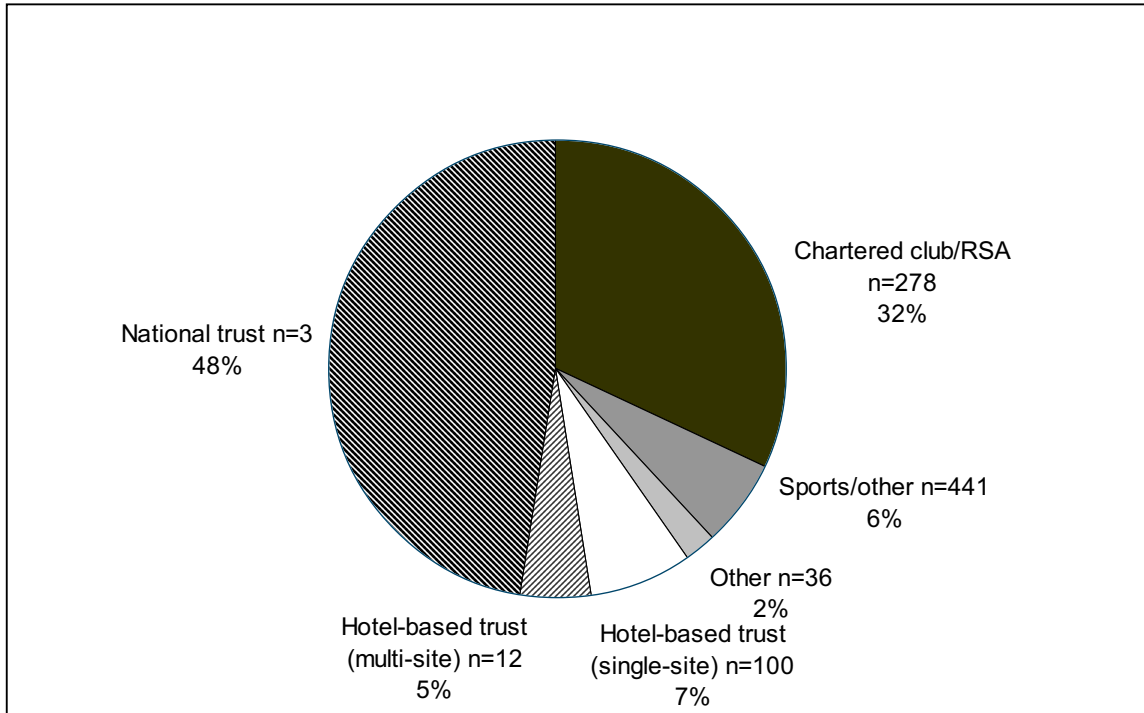
The period between 1996 and 2000 has seen a rise in National Trusts' contribution to total expenditure, from 48% in 1996 (Figure 4.2) to 60% by 2000 (Figure 4.1).

Figure 4.1: Proportion of total expenditure on authorised purposes by society type, 1999/2000



Note: The contribution made by "Other" societies amounts to less than 1 percent of total expenditure. Results based solely on societies that reported expenditure

Figure 4.2: Proportion of total expenditure on authorised purposes by society type, April-June 1996



Note: Results based solely on societies that reported expenditure

NUMBER OF GAMING MACHINES PER SOCIETY

Table 4.3 shows the average number of gaming machines per society in 2000. For single-site societies this average equates to the average number of machines per site (the legal maximum was 18 in the survey period). The overall average number of gaming machines per (single) site was 7.29, while for multi-site societies the average number of gaming machines per society was 300.95.

Table 4.3: Average number of gaming machines by society type of respondent, as at 13 August 2001

Type of society	Number		Average number of gaming machines	
All Clubs*	407		6.89	
-Chartered club/ RSA		195		10.29
-Sports/other		204		3.82
-Other		8		2.50
All hotel-based trusts	83		31.51	
-Hotel based trust (single site)*		52		10.81
-Hotel based trust (multi site)^		31		66.23
National Trust	6		1,803.83	
Average for all societies	496		32.75	

* Some sites ceased to operate in the period after the survey

^ Two multi-site hotel-based trusts became single-site trusts in the intervening period (Source: Gaming and Censorship Regulation database)

There is a strong correlation between reported expenditure in Table 4.1 and the average number of gaming machines per society type, with the higher the average number of machines, the higher their reported expenditure.

EXPENDITURE ON AUTHORISED PURPOSES

Almost all Chartered clubs spent \$10,000 or more on authorised purposes in 2000 (Figure 4.3). Expenditure by multi-site trusts (National trusts and Hotel-based trusts) was higher, with all of these trusts having annual of \$10,000 or more. This is understandable as multi-site societies have on average around 300 gaming machines (Table 4.3).

The results from 1996 must be seen as indicative only, as some societies may have distributed their money earlier or later in the year (Figure 4.4). New license conditions were introduced in 1997 that required all gaming machine operators to spend at least 33% of their income on authorised purposes.

REASONS FOR NIL EXPENDITURE ON AUTHORISED PURPOSES

11 societies (2% of respondents) reported *nil* expenditure on authorised purposes in the 1999/2000 financial year. Of these:

- 8 were Sports/other clubs (6.3% of the 206 sports/other clubs)
- 1 was a Chartered club/RSA (0.5% of the 198 chartered clubs/RSAs)
- 1 was a multi-site Hotel-based trusts (3.4% of the 29 multi-site hotel-based trusts)
- 1 was an Other societies (12.5% of the 8 Other societies)
- 0 were National trusts or single-site Hotel-based trusts.

Because the survey was self-reported, several societies reported *nil* expenditure when the expenditure was going towards their club's own purposes (e.g. purchasing a swimming pool, painting of buildings). The actual level of *nil* expenditure of respondents was:

- 2 Sports/other clubs
- 1 Chartered club/RSA
- 1 multi-site Hotel-based trusts.

Reasons for *nil* expenditure include one society that gained a license toward the end of the survey period, another society was in recess during this period, and two societies that had *nil* expenditure.

This compares to 296 organisations (31.4% of respondents) that reported *nil* expenditure on authorised purposes between April and June 1996. The relatively high proportion of respondents may be due to the short time period surveyed as many societies may have distributed their money earlier or later in the year, or new license conditions. Of the societies that reported nil expenditure in 1996:

- 219 were Sports/other clubs (45.2% of the 484 sports/other clubs)
- 41 were Chartered club/RSAs (13.5% of the 304 chartered clubs/RSAs)
- 22 were single-site Hotel-based trusts (22% of the 100 single-site hotel-based trusts)
- 14 were Other societies (34.1% of the 41 Other societies)
- 0 were multi-site Hotel-based trust or National trusts.

Figure 4.3: Total expenditure on authorised purposes by society type, 1999/2000

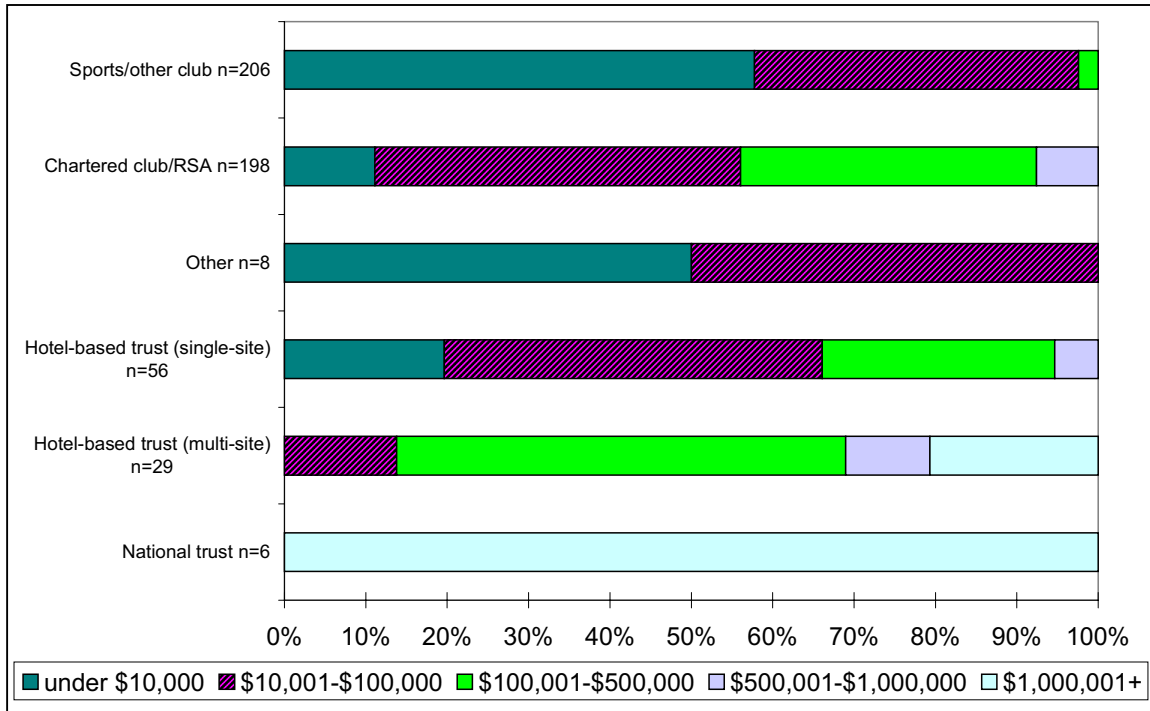
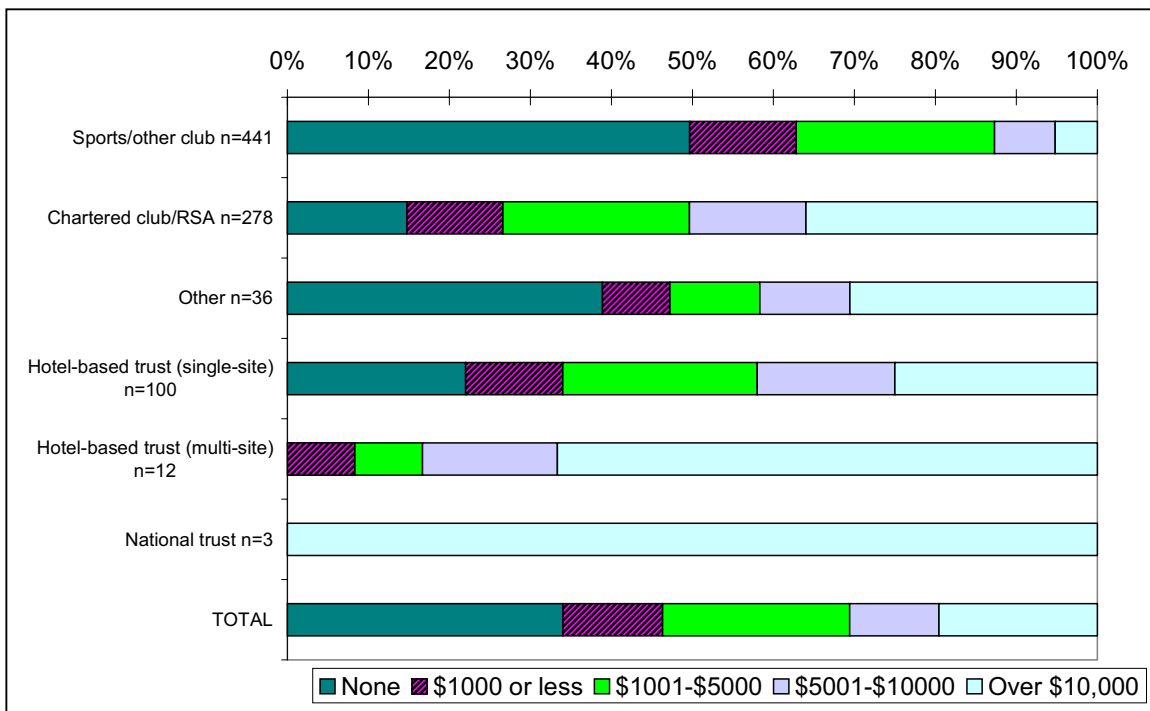


Figure 4.4: Total expenditure on authorised purposes by society type, April-June 1996



4.1. NUMBER OF GRANTS TO COMMUNITY PURPOSES

Figure 4.5 shows the number of grants made per society for all societies (with the exception of clubs) in 2000. With a longer time period over which to distribute the funds from gaming machines and a considerably larger purse, three-quarters of all societies made 15 or more grants in 2000 (Figure 4.5) compared to 14% in 1996 (Figure 4.6).

All clubs (sports, chartered, and other clubs) were excluded from the analysis in 1996 as respondents did not satisfactorily distinguish between grants to the community and expenditure on their own purposes. For this reason the “number of grants” data in Figure 4.6 is confined to the types of societies that normally distribute profits to community purposes outside the society itself. This has been continued in 2000 as the majority of clubs made do not make grants to community purposes, as can be seen in Figure 4.7. This is because many societies, especially sports clubs and chartered clubs/RSAs, made payments to their club’s or society’s *own purposes* and these are not grants as such, but rather allocations to club purposes that are also “*authorised purposes*” (refer to section 6.6).

Due to the large amounts of money national trusts have to distribute, all of them made 15 or more grants in the 1999/2000 period (Figure 4.7).

Figure 4.5: Number of grants to community purposes per society (excluding clubs), 1999/2000

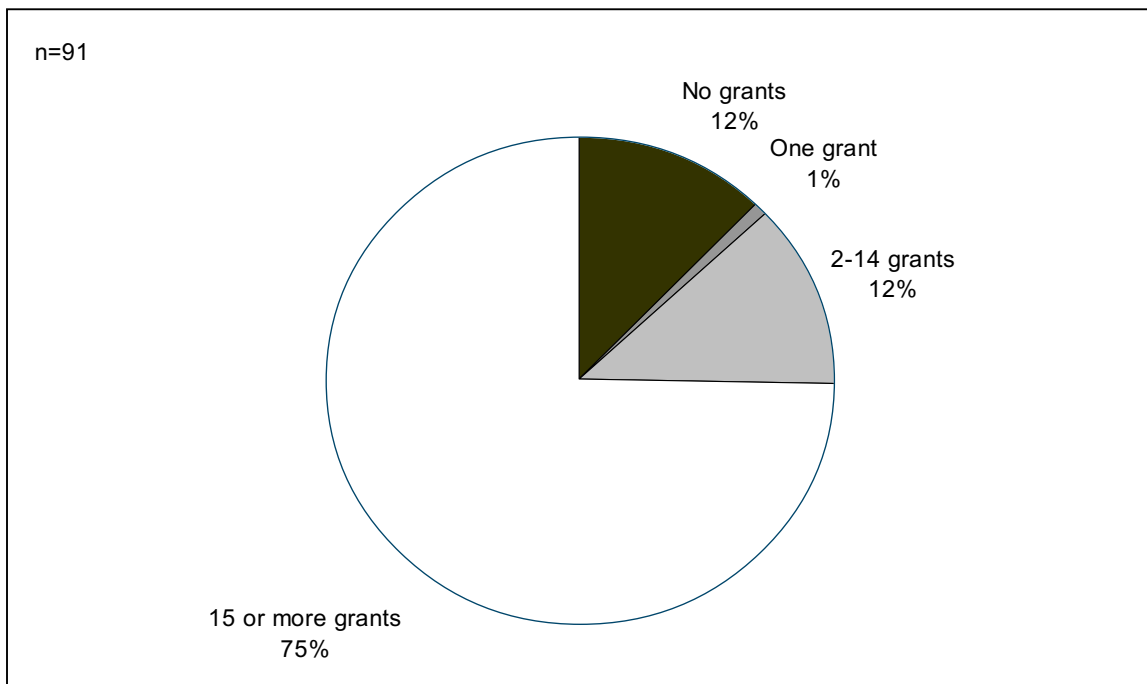


Figure 4.6: Number of grants to community purposes per society (excluding clubs), April-June 1996

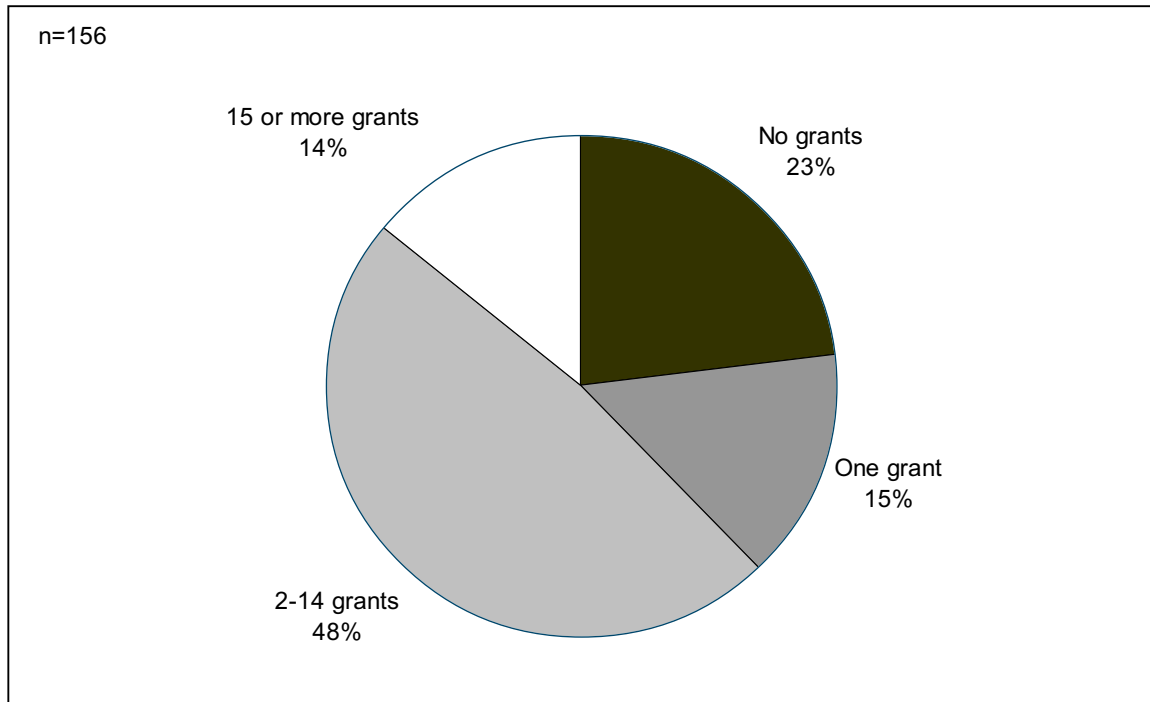
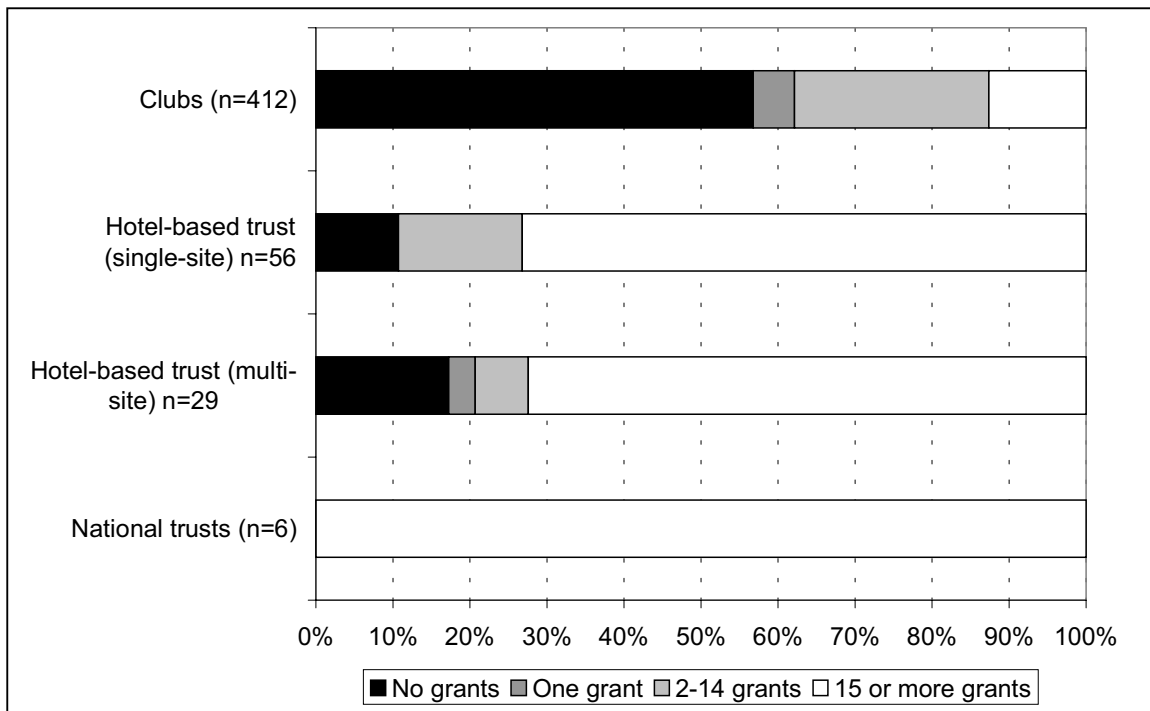


Figure 4.7: Number of grants to community purposes by society type, 1999/2000



5

SECTION FIVE: RECIPIENT AND PURPOSE OF EXPENDITURE

This report distinguishes between recipients³ and the purpose⁴ of expenditure. The 1996 report demonstrated that the recipient organisation would often use the funds for a purpose other than the organisations' main purpose. For example, if a school received a grant for the purpose of funding one of its sports teams the recipient would be classified in the "social/community" category for recipients, but the purpose of the grant would be classified under the "sports/physical activities" category. More detail of expenditure on authorised purposes within each of the main expenditure categories is provided in Section 6.

However, in the 2000 survey the total amount of expenditure analysed by purpose is about \$52 million lower than the total expenditure for recipients because in some cases it was not possible to determine the purpose of the expenditure from the data supplied by some of the National Trusts. Therefore, much of the expenditure by purpose has been excluded from this report. **Extreme caution must be used when observing the results that are still included in this report** except where the results do not include the national trust expenditure by purpose.

PERCENTAGE OF GAMING MACHINE EXPENDITURE TO MĀORI PURPOSES

This was not possible to accurately determine because:

1. Additional information was not always supplied to explain what organisations with Māori names did, or for what purposes they used gaming machine funds. This occurred frequently when the grants were made by national trusts. Because we did not know whether the recipient was a Māori cultural group, or Māori support service, for example, the grant was coded as going to "799: not specified". DIA's Effectiveness for Māori unit and regional CDG field workers were consulted in some instances, but this was not always feasible. Information we do have for expenditure to Māori purposes would therefore considerably under-represent the actual amount.
2. As Research Services' survey for the report "*Which Ethnic Groups Benefit from Lottery Grants*" showed, many organisations with English names also provide services to Māori – sometimes Māori may even be the majority beneficiary of that service. Any calculation of the percentage of expenditure to Māori purposes based on the name of the recipient will therefore also be likely to considerably under-represent the actual amount. One example of this is grants given to schools for their kapa haka groups. Because we do not have information from four out of the six national trusts on the purposes for which grants were made, we are not able to accurately determine the amount spent on purposes.

RECIPIENT AND PURPOSE

Almost half of all gaming machine expenditure went to recipients in the sports/physical activities category, both in 2000 (Figure 5.1) and in 1996 (Figure 5.2). Clubs own purposes was the next

³ Organisations which received gaming machine expenditure

⁴ Activities which expenditure was used for

largest category in both 2000 and 1996, although it was smaller proportion in 2000, while the social/community services category was larger in 2000 compared to 1996. This may be due to declines in the number of clubs operating between 1996 and 2000.

Figure 5.1: Proportion of total reported gaming machine expenditure on main categories of recipient organisation, 1999/2000

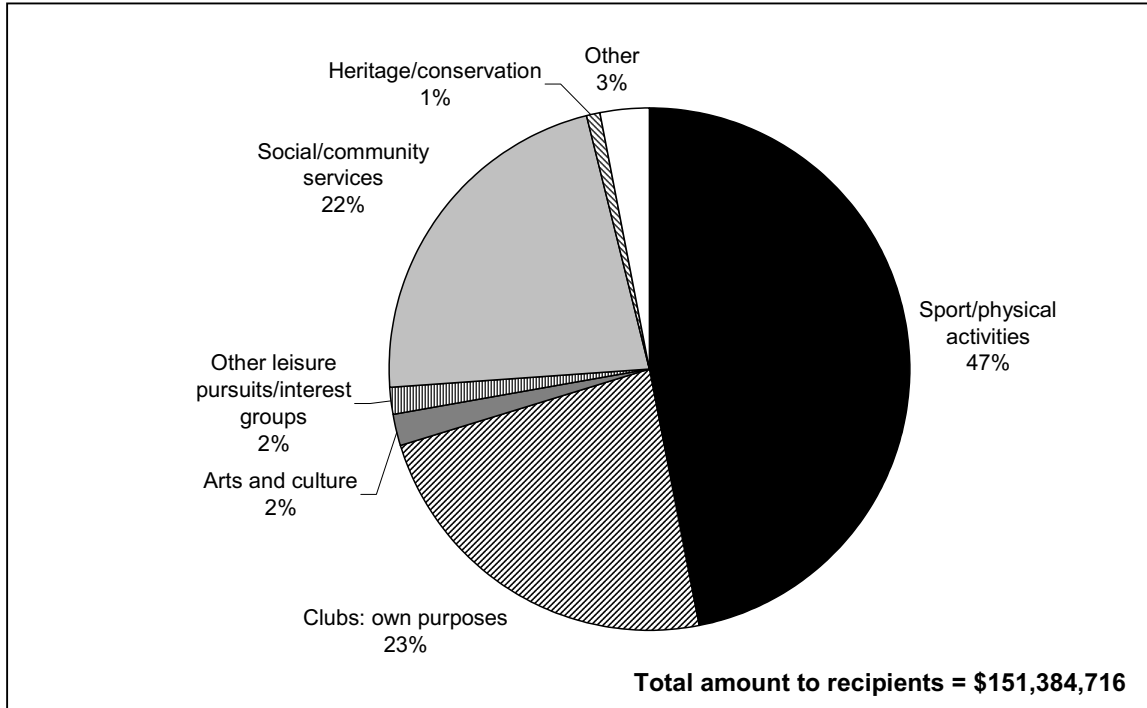


Figure 5.2: Proportion of total reported gaming machine expenditure on main categories of recipient organisation, April-June 1996

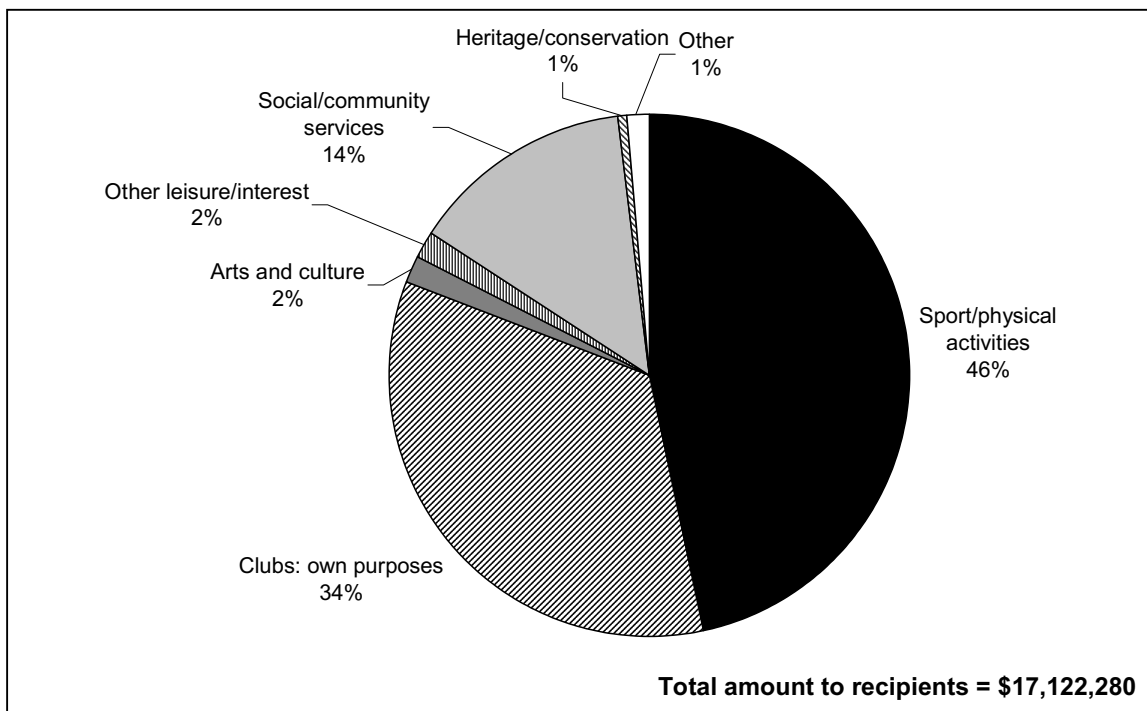
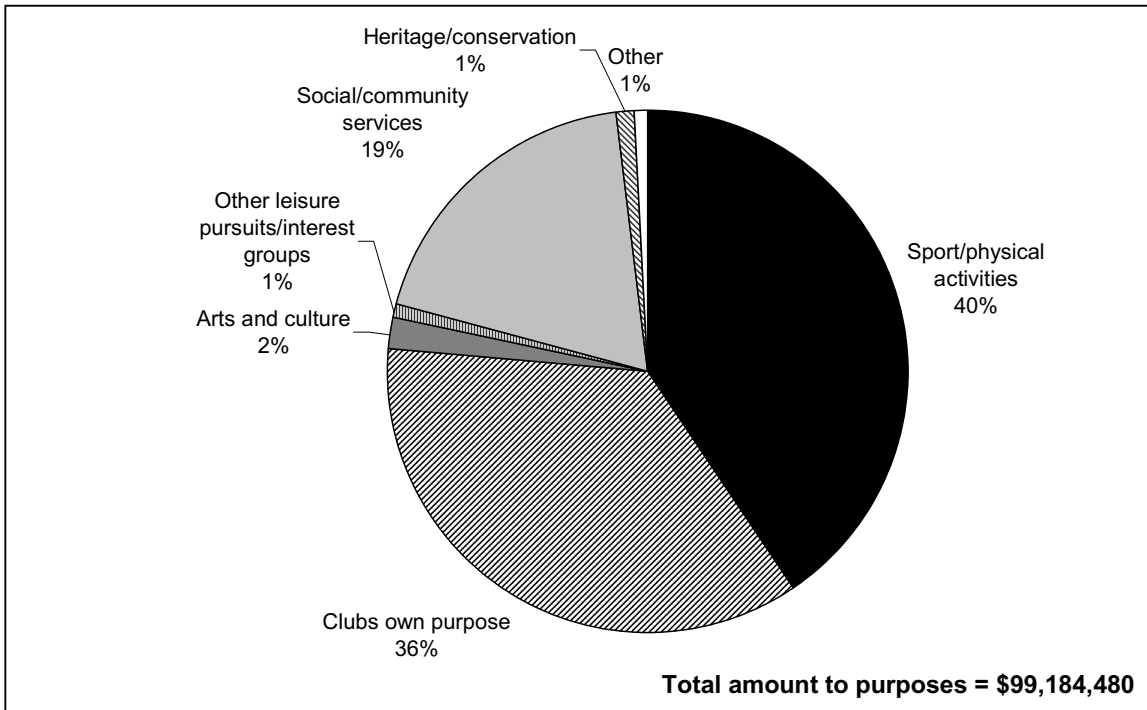


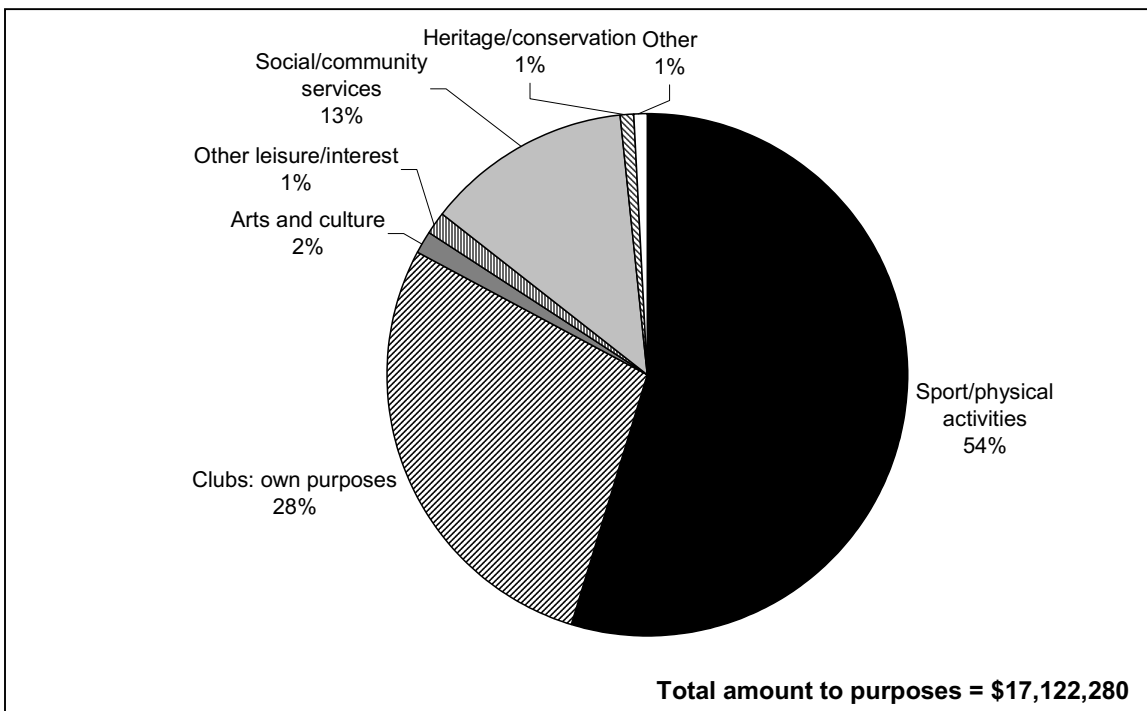
Figure 5.3 and Figure 5.4 show the total gaming machine expenditure by purpose.

Figure 5.3: Proportion of total reported gaming machine expenditure on main categories of purpose, 1999/2000



* Other includes: Armed Forces; Business Associations; Families/individuals; Local authorities; Political parties/campaigns; Not specified

Figure 5.4: Proportion of total reported gaming machine expenditure on main categories of purpose, April-June 1996



* Other includes: Armed Forces; Business Associations; Families/individuals; Local authorities; Political parties/campaigns; Not specified

6

SECTION SIX: MAIN EXPENDITURE CATEGORIES BY RECIPIENTS

This section explores more closely where gaming expenditure goes within the main expenditure categories presented in the previous section by recipients of gaming machine expenditure. For a full list of the categories used in this section refer to Appendix E.

6.1. SPORT/PHYSICAL ACTIVITIES

The discussion in the *recipient* section below includes *only* grants of gaming machine proceeds to *sporting clubs and other sports bodies*. It does *not* include:

- expenditure for their own sporting purposes by sports clubs which operated gaming machines (see 'Clubs own purposes' in section 6.6)
- any organisation whose main activity was not sport, but which used gaming machine proceeds for sporting purposes. Examples would be schools or chartered clubs spending money on sports equipment or facilities.

Overall, there were 14 sports codes that *received* \$1 million or more in 2000 (excluding multi-sports clubs). The highest proportion of gaming expenditure that went to sports/physical activities was given to Rugby union *recipients*, both in 1996 and 2000 (Table 6.1). However, the share of overall *recipient* expenditure was somewhat down from 1996, possibly due to the seasonality of a survey conducted in the winter months when winter codes were still being played. It is worth noting that Rugby Union *recipients* may be over-inflated due to the inclusion in this category of all grants made to 'Rugby' or 'Football' *recipients* that were not further defined (e.g. as Soccer, Touch Rugby, or Rugby League *recipients*).

The next highest category was for multi-sports *recipients*. Multi-sports clubs, as the name implies, are where the *recipients'* name mentions two or more sports (e.g. Rugby and Squash Club). Multi-sport clubs as a category has increased quite dramatically since 1996 while national multi-sport bodies on the other hand have dropped in their share of sports expenditure. After multi-sport clubs, the next highest *recipient* sport in 2000 was Rugby League followed by Cricket and Bowls.

Soccer, which was the second highest *recipient* sport in 1996 with almost 10% of overall expenditure, slipped to seventh highest in terms of expenditure, receiving less than 4% of the overall expenditure in 2000. Again, this is at least partly due to the seasonal bias of the 1996 survey. Other decreases between 1996 and 2000 were basketball, cycling, darts and swimming, although these declines are not likely to be due to the seasonal bias of the 1996 survey.

Table 6.1: Recipient organisation and total amount received: sports/physical activities, April-June 1996 and 1999/2000

Recipient organisation: sports/physical activities	1996 Amount Received	%	1999/2000 Amount Received	%
Rugby Union	\$2,159,500	27.0	\$15,698,932	22.1
Sport: multit-sport clubs/venues	\$326,170	4.1	\$8,223,829	11.6
Rugby League	\$427,880	5.4	\$4,195,579	5.9
Sport: not specified	\$477,860	6.0	\$3,963,199	5.6
Cricket	\$282,790	3.5	\$3,278,787	4.6
Bowls	\$208,390	2.6	\$3,013,825	4.3
Golf	\$281,980	3.5	\$2,985,196	4.2
Netball	\$418,630	5.2	\$2,551,439	3.6
Soccer	\$725,970	9.1	\$2,575,409	3.6
Touch Football	\$63,160	0.8	\$2,357,946	3.3
Boat Sports	\$178,090	2.2	\$2,270,945	3.2
Hockey	\$166,070	2.1	\$1,784,297	2.5
Horse Racing	\$230,840	2.9	\$1,804,862	2.5
Softball	\$146,590	1.8	\$1,698,717	2.4
Sport: Other	\$87,370	1.1	\$1,681,413	2.4
Tennis	\$83,840	1.0	\$1,189,320	1.7
Billiards/Snooker/Pool	\$142,740	1.8	\$1,053,685	1.5
Basketball	\$187,740	2.4	\$958,284	1.4
Squash	\$70,050	0.9	\$774,605	1.1
Fishing	\$59,750	0.7	\$680,805	1.0
Motor Sports	\$125,470	1.6	\$727,669	1.0
Athletics	\$36,380	0.5	\$643,805	0.9
Martial Arts	\$37,240	0.5	\$587,242	0.8
Cycling	\$93,400	1.2	\$483,412	0.7
Horse Riding/Equestrian	\$33,970	0.4	\$518,588	0.7
Water sports (not boats/ swimming)	\$48,820	0.6	\$473,571	0.7
Darts	\$112,590	1.4	\$455,828	0.6
Swimming	\$132,000	1.7	\$417,419	0.6
Sport: disabled/special	\$21,480	0.3	\$447,732	0.6
Sport: national multi-sport bodies	\$233,140	2.9	\$366,662	0.5
Marching	\$13,280	0.2	\$265,250	0.4
Ten Pin Bowling	\$43,070	0.5	\$304,190	0.4
Volleyball	\$28,200	0.4	\$258,525	0.4
Gymnastics	\$10,050	0.1	\$182,341	0.3
Netball (indoor)	\$22,930	0.3	\$188,139	0.3
Running	\$18,440	0.2	\$189,048	0.3
Air Sports	\$26,100	0.3	\$160,627	0.2
Badminton	\$20,640	0.3	\$165,194	0.2
Bowls (indoor)	\$26,320	0.3	\$133,210	0.2
Cricket (indoor)	\$42,910	0.5	\$149,426	0.2
Gun Clubs	\$44,370	0.6	\$167,495	0.2
Gymnasiums/body building	\$18,070	0.2	\$132,783	0.2
Hunting	\$20,560	0.3	\$122,567	0.2
Skiing/snow sports	\$9,200	0.1	\$143,366	0.2
Triathlon	\$9,520	0.1	\$166,905	0.2
Aerobics	\$8,830	0.1	\$43,092	0.1
Shearing	\$3,280	0.0	\$68,826	0.1
Soccer (indoor)	\$6,970	0.1	\$96,798	0.1
Woodchopping	\$6,240	0.1	\$94,052	0.1
Flying Disc	\$5,510	0.1	\$8,821	0.0
Tramping	\$800	0.0	\$6,938	0.0
TOTAL FOR SPORT RECIPIENTS	\$7,985,190	100.0	\$70,910,595	100.0

6.2. ARTS AND CULTURE

Musical performances were the main recipients of the limited expenditure on arts and culture organisations, both in 1996 and 2000 (Table 6.2). The relatively high proportion of expenditure that went to unspecified music recipients in 1996 compared to 2000 suggests that the overall proportion of expenditure to musical performance is higher in 2000 due to better identification of grants in 2000. “Other ethnic cultural groups” and “Māori cultural groups” also had substantial increases between 1996 and 2000.

Table 6.2: Recipient organisation and total amount received: arts & culture activities, April-June 1996 and 1999/2000

Recipient organisation: art and culture activities	1996 Amount Received	%	1999/2000 Amount Received	%
Music: Performance	\$59,970	22.9	\$1,165,282	38.1
Performing Arts: Theatre	\$25,980	9.9	\$259,682	11.8
Other ethnic cultural groups: other: not specified	\$6,950	2.7	\$333,271	10.9
Arts/Culture: General	\$15,100	5.8	\$189,673	6.2
Māori Cultural groups: other/not specified	\$2,000	0.8	\$186,588	6.1
Performing Arts: Dance	\$23,900	9.1	\$181,913	5.9
Arts/Culture: not specified	\$1,000	0.4	\$152,333	5.0
Music other: not specified	\$61,670	23.5	\$150,803	4.9
Visual Arts: creation	\$8,400	3.2	\$64,028	2.1
Performing Arts: Venues	-	-	\$52,796	1.7
Radio Broadcasting	\$7,950	3.0	\$51,714	1.7
Performing Arts: Māori	\$14,200	5.4	\$43,112	1.4
Performing Arts: other/not specified	\$21,150	8.1	\$33,624	1.1
Visual Arts: other ethnic	-	-	\$24,730	0.8
Visual Arts: other/not specified	\$200	0.1	\$23,000	0.8
Arts/Culture: other	-	-	\$14,010	0.5
Film and Video	\$10,700	4.1	\$11,322	0.4
Literature: Writing	-	-	\$13,750	0.4
Performing Arts: other Ethnic	-	-	\$2,839	0.1
Television Broadcasting	\$2,730	1.0	\$3,500	0.1
TOTAL FOR ARTS & CULTURE RECIPIENTS	\$261,900	100.0	\$3,057,969	100.0

6.3. OTHER LEISURE PURSUITS/INTEREST GROUPS

Service clubs received the highest proportion of other leisure pursuits expenditure both in 1996 and 2000 (Table 6.3). Service clubs includes clubs such as Lions and Rotary. The other main recipients in this category were hobby clubs such as gardening clubs, bridge clubs etc. Hobby club recipients had a large increase in overall share of expenditure between 1996 and 2000 while social club recipients had a large decrease in the same period. These changes may be due to changes in gaming machine license conditions.

Table 6.3: Recipient organisation and total amount received: other leisure pursuits/interest groups activities, April-June 1996 and 1999/2000

Recipient organisation: other leisure pursuits/interest groups activities	1996 Amount Received	%	1999/2000 Amount Received	%
Clubs: Service	\$112,960	35.9	\$644,243	27.0
Clubs: Hobby	\$23,840	7.6	\$560,941	23.5
Clubs: Social	\$86,270	27.5	\$385,169	16.2
Clubs: Chartered/RSA	\$19,070	6.1	\$249,166	10.5
Leisure/interest: other	\$8,280	2.6	\$224,770	9.4
Leisure/interest: not specified	\$23,580	7.5	\$110,426	4.6
Agricultural organisations	\$4,350	1.4	\$106,513	4.5
Clubs: animal	\$16,870	5.4	\$69,736	2.9
Clubs: other	\$19,000	6.0	\$31,267	1.3
TOTAL FOR OTHER LEISURE PURSUITS/INTEREST GROUPS RECIPIENTS	\$314,220	100.0	\$2,382,232	100.0

6.4. SOCIAL/COMMUNITY SERVICES

Educational organisations were the main recipients of expenditure on social/community services. In particular, primary and secondary schools were the main recipients of expenditure, both in 1996 and in 2000 (Table 6.4). Four other specific categories received \$1 million or more in funding in 2000. These categories were hospitals/health centres, emergency services, early childhood education and health and disability support services. The social/community non-specified category also received more than \$1 million in funding in 2000.

Table 6.4: Recipient organisation and total amount received: social/community services activities, April-June 1996 and 1999/2000

Recipient organisation: social/ community services activities	1996 Amount Received	%	1999/2000 Amount Received	%
Education: schools	\$498,590	21.3	\$10,042,400	29.7
Hospitals/Health Centres	\$33,790	1.4	\$3,061,760	9.0
Emergency Services: search and rescue/coastguard	\$225,060	9.6	\$2,873,435	8.5
Social/community: not specified	\$38,520	1.6	\$1,850,317	5.5
Education: Early childhood	\$110,180	4.7	\$1,548,054	4.6
Emergency Services: other/not specified	\$68,040	2.9	\$1,376,769	4.1
Support Services: health/disability	\$247,150	10.5	\$1,172,226	3.5
Education: other/not specified	\$45,430	1.9	\$1,134,996	3.4
Social/community: other	\$45,090	1.9	\$777,203	2.3
Children's/Youth groups	\$32,830	1.4	\$756,251	2.2
Emergency Services: ambulance	\$67,240	2.9	\$756,150	2.2
Support groups/clubs	\$69,160	2.9	\$702,262	2.1
Emergency Services: Fire Brigades	\$58,190	2.5	\$688,632	2.0
Accommodation services	\$32,590	1.4	\$614,106	1.8
Churches	\$55,530	2.4	\$620,159	1.8
Support Services: family/parent	\$45,930	2.0	\$580,271	1.7
Festivals, Fairs, Community events	\$25,950	1.1	\$538,495	1.6
Church social services	\$22,870	1.0	\$505,100	1.5
Community centres	\$75,940	3.2	\$440,608	1.3
Education: Tertiary	\$69,510	3.0	\$441,164	1.3
Marae	\$37,430	1.6	\$454,360	1.3
Counselling/advice services	\$13,910	0.6	\$358,902	1.1
Health research	\$38,750	1.7	\$357,697	1.1
Support Services: Māori/Iwi	\$34,640	1.5	\$324,243	1.0
Education: outdoor	\$9,390	0.4	\$306,391	0.9
Police	\$90,910	3.9	\$257,511	0.8
Education: employment/lifeskills training	\$5,110	0.2	\$250,768	0.7
Secure neighbourhoods	\$16,990	0.7	\$215,889	0.6
Support Services: general welfare	\$179,300	7.6	\$152,680	0.5
Libraries	\$6,290	0.3	\$133,314	0.4
Animal welfare	\$700	0.0	\$98,932	0.3
Camps	\$7,150	0.3	\$88,618	0.3
Education: adult/continuing	\$15,880	0.7	\$99,370	0.3
Employment Services	-	-	\$88,032	0.3
Information/access services	\$6,400	0.3	\$99,365	0.3
Support Services: other ethnic groups	\$13,870	0.6	\$90,277	0.3
Entertainment	\$750	0.0	-	-
TOTAL FOR SOCIAL/COMMUNITY SERVICES RECIPIENTS	\$2,345,060	100.0	\$33,856,705	100.0

6.5. HERITAGE/CONSERVATION

Almost \$1.4 million went to heritage/conservation recipients in 2000 (Table 6.5). Almost half of this amount went to resident/ratepayer and museums/art galleries recipients. Between 1996 and 2000 both these recipient categories have had large increases in their share of heritage/conservation expenditure. Among the recipients to have large decreases in their proportion of expenditure between 1996 and 2000 were restoration projects and memorial/statues categories, and to a lesser extent, environmental/conservation groups and historical/settlers associations.

Table 6.5: Recipient organisation and total amount received: heritage/conservation activities, April-June 1996 and 1999/2000

Recipient organisation: heritage/conservation activities	1996 Amount Received	%	1999/2000 Amount Received	%
Residents/Ratepayers	\$8,400	8.3	\$342,596	25.0
Museums/art galleries	\$3,050	3.0	\$331,796	24.2
Parks/reserves	\$14,600	14.4	\$224,862	16.4
Environmental/conservation groups	\$22,930	22.6	\$133,433	9.7
Heritage/conservation: not specified	\$500	0.5	\$94,752	6.9
Heritage/conservation: other	\$2,000	2.0	\$86,354	6.3
Historical/settlers' associations	\$11,610	11.5	\$68,613	5.0
Restoration projects	\$25,500	25.2	\$60,245	4.4
Tāonga tuku iho	-	-	\$14,478	1.1
Memorials/statues	\$11,300	11.1	\$13,215	1.0
Archives	\$1,500	1.5	-	-
TOTAL FOR HERITAGE/ CONSERVATION RECIPIENTS	\$101,390	100.0	\$1,370,344	100.0

6.6. CLUBS OWN PURPOSES

This section provides an overview of expenditure by societies on their club or society's *own authorised purposes*. A club or society's *own authorised purposes* encompasses expenditure on:

- sports (e.g. for equipment)
- club premises (e.g. building or grounds maintenance)
- mortgage repayments
- members' welfare
- courtesy vehicles
- club charitable or welfare activities
- other (e.g. equipment, administration, insurance).

This results in this section exclude National Trusts and the majority of hotel-based trusts, as they are not clubs and are generally not permitted to use the money for their own purposes - they exist to distribute money to authorised community purposes. The hotel-based trusts that are eligible include societies like St John's Ambulance service and other similar non-profit, non-governmental organisations (NGO's). Most of the expenditure by these hotel-based trusts went to charitable/welfare purposes. The majority of expenditure on club's *own purposes* went to chartered clubs/RSA's (Table 6.6).

Table 6.6: Recipient organisation and total amount received: clubs own purposes, April-June 1996 and 1999/2000

Recipient organisation: clubs own purposes	1996 Amount Received	%	1999/2000 Amount Received	%
Chartered Club/RSA	\$5,062,070	86.3	\$28,447,812	80.1
Sports Clubs	\$782,560	13.3	\$3,810,393	10.7
Other clubs	\$111,800	0.4	\$60,073	0.2
Hotel-based trusts	-	-	\$3,183,618	9.0
TOTAL FOR CLUBS OWN PURPOSES RECIPIENTS	\$5,866,110	100.0	\$35,501,896	100.0

Many clubs, in particular, operate gaming machines to assist in funding their society's operation, as expenditure can cover club's expenses such as mortgage repayments and courtesy vehicles as can be seen in Table 6.7. 'Other' purposes in Table 6.7 included expenditure on items such as equipment, insurance, administration costs and conferences.

Table 6.7: Purpose and total amount received: clubs own purposes, 1999/2000*

Purpose: clubs own purposes	1996 Amount Received	%	1999/2000 Amount Received	%
Sports	-	-	\$1,797,887	5.1
Club premises	-	-	\$14,198,022	40.0
Mortgage repayments	-	-	\$7,147,670	20.1
Members welfare	-	-	\$1,609,563	4.5
Courtesy vehicles	-	-	\$289,475	0.8
Charitable/welfare*	-	-	\$3,504,994	9.9
Other	-	-	\$6,954,285	19.6
TOTAL FOR CLUBS OWN PURPOSES RECIPIENTS	-	-	\$35,501,896	100.0

* This information was not collected in this form in 1996

Most hotel-based trusts are not eligible to spend money on their society's own purposes. The hotel-based trusts that are eligible include societies like St John's Ambulance service and other similar non-profit non-governmental organisations (NGO's). Most of the expenditure by these hotel-based trusts went to charitable/welfare purposes.

Figure 6.1: Total amount to given to club or society's own purposes by hotel-based trusts, 1999/2000

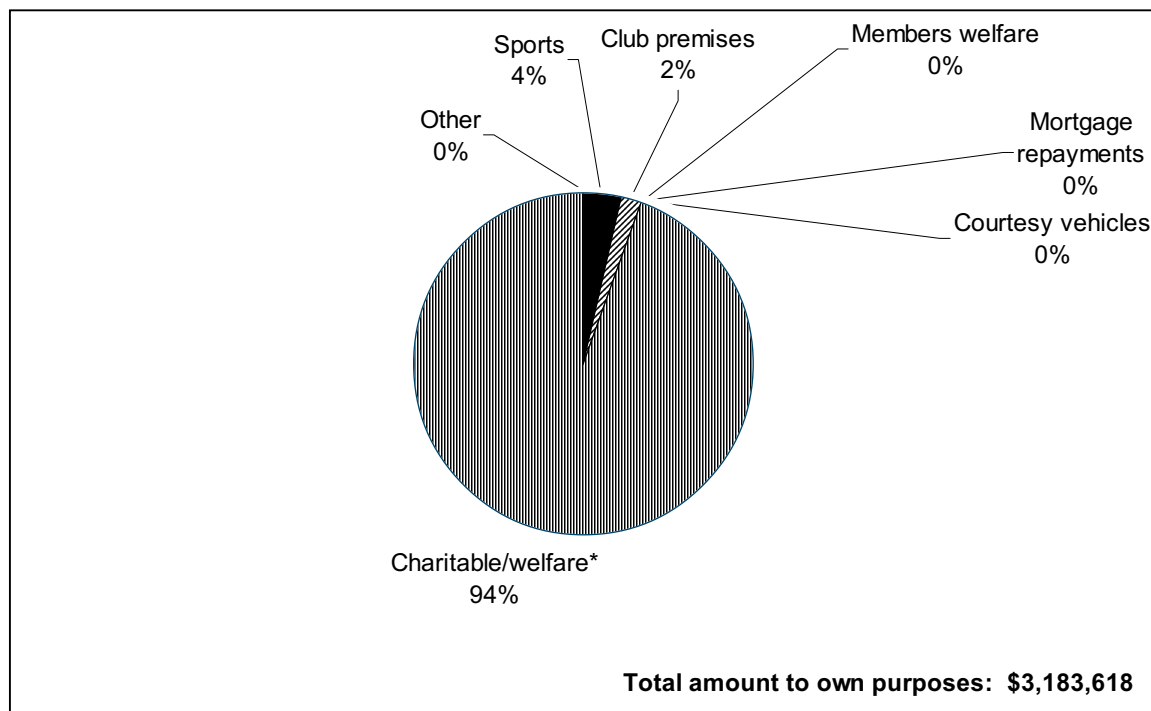


Figure 6.2: Total amount to given to club or society's own purposes by chartered clubs/RSAs, 1999/2000

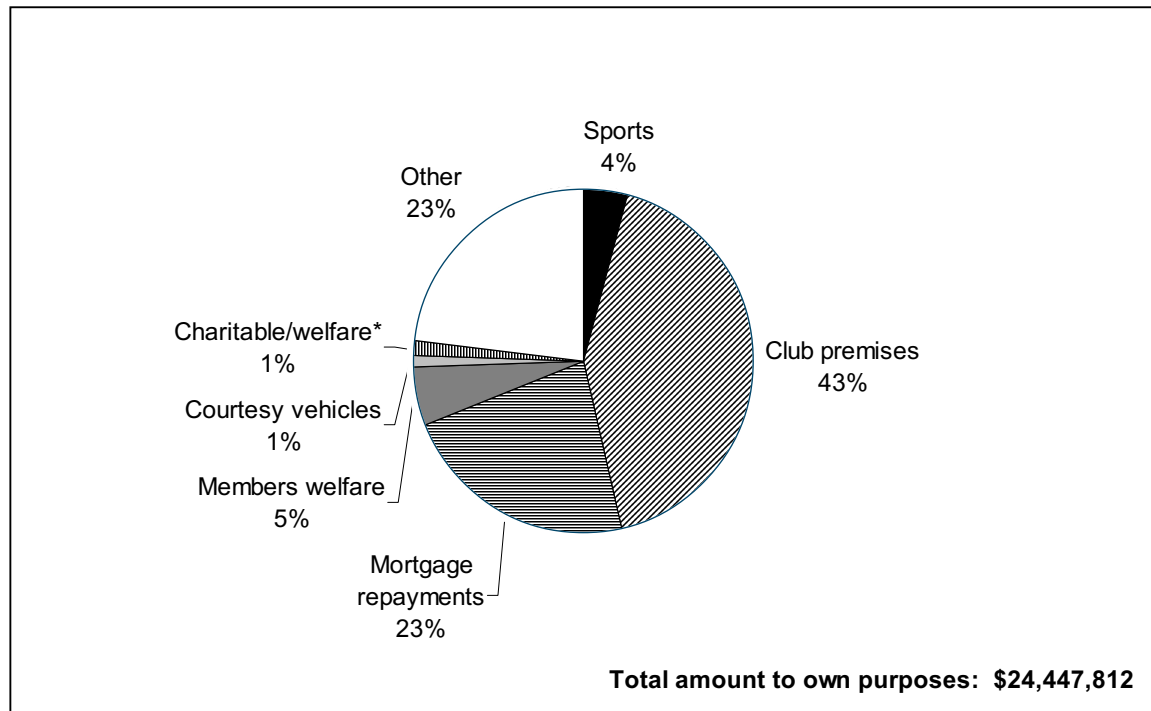


Figure 6.3: Total amount to given to club or society's own purposes by sports clubs, 1999/2000

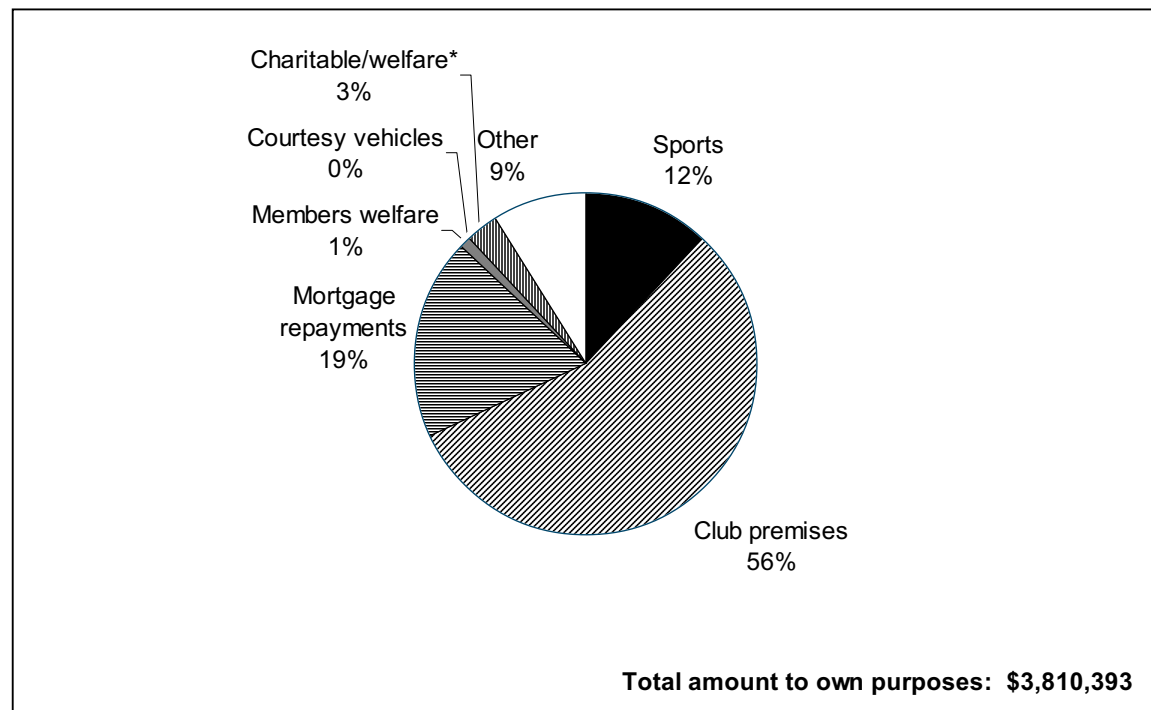
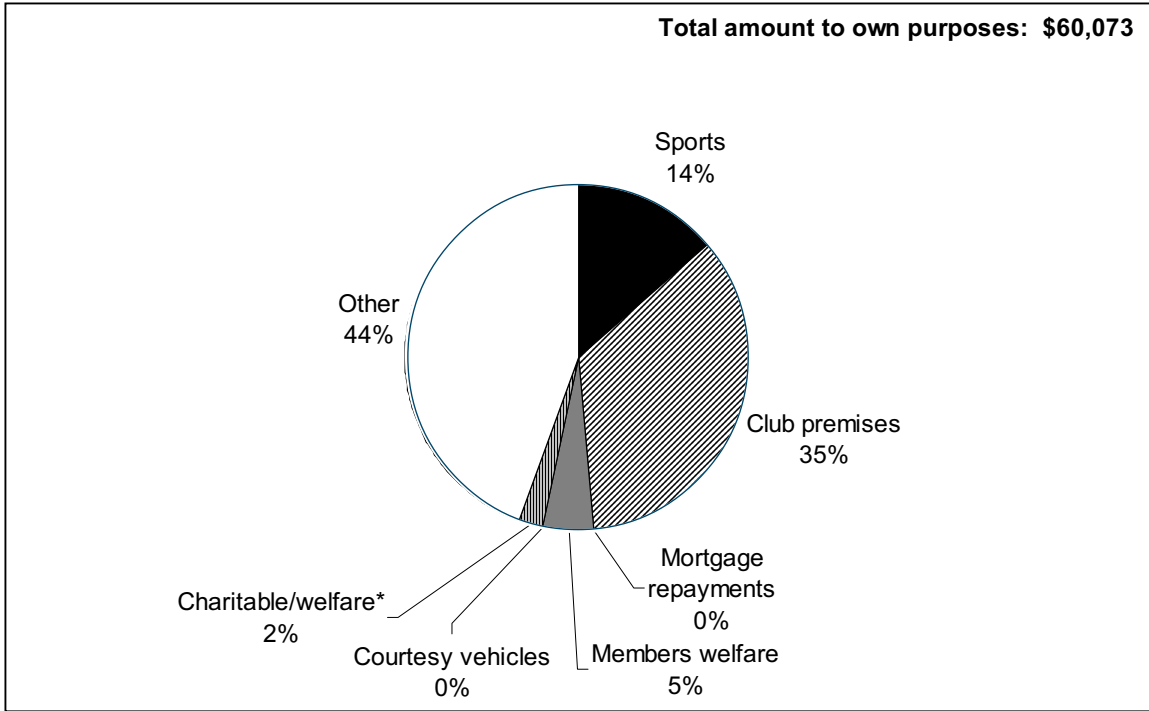


Figure 6.4: Total amount to given to club or society's own purposes by other clubs, 1999/2000



6.7. OTHER

Over \$4 million went to recipients that were either undefined or did not fit into any of the other main categories. The majority of the “Other” expenditure (75%) went to recipients that were not specified by respondents on their questionnaire returns (Table 6.8). A further 9.1% went to recipients that were too small to warrant their own category and another 8.2% went to local authorities. As part of the licensing of gaming machines, gaming machine expenditure is not allowed to be used for commercial purposes. The *commercial agencies* category used here covers grants made directly to commercial businesses for the benefit of charitable/non-profit recipients (for example, money paid to caterers to provide a special dinner for the elderly).

Table 6.8: Recipient organisations and total amount received: other activities, April-June 1996 and 1999/2000

Recipient organisation: other activities	1996 Amount Received	%	1999/2000 Amount Received	%
Not specified	\$12,040	4.8	\$3,236,709	75.2
Other	\$5,300	2.1	\$391,049	9.1
Local authorities	\$27,690	11.1	\$351,690	8.2
Business associations	\$33,520	13.5	\$120,510	2.8
Political parties/campaigns	\$30,750	12.4	\$73,283	1.7
Commercial agencies	\$45,420	18.3	\$49,972	1.2
Families/individuals	\$65,790	26.5	\$48,829	1.1
Armed forces	\$19,760	8.0	\$32,932	0.8
Unions/professional associations	\$8,140	3.3	-	-
TOTAL FOR CLUBS OWN PURPOSES RECIPIENTS	\$248,410	100.0	\$4,304,974	100.0

7

SECTION SEVEN: EXPENDITURE BY SOCIETY TYPE

This section covers gaming expenditure by *recipients* and by *purpose* for each society type. Table 7.1 and Table 7.2 present expenditure by *recipients* and by *purpose* for each in 2000, while Table 7.3 and Table 7.4 present the 1996 data. The following tables show that clubs predominantly gave money to their own purposes while National Trusts and Hotel-based trusts gave 50% or more of their to sports/physical *recipients* or *purposes* both in 1996 and 2000.

Table 7.1: Proportion to each category of recipient by society type, 1999/2000

Category	NTs%	HBTs%	Clubs%	Total%
Sport/physical activities	62.9	49.3	1.5	46.8
Clubs own purpose	N/A	12.1	95.8	23.5
Arts and Culture	2.6	2.2	0.2	2.0
Other leisure pursuits/interest	2.1	1.2	0.5	1.6
Social community services	26.5	33.2	1.8	22.2
Heritage/conservation	1.3	0.7	0.0	0.9
Other	4.6	1.2	0.1	3.0
TOTAL	100.0	100.0	100.0	100.0
TOTAL DOLLAR AMOUNT	\$91,282,531	\$26,383,695	\$33,718,490	\$151,384,716

Table 7.2: Proportion to each category of purpose from each type of society, 1999/2000

Category	NTs%	HBTs%	Clubs%	Total%
Sport/physical activities	66.0	52.3	6.6	42.2
Clubs own purpose	N/A	12.1	90.9	34.1
Arts and Culture	3.4	2.5	0.2	2.1
Other leisure pursuits/interest	1.3	0.7	0.1	0.7
Social community services	25.9	30.3	2.1	19.0
Heritage/conservation	1.5	1.5	0.1	1.0
Other	1.7	0.7	0.1	0.9
TOTAL	100.0	100.0	100.0	100.0
TOTAL DOLLAR AMOUNT	\$39,082,295	\$26,383,695	\$33,718,490	\$99,184,480

Table 7.3: Proportion to each category of *recipient* from each type of society, April-June 1996

Category	NTs%	HBTs%	Clubs%	Total%
Sport/physical activities	79.7	56.5	4.5	46.8
Clubs own purpose	N/A	N/A	85.3	34.3
Arts and Culture	2.4	1.9	0.4	1.5
Other leisure pursuits/interest	2.6	1.4	1.0	1.8
Social community services	12.5	36.9	8.0	13.7
Heritage/conservation	0.8	1.7	0.0	0.6
Other	2.0	1.6	0.8	1.5
TOTAL	100.0	100.0	100.0	100.0
TOTAL DOLLAR AMOUNT	\$8,125,060	\$2,121,200	\$6,876,000	\$17,122,260

Table 7.4: Proportion to each category of *purpose* from each type of society, April-June 1996

Category	NTs%	HBTs%	Clubs%	Total%
Sport/physical activities	82.4	59.2	20.3	54.6
Clubs own purpose	N/A	N/A	70.0	28.1
Arts and Culture	2.5	2.1	0.3	1.5
Other leisure pursuits/interest	2.0	0.8	0.9	1.4
Social community services	11.1	35.0	8.0	12.8
Heritage/conservation	0.9	1.7	0.1	0.7
Other	1.2	1.1	0.4	0.9
TOTAL	100.0	100.0	100.0	100.0
TOTAL DOLLAR AMOUNT	\$8,125,060	\$2,121,200	\$6,876,040	\$17,122,300

8

SECTION EIGHT: GAMING MACHINE EXPENDITURE BY REGION

This section analyses reported expenditure by region. The recipient organisations have been grouped into regions using the 1996 regional council boundaries. The data presented in this regional analysis is based solely on *recipients*. The three most populous regions (Auckland, Canterbury and Wellington) received most of the expenditure in 2000 (Figure 8.1) and in 1996 (Figure 8.2).

Figure 8.1: Gaming machine expenditure by regional council areas, 1999/2000

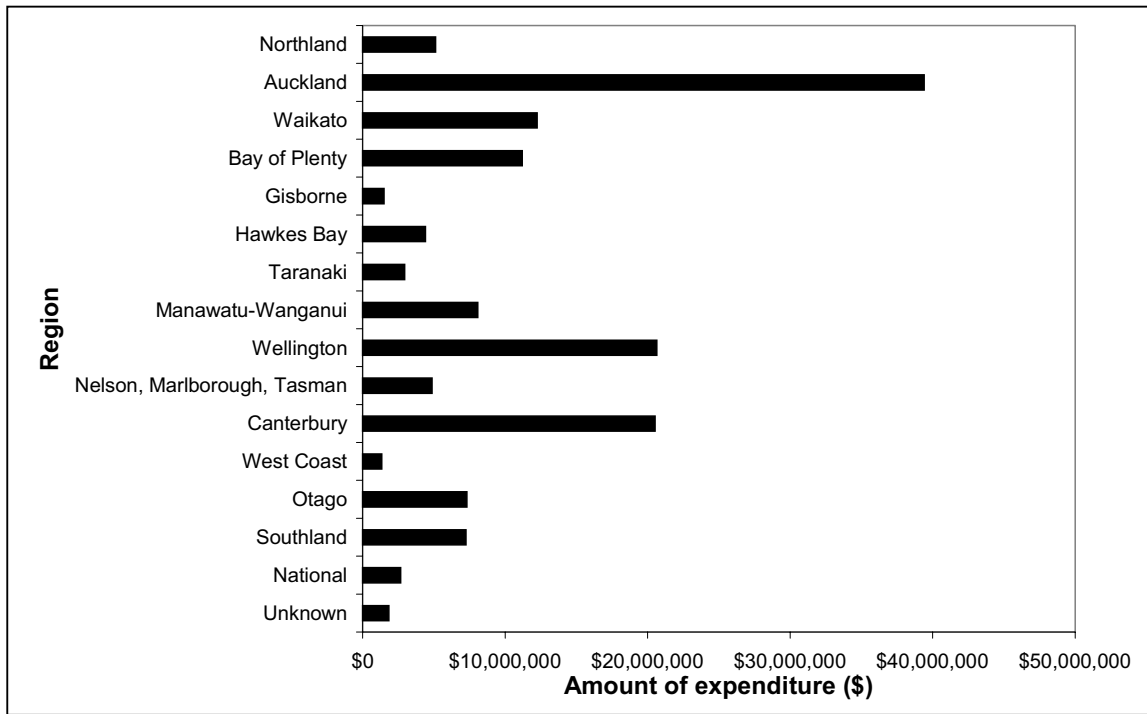


Figure 8.2: Gaming machine expenditure by regional council areas, April-June 1996

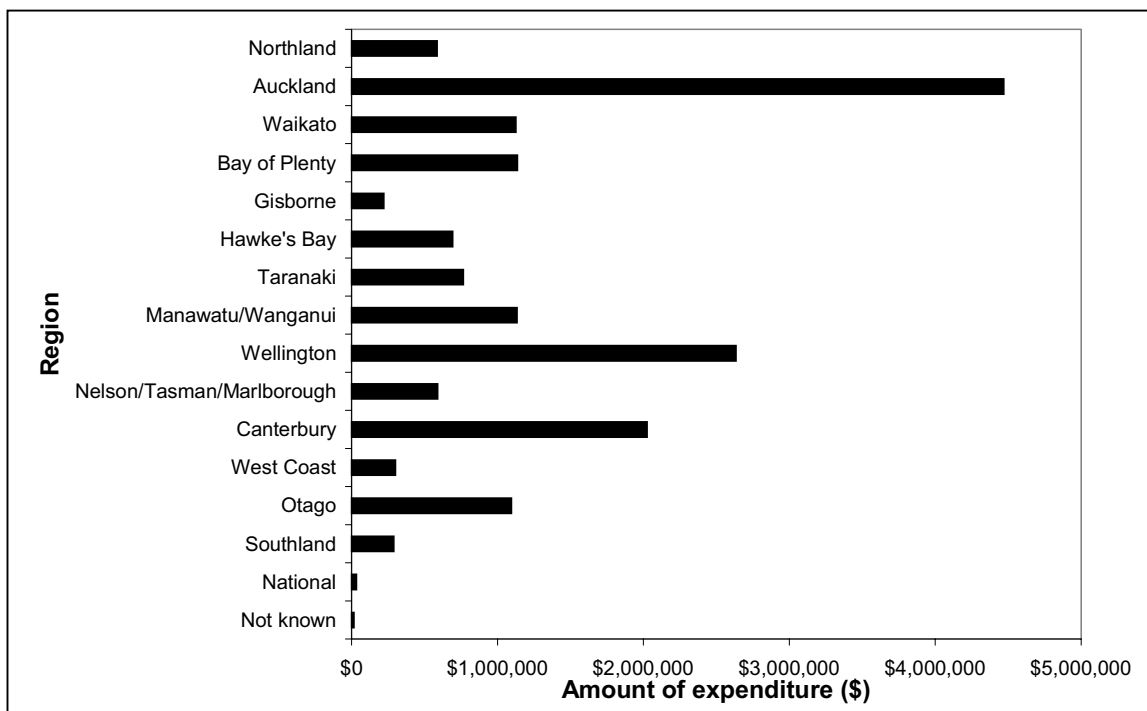
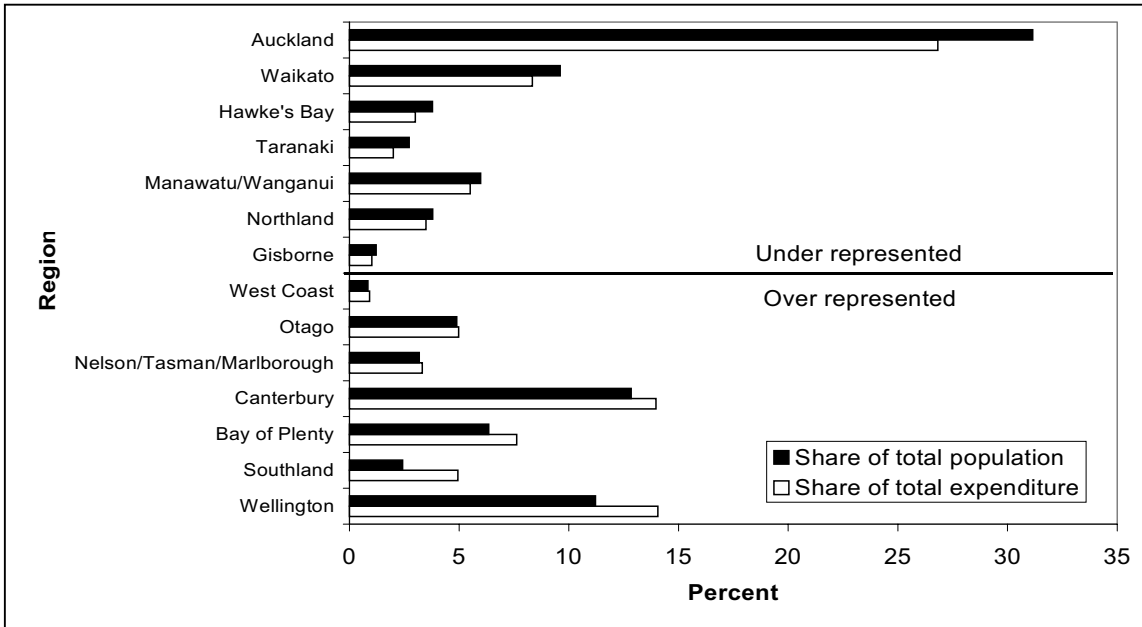


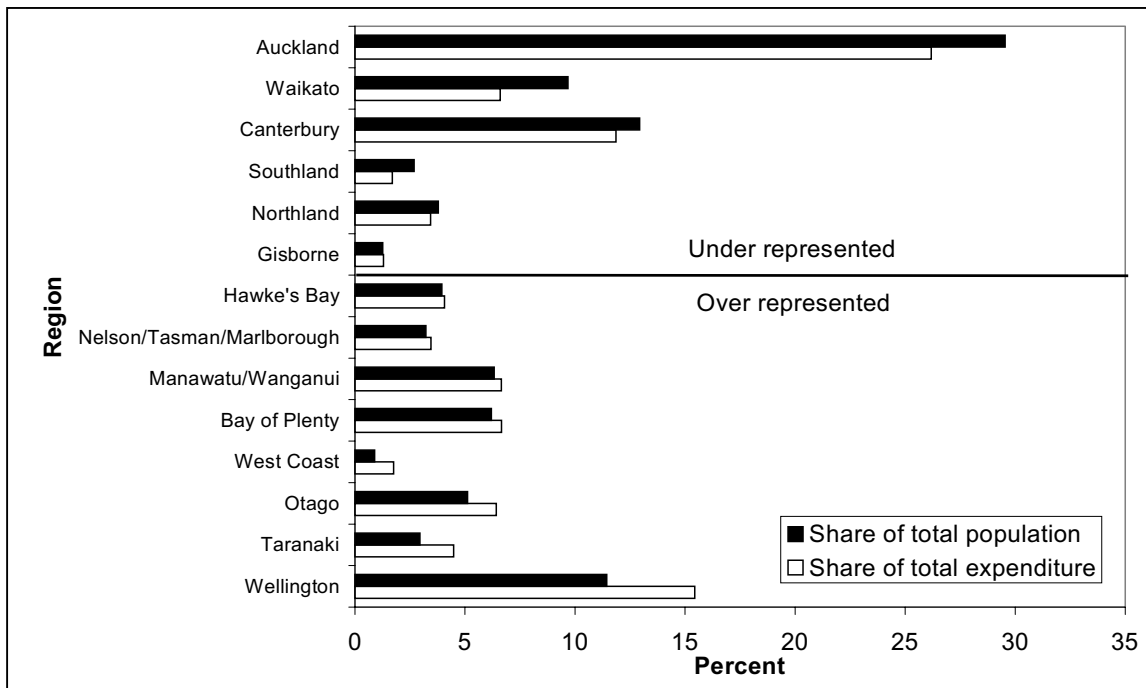
Figure 8.3 and Figure 8.4 compare regional shares of expenditure to their share of the population. Regions are ranked by the difference between their population and the expenditure received with those above the line having a greater share of the total population than of total expenditure.

Figure 8.3: Gaming machine expenditure and New Zealand population* by region, 1999/2000



* Estimated population as at 30 June 2000 (Statistics New Zealand, Demographic Trends 2000)

Figure 8.4: Gaming machine expenditure and New Zealand population by region, 1996



* Population Statistics from 1996 Census (Statistics New Zealand, Regional Summary 1996)

Table 8.1 compares the average gaming machine expenditure per capita for 1996 and 2000. **The results for 1996 and 2000 are not directly comparable** as the 1996 data encompasses expenditure data for only three months compared to twelve months data in 2000. The table does provide useful comparisons of expenditure across the country. With a relatively small population base the Southland region had substantially higher per capita expenditure in 2000 compared to the next highest region - Wellington. Nationally, gaming expenditure per capita was \$38.34 in 2000.

Table 8.1: Average per capita gaming machine expenditure, April-June 1996 and 1999/2000

Region	Average expenditure per capita	
	1996	1999/2000
Southland	\$2.98	\$78.14
Wellington	\$6.37	\$48.05
Bay of Plenty	\$5.07	\$46.10
Canterbury	\$4.33	\$41.72
West Coast	\$9.24	\$41.61
Nelson/Tasman/Marlborough	\$5.06	\$39.97
Otago	\$5.92	\$39.06
Manawatu/Wanganui	\$4.96	\$35.30
Northland	\$4.28	\$35.26
Waikato	\$3.22	\$33.28
Auckland	\$4.18	\$33.03
Gisborne	\$4.82	\$32.22
Hawke's Bay	\$4.86	\$30.39
Taranaki	\$7.19	\$28.22
TOTAL	\$4.73	\$38.42

Waikato and Bay of Plenty received their overall expenditure from a similar mix of societies (Figure 8.5), yet Bay of Plenty had a much higher per capita expenditure than Waikato (Table 8.1) in 2000.

Figure 8.5: Regional expenditure by type of society, 1999/2000

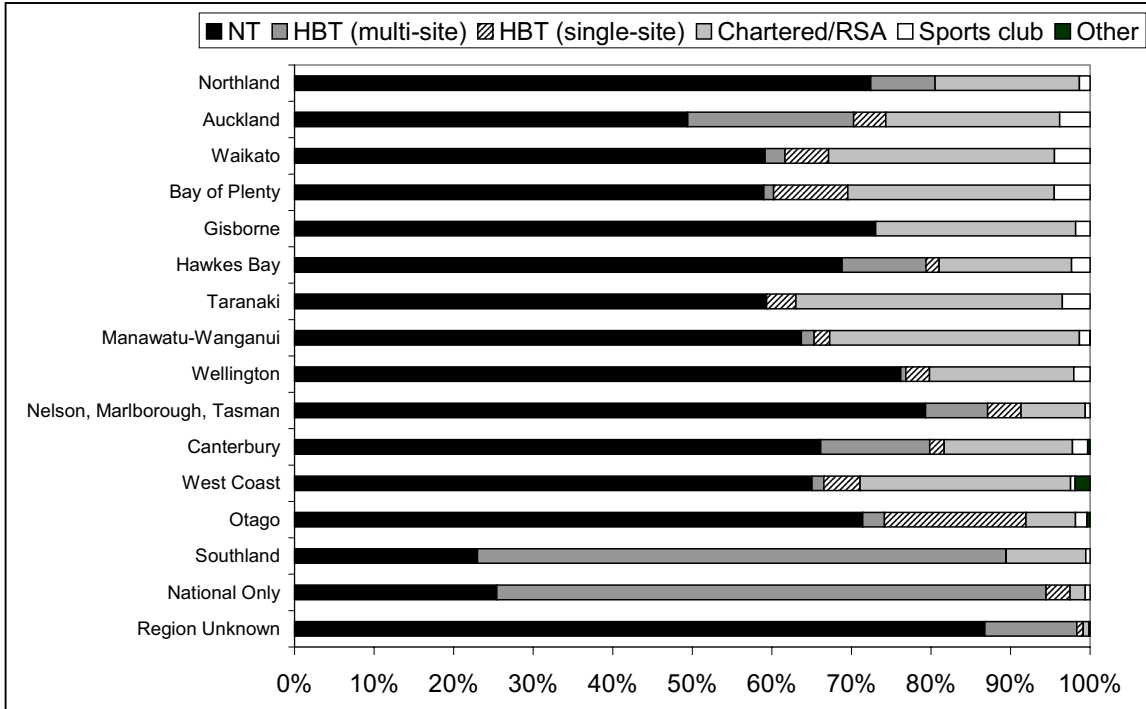
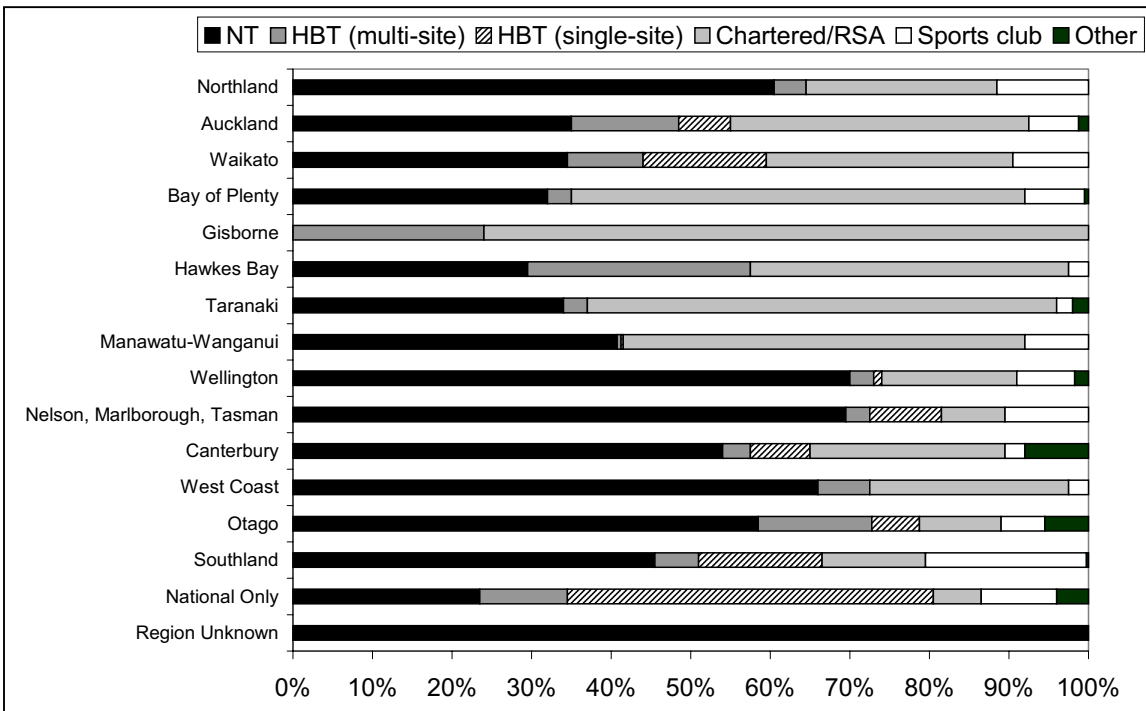


Figure 8.6: Regional expenditure by type of society, April-June 1996



Southland and the Nelson/Marlborough/Tasman region had the highest proportion of their expenditure going to sports/physical activities recipients in 2000 (Figure 8.7). The Southland region was also highest in 1996 (Figure 8.8).

Figure 8.7: Regional expenditure by recipient, 1999/2000

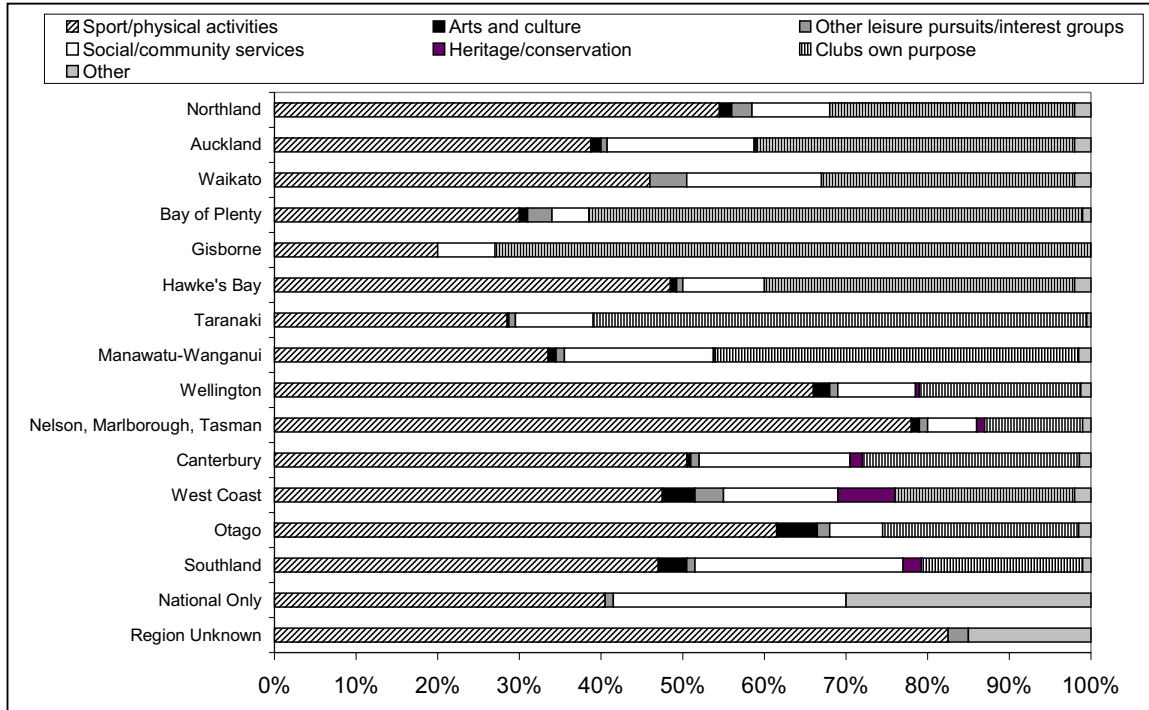
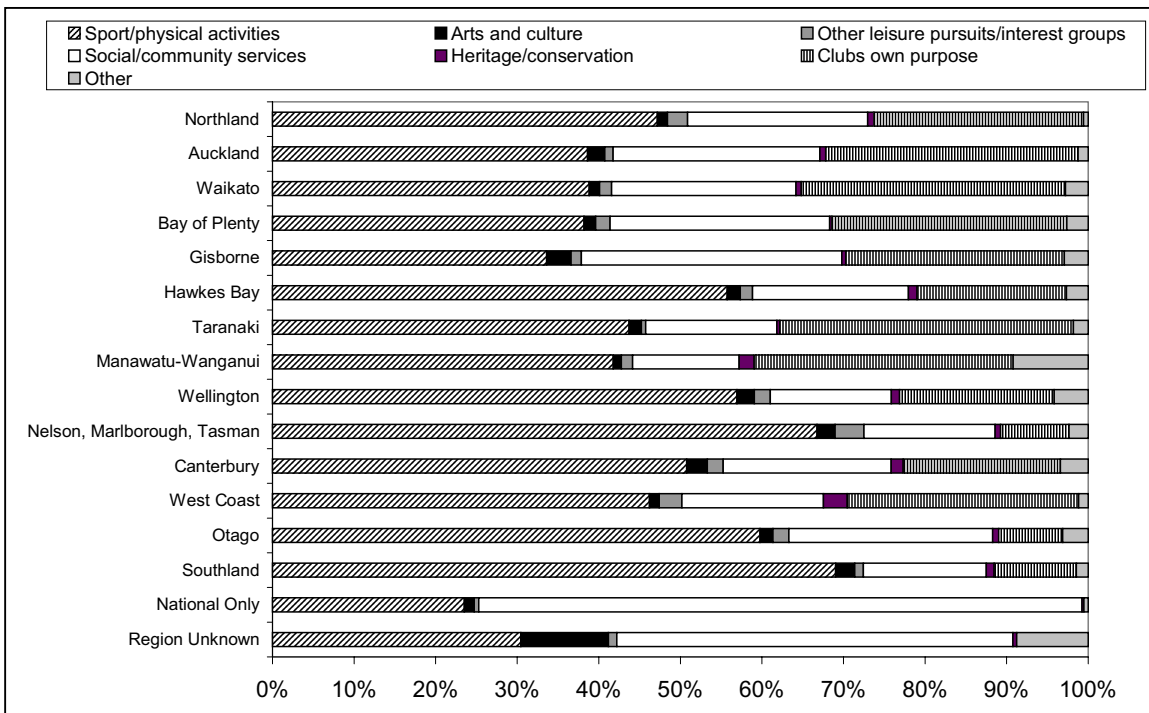


Figure 8.8: Regional expenditure by recipient, April-June 1996





APPENDIX A: RESPONSE RATES BY SOCIETY

CONTACTS

Questionnaires were sent to 839 organisations, of which:

- 140 were hotel-based trusts
- 699 were clubs.

The six national trusts were approached independently by letter and were followed up with a telephone call to request their grants data electronically.

INELIGIBILITY

A number of hotel-based trusts and clubs should not have been sent a questionnaire because they had been granted a licence either after the period they were being surveyed on (1 October 1999 to 30 September 2000), or in the last three months of that period. In the latter case, it is considered unlikely that the organisations would have had time to accumulate sufficient funds for making any payments to authorised purposes for their own club’s purposes, or for grants to the community. There were 20 hotel-based trusts and 15 clubs organisations that should not have been sent a questionnaire for these reasons. There were a further six organisations that were ineligible. The reasons are as follows:

- 1 hotel-based trust on the mailing list was no longer in operation
- 2 clubs on the mailing list were no longer in operation
- 1 club reported: “you took all our money and cancelled the licence”
- 1 club said they had no machines installed during the period
- 1 unsealed survey response envelope arrived minus its contents (with a note from NZ Post). The envelope size indicated that it was from a club.

Data was received from all of the six national trusts and responses were received from 498 other organisations, out of 804 eligible organisations - a response rate of 63% (Table 8.2).

Table 8.2: Response rate

	NTs	HBTs	Clubs	Total
Sent/contacted	6	140	699	845
Ineligible	-	21	20	41
Total eligible	6	119	679	804
Number of responses	6	85	413*	504*
Response rate	100	71	61	63

* One of these was not used because of incomplete data

Note: One additional hotel-based trust and three clubs advised that they were unable to supply the information requested. They were counted as non-responses

Table 8.3: Response rates for multi-site versus single-site

	NTs	HBTs	Clubs	Total
Eligible Multi-site organisations	6	40	11	57
Number of responses	6	29	4*	39*
Response rate	100	73	36	68
Eligible Single site organisations	N/A	79	669	748
Number of responses	N/A	56	409	465
Response rate	N/A	71	61	62

* One of these was not used because of incomplete data

RESPONSE PERIOD

Organisations were given two weeks to respond to the questionnaire. Unfortunately Poppy Day fell within this period, so RSAs were extremely busy during this time. Some organisations telephoned to say their forms would be late. After the two weeks had passed some of these organisations may have thought it too late to complete the survey.

TIME-PERIOD FOR SURVEY

The questionnaire asked for figures, and a list of payments made, for the licensing period (1 October 1999 to 30 September 2000). This time-period conflicted with many organisations’ own financial years, whatever period that happened to be. It may be easier in future to ask for annual data, based on each society’s own financial year.

GST (GOODS AND SERVICES TAX)

HBTs and clubs were asked to list all amounts GST exclusive. This probably caused a lot of confusion as grants and donations do not usually include GST, especially those paid to small community groups. In some cases it is obvious that respondents have deducted 12.5% off amounts they have listed as grants made – with some amounts ending with \$66.66 or \$33.33 – but in many cases it appears that no changes were made.

ROUNDING TO THE NEAREST \$10

Unlike the 1996 survey, most respondents did not do this, so the data has been left unrounded.

FOOTBALL

Due to the multiple sporting codes that are referred to under the title ‘Football’ the following standards were adopted when coding:

- ‘Rugby Football’ was coded as ‘Rugby’ (code 157)
- ‘Football Soccer’ (and other similar entries) were coded as ‘Soccer’ (163)
- ‘RFC’ and ‘RFU’ as ‘Rugby’ (157)
- ‘Rugby League’ or ‘League’ as ‘Rugby League’ (156)
- ‘American football’ and ‘Gridiron’ were coded as 198.

Anything else that said ‘Football’ was coded as ‘Rugby’ (Code 157). In future, there should be a separate code for this uncertain ‘Football’ category as it may skew the ‘Rugby’ category unrepresentatively.

Out of all the returned questionnaires, only two were not used due to problems with their results. Time restraints made follow-ups for correct data impractical.

SURVEY FORMAT AND PERIOD COVERED

A mail survey was chosen as it would be relatively quick to administer and would enable societies to provide accurate data from their financial records. The questionnaire design was based largely on the design used for the survey in 1996. Appendix C and Appendix D contain the final versions of the questionnaires.

The survey sought information on:

- the name of each organisation or individual which received a grant or grants from the society in the previous financial year (1 October 1999 to 30 September 2000), and a brief description of what type of organisation it was.

For each grant, information was also collected about:

- the amount of the grant
- the purpose/s for which the grant was intended.

The term '*grants*' included both grants for community purposes and, in the case of clubs, use of gaming machine profits for the club's own benefit, e.g. for redecorating club premises.

The previous survey conducted by DIA in 1996 covered a three-month period between April to June 1996. The current survey, covering a full financial year has several advantages over the previous report by being able to include:

- clubs which operated on a seasonal basis (e.g. bowling clubs)
- summer sports (e.g. cricket) that may have applied for fewer grants from hotel or multi-site trusts over the April-June period in the previous survey.

CLASSIFICATION OF AUTHORISED RECIPIENTS AND PURPOSES

The large number of potential uses of profits precluded a multi-choice format for '*purpose of grant*'. Instead, respondents were asked to describe the purpose of each grant in their own words, and responses were coded into pre-determined categories during data entry.

This classification was based on that used in the previous survey, the development of which required consultation with interested agencies (e.g. Ministry of Arts and Culture, Community Funding Agency, Hillary Commission) and business units within DIA (e.g. Local Government and Community Policy, DIA Policy Group). The classification was also tested using actual gaming machine data kindly provided by Pub Charity Inc.

The design of the classification was loosely adapted from several sources, including:

- the Hillary Commission's classification of sports and physical pursuits
- the Ministry of Cultural Affairs/Statistics New Zealand's classification of cultural activities for the Cultural Statistics

- activities of community organisations as classified in the COGS monitoring reports
- lottery Grants' classes of types of grant recipients.

All of the above classifications were modified to a greater or lesser extent but it was hoped the classification would still be of value to a number of organisations. The modifications were mainly pragmatic ones. They were designed to:

- eliminate clashes and duplications between the different classification systems
- reflect the types of expenditure actually made by gaming machine operators.

It was considered sensible to abridge some classifications (e.g. the Cultural Statistics classification is used in general rather than detailed format, as gaming machine expenditure for cultural purposes is relatively rare).

The final classification developed for the current survey had 140 categories, each identified by a three-digit code. The codes came under seven major headings:

- 100 - Sports/physical activities (51 categories)
- 200 - Arts and culture (22 categories)
- 300 - Other leisure pursuits/interest groups (nine categories)
- 400 - Social/community services (36 categories)
- 500 - Heritage/conservation (11 categories)
- 700 - Other (eight categories)

Appendix E contains a detailed listing of the classifications.

During data entry, each item of expenditure was coded into two fields, '*recipient*' and '*purpose*', both using the same three-digit code from the classification (Appendix E). '*Recipient*' described the type of organisation receiving the funds, and '*purpose*' described the type of activity for which the funds were intended (Appendix C).

Both these features allowed more detail on expenditure to be captured. For example, a grant to a school for netball gear would be 425 - schools in the '*recipient*' field, 151 - netball in the '*purpose*' field, and equipment in the '*use*' fields. However, in many cases '*recipient*' and '*purpose*' had the same code. For example, a band using a grant to purchase musical instruments would be 221 - music performance in both '*recipient*' and '*purpose*' fields.

MAILOUT AND DATA ENTRY

In April 2001, 799 questionnaires were sent to all societies listed as gaming machine operators on the Gaming and Censorship Regulation database. In addition, the six national trusts were contacted separately and asked to provide hard copies of their records for the 1999/2000 year. This made a total of 805 potential respondents, down from 1,310 in 1996.

Two slightly different questionnaires were developed. The 680 clubs and 'other' societies received the first type of questionnaire with two open-ended questions on clubs (see Appendix C). The 119 societies which the database listed as either 'hotel-based trusts' or 'multi-site trusts' received a slightly different questionnaire (see Appendix D).

Reminder phone calls were made to contactable late respondents. This was a considerable task but proved worthwhile as it increased the response rate.

C

APPENDIX C: CLUB OR SOCIETY QUESTIONNAIRE

PLEASE READ THIS SECTION CAREFULLY.
It tells you how to fill in the survey form.

Please remember to write the name, address and phone number of your club or society in the spaces provided on the form. This information will only be used to work out which gaming machine operators have **not** replied to our survey. Your club or society, or anyone receiving money from your club or society, will not be identified in the survey report. We will not give your club or society's name or address to any other organisation.

Question 1. Please tick **one** box to show what *type* of club or society your group or organisation is (chartered club, sports club, etc). If 'Other', please describe your group or organisation.

Question 2. Please indicate whether your club or society operates gaming machines on more than one site.

Question 3. Please write the **total value of payments made by your club or society to authorised purposes between 1 October 1999 and 30 September 2000.** You should include in this figure **all gaming machine profits used for your own club's or society's purposes and grants or donations given to the community.** The total value should be **GST exclusive** and can be rounded to the nearest \$10. Please check to make sure this is the same as the sum of the amounts you have written in Question 5 and in the table (Question 6).

Question 4. Please tell us how much of the total value of payments made by your club and society to authorised purposes between 1 October 1999 and 30 September 2000 was for your own club's or society's purposes, and how much was given to the community, e.g. for charitable purposes. Please check that these figures are the same as the total of the amounts you have listed for Question 5 and Question 6, respectively.

Question 5. Of the gaming machine profits used **for your own club's or society's purposes**, please tell us how much went to the categories listed. The total of your answer for this question should add up to the amount you wrote in Question 4 beside '*For your club's or society's purposes*'.

HOW TO FILL IN THE TABLE

Question 6.

We have provided space for listing 6 grants or donations. If you have made more than 6 grants or donations, please photocopy as many pages as you need.

If you have made more than one grant or donation to the same organisation, group or individual for different purposes, please list each grant or donation and what it was for separately. Use a new line for each grant or donation.

Please include grants or donations made during this period from gaming machine funds which you received **before 1 October 1999.**

A. Please write the date your club or society made the grant or donation from gaming machine

profits to the organisation, group or individual.

B. Please write the **amount of each grant or donation** made by your club or society. **These amounts should be GST exclusive.**

C. Please (i) write the **name of the organisation, group or individual which received the grant or donation**, and (ii) tick **one** box to indicate what type of organisation it was.

Sports club: includes sports and all forms of physical activities.

Examples: *soccer, darts, marching, tramping.*

• Please write down what type of sport/s the club plays.

Other club: includes RSAs, chartered clubs, Lions/Jaycees, etc.

Social/community service: includes health services, support groups, welfare, emergency services, community events.

Examples: *SPCA, volunteer fire brigades, Alcoholics Anonymous, Plunket.*

School/education agency: includes kindergartens, playcentres and childcare; primary and secondary schools; universities and polytechnics; continuing and adult education; and training agencies.

Other: If you are not sure which box to tick, or if the organisation does not fit into one of the first four categories, please tick 'other' and **explain what the organisation does** (in two or three words).

D. For each grant or donation, please state **what the grant or donation was for** (in your own words).

Examples: *'Costumes for theatre production', 'Cricket equipment for secondary school'.*

• **Please give as much detail as you can** in one sentence, e.g. say *'Repairs to rugby clubroom'* rather than *'Sports facilities'*.

GAMING MACHINE PROFITS SURVEY 2001: CLUBS AND OTHER SOCIETIES**Name of your club or society:**

Postal address:

Phone: (____) _____

1. Is your club or society (please tick):

A chartered club or RSA

A sports club or other club

Other? (e.g. ten pin bowling alley, ambulance association, snooker parlour)

(please tell us what it is)

2. **Does your club or society operate gaming machines on more than one site?**

Yes

No

3. Please write the total value of payments made by your club or society to authorised purposes between 1 October 1999 and 30 September 2000 (GST exclusive): \$ _____ *

* *You should include in this figure all gaming machine profits used for your own club's or society's purposes and grants or donations given to the community. The total value can be rounded to the nearest \$10. Please check to make sure this is the same as the sum of the amounts you have written in Question 5 and in the table (Question 6).*

4. How much of the total value of payments made by your club and society to authorised purposes between 1 October 1999 and 30 September 2000 was for your own club's or society's purposes, and how much was given to the community, e.g. for charitable purposes?

For your own club's or society's purposes \$ _____ Given to the community \$ _____
 (GST exclusive) (GST exclusive)

(Please check that these figures are the same as the total value of the amounts you have listed for Question 5 and Question 6, respectively).

5. Of the gaming machine profits used **for your own club's or society's purposes**, how much went to the following?: (GST exclusive)

- Sports (e.g. equipment, uniforms, travel, etc) \$ _____
- Club premises (e.g. building or grounds maintenance) \$ _____
- Mortgage repayments \$ _____
- Members' welfare \$ _____
- Courtesy vehicles \$ _____
- Charitable or welfare activities undertaken by your club or society \$ _____
- Other \$ _____

6. For gaming machine profits **given to the community**, please give details of each grant or donation in the table on the following page(s).

All amounts should be GST exclusive.

A. Date grant or donation made	B. Amount of each grant or donation 1 October 1999 - 30 September 2000 GST <u>exclusive</u>	C. Name of organisation, group or individual receiving grant or donation	Type of organisation Please tick <i>one</i> box. See instructions for examples.	D. What the grant or donation was for Please give as much detail as possible, e.g. Costumes for theatre production Cricket equipment for secondary school
			<input type="checkbox"/> Sports club (what sport?) _____ <input type="checkbox"/> Other club <input type="checkbox"/> Social/community service <input type="checkbox"/> School/educational agency <input type="checkbox"/> Other (please explain) _____	
			<input type="checkbox"/> Sports club (what sport?) _____ <input type="checkbox"/> Other club <input type="checkbox"/> Social/community service <input type="checkbox"/> School/educational agency <input type="checkbox"/> Other (please explain) _____	

D

APPENDIX D: HOTEL-BASED TRUST QUESTIONNAIRE

PLEASE READ THIS SECTION CAREFULLY.
It tells you how to fill in the survey form.

Please remember to write the name, address and phone number of your trust in the spaces provided on the form. This information will only be used to work out which gaming machine operators have **not** replied to our survey. Your trust, or anyone receiving money from your trust, will not be identified in the survey report. We will not give your trust's name or address to any other organisation.

Please also write the **total value of grants made by your trust for authorised purposes between 1 October 1999 and 30 September 2000.** This figure should be **GST exclusive** and can be rounded to the nearest \$10. Please check to make sure this is the same as the total value of the grants you have listed in the table.

HOW TO FILL IN THE TABLE

We have provided space for listing 62 grants. If you have made more than 62 grants, please photocopy as many pages as you need.

If you have made more than one grant to the same organisation, group or individual for different purposes, please list each grant and what it was for separately. Use a new line for each grant.

Please include grants made during this period from gaming machine funds which you received **before 1 October 1999.**

- A. Please write the date your trust made the grant from gaming machine profits to the organisation, group or individual.
- B. Please write the **amount of each grant** made by your trust. **These amounts should be GST exclusive**
- C. Please (i) write the **name of the organisation, group or individual which received the grant,** and (ii) tick **one** box to indicate what type of organisation it was:

Sports club: includes sports and all forms of physical activities.

Examples: *soccer, darts, marching, tramping.*

- Please write down what type of sport/s the club plays.

Other club: includes RSAs, chartered clubs, Lions/Jaycees, etc.

Social/community service: includes health services, support groups, welfare, emergency services, community events.

Examples: *SPCA, volunteer fire brigades, Alcoholics Anonymous, Plunket.*

School/education agency: includes kindergartens, playcentres and childcare; primary and secondary schools; universities and polytechnics; continuing and adult education; and training agencies.

Other: If you are not sure which box to tick, or if the organisation does not fit into one of the first four categories, please tick 'other' and **explain what the organisation does** (in two or three words).

D. For each grant, please state **what the grant was for** (in your own words).

Examples: *'Costumes for theatre production'*, *'Cricket equipment for secondary school'*.

- **Please give as much detail as you can** in one sentence, e.g. say *'Repairs to rugby clubroom'* rather than *'Sports facilities'*.

GAMING MACHINE PROFITS SURVEY 2001: HOTEL-BASED TRUSTS

Name of your Trust:

Postal address:

Phone: (____) _____

Please write the total value of grants made by your trust for authorised purposes between 1 October 1999 and 30 September 2000, (GST inclusive):

\$ _____

(Please check by adding together all the grants listed in the table following, Round to the nearest \$10).

<p>A. Date grant or donation made</p>	<p>B. Amount of each grant or donation 1 October 1999 - 30 September 2000 GST <u>exclusive</u></p>	<p>C. Name of organisation, group or individual receiving grant or donation</p>	<p>Type of organisation Please tick <i>one</i> box. See instructions for examples.</p>	<p>D. What the grant or donation was for Please give as much detail as possible, e.g. Costumes for theatre production Cricket equipment for secondary school</p>
			<p><input type="checkbox"/> Sports club (what sport?) _____</p> <p><input type="checkbox"/> Other club</p> <p><input type="checkbox"/> Social/community service</p> <p><input type="checkbox"/> School/educational agency</p> <p><input type="checkbox"/> Other (please explain) _____</p>	

<p>A. Date grant or donation made</p>	<p>B. Amount of each grant or donation 1 October 1999 - 30 September 2000 GST <u>exclusive</u></p>	<p>C. Name of organisation, group or individual receiving grant or donation</p>	<p>Type of organisation Please tick <i>one</i> box. See instructions for examples.</p>	<p>D. What the grant or donation was for Please give as much detail as possible, e.g. Costumes for theatre production Cricket equipment for secondary school</p>
			<p><input type="checkbox"/> Sports club (what sport?)_____</p> <p><input type="checkbox"/> Other club</p> <p><input type="checkbox"/> Social/community service</p> <p><input type="checkbox"/> School/educational agency</p> <p><input type="checkbox"/> Other (please explain)_____</p>	
			<p><input type="checkbox"/> Sports club (what sport?)_____</p> <p><input type="checkbox"/> Other club</p> <p><input type="checkbox"/> Social/community service</p> <p><input type="checkbox"/> School/educational agency</p> <p><input type="checkbox"/> Other (please explain)_____</p>	

<p>A. Date grant or donation made</p>	<p>B. Amount of each grant or donation 1 October 1999 - 30 September 2000 GST <u>exclusive</u></p>	<p>C. Name of organisation, group or individual receiving grant or donation</p>	<p>Type of organisation Please tick <i>one</i> box. See instructions for examples.</p>	<p>D. What the grant or donation was for Please give as much detail as possible, e.g. Costumes for theatre production Cricket equipment for secondary school</p>
			<p><input type="checkbox"/> Sports club (what sport?)_____</p> <p><input type="checkbox"/> Other club</p> <p><input type="checkbox"/> Social/community service</p> <p><input type="checkbox"/> School/educational agency</p> <p><input type="checkbox"/> Other (please explain)_____</p>	
			<p><input type="checkbox"/> Sports club (what sport?)_____</p> <p><input type="checkbox"/> Other club</p> <p><input type="checkbox"/> Social/community service</p> <p><input type="checkbox"/> School/educational agency</p> <p><input type="checkbox"/> Other (please explain)_____</p>	

100. SPORTS/PHYSICAL ACTIVITIES

- 101 Aerobics
- 102 Air sports (include flying, gliding, skydiving)
- 103 Athletics (not triathlon q.v.)
- 111 Badminton
- 112 Basketball
- 113 Billiards/snooker/pool/eight ball
- 114 Boat sports (include dragon boats, rowing, yachting, canoeing, water skiing etc)
- 115 Bowls
- 116 Bowls (indoor)
- 121 Cricket
- 122 Cricket (indoor)
- 123 Cycling (include BMX)
- 126 Darts
- 131 Fishing
- 132 Flying disc ('frisbee')
- 136 Golf
- 137 Gun clubs (not hunting: include clay target shooting, small bore rifle etc)
- 138 Gymnasiums/bodybuilding
- 139 Gymnastics
- 141 Hockey
- 142 Horse racing
- 143 Horse riding/equestrian (include pony clubs, polo, dressage, rodeo, show jumping)
- 144 Hunting (include deerstalking)
- 146 Marching teams
- 147 Martial arts
- 148 Motor sports (include speedway, motorcycle, kart)
- 151 Netball
- 152 Netball (indoor)
- 156 Rugby league

- 157 Rugby union
- 158 Running (include Harriers)
- 161 Shearing
- 162 Skiing/snow sports
- 163 Soccer
- 164 Soccer (indoor)
- 165 Softball
- 166 Squash
- 167 Swimming (include swimming pools)
- 171 Ten pin bowling
- 172 Tennis
- 173 Touch football
- 174 Tramping
- 175 Triathlon
- 181 Volleyball
- 186 Water sports (not boats/swimming: include diving, surfing, underwater hockey, water polo)
- 187 Woodchopping/axe 'men'
- 195 Sport: disables/special
- 196 Sport: national multisport bodies
- 197 Sport: multi-sport clubs/venues
- 198 Sport: other
- 199 Sport: not specified
- 200. ARTS AND CULTURE
 - 201 Film and video
 - 211 Literature: writing
 - 212 Literature: other/not specified
 - 221 Music: performance
 - 222 Music: other/not specified
 - 231 Performing arts: dance
 - 232 Performing arts: Māori
 - 233 Performing arts: other ethnic
 - 234 Performing arts: theatre
 - 235 Performing arts: venues

- 236 Performing arts: other/not specified
- 241 Radio broadcasting
- 251 Television broadcasting
- 261 Visual arts: creation (includes 'craft')
- 262 Visual arts: Māori
- 263 Visual arts: other ethnic
- 264 Visual arts: other/not specified
- 295 Māori cultural groups: other/not specified (marae: see social/community)
- 296 Other ethnic cultural groups: other/not specified
- 297 Arts/culture: general (e.g. community arts councils)
- 298 Arts/culture: other
- 299 Arts/culture: not specified

300. OTHER LEISURE PURSUITS/ INTEREST GROUPS

- 301 Agricultural organisations (e.g. A&P)
- 311 Clubs: animal (e.g. cage bird clubs, Persian cat clubs. SPCA etc, see animal welfare)
- 312 Clubs: chartered/RSA (not club own purpose which is 600 code)
- 313 Clubs: hobby (bridge, classic cars, gardening etc)
- 314 Clubs: service (Lions, Rotary etc)
- 315 Clubs: social (if they are called 'Rugby and Social Club' code under 'Rugby')
- 316 Clubs: other (include lodges, friendly societies etc. Sports clubs go under relevant sport)
- 398 Leisure/interest: other (e.g. greyhound racing)
- 399 Leisure/interest: not specified

400. SOCIAL/COMMUNITY SERVICES

- 401 Accommodation services (include Ronald McDonald House, Women's Refuge, day shelters etc)
- 402 Animal welfare (SPCA, Cats' Protection League etc)
- 411 Camps (permanent fixtures - not school camps which go under 'schools - events')
- 412 Children's/youth groups (include Boys' Brigade, Guides, YWCA, youth centres etc)
- 413 Churches
- 414 Church social services
- 416 Community centres (include community houses, drop-in centres, halls)
- 417 Counselling/advice services (include Rape Crisis, Samaritans, Youthline etc)

- 421 Education: adult/continuing (include ESL, WEA etc)
- 422 Education: early childhood (include crèches, kindergarten, play centres, playgroups etc)
- 423 Education: employment/lifeskills training
- 424 Education: outdoor (include Outward Bound)
- 425 Education: schools (primary/secondary)
- 426 Education: tertiary
- 427 Education: other/not specified
- 431 Emergency services: ambulance
- 432 Emergency services: fire brigades
- 433 Emergency services: search and rescue/coastguard
- 434 Emergency services: other/not specified (include surf life saving)
- 435 Employment services: (other than employment training - see 'education')
- 441 Festivals, fairs, community events (general purpose, e.g. Summer City. School fairs and other fundraising galas etc should go under 'schools' and be coded for 'fundraising')
- 446 Health research
- 447 Hospitals/health centres
- 451 Information/access services (include Citizens Advice Bureaus, community newsletters etc)
- 456 Libraries (include book, toy, video)
- 461 Marae (meaning the social entity. Marae rebuilding/preservation comes under 'heritage/conservation')
- 466 Police
- 471 Secure neighbourhoods (include volunteer patrols, Māori wardens)
- 472 Support groups/clubs (include alcohol/drug dependency, disability, senior citizens, solo parents, widows/widowers etc)
- 473 Support services: health/disability (this is for people who may not be disabled or have health problems themselves but are providing support in the health/disability field. For groups whose members are 'disabled only' see support groups)
- 474 Support services: family/parent (include after school care, Barnardos, Family Planning, Plunket)
- 475 Support services: general welfare (include food banks, Red Cross etc)
- 476 Support services: Māori/iwi (e.g. Māori Women's Welfare League. Do not include marae which has its own category)
- 477 Support services: other ethnic groups
- 498 Social/community: other
- 499 Social/community: not specified

500. HERITAGE/CONSERVATION

501 Archives

511 Environmental/conservation groups (include bird sanctuaries)

521 Historical/settlers' associations (include genealogists)

531 Memorials/statues

532 Museums/art galleries

541 Parks/reserves

551 Residents/ratepayers (e.g. Lambton Harbour Watch, Khandallah Progressive Association)

552 Restoration projects

561 Tāonga tuku iho (include marae/ marae sites, Te Reo Māori preservation)

598 Heritage/conservation: other

599 Heritage/conservation: not specified

700. OTHER

701 Armed forces

711 Business associations (chambers of commerce etc)

721 Commercial agencies (e.g. sportswear suppliers, competition organisers)

731 Families/individuals

751 Local authorities

761 Political parties/campaigns

798 Other

799 Not specified