

Gaming Reform in New Zealand

Towards a new Legislative framework

Submitter

01...Related businesses

02...Sports/charity/community groups

03...Church groups

04...Individuals

05...Commercial, Social, Educational & Cultural Institutions & Organisations

06...Political parties

07...Local/central Government/Qango

09...Other

- health professional

Gaming Reform in New Zealand

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Issue 01 - Growth

- 01...No more casinos/build less casinos/sufficient casinos now/continue moratorium on casinos
- 02...No more gaming parlours/cap the number of private gambling establishments/concerned at the increase in the number of sites where gambling is available
- 03...No more gaming machines/cap the number of gaming machines/must control the number of gaming machines better/gradually reduce number
- 04...Restrict gaming machines to supervised casinos
- 05...Gambling generally increasing/out of control/should not be allowed to continue its growth
- 06...Should be no restriction on casinos in New Zealand/do not want continuation of moratorium
- 07...Gambling generally should be allowed to flourish/let market forces dictate/further restrictions not necessary/policy of capping is flawed
- 08...Not appropriate to determine "right" amount for people to spend on gaming/matter for self determination/individual responsibility
- 09...No casino monopolies/gaming competition would benefit New Zealand gamblers e.g. cheaper services and complimentaries
- 10...Uncontrolled growth in gaming outside licensed casinos will have a major impact on existing and future casinos
- 11...Gaming machines in clubs/pubs are having a greater social impact than casinos/number should be capped and review undertaken
- 12...Concerned about spread of gaming machines into TAB premises and other venues offering only gaming/would be a reluctance to implement responsible gaming policies and would encourage problem gambling
- 13...Policies should be designed to control rate of growth/not sustainable growth/shouldn't be more than growth of average weekly income/inflation rate
- 14...Concerned at the introduction of sports betting at TAB/yet more people enticed into gambling
- 15...Government should ensure an appropriate balance in the provision of licensed gambling facilities/with casino versus non-casino gambling facilities

Issue 01 (continued)

- 16...Concerned that gaming reviews have not stopped the acceleration of gaming opportunities or improved gambling in New Zealand/action not reviews needed/need to listen and act upon concerns of gaming industry/others
- 17...Revoke all or some existing casino licences especially those that are in overseas ownership (in whole or part)/limit casinos in New Zealand to 2
- 18...Freeze on further growth of gaming until gaming review completed
- 19...Advocate that public opinion with regards to any growth in the gaming industry should be regularly monitored
- 20...Cut down on lotteries
- 21...Concerned that the number of gaming machine sites might be limited pushing gaming industry underground/also that each site will develop an increased value allowing owners to demand astronomical rentals from gaming machine operators and disadvantaging small Trusts who could have their site bought out
- 22...Housie has been virtually ignored in favour of casinos, gaming machines and Lotteries Commission's never-ending range of products
- 23...Lotteries outlets have expanded and products added and diversified
- 24...Reduce the number of sports on the TAB
- 25...Believe that the percentage of population that participates in gaming has remained stable/reduced over last fifteen years which contradicts the argument that increase in gaming is directly related to the increase in availability
- 26...Where number of location of gaming machines is causing a social problem, the Authority should be able to require their destruction and compensation given to owner
- 27...It will become increasingly difficult to attempt to control growth within a free market society with gaming opportunities expanding via new technologies, especially the Internet, also wireless applications
- 28...Each gaming machine venue should be required to "stand on its own two feet" thereby having the effect of reducing the proliferation of gaming machines. Site rental should only be paid to site operators once sufficient gaming profit is generated to justify a site rental
- 29...Need to adopt a policy of "weaning off" gaming/all income from gaming passed into a "reduction of gaming" programme/Government and agencies to focus on major flaws of gaming instead of playing around with minor details so as to be able to reduce the incidence of gaming (in the same way as tobacco has become unacceptable)
- 30...Expressed concern at the growth in hotel gaming machines as opposed to club gaming machines
- 31...Against the prohibition on existing market participants introducing new gaming products

Issue 01 (continued)

32...The racing industry has a proactive stance and is eager to compete in the rapidly developing gaming market

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Issue 02 - Role in Society

- 01...Gambling has no role in society
- 02...Gaming should not be primarily a means of generating funds for community organisations/abrogation of Government's responsibility
- 03...Gaming should be/is a means of generating funds for community organisations
- 04...Gaming does have a role in society
- 05...Gaming is part of the entertainment industry providing private enjoyment for participants
- 06...Gaming contributes to overall health of communities/support the 'community health' model/minimising harm and maximising benefits
- 07...Gaming is for rural and economic development/tourism
- 08...There is a role for Community Trust Casinos (themed casinos with maximum bets of \$5 with all profits returned to the community through Trust)
- 09...Don't support the 'private enjoyment' model/only establishments of gambling sites use this argument
- 10...Gaming is for the financial benefit of operators, Councils and Governments
- 11...'Economic/rural development' model shown to be flawed/no influx of tourists to New Zealand casinos/money if not gambled would still contribute to the economy/don't support this model
- 12...'Community health' model should address social issues as well as economic buoyancy/ameliorative measures for problem gamblers should not be seen as restoring community health
- 13...Social cost of casino outweighs any contribution to employment, tourism and entertainment
- 14...Questionable that gambling is not causing more harm than good for a community with resulting gambling addiction problems/furthermore Government tax take is largely needed to pay for problem gambling
- 15...People gamble primarily for personal gain/to gain from the accumulated loss of others, not to benefit the community
- 16...Gaming should not be driven underground by imposing any artificial restrictions on its growth/being made illegal
- 17...Not in favour of gaming being for the financial benefit of operators and Government i.e. no gaming as a commercial activity

Issue 02 (continued)

- 18...Believe that a balance can be achieved where both the community and private operators will benefit
- 19...Gaming industry themselves must be committed to developing a level of responsible gambling that is economically and socially sustainable rather than focusing on making profits
- 20...The size and the firm establishment of gaming means that it must be run along commercial lines with clear definitions of how much the Government receives and how much the community receives
- 21...Propose a different model of "Harm Minimisation" - we see the only justification for legalised gambling being a means of limiting and managing the harmful effects

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Towards a new Legislative framework

Issue 03 - Technology/overseas-based gaming

- 01...Expressed concern re increase in electronic worldwide gaming
- 02...Not possible/more difficult to monitor/limit overseas/Internet gambling for New Zealand residents
- 03...Overseas/Internet gambling means a loss of contribution to social costs/ deprives New Zealand of taxation/more money leaving our country/need regulations/controls to ensure this doesn't happen
- 04...New Zealand based Internet gaming should be prohibited
- 05...Internet gaming has particular addictive and social risks
- 06...Dangers of Internet gaming need to be publicised
- 07...Need to ensure what is accessed is fair, reasonable and legally run
- 08...Agree New Zealanders should be free to access overseas-based gaming
- 09...Domestic gaming operators need to keep up with technology and become more competitive or risk losing their market share
- 10...Agree New Zealand-based Internet gaming should be allowed
- 11...New Zealand-based Internet gaming must be regulated/ should operate under same regulations operating for site operations
- 12...Prohibit interactive television gambling
- 13...Concerned about children's access to Internet gambling
- 14...New Zealand needs to ensure that technology/specialist skills are developed to maintain some control in this area of Internet/overseas-based gaming/"laissez faire' approach not acceptable
- 15...Concerned about the resulting isolationism of people gambling at home/ "Home players" should be encouraged to a venue where there is control
- 16...Technology should be used to update and enhance current gaming machines for improved monitoring and direct, accurate and daily reporting to Government authorities
- 17...Should provide competitive services in New Zealand to discourage overseas based gaming/New Zealand should be operating a cyber casino that will provide land-based services in social environment as well as attracting "cyber tourists" from overseas
- 18...Need provision for technological advances in Housie/electronic tickets, touch screens, Link Bingo etc./also allow for variations of games played in a similar fashion

Issue 03 (continued)

- 19...Internet cafes should be prohibited from offering access to Internet gambling
- 20...Possible to monitor Internet gaming (similar to pornography) but don't consider Internet gaming is as much as problem as gaming machines
- 21...May be possible to develop ways of preventing access to overseas-based gaming e.g. working with credit card companies, Internet providers and inter country agencies/also computer industry may be able to devise systems to prevent access to such sites/similar approach to restrictions on pornographic material, etc. has been done by Films, Videos and Publications Classification Act/but would impose enormous compliance costs on everyone involved
- 22...If there was electronic monitoring pubs should be allowed to have larger jackpots linked together through all the Trust's locations
- 23...New Zealanders should not be free to access overseas-based gaming
- 24...Don't believe New Zealand-based Internet gaming would be able to offer incentives/scale of operation to attract overseas players or appeal to on-site gamblers
- 25...The regulation of Internet gambling should be a matter for international co-operation and the payment of taxes and levies on profits should be distributed to member countries
- 26...Range of gaming services should be limited to those that best provide the range of entertainment that a community seeks/should be cautious extending the range of services
- 27...Security concerns/concerns about fraud in on-line overseas gambling/New Zealand law doesn't apply
- 28...Internet gaming will pose taxation problems but should be taxed if possible
- 29...Prohibition of Internet/overseas-based gaming would be ineffective hence there should be regulation of the industry in a co-operative manner
- 30...Too often raised issues of underage and problem gamblers can be monitored with new technologies as well if not better than traditional forms of gambling
- 31...As Internet gambling is regulated, cross border gaming will become increasingly prevalent and New Zealand will be able to participate in an increasingly important revenue stream derived from Interactive gaming opportunities/Interactive gambling is an export commodity, a subset of general E-Commerce
- 32...Concerned about unlimited access 24 hours a day, 365 days a year for Internet gambling
- 33...Need commissioned research/comprehensive considerations into regulating access to Internet gambling to ensure sustainable gambling policy

Issue 03 (continued)

- 34...Use of technology is increasing in terms of not just gambling but presentation of problem gamblers to Helpline for counselling/overseas gamblers are also presenting, expecting help/nobody in New Zealand to be held responsible for the costs of treatment of these people
- 35...To a certain extent domestic gaming policy will be dictated by that which is based overseas/a severe regime in New Zealand will have to compete with that which is provided across borders/need to ensure a sensible, flexible regime that is sufficiently attractive enough to provide a good balance against what can be offered overseas
- 36...Should await overseas developments on regulations of internet gaming and learn from their experience/any "knee jerk" reaction to regulate in New Zealand is likely to be impossible to enforce and impose costs on internet users
- 37...Concern about who should pay for the costs of regulation and any criminal activity associated with Internet/overseas-based gaming
- 38...Internet gambling through the TAB on track and sports events has been available for some years/contrary to implication that Internet gambling has yet to impact on us/inconsistent that only one New Zealand operator currently allowed

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Issue 04 - Risks of gaming

- 01...Main risk of gambling is the addiction of gambling/excessive spending leading to high social costs
- 02...Gaming differs from other forms of leisure activity insofar as it provides the (remote) chance of improving your financial position
- 03...Regulations could be imposed to limit spending of players/such regulations while protecting people, may impinge on their right to self-determination
- 04...Gaming differs from other forms of entertainment in its capacity to cause serious harm to individuals, families and communities
- 05...The money that gaming operators handle may become conducive to fraud or invite involvement of criminal elements
- 06...That the profits are fairly distributed and put to good use/fraudulent activity may occur at the distribution of profits/need a system to ensure accountability
- 07...Some ethnic communities are more at risk of problem gambling than others
- 08...No particular features that differentiate gaming from other forms of leisure activity
- 09...In electronic gaming there should be standards and a regulatory requirement that technical standards are met and games are inherently fair/competitive forces drive this
- 10...Gaming creates risks that are distinct from other activities although it still shares some characteristics
- 11...Unlike other activities the fairness of the gambling process cannot easily be assessed
- 12...Gambling differs from other forms of entertainment in that one is not guaranteed any "return" from that particular form of entertainment
- 13...Risks associated with gaming include unfair games, problem gambling and gaming-related offending
- 14...Regulations are needed to ensure full accountability and credibility in the way gaming is conducted
- 15...A risk-based approach should be a fundamental principle of gambling administration
- 16...A risk of gambling is a risk to economic prosperity (Bendigo experience supports this)

Issue 04 (continued)

17...Integrity, transparency and honesty must be features of the gaming industry

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Issue 05 - Unfair games

- 01...All gaming machines should be actively and randomly audited
- 02...Ban cutting of more than one and a half decks in a multiple deck blackjack
- 03...Ban the continuous type card randomising machines from blackjack tables
- 04...Alternate between big and small balls on roulette wheels
- 05...Separate organisation like a Gaming Commission should be responsible for ensuring games are conducted fairly/should be funded by operators not general taxation
- 06...The Government/Internal Affairs must set and monitor the rules to protect consumers from unfair games for all forms of gaming
- 07...Concerned about gaming products being correctly represented/can have gaming machines being deliberately rigged/lottery tickets being left out of the draw/horses doped, etc./gamblers have no way of verifying that games are fair
- 08...In a regulated "free market" operators should have the opportunity to set the rules
- 09...Games rules should be available for any player to inspect
- 10...A centralised delivery of gaming services run by TAB, Lotteries or some other recognised statutory body will remove the opportunity for games to be deliberately manipulated in favour of the operator
- 11...Payout for odds-on favourite in race betting must not be less than the original investment/more fixed-odds betting should be available/permit bookmakers at racecourses to offer fixed-odds betting at racecourses
- 12...Need to consider aspects of Housie to improve fairness, randomness etc./ suggest a mechanical or random selector for drawing housie numbers, better ticket design and controls, better validation of winning tickets and other administrative controls
- 13...Not appropriate for different organisations to set gaming rules/self-management no sensible option
- 14...Racing industry should be a special case for setting own gaming rules
- 15...All operators have a responsibility to follow regulations/self regulate but they must be rigorously enforced/regularly audited
- 16...Government must remain involved at least in part
- 17...Agree that there is adequate protection for consumers from unfair games in New Zealand under the existing Acts/no further regulations needed

Issue 05 (continued)

- 18...Some mix of industry and Government based regulator should be responsible for ensuring games are conducted fairly
- 19...Need an education programme advising gamblers of their rights, and how, if they feel they have been taken advantage of, they can have their concerns heard
- 20...Casino Control Authority Act specifies how casinos operate to manage the risk of unfair gaming/other gaming codes need to follow suit
- 21...Need more than the Fair Trading Act for protection from unfair games and dishonest operators. Current regulations are deficient and poorly enforced
Need legislation specific to gaming with appropriate monitoring and enforcement mechanisms and prohibition of prescribed activities
- 22...Believe current conditions that ensure games are fair are very effective/
never been a prosecution alleging unfair games since legislation introduced in 1997/unfair games are extremely rare

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Issue 06 - Problem gambling

- 01...All operators should contribute to costs of problem gambling prevention and treatment/have a mandatory levy on gambling providers
- 02...Food vouchers instead of money to beneficiaries to reduce gambling
- 03...Gamblers should carry ID card to enable identification of 'at risk' gamblers
- 04...Problem gambling is growing/a significant social issue
- 05...Operators contributions should reflect relative levels of harm/be in direct proportion to the negative effects of its gaming product
- 06...Determine how and where gamblers lost to assess operators levels of contributions
- 07...Current voluntary arrangements towards problem gambling services should be maintained and put on a firm footing/made compulsory
- 08...Various groups dealing with inter-related problems should liaise/benefits in providing assistance for inter-related problems within a single framework
- 09...All gaming should be subject to conditions that minimise problem gambling/should be changes in regulations to minimise problem gambling
- 10...Measures should be introduced to prevent problem gambling even if they affect those without gambling problems
- 11...Costs of problem gambling should be met by Vote:Health out of taxes like any other sickness/illness
- 12...More gaming profits should be spent on minimising harm caused by gambling/ level of contribution from operators should be higher
- 13...Government should fund/better fund problem gambling services
- 14...Expressed concerns about the detrimental effect on gamblers and their families
- 15...Expressed concerns about the detrimental effect to the community/economy of a community
- 16...Expressed concerns about problem gambling rates among Maori and Pacific Islanders/Maori and Pacific Islanders are particularly at risk/ unrecognised problem
- 17...Non-casino gaming machines are now primary cause of problem gamblers
- 18...Casinos have a social responsibility programme/should use this model for all industry providers

Issue 06 (continued)

- 19...A percentage of profit may be a more equitable method of levy towards costs of problem gambling
- 20...Concerns about operators targeting lower socio-economic areas with mobile gaming machines on benefit day/free buses to the casino/new gaming machine sites springing up in such areas
- 21...Expressed concerns about problem gambling by the poor who see gambling as their only chance of getting rich/not saving their money/using foodbanks/should be helped to be self supporting
- 22...Measures should not be introduced to prevent problem gambling if they affect those without gambling problems
- 23...Operators contributions should not reflect relative levels of harm/it's too difficult to assess or to administer
- 24...Surprised that there is no evidence of increase in problem gambling despite the overall increase in gaming and increase in availability and frequency of gaming opportunities
- 25...Unlikely that operators would support measures to reduce overall volume of gambling/like a device on gaming machines in Holland which limits their use by any one person or forces rest periods
- 26...The Problem Gambling Committee should be an independent body whose main purpose is to provide research and education, health counselling services and needs promotion of its existence and functions
- 27...Expressed concerns about treatment of problem gambler's family by social agencies like WINZ and Department of Corrections/all public servants dealing with social issues should be included in gaming policy formation and understand all the issues
- 28...Expressed concerns about "continuous play" gaming machines with a button to offer drinks, meaning the player is not required to take a break from playing/need a system to ensure compulsory stops/suggest 30 minute breaks after paying out
- 29...Credit cards need a bar to protect problem gamblers
- 30...Stricter regulations and monitoring of gaming activity is of paramount importance to reduce the risk of problem gambling
- 31...Research is necessary to investigate appropriate prevention, treatment and intervention of gambling for Pacific peoples, this should be conducted by Pacific peoples for Pacific peoples
- 32...Concerned that research used in this review suggests a decrease in problem gambling/this has not been our experience
- 33...Expressed concern about problem gambling rates among women
- 34...Both industry and Government should have a partnership responsibility to problem gambling research, education, treatment, etc.

Issue 06 (continued)

- 35...Concerned at "ambulance at the bottom of the cliff" situation with problem gambling
- 36...Government revenue is insufficient to support the social costs incurred
- 37...Problem gamblers who abstain have to wait for health care while problem gamblers who continue gambling can expect extra care
- 38...Concerned that problem gambling has increased in areas where casinos are situated/casinos should contribute more to problem gambling costs
- 39...Expressed concern about problem gambling rates for Asians and other ethnic groups/incorrect that Asian and other ethnic groups have no problems with gambling/factors for Asian and other ethnic migrants gambling include resettlement problems, etc.
- 40...Suggest a separate body independent from the gaming industry be set up to allocate funds for gambling social needs and education
- 41...Gambling problems need to be recognised in the same manner as alcohol, drug and tobacco problems/gambling should be highly regulated and controlled (as is the sale of alcohol and tobacco)
- 42...Necessary that lottery surpluses continue to fund problem gambling
- 43...Repetitive "continuous play" nature of gaming machines is much more addictive than say, horse racing and other types of gaming and should be the focus of measures implemented to address problem gambling
- 44...Agree with the current levy per machine for problem gambling
- 45...Would like to see more visible signs of where levy money is being spent and what results are being achieved by this funding
- 46...All players in gaming (Government, gaming industry, community organisations as beneficiaries and gamblers) should be involved in the detection, prevention and management of gambling problems
- 47...Gambling problem is greater than statistics may show/problem gamblers hide their problem/don't come forth for help/don't even know they have a problem/not accessible to researchers
- 48...Expressed concern about problem gambling in young people
- 49...Gambling addiction services are only a plaster on a gaping wound
- 50...Support services from problem gambling should be run independent of the industry
- 51...We strongly oppose continuous Housie/would be a detrimental move and would certainly encourage problem gambling

Issue 06 (continued)

- 52...Government needs to take greater ownership for whole problem of problem gambling and include Police, Department of Corrections, Ministry of Education, CYFS, etc.
- 53...Maori must be considered to be the primary provider of problem gambling services (treatment, prevention, research, education) to Whanau, Hapu and Iwi/need Maori solutions to Maori problems at an early stage and not at a crisis/\$5 million should be made available to Maori from the Government
- 54...Expressed concern about problem gambling among the elderly/superannuitants
- 55...Need to address/research how gambling affects different cultural groups so problems identified early and provide a culturally appropriate way to tackle problem
- 56...Gaming industry believe they have solved problem gambling by making some contribution to problem gambling costs
- 57...Need an independent provider of problem gambling education and support services modelled on Alcohol Liquor Advisory Council/recommend a proportion of the tax on gaming profits be designated to fund this
- 58...Modify gaming machines so they aren't so bad/minimise problem gambling e.g. slow the speed of machines thereby slowing per hour spending capacity/rate of loss
- 59...Expressed concerns about the consultation document's use of statistics
- 60...Gambling is the hardest addiction to break/psychological rather than physical
- 61...Lack of dissemination of information by Department of Internal Affairs on the impacts for Maori and Pacific peoples/more understandable information needed to support decision making
- 62...Expressed concerns about problem gambling rates among people with intellectual disability
- 63...Proper support networks/social workers should be available to assist a person with a gambling addiction/or their family/choice of providers should be available/providers must be accountable/be properly qualified to counsel and treat problem gamblers
- 64...Work conducted by the National Prevalence Survey should help determine the operators levels of contributions
- 65...All gaming should not be subject to the same conditions to minimise problem gambling as there are very different forms of gambling/gaming more strongly associated with problem gambling needs to be better targeted
- 66...Should be treated as a mental health disorder and provide general psychological and mental health facilities not through drug and alcohol agencies/no benefit in various groups who deal with inter-related problems liaising
- 67...Recommend an investigation be undertaken as to the level of funding required to ensure problem gambling services are adequately funded

Issue 06 (continued)

- 68...Funding for support services should be placed on a longer term footing (say 3-5 years) so better planning, investment in training, etc./allows for them to be proactive rather than reactive/funding totally inadequate
- 69...Independent assessments sponsored by Government should be used to determine the operators levels of contributions
- 70...Do not agree focus on the individual that is generally implied by the concept of "problem gambling"/need a shift in emphasis to "public health gambling-related problems"
- 71...The Problem Gambling Committee should be disestablished/object to the monopoly they have on the gaming levy/prefer community based solutions rather than an attempt for a "one size fits all" approach
- 72...Casino tables are the primary cause for Asian problem gamblers
- 73...The Problem Gambling Committee has a mixed record in providing problem gambling help/assumes the treatment services provided and funded by them are the most effective and excludes other providers establishing a competitive treatment model
- 74...Believe that the increase in problem gambling may be a result of more public recognition and publicity of the services available and not an actual increase in problem gambling
- 75...The issue of problem gambling is relatively low when put in perspective with all the issues of addiction and problematic behaviour that is experienced in New Zealand
- 76...Government is entitled to look to the industry to provide funds for problem gambling but funds should not be a predetermined levy/should be voluntary
- 77...In purely economic terms, the dollar cost of problem gambling is insignificant in comparison with the dollar benefits from the gaming industry
- 78...Much of the rhetoric about problem gambling and the evils of casinos and gaming are based on prejudice and misinformation even at parliamentary level
- 79...Expressed concern that Hamilton Casino licence is the only New Zealand casino to have attached a requirement for specific gambling treatment services to be available for Maori
- 80...Current (largely) voluntary arrangements for funding problem gambling appears to work well

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 07 - Gaming-related offending

- 01...Car parks should be patrolled
- 02...Most serious risks are debt and murder
- 03...There must be special laws taking responsibility for social offending
- 04...Measures to deter and detect gaming-related offending must be applied more vigorously across the whole industry e.g. secure machines with appropriate hardware and software for electronic monitoring
- 05...Funds from the penalty regime should be directed to problem gambling services
- 06...Penalties should vary according to scale of seriousness
- 07...Laws and penalties must be the same for any offence dealing with the misappropriation of or fraud in dealing with money/undesirable conduct, etc.
- 08...We should have sufficient police and gaming inspectors to monitor the gaming industry and to investigate and prosecute offenders/need regular unannounced inspections of all premises that operate gaming machines
- 09...General concern expressed about gambling related offending/seeking gaming money by illegal means i.e. theft and fraud/money laundering
- 10...Gaming-related offending is a hidden problem/not recognised as a cause of offending/statistics now show high levels of gambling problems amongst prisoners/Maori men in prison/better screening and statistics needed
- 11...Prison inmates should be provided with education about gambling and problem gambling and specialist treatment available to pathological gamblers
- 12...No evidence of a lot of gaming-related offending/no special laws needed
- 13...The Gaming Commission should have total enforcement capability with sufficient deterrents in the penalties to match the seriousness of the breach
- 14...Increase the police number to keep gaming-related offending under control
- 15...Penalty regime must be consistent and severe/more resource may need to be set up to cope with this
- 16...Should rectify the differences in the range of penalties for breaching the gaming law for operators, of similar offences, in all three Acts/penalties should be standard throughout the industry

Issue 07 (continued)

- 17...Concerned about possible bribing of Government department staff or their not meeting obligations in investigating gaming/licensing complaints by warning offenders of Inspector's visits
- 18...Most serious risks are fraud and theft
- 19...Believe only illegal gaming activity is in the area of Housie, bookmaking and illegal raffles which could be coped with by less onerous licence conditions
- 20...The principles that might apply to a penalty regime are consistency across the industry, fairness, clarity and practicality (easy to administer and implement) and incentives for operators to comply
- 21...Suggested penalties for operators could include fines, loss of operation, suspension or loss of licence to operate, imprisonment, one warning and you're out!, liability for personal loss and punitive damages
- 22...Need to introduce a statute that allows Marae justice for first time offending caused through gambling activities
- 23...Expressed concern at the types of offences and crimes at casinos including gaming offences, loan sharking, money laundering, fraud, cheating, conspiracy to cheat and theft/the major problem being money laundering at Sky City whereas Department of Internal Affairs and Casino Control Authority only concerned with minors
- 24...Concerned about collusion and unprofessional conflicts of interest with Department of Internal Affairs Casino staff, Casino Control Authority staff and Sky City staff/lack of impartiality by casinos hiring former Department of Internal Affairs and Casino Control Authority staff
- 25...Concerned that Sky City effectively allowed to police themselves since reporting requirement of criminal and dishonest behaviour by staff was removed resulting in covering up of investigations and offending/ Government should carry out an independent investigation of why Casino Control Authority and Department of Internal Affairs allowed this to happen in 1998
- 26...All New Zealand casinos should have an independent Police Casino team to handle all game related offending and complaints against Department of Internal Affairs and Casino Control Authority, funded by the Government (gaming taxes) not casinos themselves
- 27...Present CEO of the Casino Control Authority should be replaced and the position by for a fixed term of no longer than 3 years
- 28..."Loan sharking" should be made a criminal offence with penalties similar to "demanding with menaces", have evidence of serious injuries/death when loan sharks not paid
- 29...Most serious risk is violence in relation to obtaining funds for gambling

Issue 07 (continued)

- 30...Close consultation with organisations that are involved with individuals with violence/gaming difficulties, listening to their advice and making necessary recommendations
- 31...Suggested penalties for individuals could include fines, rehabilitation or imprisonment (if violence involved)
- 32...Most serious risk is gaming machine industry fraud i.e. misuse and misappropriation of gaming proceeds, as it is the most difficult to police
- 33...Need special laws outside the criminal law to give powers to suspend or prohibit offenders from participating in the industry, or the power to impose infringement penalties, order sentence to include treatment
- 34...Letters of censure and other penalties for offending should be widely publicised
- 35...A more indirect form of offending is operators failure to understand or perform the accountancy cycle of the system they themselves operate
- 36...Penalties should remain in place for offending but decreasing or vigorously increasing them is not going to solve the problems of gaming-related offending
- 37...Department of Internal Affairs seem more intent on enforcement and penalties instead of investigating ways of prevention and education of operators
- 38...Should be changes in regulations so the potential for unethical and criminal activity is minimised
- 39...Most serious risk is grants to illegitimate purposes
- 40...Most serious risk is unlicensed operators/Government doesn't receive the requisite tax/duties/levies/not competing fairly with licensed operators
- 41...Gaming regulations should focus only on offending directly related to gaming/indirectly related offending are linked to a range of other factors/many complex issues and can't be regulated against
- 42...Concerned about the high numbers of offences reported amongst gaming machine operators/many operators are breaking the conditions of their licence
- 43...Penalties should vary/they should be higher for commercial operations like casinos than for non-casino gaming machine operators that are charitable
- 44...Penalties should fit the crime and penalise the wrongdoer not impacting on third parties/penalising the community as a whole
- 45...Suggests Trusts themselves (in absence of a central electronic monitoring system) should introduce their own electronic monitoring to provide more effective control and improve site security/financial support would be needed to put this in place

Issue 07 (continued)

- 46...Reject the idea that criminal activity is an externality associated with gaming and the gaming industry should not pay for or help to pay for the costs of dealing with criminal activity associated with the industry
- 47...No support for the assumption that casinos bring an increase in street crime and that crime rates increase in the immediate vicinity of casinos
- 48...Should have industry contributions to industry detriments such as crime
- 49...Breaches of licence conditions/offences against the Casino Control Act are dealt with by means of disciplinary action against the casino/licensees or employees and not under general criminal law
- 50...The Casino Control Authority asks to be given the power in some circumstances to fine licensees if there has been misconduct

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 08 - Licensing/regulation of gaming

- 01...Require stronger legislative control of gaming machines and casinos with regular active review/need tough penalties for non-compliance
- 02...Need less restrictive Housie regulations with frequent reviews, e.g. greater ticket sales, greater game variety, small scale raffles allowed to be drawn through the session, licences for one-off special sessions/ would enable Housie to better compete with other forms of gaming
- 03...All forms of gambling to be on a level playing field in respect of controls/laws should be as equitable as possible in the treatment of different gaming products
- 04...Gambling laws and regulations need streamlining/overhauling for the best interest of New Zealanders
- 05...Casinos should not expand gaming machines but maintain a balance with other table games/concerned no regulations on limit of machine and table numbers once licenses are granted
- 06...Should be no distinctions in gaming machines based upon site e.g. pub versus casino
- 07...Audited accounts should be provided by Housie organisations to Internal Affairs Department
- 08...License fees for casinos and gaming machines should be increased/doubled to help auditing and control of gaming machine Trusts as well as help fund problem gambling services
- 09...Every gaming operation should be licensed/don't agree with open gaming market with free entry
- 10...Should be a cap on the number of licences for particular types of gaming to prevent over-supply/there should be a finite number of licences granted in any one year
- 11...New Zealand must control/licence gaming within New Zealand despite any overseas-based gambling/will ensure New Zealand's gaming product has more integrity/more attractive than overseas-based products
- 12...Should be a different class of licence for small charitable gaming
- 13...Licence conditions must be reasonable but need to be strictly enforced with sensible penalties
- 14...Too many changes and amendments to current regulations/need robust, flexible legal framework so as to avoid the need for regular amendments
- 15...Query why it is necessary to have a liquor licence/concerned about multiplier effect of alcohol and gambling/should physically separate facilities supplying each

Issue 08 (continued)

- 16...Expressed concerns that Internal Affairs have inadequate and incomplete records of gaming machine sitings/should have up to date statistics/makes policing of regulations impossible/improvement needed
- 17...No privately owned casinos/keep all gambling publicly owned and operated
- 18...Policies should target irresponsible gaming behaviour rather than responsible gaming
- 19...Less gaming regulation would result in no greater risk of crime/or problem gambling than for comparable activities
- 20...Abolish licensing of gaming operators/allow any business to provide gaming/allows competition and alleviates compliance and administration costs
- 21...Need less gaming regulations so that all forms of gambling are permitted to be operated for commercial gain/market demands should determine type of gaming products/competition will ensure the integrity and standards of the industry are maintained
- 22...Need less gaming regulations on advertising and provision of consumer information providing advertising is both responsible and appropriate/ASA code provides a useful framework
- 23...Where feasible the cost of regulation should be user pays but cost of unjustified regulations or inefficiencies should not be passed on/onus is on regulator to ensure regulation is done in the most cost efficient manner possible
- 24...Any regulatory activities should be contracted out for efficiency
- 25...Need less gaming regulations/controls on the amount of bets, prizes, days and hours of business
- 26...If gaming regulations are eased transitional arrangements should recognise commitments to existing operators and allow them an opportunity to adjust
- 27...Expressed concerns at the over-regulation of gaming in New Zealand/should conform with other goods and services policies
- 28...The regulations for all gaming machines in pubs and clubs need to be more strictly controlled/need regular unannounced inspections of all premises
- 29...Agree with how horse and dog racing is currently controlled
- 30...Agree that legislation covering charitable lotteries and raffles is working well/license fees are about right
- 31...Recommendations for gaming machine licensees/site operators licences include-must be incorporated Society or Charitable Trust/"fit and proper" vetting/Certificate in Gaming Proficiency requirement/no criminal record/ability to pay out prizes, etc./submission of distribution policies and mechanisms

Issue 08 (continued)

- 32...Would like to see special legislation that would permit national lotteries for special public projects like another National Art Gallery/ similar to those in Sydney (for Opera House) and London (for Millenium Dome, etc.)
- 33...To ensure total security and monitoring of transactions all industry workers should be licensed by an appropriate Government body and then monitored, validated and authorised by an equally licensed operator
- 34...More regulation will limit the number of new operators, only attracting those willing to work within the legislated system
- 35...Gaming to be regulated in order to maximise the holistic health of Pacific community
- 36...Believe there should be only one technology base servicing all the non-casino gambling options, any game could be offered providing a certified service to the domestic market, it would be required to operate on a fixed percentage of the revenue gathered with beneficiaries and the Government receiving a fixed amount
- 37...Let operators choose games to be offered and rules associated with them but have Government providing audit/certification service
- 38...Support deregulation of racing/TAB/allow private commercial interests to enter this field
- 39...Need to expand the scope of the Liquor Licensing Authority to cover gaming licensing or establish a central agency that has the role of licensing all operators and venues in New Zealand with a district presence like a District Liquor Licensing Authority
- 40...Less restrictive raffles/instant game regulations/approval granted for a year rather than one-off basis/raise the prize limit before a licence is required, allowing self regulation
- 41...Law change needed limiting location of gaming machines to community owned clubs like in N.S.W. Australia, operating under stricter rules ensuring profits used for social improvement
- 42...Need change in legislation to ensure both clubs and hotel-based trusts are treated the same with the same limitations for the allocation of funds and the same restrictions on the use of funds to improve and widen their businesses
- 43...Societies should hold housie licences/need strict screening before licensing/unlicensed games should incur harsher penalties
- 44...Concerned about lack of inspection system for Housie and Housie becoming another commercial operation/need to stop illegal gaming activity
- 45...Need for an overall regulatory structure/clear regulatory control
- 46...Recommend that lotteries for the purpose of benefiting or support an overseas community-based organisation be allowed

Issue 08 (continued)

- 47...Too much gambling advertising/recommend more restrictions/similar restrictions to those on tobacco and alcohol advertising/not on buses and boards/not on TV before late evening/risk warnings on media advertising/helpline contacts
- 48...Other sundry changes/words/clauses for sections of the Gaming Law Reform Bill
- 49...Other mentions of support for sections of the Gaming Law Reform Bill
- 50...Agree with how raffles and Housie is currently controlled
- 51...Regulations governing gaming and general fundraising practice should be similar if not the same
- 52...Don't advocate increases in thresholds for activities requiring a licence/don't support extending the existing licence exemptions
- 53...Definition of charitable entities is to be debated by Taxation of Charities Working Group and may effect/have relevance for the gaming industry
- 54...Current legal framework is fragmented/involves three different Acts - The Gaming and Lotteries Act 1977, the Casino Control Act 1990 and the Racing Act 1971/endorse a consolidation to a single piece of legislation
- 55...Stricter licensing, more monitoring and regulation should apply to the gambling types that are most harmful/conditions on gambling should be in proportion to the actual risk presented by the particular gambling type
- 56...Housie should remain a licensed activity for groups selling more than 300 tickets and be restricted to non-profit making community groups and incorporated societies/should be no professional operators for profit
- 57...A social and economic impact report should be required focusing on the impact of new addition gaming machine sites before obtaining a licence
- 58...Consider that Local Authorities are better placed than a National Body to handle licensing and enforcements/similar to how they regulate liquor licences/funded through application and licence fees
- 59...Any regulatory structure, including enforcement should be rationalised to avoid duplication between agencies
- 60...Different types of gaming should be controlled differently/managed in a way best for each type
- 61...Legislation needs to allow for technological developments/new gaming products and should be reviewed on a regular basis in view of changes like Internet, etc.
- 62...Gaming should not be left to market forces/society must continue to take an interest in it

Issue 08 (continued)

- 63...Maori, Pacific people, Asian and other ethnic groups should be specifically represented on organisations that deal with the regulation/monitoring of gaming
- 64...In the reform of any legislation that has a significant impact on Maori, the Crown should address its obligation to Maori in terms of the Treaty of Waitangi
- 65...The cost of application and licence fees should cover administration costs of processing applications and monitoring that standards are met
- 66...Operators should be required to be independently audited by reputable audit firms in a similar way to which the Companies Act operates
- 67...Expressed concern about Political Parties receiving funding from the profits of gambling/should legislation be introduced to prevent this being in the category of authorised purpose
- 68...Amendment of the Casino Control Act, the Gaming and Lotteries Act and the Racing Act to achieve a clear, consistent fair and practical penalty regime across the gaming industry
- 69...
- 70...No monopolies on any type of gaming e.g. Racing Clubs could sell Lotto, or any entity that could meet the criteria could get into horse betting, Casinos could offer TAB products, NZLC could operate gaming machines, etc.
- 71...Believe stricter licensing is unnecessary as no major problems with gaming in New Zealand/self regulating well
- 72...Allowing more gaming without a licence/certification of operators rather than full licensing should be at the discretion of the Commission and consistent with the Act
- 73...Regulations should recognise Tino rangtiratanga of Tangata Whenua, Whanau, Hapu and Iwi and the rights of these people to benefit from any policies introduced and implemented in Aotearoa
- 74...Should be a moratorium on public promotion of gambling products and services
- 75...Concerned at number of facilities calling themselves Casinos or Casino Bars/term Casino should only be used for a facility which has a Casino Licence from Casino Control Authority with certain standards and practices/ Casino bars have little regulation or control and are creating an unfair perception of the gaming industry and casinos generally/regulate so casino-bars are more in line with casinos
- 76...Concerned at the loosening of restrictions allowing more cards sold/ bigger prizes/smaller organisations closing their Housie unable to compete with larger commercial organisations/resulting in less contributions to communities

Issue 08 (continued)

- 77...For regulatory control to be effective the Gaming and Lotteries Act should include the ability to suspend gaming machine licences for failure to adhere to conditions
- 78...Needs to be a limit on number of gaming machines at a given site/suggest 9-12, not 18/number needs to be monitored for compliance
- 79...Expressed concern that Housie regulations are rigidly constructed without any provision whatsoever for a changing environment/need for clear regulations on Housie/Housie and volunteer fundraising disappearing because of distribution of funds from other (new) types of gaming
- 80...Concerned about impact of illegal Housie on legally run Housie/standards dropping/running at loss/gamblers become more lower socio-economic
- 81...Housie is a gaming activity but significantly different from other gaming activities/non-commercial, fundraising, natural limits on spending, social bonding/contact, affordability, no compulsive gambling problems
- 82...To allow Housie to be more professional and compete with other gaming, professional personnel with required skills should be paid for their services
- 83...Present method of managing non-casino gaming machines is comprehensive and effective
- 84...Suggest a maximum number of non-casino gaming machines site licences be permitted per licence holder, say 3
- 85...We support the founding principle in the Gaming and Lotteries Act as it relates to non-casino gaming machines, that they should be conducted by non-profit organisations for community, no personal or commercial gain
- 86...Gaming machine licences should be issued for a period of 3 years and renewed tri-annually. Licensees should still be subject to audit during this time and may risk suspension or cancellation for non-compliance
- 87...Need to review the legislative definition of gaming machine to ensure that instant rewards issue using technology at checkouts is clearly distinguished from gaming machines as they are popularly understood
- 88...Number of machines available to any organisation should not be dependent on a set criteria across the board/some clubs e.g. sports clubs can't afford the high expenditure and go begging for funds from private sector licensed machines/some private organisations e.g. workingmens club can sustain a higher number of machines for the benefit of sports clubs, etc./ more consideration when granting licences needed
- 89...Casinos are better regulated than other forms of gaming/unfair and distortionary to lump them in with other forms of gaming/the Casino Control Act provides adequate regulation for casinos
- 90...Should be a staggered licensing system, the current system of renewing licences on one date has led to backlogs and delays

Issue 08 (continued)

- 91...All gaming licences should be subject to an annual renewal process via public notification in the same way as is required for premises that hold a liquor licence
- 92...Industry to adopt high standards of professional management to ensure public confidence in the management of the industry including that of problem gaming and theft
- 93...Would like to see a legal requirement for all site operators to be members of a National Society that monitors and enforces all licence conditions enabling Department of Internal Affairs to audit all gaming machine activity regularly
- 94...A continuous audit should be run on all gambling, both procedural audits and tax audits/all companies should be available for audit at any time and not at prearranged times
- 95...Concerned about lack of information from privately owned casinos/should be required to supply full information for official statistical purposes and for policy comparisons
- 96...Opposed to professional commercial businesses licensed as Housie operators instead of non-profit community organisations
- 97...Any new legislation should contain clear criteria for granting and withholding licences
- 98...Do not support the system of having both certified and uncertified operators
- 99...Licensing system can be improved by putting the onus on any licence applicant to satisfy a number of clear statutory criteria
- 100...Don't support numerical caps on gaming machines at any particular site/no logic to an 18 machine limit per site/more machines per site e.g. up to 40, would result in more professional, compliant and easier to regulate sites
- 101...The Draft Racing Bill should be accepted as given by this review as establishing the rules for betting on horses and sports events in New Zealand
- 102...Opposed to an earlier Department of Internal Affairs proposal that "all forms of gaming should be open to all operators"/they need to be distinct and separate
- 103...Need regulatory requirements for mandatory training and education of non-casino gaming operators and staff in all levels of operation, customer service, compliance, host responsibility practices, as is currently provided by casino operators
- 104...Should require a Trust to have a minimum of say 20 sites or a gross turnover requirement before it can be formed mitigating the potentially greater costs of a stricter and more rigorous licensing regime/need to remove the proliferation of small single hotel based Trusts

Issue 08 (continued)

105..Propose a two level control over non-casino gaming machines/at the lower level, a smaller number of machines per site, say 5, and a lower turnover with a lower payout, say \$100, incurring lower regulatory costs versus sites with maximum allowable number of machines and high turnover

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 09 - Modifying playing behaviour/consumer information

- 01...Need education at schools on dangers of gambling
- 02...Concern about sensory deprivation/every gaming machine should have a visible working clock/windows giving visibility to and from the street/concerns about "wall of sound"
- 03...Consumer information to be more honest and relevant/always accurate/no misleading advertising
- 04...Better publicity of health dangers of gambling/health and wealth warnings/consumer information generally
- 05...Health danger publicity should be funded by operators
- 06...Display/publish/give handouts on winning odds/risks of gambling, help lines and other consumer information on all products at all gaming sites/should be in an understandable form, and in various suitable languages
- 07...Activity must be labelled GAMBLING not GAMING (GAMING has suggestion of game being played, tending to disarm people)
- 08...Prohibit all forms of advertising encouraging gambling as a form of recreation, fun, everybody's a winner
- 09...Modify prize limits in Lotto/increase smaller prizes and recognise the bad effect of very large prizes on the community e.g. Powerball
- 10...Prohibit jackpots/link jackpots
- 11...Smaller prizes offered more often might modify playing behaviour
- 12...Gaming stake and prize limits and other sorts of actions, e.g. slowing down games, should not be used to modify playing behaviour
- 13...Government needs to ensure that public is educated that gambling is just an added dimension to socialising/another form of entertainment not a "get rich quick" scheme/funded by gaming industry profits
- 14...Operators should follow same principles as "Host Responsibility" programmes at liquor outlets/providing alternative activities for recreation, food, drinks etc. in conjunction with gambling facilities and monitor and intervene when addiction or compulsion noted in any patron/penalties for non-compliance
- 15...Consumer information/health and wealth warnings/where to seek help targeting Pacific peoples specifically in all media advertising/at gaming venues, on gaming machines, etc.
- 16...Need to develop a Pacific peoples advisory group to develop an appropriate gambling service for Pacific people which incorporates research, intervention and treatment, dissemination of information

Issue 09 (continued)

- 17...Recommend that the Government authorises development of a national and publicly-funded responsible Gambling Education programme, which targets adults as well as non-participating young people (under eighteens)/ similar to the TV drink drive education programme and other public health campaigns
- 18...Sensible to cap size of bets as gambling to excess leads to problem gambling
- 19...Concerned that gaming relies on lucky numbers, no element of skill involved/luck not effort/success at the expense of others/quick fix ideas of happiness
- 20...Ban note changing machines on site
- 21...No A.T.M. machines/Eftpos/credit card facilities too close to gaming venues/limits on funds from A.T.M.
- 22...Proactive and innovative public education programmes needed to highlight alternative choices and ways of utilising recreational time
- 23...Should be no credit provided/maximum limit on debt on gaming machines
- 24...Should be no active incentives to gamble e.g. provision of cheap meals, drinks, accommodation, transport
- 25...A running total of expenditure and time spent should be displayed for the gambler at regular intervals during continuous play
- 26...Education material should have wide and plentiful distribution e.g. schools, letterbox drops, given to patrons of gaming establishments, through doctors and social services/should be available in languages of patrons e.g. Asian languages, Pacific Island languages, etc.
- 27...Agreement for debt release (on mortgages, etc.) be limited in terms of amount of money which can be held by the casino
- 28...Concerned that lowering the drinking age has given more teenagers access to gaming machines on licensed premises/recommend raising drinking age up to 20 to stop access by 18-20 year olds
- 29...Consumer information doesn't work/warnings are of little or no use
- 30...Gaming stake and prize limits should be used to modify playing behaviour especially in racing and gaming machines
- 31...Should be a mandatory levy on all operators to fund public education/a proactive preventative campaign
- 32...Suggest introduction of a Gambling Card to be used in any gaming machine which puts a limit on the maximum a gambler can afford to lose in a set period and ends gambling for that period when limit reached

Issue 09 (continued)

- 33...Concerned about gamblers having little concept or appreciation of statistical probability and are mistakenly convinced their chances of winning may be greater if pattern of play not interrupted and other misconceptions/addressing these misconceptions will help to mitigate the risk of problem gambling
- 34...Concerned at the isolated/anti-social behaviour when using gaming machines/creating unhealthy lifestyle
- 35...Should not be able to put cash-notes into machines
- 36...Functions as set out in the Racing Act to recognise and counsel problem gamblers is a model that should be used for casinos and other operators
- 37...Should have a total ban on all advertising of all forms of gambling
- 38...Support spending limits that require gambler to move premises in order to gamble beyond the limit to discourage unfettered gambling at any one time
- 39...Agree with two tier approach to casino and non-casino gaming machines that they should have difference maximum stakes and prizes
- 40...Difficult to overcome the information problem created by the uncertainty of gaming/consumers need to be able to make informed decisions/consumers need detailed information on the price of winning and the probability of a return i.e. the odds of winning occurring so that consumers can operate more effectively in the market
- 41...Restrict the stakes and prize limits to current levels (with C.P.I. adjustment)
- 42...Object to racing and sports betting being termed "continuous" and "gamble" being used when "wager" would be more appropriate because of knowledge, skill and judgement, not pure chance
- 43...Need more information on how to seek help/particularly for ethnic communities/suggest a welfare officer or helpdesk at casinos as a point of contact/need Gambling Hotline for ethnic communities
- 44...Don't support suppression of stakes and prize limits/increase stakes and prize limits significantly/natural level will find itself based on player appeal
- 45...Non-casino gaming machines return a higher proportion of their turnover to players as prizes/Lotto, however, has the lowest return to players
- 46...No evidence that technical measures/jackpot limits/modifying or removing bill acceptors/limiting stake money and other technology based options for gaming machines will have any minimising effect on problem gambling
- 47...Support for some harm minimisation measures/removal of 'auto play'/enhanced controls over artwork/harm messages scrolling across machines every 30 minutes
- 48...Expressed concern at promotion of Maori culture, tourism and gambling being promoted together (e.g. opening of Sky City and Queenstown Casinos)

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 10 - Access to gambling

- 01...Ensure children are prohibited from gambling/need evidence of age/ID cards to detect underage gamblers/impose fine for non-compliance
- 02...Access across all gambling activities to be consistent/consistent with drinking, voting etc./should be eighteen years
- 03...Equality of times of access across all gambling activities
- 04...Restrict TAB to horse racing only/no betting on other sporting events
- 05...Premises should be restricted/no Lotto in supermarkets/no gaming machines in corner stores
- 06...Restrict the types of Lotto products
- 07...Write in legislation that winning gambles by underage players cannot be collected
- 08...Stricter on times for gaming machines
- 09...Access should be restricted (by legislation) on grounds of behaviour, drunkenness, previous criminal record, diagnosed problem gamblers, known hardship, limited funds/impose fines or licence suspensions/cancellations for non-compliance
- 10...Access should be restricted on grounds of dress
- 11...Gaming is too easily available in our community now/gaming opportunities are more than sufficient/should be less accessible/should be more restricted access
- 12...Reduce minimum age for gambling without parental consent to between sixteen to eighteen years/no minimum age for parental supervision/ properly enforce
- 13...Let operators decide and enforce appropriate restrictions as long as not a breach of players rights under the Human Rights Act
- 14...TAB should allow self-banning from owning an account
- 15...Concerned about "continuous" gaming as opposed to "periodic" game/ feel there should be segmentation with "periodic" gaming offered in the public domain under Lotteries Commission brand, whereas "continuous" gaming offered only in restricted area and be offered under the TAB brand

- 16...Creches at non-casino gambling sites is not acceptable
- 17...Concerned that the legislation does not uphold right of operator to remove people from their premises/should have enhanced powers to do this

Issue 10 (continued)

- 18...Same restrictions for access should apply to all forms of gaming where possible
- 19...The minimum age for gambling on licensed premises with gaming machines should be 18 and for casino gambling it should be 20 and 16 for Instant Kiwi
- 20...Selling of raffle tickets by school children should be discouraged as it reinforces idea that gambling is an acceptable activity
- 21...Suggest a \$50 entry fee which could fund social good
- 22...Recommended improvements for self-bar casino gamblers/national register, counselling assistance, penalty for casinos allowing self-bar gamblers to continue, extension of self-barring to all other gaming outlets
- 23...Casinos to take responsibility for gamblers who have asked for a limit on time or debt within 24 hour period
- 24...Participants should not be able to gamble on events they are involved in/concerns expressed about match-fixing
- 25...Restricting access for the different venues of gambling should be looked at for each industry
- 26...Concerned at 24 hour access to casinos/out of kilter with other places of entertainment/unfair advantage to casinos
- 27...Regulations and restrictions to player access to gaming need to be actively promoted and followed up by Internal Affairs
- 28...Stricter access regulations for gaming machines and TAB e.g. age restriction (over 20), time restriction (1 hour maximum) and locality restrictions, proportional to the problems associated with the product or service
- 29...Hours of availability for gaming should be reduced (Housie is more time-controlled than Casinos - why?)/should limit the time a person can gamble-should not be able to gamble 2 days straight for example
- 30...Minimum age should be 20 for all forms of gaming/minimum age for playing non-casino gaming machines should be 20, the same as gaming machines in casinos
- 31...Current restrictions for players access to gaming are adequate
- 32...Support a higher age limit of 20 for casinos because of the concentration of gambling there

33...Not practical to have a degree of restriction related to the scale of the potential problem

Issue 10 (continued)

34...Registration and licensing of people who wish to undertake hard-core gambling (casinos and non-casino gambling machines)/photo ID card provided to those that qualify/passport only need for overseas players and tourists

35...Adequate signage at venues detailing access restrictions are appropriate, similar to signage requirements for supply of other products with restricted access, such as alcohol and cigarettes

36...Gaming should not be permitted on certain days of the year e.g. Christmas Day, Good Friday, Anzac Day

37...Persons involved in casino regulation should not gamble in any casino and casino staff should not gamble in the casino they work in

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 11 - Community involvement/input

- 01...Aggrieved community concerns not heeded re Queenstown/Hamilton casinos/
casinos generally
- 02...Communities should have a say re casinos and other gaming in their
community
- 03...Polls should be widely advertised in local press/local media should
disseminate accurate information
- 04...Polls should be conducted in areas well frequented by the public
e.g. shopping malls
- 05...Not possible to monitor "cross-border" gamblers
- 06...Communities who chose no gaming should not expect to benefit from gaming
in other areas
- 07...Operators/applicants should be responsible for the cost of conducting
any referenda relating to gaming/should be a component of application
fee
- 08...Communities should have a say re design of policy and changes to gaming
legislation
- 09...Cost of community input re legislative changes should be borne by the
Government
- 10...Ensure local Councils have the power to manage/ supervise or control
gaming in their area/costs incurred to be met on an actual and reasonable
charge basis
- 11...Local bodies should be responsible for conducting a referenda related to
gaming at the time of local body elections to determine/review the level
of gaming in their area
- 12...National guidelines should apply to all gaming except the granting of
casino licences when local bodies should conduct a referendum
- 13...Public consultation/referenda should be mandatory for licensing
applications and renewals for gaming machine sites and operators
- 14...Legislation should stipulate a community impact study for all new gaming
machine site applications as well as a requirement for a statement of
responsible gambling initiatives by the applicant

15...The requirement for public consultation on new licences/relicensing for gaming machine sites would likely restrict the proliferation into areas like shopping centres, bars, restaurants, ten pin bowling alleys, etc.

16...Expressed concern about manner in which resource consents were obtained for gambling sites in suburban shopping centres/need an improved notified consent process under Resource Management Act

Issue 11 (continued)

17...Communities should not be involved in the licensing process/community referenda not necessary/should be done through Resource Management Act, Racing Conference and Casino Authorities/on a national level

18...Gaming sites should ensure no community damage by their location

19...Concerned that community by law did not have to be told about gaming machine sites in suburban areas and local people were powerless to prevent/ no provisions for local people to object

20...Casino licences should be subject to a referendum in the local community conducted by an independent body

21...Pro-casino promotion should be limited so those interests with financial clout don't subvert public opinion

22...Communities should not be involved in the distribution of profits

23...Would like to see Local Authorities involved and advising on the development of any changes in gaming regulations

24...Rules regarding gambling in the District Plan should be taken into account by the licensing authority when considering new gaming machine sites

25...Iwi and Hapu should have the right to determine for themselves issues affecting the wellbeing, health and social and cultural wealth of their community

26...Communities should have a say/control how that portion of profits of non-casino gaming sites that go to the public benefit are distributed within the community

27...Informed consent on the part of the community is important empowering them to make responsible decisions on gaming/need information e.g. impact studies done in New Zealand on the economic, social or health consequences of gaming on communities

28...New Local Government Act should include the right of local government to establish and enforce by-laws governing the nature and siting of gaming activities within their territories

29...Should be a dedicated, high profile group in each community to work on issues like education and information about the risks, to be pro-active and also to make decisions about where funds go

30...Communities should have no power to regulate or administer gaming licensing within the community

31...Current site licensing regime for non-casino gaming machines should be

retained, possibly with consideration of additional factors such as those involved in liquor licensing

Issue 11 (continued)

32...An option would be for communities to decide in advance what forms of gambling and how many outlets there should be in their area/less wasteful of resources than holding referenda as and when needed

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 12 - Costs of gaming

- 01...Gaming operators (and their patrons) should meet the costs of gaming
- 02...The Government should meet the costs of gaming
- 03...Industry contributions to the costs of gaming should be linked to the profits made by each sector of the gaming industry
- 04...Should be limited to direct costs only so that maximum profit can be distributed
- 05...A combination of the Government and gaming operators should meet the costs of gaming
- 06...Don't believe there are costs of gaming/the industry pays for itself
- 07...Industry contributions to the costs of gaming should be linked to the level of risk created by that sector of the gaming industry
- 08...Costs of gaming should be met by the gamblers themselves through lower reduced payouts and odds
- 09...Licence fee structure is appropriate for administration but when under spending occurs, these funds should be returned to the community
- 10...Industry contributions to the costs of gaming should be linked to the level of costliness to regulate that sector of the gaming industry

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 13 - Role of taxation in gaming

- 01...Reduce 20% duty on gaming machines
- 02...Tax the whole gaming industry by the same rules/on a consistent level
- 03...Set a duty on all forms of gambling at 20%
- 04...Tax charitable gaming like any other activity raising funds for communities and charities
- 05...Gaming should be subject to the same tax regime as most other activities/ no industry-specific taxes/duties
- 06...Believe gambling is an inappropriate tax base for general revenue purposes/G.S.T. and income tax (where gaming is undertaken for profit) alone should apply to gaming
- 07...Present rate of taxation on gaming industry should be maintained/don't alter basis of taxation/it's fair and appropriate/opposed to any further taxation
- 08...There's a case for taxing racing industry differently since it's a large employer and generates overseas income/encourages tourism
- 09...Difficult to estimate the effect of technology on the taxation of gaming
- 10...Should not tax the whole gaming industry by the same rules/treat each sector differently
- 11...Acceptable to have varying duty for different sectors of gaming industry
- 12...Acceptable to have a consistent approach for G.S.T. for all sectors of gaming industry
- 13...Taxes/duties too high/unequitable, unfair on racing/should be returned to the industry, not going into Government coffers
- 14...Government should not condone gambling and benefit from taxes/if more revenue required increase general taxation for everyone
- 15...Should be no distinctions in taxation and levies on gaming machines based upon site e.g. casino and non-casino
- 16...Whole gaming industry should pay the same duty/unacceptable to have

varying duty for different sectors of gaming industry

17...Gaming industry seems well able to bear the present rates of taxation so an increase could be considered to finance problem gambling treatment and reduce consumption

Issue 13 (continued)

18...Would like to know the tax dollar collected on gaming by Central Government and where the money gained from gaming goes

19...Recommend a percentage of revenue not fixed dollar amount for licence fee payment to Casino Control Authority as being a fairer system for smaller casinos

20...Advocate exemption from tax applies where organisations qualifying for tax exemption are either conducting gaming activities directly themselves or being the beneficiaries of the proceeds of gaming activities

21...Taxation from gambling operations should be used to fund community groups who assist people in financial or health related needs together with funding treatment organisations for problem gamblers and health promotion strategies in relation to gambling

22...Resent G.S.T. take from Housie since all time and effort by organisers are voluntary

23...If Government and community take too much out of proceeds of gambling, it will affect the return to gamblers and operators/gamblers will be able to go to offshore providers who can provide better odds

24...All Government levies, taxes and fees should be monitored under a single agency with cohesive well tested processes

25...Should tax gaming operators out of existence to pay for the damage they do

26...Casino duty at 4% is too low/should be substantially increased to what is generally charged overseas

27...Gaming duties collected by the Government should be used specifically for problem gambling/gaming duties were set for this purpose and has never been used for this intended purpose

28...Would like to see some of the current taxation collected by Government from non-casino gaming tagged for the development of junior sport

29...Should offer the incentive of paying less tax if operators contribute to local fundraising and give a percentage towards prevention

30...G.S.T. needs addressing/shouldn't be a tax on a tax/should be charged on net amount only i.e. gross profit less gaming duty

31...Since all profits are disbursed gaming machine owner/operators should be able to write off depreciation on the machines to income tax

32...Believe taxation should be lower than at present/overtaxing will drive more people to offshore gaming

- 33...Gaming duty of 4% should apply to all forms of gaming
- 34...Casino duty at 4% is sufficient/should be no higher
- 35...It is right that non-casino operators pay a higher duty than casinos
i.e. 20% duty as they pay no income tax

Issue 13 (continued)

- 36...Amount of taxation should be linked to the level of harm caused by that sector of the gaming industry in order to reduce consumption and provide services for problem gamblers/maybe not feasible to do
- 37...Government should use some tax revenue to subsidise gamblers to quit (in a similar way to subsidising smokers to quit)
- 38...Need to ensure that taxation does not affect gaming to the extent that community benefit is affected/diminished beyond an acceptable level
- 39...Sharemarket transactions should be included as a gaming activity subject to gaming duty taxation, but at a lower level than other gaming. A fairer, more equitable way of imposing gaming duties would be to tax pure gambling activities (lotteries, casinos, gaming machines) at a higher level than wager activities (racing and sports) with sharemarket activities below that
- 40...There's a case for taxing different sectors of the gaming industry differently from each other for reasons including entry costs, economic benefits, employment, compliance/regulatory costs, contribution to tourism, etc.
- 41...Specific tax/levy on gaming activities is justified to cover the impact of compliance costs plus those associated with harm minimisation
- 42...If Government allows establishment of New Zealand Internet gaming sites, these can be dealt with through a specific tax or levy
- 43...There is justification for taxing gambling different from other industries that do not harm users and society as a whole
- 44...Non-casino gaming machines return more to Government through taxes and duties than any other gaming/level of taxation on gaming machines should not be increased from its current level but gaming duty and G.S.T. together are excessive and a total of 25% would be more acceptable than the current level of 20% plus 12.5%
- 45...Oppose any change to the taxation regime applied to not for profit organisations/this is fair at the present time
- 46...Should be one tax rate/regime for all not for profit operators/as opposed to commercial operators
- 47...Only basis for specific tax or levies are to cover the cost of the regulatory regime i.e. a licence fee - should be fixed to cover the cost but not to produce a profit
- 48...TAB suffers comparatively the greatest tax burden of any gaming provider/ should be taxed at a lower level (of gaming duty combined with income tax) as is currently applied to casinos

49...All gaming providers should pay income tax on the net profits generated by its activities on the same basis as currently applies to casinos

Issue 13 (continued)

50...Solving problems caused by gambling by increased taxation may stimulate growth of gambling through encouragement by Government to grow a funding stream

51...Tax policy should be based on a clear identification of the Government's objectives that tax policy is designed to achieve. This will then allow assessments to be made as to the effectiveness and appropriateness of taxation in achieving these objectives

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 14 - Government as a provider/promoter

- 01...Government should not be a major provider of gaming in New Zealand/
it's inappropriate for Government to be involved
- 02...Government should be a major provider of gaming in New Zealand/appropriate
for Government to be involved
- 03...Government should not retain these profits as a source of revenue/
profits must be returned to community organisations
- 04...Don't believe Lotteries Commission should own/operate gaming machines
- 05...If the Government wishes to operate gaming, there should be a segregation
of the Government's roles as regulator, operator and marketer and
distributor of funds i.e. New Zealand Lotteries Commission and New Zealand
Lottery Grants Board
- 06...Other options available to the Government in respect of the Lotteries
Commission include privatisation, establishment of a community trust to
assume ownership or tender the rights to provide this type of gambling
service or licensed to industry operators
- 07...Other options available to the Government in respect of the TAB include
gifting ownership to the racing industry or privatisation
- 08...Should be limited to existing lottery games/gaming that is conducted
nationally/no more proliferation of the Lotteries Commissions products
- 09...Appropriate for Government (through the Lotteries Commission) to
advertise and promote gaming but The Gaming Code of Advertising should
be strictly adhered to and enforced/other gaming providers especially non-
casino gaming machine sector, be allowed to promote also
- 10...Government (through Lotteries Commission) spent \$20 million on advertising/
should advertise much less/could instead increase secondary prize money
- 11...Government (through Lotteries Commission) should be restricted to
advertising on TV after 9 pm
- 12...Government (through Lotteries Commission) should not advertise Lotto as
a necessity rather than an optional activity/should not normalise
gambling as a family activity
- 13...Debatable whether Government should be involved in a gaming activity to
this extent

- 14...Lotteries allocation falls very short in the allocation of funds to research and development/higher allocation needed
- 15...Government should be involved for regulation only

Issue 14 (continued)

- 16...Present system works okay/objective of the Lotteries Commission of raising money for community purposes is a worthy one that should be continued irrespective of ownership
- 17...Government (through Lotteries Commission) should have self funding advertising
- 18...Current Lotteries Commission monopoly on the products it offers should be maintained
- 19...Government (through Lotteries Commission) not under attack for advertising although their advertising is enticing further dollars to be spent
- 20...Expressed concern about the Government (through Lotteries Commission) targeting Maori and Pacific people
- 21...Lotteries Commission products currently have a much lower return to persons gaming, at 55%/should be revised upwards to 70% to be on a par with other forms of gaming
- 22...Remove restrictions on the type of gaming products the Lotteries Commission can provide/allow Lotteries Commission to enter into other gaming markets
- 23...Lotteries Commission products don't seem to have the same level of problems as casinos, gaming machines and TAB
- 24...Gaming duty placed on Lotteries Commission products should be removed to increase the profits for distribution
- 25...The Government needs to take more responsibility on board for the ramifications of the promotion and provider of gaming in New Zealand
- 26...Expressed concern about the Government (through Lotteries Commission) targeting persons under 18 in the case of scratch Kiwis
- 27...Not appropriate for the Government (through Lotteries Commission) to actively advertise and promote gaming/aggressively seek a growing spend upon its product
- 28...Lotteries Commission products being so actively promoted are inhibiting local gaming-related fundraising such as raffles and Housie, especially in rural areas

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 15 - Distribution of profits

- 01...Leave distribution with local Trusts/local organisations as currently done/
it currently works well and is a fair system/we rely on this distribution
- 02...Don't involve a Government agency in distribution/against centralised
distribution/against population based funding
- 03...Contribution to community required from all operators/a community levy
be imposed
- 04...Non-casino gaming operators should not be allowed to directly profit/use
profits for own purposes
- 05...Non-casino gaming operators should have a say or some degree of influence
on distribution for a selected amount or limited to say 50%
- 06...Non-casino gaming operators should make some contribution/get contribution
from profits towards gambling addiction services
- 07...Non-casino gaming operators should make some contribution from profits
towards costs of gaming e.g. auditing machines, etc.
- 08...Non-casino gaming operators should publicly disclose/display details of
their distribution of profits from gaming machines/more detailed public
notices in newspapers/even suggestions of a national database/Department of
Internal Affairs should be informed
- 09...Operators should not favour users of their establishments in distribution
of profits/potentially disadvantaging others
- 10...Support Lotteries Commission funding of community groups/this is an
effective/unbiased system
- 11...More gaming profits to sport/support the Sports, Fitness and Leisure
Report that 50% of gaming profits go to recreation and sport
- 12...It's fair for operators to favour users of their establishment in
distribution of profits
- 13...Support clubs/pubs use of some reasonable share of gaming machine profits
for the upkeep and maintenance of their premises/employment of club
administrative staff in place of volunteers
- 14...Unfair that so much Lottery Grants Board allocations go to the three
statutory bodies/should not be a guaranteed level of income for these
statutory bodies

15...Concerned about the high numbers of non-compliance warnings for inappropriate and poorly allocated gaming profits

16...Gaming profits should be distributed within the area they are generated

Issue 15 (continued)

17...Support increase of Lottery Grants Board allocation towards recreation and sport to 35%

18...Support a higher percentage of profits from racing and sports betting going back into the industry for expansion of activities and improvement of venues, etc.

19...Gaming proceeds should be collected centrally and distributed/suggestions for using existing organisations like an enlarged Lottery and Gaming Grants Board/but should remain at arms length from Government

20...Distribution should be to Incorporated Societies, registered Trusts or registered educational organisations with independent audited accounts and/or on production of a strategic plan. Individuals may be funded through such groups

21...Distribution to sporting bodies should be made to Regional Sports Trust who have regional prioritised plan agreed to by all sports codes/or in consultation with Regional Sports Trusts and other groups before allocation of large sums, say \$5000 or more

22...Transparency and public accountability and equitable access for funds is most important in distribution of gaming profits and audit to ensure funds used for correct purposes

23...Agree there should be a more even distribution of gaming machine profits across sports, arts and other community purposes

24...Casinos should distribute a minimum share of profits for community benefit, as well as for problem gambling

25...Defer change of funding level to Hillary Commission by Lottery Grants Board until Active New Zealand ministerial task force report accepted/ Gaming Review should also consider other key recommendations of Sport Fitness and Leisure Taskforce

26...Operators should not be able to influence who receives grants/concern that operators are effectively making grant decisions that Trusts are merely rubber stamping

27...Concerns about Lotteries Commission funding/inefficient/administration and high salaries takes away from intended community beneficiaries/ improvements and accountability required

28...Abolish mandatory contributions to community by operators/funding by Government preferred

29...Unfair that so much Lottery Grants Board allocations go to large organisations or crown entities/commercial interests, not genuine

community groups/no bodies should receive preferential treatment

30...Concerns about the high costs of distribution by the three statutory bodies

31...Operators should not decide who gets grants/all gaming machine profits should be paid into a local pool for distribution to the local community by a committee in a non-partisan and cost effective way e.g. like COGS

Issue 15 (continued)

32...Concerns about the big percentage of profits from casinos going "off shore"

33...Casinos should contribute more than 2.5% of their net annual profit and allocate a greater amount to social services and community groups and less to tourism and art, preferably distributed more than once a year/ Licensing Trusts throughout New Zealand give more generously, a minimum of 33% of revenue

34...TAB should allocate profits to social services and community groups instead of just the racing industry and sports bodies

35...Distribution of casino profits appears better organised/leave as is

36...Social service agencies e.g. Foodbanks, helping the needy (many of whom admit to gambling) or social/welfare agencies should participate in the distribution of profits on equal terms with sports, art and cultural groups across all types of gambling operators

37...Noted that the handling of applications for community grants appears different for different gambling operators/difficult to get information on how some organisations operate/difficult to apply for funding

38...Acceptable to have distribution of profits being specific to the nature of the particular sector of the gaming industry

39...Gaming machine operators need clarification on distributions to "authorised purposes" so there is no confusion between the requirements of the licence issued by Internal Affairs and the requirements for income tax exemption/funds may be unwittingly applied to non-approved purposes

40...It is fair that an operator can allocate a maximum of 20% to one organisation enabling scope for larger projects

41...Allocation of gaming money needs more structure/consider long term benefits and value for money for a community rather than short term fixes

42...More control and allocation of funding centralised within Local Authority regions i.e. the numerous Trusts operating currently in varying boundaries and criteria could be pooled into T.L.A.'s to give critical mass and accountability, making auditing easier

43...Gaming money should remain in the current sectors of amateur sport, education and charitable organisations and not be spread even more thinly

44...Concerned that gaming profits be distributed fairly and equitable for community needs and in particular build community benefit through arts and cultural infrastructure/no removal of cultural activities from receiving funding from the proceeds of gambling activities/need to ensure certain

funds are earmarked for film and art

45...Profits from all types of gaming should be distributed by a single Government appointed commission to regional distribution offices who receive funding on a regional population basis

Issue 15 (continued)

46...Government should ensure that defined beneficiaries get maximum return from gaming profits

47...Query why operators need to advertise if their operations are profitable enough to pay for so much advertising

48...Operators must be recompensed as a commercial part of their business e.g. a set percentage of the gaming machine profits rather than only a fixed site rental sum/then they will attempt to maximise their return by maximising the bankings

49...Retain contribution to sporting codes at present level/currently sport doesn't get a disproportionate amount

50...Don't believe flagging horse racing industry should be supported by revenue from casinos/gaming machines

51...Expressed concern about increased demand for Lottery Grants Board money/funding to Lottery should not be reduced any more/groups providing services to community are reliant on Lottery funding

52...Gambling outcomes in New Zealand are more a wealth transfer from lower income groups to a few wealthier/middle to higher income causes

53...Concerned at the small percentage of casino profits distributed to the communities/profits benefit shareholders rather than the community

54...Suggest a field officer to investigate and evaluate grant applications in person (rather than written applications)/should ensure a fairer distribution of grants

55...Gaming profits are distributed to whoever they want/average person has no say

56...Concerned at casinos driving their income from the domestic market yet spending profits on the promotion of tourism

57...Need to improve current system of Lotteries Commission funding applications/time-consuming to apply for, inflexible and unreliable source of funding and inconsistent from region to region/unhappy with distribution decisions

58...Concern about some gaming establishments forming a "club" to hold a liquor licence in order to operate gaming machines, with the club members paid as employees out of profits/not well monitored

59...Propose that both systems for lotteries and non-casino gaming machines be dispensed with and instead one local committee for each district to match distribution with local issues better/T.L.A.'s already have a system in

place used by Hillary Commission. Money initially would be collected by one central body which oversees distribution throughout New Zealand

60...Would like to see a yearly "Lotto" where the profit was specifically for the health service

Issue 15 (continued)

61...The whole gaming industry should pay the same percentage distribution to authorised purposes, which should be based on gambling profit not net profit

62...Do not endorse the funding of statutory bodies through gaming proceeds/ such entities should be subject to ministerial accountability and vote funding

63...Concerned about stories abounding of abuse of the system/why have these not been addressed by Internal Affairs instead of changing the whole system

64...Any site operator that imposes conditions on potential grant recipients should be deterred by heavy penalties/education process of site operators better than any restructuring

65...Sufficient resources must be available to monitor distribution of gaming profits/tighter scrutiny needed and appropriate penalties imposed

66...Concerned about the exposure demanded of recipients of gaming profits/ should not be require to be exposed to commercial acknowledgement and required to patronise the revenue source

67...Distribution of funds from non-casino gambling is probably the most ad hoc and inconsistent method, open to abuse, may not always go to "charitable purposes"/needs a major overhaul/needs consistency for all licensed gaming machine operators

68...Not necessary to have a more even distribution of gaming machine profits/ not commercially realistic

69...Should not limit on what type of expenditure that non-profit organisations should use funds for

70...Unfair that an operator can't allocate more than 20% to one organisation/ no need to fix an upper limit

71...Gaming proceeds should be allocated to local areas on a weighted population basis

72...Support the way the racing industry distribute profits/they have acted responsibly and it works well

73...Should be a consistent allocation of funds/stream of funds guaranteed to the Hillary Commission for sport and recreation to assist stability, planning and overall strategic development/also to Creative New Zealand and Film Commission

74...Support the distribution of casino surpluses to owners

75...Maori and Pacific people should be specifically represented on organizations that deal with the distribution of community funds from gaming levies

Issue 15 (continued)

76...Disestablish Lottery Grants Board and replace with a national and local distribution system based on T.L.A. areas/or distribute profits direct to the three statutory bodies (no need for a middle man)

77...Biggest anomaly in gaming is allowing chartered clubs to retain all gaming proceeds after duty and GST and not make any donations to community groups/i.e. effectively operate as their own charity/should distribute some funds to community and contribute to problem gambling

78...The site rental payments to site operators need to be a percentage of net banking in order that the site operator gets a fair return

79...Concerned that 33% minimum for community grants is not sufficient and further concerned that some operators actively attempt to not pay that amount/suggest it be increased e.g. raised to 50%

80...Concerned about sport getting a disproportionate amount of community benefits/disagree with proposal by Sport Fitness and Leisure Ministerial Taskforce for at least 50% of all profits from gaming

81...Need to consider the overall strategic direction of a National Sporting Organisation so funding made available locally is consistent with their plans

82...Gaming operators should be free to choose, once they have met their tax and 33% minimum charitable contribution, whether they operate totally for community purposes like Lotto or follow a commercial model, like a casino

83...There should be no justification and encouragement of gambling using benefit to the community by way of funds as an excuse/concerned that the issue of accepting gambling funds for social programmes may be seen as encouraging gambling

84...Why can't gambling be used to fund the national health system?

85...Concerned if more gaming becomes private profit orientated rather than community purposes, alternative methods of community development will be addressed/a fine line needs to be established between public and private benefit

86...Don't involve local Council in distribution of non-casino gaming machine profits/seem not to be able to handle simple licensing issues/administration costs would be too high/already able to influence location and number of gaming sites/may be politicised

87...Funds should be available to support junior sports people at international level, having letters of reference from their national body and selected for New Zealand teams not just travelling as individuals for their own gain

88...Local authorities and community trusts could apply for funds

Issue 15 (continued)

89...The minimum return to the community of 33% should be abolished and the balance after operation of the trust and machines using best practise principles distributed. This should maximise the return to the community

90...National organisations involved in education programmes, safety, etc. (even though they provide services at community level) have little hope of obtaining funds from regional local sources whereas regional (local) organisations can apply to both New Zealand Lottery Grants Board and local sources for funding/"playing field" is not even. National organisations in the absence of vote funding depend on Lottery Grants Board funding which is currently not guarantee

91...Casinos with licences already should give a percentage of their profits to fund independent research into their impact on the local economy and the local community/this has never been undertaken/depending on findings there should be provision for the rescinding of the licence or greater taxation to compensate for cost to the community

92...Local Government in partnership with Central Government (through Lottery Grants Board) have played a leading role in the distribution of gaming profits to local organisations/strongly urge that these relationships should be continued and recommend that a proportion of gaming profit be allocated directly to local authorities for distribution

93...Lottery Grants Board allocations need closer scrutiny, too much Government interference/publish how and what money is spent on

94...Lotteries grants should be a top-up, not a foundation to a genuine community project

95...The separate grant funds such as Lottery Youth, Lottery Welfare and Lottery Aged should be maintained to ensure a balance of funding for all sectors of the community

96...Need an education programme so gaming requirements are understood by the community/need a more effective method for genuinely aggrieved groups to lay complaints

97...The funding of player subs or fees in sport should be stopped unless there are financial circumstances preventing individuals participating in sport

98...All casinos/racing/gaming machine profits should be treated the same way (one-third for community benefit, one-third for tax and one-third administration expenses of operator)/Lotteries Commission should contribute two-thirds for community benefit as no tax required

99...Should be agreed ratios for sport, arts, social need, environment, economic and community development determined with community involvement

100..Need to set up a gaming profit fund manager (a smaller regionally based agency like CNZ)/would be an ideal way of promoting the Arts at grass roots level

101..Opposed to regional distribution of proceeds from gaming/more bureaucracy/more overhead costs/less funds for distribution

Issue 15 (continued)

102..Expressed concern about Maori/Pacific Island and other ethnic groups not getting their share of community funding

103..Distribution of funds should be land-based percentage not population-based percentage

104..Should move to 50% Lotteries profits going to communities

105..Would like to see Government representation on local distribution committee

106..New Zealand Film Commission must get preferential treatment in terms of guaranteed level of income

107..Non-casino gaming machine profits should be divided between local and national purposes

108..Recommend changes to distribution of sports betting profits/should benefit the recreation and sport sector as a whole, rather than a few selected codes/increase share to sport/maximise retention of profits within New Zealand by limiting market share capture by offshore bookmakers

109..Recommend changes to distribution of casino profits/increasing and standardising community contributions between national and local interests/integration with other community benefit funding bodies/improved casino trust deed documents/monitoring and accountability of casino trust expenditure

110..Racing industry needs to access additional revenue streams/racing clubs are under financial pressure/should be able to access other forms of gaming in the form of gaming machines and casinos to revive their fortune

111..Racing Clubs are severely restricted in the benefit they may derive from gaming machines/preclude from authorised purposes the support of the commercial wing of the racing industry

112..Would like to see a larger proportion of Lotteries Commission funding allocated to Lottery Welfare, Lottery Individuals with Disabilities, Lottery Youth and Lottery Aged

113..Profits from gaming machines should be put into investment that leads to the development of New Zealand's economy and infrastructure

114..Distribution should be made by National Trusts which set their own criteria with respect to allocations adding credibility to the distribution process

115..Racing has no true profits to distribute/racing does not generate true profits because the suppliers of goods and services to racing are not

reimbursed/this is unfair and contrary to other forms of gaming where actual and fair costs are taken into account before profit is assessed

Issue 15 (continued)

- 116..Would like to see the establishment of The National Pacific Gaming Advisory Group headed by an advisory group of Pacific peoples responsible for the governance, monitoring and regional distribution of gaming profits to The Regional Pacific Gaming Trusts - similar to the COGS model
- 117..The minimum return to the community of 33% should be abolished/unfair that non-casino gaming machine operators risk losing their licence if they can't meet this obligation after fixed costs, levies, tax have been met
- 118..Concerned about site operators of gaming machines making significant amounts of money out of unjustified expenses claimed for gaming machines/ means less money going back to the community
- 119..Phrase "used by clubs for their own purpose" fails to adequately explain that the club's own purposes are a direct benefit to the community in which they are located (use of club premises by community organisations at little or no cost)
- 120..Don't want compulsory distribution of racing industry proceeds to charities/would be yet more taxation by a different name/should be discretionary, rather than mandatory
- 121..If there is to be limited commercialisation where Trust and site operator split the remaining profits (after tax and charitable contribution) then actual and necessary expenses for site operators should be abolished
- 122..Concern expressed about Maori tribal involvement in commercialised profit oriented gambling i.e. casinos, also in gaming machine operations
- 123..Maori should be able to share at least equal economic benefits as the Crown from gambling
- 124..The Crown should provide funding to reduce the need for sports and community groups to rely on gambling, in the way that has been done, the ban on tobacco sponsorship of sport

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 16 - Administration of gaming

- 01...Agree the six functions as listed by the Australian Productivity Commission are a useful classification
- 02...Casino Control Authority to monitor and govern operations of existing casinos/new separate body Casino Application Authority to determine all applications or renewals
- 03...Agree there should be one "big picture" policy framework for all forms of gambling encompassing taxation and ownership issues as well as industry regulation
- 04...Government/Internal Affairs should administer the "big picture" policy framework
- 05...No forms of gaming or key functions should ever be allowed to be carried out by independent bodies/it's Government's job
- 06...The policy and framework for gaming should be governed by the overarching principle of the promotion of community welfare
- 07...Agree that the determination of policy and the establishment and enforcement of a regulatory framework are a normal Government function but question the extent to which research needs to be undertaken and information disseminated to the public
- 08...Concerned about lack of Government action on gaming expansion/Government has a general tax take which may obstruct any attempts at reform/would like an independent body to monitor the social costs and benefits of gaming, with the power to recommend changes with some chance of being implemented
- 09...To leave the Government free to regulate, the Government should look at external, independent, licensed "Monitoring Operators"/inspectors to handle implementation, monitoring and validation of information
- 10...Recommend that the Government studies the Queensland example with a view to implementing a similar funding mechanism, which includes an official body monitoring regulations to uphold safer gambling industry standards
- 11...Concerned over lack of clear policy and control and lack of consistency/Government need a clear strategy in many areas considering both social and economic policy
- 12...Support concept of a single independent Gaming Commission/Authority to oversee the whole gaming industry regulation, monitoring, enforcement and

review/easily accessible to all gaming operators and licence holders/
suggest Liquor Licensing Authority or Totalisator Agency Bureau as a
model/remove Department of Internal Affairs/abolish the Casino Control
Authority

Issue 16 (continued)

- 13...Casino Control Authority far from being a model body is seriously flawed/
needs to be more realistic in its considerations/decisions/clear and
unequivocal independence needed from the gaming industry
- 14...The Casino Control Act needs to be significantly redrafted/there are
serious deficiencies
- 15...Racing should continue with present structure with the caveat that the
activities of the TAB be curtailed
- 16...Suggest an independent gaming division within Internal Affairs to cover
policy formulation/regulation/judicial review/funded by Government to
maintain a distance from gaming operators
- 17...Whatever structure/independent body is used for administration must be
cost effective and administrative effective and demonstrate its
effectiveness and commitment to consumer protection and the public interest
- 18...There should not be a single "big picture" policy framework for all forms
of gaming/administration and different functions should be carried out by
the body appropriate to that form of gaming/framework, however, should
recognise both local and national interests in licensing and regulation
- 19...Would be sensible to have one department handling the Casino Control
Authority and Department of Internal Affairs functions/do not need an
independent Casino Control Authority/less bureaucracy, decreased levies
and more efficiency would result
- 20...Government must commission valid and independent research into all aspects
of gaming as a sound basis for policy development like problem gambling,
gaming issues for Pacific Island, Maori and Asian, cross-border and
internet gaming, link between problem gambling and socio-economic status/
need to consider a levy on the industry to provide funding for such a
project/should update regularly e.g. every 5 years
- 21...Should be a mandatory levy on all operators to fund an independent gaming
regulator/enforcer
- 22...Need a seventh function for APC model of "overseeing the strategy for funds
distribution"
- 23...Abolish Casino Control Authority/presupposes Authority will continue to
issue more new licences against the public wishes
- 24...Department of Internal Affairs need to have the appropriate resources and
structure to provide a good level of regulatory compliance/insufficient
staff at Internal Affairs to administer gaming/inspectors not adequately
utilised to monitor gaming regulations/need to allocate more resources from
taxes collected

- 25...Central Government should develop national rules policies and frameworks recognising that different forms of gaming will require different treatment
- 26...Day to day community overview is critical although Government should have the overall responsibility for setting a policy framework

Issue 16 (continued)

- 27...Need to conduct a full social, economic and environmental impact study on the effect of the gaming industry on all aspects of life in New Zealand and develop a national database to monitor the economic and social sustainability on all forms of gambling
- 28...Policy and regulation (control and enforcement) of gaming should be the function of separate entities, both of which must act accountably and be constantly subject to public input
- 29...Casinos are stringently regulated by the Casino Control Authority and enforced by Internal Affairs at the operators expense. Likewise other codes of gaming need tighter controls/Internal Affairs should administer this role in a stricter manner than at present
- 30...Non-casino gaming machines should be hooked up to a central monitoring system e.g. Lotteries and Gaming Commission or Department of Internal Affairs so all profits are honestly accounted for/more accurate calculation of taxation, etc./easier system of ensuring compliance/auditing of gaming machines/all aspects of licensing can occur electronically/financial support would be needed to put this in place
- 31...Each form of gaming should be administered within their own gaming organisations and carry out functions only applicable to them
- 32...Believe the Department of Internal Affairs should consider exempting interest rate swaps and other derivative transactions from the application of the Gaming and Lotteries Act
- 33...No members of the judiciary who own shares in any gambling enterprise should be allowed to sit in judgement on any gambling related earnings/ judicial reviews/appeals
- 34...Should establish an office with comprehensive gambling control functions with a public health focus to be responsible for monitoring the social impact of gambling
- 35...Health impact assessment should be undertaken before any new or extended gambling product or services permitted, enabling management of the risks and adverse public health effects that gambling poses to society as a whole
- 36...There is a responsibility to ensure minority ethnic groups are adequately and appropriately represented in policy development and implementation
- 37...Government should establish a Responsible Gambling Advisory Board to advise and assist in developing and implementing its responsible gambling strategy/all gaming must be managed in a responsible sustainable manner
- 38...Legislative and policy "best practice" models for responsible and

sustainable gambling in Australia, North America, Britain and Europe should be investigated to determine "best practice" for New Zealand

39...Disagree that the 6 functions as listed by the Australian Productivity Commission are a useful classification

Issue 16 (continued)

40...The framework of the Hazardous Substances and New Organisms Act be used as a model for the introduction and management of gambling developments in New Zealand

41...Casino Control Authority would be the ideal organisation to be the control body overseeing the whole gaming industry

42...The gaming policy group should be removed from the Department of Internal Affairs and structured as a semi-autonomous policy office alongside an established Government Department

43...The role of the Casino Control Authority should be expanded to be responsible for regulation, licensing and supervision of both the casino and non-casino gaming sectors

44...Should be a new Minister of Gaming incorporating the responsibilities of the Minister of Racing and the Minister of Internal Affairs/current dual minister approach not consistent with a coherent approach to policy development and decision making

45...Existing supervision systems are inconsistent in both their application and impact and are not based on an objective assessment of risk factors or areas. Nor does the existing approach take into account compliance incentives

46...Cost recovery in relation to supervision should be extended to all sectors of the industry to ensure that different cost accountability issues do not artificially impact on surveillance policy decisions

47...On an objective assessment of risks, it is apparent that the current 24 hour seven day on-site approach applied to the two large casinos is inappropriate. We recommend this is replaced by an approach similar to that applied in England (intense testing of selected areas on an unannounced and non-continuous basis)

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 17 - Casino Control (Poll Demand) Amendment Bill

- 01...Poll should be binding and not over-ridden by the Casino Control Authority
- 02...Poll should not be retrospective/demand for a poll should be made prior to Casino Control Authority consideration
- 03...Poll should be taken into consideration but not to be mandatory on the Casino Control Authority
- 04...Important that people in community can demand a poll/support public input into new casino licence approvals
- 05...Casino Control Authority should be required to commission its own independent social impact report and receive favourable result before consideration given to new casino
- 06...Casino Control Authority seen to be biased/promoting rather than controlling casino applications/should be renamed Casino Promotion Agency
- 07...Other sundry changes/drafting issues to sections of bill
- 08...Other mentions of support for sections of bill
- 09...Retrospective nature of poll unfair on potential investors
- 10...Applications should be considered under legislation existing at time/feel Hamilton casino licence should be granted and not be affected further by above bill
- 11...One year interval unacceptably short between applications by any applicant for the same site/recommended times varied between five and twenty-five years
- 12...Support ninety days notice of issuing or renewal of licence
- 13...Social impact report should be balanced, that Tangata Whenua/Pacific Islanders and other ethnic groups should be consulted/considered
- 14...Applicants should not bear the costs of social impact reports
- 15...Costs of poll should be borne by community i.e. held by local authority and funded by ratepayers/not by applicants
- 16...Support one year interval between applications by any applicant for the

same area

- 17...Applicants should be entitled to respond and adapt to findings in a social impact report with a revised application without waiting one year
- 18...Social impact reports should only be required for new licences not renewals

Issue 17 (continued)

- 19...Any poll should be taken by an independent organisation with no bias in the design and attention paid to size of sample and result
- 20...This bill should not be an ad hoc change/should be addressed through the Gaming Law Reform Bill, the Moratorium Act and Extension, and not in isolation
- 21...Concerned at the huge disparity between licence applicants and opposing parties/need changes to remedy situation e.g. legal assistance to opposing party, broader interpretation of party status, restriction on amount of publicity by applicant, etc.
- 22...Local and national media should be constrained to present a balanced presentation of the debate
- 23...Recommend an interval of twenty-five years for a further application from a refused applicant but only ten years for a different application with no connection to the first one
- 24...Unnecessary for Casino Control Authority to commission its own independent social impact report when applicant has submitted one/would add to complexity and cost and duplication of effort
- 25...Existing procedures already provide an adequate and appropriate level of community participation and changes are unnecessary
- 26...The bill could undermine the role of the Casino Control Authority as an expert body appointed by the Government to assess and determine the merits of licence application
- 27...Casinos face a more stringent licensing process than other members of the gaming industry and any other industry
- 28...Support applicant providing social impact report but with the ability of Casino Control Authority to commission a further report if applicants found to be deficient
- 29...New casino applications need more public participation, but not for renewal applications/no sense in poll demand at the end of the licence period, track record speaks for itself
- 30...New licence applications and licence renewals should be treated as distinctly different categories/renewal process should be modified to be less onerous
- 31...Suggest a 5-10 year licence review period (not 25 year), similar to licensed drinking premises/if non-compliance, breaches of law or negative effects outweighing benefits, local communities should have the right of veto determining the fate of the casino

32...Concerned at impact on current Riverside Casino Ltd. application and recommend a transitional provision

33...Concerned about any further applications for premises licences filed before the coming into force of the Bill, if enacted, if the current moratorium is not extended until after then

Issue 17 (continued)

34...Concerned that the Bill would alter substantially the criteria determining whether current premises licences should be renewed

35...Concerned about inclusion of costs of any poll in application fee/ unknown costs of any poll and poll fee not returnable if poll not needed

36...Reasons for not more than one application in the same area by the same application in any one year not understood/could be circumvented by applicant setting up a different company and any hearing and decision is likely to take more than a year from date application filed and no definition of "same area"

37...If it is considered appropriate that the Casino Control Authority commission a social impact report on a proposal then the Casino Control Authority recommends that the requirement for the applicant be deleted/ the Casino Control Authority would be willing to undertake the function but the application fee would need to be reviewed

38...Some of the points the social impact reports should cover are already within the province of the economic impact report

39...The terms used in defining the content of the social impact reports are vague and cause practical difficulties

40...Concerned about eligibility of members of the public to demand a poll/ definition of "area affected by the casino premises licence"/practical difficulties and cost in verifying whether demands have come from 10%/ the form the demand must take

41...Concerned about notification of Casino Control Authority decisions/the newspaper advertising and the form or setting out of the statements therein

42...Concerned that one year insufficient time to deal with a renewal licence with the increased requirements of the Bill/concern for the casino operation after expiry date if no decision made within the year

43...Casino Control (Poll Demand) Amendment Bill is a disaster appearing to encourage casino licensing and to preventing community opposition to be considered in the licensing procedure

Gaming Reform in New Zealand

Towards a new Legislative framework

Issue 18 - Casino Control (Moratorium Extension) Amendment Bill

- 01...Gaming review should include repeal of the Casino Control (Moratorium Extension) Amendment Act/strongly disagree with an extension on the moratorium for casino licences
- 02...Parameters for a community poll sponsored by local authorities should be set by the Casino Control Authority to ensure independence from elected local government representatives
- 03...Casinos are licensed only when they result in a "net benefit" to the community. "Net benefit" should be expanded to include entertainment and employment opportunities in addition to gaming opportunities
- 04...Proposed new licensing provisions for casino premises licences should apply to all applications including those lodged prior to 16 October 1997
- 05...Other sundry changes/drafting issues to sections of bill
- 06...The bill does not seek to deal with the fundamental issues of problem gambling/not addressing the greater negative effects outside casinos
- 07...Aggrieved that Rotorua Casino Ltd. was penalised/missed out for undertaking extensive community consultation first instead of submitting an application at first opportunity and before talking with community as Hamilton did/unfair/racist
- 08...Research amongst American Indians suggests that a Rotorua casino/other casinos would have provided employment and economic independence for local Maori and positive social and economic benefits that outweigh the negative
- 09...A Rotorua casino run by Maori would be able to best deal with their own people who have gambling problems
- 10...Moratorium on casinos has been ineffective/resulted in a proliferation of casino-bars
- 11...Astounded at members of parliament making racist remarks about the perceived inability of Maori to run businesses and to make decisions about their communities when numerous studies support that tribal owned and operated casinos are some of the best run, most profitable and most responsible casinos in the world

