Bedding down the Gambling Act

With all of the Gambling Act’s provisions in force from 1 July 2004 we are now in a period of bedding down the Act, and all involved – the sector, the community and the Department – are adjusting to the new rules.

This issue of Gambits provides information aimed at helping develop a better understanding of what will be required under the Act. This includes:

- the Department’s Enforcement Policy
- a discussion about the myth that taking action against gambling operators who break the law harms the community
- information about licensing, including:
  - applying for a licence
  - why five societies lost licences in July
  - incomplete applications
  - the launch of a licensing compliance operation
  - “significant influence” and “associated persons” in casinos
  - licence amendments and notifications
  - staggered licensing dates
  - electronic licensing
  - numbers decline

Several gambling operators have recently argued incorrectly that, because some provisions of the Gambling Act had not been discussed in Gambits, they did not have to comply with them. Gambits is a useful summary of recent work done by the Department and of significant current issues in the gambling sector. However, it is not the source of all knowledge about gambling. Gambling operators should also be familiar with the Gambling Act, other relevant legislation and formal documentation, most of which is available on the Department’s website.

Reading Gambits is not a substitute for obtaining independent, professional legal or financial advice.
Enforcement Policy for gambling sector

The Department of Internal Affairs has published its *Gaming and Censorship Regulation Group Enforcement Policy* covering its enforcement activity in the gambling sector.

The *Enforcement Policy* applies to the Department’s activities in relation to casinos, gaming machines in pubs and clubs and all other gambling regulated by the Gambling Act. Copies are available on the Department’s website, [www.dia.govt.nz](http://www.dia.govt.nz).

The policy defines which matters the Department will deal with and lists the criteria for initial investigations, full investigations and interventions.

**Enforcement profile**

The Gambling Act gives the Department’s Inspectors wider responsibilities than they had under the now repealed Casino Control Act and Gaming and Lotteries Act.

The Department’s jurisdiction now also includes crimes of dishonesty relating to gambling (section 332(d)).

This means that, as well as ensuring that gambling is conducted according to the law, it will deal with gambling-related fraud, money laundering, illegal grants and other matters.

All Inspectors will contribute to this work. An Investigations Unit has been formed (see *Gambits* June 2004, p.34) and the Department will work closely with other agencies, including Police, and the Inland Revenue Department.

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**Bedding down the Gambling Act**

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- implementation dates for regulations and other rules, including:
  - Minimum Operating Standards for casinos
  - rules for operating gaming machines in pubs and clubs
- casinos excluding problem gamblers
- age and gambling restrictions for staff
- Electronic Monitoring System
- and more.

Details of the regulations setting out how much societies can pay pubs to host gaming machines are not included in this issue. The regulations are expected to be announced in the 2 September 2004 issue of the *New Zealand Gazette*. The full text of the regulations will be on the Department’s website and there will be publicity about them.

The Department’s intention is to start the new regime as it intends to continue by providing as much information as possible to the sector and the community to encourage voluntary compliance, and promptly taking firm, fair action against non-compliance.
Priorities

The Department will consider the relative risks associated with different forms of gambling to ensure that it focuses its resources on the most significant risks to be managed and problems needing to be addressed.

The Department’s current focus is what the Act calls class 3 and 4 gambling. Class 3 is larger lotteries, housie and other games of chance with prizes of more than $5000, and class 4 is gaming machines in pubs and clubs.

Regulatory tools

To support its overall approach, the Department uses a balance of tools from what is known as the “regulatory pyramid” (below).

Education and persuasion are at the base of the pyramid as the Department assumes that voluntary compliance is most likely when the sector and the community understand what the law requires.

Licensing is the next level because it applies to many, but not all, gambling operators. Those not licensed still need to comply with the Act. Audits and inspections, investigations and sanctions make up the next three tiers.

A key focus of the Enforcement Policy is to guide how the Department will address issues in the top two tiers of the pyramid.

Investigation and enforcement process

The Policy sets out the Department’s investigation and enforcement process, from sources of information, through processing information and initial responses, to interventions.

Ultimately, the Policy is about ensuring that the decisions made about enforcement activity are, and can be shown to be, robust and consistent.

All decisions should:
- reinforce positive attitudes to compliance in the community and the sector
- apply the principles of natural justice
- stand up to public and legal scrutiny and challenge.

Appropriate action

It is important to note that the regulatory pyramid and the more detailed interventions hierarchy described in the Policy do not mean that the Department will always start with the lowest level of intervention.

The Department will take the action appropriate to the circumstances of each case.

The Policy will be used to help ensure that the correct level of action is taken each time.
Cancelling gambling licences can lead to more money for the community

After a pub’s gaming machine licence was cancelled recently, it was reported that the decision would mean that the local community would lose money, i.e. $390,000 in grants from the society that owned the machines.

It was typical of statements made whenever the Department of Internal Affairs cancels or suspends a gambling licence. Such statements are at best misleading and are often simply incorrect. At least one third of the money gamblers lose on machines should go to the community. That is, $1.17 million a year at this pub, of which community groups received $390,000 in grants.

In reality, neither the amount gambled nor the amount available as grants decreases when licences are cancelled or suspended. When machines are turned off gamblers do not stop gambling. They go to other venues.

Of course, when gamblers go to a different venue that venue might be owned by different people and the machines there might be owned by a different gaming machine society.

In that case the money available for grants to the community does not reduce, but the gambling operators who broke the rules get less.

It is worth noting that the most common problems found in audits are inaccurate record keeping and incorrect banking.

While such breaches directly reduce the amount of money available to the community, all the rules aim to maintain the integrity of gambling operations and reduce the opportunities for crime.

The Department’s enforcement actions are against behaviour, individuals and organisations that breach the Gambling Act.

The rules are about ensuring that money raised for the community gets to the community. When the rules are broken, the community misses out.

Cancellations and suspensions help increase the integrity and efficiency of the gambling sector, and that can increase the amount of money available to the community.

All GCR staff can be contacted by phoning the Department’s toll-free number 0800 257 887
In the last few years the Department has deliberately taken a higher profile within the sector, employing more inspectors, more actively providing information and not holding back from taking enforcement action when required.

All the Department’s enforcement actions should be seen as having a strong educative element for both the society involved and for all others in the sector. One reason for taking enforcement action is to correct breaches, while another reason is to be a deterrent to others.

There appears to be better voluntary compliance in the sector as a result of the policy of providing as much information as possible and taking enforcement action when that information is ignored or not acted on. It is important to note that the Department is not obliged to issue a formal warning before taking other enforcement action. It will take action appropriate according to the circumstances of each case.

Where necessary, the Department follows up societies whose gambling operations are wound up to ensure that all money available is recovered and distributed correctly. There is also follow-up of individuals involved.

The Gambling Act includes much stricter suitability checking requirements than the previous legislation. If you are a key person in relation to a licence that has been cancelled or suspended, you may be prevented from being involved in future gaming machine operations.

Recent enforcement actions

A summary of a suspension imposed since the June 2004 issue of Gambits was published follows on page 6. Summaries of previous cancellations and suspensions were published in earlier issues of Gambits.

continues page 6
Applying for a Gambling licence

Some gambling operators have been telephoning the Department to discuss licences and then asking, and at times demanding aggressively, that the Department give assurances that a licence will be issued even though the operators have not yet applied for one.

The Department does not issue gambling licences over the telephone. The Gambling Act requires that, if an organisation wants a gambling licence, then it must formally apply for one.

When an application is made the Department will check that all the information required by the Act has been provided. Only if it is satisfied that the application complies with Act can it issue the licence.

The following information was published in the June 2004 issue of Gambits and its advice is worth repeating.

The Department is not a legal or financial advisor

Gambling sector organisations often ask the Department for what are, in effect, legal opinions, “letters of comfort” or to negotiate arrangements that are business decisions.

It is important that the sector understands that the Department is not a legal advisor and does not give legal opinions.

It can, and does, explain its role and what the law states. This is very different to advising how an organisation should structure its operations or how it might avoid or get around its responsibilities under the Gambling Act.

The Department will not give “letters of comfort” or informal approvals of proposals. To do so would be highly inappropriate, as it would prejudge the result of an investigation, of a licensing application or a compliance matter.

Likewise, the Department is not a financial advisor and does not make business decisions for organisations. The boards of gaming machine societies and the management of venues are responsible for decisions about how they spend money and what actions their organisations take.

The Department is more than happy to meet and communicate with gambling sector organisations to explain what the law states. It will always respond according to the provisions of the Gambling Act. That is, it applies the law and cannot “negotiate” arrangements with any person or organisation.

Where an organisation needs to apply what the law states to the specifics of its own business practices, the Department advises it to get independent, professional legal or financial advice.

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Suspension
Poroporo Rugby and Sports Club (Whakatane)
The Poroporo Rugby and Sports Club had its gaming machine licence suspended for two months from July 31 and was warned that if it wants to continue to operate gaming machines it must put systems in place to ensure compliance.

An audit showed that $15,658.38 of the club’s gaming machine profits was unaccounted for. Whether this was theft, fraud or just bad accounting practices, this is over $15,000 that has been lost to the club and its members.

To a large extent the club brought this loss on itself. It had consistently not followed the rules for recording gaming machine profits and banking.

There are strict rules for record keeping and banking. Gaming machines are a high turnover, cash only operation and banknotes and coins are extremely difficult to track. If the rules are not followed then operators leave themselves wide-open to the risk of losing their money.
Five lose licences in first month of Act

Five gaming machine societies had their gambling operations closed down in July when they did not reapply for new licences before their existing licences expired (section 56(6)). The Gambling Act does not allow gambling operators to operate gaming machines on an expired licence. They must have a valid, current licence to operate gaming machines (section 31). The only exception is if a complete renewal application is received before the existing licence expires, then the society can continue operating its machines while the Department considers the application.

The licensing requirements of the now repealed Gaming and Lotteries Act were not as explicit and gambling operators could operate on expired licences for extended periods of time.

The Department has repeatedly advised the gambling sector that the new Act would introduce much stricter licensing rules, which would make it much harder to get a gambling licence and much easier to lose it. All the Act’s provisions were in force by July 1, including the new licensing rules. An immediate result was that, when five societies did not comply with the new licensing rules, their gambling operations were closed down.

Apply before expiry

The Act states that if a renewal application is not received before the existing licence expires, the licence is no longer valid and all the society’s machines at all its venues must be turned off. If any machines are not turned off the society can be prosecuted for operating illegal gambling.

A society whose licence expires can reapply for a new licence but it cannot turn its machines back on until that application is approved.

The Act requires the Department to check individual’s and organisation’s suitability before it can issue a licence. These checks are likely to take at least several weeks and could take significantly longer if there are problems or if it is a complex application. At the end of that time, the decision might be to decline to issue a new licence.

Help from the Department

The Department is strongly advising all societies to submit their renewal applications a few weeks before the licence expires so, should the applications be returned by the Department, they have sufficient time to re-submit before the expiry date.

The Department will return incomplete applications (see story at right) and explain why they were returned. A society can use that information to fix the problems in their renewal application but it must give itself enough time to do so.

Incomplete applications could mean licences expire, machines turned off

Gaming machine societies that submit incomplete applications for renewal of licences put themselves at risk of their licences expiring and their machines being disconnected.

The Department will promptly return incomplete applications for renewal, along with any application fees (section 56(3)). If a society does not resubmit its application before the renewal date of its licence, the licence will expire and the machines will have to be disconnected (section 56(6)).

The Department strongly advises all societies to check their applications thoroughly before submitting them.

The Department is happy to explain what the law states but cannot fill out applications for societies. If they require further information about completing licence applications the best person to contact is the Department’s Licensing Manager, Steve Brunton, steve.brunton@dia.govt.nz, telephone 04 494 0679 or telephone 0800 257 887 and ask for a Gambling Inspector in the Licensing Unit.
Licence renewal: gaming machine compliance issues

The Gambling Act has given the Department of Internal Affairs the responsibility to address issues with gaming machines in pubs and clubs that could not be adequately dealt with under the previous Gaming and Lotteries Act.

Specific issues include:

- preventing unsuitable persons being involved in gambling operations (sections 52(1)(h), 67(1)(c), 67(1)(d) and 68)
- ensuring that the possibility of children and teenagers under 18 gaining access to gaming machines is minimal (section 67(1)(b))
- banning “gaming shops”, i.e. venues where gaming machines are the main activity (section 67(1)(k))
- ensuring gaming machines are not operated unless the venue’s normal business is also operating at those hours (section 70(1)(i)).

The key change brought by the Gambling Act is that these are now mandatory requirements written into law by Parliament. Previously, the Department had limited authority to deal with these issues by having its staff draft licence conditions.

The Department will address these issues as applications are made to renew licences. About 75% of licences expire in September. The Act states that the Department must refuse to grant or renew a licence unless it is satisfied that all the mandatory requirements have been met (sections 52 and 56).

Suitability

Suitability of persons became a concern because, sometimes when licences were cancelled, the individuals involved would set up or move to another gambling operation.

“Determining suitability” under the Gambling Act includes investigating:

- previous convictions
- history in the gambling sector (including involvement in licences that had been cancelled, suspended or declined for renewal)
- receivership, liquidation or bankruptcy
- financial position and credit history.

R18

The previous legislation included no age restriction for people gambling on gaming machines.

To try to prevent children gambling, the Department drafted a licence condition linking gaming machine licences to restricted liquor licences. The gambling sector was taking legal action against this condition when the Gambling Act was passed last year.

Now the law requires both societies and venues to ensure that people aged under 18 do not have access to gaming machines.

‘Gaming shops’ and trading hours

In recent years some venues have opened as “pubs” but they do little or no business and their primary activity is gambling. There have also been concerns about some venues operating their gambling area but having their bars closed.

The Department’s interpretation of the Gaming and Lotteries Act was that such venues were illegal, in that the Gaming and Lotteries Act allowed gambling to be licensed as a form of community fund raising only and not for commercial or personal gain.

At times it was difficult to prove what was the primary activity at a venue, because the previous Act did not require venues to provide financial information and many refused to do so.

The Gambling Act explicitly states that gaming machines must not be the primary activity and requires venues and societies to provide
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financial and other information as requested (sections 117(1), 332 and 333).
Assessment of whether the venue is used mainly for operating gaming machines is based on a variety of factors, which are likely to include (but are not limited to):
• in the case of existing venues, an assessment of financial records relating to the venue (for example, a comparison of the proceeds raised from gaming machines with the revenue from other sources).
• in the case of newly established venues, requesting evidence (e.g. financial statements) to show that the venue has been operating as a successful business without gaming machines.
• examination of venue floor plans and/or physical inspection of the venue (for example, to determine what proportion of the space is devoted to the gambling activity as opposed to other activities).

Because the circumstances of individual venues vary so widely, it is not possible to make hard-and-fast rules and formulas for determining whether a venue’s main activity is class 4 gambling.
Determinations will be made on a case-by-case basis, although the Department will continue to make internal checks to ensure that its decisions are broadly consistent.

Licensing

This is a point that has been made before but is worth repeating here.
The Gambling Act treats licensing as a key part of compliance.
The Act does not give a right that a gambling licence will be granted unless the Department can show why it should be declined. It states the opposite. The Department must decline to grant a licence unless the applicant proves itself suitable.

‘Significant influence’ and ‘associated persons’ in casinos

With the disestablishment of the Casino Control Authority, the Department of Internal Affairs now has responsibility for determining and approving associated persons in casinos.

The Gambling Act requires that people who have a significant influence in relation to a casino licence must be investigated by the Department to assess their suitability as an associated person.

What is significant influence?
Under the Act people are considered to exercise a significant influence in a casino when they are someone who (section 7):
• is, or will be a director of a casino licence holder;
• is, or will be the chief executive or a senior manager of a casino;
• owns or will own shares directly or indirectly, in the holder of a casino licence where those shares confer 20% or more of the voting rights of shareholders in any class.

In addition, significant influence in a casino includes any influence that the Department or the Gambling Commission (where relevant) considers to be a significant interest in the management, ownership or operation of a casino.

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Guidelines on the scope of significant influence are available on the Department’s website www.dia.govt.nz.

The Department advises casino operators to seek the assistance of a chartered accountant or similar when considering significant influence guidelines and assessing circumstances that might confer significant influence in relation to their casino licence.

**Informing the Department**

Both prospective associated persons and casino licensees have a responsibility to provide the Department with information in relation to persons who have, or are about to have, a significant influence in a casino. These responsibilities include:

- A person who acquires a significant influence in a casino but has not been approved as an associated person must inform the Department and each holder of a casino licence for the relevant casino that they have acquired that significant influence (section 151).
- Where possible, a casino licence holder must apply to the Department for approval of a person before they acquire a significant influence in a casino. The application must be on the relevant form, which is available from the Department (section 152).
- As soon as a casino licence holder becomes aware that a person has acquired a significant influence in the casino, they must advise the Department (section 153).

The Department may at any stage receive or obtain information about the degree of influence a person has in relation to a casino licence.

**Assessment of suitability**

Suitability criteria are specified in section 124 of the Act. Vetting enquiries and requests for personal information are extensive and thorough. The Department is responsible for undertaking investigations and enquiries into the suitability of individuals holding (or about to hold) a significant influence in a casino.

Once the investigations are complete the Department will decide to either approve or refuse to approve the person as an associated person.

The Act requires that any person refused status as an associated person must not acquire, or continue to hold the position or interest that confers the significant influence.

An assessment of suitability includes, but is not limited to, the following:

- criminal history
- credit history
- financial position, including any relevant shareholding
- business skills (where relevant)
- management structure (where relevant)
- previous employment history.

The Department’s fact sheets, available on its website, contain more detailed information about the associated persons process.
Amendments and Notifications under the Gambling Act

The Gambling Act requires corporate societies that operate gaming machines to notify the Department and/or apply for a licence amendment if they propose to make changes that affect their licences.

The Department has produced a standard form for both notifications and amendments, which is available on the Department’s website at www.dia.govt.nz, e-mail to gaming.compliance@dia.govt.nz or by phoning 0800 257 887.

Notifications

If a society experiences a change in circumstances and a notification is required under the Act, the society must inform the Department and provide details about the change either before the change occurs or as soon as practicable afterwards.

The events that trigger notifications in relation to class 4 gambling are set out in sections 54 and 71 of the Act and include the following:

- the corporate society or a key person is convicted of a relevant offence
- the society or key persons are placed in receivership, go into liquidation or are adjudged bankrupt
- the society or key persons breach a rule of racing under the Racing Act
- key persons cease or become incapable of performing their duties
- changes are proposed to the society’s governing document that might affect compliance with the Act or the society’s licence
- a venue manager or venue operator changes
- the nature of a venue changes
- a society does not conduct gambling at a venue for more than 4 weeks.

The form also contains a provision allowing a licence holder to notify the Department of the disposal of gaming machines under section 83 of the Act. Such notification must be made within 20 working days of disposal.

There is no fee attached to a notification. However, the Department may require a society to apply for an amendment (and pay a fee) as a result of a notification.

Amendments

When a society wishes to amend its licences, an amendment application must be made, using the prescribed form and enclosing the prescribed fee. The current fees are $344 for an amendment to an operator’s licence and $258 for an amendment to a venue licence.

Societies should ensure that their applications contain all of the information necessary to effect the amendment, or they risk delaying implementation of the proposed change. The Department may ask for further information and will return the application and fee if the application is considered incomplete.

Amendment applications will be scrutinised with the same rigour as applications for new licences. The criteria for amendments are set out in sections 57 and 73 of the Act. Amendments must be sought where a society wishes to:

- change its authorised purpose statement
- change problem gambling policies
- change procedures relating to the consideration and distribution of grants
- add a key person
- change gambling equipment
- increase the number of machines
- change a condition of a licence.

Though a change in gambling equipment
Staggered dates for gaming machine licences will reduce delays

To help spread workload and reduce possible delays, the Department will be using the new licensing provisions of the Gambling Act to stagger the expiry dates of gaming machine licences.

Currently, about 75% the 660 operators’ licences and their associated 2,000 venue licences expire in September each year.

All corporate societies that have a licence renewal date up to and including 30 September 2004 should, by the publication date of Gambits, have been advised of the background to the project and how it will impact on them.

Those societies that have renewal dates after September 30 will receive their communication during September.

There is still scope for discussion with societies about their specific circumstances, if required.

Compared to some of the other changes brought about by the Act, this particular change is quite straightforward. Even so, it is a major undertaking with 90% of societies directly affected by the project.

The key feature is that licence renewal dates will be a few months after the end of each society’s financial year. This will ensure that complete and current financial information is available, making it easier for societies to complete their renewal applications.

To align the licensing period with each society’s financial year, most licences issued in 2004-05 will be for slightly less than a year and some will be for slightly more. The licensing fees will be adjusted on a pro rata basis so that there will be no financial penalty or advantage for any society.

After that year, licenses will be issued for one year. As the new system is put in place it can be fine-tuned as required.

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naturally triggers an amendment application under the Act, the Department has decided that only the addition of gambling equipment will attract the amendment fee. In this context “additions” include:

- game conversions
- retrofits or upgrades
- an increase in the number of machines that may be operated at a venue
- adding new machines
- adding machines from storage
- adding machines that have been removed from another venue.

Personal Information Forms

When a society wishes to add a key person to its class 4 operator’s licence an amendment application is required. A Personal Information Form must be submitted for each new key person. The Department has recently returned a number of Personal Information Forms that were unaccompanied by amendment applications or the requisite fee.
‘LicenceTrack’ – Internet-based licensing system under way

Gambling sector organisations will soon be able to lodge applications to amend operator and venue licences through the Department of Internal Affairs’ website, www.dia.govt.nz

Department staff have been using a new licensing and compliance system, “LicenceTrack”, for several months and are planning a staged approach of on-line services for external users. Gambling operators will be advised of the implementation dates as soon as they are finalised.

The new system will initially allow electronic applications to:
- update society details
- add new key persons and submit personal information
- change the authorised purpose for which net proceeds will be applied or distributed
- change problem gambling policies
- change methods, system or policies for the consideration of applications for the distribution of net proceeds
- notify changes in the circumstances of key persons
- change gambling equipment at a venue:
  - process new gaming equipment
  - process game conversions
  - process game movements
  - process game disposals
- increase the number of machines at a venue
- change venue licence conditions.

Invoices will be generated at the time of lodgement and applications will be processed as soon as the Department receives the required licensing fees. Applications for renewals will be introduced at a later date.

Gaming machine numbers continue decline; future numbers depend on council policies

Figures released by the Department of Internal Affairs show that gaming machine numbers in pubs and clubs have continued to decline, a trend that started when the Gambling Act was passed in September 2003.

What happens to the numbers of venues and machines in future will depend to a large extent on city and district councils’ gambling venue policies.

Under the Act, councils have consulted with their communities to develop their gambling policies.

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Communities can choose to prevent any new machines being installed and new venues opening, and can close down gambling operations at some existing venues. Alternatively, they can choose to impose no limits on possible growth in the number of venues or machines in their area; or they can have a policy between these two.

Under the Act:
- no machines can be added to any existing venue without first getting council consent
- no new gambling venues can open without first getting council consent
- councils could require societies operating at gambling venues that did not have a licence on 17 October 2001 (or that did have a licence then but did not have one for a period of six months or more after that date) to get rid of all their gaming machines, or to reduce the number of machines at those venues.

Councils’ role is to decide on numbers and venue locations for their areas.

The Department’s role is to investigate the suitability of individuals and organisations that apply for a gambling licence. This includes:
- ensuring that they will prevent people under 18 using gaming machines
- ensuring they apply harm minimisation policies
- checking for convictions
- checking their history in the gambling sector
- ensuring financial viability
- receiving complaints
- carrying out audits and investigations.

More detailed information about gaming machine numbers, including local figures, will be available from the Department’s website soon.

Go to [www.dia.govt.nz](http://www.dia.govt.nz), click on “gambling”, then click on “gambling statistics”.

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1. “Corporate societies” are the organisations that own gaming machines.

<table>
<thead>
<tr>
<th>Gaming machine operations licensed as at</th>
<th>Societies¹</th>
<th>Venues</th>
<th>Gaming machines</th>
</tr>
</thead>
<tbody>
<tr>
<td>30 June 2003</td>
<td>699</td>
<td>2,122</td>
<td>25,221</td>
</tr>
<tr>
<td>22 September 2003</td>
<td>685</td>
<td>2,100</td>
<td>23,083</td>
</tr>
<tr>
<td>31 December 2003</td>
<td>672</td>
<td>2,031</td>
<td>22,734</td>
</tr>
<tr>
<td>31 March 2004</td>
<td>661</td>
<td>2,007</td>
<td>22,646</td>
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<tr>
<td>30 June 2004</td>
<td>641</td>
<td>1,970</td>
<td>22,497</td>
</tr>
</tbody>
</table>

¹. “Corporate societies” are the organisations that own gaming machines.

If you have any questions about articles in Gambits, would like further information or have comments about what information we could provide to make Gambits more useful to you, please contact

Vince Cholewa: Ph: (04) 495 9350 or 027 272 4270
E-mail: vincent.cholewa@dia.govt.nz
**Gambling Act implementation dates**

All provisions of the Gambling Act are now in force. Some of these provisions require regulations, game rules, minimum standards and other controls to be implemented.

The following table lists key dates. Regulations being developed are listed but dates cannot be provided for these until decided by Cabinet.

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 September 2003</td>
<td>Parliament passed Gambling Act</td>
</tr>
<tr>
<td>September 18</td>
<td>Governor General gave Royal assent</td>
</tr>
<tr>
<td>September 19</td>
<td>No new casino licences can be granted</td>
</tr>
<tr>
<td></td>
<td>Existing casinos cannot increase gambling operations</td>
</tr>
<tr>
<td>September 22</td>
<td>Post-17 October 2001 sites limited to nine machines</td>
</tr>
<tr>
<td></td>
<td>All sites limited to actual number of machines on site, no increases without Territorial Authority consent and Department amending licence</td>
</tr>
<tr>
<td>15 January 2004</td>
<td>Advertising of overseas gambling prohibited</td>
</tr>
<tr>
<td>March 18</td>
<td>Bank note acceptors on all machines in pubs, clubs and casinos must not accept notes greater than $20</td>
</tr>
<tr>
<td></td>
<td>Territorial authorities to have developed Class 4 gambling venue policies</td>
</tr>
<tr>
<td>July 1</td>
<td>All remaining provisions of the Act come into force</td>
</tr>
<tr>
<td></td>
<td>Game rules for Class 1 to 3 gambling (i.e. housie, raffles, games of chance etc)</td>
</tr>
<tr>
<td></td>
<td>Minimum standards for gaming machines in pubs and clubs</td>
</tr>
<tr>
<td></td>
<td>Minimum operating standards for casinos</td>
</tr>
<tr>
<td></td>
<td>Gambling (Fees and Revocations) Regulations 2004</td>
</tr>
<tr>
<td></td>
<td>Gambling (Forms) Regulations 2004</td>
</tr>
<tr>
<td>September 1</td>
<td>Game rules for Class 4 gambling</td>
</tr>
<tr>
<td>September 2</td>
<td>Regulations for venue expenses for Class 4 gambling (gaming machines in pubs and clubs)</td>
</tr>
<tr>
<td>Dates to be confirmed</td>
<td>Possible regulations for:</td>
</tr>
<tr>
<td></td>
<td>Prohibited prizes</td>
</tr>
<tr>
<td></td>
<td>Harm minimisation</td>
</tr>
<tr>
<td></td>
<td>Gaming machine profit distribution and accountability</td>
</tr>
<tr>
<td></td>
<td>Problem gambling levy</td>
</tr>
<tr>
<td></td>
<td>Infringement notices</td>
</tr>
<tr>
<td>18 March 2005</td>
<td>Casino branding banned. That is, gaming machine venues will not be able to use “the word casino, or any other word or get-up, in a way that conveys the impression that a place is a casino and accessible to the public” (section 121).</td>
</tr>
<tr>
<td>Progressively rolled out from 2005 to 19 March 2007</td>
<td>Electronic monitoring system for Class 4 gambling</td>
</tr>
</tbody>
</table>
Casinos excluding problem gamblers

Since 1 July 2004 casinos have been using their powers under the Gambling Act to exclude problem gamblers (sections 308, 309 and 310).

The Act requires all casinos to have developed and implemented harm minimisation policies. These policies include casino staff identifying problem gamblers, issuing exclusion orders to prevent identified problem gamblers entering, and enforcing self-exclusion orders on people who have identified themselves as problem gamblers.

The Department will continue to monitor compliance with these provisions through a combination of regular reporting by casinos, auditing and investigations.

The numbers of exclusion orders issued in July 2004 were:

<table>
<thead>
<tr>
<th>Exclusion orders issued</th>
<th>Sky City Auckland</th>
<th>Sky City Hamilton</th>
<th>Christchurch</th>
<th>Dunedin</th>
<th>Sky City Queenstown</th>
<th>Wharf Queenstown</th>
<th>Totals</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>16</td>
<td>2</td>
<td>4</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>22</td>
</tr>
<tr>
<td>Self-exclusion orders</td>
<td>56</td>
<td>5</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>68</td>
</tr>
</tbody>
</table>

Minimum Operating Standards for casinos

The Gambling Act gives the Department of Internal Affairs the power to specify Minimum Operating Standards (MOS) for casinos (section 141).

The Act deems that all internal operating controls approved by the now disestablished Casino Control Authority are deemed to be MOS (section 123).

The Department is reviewing and, where necessary, revising the existing internal operating controls to ensure that they are consistent with the new legislation.

MOS for the design and manufacture of chips and for records and notifications will be in force from 1 October 2004.

Casino operators are being consulted during the continuing reviews. If they require further information, the best person to contact is the Department’s Operational Policy Manager, Kate Reid, kate.reid@dia.govt.nz, telephone 04 494 0674.
OPERATING GAMBLING

Rules for operating gaming machines in pubs and clubs

Game Rules for Class 4 Gambling
One of the features of the Gambling Act 2003 is provision for the Department to make “game rules”. While the Act brings about a large number of changes to the regulation of gambling, the basic tasks associated with the operation of gambling equipment, e.g., removing and recording cash from gaming machines, dealing with hand pays and hopper refills, recording weekly “ takings” and dealing with player disputes or machine malfunctions, will be largely unchanged.

Game Rules are expected to come into force on 1 September 2004. They have a similar effect to regulations made under the Act, and will apply to:

• the playing and participation in games played on gambling equipment
• the systems, processes, information and documentation associated with the conduct of those games at class 4 venues and employed by the holders of class 4 venue licences (corporate societies).

Replace Blue Book
These rules replace many of the licence conditions made under the Gaming and Lotteries Act 1977 and, perhaps most significantly from the aspect of day-to-day operational matters, the Gaming Machine Operations Manual, commonly known as the Blue Book.

In addition, they will:

• establish rules in regard to players’ rights and responsibilities
• provide for accountability in the treatment of unpaid prizes
• assign particular duties or responsibilities to venue operators, venue managers and others, while continuing to ensure that corporate societies fulfil their role in the oversight of the “front end” of gaming machine operations.

Game rules are additional to any requirements prescribed in the Act, any regulations that may be made under the Act, and Minimum Standards for gambling equipment prescribed by the Act.

In developing the rules, a proposed set was circulated for consultation on March 22 this year and published on the Department’s website. A number of responses and 21 written submissions were received, ranging from wholesale approval to comments on many of the proposed individual rules. All were considered and a number of changes have been made.

Rather than including the various gaming machine accounting reports and forms in the Game Rules themselves, they are to be specified as “standard forms” under section 366 of the Act. These closely follow their predecessors provided with the Blue Book, and their use is mandatory.

The Game Rules will be published on the Department’s website, www.dia.govt.nz

The Game Rules make the Blue Book redundant as a set of rules. However, because it contains information and advice on practical operational matters as well, it may be worthwhile keeping it as a guide for those particular purposes.

The Blue Book’s “troubleshooting” section, (section 3) for example, will still have some usefulness, as will the section about jackpots systems (section 2.9).

If there are any inconsistencies between the Blue Book and any requirements of the Act, Game Rules, or regulations etc, the Blue Book must not be used.

Monthly machine analysis
One of the changes that has been made is that the Game Rules do not allow flexibility in the (minimum) requirement for completing monthly machine analyses. The period may no longer be “any period not exceeding five successive weeks”, instead, it must correspond exactly with the monthly return periods prescribed for the purposes of Gaming Machine Duty under

continues on next page
Venue licence must be surrendered if machines not operated for four weeks

The Gambling Act states that a gaming machine society must surrender a venue licence if the machines at that venue are not operated for more than four weeks (sections 71(1)(g) and 79(1)(a)).

However, the Act also gives the Department the authority to allow an extension of time so that machines at a venue can remain inactive for longer than four weeks (71(1)(g)).

These are important provisions because if a licence is surrendered the machines cannot simply be turned back on or replaced by another society’s. Anyone wanting to operate gaming machines there would have to apply for a new venue licence.

There have been several enquiries about when the Department might agree to an extension of the four weeks.

The Department’s position is that all cases will be decided on their specific, individual circumstances. This article gives general guidelines about when the Department might allow an extension. The guidelines are not an indication that an extension would be allowed.

The Department could consider granting an extension if:

- it had taken enforcement action and suspended a licence for more than four weeks
- it could be demonstrated that the venue was closed for more than four weeks because of circumstances beyond the society’s or venue operator’s control, e.g. fire or natural disaster
- major renovations at the venue would take more than four weeks
- a small venue’s only machine broke down and it was unable to replace the machine within four weeks.

It is unlikely that the Department would grant an extension if the society simply wanted to prevent another society taking over the venue.

In all cases, if an extension was allowed it would be to a specified date. If the machines were not operating again by that date, the venue licence must be surrendered.

from page 18

This means that the period must be a calendar month unless the gaming machine operator has been authorised by IRD to furnish statements for alternative periods, which may be 7 days earlier or 7 days later than the last day of the month.

This has been necessary to achieve consistency with the requirements of the Act, and will obviously have a flow-on effect for “weekly” return calculation periods. An advantage of this change is that it should simplify the calculation of proceeds for both Gaming Machine Duty and Goods and Services Tax purposes.

Breaches of the Game Rules may result in, or contribute to, rendering the gambling illegal, or the suspension or cancellation of venue and/or operators’ licences.

In addition, certain breaches will be designated as “infringement offences” and dealt with by the imposition of “infringement fees”. Details of these, together with the implementation of an Infringement Notice regime, are yet to be finalised.

The advent of a specified, industry-wide electronic monitoring system (EMS) in late 2006 or early 2007 can be expected to bring some changes to Game Rules as some tasks now done manually will be automated.
Minimum ages for staff working in casinos and with gaming machines in pubs and clubs

The Gambling Act prohibits all minors, including staff, having access to gambling areas in casinos and gaming machines in pubs and clubs (sections 67(1)(b) and 303(1)(b)).

Casinos
This is not a new rule for casino staff. Prior to the Gambling Act, all people under 20 were prohibited from casino gambling areas. The Department of Internal Affairs will continue to not issue Certificates of Approval (COA) to people aged under 20. The law requires a person to have a COA before they can do most of the jobs at a casino.

Pubs and clubs
A minimum age is a new requirement for staff in pubs and clubs. The previous legislation, the Gaming and Lotteries Act, made no reference to a minimum age. The Gambling Act does, and that age is 18. Licences can be cancelled or suspended if staff aged under 18 access gaming machines in pubs or clubs. This includes for work purposes, e.g. a person under 18 must not do hopper clearances and meter readings.

Restrictions on gambling by staff

Gambling Commission and Department
The Gambling Act prohibits members of the Gambling Commission, the Secretary of Internal Affairs, all Gambling Inspectors and any other Department staff specified by the Secretary from gambling at casinos and on gaming machines in pubs and clubs (sections 347 and 348).

If any of these people gamble in a casino they can be prosecuted and courts can fine them up to $5,000. Members of the Commission and the Secretary can also be prosecuted and fined if they gamble on gaming machines in pubs or clubs. The Act deems gambling by any of these people to be a breach of the Public Service Code of Conduct and it could lead to disciplinary action, including possible dismissal.

Casino staff
The Act prohibits most casino staff gambling at the casinos where they are employed or with which they are associated (section 170). If they breach these rules they can have their Certificate of Approval (COA) cancelled or suspended and can be prosecuted. They cannot work at a casino without a COA, and after a successful prosecution courts can impose fines of up to $5,000.

Staff at pubs and clubs
Currently, licence conditions prohibit:
• staff involved with the operation or management of gaming machines at pubs and clubs gambling on the machines at their venue on days when they are working
• all staff gambling on the machines when the venue is closed to the public.

Venue licences have been cancelled and suspended for breaches of this licence condition. These rules will change as existing licences expire and are replaced by licences issued under the Gambling Act.

Licences issued under the Gambling Act will prohibit:
• all staff gambling on the machines when the venue is closed to the public (section 70(1)(i))
• all staff aged under 18 gambling on, or having access to, machines (section 302).

Breaches of these rules can lead to licences being suspended or cancelled, and prosecutions can be taken under section 302. Courts can impose fines of up to $5,000.

In addition, gaming machine societies can, if they wish, develop stricter policies about venue staff playing machines and include them in venue agreements or employment agreements.
Electronic monitoring of gaming machines comes closer; six organisations short-listed

The electronic monitoring system (EMS) for all gaming machines in pubs and clubs has come a step closer with the Department of Internal Affairs short-listing six organisations for the next stage of the tender process.

Those short-listed are:
• EDS/Intralot
• Fortune Gaming Corporation
• Independent Gaming Monitoring
• Scientific Games
• Telecom/Unitab
• Unisys/Mikohn.

The Department expects to release a formal Request for Proposal (RFP) to these organisations at the end of August. Those who choose to make proposals will have six weeks to do so. The Department will select the preferred supplier after a thorough analysis of the proposals received.

There is a misconception in the gambling sector that machines will not have to be connected until 18 March 2007. While this is the final date set in the Gambling Act, there will be various deadlines before then and most machines will be connected well before that date.

It is expected that rollout of the EMS will begin with the first machines being connected in early 2006.

The Gambling Act requires all gaming machines in pubs and clubs to be connected to the EMS no later than 18 March 2007. The Department will provide updated information on the tender process, deadlines for gaming machine societies to connect their machines and other details as they are confirmed.

There is a misconception in the gambling sector that machines will not have to be connected until 18 March 2007. While this is the final date set in the Gambling Act, there will be various deadlines before then and most machines will be connected well before that date.

The EMS will help ensure the integrity of gambling. It is intended that it will:
• monitor how much money is gambled on each machine
• monitor how much each machine pays out in prizes to gamblers
• monitor how much money should be banked
• ensure that all software and hardware being used on machines is identical to the approved versions
• assist in detecting software failures
• assist in detecting tampering with a machine or software.
Template: information to be displayed at pubs and clubs

The Gambling Act requires that all pubs and clubs that have gaming machines must display particular information about their gambling licences (section 82).

The Department has drafted two templates, which gaming machine societies can use as models for their signs. If they use these templates they will provide all the information required by the Act. The templates are not mandatory, and societies can choose to develop their own if they wish.

While the Act does not state a minimum size for the signs, if they are not clearly visible and legible then they are not being “displayed”. The Department suggests that societies use the same size that they did under the Gaming and Lotteries Act (at least 50cm by 70cm).

Information About Class 4 Gambling Conducted At This Venue

Pursuant to s82 of the Gambling Act 2003

Venue: TIDMOUTH BOWLING CLUB
56 Grass Lane
Auckland

Class 4 (gaming machine) gambling is conducted at this venue under licence from the Secretary for Internal Affairs by Tidmouth Bowling Club Incorporated.

The class 4 venue licence granted by the Secretary commenced on 1 October 2004 and expires on 30 September 2005.

Tidmouth Bowling Club Incorporated can be contacted using the following contact details:

Mail: Tidmouth Bowling Club Inc.
PO Box 9876
AUCKLAND

Telephone: (09) 987 6543
Facsimile: (09) 987 6544

E-mail: enquiries@tidmouthbowling.org.nz
Website: www.tidmouthbowling.org.nz

Complaints

Complaints about the conduct of gambling at this venue or the conduct of Tidmouth Bowling Club Incorporated in relation to the gambling may be made to the Secretary for Internal Affairs at:

Northern Region Gaming Compliance Unit
AA Centre, 99 Albert Street, PO Box 2220
AUCKLAND

Telephone: 0800 257 887
Facsimile: (09) 362 7945

E-mail: northernregioncomplaints@dia.govt.nz
Website: www.dia.govt.nz
Information About Class 4 Gambling Conducted At This Venue

Pursuant to s82 of the Gambling Act 2003

Venue: WILLIAM WALLACE HIGHLAND BAR
56 Scots Lane
Dunedin

Class 4 (gaming machine) gambling is conducted at this venue under licence from the Secretary for Internal Affairs by Samaritan Gaming Foundation Limited.

The class 4 venue licence granted by the Secretary commenced on 1 October 2004 and expires on 30 September 2005.

The net proceeds of class 4 gambling conducted at this venue are distributed to the community in accordance with Samaritan Gaming Foundation’s authorised purposes.

Application forms for grants of net proceeds are available in the gambling area at this venue or may be requested from Samaritan Gaming Foundation using the following contact details:

Mail: Samaritan Gaming Foundation
PO Box 1234
DUNEDIN.

Telephone: (03) 987 6543
Facsimile: (03) 987 6544
E-mail: applications@samaritangaming.org.nz
Website: www.samaritangaming.org.nz

Applications should be submitted to Samaritan Gaming Foundation by mail (other methods to be determined by society if applicable).

Complaints

Complaints about unsuccessful applications for grants may be directed to Samaritan Gaming Foundation using the contact details above.

Complaints about the conduct of gambling at this venue, or about the conduct of Samaritan Gaming Foundation in relation to the gambling may be made to the Secretary for Internal Affairs at:

Southern Region Gaming Compliance Unit
96 Hereford Street
PO Box 1308
CHRISTCHURCH

Telephone: 0800 257 887
Facsimile: (03) 353 8039
E-mail: southernregioncomplaints@dia.govt.nz
Website: www.dia.govt.nz

The Gambling Act 2003 prohibits venue personnel from being involved in the grant application process. This includes being involved in decisions about grants to the community and the provision or management of applications for grants to the community.
GAMING MACHINE SOCIETIES INFORMING THE PUBLIC

Societies can help provide contact details

The Department has been advised that some community groups are having difficulty contacting some gaming machine societies to apply for grants. One of the problems has been application forms that do not include contact details.

While it is not a requirement in law, the Department urges all societies to check their forms and, if not already included, add full contact details. This should include postal, telephone and fax contacts and, where applicable, e-mail and website addresses.

All societies can have their details listed on the Funding Information Service’s website, FundView (see article below). They do not have to have their own e-mail and website to be listed.

Such services help the public because they can search on the Internet, even for societies that do not have websites. This allows fairer access for all.

Funding for community groups, visit www.dia.govt.nz

The Department’s website provides extensive information about the gambling sector, including details of gaming machine societies that make grants to community groups.

Click on “gambling” for:
• funding for community groups
• gaming statistics
• relevant law

Click on “resources” for:
• application forms for licences including housie and raffles
• and much more.

Click on “what’s new” for:
• new additions to the website.

Gaming machine societies can be listed on FundView site

Gaming machine societies that make grants to community groups can have their details listed on FundView at the Funding Information Service’s (FIS) website.

Listing on this website will help them comply with licence condition 48, which states that “The society shall ensure that information about access to grants is made available to the public through community-based distribution networks”.

FundView is an easy-to-use computer database detailing funding available to community groups. The database is updated regularly and has more than 600 funding schemes listed. The search facility allows a user to select information about appropriate funding organisations by using a set of criteria provided by the grant-maker.

The Department of Internal Affairs is a major subscriber to this database and makes it available to community organisations through its Community Development Group. Many public libraries and council information centres also hold FundView for public use.

The Funding Information Service also produces regular monthly updates and a quarterly newsletter updating information and keeping the community informed about other information relevant to fund seekers and funding providers, including a calendar of upcoming application closing dates.

Contact:
Catherine Maryon, Information Manager, Funding Information Service, PO Box 1521, Wellington. Telephone (04) 499 4090, fax (04) 472 5367, e-mail cathi@fis.org.nz. Web: www.fis.org.nz.
Since the June 2004 issue of Gambits, the Department has issued the following media releases and submitted the following articles. Media releases are available from the Department’s website. www.dia.govt.nz and by contacting Communications Advisor Vince Cholewa, vincent.cholewa@dia.govt.nz telephone 04 495 9350.

Young people gambling, texting and the Gambling Act.
Media release issued 19 August 2004

Raffles, housie, games of chance—most community groups no longer have to pay licence fees
Article for Community Matters, August 2004 issue

Gaming machine numbers continue to decline; future numbers depend on councils’ gambling policies
Media release issued 14 July 2004

New Zealand’s first law regulating interactive gambling
Article for Internet Safety Group website, 5 July 2004

1 July 2004; Gambling Act changes all forms of gambling
Media release issued 30 June 2004

Harder to get a gaming machine licence, easier to lose it; help for gambling operators to comply with new law
Media release issued 22 June 2004

Electronic monitoring of gaming machines comes closer; six organisations short-listed
Media release issued 17 June 2004

New gambling fees: most community groups will no longer pay fees; most gaming machine operators and casinos pay more
Media release issued 3 June 2004
Casino Compliance appoints Senior Inspectors

The Department has recently made two senior appointments to its Casino Compliance Unit. Both positions report directly to the National Manager Casino Compliance.

Senior Inspector (Christchurch Casino)

Mark Nugent has been appointed Senior Inspector responsible for the Department’s four Gambling Inspectors working in Christchurch Casino and managing the Department’s relationship with the casino operator.

Mr Nugent began his career in the New Zealand Police, where he served for 11 years before leaving to complete a BCom majoring in information systems and technology. He joined the Department in January 2002 as an Inspector, auditing and investigating gaming machine societies operating in pubs and clubs. In March 2003 he was seconded to the project team for the new licensing and compliance database for the Department. He will continue to have some involvement in that project over the next few months.

Senior Inspector (Technical)

Jeremy Belcher has been appointed Senior Inspector responsible for technical issues in the casino gambling sector, particularly in relation to gaming machines and their software.

It is an advisory and support role working with Gambling Inspectors in all six casinos, casino operators and with technical service providers including machine manufacturers and testing laboratories. He will be based in the Department’s Auckland office.

Mr Belcher joined the Inland Revenue Department in 1987. In 1995 he moved to the Police, where he served for 11 years before leaving to complete a BCom majoring in information systems and technology. He joined the Department in January 2002 as an Inspector, auditing and investigating gaming machine societies operating in pubs and clubs. In March 2003 he was seconded to the project team for the new licensing and compliance database for the Department. He will continue to have some involvement in that project over the next few months.

Investigating Accountant, Gaming Compliance

John Currie has been appointed as the Investigating Accountant in the Gaming Unit in Christchurch. His work will relate to all forms of licensed gambling outside of casinos.

Mr Currie has 13 years experience in the Inland Revenue Department. A large part of his time was spent on audit, where he investigated the tax affairs of various entities, including the investigation of tax avoidance schemes and their spin-offs. He was involved with investigating tax evasion cases and has also investigated several internal frauds with IRD.

He has worked for Polson Higgs and Co, a chartered accountancy firm, where he provided tax advice on a range of issues to clients and delivered presentations on technical matters to professional groups. More recently, he has worked for Grant Thornton, another chartered accountancy firm, as a Senior Accountant in the business services area, offering accounting expertise and tax advice to a wide range of clients.
Director, Gaming and Censorship Regulation Group (GCR), Keith Manch
GCR is the business group within the Department of Internal Affairs whose role is to bring about compliance with New Zealand’s gambling and censorship laws. There is no direct policy connection between gambling and censorship, but they are the only two enforcement functions that the Department carries out and are grouped under one general manager.

National Manager Gaming Compliance, Greg Crott
A team in Wellington issues all licences for non-casino gaming activities, including prize competitions, housie, lotteries and other games of chance. Inspectors based in Auckland, Wellington and Christchurch conduct audits of gaming machine societies and other kinds of gaming, including instant games, housie, lotteries, prize competitions and licensed promoters. Staff investigate complaints from the public and in some cases instigate prosecutions.

- Manager Gaming Licensing, Steve Brunton
- Manager Gaming Compliance Auckland, Geoff Lawry
- Manager Gaming Compliance Wellington, Adrian Straayer
- Manager Gaming Compliance Christchurch, Kevin Owen

National Manager Casino Compliance, Debbie Ferris
Casino Compliance is responsible for inspecting and monitoring casinos. It conducts compliance audits, ensures on-going suitability of certificate of approval holders, investigates incidents and patron complaints and ensures that casinos comply with the Casino Control Act.

- Northern Regional Manager Casino Compliance, Maria Bradshaw
- Southern Regional Manager Casino Compliance, Dennis Petersen

Manager Gaming Operational Policy, Kate Reid
Gaming Operational Policy has responsibility for contributing to policy development in the gaming sector generally, the development of licence conditions and providing operational policy support and advice to GCR’s operational units and the Director. The unit also includes technical advisors responsible for the setting of standards and testing requirements relating to the approval and operation of gaming machine equipment and expert advice on technical issues and investigations. The scrutiny requirements under the Gambling Act for Lotteries Commission products are also included.

National Manager Censorship Compliance, Steve O’Brien
Censorship Compliance is responsible for taking action against people who collect or trade child sex abuse images and for enforcing the Chief Censor’s decisions. It operates under the Films, Videos and Publications Classification Act 1993. It carries out inspections, investigates complaints, issues official warnings and instigates prosecutions where necessary.

KEY CONTACTS  Gaming and Censorship Regulation
Ph: 0800 257 887 • www.dia.govt.nz
Do you want to receive
Departmental media releases and Gambits?
If you would like to have your organisation added to the Department’s distribution list for media releases about gambling issues, or want to receive Gambits but are not currently on the mailing list, please fill out this form and return it, or e-mail the information to:

Department of Internal Affairs, PO Box 805, Wellington.

Communications Advisor Vince Cholewa, telephone (04) 495 9350, fax (04) 495 7224, e-mail vincent.cholewa@dia.govt.nz

Organisation name: .................................................................
Contact person: .................................................................
Media releases e-mail: ............................................................
fax ( ) .................................................................
Postal address: .................................................................

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