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Next review date:	June 2026
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Sponsor/Group:	Policy



## Class 4 Gambling and TAB Venue Policy 2023

### 1. Application

1.1 This policy applies to Class 4 and TAB Venues.

### 2. Objectives of the policy

- 2.1 To control the growth of gambling in the Taupō District within the legislative means available.
- 2.2 To minimise the harm to the community caused by gambling while allowing those who wish to participate to do so.
- 2.3 To ensure that the council and the community has influence over the location of new Class 4 and TAB venues in the Taupō District.
- 2.4 To facilitate community access to information about the funds produced and distributed from Class 4 venues within the Taupō District.

### 3. Revocations

3.1 The Taupō District Council Class 4 Gaming and TAB Venue Policy effective from December 2020 is revoked when this policy comes into force on 30 June 2023.

### 4. Definitions

authorised purpose	a charitable purpose or non-commercial purpose that is beneficial to the whole or a section of the community.
Class 4 gambling	means gambling that utilises or involves a gaming machine (as defined in the Gambling Act 2003).
Class 4 venue	means a place used to conduct Class 4 gambling.
club	means a voluntary association of persons combined for a purpose other than personal gain.
corporate society	means a society that is: <ul style="list-style-type: none"> <li>• incorporated under the Incorporated Societies Act 2003; or</li> <li>• incorporated as a board under the Charitable Trusts Act 1957; or</li> <li>• a company incorporated under the Companies Act 1993 that; <ul style="list-style-type: none"> <li>○ does not have the capacity or power to make a profit; and</li> <li>○ is incorporated and conducted solely for authorised purposes;</li> </ul> or</li> <li>• a working men's club registered under the Friendly Societies and Credit Unions Act 1982.</li> </ul>
existing venue	means a venue granted a Class 4 venue licence after 17 October 2001 and before 19 September 2003.
family	means any group that includes children under the age of 18 years.
gaming machine	as defined in the Gambling Act 2003, is a device, whether totally or partly mechanically or electronically operated, that is adapted or designed and constructed for use in gambling.
new venue	means a venue granted a Class 4 venue licence on or after 19 September 2003.

operator's licence	means a Class 4 operator's licence issued by the Secretary for Internal Affairs.
primary activity	means the activity primarily associated with and promoted by the venue.
society	means an association of persons established and conducted entirely for purposes other than commercial purposes.
TAB venue	means premises that are owned or leased by the New Zealand Racing Board and where the main business carried on at the premises is providing racing betting or sports betting services.
territorial authority consent	means a consent granted by a territorial authority under section 100 of the Gambling Act 2003.
venue licence	means a Class 4 venue licence issued by the Secretary for Internal Affairs.

## 5. Where Class 4 Gambling and TAB venues may be established

- 5.1 New venues may be established within the Taupō, Turangi and Mangakino Town Centres (as defined on the maps in this policy), subject to meeting the other conditions of this policy.
- 5.2 An existing venue may continue to operate at the site where it was located on 23 March 2004, subject to meeting the other conditions of this policy.
- 5.3 If a venue that was granted a Class 4 venue licence on or before the 17 October 2001 is sold, it may continue to operate a maximum of 18 gaming machines at the site where it was located on 23 March 2004.

## 6. Number of gaming machines to be allowed

- 6.1 The total number of gaming machines in the Taupō District shall not exceed 164.
- 6.2 Venues for which a Class 4 venue licence was granted after 17 October 2001 must not operate more than 9 gaming machines.
- 6.3 If two or more clubs merge, the merged venue may operate 24 gaming machines or the sum of the number of gaming machines licensed to operate at those sites, whichever is the lesser.

## 7 Relocation of existing Class 4 gambling venues

- 7.1 An existing Class 4 venue may relocate provided it is relocating to or within the Taupō, Turangi and Mangakino Town Centres (as defined on the maps in this policy).
- 7.2 Class 4 venues that relocate may be allowed up to the maximum number of gaming machines approved at the time of closing of the former venue, subject to meeting the other conditions of this policy.

## 8 Primary activity of Class 4 gambling venues

- 8.1 The primary activity of any Class 4 venue shall be for one or more of the following:
  - a. sporting activities or
  - b. private club activities or
  - c. the sale of liquor, or for the sale of liquor and food, for consumption on the premises or
  - d. racing and sports betting services.
- 8.2 The primary activity of the venue shall not be an activity associated with family or children's activities and it is required that patrons would be restricted to persons 18 years or older.

## 9 Primary activity of TAB venues

- 9.1 The primary activity of any TAB venue shall be for providing racing betting and sports betting services.

## 10 Consent requirements for Class 4 gambling venues

- 10.1 The venue shall not be part of a place where another Class 4 venue is located.
- 10.2 The venue is not to be used mainly for operating gaming machines.
- 10.3 The venue shall not have a separate entrance, separate name, or otherwise seem to be separate from the primary activity of the venue.

- 10.4 The venue must have an on-licence, club licence or charter for the sale of liquor for consumption on the premises (TAB venues are exempt from this requirement).
- 10.5 The venue must have a statement of how it proposes to minimise the risks of problem gambling and underage gambling at the venue.
- 10.6 The applicant must meet the application and fee requirements.

## **11 Consent requirements for TAB venues**

- 11.1 The venue shall not be part of a place where another TAB is located.
- 11.2 The venue must have a statement of how it proposes to minimise the risks of problem gambling and underage gambling at the venue.
- 11.3 The applicant must meet the application and fee requirements.

## **12 Application for consent**

- 12.1 Applications for territorial authority consent must provide:
  - a. name and contact details of the applicant, and
  - b. a description of the proposed Class 4 or TAB venue and its location, and
  - c. a profile of the venue manager and the venue operator including details of their experience in gambling, character, and qualifications, and
  - d. the number of gaming machines to be located at the Class 4 venue, and
  - e. evidence that the Class 4 venue will not be used mainly for operating gaming machines, and
  - f. evidence of the distance to any education facility, community facility, place of worship, residential buildings or other Class 4 or TAB venues.
- 12.2 A statement of how the applicant proposes to minimise the risks of problem gambling and underage gambling at the venue.
- 12.3 Evidence of the liquor licence(s) applying to the proposed Class 4 gambling venue.
- 12.4 Any other information requested by the Council.

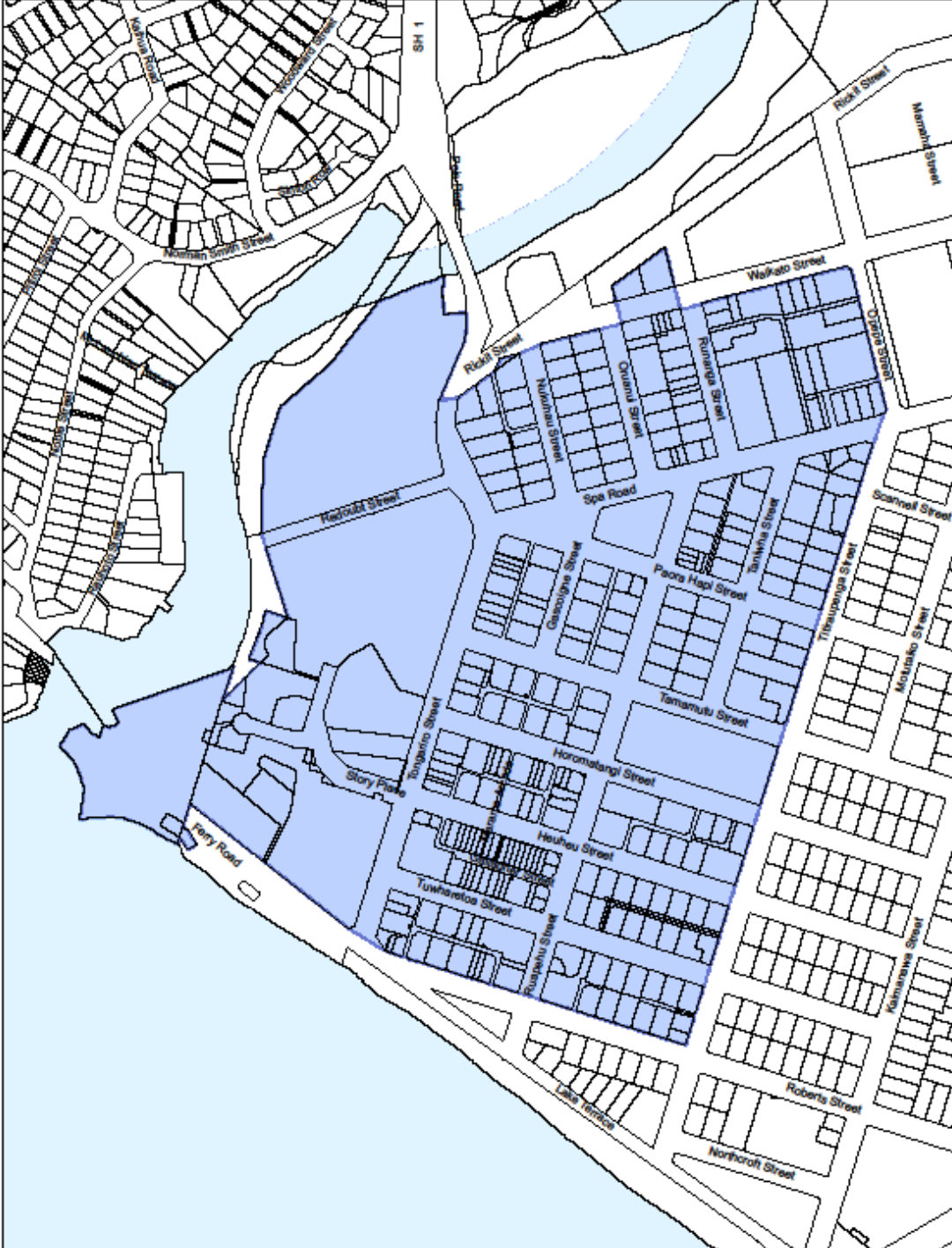
## **13 Fees**

- 13.1 Fees shall be set from time to time by Council resolution in accordance with s150 of the Local Government Act 2002.

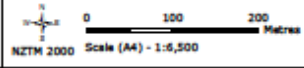
## **14 Policy review**

- 14.1 The policy will be reviewed every three years as required by the Gambling Act 2003 and the Racing Industry Act 2020.

# Gaming Policy Area - Taupō

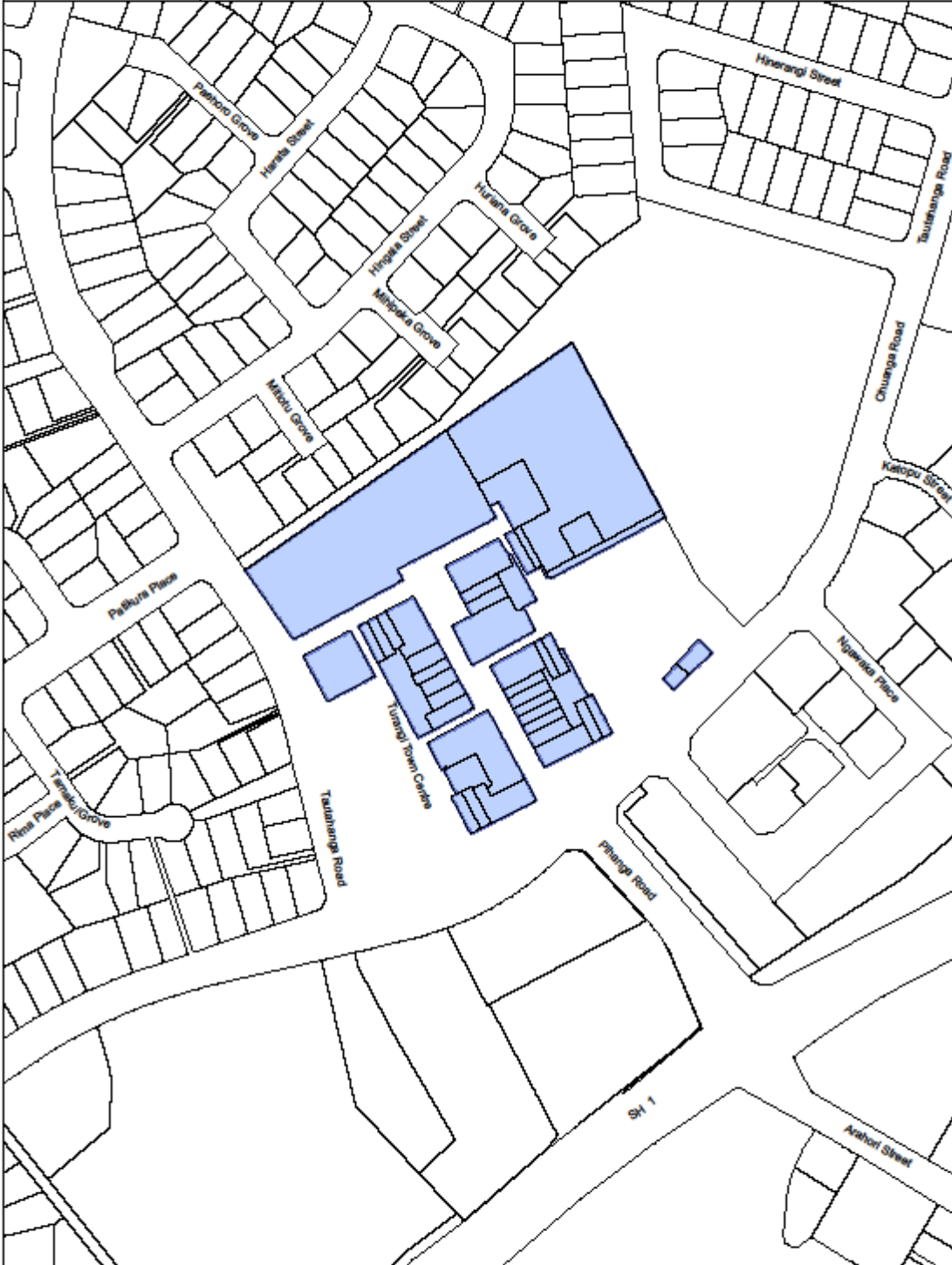


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Date: never  
Map: Gaming Policy Area.mxd  
Author: tmay

# Gaming Policy Area - Turangi



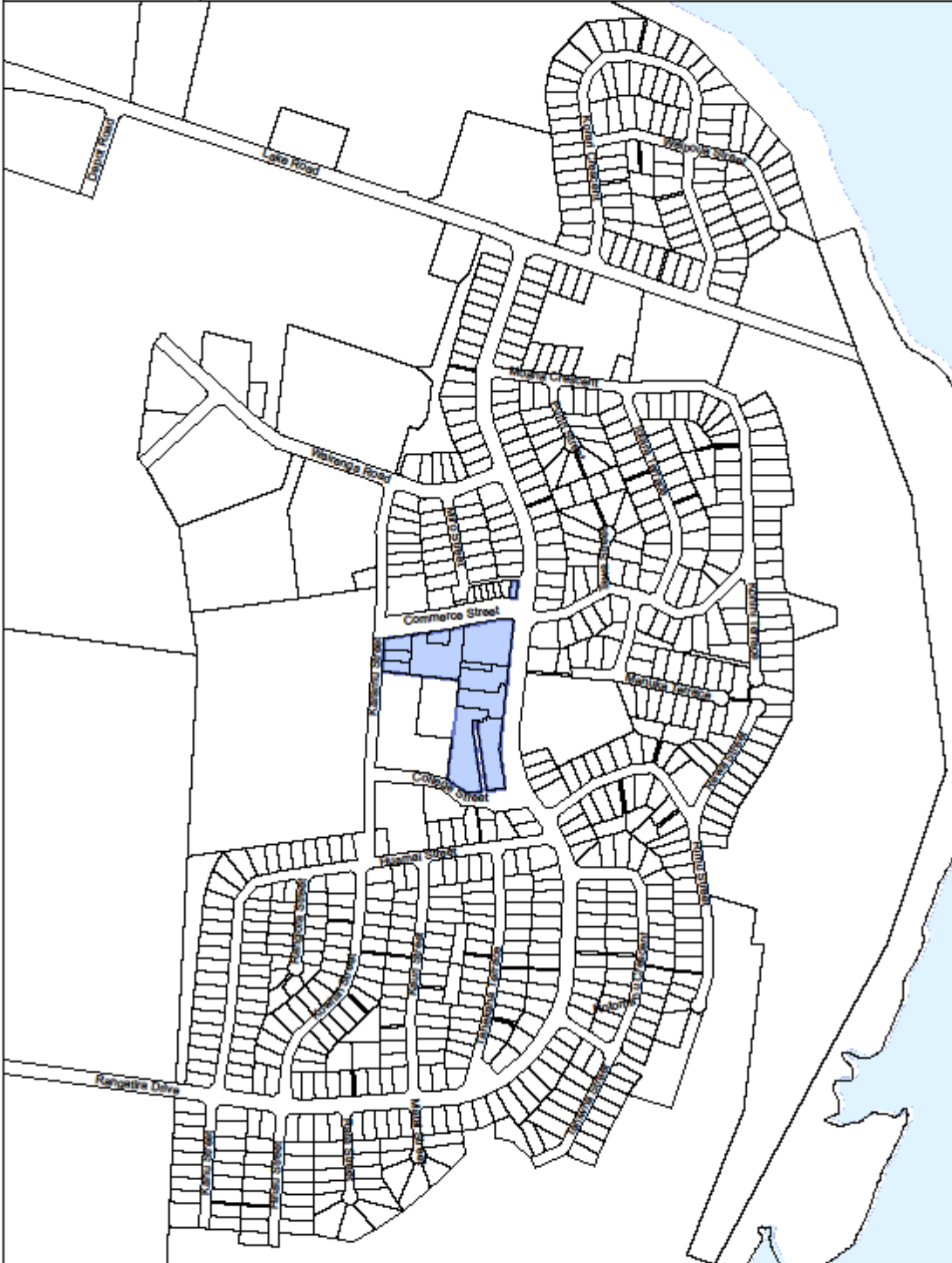
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0 100 200 Metres  
 NZTM 2000 Scale (A4) - 1:3,000

Date: never  
 Map: Gaming Policy Area.mxd  
 Author: tmay

# Gaming Policy Area - Mangakino



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 0 100 200 Metres  
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Date: never  
Map: Gaming Policy Area.mxd  
Author: tsmj