

**HAVING A SAY ON LOCAL GOVERNMENT GAMBLING  
POLICY**

**GUIDELINES FOR TERRITORIAL AUTHORITY CLASS 4 AND TAB VENUES**

**OCTOBER 2003**





## **FOREWORD**

As a consequence of the Gambling Act 2003, territorial local authorities have been given, for the first time, the authority to regulate the growth and location of Class 4 (non-casino pokie) gaming machines and TAB venues.

The decision to empower councils to reflect community views is a logical consequence to the Local Government Act 2002, its empowering provisions and its purpose to protect community well-being. It recognises both the need to strengthen the capacity of communities to determine the future character of their localities and the role of councils as community leaders and regulators to implement such views.

These guidelines have been prepared by staff from the Department of Internal Affairs and *Local Government New Zealand* to assist councils implement the legislation in what is a very tight timeframe.

The Guidelines have been published by Local Government New Zealand to assist councils implement the Gambling Act 2003. While this document canvasses provisions in both the Gambling Act 2003 and the Racing Act 2003, it is a guide only and does not have legal or statutory standing. If a council is unclear about provisions in the Gambling Act or Racing Act it should seek its own legal advice.

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## **1 GAMBLING ACT 2003**

### **1.1 GENERAL COMMENT**

The Gambling Act 2003 received Royal assent on 18 September 2003, and its first provisions came into force on 19 September 2003. The Act is the culmination of a comprehensive review and extensive public consultation.

There is a wide range of gambling opportunities in New Zealand. Between 85% and 90% of the adult population participate at least once a year in one or more forms of gambling. Two of the most popular forms are non-casino gaming machines and Lotteries Commission products. They generate a considerable amount of money each year for community organisations.

However, there are also costs associated with gambling. Some types are more harmful than others. *Close to 75% of those seeking counselling* for gambling problems say that their *main* problem is with *non-casino gaming machines*. Casino gaming machines are the only other form that reaches double figures. Casino table games and race betting are a problem for a significant minority.

### **1.2 KEY PURPOSES OF THE ACT**

The Gambling Act 2003 has four key objectives:

- 1 to control the growth of gambling;
- 2 to prevent and minimise the harm caused by gambling;
- 3 to ensure that money from gambling benefits the community; and
- 4 to ensure community involvement in some decisions about the provision of gambling.

The Act contains measures designed specifically to support these purposes.

### **1.3 CLASSES OF GAMBLING**

The Act categorises gambling activities according to their intensity and potential for harm. Class 4 gambling (non-casino gaming machines) is the highest-risk form outside of a casino. Racing and sports betting, which are covered by the Racing Act 2003, do not fall within this classification system.

Only a licensed “corporate society” may operate non-casino gaming machines. This includes societies incorporated under the Incorporated Societies Act 1908, the Charitable Trusts Act 1957 or the Companies Act 1993. Working men’s clubs registered under the Friendly Societies and Credit Unions Act 1982 are also included.

Corporate societies are licensed to operate gaming machines in order to raise and distribute funds for “authorised purposes”. An “authorised purpose” for class 4 gambling is a charitable purpose, a non-commercial purpose that is beneficial to the whole or a section of the community, or promoting, controlling and conducting race meetings under the Racing Act 2003.

### **1.4 TERRITORIAL AUTHORITY VENUE POLICY**

Territorial authorities are required to develop class 4 and Totalisator Agency Board (TAB) venue policies in consultation with their communities. They must then decide consent applications in accordance with their policies. These policies provide an opportunity for



communities to voice their concerns, and to exercise some control over the availability of non-casino gaming machines and the presence of TABs in their districts.

## 1.5 LICENSING REGIME

The Department of Internal Affairs is still responsible for gaming licensing.

Although territorial authorities play no part in the licensing of class 4 gambling operators or venues, section 65(2)(b) of the Gambling Act provides that **some applications to the Department for a class 4 venue licence (or for amendment to a licence) must be accompanied by territorial authority consent.** The Department may refuse to consider such an application unless the relevant territorial authority has given consent.

## 1.6 STATUTORY LIMIT ON NUMBER OF GAMING MACHINES

The Act prescribes limits on the number of non-casino gaming machines permitted to operate at venues. The number of machines permitted depends on the status of the venue, as follows:

- section 92 applies to a class 4 venue that had a licence on **17 October 2001**, (provided there has not been a subsequent period of 6 months or more when no class 4 venue licence was held) - a society may **not** operate **more than 18 gaming machines**;
- section 93 applies to a class 4 venue for which a class 4 venue licence was granted **after 17 October 2001** but **before commencement of the Act** - a society may **not** operate **more than 9 gaming machines**;
- section 94 applies to a class 4 venue for which a class 4 venue licence was granted **after the commencement of the Act** - a society may **not** operate **more than 9 gaming machines**.

**Regardless of these statutory limits, the Act provides that no society may operate more machines at a venue than were legally operated at that venue on 22 September 2003, unless the relevant territorial authority consents to the increase.** The Act also provides that the statutory limits set out in sections 92 to 94 may be reduced by regulations.

In specific circumstances, the limits set out in sections 92 and 93 may be overridden (ie increased) by Ministerial discretion (refer to paragraph 3), **but only if the relevant territorial authority consents.**



## **2 TERRITORIAL AUTHORITY VENUE POLICY**

### **2.1 POLICY CONTENT**

Section 101(1) of the Act states **that a territorial authority must adopt a policy on class 4 venues within 6 months after the commencement of the Act (for these sections that was 19 September 2003)**. The territorial authority must consider and determine all applications in terms of the adopted policy, and must notify the applicant of the result within 30 working days of either the receipt of the application or the adoption of the policy. No application may be determined until a class 4 venue policy has been adopted.

Section 101(2) requires a territorial authority to have regard to the social impact of gambling within its district when developing its policy.

Section 101(3) provides that the policy:

- (a) *must specify whether or not class 4 venues may be established in the territorial authority district and, if so, where they may be located; and*
- (b) *may specify any restrictions on the maximum number of gaming machines that may be operated at a class 4 venue.*

Section 101(4) provides that, in determining its policy on whether class 4 venues may be established in its district, and where any venue may be located, the territorial authority may have regard to any relevant matters including:

- (a) *the characteristics of the district and parts of the district;*
- (b) *the location of kindergartens, early childhood centres, schools, places of worship, and other community facilities;*
- (c) *the number of gaming machines that should be permitted to operate at any venue or class of venue;*
- (d) *the cumulative effects of additional opportunities for gambling in the district;*
- (e) *how close any venue should be permitted to be to any other venue;*
- (f) *what the primary activity at any venue should be.*

The policy might canvass:

- venues that had a licence on 17 October 2001 (**and that have not been without a licence for 6 months or more since**), but that lawfully operated fewer than 18 machines on 22 September 2003 - will the territorial authority consent to any proposed increases, and if so, to how many machines? (by statute, may not exceed 18)
- venues that had a licence on 17 October 2001 **but that have since been without a licence for 6 months or more** (eg because the licence was cancelled, the venue was re-developed or the venue was destroyed) – will the territorial authority consent to the venue, will that depend on the venue’s location, and if it does consent, will it limit the number of machines? (by statute, may not exceed 9)
- venues that did **not** have a licence on 17 October 2001, **but that obtained one before 19 September 2003** – will the territorial authority consent to the venue continuing, will that depend on the venue’s location, and if it does consent, will it limit the number of machines? (by statute, may not exceed 9)
- venues to be established on or after 19 September 2003 - will the territorial authority consent to the venue, will that depend on the venue’s location, and if it does consent, will it limit the number of machines? (by statute, may not exceed 9)
- the type of activity that should be the primary activity at the venue (other provisions in the Act mean that the primary activity must not be the operation of gaming machines, that there may be regulations specifying types of venue that are suitable or unsuitable, that the Department of Internal Affairs will consider venue suitability before licensing,

and that gaming machines may operate only when the primary activity of the venue is offered and is available).



When developing their policies, territorial authorities should also consider the possibility of clubs seeking Ministerial permission to operate more than the statutory maximum number of gaming machines (whether or not as a result of a merger).

## **2.2 CONSULTATION WHEN DEVELOPING VENUE POLICY**

Sections 102(1) and (2) provide that the special consultative procedure contained in section 83 of the Local Government Act 2002 must be used when adopting, amending or replacing a venue policy.

Section 102(1) requires that territorial authorities must give notice of the proposed policy to:

*(a) each society that holds a class 4 venue licence for a venue in the territorial authority district; and*

*(b) organisations representing Maori in the territorial authority district.*

As set out in section 102(3), it may also be appropriate to seek the views of other population groups, as well as Maori. For example Pacific peoples are over represented in problem gambling statistics.

Territorial authorities might also want to consult with groups providing problem gambling treatment services, and with groups benefiting from funds raised by gaming activities.

Liaison with neighbouring territorial authorities may also be appropriate, as the effects of a policy in one territorial authority district may impact upon neighbouring districts.

To assist the territorial authority to comply with its consultation requirement, section 103 provides that, on request, the Department of Internal Affairs must provide the name and address of each:

- society that holds a class 4 venue licence for a venue in the territorial authority district, and
- class 4 venue in the territorial authority district and the number of gaming machines permitted to operate there.

This will also assist territorial authorities to obtain statistical information on the scale of gambling in their district.

## **2.3 REVIEW OF VENUE POLICY**

Section 102(5) requires that a territorial authority must complete a review of a policy within 3 years after the policy is adopted, and then again at least every 3 years after that.

Section 102(4) requires that a territorial authority must, as soon as practicable after adopting, amending, or replacing a policy, provide a copy of the policy to the Secretary for Internal Affairs.

## **2.4 TERRITORIAL AUTHORITY CONSENT**

Section 98 of the Act sets out the circumstances in which a society is required to apply to the territorial authority for consent.

A society requires consent:

- to increase the number of gaming machines that may be operated at any venue;
- to start operating gaming machines at a venue that was not on any society's licence within the previous 6 months;

- to start operating gaming machines at a venue for which a licence was not held on 17 October 2001
- to continue to operate gaming machines at a venue for which a licence was not held on 17 October 2001, but which was added to a society's licence on a date after 17 October 2001 and before 19 September 2003;
- in the case of a club, when applying for Ministerial discretion to increase the number of gaming machines over the statutory limit, whether or not in relation to a proposed merger (this provision will not be available until January 2005 at the earliest).

A society **does not** require consent for a venue that was on **any** society's licence **on 17 October 2001**, as long as:

- there is no subsequent period of 6 months or more during which there is no venue licence for the venue; and
- it does not want to increase the number of machines that may be operated at the venue beyond the number of machines that were lawfully operated at the venue on 22 September 2003.

A territorial authority consent remains in force even if the society running machines at a venue changes again and again. A territorial authority consent is a **venue** consent (and may also specify a limit on machine numbers that is consistent with the Act). It does **not** relate to **a society**.

Territorial authorities have 6 months after the commencement of the Act to adopt a venue policy. Therefore, there may be a period of 6 months before societies can apply for consent. The Act also provides that an application for consent must be accompanied by the information required by the territorial authority to enable it to consider the application properly.



### 3 MINISTERIAL DISCRETION

Under section 95, if two or more clubs can demonstrate that they intend to merge into one club operating at a class 4 venue that had a licence on 17 October 2001 and that has not since been without a licence for six months or more, they may jointly apply to the Minister of Internal Affairs for approval to operate more than the statutory maximum number of gaming machines. The clubs must obtain territorial authority consent before applying for Ministerial discretion.

The Minister's approval must specify the number of gaming machines that may be operated. The number:

- must not exceed the number of gaming machines specified in the territorial authority consent; and
- must not in any case exceed the lesser of
- 30; or the sum of the number of gaming machines specified in all of the clubs' licences at the time of application.

If the Department of Internal Affairs subsequently decides that it will license the merged club, it must cancel all the existing licences.

Under section 96, a single club operating at a class 4 venue that is a 9 machine venue, may apply to the Minister for approval to operate up to 18 machines. Once again, before applying for the exercise of Ministerial discretion, the club must first obtain territorial authority consent to the proposed increase. For a single club, the Minister's approval must not exceed the number of gaming machines specified in the territorial authority consent and must not in any case exceed 18 machines.

In both circumstances, the Act provides that the Minister may not consider an application to exercise discretion before 1 January 2005, or before an approved electronic monitoring system is installed at the proposed venue (whichever is the earliest). This effectively means the Ministerial discretion will not apply until January 2005.

## 4 TOTALISATOR AGENCY BOARD VENUE POLICY

The Gambling Act also amends the Racing Act 2003. One amendment is to require territorial authorities to adopt a TAB venue policy within 6 months of the enactment of the Act. From 19 September 2003, territorial authority consent is required to establish a new TAB (called a “Board venue” in the Act).

A Board venue means premises that are owned or leased by the New Zealand Racing Board, where the main business carried on at the premises is providing racing or sports betting services. It does not cover the installation of TAB terminals in premises not owned or leased by the TAB (eg hotels and clubs).

The process for developing the TAB venue policy is similar to the process for developing the class 4 venue policy. New Part 6A of the Racing Act (as inserted by the Gambling Act) provides that the TAB venue policy must specify whether or not new TAB venues may be established and, if so, where they may be located. In adopting a policy, the territorial authority must have regard to the social impact of gambling within the district. In determining where any Board venue may be located, the territorial authority may have regard to any relevant matters including:

- (a) the characteristics or the district or parts of the district;*
- (b) the location of kindergartens, early childhood centres, schools, places of worship and other community facilities; and*
- (c) the cumulative effects of additional opportunities for gambling in the district.*

The territorial authority must adopt a TAB venue policy using the special consultative procedure set out in the Local Government Act. In addition the territorial authority must give notice of the proposed policy to the New Zealand Racing Board and organisations representing Maori in the district.

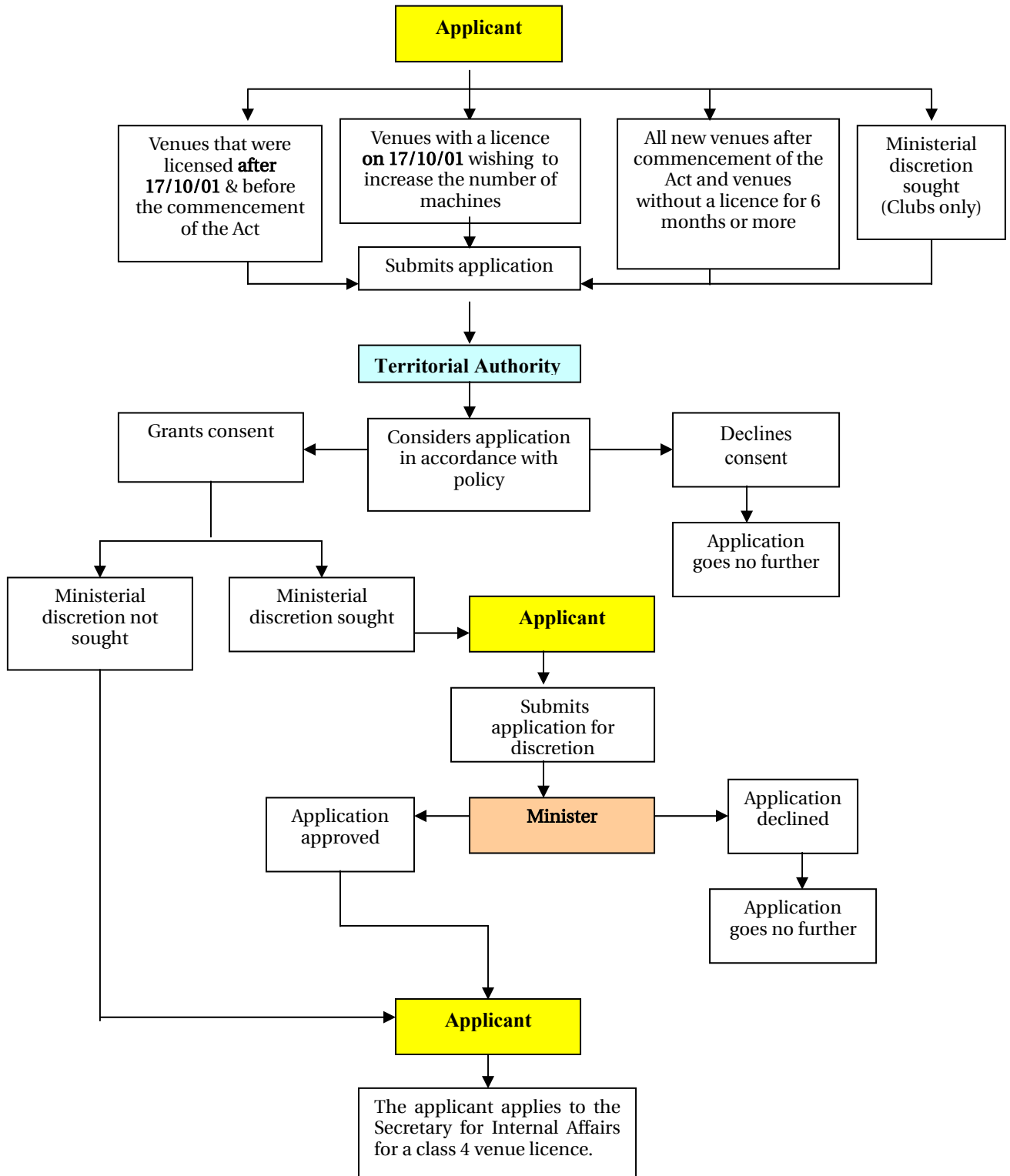
A territorial authority must consider and determine all applications in terms of its policy and either grant or refuse consent. It must also notify the TAB of its decision within 30 working days after either the date of receiving the application or the date of adopting the policy. No application may be determined until a TAB venue policy has been adopted.

## **5 COMBINED CLASS 4 AND TOTALISATOR AGENCY BOARD VENUE POLICIES**

While the requirements to adopt policies governing non-casino gaming machine and TAB venues are contained in different parts of the Act, these policies and the process for adopting them share many common elements. It would be appropriate for territorial authorities to combine the two requirements into a single policy for the purposes of consulting the public.

## 6 APPLICATION PROCESS FOR TERRITORIAL AUTHORITY CONSENT

Below, is a flow diagram setting out the application process for obtaining territorial authority consent for class 4 venues.



## **APPENDICES**

### **SAMPLE CLASS 4**

### **GAMING VENUE POLICIES**

To assist councils meet the requirements of the Gambling Act, three sample policies have been prepared for consideration.

#### **SAMPLE POLICY 1: REGULATION BY ZONES**

This policy sets out different standards for different zones within communities.

#### **SAMPLE POLICY 2: NO INCREASE**

This policy would keep the number of venues at the same numbers as were operating when the Gambling Act received the royal assent on 18 September 2003.

#### **SAMPLE POLICY 3: STATUS QUO**

This sample policy is for those situations where a community and its council agree that the social impact of gambling is within acceptable levels. Under this policy the only restriction on venues would be those required by legislation and the Department of Internal Affairs.

## **APPENDIX A**

### **SAMPLE POLICY 1 - REGULATION ZONES**

#### **1 OBJECTIVES OF THE POLICY**

- To ensure the council and the community has influence over the location of new Class 4 gambling venues in the city/district.
- To allow those who wish to participate in pokie machine gambling to do so within the city/district.

#### **2 WHERE CLASS 4 GAMBLING VENUES MAY BE ESTABLISHED**

(NOTE: The zones listed below are generic and need to be 'read' in conjunction with the specific zones set out in each territorial authority's District Plan.)

- Class 4 gambling venues may be established within the **City Centre zone** (commonly referred to as the CBD), subject to:
  - (i) meeting application and fee requirements;
  - (ii) not being a venue at which the primary activity of the venue is associated with family or children's activities.
- Class 4 gambling venues may be established in **other Commercial zones** (e.g. fringe CBD zone, commercial service zones, suburban centre zones, and industrial zones) subject to:
  - (i) meeting application and fee requirements;
  - ii) being no closer than 200 metres to any residential zone;
  - (iii) being no closer than 100 metres to any school, early childhood centre, kindergarten, place of worship or other community facility;
  - (iv) being no closer than 100 metres to any other gambling venue;
  - (v) not being a venue at which the primary activity of the venue is associated with family or children's activities.
- Class 4 gambling venues may be established in **recreation zones used for organised sporting purposes**, subject to:
  - (i) meeting application and fee requirements;
  - (ii) being no closer than 200 metres to any residential zone;
  - (iii) being no closer than 100 metres to any school, early childhood centre, kindergarten, place of worship or other community facility;
  - (iv) being no closer than 100 metres to any other gambling venue;
  - (v) the venue being a recognised sports or other recreational non-profit club;
  - (vi) not being a venue at which the primary activity of the venue is associated with family or children's activities.
- Class 4 gambling venues may not be established in any **residential zone or recreation zone** (other than that above).

#### **3 NUMBERS OF POKIE MACHINES TO BE ALLOWED**

- New venues shall be allowed a maximum of 9 pokie machines.

- Existing venues, with licences issued after 17 October 2001 and operating fewer than 9 pokie machines, shall be allowed to increase the number of machines operated at the venue to 9.

#### **4 PRIMARY ACTIVITY OF CLASS 4 GAMBLING VENUES**

The primary activity of any Class 4 gambling venue shall be:

- (a) for sporting activities, or
- (b) for the sale of liquor or for liquor and food.

#### **5 INCOMPATIBILITY OF CLASS 4 GAMBLING PREMISES**

Class 4 gambling venues must not be located in premises that are incompatible with other predominant uses in a commercial or retail district.

#### **6 APPLICATIONS**

Applications for territorial authority consent must be made on the approved form and must provide:

- name and contact details for the application;
- street address of premises proposed for the Class 4 licence;
- the names of management staff;
- evidence of police approval for owners and managers of the venue;
- a 12 month business plan or budget for the establishment, covering both gambling and other activities proposed for the venue;
- a site plan covering both gambling and other activities proposed for the venue, including details of each floor of the venue;
- if not in the Central City zone, evidence of the distance to the nearest residential zone, educational or religious establishment and other Class 4 gambling venues;
- details of liquor licence(s) applying to the premises.

#### **7 APPLICATION FEES**

These will be set by the territorial authority from time to time, and shall include consideration:

- (i) the cost of processing the application, including any consultation and hearings involved;
- (ii) the cost of triennially reviewing the Class 4 gambling venue and TAB venue policy;
- (iii) the cost of inspecting Class 4 gambling venues on a regular basis to ensure compliance with consent or license conditions;
- (iv) a contribution towards the cost of triennial assessments of the economic and social impact of gambling in the city/district.

## **APPENDIX B**

### **SAMPLE POLICY 2 - NO INCREASE**

#### **1 OBJECTIVES OF THE POLICY**

- To allow those who wish to participate in pokie machine gambling to do so within the city/district, and
- To restrict the number of Class 4 venues in the city/district.

#### **2 WHERE CLASS 4 GAMBLING VENUES MAY BE ESTABLISHED**

(NOTE: The zones listed below are generic and need to be 'read' in conjunction with the specific zones set out in each territorial authority's District Plan.)

- Class 4 gambling venues may be established within the **City Centre zone** (commonly referred to as the CBD), subject to:
  - (i) meeting application and fee requirements;
  - (ii) the number of pokie machines proposed for the venue being able to be met within the overall city/district cap (maximum) on venue licences determined by the Territorial Authority;
  - (iii) not being a venue at which the primary activity is associated with family or children's activities.
- Class 4 gambling venues or TAB outlets may be established in **other Commercial zones** (e.g. fringe CBD zone, commercial service zones, suburban centre zones, and industrial zones) subject to:
  - (i) meeting application and fee requirements;
  - (ii) the number of pokie machines proposed for the venue being able to be met within the overall city/district cap (maximum) on venue licences determined by the Territorial Authority;
  - (iii) being no closer than 200 metres to any residential zone;
  - (iv) being no closer than 100 metres to any school, early childhood centre, kindergarten, place of worship or other community facility;
  - (v) being no closer than 100 metres to any other Class 4 gambling venue;
  - (vi) not being a venue at which the primary activity is associated with family or children's activities.
- Class 4 gambling venues may be established in **recreation zones used for organised sporting purposes**, subject to:
  - (i) meeting application and fee requirements;
  - (ii) the number of pokie machines proposed for the venue being able to be met within the overall city/district cap (maximum) on venue licences determined by the Territorial Authority;
  - (iii) being no closer than 200 metres to any residential zone;
  - (iv) being no closer than 100 metres to any school, early childhood centre, kindergarten, place of worship or other community facility;
  - (v) being no closer than 100 metres to any other Class 4 gambling venue;
  - (vi) the venue being a recognised sports or other recreational non-profit club;

- (vii) not being a venue at which the primary activity is associated with family or children's activities.
- Class 4 gambling venues may not be established in any **residential zone** or **recreation zone** (other than that above).

**3 NUMBERS OF POKIE MACHINES TO BE ALLOWED**

- New venues shall be allowed a maximum of no more than 4 pokie machines in the first eighteen (18) month term of the licence.
- Existing venues, with licences issued after 17 October 2001 and operating fewer than 9 pokie machines, shall be allowed to increase the number of machines operated at the venue to 9.

**4 OVERALL CAP ON NUMBER OF VENUES IN THE CITY/DISTRICT**

- The number of venues operated within the district shall not exceed the number operating on 18 September when the Gambling Act received its royal assent.
- However, where a society surrenders or otherwise ceases to hold its Class 4 venue licence in relation to a particular venue, a licence may be granted to that society or to another society in relation to a different venue.

**5 PRIMARY ACTIVITY OF CLASS 4 GAMBLING VENUES**

The primary activity of any Class 4 gambling venue shall be:

- (a) for sporting activities, or
- (b) for the sale of liquor or for liquor and food.

**6 INCOMPATIBILITY OF CLASS 4 GAMBLING PREMISES**

Class 4 gambling venues must not be located in premises that are incompatible with other predominant uses in a commercial or retail district.

**7 APPLICATIONS**

Applications for territorial authority consent must be made on the approved form and must provide:

- name and contact details for the application;
- street address of premises proposed for the Class 4 licence;
- the names of management staff;
- evidence of police approval for owners and managers of the venue;
- a copy of the proposed gambling harm minimisation policy and staff training programme;
- a 12 month business plan or budget for the establishment, covering both gambling and other activities proposed for the venue;
- a site plan covering both gambling and other activities proposed for the venue, including details of each floor of the venue;
- if not in the Central City zone, evidence of the distance to the nearest residential zone, educational or religious establishment and other Class 4 gambling venues;
- details of liquor licence(s) applying to the premises.

**8 APPLICATION FEES**

These will be set by the territorial authority from time to time, and shall include consideration:

- (i) the cost of processing the application, including any consultation and hearings involved;
- (ii) the cost of triennially reviewing the Class 4 gambling venue and TAB venue policy;
- (iii) the cost of inspecting Class 4 gambling venues on a regular basis to ensure compliance with consent or license conditions;
- (iv) a contribution towards the cost of triennial assessments of the economic and social impact of gambling in the city/district.

## **APPENDIX C**

### **SAMPLE POLICY 3 - STATUS QUO**

#### **1 OBJECTIVES OF THE POLICY**

- To ensure the council and the community has influence over the provision of new gambling in the city/district.
- To allow those who wish to participate in pokie machine gambling to do so within the city/district.

#### **2 WHERE CLASS 4 GAMBLING VENUES MAY BE ESTABLISHED**

Class 4 gambling venues may be established within the city/district, subject to meeting application and fee requirements.

#### **3 NUMBERS OF POKIE MACHINES TO BE ALLOWED**

- New venues shall be allowed a maximum of 9 pokie machines.
- Existing venues, with licences issued after 17 October 2001 and operating fewer than 9 pokie machines, shall be allowed to increase the number of machines operated at the venue to 9.

#### **4 APPLICATIONS**

Applications for territorial authority consent must be made on the approved form and must provide:

- name and contact details for the application;
- street address of premises proposed for the Class 4 licence;
- the names of management staff;
- evidence of police approval for owners and managers of the venue;
- a 12 month business plan or budget for the establishment, covering both gambling and other activities proposed for the venue;
- a site plan covering both gambling and other activities proposed for the venue, including details of each floor of the venue;
- details of liquor licence(s) applying to the premises.

#### **5 APPLICATION FEES**

These will be set by the territorial authority from time to time, and shall include consideration:

- (i) the cost of processing the application, including any consultation and hearings involved;
- (ii) the cost of triennially reviewing the Class 4 gambling venue and TAB venue policy;
- (iii) the cost of inspecting Class 4 gambling venues on a regular basis to ensure compliance with consent or license conditions;
- (iv) a contribution towards the cost of triennial assessments of the economic and social impact of gambling in the city/district.



