

Social Impact Assessment update

Gambling Venue Policy

March 2026



Introduction

This document has been prepared to help inform decision making on the 2026 review of the Gambling Venue Policy.

It is intended to update key aspects of the more extensive Social Impact Assessment (SIA) undertaken during the 2022 policy review¹ and focus on changes in the intervening period.

Table of Contents

Gambling Activities and Types in New Zealand	1
Venues and machines in the Timaru District	4
Class 4 Gambling and TAB expenditure	7
Funds returned to community	10
Class 4 gambling and socio-economic deprivation	12
Problem gambling	15
Policy tools available to local authorities	15
Policy approaches of neighbouring local authorities	18

Gambling Activities and Types in New Zealand

The Gambling Act 2003 (the Act) regulates gambling activities in New Zealand. Many types of gambling are classified as classes 1 through 4, based on the amount spent and risk of problem gambling.

Council is required to have a policy on Class 4 gambling, which the DIA states: “represents high-risk, high-turnover gambling”² (relative to class 1 gambling, for example). The operation of Class 4 gambling is strictly regulated, including regulatory oversight and harm minimisation requirements. They are only permitted to be operated by corporate societies and generate funds for authorised purposes.

Other common types of gambling are treated outside of these classifications, such as casinos and NZ Lotto.

¹ Available here: https://www.timaru.govt.nz/_data/assets/pdf_file/0009/681804/Social-Impacts-of-Class-4-Gambling-in-Timaru-District-Final.pdf

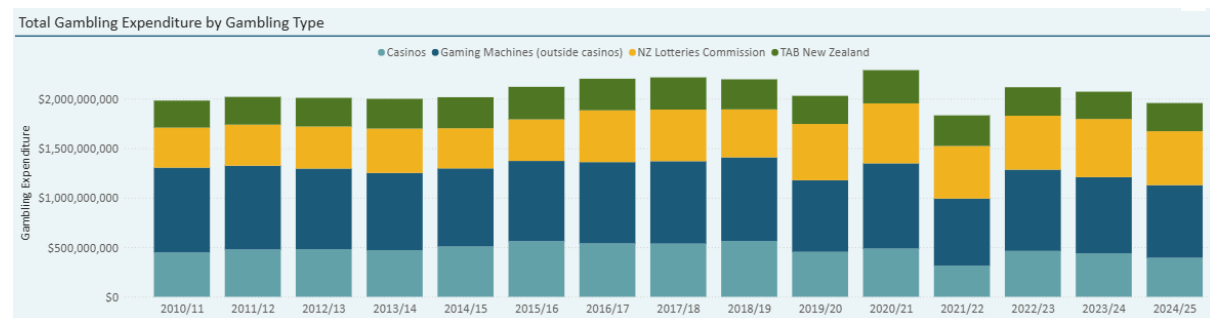
² Refer https://www.dia.govt.nz/diawebsite.nsf/wpg_URL/Services-Casino-and-Non-Casino-Gaming-Classes-of-Gambling

The expenditure per Gambling Type for the period 2010/11 through 2024/25 is shown below³.

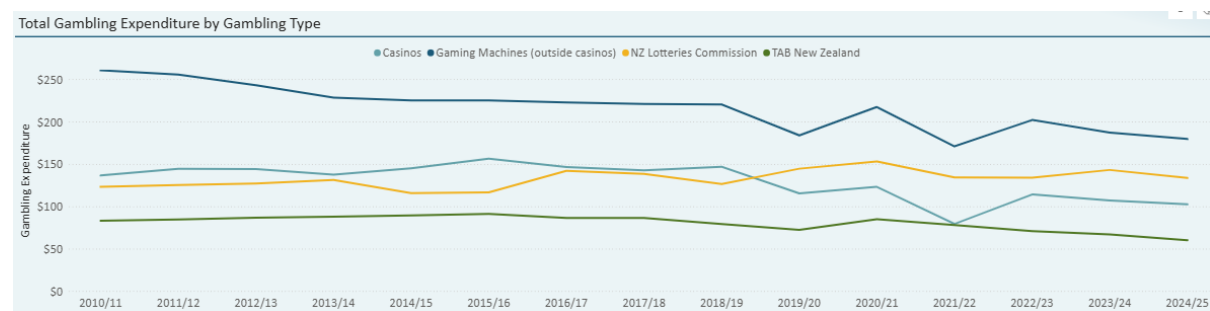
Note: expenditure = “the gross amount wagered by gamblers, less the amount paid out or credited in prizes or dividends”⁴

Note: inflation adjusted values derive from a 2011 base.

Inflation adjusted



Population (adult 18+) and inflation adjusted



This SIA is most interested in Gaming Machines (outside casinos) and TAB expenditure. As a comparison, in 2010/11 there was an expenditure of \$261 per adult on gaming machines (outside casinos) and \$83 per adult on the TAB. In 2024/25, this was \$180 per adult and \$60 per adult respectively, adjusted for inflation.

The following breaks this down more clearly for Gaming Machines (outside casinos) and TAB expenditure⁵.

³ <https://catalogue.data.govt.nz/dataset/gambling-expenditure-statistics/resource/3a1b430e-7e1f-445e-91af-db33279214fc>

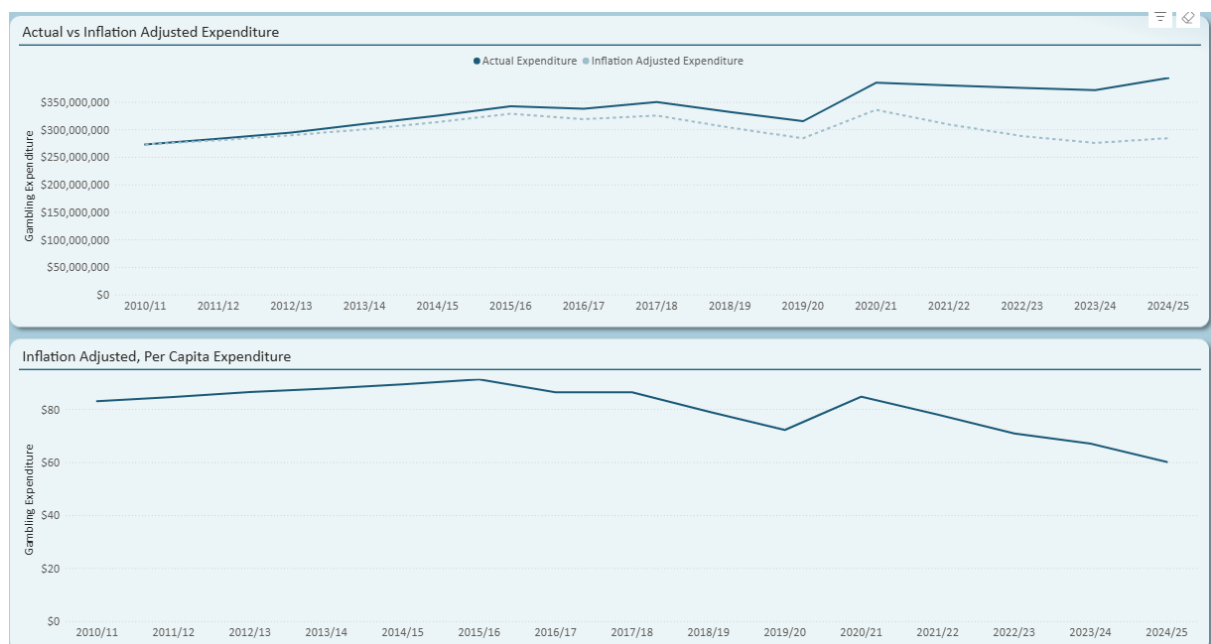
⁴ <https://catalogue.data.govt.nz/dataset/gambling-expenditure-statistics/resource/3a1b430e-7e1f-445e-91af-db33279214fc>

⁵ <https://catalogue.data.govt.nz/dataset/gambling-expenditure-statistics/resource/3a1b430e-7e1f-445e-91af-db33279214fc>

Gaming machines (outside casinos)



TAB



Online casino gambling is currently (at the time of writing) not regulated in New Zealand. It is legal to gamble on off-shore-based websites, however these cannot be advertised in New Zealand, and protections and guarantees are not available under New Zealand law. It is also illegal to gamble on New Zealand-based websites, except for NZ Lotto and the TAB. It is estimated that New Zealanders currently spend

approximately \$700 million per annum on online gambling⁶, additional to the figures spent on other gambling types shown above. The government is currently developing legislation to regulate online gambling⁷, which is expected to be introduced to Parliament in 2026.

Venues and machines in the Timaru District⁸

Class 4 Gambling

Venue name	Society name ⁹	# of machines 2019	# of machines 2021	# of machines 2025 (December)	Change 2021-2025
Ascot Sportshouse and Eatery Timaru	New Zealand Community Trust	7	7	7	0
Crown Hotel Temuka	Trust Aoraki Limited	18	18	15	-3
Crown Hotel & Pub Geraldine	Pub Charity Limited	9	9	10	+1
Empire Hotel Temuka	Pub Charity Limited	7	10	10	0
Grosvenor Hotel Timaru	Pub Charity Limited	18	18	18	0
Old Bank Café and Bar Timaru	Trust Aoraki Limited	18	18	18	0

⁶ <https://insight.thomsonreuters.co.nz/legal/posts/nz-online-casino-gambling-bill#:~:text=New%20Zealanders%20spend%20approximately%20%24700,reach%20of%20New%20Zealand's%20regulator>

⁷ Refer <https://www.dia.govt.nz/Online-Casino-Gambling>

⁸ Data was correct at the time of writing (March 2026) based on the latest available data from December 2025. The data remained correct as at the consultation start date. This data does not include a potential additional pokie machine venue: Council provided TLA consent to apply for a licence to an application at its 21 July 2026 meeting. As at the consultation start date, Council understands that the applicant has yet to lodge the application with the DIA.

⁹ Refer <https://www.dia.govt.nz/Services-Casino-and-Non-Casino-Gaming-List-of-Society-Websites>

Pleasant Point Hotel	Trust Aoraki Limited	5	5	5	0
Richard Pearce Tavern Timaru	Pub Charity Limited	18	18	18	0
Schnitz & Co Timaru (formerly Armadillos) ¹⁰	Pub Charity Limited	14	15	14	-1
Temuka Hotel	Trust Aoraki Limited	14	14	14	0
Timaru Town & Country Club	Timaru Town & Country Club Inc	18	18	18	0
Timaru South Cosmopolitan Club	Timaru South Cosmopolitan Club	7	7	0	-7
Village Inn Geraldine	Aotearoa Gaming Trust	9	9	9	0
MACHINE TOTAL	-	162	166	156	-10

2021 and 2019 data is as per the 2022 Social Impact Assessment. December 2025 data is as per the DIA website¹¹

The number of Class 4 gambling venues has decreased by 1 (from 13 to 12) since 2021 with the closure of the Timaru South Cosmopolitan Club in 2025. Council is not aware of any interest for a new venue to open or from other venues to increase their number of machines, to fill this gap. This may suggest that users of Class 4 gambling machines feel that their demand can be met with the existing number of venues and machines.

The number of Class 4 gambling machines has remained relatively stable since 2019. They have decreased by six over the 2019-2025 period, and by 10 since the 2021. In

¹⁰ At the time of writing (March 2026), the venue was closed but retained a class 4 licence. As at the consultation start date Council understands that a new venue (District Bar & Kitchen) will replace it, with a transferred class 4 licence.

¹¹ <https://www.dia.govt.nz/gambling-statistics-historical-data-venues-machine-numbers>

other words, there is now one machine per 222 Timaru District residents (18+ population, using 2023 Census data) compared with one machine per 209 residents at the time of the previous review.

In percentage terms the decrease in venues and machines in the Timaru District closely corresponds to New Zealand's as a whole, as shown by the following two tables¹².

Timaru District

	Venues and EGMs			
	Venues		EGMs	
Sep-2022	13		166	
Sep-2025	12		156	
Δ	-1	-7.7%	-10	-6.0%

New Zealand

	Venues and EGMs			
	Venues		EGMs	
Sep-2022	1,038		14,672	
Sep-2025	959		13,772	
Δ	-79	-7.6%	-900	-6.1%

This is a continuation of the long term trend of decreasing numbers of Class 4 Gambling venues and machines, as noted in the 2022 SIA at page 3.

TAB

TAB data is not as readily available as Class 4 Gambling data.

Council understands that there are currently no TAB facilities in the Timaru District that meet the definition of a TAB venue stated in the Racing Industry Act 2020: “premises owned or leased by TAB NZ and where the main business carried on at the premises is providing racing betting, sports betting, or other racing or sports betting services under this Act”¹³. Existing TAB facilities such as terminals attached to other premises do not meet this definition and are outside the scope of this policy.

¹²

<https://app.powerbi.com/view?r=eyJrIjoiaNTk3MDRiZGUtZWUyZS00YTlxLTk1YTMtOGRiZmY2ZmY0ODI5liwidCI6ImY2NTIjYTVjLWZjNDctNGU5Ni1iMjRkLTE0Yzk1ZGYxM2FjYiJ9>

¹³ Refer s 5 <https://www.legislation.govt.nz/act/public/2020/28/en/latest/#LMS292041>

The 2022 SIA stated that there were no TAB venues in the district at that time.

At the time of writing, Council has not received a reply from the TAB to confirm or clarify this understanding.

Class 4 Gambling and TAB expenditure

How much do people “spend” on Class 4 Gambling and the TAB? The most common measurement for this for Class 4 Gambling is called Gaming Machine Proceeds (or Profit; GMP) representing the turnover of a machine minus prizes and jackpots (and allowing for any adjustments)¹⁴. This can be considered on a “per head” basis (for the population aged 18+).

As of the last policy review in 2022, the GMP per head across the Canterbury local authorities was as shown below.

District	Population 18+	GMP year end Sep 22	Loss per head
Mackenzie District	3,765	\$1,145,482.51	\$304.25
Timaru District	34,707	\$10,480,880.29	\$301.98
Christchurch City	286,896	\$86,520,072.68	\$301.57
Ashburton District	24,276	\$6,971,644.70	\$287.18
Canterbury average	489,021	\$127,016,050.70	\$259.74
New Zealand average	4,000,000	\$923,168,832.48	\$230.79
Waitaki District	17,373	\$3,901,725.61	\$224.59
Hurunui District (includes Kaikoura District)	13,389	\$2,667,955.44	\$199.26
Waimakariri District	48,627	\$9,380,784.28	\$192.91
Waimate District	6,099	\$639,137.71	\$104.79
Selwyn District	53,889	\$5,271,606.07	\$97.82
Population = 2023 census; NZ value estimated			
Figures are nominal			

As of this review (latest data available at the time of writing), the GMP per head across the Canterbury local authorities is as shown below.

¹⁴ <https://www.dia.govt.nz/Gambling-territorial-authorities-glossary>

District	Population 18+	GMP year end Sep 25	2025 Loss per head
Christchurch City	286,896	\$97,562,300.94	\$340.06
Timaru District	34,707	\$10,748,305.78	\$309.69
Mackenzie District	3,765	\$1,148,559.15	\$305.06
Ashburton District	24,276	\$7,046,836.24	\$290.28
Canterbury average	489,021	\$140,955,377.53	\$288.24
New Zealand average	4,000,000	\$1,018,821,336.34	\$254.71
Hurunui District (includes Kaikoura District)	13,389	\$3,147,063.80	\$235.05
Waitaki District	17,373	\$4,051,135.74	\$233.19
Waimakariri District	48,627	\$10,287,661.55	\$211.56
Selwyn District	53,889	\$6,260,759.29	\$116.18
Waimate District	6,099	\$702,755.04	\$115.22
Population = 2023 census; NZ value estimated			
Figures are nominal			

This highlights that in nominal terms, Timaru District remains second in Canterbury for GMP per head. However, when inflation across these three years is taken into account, it shows that in real terms, GMP per head in the Timaru District has been declined at the third highest rate in Canterbury.

District	Population 18+	2022 Loss per head	2025 Loss per head	Inflation adjusted	Difference
Mackenzie District	3,765	\$304.25	\$305.06	\$338.37	-\$33.31
Ashburton District	24,276	\$287.18	\$290.28	\$319.38	-\$29.10
Timaru District	34,707	\$301.98	\$309.69	\$335.84	-\$26.15
Waitaki District	17,373	\$224.59	\$233.19	\$249.78	-\$16.59
Waimakariri District	48,627	\$192.91	\$211.56	\$214.54	-\$2.98
New Zealand average	4,000,000	\$230.79	\$254.71	\$256.67	-\$1.96
Waimate District	6,099	\$104.79	\$115.22	\$116.54	-\$1.32
Canterbury average	489,021	\$259.74	\$288.24	\$288.87	-\$0.63
Christchurch City	286,896	\$301.57	\$340.06	\$335.39	\$4.67
Selwyn District	53,889	\$97.82	\$116.18	\$108.79	\$7.39
Hurunui District (includes Kaikoura District)	13,389	\$199.26	\$235.05	\$221.61	\$13.44
Population = 2023 census; NZ value estimated					

Note: the “inflation adjusted” column is the expected loss per head if spending had adjusted equally with inflation. “Loss per head” figures sourced from the DIA’s GMP Dashboard¹⁵. Inflation adjusted values have been determined using the RBNZ inflation calculator¹⁶ comparing general CPI for Q3 2022 with Q3 2025. The New Zealand population value has been estimated for all calculations.

There are important caveats to these findings which impacts the confidence with which they can be held (but does not necessarily disprove the findings), as the data is not perfectly suitable for our needs. Officers consider that they are strongly illustrative.

The first is that Class 4 gambling venues and machines are used by *both* Timaru District residents and visitors to the district, as is the case for all venues and machines in New Zealand. The GMP is, in reality, spread out over a greater number than the usual

¹⁵ <https://catalogue.data.govt.nz/dataset/gaming-machine-profits-gmp-dashboard>

¹⁶ <https://www.rbnz.govt.nz/monetary-policy/about-monetary-policy/inflation-calculator>

population, including domestic and international visitors. This makes it more difficult to accurately assess exactly *who* is impacted by Class 4 gambling (both individual positive aspects such as entertainment, and individual negative aspects such as financial loss).

Using Christchurch City as an example to illustrate this given they have the highest GMP in Canterbury, is it likely that Christchurch City residents are more disposed to Class 4 Gambling as a whole relative to the rest of Canterbury? Their city has more gambling infrastructure in general (such as a casino) which may create a larger gambling culture. However, it is considered more likely that the higher GMP is more significantly caused by Christchurch's status as the main city in the South Island, with an accompanying international airport and port attracting international visitors. The Class 4 Gambling spend of visitors is apportioned to the Christchurch City population as it cannot be meaningfully measured to factor into this analysis.

It is argued that a similar effect is likely occurring in the Mackenzie District (as a tourist hotspot attracting visits and spend from non-residents) and the Timaru District (given the presence of the port and as a service centre for a large rural area outside of the district).

The second caveat to the above is in regard to changes in the population. The population will have changed in the 2022-25 period, but the dataset above does not account for these; instead 2023 census data have been used for both the September 2022 and September 2025 datasets.

This is because the census data makes the 18+ population (i.e. the gambling population) by local authority publicly available, whereas the population estimates in non-census years do not. The population estimates in non-census years are only publicly available as the 15+ population. This is not as suitable for our purposes because 15 – 17 year olds are not legally allowed to gamble, i.e. the gambling population would be artificially enlarged. The recently announced changes to the census should – we understand – allow for 18+ population data to be more readily and publicly available in the future.

New Zealand's population is not growing uniformly, so – similar to the 15+ population groups – an average national population change cannot be easily applied to local authorities in a way that will create greater confidence in the overall finding. Christchurch City's growth (at approximately 8% for the 15+ population over the 2022-25 period based on population estimates) is far greater than Timaru's (at 2% for the same period and demographic), for example.

As a separate point, there can be confidence that the GMP per head is decreasing on an inflation-adjusted basis regardless of what may be occurring on a per capita basis.

DIA's GMP Dashboard¹⁷ figures show that, in the last three years:

- New Zealand's total GMP (not per head) decreased 2.07% on an inflation adjusted basis from September 2022 to September 2025.

	Nominal	Inflation-adjusted
Sep-2022	\$915,303,649.20	\$772,007,804.14
Sep-2025	\$1,010,890,260.51	\$756,026,448.86

- The Timaru District's total GMP (not per head) decreased 9.26% on an inflation adjusted basis over the same period.

	Nominal	Inflation-adjusted
Sep-2022	\$10,480,880.29	\$8,861,396.88
Sep-2025	\$10,748,305.78	\$8,041,090.49

Given that the 18+ population will have increased (but at different rates) for both New Zealand and the Timaru District over this period, the GMP per capita must have also decreased.

Note: the DIA use 2015 as the base for inflation adjusted values.

This is a continuation of longer term trends.

TAB

The GMP per head equivalents are not available for TAB venues.

Funds returned to community

New Zealand's gambling legislative framework ensures that proceeds are returned to the community. A minimum of 40% of profits are required to be issued as grants¹⁸.

This data can be explored at www.granted.govt.nz. Recipients often include local sports clubs, health services and cultural initiatives.

¹⁷ <https://catalogue.data.govt.nz/dataset/gaming-machine-profits-gmp-dashboard>

¹⁸ <https://granted.govt.nz/apply>

New Zealand

Year	GMP	Returned	%
2020	\$705,180,182.00	\$281,366,893.00	39.9
2021	\$746,779,473.00	\$300,205,348.00	40.2
2022	\$882,245,073.00	\$366,862,237.00	41.6
2023	\$917,735,661.00	\$398,751,581.00	43.4
2024	\$889,681,376.00	\$386,076,106.00	43.4
2025	\$849,411,557.00	\$364,469,063.00	42.9

Timaru District

	GMP	Returned	%
2019	\$9,775,761.51	\$2,715,833.00	27.8
2020	\$8,711,565.51	\$2,460,481.00	28.2
2021	\$10,150,461.17	\$3,169,086.00	31.2
2022	\$10,843,662.93	\$3,260,367.00	30.1
2023	\$11,185,031.08	\$4,111,040.00	36.8
2024*	\$11,002,172.30	\$3,526,812.37	32.1

* the 2024 returned figure has been updated since the 17 February 2026 Council workshop to what Council understands the correct value to be. As of the time of writing, the [granted.govt.nz](https://www.granted.govt.nz) website utilises the older, incorrect figure. 2024 is the latest data available.

The figures likely understate the exact return to community because it may not include grants awarded to a national organisation which is then passed onto their Timaru District based sub-entity.

As stated in the 2022 SIA¹⁹, “expenditure spent on gambling in the district does not necessarily equate with the value of grants to charitable organisations within the district. This is partly because there is no requirement for funding to be granted to organisations within the area in which it was received, and because proceeds from gambling expenditure in chartered clubs is directed toward benefiting club members rather than being distributed as community grants.”

There has been concern that online gambling proceeds are not returned to the community. The proposed online gambling legislation includes a provision for funding to be returned to community organisations (potentially at 4% of gross revenue), and to undertake a review of the impact on Class 4 gambling revenues after two years to better understand the new legislation’s impact on its revenue.

¹⁹ p 10

Class 4 gambling and socio-economic deprivation

S 102(5B) of the Act states that Council is required to consider the social impact of gambling in “high-deprivation” communities within the district when making decisions on a relocation policy.

Venues often remain in locations for extended periods, and the composition of the surrounding community (and its deprivation index) can change over this time.

The only venue change since the 2022 review relates to the closure of the Timaru South Cosmopolitan Club. The Club was located in a decile 8 area in the 2025 deprivation index. In the 2018 deprivation index the same area was a decile 9.

Based on the 2023 deprivation index²⁰, the current 12 venues are located as per the below table. The 2023 deprivation index resulted in the areas that four venues are located in improving its decile score, and one decreasing its decile score. The others were unchanged.

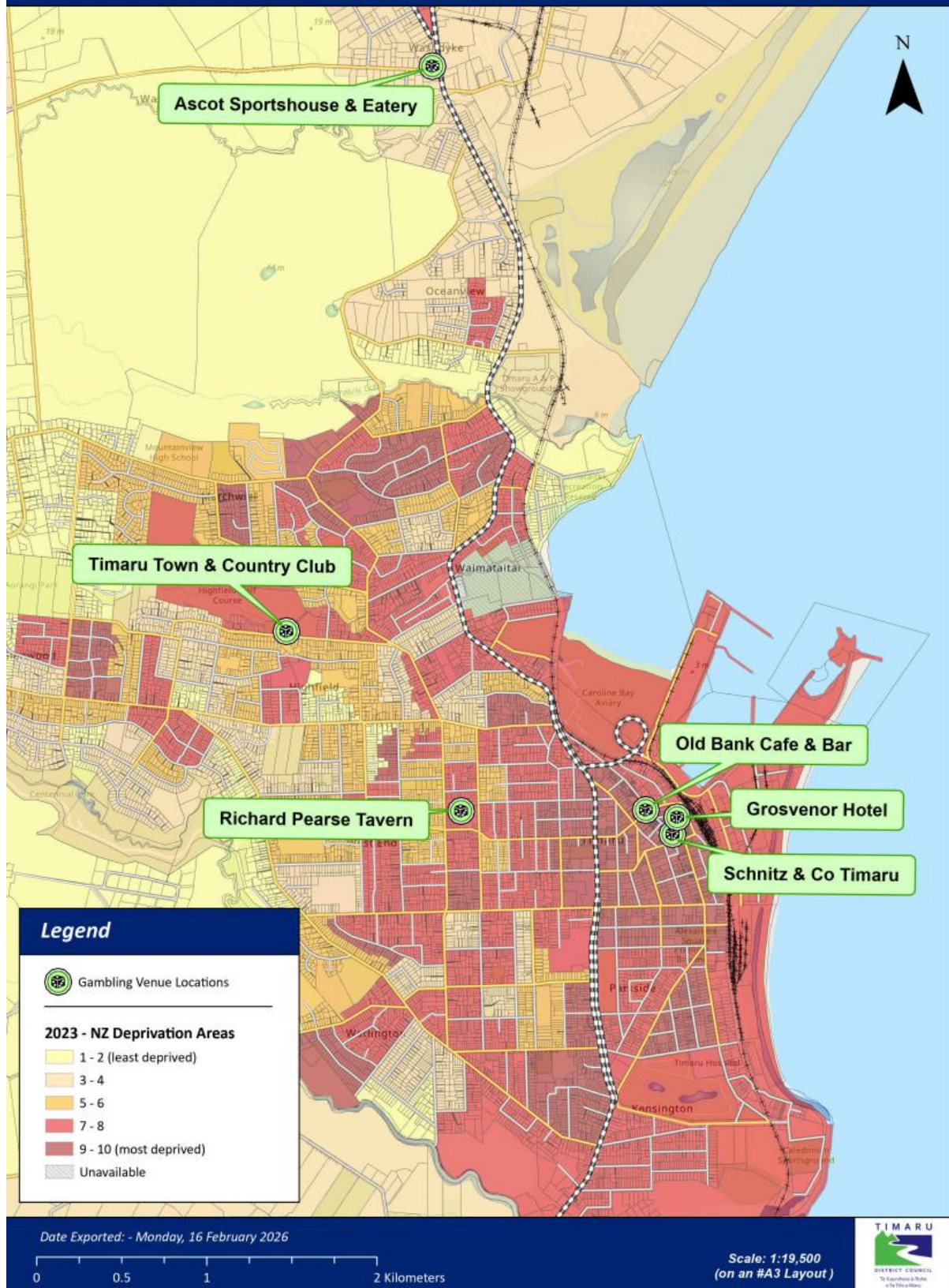
2023 Deprivation decile	Number of venues	Number of machines	Change (for venues) since 2018 deprivation index
1 (least deprived)	0	0	0
2	0	0	0
3	0	0	0
4	1	7	+1
5	0	0	-1
6	1	5	0
7	5	75	+3
8	0	0	-3
9	5	69	0
10 (most deprived)	0	0	0

Note: the physical shape of some SA1 areas have changed between the 2018 and 2023 deprivation indexes.

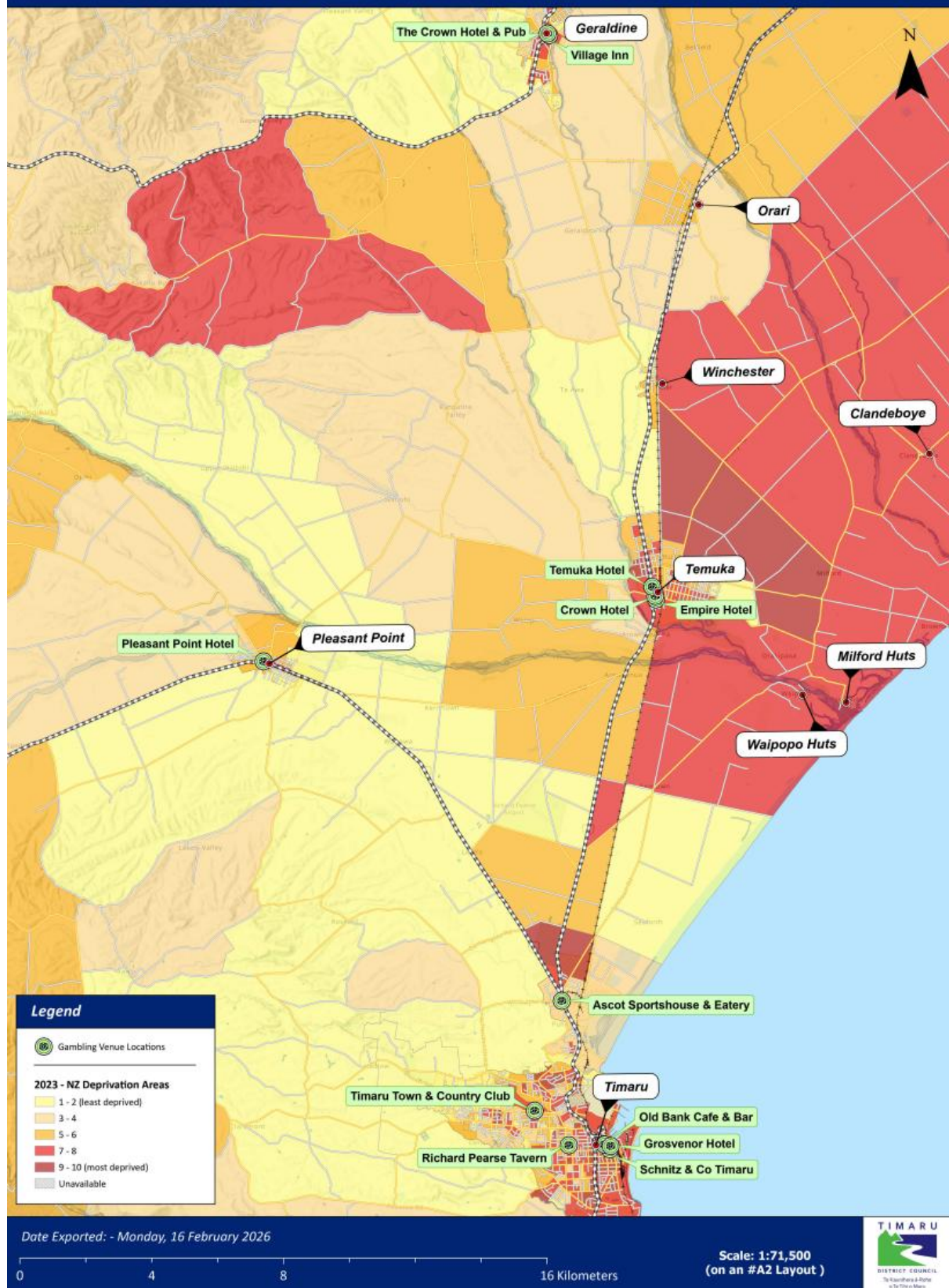
This data is geographically represented below.

²⁰ <https://www.ehinz.ac.nz/indicators/population-vulnerability/socioeconomic-deprivation-profile/#nzdep-for-2023-nzdep2023>

'Class 4' - Gambling Venue Locations in Timaru



Timaru District - 'Class 4' Gambling Venue Locations



Problem gambling

The 2022 SIA found that the Timaru District likely experienced low problem gambling rates relative to New Zealand overall, in part due to its predominately low populations of groups more likely to be susceptible to gambling harm (Māori, Asian and Pasifika).

This is unlikely to have changed in the intervening four years for Class 4 Gambling or TAB expenditure given minimal population change.

Ministry of Health statistics²¹ indicate that Timaru District residents comprised between 0.29% and 0.48% of all clients assisted at problem gambling services between July 2018 and June 2023. This is between a third and a half of what might be expected if Timaru District residents presented at the same rate as the national average, given that the district is approximately 1% of the national population.

There are caveats to this data. It represents clients self-presenting. Not all problem gamblers will seek assistance. Their seeking assistance does not necessarily mean that they have experienced harm or indicate the extent to which any harm may have occurred.

The increasing use of online gambling (outside of the scope of this policy) is more likely to create problem gambling harm. The Problem Gambling Foundation states that problem gambling rates among online gamblers are ten times higher than the general population²².

The 2022 SIA found that TAB betting is less likely to cause problem gambling harm than Class 4 gambling²³.

Problem gambling services can be located at www.pgfnz.org.nz

Policy tools available to local authorities

The Act states at s101(3) that:

- (3) 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; and
 - (c) may include a relocation policy.

²¹ <https://www.health.govt.nz/statistics-research/statistics-and-data-sets/gambling-harm/gambling-harm-services-data>

²² <https://www.pgfnz.org.nz/knowledge-hub/online-gambling>

²³ p 24

Common policy tools are outlined in the table below.

Policy tool	Options	Selected comments from early feedback
Number of gaming machines for new venues	Permit nine machines, or permit a lower number. Given the current policy settings of allowing up to seven machines, Council can increase, decrease or retain this number.	Some societies requested an increase to nine machines to improve the entertainment offering and allow fixed venue costs to be spread over a greater number of machines. Several stated that there is no correlation between an increase to nine machines and problem gambling rates. It was noted that the current seven machines rule is a “compromise”.
Number of gaming machines or venues (including TAB venues)	Note: policy settings may be different for machines and venues. Set no maximum limit for machines and/ or venues, or set a maximum limit that may be above, equal to or lower than current numbers. Given that the current policy does not set a maximum limit, Council can choose to remain silent on this matter or introduce a limit. If the limit is lower than the current number of machines/ venues, a sinking lid would be in effect (no new licences	This topic received strong feedback amongst the invited stakeholders. The National Public Health Service argue for a sinking lid as a gambling expenditure (and thus, they state, harm reduction) measure. As a secondary recommendation, they support a cap of 156 machines (the current number). Societies argued that sinking lids reduce community funding over time, but do not reduce problem gambling rates. Further, the reduction in

	granted) until this number is reached. A sinking lid is more commonly implemented as a total sinking lid, i.e. no new licences will ever be granted.	in-person gaming offerings have a displacement effect towards online gambling, which is less regulated, likely more harmful and does not (currently) return funds to the community.
Locations of new venues	Permit venues to be established in all locations, or do not allow them in certain areas (such as residential zones, and/ or a certain distance from community facilities and/ or according socio-economic deprivation index). The current policy permits new venues in certain commercial or business zones only and requires certain distances from sites such as community facilities. There are no current requirements regarding socio-economic index.	There was little early feedback on this topic. It was suggested that if Council is concerned about venues being situated in areas of lower socio-economic areas than permitting relocation would be logical. The National Public Health Service supports preventing relocations into areas 8+ on the deprivation index.
Exemptions, relocations and mergers	Consider these on a case-by-case basis, or permit these subject to certain conditions (e.g. in the case of a venue being destroyed by fire), or do not permit these. The current policy allows exemptions and relocations to be considered on a case-by-case basis. The policy is	Societies state that relocations allow venues to move to modern premises and enhances the sustainability of the sector and its associated community funding. The National Public Health Service oppose relocations and mergers as they believe there is a link between Class 4

	currently silent on mergers.	machine access and gambling harm (i.e. reducing access will reduce harm).
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Policy approaches of neighbouring local authorities

The approaches of neighbouring local authorities may be useful when considering what might be the appropriate bespoke policy settings for the Timaru District.

Local authority ²⁴	Most recent review	Main policy decisions in current policy
Ashburton ²⁵	2025	Ban on TAB venue establishment New Class 4 gambling venues permitted in Business Zone (or with resource consent) and not permitted in an area with a deprivation score of 8+ New venues permitted a maximum of five machines District wide cap of 20 venues (12 venues as of Dec 2025) Relocations permitted under some circumstances
Mackenzie ²⁶	2021	Sinking lid in place for venues and machines Relocations/ transfers only permitted if a business is sold or re-established following closure due to fire or natural hazard
Selwyn ²⁷	2022	Additional machines permitted subject to a district-wide cap of 124 gaming machines Venues may not be in certain residential zones Relocation permitted where the venue is intended to replace an existing venue in the district
Waimate ²⁸	2023 (currently	Sinking lid in place for venues and machines Maximum permitted number of machines is 8

²⁴ Most recent version that could be located via the local authority website.

²⁵ https://www.ashburtondc.govt.nz/_data/assets/pdf_file/0020/4808/Gambling-Venue-Policy-2025.pdf

²⁶ https://www.mackenzie.govt.nz/_data/assets/pdf_file/0009/589824/Class-4-Gambling-and-TAB-Venue-Policy-2021.pdf

²⁷ https://www.selwyn.govt.nz/services/licensing/gambling/Gambling_Policy_2022_reviewed.pdf

²⁸ <https://www.waimatedc.govt.nz/repository/libraries/id:21r92ideo17q9sg7je9s/hierarchy/Documents/Council/Publications/Policies%20-%20General/Gambling%20and%20TAB%20Venues%20Policy>

	being reviewed)	Relocations permitted under certain circumstances (including moving to area of lower deprivation), and with consideration of proximity to certain sites
Waitaki ²⁹	2022 (currently being reviewed)	Sinking lid for venues and machines Relocations and mergers permitted at Council's discretion Relocations permitted for circumstances beyond operator's control, but cannot have more machines than previous venue

²⁹ <https://www.waitaki.govt.nz/files/assets/public/v/2/files/our-council/policies-and-bylaws/policies/waitaki-district-council-class-4-gambling-venues-policy-2022.pdf>