Submission to Manawatu District Council on your proposed Gambling Venues Policy

2 November 2017
NZCT’s key messages

- The vast majority of players use gaming machines for entertainment and know when to stop gambling.

- Sinking lid policies destroy essential fundraising infrastructure for the community.

- Demand for funding will not simply go away. Likewise, there’s no simple answer to replacing the funding shortfall.
Would like you to:

- set a cap on the number of gaming machines slightly higher than the current number (e.g. 90) to allow for modest growth or set a population-based cap

- maintain the existing relocation policy to allow venue owners to move for their own business reasons, as well as when they are forced to for reasons beyond their control
Allowing venue relocations is a sensible option

Distance and location have a greater influence on gambling behaviour than the number of machines

- Auckland University of Technology, Gambling & Addictions Research Centre, 2012
- Ministry of Health, 2013 Gambling Resource for Local Government
- Young, Markham and Doran “Too close to home?”, 2012
As well as comprehensive harm minimisation measures in venues, the class 4 sector contributes $18.5 million annually for:

- public health services
- intervention services
- research
- workforce development

**AUT:** one year after calling Problem Gambling Helpline, ¾ of callers had quit or significantly reduced their gambling

**KPMG:** Problem gambling services “moderately accessible, highly responsive and moderate to highly effective”
Who misses out?

If community funding is reduced, who will be first to miss out?
Gaming trusts return around $300 million to the New Zealand community every year in grants.

Council needs to take a balanced approach to community benefit and potential harm from gambling.

Evidence shows that reducing the number of gaming machines in communities does not reduce problem gambling.