



ADDITIONAL CONSULTATION

- Youth (Taiohi) Policy 2006-2011
- Review of Fees and Charges
- Gambling Act Class 4 Gambling Venue Policy – Statement of Proposal
- These additional items were consulted on as part of the Draft Hauraki Community Plan 2006-16 Special Consultative Procedure.
They were adopted in conjunction with the Hauraki Community Plan 2006-16.

Youth (Taiohi) Policy 2006-2011

OBJECTIVE

To empower and celebrate youth

HAURAKI DISTRICT'S VISION STATEMENT

Hauraki District Council's Mission

To ensure the successful ...

- Provision of services and facilities
- Advocacy on behalf of the community; and
- Use and management of resources

... for all who live in or visit the Hauraki District

Hauraki District Council's Visions for the Future

- A range of services and facilities meeting the community's needs and realistic expectations;
- A positive climate which encourages balanced and sustained growth throughout the district;
- An environment which encourages vibrant communities and an enhanced quality of life;
- The wise use and management of all resources for the continued benefit of the district;
- A proactive Council that provides leadership, is results orientated and communicates effectively with all sectors of the community.

YOUTH POLICY VISION STATEMENT

Hauraki is a District where young people are optimistic, and are supported and encouraged to take up challenges to contribute to a growing vibrant District.

WHY HAVE A YOUTH POLICY?

Young people have an immeasurable amount of talent and energy in which to contribute to the quality of life of Hauraki District. This energy and talent is great and highly valued by both the council and the community, but in many cases it is not always strongly evident, and there is the potential for it to be expanded, and for youth to participate more and have more of a say in the future of the community.

The Community Outcomes process undertaken during 2005 emphasises this and has highlighted the need to increase the focus of Council on youth.

The most applicable outcome to youth was:

Our Hauraki youth be provided with greater opportunities to participate in the decision-making processes pertaining to the development of our communities.

How the community wants to see progress:

- We support the wider community and organisations to encourage and engage youth to actively participate;
- We need to understand, identify and address specific issues relating to our youth.

As a precursor to improving Councils focus, this draft policy has been prepared. This policy will provide the basis to:

- engage young people within the district and to ensure that the voices and needs of youth are heard;

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- propose actions, initiatives and strategies;
- provide an avenue for Council to support positive youth development;
- help young people be seen as a resource rather than a problem
- provide an avenue for youth involvement in Council decision making processes, as well as informing youth of Council's commitment towards the young people of Hauraki;
- help Council be proactive, encouraging, guiding, engaging and
- provide reasoning for Council to invest in youth

THE PURPOSE OF THIS POLICY

The purpose of this policy is to inform the youth of Hauraki, of Hauraki District Council's responsibilities and commitments towards young people in Hauraki, and to ensure young people are able to voice their views and contribute to the decision making processes of Hauraki District's development.

DEFINING YOUTH

The term "Youth" used in this Policy is to describe all young people moving through the transitional period between childhood and adulthood. It is recognised that:

- As young people are at different stages of maturity, both physically and mentally - there are no set boundaries between these stages of development;
- Young people are as diverse as any other age group, in terms of ability or disability, culture, ethnicity, family structure, gender, religious affiliation, education, sexual orientation and socio-economic position. Young people are not one homogeneous group;
- Young people face a wide variety of issues, such as accessing rights given by law, sharing responsibilities within society at large, and making more and more decisions for themselves, as they move towards adulthood;

- As diverse as young people are, there are needs, challenges and opportunities that are common across age groups, but are also unique to each age group.

Some of these needs and challenges are for Youth to:

- Feel valued;
- Be given opportunities to express themselves, to be seen and heard;
- Have their own spaces in communities;
- Have the right to live in a safe, supportive environment;
- Have access to affordable and appropriate information, services, resources, activities and facilities;
- Be recognised as valued members of the community;
- Be given real responsibilities, and real decision making opportunities;
- Have good adult role models, who have the ability and responsibility to assist, encourage and inform young people on issues that may affect them.

Social, cultural and personal perspectives are important in defining the term "young people".

For the purpose of this policy, and in keeping with the Ministry of Youth Affairs' Youth Development Strategy, youth are defined as all those between the ages of 12 to 24 years inclusive.

YOUNG PEOPLE IN CONTEXT

It is important to acknowledge the importance of family and whanau in the development, health, support and well-being of young people. Young people do not live in isolation in a community but within a family or whanau context that has immediate responsibility for their wellbeing. When addressing "youth" issues this context must be taken into account.

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WHAT IS YOUTH DEVELOPMENT?

Youth Development is multi-dimensional. Youth Development is about supporting young people, and purposefully meeting youth needs in order to enable youth to meet their potential, and to become successful and responsible adults.

POLICY GUIDING DOCUMENTS

The following documents were used in the development of the policy and its principles:

Youth Development Strategy Aotearoa 2002 [IM235686]

Youth Development Strategy Aotearoa is the Strategy that was developed by the Ministry of Youth Development to help identify how government and society can support young people to develop skills and attitudes needed for them to have a positive role in society now and in the future.

The Youth Development strategy has six key principles

They are:

1. Youth development is shaped by the "big picture";
2. Youth development is about young people being connected;
3. Youth development is based on a consistent strengths-based approach;
4. Youth development happens through quality relationships;
5. Youth development is triggered when young people fully participate; and
6. Youth development needs good information.

This policy aims to reflect these six important principles for youth development.

Local Government Act 2002

Local Government Act 2002 requires Councils to consult with communities and provides for greater participation by communities in decision making. This therefore needs to include youth in consultation processes.

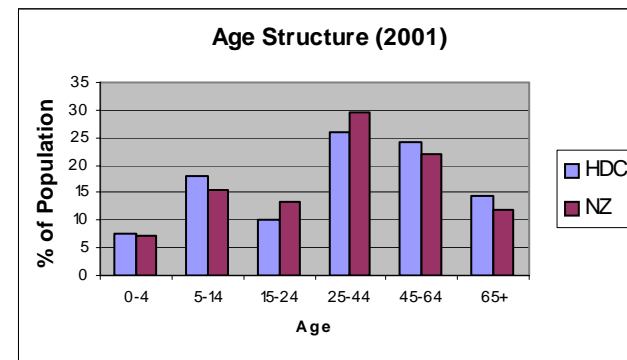
Hauraki's Community Plan 2004-2014

Hauraki's Community Plan was developed in partnership with the community and records the shared vision for Hauraki for the next 10 years - this document is in the process of considerable review. The Hauraki Community Plan 2006-16 will robustly state the communities' desires for Hauraki, including that surrounding youth development. Youth participation is therefore not only desirable, but essential for achieving Hauraki's Community Outcomes.

Treaty of Waitangi

The Treaty of Waitangi is honoured as the founding partnership document of New Zealand between Maori and the Crown. Hauraki District Council recognises its obligations as a treaty partner through partnership contracts with Maori in Hauraki.

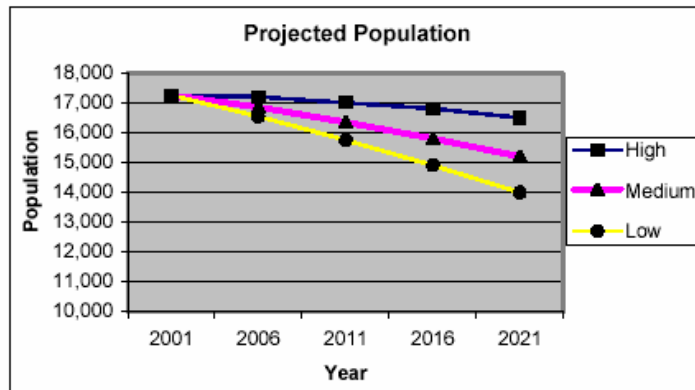
Demographics - Youth Population



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According to Census 2001, the total number of young people living in Hauraki between the ages of 5 and 24 had a larger proportion of its residents in the 5-14 age group when compared to New Zealand (18% compared to 15% for New Zealand).



These projections are based on trend analysis from 1996 – 2001. The 2006 census is due for release mid 2006. Council is expecting the trends to no longer be declining, but to plateau and then slowly increase. Younger couples (40~60 year age bracket) are also relocating to this district for lifestyle or business reasons.

The purpose of this policy will also help to encourage youth that are currently residing in the District to contribute towards the wider community.

MAYOR'S TASKFORCE FOR JOBS

The objectives of the MAYORS TASKFORCE for JOBS are:

- to provide a national focus of leadership on the jobs issue through co-operation between Mayors concerned about employment issues in their communities,
- to share best practice on what we can achieve on employment at the local level,
- to create local and national forums which address the "big picture" of trends on the issues of income and work,

- to link with imaginative private sector initiatives that are addressing unemployment.

PRINCIPLES

PRINCIPLE 1: YOUTH DEVELOPMENT

Hauraki District Council will provide a positive environment using a strength based approach for youth development and celebrate the successes and achievements of young people.

Objectives 1.1: Participation

Youth are involved in Council and Community processes especially those processes that impact on young people.

Objective 1.2: Involvement

Youth involvement is encouraged in Council and Community projects and events.

Objective 1.3: Consultation

Youth are actively consulted in decision-making processes, particularly those that affect youth development.

Objective 1.4: Support

Opportunities are created and ongoing support provided for the development of young people.

Objective 1.5: Celebrations

Opportunities are created and supported that celebrate the achievements of young people.

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PRINCIPLE 2: ADVOCACY

Hauraki District Council will support mechanisms for advocacy on issues that affect youth.

Objective 2.1: Assistance

Council will advocate on behalf of youth.

Objective 2.2: Support

Council will mediate on identified issues that affect youth.

Objective 2.3: Information

Youth are educated and informed of their rights and responsibilities.

PRINCIPLE 3: PARTNERSHIP

Hauraki District Council will collaborate with young people, their families, whanau, and relevant agencies in the co-ordination and support of youth services in the District.

Objective 3.1: Networking

Regular networking and information sharing opportunities between Council and youth service providers are promoted.

Objective 3.2: Assistance

Community youth organisations are advised on available funding and resources.

Objective 3.3: Promotion

Communities are made aware of the role of Council as a resource and voice for young people.

Objective 3.4: Connection

Relationships between Council and service providers are enhanced, to support the delivery of events and services for young people.

PRINCIPLE 4: PROVISION

Hauraki District Council will provide and support recreational, leisure, social and cultural opportunities for youth both within neighbourhoods and the main towns within the District.

Objective 4.1: Funding

Available funds are distributed for youth events and activities in Hauraki.

Objective 4.2: Access

Information on Council services, events and activities are provided and accessible for youth and their families.

Objective 4.3: Resources

Collaborative projects with other agencies and organisations are undertaken to facilitate the coordination and further development of youth services and facilities.

HOW THIS POLICY WAS MADE?

The Hauraki District Council Youth Policy was prepared in consultation with representative elected members, Hauraki Youth forums and Hauraki District Council staff focused on youth development.

The group aimed for a policy that:

- Is user-friendly;
- Is functional, a document that enables implementation;
- Identifies key roles and responsibilities in relation to the issues faced by young people;

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- Is a document that acknowledges the responsibility that adults have to young people;
- Involves youth in the policy making process;
- Benefits young people.

The policy was then consulted on as part of a Special Consultative Procedure, in conjunction with the Draft Hauraki Community Plan 2006-16 Consultation.

POLICY PROCESS

ROLE OF HAURAKI DISTRICT COUNCIL

Many organisations are responsible for meeting the needs of youth in Hauraki. A collaborative approach to meeting these needs is required by central government through Hauraki District Council, the private sector and the community. It is the responsibility of Hauraki District Council to implement, monitor and evaluate the Youth Policy, which is achieved through a Three Year Action Plan coinciding with the Hauraki Community Plan.

Key roles identified for Council include:

- Co-ordination;
- Advocacy;
- Provision of services, resources and facilities;
- Promotion and information;
- Access to services, resources and facilities;
- Education;
- Consultation and participation.

GLOSSARY

1. Advocacy/Advocate

To speak, plead, or argue in favour of, or in support of an interest, cause, or belief.

Example: She is an advocate of youth rights. She supports youth rights.

2. Collaborate/Collaborative/Collaboration

To work together.

Example: We will collaborate and work with other youth organisations to provide better support for youth.

3. Community Outcomes

A collective vision of the community, of major goals, they want to see achieved.

Example: Community goals is actively supported with strategy's put in place in achieving the goal by Council, other organisations and agencies.

4. Consult/Consultation

To seek advice or information.

Example: We will consult (or seek advice) from the Police on safety issues for youth.

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5. Demographics

The statistical data of human population.

Example: The demographics (or data) show that there are more females than males in Hauraki.

6. Functional

Workable and practical for intended use.

Example: This plan needs to be functional or practical in order for us to achieve our goals.

7. Homogeneous

Of the same or similar type. All the same, not unique.

Example: Youth are not homogeneous, they are not all the same. They have different interests, likes and dislikes.

8. Implement/Implementation

To carry out an idea, or task, to put a decision or plan into effect or practice.

Example: We will implement or carry out this plan by 2005.

9. Lobbying

To petition, to try to influence or sway a governing body or bodies (e.g. government, District councils) for, or on behalf of, a cause, idea, interest, or belief.

Example: The anti-smoking group will lobby the government to change the law to ban smoking in all public places.

10. Mediate/ Mediation

Occupy an intermediate or middle position or form a connecting link or stage between two other parties.

Examples: Youth requiring a negotiator with Police or education to resolve a specific issue.

11. Networking/Network

Meeting people, or group(s) with similar interests, exchanging information, contacts and experiences, for assistance and support.

Example: Networking with youth service providers is important if we want to keep in touch with people that work with youth.

12. Projections

A prediction or an estimate of something in the future based on present information and trends.

Example: New Zealand's population is projected to peak at 4.81 million people by the year 2046, after which the population is estimated to decline slowly.

13. Provision

To provide something, the act of supplying.

Example: To supply provisions to those in need, such as food, shelter, warm clothes.

14. Socio-economic

Short for "Social" and "Economic". Usually used when describing the status of a person or group in social and economic terms.

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Example: Socio-economic status: Are they rich, are they poor? Are they employed or unemployed? Do they own their homes, do they rent?

15. Submit/Submission

To put forward an idea for consideration, discussion, or adoption.

Example: We will put forward a submission to Council to ask for an activity centre for young people.

16. Strategic Plan

Relating to strategy; a plan of action intended to accomplish specific goals.

Example: Our strategic plan for distributing the policy will include writing letters to interested organisations, advertising in local papers and handing out flyers.

17. Strength based

Utilising an identified talent or skill in a positive and constructive manner.

Example: Utilising artistic skills of a tagger to develop a story board (mural) with a community theme.

Review of Fees and Charges

SECTION 36 OF THE RESOURCE MANAGEMENT ACT, 1991

SECTION 44 OF THE LOCAL GOVERNMENT OFFICIAL INFORMATION AND MEETINGS ACT, 1987

SECTION 12 OF THE LOCAL GOVERNMENT ACT, 2002

Fees and Charges under the Resource Management Act, 1991 were last reviewed in January 2001 and it is now appropriate that the schedule of Fees and Charges are reviewed and rationalised to reflect current practices and current costs and to ensure that fee revenue reflects Councils funding policy detailed in the Councils Revenue and Financing Policy.

SECTION 36 – RESOURCE MANAGEMENT ACT, 1991

While Section 36 provides the authorisation for Council to set Fees and Charges under the Resource Management Act, Section 36 (2) also requires that the proposed fees are subject to the Special Consultative Procedure set out in Section 83 of the Local Government Act, 2002 and Section 150 of the Local Government Act, 2002. This consultation was completed in conjunction with the consultation for the Draft Hauraki Community Plan 2006-16.

Previously there were two types of fees:-

- Set Fees – this is where a fee was set and no additional costs were on charged.
- Base Fees – where a base fee was paid and when costs exceeded the Base Fee set, the additional costs were on charged to clients.

Because a number of the fees were set via the Base Fee approach, the actual and reasonable costs of those processes have continued to be charged despite the Base Fee not having been reviewed since 2001.

Costs relating to set fees have increased since 2001.

In reviewing the 2001 Schedule of Fees and Charges it also became apparent that our accounting standards have altered since the fees were set. In 2001 a number of sub-fees (component parts of a base fee) were set

so that the appropriate fee was allocated to the appropriate department or sub-department. This is no longer required as costs are allocated by the overheads approach. This means that all costs associated with Resource Management end up in the Resource Management Implementation Cost Centre and all fees received are now also allocated to the centre.

LOCAL GOVERNMENT INFORMATION AND MEETINGS ACT, 1987 - LAND INFORMATION MEMORANDA

The fees for Land Information Memoranda (LIM's) were also last reviewed in 2001 and, following a staff review, an increase in fees is recommended along with a greater differential in the fees charged for an ordinary LIM as opposed to an urgent LIM.

Under the Act, Council has 10 working days to process a LIM but offered a service of 3 working days for urgent potential property sales.

The differential between the two fees (\$27.50) was so small the majority of LIM applications were urgent requests.

In 2004/05, of 566 LIM's processed, 339 (60%) were urgent and to date, in 2005/06, of 266 LIM's processed, 148 (56%) were urgent.

Processing these numbers of urgent LIM's is now consistently affecting timeframes on other resource and building consent matters.

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Review of Fees and Charges

A review of other authority's charges indicates a normal practice for urgent LIM fees is double that of the fee for an ordinary LIM. The urgent LIM fee for Hauraki District Council is now less than double the fee for an ordinary LIM but substantially above the cost for an ordinary LIM (\$130).

NEW FEES AND CHARGES:

Following is the schedule of Fees and Charges to be implemented as from 1 July 2006.

RESOURCE MANAGEMENT ACT, 1991

LOCAL GOVERNMENT OFFICIAL INFORMATION AND MEETINGS ACT, 1987

SCHEDULE OF FEES AND CHARGES

Resource Management Act 1991	Section	Base Fee	Set Fee	Previous Fee	Discretions
1. Non-notified Resource Consents / Designations <ul style="list-style-type: none"> Subdivisions Land Use Designations, including uplifting 	88 88 168, 168A	\$800.00 \$500.00 \$1,000.00		\$740.00 \$410.00 \$950.00	Where costs for any application in the schedule for processing and considering applications exceed the base fee, the Council may charge an additional fee which shall not be more than the total of Council's actual and reasonable costs including disbursements. For Base fees, the Manager: Planning and Environmental Services is authorised pursuant to Section 34 of the Resource Management Act, 1991 to set a different base fee of up to \$25,000.00 for applications considered to be simple or complex or otherwise likely to cost significantly more or less than the base fee.
2. Notified Resource Consents / Designations <ul style="list-style-type: none"> Subdivisions Land Use Designations, including uplifting 	88, 93 88, 93 168, 168A	\$1,100.00 \$1,100.00 \$1,400.00		\$950.00 \$950.00 \$950.00	
3. Non-notified consents and Designations of a minor nature		\$400.00			
4. Certificates of Compliance	139	\$250.00		240.00	
5. Amendment to Consent Conditions and Amendments to Consent Application <ul style="list-style-type: none"> Requiring Engineering Consideration No Engineering Consideration 	127, 88, 93	\$450.00 \$250.00		\$390.00 \$390.00	

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Review of Fees and Charges

Resource Management Act 1991	Section	Base Fee	Set Fee	Previous Fee	Discretions
6. District Plan Change	73	\$8,000.00		\$7,550.00	
<u>Monitoring</u>			\$85.00	\$75.00	To be added to the cost of the base fee for all applications for Resource Consent
<u>Monitoring</u>		\$85.00		\$80.00	For all site inspections
<u>Certificates</u>					Fees for certificates must be paid each time when an amended certificate or further information for a certificate has to be considered.
<ul style="list-style-type: none"> • Section 221 – Consent Fee • Section 223 – Survey Plan • Section 226 – Title registration 	221 223 226		\$100.00 \$100.00 \$100.00	\$75.00 \$75.00 \$75.00	
<ul style="list-style-type: none"> • Section 222 – Completion 	222	\$100.00		\$75.00	
<ul style="list-style-type: none"> • Section 224 – Title 	224	\$100.00		\$85.00	Actual fees for 224 and other Certificates not listed will include costs of processing, site visits, signing and disbursements. The 224 Certificate will not be signed until all costs have been paid
<u>Other</u> Outline Plans			\$100.00	\$75.00	

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Review of Fees and Charges

Local Government Act, 2002	Section	Base Fee	Set Fee		Discretions
<ul style="list-style-type: none"> Overseas Investment Certificate 	44A(A)	\$100.00		\$75.00	
<ul style="list-style-type: none"> Local Government Official Information and Meetings Act, 1987 					
<ul style="list-style-type: none"> Rights of Way 		\$500.00		\$410.00	
<ul style="list-style-type: none"> Land Information Memoranda (LIM) 			\$170.00	\$127.50	
<ul style="list-style-type: none"> Urgent Land Information Memoranda 			\$300.00	\$155.00	Multiple simultaneous LIM charges can be negotiated with the Manager: Planning and Environmental Services
<ul style="list-style-type: none"> Special water meter readings outside of the normal reading cycle 	12 (2)		\$40.00		

Gambling Act Class 4 Gaming Venue Policy

BACKGROUND

This is not a review of the existing Hauraki District Councils Class 4 Venues Gambling Venue policy (attached as appendix 1) but rather, as committed to in 2004, is the addition of the Social Impact of Gambling policy statement and how social impacts of gambling will be reviewed and monitored by the Council.

As a result of the provisions of the Gambling Act, 2003, the Hauraki District Council developed an initial Class 4 Gaming Venue Policy which included the following statements relating to the social impacts of gambling -

- The Council does not believe the short timeframe between the passing of the legislation and the timeline for developing the Statement of Proposal for the first venue policy allows for an appropriate assessment of the social impacts of gambling within the Hauraki District.
- After considering the limited information relating to the social impact of gambling in the Hauraki District and the publication produced by the Problem Gambling Foundation of New Zealand the Hauraki District Council will undertake further research with government and non-government organisations on this issue to enable it to be taken into account when this policy is next reviewed as part of the Long Term Council Community Plan (LTCCP) in 2006.

Over the past two years Council has been researching the information available at a national, regional and local level to develop a policy the social impacts of gambling.

In November 2005 further development of the policy commenced on the social impacts of gambling. The Problem Gambling Foundation of New Zealand, Charity Gaming Association Inc., local industry and community groups were involved in discussing the social impacts of gambling within the Hauraki District by way of three forums. As a result of those contributions,

further research and specialist consultation, Council has developed a Policy on the social impacts of gambling.

CURRENT SITUATION

- Gambling on poker machines outside casinos (Class 4 gambling) has been legal in New Zealand since 1988.
- Gambling on poker machines is heavily regulated and operations are subject to intense scrutiny by Department of Internal Affairs (DIA).
- No gaming machines can be owned by a licensed venue owner.
- Trustees are required to distribute the proceeds of gaming in accordance with the stipulations of their trust deeds and the Gambling Act 2003. No venue owner, or person associated with a venue owner (other than in the case of elected Licensing Trusts), can be involved in any way in the process for determining which grant applications will be approved.
- Trusts are audited by the DIA and by their own auditors on a regular basis.
- Game rules issued by the DIA require a minimum of 88% (or 88 cents in each dollar) to be returned as winnings.
- Corporate societies which operate machines on licensed premises are required to return 37.12% of gross machine proceeds to community purposes. Failure to comply with this requirement puts the corporate society's licence in jeopardy.
- Payments made to local venue owners are limited by regulation and are not permitted to exceed 16% of gross machine proceeds.

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Gambling Act Class 4 Gaming Venue Policy

CURRENT SITUATION IN THE HAURAKI DISTRICT

According to DIA figures (issued 30 September 2005) the Hauraki District has –

- 11 venues where members of the community can play on electronic gaming machines.
- In the last twelve months venue numbers in the Hauraki District have dropped by two.
- In September 2004 the DIA had licensed 155 machines to operate in the District.
- In September 2005 the DIA statistics show 140 gaming machines were licensed to operate in the District. This places Hauraki in the top 10 (8th place) in New Zealand for machines versus population.
- The venues are operated by 3 clubs and 6 corporate societies which hold licences issued by the DIA for operating gaming machines on licenced premises.

Data collected by Charity Gaming Association (CGA) from its members shows that over the last year (of which 9 of Hauraki Districts 11 venues are members of) –

- Five venues have had a change of operating society.
- Approximately \$3.1m in net proceeds (i.e. turnover less winnings) was generated by the machines owned by CGA members (68 at the beginning of the year 102 at the end).
- Of this amount approximately \$0.96m was returned to central government by way of gaming duty (20%) GST (12.5%) and Problem Gambling Levy (1.11%).
- Approximately \$1.34m was distributed by way of grants to groups in the Hauraki District. In addition charitable trusts made grants to national organisations for nationally important sports or cultural activities (a list of grants made by CGA members in the Hauraki District is attached – other community organisations may have received grants from other societies/clubs which are not members).

ELECTRONIC MONITORING

- Corporate gaming machine societies are required to ensure all gaming machine venues are connected to an independent electronic monitoring system which is designed to provide assurance of financial probity in the operation of machines at local venues.

Source - Charity Gaming Association

OUTCOMES AND RECOMMENDATIONS FROM FORUMS

We have identified there is statistical information on the social impact of gambling, particularly at a national level, less detail at a regional level and essentially no information is collected by agencies at a local level.

The forums clearly highlighted that there is a problem gambling issue in the Hauraki District but none of the participants were able to identify its scope or scale. Much of the information was anecdotal but there was common agreement that much of the anecdotal information was correct.

Without question the feedback from the forums has been consistent in agreeing that while the majority of people who gamble are perfectly able to handle a gaming situation, there is no doubt that gambling is addictive for some people and that the District does have a gambling problem for some residents which needs to be addressed.

Those significantly affected by problems associated with gambling would appear to develop addictive relationships with gambling machines which can lead to significant social and economic problems for themselves, families and friends. The forums also identified that the negative impacts of gambling at a local level could result in particular groups being more vulnerable than others. While no definite conclusions could be drawn from the anecdotal examples, there was a general feeling that the elderly, the economically and social disadvantaged could be more at risk. Interestingly, ethnic background did not appear to be a major factor.

While there are a number of organisations in the Hauraki District that work with problem gamblers, the majority of institutional and trained support is at a regional or national level.

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Gambling Act Class 4 Gaming Venue Policy

At the forums there was not only general agreement but a high degree of enthusiasm for addressing this issue of problem gambling by utilising local and regional resources that can be utilised at a local level. A number of regional organisations have expressed an interest in working with local organisations to address problems associated with problem gambling.

There was as much enthusiasm for the idea of a local forum from the license operators as from other agencies. The forums also indicated clearly that the forum could have a role in prevention i.e. education as much as responding to identified local needs.

Council fully expects over the three year term of this policy, the forum will develop practises and programmes to deal with local programmes and also become a key advisor to Council and institutions and recommending changes to gambling policies.

It was proposed in the Draft Hauraki Community Plan 2006-16 Consultation that the following be added to Councils Class 4 Gambling Venue Policy.

J. SOCIAL IMPACT OF GAMBLING POLICY

The Council will sponsor a community forum where the following information will be collated to establish trends through the:

- Monitoring of the social effects of gambling in the District;
- Collection of statistical data from venues ;
- Identification of issues associated with problem gambling in the Hauraki District ;
- Development of co-ordinated responses from relevant agencies including educational opportunities ;
- Recommendation of changes to council on its Class 4 Gaming policy or social impact policy.

Relevant agencies will be invited to take part in this forum, including but not limited too:

- Class 4 Venue license holders;

- Social services agencies;
- Problem Gambling Foundation of New Zealand;
- Charity Gaming Association;
- Government departments including police;
- Church groups;
- Clubs New Zealand Incorporated.

The forum may establish sub-committees to take part in or co-ordinate particular programmes or events. Administrative support to the forum will be provided by Hauraki District Council.

Monitoring will includes:	How this will be achieved
Consents issued/approved	Collation of administrative data.
Adequate/ appropriate fee structure	Reviewing annually that the fees reflect the true costs associated with processing applications.
Number of gambling machines operating	Annual physical inspection of all Class 4 venues within District.
Number of Class 4 venues operating	Annual physical inspection of all Class 4 venues within District
Cap on total number of machines	Enforcing Council policy that the number of venues that operate Class 4 gaming machines is capped at current levels.
Electronic monitoring	Analysing data via Department of Internal Affairs on activity and probity.
Audit individual GVD policies for compliance, including advertising and promotion	Annual physical inspection of all Class 4 venues within District.

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Gambling Act Class 4 Gaming Venue Policy

Social Impact

Council will monitor the social and economic impact of gambling in the Hauraki District using available or newly identified indicators.

Monitoring will include:	How this will be achieved
Collation of data from Class 4 venues on increase/decrease in problem gambling.	Via participation and collecting information from forums and relevant agencies.
Distribution of gambling related funds within the district.	Collating data supplied by industry.
Data supplied by national electronic monitoring programme.	Collating data supplied by industry/Department of Internal Affairs.
Hosting a forum/s involving all interest groups.	Council organising and hosting a forum/s.

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Gambling Act Class 4 Gaming Venue Policy



APPENDIX 1 – CLASS 4 VENUES GAMBLING ACT VENUE POLICY, NEW ZEALAND RACING BOARD VENUE POLICY

A. Objectives of the Policy

To ensure the Council and the community has influence over the location of new Class 4 gambling and New Zealand Racing Board (NZRB) venues in the Hauraki District while:

- allowing those who wish to participate in pokie machine and NZRB gambling to do so within Hauraki District, and
- **to restrict the growth of gambling by:**
 - restricting the number of Class 4 gambling venues in the Hauraki District, and
 - restricting the total number of pokie machines in Hauraki District.
- to allow time for research into the social impacts of gambling.
- to eventually restrict the number of machines in Hauraki District to meet the national average of machines per head of population.

B. Where Class 4 venues may be established

- Class 4 venues may be established within Hauraki District 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 district cap (maximum) on pokie machines within Hauraki District as detailed in this policy;

- (iii) the number of gambling venue licences issued at any time not exceeding the district cap (maximum) for Class 4 gambling venue licences within Hauraki District as detailed in the policy;
- (iv) not being a venue at which any activity at the venue is associated with family or children's activities.
- (v) the applicant having the appropriate resource consent approvals, if required.

- However, operators that promote their premises predominantly for family dining or family activities will not be granted a Class 4 gambling venue consent.
- Any venue which operates as a brothel will not be granted a Class 4 gambling venue consent.

C. Predominant Activity of Class 4 gambling venues

- The predominant activity of any Class 4 gambling venue shall be for the sale of liquor or the sale of liquor and food where the venue is subject to a liquor licence (not being a bring-your-own licence) for a hotel, tavern, bar chartered club or club license where the liquor license for the venue is an on-licence or club licence for the sale of liquor.
- Gambling may not be the predominant purpose of any Class 4 gambling venue.

D. Overall cap on the number of pokie machines to be allowed in the Hauraki District

- New Class 4 gambling venues shall be allowed a maximum of no more than nine pokie machines.
- Existing venues, as at 17 October, 2001 with fewer than nine pokie machines, may be allowed to increase the number of machines operated at the venue to nine. In these instances the cap shall not apply.

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- The maximum number of pokie machines allowed (cap) within Hauraki District shall not exceed 117.

E. Overall cap on number of Class 4 gambling venues to be allowed in the Hauraki District

- The number of Class 4 gambling venues operating within the district shall not exceed 13.
- 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 provided the cap on pokie machines or the cap on Class 4 venues is not exceeded.
- This cap does not restrict the number of NZRB venues.

F. Merging of Class 4 Gambling Venues

- Should two or more existing Class 4 gambling venues merge the Council will give consideration to the maximum number of machines at the merged venue being up to the lesser of the number of merging venues multiplied by nine;
- or the total of the machine numbers in the merging venues prior to the merger.
- Council consideration will include any submissions made by the merging venues or the successor venue.

G. Incompatibility of Class 4 gambling premises

- Class 4 gambling venues must not be located in premises that are incompatible with other permitted uses in the approved zones.
- Class 4 gambling venues must not allow any gambling activity to be visible to passing pedestrian traffic.

H. Applications

- Applications to the Hauraki District Council for a Class 4 venue consent must be made on the approved form and must provide:
 - (i) name and contact details for the application;
 - (ii) street address of premises proposed for the Class 4 licence;
 - (iii) the names of management staff;
 - (iv) evidence of police approval for owners and managers of the venue;
 - (v) a copy of the approved gambling harm minimisation policy, the staff training programme and the applicants host responsibility programme;
 - (vi) a site plan covering both gambling and other activities proposed for the venue, including details of each floor of the venue;
 - (vii) Evidence of the distance to the nearest residential zone, educational or religious establishment and other Class 4 gambling venues;
 - (viii) details of liquor licence(s) applying to or proposed for the premises.

The Hearings Committee of Council shall consider all applications for Class 4 venue consents received.

The committee shall suspend consideration of, or refuse consent where:

- any part of the application falls outside the venue policy;
- it is not satisfied with the gambling harm minimisation policy, the staff training programme or the host responsibility programme proposed for the venue;
- the police approval for owners or managers is not unconditional and it has concerns relating to any police comment.

Without limiting the Committees right to consider and determine an application for a Class 4 venue consent on any relevant issues. The committee shall also suspend consideration of a venue consent application if any necessary resource consent has not been issued.

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The committee shall also refuse a venue consent where the applicant cannot show that the opportunity for people under the age of 18 gaining access to gambling machines is minimal.

The committee may also refuse a venue consent where it believes the proposed venue is sited inappropriately in distance from the nearest residential zone, educational or religious establishment.

The committee may also suspend consideration of or refuse consent in other circumstances where it considers further information is required.

I. Application Fees

- These will be set by the Hauraki District Council from time to time, and shall include consideration of:
 - (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 New Zealand Racing Board venue policy;
 - (iii) the cost of inspecting Class 4 gambling venues on a regular basis to ensure compliance with any resource consent or venue consent conditions;
 - (iv) a contribution towards the cost of triennial assessments of the economic and social impact of gambling in the Hauraki District.

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APPENDIX 2 - LIST OF CURRENT GAMING VENUES IN HAURAKI DISTRICT AS AT 31 DECEMBER 2005

Society	Venue Name	Venue address	Number of Machines
New Zealand Community Trust	Fathers Tavern	131 Normanby Road, Paeroa, Waikato 2951	18
Water Safety Education Foundation	Ngatea Hotel	Orchard West Road, Ngatea, Waikato 2852	12
Ohinemuri Club Incorporated	Ohinemuri Club Incorporated	Princes Street, Paeroa, Waikato 2951	12
Scottwood Trust	Criterion Hotel	145 Normanby Road, Paeroa, Waikato 2951	18
Paeroa Memorial R S A Inc	Paeroa Memorial RSA	Belmont Road, Paeroa, Waikato 2951	5
New Zealand Community Trust	Waikino Tavern	State Highway 2, Waikino, Bay Of Plenty 2980	4
Scottwood Trust	Golden Cross Hotel	44 Rosemont Road, Waihi, Waikato 2981	9
Pub Charity	Commercial Hotel	Seddon Street, Waihi, Waikato 2981	18
The Southern Trust	Paeroa Hotel	4 Belmont Road, Paeroa, Waikato 2951	12
The Lion Foundation	Rob Roy Hotel	Corner Rosemont Road And Seddon Street, Waihi, Waikato, 2981	18
New Zealand Community Trust	Sterling Tavern	112 Seddon Street, Waihi, Waikato, 2981	16

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APPENDIX 3 – GAMING STATISTICS FOR HAURAKI DISTRICT

Adult population 11,840

Total population 16,764

Hauraki has 0.59% of National machines and 0.4% of NZ population.

Total lost on machines at class 4 venues to June 2004 \$1,035,000,000.
 $0.59\% \times 1,035,000,000 = \$7,130,000$.

Using Tracy Schrans' approach from Nova Scotia, Canada -

Hauraki District population 18+ = 11,840 adults
40% of these are pokie players = 4,736
And 25% of this 40% are regular players = 1,184

These 1,184 regular players lose 96% of total lost in Hauraki District.

Of these:

46% (545) are infrequent players (play less than 4 times per month)
38% (450) are frequent players (play 4 or more times per month)
16% (189) are problem players

In Nova Scotia it was found that:

Infrequent players contribute 10% of revenue
Frequent players contribute 35% of revenue
Problem players contribute 55% of revenue

Based on analysis for New Zealand:

Infrequent players lose on average \$722 each per annum
Frequent players lose on average \$3,062 each per annum
Problem players lose on average \$11,428 each per annum

So in Hauraki District:

The 545 infrequent players lose in total \$393,490
The 450 frequent players lose in total \$1,377,900
The 189 problem players lose in total \$2,157,892

96% losses in district = \$3,929,282

Lower than other estimate because higher % machines not considered.