

Report on the impacts of gambling in Buller

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Executive summary

This report looks at the current situation in Buller with regards to Class 4 gambling.

It outlines the Class 4 gambling opportunities available in the district. In particular, it focuses on the number of gaming machines in the district and their location.

Information on the amount of money spent on gaming machines in Buller, and the amount of money distributed back to the community by way of grants, gives an indication of the financial impacts of Class 4 gambling on the district.

The report also includes statistics on reported instances of problem gambling in Buller.

Gambling opportunities in Buller

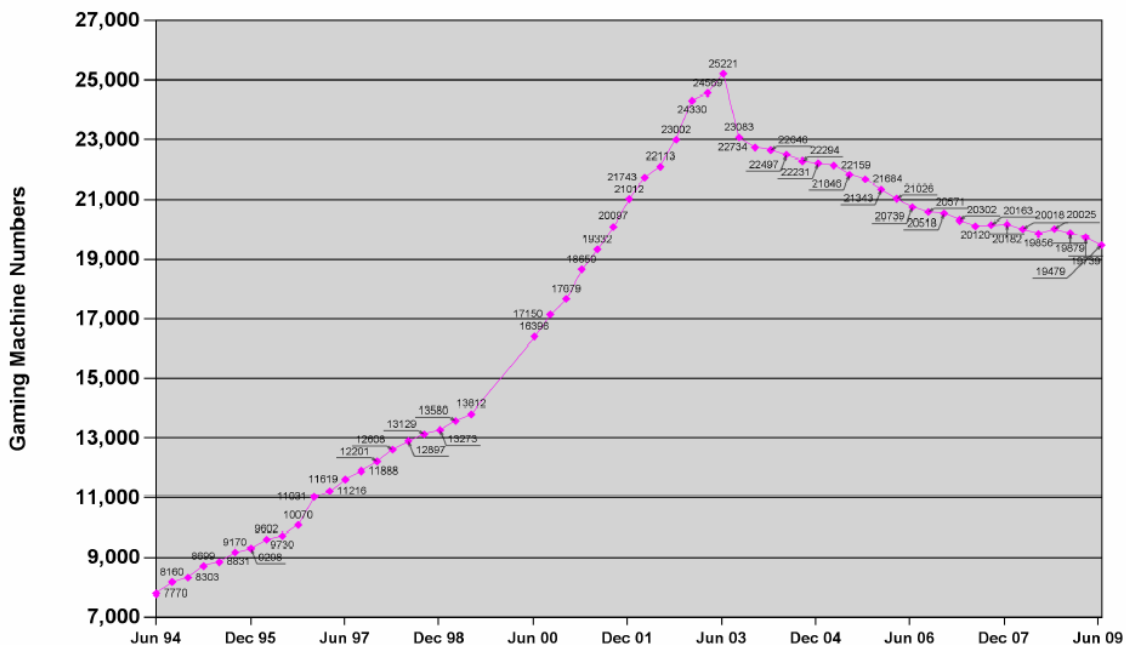
There are currently 10 licenced Class 4 venues in Buller, operating a total of 82 gaming machines. There are two TAB venues in Buller.

The total number of gaming machines that may be operated in Buller, without the need for consent from Council, is 88.

In 2003, Buller had 22 Class 4 gambling venues and 100 gaming machines. In 2005 we had 19 venues and 105 machines.

Nationally, the number of gaming machines is declining.

Graph 1: National gaming machine numbers – June 1994 to June 2009 at 3-monthly intervals



As at 30 June 2009 Buller has 0.67% of New Zealand’s Class 4 venues and 0.42% New Zealand’s gaming machines.

At the 2006 Census, Buller had 0.2% of New Zealand’s population.

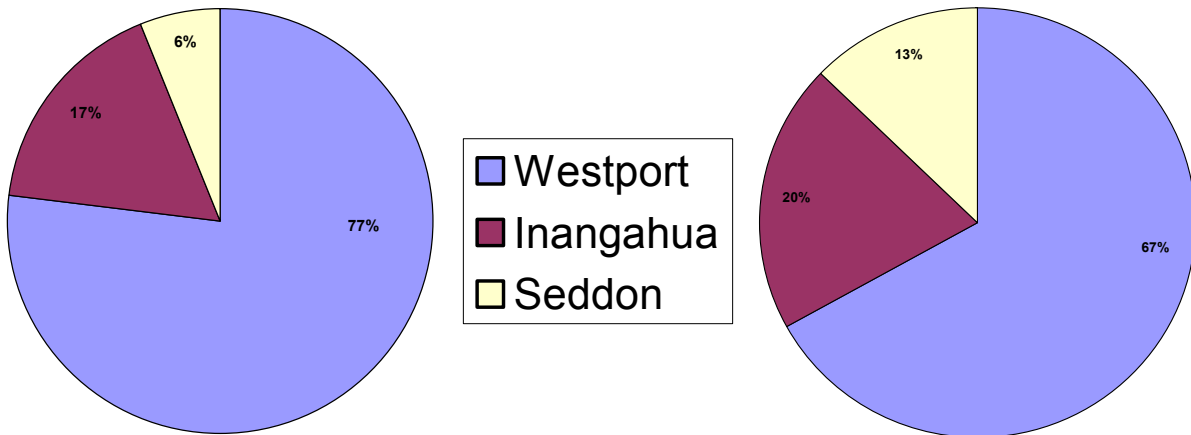
Buller has one gaming machine for every 118.3 people. The Grey district has one machine for every 107.5 people and Westland has one machine for every 129.3 people. In New Zealand as a whole there is one gaming machine for every 221.7 people.

If all of the gaming machines able to operate in Buller were operating, there would be one machine for every 110.3 people.

The majority of Buller’s gaming machines are in the Westport ward. There are currently 63 gaming machines operating in Westport, and 67 are able to operate there.

Inangahua currently has 14 gaming machines operating and 16 able to operate, all in Reefton. There are five gaming machines operating, and able to operate in Seddon, all in Karamea.

Graph 2: Distribution of Buller’s gaming machines (left) and population (right) by ward



Approximately 70% of Buller’s total population is aged 18 years or over.

In the Westport ward, there is one gaming machines for every 103.1 people. The Inangahua ward has one gaming machine for every 140.4 people and the Seddon ward has one machine for every 250.2 people.

If all of the gaming machines able to operate in the Westport ward were operating, there would be one machine for every 96.9 people. If all of the machine able to operate in the Inangahua ward were operating, there would be one machine for every 122.8 people.

All of the gaming machines able to operate in the Seddon ward are operating.

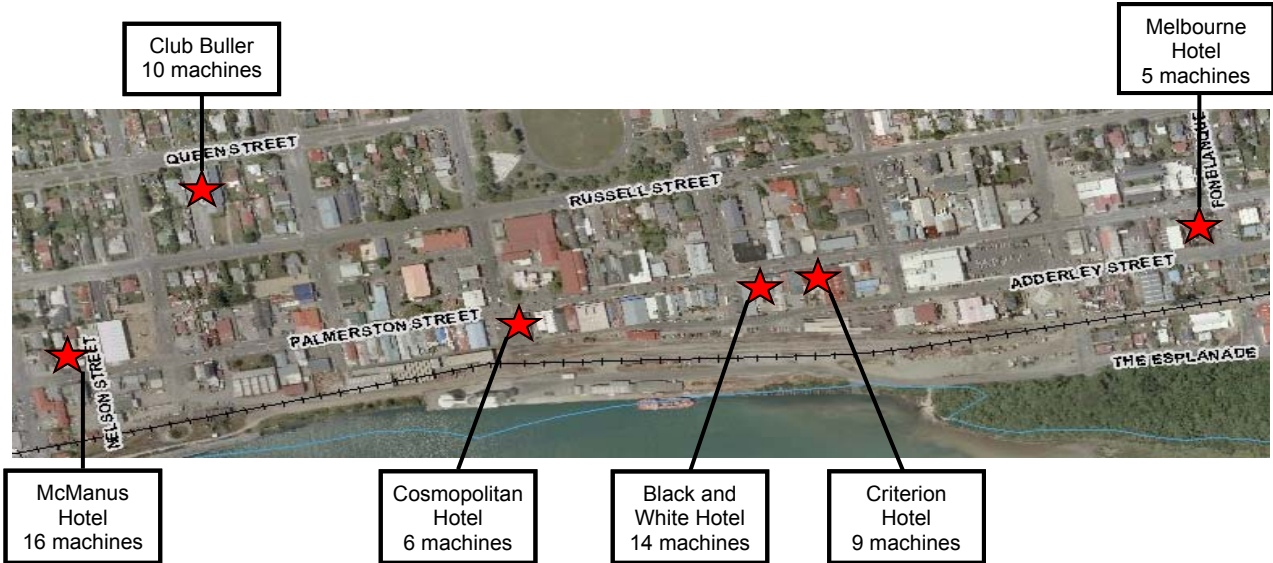
Issues to consider: Do we want to put a ‘cap’ on the number of venues and/or the number of gaming machines able to operate in Buller?

If so, should it be an overall cap or should there be a different cap for each ward?

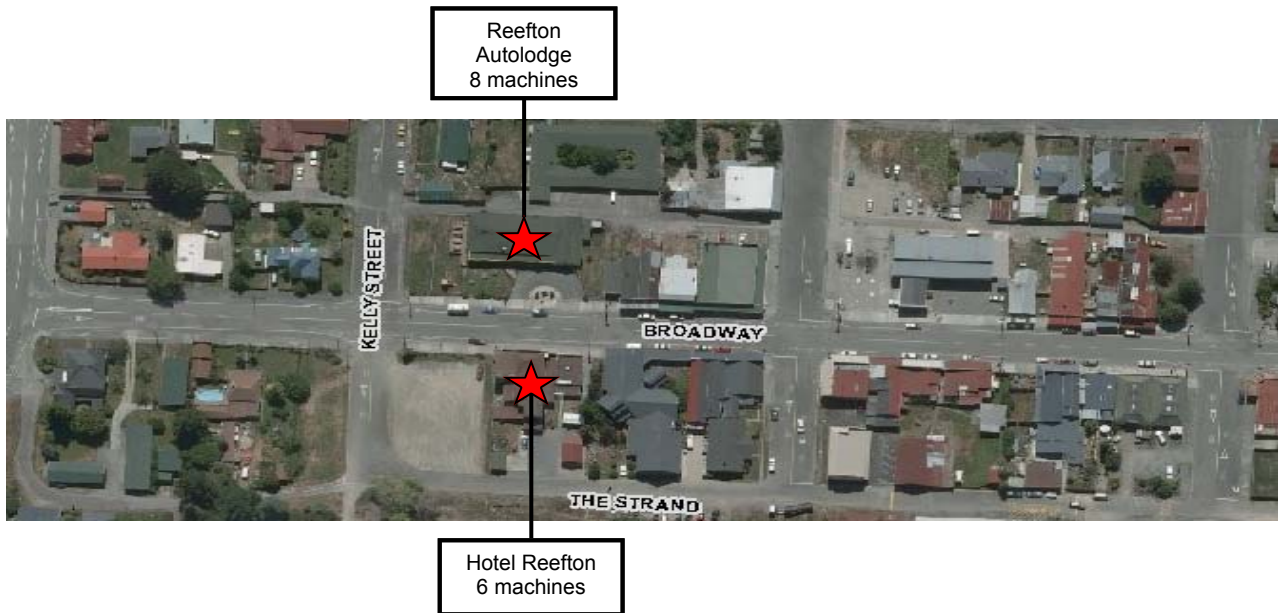
What would be an appropriate cap on venue and/or gaming machine numbers in Buller? (Note: any cap cannot be less than the 10 venues and/or 88 machines currently able to operate)

Currently, Buller's Class 4 gambling venues tend to be located in the central business areas of towns.

Of the 63 gaming machines currently operating in Westport, 50 are on Palmerston Street and 10 are on Queen Street. The remaining three gaming machines are at the Star Tavern at Cape Foulwind.



All of the gaming machines operating in Reefton are located on Broadway.



The five gaming machines in Karamea are all in the Karamea Village Hotel.

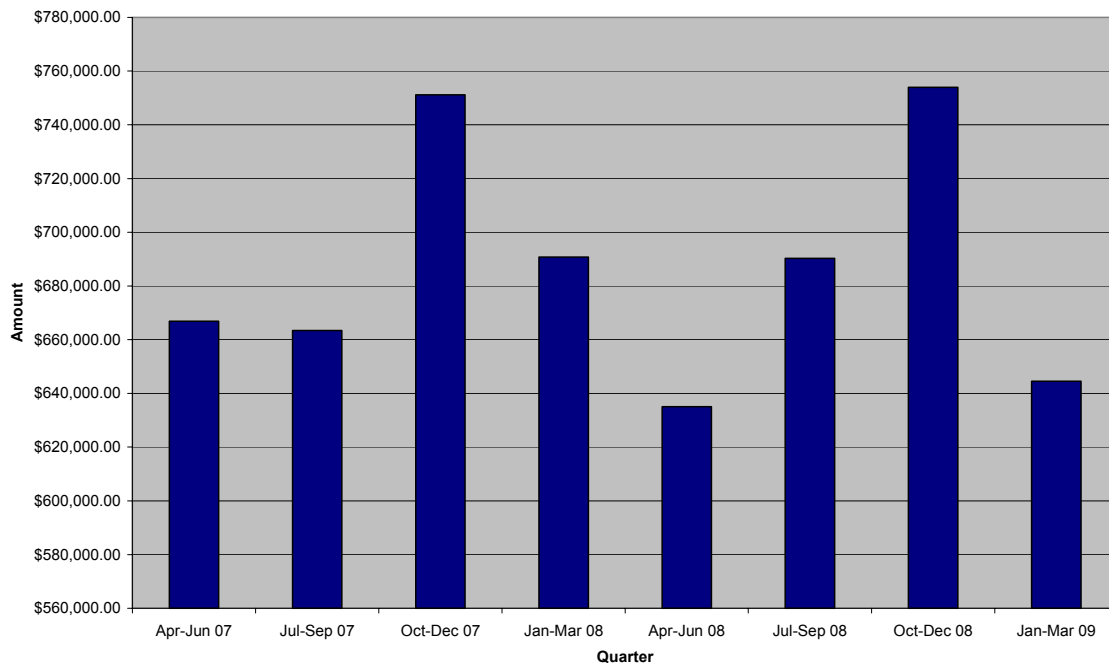
Gambling expenditure in Buller

On average, expenditure on Class 4 gambling in Buller accounts for 0.30% of New Zealand's total expenditure on this type of gambling.

Between April 2007 and March 2008, \$2,772,164.82 was spent on Class 4 gambling in Buller.

Between April 2008 and March 2009, \$2,723,886.00 was spent on Class 4 gambling in Buller. This is a decrease in spending of \$48,278.82.

Graph 3: Buller's quarterly spend on Class 4 gambling, April 2007 – March 2009



Spending on Class 4 gambling in Buller has peaked during the October – December quarter over the past two years.

Spending in the April – June and January – March quarters decreased while spending in the July – September and October – December quarters increased during this period.

Overall, the trend in New Zealand is one of decreased spending on Class 4 gambling.

Gambling proceeds distributed in Buller

The Gambling Act 2003 only permits Class 4 gambling where it is used to raise funds for authorised community purposes.

Authorised purposes under section 4 of the Act are:

- a charitable purpose;
- a non-commercial purpose that is beneficial to the whole or a section of the community;
- promoting, controlling, and conducting race meetings under the Racing Act 2003, including the payment of stakes.

At least \$0.3712 in every \$1.00 of gross proceeds (turnover – player wins) from Class 4 gambling must be distributed to an authorised purpose.

Each club or society which operates gaming machines is responsible for distributing money, and for reporting on grants made.

At present, there is no database which collates all of the information available nationally on the distribution of money from gaming machines back into the community.

The Department of Internal Affairs carried out a survey titled “*Where Do Gaming Machine Profits Go?*” in 2005. This survey showed that \$442,378 was distributed in Buller during 2005. This equated to a per capita allocation of \$46.23. A similar survey is currently being carried out, and the results should be available in 2011.

Information collected on the distribution of proceeds from Class 4 gambling between October 2007 and March 2009 indicates that around \$1,000,000.00 has been allocated to groups in Buller during that period.

Approximately \$626,265.96 was distributed back to the Buller community between April 2008 and March 2009. This equates to a per capita allocation of \$64.55.

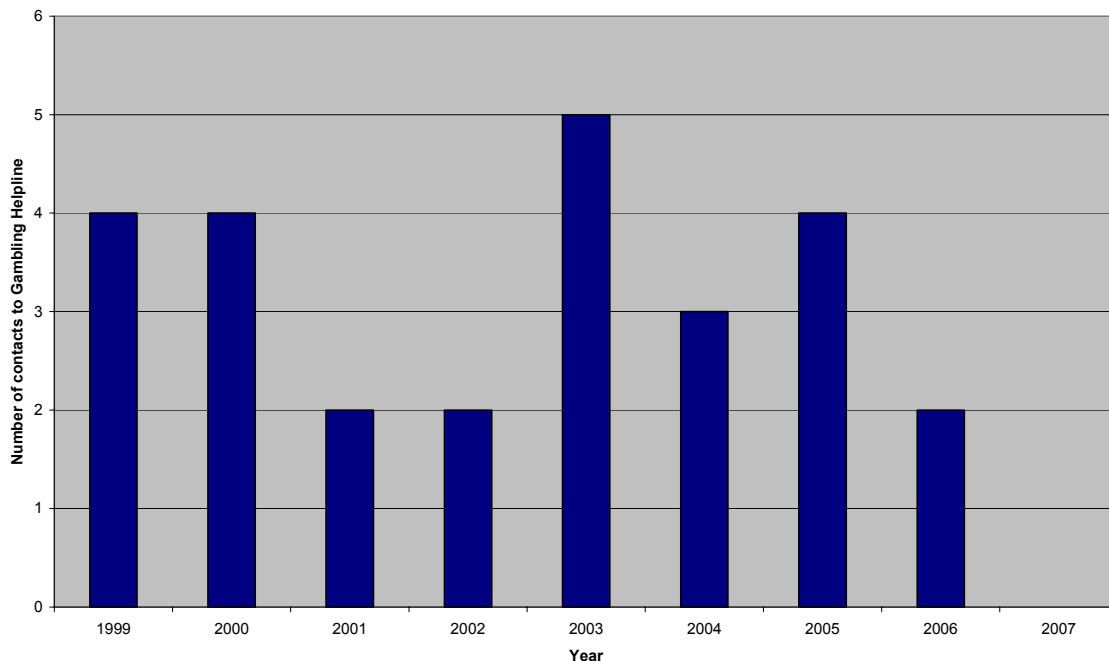
Problem gambling in Buller

There is little information available within the Buller district which directly relates to the number or effects of problem gambling.

Statistics compiled by the Ministry of Health show that there are some Buller residents seeking help for problem gambling.

Between 1999 – 2007 there were 26 contacts to the Gambling Helpline that originated in Buller. The highest number of contacts in a single year was five in 2003. In 2007, no contacts to the Gambling Helpline originated in Buller.

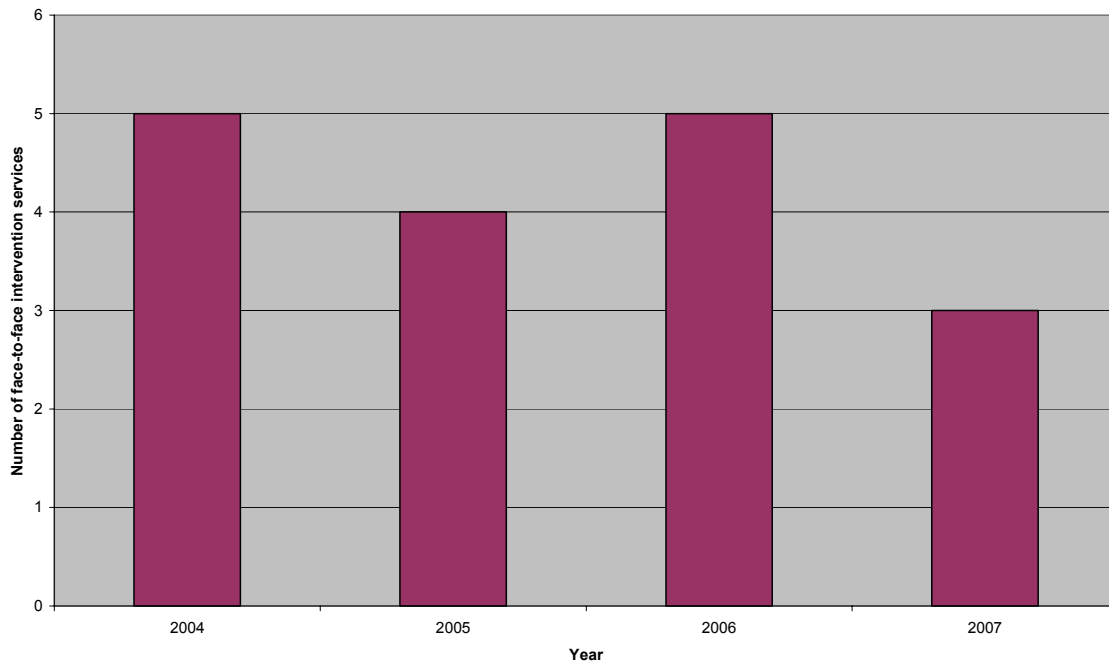
Graph 4: Number of contacts made to the Gambling Helpline, that originated from Buller, 1999 – 2007



The number of contacts made to the Gambling Helpline has remained relatively steady, with an average of 3.25 contacts per year. That equates to one contact for every 2,985 Buller residents.

Between 2004 – 2007 there were 17 face-to-face interventions that originated from Buller. Face-to-face interventions include brief and early interventions in primary health care settings, assessments and specialist services. Face-to-face interventions are provided nationally by the Problem Gambling Foundation of New Zealand and the Salvation Army's Oasis Centre for Problem Gambling.

Graph 5: Number of face-to-face intervention services carried out with gamblers, that originated from Buller, 2004 – 2007



The number of face-to-face interventions has also remained relatively steady, with an average of 4.25 interventions per year. That equates to one intervention for every 2,283 Buller residents.

2007 saw both the number of contacts to the Gambling Helpline and the number of face-to-face interventions decrease. Figures have not yet been released for 2008.

Nationally, 73.6% of gamblers who used the Gambling Helpline in 2007 identified non-casino gaming machines as their primary mode of problem gambling. 6.7% identified track betting and 1.3% identified sports betting.

Nationally, 66.8% of those who used face-to-face intervention services in 2007 identified non-casino gaming machines as their primary mode of problem gambling. 3.4% identified track betting and 3% identified sports betting.