

Class 4 Gambling and TAB Venue Policy Review 2026 - Social Impact Assessment

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Contents

Executive Summary	4
Regulation of Gambling Activities in New Zealand	6
Territorial Authority Regulation of Gambling	7
Statutory limits on machine numbers	7
Class 4 Gambling	7
Board or TAB Venues	8
Gambling Data	9
National Gambling Trends	9
Local Gambling Trends	9
Regional Comparison	10
Costs and Benefits of Gambling	10
Social Impacts of Gambling	10
Gambling Harm	11
Inequality and Equity	12
Economic Benefits of gambling	12
Community Grants	12
Grants made by Gaming Trusts in Taupō District - 2025	13
District Risk Profile	14
Prevalence Rate	14
Gambling Density	14
Ethnicity	14
Community Deprivation	14
Harm Minimisation Services	15
Conclusion	16
Bibliography	17

Executive Summary

This report provides an overview of gambling in New Zealand and the Taupō District, with particular reference to class 4 gambling. It focuses on the social effects of pokie machine gambling, including problem gambling, and reports on recent changes in the industry.

Class 4 Gambling is gambling using gaming machines (pokies) outside of casinos. These machines are operated by gaming trusts and hosted in pubs and clubs. Council has a role in regulating the proliferation of these machines however the Department of Internal Affairs is ultimately responsible for licensing operators and collecting data from them.

Gambling is considered to have both positive and negative impacts for the community. Which is why the Gambling and Racing Industry Acts direct local authorities to have policies regulating class 4 gambling and TAB venues in their communities. These policies however only have limited scope to impact the way gambling operates locally and are principally focused on controlling numbers of venues and machines and their locations.

Councils Current Policy

The current Taupō District Council Class 4 Gambling and TAB Venue Policy provides a cap on the number of gaming machines within the district and places restriction on the relocation of existing venues or the establishment of new ones to specific town centre zones. Despite these provisions, the incidence of class 4 gambling (as evidenced by gaming machine proceeds), along with the possibility of harm to the community, has increased across the district over the last 10 years.

Trends

National trends show a continual decline in machine numbers, venues and gaming machine profits which is total losses minus the winnings paid out to gamblers. Taupō District matched the rate of decline in machine numbers and venues up until 2018. From 2018 onwards, there has been no meaningful change in machine numbers and no change in venue numbers.

Taupō District has also bucked the national trend of declining gaming machine profits in both in real (inflation adjusted) and nominal terms. Nationally there has been an 8% decline in real gaming machine profits since 2015 while Taupō District has experienced a 7.6% increase which is equivalent to approximately \$600,000 in losses to gamblers. Nominally gaming machine profits have grown 21% nationally, while Taupō District has experienced a 44% increase - having grown from \$7.9 million to \$11.4 million.

In the Waikato, Taupō District has the third highest gaming machine profits per 10,000 people and the second highest gaming machine profits per gaming machine.

Benefits

One key benefit of class 4 gambling is the grant funding available through the distribution of gambling proceeds to community organisations. Under national law, 40% of gaming machine profits must be returned to community groups such as sports clubs, cultural groups or social services. The funding does not have to be returned to the area from which it was collected. In Taupō District in 2025, \$3.8 million was returned to the community in grants this is 34% of total gaming machine profits.

Another benefit is the economic impact for venues that host the machines. Under national law, these venues can receive 16.5% of the gaming machine profits from the machines they host, to help

support their operations, as well as any additional custom. In 2025, 16.5% of gaming machine profits in the district would equate to up to \$1.9 million for hosting venues.

Harms

In 2025, \$11.4 million was lost to class 4 gambling machines across the district. Nationally an estimated 37.9% of all revenue that goes to the gambling industry represents a direct welfare loss, which is harmful to the consumer. Applying this estimate to Taupō District class 4 gaming machine profits results in an estimated \$4.3 million of gambling expenditure that represents harm to people locally.

Beyond just the financial losses to the consumer are the serious social issues, not only for those directly affected (the gambler/consumer) but also their family, friends, workplace, and the community at large. Problem gambling is sometimes funded by the proceeds of crime, adding further to the negative impacts experienced by the community.

District Risk Profile

Based on the local prevalence rate, gambling density, ethnicity, deprivation levels and the availability of help services locally, Taupō District has a medium risk profile using the Ministry of Health district profile methodology. While this methodology is a standardised approach to assessing a district-wide risk profile, the prevalence rate is significantly impacted by the availability of data for the number of people who seek help, which is limited for Taupō District. This means that Taupō District could have a higher profile in practice.

While the current class 4 gambling and TAB Venue Policy has provided some restrictions on gambling across the district, gaming machine profits has continued to grow both in real and nominal terms. This growth also represents a growth in the level of harm. If Council wishes to place further downward pressure on machines and machine profits, then a sinking lid is the recommended approach as Council has no ability to close or restrict existing venues operations.

Regulation of Gambling Activities in New Zealand

Gambling activity in New Zealand is regulated by the Gambling Act 2003 (the Act) and the Racing Industry Act 2020. The legislation is primarily enforced at a national level by the Department of Internal Affairs, although councils play a small regulatory role in relation to the following types of gambling venues:

- Class 4 venues i.e. venues with non-casino electronic gaming machines, commonly referred to as pokies
- Racing Industry Transition Agency TAB venues ("TAB venues").

The table below provides an overview of the regulatory framework and the respective roles of central and local government.

Gambling Activity	Central Government	Territorial Authorities
Casino Gambling	• Responsible for all regulatory, licensing and enforcement activities	• No control over casino gambling
Gambling conducted by the New Zealand Lotteries Commission		• No control over gambling conducted by the New Zealand Lotteries Commission
Gambling at class 4 venues	• Sets the legislative framework (e.g. maximum number of machines per venue, rules about distribution of proceeds) • Responsible for venue licensing, subject to council consent • Enforcement activities – • Sets requirements on venue hosts to support harm minimisation under the recent Gambling (Harm Prevention and Minimisation) Amendment Regulations 2023	• Required by legislation to have policies in place to regulate the number and location of new gambling venues in the district • Responsible for consenting new venues that comply with the relevant policy • No control over TAB machines in taverns
Betting at TAB Venues	• Sets the legislative framework • Responsible for venue licensing, subject to council consent • Enforcement activities	
Online gambling	• No/limited ability to control overseas-based online gambling websites • Control over New Zealand based online gambling websites • Online Casino Gambling Act 2026 recent regulation that is attempting to deal with some of the harms	• No control over online gambling

Territorial Authority Regulation of Gambling

In accordance with the provisions of both Acts (Gambling Act 2003 and the Racing Industry Act 2020), all territorial authorities are required to have a Class 4 Venue Policy and a Board Venue (stand-alone TABs) Policy; and review these policies every three years.

These two policies are combined into one by Taupō District Council and were last reviewed in 2023 at which time they were rolled over without amendment.

In reviewing these policies, the Council must have regard to the social impact of gambling within the district. The policy must specify:

- whether or not class 4 gambling venues may be established within the district, and if so
- where they can be located.

The policy may also specify restrictions such as:

- maximum number of gaming machines that can be operated at a class 4 venue
- a maximum number of machines in the district
- place a sinking lid on machine numbers/venues
- restrict mergers and relocations

Territorial authorities, however, do not have the authority to:

- control hours of operation of TAB or class 4 venues
- close down an existing gambling venue
- be involved in decisions about what happens to proceeds of gambling - where and to whom proceeds are distributed
- regulate casinos, internet gambling or Lotto outlets.

Statutory limits on machine numbers

The Act limits the number of gaming machines permitted at a venue. Venues which held a class 4 venue licence on 17 October 2001 can operate up to 18 machines, while venues with a class 4 venue licence issued after 17 October 2001 but before the commencement of the Gambling Act 2003 are able to operate up to nine machines as long as the Council venue policy allows this (s.89 – 97).

There is the option of applying for ministerial discretion to permit more than nine machines at some sites provided, amongst other things, the territorial authority has issued a consent that is consistent with its class 4 gambling venue policy.

Class 4 Gambling

Class 4 gambling involves a gaming machine. Gaming machines owned by corporate societies (or Trusts) pay the venue a fee to host the machines. The Department of Internal Affairs is responsible for issuing licences to corporate societies. To be eligible, the corporate societies must be non-profit and be established to raise funds for community purposes.

Clubs provide class 4 gambling machines for their members and guests only. These venues do not distribute the profits of class 4 gambling to the community but apply them to provide services to the club and its membership.

There are currently 11 class 4 gambling venues operating within the district with a total of 149 gaming machines in operation. The number of machines operating in the district has been trending downwards slowly over the past decade

Society / Club Name	Venue Name	Number of Machines
Taupō		
The Lion Foundation 2008	dbar	18
Pub Charity Limited	Finn's Bistro Bar	18
New Zealand Community Trust	LUCKY LIZARD	18
Taupō Cosmopolitan Club Inc	Taupō Cosmopolitan Club	18
Youthtown Incorporated	PUB 'N' GRUB	14
Grassroots Trust Limited	Fox and Hounds	9
Grassroots Trust Limited	MULLIGAN'S PUBLIC HOUSE	9
First Light Community Foundation Limited	Pitch Sports Bar	9
TAB New Zealand	TAB Taupō	9
New Zealand Community Trust	Crafty Trout	9
Tūrangi		
Grassroots Trust Central Limited	Turangi Tavern	18
Total	11	149

Board or TAB Venues

TAB venues are owned and operated by the Racing Industry Transition Agency; a statutory monopoly established under the Racing Reform Act 2019. The main business of TAB venues is to provide betting services for racing and sporting events. The Agency uses the proceeds from gambling to support its business operations, and it distributes the remainder to sporting organisations. TAB venues can also apply for a class 4 gambling venue licence to operate gaming machines.

Under the Racing Industry Act 2020, councils must have in place a policy that specifies:

- whether new TAB venues may be established within the district; and if so
- where they can be located

These policies only affect venues that are stand-alone TAB venues. Self-service TAB machines (e.g. in pubs or bars) and franchised outlets (e.g. TABs operating in taverns) fall outside the scope of these policies and the Council has no control over their operation.

As at March 2026, Taupō District has 3 TAB venues located in pubs and clubs which are not covered by the Council's policy.

Type of Outlet	Name of Venue	Number of Outlets
Agency/Board venues	• Taupō Branch TAB Store	1
Self-service outlets (in clubs and pubs)	• Lucky Lizard • Turangi Tavern	2
Social outlets (in clubs and pubs)	• Taupō Cosmopolitan Club Inc.	1
Total		4

Gambling Data

An important part of understanding or approximating the social impacts of gambling is the Department of Internal Affairs and Ministry of Health data sets related to gaming machine numbers and associated expenditure, along with the number of problem gamblers seeking help both nationwide and in the district.

The money lost on class 4 electronic gaming machines (EGMs) is called the gaming machine profit. It is the amount wagered, less the amount paid back as prizes. It is used as a comparator metric and a proxy for harm.

National Gambling Trends

New Zealand has a long and established gambling history with four main forms of gambling - Lotteries, TAB Sports betting, gaming machines and casinos. While these have traditionally been the main forms of gambling, recent research, is showing evidence that participation in online gambling is growing. Online gambling is not tracked in the DIA gambling expenditure data.

Gambling on class 4 machines is the number one gambling activity by expenditure despite the smaller number of players relative to other forms of gambling such as lotteries or sports betting. Total gambling expenditure (excluding online gambling) is approximately \$2.6 billion per year with over \$1 billion being lost at class 4 machines¹.

Over the last decade numbers of operating venues and gaming machines have declined steadily along with class 4 gambling revenues nationally².

Metric	2015	2025	% change
Machines	16,614	13,613	-18%
Venues	1,277	948	-26%
Gaming machine profits (inflation adjusted)	\$825m	\$760m	-8%
Gaming machine profits (nominal)	\$825m	\$1.02b	+21%

Local Gambling Trends

DIA data suggests Taupō District exceeded the national trend of overall reductions in machine numbers, venues over the last 10 years. However nearly all this reduction happened between 2015-2018 with no meaningful decline in either metric recently.

With respect to class 4 gambling expenditure, Taupō District has bucked the national trend of overall reduction with a 7.6% increase in real terms expenditure. Real gaming machine profits per year has increased from \$7.9 million in 2015 to \$8.5 million in 2025 in Taupō District. Nominally this is an increase from \$7.9 million to \$11.4 million per year in gaming machine profits.

¹ DIA (2026). Gambling Expenditure Statistics

² Department of Internal Affairs (2026). Gaming Machine Proceeds (gaming machine profits) Data

Metric	2015	2025	% change
Machines	201	151	-25%
Venues	16	11	-32%
gaming machine profits (inflation adjusted)	\$7.9m	\$8.5m	+7.6%
gaming machine profits (nominal)	\$7.9m	\$11.4m	+44%

Regional Comparison

Despite having a moderate population and an average number of machines (EGM) per 10,000, Taupō District has one of the highest levels of gaming machine profits per machine and gaming machine profits per 10,000 people in the Waikato region. Taupō District has the third highest gaming machine profits per 10,000 people and second highest gaming machine profits per machine in the Waikato region.

District	Population	gaming machine profits (\$)	gaming machine profits Per 10,000	# of EGMs	EGM per 10,000 ³	gaming machine profits / EGM	# of venues
Thames-Coromandel District	32,200	\$11,836,022	\$3,680,000	246	76	\$48,114	20
South Waikato District	26,000	\$7,833,326	\$3,010,000	133	51	\$58,897	9
Taupō District	42,700	\$11,786,187	\$2,760,000	149	35	\$79,102	11
Hauraki District	22,100	\$5,924,296	\$2,680,000	114	52	\$51,968	9
Waitomo District	9,950	\$2,575,207	\$2,590,000	50	50	\$51,504	4
Matamata-Piako District	39,200	\$7,971,490	\$2,030,000	141	36	\$56,535	10
Waipa District	62,200	\$10,674,488	\$1,720,000	205	33	\$52,071	14
Hamilton City	192,100	\$28,735,773	\$1,500,000	355	18	\$80,946	23
Waikato District	91,100	\$10,892,605	\$1,200,000	220	24	\$49,512	17
Otorohanga District	10,700	\$879,466	\$820,000	23	21	\$38,238	2
Grand Total/Average	468,470	\$99,108,860	\$2,120,000	1,636	35	\$60,580	119

Costs and Benefits of Gambling

Social Impacts of Gambling

Not all gambling products are created equal, and gaming machines are considered to have a higher likelihood of gambling harm than other gambling forms. This is due to a mix of addictive features (like free spins and nearly wins), their solitary nature and how they provide a continuous form of gambling which allows for an instant re-investment of any 'winnings'⁴

There are two main categories of problem gamblers:

³ More than 75 machines per 10,000 is considered high risk

⁴ Problem Gambling Foundation (2019). Gambling in New Zealand

- pathological gamblers, who typically have a craving to gamble more and more, are unable to stop despite massive losses and who feel out of control of their gambling, and
- problem gamblers, a category with multiple meanings that refers generally to people with patterns of gambling behaviour that have an adverse effect on general health, personal and family relationships, work or wider social activities. This is considered a less severe category than pathological gamblers.⁵

Gambling Harm

Harm from gambling is measured by proxy using symptomatology or by self-report in population surveys⁶. In New Zealand these include the New Zealand Health Surveys, the National Gambling Study, or alternatively, client disclosures during treatment seeking. The nature of gambling harm experienced by individuals are broadly grouped as follows⁷:

- Reduced health outcomes (both morbidity and mortality).
- Emotional or psychological distress.
- Financial harm.
- Reduced performance at work or education.
- Relationship disruption, conflict or breakdown.
- Criminal activity.

Gambling harm is both harm to the individual, as well as to family and significant others that manifests in myriad ways. The list below is excerpted from the 2018 New Zealand health survey and presents a high-level overview of some of the ways in which respondents have experienced gambling related harm

- 1 in 14 New Zealand adults (7%) reported second-hand gambling harm in their wider family or household in the last 12 months.⁸
 - Harm was more likely to be reported by Māori than non-Māori.
 - The prevalence of harm has remained relatively unchanged from 2010 to 2018.
- One in six New Zealanders has gone without something they need, or a bill has remained unpaid because of gambling.
- Harm from gambling disproportionately affects higher deprivation and lower income communities and further exacerbates inequality and deprivation.
- Problem gambling particularly affects the poor, ethnic minorities, youth, the aged and other vulnerable groups.

More recently the Ministry of Health funded a 2023 study titled the Economic and Social Costing of Gambling in Aotearoa New Zealand. The study found that the total estimated social cost of gambling problems in New Zealand for the 2023/24 period was \$4.2 billion (\$3.72 - \$4.73 billion, 90% confidence interval). This level of loss is 4 times the total expenditure on class 4 gambling and 1.6 times the total expenditure on gambling. This represented the economic burden arising from gambling-related harm across individuals, whānau, and society. The total estimated social cost was primarily driven by health (physical and psychological) and financial impacts.

⁵ Rankine and Haigh (2003).

⁶ Ministry of Health (2017). Measuring the Burden of Gambling Harm in New Zealand

⁷ Ibid

⁸ Health Promotion Agency, 2019. 2018 *Health and Lifestyles Survey*.

<https://kupe.hpa.org.nz/#!/gambling/gambling-participation/any-gambling-activities>

The majority of gambling harm costs stem from problems and excessive expenditure linked to specific gambling. Electronic Gaming Machines (EGMs) are the most significant contributors. Offshore online EGMs account for the largest single share of costs at 39.0% (approximately \$1.58 billion). Following this, class 4 pokies contribute 24.5% (approximately \$984.0 million). These are estimates of the directly attributable component of the total costs. Combined, these two EGM categories are responsible for nearly two-thirds (63.5%) of all gambling harm costs attributable to specific forms of gambling.⁹

An estimated 37.9% of all revenue that goes to the gambling industry represents a welfare loss to consumers. This means that this expenditure is harmful and economically inefficient for those spending the money.¹⁰ Applying this estimate to Taupō District gaming machine profits gives a result of \$4.3 million of gambling expenditure that represents a welfare loss to the gambler locally.

Inequality and Equity

Gambling has been shown to adversely impact communities, particularly those that are least able to afford it. In Taupō District, all gaming venues except one are in areas of medium to very high deprivation.

The pattern that emerges from this observation is the entrenchment of disadvantage and the transfer of resources away from other financial and commercial activities towards poker machine gambling at a significant rate, with a concentration of this process amongst the most disadvantaged communities. It is also likely to be a key factor in the intergenerational transmission of disadvantage in disadvantaged communities¹¹

Economic Benefits of gambling

Gambling can benefit New Zealand and local communities by way of community grants, providing employment opportunities, supporting businesses, and as a form of entertainment. This is due to the distribution of 16.5% of gaming machine profits back to venues that host machines, as well as any additional custom from additional patrons to venues. In 2025, 16.5% of gaming machine profits in the district would equate to up to \$1.9 million for hosting venues.

Community Grants

Under the Gambling Act 2003 and the Gambling (Class 4 Net Proceeds) Regulations 2004, all corporate societies that conduct class 4 gambling are required to distribute 40% of their net proceeds to an authorised purpose.

There is currently no requirement that proceeds from gaming machines are distributed within the community or district from which it derived. This means that not all proceeds from gaming machines that operate in the Taupō District will necessarily be returned to the region. However, this also means that the district may benefit from proceeds of machines that operate in other districts.

Most of this funding is distributed to sports organisations, and social and community service organisations¹².

⁹ Browne et al, Economic and Social Costing of Gambling in Aotearoa New Zealand 2023-24, Ministry of Health, August 2025. [Economic and Social Costing of Gambling in Aotearoa New Zealand 2023-24](#)

¹⁰ Ibid

¹¹ Livingstone C et al, Assessment of poker machine expenditure and community benefit claims in selected Commonwealth Electoral Divisions, Monash University, 2012.

¹² Granted Dashboard 2026 <https://www.granted.govt.nz/dashboard>

In 2025, approximately \$3.8 million was received by community organisations who operate in Taupō District¹³. Organisations that operate in Taupō District but are regional or national organisations such as King Country Rugby, Sports Bay of Plenty or Autism New Zealand are counted in this data where the funding has been tracked by the granting organisation as being Taupō District related. It is important to note that the data is collected by the Department of Internal Affairs from operating Societies. Gaps, limitations, or inaccuracies in raw data supplied by operating Societies may result in the final dataset showing anomalies. Where categories are listed as 'unspecified' this means data wasn't provided by Societies.

Although the provision of grants to community groups is often considered to be one of the biggest benefits to the community, \$3.8 million received in funding to community groups and the \$1.9 million of potential distributions to venues should be considered against the \$11.3 million lost by players in the district during the same period.

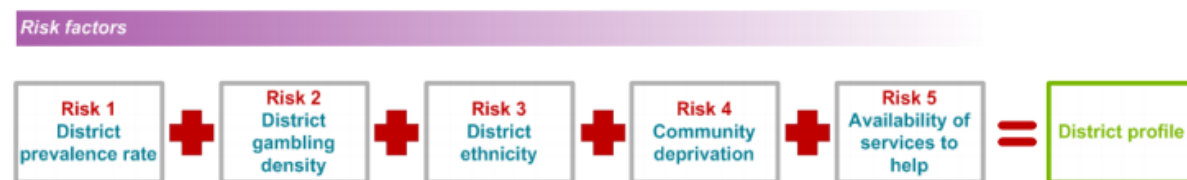
Grants made by Gaming Trusts in Taupō District - 2025

Society Name	Amount Granted
Youthtown Incorporated	\$22,878
WeCare Community Trust	\$13,000
The Lion Foundation	\$662,888
TAB New Zealand	\$10,000
Pub Charity	\$864,505
One Foundation	\$59,302
New Zealand Community Trust	\$130,625
Kiwi Gaming Foundation	\$15,000
Grassroots Trust Central	\$1,154,193
Grassroots Trust	\$417,352
Four Winds Foundation	\$19,350
First Light Community Foundation	\$210,228
BlueSky Community Trust	\$1,516
Aotearoa Gaming Trust	\$221,387
Total	\$3,802,223

For the period under consideration, the largest grants contributor to Taupō District was the Grass Roots Central Trust with \$1,154,193 (30% of total grants) in grants to local community groups. It is important note that several grant providers such as Aotearoa Gaming Trust who do not operate machines locally provided funding to several Taupō District based organisations.

District Risk Profile

A district risk profile is built using the KPMG / Ministry of Health district profile method. This method uses a scoring system based on five key categories that help determine the likelihood of problem gambling occurring in the district. The factors are outlined below.



Prevalence Rate

This is calculated by dividing the number of problem gambling intervention clients by the national rate of help seeking, which is 9.3%, and then dividing that by the district population. The total number of people in Taupō District seeking help in the 2020 year was 8. The prevalence rate is $(8/0.093)/42,700 = 0.002\%$.

Based on MOH guidelines, this rate indicates a low level of gambling prevalence. However, the limited available data from minimisation services in the district also casts a doubt on this figure. It is possible that the numbers are low only because individuals are receiving help from places not supported by MoH funding. If the national average for problem gamblers is 0.3%, then it suggests that the number of problem gamblers in the district should be much higher than 8. This low number of reported problem gamblers has an impact on the district profile as the prevalence rate is the most highly weighted factor.

Gambling Density

As of June 2026, there were 149 machines operating in the district. This equates to 1 machine for every 286 residents, or 35 machines per 10,000 people. Having less than 75 machines per 10,000 people is considered to be low risk.

Using the latest population figures from Stats NZ (42,700) and annual gaming machine proceeds for 2026 (\$11,786,187), gambling expenditure per person comes to \$276 per person per year. This is also considered to be a low-risk rating.

Ethnicity

Māori and Pacific population groups are more likely to experience gambling harm. When average district populations for these ethnicities exceed the national average, they are considered to be markers for risk.

	National Average	District Average
Māori	16.6 %	29.1%
Pacific people	8.9%	3.7%

Community Deprivation

Highly deprived communities are more likely to experience gambling harm; and all class 4 gambling venues in Taupō District are in medium and high deprivation areas of the district.

The current Class 4 Gambling Venues Policy restricts the establishment of new gambling venues to commercial Town Centre areas. It is worth noting that commercial areas, particularly central business districts (CBDs) usually score highly on the deprivation index due to variables such as people being more likely to rent and less likely to own a car.

Deprivation scores for parts of the district with machines are between 8 – 10 (with 10 being the highest possible), this is considered a high-risk rating. The district as a whole scores a 7 on overall deprivation.

Harm Minimisation Services

Several problem gambling service providers operate across New Zealand as part of efforts to minimize gambling harm. The development and implementation of problem gambling intervention services in New Zealand are funded from the problem gambling levy, which is collected from gambling proceeds by the Inland Revenue Department. The MoH is charged with funding and coordinating intervention services, which are then delivered by a range of service providers by contractual agreement.

There are some local providers in Taupō District which can provide support which helps to reduce the risk profile of the district.

District Risk Profile

The district risk profile is the sum of the risk for all risk factors. Each risk factor is measured as

- Low risk = 1 point
- Medium risk = 2 points
- High risk = 3 points

Factor	Unweighted Score	Weighting	Total Score
Prevalence Rate	1 (low risk)	2	2
Gambling Density - EGMs/ 10,000 - gaming machine profits / person	1 (low risk) 2 (medium risk)	1	3
District Ethnicity - Māori - Pacific	3 (high risk) 1 (low risk)	1	4
Community Deprivation	3 (high risk)	1	3
Harm Minimisation Service	2 (moderate)	1	2
Total Points			14 (out of 24)
MoH risk rating			Medium Risk

Conclusion

Class 4 gambling continues to impact Taupō District as evidenced by the large amounts of money lost to gaming machines every year. It is not easy to determine if the growth in gaming machine profits over the last 10 years is attributable to higher spending by existing gamblers, or an influx of new gamblers as part of population growth.

The possibility of funding for community groups has historically been considered a major benefit accruing from class 4 gambling with a secondary benefit of supporting local businesses. However, funding given to local community groups accounts for only 33% of the total gaming proceeds taken from the district.

With a total of \$11.4 million in losses to the community from class 4 gambling, an estimated 37.9% or \$4.8 million of that expenditure being directly detrimental to the individuals gambling, and the wider impact of those losses on their family, friends and community it is clear that overall electronic gambling takes more out of the district than is returned.

Considering all these factors, it is recommended that the Taupō District Council's Class 4 Gambling Policy should continue to place restrictions on the location and number of machines and Council should consider adopting a sinking lid on machines/venues.

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