

Gambling Participation

- As a whole, New Zealanders take part in some form of gambling occasionally. Results from the 2016 Health and Lifestyles Survey¹ found that 70% of New Zealand adults aged 15 and older participated in some form of gambling. It was also reported that there was an overall reduction in gambling participation between 2006 and 2018 across all ages, gender, ethnicity and neighbourhood deprivation groups.

The most common forms of gambling are playing Lotto, Instant Kiwi and raffles which accounts to 59.1% participation, with 10.9% of New Zealanders playing pokies in either clubs, pubs or casinos as indicated in figure one²:

Indicator	Year (%) 							
	2006	2008	2010	2012	2014	2016	2018	2020
Any gambling activities	82.7	77.4	81.3	69.7	70.2	70.2	67.2	69.3
Pokies at pub / club / casino	21.5	22.8	20.2	16.5	14.7	11.9	13.0	10.9
Any Lotto products	67.1	63.8	65.6	59.7	59.5	60.8	55.1	59.1
Online gambling - overseas websites	-	-	0.2	1.4	3.5	3.2	2.2	2.6
Any horse / dog races / sports events (NZ)	17.7	13.8	17.3	15.7	14.4	12.2	11.3	10.9
Online gambling - any	-	-	-	-	-	-	13.2	26.7

Figure 1

- In 2021, New Zealanders spent \$858,796,390 on class 4 gambling. Figure 2 below³ compares the amount of money spent on the four main forms of gambling which are Lotto, TAB, class 4 gambling and casinos:

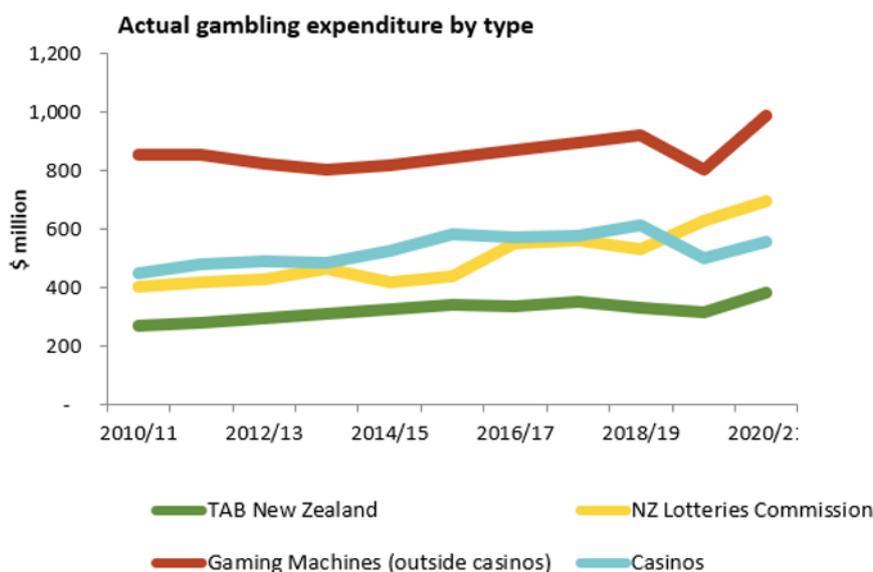


Figure 2

¹<https://www.hpa.org.nz/research-library/research-publications/new-zealanders-participation-in-gambling-results-from-the-2016-health-and-lifestyles-survey>

² <https://kupe.hpa.org.nz/#!/gambling/gambling-participation>

³<https://catalogue.data.govt.nz/dataset/gambling-expenditure-statistics/resource/941f3304-75a7-48b7-8af0-8d6733881a36>

- Even though class 4 gambling is not the most popular form of gambling, it does generate the most expenditure. Gaming machine profits (GMP) is the amount of money lost on gaming machines, less the amount paid out in prizes.

Social Impact of Gambling

- The NZDep is displayed in deciles. Decile 10 represents the most deprived areas and decile 1 represents the least deprived areas. The Queenstown Lakes District does not have any areas classified as decile 9 and 10.
- The index in figure 3 can be used when reading the following maps:

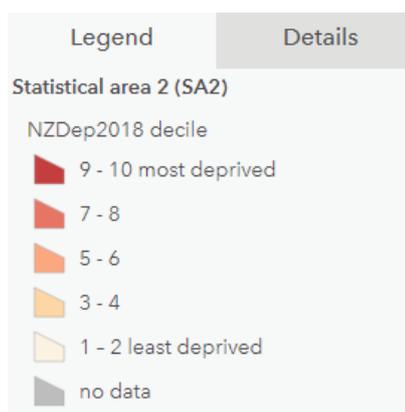


Figure 3

- Figure 4 below displays the deprivation areas for Queenstown, Arrowtown, Kingston and Glenorchy:

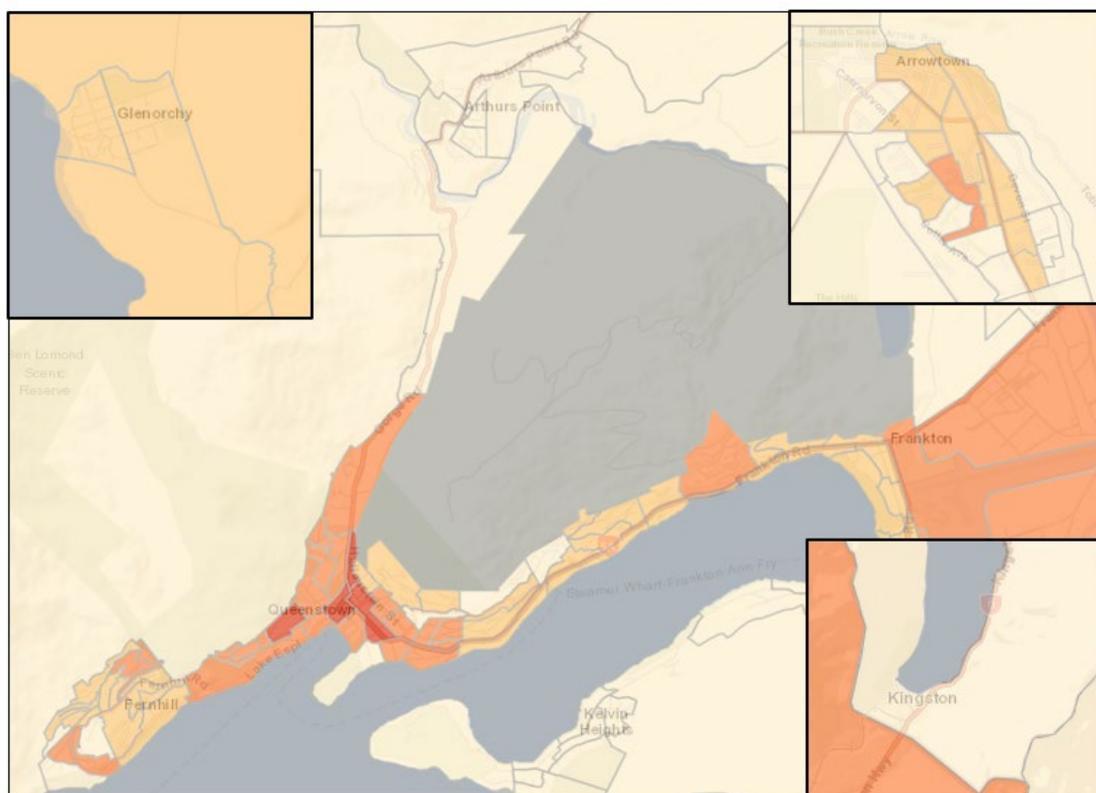


Figure 4

7 Figure 5 below displays the deprivation areas of Wānaka, Lake Hawea and Luggate:

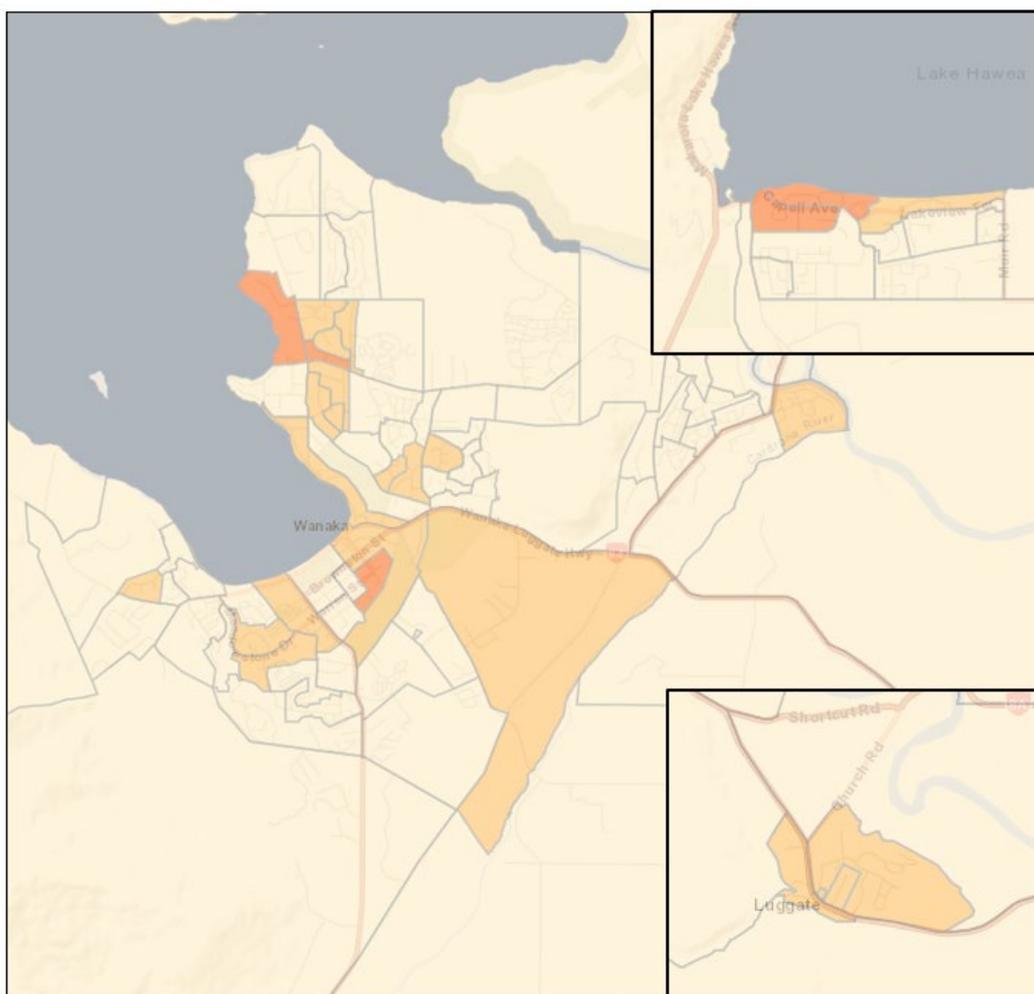


Figure 5

8 While one venue is located in a medium risk area, there are no venues located in a very high deprivation area. Figure 6 compares the location of venues nationally; it appears that 33% of all class 4 gaming venues are located within very high deprivation areas⁴.

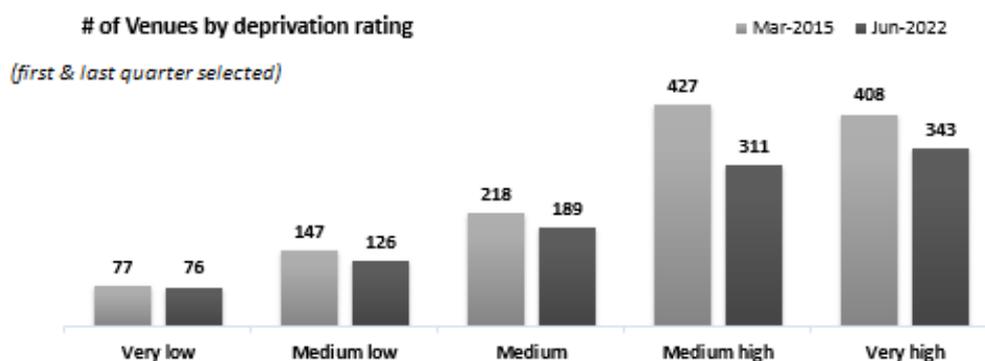


Figure 6

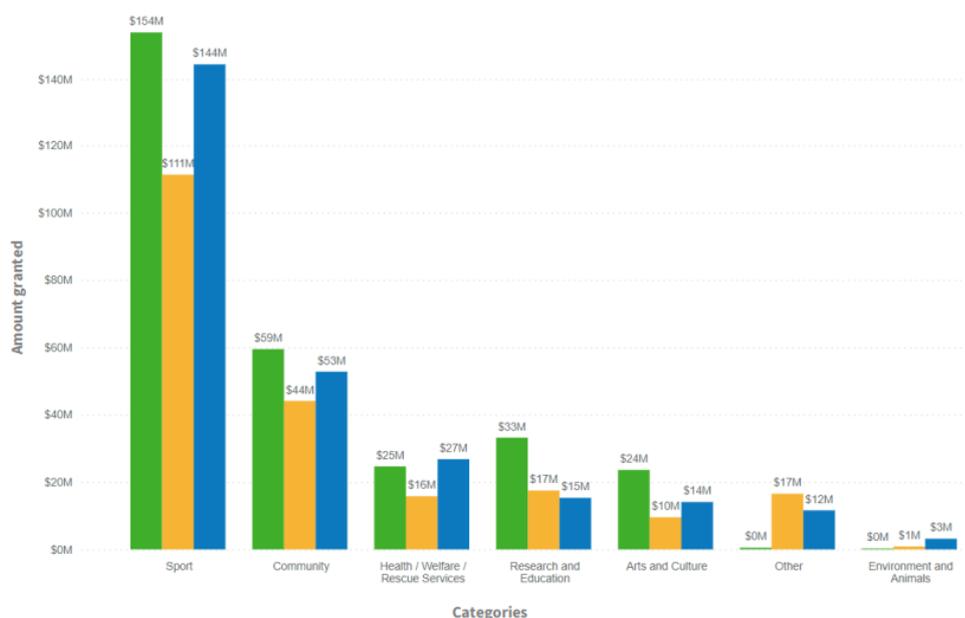
⁴<https://catalogue.data.govt.nz/dataset/gaming-machine-profits-gmp-dashboard/resource/60081bcd-f2ae-4b97-8a9f-fe449fa59969>

- 9 Harmful gambling is the negative impact gambling has to one’s health, relationships, finance and employment to not only an individual but to their family and the wider community.
- 10 The Health and Lifestyles Survey stated that Māori participate in some form of gambling more so than other ethnicities such and Pacific and Asian peoples and non-Māori New Zealanders.
- 11 For Māori and Pacific Islanders, there is an overall decreasing trend of moderate-risk problem gambling and household gambling harm from previous years. Māori are most likely to be affected by household gambling harm. However, the prevalence of household arguments about gambling have been declining at a faster rate for Maori than non-Māori.
- 12 The survey concluded that while gambling participation has decreased since 2006, gambling related harm remains to be an issue in New Zealand with significant health, social and economic implications.
- 13 Analysis shows that levels of gambling harm have been relatively static for the last seven years; this phenomenon is not unique to just New Zealand.

Benefits to Class 4 Gambling

- 14 During 2021 there were 35 societies operating within New Zealand. 27,692 applications for funding were made to these societies, 19,148 of which were approved. Of the \$858,796,390 spent on class 4 gambling, \$269,200,000 was returned to the community, this equates to approximately 31%. Annually, sports clubs are seen to be the biggest recipient of grants as shown in figure 7⁵:

APPROVED POKIE GRANTS BY MAIN CATEGORY BETWEEN 2019 – 2021



Category	2019	2020	2021
Sport	\$154.9m	\$111.3m	\$144.4m
Community	\$59.5m	\$44.0m	\$53.9m
Health / Welfare / Rescue Services	\$24.6m	\$15.8m	\$26.8m
Research and Education	\$33.2m	\$17.5m	\$15.3m
Arts and Culture	\$23.6m	\$9.6m	\$14.0m
Other	\$0.5m	\$16.5m	\$11.6m
Environment and Animals	\$0.5m	\$0.86m	\$3.2m
Total	\$296.8m	\$215.6m	\$269.2m

Figure 7

⁵ [https://www.dia.govt.nz/diawebsite.nsf/Files/Gambling-Class-4-Grants-Data-Review/\\$file/Class-Four-Gaming-Analytical-Review-2021.pdf](https://www.dia.govt.nz/diawebsite.nsf/Files/Gambling-Class-4-Grants-Data-Review/$file/Class-Four-Gaming-Analytical-Review-2021.pdf)

- 15 A more accurate distribution of funds within the district is detailed in figure 8, where the recipients are spilt into three main groups, these being Community Groups, Community Services and Sports⁶. As with the national trend, sports clubs receive the majority of these funds:

	2014	2015	2016	2017	2018	2019	2020
Community Groups	31,725	59,037	119,973	86,713	45,024	100,945	83,703
Arts	8,232	10,805	22,634	19,097	8,000	32,445	34,803
Community Groups	23,493	42,592	57,339	67,616	37,024	68,500	48,900
Faith Based		5,640	40,000				
Community Services	109,300	78,878	265,548	64,317	157,319	80,500	58,713
Ambulance Services	1,050						
Council	13,000	7,325	47,800	6,500	9,000	9,000	5,000
Education	28,885	41,000	143,080	30,757	77,231	58,500	29,000
Fire Services			17,482				
Kindergartens / Child Care / Plunket	12,830	12,045	51,000	27,060	14,500	13,000	5,000
Search and Rescue (excludes Surf Clubs)	53,535	18,508	6,187		56,588		19,713
Sport	166,330	455,733	326,062	568,305	411,084	684,186	275,865
Athletics			26,700			13,202	3,875
Bowling				7,508	5,000	35,250	10,000
Cricket	1,000	4,500	20,000	8,180	12,479	12,000	23,500
Cycling	10,000	50,000	60,000	70,000	60,000	110,000	6,000
Equestrian / Pony Clubs	12,987	15,000			20,000	35,000	22,215
Gym Sports (includes weightlifting/boxing/wrestling)	33,006		41,230		5,000	20,000	
Hockey	4,214	4,500	2,000	11,417	2,100	22,393	3,000
League			5,227			8,000	9,000
Netball	886	5,756	3,380	1,600	7,705	10,055	2,528
Other Sports	82,250	301,787	91,721	342,675	222,600	294,396	180,080
Racquets	8,000		3,000			4,000	
Rugby		3,000			3,500		
Soccer	13,987	21,191	37,805	50,926	24,200	26,630	4,114
Special Olympics / Sports for the disabled				1,000	5,500	2,543	2,453
Sports Stadiums / Academies / Events Centres				50,000	15,000		
Water Sports		50,000	35,000	25,000	28,000	90,717	9,100
Total	307,355	593,649	711,584	719,334	613,426	865,631	418,281

Figure 8

⁶ PGR Group Funding Report (internal email)