



## TAB Venue Policy 2019

<b>Date of adoption by Council</b>	30 September 2004
<b>Resolution Number</b>	04/RDC/229
<b>Date Last Reviewed</b>	26 September 2019
<b>Resolution Number</b>	19/RDC/284
<b>Date by which review must be completed</b>	26 September 2022
<b>Relevant Legislation</b>	Racing Act 2003, Local Government Act 2002
<b>Statutory or Operational Policy</b>	Statutory
<b>Included in the LTP</b>	No

### 1. Introduction

The Racing Act 2003 (amended by Schedule 8 of the Gambling Act 2003) requires that the Rangitikei District Council adopt a Totalisator Agency Board (hereinafter referred to as TAB) venue policy for the District in accordance with the special consultative procedure in s83 of the Local Government Act 2002.

The TAB Venue Policy must specify whether or not new TAB venues may be established in the District and, if so, where they may be located. In the development of its policy, Council must have regard to the social impact of gambling on the Rangitikei District communities.

### 2. Policy Objectives

Among the objectives of the Gambling Act 2003 is control of the growth of gambling and the prevention and minimization of harm caused by gambling, including problem gambling. Over and above the objectives stated in the Act, the objective of the Rangitikei District Council's TAB venue policy is:

- To control the growth of gambling in the Rangitikei District within the scope of the Gambling Act 2003, while providing for the continued availability of sports or race betting within the District in accordance with the purpose and intent of the Gambling and Racing Acts. All current opportunities for sports or race betting within the District have been considered when setting this policy and include current Pub/social outlets and opportunities for telephone and Internet gambling.

### **3. TAB Venue Conditions**

There will be no new Board venues established in the Rangitīkei District.

### **4. Policy Review**

The TAB Venue Policy will be reviewed concurrently with the Gambling Venue (Class 4) Policy.

