

YOUTH COUNCIL MEETING

ORDER PAPER

Tuesday, 20 August 2019, 5pm

Taihape Area School, Staff Room
26 Huia St, Taihape

Website: www.rangitikei.govt.nz

Email: info@rangitikei.govt.nz

Telephone: 06 327-0099

Facsimile: 06 327-6970

Chair - Erika Charleigh Elers

Deputy Chair - Kathryn Ellajoy Atkinson Fleming

Membership

Caryse Clark, Charly Skey Ward-Berry, Hunter van der Jagt,
Makayla Faalogo Ifo Vaa, Paige Thompson, Reihania Hemi,
Anaru Hawira and Samantha Bradley

Please Note: Items in this agenda may be subject to amendments or withdrawal at the meeting. It is recommended therefore that items not be reported upon until after adoption by the Youth Council. Reporters who do not attend the meeting are requested to seek confirmation of the agenda material or proceedings of the meeting from the Chief Executive prior to any media reports being filed.

Making this place home.



Rangitikei District Council

Youth Council Meeting

Agenda – Tuesday 20 August 2019 – 5:00 PM

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The quorum for the Council is 5.

Council's Standing Orders (adopted 3 November 2016) 10.2 provide: The quorum for Council committees and sub-committees is as for Council, i.e. half the number of members if the number of members (including vacancies) is even or a majority if the number of members is odd.

1 Welcome

2 Youth Council Prayer

3 Public Forum

4 Apologies/Leave of Absence

5 Members' conflict of interest

Members are reminded of their obligation to declare any conflicts of interest they might have in respect of items on this agenda.

6 Confirmation of order of business

Members are reminded of their obligation to declare any conflicts of interest they might have in respect of items on this agenda.

7 Confirmation of Minutes

The minutes from the Rangitikei Youth Council meeting held 23 July 2019 are attached.

File ref: 3-CT-19-3

Recommendation:

That the minutes of the Rangitikei Youth Council meeting held on 23 July 2019 [as amended/without amendment] be taken as read and verified as an accurate and correct record of the meeting.

8 Chair's Report

A report will be tabled at the meeting.

Recommendation:

That the 'Chair's Report' to the 20 August 2019 Rangitikei Youth Council meeting be received.

9 Rangitikei District Council Class 4 (Pokies) Venue Policy and TAB venue Policy Review

Council are undertaking a review of their Class 4 (Pokies) Venue Policy and TAB Venue Policy. Officers request that the Youth Council review the following questions to discuss at their meeting. Attached are the current policies.

- What could Council include or change in their Policies to reduce gambling harm?
- For a venue to obtain an operating license should they have to be located a certain distance from schools and early child education facilities?
- What effects have you seen from gambling within the community?
- If so what enables youth to gamble in the Rangitikei?

10 Central Government's Online Gambling Consultation

The Government is interested in knowing what is important to communities when it comes to regulating online gambling in New Zealand. They would also like to know more about how online gambling is affecting the lives of New Zealanders. The current Gambling Act is from 2003. Back then, internet technology was still developing.

The Government is consulting with the public in order to update laws for today's digital world and future-proof them as much as possible.

The quick read Online Gambling in NZ Discussion Document is attached and can also be found online at [https://www.dia.govt.nz/diawebsite.nsf/Files/Online-Gambling-Consultation/\\$file/Online-Gambling-in-New-Zealand-Quick-Read.pdf](https://www.dia.govt.nz/diawebsite.nsf/Files/Online-Gambling-Consultation/$file/Online-Gambling-in-New-Zealand-Quick-Read.pdf)

The online submission form for consultation on Online Gambling in NZ is attached and can also be found on line at [https://www.dia.govt.nz/diawebsite.nsf/Files/Online-Gambling-Consultation/\\$file/Online-Gambling-in-New-Zealand-Submission-Form.pdf](https://www.dia.govt.nz/diawebsite.nsf/Files/Online-Gambling-Consultation/$file/Online-Gambling-in-New-Zealand-Submission-Form.pdf)

Recommendations:

- 1 That the 'Quick read Online Gambling in NZ Discussion Document' and the 'online submission form for consultation on Online Gambling in NZ' to the 20 August Rangitikei Youth Council meeting be received.
- 2 That the Rangitikei Youth Council delegate the Strategic Advisor for Rangatahi to submit, online, the following agreed to submission responses on behalf the Rangitikei Youth Council.

Questions	Response
Your opening thoughts, interests and concerns <i>If New Zealanders are gambling online, what matters most to you?</i>	<i>Rate in each box below from 1 to 5 (5= very important and 1 =not very important)</i>
Consistent regulation of all online gambling and consistency between online and traditional (land-based) gambling	1 or 2 or 3 or 4 or 5
Operators of online gambling pay for harm associated with their products	1 or 2 or 3 or 4 or 5

Operators of online gambling return benefits to communities	1 or 2 or 3 or 4 or 5
Access to a variety of gambling products	1 or 2 or 3 or 4 or 5
Minimising online gambling-related harm	1 or 2 or 3 or 4 or 5
Comment on reason for responses:	
Minimising harm from online gambling <i>Which of the following options do you prefer? You can select more than one option.</i>	Choose only Yes or No for each option:
OPTION 1: Education and influence (PARTIAL STATUS QUO) Educate public on potential dangers and harms of online gambling and influence operators to comply	Yes or No
OPTION 2: Gambling harm reduction services Industry funds online gambling problem gambling services	Yes or No
OPTION 3: Gambling industry and individual self-regulation (PARTIAL STATUS QUO) Gambling industry and individual self-regulates harmful online gambling behaviour	Yes or No
OPTION 4: Prohibition or tight control of gambling-related advertising (PARTIAL STATUS QUO) Prohibition or tight control of online gambling-related advertising	Yes or No
OPTION 5: Government regulates industry conduct Government regulates industry conduct of harmful online gambling behaviour	Yes or No
OPTION 6: Regulator enforcement powers Regulators get powers to enforce law and licence conditions relating to online gambling	Yes or No
Comment on reason for responses:	
Online gambling operators and products <i>Which of the following options do you prefer? You can select more than one option.</i>	Choose only Yes or No for each option:
OPTION 1 (STATUS QUO) Lotto and TAB offer existing gambling products <u>Operators:</u> Lotto and TAB	Yes or No

<u>Products:</u> Online lotteries, racing and sports betting etc	
OPTION 2 Extend gambling products Lotto and TAB may offer <u>Operators:</u> Lotto and TAB <u>Products:</u> online lotteries, racing and sports betting etc, plus new varieties of online gambling products	Yes or No
OPTION 3 Licensing of domestic operators <u>Operators:</u> any NZ charitable or NZ commercial operation <u>Products:</u> eg. online casino-type products or any online gambling product	Yes or No
OPTION 4 Choose your preferred option: <u>Operators:</u> any NZ or overseas commercial or charitable operation <u>Products:</u> eg. online casino-type products or any online gambling	Licensing of domestic operators OR Licensing overseas operators OR Licensing both domestic and overseas operators
Comment on reason for responses:	
Do you think New Zealanders should be prohibited or restricted from accessing online gambling websites and applications that are not licensed under the New Zealand regime?	Yes or No
Comment on reason for responses:	
Do you support any of the following tools?	
Gamblers could self-exclude themselves from using particular gambling operators or products (if this function was offered by the operator)	Yes or No
Restricting credit card use on gambling sites (either blocking their use on websites not licensed in New Zealand or banning their use entirely)	Yes or No
Restricting use of free public wifi to exclude online gambling websites	Yes or No

Prohibiting New Zealanders (and those residing in or visiting New Zealand) from visiting unauthorised online gambling sites based overseas or domestically	Yes or No
Geoblocking unauthorised websites (meaning they couldn't be accessed from New Zealand without a Virtual Private Network/VPN).	Yes or No
Comment on reason for responses:	
Should New Zealand-based gambling operators have different rules/expectations/requirements than overseas-based gambling operators?	Yes or No
Comment on reason for responses:	
Other issues and opportunities <i>How should gambling regulators respond to online gaming with gambling-like elements? You can select more than one option.</i>	<i>Choose only Yes or No for each option:</i>
Influence online game makers to not include gambling-like elements in future games	Yes or No
Require warnings about to be placed on online games including gambling-like elements	Yes or No
Ban games which demonstrate the characteristics of gambling	Yes or No
Comment on reason for responses:	
Do you think class 3 operators should be able to run their lotteries online or via phone	Yes or No
Your closing thoughts, interests and concerns <i>Did we miss any key options or impacts?</i>	
Did we make any wrong assumptions to get our initial assessment wrong somehow?	
Is there anything missing from this document or anything else you'd like to say?	
Please provide any evidence you have to support you views	

11 Local Body Elections 2019

The 2019 Local Body Election nominations and nominations for the Taihape Community board and the Rātāna Community Board closed at 12pm Friday 16 August 2019. As agreed in the 23 July 2019 Rangitīkei Youth Council meeting, the Council will work alongside community groups in holding a Meet the Candidates evening in each of the three wards.

Information on each of the nominees and an update on the Meet the Candidates events will be tabled at the meeting.

12 Rangitīkei Youth Council Logo

At its meeting held 23 July the Rangitīkei Youth Council (RYC) agreed to the final concept of the RYC logo. This has now been produced in the variety of image formats and attached are the various layouts in grayscale and Rangitīkei District Council standard colours.

13 Te Wiki o Te Reo Maori / Maori Language Week 2019

Te Wiki o Te Reo Maori 2019 is being held through the week of 9-15 September. The theme is 'Kia Kaha te Reo Māori' following on from the success of last year. 'Kia Kaha' is well known in New Zealand English with its correct Māori meaning of 'be strong'.

It is proposed that the Rangitīkei Youth Council participate by filming short films highlighting the correct pronunciation of place names throughout the district, with the relevant youth council members filming in their district rohe. The proposed place names are:

Turakina – Southern

Koitiata – Southern

Whangaehu – Southern

Rātana Pā – Southern

Paraekaretu – Central

Tutaenui – Central

Ōhingaiti – Central

Mangaweka – Northern

Taihape – Northern

Moawhango – Northern

Recommendation:

That the Rangitīkei Youth Council [agree / do not agree] to participate in Te Wiki o Te Reo Maori 2019 by creating short films highlighting the correct pronunciation of place names throughout the district.

14 Marton Memorial Hall Playground and Play Trail

In June 2018 Ms Skou and Ms O'Neill presented to the Marton Community Committee and Council their idea to turn the Marton Memorial Hall Playground into a destination play-space. Following Council's consent to the development Ms Skou and Ms O'Neill formed Marton Development Group (MDG), an incorporated society with charitable status, consisting of a cross section of 15 community representatives.

In January 2019 MDG offered the tender of the playground development to two playground designers to quote, Opus and Boffa Miskell, with the group awarding the work to the latter. Boffa Miskell identified the restriction in the existing footprint of the playground and MDG sought Council's permission to extend the playground thus reducing the hall carpark availability. MDG gave the brief to Boffa Miskell to design a destination play-space incorporating as many of the play items the community engagement process had identified. In July 2019, Boffa Miskell produced the draft concept plan which overstepped the initial agreed-to playground extension by 251.9m². The purpose of the extra extension is to increase the planting and BBQ area allowing for a more user friendly and aesthetically appealing eastern end of the playground. At its meeting held on 25 July, Council agreed to the further extension, satisfied that the carpark availability remaining complies with the District Plan. Council has allocated funding to the 2019/2020 budget for the seal of the existing metal area behind the hall, installation of a kerb and channel along the eastern side of the carpark (nearest the stream) and marking of carparks. MDG has met with the designers and agreed to the concept which is now entering the phase of preparing the proposal and presentation of the final design. A time frame for this is dependent upon collaboration with manufacturers regarding bespoke equipment.

Boffa Miskell further offered a larger scale concept that joins various play spaces in Marton through a 'Play Trail'. MDG are using this time to engage with various groups over the draft concept and continue to fundraise. The draft play space and Play Trail concept and layout is attached.

The Marton Development Group welcome feedback from The Rangitikei Youth Council on the 'Play Trail' concept before approaching Council for endorsement at their 10 October 2019 meeting.

15 Voice Box – District Youth Voice

A memorandum will be tabled at the meeting.

File ref: 4-EN-12-1

Recommendations:

- 1 That the memorandum 'Voice Box – District Youth Voice' to the 20 August 2019 Rangitikei Youth Council meeting be received.
- 2 That....

16 Late Items

As agreed to in item 6

17 Next Meeting

24 September 2019 5.00 pm, location TBC

18 Meeting Closed

Attachment 1



Rangitikei District Council

Youth Council Meeting

Minutes – Tuesday 23 July 2019 – 5:00 p.m.

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Present: Erika Elers
Caryse Clark
Charly Ward-Berry
Hunter van der Jagt
Kathryn Fleming
Makayla Vaa
Samantha Bradley
Anaru Hawira

In attendance: His Worship the Mayor Andy Watson
Michael Andrews
Blair Jamieson – Strategy and Community Planning manager
Nardia Gower – Strategic Advisor for Rangatahi/Youth

Tabled Documents: Item 8 Chair's Report June 2019.
Item 12 Rangitikei Youth Council Logo

1 Welcome

Meeting started 5.04pm.

2 Youth Council Prayer

Hunter read the Youth Council prayer.

3 Public Forum

Nil

4 Apologies/Leave of Absence

That the apology for the absence of Reihania Hemi be accepted.

Paige / Charly. Carried

5 Members' conflict of interest

Members were reminded of their obligation to declare any conflicts of interest they might have in respect of items on this agenda. No declarations were made.

6 Confirmation of order of business

Item 12 was taken following item 10 and item 14 was taken following item 12. There were no late items.

7 Confirmation of Minutes

Resolved minute number	19/RYC/	File Ref
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That the minutes of the Rangitikei Youth Council meeting held on 28 May 2019 (without amendment) be taken as read and verified as an accurate and correct record of the meeting.

Makayla / Kathryn. Carried

8 Chair's Report

Resolved minute number	19/RYC/	File Ref
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That the 'Chair's Report' to the 23 July 2019 Rangitikei Youth Council meeting be received.

Erika / Kathryn. Carried

9 Declaration by new member

I Anaru Hawira has been declared a member of the Rangitikei Youth Council and taken the pledge.

10 100% Pure NZ 365 day Good Morning World Video Campaign.

Nardia spoke to the committee on the 100% Pure NZ campaign. Discussion of the topic is summarised in the following points.

- Starting with a video on Festival For The Future trip in Wellington.
- Plaster posters of the group Instagram and Facebook for advertising in school.
- Nardia and Sam will collaborate on posters and send them to the group for input (Due 30th, August).
- Hunter in charge of the Good Morning video at FFTF.
- After this one we'll decide if we continue it and how often?
- It is decided that yes, we will participate in video campaign.
- Possible places to do it the community are Nga Tawa, Lobby's(?) and Church on Sunday.
- A Social Media plan will be constructed by Sam.
- Taking photos of whatever in the community or youth and sending them off to Sam for the Group page.
- A Google Document with complied ideas for Good Morning videos that include youth (Due in two weeks).
- Charly, Kathryn, Sam, Paige and Erika will put up the posters in their schools and Anaru will post them in Taihape's Lobby and Nardia in Marton's.

12 Rangitikei Youth Council Logo

The tabled document of the examples for possible was presented to the Council. Erika and Hunter have received the document. There was general discussion on each of the four examples with feedback.

Hunter moved that the third example should be adopted with the fourth example's tagline. And spoke to her motion. The Chair discussed each example's meaning.

Resolved minute number

19/RYC/

File Ref

4-EN-12

That the memorandum 'Rangitikei Youth Council Logo' to the 23 July Rangitikei Youth Council meeting be received.

That Concept 3 with the standard font tagline with amendment of the tagline saying 'making our youth heard' be the chosen logo to represent the Rangitikei Youth Council

Hunter / Kathryn. Carried

14 Meet the Candidates Events

Mr Jamieson provided a verbal update to the Council. Some dates and locations are uncertain. Mr Jamieson spoke about what tasks will need to be for the event such as:

- Live streaming the event with a camera.
- Using a bell to limit speaker's time for answering.
- Welcoming people into the event at the door.
- Advertising

Mr Jamieson has suggested to the Youth Council members to check out the Candidate booklet and website.

11 Marton Cycleway potential user survey

Nardia spoke on how to find out how many youth will use the proposed Marton Cycleway that is currently undergoing development, suggesting that the Youth Council agree to undertake a survey through the Marton schools for more information on the matter.

It was suggested that Survey Monkey or an online form is used to collect this information from High Schools with Primary Schools having teachers perform the survey by a show of hands.

Resolved minute number

19/RYC

File Ref

That the memorandum 'Marton Cycleway Potential User Survey' to the 23 July 2019 Rangitikei Youth Council meeting be received.

Paige / Caryse. Carried

Resolved minute number

19/RYC/

File Ref

That the Rangitikei Youth Council agrees to undertake a survey through Marton schools to gather the following information:

- The number of students that cycles to each school
- The number of students and family members that cycle for recreation

Makayla / Samantha. Carried

13 Work-plan for 2019

The Work Plan was brainstormed into the following categories; Why we do this, what we want from youth and platforms.

Why we do this:

- So that the youth are involved
- The youth deserve it
- The youth are forgotten
- The youth are entitled to their opinions

What do we want from the youth:

- Ideas
- Opinions
- Things they feel they are missing out on (opportunities)
- Fears/concerns
- District improvements
- Volunteering in the community

Platforms (to advertise ourselves through):

- Instagram
- Making an app
- Talking to our personal groups
- Letters/flyers
- Talk up Taihape
- Events, Markets and other social gatherings
- Pinterest
- Make a presence
- Shoulder tapping
- Creating a group of youth to slowly collect for feedback

The goal being 50 youth to communicate with from iwi, businesses, schools aged 12-24 years old. Potential platforms to use for youth engagement include technology/Facebook. Reporting on youth feedback could be passed on to health agencies, businesses, educators, local/central government and iwi for contribute towards positive and impactful outcomes.

15 TRYB Website

The Council was shown the preview of the website.

The website will be advertised through posters and the Council's other sites such as social media accounts will be added onto the site.

16 Late Items

Nil

17 Next Meeting

20 August 2019 5.00 pm, Taihape Council Chambers

18 Meeting Closed

Meeting closed at 6.56pm.

Confirmed/Chair: _____

Date:

Unconfirmed

Attachment 2

GAMBLING VENUE (CLASS 4) POLICY

Policy Title: GAMBLING VENUE (CLASS 4) POLICY

Date of Adoption: 25 March 2004

Resolution: 04/RDC/064

Review Date: 2019

Statutory reference for adoption: Gambling Act 2003 /Resource Management Act 1991

Statutory reference for review: Gambling Act 2003 s102 (5)

Included in the LTP: no

Date Amended or Reviewed	Resolution
13 April 2006	06/RDC/122
29 January 2009	09/SPP /026 – 09/RDC/067
30 May 2013	13/RDC/124
30 June 2016	16/RDC/170

1 POLICY OBJECTIVES

- 1.1 To ensure the Rangitikei District Council and the community has influence over the location of new Class 4 gambling venues and new gaming machines (pokie machines) within the District as a whole in compliance with the Gambling Act 2003.
- 1.2 To place a cap on the number of gaming machines which may be operated in the District.
- 1.3 To ensure that the local community may continue to access funding from the proceeds of Class 4 gaming in the District.

2 GENERAL CONDITIONS (for establishing a Class 4 gambling venue)

- 2.1 Any new Class 4 venue may only be established on licensed premises where the primary activity is not predominantly associated with family and/or children's activities.
- 2.2 An applicant for Council consent under this policy must:
 - comply with the objectives of this policy;
 - comply with the general conditions of this policy;
 - meet the application requirements specified in this policy; and
 - meet the fee requirements specified in this policy;
- 2.3 The application will be publicly notified and a notice will be displayed on the proposed premises.

3 APPLICATION DETAILS REQUIRED

- 3.1 Applications for Rangitikei District Council consent must be made in writing and provide the following information:

- a) Name and contact details of the applicant.
- b) Street address of premises proposed for the Class 4 venue licence.
- c) Description of the structure of the applicant (Society or Corporate Society) together with incorporation details:
 - trust and trustee details if appropriate;
 - the names of management staff; and
 - a 12 month business plan or budget for the establishment, covering both gambling and other activities proposed for the venue.
- d) Details of Host Responsibility policies and procedures covering:
 - training for operational staff on dealing with problem gamblers;
 - provision and display of problem gambling material;
 - support for and supervision of those affected by addictive gambling; and
 - implementation and monitoring plans.
- e) Details about the venue operator including:
 - operating structure;
 - ownership of the premises;
 - evidence of police approval for owners and managers of the venue; and
 - nature of the businesses operated from the premises.
- f) A floor plan covering both gambling and other activities proposed for the venue, including:
 - layout of each floor of the venue;
 - location and number of Class 4 machines being proposed for the premises;
 - location of clocks;
 - location and description of signage; and
 - location of displays of problem gambling material.
- g) Details of liquor licence(s) applying to the premises.
- h) A location map showing the nature of businesses and other activities conducted in the general neighbourhood.
- i) Information about the Trust responsible for the distribution of gambling profits will be made available to the public (as required under the Gambling Act 2003) and to the Rangitikei District Council, and will include:
 - contact details (address, phone numbers, electronic contact); and
 - names of trustees
- j) Evidence and any supporting material to assure the Rangitikei District Council that their proposed application is a permitted activity under the Rangitikei District Council District Plan, the Resource Management Act 1991 and the Gambling Act 2003.

3.2 Council may request comment from health providers or those working with problem gambling.

4 NUMBER OF GAMING MACHINES TO BE ALLOWED

- 4.1 Council wishes to reduce the number of gaming machines in the District through a process of natural attrition as machines cease operating.
- 4.2 New venues may apply for a licence to operate up to 9 gaming machines, providing that the total number of gaming machines in the District does not exceed 83¹.

5 DECISION MAKING

- 5.1 The Council has 30 working days to determine a consent application.
- 5.2 Such determination will be made at the appropriate delegation (officer) level within the Council and will be considered against the criteria set out in this policy.
- 5.3 When considering an application for a new gaming venue under Class 4, the relevant council officer will consider:
- comply with the objectives of this policy;
 - comply with the general conditions of this policy; and
 - meet the application requirements specified in this policy.

6 APPLICATION FEES

- 6.1 These will be set by the Rangitikei District Council from time to time, pursuant to section 150 of the Local Government Act and shall include consideration of:
- The cost of processing the application, including any consultation involved;
 - The cost of monitoring notification of the distribution of profits and provision of information;
 - The cost of reviewing Gambling Venue policies.

7 ADOPTION AND COMMENCEMENT

- 1) This policy was adopted on 30 June 2016 at the duly notified Council Meeting after completion of the special consultation procedure, of the Local Government Act 2002.

8 REVIEW

- 9 This policy will be reviewed every 3 years.

¹ This number equals the number of gaming machines in the District as at 6 May 2013

TAB VENUE POLICY

Policy Title: TAB VENUE POLICY	
Date of Adoption: 30 September 2004	Resolution: 04/RDC/229
Review Date: 2016	
Statutory reference for adoption: Racing Act 2003, Gambling Act 2003 schedule 8, Local Government Act 2002 s 83	
Statutory reference for review: Gambling Act 2003 s102 (5)	
Included in the LTP: no	
Date Amended or Reviewed	Resolution
13 April 2006	06/RDC/122
29 January 2009	09/SPP/ 026 - 09/RDC/067
28 February 2013	13/RDC/045
26 May 2016	16/RDC/133

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 Rangitikei District.

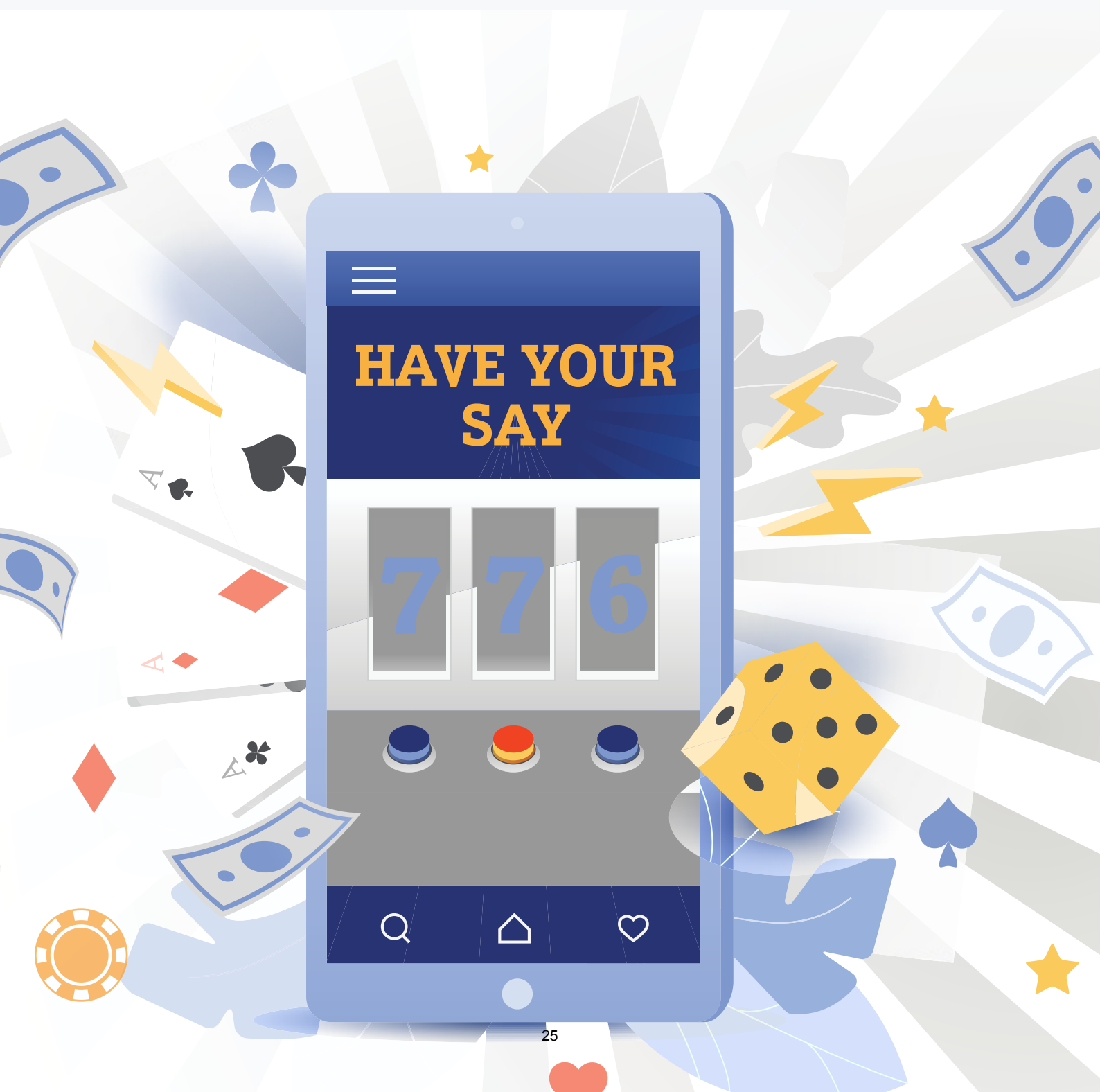
4 REVIEW

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

Attachment 3



Online Gambling in New Zealand



The Government is interested in knowing what is important to you when it comes to regulating online gambling in New Zealand. This includes online gambling operators based here and overseas.

We would also like to know more about how online gambling is affecting the lives of New Zealanders. All your stories are important to us. We would like to hear from you if you enjoy gambling online, but also if you or someone you know has been negatively affected by online gambling.

Why are we looking at this issue now?



Our current Gambling Act is from 2003. Back then, internet technology was still developing. Most cell phones weren't smart, and people connected to the internet using cables. Law makers couldn't foresee the way that gambling would develop online 16 years on.

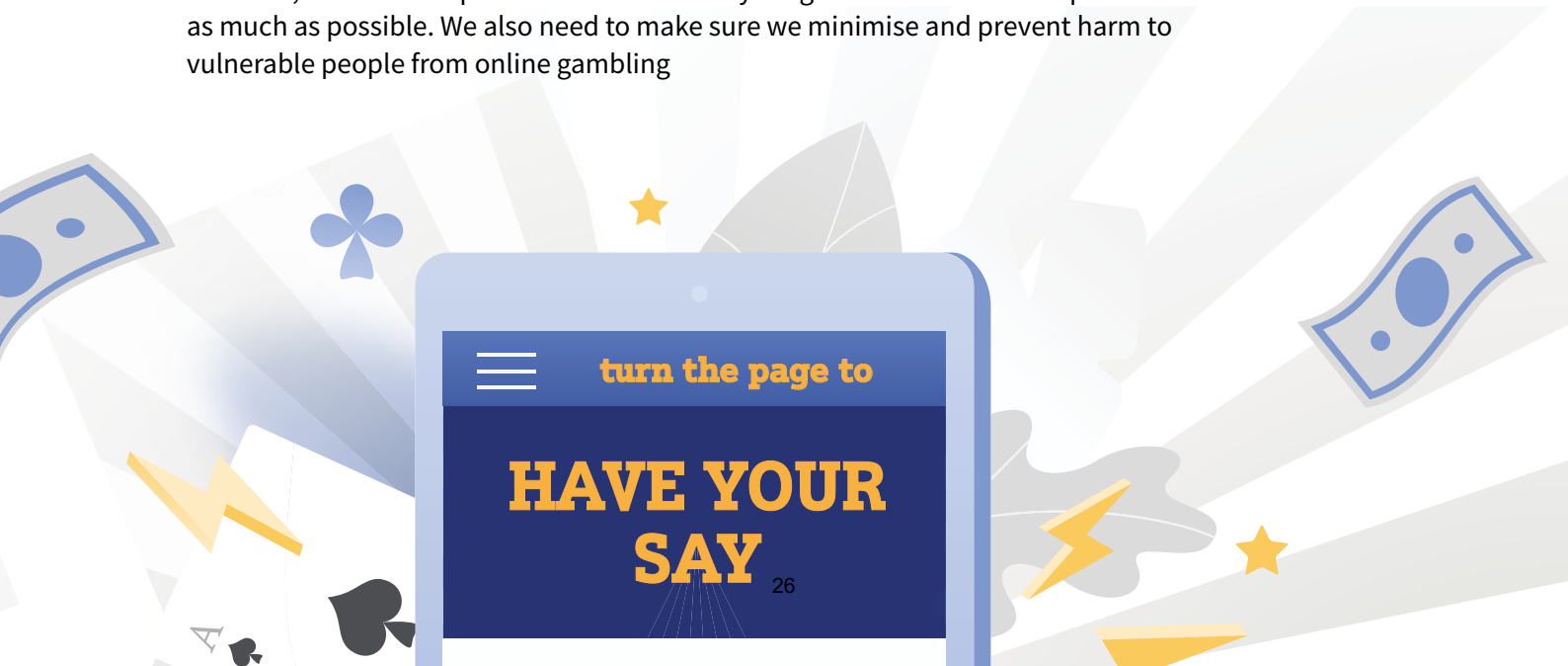
Currently, Lotto NZ and the TAB are the only New Zealand-based gambling providers that can offer online gambling products to New Zealanders. However, more and more New Zealanders are choosing to gamble online on offshore sites. While it is illegal for offshore online gambling operators to advertise in New Zealand, it is not illegal for New Zealanders to gamble on their sites.

What's the Government's view on all this?



The Government doesn't see online gambling as necessarily 'bad'. For many it is a legitimate recreational activity. This review is not about 'outlawing' online gambling.

However, we need to update our laws for today's digital world and future-proof them as much as possible. We also need to make sure we minimise and prevent harm to vulnerable people from online gambling



Our thoughts so far



We have identified FOUR options that could help achieve what we need, and this consultation seeks your views on these. We are also interested in any other ideas you may have.

1

Lotto and TAB offer existing gambling products (status quo)

Operators:
Lotto and TAB

Products:
online lotteries, racing and sports betting etc

2

Extend gambling products Lotto and TAB may offer

Operators:
Lotto and TAB

Products:
online lotteries, racing and sports betting etc, plus new varieties of online gambling products

3

Licensing of domestic operators

Operators:
any NZ charitable or NZ commercial operation

Products:
eg. online casino-type products or any online gambling product

4

Licensing of domestic and/or overseas operators

Operators:
any NZ and/or overseas commercial or charitable operation

Products:
eg. online casino-type products or any online gambling product.

Tools for restricting New Zealanders' access to online gambling

Self-exclusion, credit card restrictions, public wifi restrictions, creation of an offence, and geo-blocking access.

What about minimising harm from online gambling?



We are interested in your views on how we should minimise gambling harm. It is likely that we would use a range of these tools, and they could be used with any of the options for products and operators (above). These are the ideas we have so far:

1

Educate public on potential dangers and harms of online gambling and influence operators to comply (partial status quo)

2

Industry funds online gambling problem gambling services

3

Gambling industry and individual self-regulates harmful online gambling behaviour (partial status quo)

4

Prohibition or tight control of online gambling-related advertising (partial status quo)

5

Government regulates industry conduct of harmful online gambling behaviour

6

Regulators get powers to enforce law and licence conditions relating to online gambling



How will your submissions be used?



Your thoughts will help us develop final policy options related to online gambling.

The Government will consider all submissions made through this process. After that, new gambling laws may be developed.

Will we publish your submission?



Usually all submissions are published on the Department of Internal Affairs website. Submissions may be subject to a request made under the Official Information Act 1982.

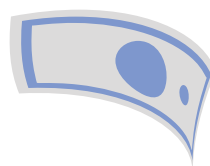
If your submission contains personal or commercially sensitive information that you do not want released, please refer to page 35 of the full discussion document for more information.

Want more detail on the issues and the options?



You can get the full consultation document online – dia.govt.nz/onlinegamblingconsultation.

You can also request a paper copy by contacting us on freephone 0800 25 78 87 (New Zealand only) and ask to speak to the Gambling Policy Team (9am – 5pm only).



Have your say!

Go to our website

dia.govt.nz/onlinegamblingconsultation

Send us your submission



onlinegamblingconsultation@dia.govt.nz

or



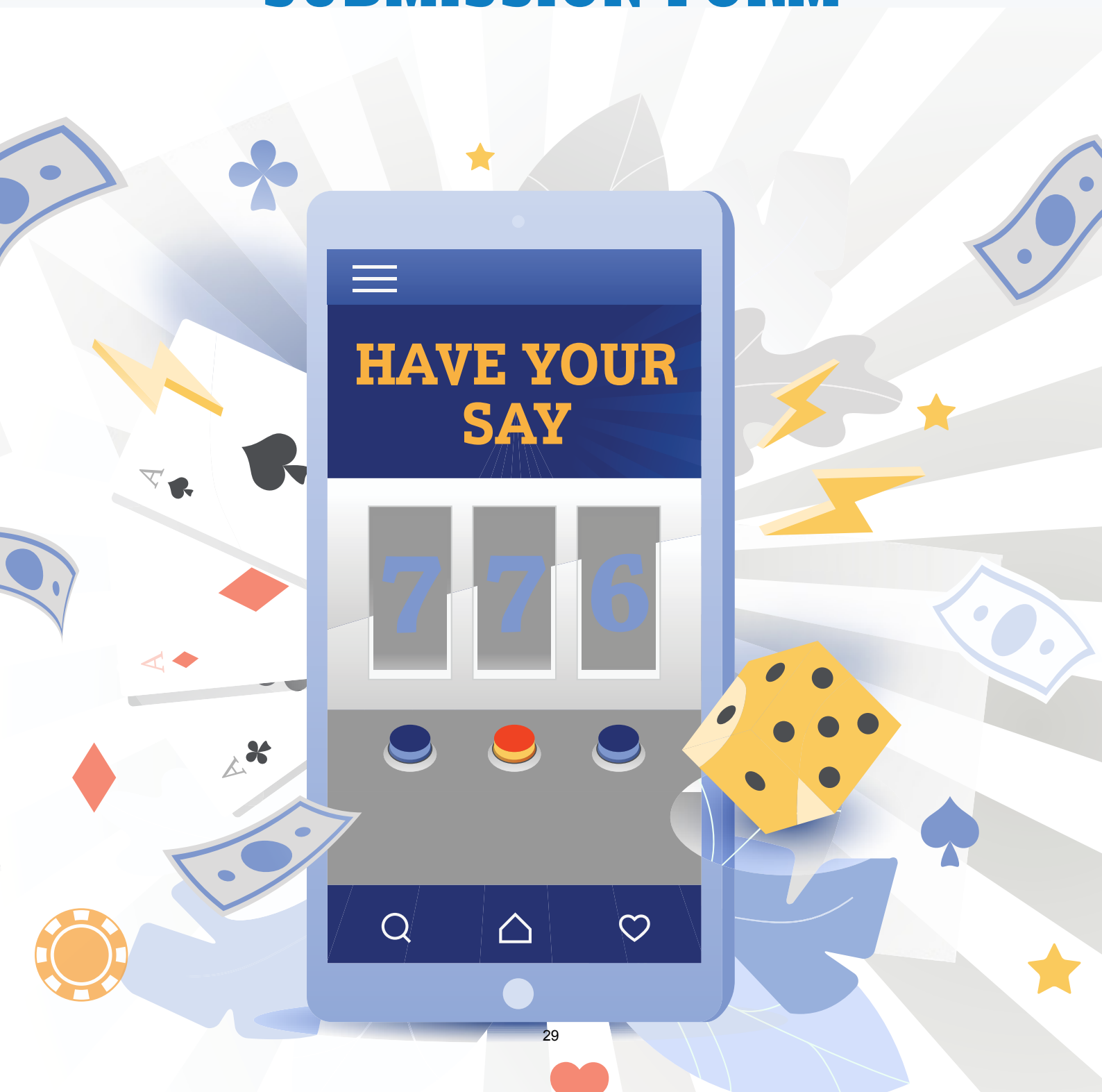
Online Gambling Team
Department of Internal Affairs
PO Box 805
Wellington 6140

Closing date for submissions: Monday 30 September 2019



Online Gambling in New Zealand

SUBMISSION FORM



About you (optional)

From what viewpoint are you making this submission? You can select more than one option. Are you:

Someone who gambles online

A representative of a community group

A representative of an online gambling operator

Other

A representative of a gambling help service provider

(Please specify. For example: someone affected by gambling harm, an ISP provider)

Your opening thoughts, interests and concerns

If New Zealanders are gambling online, what matters most to you?

Rate in each box below from 1 to 5 (5= very important and 1 =not very important)

Consistent regulation of all online gambling and consistency between online and traditional (land-based) gambling

Operators of online gambling return benefits to communities

Operators of online gambling pay for harm associated with their products

Access to a variety of gambling products

Minimising online gambling-related harm

Reasons for your response

Minimising harm from online gambling

Which of the following options do you prefer?

You can select more than one option. Tick only Yes or No for each option:

Yes
No
OPTION 1
Education and influence (PARTIAL STATUS QUO)
Educate public on potential dangers and harms of online gambling and influence operators to comply

Yes
No
OPTION 4
Prohibition or tight control of gambling-related advertising (PARTIAL STATUS QUO)
Prohibition or tight control of online gambling-related advertising

Yes
No
OPTION 2
Gambling harm reduction services
Industry funds online gambling problem gambling services

Yes
No
OPTION 5
Government regulates industry conduct
Government regulates industry conduct of harmful online gambling behaviour

Yes
No
OPTION 3
Gambling industry and individual self-regulation (PARTIAL STATUS QUO)
Gambling industry and individual self-regulates harmful online gambling behaviour

Yes
No
OPTION 6
Regulator enforcement powers
Regulators get powers to enforce law and licence conditions relating to online gambling

Reasons for your response

Online gambling operators and products

Which of the following options do you prefer? You can select more than one option. Tick only Yes or No for each option:

Yes No	OPTION 1 (STATUS QUO) Lotto and TAB offer existing gambling products Operators: Lotto and TAB Products: Online lotteries, racing and sports betting etc	Yes No	OPTION 3 Licensing of domestic operators Operators: any NZ charitable or NZ commercial operation Products: eg. online casino-type products or any online gambling product
Yes No	OPTION 2 Extend gambling products Lotto and TAB may offer Operators: Lotto and TAB Products: online lotteries, racing and sports betting etc, plus new varieties of online gambling products	Yes No	OPTION 4 Tick your preferred option: Licensing of domestic operators Licensing overseas operators Licensing both domestic and overseas operators Operators: any NZ or overseas commercial or charitable operation Products: eg. online casino-type products or any online gambling

Reasons for your response

Yes No	Do you think New Zealanders should be prohibited or restricted from accessing online gambling websites and applications that are not licensed under the New Zealand regime?
-----------	--

Reasons for your response

Do you support any of the following tools?

Yes No	Gamblers could self-exclude themselves from using particular gambling operators or products (if this function was offered by the operator)	Yes No	Prohibiting New Zealanders (and those residing in or visiting New Zealand) from visiting unauthorised online gambling sites based overseas or domestically
Yes No	Restricting credit card use on gambling sites (either blocking their use on websites not licensed in New Zealand or banning their use entirely)	Yes No	Geoblocking unauthorised websites (meaning they couldn't be accessed from New Zealand without a Virtual Private Network/VPN).
Yes No	Restricting use of free public wifi to exclude online gambling websites		

Reasons for your response

Yes No	Should New Zealand-based gambling operators have different rules/expectations/requirements than overseas-based gambling operators?
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Reasons for your response

Other issues and opportunities

How should gambling regulators respond to online gaming with gambling-like elements?

You can select more than one option. Tick only Yes or No for each option:

Yes	Influence online game makers to not include gambling-like elements in future games	Yes	Require warnings about to be placed on online games including gambling-like elements	Yes	Ban games which demonstrate the characteristics of gambling
No		No		No	

Reasons for your response

Yes	Do you think class 3 operators should be able to run their lotteries online or via phone	Reasons for your response
No		

Your closing thoughts, interests and concerns

Did we miss any key options or impacts?

Did we make any wrong assumptions to get our initial assessment wrong somehow?

Is there anything missing from this document or anything else you'd like to say?

Please provide any evidence you have to support you views

Your personal details

Your personal details will remain confidential

Name:

Contact details:

Date:

Attachment 4



Attachment 5

Marton Destination Playspace and Play Trail

DRAFT CONCEPT JULY 2019



MARTON PLAY



BACKGROUND

Marton Development Group (MDG), supported by Rangitikei Council, wish to redevelop the Marton playground, which is located next to the Memorial Hall on Wellington Road.

The existing playground has a range of older-style, metal play equipment set in bark chip, with two timber bench seats for caregivers. A metal fence secures the site.

A mix of kowhai and totara trees along the street frontage almost screens the playground from casual observation and there is no signage to invite passing travellers to stop and visit the playground.

Marton has recently completed an extensive renewal of the skate park through another community project at Centennial Park in the north of the township. The brand new skate park opened in May 2019 and is a real asset for the young people in the community.

A recent Council project oversaw the upgrade of the toddler play area at the Marton Plunket rooms. A wee play module and two tiny swings now provide a safe play area for very little people.

The goal of the Marton Destination playground project is to create somewhere wonderful for local families to play together with their children, rather than heading to Whanganui or Palmerston North for a family day out.

The population of Marton is around 4500 people. There are six local primary schools, four kindergarten/ECE centres and three high schools.

MDG have conducted a wide range of community consultation events and surveys over the last two years to establish the kind of activities and play experiences people most want to see in the redeveloped playground.

Some of the key things the community want to see are:

- All ages and abilities able to play together and enjoy a wide variety of play experiences
- family environment with places for picnics, BBQ and shelter
- lots of swings
- exciting WOW climbing activity with at least one slide
- high and low activity areas for all ages
- natural play environment in balance with other play possibilities
- a toddler bike track
- flying fox
- sand and water play area, with the existing and much-loved digger being kept and reinstalled in the new playground
- toilets

The map on the following page shows the location of the proposed Marton Destination Playground in relation to the other parks in town and the three closest schools.

PARK LOCATIONS AND LOCAL SCHOOLS IN MARTON TOWNSHIP



MARTON PLAY TRAIL

The community and school surveys conducted by MDG showed that biking and riding scooters was one of the most popular activities for young children in Marton.

A feature of Marton township is very wide footpaths and roads, yet there are currently no cycleways or bike paths denoting safe places for children to ride. A portion of the existing wide footpaths and road edges could be utilised to create linked bike and scooter trails, with very simple paint-markings reminding drivers and pedestrians to watch out for bikes.

The Marton Play Trail concept is about developing a connected network of play and recreation spaces throughout the whole community, linked through safe walking/cycling/scooter routes with accompanying street art, murals and wayfinding signage.

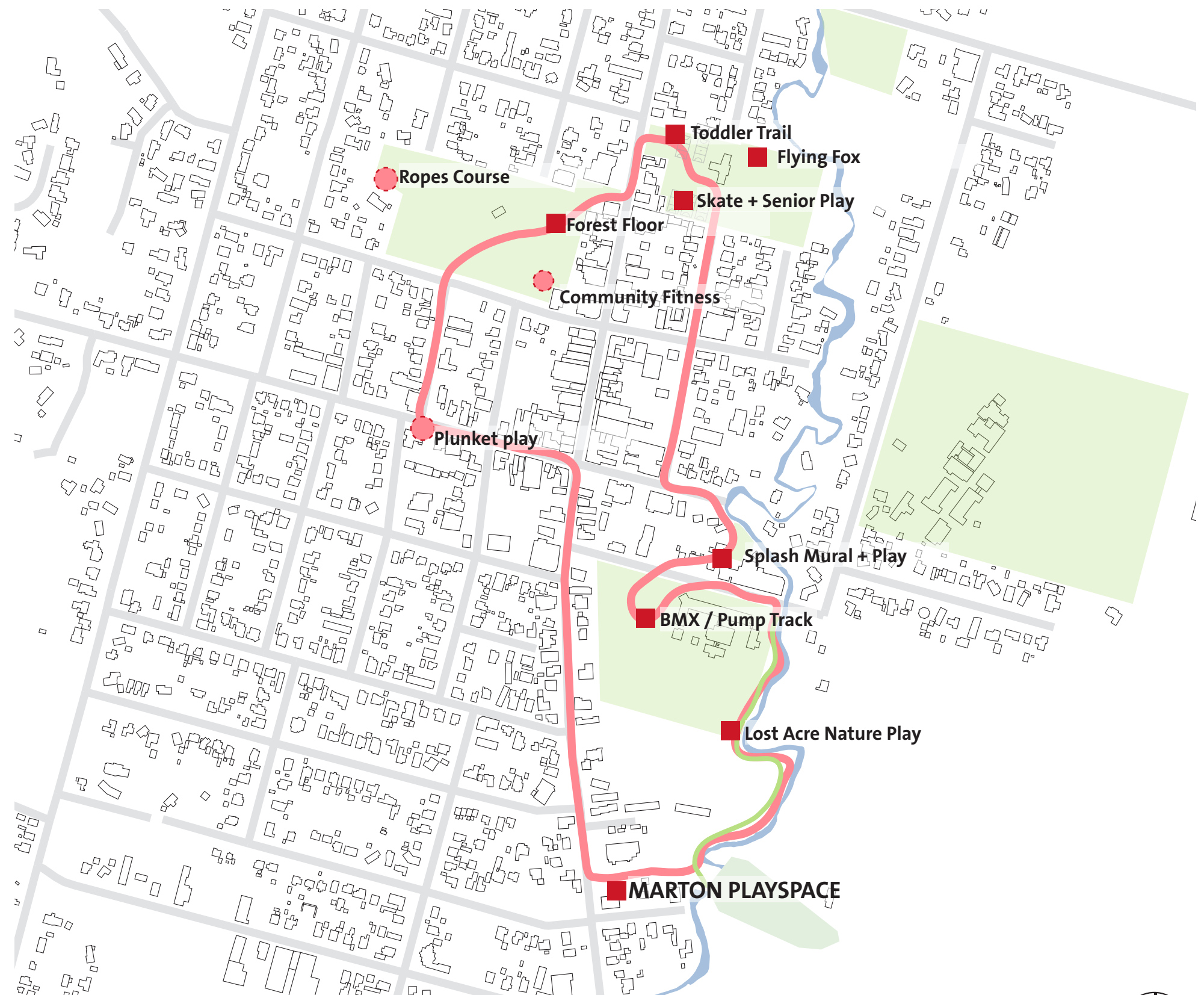
An online 'Marton Play' map would help publicise all the different opportunities at each park and make it easy for out-of-town families to find their way around.

The goal is to encourage families to 'come, play and stay for the day' in Marton, trying out all the different activities around town. It is hoped that wider economic benefits, such as more patrons in the cafes and stores, would also flow from the project.

A key feature of a successful play trail is to ensure that every location has something different to offer, so there is a reason to visit each and every playspace.

New locations and pop-up events can be added at any stage in the future, as and when funds are available.

The map on the next page has suggestions for each of the main park and play locations around town, along with the range of activities proposed for each space.



MARTON PLAY TRAIL: ACTIVITIES, LOCATION, AGE GROUPS

	MARTON PLAYGROUND	CENTENIAL PARK	MARTON PARK FOREST FLOOR PLAY	PLUNKET	MARTON SCHOOL	LOST ACRE ADVENTURE TRAIL	STREET / SWIM
TODDLER	Swing Slide Scooter Balance Jump Spin	Module Trail		Module Tiny Swings	↑	↑	↑
JUNIOR	Swing Slide Climb Jump Balance Seesaw	Skate Scooter Fox	Tree Hut with Slide Mini Nature Trail		↑	↑	↑
SENIOR	Climb Slide Spin Jump	Skate Swing Spin Hangout Space	Rope play		↑	↑	↑
COMMUNITY		Skate Basketball	Fitness		↓	↓	↓



More information on the proposed play trail, along with precedent imagery, can be found on pages 17 - 21 of this document

DESTINATION PLAYSPACE CONCEPT



MARTON DESTINATION PLAYSPACE

The Destination Playspace expands from the current playground site to incorporate an existing parking area alongside the hall, and an area of grass behind the residential neighbour.

Consideration for the residential neighbour, as well as local planning regulations, mean that the new playspace must be off-set from the street and residential boundaries by a minimum of 3 metres, and one metre from other boundaries (the St Johns commercial premises). Framing the new playspace with lush planting and adding three new shade trees will help settle it within the wider site., whilst still retaining access for cars, hall users and trucks for the annual shearing event.

In response to community consultation, the following play experiences are proposed:

- climb
- swing
- jump
- balance
- spin
- slide
- scooter
- sand and water
- sensory (music)

There is the opportunity to develop a unique theme for the playspace that celebrates the community, its location and heritage. One possibility is the story of the taniwha Tūtaeporoporo. Consultation with Ngā Wairiki Ngāti Apa is essential.

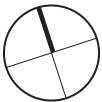
Out of respect to the residential neighbour, the much-requested flying fox should be sited at another park.

There are also plenty of options for ball games and open running-around space at other parks in town, so providing spaces for these activities was not considered a priority.

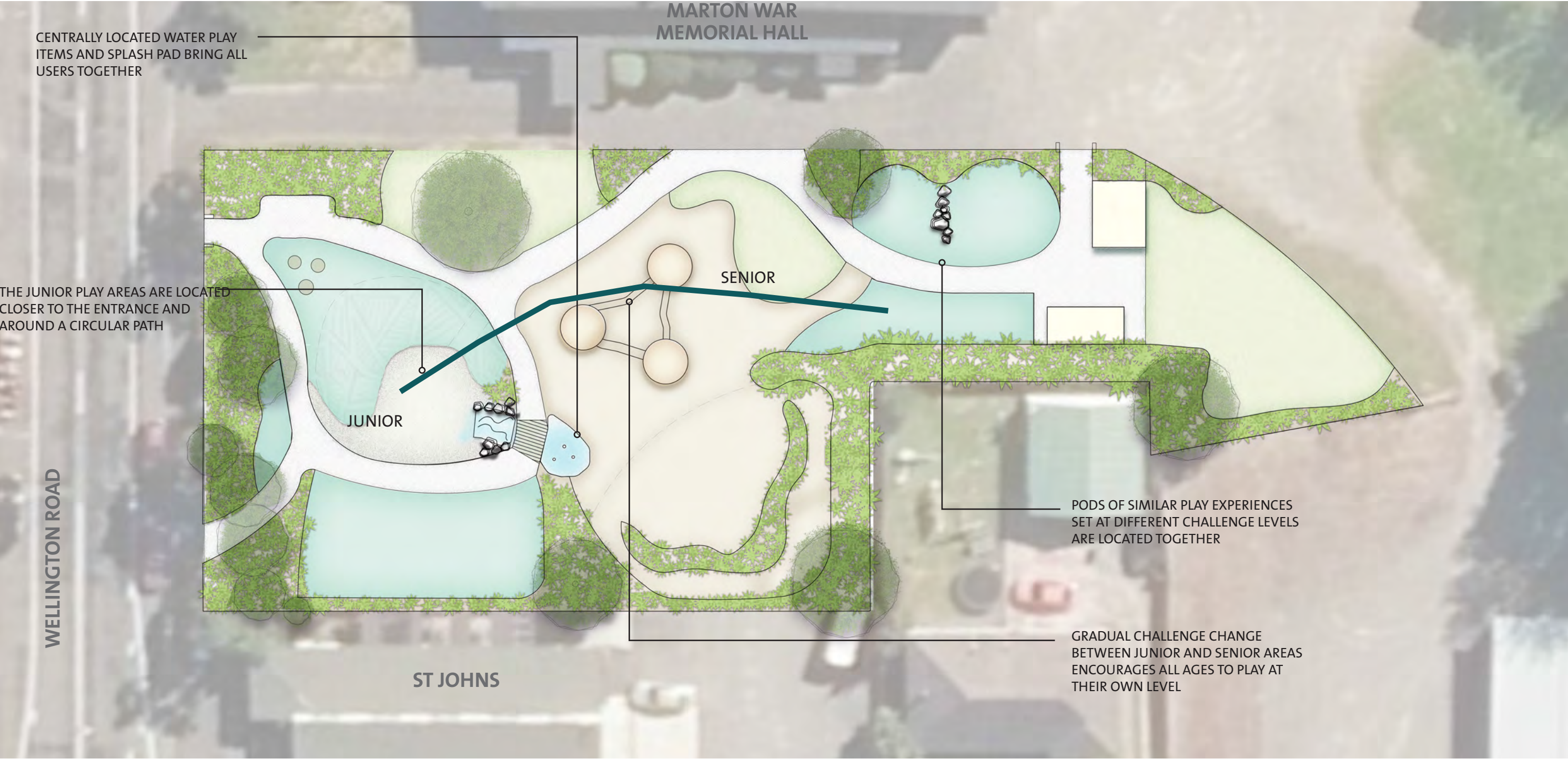
The following pages discuss the proposed play experiences and show a range of precedent imagery for suggested play equipment in each area of the playspace.



PLAY EXPERIENCES



PLAY CHALLENGE



PRECEDENT IMAGES MOUND EXPERIENCES

A trio of trampolines creates a welcome mat with a difference at the entrance to the playspace.

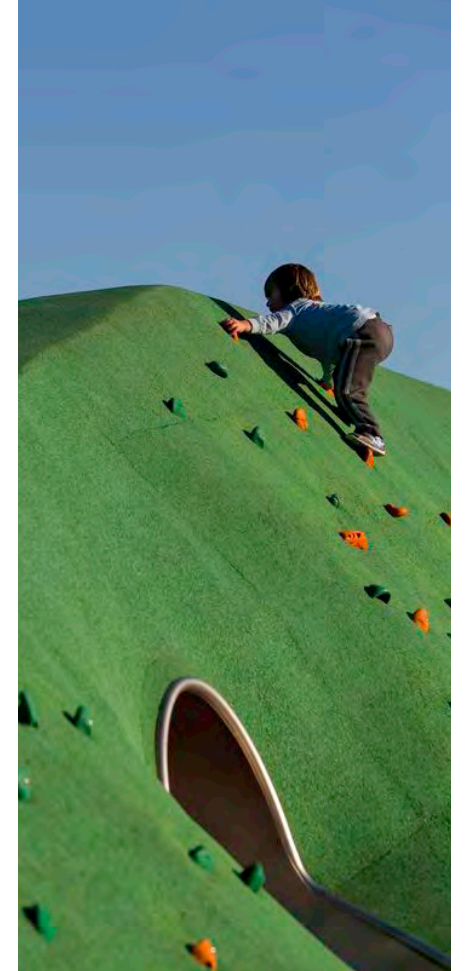
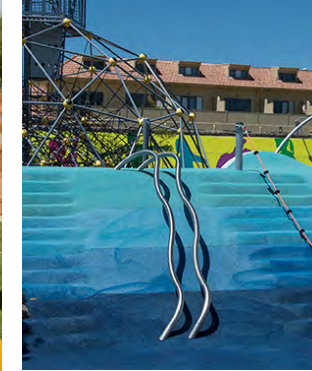
Directly behind the trampolines, a curvaceous mound invites players to climb and explore what lies behind or could it be a taniwha curled around the entrance to his awa?

Test your skills:

- rock climbing up
- sliding down
- rope-climbing

or shoot through the tunnel to land in a bed of sand.

A 2 metre wide concrete path encircles the mound, sand and water play areas, making the perfect little bike track for wee ones on balance bikes and scooters.



PRECEDENT IMAGES SWINGS

Everyone loves a swing and at the Marton destination playspace there will be a swing for everyone! Choose from:

- a basket swing to share with friends
- an ‘Expression swing’ for parent and baby
- toddler swings
- standard belt swings
- special needs high back swing
- Duo rope swing that even Grandma might enjoy

The plan is to have one very long bank of mixed swings at the main playspace, to complement the tiny toddler swings at the Plunket play area and a proposed large basket swing for big kids at Centennial Park.



Location Plan

PRECEDENT IMAGES TOWER AND ROPE EXPERIENCES

The WOW centerpiece of the playspace is a series of interconnected towers at a range of heights, with twirly slides, ladders and lookouts. Wobbly timbers create the feeling of a fort in the trees.

The tightrope between towers will challenge even the bravest of adventurers!

A challenging rope play area, with a wide variety of climbing and balancing activities at a lower level sits to the south of the towers.

This section of the playspace is surfaced in cushionfall bark and framed with lush planting and lawn areas, with seating for parents and caregivers and places for picnics.



Location Plan



PRECEDENT IMAGES SAND AND WATER PLAY

Sand and water are a magical combination with endless hours of possibility and fun.

Water sprays create a mini splash zone to cool off on a hot day, trickling over toes, sparkling and splashing under a musical bridge.

Power up the water pumps, crank shut the weirs and dam the stream before flooding the sandpit!

The existing Marton digger is rejuvenated with a fresh coat of paint and a much larger sandpit for budding earth-movers to excavate and transport.

Rocky ledges make convenient seats for all, while hardy, lush reeds and grasses soften and shade the edges.



Location Plan

PRECEDENT IMAGES SPINNING EXPERIENCES

Spinning on your own or spinning round and round with friends; its fun to get so dizzy you can barely stand!

There are multiple options to choose for spinners:

- Space shuttle net spinner
- wide dish flecto carousel
- inclusive carousel for children of diverse abilities
- individual bowls and poles
- net seesaw
- springy rockers



PRECEDENT IMAGES MUSIC AND NATURE PLAY

A musical play area is nestled beneath the kowhai and totara trees at the western edge of the playspace, easily accessed from the concrete path by children of all ages and abilities.

Beat out a rhythm on the rainbow sambas, tap a tune on the cadenza or roll the rain wheel to accompany the players.

Nature play elements enliven the edges of the main activity areas and provide a different range of experiences when combined into an adventure trail through and around lush planting behind the tower and ropes areas.

Timber steppers, balance beams, logs, rocks and pavers create a fun series of circuits to traverse with friends.



POTENTIAL PLANT PALETTE



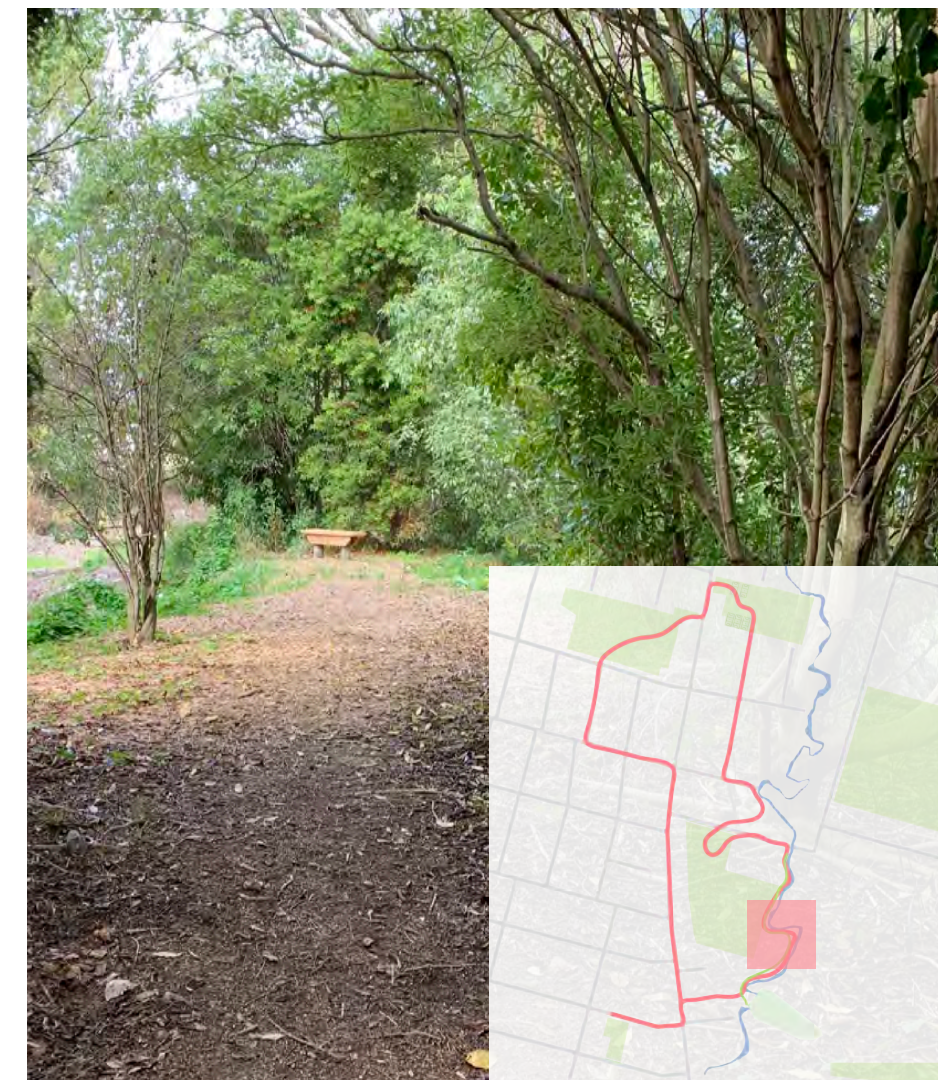
PRECEDENT IMAGES PARK FURNITURE



MARTON PLAY TRAIL



THE LOST ACRE NATURE TRAIL

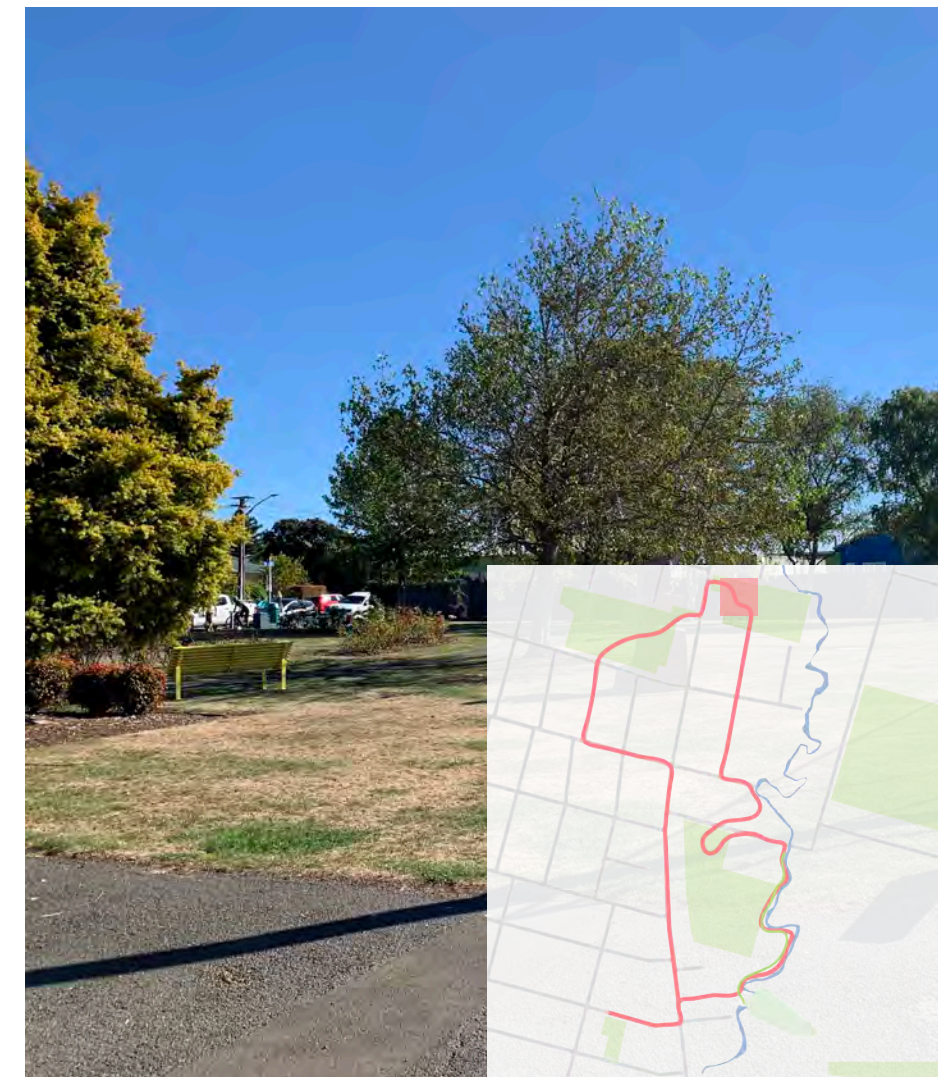


The Lost Acre links the Marton Destination Playspace with Marton School and Hereford Street, and is a peaceful tree-lined meandering path along the Tutaenui Stream.

A group of College students are very keen to improve the Lost Acre and add more seating along the pathway. They also want to encourage more people to use the walkway.

Adding simple nature play and ngā aro tākaro Maori play elements will enliven the trail, speak to the cultural history of the area, and invite people to enjoy an unstructured play experience.

CENTENNIAL PARK - SKATE, SPORT AND MORE



Centennial Park is home to the fabulous new Marton Skate Park as well as netball courts and cricket.

Adding some large, collaborative play equipment for older children (an Eagle's Claw basket swing and Supernova spinner), along with some cool hangout spaces helps create a social space for older youth in Marton. There is room for a flying fox on the edge of the cricket field (by the Totara Street entrance).

Volleyball and basketball courts are planned for the future, as is a junior play area behind the rose garden for little people to enjoy while older siblings play sport.

MARTON PARK - FOREST FLOOR PLAY AND COMMUNITY FITNESS



Marton Park is the home of memorials to fallen heroes, the scene of modern-day battles on the rugby field, and an event space in the heart of the community.

A tree hut and slide might nestle beneath the enormous trees towering above the rugby field, while a rope course beckons from the far side of the park, amongst the saplings adjacent to the kindergarten.

Community fitness equipment could be located next to the rugby clubrooms, creating an accessible outdoor gym.

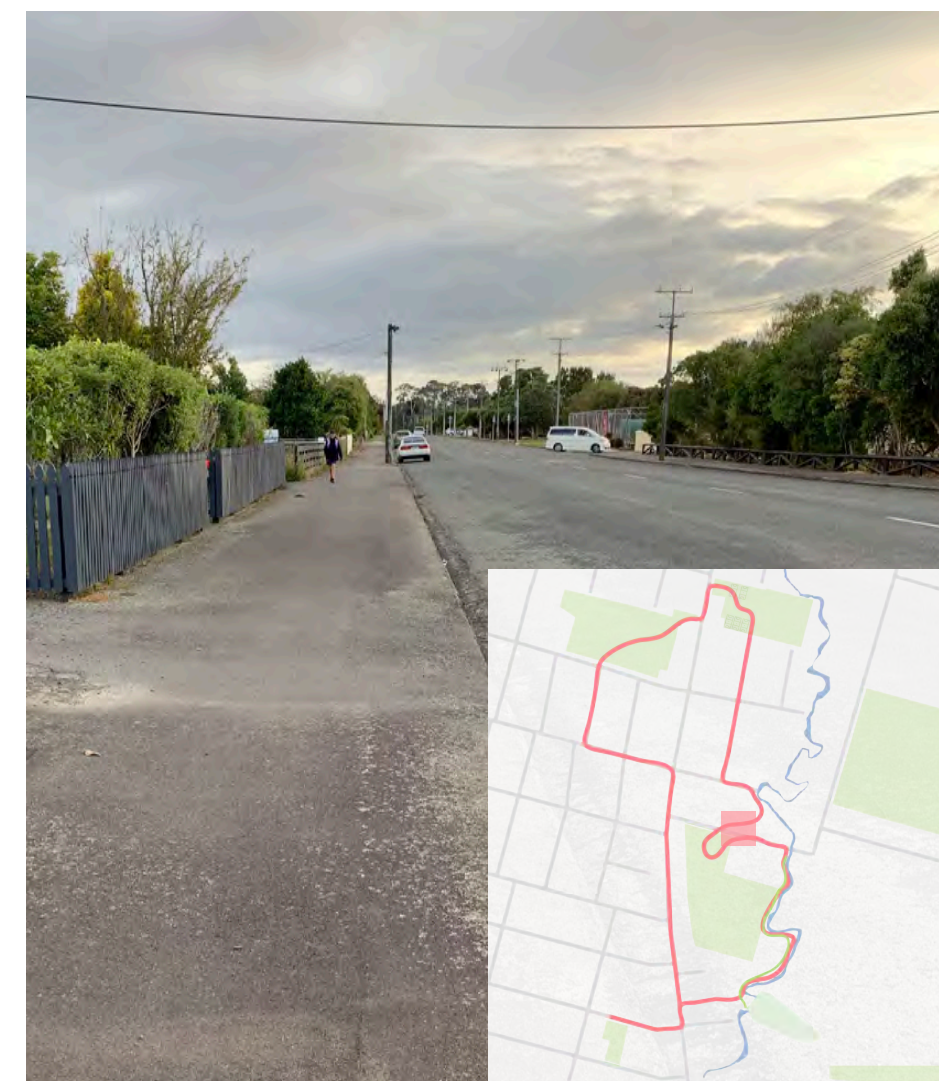
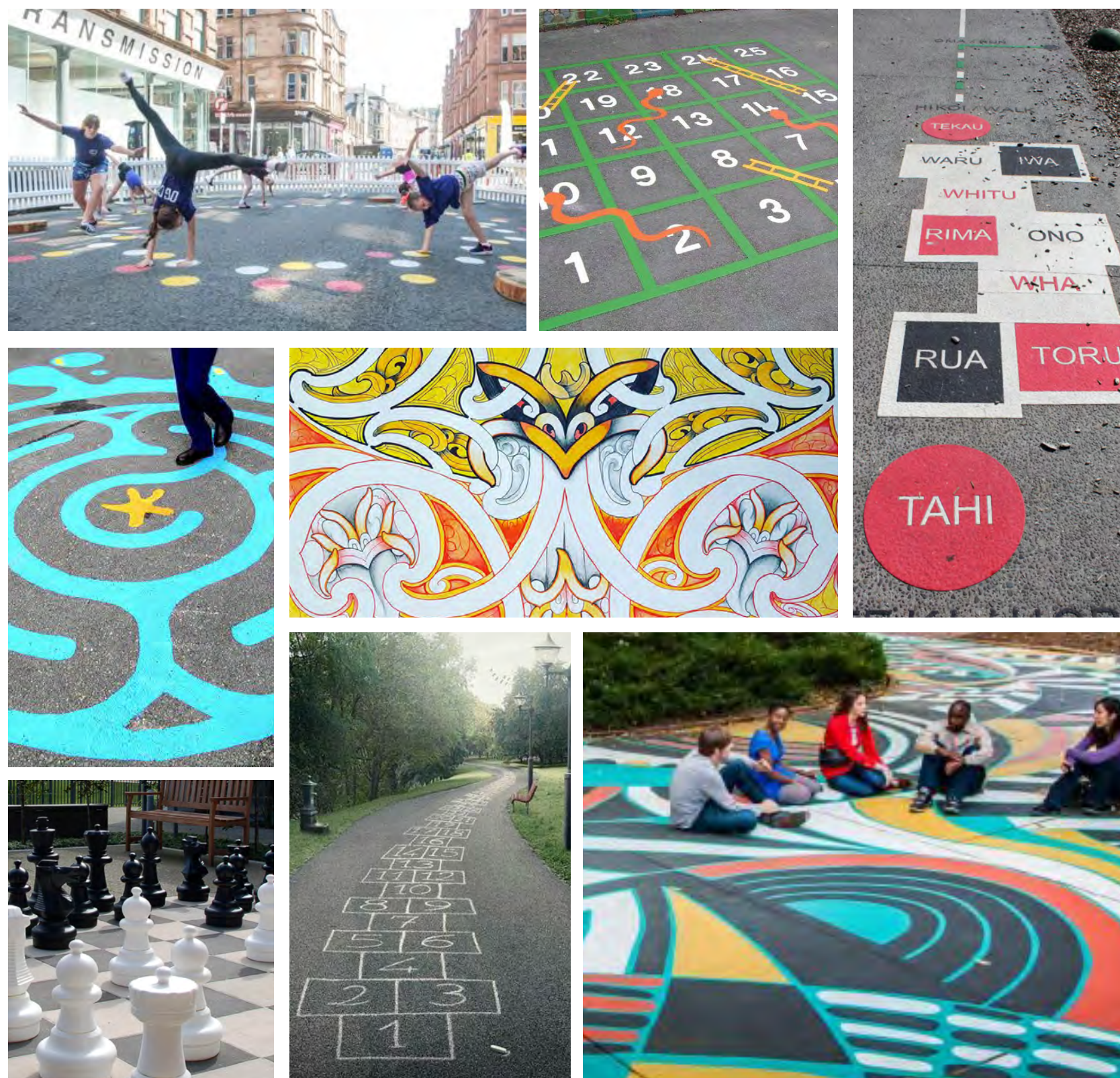
MARTON SCHOOL PUMP TRACK



Marton School are proposing to build a BMX/Pump track on the school grounds that will be open and accessible to the wider community.

Cycling and scooting rated as Marton children's favourite pastime on the play survey conducted by MDG, so the new pump track will be a huge recreational asset for the whole community.

SPLASH MURAL / STREET ART



Connecting all the different parks on the Marton Play Trail is a vibrant collection of street art, games, paint-marking and murals on blank walls.

Collaborate with local artists and high school students on a long-term public art project that celebrates the rich and diverse community and their cultural patterns and stories.

Wayfinding to denote safe bike/scooter trails to parks could be as simple as painted spots on the footpath, graphic triangles at regular intervals, or a series of painted games.



About Boffa Miskell

Boffa Miskell is a leading New Zealand professional services consultancy with offices in Auckland, Hamilton, Tauranga, Wellington, Christchurch, Dunedin and Queenstown. We work with a wide range of local and international private and public sector clients in the areas of planning, urban design, landscape architecture, landscape planning, ecology, biosecurity, cultural heritage, graphics and mapping. Over the past four decades we have built a reputation for professionalism, innovation and excellence. During this time we have been associated with a significant number of projects that have shaped New Zealand's environment.

www.boffamiskell.co.nz

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