

**DECISION UNDER DELEGATED AUTHORITY ON AN APPLICATION
BY SKYCITY CASINO MANAGEMENT LIMITED FOR APPROVAL
OF NEW FLOOR PLANS FOR THE AUCKLAND CASINO**

Date of Decision: 26 October 2010

Introduction

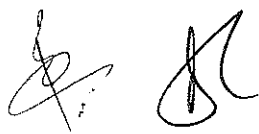
1. On 22 October 2010, SKYCITY Casino Management Limited ("**SCML**") applied, pursuant to condition 11 of its operator's licence for the Auckland casino, for approval of five new floor plans, "October 2010 Stage 2", "October 2010 Stage 3", "Platinum Stage 1 Temporary", "Platinum Stage 2 Temporary" and "2011".

Background

2. On 4 October 2010, the Commission approved floor plans "October 2010 Revised" and "October 2010 Version 2 Revised".
3. The changes provided for in "October 2010 Revised" will be carried out as planned, but the changes provided for in "October 2010 Version 2 Revised" have been deferred pending the arrival of carpet from overseas, which is to be installed in conjunction with the move to the new floor plan.

The application

4. SCML submitted that this delay would not ordinarily be problematic (as it would still have an approved floor plan), but it wants to proceed with a further initiative, which, if approved, would need to be incorporated into the "October 2010 Version 2 Revised" plan to ensure it remains current. The new initiative involves the relocation of one table from the International Room to the Pacific Room on level 3. SCML sought approval for plans which depict this change – "October 2010 Stage 2".
5. The implementation of the Stage 2 plans would mean the plans previously approved as "October 2010 Version 2 Revised" would be out of date, and could not be implemented. SCML incorporated the changes provided for in Stage 2 to the previously approved "Version 2" plans and relabelled them "October 2010 Stage 3". SCML sought approval for these plans.
6. The proposed Stage 3 plans for level 3 do not depict any gaming machines in the Platinum Room. This is because in decision GC19/10, the Commission approved some construction and design changes to the Platinum Room. These construction and design changes will necessitate a number of temporary changes to the floor layout in that room as SCML transitions to the desired layout for the refurbished area. SCML submitted that this work will take time to complete and will be carried out in stages. SCML therefore



separated the floor layout of the Platinum Room from the main body of the level 3 floor plan to depict the temporary changes to this area. The changes involve the relocation of machines from the Platinum VIP Room and the adjacent area outside the VIP Room, to the bar/lounge area in the wider VIP Room. This will allow construction and design work to be undertaken in the VIP Room. SCML sought approval for this "Platinum Stage 1 Temporary" plan.

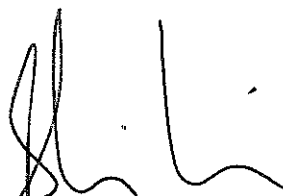
7. SCML submitted that once the construction and design work in the Platinum VIP Room is completed, it would relocate the machines back to the VIP Room from their temporary location. SCML sought approval for this "Platinum Stage 2 Temporary" plan.
8. SCML submitted that once it completes the construction and design work in the Platinum Room, it will implement a final floor layout for the casino, plan "2011".

Decision

9. The application raises no issues the Commission needs to consider. Accordingly the application is approved by the Chief Gambling Commissioner and the Executive Director under delegated authority pursuant to condition 11 of SCML's operator's licence. Floor plans "October 2010 Stage 2", "October 2010 Stage 3", "Platinum Stage 1 Temporary", "Platinum Stage 2 Temporary" and "2011" (**attached**) are approved.
10. Floor plan "October 2010 Revised" ceases to be valid once SCML is fully reliant on "October 2010 Stage 2". "October 2010 Stage 2" ceases to be valid once SCML is fully reliant on "October 2010 Stage 3". "Platinum Stage 1 Temporary" ceases to be valid once SCML is fully reliant on "Platinum Stage 2 Temporary". "October 2010 Stage 3" and "Platinum Stage 2 Temporary" cease to be valid once SCML is fully reliant on "2011". "October 2010 Version 2 Revised" ceases to be valid with effect from the date of this decision.



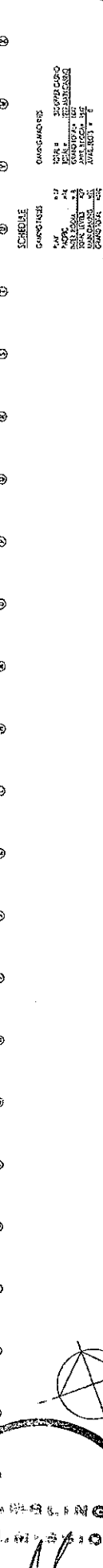
Peter Chin
Chief Gambling Commissioner
Gambling Commission



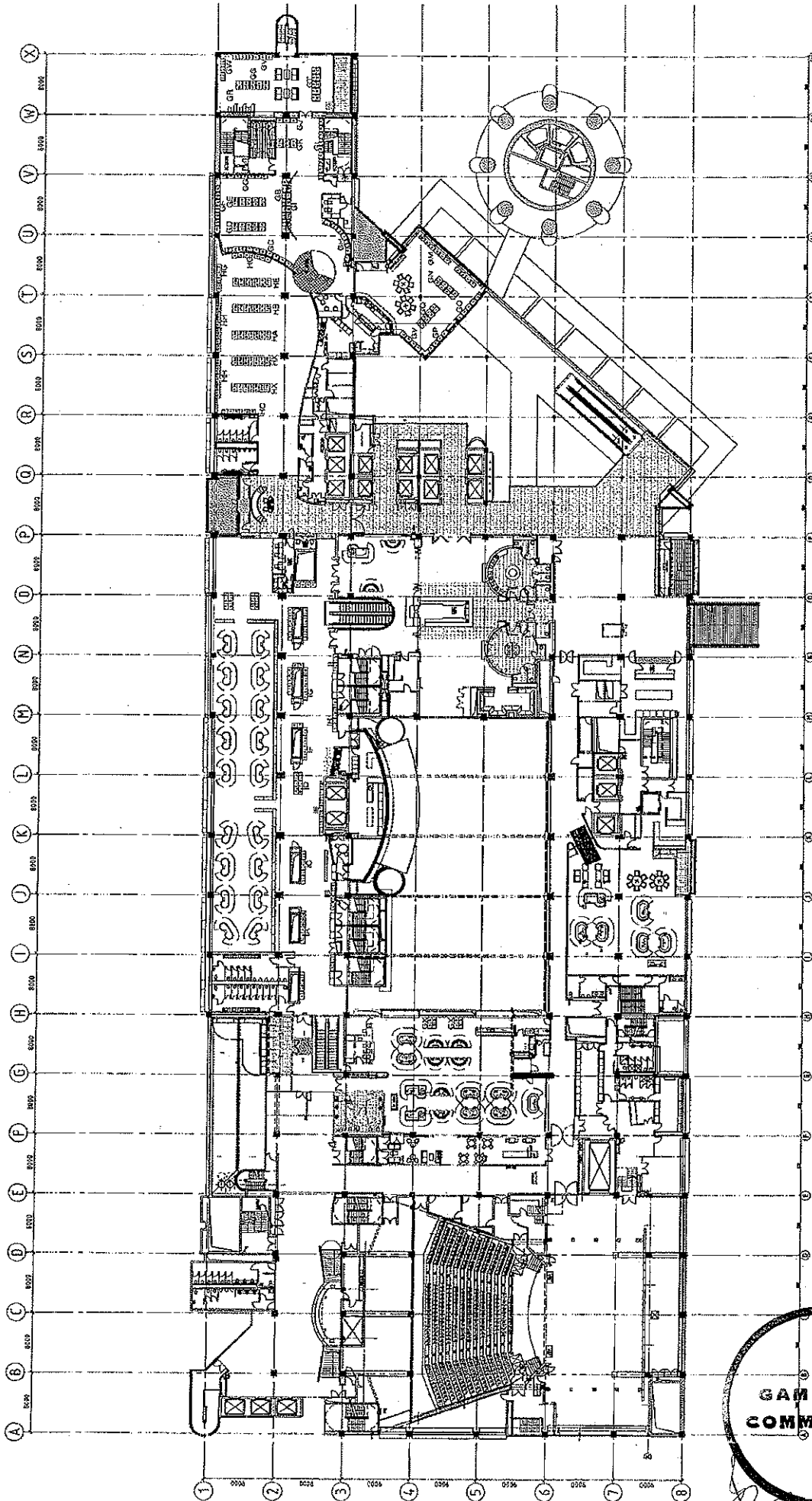
Blair Cairncross
Acting Executive Director
Gambling Commission

26 October 2010





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SCHEDULE

NO.	DESCRIPTION	QTY	UNIT	PRICE	TOTAL
1	CEILING LIGHTS	17	EA	10.00	170.00
2	CEILING LIGHTS	17	EA	10.00	170.00
3	CEILING LIGHTS	17	EA	10.00	170.00
4	CEILING LIGHTS	17	EA	10.00	170.00
5	CEILING LIGHTS	17	EA	10.00	170.00
6	CEILING LIGHTS	17	EA	10.00	170.00
7	CEILING LIGHTS	17	EA	10.00	170.00
8	CEILING LIGHTS	17	EA	10.00	170.00
9	CEILING LIGHTS	17	EA	10.00	170.00
10	CEILING LIGHTS	17	EA	10.00	170.00
11	CEILING LIGHTS	17	EA	10.00	170.00
12	CEILING LIGHTS	17	EA	10.00	170.00
13	CEILING LIGHTS	17	EA	10.00	170.00
14	CEILING LIGHTS	17	EA	10.00	170.00
15	CEILING LIGHTS	17	EA	10.00	170.00
16	CEILING LIGHTS	17	EA	10.00	170.00
17	CEILING LIGHTS	17	EA	10.00	170.00

SKY CITY ENTERTAINMENT GROUP

SKY CITY

ENTERTAINMENT GROUP

1000 10th Avenue, Suite 1000
Denver, CO 80202
Tel: 303.733.1000

SKY CITY ENTERTAINMENT GROUP

Gaming Layout

SKY CITY

Post Return Proposed Layout

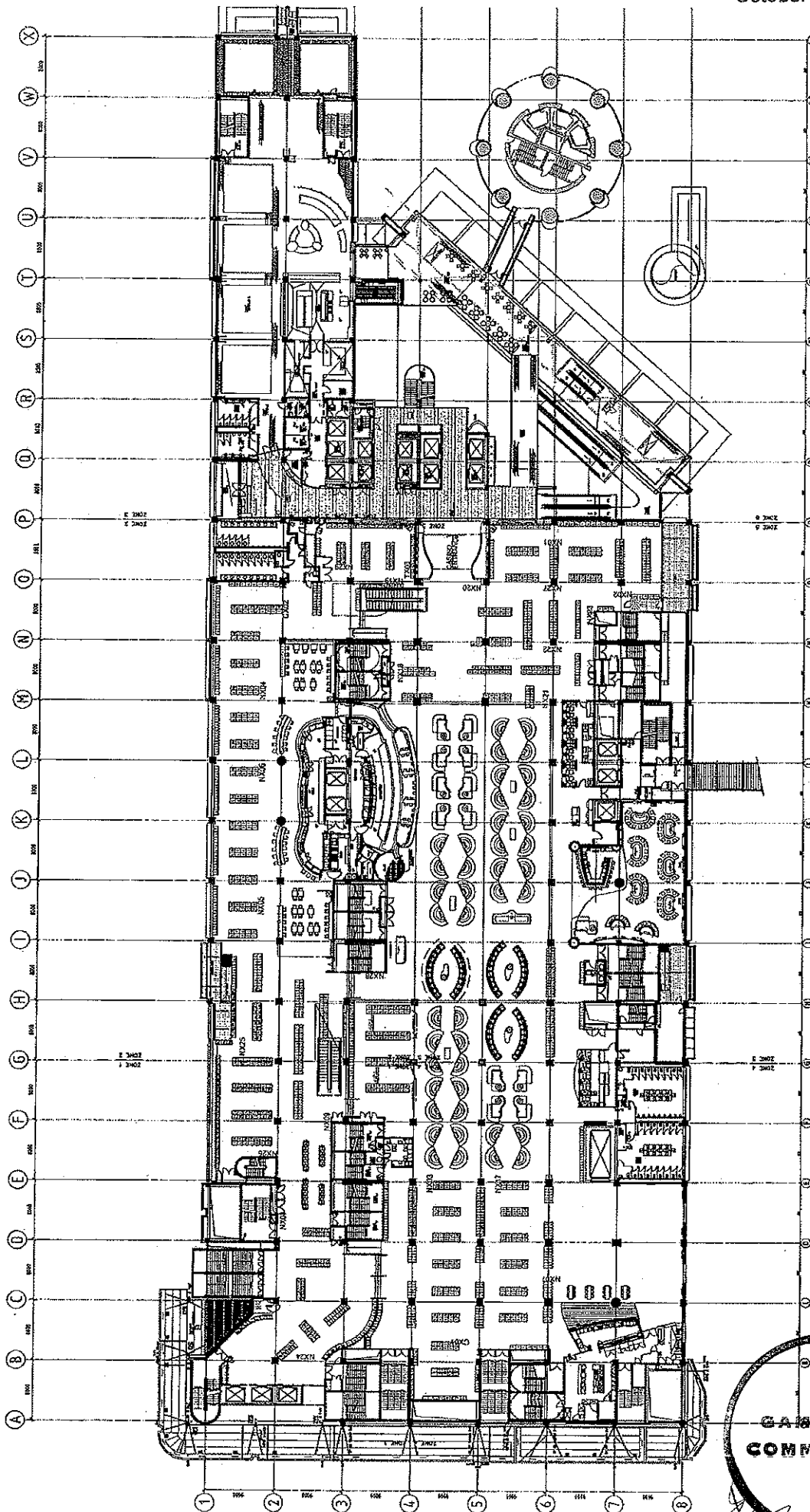
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REVISIONS

NO.	DESCRIPTION	DATE
1	Initial Design	10/10/10
2	Revised Design	10/10/10
3	Final Design	10/10/10

REVISIONS

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1	Initial Design	10/10/10
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3	Final Design	10/10/10



SCHEDULE
DATE 10/17/10
BY J. M. MOLLER
FOR SKYCITY
PROJECT 1202 (M)
REVISION 1
DESCRIPTION 1202 (M)
DATE 10/17/10
BY J. M. MOLLER
FOR SKYCITY
PROJECT 1202 (M)
REVISION 1
DESCRIPTION 1202 (M)

NO.	REVISION	DATE	BY	CHK.	APP.
1	1202 (M)	10/17/10	J. M. MOLLER		
2	1202 (M)	10/17/10	J. M. MOLLER		
3	1202 (M)	10/17/10	J. M. MOLLER		
4	1202 (M)	10/17/10	J. M. MOLLER		
5	1202 (M)	10/17/10	J. M. MOLLER		
6	1202 (M)	10/17/10	J. M. MOLLER		
7	1202 (M)	10/17/10	J. M. MOLLER		
8	1202 (M)	10/17/10	J. M. MOLLER		
9	1202 (M)	10/17/10	J. M. MOLLER		
10	1202 (M)	10/17/10	J. M. MOLLER		
11	1202 (M)	10/17/10	J. M. MOLLER		
12	1202 (M)	10/17/10	J. M. MOLLER		
13	1202 (M)	10/17/10	J. M. MOLLER		
14	1202 (M)	10/17/10	J. M. MOLLER		
15	1202 (M)	10/17/10	J. M. MOLLER		
16	1202 (M)	10/17/10	J. M. MOLLER		
17	1202 (M)	10/17/10	J. M. MOLLER		
18	1202 (M)	10/17/10	J. M. MOLLER		
19	1202 (M)	10/17/10	J. M. MOLLER		

SKYCITY
Level 2 Gaming Layout
Proposed Layout - Post Return
1202 (M)

SKYCITY
Level 2 Gaming Layout
Proposed Layout - Post Return
1202 (M)

SKYCITY
Level 2 Gaming Layout
Proposed Layout - Post Return
1202 (M)

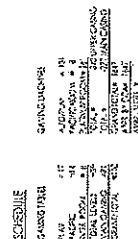
SKYCITY
Level 2 Gaming Layout
Proposed Layout - Post Return
1202 (M)

SKYCITY
Level 2 Gaming Layout
Proposed Layout - Post Return
1202 (M)

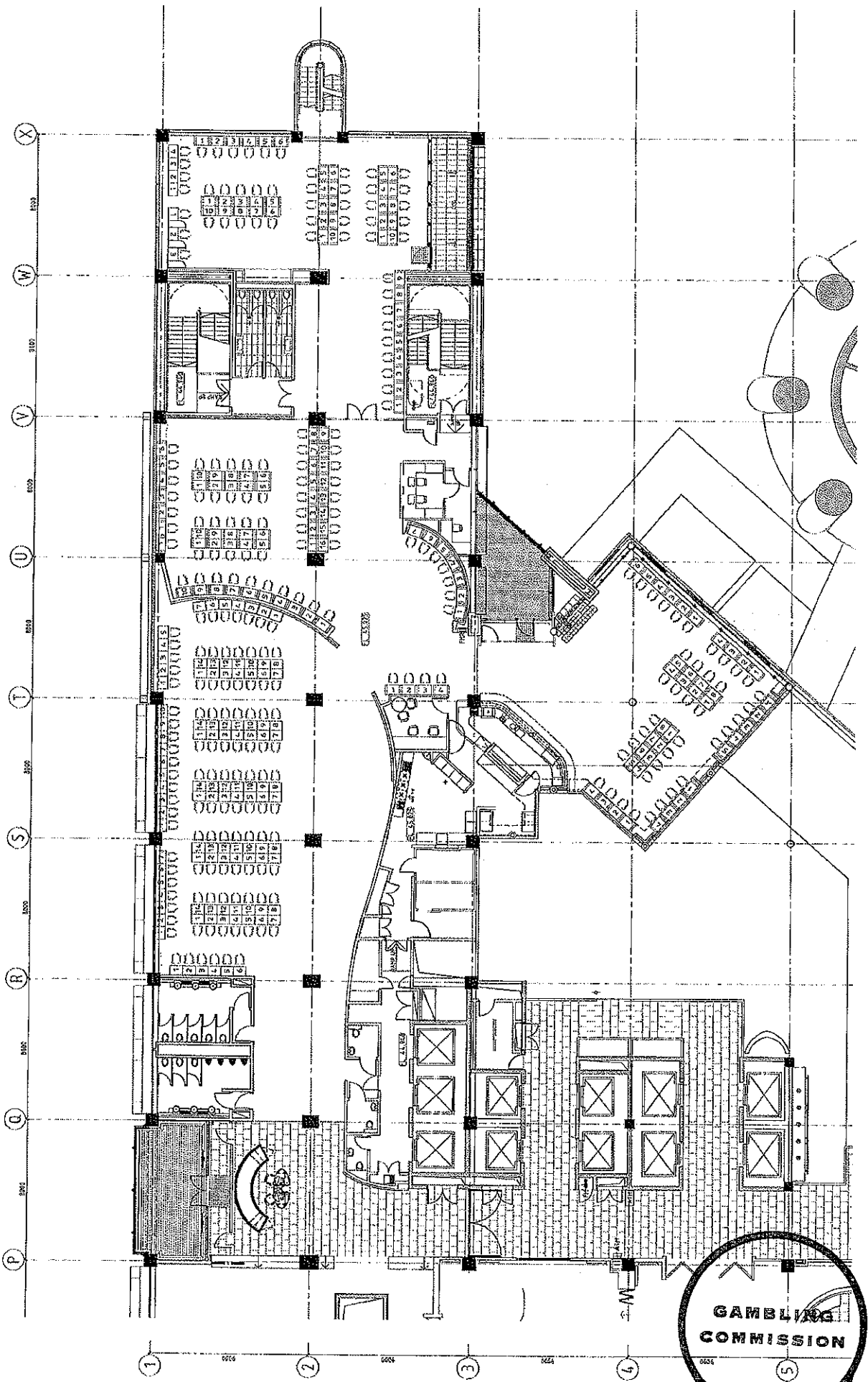
SKYCITY
Level 2 Gaming Layout
Proposed Layout - Post Return
1202 (M)

SKYCITY
Level 2 Gaming Layout
Proposed Layout - Post Return
1202 (M)

SKYCITY
Level 2 Gaming Layout
Proposed Layout - Post Return
1202 (M)



**GAMBLING
COMMISSION**



SKY CITY
ENTERTAINMENT GROUP

SKY CITY
ENTERTAINMENT GROUP

SKY CITY
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Client: Sky City Entertainment Group
Project: Gaming Layouts
Architect: Moller Architects
Date: 10/20/2010
Scale: 1/8" = 1'-0"

Level 3 Gaming Layout
SKY CITY
Platinum 108 - Stage 02

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Moller Moller Architects®


SKYCITY
 ENTERTAINMENT GROUP

Sky City Entertainment Group
Gaming Layouts

DRAWING INFORMATION

Design	Alt
Drawn	Rev
Doc. No.	Doc. Date
CO. No.	Revisi-on: Con-rol

Refer to Section 1 for Original Structures

Level 3 Gaming Layout
SKYCITY

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