

**IN THE MATTER** of the Gambling Act 2003

**AND** of an application by **SKYCITY CASINO MANAGEMENT LIMITED** for approval of Annex A to the Auckland operator's licence (to include a new game mix with Casino War)

**BEFORE THE GAMBLING COMMISSION**

Members: G L Reeves  
M M Lythe  
P J Stanley

Date of Application: 7 March 2008

Date of Decision: 18 April 2008

Date of Notification of Decision: 30 April 2008

**DECISION**  
**ON AN APPLICATION BY SKYCITY CASINO MANAGEMENT LIMITED FOR APPROVAL OF ANNEX A TO THE AUCKLAND OPERATOR'S LICENCE (TO INCLUDE A NEW GAME MIX WITH CASINO WAR)**

**Application**

1. SKYCITY Casino Management Limited ("SCML") applied to the Commission, under condition 9 of its operator's licence for the Auckland casino, for approval of a new Annex A to its operator's licence, which:
  - (a) replaces approved game mix B with a new game mix (also to be called game mix B); and
  - (b) introduces a new casino table game, Casino War.

**Licence condition**

2. Licence condition 9 of SCML's operator's licence provides as follows:

**SCML operator's licence (Auckland)**

9 The Licence Holder may operate on casino gaming tables the game types and game mix(es) specified in Annex A attached to this licence. The Licence Holder shall obtain the prior approval of the Commission for any change to the game types and/or game mixes specified

**Submissions by SCML**

3. SCML stated that it wants to replace its existing game mix B, with a new game mix (also to be called game mix B), which includes a new table game, Casino War. SCML submitted that:



- (a) proposed game mix B is identical to approved game mix D, except that it replaces two Black Jack tables (with automatic shufflers) with two Casino War tables (with automatic shufflers);
- (b) proposed game mix B will not increase opportunities for casino gambling, compared to game mix A, as game mix B has fewer wagering opportunities, as follows:

	Game mix A	Proposed game mix B
Player numbers	3909	3789
Player rounds	5967	6325
Wagering opportunities	125,569	123,952

- (c) the DIA will be advised of any adjustments to the CCTV layout in accordance with the relevant Minimum Operating Standards;
- (d) Casino War is not more harmful than Black Jack (the game it will replace), or any other table games already available on the gaming floor.

#### **Submissions by the Secretary**

4. The Secretary submitted that:
- (a) he has no objection to proposed game mix B replacing the existing game mix B, and agreed that proposed game mix B would not increase opportunities for casino gambling, compared with game mix A;
- (b) the difference in wagering options available to back-bettors in Casino War compared with Black Jack is negligible; and
- (c) Casino War would not create more harm than the table games that already exist in the casino.
5. The Secretary stated that thought should be given to revisiting the rates of play assigned to casino table games, with a view to relevant parties reaching agreement on those rates of play, as this would provide greater certainty for future applications. In reply, SCML agreed.

#### **Analysis**

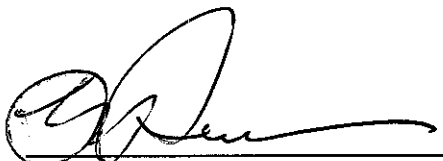
6. SCML sought approval for a new Annex A, which substitutes one game mix for another, and introduces a new casino table game, Casino War. The proposed game mix is similar to approved game mix D, except that it replaces two Black Jack tables (with automatic shufflers) with two Casino War tables (also with automatic shufflers).



7. The Commission's approach when determining whether a game mix may result in an increase in opportunities is to compare what is proposed against the approved game mix that represents the greatest level of opportunities to gamble. Game mix A presently provides the greatest level of opportunities to gamble.
8. The Commission compared proposed game mix B with game mix A, and noted that game mix B has 120 fewer player spaces, but generates 358 rounds per hour more than game mix A.
9. In order to assist the Commission, SCML provided additional data by calculating the number of wagering opportunities available on game mix A and proposed game mix B, showing that game mix A has 125,569 wagering opportunities per hour, while game mix B has 123,952
10. Based upon the information before it, the Commission considered it unlikely that proposed game mix B would increase opportunities for casino gambling, compared with game mix A. The wagering options available to back-betters on Casino War are unlikely to affect this finding.
11. The Commission noted that both the Secretary and SCML see merit in revisiting the rates of play attributed to casino table games, used to assist in the determination of opportunities for casino gambling. The Commission agrees that there is merit in revisiting this matter, in order to provide greater certainty for future applications.

#### **Decision of the Commission**

12. The Commission decided unanimously to approve Annex A (**attached** to this decision), under condition 9 of SCML's operator's licence for the Auckland casino, and in particular to approve:
  - (a) the replacement of game mix B with a new game mix, also to be called B;
  - (b) the introduction of a new casino table game, Casino War.



Graeme Reeves  
Gambling Commissioner

for and on behalf of the  
Gambling Commission

30 April 2008

## ANNEX A

Pursuant to condition 9 the following game mixes may be operated by the Licence Holder on casino gaming tables subject to the following conditions and requirements:

- A
  - Blackjack/Pontoon – up to 44 games
  - Roulette – up to 24 games
  - Touchbet Roulette – 1 game with up to 14 player spaces
  - Caribbean Stud Poker – up to 10 games
  - Midi Baccarat- up to 17 games
  - Mini Baccarat – up to 7 games
  - Pai Gow – up to 4 games
  - Tai Sai (Double Side) – 1 game
  - Tai Sai (Single Side) – 1 game
  - Money Wheel (Double Side) – 1 game
  
- B
  - Blackjack/Pontoon ('7 Box')- up to 22 games
  - Blackjack/Pontoon ('5 Box') – up to 16 games
  - Roulette – up to 23 games
  - Rapid Roulette - up to 2 games with up to 21 player spaces
  - Caribbean Stud Poker - up to 7 games
  - Midi Baccarat- up to 18 games
  - Mini Baccarat – up to 7 games
  - Money Wheel (Double Side) - 1 game
  - Pai Gow - up to 3 games
  - Poker - up to 8 games with up to 10 player spaces
  - Tai Sai (Double Side) - 1 game
  - Casino War - 2 games
  
- C
  - Blackjack/Pontoon ('7 Box') – up to 25 games
  - Blackjack/Pontoon ('5 Box') – up to 16 games
  - Roulette – up to 22 games
  - Rapid Roulette – up to 2 games with up to 21 player spaces
  - Caribbean Stud Poker – up to 7 games
  - Midi Baccarat- up to 18 games
  - Mini Baccarat – up to 7 games
  - Money Wheel (Double Side) – 1 game
  - Pai Gow – up to 4 games
  - Poker – up to 6 games with up to 10 player spaces
  - Tai Sai (Single Side) – 1 game
  - Tai Sai (Double Side) – 1 game
  
- D
  - Blackjack/Pontoon ('7 Box')- up to 24 games
  - Blackjack/Pontoon ('5 Box') – up to 16 games
  - Roulette – up to 23 games
  - Rapid Roulette – up to 2 games with up to 21 player spaces
  - Caribbean Stud Poker - up to 7 games
  - Midi Baccarat- up to 18 games
  - Mini Baccarat – up to 7 games
  - Money Wheel (Double Side) – 1 game
  - Pai Gow - up to 3 games
  - Poker – up to 8 games with up to 10 player spaces
  - Tai Sai (Double Side) – 1 game



## Notes

- 1 The Licence Holder is permitted to change between the game mixes specified in A, B, C and D subject to providing the Commission and the Inspectorate with a minimum of 5 working days notice in writing of its intention to do so
  
- 2 The Licence Holder is permitted to operate automatic shufflers on:
  - the Poker tables specified in Game Mixes B, C and D; and
  - 50% of open Blackjack tables specified in Game Mix A;
  - all Blackjack tables specified in Game Mixes B, C and D;
  - CSP and Baccarat tables specified in each of the game mixes, provided that no more than 10 such shufflers are operated on CSP games and no more than 24 such shufflers are operated on Baccarat games
  - the Casino War games specified in Game Mix B

