

**IN THE MATTER** of the Gambling Act 2003  
**AND** on applications by **SKYCITY CASINO MANAGEMENT LIMITED**  
for approval of new game mixes for  
the Wharf casino

**BEFORE THE GAMBLING COMMISSION**

Members: G L Reeves (Chief Gambling Commissioner)  
L M Hansen  
R D Bell  
D C Matahaere-Atariki

Date of Application: 25 September 2014

Date of Decision: 7 November 2014

Date of Notification  
of Decision: 17 November 2014

**DECISION ON AN APPLICATION BY SKYCITY CASINO MANAGEMENT LIMITED  
FOR APPROVAL OF NEW GAME MIXES FOR THE WHARF CASINO**

**Introduction**

1. SKYCITY Casino Management Limited (the “Applicant” or “SCML”) applied to the Commission, under condition 9 of SCML’s operator’s licence for the Wharf casino, for approval to vary its game mixes. SCML applied to deploy automatic shufflers on some of its Black Jack tables and to introduce one new game mix, game mix H.

**Licence condition**

2. The relevant licence condition is as follows:

**SCML operator’s licence – Wharf casino**

9. The Licence Holder may operate on casino gaming tables the game types and game mixes 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.

**SCML’s submissions**

3. SCML submitted, in summary, as follows:
  - (a) It wants to deploy one new game mix, game mix H, and to introduce automatic shufflers to a number of its Black Jack tables.
  - (b) It has an approved game mix Annex for the Wharf casino which contains seven game mixes, A-G. Game mix H is the same as game mix B, but with a mix of

both manual and automatic shufflers. Game mix H has fewer player spaces and gambling opportunities than the regulatory benchmark for the Wharf casino, as follows:

Game mix	Player spaces	Overall opportunities
A	126	4,226
H	123	4,186

- (a) By introducing automatic shufflers, the opportunity on each game mix is increased. Accordingly it will note on Annex A which mixes must use manual shufflers in order to remain under the maximum opportunity allowed.
- (b) Attached to its application is a table of data to assist the Commission in assessing the impact of the proposed changes to the overall rate of play. That table is summarised as follows:

Game mix	Player spaces	Overall opportunities
A	126	4,226
B	123	4,091
C	79	1,974
D	101	2,906
E	101	2,297
F	112	2,898
G	112	3,129
H	123	4,186

- (c) The introduction of automatic shufflers will not have an adverse impact on either player spaces or gambling opportunities.

#### The Secretary's submissions

4. The Secretary submitted that none of the proposed game mixes will increase opportunities for casino gambling. He noted that the proposed Notes at the foot of the game mix Annex required an amendment to Note (a) in order to recognise game mix H. In reply, SCML submitted an amended Annex with Note (a) duly amended, and with a further amendment to game mix H to remove the reference to the automatic shuffler, as it is already addressed by Note (d).

#### Analysis

5. SCML presently has seven approved game mixes, A-G, and has sought approval to add one new game mix, game mix H. SCML has also applied to deploy automatic shufflers on many of its Black Jack tables, with Annex A specifying which Black Jack tables will deploy automatic shufflers, and which ones will deploy manual shufflers.
6. The Commission compared the proposed game mixes with the approved game mix which provides the most opportunities for casino gambling, game mix A. The Commission was

satisfied, in the round, that the proposed game mixes would not increase opportunities for casino gambling compared to game mix A.

**Decision of the Commission**

- 7. The Commission approved a new Annex (**attached**) under condition 9 of SCML's operator's licence.



Lisa Hansen  
Gambling Commissioner

for and on behalf of the  
Gambling Commission

17

November 2014



## ANNEX A

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

- A. Black Jack (manual) – up to 3 games  
Roulette – up to 1 game  
Black Jack/Mini Baccarat – up to 2 games
- B. Black Jack (manual) – up to 3 games  
Roulette – up to 1 game  
Black Jack/Mini Baccarat – up to 1 game  
Poker/Midi Baccarat – up to 1 game
- C. Poker – up to 4 games  
Poker/Black Jack – up to 1 game  
Poker/Midi Baccarat – up to 1 game
- D. Black Jack – up to 2 games  
Black Jack/Mini Baccarat – up to 1 game  
Roulette – up to 1 game  
Caribbean Stud Poker – up to 1 game  
Poker – up to 1 game
- E. Black Jack – up to 2 games  
Roulette – up to 2 games  
Caribbean Stud Poker – up to 1 game  
Poker – up to 1 game
- F. Black Jack – up to 3 games  
Roulette – up to 2 games  
Caribbean Stud Poker – up to 1 game
- G. Black Jack – up to 2 games  
Black Jack/Mini Baccarat – up to 1 game  
Roulette – up to 2 games  
Caribbean Stud Poker – up to 1 game
- H. Black Jack (manual) – up to 1 game  
Black Jack – up to 2 games  
Roulette – up to 1 game  
Black Jack/Mini Baccarat – up to 1 game  
Poker/Midi Baccarat – up to 1 game

## Notes

- (a) The Licence Holder is permitted to change between game mixes A, B, C, D, E, F, G and H subject to providing the Inspectorate with a minimum of five working days notice in writing of its intention to do so, unless a shorter notice period is agreed with the Inspectorate on a case-by-case basis.
- (b) The Licence Holder must comply with the notification and other requirements specified in the Casino's Minimum Operating Standards for Flip Top Tables when flipping tables.
- (c) The number of player spaces at the Midi Baccarat table may not exceed 18, with no more than two players per player wagering area (even if game rules provide for more spaces).



- (d) The Licence Holder is permitted to operate an automatic shuffler on the Caribbean Stud Poker table and any Black Jack table, unless otherwise expressed above.
- (e) Where the Licence Holder has the option between the two game types in any one mix, eg Black Jack/Mini Baccarat, the player spaces and opportunity have been calculated on the game with the highest rate of play and player spaces available.

