

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

**AND** on applications by **SKYCITY CASINO MANAGEMENT LIMITED** for approval of new game mixes, a new floor plan and to exceed the ratio of gaming machines to gaming tables at the Auckland casino

**BEFORE THE GAMBLING COMMISSION**

Members: P Chin (Chief Gambling Commissioner)  
M M Lythe  
P J Stanley  
G L Reeves  
M J Richardson

Date of Applications: 14 August 2008, 22 August 2008, 2 September 2008

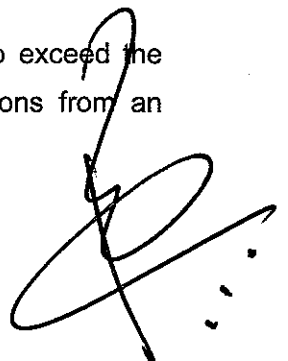
Date of Decision: 19 September 2008

Date of Notification  
of Decision: 23 September 2008

**DECISION ON APPLICATIONS BY SKYCITY CASINO MANAGEMENT LIMITED  
FOR APPROVAL OF NEW GAME MIXES, A NEW FLOOR PLAN AND TO  
EXCEED THE RATIO OF GAMING MACHINES TO GAMING TABLES  
AT THE AUCKLAND CASINO**

**Introduction**

1. SKYCITY Casino Management Limited ("**SCML**") applied to the Commission for a number of approvals, as follows:
  - (a) for approval of a new Annex A, under condition 9 of SCML's operator's licence for the Auckland casino, to introduce two new game mixes and remove two redundant game mixes;
  - (b) for approval of a new permanent floor plan, "Oct 2008 Perm V3", under condition 11 of SCML's operator's licence; and
  - (c) for approval, under to condition 7 of SCML's operator's licence, to exceed the 15:1 ratio of gaming machines to gaming tables, while it transitions from an approved temporary floor plan to an approved permanent floor plan.



## Licence conditions

2. The relevant licence conditions are as follows:

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

7. The ratio of gaming machines to gaming tables in the Gambling Area shall not exceed 15 to 1, except with the approval of the Commission.
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.
11. The Licence Holder shall operate in accordance with approved floor layouts showing the position of gaming tables and gaming machines. The Licence Holder shall obtain the approval of the Commission for new floor plans prior to relocating or installing tables or machines in positions not specified in approved floor layout. When applying, the Licence Holder must submit fresh plans showing the floor layout for the Gambling Area and details of the proposed CCTV layout for the consideration of the Commission. Any changes must comply with the Surveillance Standard.

## Submissions by SCML

### Game mixes

3. SCML stated that the Commission approved Annex A to its operator's licence in decision GC09/08. That Annex provided for the operation of six game mixes, A-F. It wants to revise Annex A to remove redundant game mixes "C" and "E", and introduce two new game mixes, "C" and "F", with existing game mix "F" being re-labelled "E".
4. SCML submitted that new game mixes C and F would not increase opportunities for casino gambling, compared to game mix A, as both have fewer wagering opportunities as follows:

	Game mix A	Game mix C	Game mix F
Player numbers	3909	3795	3775
Rounds per hour	5967	6263	5735
Wagering opportunities	125,569	123,226	118,358

### Floor plan

5. SCML stated that it wants to make a number of changes to its permanent operational floor plan involving the reconfiguration and relocation of tables and machines on levels 2 and 3, including Poker tables replacing non-Poker tables in the "Poker Zone" on the main gaming floor. SCML sought Commission approval of new permanent floor plan, Oct 2008 Perm V3, which incorporates these changes.

6. SCML submitted that:

- (a) the proposed changes involved the reconfiguration and relocation of machines and tables on levels 2 and 3 of the casino, and will have no bearing on the game mixes or product numbers;
- (b) it would make any necessary adjustments to the CCTV layout, which would comply with the Surveillance Standard;
- (c) the relocated tables and machines would continue to be visible to floor staff and CCTV cameras.

*Ratio*

7. SCML stated that following completion of a Poker tournament in October this year, it intends transitioning (from plan "October 2008") to the proposed new permanent floor plan ("Oct 2008 Perm V3"). The transition may involve the temporary removal of a number of gaming tables from the floor, which could result in it temporarily exceeding the 15:1 ratio of gaming machines to gaming tables. It seeks Commission approval to exceed the ratio during this transition.

8. SCML submitted that:

- (a) it undertakes to notify both the DIA and the Commission on the occasions when it is not able to satisfy the 15:1 ratio, and the new ratio applicable to the period in question;
- (b) it would make any adjustments necessary to the CCTV layout to accommodate a new floor configuration, and to ensure that it continued to satisfy the requirements of the Surveillance Standard.

**Submissions by the Secretary**

9. The Secretary submitted that:

- (a) he has no objection to the removal of the redundant game mixes;
- (b) he concurs with SCML's submission that the two new game mixes would not increase opportunities for casino gambling compared to game mix A, the casino's regulatory benchmark;
- (c) he has no regulatory concern with any of the proposed changes to the floor plan, noting that any necessary adjustments would be made to the CCTV layout to accord with the Surveillance Standard; and

- (d) he has no objection to the request to temporarily exceed the 15:1 gaming machine to table game ratio, noting that SCML would provide appropriate notification, but also suggested that SCML provide notification of when the 15:1 ratio is reinstated.

### **Analysis**

10. The approvals sought evolved over three separate, but related, applications by SCML. The combined effect of these applications is that SCML seeks approval to remove two redundant game mixes, to add two new game mixes, for a number of changes to its permanent floor plan, and to temporarily exceed its ratio of gaming machines to gaming tables.
11. The removal of redundant game mixes raised no issues of regulatory concern.
12. The Commission's approach when determining whether a new game mix may result in an increase in opportunities for casino gambling, is to compare what is proposed against the approved game mix that represents the greatest level of opportunities for casino gambling. Game mix A presently provides the greatest level of opportunities to gamble.
13. The Commission compared proposed game mixes C and F with game mix A. The Commission considered that approving game mixes C and F would not increase opportunities for casino gambling.

### *Floor plan*

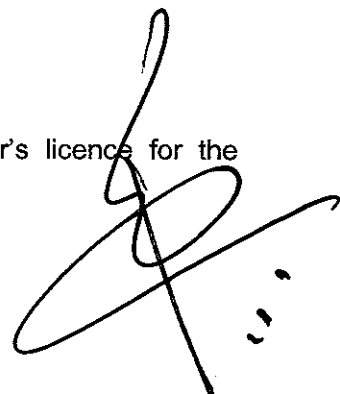
14. The proposed changes to the operational floor layout sought by SCML raised no issues of regulatory concern, and would not increase opportunities for casino gambling.

### *Ratio*

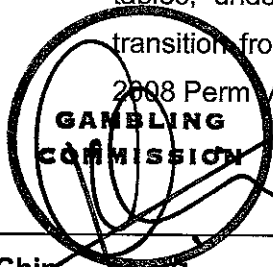
15. SCML sought approval to exceed temporarily the permitted 15:1 ratio of gaming machines to gaming tables while it transitions from temporary plan "October 2008" to its proposed new permanent floor plan "Oct 2008 Perm V3". The Commission was satisfied that the ground for the dispensation was reasonable and would be for a short period (two weeks). As such, the proposal raised no issues of regulatory concern.

### **Decision**

16. The Commission decided to approve:
- (a) annex A (**attached**), under condition 9 of SCML's operator's licence for the Auckland casino;

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- (b) a new permanent floor plan, "Oct. 2008 Perm V3" (**attached**), under condition 11 of SCML's operator's licence for the Auckland casino; and
- (c) the temporary dispensation of the 15:1 ratio of gaming machines to gaming tables, under condition 7 of SCML's operator's licence, to enable SCML to transition from approved temporary floor plan "October 2008" to floor plan "Oct 2008 Perm V3", such transition to take no more than two weeks.



**Peter Chin**  
Chief Gambling Commissioner

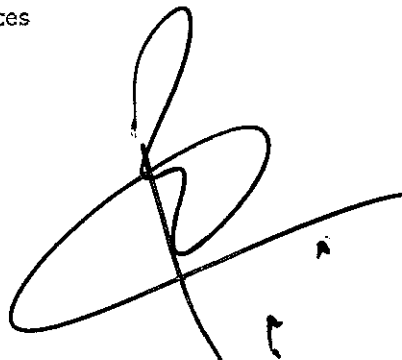
for and on behalf of the  
Gambling Commission

23 September 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 22 games
  - Blackjack/Pontoon ('5 Box') - up to 15 games
  - Roulette - up to 24 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
  - Casino War - 2 games
  - 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

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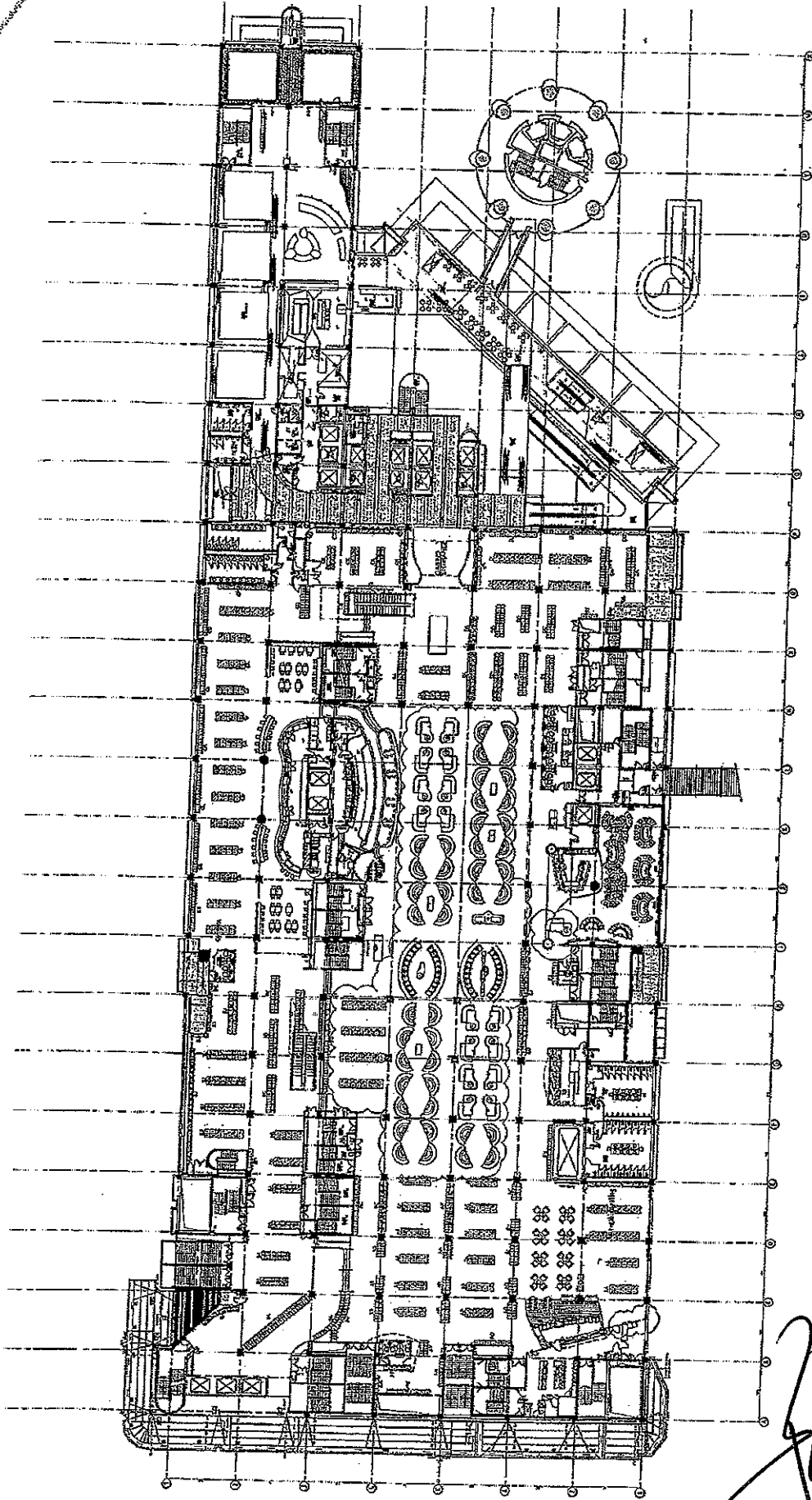
- E
  - Blackjack/Pontoon ('7 Box')- up to 22 games
  - Blackjack/Pontoon ('5 Box') - up to 11 games
  - Roulette - up to 18 games
  - Rapid Roulette - up to 2 games with up to 21 player spaces
  - Caribbean Stud Poker - up to 7 games
  - Midi Baccarat- up to 18 games
  - Mini Baccarat - up to 7 games
  - Money Wheel (Double Side) - 1 game
  - Pai Gow - up to 3 games
  - Poker - up to 18 games with up to 10 player spaces
  - Tai Sai (Double Side) - 1 game
  - Casino War - 2 games
  
- F
  - Blackjack/Pontoon ('7 Box')- up to 31 games
  - Roulette - up to 20 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 18 games with up to 10 player spaces
  - Tai Sai (Double Side) - 1 game
  - Casino War - 2 games

**Notes**

- 1 The Licence Holder is permitted to change between the game mixes specified in A, B, C, D, E and F 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, D, E and F; and
  - 50% of open Blackjack tables specified in Game Mix A;
  - all Blackjack tables specified in Game Mixes B, C, D, E and F;
  - 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, C, E and F.



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**REVISIONS**  
 DATE: 10/14/08  
 BY: [Signature]  
 CHECKED BY: [Signature]  
 APPROVED BY: [Signature]

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**SKY CITY ENTERTAINMENT GROUP**  
 GAMING LAYOUTS

**SKY CITY ENTERTAINMENT GROUP**

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**CLIENT AND PROJECT**

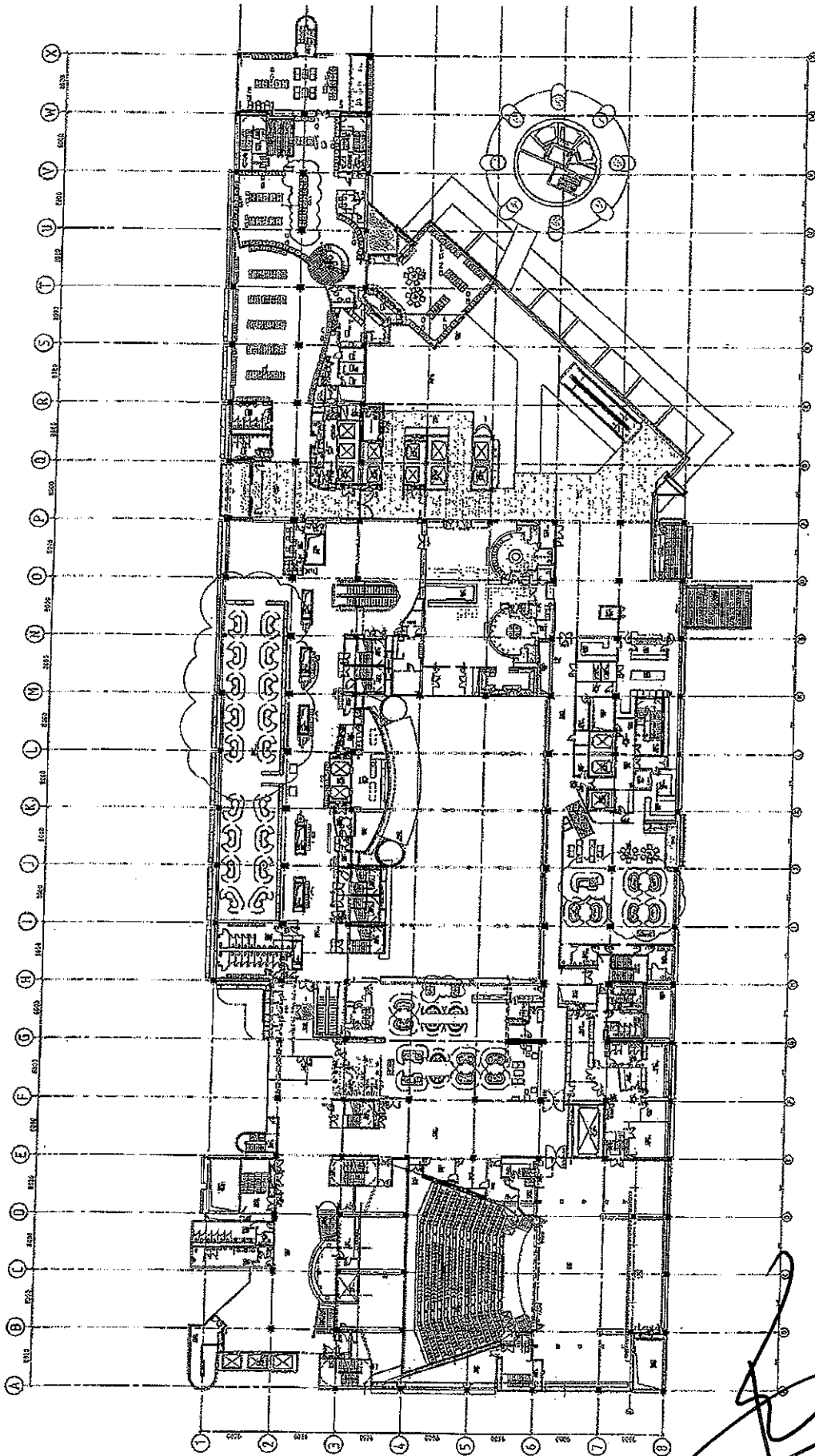
SKY CITY ENTERTAINMENT GROUP  
 GAMING LAYOUTS

**PROJECT INFORMATION**

Project Name: SKY CITY ENTERTAINMENT GROUP  
 Project No.: 1000  
 Project Date: 10/14/08  
 Project Location: SKY CITY ENTERTAINMENT GROUP  
 Project Description: GAMING LAYOUTS

**REVISIONS**

NO.	DATE	DESCRIPTION
1	10/14/08	ISSUED FOR PERMITS
2	10/14/08	ISSUED FOR PERMITS
3	10/14/08	ISSUED FOR PERMITS
4	10/14/08	ISSUED FOR PERMITS
5	10/14/08	ISSUED FOR PERMITS
6	10/14/08	ISSUED FOR PERMITS
7	10/14/08	ISSUED FOR PERMITS



- SCHEDULE**
- SWITCHES
  - WALL
  - ROOF
  - CEILING
  - FLOORING
  - MECHANICAL
  - ELECTRICAL
  - PLUMBING
  - PAINTING
  - GLASS
  - IRONWORK
  - MECHANICAL
  - ELECTRICAL
  - PLUMBING
  - PAINTING
  - GLASS
  - IRONWORK

**SKY CITY ENTERTAINMENT GROUP**  
Gaming Layouts

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**SKY CITY**  
Level 3 Gaming Layout  
SKY CITY

Post Return Proposed Layout | 5132C | A1208(B) | 05