

IN THE MATTER of the Gambling Act 2003

AND on an application by **SKYCITY AUCKLAND LIMITED** for approval of construction and design changes and to redesignate the Gambling Area at the Auckland casino

BEFORE THE GAMBLING COMMISSION

Members: G L Reeves (Chief Gambling Commissioner)
P J Stanley
L M Hansen
R D Bell

Date of Application: 2 August 2013

Date of Decision: 13 September 2013

Date of Notification
of Decision: 20 September 2013

**DECISION ON AN APPLICATION BY SKYCITY AUCKLAND LIMITED
FOR APPROVAL OF CONSTRUCTION AND DESIGN CHANGES
AND TO REDESIGNATE THE GAMBLING AREA AT THE AUCKLAND CASINO**

Introduction

1. On 2 August 2013, SKYCITY Auckland Limited ("**SCAL**") applied to the Commission:
 - (a) for approval of construction and design changes to the Auckland casino, under conditions 6 and 7 of SCAL's venue licence;
 - (b) to redesignate the Gambling Area at the Auckland casino, under condition 9 of SCAL's venue licence and section 139 of the Gambling Act 2003 (the "**Act**"); and
 - (c) to vary conditions 9 and 9A of its venue licence, pursuant to section 139 of the Act, to incorporate the redesignated Gambling Area and to remove redundant Gambling Area Schedules.
2. The Commission consulted with the Secretary for Internal Affairs ("the **Secretary**"), Problem Gambling Foundation and Salvation Army, but received submissions only from the Secretary.

Act and licence conditions

3. The relevant section of the Act is as follows:



139 Conditions of casino licence

- (1) The Gambling Commission may specify the conditions of a casino licence or vary or revoke the conditions of a casino licence in the following circumstances:
 - (a) on granting a casino operator's licence;
 - (b) on renewing a casino venue licence;
 - (c) on approving a casino venue agreement or an amendment to it;
 - (d) on application by the holder of the casino licence;
 - (e) on its own initiative or on the request of the Secretary.
- (2) A condition of a casino licence specified under subsection (1)—
 - (a) must be consistent with this Act; and
 - (b) must contribute to achieving the purposes of this Act; and
 - (c) must contribute to the efficient and effective administration of this Act; and
 - (d) must not permit an increase in the opportunities for casino gambling; and
 - (e) may relate to any matter, including the matters specified in Schedule 1, within the confines of paragraphs (a) to (d).

4. The relevant licence conditions, with the proposed variations to conditions 9 and 9A shown in mark-up, are as follows:

SCAL's venue licence

6. The Licence Holder must obtain the approval of the Commission prior to:
 - (a) construction or design changes to Levels 2, 3, 5 and 6 of the casino venue, including the Gambling Area but excluding the SKYCITY Theatre and foyer area, restaurant and bar areas outside the Gambling Area, hotel rooms and the back of house areas used by staff (unless construction or design changes to any of these excluded areas may impact on matters set out in condition 7 in which case prior approval must be sought);
 - (b) the construction or relocation outside the Gambling Area and within the Casino Venue of bank facilities available to the public excluding ATMs, EFTPOS and like devices;
 - (c) the addition or alteration of signage relating to the casino business on any building, road or structure within the block of land bounded by Hobson Street, Wellesley Street West, Federal Street and Victoria Street West, including the Casino Venue, Sky Tower, car park, bus terminal and walkways between the casino and the Sky Tower and the convention centre.

The process by which the Licence Holder may obtain approval for construction or design changes to Levels 2, 3, 5 and 6 of the casino venue, including the Gambling Area (paragraph (a) above) is set out in condition 7. The Commission will determine any application for approval under 6(b). The Executive Director may approve the addition or alteration of signage relating to the casino business on any building, road or structure within the casino block (paragraph (c) above) if he/she is satisfied the proposed changes will have no potentially adverse effects. If he/she is not so satisfied, the proposed changes must be referred to the Commission for a decision on approval.

7. The Licence Holder must notify the Executive Director of any proposed changes to the construction or design of Levels 2, 3, 5 and 6 of the casino venue, including the Gambling Area but excluding SKYCITY Theatre and foyer area, restaurant and bar areas outside the Gambling Area, hotel rooms and the back of house areas used by staff. Notification must be

accompanied by relevant drawings and an assessment of any impacts the alterations may have on:

- (a) the integrity and fairness of games;
- (b) the effectiveness of security and surveillance;
- (c) harm prevention, harm minimisation and responsible gambling;
- (d) potential access to the Gambling Area by persons under 20 years of age; and
- (e) compliance by any person with the Act, including section 11.

The Executive Director may approve the proposed changes to the construction or design if he or she is satisfied that there are no adverse impacts in relation to the matters specified in (a)-(e) above. If the Executive Director is not satisfied, he or she will refer the proposal to the Commission for determination.

8. The Licence Holder shall ensure that:
- (a) gambling activity is not visible from outside the Casino Venue; and
 - (b) there is provision for generation of emergency power to maintain in situations of an interruption to mains power:
 - (i) minimum services to the Gambling Area; and
 - (ii) lighting in highly sensitive areas such as count rooms, surveillance suite, cashiering locations and gambling equipment storerooms.
9. The current Gambling Area for the casino venue is delineated in the plan attached as Schedule 1 to these conditions. A first alternative Gambling Area is delineated in the plan attached as Schedule 2. A second alternative Gambling Area is delineated in the plan attached as Schedule 3. A third alternative Gambling Area is delineated in the plan attached as Schedule 3A4. A fourth alternative Gambling Area is delineated in the plan attached as Schedule 45. A fifth alternative Gambling Area is delineated in the plan attached as Schedule 4A6. A sixth alternative Gambling Area is delineated in the plan attached as Schedule 57. A seventh alternative Gambling Area is delineated in the plan attached as Schedule 5A7A. An eighth alternative Gambling Area is delineated in the plan attached as Schedule 68. A ninth alternative Gambling Area is delineated in the plan attached as Schedule 6A.
- 9A. A change of Gambling Area will take effect subject to the Licence Holder providing the Commission and the Inspectorate a minimum of 10 working days prior notice in writing of its intention to adopt one of the approved Gambling Areas referred to in Condition 9 and shown in Schedules 1, 2, 3, 3A, 4, 4A, 5, 5A, 6 and 6A, 7, 7A and 8.

SCAL's submissions

5. SCAL submitted, in summary, as follows:
- (a) On 28 June 2013, it applied to the Commission for approval to construct an outdoor gambling area adjoining a new VIP gaming facility on level 1.

- (b) Following consultation, the Secretary raised the possibility that the proposed outdoor gambling area may be located within the bus terminal which is excluded from the description of the casino premises as set out in the casino venue licence.
- (c) Establishing an outdoor gambling area is an important component of the facility that it is seeking to develop. Accordingly, the possibility that the proposal might be declined has caused it to explore alternative locations. It has identified an alternative location on the eastern side of the building, and there is some support for this as the preferred location. The new location would require resource consent and, while that issue remains outstanding, it wants to continue with the earlier application dated 28 June 2013. However its intention is to seek the necessary planning consent for the new balcony in the revised location. If the balcony is constructed in its new location, it would overlook the casino's Atrium/Plaza area. The location in question is within the defined boundaries of the casino venue.
- (d) There is no intention to construct two outdoor gambling areas adjoining the new VIP area. It seeks approval of the balcony in the alternative to allow SCAL to develop either outdoor gambling area.
- (e) The proposed new gambling area has the same dimensions of the balcony proposed in the earlier application; namely approximately 74m².
- (f) Its application dated 28 June 2013 entailed a revision to the alternative gambling areas reflected in Schedules 1-6 submitted for approval. Schedules 3-6 included the outdoor gambling area on the western side of the building. Approval is now sought for Schedules 3A-6A, which each feature the outdoor gambling area on the eastern side of the building.
- (g) The proposed construction and design changes require the Commission's approval under conditions 6 and 7 of SCAL's venue licence. Pursuant to condition 7, SCAL is required to provide an assessment of the matters specified in that condition, as follows:
- (i) *Integrity and fairness of games* - the conduct of gaming in an outdoor area has no impact on the integrity and fairness of games, which will be subject to the same rules and requirements as those operating in the indoor areas of the casino.
 - (ii) *Security and surveillance* - the games located outdoors will be subject to the same security and surveillance requirements as those operating



indoors and there will be no adverse impact on the effectiveness of security and surveillance.

- (iii) *Harm prevention and minimisation* - the proposed design changes would enable gaming products to be played in areas where smoking is permitted. The Commission considered this issue in decisions GC15/11 and GC05/13, and took the view that the proposal would not increase the potential for harm for the reasons set out in those decisions.

The outdoor Gambling Area in the Diamond Room opened in October 2011. Reports from staff suggest that this area has not led to an increased level of observed indicators of customers who may be experiencing harm. No customers have been identified who have sought self-exclusion or been excluded for problem gambling as a consequence of their gambling in this area.

Nonetheless, SKYCITY has revised its Host Responsibility Programme in recognition of the development of outdoor gambling areas. The HRP now provides that information on problem gambling and responsible gambling will be displayed and made available to customers in such areas.

Prior to the introduction of the smoke-free legislation, a number of patrons chose to smoke while gambling, and the experience with the Diamond Room outdoor Gambling Area suggests that there is still demand to combine both activities. As noted in decision GC15/11, the smoke-free legislation recognises the possibility of combining such activities.

It does not believe that the proposed introduction of further facilities will in any way undermine efforts to prevent and minimise harm caused by gambling. It will continue to be vigilant of customers using such facilities.

The outdoor Gambling Area adjacent to the MGF on level 2 has only been open for a short time but, to date there have not been any adverse issues arising from its operation. The outdoor Gambling Area on level 6 has not yet been constructed.

While the floor layout for the new area in question has yet to be finalised, it expects to place approximately 22 gaming machines in this location. Patrons playing these machines would be subject to scrutiny from surveillance staff and from other roving staff members in the same manner as those playing gaming machines in the current outdoor gaming



areas, and in indoor areas of the casino. It is satisfied that the design changes will not contribute to the onset of harm or exacerbate risk, and will not adversely impact SCML's efforts to provide a safe gambling environment and facilitate effective host responsibility.

Further consideration will be given to this once final decisions are made on the deployment of product in the event that this application is approved.

- (iv) *Potential access to the gambling area by minors* - the only access to the outdoor area will be via existing Gambling Areas, so the proposed design changes have no adverse impact on the potential for access by minors.
- (v) *Compliance by any person with the Act, including section 11* – the design changes have no relevance to section 11 as SCAL is not proposing to increase the number of machines or tables, or create potential for more persons to play gambling products by virtue of the expanded floor area. If necessary, this matter will be considered further when SCML seeks approval of new floor plans.

The Secretary's submissions

6. The Secretary submitted, in summary, as follows:

- (a) SCAL has applied for construction of an outdoor gambling area to attach to the new VIP facility adjoining the area currently occupied by the Jade Dragon. The application was made in the alternative to a prior application, which has since been declined by the Commission.
- (b) The Commission rejected SCAL's prior application on the basis that the earlier balcony would fall within the bus terminal and therefore within part of the exclusion in the definition of casino premises. SCAL states that the location in question for this application is within the defined boundaries of the casino.
- (c) The casino premises are defined in the venue licence as:

All of the land and buildings bounded by Hobson Street, Wellesley Street West, Federal Street and Victoria Street West, Auckland, New Zealand ... excluding the underground car park, the bus terminal, the Sky Tower and the walkway between the Sky Tower and the casino complex.

The information provided by SCAL shows that the new balcony will jut out to the front of the casino complex – over the footpath next to the Hotel and Atrium entrance. The proposal does not impinge upon the carpark, bus terminal or the

Sky Tower. The final excluded area is the “walkway between the Sky Tower and the casino complex”. He presumes that this refers to the connecting bridge between level 2 of the casino complex and the Sky Tower. However, a possible alternative interpretation is that the term “walkway” could have been used by the Casino Control Authority (“CCA”) to designate the space that exists on the ground level between the entrance to the casino complex and the Sky Tower area (that is, the footpath and pick up/drop off area). If so, the proposal may impinge upon that area.

- (d) He has been unable to find any information which sheds light on the intended meaning and notes that the case referenced on the casino venue licence, *Auckland Casino Limited v Casino Control Authority*, High Court, Auckland, M81/94, provides no guidance on the matter.
- (e) He notes that the definition of “walkway” in the *Oxford English Dictionary* includes “a pedestrian passageway linking different parts of the building, complex of buildings ... esp a passageway above ground level”
- (f) Should the proposal be within the defined casino premises, he has no regulatory concerns in terms of the matters required to be considered under licence condition 7, and assumes future compliance with condition 8(a) (visibility restrictions) in the manner that SCAL has achieved to date.

SCAL's submissions in reply

7. In response, SCAL noted as follows:

- (a) The Secretary has considered the impact of those areas which are excluded from the casino venue, and in particular, the walkway between the Sky Tower and the casino complex. He acknowledges that the CCA was probably referring to the connecting bridge linking the Sky Tower to the casino when referring to the “walkway”, but raises the possibility that the term could have been used to designate the space that exists at ground level between the entrance to the casino and Sky Tower. The Secretary submits that if wider interpretation applies, the proposed design change might fall within an excluded area.
- (b) Neither the CCA’s interim or final decisions, in relation to the grant of the Auckland licence, address the issue.
- (c) On a plain meaning, the term “walkway” refers to the connecting bridge between the Sky Tower and the casino. In the absence of any other defined walkway between the casino and the Sky Tower, the excluded area would be too vague to

be given a wider meaning, and it seems unlikely that the CCA would accord exclusionary status to such a vague area.

- (d) Furthermore, "walkway" is presented in the licence in singular, rather than plural, form, suggesting that there is only one such walkway. To give this term a wider reading would suggest multiple undefined paths anywhere between the casino and the Sky Tower, which is inconsistent with a singular walkway.
- (e) The connecting bridge was originally used as an egress point for persons leaving the Sky Tower. To the extent that the CCA considered it necessary to exclude the Sky Tower from the casino venue, it follows that the connecting structure from which persons exited the Tower should also have been excluded.
- (f) There is no public access to the Tower at ground level between the entrance to the casino and the Tower itself. In this regard a walkway between the two structures at ground level would make no sense.
- (g) Even if the Commission were to take the view that the walkway should be given a more liberal interpretation, to encompass any pedestrian right of way between the Sky Tower and the casino, the exclusion of such areas from the casino venue definition would not impinge on the area it is proposing for development. The proposed outdoor gambling area on level 1 would not encroach on, or interfere in any way with, ground floor pedestrian access between the casino and the Sky Tower (nor the connecting bridge between the two facilities).
- (h) The Gambling Commission has previously granted approval to add extensions to its buildings within the block of land bounded by the streets specified in its licence. There is no reason to treat this application any differently.

Analysis

8. This is SCAL's second application for approval to construct a smoking/gambling balcony adjacent to the Jade Dragon area on level 1. SCAL's first application was made on 28 June 2013, but was declined by the Commission in decision GC25/13 on the basis that the balcony, if built, would extend into an area that is specifically excluded from the Auckland casino premises; namely the bus terminal.
9. Upon receiving the Secretary's submissions on the 28 June 2013 application, SCAL submitted the current application for consideration in the alternative by the Commission.



Smoking and gambling

10. The Commission has previously considered applications by SCAL to construct areas at the Auckland casino where patrons can both smoke and gamble (see decisions GC15/11 and GC05/13.) In those decisions, the Commission held that there is no legal impediment to casino operators offering a facility in which patrons can both smoke and gamble provided that the smoking takes place in an "open area" as defined by the Smoke-free Act (a matter which is the responsibility of the public health authorities) and the gambling activity is in accordance with the Act and relevant licence conditions.
11. Accordingly, the Commission's consideration of this matter falls to be decided upon the same criteria as any other application for construction and design changes, and redesignation of Gambling Area. That is, the Commission must look at what is proposed and be satisfied that:
- (a) the construction and design changes satisfy the requirements of condition 7 of SCAL's venue licence;
 - (b) the redesignation is within the casino venue and the licence condition defining the designated area is consistent with section 139 of the Act; and
 - (c) more generally, the proposal is consistent with the Act and its purposes.

Construction and design changes

12. SCAL is proposing construction and design changes to level 1 of the casino. These changes must be assessed against the matters specified in licence condition 7 of SCAL's venue licence, which is as follows.
- 7. The Licence Holder must notify the Executive Director of any proposed changes to the construction or design of Levels 2, 3, 5 and 6 of the casino venue, including the Gambling Area but excluding SKYCITY Theatre and foyer area, restaurant and bar areas outside the Gambling Area, hotel rooms and the back of house areas used by staff. Notification must be accompanied by relevant drawings and an assessment of any impacts the alterations may have on:
 - (a) the integrity and fairness of games;
 - (b) the effectiveness of security and surveillance;
 - (c) harm prevention, harm minimisation and responsible gambling;
 - (d) potential access to the Gambling Area by persons under 20 years of age; and
 - (e) compliance by any person with the Act, including section 11.

The Executive Director may approve the proposed changes to the construction or design if he or she is satisfied that there are no adverse impacts in relation to the matters specified in (a)-(e) above. If the Executive Director is not satisfied, he or she will refer the proposal to the Commission for determination.

13. The Commission was satisfied that the proposed changes would not adversely impact upon any of these matters, including condition 7(c) (harm prevention, harm minimisation

and responsible gambling) or condition 7(e) (compliance by any person with the Act, including condition 11). The latter issue is addressed further below.

Redesignation of the Gambling Area

14. The Commission has previously considered whether it has power to redefine a casino's Gambling Area, holding that it can do so, provided that the amended area does not extend beyond the casino venue as defined in the casino venue licence and the licence conditions defining the new area are consistent with section 139(2) of the Act.
15. The Commission is satisfied that the proposed new gambling area is within the defined casino venue.
16. The Secretary raised as an issue the possibility that the proposed balcony may fall within the area that is excluded from the definition of "casino premises"; namely the "walkway between the Sky Tower and the casino complex." The Secretary acknowledged that this excluded area probably referred to the connecting bridge between level 2 of the casino complex and the Sky Tower, but he suggested that a possible alternative interpretation of "walkway" would be "the space that exists on the ground level between the entrance to the casino complex and the Sky Tower area". The Secretary submitted that, if the alternative interpretation were correct, the proposed smoking balcony may extend outside the defined casino premises, from which the walkway is expressly excluded, and could not, therefore, be approved.
17. The issue identified by the Secretary arises because the Commission has previously held that it has no power to expand the casino beyond the premises as defined in the licence. The Commission has set out its approach to this matter fully in previous decisions, most recently in decision GC25/13.
18. The venue licence for the Auckland casino defines the casino premises as follows:

All of the land and buildings bounded by Hobson Street, Wellesley Street West, Federal Street and Victoria Street West, Auckland, New Zealand ... excluding the underground car park, the bus terminal, the Sky Tower and the walkway between the Sky Tower and the casino complex.
19. As noted in decision GC25/13, this definition followed an application for judicial review of the CCA's decision to grant a "casino premises" licence to Sky Tower Casino Limited. In *Auckland Casino Limited v Casino Control Authority*, High Court, Auckland M81/94, 13 July 1994, Robertson J, the applicant for review took issue, *inter alia*, with the defined casino premises in the proposed licence because it incorporated carparking, restaurant and hotel facilities within the defined casino premises which minors could not legally enter. The Court directed that the premises description, originally defined by the CCA, be

amended to exclude the underground carpark, the bus terminal, the Sky Tower and the walkway between the Sky Tower and the casino complex.

20. Although neither the CCA's decision on the grant of the licence, nor the above High Court decision addresses this issue directly, the Commission is confident that the term "walkway" refers to the elevated walkway between the Sky Tower and the casino building and not to the open ground area between the Sky Tower and the casino building.
21. The four areas excluded from the definition of "casino premises", although not precisely defined, are clearly identifiable – the underground carpark, the bus terminal, the Sky Tower and the walkway between the Sky Tower and the casino complex. As the Secretary pointed out, the usual meaning of "walkway" invokes the concept of a passageway (ie, a formed and enclosed pathway, not open space), especially one above ground. The Commission considers that, when such a structural item plainly exists and is above ground, there is no reason to cast about for other potential applications of "walkway", especially, as SCAL points out, when the term is used in the singular. The suggested alternative interpretation would result in any non-defined space between the casino complex and the Sky Tower being excluded from the casino premises. In the context of the licence and the physical premises, the Commission considers that the exclusion does not refer to that space.
22. The Commission is therefore satisfied that the proposed balcony is within the defined casino venue.

Purposes of the Act

23. The purposes of the Act are set out in section 3, as follows:

3. Purpose

The purpose of this Act is to—

- (a) control the growth of gambling; and
- (b) prevent and minimise the harm caused by gambling, including problem gambling; and
- (c) authorise some gambling and prohibit the rest; and
- (d) facilitate responsible gambling; and
- (e) ensure the integrity and fairness of games; and
- (f) limit opportunities for crime or dishonesty associated with gambling; and
- (g) ensure that money from gambling benefits the community; and
- (h) facilitate community involvement in decisions about the provision of gambling.

24. The Commission was satisfied that SCAL's proposal is not inconsistent with the purpose of the Act.

25. The Commission was also satisfied that the proposed licence conditions are consistent with section 139(2) of the Act. Specifically the Commission was satisfied that an expansion of the Gambling Area does not, of itself, increase opportunities for casino gambling because the expansion does not permit SCAL to place gambling products in the extended area; SCAL will require new floor plans to do so. The Commission will consider whether the placement of gaming machines in the extended area potentially increases opportunities for casino gambling when it considers the application for new floor plans.
26. When SCAL filed the current application, it was unaware of the Commission's decision on the 28 June 2013 application, and sought approval for four Schedules (3A-6A), in the alternative to the Schedules put forward in the earlier application. As the Commission declined the 28 June 2013 application, the Commission amended the proposed drafting of conditions 9 and 9A, to include only those Schedules that have been approved.

Decision

27. The Commission approved:
- (a) the proposed construction and design changes to the Auckland casino, under conditions 6 and 7 of SCAL's venue licence;
 - (b) the redesignation of the Gambling Area in the manner proposed, under condition 9 of SCAL's venue licence; and
 - (c) a variation to conditions 9 and 9A of SCAL's venue licence, under section 139 of the Act. Conditions 9 and 9A now read as follows:
 - 9. The current Gambling Area for the casino venue is delineated in the plan attached as Schedule 1 to these conditions. A first alternative Gambling Area is delineated in the plan attached as Schedule 2. A second alternative Gambling Area is delineated in the plan attached as Schedule 3. A third alternative Gambling Area is delineated in the plan attached as Schedule 4. A fourth alternative Gambling Area is delineated in the plan attached as Schedule 5. A fifth alternative Gambling Area is delineated in the plan attached as Schedule 6.
 - 9A. A change of Gambling Area will take effect subject to the Licence Holder providing the Commission and the Inspectorate a minimum of 10 working days prior notice in writing of its intention to adopt one of the approved Gambling Areas referred to in Condition 9 and shown in Schedules 1, 2, 3, 4, 5, 5 and 6.
28. Schedules 1, 2, 3, 4, 5, and 6 are **attached**.

Right of appeal

29. Pursuant to section 235 of the Act, a person affected by this decision may appeal that decision to the High Court. An appeal must be made within 15 working days of the date



of notice of the Commission's decision, or any longer period that the High Court may allow.



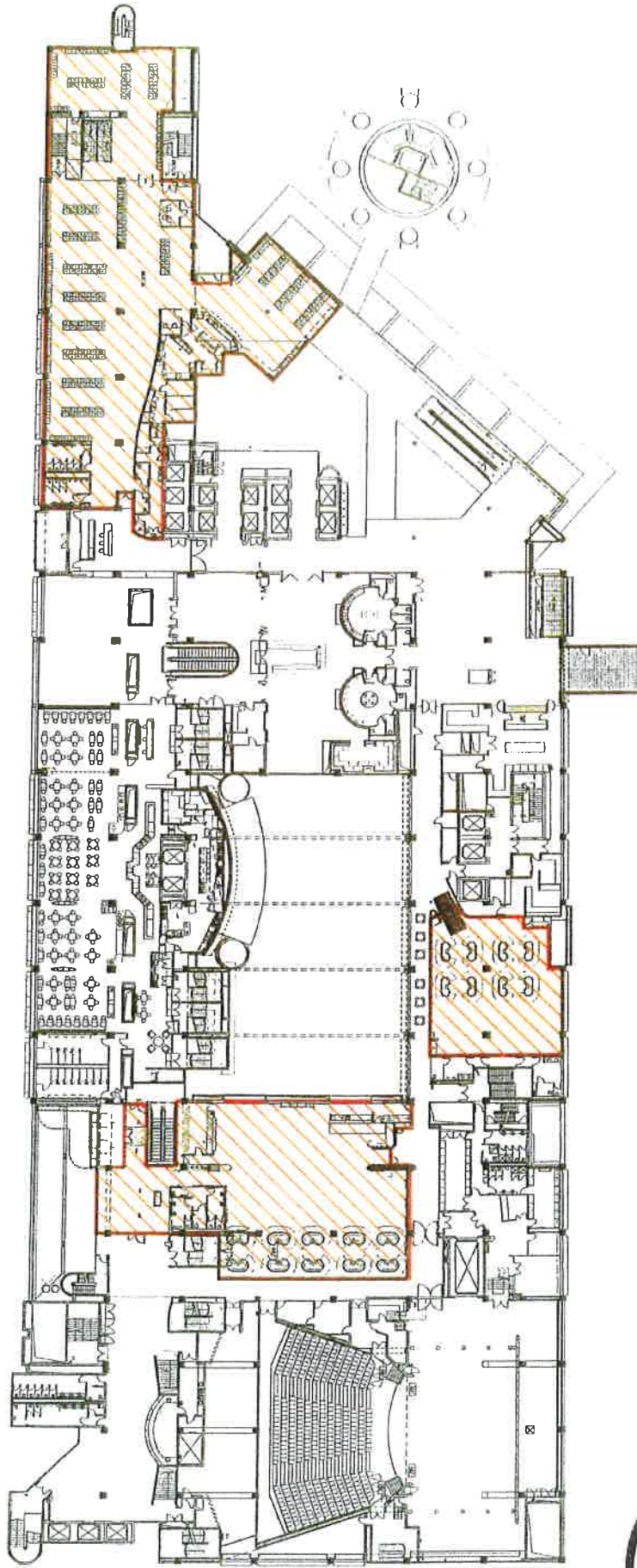
Lisa Hansen
Gambling Commissioner

for and on behalf of the
Gambling Commission

20 September 2018



Schedule 1



GAMING AREA: 2,036m²



Moller Architects

Call: +64 9 3370698
Fax: +64 9 3370685
Level 13, 100 Market Street
PO Box 1042, Auckland
www.moller.co.nz

SKY CITY ENTERTAINMENT GROUP

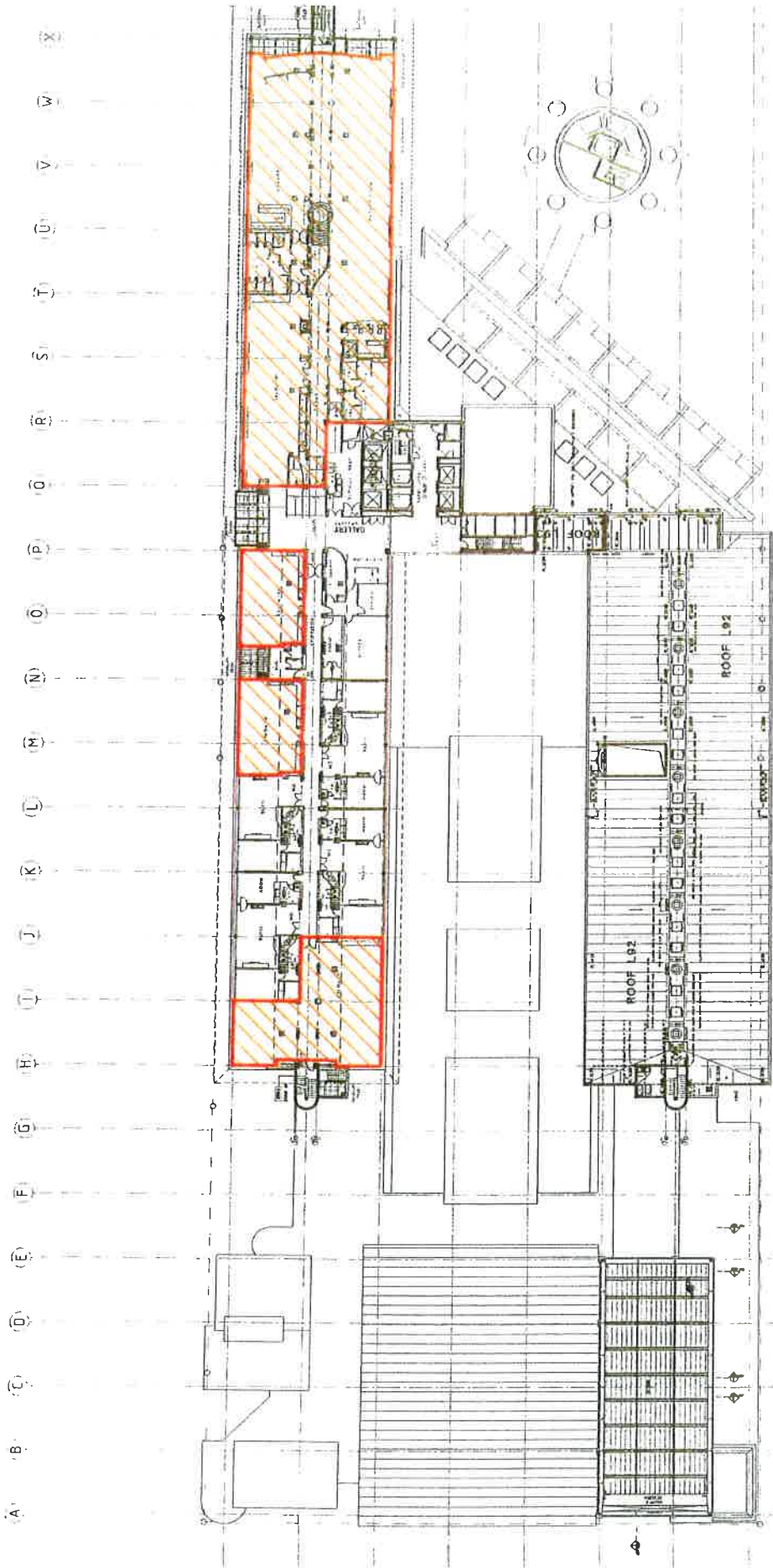
Sky City Entertainment Group
Gaming Layouts

SKY CITY
ENTERTAINMENT GROUP

Project Name: SKY CITY - PODIUM
Level: LEVEL 3
Date: 06/11/2012

This drawing is the property of Moller Architects and is not to be used, copied, or reproduced in any form without the written consent of Moller Architects. The information contained herein is confidential and intended only for the use of the individual or entity named. If you have received this drawing by mistake, please notify the architect immediately.

Schedule 1



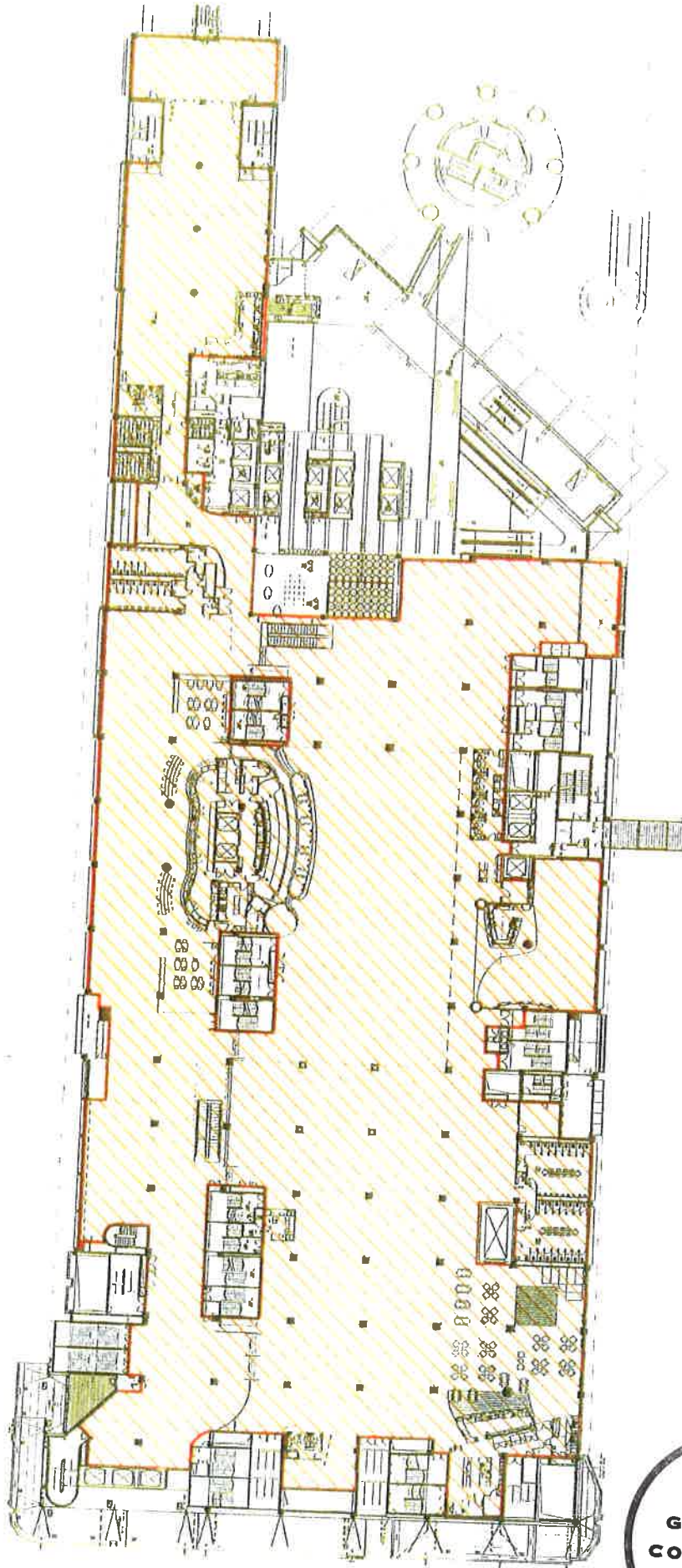
GAMING AREA: 1,309m²



<p>SKY CITY SKY CITY ENTERTAINMENT GROUP GAMING LAYOUTS</p>		<p>SKY CITY - VIP GAMING LEVEL H5 GAMING AREAS 15/10/2012</p>	
<p>Project No: 15-024 (Level H5) (VIP Gaming Areas) (Level H5) (Level H5)</p>	<p>Client: Sky City Entertainment Group</p>	<p>Scale: 1:100</p>	<p>Drawn by: [Name]</p>
<p>Author: [Name]</p>	<p>Checked by: [Name]</p>	<p>Date: 15/10/2012</p>	<p>Project No: 15-024 (Level H5) (VIP Gaming Areas) (Level H5) (Level H5)</p>

Moller Architects
 Moller Architects
 100 Queen Street
 Melbourne, Victoria 3000
 Australia
 Phone: +61 3 9247 1234
 Fax: +61 3 9247 1235
 Email: info@mollerarchitects.com.au
 www.mollerarchitects.com.au

Schedule 2



GAMING AREA: 6,874m²



Call: 64 9 3570686
 Fax: 64 9 3570689
 40-43 Teape Ave
 Auckland 1010
 New Zealand
 www.moller-architects.com

moller. Architects

SKY CITY
 401 BATHURST STREET
 AUCKLAND
 Sky City Entertainment Group
 Gaming Layouts

DATE: 20/11/2012
 DRAWING NO: SKY-2012-01
 SHEET NO: 2/2
 PROJECT: SKY CITY - PODIUM
 LEVEL 2 - GAMING AREAS
 CURRENT
 21/11/2012

NO.	REVISION	DATE
1	ISSUED FOR PERMIT	20/11/2012
2	ISSUED FOR PERMIT	20/11/2012
3	ISSUED FOR PERMIT	20/11/2012
4	ISSUED FOR PERMIT	20/11/2012
5	ISSUED FOR PERMIT	20/11/2012
6	ISSUED FOR PERMIT	20/11/2012
7	ISSUED FOR PERMIT	20/11/2012
8	ISSUED FOR PERMIT	20/11/2012
9	ISSUED FOR PERMIT	20/11/2012
10	ISSUED FOR PERMIT	20/11/2012

Schedule 2

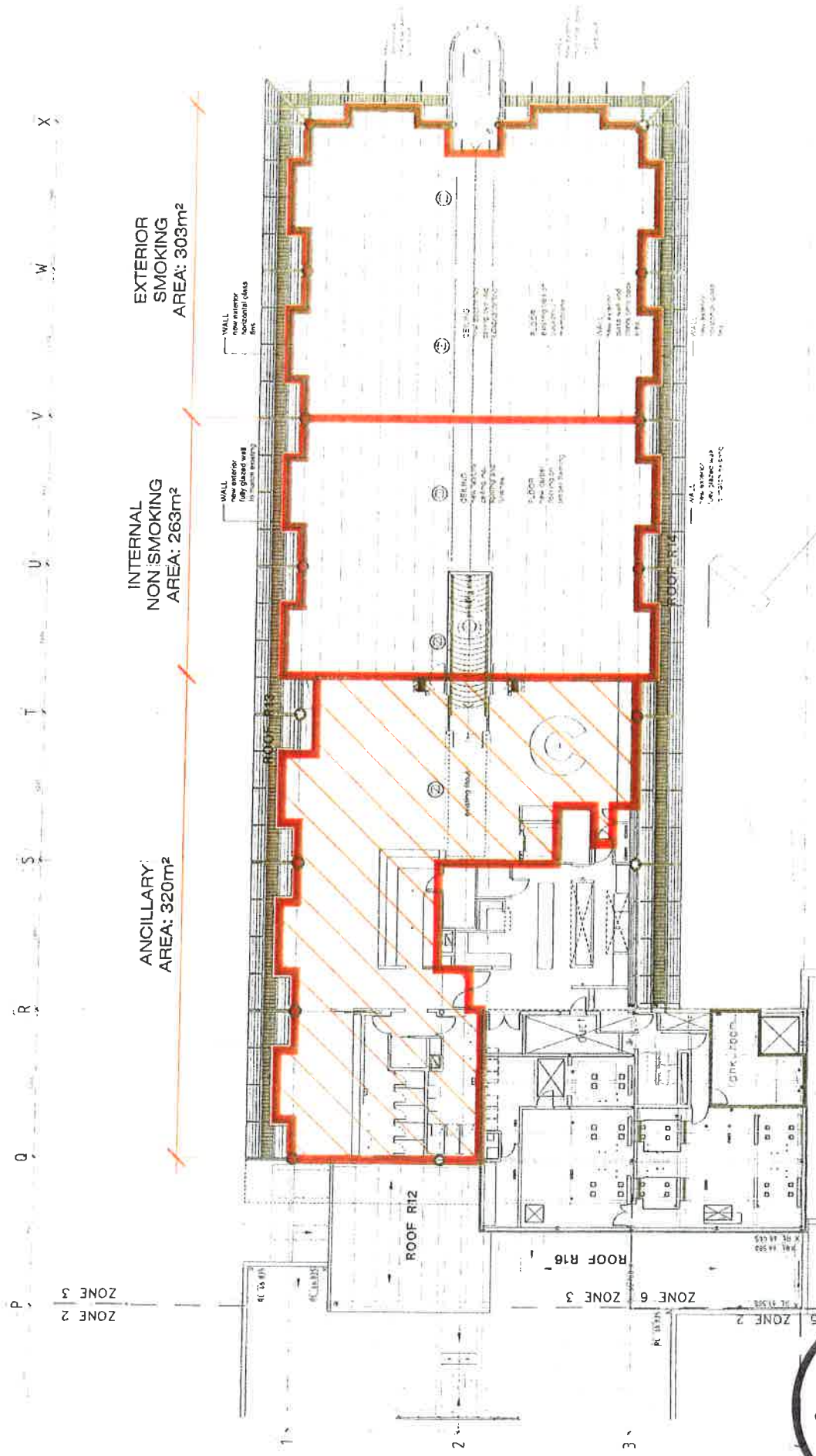


GAMING AREA: 1,309m²



<p>SKY CITY - VIP GAMING LEVEL H5 GAMING AREAS 15/10/2012</p>	
<p>SKY CITY ENTERTAINMENT GROUP</p>	<p>SKY CITY ENTERTAINMENT GROUP</p>
<p>Moller Architects[®]</p>	<p>SKY CITY ENTERTAINMENT GROUP</p>
<p>601-648-2570 604-648-2570 277 Avenue Road Suite 1000 Vancouver, BC V6A 0K9</p>	<p>SKY CITY ENTERTAINMENT GROUP</p>

Schedule 2



EXTERIOR SMOKING AREA: 303m²

INTERNAL NON-SMOKING AREA: 263m²

ANCILLARY AREA: 320m²

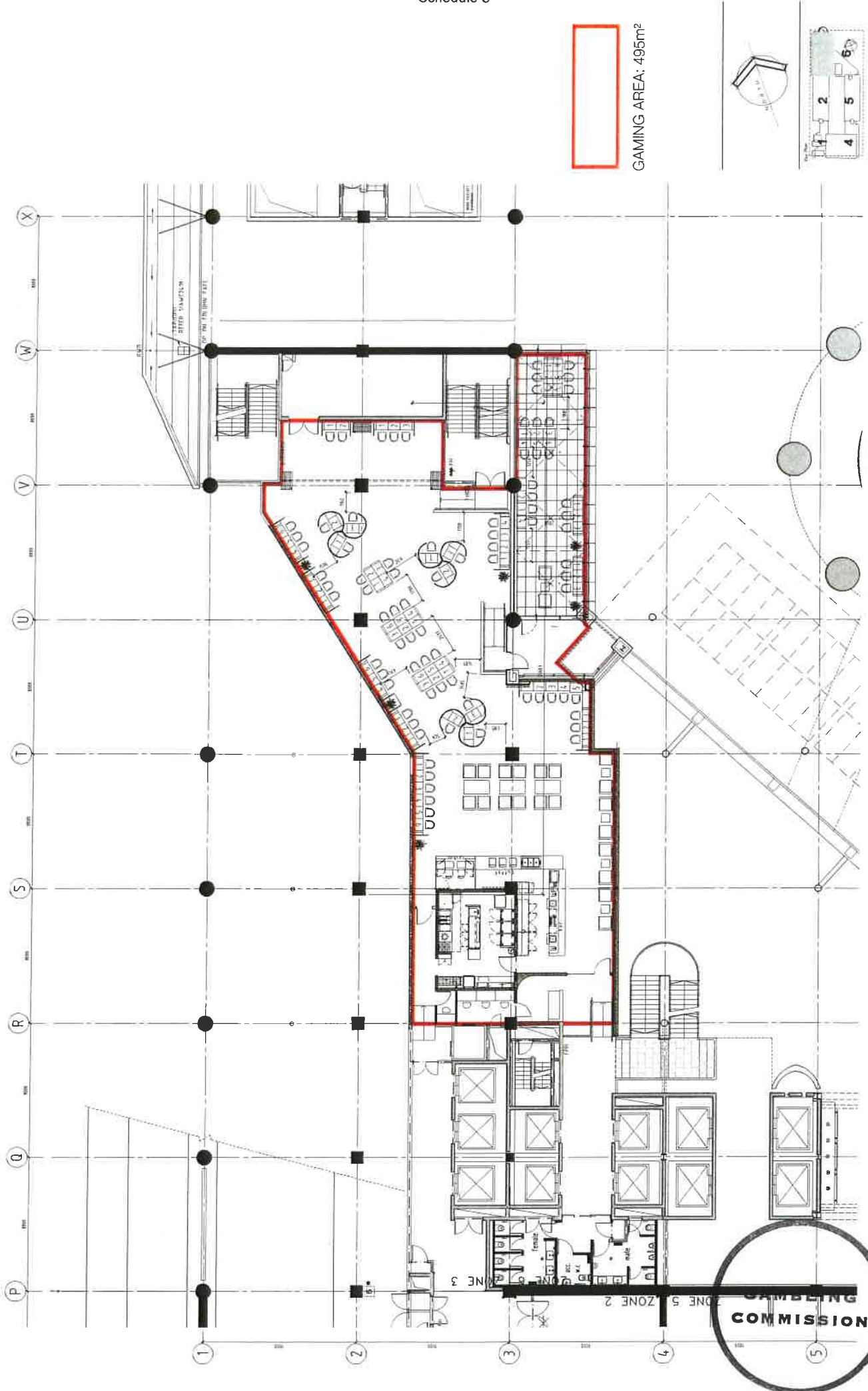


Call: 464 9 357088
Fax: 464 9 357069
Level 13, 300 Pitt Street
Sydney NSW 2000
www.mollerarchitects.com.au

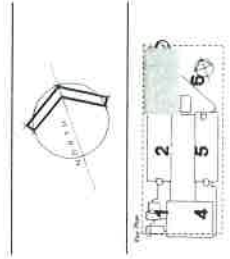


Sky City Entertainment Group
Gaming Layouts

SKYCITY - VIP GAMING
LEVEL H6
GAMING AREAS
4/12/2012



GAMING AREA: 495m²



REV	DATE	BY	CHK	APP

VIP PLATINUM BLACK
GAMING AREA

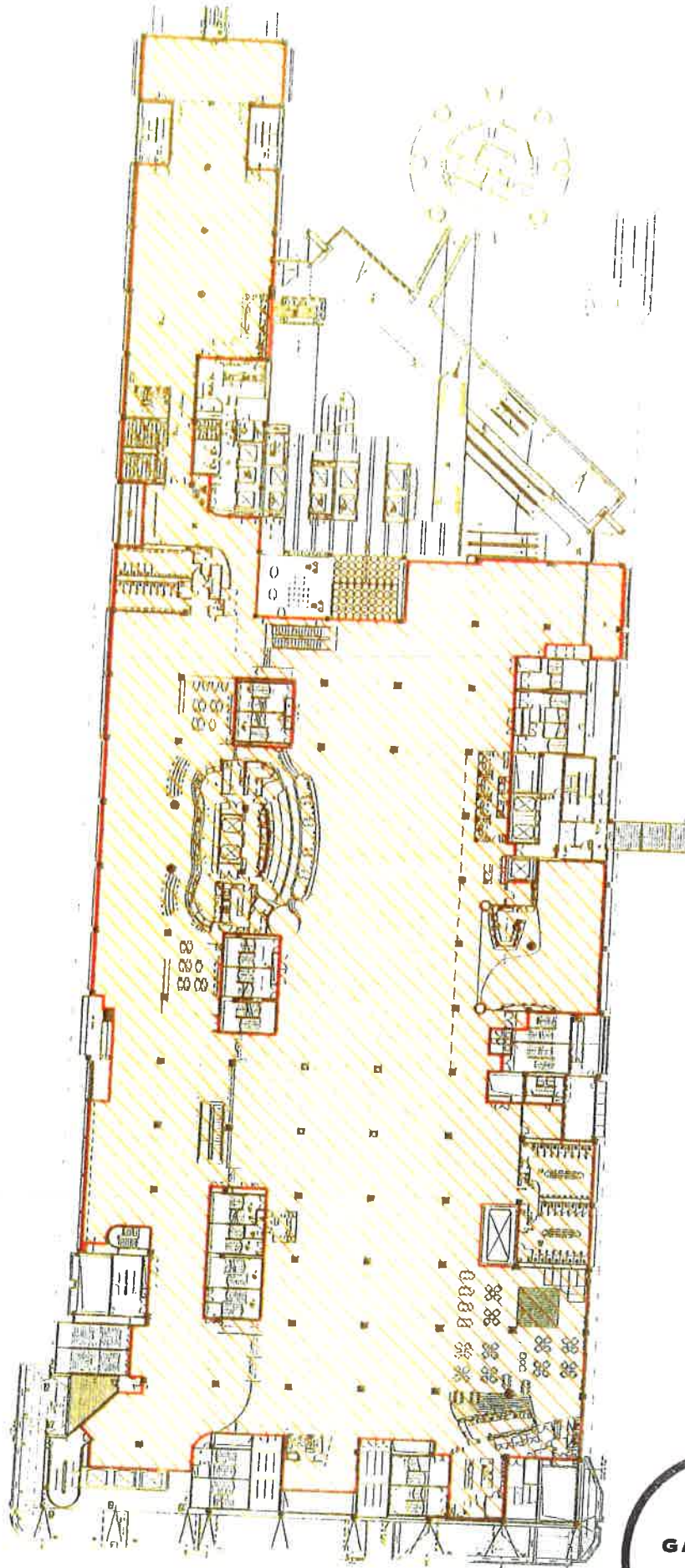
2 August 2013

• Refer to Schedule 1 for Project Specifications
• Make Contractor verify all dimensions before commencing work
• This drawing shall be used in conjunction with all relevant documents.
Copyright © Moller Architects Limited 2012

SKY CITY ENTERTAINMENT GROUP

Call: 64 9 3570889
Fax: 64 9 3570889
Level 13, 100 Queen Street
PO Box 10200
Auckland, New Zealand
www.mollerarchitects.com

moller. Architects



GAMING AREA : 6,874m²



moller. Moller Architects

Call: 08 3570006
Fax: 08 3570086
100 Victoria Road
Melbourne, VIC 3000
Australia

SKY CITY
ENTERTAINMENT GROUP

Sky City Entertainment Group
Gaming Layouts

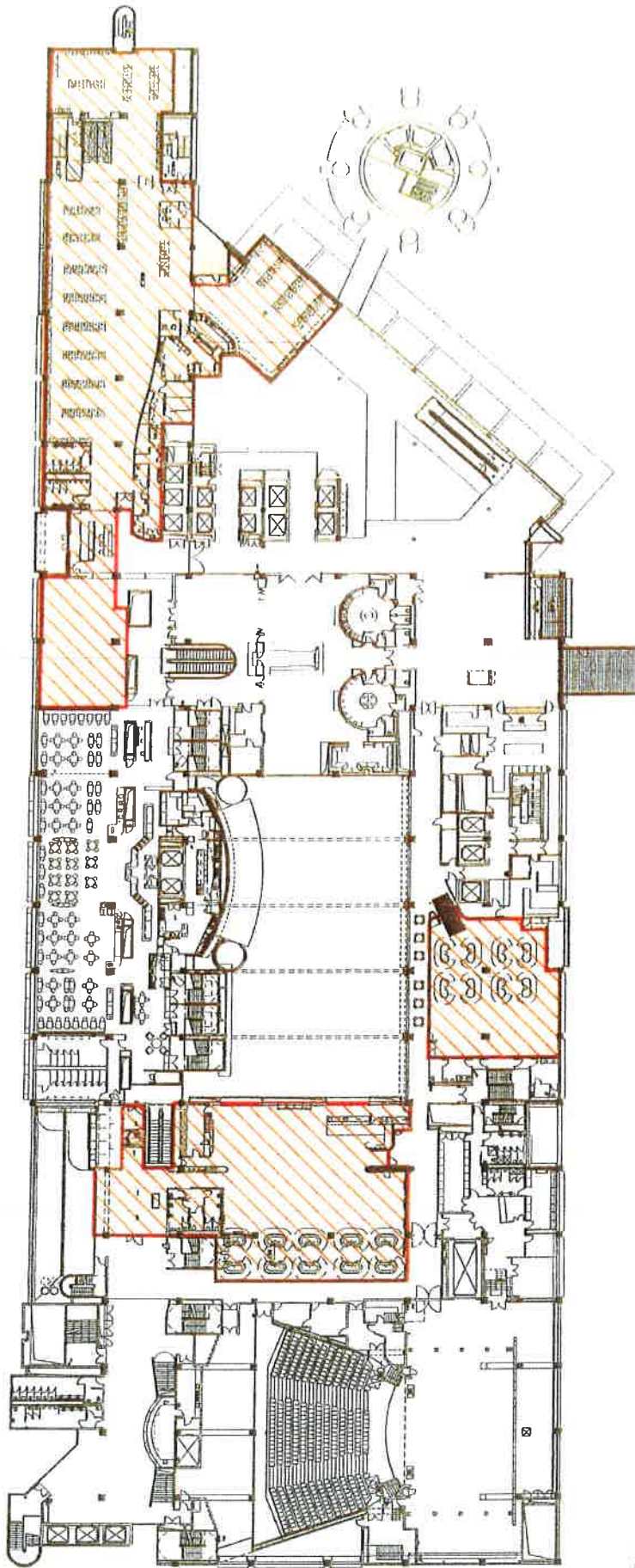
REVISIONS

NO.	DATE	DESCRIPTION
1	2011/08/01	ISSUED FOR PERMIT
2	2011/08/01	ISSUED FOR PERMIT
3	2011/08/01	ISSUED FOR PERMIT
4	2011/08/01	ISSUED FOR PERMIT
5	2011/08/01	ISSUED FOR PERMIT
6	2011/08/01	ISSUED FOR PERMIT
7	2011/08/01	ISSUED FOR PERMIT
8	2011/08/01	ISSUED FOR PERMIT
9	2011/08/01	ISSUED FOR PERMIT
10	2011/08/01	ISSUED FOR PERMIT

SKY CITY PROJECT
LEVEL 2 GAMING AREAS
CURRENT
2011/2012

NO.	DATE	DESCRIPTION
1	2011/08/01	ISSUED FOR PERMIT
2	2011/08/01	ISSUED FOR PERMIT
3	2011/08/01	ISSUED FOR PERMIT
4	2011/08/01	ISSUED FOR PERMIT
5	2011/08/01	ISSUED FOR PERMIT
6	2011/08/01	ISSUED FOR PERMIT
7	2011/08/01	ISSUED FOR PERMIT
8	2011/08/01	ISSUED FOR PERMIT
9	2011/08/01	ISSUED FOR PERMIT
10	2011/08/01	ISSUED FOR PERMIT

Schedule 3



GAMING AREA: 2,246m²



Moller Architects

Call: 646 9 3370886
 Fax: 646 9 3370868
 100/111 Macquarie Street
 Sydney, NSW 2000
 Australia

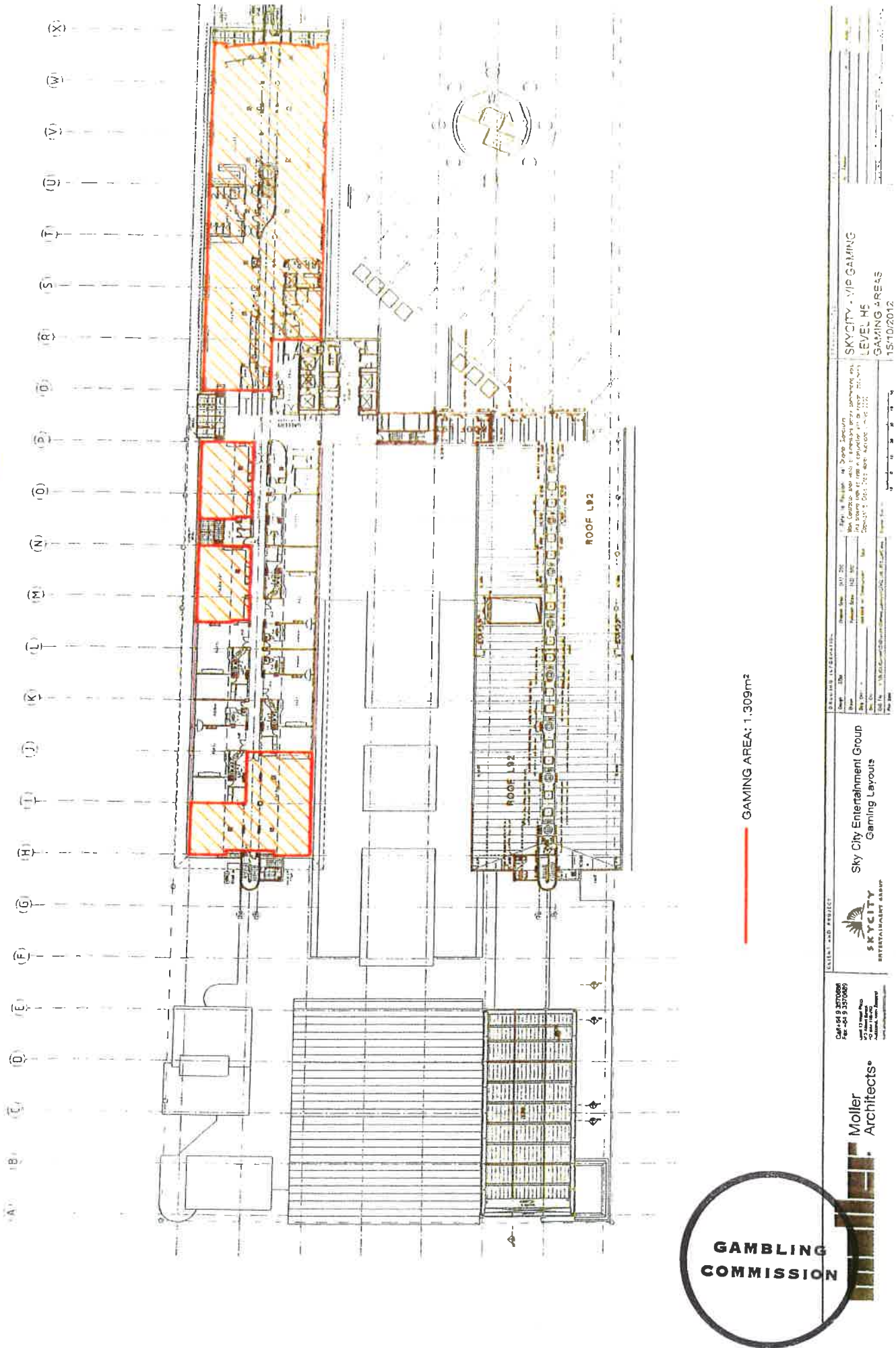


Sky City Entertainment Group
 Gaming Layouts

Project: Sky City Entertainment Group
 Drawing No: 303-0000
 Date: 06/11/2012

SKY CITY - PODIUM
 LEVEL 3, GAMING AREAS incl.
 Nations Club & Platinum Rm Extn.
 06/11/2012

Schedule 3.



**Moller
Architects**

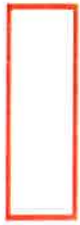
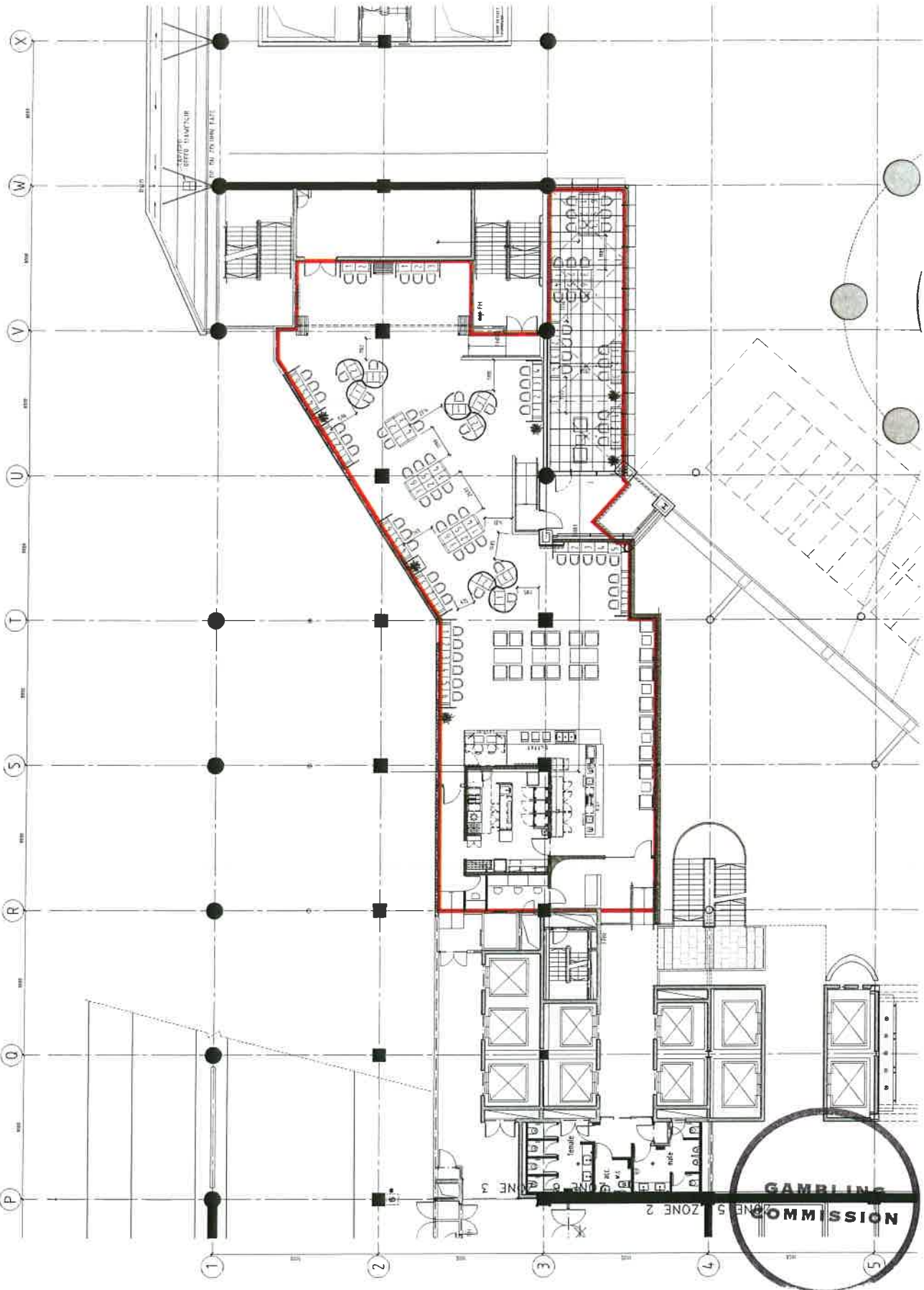
SKY CITY
OPERATIONAL GROUP

Sky City Entertainment Group
Gaming Layouts

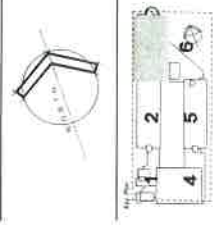
SKY CITY ENTERTAINMENT GROUP
1000 10th Avenue, Suite 1000
Denver, CO 80202
Tel: 303.733.8800
Fax: 303.733.8801
www.skycity.com

SKY CITY - VIP GAMING
LEVEL H5
GAMING AREAS
15/10/2012

NO.	REVISION	DATE	BY	CHKD.
1	ISSUED FOR PERMIT	15/10/2012		
2	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
3	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
4	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
5	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
6	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
7	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
8	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
9	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
10	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
11	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
12	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
13	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
14	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		
15	REVISED PER GAMING COMMISSION COMMENTS	15/10/2012		



GAMING AREA: 495m²



Moller Architects[®]
 604 628 8578
 501-463-8378
 1111 15th Street SW
 Vancouver, BC V6Z 2Y4
 www.moller.ca

SKY CITY ENTERTAINMENT GROUP
 Sky City Entertainment Group

PROJECT NAME: PROJECT
 CLIENT: SKY CITY ENTERTAINMENT GROUP
 DATE: 2 AUGUST 2013
 DRAWING NO.: 20130802-200000-000

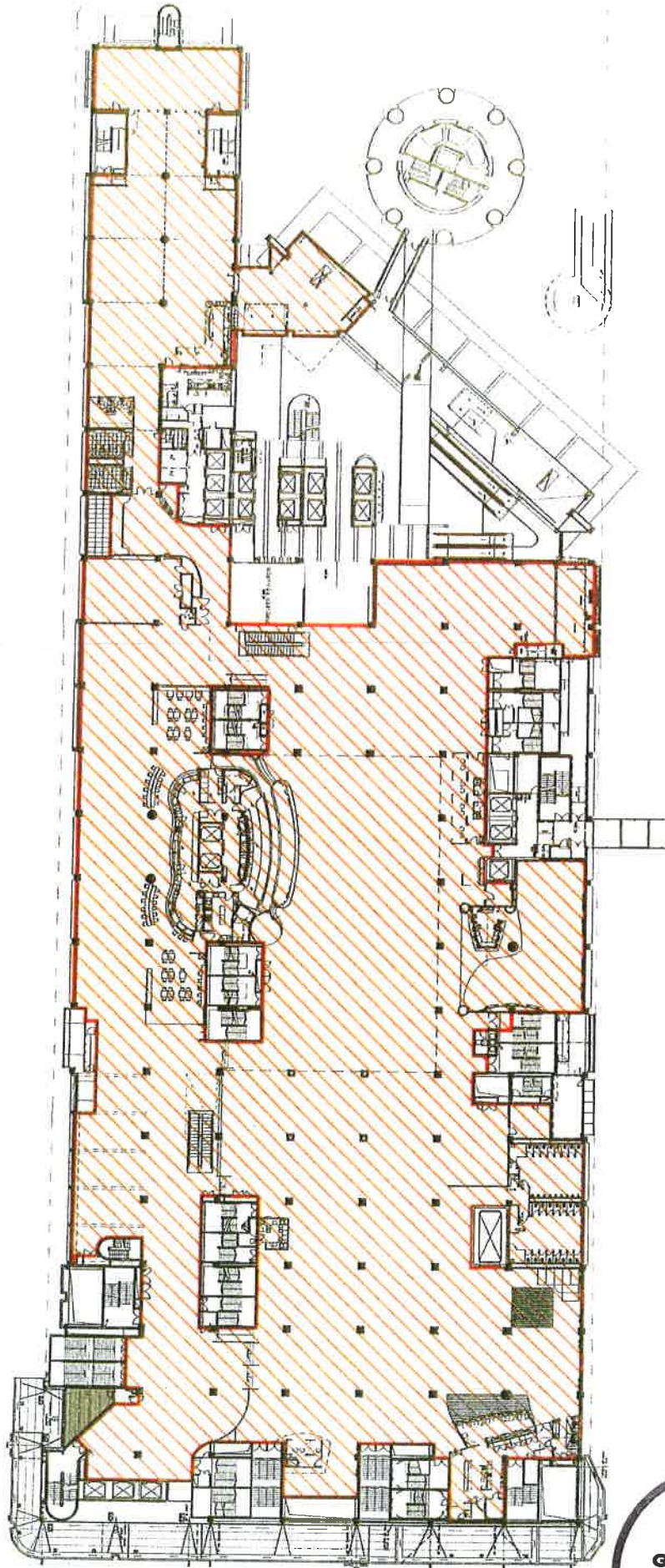
SCALE: 1:100
 SHEET NO.: 40
 TOTAL SHEETS: 40
 PROJECT NO.: 20130802-200000-000

REFER TO SECTION 1 FOR DIGITAL SIGNATURES
 THIS DRAWING IS NOT TO BE USED IN CONNECTION WITH ANY OTHER DRAWING
 WITHOUT THE WRITTEN PERMISSION OF THE ARCHITECTS

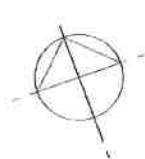
PROJECT NO.: 20130802-200000-000
 SHEET NO.: 40
 TOTAL SHEETS: 40
 PROJECT NO.: 20130802-200000-000

A5335

Schedule 4



GAMING AREA: 7,031 m²



DATE	DESCRIPTION	BY	CHK

SKY CITY - PODIUM
LEVEL 2 GAMING AREAS incl.
Diamond Room Extension
21/11/2012

© 2012 SkyCity Entertainment Group
All rights reserved. No part of this document may be reproduced without the prior written permission of SkyCity Entertainment Group.
Copyright © 2012 SkyCity Entertainment Group

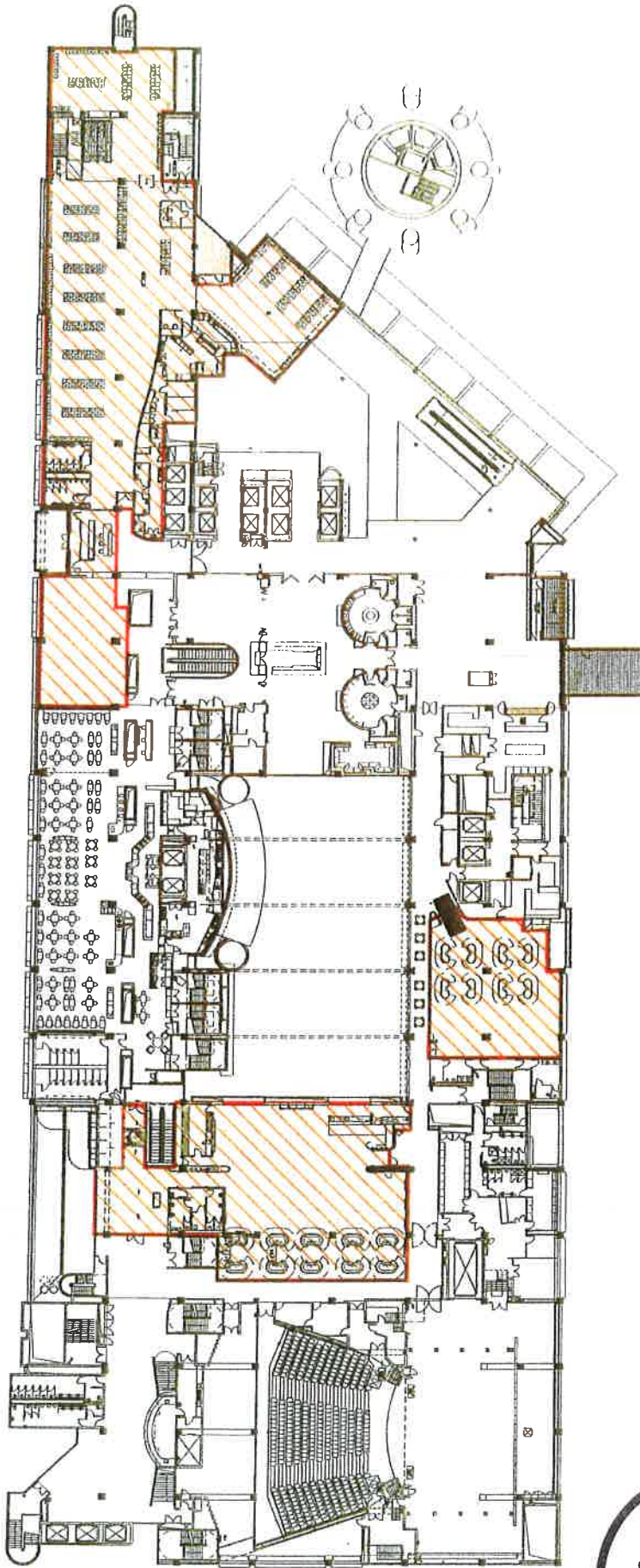
PROJECT NAME	SKY CITY - PODIUM
PROJECT NO.	101-100
DATE	21/11/2012
SCALE	AS SHOWN
DRAWN BY	
CHECKED BY	
DATE	

SKY CITY ENTERTAINMENT GROUP
GAMING LAYOUTS

Call 08 9 337 0066
Fax 08 9 337 0065
Level 13, 100 Market Street
PO Box 10000, Melbourne
www.skycityentertainment.com.au

Moller Architects

Schedule 4



GAMING AREA: 2,246m²



moller. Moller Architects[®]

Call 416 597-6688
Fax 416 537-0886
100 Adelaide Street West
Toronto, Ontario M5H 1H2
Canada



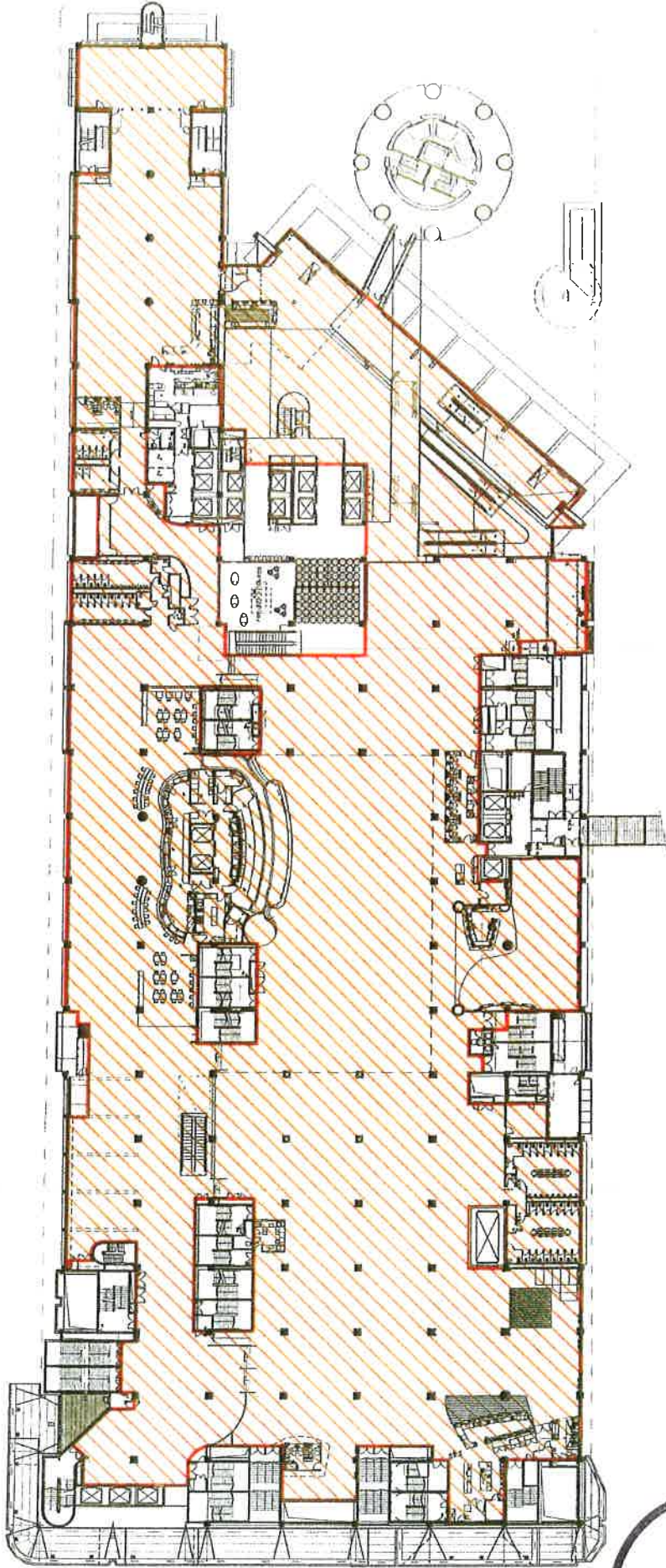
Sky City Entertainment Group
Gaming Layouts

PROJECT NO. 100-1000-1000-1000
DATE: 06/11/2012

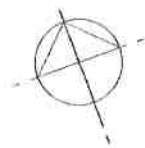
SKY CITY - PODIUM:
LEVEL 3 GAMING AREAS Incl.
Nations Club & Platinum Rm. Ext.
06/11/2012

NO.	DATE	DESCRIPTION
1	06/11/2012	ISSUED FOR PERMIT
2	06/11/2012	ISSUED FOR PERMIT
3	06/11/2012	ISSUED FOR PERMIT
4	06/11/2012	ISSUED FOR PERMIT
5	06/11/2012	ISSUED FOR PERMIT
6	06/11/2012	ISSUED FOR PERMIT
7	06/11/2012	ISSUED FOR PERMIT
8	06/11/2012	ISSUED FOR PERMIT
9	06/11/2012	ISSUED FOR PERMIT
10	06/11/2012	ISSUED FOR PERMIT

Schedule 5



GAMING AREA: 7,791m²



Project No.	11020
Client	Sky City Entertainment Group
Architect	Moller Architects
Date	2/11/2012

SKY CITY - PODIUM
LEVEL 2 GAMING AREAS incl.
Diamond Extension & Azium Infill
2/11/2012

1. Refer to Schedule 7 for Azium, Azium Infill, and Diamond Extension. No other part of the building is intended for any other use. Design of this floor shall be subject to the approval of the relevant authorities.

Project No.	11020
Client	Sky City Entertainment Group
Architect	Moller Architects
Date	2/11/2012

Sky City Entertainment Group
Gaming Layouts

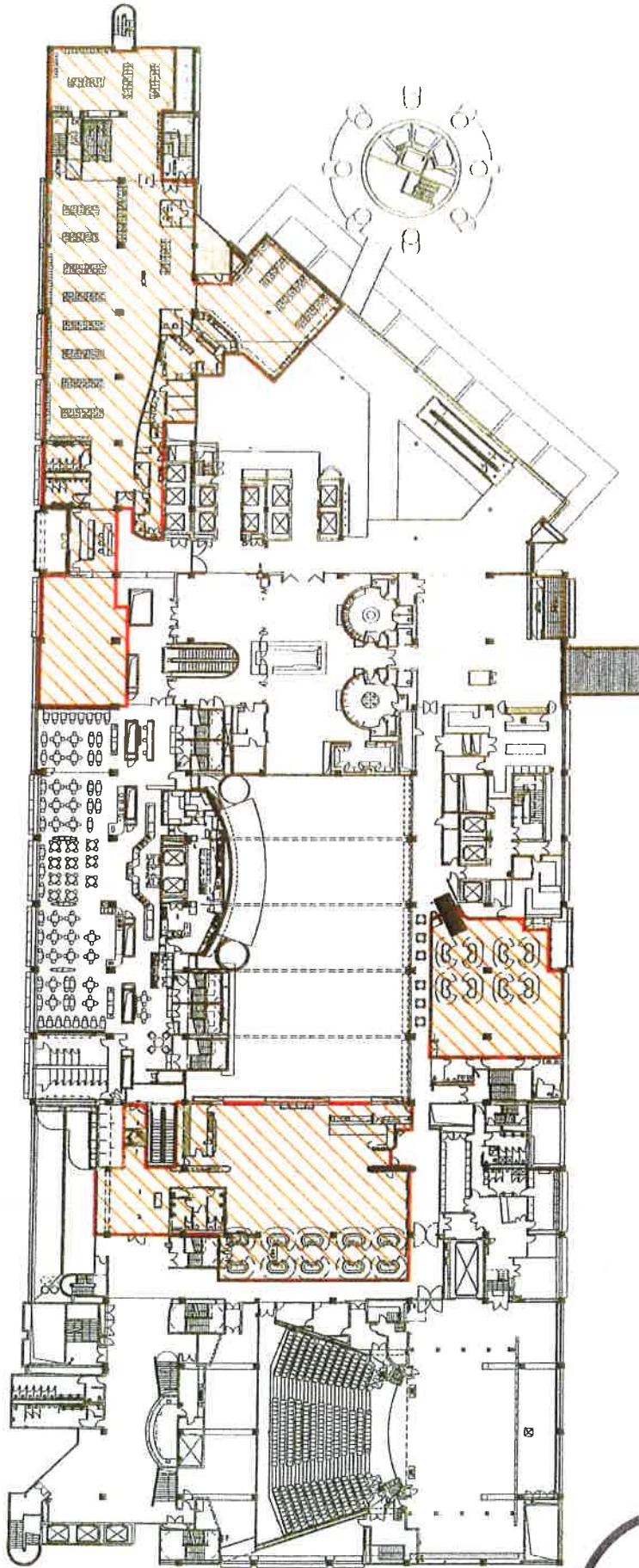


11020 - Sky City Entertainment Group
Gaming Layouts

moller. Architects
11020 - Sky City Entertainment Group
Gaming Layouts

11020 - Sky City Entertainment Group
Gaming Layouts

Schedule 5



GAMING AREA: 2,246m²



Moller Architects
 Moller Architects
 100-105 St. James Street
 Auckland, New Zealand

Call: +64 9 3370648
 Fax: +64 9 3370859
 Email: info@moller.co.nz
 Website: www.moller.co.nz

SKY CITY
 SKY CITY ENTERTAINMENT GROUP
 SKY CITY ENTERTAINMENT GROUP

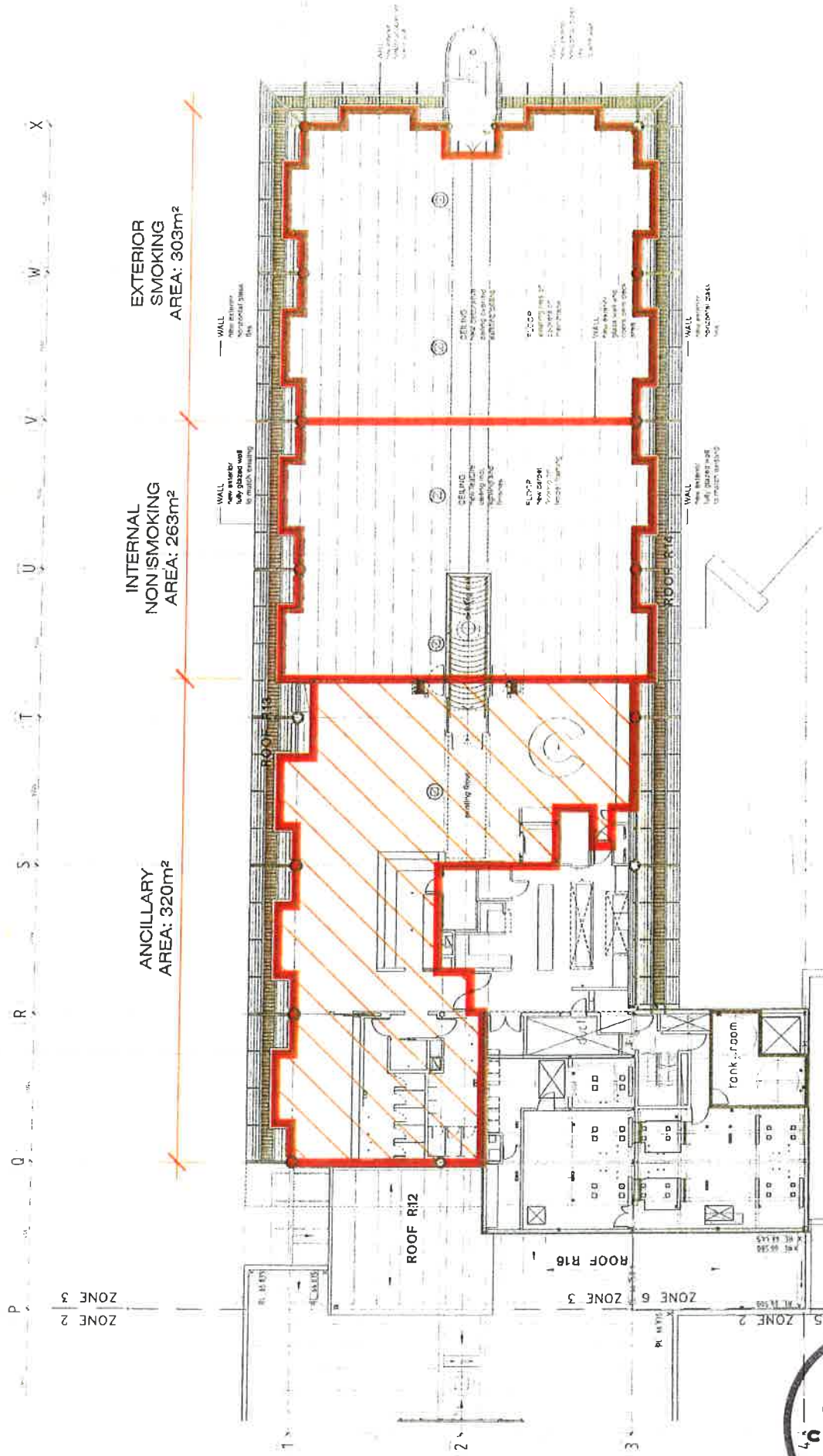
Sky City Entertainment Group
 Gaming Layouts

Client: Sky City Entertainment Group
 Project: Sky City Podium Level 3 Gaming Areas
 Date: 06/11/2012

SKY CITY - PODIUM
 LEVEL 3 GAMING AREAS incl.
 Nations Club & Platinum Rm Extn.
 06/11/2012

Author	Designer	Checker	Scale

Schedule 5

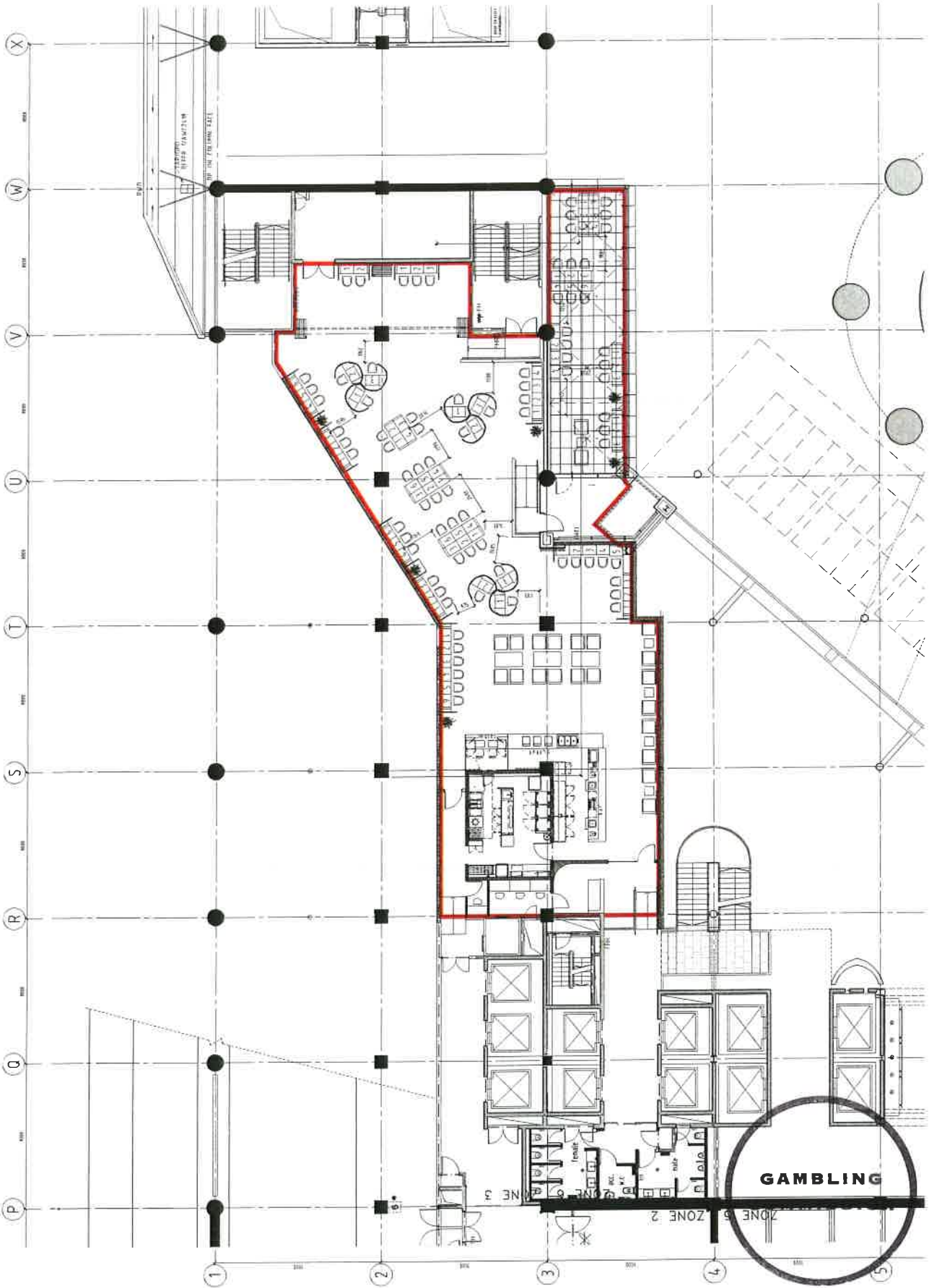


Call: 416 9 2570000
Fax: 416 9 2571000
Level 13, 100 King Street West
Toronto, Ontario M5X 1C7
www.moller.ca

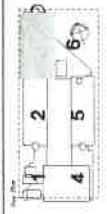
moller. Architects

SKY CITY ENTERTAINMENT GROUP
Gaming Layouts

SKY CITY - VIP GAMING
LEVEL H6
GAMING AREAS
4/12/2012



GAMING AREA: 495m²



NO.	REVISION	DATE
1	ISSUED FOR PERMITTING	08/02/13
2	ISSUED FOR PERMITTING	08/02/13
3	ISSUED FOR PERMITTING	08/02/13
4	ISSUED FOR PERMITTING	08/02/13
5	ISSUED FOR PERMITTING	08/02/13
6	ISSUED FOR PERMITTING	08/02/13

SKY CITY PROJECT
**VIP PLATINUM BLACK
 GAMING AREA**
 2 August 2013

SKY CITY ENTERTAINMENT GROUP
 1000 WEST 10TH AVENUE
 DENVER, CO 80202
 TEL: 303.733.8800
 WWW.SKYCITYENTERTAINMENT.COM

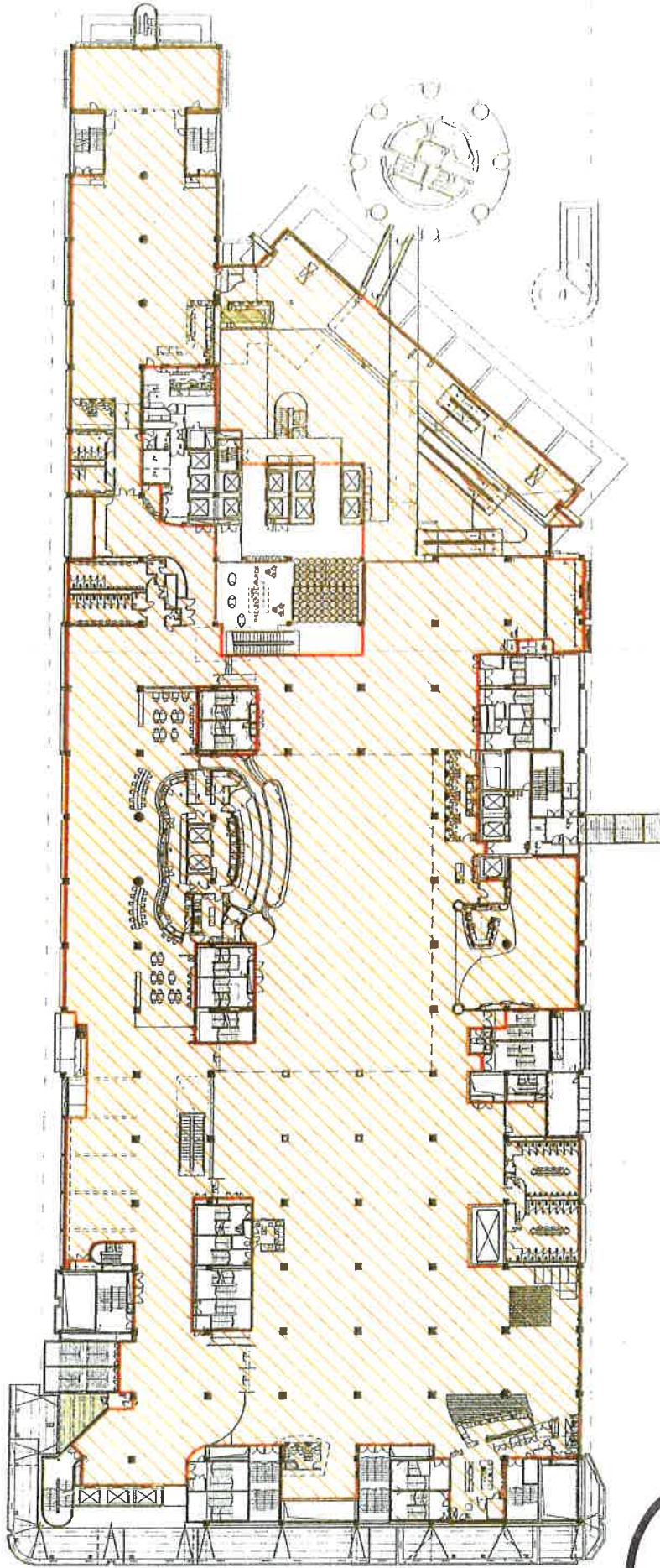
SKY CITY ENTERTAINMENT GROUP
 1000 WEST 10TH AVENUE
 DENVER, CO 80202
 TEL: 303.733.8800
 WWW.SKYCITYENTERTAINMENT.COM

SKY CITY ENTERTAINMENT GROUP
 1000 WEST 10TH AVENUE
 DENVER, CO 80202
 TEL: 303.733.8800
 WWW.SKYCITYENTERTAINMENT.COM

SKY CITY ENTERTAINMENT GROUP
 1000 WEST 10TH AVENUE
 DENVER, CO 80202
 TEL: 303.733.8800
 WWW.SKYCITYENTERTAINMENT.COM

Moller Architects
 1000 WEST 10TH AVENUE
 DENVER, CO 80202
 TEL: 303.733.8800
 WWW.MOLLERARCHITECTS.COM

Schedule 6



GAMING AREA: 7,791 m²



moller. Architects[®]



Sky City Entertainment Group
Gaming Layouts

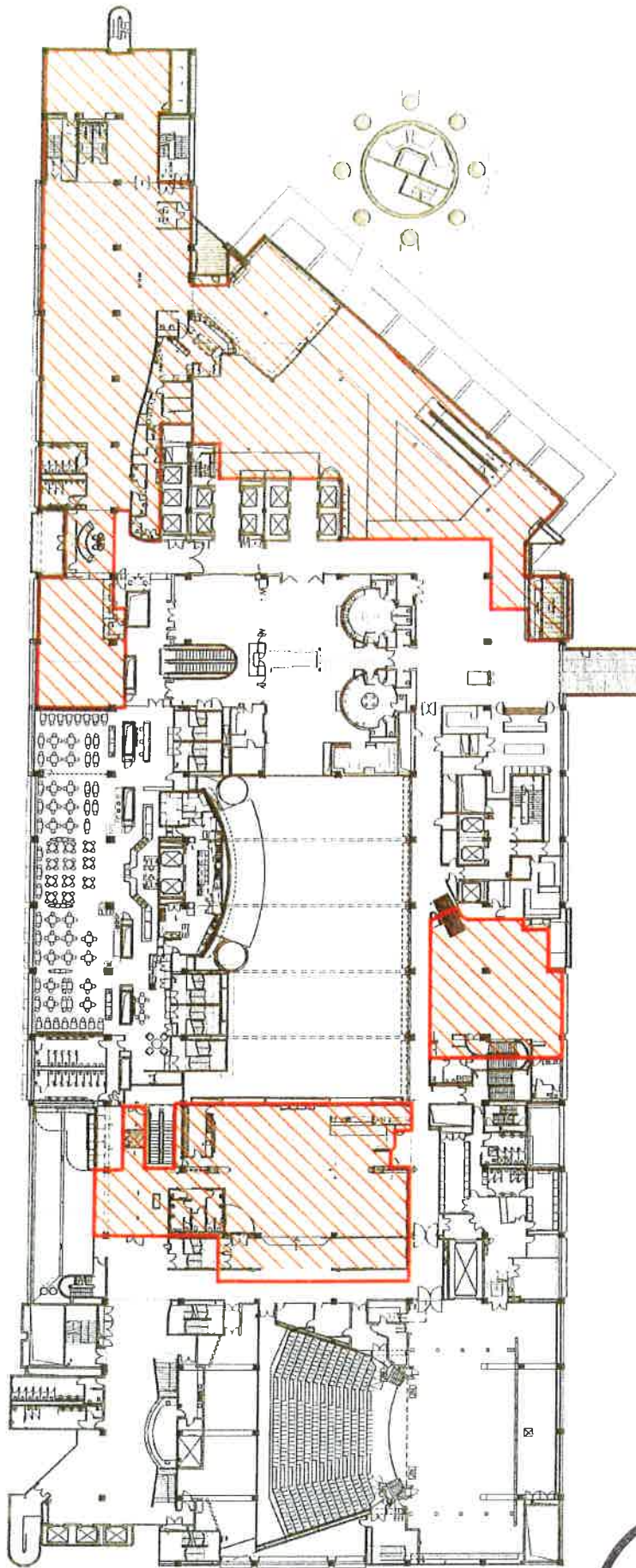
SKY CITY
REDEFINING THE POSSIBLE

REVISIONS
 1. 11/11/2011
 2. 11/11/2011
 3. 11/11/2011
 4. 11/11/2011
 5. 11/11/2011
 6. 11/11/2011
 7. 11/11/2011
 8. 11/11/2011
 9. 11/11/2011
 10. 11/11/2011

SKY CITY - PODIUM
 LEVEL 2 GAMING AREAS incl.
 Diamond Extension & Atrium Infill
 2/1/1/2012

PROJECT NO. 111111
 CLIENT: SKY CITY
 ARCHITECT: MOLLER ARCHITECTS
 DATE: 2/1/1/2012

Schedule 6



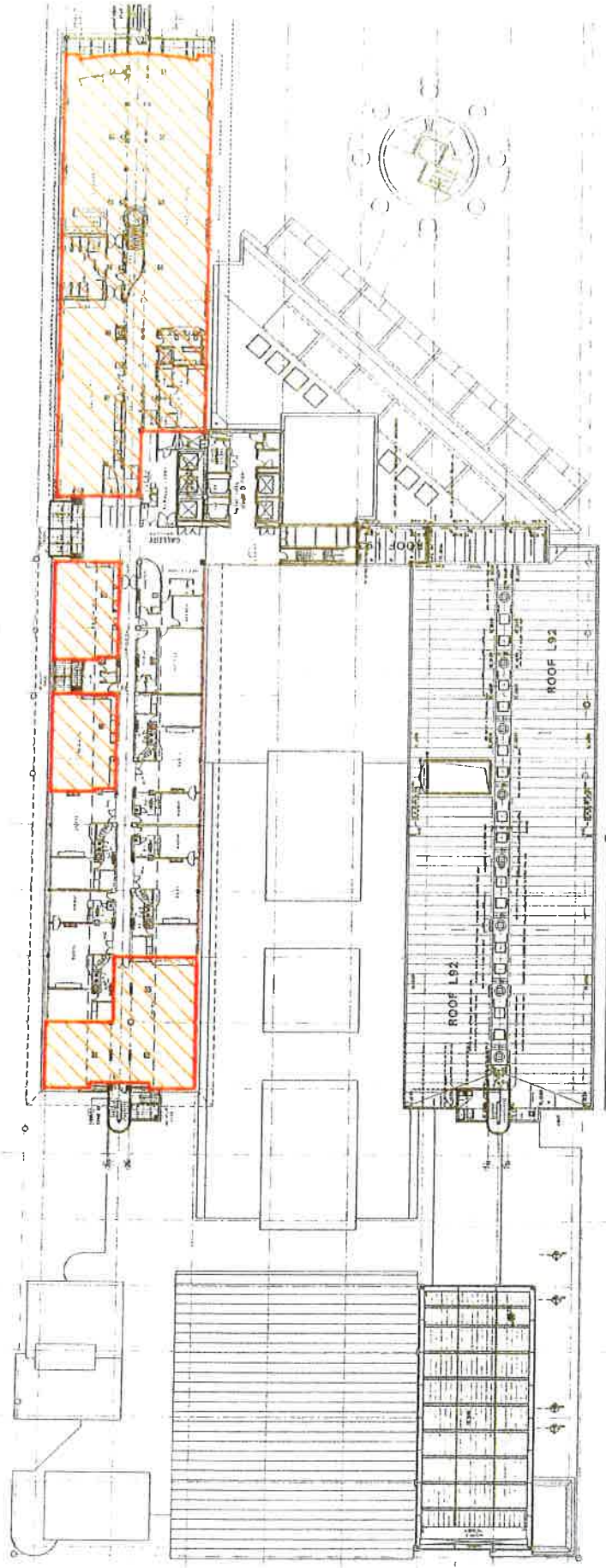
GAMING AREA: 3,008m²



<p>Call: 04 9 3570688 Fax: 04 9 3570689 Level 13, 100 Market Street Auckland, New Zealand www.mollerarchitects.com</p>	<p>Moller Architects</p>	<p>Sky City Entertainment Group Gaming Layouts</p>	<p>DATE: 27/03/2013</p>
			<p>PROJECT: SKY CITY - PODIUM LEVEL 3 GAMING AREAS PROPOSED EXPANSION</p>
<p>CLIENT AND PROJECT</p>		<p>DATE: 27/03/2013</p>	
<p>SKY CITY ENTERTAINMENT GROUP</p>		<p>DATE: 27/03/2013</p>	
<p>SKY CITY ENTERTAINMENT GROUP</p>		<p>DATE: 27/03/2013</p>	
<p>SKY CITY ENTERTAINMENT GROUP</p>		<p>DATE: 27/03/2013</p>	

Schedule 6

A B C D E F G H I J K L M N O P Q R S T U V W X



GAMING AREA: 1,309m²



moller. Architects[®]

Cell: 416 3276666
 Fax: 416 3276669
 477 Adelaide Street West
 Toronto, Ontario M5H 1B2
 Canada
 www.mollerarchitects.com



Sky City Entertainment Group
 Gaming Layouts

Project Name	SKY CITY
Project No.	15702012
Revision	1
Author	SKY CITY
Checked	SKY CITY
Approved	SKY CITY
Scale	As Shown
Date	15/7/2012

SKY CITY - VIP GAMING
 LEVEL H5
 GAMING AREAS
 15/7/2012

Project Name	SKY CITY
Project No.	15702012
Revision	1
Author	SKY CITY
Checked	SKY CITY
Approved	SKY CITY
Scale	As Shown
Date	15/7/2012

Schedule 6

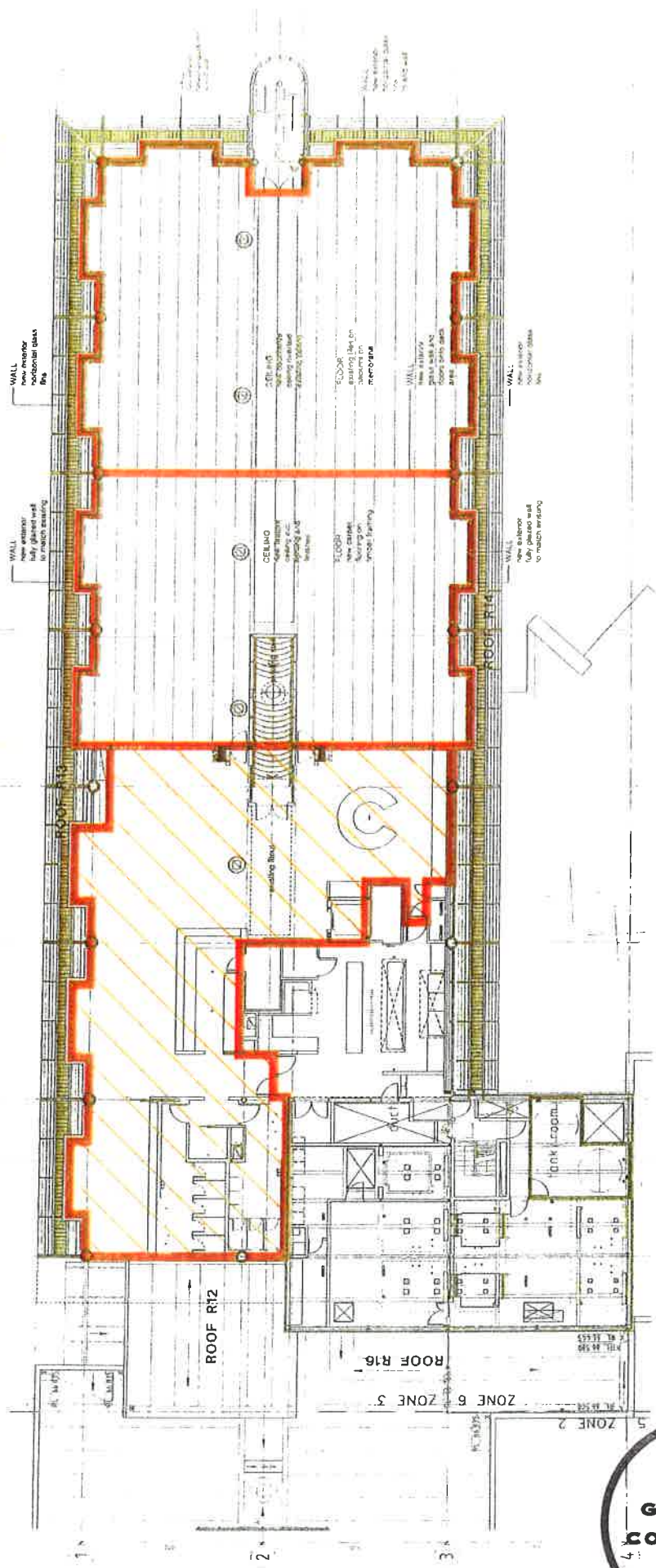
P 0 R S T U V W X

ZONE 2
ZONE 3

ANCILLARY
AREA: 320m²

INTERNAL
NONSMOKING
AREA: 263m²

EXTERIOR
SMOKING
AREA: 303m²



CLIENT AND PROJECT

SKY CITY - VIP GAMING
LEVEL H6
GAMING AREAS

4/12/2012

SKY CITY
ENTERTAINMENT GROUP

Sky City Entertainment Group
Gaming Layouts

Call: 66 9 3570898
Fax: 66 9 3570886
Level 15, Bond Place
PO Box 90000
Auckland, New Zealand

Moller
Architects