

**Submission on application by Dunedin Casinos Limited for
Renewal of Casino Venue Licence under section 134 Gambling Act 2003**

You may use the below form to provide your feedback on the application by Dunedin Casinos Limited to renew their Casino Venue Licence for the Dunedin Casino (trading as Grand Casino), located at 118 High Street, Dunedin. The full application can be read on the Gambling Commission's website [here](#).

To: The Gambling Commission

From: Karen McEwan
Full name of submitter

1. I **support** / ~~oppose~~ / ~~am neutral to~~ the application by Dunedin Casinos Limited to renew their Casino Venue Licence. *(circle one)*

2. The reasons for my **support** / ~~opposition~~ / ~~neutrality~~ to the application are: *(please circle one, and use extra pages if necessary)*

My husband and I enjoy coming to the Casino to
catch up with friends for meals and to have a
play on the machines. We feel it is a safe
environment and the staff are great. We have
been going to the Casino since it opened and are
well looked after by everyone there.

3. I ~~would~~ / **would not** like to attend and be heard at the public hearing of the application. *(circle one)*

4. If you **would** like to attend and be heard at the public hearing, please explain below:

- your connection with the Casino;
- why you are interested in the application; and
- a brief outline of the information you could provide at the hearing to assist the Gambling Commission in making their decision on the application.

(please use extra pages if necessary)

Signature of submitter *(a signature is not required if you make your submission by electronic means)*

3/5/2024

Date

Email address:

Telephone:

Postal address:

Note to submitter

The closing date for submissions is the **31 May 2024**. The Gambling Commission must receive your submission by the closing date.

You can send your completed submission by email to:
info@gamblingcom.govt.nz

Or, you can send your completed submission by post to:
PO Box 137295, Parnell, Auckland 1052