# Key messages about class 4 gaming

 **Our gaming machines provide fun and safe entertainment, with around 91 cents in every dollar played returned to players as prizes.**

* According to the Ministry of Health, 75% of Kiwis regularly participate in gambling for entertainment. This includes Lotto, gaming machines, racing, sports betting and casinos.
* About a third of those people enjoy playing non-casino gaming machines.
* Gambling is mainstream, widespread and socially accepted.

 **Gaming trusts provide vital funding for community activities for which there is no easy substitute.**

* Gaming trusts and clubs return around $330 million to local community organisations every year.
* Grants make a positive difference too many community organisations, which would struggle to survive without this funding.
* Around 90% of funds are returned to the communities in which they are raised.
* Gaming trusts are well governed, socially responsible, and committed to harm minimisation.

 **Reducing gaming machine numbers has not reduced problem gambling but has reduced community funding.**

* Problem gambling in New Zealand has been consistently low for the last decade, currently affecting only 0.2% of the adult population.
* Between 2003 and 2018, almost 10,000 gaming machines have been removed. This means the funds returned to community organisations have reduced over time.
* Gaming trusts operate in accordance with regulated standards of behaviour, as prescribed under the Gambling Act and its regulations.
* A substantial problem gambling levy is in place. The Government received almost $100 million from the gambling sector in the past 5 years to help those at risk.

 **Reducing the number of gaming machines pushes people to online gambling, which is unregulated and players are not protected. It is better to have people gambling in safe, controlled and regulated environments.**

* With online gambling there are no enforceable age restrictions, and no harm minimisation.
* Digital technology is accessible 24/7 and online gambling sites actively market to people through their devices with offers and incentives to continue gambling.
* The community does not benefit at all, as no funds are returned to them through grants.
* Research shows that problem gambling is 10 times higher for those who play online.