

FACTSHEET — GAMBLING PREVALENCE AND IMPACTS

Gambling is one of Australia’s biggest causes of inequality and hardship. Australians spend more money on gambling than any other addictive substances and dangerous activities including alcohol, tobacco and all illegal drugs. Australians lose more money to electronic gaming machines (poker machines) per person than any other country in the world. In Victoria, more than \$66 billion has been lost through poker machines over the last 30 years.ⁱ Gambling results in harm for gamblers themselves, their families and the community. In Australia, there are many types of legal gambling:



While online gambling on pokies and casino games is illegal in Australia, online gambling on betting products is permitted.

HOW MANY OF US GAMBLE?

According to a recent study by the Victorian Responsible Gambling Foundation (VRGF)ⁱⁱ:

About 70 per cent of Victoria’s adult population gambles

Of those Victorians who gamble, the most common gambling activities are:

1. Lotto
2. Raffles, sweeps/other competitions
3. Racing
4. Electronic gaming machines

In Victoria:

- Online sports and racing gambling is increasing rapidly
- Pokies account for nearly 40 per cent of gambling harm in Victoria

HOW MUCH IS LOST IN VICTORIA?

In 2020–2021, total player losses from gambling in Victoria amounted to more than \$3.4 billion. More than \$2.3 billion was lost on racing and sports betting, \$722 million on lotteries and \$399 million on casino table games.ⁱⁱⁱ

In 2021–2022 Victorians lost \$2.2 billion on poker machines.^{iv}

HOW IS GAMBLING CHANGING?

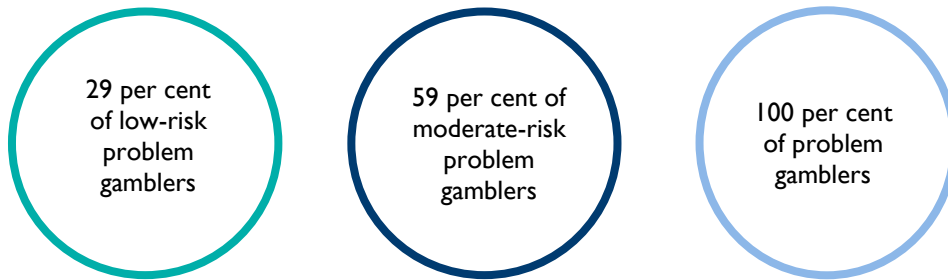
The VRGF has found that online gambling is growing rapidly in popularity, especially for betting on sports and racing. About one in five adults bet online, which is almost 30 per cent of Victoria’s gambling population. Over 70 per cent of Victorians who bet on sports in 2018–2019 did so online. In 2020–2021, Victorians lost an estimated \$2.3 billion on sports and racing betting, a massive increase of 42 per cent on the year earlier (2019–2020).^v

Young people are exposed to high volumes of gambling promotion and advertising. According to the Alliance for Gambling Reform, in 2021, \$287 million was spent on online sports gambling. The VRGF has found that online gambling is highest among 25 to 34-year-olds; the 18–24 year old age group is overrepresented when it comes to sports betting; and 39 per cent of young people aged 12–17 years had visited a venue where gambling was available.^{vi}

FOR HOW MANY VICTORIANS IS GAMBLING A PROBLEM?

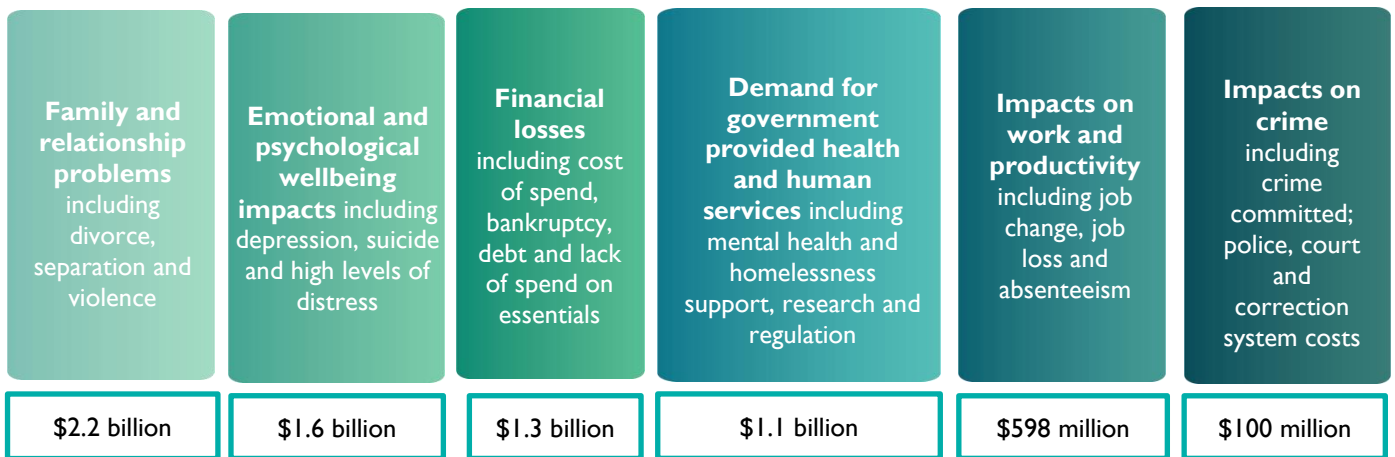
The *Victorian Population Gambling and Health Study 2018–2019* by the VRGF found that people experiencing problem or moderate-risk gambling were most likely to be aged 18–24 or 55–65. Although harm from problem gambling is most damaging, the harm from low-risk and moderate-risk gambling creates a greater burden on the community as the number of people gambling at those levels is greater. Seventy per cent of gambling harm is experienced by people whose behaviour is not classified as problem gambling. Over six per cent of Victorian adults — about 300,000 people — are harmed by someone else’s gambling.

In 2018–2019, **gambling harm** was experienced by^{vii}:

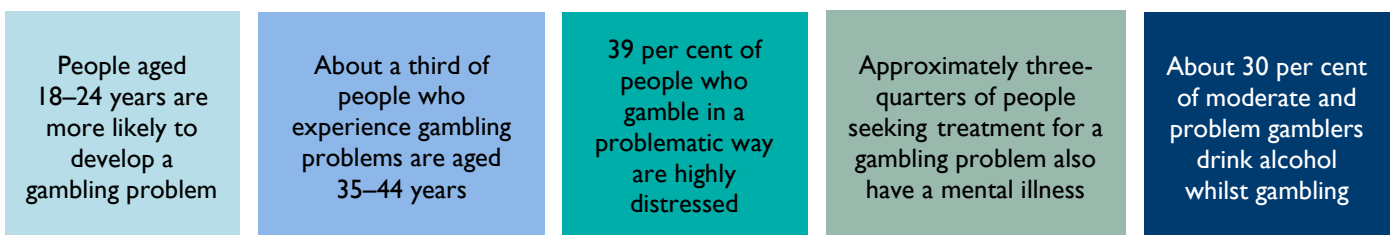


HOW IS GAMBLING HARMING PEOPLE?

The VRGF identifies the social impacts and harms from gambling that include health, financial, relationship, emotional, psychological, work and study, and criminal harms. The amount of money lost is just one type of gambling ‘cost’. The estimated social impact of gambling costs the Victorian community is \$7 billion each year through the following types of harms^{viii}:



The *Victorian Population Gambling and Health Study 2018–2019* found that:



WHAT DO WE KNOW ABOUT GAMBLING IN GLEN EIRA?

Glen Eira has a limit of 1,119 Electronic Gaming Machines (EGMs), as determined by the Victorian Gambling and Casino Control Commission (VGCCC).^{ix} The number of EGMs in Glen Eira as at September 2022 is 652 across nine venues. Evidence suggests that greater access to gambling venues leads to higher rates of gambling, increased problem gambling and an enhanced likelihood that some people gamble on impulse, rather than making a planned decision to gamble.^x



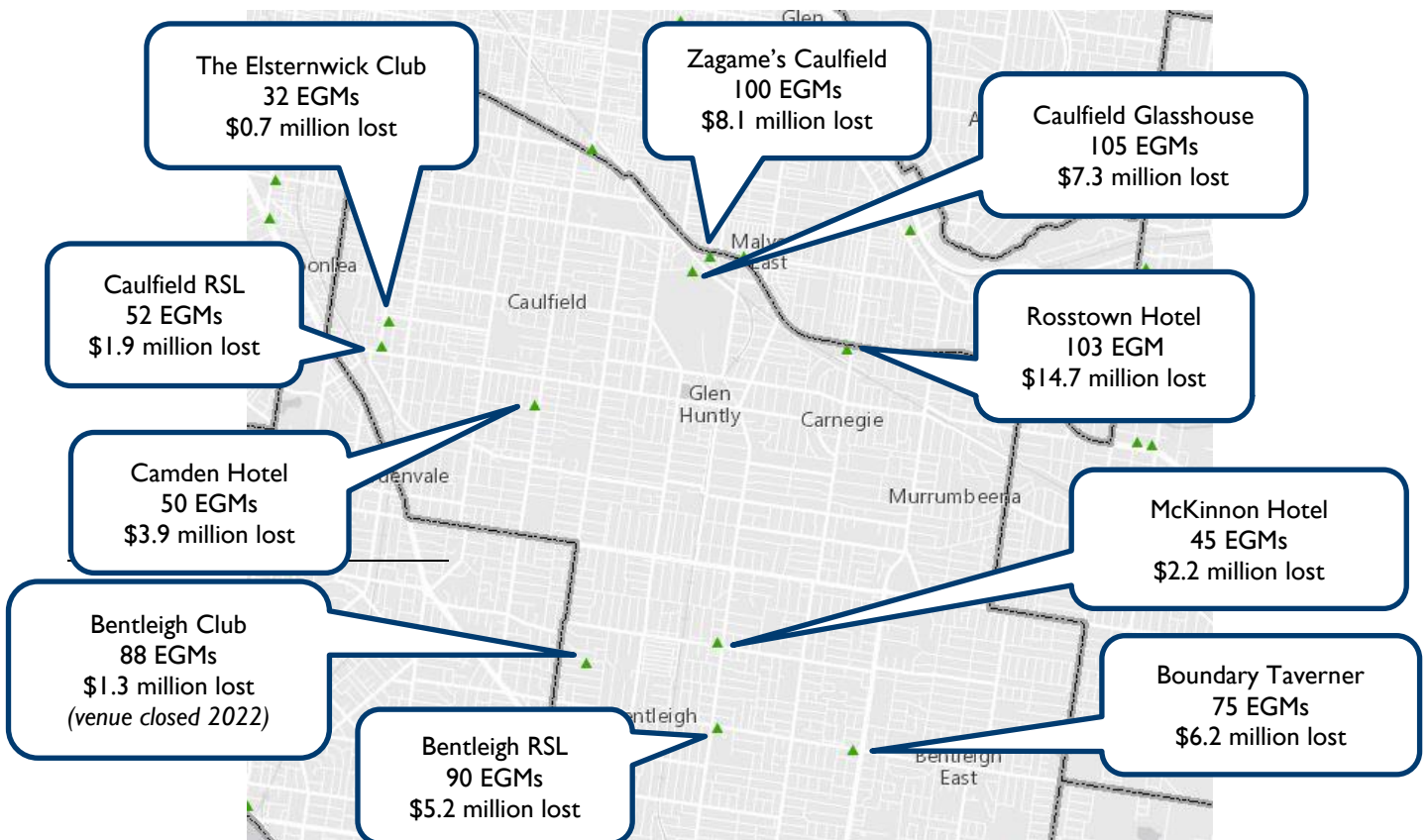
HOW MUCH IS LOST TO ELECTRONIC GAMING MACHINES (EGMs) IN GLEN EIRA?

Figures below show the billions of dollars lost to EGMs in Glen Eira. Glen Eira ranks 13th of the 31 Greater Metropolitan Melbourne council areas (where one is highest) in total losses to EGM gambling.

In 2021–2022, a total of \$51.4 million was lost to 740 EGMs across 10 venues (an average loss of more than \$69,448 to each EGM)

Since the introduction of EGMs in Victoria in 1992/1993, \$27.3 billion has been lost to EGMs in Glen Eira

WHERE WERE EGMs LOCATED IN GLEN EIRA 2021–2022? HOW MUCH WAS LOST AT EACH VENUE?^{xi}



WHERE TO GET HELP AND FURTHER INFORMATION

Gambler's Help: <https://gamblershelp.com.au> 1800 858 858

Gambling Help Online: <https://www.gamblinghelponline.org.au>

Connect Health: <https://connecthealth.org.au/>

Alliance for Gambling Reform: <https://www.agr.org.au/>

Victorian Responsible Gambling Foundation: <https://responsiblegambling.vic.gov.au/>

REFERENCES AND NOTES

ⁱ Alliance for Gambling Reform citing figures released by the Gambling and Social Determinants Unit at Monash University for the 30 year period to 2019 (the latest available figures): <https://www.agr.org.au/agr-media-releases/australia-must-establish-a-national-gambling-regulator---new-%2411-billion-annual-poker-machine-losses-show-our-%E2%80%98hidden-epidemic%E2%80%99-->

ⁱⁱ Rockloff, M, et al. 2020, *Victorian population gambling and health study 2018–2019*, Victorian Responsible Gambling Foundation, Melbourne, <https://responsiblegambling.vic.gov.au/resources/publications/victorian-population-gambling-and-health-study-20182019-759/>

ⁱⁱⁱ Victorian Gambling and Casino Control Commission, '*Victorian Commission for Gambling and Liquor Regulation Annual Report 2020–21*', https://www.vgccc.vic.gov.au/sites/default/files/annual_report_2020-21_v10_0.pdf

^{iv} Victorian Gambling and Casino Control Commission, '*Gaming expenditure by local area*', <https://www.vgccc.vic.gov.au/resources/data-and-research/gambling-data/gaming-expenditure-local-area>

^v Victorian Responsible Gambling Foundation, '*Sport and race betting in Victoria*', <https://responsiblegambling.vic.gov.au/resources/gambling-victoria/sport-and-race-betting-in-victoria/>

^{vi} Freund, N, et. Al, *The prevalence and correlates of gambling in secondary school students in Victoria, Australia, 2017*: https://responsiblegambling.vic.gov.au/documents/680/Freund-Gambling-in-secondary-school-students-in-Victoria-2017-Oct-2019_Qu9AD8V.pdf

^{vii} Victorian Responsible Gambling Foundation, *FACT SHEET 4: GAMBLING HARM, Victorian Population Gambling and Health Study (2018–2019)* https://responsiblegambling.vic.gov.au/documents/763/VRGF_Population_Study_2018-2019_Fact_Sheet_4_aKJlote.pdf

^{viii} Browne M, et al. 2017, *The social cost of gambling to Victoria*, Victorian Responsible Gambling Foundation, <https://responsiblegambling.vic.gov.au/documents/121/research-social-cost-of-gambling.pdf>

^{ix} Victorian Commission for Gambling and Liquor Regulation, <https://www.vgccc.vic.gov.au/>

^x Badji, S, et al. 2020, *Proximity to gambling venues, gambling behaviours and related harms*, Victorian Responsible Gambling Foundation, Melbourne, https://responsiblegambling.vic.gov.au/documents/969/VRGF_RR-JUNE2021_Proximity_to_gambling_venues_gambling_behaviours_and_related_avlwmAe.pdf

^{xi} socialstats.com.au

^{xii} Victorian Commission for Gambling and Liquor Regulation, <https://www.vgccc.vic.gov.au/resources/information-and-data/expenditure-data>