

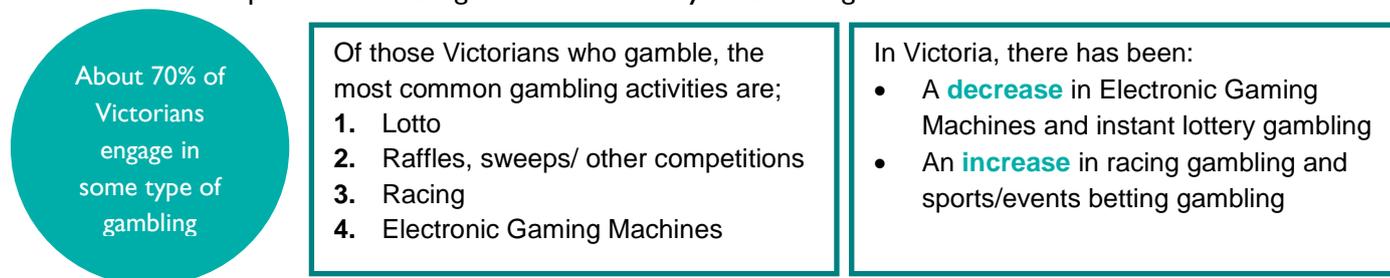
# FACTSHEET I - GAMBLING PREVALENCE AND IMPACTS

Australia has high levels of gambling expenditure per person. While enjoyed by people as a recreational activity, gambling can also result in harm for gamblers themselves, their families and the community generally. In Australia, there are many types of legal gambling:



## HOW MANY OF US GAMBLE?

The Victorian Responsible Gambling Foundation's Study of Gambling and Health in Victoria 2015<sup>i</sup> found:



## HOW MUCH IS LOST?

In 2015-16, total **direct losses** from gambling in Victoria were estimated at almost \$5.8 billion. Victorians lost the most, a total of \$2.6 billion, on Electronic Gaming Machines followed by \$1.8 billion on Casino table games, \$512 million on lotto, \$494 million on race betting, and \$280 million on sports betting<sup>ii</sup>

## FOR HOW MANY PEOPLE IS GAMBLING A PROBLEM?

The Study of Gambling and Health in Victoria 2015 estimated that<sup>iii</sup>:



The Study found that the number of low risk gamblers in Victoria is increasing and the *intensity* of gambling (amount of money wagered), amongst problem gamblers is rising.

## HOW IS GAMBLING CHANGING?

Gambling is changing in Victoria. The Study of Gambling and Health in Victoria 2015 also found that:



## WHAT DO WE KNOW ABOUT GAMBLING IN GLEN EIRA?

There is limited information about direct impacts of gambling on Glen Eira residents. We do have information on venues and gaming machines<sup>iv</sup> which provides an indication of losses (which can be from both visitors and residents) in the municipality.

## HOW MUCH IS SPENT ON ELECTRONIC GAMING MACHINES (EGMs) IN GLEN EIRA?

In Glen Eira as at April 2018, there are:



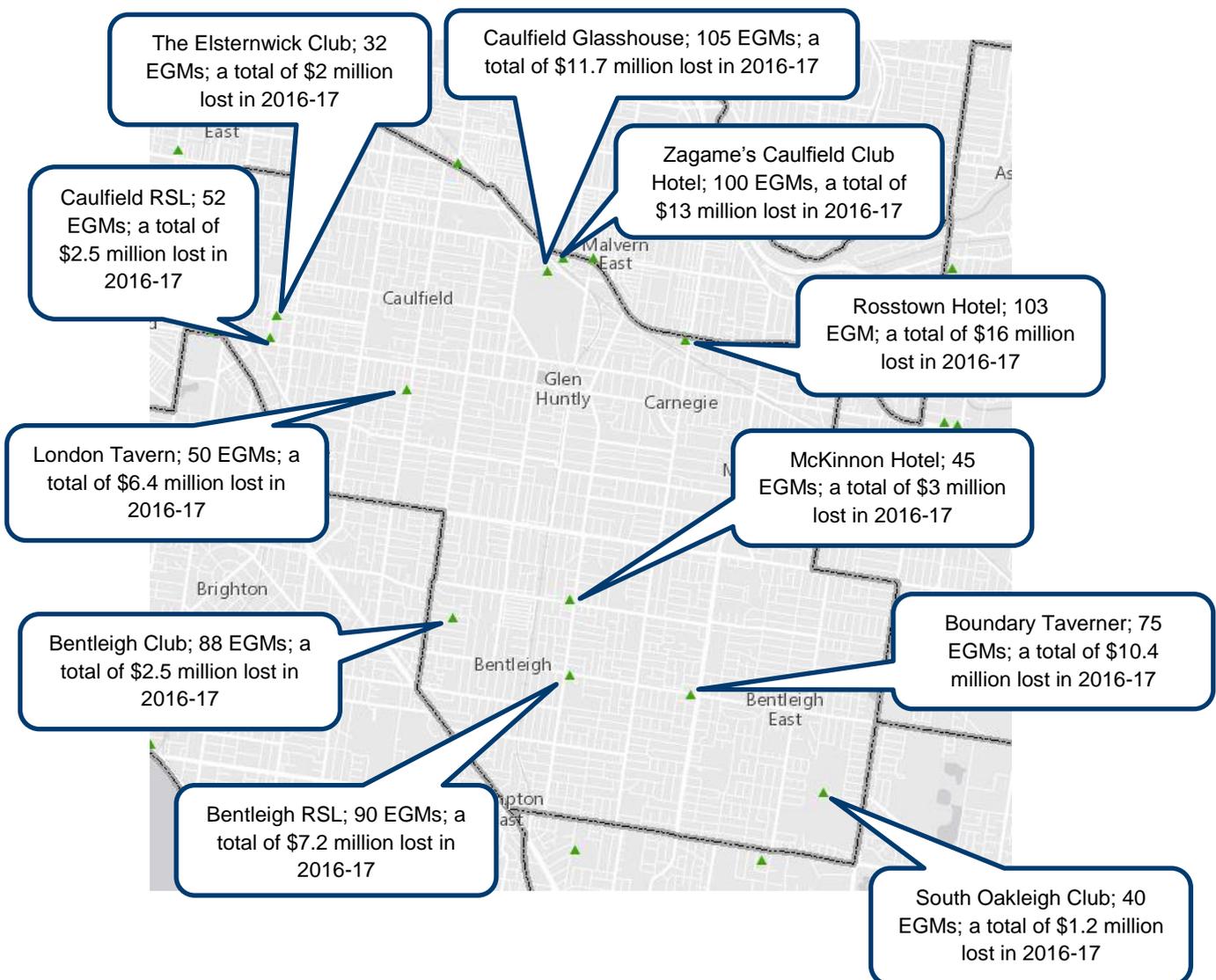
In 2016-17, a total of \$76.2 million was lost from these venues (an average loss of more than \$99,200 from each EGM).

Glen Eira ranked 12<sup>th</sup> of the 31 Greater Metropolitan Melbourne council areas (where 1 is highest) on total losses from EGM gambling in 2016-17

Total losses from Electronic Gambling Machine gambling in Glen Eira have remained relatively consistent over the last eight years.

Glen Eira has a cap of 1,119 EGM entitlements as determined by the Victorian Commission for Gambling and Liquor Regulation (VCGLR)<sup>v</sup>.

## WHERE ARE EGM VENUES AND EGMs LOCATED?<sup>vi</sup>

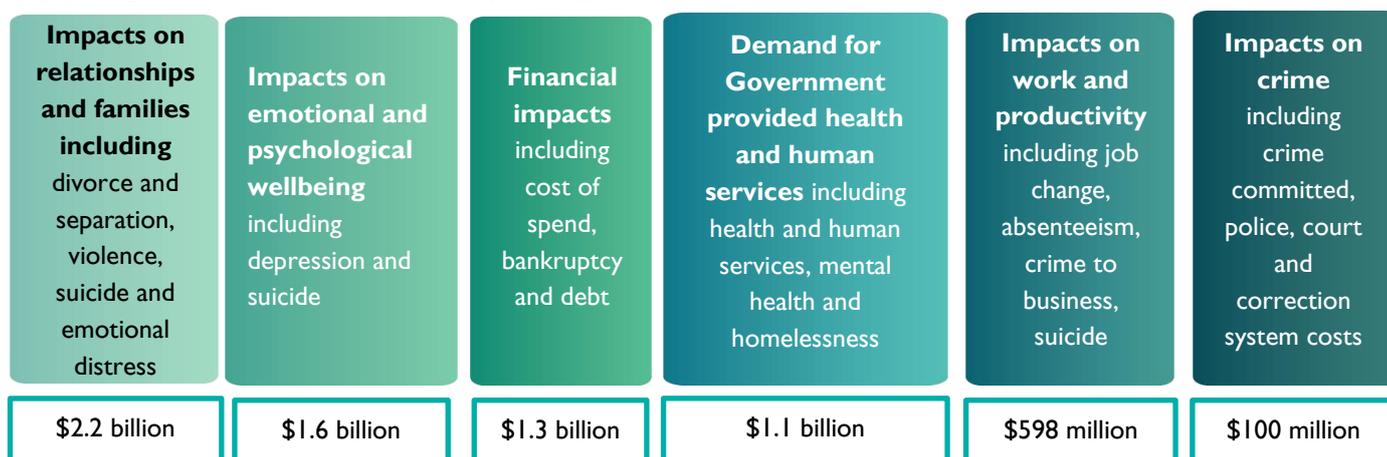


## HOW IS GAMBLING HARMING PEOPLE?

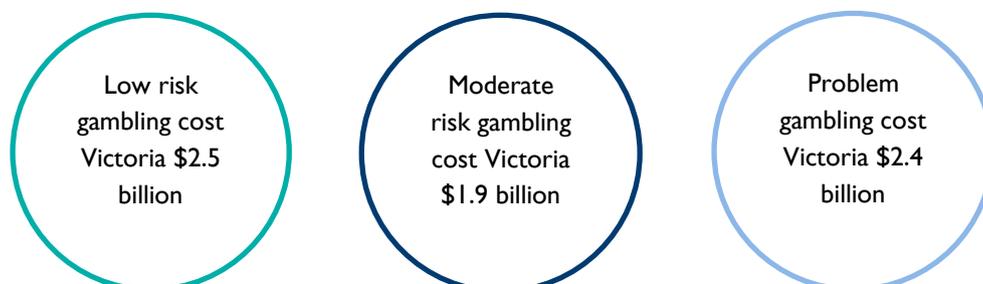
The Victorian Responsible Gambling Foundation identifies harms from gambling that include health, financial, relationship, emotional, psychological, work and study and criminal harms.

Gamblers Help report that in 2016-17, 57 people in Glen Eira sought therapeutic counselling through Gamblers Help for gambling problems. An additional 26 people sought financial counselling. The largest group of people seeking help were aged 40-49 years (29.03%), followed by 50-65 years (22.58%)

The amount of money lost is just one type of gambling 'cost'. In a report that calculates costs across a range of domains, the Victorian Responsible Gambling Foundation has estimated that in Victoria in 2014-15, gambling cost the Victorian community through<sup>vii</sup>:



Although harm from problem gambling is the most severe, the Victorian Responsible Gambling Foundation estimates that the majority of the overall burden from gambling in Victoria arises from low and moderate risk gambling, as the proportion of the community involved is much greater. In 2014-15:



## REFERENCES AND NOTES

<sup>i</sup> Hare S 2015, 'Study of Gambling and Health in Victoria', *Victorian Responsible Gambling Foundation and Victorian Department of Justice and Regulation*, <https://responsiblegambling.vic.gov.au/search/?q=study+of+gambling+and+health>

<sup>ii</sup> Queensland Government Statistician's Office, Queensland Treasury, 'Australian Gambling Statistics; 33<sup>rd</sup> edition', <http://www.qgso.qld.gov.au/products/reports/aus-gambling-stats/>

<sup>iii</sup> Classifications of low, moderate and problem gamblers determined with reference to the Problem Gambling Severity Index (PGSI), a screening tool used to assess risks from gambling behaviour: <https://responsiblegambling.vic.gov.au/for-professionals/health-and-community-professionals/problem-gambling-severity-index-pgsi/>

<sup>iv</sup> Victorian Commission for Gambling and Liquor Regulation, 'Gaming expenditure by local area', <https://www.vcglr.vic.gov.au/resources/data-and-research/gambling-data/gaming-expenditure-local-area>

<sup>v</sup> Victorian Commission for Gambling and Liquor Regulation, 'Gaming machine caps and limits', <https://www.vcglr.vic.gov.au/gambling/gaming-venue-operator/understand-your-gaming-licence/caps-and-limits>

<sup>vi</sup> Victorian Commission for Gambling and Liquor Regulation, Interactive map of Victorian gaming venues, <https://geomaps.vcglr.vic.gov.au/Gaming/>

<sup>vii</sup> Browne M, Greer N, Armstrong T, Doran C, Kinchin I, Langham E, Rockloff M 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>