

Gaming Portfolio

Public Accounts and Estimates Committee

16 June 2006

The Hon John Pandazopoulos MP

Minister for Gaming



Introduction

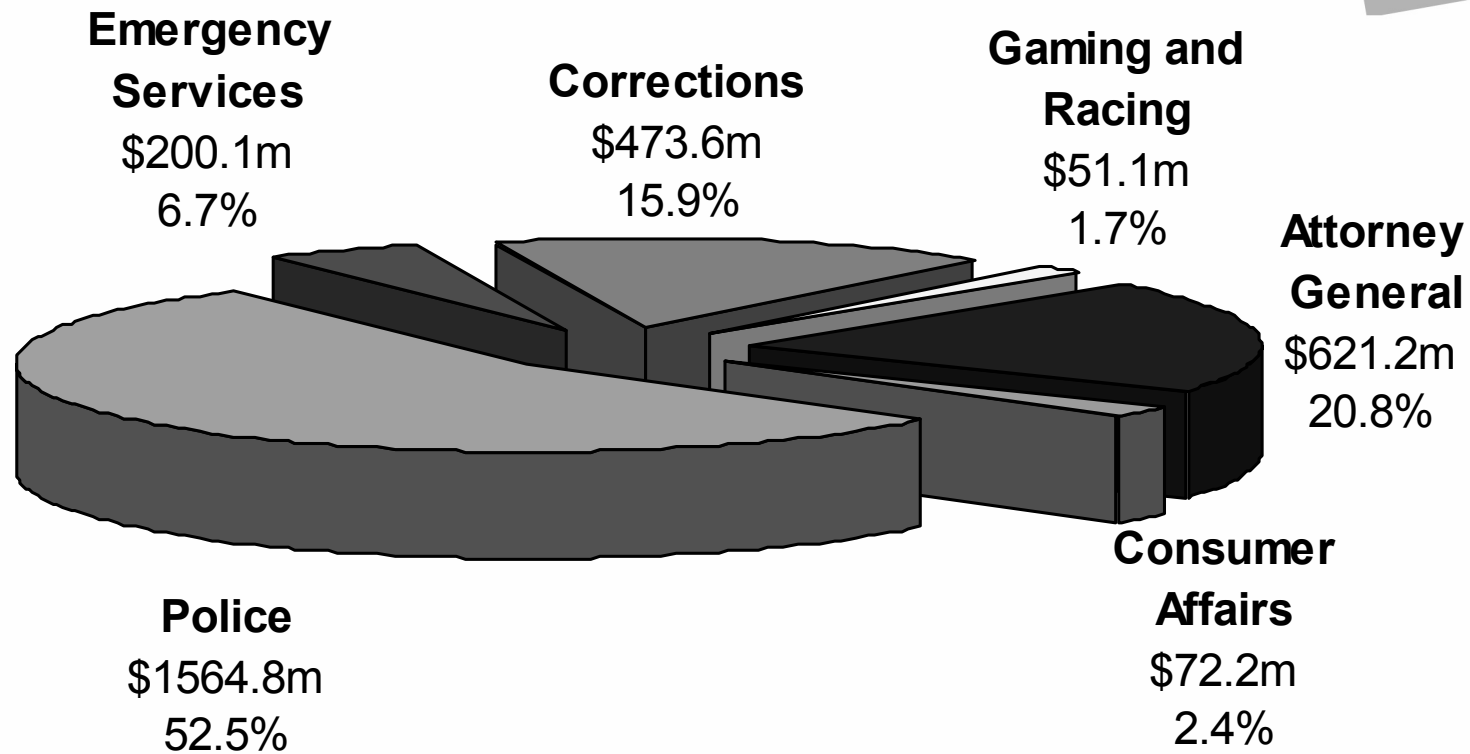


- **Gambling portfolio outputs**
- **Gambling trends**
- **Gambling strategy**
- **Achievements 2005/06**
- **Priorities 2006-07**

Justice Budget Breakdown 2006-07



Share of \$2,983.0 million budget



Gaming Portfolio Outputs

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OUTPUT	2005-06 Target (\$M)	2005-06 Expected Outcome (\$M)	2006-07 Target (\$M)
Regulation of Gambling Victorian Commission for Gambling Regulation	20.8	22.5	21.5
Gaming and Racing Industry Management Gambling Policy & Strategy, Gambling Licences Review, Office of Racing	5.0	32.8	29.6
TOTAL	25.8	55.3	51.1

Regulation of Gambling output



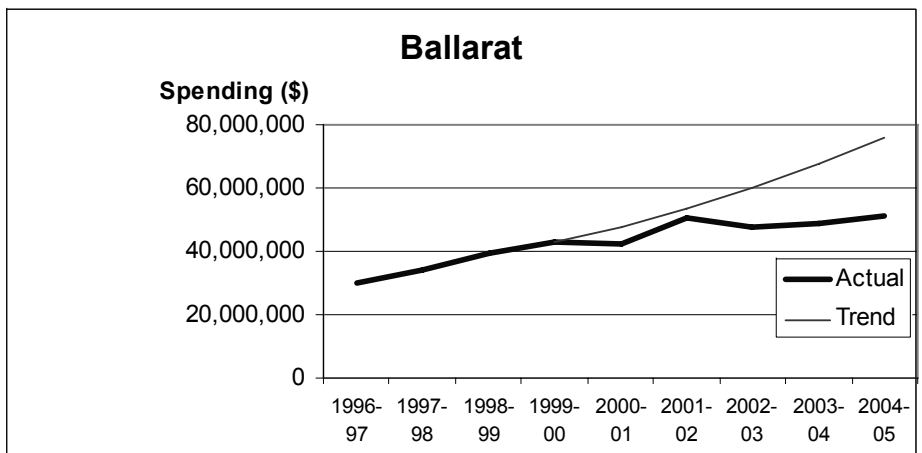
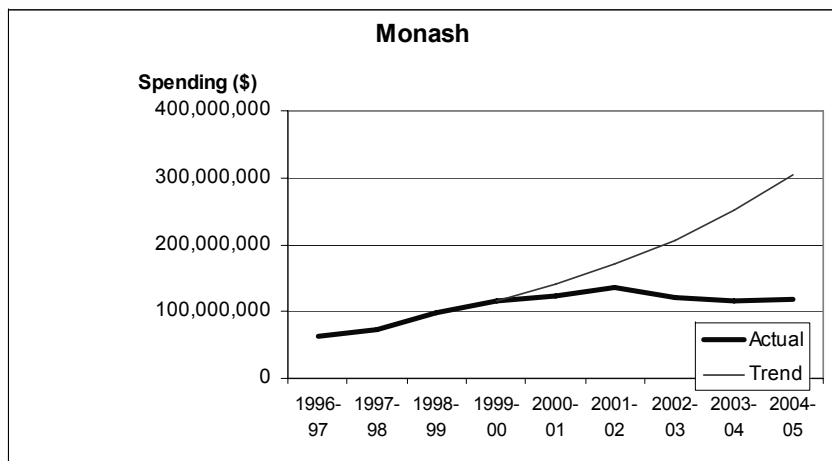
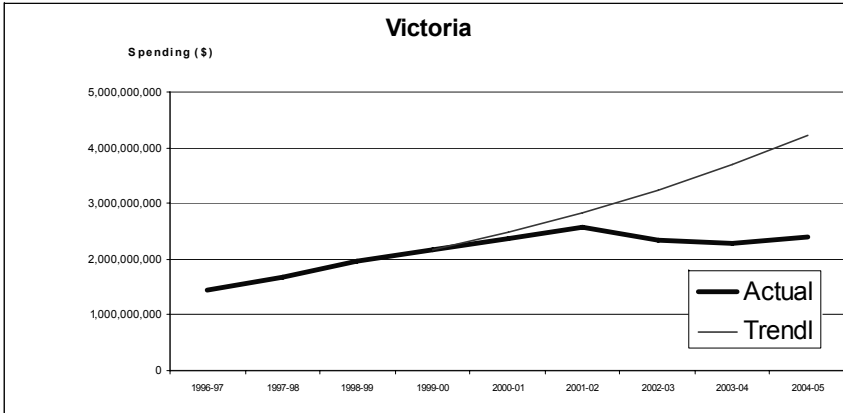
- **Aim to achieve a fair and crime free gaming industry in Victoria, operated in a responsible manner**
- **Victorian Commission for Gambling Regulation (VCGR) activities:**
 - Licensing and equipment approvals
 - Investigations and compliance audits
 - Casino supervision
 - Fostering responsible gambling

Gaming and Racing Industry Management output



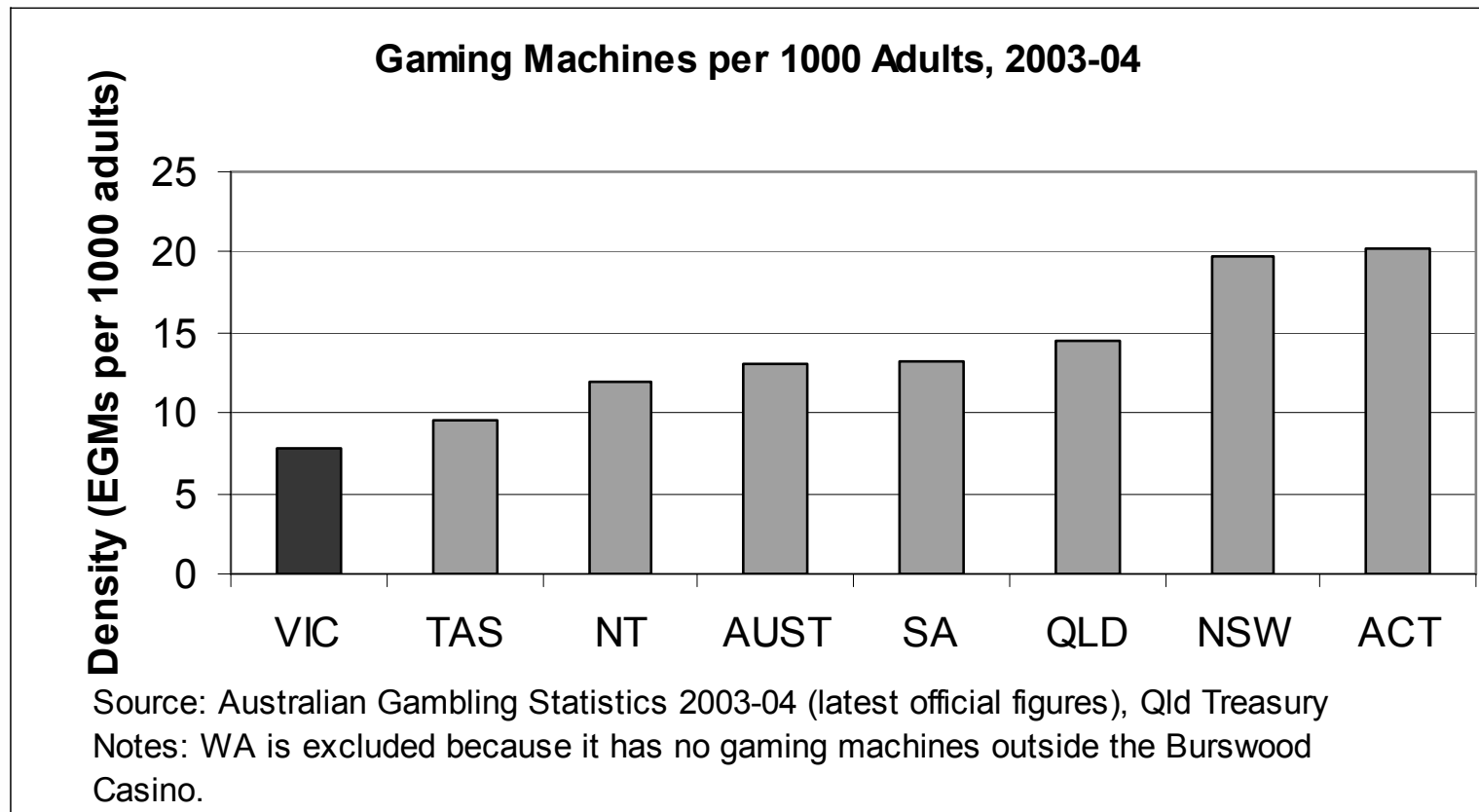
- **Office of Gaming and Racing (OGR):**
 - Gambling Policy & Strategy
 - *Problem Gambling Strategy*
 - *Policy and legislative proposals*
 - *Gambling research*
 - *Stakeholder engagement*
 - Gambling Licences Review
 - *Lotteries Licence awarding process*
 - *EGM, Club Keno, and Wagering licences review*

Gambling trends – EGM expenditure



Gambling trends – EGM density

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Gambling trends – problem gambling



- Problem gambling prevalence halved, from 2.14% in 1999 to 1.12% in 2004
- Increase in the proportion of problem gamblers in counselling, from 4.7% in 1999 to 13.9% in 2004-05
- Decline in the proportion of household consumption spent on gambling, from 3.8% between June 2000 to September 2002 to 3.3% in 2005-06.

Gambling strategy



- **Systematic strategy to address challenges created by gambling through regulatory and population-based actions:**
 - Market integrity controls
 - Consumer protection measures
 - Social Regulation
 - Community education and public health strategy
 - Open and informed decisions

Achievements 2005/06 – regulatory actions



- **Ensuring market integrity:**
 - Commercial raffle organisers regulations
 - Sports betting reform
 - 9th variation of the Casino Agreement
- **Consumer protection**
 - Prohibition of issuing of cash cheques for winnings over \$2,000
 - Signage restrictions and advertising bans
 - VCGR community information sessions
- **Social regulation**
 - Regional Caps review
 - Amendments to the Victoria Planning Provisions
 - Gaming venue staff training requirements

Achievements 2005/06 – community engagement



- **Problem gambling strategy**
 - \$34.7m for Problem Gambling Strategy 2005-07
 - Services for CALD and Indigenous communities
 - After hours initiative
 - Stage 4 of the Community Awareness and Education campaign
 - Community partnerships
- **Open and informed decisions**
 - Community Advocacy Project
 - Responsible Gambling Ministerial Advisory Council
 - Victorian Gambling Research Agenda
 - Pilot submission-based grant system for Victorian gambling research

Achievements 2005/06 – Gambling Licences Review



- **Public Lotteries licensing process**
- **Review of Gaming machine licence arrangements**
- **Review of Club Keno arrangements**
- **Review of Wagering Licence arrangements**
- **Review of funding arrangements for the Racing Industry**

Priorities for 2006-07



- **Gambling Licences Review**
- **Sports betting reforms**
- **Regional Caps implementation**
- **Amendments to planning requirements**
- **Review of the Problem Gambling Strategy**

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