



Standing Committee on Justice and Community Safety

Inquiry into Cashless Gaming in the ACT ANSWER TO QUESTION TAKEN ON NOTICE

Asked by Mr Andrew Braddock on 27 March 2024: The Minister for Gaming took on notice the following question(s):

Reference: Hansard [uncorrected] proof transcript 27 March 2024, page 33

In relation to:

MR BRADDOCK: ... We have spoken about \$180 million profit per year for the clubs. What is the average annual loss due to gambling harm to ACT residents?

Mr Rattenbury: I would have to take that on notice, Mr Braddock. It is a question that I will just check.

Mr Shane Rattenbury MLA: The answer to the Member's question is as follows:

The gross revenue from gaming machines in 2022-23 was a little over \$188 million. Gross gaming machine revenue reflects the total player losses after wins are paid and in some contexts is referred to as 'expenditure'. Gross gaming machine revenue also reflects the income received by clubs before paying costs arising from operating gaming machines including overheads like employee and venue expenses, taxes and other government fees, and capital requirements to maintain a gaming machine asset base.

While player financial losses may be most apparent, gambling harm is about more than losing money.

Gambling harm is any negative consequence caused or made worse by gambling. Research has shown that the majority of harms associated with gambling are not financial.¹ Gambling harm can impact health, wellbeing, work, study, relationships and finances.

¹ ACT Gambling and Racing Commission, 'Strategy for gambling harm prevention in the ACT A public health approach 2019-2024'

[Strategy for gambling harm prevention in the ACT – A public health approach 2019-2024](https://www.gamblingandracing.act.gov.au/__data/assets/pdf_file/0009/1436580/Strategy-for-gambling-harm-prevention.pdf)

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citing, for example, Matthew Brown et al, 'Assessing Gambling-Related Harm in Victoria: A Public Health Perspective' (Report, Victorian Responsible Gambling Foundation April 2016)

[Assessing gambling-related harm in Victoria: a public health perspective \(responsiblegambling.vic.gov.au\)](https://responsiblegambling.vic.gov.au/resources/publications/assessing-gambling-related-harm-in-victoria-a-public-health-perspective-69)

< <https://responsiblegambling.vic.gov.au/resources/publications/assessing-gambling-related-harm-in-victoria-a-public-health-perspective-69>>.

The regular population survey conducted for the ACT Gambling and Racing Commission uses the Short Gambling Harm Screen ('SGHS') to measure population-level gambling harm. The SGHS uses a 10-item list of harms across categories including financial, emotional/psychological and relationships.

Data about average annual gambling losses attributable to gambling harm experienced by ACT residents is not readily available. Gambling losses will contribute to gambling harm when losses result in adverse consequences.

While not specifically indicating gambling harm, the 2019 ACT Gambling Survey asked respondents to self-report average annual gambling losses overall and online, by activity:

Activity	Loss (\$/year)	
	Overall	Online
Casino table games	897	530
EGMs	656	1256
Horse and greyhound racing	609	977
Sports and special events	576	451
Lottery	305	335
Bingo	141	0
Informal games	120	119
Keno	106	263
Instant scratch tickets	82	117
Total	699	691

The 2019 ACT Gambling Survey found that 19.7 per cent of the ACT population had used gaming machines in the prior year. The 2019 ACT Gambling Survey was undertaken by the Australian National University, Centre for Gambling Research and is available online at

<https://csrcm.cass.anu.edu.au/sites/default/files/docs/2019/10/2019-ACT-Gambling-Survey.pdf>.

The Australian Gambling Statistics also collate information about gambling losses (referred to as 'expenditure') as part of an annual publication. The following table shows, for the ACT population, per capita expenditure by activity for the year 2020-21:

	Per capita expenditure (\$)
	2020-21
Gaming machines	441.42
Wagering	287.80
Keno	159.38
Casino	78.38
Lotteries	62.18
Interactive gaming	0.00
Minor gaming	0.00
Total	1029.17

The Australian Gambling Statistics are published by the Queensland Government Statistician and available online here: <https://www.qgso.qld.gov.au/statistics/theme/society/gambling/australian-gambling-statistics>.

Approved for circulation to the Standing Committee on Justice and Community Safety

Signature:



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By the Minister for Gaming, Shane Rattenbury MLA