



## Standing Committee on Justice and Community Safety

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

Asked by Dr Marisa Paterson

Reference: Hearing on 27 March 2024

In relation to:

- (1) What is the electronic gambling machine total player losses for the ACT for:
  - a. 2023; and
  - b. 2024, broken down by year and month?
- (2) Given the Gambling and Racing Control (Code of Practice) Regulation 2002 requires licensees to record problem gambling incidents, what was the overall number of problem gambling incidents recorded across venues in the ACT for 2022-23?
- (3) Given that ACT Government requires clubs to record problem gambling incidents, referred to in part (2), for the year of 2022-23, what was the breakdown by number per club, per year, either by identifying venues (or de-identified)?
- (4) What was the breakdown of the descriptions of the incidents (under Schedule 1 Code of Practice, Division 1.2.2) for 2022-23?
- (5) What are the four most common incidents recorded in 2022-23?
- (6) How many deeds of exclusion were enacted in 2022-23?
- (7) What is the average exclusion period for deeds of exclusion in the ACT for the year 2022-23?

CHEYNE MLA: The answer to the Member's question is as follows:–

- (1) Electronic Gaming Machine (EGM) player losses in the ACT:
  - a. The total player loss for the period 1 January 2023 to 31 December 2023 was \$181,171,559.08.
  - b. The total player loss for January 2024 is \$14,665,035.79. Final figures for February and March are subject to ongoing verification.
- (2) During 2022-23, 29,507 incidents were reported across all clubs operating EGMs in the ACT.

(3) The following table breaks down incidents recorded by clubs operating EGMs during 2022-23.

Venue	Incidents
Club 1	2
Club 2	3
Club 3	3
Club 4	4
Club 5	8
Club 6	8
Club 7	12
Club 8	21
Club 9	24
Club 10	31
Club 11	93
Club 12	106
Club 13	127
Club 14	128
Club 15	166
Club 16	186
Club 17	212
Club 18	217
Club 19	343
Club 20	593
Club 21	2,809
Club 22	2,952
Club 23	8,611
Club 24	12,848
<b>Total</b>	<b>29,507</b>

(4) The breakdown of incident descriptions is only available since the implementation of the new exclusions database on 26 July 2022. Incidents since that time have been categorised in accordance with the Gambling Behaviour Checklist developed by Thomas, Delfabbro and Armstrong in their 2014 Validation study of in-venue problem gambling indicators.

Incident Description	Total
Antisocial behaviour	118
Emotional Behaviours	130
Rituals, Superstitions	181
Loss of Control	3,519
Money Seeking	17,897
Playing at high intensities	16,954

It should be noted that an incident record may include one or more incident descriptions.

(5) The four most common incidents recorded are provided in the following table.

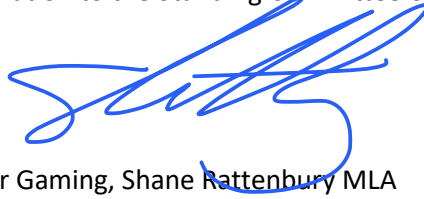
Rank	Description
1	Gets cash out on two or more occasions
2	Spending more than \$300 in a session
3	Gambles for long periods without a break (3+ hours)
4	Bets more than \$2.50 per spin most of the time

(6) There were 226 Deeds of exclusion enacted in 2022-23.

(7) The average exclusion period for exclusion enacted in 2022-23 is approximately 22 months.

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

Signature:



Date:

18/4/24

By the Minister for Gaming, Shane Rattenbury MLA