Gambling Harm Minimisation Policy

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Endorsement Date of Current Version:	
Current Version:	
Compulsory Review Cycle:	4 years
Review Date:	
Responsible Department:	Connected Communities
Responsible Team:	Health and Social Policy
Relevant Legislation:	*Charter of Human Rights and Responsibilities Act 2006* *Child Wellbeing and Safety Act 2005* *Gambling Regulation Act 2003* *Gender Equality Act 2020* *Interactive Gambling Act 2001* *Local Government Act 2020* *Planning & Environment Act 1987* *Public Health & Wellbeing Act 2008* *Victorian Gambling and Casino Control Commission Act 2020*
Relevant Council Documents:	Long-Term Community Vision 2031 Council Plan 2021-2025 Health & Wellbeing Strategy 2021-2025 Electronic Gaming Machine Strategy 2015-2020 Casey Planning Scheme Partnership Policy – Sponsorship Policy Advertising and Promotional Signage on Council Active Recreation Reserves Policy
ECM ID:	

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1. Purpose and Intent

The purpose of the Gambling Harm Minimisation Policy ("Policy") is to state Council's position and define its role in relation to gambling harm within the City of Casey. Council's position is that all forms of gambling and associated harms are a public health issue of significant and growing concern due to the 'countless ways' harm is experienced both directly and indirectly through gambling activities. Council's role is multifacted, with the Policy detailing a range of measures across five key areas that aim to quantify, reduce, and prevent local harm caused by all forms of gambling.

The Policy satisfies a key priority identified in the *Health and Wellbeing Strategy 2021-25* to "develop a whole-of-Council approach to gambling harm", drawn from Council's legislated responsibilities "to protect, improve and promote public health and wellbeing within the municipal district" (*Public Health and Wellbeing Act 2008*).

The Policy provides guidance and certainty in relation to decision-making and objectives concerning associations with, and approach to, gambling within the municipality. As the closest level of government to the community, Council is best placed to understand the harm from gambling and is committed to limiting its negative impacts.

2. Scope

While the Policy is relevant to all gambling activities that take place within the municipality, the predominant focus and area of Council's greatest influence is on gambling at EGM (Electronic Gaming Machine) venues, through its legislated role in planning and decision-making processes.

The Policy also responds to the increasing risks of harm experienced in the community as a result of growth in online gambling, sports betting, and ongoing investments by the gambling industry to expand their reach into non-traditional markets. While Council has a more limited influence in these forms of gambling, there are concrete actions outlined to minimise harm within the community through advocacy, research and data, community engagement, and leadership.

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3. Definitions

Key term	Definition
Council	means Casey City Council, being a body corporate constituted as a municipal Council under the Local Government Act 2020
Councillors	means the individuals holding the office of a member of Casey City Council
Council officer	means the Chief Executive Officer and staff of Council appointed by the Chief Executive Officer
Community contributions	At least an 8.3% portion of club EGM gaming revenue supports community purposes. Clubs qualify for gambling tax reductions and submit community benefit statements annually
Community Support Fund	A fund created by the Victorian government where a portion of gaming revenue from hotels is collected and directed to projects that benefit the community
Electronic Gaming Machine (EGM)	Computerised gambling device that displays symbols on a simulated reel. These are used in games of chance involving wagers, where the machine randomly determines the positions of the symbols and wins are returned as credits in the machine
Gambling	The activity of betting or wagering, usually money or something of material value, on a game of chance or on the outcome of an uncertain future event. It includes gaming, racing and sports betting
Gambling-related harm	Any initial or increased detrimental consequence due to an engagement with gambling that leads to a negative impact to the health or wellbeing of an individual, family unit, community, or population
Gambling industry	Organisations that derive income from gambling activities, including gaming venues, gaming venue operators, online gambling, and sports betting companies. This definition extends to peak organisations and industry groups that aim to advance their interests
Gaming venue	Any venue where licensed EGMs are located and operational
Harm	Anything that adversely affects the health and safety of any person. The harm is identifiable in that it can be attributed and modifiable in that it is possible to avoid.
Net community benefit	A planning concept that acknowledges and accepts the idea that a decision can be considered desirable, even when it imposes a cost on some parts of the community, as long as the aggregate benefits associated with the decision outweigh the aggregate detriments
Precautionary Principle	An approach to decision-making where there is a possibility of harm to the community from a certain decision, that a protective action should be supported before conclusive evidence available

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Socio-Economic Indexes For Areas (SEIFA)	A measure developed by the Australian Bureau of Statistics (ABS) that ranks areas in Australia according to relative socio-economic advantage and disadvantage. The indexes are based on information from the five-yearly Census
Victorian Gambling and Casino Control Commissioner (VGCCC)	The independent statutory authority that regulates the casino and gambling industry through licences and other approvals.

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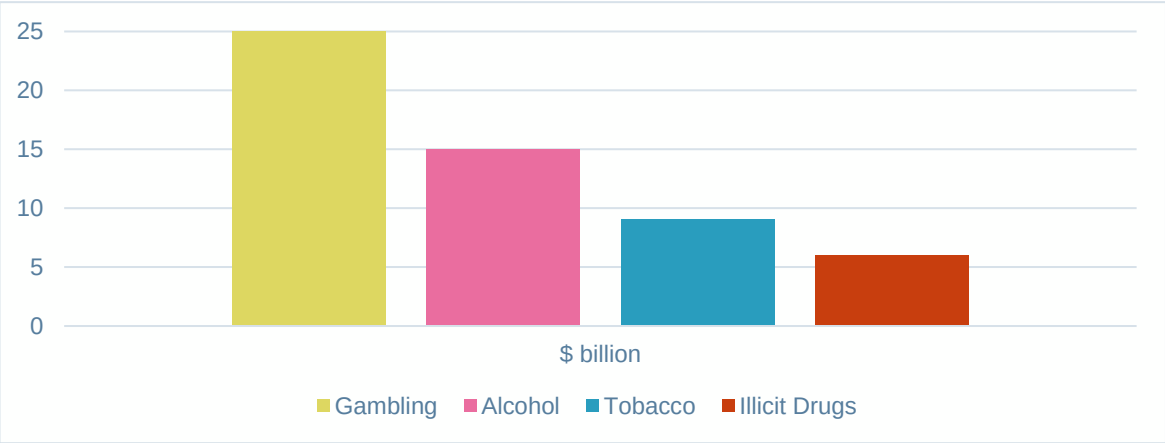
4. Background

Whilst gambling is a legal and regulated activity, Council recognises the significant harms and risks to health and wellbeing that result directly and indirectly from gambling activities within the municipality and across Australia. The following section provides context as to the need for the Policy.

4.1. Gambling in Australia

Australians lose more per capita through gambling than any other nation in the world. Global analysis of gambling losses found in comparison Australia lost more than half per capita than New Zealand, United States and almost three times than the United Kingdom, where approximately $500 and $350 is lost per capita respectively[1]. An estimated $25 billion dollars is lost annually to gambling, with around $1,037 lost per Australian adult in 2021.[2] More is lost to gambling than other prominent activities of public health concern (see figure 1).

Figure 1. Approximate annual expenditure on gambling (losses) compared to other public health issues in Australia



More recent forms of gambling (e.g., online, sports betting) have seen an explosion in new markets and participating demographics, such as increasing participation from younger people and women, making monitoring at all levels of government and responding to the issue through policy extremely challenging. Gambling adversely impacts individuals, family units, communities, and the wider society through a range of harms, including:

- Financial harm
- Relationship breakdown (including but not limited to, conflict, communication breakdown, and family neglect)
- Increased likelihood of experiencing family and/or domestic violence
- Emotional or psychological distress
- Negative health outcomes
- Cultural harm
- Adverse impact on work or school performance, and
- Criminal activity.

Gambling harm can range from minor negative experiences, such as short-lived loss of concentration at work, to personal crises; and in general, the severity of gambling harm increases when it becomes increasingly difficult to limit money and/or time on gambling.[3]

For each individual experiencing gambling harm, it is estimated that between seven to 10 people are adversely impacted, most commonly family, friends and employers.[4] There is evidence of an association between high-risk gambling and family and/or domestic violence, with both perpetration and victimization being more than twice as likely relative to low-risk gambling.[5] Additionally, studies have found that less than five percent of people experiencing gambling harm seek support.[6]

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4.2. Legislative context

The responsibility for responding to harm from gambling is shared across all levels of government.

Gambling Regulation Act 2003 / Planning & Environment Act 1987/ Victorian Gambling and Casino Control Commission Act 2020

Council has a role in the regulation of EGMs within the municipality by issuing planning permits to EGM licensed venues and consider the social and economic impacts on the community. With the ability to respond to any EGM applications through the Victorian Gambling and Casino Control Commission (VGCCC).

Local Government Act 2020

Requires Council to provide the best outcomes for the community, while having regard for the long-term and cumulative effects of decisions.

Public Health & Wellbeing Act 2008

Councils protect, improve and promote public health and wellbeing within the municipal district and to apply the 'precautionary principle' to preventing and controlling public health risk.

Charter for Human Rights and Regulations 2006

Council has a responsibility to uphold the right to protection fo families and children. Recognising the family unit as a fundamental part of our society and that every child has the right to be protected to be treated in a way that takes into account his or her best interests.

Child Wellbeing and Safety Act 2005

Council is guided by the principle that prioritises the promotion and protection of a child's safety, health, development, education and wellbeing by maintaining a Child Safe Organisation under the Victorian Child Safe Standards.

Gender Equality Act 2020

Councils are required to promote gender equality and take steps to achieve workplace gender equality. To do so a gender impact assessment must be undertaken when developing or reviewing any policy, program, or service provided by Council that has a significant impact on the community.

Interactive Gambling Act 2001

The Interactive Gambling Act sets the rules for companies that offer or advertise gambling services. It covers all gambling that takes place online, through a website or app and via a telephone.

4.3. Policy and reform agenda

Recent changes at State and Federal levels have signalled significant reform on the horizon.

At the Federal level, the House of Representatives Standing Committee on Social Policy and Legal Affairs published a report from the Inquiry into Online Gambling and its impacts on those experiencing gambling harm. The report – *You Win Some, You Lose More* – recommended the development of a national strategy on online gambling harm reduction, including a comprehensive ban of online gambling advertising (a phased approach).

At a State level, the Victorian Gambling & Casino Control Commission (VGCCC) released a statement in June 2023 – *Our Position on Gambling Harm* – with an overarching harm minimisiation objective which guides all regulatory decisions, actions, and expectations for the VGCCC. The statement signals a significant shift for the regulator from a narrow focus on 'problem gambling' to a broader view on all

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harms caused by gambling (e.g. ‘harm from gambling is experienced in countless ways…[with harms also impacting] people not directly participating in gambling’). Moreover in July 2023, the Victorian State Government announced a series of landmark reforms to enhance protections for Victorians from gambling harm via EGMs, which included:

- carded play with loss limits,
- reduced venue hours, and
- reforms to education, training and counselling services.

This policy and reform snapshot illustrates the significant shift in policy from addressing ‘problem gambling’ and treating the ‘problem gambler’ (a focus on the individual) towards holistically addressing the broader determinants of ‘gambling harm’ (a focus on societal structures and systems). The latter approach encourages government and regulators to take many of the principles of a broader public health approach into consideration when designing policy.

4.4. Electronic Gaming Machines (EGMs) in City of Casey

Losses to EGMs within the City of Casey are at an all-time high. In the financial year 2022/23, $159 million was lost to EGM venues across Casey, far exceeding the previous high of $132 million pre COVID-19 pandemic. Casey has consistently ranked second for EGM losses amongst Victorian LGAs, behind only Brimbank.[7]

There are 13 EGM gaming venues across the Casey municipality distributed disproportionately within lower socioeconomic communities. Five of the 13 are clustered in Cranbourne, with smaller clusters in Hampton Park and Hallam (see appendix 1). This presents significant potential for harm to some of the municipality’s most disadvantaged communities.

Of added concern are City of Casey’s growth areas where new venue applications could see EGMs introduced into communities with yet to be established demographic and socioeconomic characteristics, making the assessment of vulnerability challenging. Moreover, the relative lack of community and recreational facilities lessens the availability of alternative recreational options in these areas, heightening the risk of harm. These considerations ought to be embedded within assessment of venue applications.[8]

4.5. Online gambling and sports betting in City of Casey

Online gambling (predominantly sports betting) is of growing concern due to:

- the ease of access to platforms from anywhere,
- the ubiquitous promotion within mainstream media, and
- lack of regulation and consumer protections.

Challenges in confronting and resolving the problem include a lack of local data, however, trends across Victoria paint an alarming picture. Participation in online gambling in Victoria only increased during the COVID-19 lockdown period and, for the first time, sports and race betting losses (as an indicator of online betting trends) exceeded EGM losses in 2020-21.[9] In 2020, the volume of online gambling losses was estimated to have grown from $375 million in 2019 to $1.4 billion in Victoria.[10]

The proliferation of online gambling and the ease of access to sport and race betting became evident having accounted for the largest share of gambling losses experienced by Victorians in 2022-23, estimated at $2.58 billion lost up from $1.65 billion in 2019-20. It is estimated that over 70 per cent of sport and race betting is conducted online and estimated that 19% of Victorians participate in online gambling. [9]

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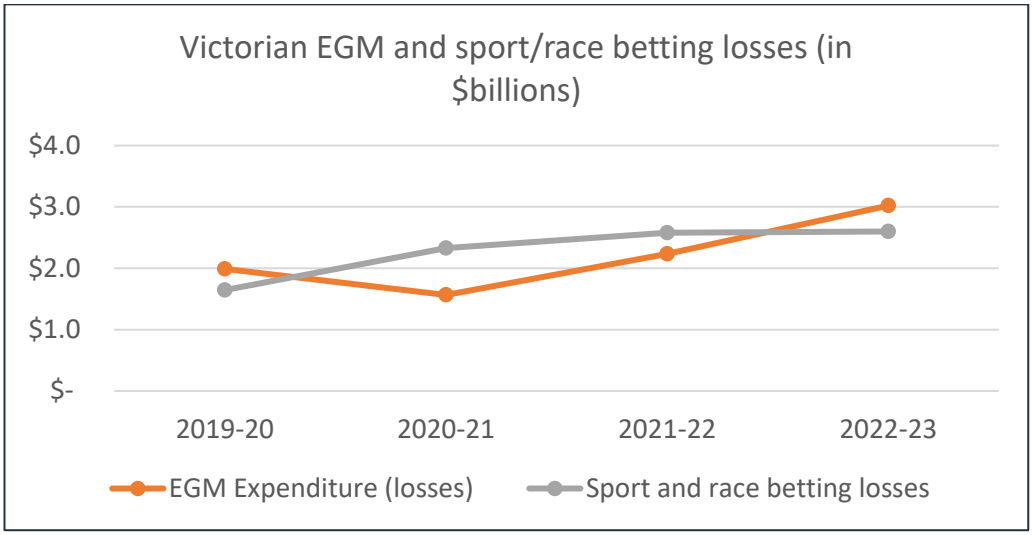

Source: [VGCCC Expenditure Data]

Whilst EGM losses in Victoria surged post COVID-19 lockdowns (exceeding $3 billion for the first time), there was no decline in sport and race betting losses, which remained stable at $2.6 billion in 2022-23. This suggests these respective gambling products cater to different markets with online gambling reaching new younger populations. Increased investments by the gambling industry has further normalised the use of online gambling products amongst this population (see appendix 1 for more information).

Online gambling does not only consist of sports and race betting and while online platforms for poker and other card games, 'online casinos', and sites acting outside of Australia are illegal; these are blocked only when identified and the risk of using these platforms increases for individuals with little to no consumer protections. It is difficult to capture the full extent of losses to online gambling.[11]

4.6. Other forms of gambling in City of Casey

Other forms of gambling include:

- Casino games
- on-track racing, and
- lotteries.

Victoria has one casino licencee – the Crown Casino in Southbank, and losses from casino games have increased over time.

Traditional racing avenues of betting, such as on-site bookmakers, TAB wagering outlets, have seen a decrease in losses since the mid-2000s and are associated with the rise in online betting.

Lotteries have seen a moderate increase in losses in comparison to EGMs, casino games, and online gambling.[10]

4.7. Gender Impact Assessment

The Gender Equality Act 2020 requires councils to conduct gender impact assessments on policies, programs and services. There are also differences in gambling behaviour and gambling harm particularly across age groups, males and females, Aboriginal and Torres Strait Islander community and between different cultural backgrounds. Population level data on gambling harm is not available for non-binary and gender diverse people. These findings should be considered when developing responses to reduce gambling related harm.

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5. Policy

Council recognises that gambling causes social, economic and health harm to individuals, their families, and the community, and is, therefore, a significant public health issue. Casey takes a public health approach to minimise, and wherever possible prevent harm caused by gambling to support Casey becoming a more connected, bold and resilient community.

5.1. Policy Principles

The following principles guide the Policy:

5.1.1. Public health approach

Council works at the systems level to enable broad-based change in health and wellbeing outcomes. This approach recognises gambling harm as impacting more than merely the individual, but also families, networks, and the wider community. It considers the wider context, taking in the social, economic, cultural, and physical forces.

5.1.2. Whole-of-Council approach

Council recognises that coordination and alignment across departments and functions is vital in enabling the desired change. A shared understanding and purpose ensures joined up and impactful action.

5.1.3. Partnerships

Where appropriate, Council will work with external stakeholders to share expertise and resources, as well as form coalitions to strengthen advocacy efforts.

5.1.4. Evidence-based

Council will continue to inform our understanding and approaches through ongoing research and data analysis, and through engagement with community and support services around local and emerging needs.

5.2. Key policy areas

There are five key areas through which Council will address harm from gambling:

- Advocacy
- Planning and regulation
- Leadership
- Research and data
- Community development and engagement

5.2.1. Advocacy

Council recognises that reform is needed at all levels of government to reduce the impacts of gambling harm. Along with stronger regulation of electronic gaming machines there are growing concerns around harm from online gambling. Council will take a proactive approach in identifying advocacy opportunities and, where agendas align, partner to increase the influence and impact of advocacy efforts.

Council will:

(a) Advocate to State Government for the following, but not limited to:

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i. Casey's regional EGM cap to encompass areas (established/growth) not previously included, and to limit transfer or introduction of EGMs in disadvantaged areas or areas of unknown disadvantage.
ii. Greater transparency of the State Government Community Support Fund at a municipal level.
iii. The Victorian Gambling Casino Control Commission to provide greater oversight and regulation of EGM venue community contributions.

(b) Advocate to Federal Government for the following, but not limited to:
i. The implementation of a national strategy that will establish greater regulation of online gambling and associated advertising as recommended through the 'You win some, you lose more' report from the inquiry into online gambling harm and its impact on those experiencing gambling harm. This includes a recommendation for a comprehensive ban on all forms of online gambling advertising.

(c) Maximise advocacy efforts through:
i. Proactively monitoring and preparing submissions to State and Federal inquiries into gambling and gambling harm to ensure the local Casey context and experience is captured; and,
ii. Working in partnership and collaboration with other Councils, community, research bodies, and expert organisations.

5.2.2. Planning and regulation

Council recognises the important role it plays in the planning and regulation of EGM venues within the municipality. Council aims to minimise harm by ensuring planning permits and licensing applications relating to EGMs are assessed and responded to according to their social and economic impacts.

Council will:

(a) Assess social and economic impact assessments (SEIA) for EGM licence applications (e.g. new, increase or transfer of entitlements) and, within the VGCCC's regulatory process, discourage those that have not demonstrated a net community benefit (see Definitions).
(b) Discourage any planning permits for new EGM venues where a net social or economic benefit for the local community benefit has not been demonstrated.
(c) Update relevant provisions of the Casey Planning Scheme (e.g. amendments to Schedule to Clause 52.28) to further specify locational criteria for EGMs. Particular considerations are:
i. discourage new gaming venues in growth areas where the community and land use patterns have yet to be established;
ii. discourage gaming venues and gaming machines from identified areas of disadvantage and gambling vulnerability, specifying SEIFA parameters; and,
iii. provide guidance for Council staff when considering permit applications with defined decision guidelines.

5.2.3. Leadership

Council recognises its capacity to influence through demonstrating leadership in key social policy matters. Given the aforementioned harms resulting from gambling activities, Council's intent is to demonstrate independence from the gambling industry and associated activities. This has implications for sponsorships, marketing activities, events and partnerships. A transition period will be necessary to support this policy.

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Council will:

(a) Council will not support any new EGM-operating venues or organisations on Council-owned or managed land and will not renew existing EGM-operating venues or organisation leases on Council-owned or managed land.[1]
(b) Upon review of Council's Leasing and Pricing policy, include that all gambling promotion or advertising on Council-owned or managed land will not be permitted.
(c) Not accept any financial contributions or in-kind support from gaming venues or directly from the gambling industry.
(d) Endeavour to transition Council events, activities, or programs conducted in EGM venues, by 1 July 2025. It is acknowledged Council has existing stakeholder relationships with venues in the community and this policy will review each arrangement on its merits with Executive signoff. This will provide an opportunity for these arrangements or direct relationships to continue if deemed to have a significant community benefit.[2]
(e) Require community grants applicants to disclose any funding or associations with the gambling industry or EGM venues (such as official events occurring within EGM venues). Grant funding will not be provided to support events and programs funded by the gambling industry or gaming venues, beginning 1 January 2025, with any remaining arrangements requiring executive sign-off.
(f) Not take any responsibility for distributing gambling derived profits through a community contribution program for any gaming venue.
(g) Discourage all forms of gambling advertisements in print and/or online. Council will include, in any agreements with community groups or sports club that are Council-funded, use Council facilities, or receive in-kind support; that no gambling advertisements, inclusive of club attire, newsletters, banners, and email banners should be visible on council-owned land or facilities, beginning 1 July 2026.[3]
(h) From 5.2.4, brief Council and executives on an annual basis with key statistics on the impacts of gambling in the Casey community, measures taken to minimise harm, and emerging opportunities for action.

5.2.4. Research and data

Council recognises that it must improve local research and data collection efforts to better understand the individual and community impacts of gambling activities with the municipality. This growing evidence base will enhance decision-making across advocacy, planning, community development, and engagement activities.

Council will:

(a) Actively monitor data and emerging trends on local gambling from EGMs, online gambling, sports betting and other forms of gambling, as well as latest research on harm minimisation and prevention, for sharing with community (see 5.2.5(a)) and Council leadership (see 5.2.3(g)).
(b) Seek out opportunities to participate in and/or support research that will build on Casey's and the wider community's evidence base on gambling harm, from gambling through EGMs, online gambling, sports betting, and other forms. Where possible, this includes

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[1] Excluding current lease agreements any EGM-operating venues on Council land within their current lease agreement.
[2] Council has identified current relationships with EGM venues through the following supports & programs:
- Amstel (Business Awards event, participation in diverse employment pathways project)
- Commemorative events, such as ANZAC day, held by identified RSL clubs

[3] Excluding extended agreements with Melbourne City Football Club and Melbourne Football Club that came into effect prior to the policy.

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capturing data on impacts of gambling, gambling environments, and data breakdowns by cohorts (e.g., gender, age, Aboriginal and Torres Strait Islander, cultural diversity, disability, and socio-economic status).

(c) In alignment with Council's Community Service Organisation (CSO) attraction framework, engage and partner with community services to increase understanding of identified service gaps which may include opportunities to support residents experiencing or at-risk of gambling harm.

(d) Work across Council departments and with community organisations to explore and support alternative recreational activities that expand options in terms of times and locations across the municipality.

5.2.5. Community development and engagement

Council recognises the need to inform community of the local harms caused by gambling and the support available. This includes proactively sharing its position and policy on gambling, connecting community with resources and information that supports prevention, and seeking out the stories and lived experiences of harm from gambling in the community.

Council will:

(a) From work in 5.2.4, annually update and publish gambling information on publicly accessible platforms (e.g., Council's corporate website), including local gambling from EGMs, online gambling, sports betting and other forms of gambling data and trends, latest research on community impacts, gambling harm resources, and local support services.

(b) Inform and provide an avenue for community feedback and input on any EGM applications as part of the planning process and to build on evidence of community attitudes to gambling and gambling harm.

(c) Within Council's Community Service Organisation (CSO) grants program encourage applications that seek to support residents facing social and financial disadvantage including those experiencing or at-risk of gambling harm, particularly from EGMs, online gambling, and sports betting.

5.3. Responsibilities

Who	What
Executive Leadership Team	• To have oversight and provide executive approval, where needed, on all council and joint advocacy efforts. • Where required, provide decision and executive sign off on all exemptions to the policy
Connected Communities	• Responsible for advocacy to all government levels and proactively identifying opportunities to partner and collaborate with other Councils, community, research bodies, and expert organisations. • Brief Council and executives on an annual basis with key statistics on the impacts of gambling in the Casey community,

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	measures taken to minimise harm, and emerging opportunities for action. • Identify research opportunities, monitor gambling harm and minimisation data and trends • Provide publicly accessible data and information on gambling harm and gambling in Casey
Active Communities	• Reflect council position in relevant grants and community activation processes • Engage and partner with community services to increase understanding of identified service gaps which may include opportunities to support residents experiencing or at-risk of gambling harm. • Encourage applications that seek to support residents facing social and financial disadvantage including those experiencing or at-risk of gambling harm within the Community Service Organisations grants program.
Growth and Investment	• Discourage licences and planning permits for gaming venues where it is shown not to have net social and economic benefit to the community. • Support the development of amendments to Planning Scheme. • Reflect council position in relevant partnership processes
Planning and Building	• Discourage licences and planning permits for gaming venues where it is shown not to have net social and economic benefit to the community. • Support the development and execution of amendments to Planning Scheme. • Reflect council position in relevant processes
Communications and Marketing	• Support public communications of relevant information on the impact to community from gambling

5.4. Breaches

N/A

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5.5. Monitoring and Evaluation

This policy is scheduled for a review in 2027 and in the interim progress will be monitored and reported on annually. Administrative reviews during the lifecycle of the document will be made with the assistance of Governance and Integrity where required.

6. Relevant Forms

Links to any forms needed to meet the policy's requirements. Use of links recommended. If there are none, just remove the below wording and add in 'NA.'

Title	Link

7. Document History

Date approved	Change Type	Version	Next Review Date

TIS: 131450 (Translating and Interpreting Service) المترجم الفوري 翻译 مترجم شفاهی ਦੁਭਾਸ਼ੀਆ භාෂා පරිවර්තක

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Appendix 1: Gambling statistics and research

Australia

While the severity of harm increases with high-risk gambling, eighty five percent of harm is experienced by low to moderate-risk gambling.

Table 1. Forms of gambling undertaken, by state and territory

	NSW	Vic	Qld	SA	WA	Tas	ACT	NT
Racing and betting	✓	✓	✓	✓	✓	✓	✓	✓
Sports betting	✓	✓	✓	✓	✓	✓	✓	✓
Lotteries	✓	✓	✓	✓	✓	✓	✓	✓
Gaming machines	✓	✓	✓	✓	Casino only	✓	Hotels and clubs only	✓
Casino gaming	✓	✓	✓	✓	✓	✓	✓	✓
Keno	✓	✓	✓	✓	Casino only	✓	✓	✓
Football pools	✓	✓	✓	✓	✓	✓	✓	✓
Interactive gaming	Legal interactive gaming is currently only undertaken in the Northern Territory.							
Minor gaming	✓	✓	✓	✓	✓	✓	✓	✓
Betting exchange	Betting exchange wagering is currently only undertaken in the Northern Territory. Betfair surrendered its Tasmanian Gaming Licence in November 2016.							

Source: Australian Gambling Statistics, 36th edition

Casey

Figure 1. Locations of EGM venues in Casey

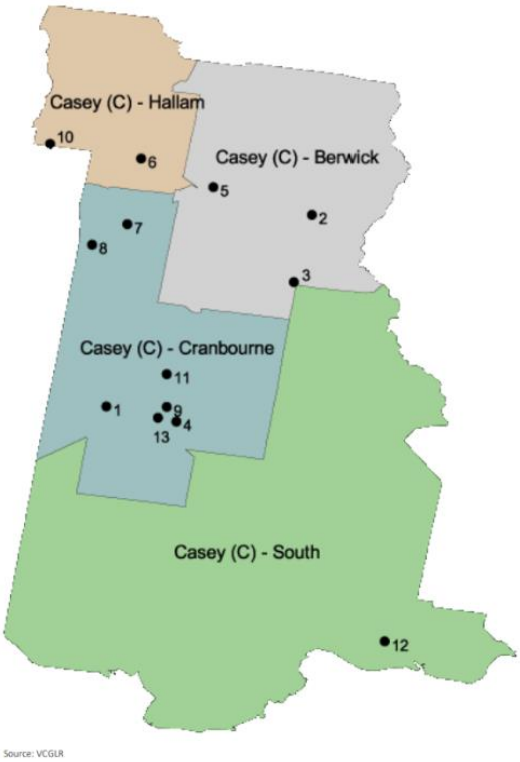

Table 1. Gaming venues in Casey

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	Gaming venue	Suburb	Number of EGMs	Losses (21/22)	Losses (22/23)	Average losses per EGM (22/23)
1	Amstel Golf Club	Cranbourne	80	$ 6,590,606	$ 9,471,480	$ 118,393
2	Berwick Inn Taverner	Berwick	63	$ 8,754,484	$ 10,886,847	$ 172,807
3	Berwick Springs Hotel	Berwick	105	$ 14,539,521	$ 21,521,075	$ 204,962
4	Cranbourne Silks	Cranbourne	50	$ 1,809,589	$ 3,294,085	$ 65,881
5	Fountain Gate Taverner	Narre Warren	85	$ 9,968,567	$ 13,933,849	$ 163,927
6	Hallam Taverner	Hallam	80	$ 11,339,447	$ 16,271,297	$ 203,391
7	Hampton Park Tavern	Hampton Park	73	$ 11,973,712	$ 16,108,356	$ 220,662
8	Lynbrook Hotel	Lynbrook	55	$ 8,262,922	$ 10,856,683	$ 197,394
9	Motor Club Hotel	Cranbourne	70	$ 8,330,160	$ 12,918,275	$ 184,546
10	Prince Mark Hotel	Doveton	79	$ 10,582,048	$ 15,285,909	$ 193,492
11	The Settlement at Cranbourne	Cranbourne	52	$ 10,267,506	$ 13,257,623	$ 254,954
12	Tooradin & District Sports Club	Tooradin	46	$ 1,616,308	$ 2,210,714	$ 48,059
13	Trios Sports Club	Cranbourne	75	$ 10,629,190	$ 13,224,171	$ 176,322
	TOTAL		913	$ 114,664,060	$ 159,240,363	$ 174, 414

Table 2. EGM losses over 10 years

Financial Year	EGM losses across all gaming venues
13/14	$113,243,208
14/15	$119,384,478
15/16	$124,817,967
16/17	$127,093,891
17/18	131,514,174
18/19	132,360,621
19/20	$98,000,778

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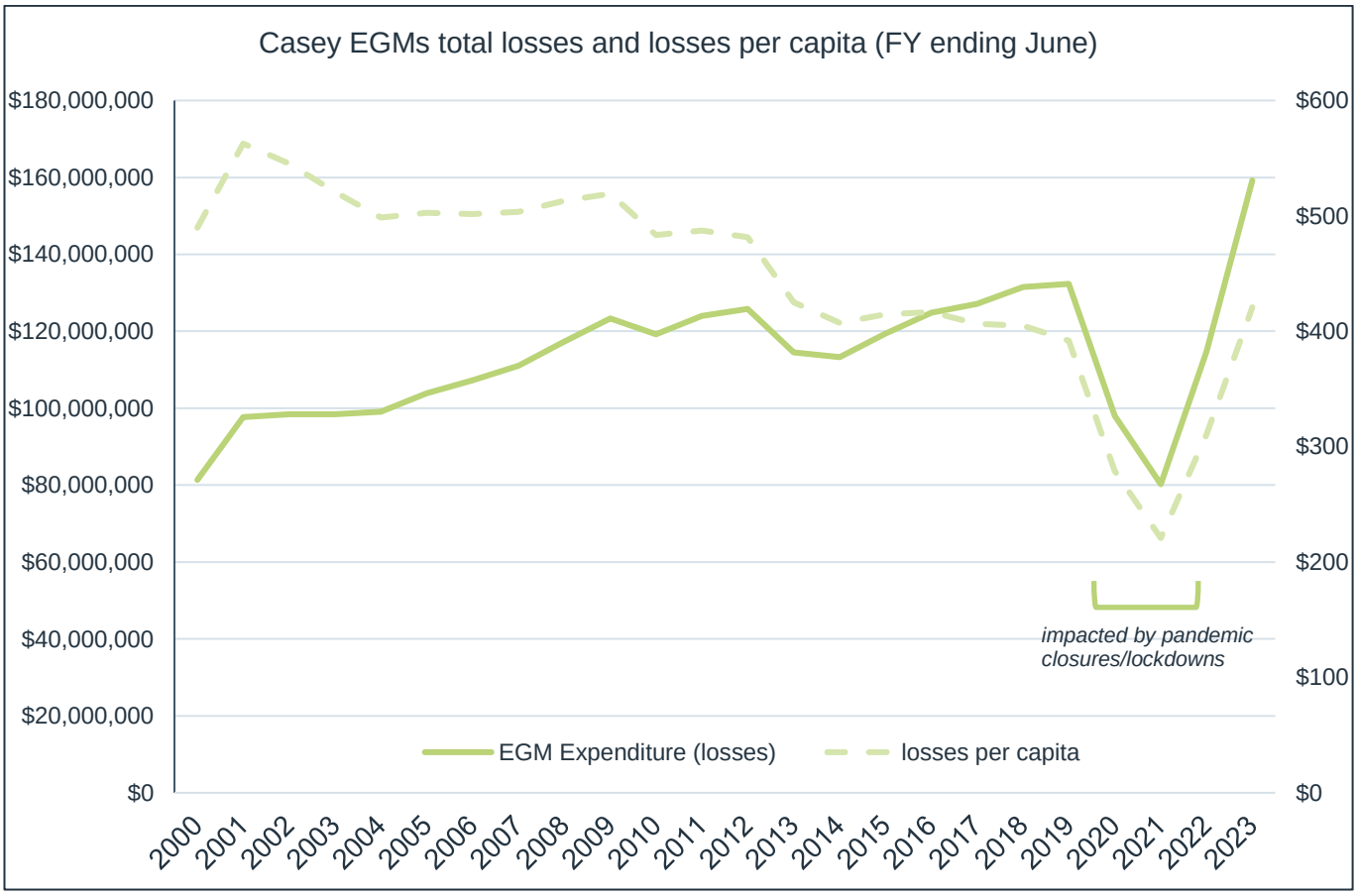
20/21	$80,234,395
21/22	$114,664,060
22/23	$159,240,363
23/24 (up to March 2024)	$119,153,554



EGM caps in Casey

Currently, Casey has a 'regional cap' that covers parts of Casey at 867 EGMs – this is almost at capacity with 866 EGMs across 12 venues. Suburbs included in this cap are:

- Berwick
- Botanic Ridge
- Cranbourne
- Cranbourne East
- Cranbourne North
- Cranbourne South (north of Browns Rd)
- Cranbourne West
- Devon Meadows (north of Browns Rd)

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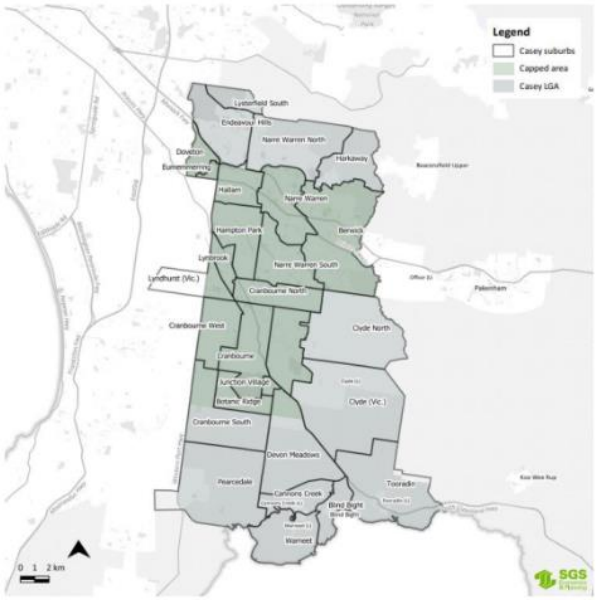
- Doveton
- Eumemmering
- Hallam
- Hampton Park
- Junction Village
- Lynbrook
- Lyndhurst
- Narre Warren
- Narre Warren South

Casey has an additional 46 EGMs in Tooradin in our uncapped area. Concern is in some of the uncapped growth areas (Clyde, Clyde North) that there will be strong interest from potential EGM venues.

It is not entirely clear how regional caps are determined and the evidence used for calculation of 'municipal-wide caps' (10 for every 10,000 residents).

Figure 2. EGM capped areas



Online gambling

Having emerged and evolved over the previous two decades, online betting is now a major competitor to traditional forms of gambling, attracting new audiences through the convenience of increasing smart phone access. This trend only increased during COVID-19 lockdowns; a nationwide study estimated that that one in three people signed up for a new gambling account in June-July 2020, and the number of people gambling four or more times a week grew from 23% to 32%.

The increase in online gambling has in part been supported by the influx of gambling advertisements encouraging the normalisation of gambling. In 2021, the gambling industry spent approx. $290m on advertising in Australia, having tripled in a decade. In the same year, an average 948 gambling advertisements were broadcast daily on free-to-air TV, an increase from 347 advertisements in 2016.[12]

Seeking help for gambling-related harm

It's estimated only five percent of Australians experiencing gambling harm would seek professional help. Overall awareness of help is low, with the highest being helplines (39%) and only 1 in 4 would know

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generalist services could help (GP, counsellors, alcohol and other drug services, legal advisors and migrant and ethnic support services).[13]

Only 1 in 6 mental health professionals always or often screen for gambling, while 40% of those seeking professional help for mental health issues gamble.[14]

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Appendix 2. Policy development

A gambling background paper was commissioned and completed in June 2022 that included benchmarking, and interviews with relative specialist services and organisations.

Internal stakeholder engagement was undertaken from October 2022 to January 2023 with the intention of establishing a internal project group.

An established project group consisting of officers across Planning & Building, Growth & Investment, Active Communities and Connected Communities was established. The working group was instrumental in the development of the policy and the whole-of-council approach from February 2023 to October 2023.

Community consultation was undertaken from May 2024 to June 2024 to review the proposed policy position, focus areas and subsequent actions.

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