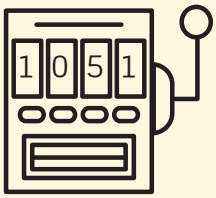
Gambling and EGMs

Gambling is a legal recreational activity in Victoria and provides a legitimate entertainment option for some people. It's also a major public policy issue due to the significant impacts it causes on the health and wellbeing of individuals, families and communities. Every year, Australians lose about $25 billion to gambling, the largest per capita losses in the world.[1] About 35 per cent of Australian adults gamble regularly and half of those are at risk of harm. Electronic gaming machines (EGMs or "pokies") are one of the most harmful forms of gambling, accounting for half of all gambling losses in Australia.[2]



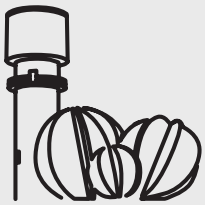
Albury / Wodonga has:

- **1051** EGMs;
- **13 EGM** venues; and,
- More poker machines per adult than Bendigo, Ballarat or Geelong.[3]



Victorians:

- Lose more than s**ix billion** dollars every year on gambling; and,
- **Six million** dollars every day on pokies.



In Wodonga:

- More than **$25,000** is lost on EGMs every day; and,
- $9.2 million was lost on EGM's in 2021 - 2022. **116 per cent more** than 2020-2021 and the biggest increase of all Victorian LGAs.[2]

Wodonga ranks:

- **15th out of 48** regional Victorian LGAs for EGM expenditure; and,[2]
- **27th out of 79** Victorian councils for socioeconomic disadvantage.[4]



The Wodonga *Gambler's Help service* [5] reports that of the people who access support:

- **65 per cent** seek help for EGM use;
- **60 per cent** are male;
- **46 per cent** are unemployed or not working; and,
- **7 per cent** are from culturally and linguistically diverse (CALD) backgrounds.

For more information please contact the Population Health and Community Wellbeing team

(02) 6022 9338

wodonga.vic.gov.au

What is gambling harm?

Gambling harm is any negative consequence that comes from gambling ranging from guilt, regret, stigma, mental health and relationship issues, right through to bankruptcy, crime or suicide. Gambling harm can be experienced as a result of a person's own gambling or someone else's. Although anyone can experience gambling-related harm, young males (aged 18 to 34) are at most risk of harm with research indicating that this age group tends to bet more money, more often.[2]

Five reasons EGMs cause harm:

1. They are designed to keep people playing longer and spending more;
2. They employ sophisticated psychological principals to maximise machine use, making them addictive for many users;
3. They are often played while drinking, which can undermine player's judgment;
4. They are found in 'family-friendly' spaces which normalise their use and soften perceptions of harm; and,
5. They redistribute local expenditure away from the economy to venue operators.

Where to get help and further information

- Gambler's Help
  gamblershelp.com.au
  1800 858 858
- Gambling Help Online
  gamblinghelponline.org.au

Did you know?

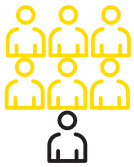
The odds of winning $5000 on a $1 poker machine are 9,700,000 to 1.



1 in 3 moderate to problem gamblers **drink alcohol** while gambling.[6]



21 per cent of pokie users experience gambling harm.[6]



For every 1 problem gambler **up to 6 other people are affected**, including family members and children.[6]



The **risk of harm triples** when a person gambles more than once a month.[6]

Community Support Fund (CSF)

In Victoria, 8.33 per cent of pokie-generated revenue from hotels is directed to a trust fund governed by the *Gambling Regulation Act* 2003 called the Community Support Fund (CSF). CSF funds are allocated to a range of Victorian Government departments towards various initiatives, including an allocation to the Responsible Gambling Fund and Victorian Veterans Fund.

Hotels and clubs can submit an annual Community Benefit Statement (CBS) to show how their gaming proceeds help contribute to their local community, through approved community purposes or activities. A CBS can be submitted in lieu of or in combination with a payment to the CSF.

References

1 Queensland Government Statistician's Office, 2021
2 Ibid
3 Victorian Responsible Gambling Foundation, 2023
4 Australian Bureau of Statistics, 2022
5 Gambler's Help (Victoria), 2023
6 Victorian population gambling and health study (2018-19)