

# Problem Gambling

Community Wellbeing Factsheet  
October 2009

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## Guiding principle

The community of Moonee Valley believes problem gambling is an issue that requires further research and appropriate interventions. Council and its partners oppose the relocation of gaming machines into areas identified as experiencing social and economic disadvantage.

## Overview

In Moonee Valley, the gaming industry is considered to be a 'legitimate and valued' part of the Municipality, with the horse racing industry being a strong part of its history. In addition, Electronic Gaming Machines (EGMs) are used either regularly or irregularly by an estimated 80 per cent of residents in Moonee Valley.<sup>1</sup> A tailored approach is needed when addressing problem gambling because of the diversity of our population and the multiple entry points into problem gambling.



## Community Wellbeing Indicators

### Problem gambling

#### Gambling expenditure

Average losses - Net EGM expenditure 2008-09 and 2009-10

Data Source: Victorian Commission for Gambling Regulation

#### Frequency of gambling

Number of people who gamble daily, weekly, monthly

Data Source: Moonee Valley Household Survey 2009 and 2010

#### Frequency of gambling - CALD communities

Number of people from a non-English speaking background who gamble daily, weekly, monthly

Data Source: Moonee Valley Household Survey 2009 and 2010

### Problem gambling - the facts

In October 2006, the State Government announced regional caps on gaming machines to 19 regions across Victoria including the City of Moonee Valley. In these regions by 2010, the maximum number of gaming machines is 10 for every thousand adults. The allowable number of gaming machines in the region will not alter unless the population changes.<sup>2</sup>

Of those who presented with a gambling problem, males were more likely to be younger (60 per cent under 39 years), and females more likely to be older (60 per cent over 40 years).<sup>3</sup> Although males have traditionally gambled more than women, since the introduction of poker machines in Victoria, gambling has grown as a problem for women.<sup>4</sup>

<sup>1</sup> Moonee Valley City Council 2005, *Electronic Gaming Machines Position Paper*

<sup>2</sup> Department of Justice 2006, *New regional caps on electronic gaming machines*

<sup>3</sup> Department of Human Services 2002, *Analysis of clients presenting to problem gambling counseling services*

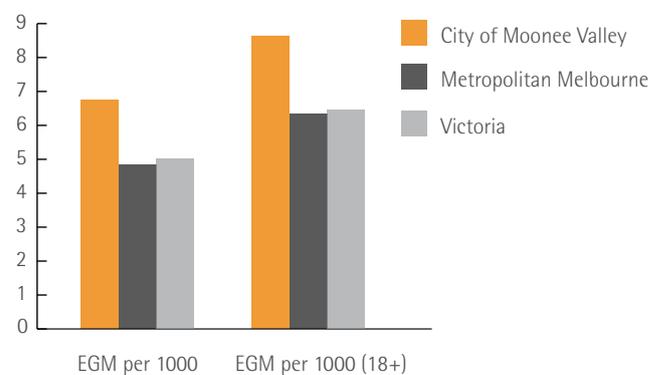
<sup>4</sup> Ibid

Despite gambling participation rates among people from different cultural backgrounds being on the whole lower, problem gambling was five times higher amongst this group than across the wider community.<sup>5</sup> Additionally, regular younger gamblers (under 25 years) are twice as likely to be affected by problem gambling.

### Gambling in Moonee Valley

#### EGMs per 1000 residents 2009-10

In the City of Moonee Valley there are 11 gaming venues and a total of 746 machines. This number remained unchanged from the 2008-09 to 2009-10 financial year. Total gaming expenditure declined in the 2009-10 financial year in 2008-09. Moonee Valley has a higher number of EGMs per 1000 residents than both Metropolitan Melbourne and Victoria, at 6.87.

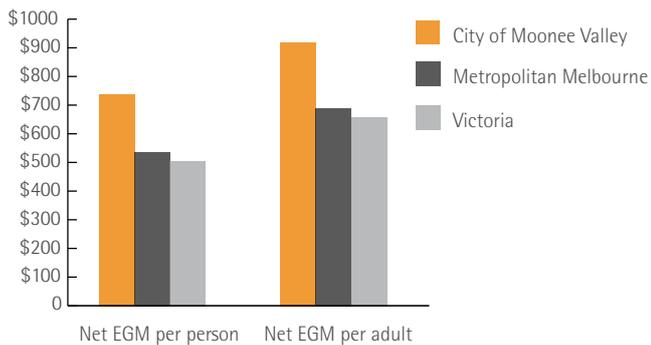


Source: Victorian Commission for Gambling Regulation

### Expenditure Data 2009-10

In addition to the higher average number of EGMs per person, the net expenditure per person is also higher than Metropolitan Melbourne and Victoria overall, at \$909 per adult.

<sup>5</sup> Moonee Valley City Council 2005, *Electronic Gaming Machines Position Paper*



Source: Victorian Commission for Gambling Regulation

### Frequency of gambling – the facts

In Council's household survey, households were asked what type of gambling they participated in.

Of those households who gambled, most commonly this was on Stratchies/Tatts followed by horse racing.



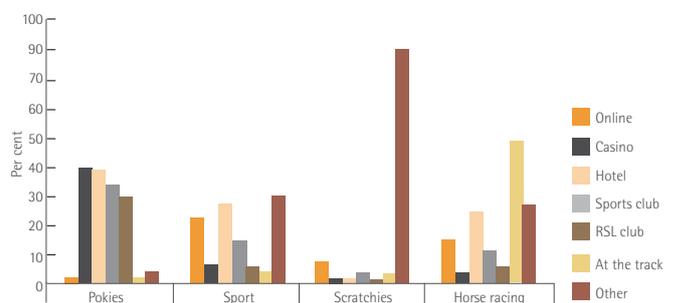
Source: Household survey 2009 and 2010

\*It is important to note that these figures are likely to underestimate the level of gambling in the local community because of the social implications.

### Gaming venue

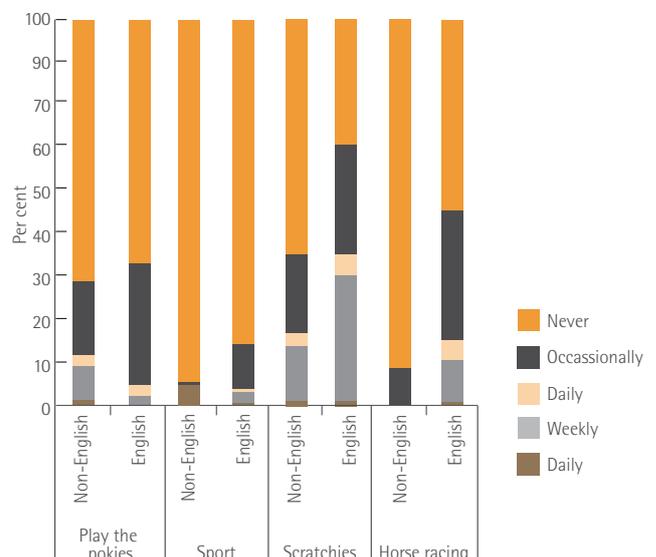
In the 2010 household survey, households were asked where they most often gambled.

Pokies were accessed at multiple locations including the casino, hotels, sports and RSL clubs. Hotels were the most popular for gambling on sports and gambling on horse racing was most likely done at the track.



### Culturally and Linguistically Diverse (CALD) gambling

English speaking households were more likely to indicate they participate in all forms of gambling than non-English speaking households. This was the case in both the 2009 and 2010 household survey. The most pronounced difference was in gambling on horse racing. In the 2010 household survey, less than 10 per cent of non-English households indicated they gambled on horse racing. Conversely, close to half of English speaking households indicating they gambled on horse racing.



Source: Household survey 2009 and 2010  
Note: Non-responses have been removed

### Moonee Valley Language Line

<b>عربي</b>	Arabic	9280 0738	<b>Ελληνικά</b>	Greek	9280 0741	<b>Español</b>	Spanish	9280 0744
<b>中文</b>	Cantonese	9280 0739	<b>Italiano</b>	Italian	9280 0742	<b>Türkçe</b>	Turkish	9280 0745
<b>Hrvatski</b>	Croatian	9280 0740	<b>Somali</b>	Somali	9280 0743	<b>Việt-ngữ</b>	Vietnamese	9280 0746

All other languages 9280 0747

TTY 9243 9170

**Moonee Valley City Council**  
9 Kellaway Avenue PO Box 126 Moonee Ponds VIC 3039  
Telephone: 03 9243 8888 Fax: 03 9377 2100  
Email: [council@mvcc.vic.gov.au](mailto:council@mvcc.vic.gov.au) Website: [mvcc.vic.gov.au](http://mvcc.vic.gov.au)

