

FACT SHEET 12

REGIONAL GAMBLING

PREVALENCE OF PROBLEM GAMBLING – BY VICTORIAN GOVERNMENT REGIONS

The sample of 15,000 survey participants was drawn from the adult populations in the eight Victorian Government regions according to their relative population sizes.

All gamblers in this study were administered the nine scored questions from the Problem Gambling Severity Index (PGSI), which is a subscale of the Canadian Problem Gambling Index (CPGI).

The PGSI categorises gamblers into the following risk categories: problem gamblers; moderate risk gamblers; low risk gamblers; and non-problem gamblers.

The North-west Metropolitan region has the highest prevalence of problem gambling at 1.18%. The Grampians and Eastern Metropolitan regions have a significantly lower problem gambling prevalence than the Victorian adult population as a whole (respectively, 0.05% and 0.25% compared to 0.70% for all Victorian adults).

TABLE A. RISK FOR PROBLEM GAMBLING FOR VICTORIAN GOVERNMENT REGIONS – BY RISK CATEGORY

| GOVERNMENT REGION | NON-PROBLEM GAMBLERS (%) | LOW RISK GAMBLERS (%) | MODERATE RISK GAMBLERS (%) | PROBLEM GAMBLERS (%) | NON-GAMBLERS (%) |
|-------------------|--------------------------|-----------------------|----------------------------|----------------------|------------------|
| Barwon South West | 72.26 | 5.12 | 1.82 | 0.37 | 20.44 |
| Eastern Metro | 61.86 | 4.44 | 1.79 | 0.25 | 31.67 |
| Gippsland | 70.90 | 5.24 | 1.84 | 0.45 | 21.57 |
| Grampians | 70.77 | 5.62 | 3.41 | 0.05 | 20.14 |
| Hume | 73.81 | 5.45 | 1.89 | 0.38 | 18.46 |
| Loddon-Mallee | 71.99 | 6.12 | 2.30 | 0.78 | 18.82 |
| North-west Metro | 60.22 | 6.77 | 2.66 | 1.18 | 29.17 |
| Southern Metro | 63.01 | 5.60 | 2.64 | 0.78 | 27.97 |
| VICTORIA | 64.31 | 5.70 | 2.36 | 0.70 | 26.93 |

PREVALENCE OF PROBLEM GAMBLING – BY EGM EXPENDITURE BANDS

The sampling for this study was stratified to reflect the adult population of each of the eight Government regions across Victoria (see report for details). Local government areas (LGAs) were classified into high, medium or low electronic gaming machine (EGM) expenditure bands.

The high EGM expenditure areas were over-sampled to ensure likely problem gamblers were captured, with 70% of the sample coming from high expenditure areas, 20% from medium expenditure areas and the remaining 10% from low expenditure areas.

Consistent with the sampling design, findings reveal that the likelihood of problem gambling was significantly higher in medium EGM spend bands and high EGM spend bands, compared to lower EGM spend band regions (refer Table B). The chance of being a non-gambler was significantly less in a high EGM spend band, compared to a low spend band.

TABLE B. PREVALENCE OF PROBLEM GAMBLING AND MODERATE RISK GAMBLING – BY EGM EXPENDITURE BANDS

| RISK CATEGORY | % OF VICTORIAN ADULTS BY RISK CATEGORY | | | |
|------------------------|--|----------------------------------|--------------------------------|----------------------|
| | LGAs WITH LOW EGM EXPENDITURE | LGAs WITH MEDIUM EGM EXPENDITURE | LGAs WITH HIGH EGM EXPENDITURE | ALL VICTORIAN ADULTS |
| Problem gamblers | 0.05 | 0.83 | 0.80 | 0.70 |
| Moderate risk gamblers | 1.51 | 2.25 | 2.62 | 2.36 |

