

# Taking action on problem gambling

## Action area 4: Protecting vulnerable communities



Office of Gaming and Racing

***Taking action on problem gambling* is the Government's five year strategy to combat problem gambling in Victoria. The strategy includes initiatives totalling \$132 million and is an integrated approach to consumer protection and the prevention, early intervention and treatment of problem gambling. The strategy identifies seven priority action areas that the Government will act on to reduce problem gambling and its effects on Victoria.**

**This statement builds on the Government's record of achievement in addressing problem gambling, including the introduction of regional caps and the removal of gaming machines from vulnerable areas, eliminating all 24-hour gaming venues outside the casino, banning smoking in gaming machine areas, restricting gaming venue signage and banning gaming machine advertising.**

### **Action area 4: Protecting vulnerable communities**

Some communities are more at risk than others from the harm caused by problem gambling. The Government is committed to effectively managing the distribution of gaming opportunities to better protect the communities most at risk from problem gambling.

Key initiatives in this action area are:

- The Government will double the number of capped regions and extend the boundaries of the existing metropolitan capped regions. There will be 19 regions capped at 10 gaming machines per thousand adults, resulting in the removal of approximately 540 gaming machines from vulnerable communities. Capped regions that currently have a lower density than 10 will be capped at that density.
- The new capped regions cover all or part of the following local government areas: Ballarat, Banyule, Bass Coast, Brimbank, Casey, Greater Dandenong, Darebin, Greater Geelong (including the Borough of Queenscliffe), Greater Shepparton, Hobsons Bay, Hume, Latrobe, Maribyrnong, Melbourne, Monash, Moonee Valley, Moreland, Warrnambool and Whittlesea.
- By 2010, the maximum density of gaming machines for all other local government areas (with the exception of the central business district, Southbank and Docklands in the City of Melbourne), will be set at 10 gaming machines per thousand adults, with areas below 10 gaming machines per thousand adults able to increase machine numbers up to the maximum density.
- The Government will investigate destination gaming and release a discussion paper on proposals for destination gaming in Victoria. The investigation will examine the suitability of gaming venues located at racetracks as destination gaming venues.
- The Government will amend the Victoria Planning Provisions which will give local councils full planning control over gaming machine numbers by requiring a planning permit for the placement of additional gaming machines in their communities.

Further information on *Taking action on problem gambling* can be obtained from the Department of Justice website [www.justice.vic.gov.au](http://www.justice.vic.gov.au).

## Taking action on problem gambling – new regional caps

Below is a table listing the estimated reduction of gaming machines in the 19 new capped regions with a cap set at 10 gaming machines per thousand adults.

\* Actual density and reduction numbers will be calculated by the VCGR using updated population and gaming machine data and may vary from that indicated below.

Region	Existing density*	Estimated reduction*
City of Ballarat	9.99	Frozen at current
City of Banyule – postcode area 3081	2.97	Frozen at current
Shire of Bass Coast	9.26	Frozen at current
City of Brimbank – postcode areas 3012, 3020, 3021, 3022, 3023 and 3038	8.05	Frozen at current
City of Casey – postcode areas 3177, 3803, 3975, 3976 and that part of postcode 3977 located north of Browns Road	9.34	Frozen at current
City of Greater Dandenong	10.90	89
City of Darebin	9.51	Frozen at current
City of Greater Geelong (including the Borough of Queenscliffe)	8.66	Frozen at current
City of Greater Shepparton	7.44	Frozen at current
City of Hobsons Bay	8.87	Frozen at current
City of Hume – postcode areas 3043, 3047, 3048, 3060 and 3061	10.71	32
City of Latrobe	11.53	80
City of Maribyrnong	13.21	164
City of Melbourne – postcode areas 3031, 3051 and 3053	8.50	Frozen at current
City of Monash - postcode areas 3147, 3148, 3166, 3167, 3168 and 3170.	12.65	165
City of Moonee Valley	8.52	Frozen at current
City of Moreland – postcode areas 3055, 3056, 3057, 3058 and 3060	9.39	Frozen at current
City of Warrnambool	10.56	13
City of Whittlesea – postcode areas 3074, 3075, 3076, 3082 and 3083	6.88	Frozen at current
<b>Total</b>		<b>543</b>

### Maximum density for other local government areas

By 2010, the maximum density of gaming machines permitted in all other local government areas will be set at 10 machines per thousand adults. Based on current population data and gaming machines numbers, the estimated reduction for regions with a current density above 10 gaming machines per thousand adults are outlined below.

Local government area	Density at 30 June 2006	Estimated reduction
Shire of East Gippsland	10.73	23
Shire of Wellington	10.28	9
Shire of Central Goldfields	11.05	11

\* These estimates may vary with future population growth.