

Taking action on problem gambling

Action area 6: Enhancing the regulator

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 6: Enhancing the regulator

An independent regulator with the right powers and resources is vital for ensuring the risks associated with gambling are minimised. Regulation of the gambling industry in Victoria is the responsibility of the Victorian Commission for Gambling Regulation (VCGR).

Key initiatives in this action area are:

- The Government will require that the VCGR consider a broader range of matters when determining an application for approval of a new gaming venue or determining an application for an increase in the number of machines in an existing venue.
- The Government will review the scope of the matters for VCGR consideration in consultation with industry, local councils, the community and the Responsible Gambling Ministerial Advisory Council.
- The Government will provide \$4 million to enable the VCGR to monitor compliance with the gambling industry code of conduct and to support industry in implementing the code.

Further information on *Taking action on problem gambling* can be obtained from the Department of Justice website www.justice.vic.gov.au.