

# Gambling in Cardinia

Gambling is defined as the placement of a wager or bet on the outcome of a future uncertain event, includes gaming and wagering activities. This includes the use of Electronic Gaming Machines (EGMs).

There are currently 6 licensed gaming venues (2 clubs, 4 hotels) in Cardinia Shire, with a total of 405 EGMs. This is the 29<sup>th</sup> highest number per LGA in Victoria in 2023<sup>1</sup>. Under caps announced in 2017, a maximum of 573 EGMs can be approved in Cardinia<sup>4</sup>.

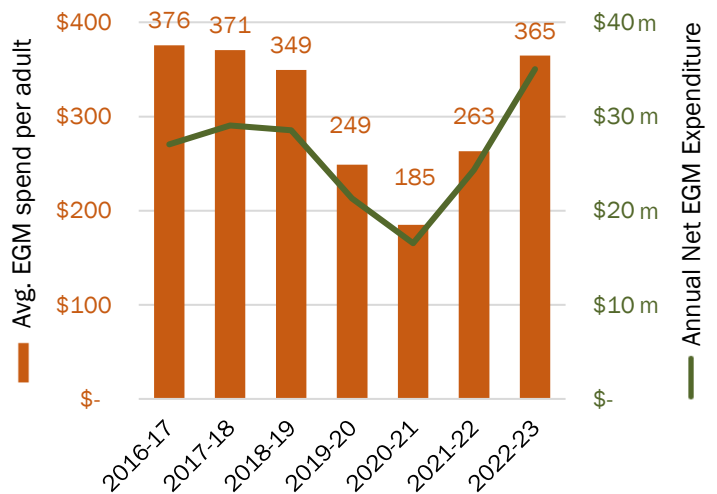
## Key Statistics

In 2022/23, over \$35million was lost to EGMs in Cardinia Shire, representing an average loss of \$96,005 per day<sup>1</sup>.



This is an average loss of \$365 per adult resident in Cardinia.

Since the introduction of EGMs in 1992/3, \$6311 million (in 2023 dollars) have been lost to EGMs in Cardinia<sup>1-3</sup>.



A study of gambling in Victoria found that of those gambling in 2018-19 reported the average rates of gambling participation<sup>5</sup>:



64% lotteries



29% race betting



20% EGMs



9% casino table games



8% sports betting



Rates of gambling are almost equal between men (70%) and women (68%), yet women are more likely to experience gambling-related harm<sup>5</sup>.



On average, men in Victoria spend more on gambling and place larger bets than women, yet there is no difference in average gambling frequency or duration<sup>6</sup>.



Women are more likely to use gambling as a form of escapism, to relate, and to relieve negative moods such as anxiety and depression<sup>7</sup>.



Gaming venues are particularly attractive to women experiencing family violence as they feel safe, provide entertainment and are open when other facilities are closed<sup>8</sup>.

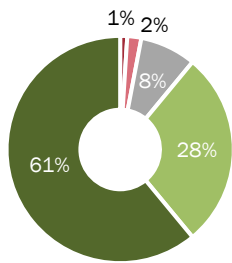
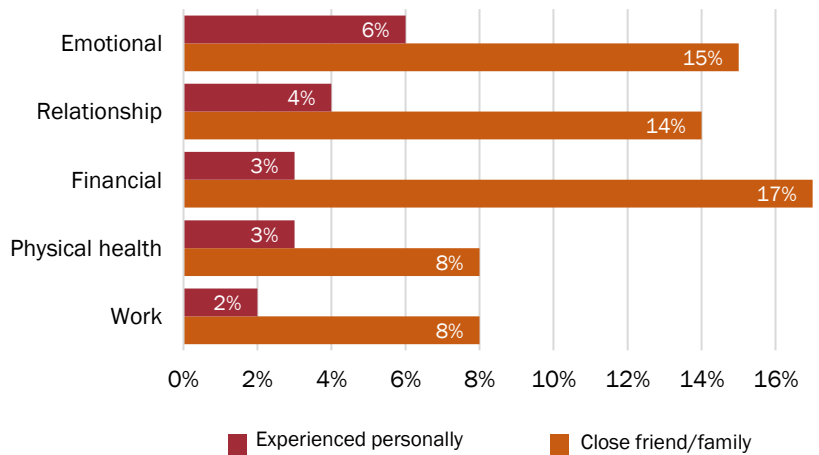
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## Resident Perspectives

In the 2023 Liveability Survey conducted by Cardinia Shire Council, 850 residents of Cardinia (457 women and 362 men) reported their views and experiences of gambling harm.

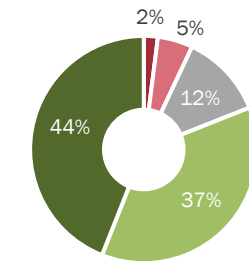
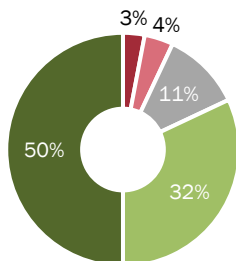
Of those surveyed, 6% reported they have personally experienced harm from problem gambling, with 2% experiencing negative impacts in the previous 12 months. This rate has remained consistent since 2019.

### Experiences of Gambling-Related Harm



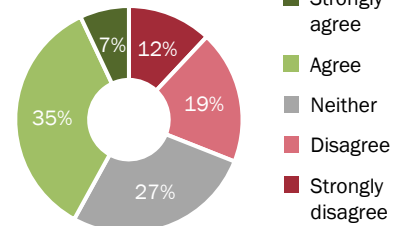
**89%** feel the community should have less exposure to gambling ads

**82%** feel the VIC gov. should increase regulation of EGMs\*



**81%** feel harm from gambling is a public health issue\*

**42%** feel gaming venues bring benefits to the community



Legend for donut charts:  
 ■ Strongly agree  
 ■ Agree  
 ■ Neither  
 ■ Disagree  
 ■ Strongly disagree

\*men were significantly more likely to strongly agree than women

## References

1. Victorian Commission for Gambling and Liquor Regulation (2023) 'Current Gaming Expenditure by LGA-monthly', updated July 2023.
2. Victorian Commission for Gambling and Liquor Regulation (2023) 'Historical Yearly Gaming Expenditure (1992-2000)', updated May 2023.
3. Victorian Commission for Gambling and Liquor Regulation (2023) 'Historical Yearly Gaming Expenditure (2002-2020)', updated May 2023.
4. *Gambling Regulation Act 2003* (Vic). section 3.4A.5(3A)
5. Rockloff, M., Browne, M., Hing, N., Thorne, H., Russell, A., Greer, N., Tran, K., Brook, K., & Sproston, K. (2020). *Victorian population gambling and health study 2018–2019*, Victorian Responsible Gambling Foundation, Melbourne.
6. Hing, N., & Breen, H. (2001). An empirical study of sex differences in gaming machine play among club members. *International Gambling Studies*, Vol 1, pp 1-8.
7. McCarthy, S., Thomas, S., Bellringer, M., & Cassidy, R. (2019). A narrative literature review and implications for research, policy, and practice. *Harm Reduction Journal Women and gambling-related harm*, 16.18.
8. Australia's National Research Organisation for Women's Safety Limited (ANROWS). (2020). *The relationship between gambling and intimate partner violence against women (Research report)*. Issue 21-2020. <https://anrowsdev.wpenginepowered.com/wp-content/uploads/2020/09/RP.17.01-RR-Hing-GamblingDFV.pdf>