## SUBMISSION TO INQUIRY INTO

## ATMs and CASH FACILITIES IN LICENSED VENUES BILL 2008

Committee Secretary
Community Affairs Committee
Department of the Senate
PO Box 6100
Parliament House
Canberra ACT 2600
Australia

28 September 2008

To the Community Affairs Committee,

I am writing to support the aim of the *ATMs and Cash Facilities in Licensed Venues Bill 2008* i.e. 'to limit ATM and cash facilities in licensed venues, and for related purposes'. This would certainly assist in preventing harm to individuals, families and communities caused by Electronic Gaming Machine (EGM) gambling.

There is clear and solid evidence that the presence of ATMs in venues leads to excessive and problematic gambling on EGMs [e.g. Livingstone, Woolley, Borrell, Bakacs & Jordan, 2006, pp. viii, xiv].

The reason that the easy availability of cash facilitates problematic gambling is that *loss* of control for gamblers is intrinsic to the product itself thus annihilating possibility for true consumer choice in many cases and leading to 'runaway' spending.

Various (mainly government-commissioned) studies have demonstrated that a high proportion of regular EGM gamblers have problems with their gambling – between 16 and 48 per cent of 'players', depending on the type of venue studied (club or hotel), jurisdiction and research methodology (in Australia – Productivity Commission, 1999, pp. 6.1, 6.54; Blazczynski, Sharpe & Walker, 2001, p. 55; in Canada – Schellinck & Schrans, 1998, pp. 3, 15). The Productivity Commission comprehensively found that around one in five weekly EGM gamblers have significant problems (1999, p. 6.1). More recently, in a Victorian Government study, only *31.1 per cent* (130) of 418 EGM users were found to be 'non-problem gamblers', with 27 per cent (113) being 'problem gamblers', 25.4 per cent (106) 'moderate-risk gamblers' and 16.5 per cent (69) 'low-risk gamblers' (Rodda & Cowie, 2005, p. 81).

Importantly, according to Dickerson, Haw & Shepherd (2003), loss of control is not inherent in some players but is a 'common and expected outcome of the regular interaction between human beings and contemporary forms of gambling' (p. 22).

Thus, while I support legislation that limits access to cash in EGM venues (or any venues that provide access to continuous forms of gambling) I believe that legislation should also focus on the primary point of harm perpetration i.e. the design of EGMs and their gambling software. Furthermore, I believe that we should take a leaf from emerging environmental policy that requires industries to be accountable for the harm generated through their products (e.g. via carbon emissions) (for elaboration see Borrell, 2007).

Thank-you for your attention to the above matters.

Sincerely,

## Jennifer Borrell

## References

- Blaszczynski, A., Sharpe, L. & Walker, M. 2001, *The Assessment of the Impact of the Reconfiguration on Electronic Gaming Machines as Harm Minimisation Strategies for Problem Gambling* (University of Sydney Gambling Research Unit). The Gaming Industry Operators Group, Sydney.
- Borrell, J. 2007, 'The "Public Accountability Approach": suggestions for a framework to characterise, compare, inform and evaluate gambling regulation', *International Journal of Mental Health and Addiction*. Retrieved 17 March 2008 from the World Wide Web: http://www.springerlink.com/content/9102758j4q526634/.
- Dickerson, M., Haw, J. & Shepherd, L. 2003, *The Psychological Causes of Problem Gambling: a Longitudinal Study of At Risk Recreational EGM players*. School of Psychology, University of Western Sydney, Sydney.
- Livingstone, C., Woolley, R., Borrell, J., Bakacs, L. & Jordan, L. (Australian Institute for Primary Care, La Trobe University) 2006, *The Changing Electronic Gaming Machine (EGM) Industry & Technology: Final Report.* Victorian Department of Justice, Melbourne.
- Productivity Commission 1999, Australia's Gambling Industries. Ausinfo, Canberra.
- Rodda, S. & Cowie, M. (Caraniche Pty Ltd) 2005, *Evaluation of Electronic Gaming Machine Harm Minimisation Measures in Victoria*. Victorian Department of Justice, Melbourne.
- Schellinck, T. & Schrans, T. (Focal Research Consultants Ltd) 1998, *Nova Scotia VL Player's Survey*. Nova Scotia Department of Health, Halifax.