

During my evidence to this Committee on Thursday, the Chairman advised that additional information could be provided as appropriate.

Firstly I would like to provide a BRW article which discusses the issue of using new technologies to solve public policy problems. This article was written by the Professor of Management (Information Economics) at the Melbourne Business School at the University of Melbourne. The final column of the article is relevant to the current deliberations of the Committee (see attached).

Secondly I assume the Committee is aware that the Australian Ministerial Council on Gambling has agreed to encourage the use of Pre-commitment as a mechanism to address problem gambling, as reported from the communiqué of their recent meeting (see attached). For the interest of the Committee, both the Queensland and South Australia have recently announced pre-commitment trials on poker machines. The problem with their trial deployments is that they are 'leaky' solutions. Specifically, players can set limits (which is helpful) but unfortunately players do not have to use a card/key to start a machine. As a result problem gamblers who have set limits can simply and instantaneously move to another machine which doesn't require a card, and continue gambling once they reach their personal limit.

Thirdly, I would encourage the Committee to use the term smart technologies in its reporting of pre-commitment solutions, rather than focus on one single product form of solution such as a smart card.

Fourthly, the Committee sought information as to the percentage of poker machine players who were problem gamblers. The Productivity Commission calculated that 22.59% of all poker machine players who play weekly are problem gamblers i.e. have a SOGS score of 5+ (Table 6.15, Volume 1, Page 6.54). They indicated that additional current poker machine players are also "at risk" of becoming problem gamblers (Page 6.1, Box 6.1). The Commission calculated that problem gamblers contribute 42.3% of the total losses on poker machines (Figure 7.7, Page 7.46, Volume 1), and they reported that the average duration of gambling problems is 9 years (page 6.1, Box 6.1).

Finally I have recently noted the comments made by Mr. Ross Farrar at the Committees subsequent hearing in Sydney regarding our USB Technology. It is clear to me that Mr Farrar has misrepresented our technologies to other parties and this is a matter which I will be taking up with the Gaming Standards Association in the USA. I will shortly provide the Committee with an update on this matter.

I trust this additional information will be helpful to the Committee in its deliberations.

Regards

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