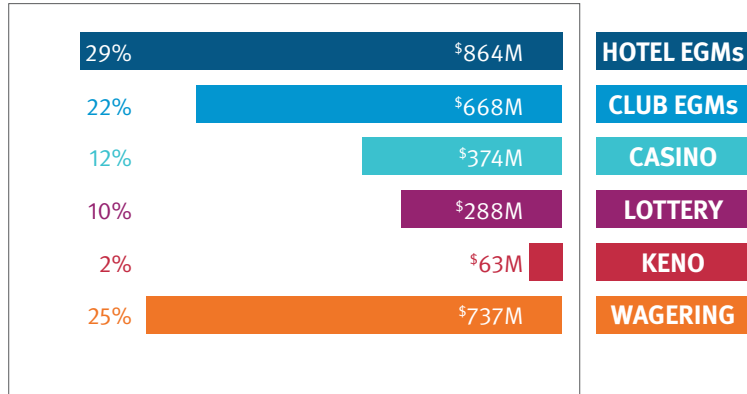


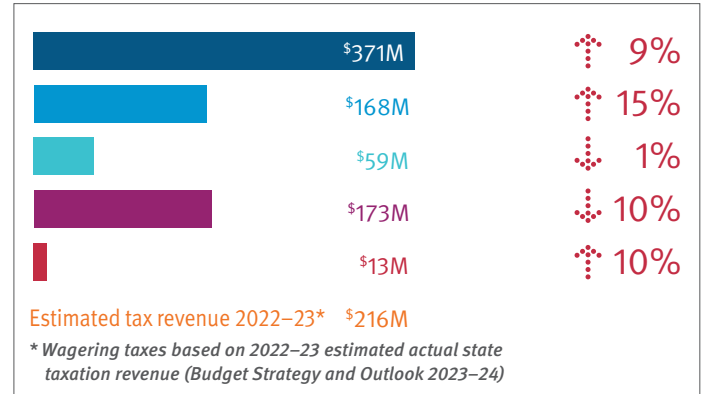
Gambling Summary January–June 2023

PLAYER SPEND (JAN–JUN 2023)

\$2,994M

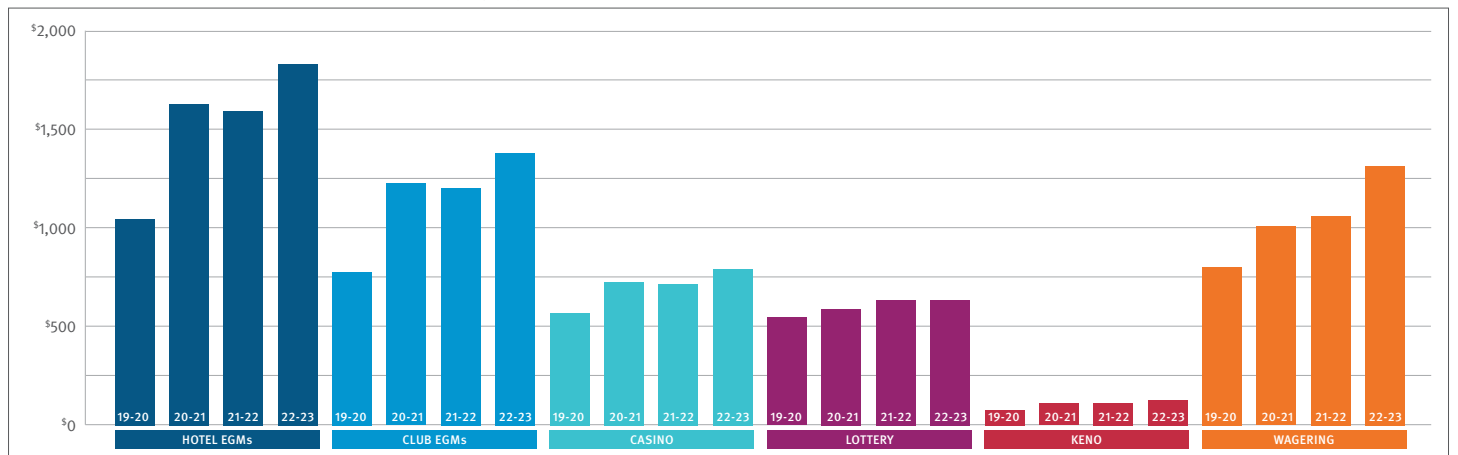


ESTIMATED TAX REVENUE (JAN–JUN 2023)



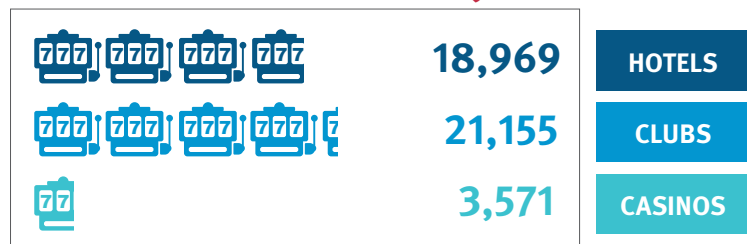
PERCENTAGE INCREASES/DECREASES ARE BASED ON YEAR-ON-YEAR COMPARISONS.

GAMBLING EXPENDITURE BY FINANCIAL YEAR (\$M)



TOTAL OPERATIONAL EGMS (JUN 2023)

43,695



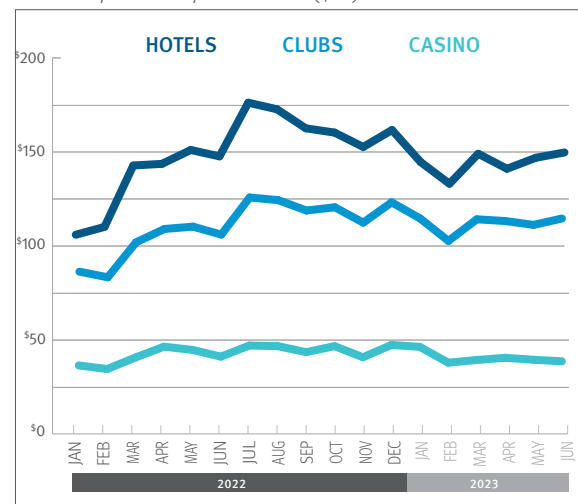
TOTAL SITES (JUN 2023)

1,041

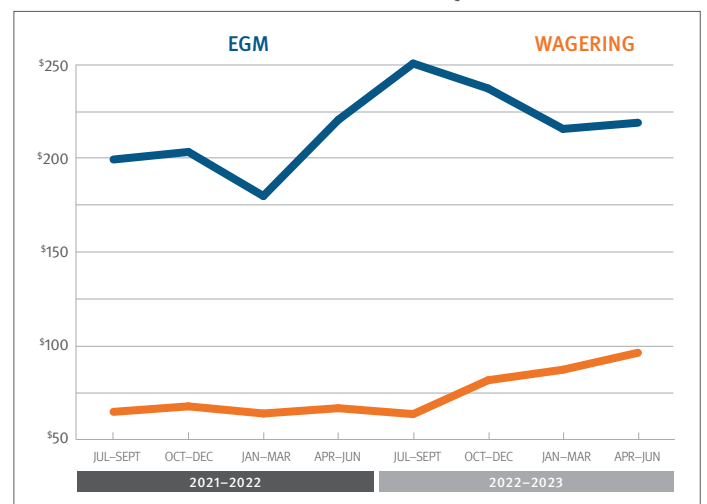


TOTAL EGM SPEND

HOTELS / CLUBS / CASINOS (\$M)



TOTAL EGM AND WAGERING SPEND PER QUEENSLAND ADULT



Notes: 1. Wagering expenditure represents point of consumption expenditure collected under Queensland's point of consumption Betting Tax regime which commenced in late 2018. Source: Queensland Treasury.
2. Gaming spend during 2021 and early 2022 may have been impacted by COVID-19 in a number of ways, including a number of short lockdowns in several regions throughout the State, as well as restrictions relating to individual vaccination status and masks. As such, any comparison of growth from this period should be interpreted with some caution (impacts Key Data, trend charts).

Queensland breakdown EGM expenditure 2022–23



Harm minimisation initiatives update

LEADERSHIP AND CULTURE

Sports Club Partnership

Following the outcomes of a survey of sports fans and their attitudes towards sports betting and knowledge of safer gambling products, the Queensland Government will partner with Queensland Cricket and the Brisbane Heat to develop a sports betting awareness campaign to address the normalisation of gambling in sport. The campaign will target young people and families and send a strong message that spectators and sports fans don't need to place a bet to enjoy the game. It will be rolled out towards the end of the year.

Lived experience engagement

The lived experience of harm can provide an important contribution to the design and development of fit-for-purpose policy and programs aimed at reducing gambling harm. Following research undertaken on the best ways to incorporate the voices of people with lived experience, work is now underway with Gambling Help services and Queensland Mental Health Commission to develop appropriate engagement mechanisms, which will be implemented in the coming months.

Safer Gambling Networks review

Safer Gambling Networks (SGNets) are local level networks coordinated by Gambling Help services to discuss and address gambling harm. Work is now underway with Gambling Help Services to improve the way local Safer Gambling networks operate, including establishing two-way reporting mechanisms with the Safer Gambling Advisory Committee, processes to better promote events, and development of a toolkit to support Gambling Help Services to organise and deliver Safer Gambling Network meetings.

TECHNOLOGY AND ENVIRONMENT

Multi-venue self-exclusion database implementation

Clubs Queensland and Queensland Hotels Association, together with Odyssey Gaming Services are currently working to develop a centralised multi-venue self-exclusion (MVSE) database supported by facial recognition technology.

A working group has been established to consider issues relating to implementing the industry-led MVSE database, including a phase 2 trial and legislative framework to support the proposed system.

REGULATORY FRAMEWORK

Review of the Queensland Responsible Gambling Code of Practice

LGFT has commenced a review of Queensland's Responsible Gambling Code of Practice to ensure it remains contemporary and fit-for-purpose. The first phase of this work will involve developing safer gambling framework principles for all gambling sectors and developing a Safer Gambling Code of Practice for gaming machine environments, informed by current evidence on best-practice approaches to prevent or minimise gambling harm.

Liquor and gaming guidelines

Two new liquor and gaming guidelines have now been published on the Queensland Government website. [Gaming Guideline G15: Minimising harm from electronic gaming machine gambling](#) outlines the Commissioner for Liquor and Gaming's expectations and approach towards minimising harm from electronic gaming machine. [Gaming Guideline G16: preventing excluded persons entering or remaining on licensed premises](#) provides information and guidance that licensees can use to prevent excluded persons from entering or remaining on licensed premises or in a gaming machine area.

Encourage the Commonwealth Government to address gambling advertising

The Queensland Government continues to advocate for greater action to address gambling advertising and made a submission to the House of Representatives Standing Committee on Social Policy and Legal Affairs (Cth) Inquiry into online gambling and its impacts on those experiencing gambling harm calling greater advertising restrictions. The Commissioner for Liquor and Gaming also appeared at a public hearing for the inquiry on 28 February 2023.

PUBLIC HEALTH APPROACH

Queensland Gambling Survey

Data collection for the Queensland Gambling Survey 2023 was completed. This large-scale population survey includes data from 15,000 Queensland adults on gambling behaviours, including product participation, frequency, mode, prevalence of risky behaviours and the type and severity of harms experienced. A comprehensive survey report will be published in the first half of 2024.

Gambling Help Services

Following a review of Queensland's Gambling Help Service System in 2021, work is underway to enhance Queensland's Gambling Help services, including implementing a revised service mix, expanding hours of service, realigning Gambling Help Service regions with Queensland's Hospital and Health Service regions, and adopting best practice counselling and online self-help support.

Let's start yarning about gambling campaign

Following the successful delivery of the First Nations 'Let's start yarning about gambling' campaign, which ran last year and was co-designed with Aboriginal and Torres Strait Islander communities to raise awareness of and to break down the stigma surrounding gambling harm, a re-run of this campaign with expanded reach will occur later this year.

Financial counselling project

Two rounds of accredited gambling skillset training for financial counsellors have been completed, with 27 financial counsellors now trained. The training aims to enhance the ability of financial counsellors to provide specialist and appropriate support to clients experiencing gambling harm and increase the capacity of the sector in Queensland.

Community engagement

A number of other projects are also underway to improve community awareness and understanding of the risks and potential harm of gambling, safer gambling practices, and where to go for help. This includes targeted engagement with at risk communities such as young people, First Nations, and culturally and linguistically diverse communities on service delivery enhancements that better address the needs of these groups.

