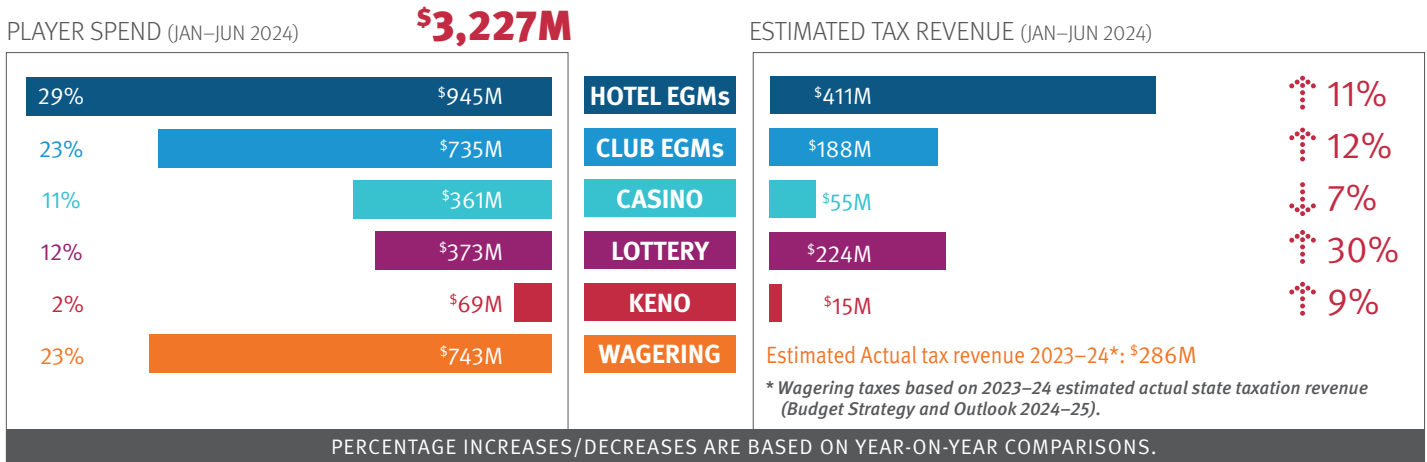
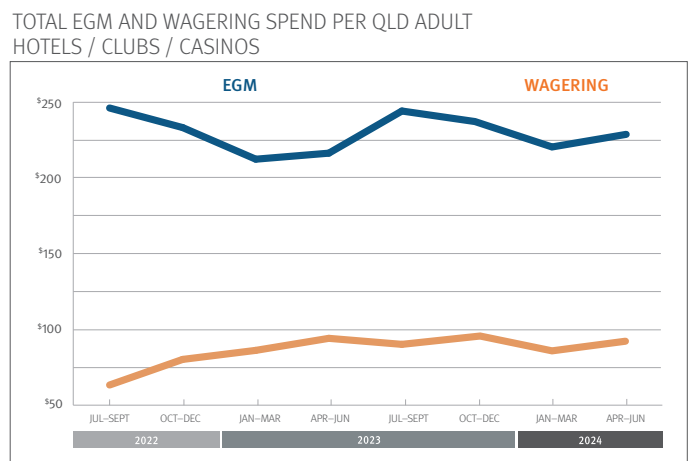
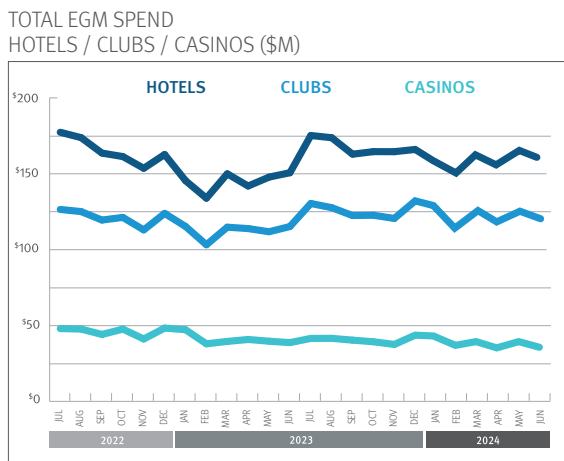
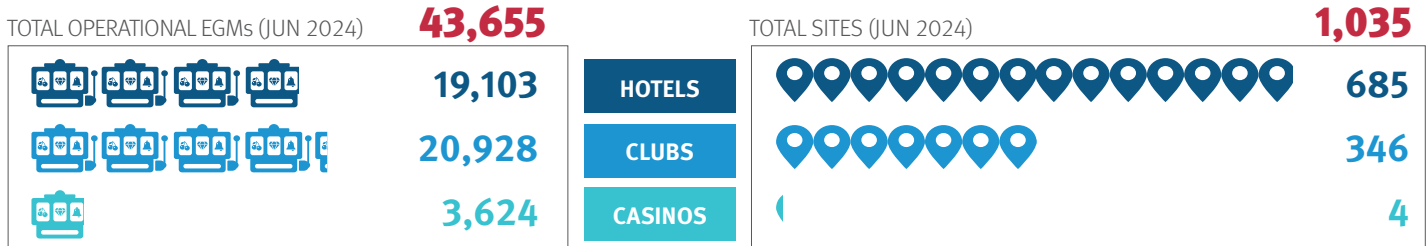
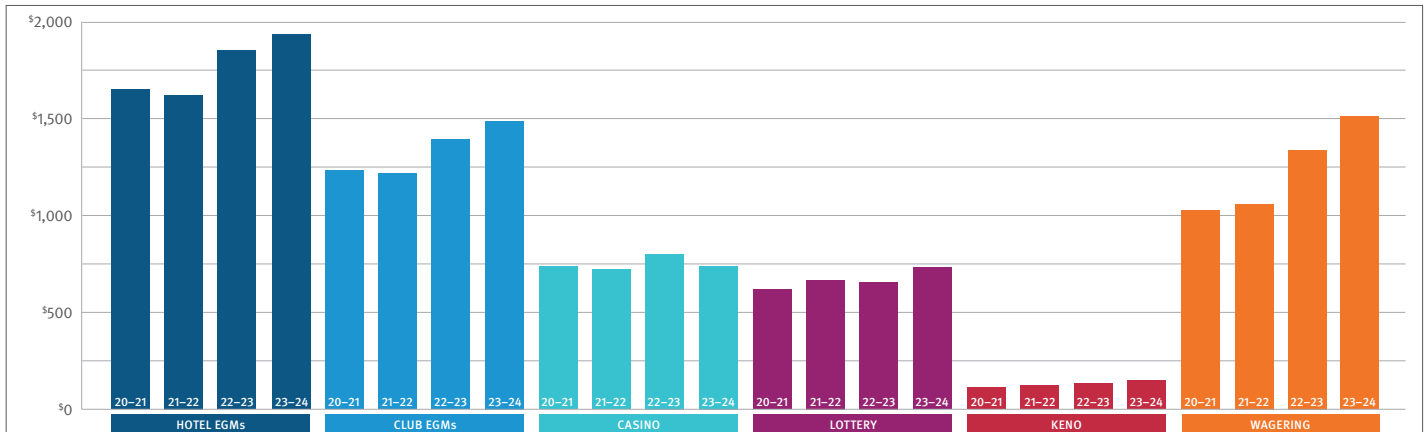


Gambling Summary January–June 2024

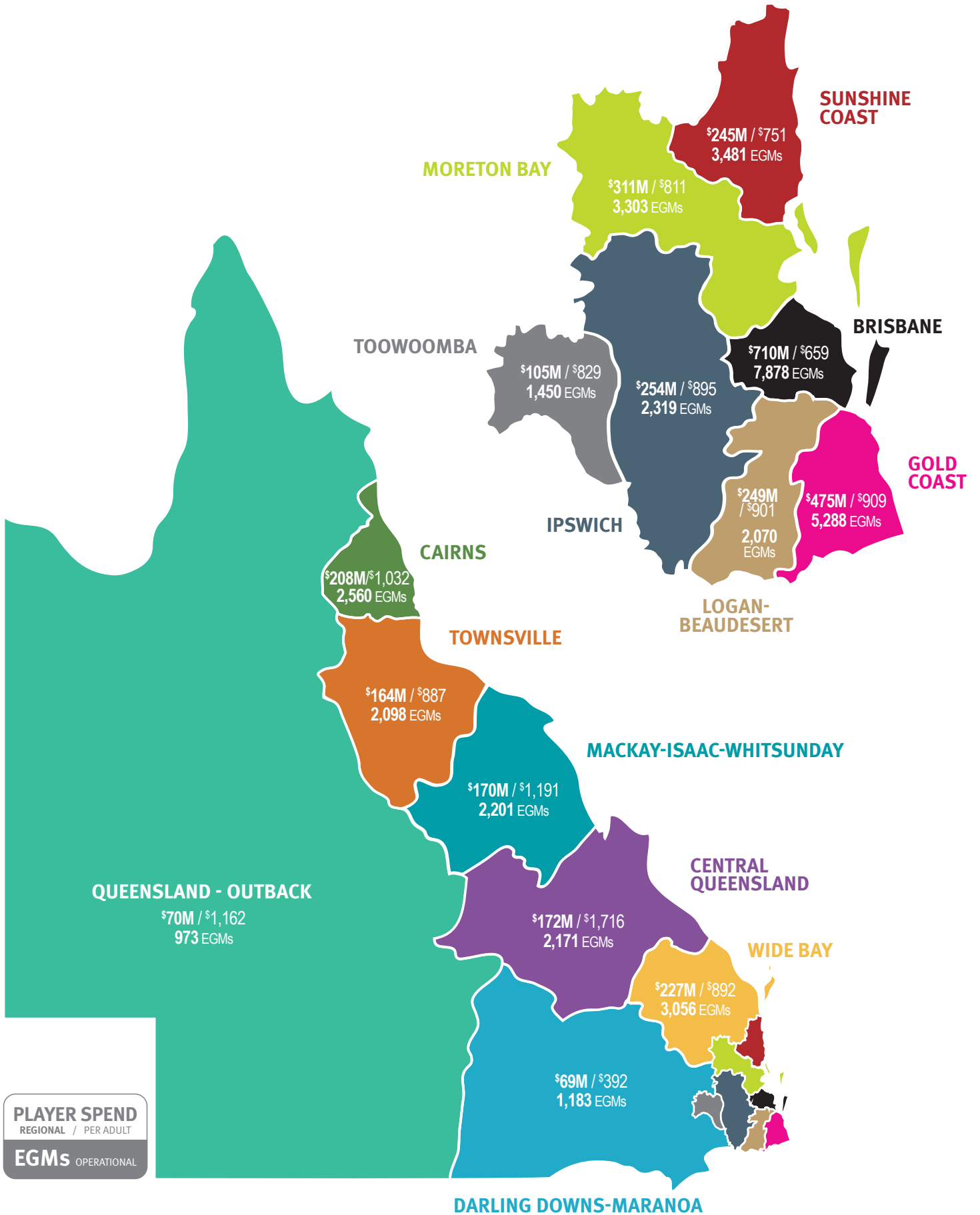


GAMBLING EXPENDITURE BY YEAR (\$M)



1. EGM = Electronic gaming machine.
2. 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.
3. 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 2023–24



Harm minimisation initiatives update

LEADERSHIP AND CULTURE

Sports Club Partnership

The Queensland Government's statewide sports betting awareness campaign '*Forget the Bet. Enjoy the Game*', in partnership with Queensland Cricket and the Brisbane Heat, concluded March 2024. An evaluation showed the campaign has positively influenced behaviour change in sports fans.

The evaluation of sports fans who saw the campaign found:

- 44% reflected on their own sports betting
- 30% spoke to others about sports betting
- 27% stopped or reduced their sports betting.

Complementing this campaign, free resources were also made available to grassroots community sporting clubs from March 2024 to further amplify the campaign in communities across Queensland. The campaign will be re-run from late 2024 to coincide with the upcoming Big Bash League and Women's Big Bash League seasons.

Lived experience engagement

In April 2024, the Office of Liquor and Gaming Regulation (OLGR) established a new register for people with lived experience of gambling harm. This provides a mechanism for those who are willing to share their insights and perspectives to help inform the design and development of gambling harm minimisation policies and initiatives. OLGR is actively working with key stakeholders, including Gambling Help services, to promote the lived experience register and to invite registrations.

Safer Gambling Networks review

Gambling Help services have now been delivering Safer Gambling Networks (SGNets) under the new service agreements for 12 months and are refining their individual models to best meet the needs of their local community networks. A web calendar of upcoming local SGNet meetings across Queensland is available at www.gamblinghelpqld.org.au/events. OLGR will continue to support each SGNet, including attending meetings and sharing relevant feedback and insights with the Safer Gambling Advisory Committee.

REGULATORY FRAMEWORK

Review of the *Queensland Responsible Gambling Code of Practice*

OLGR is continuing work on 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 involved developing draft safer gambling framework principles for all gambling sectors and a draft Safer Gambling Code of Practice for electronic gaming machines in club and hotel environments informed by current best practice evidence. This was delivered in April 2024 and consultation is currently being undertaken with the Safer Gambling Advisory Committee. Work commenced in July 2024 to progress the second phase of the project to undertake reviews for the casino and wagering sectors.

PUBLIC HEALTH APPROACH

Queensland Gambling Survey

The results of the Queensland Gambling Survey 2023 have now been published. Key findings are below.

Gambling groups

- 6.27% of Queensland adults were in the low risk gambling group.
- 2.60% were in the moderate risk gambling group.
- 0.64% of Queensland adults were in the problem gambling group.

Changes in gambling participation

- The proportion of people playing gaming machines (21.07%) and keno (11.82%), as well as betting on horse, harness and greyhound races (13.44%) has significantly declined since the last survey in 2016–17 (gaming machines 24.7%, keno 15.2%, and horse, harness and greyhound races 18.3%).
- The proportion of people betting on sports (9.60%) has increased significantly since the last survey (6.9%).
- Betting on casino table games, purchasing art union tickets, and playing bingo have remained relatively unchanged across that time.

In 2024–25, OLGR will continue to openly share survey data by publishing a series of snapshots providing more detailed insights on gambling behaviour and harm prevalence among different cohorts.

Harm minimisation initiatives update continued

Gambling Help services

OLGR is undertaking a data improvement project to improve the quality of Gambling Help service data and advance monitoring of service performance. Phase one has commenced to review the quality and consistency of existing client outcomes-related data, identify options for improvement, and design an outcomes-based performance measurement framework. A First Nations cultural audit of the Gambling Help services is also being progressed. The audit is anticipated to commence in October 2024. A program of work is also being developed to enhance the delivery of Gambling Help services and information resources to multicultural communities based on the findings of needs analysis research commissioned in 2023.

OLGR is continuing to develop a number of consistent, evidence-based community education modules for use by Gambling Help services (with two tranches of modules delivered). OLGR is developing an innovative digital education resource to better engage high-school aged children on the issue of gambling harm. This will include a consideration of gambling-like elements in video games.

Financial counselling project

Two rounds of accredited gambling skillset training programs for financial counsellors have been delivered, with 25 financial counsellors completing this training.

Let's start yarning about gambling campaign

A re-run of the 'Let's start yarning about gambling' campaign commenced on 3 May 2024 to raise awareness and promote conversations about gambling harm in First Nations communities. The campaign is being shown on the Aboriginal Health Television channel in the waiting rooms of Aboriginal Community Controlled Health Organisations, First Nations community radio, and targeted YouTube advertising, and will run until November 2024.

Aboriginal and Torres Strait Islander Frontline services program

Consultation with relevant Queensland Government agencies and Aboriginal and Torres Strait Islander health and other support services continued on the development of a screening tool to assist frontline services to recognise and respond to gambling harm in First Nations communities. The screening tool will be finalised in August 2024, and complementary resources such as brochures and fact sheets delivered in February 2025. The development of training in gambling harm screening for frontline workers will commence in October 2024.

Community engagement

The First Nations Gambling Harm Steering group met in February 2024 to provide guidance on the implementation of a number of First Nations gambling harm projects. A workshop is being undertaken at the July Steering Group meeting, which will be facilitated by First Nations gambling counsellor Ashley Gordon, who has significant expertise in delivering gambling harm programs in other jurisdictions. Ashley will work with the group to identify options and future priorities for preventing and reducing gambling harm in First Nations communities.

BETSTOP REGISTRATIONS



*Register launched 21 August 2023