# GAMBLING POLICY



## **PRINCIPLES**

### The Victorian Greens believe that:

- 1. People are entitled to choose to gamble.
- 2. Increased gambling has led to increased crime and public cost and must be properly regulated.
- 3. Self regulation and voluntary codes of conduct have failed to protect the public interest.
- 4. Problem gambling is a serious public health issue that negatively affects individuals, families and communities.
- 5. Government should act to minimize exploitation and to help people overcome gambling problems.
- 6. Gambling should not be promoted to children, or in the media during children's viewing times. It should not be promoted at sporting events viewed by children.
- 7. Gambling regulation should be evidenced based.
  Gambling may impose a net cost on Victoria because of multiple externalities.
- 8. Government has a conflict of interest as regulator and taxing authority. This conflict has interfered with good governance.
- 9. The state budget should not depend on gambling revenue.
- 10. The prevalence and costs of problem gambling are directly related to the accessibility and characteristics of electronic gaming machines.

## **AIMS**

#### The Australian Greens Victoria will work towards:

- 1. A substantial reduction in the proportion of the population with gambling problems, by:
  - a. Poker machines set at a \$1 bet limit per spin,
     \$20 machine load up limits, \$500 jackpot limits,
     as recommended by the Productivity Commission;
  - b. Improved voluntary pre-commitment and mandatory pre-commitment for high technology machines;
  - c. Capping cash winnings payable by machine at \$100, and winnings payable by a cashier at \$250, with additional winnings being payable only by cheque;

- d. Ban on provision of cash withdrawal facilities and services at pokies venues;
- e. Ban incentives to gamble, including free food and drink.
- 2. A systematic reduction in revenue derived from gambling, with set goals over time.
- 3. Evidence based harm minimization and product safety measures to reduce the development of problem gambling and to assist gamblers to limit their expenditure.
- 4. Reform of regulation and approval, including recognition and support for local Council and Community moratorium on new gaming machines.
- 5. National Standards to avoid interstate 'competition' undermining proper regulation.
- 6. A strong and genuinely independent statutory gambling regulator to minimise social and economic costs, and protect consumers and the public interest.
- Assess and address of the full cost of gambling, including direct and indirect harm of problem gambling and gambling regulation, including the increased need for policing to address increased crime and money laundering.
- 8. Ban political donations from the gambling industry.