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PC DRAFT REPORT ON GAMBLING – CHALLENGES AND OPPORTUNITIES AHEAD

Today's release of the Productivity Commission's draft report on gambling presents challenges and opportunities for the industry, according to the Gaming Technology Association's Chief Executive, Ross Ferrar.

The Productivity Commission's draft report contains a number of recommendations that are likely to be detrimental to the 140,000 Australians employed in hospitality venues as a result of the gaming machine industry.

The GTA welcomes the Productivity Commission's observation that the vast majority of people who play poker machines do so as "a normal and enjoyable recreational pursuit".

"We all need to keep this in perspective when considering the Commission's draft recommendations. Gaming machines are designed to entertain and the vast majority of people play for entertainment – a point we will continue to make in our submissions over the next two months," said Mr Ferrar

He added, "The GTA supports the commission's draft recommendations on improvements to regulatory processes and research. The GTA has long called for national standards and consistency to reduce red tape and independent, reliable gaming statistics.

"We recognize the problem in drawing stats together on problem gambling and welcome the PC's recommendation for the establishment of a National Research Institute", he added.

In its draft report, the Commission recognizes that technological developments offer the prospect of better gambling experiences for consumers, and also new ways of providing effective harm minimization.

The GTA agrees that technology will play an important role in our industry's future – a role that can provide access to world class entertainment and the highest standards of responsible gambling.

"We need national uniform standards in regard to any national harm minimization measures and for that matter all regulations across the gaming machine industry"

Background:

- Australia is a world leader in gaming machine technology and manufacturing.
- More than 140,000 Australians are employed in hospitality venues as a result of the electronic gaming machine (EGM) industry.
- 2,200 are directly employed in the supply of gaming machines in Australia
- Australia's EGM industry contributes to 3.5 per cent of Australia's GDP.
- Australia's EGM industry is a valuable export industry – exports of gaming machines are approximately \$1 billion annually

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