

Introduction to Gambling

This section provides an introduction to gambling. It identifies what is the difference between gambling and gaming, lists various forms of gambling, gives important statistics, and refers to legislation.

Let's take a closer look ...

[Click here to get started.](#)

Introduction to Gambling

Please Note:

If you require auditory assistance to complete this lesson:

Left Click ONCE on each area of writing on the screen to hear the text read aloud, or use the following symbol (found on 'links' pages).



Back

Slide 1 of 25

Next

Introduction to Gambling

Some Interesting Facts About The Industry

Queensland has had Electronic Gaming Machines (EGMs) - commonly referred to as 'poker' or 'pokie' machines, since 1992:

- Poker machines were introduced into Queensland in 1992.
- Poker machines have been in New South Wales since 1956!

Approximate number of gaming machines in Queensland:

- Casinos (4)..... 3,876 EGMs
- Hotels (850+)..... 19,390 EGMs
- Licensed Clubs (1,000)..... 23,965 EGMs
- Total EGMs in QLD..... 47,231 EGMs



Back

Slide 2 of 25

Next

Introduction to Gambling

Interesting Facts About The Industry

Results from the Queensland Household Gambling Survey 2008-09

The *Queensland Household Gambling Survey* provides estimates of the proportion of Queensland adults who may be experiencing gambling related problems or who may be at risk or experiencing such problems.

Back

Slide 3 of 25

Next

Introduction to Gambling

Interesting Facts About The Industry (Continued)

Key Findings:

- The majority of adult Queenslanders (68%) are recreational gamblers.
- The non-gambling group accounts for the second largest proportion of the population.
- The combined non-gambling and recreational gambling groups account for 93% of the Queensland adult population.
- A small minority of the population may be currently experiencing or be at risk of problems due to their gambling.

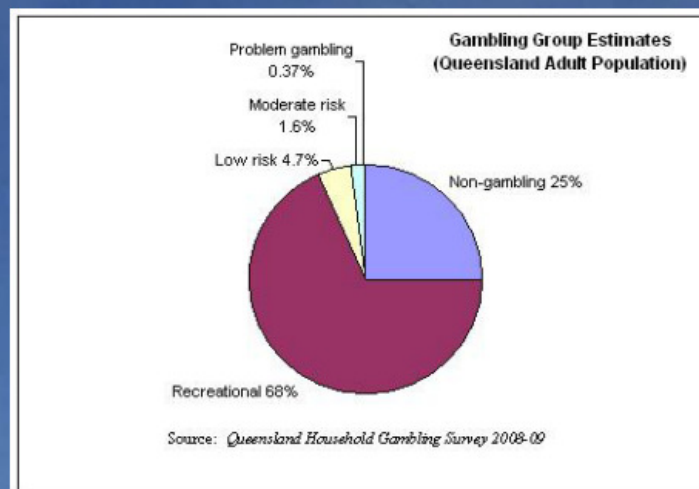
Back

Slide 4 of 25

Next

Introduction to Gambling

Interesting Facts About The Industry (Continued)



Back

Slide 5 of 25

Next

Introduction to Gambling

Comparing 2008-09 With Previous Surveys

Figures from the *Queensland Household Gambling Survey 2008-09* are compared with the surveys conducted in 2001, 2003-04 and 2006-07.

	Gambling Group Estimates (Queensland Adult Population)			
	Percentage Estimates			
	2001	2003-04	2006-07	2008-09
Non-gambling	15.1%	19.7%	24.7%	25.3%
Recreational gambling	73.2%	72.4%	67.3%	68.0%
Low risk gambling	8.2%	5.3%	5.7%	4.7%
Moderate risk gambling	2.7%	2.0%	1.8%	1.6%
Problem gambling	0.83%	0.55%	0.47%	0.37%
Total	100%	100%	100%	100%

Back

Slide 6 of 25

Next

Introduction to Gambling

Comparing 2008-09 With Previous Surveys (Continued)

Problem Gamblers

This is the smallest of the gambling groups with approximately 12,000 Queenslanders or 0.37% of the adult population.

The problem gambling group includes those who are gambling to an extent that problems have emerged which are affecting themselves or others around them.

Back

Slide 7 of 25

Next

Introduction to Gambling

Alcohol and Gambling

Both alcohol and gambling services can cause problems to some people.

Delivery of these products must be done professionally and responsibly to ensure any possibility of harm is minimised.

Industry recognises it is not good business to encourage inappropriate use of gaming machines, Keno or TAB services.

Back

Slide 8 of 25

Next

Introduction to Gambling

As An Employee In The Service of Gambling

To promote responsible gambling at your venue, you should understand:

- the difference between 'gambling', 'gaming' and 'wagering';
- why people gamble;
- the potential benefits of gambling;
- what is meant by 'problem gambling';
- the potential harm caused by problem gambling; and
- what is meant by 'responsible gambling'.

Let's have a closer look ...

Back

Slide 9 of 25

Next

Introduction to Gambling

Why Do People Gamble?

People gamble for a wide variety of reasons:

- Boredom
- Excitement - Adrenalin
- Thrill of a win
- Depression
- Financial Hardship
- Belief in luck
- To win money ('Big Win')
- For entertainment
- To be sociable
- Escape problems (procrastinating tactic)
- Arguments - relationship breakdown

Please Note: It is extremely important to show respect / empathy for someone's decision to gamble (and their reasons for doing so), regardless of your own personal views on gambling.

Back

Slide 10 of 25

Next

Introduction to Gambling

What is Gambling?

Definition of Gambling:

The **exchange of property** (usually money) **on the outcome** of an **uncertain event** at least partly **determined by chance**.

The term **gambling** refers to **all staking** of money on chance events.

Back

Slide 11 of 25

Next

Introduction to Gambling

What is Gambling? (Continued)

Gambling is an activity in which millions of Australians partake. Some examples of gambling activities are:

- Golden Casket / Lottery
- Scratchies
- TAB - horse racing / trots / greyhound racing
- Pokies - gaming machines
- Sports betting
- Gold lotto
- Keno
- Two-up



[Back](#)

Slide 12 of 25

[Next](#)

Introduction to Gambling

Types of Gambling

People often confuse the terms 'gambling' and 'gaming' - or use them interchangeably when they're speaking. The two terms *are* different.

- '*Gambling*' is the very broadest term - it refers to all situations where money is staked on an uncertain (chance) outcome - so it includes both 'gaming' and 'wagering'.
- '*Gaming*' refers to all forms of gambling except 'wagering'.
- '*Wagering*' refers to bets placed with totalisators or bookies on races, sports or other events (eg horse racing, greyhound racing, Rugby League games, etc).

When we refer to problem gambling and responsible gambling, we are referring to all forms of legalised gambling (including wagering).

[Back](#)

Slide 13 of 25

[Next](#)

Introduction to Gambling

Types of Gambling (Continued)

Gaming

- Gaming involves the exchange of money in a game of chance - eg - roulette, poker machines, bingo, Keno.
- Gaming involves a random event over which a player has no control.
- The player can only increase his / her chances by increasing participation - ie - spending more money.
 - eg - Your chances are increased when you play more lines on a gaming machine, but you are spending more money to play each line. The 'odds' per line remain unchanged - that is, the chances of winning per line remain unchanged.



Back

Slide 14 of 25

Next

Introduction to Gambling

Types of Gambling (Continued)

Gaming

Examples: poker machines, roulette, Keno and bingo

The ratio of chance to skill / control in this type of gambling is:

100 : 0

(No control over the outcome)



Back

Slide 15 of 25

Next

Introduction to Gambling

Types of Gambling (Continued)

Wagering

This involves the staking of money on a future event.
Examples: horse racing, football and TAB betting.

The ratio of chance to skill / control is:

70 : 30



Back

Slide 16 of 25

Next

Introduction to Gambling

Types of Gambling (Continued)

Speculation

Examples: gambling on stock markets or real estate, etc.

The ratio of chance to skill / control is:

60 : 40



Back

Slide 17 of 25

Next

Introduction to Gambling

Quick Quiz: Can you identify the skill / control ratios related to these types of gambling? Click on your answer.

Wagering - eg - football, TAB betting

60 : 40

70 : 30

100 : 0

Speculation - eg - real estate

60 : 40

70 : 30

100 : 0

Gaming - eg - Keno, poker machines

60 : 40

70 : 30

100 : 0

Back

Slide 18 of 25

Next

Introduction to Gambling

Legislation and Relevant Acts

Now we have identified the different types of gambling, let's have a look at the rules...

Overview

As an alternative to total prohibition, laws were introduced to strictly regulate gambling activities - to ensure that, if gambling was going to occur, then the integrity of gambling providers and the fairness of gambling products could be ensured.

Over the years, the Queensland gambling industry has increased significantly, particularly since the introduction of poker machines in the early 1990's.

Back

Slide 19 of 25

Next

Introduction to Gambling

Legislation and Relevant Acts (Continued)

There are now many legalised gambling products available, including:

- poker machines in clubs, hotels and casinos;
- traditional casino table games at 4 casinos in Queensland;
- racing and sports betting (wagering) through UNITAB and on-course betting;
- lottery products such as Gold Lotto and instant win scratch-its;
- Keno;
- bingo; and
- minor games such as raffles, calcuttas and promotions.



Most legal gambling activities in Queensland are regulated by the *Gambling Acts*.

Back

Slide 20 of 25

Next

Introduction to Gambling

The Regulator - Who Enforces The Rules?

The Queensland Office of Liquor and Gaming Regulation (OLGR) is the government agency responsible for regulating gambling products (on behalf of the Queensland Government) and the gambling industry in Queensland.

OLGR inspectors conduct compliance audits and inspections at gambling venues. OLGR also coordinates gambling research and publishes gambling information and the Gaming Newsletter to industry members. The OLGR website is located at www.olgr.qld.gov.au



Back

Slide 21 of 25

Next

Introduction to Gambling

OLGR

The Office of Liquor and Gaming Regulation (OLGR) is part of the Department of Employment, Economic Development and Innovation. Its purpose is to regulate the supply of liquor and gambling services in Queensland to ensure industry members adhere to a socially responsible framework.

OLGR works closely with help-services and community groups to reduce harm to the community by increasing community awareness of responsible gambling and drinking.

Back

Slide 22 of 25

Next

Introduction to Gambling

Queensland Gambling Products and the Seven (7) Gambling Acts

Type of Gambling Product	Gambling Act Governing Each Gambling Product
Electronic gaming machines ("pokies") in clubs, hotels.	<i>Gaming Machine Act 1991</i>
Casino games at the four (4) casinos in Queensland (including electronic gaming machines).	<i>Casino Control Act 1982</i>
Racing and sports betting (wagering)	<i>Racing Act 2002</i> <i>Wagering Act 1998</i>
Lottery products such as Gold Lotto and instant scratch-its.	<i>Lotteries Act 1997</i>
Keno in casinos, clubs and hotels	<i>Keno Act 1996</i>
Bingo and minor games such as raffles, calcuttas and promotions. NB: The term "minor" gaming does <u>not</u> denote that minors (under 18 years old) can play these games.	<i>Charitable and Non-Profit Gaming Act 1999</i>
Interactive gambling.	<i>Interactive Gambling (Player Protection) Act 1998</i>

Back

Slide 23 of 25

Next

Introduction to Gambling

The Legislation

The seven (7) Queensland Gambling Acts all contain the objective of ensuring that, on **balance, the State and the community as a whole benefit** from the various gambling products, and this is to be achieved by **minimising the potential for harm** from each gambling product.

Back

Slide 24 of 25

Next

Introduction to Gambling

Important Information / Documents / Other Links

- Introduction to Gambling - Lesson Download Link
- Office of Liquor and Gaming Regulation - www.olgr.qld.gov.au
- Queensland Legislation - www.legislation.qld.gov.au/OQPChome.htm

Close Lesson



Back

Slide 25 of 25