

**Gaming machine harm minimisation identified by the Productivity Commission in 1999**

**Action taken by Victoria**

Recommended harm minimisation measure	Action taken by Victoria	Recommended harm minimisation measure	Action taken by Victoria
<b>A ban on gambling</b>	Not implemented	More stringent entry conditions on players	Not implemented
Information on odds of losing and the nature of games	Information required about odds of winning and amount of time and money spent	Limiting access to ATMs and credit	Victoria has imposed a number of restrictions on access to cash.
Regulation of payout ratios	Payout to player is set at 87%	Simple system of self-exclusion	Casino, yes and from 1 June 2009, all gaming venues will be required to have a self exclusion program
A record of transactions	No	Player controls (e.g. card systems)	Not implemented
Awareness of the risks of problems	Player information warnings are required	Phasing out of bill acceptors	\$100 note acceptors have been banned (except for some machines at the casino)
Restrictions on advertising Print / Media Outdoor	Advertising outside gaming machine area is prohibited	Limits on the rate of loss	A maximum bet limit of \$5 will be fully implemented outside the casino by 1 January 2010
Risk warnings on advertising	Not applicable	No linked jackpots	Not implemented
Opening hour restrictions	Yes	Enforced breaks	Not implemented
Quantity restrictions – State and Venue	Victoria has state, regional and venue limits.	Cheque payouts for wins > \$250	Payouts of \$1000 or more must be by cheque (\$2000 at the casino)
Limiting social accessibility	Not implemented	Longer times between button pushes	Spin rate capped at 2.14 seconds (outside the casino)
Increasing initial player outlay	Not implemented	Less lights and sounds	Not implemented