

SUBMISSION BY

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TO

GAMBLING ENQUIRY

PLEASE NOTE THAT I WISH TO BE HEARD IN MELBOURNE

1. TERMINOLOGY OF TERMS OF REFERENCE.

It is totally inaccurate to refer to an enquiry into the use of Electronic Gaming Devices (commonly misleadingly referred to as Poky Machines) as part of an enquiry into "Gambling".

Use of these devices in no way represents a "Gamble" or fortuitous chance of winning such as the physical turn of a coin or card, but an electronically programmed computer which offers no chance of winning in the long-run.

For authorities to refer to them as "Gambling" devices with implied chances of fortuitous gains through physical results outside human control is a vicious deception in itself.

The same applies to "rigged" horse races or other forms of criminal conspiracy to deceive would-be gamblers about their chances, such as magnets on Tattsлото balls.

2. PSYCHOLOGICAL BACKGROUND

Many people are raised by parents who condition them to believe that they are to destroy anything or any association not approved of by the parents.

This may be vital in early years to keep infants from harm. Many parents misuse and prolong this conditioning, however, by extending it to a conditioning to destroy anything which is not for the benefit of the parents, including the offspring themselves.

This background is basic to many forms of self destruction, from drugs to prostitution and resource destruction.

Any ability to enjoy life can be distorted by this form of parental abuse, which exists in varying degrees in most families. Extreme cases are invariably fatal.

All individuals through the passing of time and new developments inevitably create associations or carry on activities which parents do not understand. Some will presume to show their disapproval, regardless of the age or situation of the offspring.

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2. MISUSE OF THIS PSYCHOLOGICAL PHENOMENON BY GOVERNMENTS AND VENUE OPERATORS.

In relation to electronic gaming device abuse in Victoria, the worst abuser is the State Government.

It advertises that use of electronic gaming devices (which it allows to be misrepresented as Poky Machines, and actively participates in the misrepresentation) is helping Hospitals, Charities, the Government and the Community, fully knowing that it is creating far more destruction in the Community than it is helping to stop. The Social Welfare burden is largely concealed.

THIS IS A TOTAL DISGRACE

The Government further aligns itself with operators such as Crown Casino, and permits such operators to falsely advertise that users can win by their addiction. This misrepresentation is further supported by Government in representing that there is a help line established to assist a minority of problem losers, which then misuses its position to assert that the loser does not have a gambling but a marital problem, seeking to assume trusteeship of any assets the loser may have remaining. If there is no marital problem, an attempt is made to create one, thereby relieving the device fraud of blame.

In the worst parent scenario in 2. above, if users can win in the short-term, they can appease their parents with part of their winnings.

If they lose they are merely destroying themselves as directed. They are incapable of stopping to analyse that they cannot win in the long run, through psychological maladjustment, and Government led Community support for the activity, and often alcohol.

Victoria to an extent has been forced into this situation by other States draining its economy by fostering the same false advertising, leading people to leave the State to throw their resources and many lives away before devices were allowed in Victoria.

THIS IS A NATIONAL DISGRACE

The same in turn is true of Australia Nationally, when international travel is prevalent, and such conduct is condoned in places like Las Vegas.

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THIS IS A GLOBAL DISGRACE.

I regard Governments which act in this way as my personal enemies.

4. SUGGESTED CONTROLS

A. Gaming Device Operators:-

- a. Should not be allowed to falsely advertise that it is possible for a user to win in the long term.
- b. Should not, as part of a., be allowed to have the devices make mechanical noises as if there is a possibility of mechanical or physical chance.

As stated, the devices are computer operated, with a program which is in no way mechanical or likely to allow any long-term user to win, or do other than damage or destroy themselves.

- c. Should not be allowed to provide luring sounds in association with the devices, especially those which induce users to believe that others have won large sums.
- d. Should not be allowed to dispense Alcohol at venues where the devices operate.
- e. Should not be allowed to have any person operate a machine unless it shows the odds faced by the user, and a warning as to the consequences of inevitable long-term loss.

B. Governments should not be seen to encourage device use, as many people cannot believe that their own Government would be a party to deliberately damaging them, until it is too late.

Supposedly "aid" agencies should not be permitted to misrepresent their function.

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- C. Any person or organization representing that the use of a computerized electronic gaming device is other than an entertainment device, but a "gamble" giving a physical "chance" of winning in the long run should be charged with obtaining money by deception, as should a person or organization luring people to lose money in this way.

The amount of money being obtained by this deception is:-

- a. On a 5c per operation device operated once per second, \$3.00 per minute or \$180.00 per hour
- b. On a 10c per operation device operated once per second \$6.00 per minute, or \$360.00 per hour
- c. On a 20c per operation device operated once per second \$12.00 per minute or \$720.00 per hour
- d. On a \$1.00 per operation device \$60.00 per minute or \$3,600.00 per hour

less the ten percent or so which the devices are programed to return to the operator, if they are lucky enough to be present at the time of the percentage return;

Thus limiting use of the devices to the very small proportion of the Victorian Community who can afford entertainment at these prices.

