

Central Registry System of Problem Gamblers 2012 Annual Report

Summary

Since the gaming monopoly of Macao ended, its gross gaming revenue has undergone notable growth. The total gross gaming revenue of Macao jumped from MOP 22,000,000,000 in 2002 to MOP 300,520,000,000 in 2012 while the number of casinos went up from 11 to 35. By the end of 2012, there were already over 16,500 slot machines in Macao. Yet, problem gambling is a possible by-product brought in by the thriving gaming industry. In 2011, the Social Welfare Bureau (IAS) had established the “Central Registry System of Problem Gamblers” as a means to intensify the prevention and treatment of problem gambling locally. It aims to gather statistical information of problem gamblers in Macao, like how many of them sought for help, and tries to understand their gambling situation and characteristics. The collected data serves as resources for mapping up different social services. So far, IAS and 14 local social service facilities are the participants of the “Central Registry System of Problem Gamblers”, which gathers data via the electronic networks. As to protect privacy, the data collection is performed in a way that the person in concern is unidentifiable. The summary of data collected from 1 January to 31 December 2012 is listed as below:

- Total registration: 149
- About two-third of the help-seekers are male.
- Among the help-seekers, the majority of them fall within the age range of 18-29. The youngest of all is aged 19 while the oldest is 75 years old. The average age is 40.20.
- Over 90% of the help-seekers are holders of Macao SAR Resident Card and less than 1% being holders of other types of certification documents for their stay in Macao.
- Over 40% of the help-seekers are married.
- Over 60% of the help-seekers are with educational attainment at secondary level.
- About 10% of the help-seekers stated they are unemployed.
- Within help-seekers who stated they are employed, one out of every four of them works as “dealer/croupier”. The others work as “driver” and “gaming industry workers”.

- Over 40% of the help-seekers have to work on shifts.
- Over 40% of the help-seekers have an average monthly income of MOP 14,000 above.
- About half of the help-seekers stated they have been gambling for no longer than 5 years.
- About three-fourth of the help-seekers stated their family members are not habituated in gambling.
- Among various types of casino games, most of the help-seekers played “Baccarat”, seconded by “Sic-bo/Big and Small” and “Slot Machine/Mocha”.
- The majority stated the main reason behind gambling is to “resolve financial difficulties”.
- Almost half of the help-seekers stated are not sure how much they spent monthly in gambling. About one-fourth of them stated they spent around “MOP10,000 to no more than MOP50,000” in gambling.
- About one-fourth of the help-seekers stated they are not in debt.
- Among those who are in debt, almost 40% of them stated their debts amounted to MOP100,000 or more.
- Overall, after measuring the severe level of problem gambling with assessment tools, over three quarters of the help-seekers are classified as pathological gamblers.