

Australian Gambling Statistics, 37th edition, 1994–95 to 2019–20

Explanatory notes

Prepared by Queensland Government Statistician's Office

Queensland Treasury

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While great care has been taken in the preparation of this publication and each Australian state and territory has verified its own data in detail, it is nevertheless necessary to caution users concerning the complete accuracy of data.

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1.0 Introduction

Australian Gambling Statistics (AGS) is the official collection of Australian data on legalised regulated gambling. The AGS is produced by the Queensland Government Statistician's Office (QGSO) in cooperation with all state and territory racing and gaming authorities. These authorities provide data on turnover, expenditure and government revenue for each form of gambling within their jurisdiction. Where actual data are not available, the relevant authorities are encouraged to estimate the data and provide explanations of estimation methods.

The reference period for the 37th edition of AGS is the 2019–20 financial year. Timeseries are available back to 1994–95, however, may be affected by certain events such as the introduction of point of consumption (POC) tax.

The State, Product and Summary output tables should be read in conjunction with these Explanatory notes as they contain key information relating to background, definitions, jurisdiction specific legislation and other developments.

1.1. Background

The development of statistics on gambling on a national basis was formally proposed at the June 1983 Conference of Government Racing Officials held in Darwin. At this conference, members agreed to draw attention to the relative absence of reliable economic and social data on gambling, and resolved that this information be collected, collated and shared on a national basis.

Led by the existing statistical collections of the (then) Tasmanian Racing and Gaming Commission (the Commission), other state and territory governments developed their own statistical databases to assist in the compilation of a national gambling statistical record.

At the September 1983 Racing and Gaming Ministers' Conference held in Melbourne, it was resolved:

That the conference approves the establishment of a national statistical data bank and each state and territory agree to submit all available racing and gaming statistics in a consistent format to the Tasmanian racing and gaming commission for collation and analysis.

In line with the conference resolution, the Commission, with the assistance of a firm of economic consultants, extracted from published records significant quantities of data relating to gambling turnover in each state and territory since 1972. The first consolidation and assessment of these data was produced for the Racing and Gaming Ministers' Conference in late 1984. At the Commission's request, the report was made publicly available.

The Tasmanian Gaming Commission (the renamed Commission) continued to produce annual statistics until 2004, when QGSO (formerly the Office of Economic and Statistical Research) within Queensland Treasury, was endorsed by jurisdictional department heads to produce the publication on an ongoing basis.

1.2. Events affecting data

Gambling policy and legislation

Gambling policy and legislation in Australia have traditionally been the role of the states and territories rather than the Commonwealth. Relevant state-based legislation is detailed in state and territory summaries in Section 3.

COVID-19 pandemic

From 11 March 2020, when the World Health Organization declared a global pandemic in response to the spread of COVID-19, Australian and state and territory governments implemented border closures, travel restrictions, mandatory quarantine, business closures and social distancing measures in efforts to contain the spread of the virus. This resulted in changes in the availability of gambling activities in Australia, with land-based gambling venues temporarily closed and major national and international sporting codes suspended.

Point of consumption tax

Changes in the way the wagering industry is structured, including the growth of online wagering, have led some jurisdictions to change the way they tax wagering. In July 2017, South Australia introduced a point of consumption (POC) tax on all wagers placed by South Australian residents, regardless of the location of the wagering operator. Soon after, the other states and the Australian Capital Territory introduced a POC tax. Only the Northern Territory remains without this tax on wagering services.

Table 1 Point of consumption tax and Australian Gambling Statistics

State/Territory	Introduced by state/territory	Reported in Australian Gambling Statistics		
		35th edition AGS (1992–93 to 2017–18)	36th edition AGS (1993–94 to 2018–19)	37th edition AGS (1994–95 to 2019–20)
NSW	1 January 2019	x	x	✓
Vic	1 January 2019	x	x	✓
Qld	1 October 2018	x	x	✓
SA	1 July 2017	✓	✓	✓
WA	1 January 2019	x	x	✓
Tas	1 January 2020	x	x	✓
ACT	1 January 2020	x	x	✓
NT	No plans to introduce	x	x	x

As a result of the introduction of POC tax and subsequent changes to the way wagering data are collected, detailed breakdowns for 'Wagering' are no longer reported in AGS and represent a break in series. Data, footnotes, and abbreviations for these detailed wagering categories are available in the 36th edition on the QGSO website www.qgso.qld.gov.au and in earlier editions available by emailing QGSO at govstat@treasury.qld.gov.au.

The Northern Territory is the only jurisdiction not to introduce POC tax. To avoid double counting, an estimate of wagering turnover and expenditure figures for Northern Territory residents only has been reported in the 37th edition of AGS. In this regard, the 2019–20 Northern Territory figures also represent a break in series and comparisons with previous figures are not appropriate.

Table 2 Gambling activities reported in the 36th and 37th editions of Australian Gambling Statistics

Gambling level	Gambling activity ^a	36th edition AGS (1993–94 to 2018–19)	37th edition AGS (1994–95 to 2019–20)
Racing		✓	x
	Bookmakers off course	✓	x
	Bookmakers on course	✓	x
	On-course totalisator	✓	x
	TAB	✓	x
Sports betting		✓	x
	Bookmaker and other fixed odds	✓	x
	Bookmaker and other pool betting	✓	x
	TAB fixed odds	✓	x
	TAB tote odds	✓	x
Wagering		x	✓
	Sportbetting and racing combined	x	✓
Gaming		✓	✓
	Casino	✓	✓
	Gaming machines	✓	✓
	Instant lottery	✓	✓
	Interactive gaming	NT only	NT only
	Keno	✓	✓
	Lotteries	✓	✓
	Lotto	✓	✓
	Minor gaming	WA only	WA only
	Pools	✓	✓

^a The availability of gambling activities differs between states and territories.

1.3. Cautionary note

While all care has been taken in the preparation of AGS, each jurisdiction has its own systems, processes and reporting methods, and the availability of data can vary between jurisdictions. Thus, care should be taken when comparing data between jurisdictions.

All tables should be read in conjunction with the Explanatory notes. In some instances, data contained in previous editions have been corrected or amended. These corrections or amendments are noted within the relevant table(s).

2.0 Abbreviations and glossary

2.1. Abbreviations

- Nil or rounded to zero
- E Estimated data
- NA Not applicable
- R Revised data
- U Unavailable data
- I Incomplete data

2.2. Glossary

The following terms are used in AGS:

Casino	Figures represent wagers at casinos and include wagers on table games, gaming machines and keno systems.
Casino turnover	For the purposes of this report, casino turnover is represented by handle, which is the amount of money exchanged for gaming chips at a gaming table. Unfortunately, it is not possible to measure the total amount wagered (including re-investment of winning bets) at table games. Therefore, care should be taken if analysing casino turnover figures.
Expenditure	These figures relate to the net amount lost or the amount wagered less the amount won. Alternatively, it is the gross profit due to the operators of each form of gambling.
Gambling	The placement of a wager or bet on the outcome of a future uncertain event. Gambling includes gaming and wagering activities. The statistics presented in this publication are for legalised regulated gambling. In addition, the statistics for each individual state or territory include turnover and expenditure generated by overseas and interstate visitors as well as those generated by residents of that state or territory.
Gaming	All legal forms of gambling other than wagering, such as lotteries, gaming machines, casino, interactive gaming and minor gaming.
Gaming machines	<p>All jurisdictions, except Western Australia, have a state-wide gaming (poker) machine network operating in clubs and hotels. The data reported under this heading <u>exclude</u> gaming machine data from casinos.</p> <p>Gaming machines accurately record the total value of bets on gaming machines, including bets made using credits won during play. Turnover is the amount of money bet, regardless of whether that money is won or lost. Turnover does not represent player losses. Thus, turnover is an actual figure for each jurisdiction. In most jurisdictions, operators must return at least 85 per cent of wagers to players as winnings, either by cash or a mixture of cash and product over the lifetime of the gaming machine. In some jurisdictions, gaming machines may be linked together to offer major jackpots.</p>
Government revenue	The revenue received by state governments from gambling activities that are subject to state taxes and levies.
Gross household disposable income	<p>Household disposable income (HDI) is the gross household income less:</p> <ul style="list-style-type: none"> • income tax payable • other current taxes on income, wealth etc. • consumer debt interest • interest payable by unincorporated enterprises and dwellings owned by persons • net non-life insurance premiums • other current transfers payable by households.

When interpreting gambling figures as a proportion of HDI, by state and territory, users of the data should note that such data represent expenditure within the jurisdiction concerned, and therefore should not be adjusted for interstate or international gamblers. No relevant data are collected on interstate gamblers.

Interactive gaming Gambling on activities conducted via the internet. It specifically excludes wagering in the form of racing and sports betting, keno and lotteries via the internet. Interactive gambling services provided to Australian residents by an internet casino are banned under the Commonwealth *Interactive Gambling Act 2001* (IGA) which came into effect in August 2001.

Table 3 Gross household disposable income^a, all states and territories, 1994–95 to 2019–20

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
— \$m —									
1994–95	120,143	80,228	54,535	25,528	31,353	7,134	7,131	3,140	329,192
1995–96	128,308	84,499	58,070	26,855	33,252	7,606	7,396	3,428	349,414
1996–97	135,713	88,857	62,437	27,932	34,748	7,854	7,864	3,609	369,013
1997–98	141,042	93,109	64,885	29,205	36,218	8,000	7,962	3,705	384,126
1998–99	146,745	98,405	67,173	29,499	37,459	8,148	8,326	4,171	399,927
1999–00	156,676	102,890	71,125	30,935	39,649	8,472	9,237	4,368	423,351
2000–01	170,742	113,350	77,202	33,843	43,136	9,253	10,801	4,792	463,119
2001–02	175,270	123,044	85,223	37,232	48,754	10,314	11,101	5,346	496,285
2002–03	178,269	127,285	87,946	37,893	51,922	10,596	12,133	5,483	511,526
2003–04	192,606	135,116	97,693	39,999	56,751	11,581	12,968	5,754	552,469
2004–05	205,070	145,303	108,990	42,161	60,934	12,505	13,917	6,552	595,432
2005–06	211,657	152,442	120,103	44,212	66,037	13,498	15,054	7,193	630,197
2006–07	229,346	166,539	133,472	48,003	74,392	14,432	16,424	7,760	690,369
2007–08	247,194	182,351	146,507	52,084	87,803	15,586	18,720	8,662	758,907
2008–09	269,047	198,011	163,429	58,378	97,648	17,480	20,536	9,993	834,523
2009–10	281,494	203,795	168,892	59,898	100,701	17,806	22,438	10,705	865,730
2010–11	302,797	219,295	179,765	64,343	110,016	19,077	24,564	11,521	931,377
2011–12	316,486	227,874	191,348	65,956	123,686	20,027	26,555	12,317	984,249
2012–13	322,780	232,488	195,811	67,209	132,526	20,056	28,706	13,552	1,013,128
2013–14	339,865	245,694	204,083	69,461	142,253	21,326	28,964	14,986	1,066,630
2014–15	358,196	257,572	210,474	72,437	145,460	21,811	31,100	15,727	1,112,777
2015–16	372,027	264,816	213,985	72,830	143,702	22,436	32,872	16,341	1,139,009
2016–17	386,271	276,394	219,458	74,361	137,325	22,767	34,264	16,895	1,167,735
2017–18	399,034	287,279	229,454	77,046	138,963	23,638	35,721	17,319	1,208,454
2018–19	414,265	300,784	234,580	78,166	138,579	24,521	37,367	16,300	1,244,561
2019–20	434,373	319,964	247,080	82,145	145,415	26,235	39,669	16,571	1,311,453

^a Original data.

Source: ABS 5220.0, *Australian National Accounts: State Accounts*.

Keno Keno is a game where a player wagers that their chosen numbers match any of the 20 numbers randomly selected from a group of 80 numbers via a computer system or a ball-draw device. Keno payouts are established by rules and consist of a fixed pay scale (independent of the total wager made on the game) and, in some cases, a jackpot component.

Lotteries Includes lotteries, lotto, pools and instant scratchies. In June 2018, pools was withdrawn from the Australian lottery market.

Minor gaming The collective name given to raffles, bingo, lucky envelopes and the like.

Point of consumption tax (on Wagering) A tax collected from betting operators in all states and territories, except the Northern Territory, to generate revenue from wagering. "Point of consumption" means the tax is payable where the bet was placed, although in some jurisdictions, operators are permitted to rely on the address information of account-based customers. Gambling products including gaming machines, casino games and lotteries are not subject to the tax. Also refer to Section 1.2.

Population Mean estimates of the population aged over 18 years are presented below. The same caveat relating to the influence of visitors on the estimates reported in the Household disposable income (HDI) tables is also relevant to the interpretation of those reported in the per capita tables.

Table 4 Mean estimated resident population aged 18 years and over, all states and territories, 1994–95 to 2019–20

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia ^a
	— m —								
1994–95	4.530	3.358	2.350	1.106	1.257	0.346	0.222	0.121	13.291
1995–96	4.586	3.389	2.405	1.110	1.284	0.348	0.225	0.124	13.474
1996–97	4.647	3.424	2.454	1.116	1.311	0.349	0.228	0.128	13.659
1997–98	4.704	3.459	2.496	1.124	1.336	0.350	0.230	0.132	13.832
1998–99	4.761	3.498	2.537	1.132	1.360	0.350	0.232	0.134	14.007
1999–00	4.824	3.542	2.581	1.140	1.383	0.351	0.235	0.137	14.195
2000–01	4.892	3.591	2.631	1.147	1.407	0.353	0.239	0.139	14.401
2001–02	4.955	3.643	2.691	1.156	1.430	0.354	0.243	0.141	14.616
2002–03	5.003	3.695	2.765	1.166	1.454	0.358	0.247	0.141	14.831
2003–04	5.044	3.747	2.840	1.176	1.479	0.363	0.250	0.142	15.043
2004–05	5.083	3.801	2.913	1.187	1.507	0.367	0.253	0.144	15.257
2005–06	5.128	3.862	2.986	1.200	1.538	0.371	0.256	0.147	15.490
2006–07	5.191	3.936	3.063	1.214	1.578	0.374	0.262	0.150	15.770
2007–08	5.282	4.021	3.146	1.231	1.628	0.379	0.267	0.155	16.111
2008–09	5.381	4.118	3.234	1.248	1.684	0.384	0.273	0.161	16.485
2009–10	5.470	4.209	3.311	1.266	1.734	0.389	0.279	0.165	16.825
2010–11	5.543	4.281	3.373	1.281	1.782	0.393	0.285	0.168	17.109
2011–12	5.613	4.360	3.441	1.294	1.838	0.396	0.291	0.171	17.406
2012–13	5.691	4.455	3.512	1.307	1.892	0.397	0.296	0.176	17.729
2013–14	5.778	4.552	3.575	1.320	1.928	0.399	0.301	0.180	18.035
2014–15	5.866	4.652	3.628	1.332	1.948	0.401	0.306	0.181	18.316
2015–16	5.958	4.761	3.680	1.342	1.962	0.404	0.311	0.183	18.604
2016–17	6.063	4.880	3.741	1.352	1.974	0.408	0.317	0.184	18.923
2017–18	6.171	5.001	3.810	1.364	1.988	0.413	0.324	0.184	19.259
2018–19	6.268	5.118	3.880	1.377	2.008	0.419	0.329	0.184	19.588
2019–20	6.349	5.219	3.952	1.392	2.037	0.425	0.333	0.184	19.896

^a Includes 'Other Territories' comprising Jervis Bay Territory, Christmas Island, the Cocos (Keeling) Islands and Norfolk Island.

Source: Derived from ABS 3412.0.55.004, *National state and territory population*.

'Real' variables All dollar figures are given in nominal terms except where a table is denoted as being in real terms. Real dollar figures have had the effects of inflation removed. These values are calculated by specifying a base year (in this instance 2019–20) and 'deflating' each previous year by the Consumer Price Index (CPI). This means that all data in a table showing real values may be compared directly, the effects of inflation having been removed.

The CPI is a measure of change over time in the retail price of a constant basket of goods and services which is representative of consumption patterns of employee households in metropolitan areas.

Table 5 Consumer Price Index^a, 1994–95 to 2019–20

Year	Consumer Price Index	Inflation rate (%)	Deflator factor
1994–95	63.4	3.3	0.548
1995–96	66.1	4.3	0.571
1996–97	67.0	1.4	0.579
1997–98	67.0	0.0	0.579
1998–99	67.8	1.2	0.586
1999–00	69.4	2.4	0.600
2000–01	73.6	6.1	0.636
2001–02	75.7	2.9	0.654
2002–03	78.0	3.0	0.674
2003–04	79.9	2.4	0.691
2004–05	81.8	2.4	0.707
2005–06	84.4	3.2	0.729
2006–07	86.9	3.0	0.751
2007–08	89.8	3.3	0.776
2008–09	92.6	3.1	0.800
2009–10	94.8	2.4	0.819
2010–11	97.7	3.1	0.844
2011–12	100.0	2.4	0.864
2012–13	102.3	2.3	0.884
2013–14	105.0	2.6	0.908
2014–15	106.8	1.7	0.923
2015–16	108.3	1.4	0.936
2016–17	110.2	1.8	0.952
2017–18	112.3	1.9	0.971
2018–19	114.1	1.6	0.986
2019–20	115.7	1.4	1.000

^a Average of four quarters.

Source: Derived from ABS 6401.0, *Consumer Price Index, Australia*.

Turnover An expression used to describe the amount wagered. This does not include any additional charges that may also be paid at the point of purchase, such as selling agents' commission in the case of lotteries (except where noted in tables). Electronic gaming machine (EGM) turnover, relates to credits played in an EGM, rather than the amount of money inserted into the EGM.

Wagering All legal forms of gambling on racing, sporting events and other approved events (e.g., elections). Wagering includes all the racing and sports betting activities mentioned in Table 2.

3.0 State and territory specific notes

3.1. New South Wales

Legislation

Legislation governing the regulation, supervision and control of gambling activities in New South Wales includes:

- *Betting and Racing Act 1998*
- Betting and Racing Regulation 2012
- *Betting Tax Act 2001*
- *Casino Control Act 1992*
- Casino Control Regulation 2019
- *Community Gaming Act 2018*
- Community Gaming Regulation 2020
- *Gambling (Two-Up) Act 1998*
- Gambling (Two-up) Regulation 2022
- *Gaming and Liquor Administration Act 2007*
- Gaming and Liquor Administration Regulation 2016
- *Gaming Machines Act 2001*
- Gaming Machines Regulation 2019
- *Gaming Machines Tax Act 2001*
- *Liquor Act 2007*
- Liquor Regulation 2018
- *Public Lotteries Act 1996*
- Public Lotteries Regulation 2016
- *Registered Clubs Act 1976*
- Registered Clubs Regulation 2015
- *Totalizator Act 1997*
- Totalizator Regulation 2012
- *Unlawful Gambling Act 1998*
- Unlawful Gambling Regulation 2021.

New developments

In November 2019, the *Betting and Racing Act 1998* and the *Totalizator Act 1997* were amended to implement the first tranche of measures in the National Consumer Protection Framework for Online Wagering. These measures related to:

- requirements for account closures
- prohibitions on certain inducements to gamble and direct marketing
- requirements to offer customers the ability to set a deposit limit.

The amendments also more clearly define the term inducement as it relates to the NSW specific prohibition on the advertising of inducements. This change addressed previous court rulings related to the term. Penalties for offences were also doubled.

In April 2020, changes to the declared betting events schedule allowed NSW betting service providers licensed in NSW to commence taking bets on certain eSport events for the first time.

General industry information

The figures presented for New South Wales in this publication were provided by the Independent Liquor and Gaming Authority, Liquor and Gaming NSW and the NSW Department of Customer Service.

Number of operating gaming machines (at 30 June 2020)

- Clubs – 67,645
- Hotels – 22,530
- Casinos – 1,500

Number of venues with operating gaming machines (at 30 June 2020)

- Clubs – 1,042
- Hotels – 1,292
- Casinos – 1

Gaming machine duty rates

Gaming machine duty rates for clubs and hotels are in Tables 6 and 7.

Table 6 Annual club gaming machine tax rates

	Tax rate 1 (%)	Tax rate 2 (%)	Tax rate 3 (%)	Tax rate 4 (%)	Tax rate 5 (%)
2006	10.0	21.0	25.5	27.7	27.7
2007–2010 tax years	10.0	21.0	26.0	29.0	30.9
2011 and subsequent tax years	10.0	19.9	24.4	26.4	28.4

Notes:

If profits do not exceed \$200,000, no tax is due.

If profits exceed \$200,000 but do not exceed \$1,000,000, no tax is due.

If profits exceed \$1,000,000 but do not exceed \$1,800,000.

Tax rate 1 is applied to the first \$1,000,000 of the profits.

Tax rate 2 is applied to anything that exceeds \$1,000,000.

If profits exceed \$1,800,000 but do not exceed \$5,000,000.

Tax rate 1 is applied to \$800,000 of the profits.

Tax rate 2 is applied to profits that exceed \$1,000,000.

If profits exceed \$5,000,000 but do not exceed \$10,000,000.

Tax rate 1 is applied to \$800,000 of the profits.

Tax rate 2 is applied to \$4,000,000 of the profits.

Tax rate 3 is applied to the profits that exceed \$5,000,000.

If profits exceed \$10,000,000 but do not exceed \$20,000,000.

Tax rate 1 is applied to \$800,000 of the profits.

Tax rate 2 is applied to \$4,000,000 of the profits.

Tax rate 3 is applied to \$5,000,000 of the profits.

Tax rate 4 is applied to the profits that exceed \$10,000,000.

If the profits exceed \$20,000,000.

Tax rate 1 is applied to \$800,000 of the profits.

Tax rate 2 is applied to \$4,000,000 of the profits.

Tax rate 3 is applied to \$5,000,000 of the profits.

Tax rate 4 is applied to \$10,000,000 of the profits.

Tax rate 5 is applied to the profits that exceed \$20,000,000.

Table 7 Annual hotel gaming machine tax rates

	Gaming revenue					
	Up to \$25,000	\$25,001 to \$200,000	\$200,001 to \$400,000	\$400,001 to \$1,000,000	\$1,000,001 to \$5,000,000	\$5,000,001 and above
	— % —					
2009	5.1	15.1	23.7	29.4	34.4	47.3
2010	—	—	33.0	33.0	36.0	50.0
2011	—	—	33.0	33.0	36.0	50.0
2012	—	—	33.0	33.0	36.0	50.0
2013	—	—	33.0	33.0	36.0	50.0
2014	—	—	33.0	33.0	36.0	50.0
2015	—	—	33.0	33.0	36.0	50.0
2016	—	—	33.0	33.0	36.0	50.0
2017	—	—	33.0	33.0	36.0	50.0
2018	—	—	33.0	33.0	36.0	50.0
2019	—	—	33.0	33.0	36.0	50.0
2020	—	—	33.0	33.0	36.0	50.0

Number of gaming, racing and wagering licences issued (at 30 June 2020)

- Bookmakers – 157
- Sports betting – 33
- Totalisator – 1
- Race clubs
 - Thoroughbred – 130
 - Harness – 31
 - Greyhound – 31
- Public lotteries – 1
- Keno – 1
- Casino – 1
- Restricted gaming facility – 1
- Inter-venue linked gaming system (Jackpot links) were retired and de-licensed in 2020.

Amendments to previous publication (36th edition)

Nil.

Notes to the Tables for 2019–20

Casino	Government revenue from gaming figure does not include contributions to the Responsible Gambling Fund required by the <i>Casino Control Act 1992</i> or the <i>Gaming Machines Act 2001</i> . Restricted gaming facility not operational in 2019-20.
Lotteries	Turnover figures are net sales (that is, not including agent commission).

Specific notes

Nil.

3.2. Victoria

Legislation

Legislation governing the regulation, supervision and control of gambling activities in Victoria includes:

- *Casino Control Act 1991*
- *Casino (Management Agreement) Act 1993*
- *Gambling Regulation Act 2003*
- *Racing Act 1958*
- *Victorian Commission for Gambling and Liquor Regulation (VCGLR) Act 2011.*

The Victorian legislation can be accessed from the Victorian Legislation and Parliamentary Documents website at <https://www.legislation.vic.gov.au/> under Victorian Law Today.

New developments

Point of consumption (POC) tax

POC tax commenced in Victoria on 1 January 2019. The POC tax applied at a rate of eight per cent of the net wagering revenue derived from all wagering and betting activities by customers located in Victoria for the period 1 January 2019 to 30 June 2021. From 1 July 2021, the POC tax applies at a rate of ten per cent of the net wagering revenue derived from all wagering and betting activities by customers located in Victoria.

In Victoria, the face value of any free bets placed by a customer are considered part of net wagering revenue and net winnings paid in relation to free bets are considered part of winnings paid. As a result, the reported wagering expenditure will be higher than the actual net amount lost or the gross operator profit.

The 37th edition of the Australian gambling statistics reports full year results for the financial year (2019-20) in comparison to the previous 36th edition where only half year results (prior to POC tax) were included.

General industry information

Impacts of COVID-19 restrictions

In March 2020, the Victorian government implemented stage 3 restrictions in response to COVID-19. In relation to the impacts of gambling in Victoria, the following was noted:

- all licensed hotels/clubs and the Melbourne Casino ceased gaming on 23 March 2020
- all Keno and retail Wagering outlets ceased on 27 March 2020
- Keno and retail Wagering outlets reopened on the 22 June 2020 after easing of restrictions
- Licensed hotels/clubs and the Melbourne Casino reopened on 09 November 2020 after easing of restrictions.

Consequently, the gambling data reported in the 37th edition of AGS was impacted by these restrictions/closures.

Amendments to previous publication (36th edition)

The following amendments have been made to the 36th edition of AGS.

- Casino Revenue for 2018-19 has been revised to \$228.444m to align with the VCGLR Annual Report 2018-19
- Casino Turnover for 2018-19 has been revised to \$12,557.048m
- Sports betting and racing Expenditure for 2018-19 has been revised to \$787.976m
- Sports betting and racing (Wagering) Revenue for 2018-19 has been revised to \$54.961m
- Sports betting and racing (Wagering) Turnover for 2018-19 has been revised to \$4,889.875m.



Notes to the Tables for 2019–20

For 2019-20, the figures only include Sports betting and Pari-mutual figures. Trackside figures are specified in the footnotes.

Specific notes

Nil.

3.3. Queensland

Legislation

- *Betting Tax Act 2018*
- *Breakwater Island Casino Agreement Act 1984*
- *Brisbane Casino Agreement Act 1992*
- *Cairns Casino Agreement Act 1993*
- *Casino Control Act 1982*
- *Charitable and Non-Profit Gaming Act 1999*
- *Gaming Machine Act 1991*
- *Interactive Gambling (Player Protection) Act 1998*
- *Jupiters Casino Agreement Act 1983*
- *Keno Act 1996*
- *Lotteries Act 1997*
- *Queen's Wharf Brisbane Act 2016*
- *Wagering Act 1998*.

New developments

On 22 November 2019, Tabcorp Gaming Solutions (Qld) Pty Ltd (TGS) was prescribed as an approved financier under the *Gaming Machine Regulation 2002*. This enables TGS to undertake certain business activities in Queensland including leasing electronic gaming machines and associated systems to licensed premises, under terms contained within a Venue Service Agreement.

General industry information

Nil.

Amendments to previous publication (36th edition)

Nil.

Notes to the Tables for 2019–20

Nil.

Specific notes

Queensland wagering data presented in the 37th edition of AGS represents turnover, expenditure and revenue from Queensland's wagering point of consumption (POC) taxation arrangement ("Betting Tax") which was introduced in October 2018. This will be the first edition containing this data and therefore represents a significant break in time series. Comparisons with previous wagering figures should be interpreted with caution.

3.4. South Australia

Legislation

- *Authorised Betting Operations Act 2000*
- *Casino Act 1997*
- *Gaming Machines Act 1992*
- *Independent Gambling Authority Act 1995* (renamed *Gambling Administration Act 1995*)
- *Lottery and Gaming Act 1936*
- *State Lotteries Act 1966*.

New developments

Gambling Review—Reform to SA gambling laws

As part of reforms to the regulation of gambling in South Australia undertaken in 2018, the Independent Gambling Authority (IGA) ceased operations and all gambling regulation, operational and enforcement responsibilities were transferred to Consumer and Business Services (CBS) from 1 December 2018.

As part of those reforms, the Attorney-General was required, by legislation, to undertake a broad review of all gambling regulation in SA and other aspects raised by retired Supreme Court Judge Tim Anderson QC in his Administrative Review of Gambling Regulation in South Australia, which was tabled in Parliament on 4 September 2018.

On 12 December 2019, State Parliament passed legislation to further significantly reform the regulation of gambling in South Australia.

Delivery of the reforms is scheduled to occur in stages to allow for operational changes and further consultation on different aspects of the changes.

Amendments will need to be made to the regulations under each of the gambling acts, the Advertising and Responsible Gambling Codes of Practice and the new concept of gambling administration guidelines are to be developed.

Community impact assessment guidelines will need to be developed for gaming machine licensing (hotels and clubs) only.

A project team has been formed to manage the implementation of these reforms. Relevant stakeholders will be consulted on these changes; however, this will take time and is expected to occur in stages during the second and third quarters of 2020.

It is proposed that all reforms will commence as a complete package in late 2020.

Key reforms – general

Administrative/New Regulatory Framework

The current *Gambling Administration Act 1995* will be repealed, and a new administrative and regulatory framework introduced under a new Act, the *Gambling Administration Act 2019*.

Regulations in support of the new Act will also be drafted.

Commencement of the new Act will also be subject to other matters including but not limited to—

- a review of the Advertising and Responsible Gambling Codes of Practice
- the replacement of prescription notices with Guidelines
- the implementation of an online solution to facilitate multi-venue barrings and changes to the length of barring period.

Review and prescribe new Codes of Practice

A review of the current Advertising and Responsible Gambling Codes of Practice has commenced.

Following this review, it is proposed that stakeholders will be consulted on drafts of new Advertising and Responsible Gambling codes, which are contemporary and specifically apply to the gambling industry being regulated.

Prescription of Gambling Administration Guidelines

New measures will require the Commissioner to issue guidelines in relation to requirements for the approval of systems and procedures designed to prevent gambling by children, as well as training courses to be undertaken by staff involved in betting operations for the purposes of the Codes of Practice.

A review of any current prescription notices issued under the *Authorised Betting Operations Act 2000* for these purposes will be undertaken.

Following this review, it is proposed that stakeholders are consulted on drafts of the new gambling administration guidelines which will replace the existing prescription notices.

Training

New measures will require gambling providers' staff to undertake courses of training for the purposes of the Codes of Practice. Courses of training will need to be approved by the Commissioner.

As part of the review of the codes of practice, any proposed changes to training requirements will be evaluated, and stakeholders consulted, prior to approval being given by the Commissioner.

Barring orders

Changes will need to be made to the online barring system, to allow both a gambling provider and the Commissioner to make barring orders in respect to:

- single and multiple venues
- for periods greater than 3 months (licensee) or 3 years (Commissioner).

CBS will consult with stakeholders on the development and roll out of any IT solutions and on regulations governing the implementation of these barring changes.

Requirement to notify of changes to prescribed particulars

To ensure that gambling providers' records remain accurate and up to date, they will need to notify of any changes to:

- any address for service or other email address
- telephone number
- street address or postal address
- any other particulars of a kind prescribed by the regulations.

A review of current gambling providers' records will be undertaken and scoping of the development of an IT solution, possibly through an online portal, to allow operators to maintain the information relevant to their licence or authorisation.

Requirements to be fit and proper

Changes will mean that when the Commissioner is considering granting or renewing an on-course totalisator betting licence, bookmakers licence or agents licence, be satisfied that the applicant is a fit and proper person to hold the licence.

The Commissioner must also be satisfied that a person seeking to be approved as a designated person under a major betting operations licence is also a fit and proper person to become a designated person in relation to the licensee.



Lottery and trade promotion licensing

Changes will also be made to the way that various lotteries and trade promotions are licensed.

The current provisions under the existing *Lottery and Gaming Act 1936* will be repealed and a new licensing and regulatory framework established under the *Lotteries Act 2019*.

Stakeholders will be consulted on these changes including the drafting of new regulations, which will govern the conduct of lotteries and trade promotions under the new *Lotteries Act 2019*.

Key reforms specific to gaming machine licensees (hotels and clubs)

Prescription of Gambling Administration Guidelines

Systems operated in connection with gaming machines, as well as training courses to be undertaken by gaming managers and gaming employees, must be approved by the Commissioner.

A review of current prescription notices issued under the *Gaming Machines Act 1992* for these purposes will be undertaken. Following this review, it is proposed that stakeholders are to be consulted on the drafts of the new gambling administration guidelines which will replace prescription notices for:

- account based cashless gaming systems
- automated risk monitoring systems
- courses of training.

It is proposed that new guidelines will be drafted in support of other reform measures including:

- requirements for the approval of facial recognition systems
- requirements for the approval of banknote/ticket-enabled devices
- any other matters which are relevant to operations under a gambling act.

Barring orders and facial recognition

In support of new facial recognition technology requirements for certain gaming venues operating gaming machines with banknote acceptors, an IT solution will need to be developed to enable facial images held within the barring database to be checked by facial recognition systems approved for installation in gaming venues.

Stakeholders will be consulted on the development and roll out of any IT solutions, on regulations and guidelines governing the implementation of these barring changes, and the installation of facial recognition systems in venues.

Cash facilities limitations

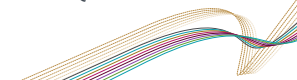
Access to cash using any one cash facility on the licensed premises during a 24-hour period will be limited to \$250. This means that cash withdrawals using EFTPOS will be limited to \$250 per card, per 24-hour period. Amounts accessed through EFTPOS will be in addition to the use of ATMs that also have a limit of \$250 per card, per 24-hour period.

Venue operators will be responsible for ensuring that cash facilities on the licensed premises are compliant with the new \$250 limit.

Banknote Acceptors / Ticket Enabled Devices

Gaming machines will be able to be operated using banknotes as well as coin. Banknote denominations of up to \$50 will be allowed, subject to a credit balance limit of \$100. This means that no additional banknotes will be able to be inserted into the gaming machine until the cash value of the credit balance of the gaming machine drops below \$100.

While an approved ticket printer device will also be able to be fitted to gaming machines to allow players to redeem credits in the form of a barcoded ticket instead of coin, the operation of gaming machines by the insertion of a ticket (commonly known as 'ticket-in ticket-out' or TITO) will be allowed if prescribed by regulation.



In addition to banknote acceptors and ticket-printer devices being included under the regulations as prescribed components of gaming machines, regulations and gambling administration guidelines governing the technical requirements, installation and operation of such devices will need to be drafted.

Programming changes to the gaming machine monitoring system operated by the Independent Gaming Corporation (IGC) will be necessary. Existing gaming machines (if capable of supporting banknote acceptors) may also need to be upgraded or new QCOM compliant gaming machines installed if licensees wish to operate gaming machines with banknote acceptors and ticket enable devices.

Facial recognition technology

In support of new facial recognition technology (FRT) requirements for certain licensees operating gaming machines with banknote acceptors, and to ensure compliance with new licence conditions, an IT solution is being considered to enable facial images held within the barring database to be checked by new facial recognition systems approved for installation in venues.

Regulations governing the use of these facial images and gambling administration guidelines governing the approval, installation and operation of such systems will also need to be drafted to support development of FRT by system providers and the installation and operation of FRT by licensees.

Following the evaluation of any technical requirements, stakeholders will be consulted on the drafting of regulations and guidelines to support the rollout and use of FRT.

Prohibition of links between dealers and other licensees

The current prohibition on links between the holders of gaming machine dealers' licences and gaming machine service licences is to be repealed.

It is proposed that this provision will commence in advance of the wider gambling reforms to allow gaming machine dealers to make the relevant applications and seek approval of persons to be gaming machine technicians in contemplation of the rollout of new gaming machines and technology.

This will allow for work to be undertaken on gaming machines in preparation for the commencement of related provisions in late 2020.

Designated applications and community impact assessment guidelines

The current Social Effect Inquiry Principles which are prescribed to govern applications for new gaming machine licences will be replaced with the concept of a Community Impact test, consistent with the test implemented through recent amendments to the *Liquor Licensing Act 1997*.

Following consultation with stakeholders, new "Community Impact Assessment Guidelines" will be issued to assist applicants for new gaming machine licences and any other applications that the Commissioner determines to be designated applications.

Approved trading system—intention to reduce gaming machine numbers

State Parliament has signaled its intention to maintain the reduction in the number of gaming machines operating in South Australia by including within the *Gaming Machines Act 1992* a "statutory objective" prescribed by regulation (i.e. to reduce the number of gaming machines to a number not exceeding, 13,081).

In accordance with the reform legislation, a review of the current trading system is required to be undertaken. To allow significant time for the impact of the reform package to be evaluated and considered as part of any recommendations, the review must be completed, and a report provided to the Government by 12 December 2022.

In the meantime, the current trading system will remain available to licensees to buy and sell gaming machine entitlements.



Removal of gaming machine licences (Relocation)

A gaming machine licence will be able to be removed and gaming machine entitlements reallocated from one set of premises to another, with the associated liquor licence if both premises are in the same 'locality', and in the case of a designated application possibly due to the scale and scope of the new premises, the applicant satisfies the new community impact assessment guide.

The definition of 'locality' is to be considered as part of the consultation process and drafting of community impact assessment guidelines.

Provisions relating to gaming machine licences held by clubs

Certain administrative measures governing the amalgamation and transfer of certain gaming machine licences and gaming machine entitlements, held by clubs, will be introduced.

Consultation will take place with the club industry for implementation of club specific administrative arrangements.

Approval of games and gaming machines

The current fixed time limits on the approval of games and gaming machines (five year and ten-year approval limits respectively) are to be repealed.

New measures will however be introduced which will allow the Commissioner to vary or revoke the approval of a game or gaming machine.

Approval of certain systems to be operated in connection with gaming machines

Certain systems will be operated in connection with gaming machines (e.g. account based cashless gaming systems and automated risk monitoring systems etc.) must be approved by the Commissioner and must comply with the requirements of the Act and any applicable gambling administration guidelines.

The existing automated risk monitoring system, recognised under the *Gaming Machines Act 1992* will continue to be taken to be an approved system.

Approval of responsible gambling agreements

Changes to gaming machine licence conditions will mean that gaming operations must not be conducted unless the licensee has entered into a responsible gambling agreement with an approved industry body.

Club Safe and Gaming Care which are industry bodies currently recognised under the *Gaming Machines Act 1992*, will continue to be taken to be an approved industry body.

The form of responsible gambling agreement will however need to be approved.

Licence conditions

Changes to gaming machine licence conditions will mean that:

- the licensee must not conduct gaming operations unless the licensee has entered into a responsible gambling agreement with an approved industry body
- the licensee must, on the request of the Commissioner for the purposes of gambling research, provide to the Commissioner information recorded by certain approved systems (i.e. account based cashless gaming system and automated risk monitoring system etc.)
- in the case of a licence authorising the operation of 30 or more gaming machines any one of which may be operated by the insertion of a banknote:
 - i. that the licensee must, for the purposes of identifying barred persons who are about to enter a gaming area, operate an approved facial recognition system in accordance with any requirements prescribed by the

- regulations; and
- ii. that the licensee must not allow a person to enter a gaming area unless the licensee has caused a record of the person's facial image to be made by means of an approved facial recognition system in accordance with any requirements prescribed by the regulations; and
- iii. that the licensee must ensure that gaming managers and gaming employees have undertaken approved training courses in accordance with any requirements under the relevant responsible gambling codes of practice.

Applications and submissions

The way certain gaming applications are to be made, advertised and be subject to objection (by submission) is to be aligned with measures recently introduced under the *Liquor Licensing Act 1997*.

Unclaimed winnings

New systems and processes to enable licensees to pay unclaimed winnings from gaming machines and monies from decommissioned gaming machine jackpots above a prescribed amount are to be developed.

Regulations will need to be drafted to prescribe the amount below which monies are not required to be forfeited to the Commissioner or paid to the Gamblers' Rehabilitation Fund.

Recovery of administration costs

The reform package includes a requirement that the Commissioner must on an annual basis recover from licensees the costs associated with administering and regulating the *Gaming Machines Act 1992*.

The commencement of any cost recovery model is expected to be deferred for two years after the commencement of the reform package.

Lottery and trade promotion licensing

Changes will also be made to the way that various lotteries and trade promotions are licensed.

The current provisions under the existing *Lottery and Gaming Act 1936* will be repealed and a new licensing and regulatory framework established under the *Lotteries Act 2019*.

Stakeholders will be consulted on these changes including the drafting of new regulations which will govern the conduct of lotteries and trade promotions under the new *Lotteries Act 2019*.

General industry information

On 22 March 2020, the Prime Minister of Australia (Prime Minister) announced a restriction on, *inter alia*, licensed hotels and clubs in Australia from opening from midday local time 23 March 2020 to assist in slowing down the spread of coronavirus (COVID-19).

To put the Prime Minister's announcement into effect in South Australia, on the same day, South Australia's Commissioner of Police (Commissioner of Police), as State Co-ordinator for the State of South Australia pursuant to section 14 of the *Emergency Management Act 2004* declared pursuant to section 23 of that Act that a Major Emergency is occurring in response of the outbreak of COVID-19 within South Australia.

The Commissioner of Police directed certain premises to close as far as it is necessary to prohibit access to consumers or members of the public and any consumer and member of the public must not enter those premises.

Hotels, clubs, the Adelaide Casino, TAB agencies and racecourses were included in the list of premises the Commissioner of Police ordered to close to the public (except from takeaway services). Therefore, no gambling took place at those venues until they were permitted to reopen on 29 June 2020 with restrictions on the number of members of the public who could attend them at any one time.

**Amendments to previous publication (36th edition)**

Wagering expenditure for sports betting and racing was revised for 2017-18 and 2018-19 to include expenditure for wagering operators authorised to conduct betting operations in South Australia

Notes to the Tables for 2018–19

Nil.

Specific notes

Nil.

3.5. Western Australia

Legislation

Legislation governing the regulation, supervision and control of gambling activities in Western Australia includes:

- *Betting Control Act 1954*
- *Betting Tax Assessment Act 2018*
- *Casino (Burswood Island) Agreement Act 1985*
- *Casino Control Act 1984*
- *Gaming and Betting (Contracts and Securities) Act 1985*
- *Gaming and Wagering Commission Act 1987*
- *Gaming and Wagering Commission (Continuing Lotteries Levy) Act 2000*
- *Racing and Wagering Western Australia Act 2003*
- *Racing Bets Levy Act 2009*
- *Racing Restriction Act 2003.*

New developments

Privatisation of the TAB

The Department of Local Government, Sport and Cultural Industries continues to work on behalf the Gaming and Wagering Commission throughout the reporting year on the development of a legislative framework to regulate the operation of the WA TAB, should it be divested from Racing and Wagering Western Australia. However, the sale has been suspended due to impacts associated with COVID-19.

General industry information

For the period, the casino gaming operations tax rates were as follows:

- Electronic gaming machines - 12.42% on and from 24 December 2015
- Fully automated table games - 12.92% on and from 24 December 2014
- Table games - 9.37% on and from 24 December 2014
- International commission business tax - 1.75% on and from 24 December 2014 (a guaranteed minimum of \$36.2 million was required to be paid between 1 July 2014 to 30 June 2018).

As of 30 June 2020, Crown Perth had approval to operate a maximum of 350 table games, and 2,500 electronic gaming machines.

Amendments to previous publication (36th edition)

The 2017-18 lottery turnover figures, and 2017-18 and 2018-19 lottery expenditure and revenue figures have been amended due to application of a refined calculation process.

Notes to the Tables for 2019-20

Nil.

Specific notes

Nil.

3.6. Tasmania

Legislation

Legislation governing the regulation, supervision and control of gambling activities in Tasmania includes:

- *Gaming Control Act 1993*
- *Racing Regulation Act 2004*
- *TT-Line Gaming Act 1993*.

New developments

- From 1 January 2020, a point of consumption (POC) tax applies to all betting operators licensed in Australia where net wagering revenue (NWR) from Tasmanian bets exceeds the annual tax-free threshold. The POC tax rate is 15 per cent of NWR and the annual tax-free threshold amount is \$150,000. For 2019–20, the threshold amount was \$75,000 as the tax did not commence until the second half of the financial year.
- Miscellaneous legislative amendments were also implemented from 1 January 2020 enhancing totalisator operations to allow minimum pool guarantees and discretion to pay minimum dividends to customers (where rules are approved by the Tasmanian Liquor and Gaming Commission).

General industry information

- Totalisator and fixed odds wagering are offered in Tasmania by UBET TAS Pty Ltd (previously known as TOTE Tasmania), a subsidiary of Tabcorp Holdings Limited. UBET TAS offers wagering products on thoroughbred, harness and greyhound racing, including fixed odds wagering products for sports betting and race wagering. Further subsidiaries licensed in Tasmania are Tattersall's Sweeps Pty Limited (for draw lotteries) and Golden Casket Lottery Corporation Limited (for scratch lotteries).
- Bookmakers offer traditional fixed price wagering on course at certain racing events in Tasmania.
- There are two land-based casinos operating in Tasmania: Wrest Point in Sandy Bay (Hobart) and the Country Club at Prospect (Launceston). Both casinos are owned and operated by the Federal Group.
- Ninety-three hotels and clubs in Tasmania offered gaming in the form of gaming machines and keno. These gaming services are owned and operated by Network Gaming, which is part of the Federal Group. Individual hotels and clubs rent gaming equipment from Network Gaming.
- Thirty-six gaming machines operated on the Spirit of Tasmania I and II ferries by Admirals Casino Pty Ltd.
- There are no providers of major lotteries currently operating in Tasmania. However, as mentioned above, two companies: Tattersalls Sweeps (licensed in Victoria) and Golden Casket (licensed in Queensland) hold foreign games permits that allow their products to be offered from accredited outlets in Tasmania.
- Minor gaming in Tasmania consists of activities such as lucky envelopes (e.g. beer/cash tickets), bingo and raffles conducted for the benefit of not-for-profit organisations. Various minor games are currently approved.
- 2019-20 data reflects the closure of gambling venues from 23 March 2020 due to COVID-19 public health restrictions. Keno, wagering and minor gaming was allowed to recommence from 5 June and other forms of gambling reopened from 26 June 2020.

Amendments to previous publication (36th edition)

Nil.

Notes to the Tables for 2019–20

Racing and sports betting	<p>Bookmakers' on-course racing expenditure was estimated at 5.5% of turnover.</p> <p>Government revenue from:</p> <ul style="list-style-type: none"> • racing (bookmakers) includes both tax and product levies received • sports betting includes tax paid on Australian and overseas non-racing events • betting exchanges is no longer recorded in interactive gaming and has been apportioned between government revenue from sports betting and government revenue from racing. No betting exchanges have been licensed in Tasmania since September 2016. <p>Prior to the introduction of POC tax, an annual wagering levy equal to 4.7 million fee units applied to UBET TAS. The levy was \$7.42 million in 2018–19 and \$3.8 million in 2019-20 (50% pro rata). From 1 January 2020, in addition to paying POC tax, a new annual levy of 925,000 fee units applies and was \$749,250 for 2019-20 (50% pro rata). The levied amounts have not been included in the government revenue from racing figures.</p> <p>Since the merger of Tabcorp and the Tatts Group in December 2017, some sports betting figures may have been incorrectly classified.</p> <p>Tipstar ceased trading in September 2007 and no figures are reported for bookmaker (and other) pool betting.</p> <p>Tote Ceased to pay tax from 1 August 2000 on totalisator turnover following its corporatisation.</p>
Gaming	<p>No revenue is received for minor gaming activities.</p> <p>Lottery turnover figures are net and do not include lottery agent's commissions.</p> <p>Lottery, Lotto and instant lottery expenditure was estimated at 40% of turnover (subscriptions).</p>
All	<p>Expenditure data reported in previous editions by Tasmania has been monthly in arrears, aligning with timing of taxation collected. In the 37th edition, the expenditure data for 2019-20 is shown in the month the activity occurred.</p>

Specific notes

Nil.

3.7. Australian Capital Territory

Legislation

The *Gambling and Racing Control Act 1999* is the establishing legislation for the Australian Capital Territory (ACT) Gambling and Racing Commission. The Act outlines the functions and powers of the Commission and other administrative matters. In respect of specific gaming and racing activities, the following legislation is administered by the Commission and includes all subordinate legislation:

- *Casino Control Act 2006*
- *Casino (Electronic Gaming) Act 2017*
- *Gaming Machine Act 2004*
- *Interactive Gambling Act 1998*
- *Lotteries Act 1964*
- *Pool Betting Act 1964*
- *Race and Sports Bookmaking Act 2001*
- *Racing Act 1999*
- *Totalisator Act 2014*
- *Unlawful Gambling Act 2009*.

New developments

On 27 November 2018, the ACT Legislative Assembly passed the Gaming Legislation Amendment Bill 2018 which provided for a change in the minimum community contribution for gaming machine licensees to incorporate the amount of: 0.4% of net gaming machine revenue to be paid to the ACT Gambling and Racing Commission and transferred to the Chief Minister's Charitable Fund; and 0.4% of net gaming machine revenue to be paid to the gambling harm prevention and mitigation fund. These amendments also provided for a diversification and sustainability support fund where gaming machine licensees that are a club are required to pay a monthly amount calculated on the number of gaming machine authorisations held by each licensee's authorised premises.

General industry information

ACTTAB was purchased by Tabcorp ACT Ltd in October 2014 and, as part of the sale negotiations, it was agreed that the tax rate for Tabcorp ACT Ltd be set at zero per cent. Tabcorp ACT Ltd now pays an annual licence fee as determined by the Minister.

Amendments to previous publication (36th edition)

Keno revenue for 2018-19 has been adjusted following a review of past data provided.

Notes to the Tables for 2019–20

Gaming machines	<p>The Government revenue from gaming machine figure does not include:</p> <ul style="list-style-type: none"> • the levy on all gaming machine licensees of 0.75% of gross gaming machine revenue • the two separate levies on all gaming machine licensees of 0.4% of net gaming machine revenue.
Sports betting	Expenditure figures for sports betting and racing are derived from ACT's betting operations tax from 2019-20.

Specific notes

Nil.

3.8. Northern Territory

Legislation

Legislation governing the regulation, supervision and control of gambling activities in the Northern Territory includes:

- *Gaming Control Act 1993*
- *Gaming Machine Act 1995*
- *Racing and Betting Act 1983*
- *Soccer Football Pools Act 1978*
- *Totalisator Licensing and Regulation Act 2000*
- *Unlawful Betting Act 1989.*

New Developments

Nil.

General Industry Information

Pool lottery products have ceased. COVID affected the industry beginning March 2020.

Amendments to previous publication (36th edition)

Casino revenue for 2017-18 has been revised from 21.020 million to 19.970 million.

Casino revenue for 2018-19 has been revised from 20.345 million to 19.341 million.

Notes to the Tables for 2019–20

The 2019-20 NT wagering Turnover and Expenditure figures presented in this report are an estimate of NT residents only. This estimate is provided to avoid double counting given other jurisdictions are now operating under a point of consumption tax arrangement. In this regard, the 2019-20 figures represent a significant break in time series and comparisons with previous figures are not appropriate.

Specific Notes

Nil.

4.0 List of tables for 2019–20

4.1. Summary tables

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2019–20
Summary table B	All states	Per Capita Gambling Turnover, 2019–20
Summary table C	All states	Percentage Change in Gambling Turnover, 2018–19 to 2019–20
Summary table D	All states	Total Gambling Expenditure, 2019–20
Summary table E	All states	Per Capita Gambling Expenditure, 2019–20
Summary table F	All states	Percentage Change in Gambling Expenditure, 2018–19 to 2019–20

4.2. State tables

New South Wales

Table number	Table name
NSW 1	Total Gambling Turnover
NSW 2	Real Gambling Turnover
NSW 3	Per Capita Gambling Turnover
NSW 4	Real Per Capita Gambling Turnover
NSW 5	Total Gambling Expenditure
NSW 6	Real Gambling Expenditure
NSW 7	Per Capita Gambling Expenditure
NSW 8	Real Per Capita Gambling Expenditure
NSW 9	Gambling Expenditure as a Percentage of Household Disposable Income
NSW 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
NSW 11	Government Revenue from Gambling
NSW 12	Real Government Revenue from Gambling
NSW 13	Per Capita Revenue from Gambling
NSW 14	Real Per Capita Revenue from Gambling
NSW 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NSW 16	Summary Total Gambling Turnover
NSW 17	Summary Real Gambling Turnover
NSW 18	Summary Per Capita Gambling Turnover
NSW 19	Summary Real Per Capita Gambling Turnover
NSW 20	Summary Total Gambling Expenditure
NSW 21	Summary Real Gambling Expenditure
NSW 22	Summary Per Capita Gambling Expenditure
NSW 23	Summary Real Per Capita Gambling Expenditure
NSW 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
NSW 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
NSW 26	Summary Government Revenue from Gambling
NSW 27	Summary Real Government Revenue from Gambling
NSW 28	Summary Per Capita Revenue from Gambling
NSW 29	Summary Real Per Capita Revenue from Gambling
NSW 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NSW 31	Gaming Machines Operating as at 30 June

**Victoria**

VIC 1	Total Gambling Turnover
VIC 2	Real Gambling Turnover
VIC 3	Per Capita Gambling Turnover
VIC 4	Real Per Capita Gambling Turnover
VIC 5	Total Gambling Expenditure
VIC 6	Real Gambling Expenditure
VIC 7	Per Capita Gambling Expenditure
VIC 8	Real Per Capita Gambling Expenditure
VIC 9	Gambling Expenditure as a Percentage of Household Disposable Income
VIC 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
VIC 11	Government Revenue from Gambling
VIC 12	Real Government Revenue from Gambling
VIC 13	Per Capita Revenue from Gambling
VIC 14	Real Per Capita Revenue from Gambling
VIC 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
VIC 16	Summary Total Gambling Turnover
VIC 17	Summary Real Gambling Turnover
VIC 18	Summary Per Capita Gambling Turnover
VIC 19	Summary Real Per Capita Gambling Turnover
VIC 20	Summary Total Gambling Expenditure
VIC 21	Summary Real Gambling Expenditure
VIC 22	Summary Per Capita Gambling Expenditure
VIC 23	Summary Real Per Capita Gambling Expenditure
VIC 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
VIC 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
VIC 26	Summary Government Revenue from Gambling
VIC 27	Summary Real Government Revenue from Gambling
VIC 28	Summary Per Capita Revenue from Gambling
VIC 29	Summary Real Per Capita Revenue from Gambling
VIC 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
VIC 31	Gaming Machines Operating as at 30 June

**Queensland**

QLD 1	Total Gambling Turnover
QLD 2	Real Gambling Turnover
QLD 3	Per Capita Gambling Turnover
QLD 4	Real Per Capita Gambling Turnover
QLD 5	Total Gambling Expenditure
QLD 6	Real Gambling Expenditure
QLD 7	Per Capita Gambling Expenditure
QLD 8	Real Per Capita Gambling Expenditure
QLD 9	Gambling Expenditure as a Percentage of Household Disposable Income
QLD 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
QLD 11	Government Revenue from Gambling
QLD 12	Real Government Revenue from Gambling
QLD 13	Per Capita Revenue from Gambling
QLD 14	Real Per Capita Revenue from Gambling
QLD 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
QLD 16	Summary Total Gambling Turnover
QLD 17	Summary Real Gambling Turnover
QLD 18	Summary Per Capita Gambling Turnover
QLD 19	Summary Real Per Capita Gambling Turnover
QLD 20	Summary Total Gambling Expenditure
QLD 21	Summary Real Gambling Expenditure
QLD 22	Summary Per Capita Gambling Expenditure
QLD 23	Summary Real Per Capita Gambling Expenditure
QLD 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
QLD 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
QLD 26	Summary Government Revenue from Gambling
QLD 27	Summary Real Government Revenue from Gambling
QLD 28	Summary Per Capita Revenue from Gambling
QLD 29	Summary Real Per Capita Revenue from Gambling
QLD 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
QLD 31	Gaming Machines Operating as at 30 June

South Australia

SA 1	Total Gambling Turnover
SA 2	Real Gambling Turnover
SA 3	Per Capita Gambling Turnover
SA 4	Real Per Capita Gambling Turnover
SA 5	Total Gambling Expenditure
SA 6	Real Gambling Expenditure
SA 7	Per Capita Gambling Expenditure
SA 8	Real Per Capita Gambling Expenditure
SA 9	Gambling Expenditure as a Percentage of Household Disposable Income
SA 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
SA 11	Government Revenue from Gambling
SA 12	Real Government Revenue from Gambling
SA 13	Per Capita Revenue from Gambling
SA 14	Real Per Capita Revenue from Gambling
SA 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
SA 16	Summary Total Gambling Turnover
SA 17	Summary Real Gambling Turnover
SA 18	Summary Per Capita Gambling Turnover
SA 19	Summary Real Per Capita Gambling Turnover
SA 20	Summary Total Gambling Expenditure
SA 21	Summary Real Gambling Expenditure
SA 22	Summary Per Capita Gambling Expenditure
SA 23	Summary Real Per Capita Gambling Expenditure
SA 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
SA 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
SA 26	Summary Government Revenue from Gambling
SA 27	Summary Real Government Revenue from Gambling
SA 28	Summary Per Capita Revenue from Gambling
SA 29	Summary Real Per Capita Revenue from Gambling
SA 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
SA 31	Gaming Machines Operating as at 30 June

**Western Australia**

WA 1	Total Gambling Turnover
WA 2	Real Gambling Turnover
WA 3	Per Capita Gambling Turnover
WA 4	Real Per Capita Gambling Turnover
WA 5	Total Gambling Expenditure
WA 6	Real Gambling Expenditure
WA 7	Per Capita Gambling Expenditure
WA 8	Real Per Capita Gambling Expenditure
WA 9	Gambling Expenditure as a Percentage of Household Disposable Income
WA 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
WA 11	Government Revenue from Gambling
WA 12	Real Government Revenue from Gambling
WA 13	Per Capita Revenue from Gambling
WA 14	Real Per Capita Revenue from Gambling
WA 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
WA 16	Summary Total Gambling Turnover
WA 17	Summary Real Gambling Turnover
WA 18	Summary Per Capita Gambling Turnover
WA 19	Summary Real Per Capita Gambling Turnover
WA 20	Summary Total Gambling Expenditure
WA 21	Summary Real Gambling Expenditure
WA 22	Summary Per Capita Gambling Expenditure
WA 23	Summary Real Per Capita Gambling Expenditure
WA 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
WA 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
WA 26	Summary Government Revenue from Gambling
WA 27	Summary Real Government Revenue from Gambling
WA 28	Summary Per Capita Revenue from Gambling
WA 29	Summary Real Per Capita Revenue from Gambling
WA 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
WA 31	Gaming Machines Operating as at 30 June

**Tasmania**

TAS 1	Total Gambling Turnover
TAS 2	Real Gambling Turnover
TAS 3	Per Capita Gambling Turnover
TAS 4	Real Per Capita Gambling Turnover
TAS 5	Total Gambling Expenditure
TAS 6	Real Gambling Expenditure
TAS 7	Per Capita Gambling Expenditure
TAS 8	Real Per Capita Gambling Expenditure
TAS 9	Gambling Expenditure as a Percentage of Household Disposable Income
TAS 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
TAS 11	Government Revenue from Gambling
TAS 12	Real Government Revenue from Gambling
TAS 13	Per Capita Revenue from Gambling
TAS 14	Real Per Capita Revenue from Gambling
TAS 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
TAS 16	Summary Total Gambling Turnover
TAS 17	Summary Real Gambling Turnover
TAS 18	Summary Per Capita Gambling Turnover
TAS 19	Summary Real Per Capita Gambling Turnover
TAS 20	Summary Total Gambling Expenditure
TAS 21	Summary Real Gambling Expenditure
TAS 22	Summary Per Capita Gambling Expenditure
TAS 23	Summary Real Per Capita Gambling Expenditure
TAS 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
TAS 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
TAS 26	Summary Government Revenue from Gambling
TAS 27	Summary Real Government Revenue from Gambling
TAS 28	Summary Per Capita Revenue from Gambling
TAS 29	Summary Real Per Capita Revenue from Gambling
TAS 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
TAS 31	Gaming Machines Operating as at 30 June

Australian Capital Territory

ACT 1	Total Gambling Turnover
ACT 2	Real Gambling Turnover
ACT 3	Per Capita Gambling Turnover
ACT 4	Real Per Capita Gambling Turnover
ACT 5	Total Gambling Expenditure
ACT 6	Real Gambling Expenditure
ACT 7	Per Capita Gambling Expenditure
ACT 8	Real Per Capita Gambling Expenditure
ACT 9	Gambling Expenditure as a Percentage of Household Disposable Income
ACT 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
ACT 11	Government Revenue from Gambling
ACT 12	Real Government Revenue from Gambling
ACT 13	Per Capita Revenue from Gambling
ACT 14	Real Per Capita Revenue from Gambling
ACT 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
ACT 16	Summary Total Gambling Turnover
ACT 17	Summary Real Gambling Turnover
ACT 18	Summary Per Capita Gambling Turnover
ACT 19	Summary Real Per Capita Gambling Turnover
ACT 20	Summary Total Gambling Expenditure
ACT 21	Summary Real Gambling Expenditure
ACT 22	Summary Per Capita Gambling Expenditure
ACT 23	Summary Real Per Capita Gambling Expenditure
ACT 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
ACT 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
ACT 26	Summary Government Revenue from Gambling
ACT 27	Summary Real Government Revenue from Gambling
ACT 28	Summary Per Capita Revenue from Gambling
ACT 29	Summary Real Per Capita Revenue from Gambling
ACT 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
ACT 31	Gaming Machines Operating as at 30 June

Northern Territory

NT 1	Total Gambling Turnover
NT 2	Real Gambling Turnover
NT 3	Per Capita Gambling Turnover
NT 4	Real Per Capita Gambling Turnover
NT 5	Total Gambling Expenditure
NT 6	Real Gambling Expenditure
NT 7	Per Capita Gambling Expenditure
NT 8	Real Per Capita Gambling Expenditure
NT 9	Gambling Expenditure as a Percentage of Household Disposable Income
NT 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
NT 11	Government Revenue from Gambling
NT 12	Real Government Revenue from Gambling
NT 13	Per Capita Revenue from Gambling
NT 14	Real Per Capita Revenue from Gambling
NT 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NT 16	Summary Total Gambling Turnover
NT 17	Summary Real Gambling Turnover
NT 18	Summary Per Capita Gambling Turnover
NT 19	Summary Real Per Capita Gambling Turnover
NT 20	Summary Total Gambling Expenditure
NT 21	Summary Real Gambling Expenditure
NT 22	Summary Per Capita Gambling Expenditure
NT 23	Summary Real Per Capita Gambling Expenditure
NT 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
NT 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
NT 26	Summary Government Revenue from Gambling
NT 27	Summary Real Government Revenue from Gambling
NT 28	Summary Per Capita Revenue from Gambling
NT 29	Summary Real Per Capita Revenue from Gambling
NT 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NT 31	Gaming Machines Operating as at 30 June

**Australia**

AUS 1	Total Gambling Turnover
AUS 2	Real Gambling Turnover
AUS 3	Per Capita Gambling Turnover
AUS 4	Real Per Capita Gambling Turnover
AUS 5	Total Gambling Expenditure
AUS 6	Real Gambling Expenditure
AUS 7	Per Capita Gambling Expenditure
AUS 8	Real Per Capita Gambling Expenditure
AUS 9	Gambling Expenditure as a Percentage of Household Disposable Income
AUS 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
AUS 11	Government Revenue from Gambling
AUS 12	Real Government Revenue from Gambling
AUS 13	Per Capita Revenue from Gambling
AUS 14	Real Per Capita Revenue from Gambling
AUS 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
AUS 16	Summary Total Gambling Turnover
AUS 17	Summary Real Gambling Turnover
AUS 18	Summary Per Capita Gambling Turnover
AUS 19	Summary Real Per Capita Gambling Turnover
AUS 20	Summary Total Gambling Expenditure
AUS 21	Summary Real Gambling Expenditure
AUS 22	Summary Per Capita Gambling Expenditure
AUS 23	Summary Real Per Capita Gambling Expenditure
AUS 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
AUS 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
AUS 26	Summary Government Revenue from Gambling
AUS 27	Summary Real Government Revenue from Gambling
AUS 28	Summary Per Capita Revenue from Gambling
AUS 29	Summary Real Per Capita Revenue from Gambling
AUS 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
AUS 31	Gaming Machines Operating as at 30 June

4.3. Product tables

Product	Table number	Table name
Casino	Casino 1	Casino Turnover
	Casino 2	Real Casino Turnover
	Casino 3	Per Capita Casino Turnover
	Casino 4	Real Per Capita Casino Turnover
	Casino 5	Casino Expenditure
	Casino 6	Real Casino Expenditure
	Casino 7	Per Capita Casino Expenditure
	Casino 8	Real Per Capita Casino Expenditure
	Casino 9	Casino Expenditure as a Percentage of Household Disposable Income
	Casino 10	Casino Expenditure as a Percentage of Total Gambling Expenditure
	Casino 11	Government Revenue from Casino Gaming
	Casino 12	Real Government Revenue from Casino Gaming
	Casino 13	Per Capita Government Revenue from Casino Gaming
	Casino 14	Real Per Capita Government Revenue from Casino Gaming
	Casino 15	Casino Revenue as a Percentage of Total State Gambling Revenue
Gaming machines	Gaming Machines 1	Gaming Machines Turnover
	Gaming Machines 2	Real Gaming Machines Turnover
	Gaming Machines 3	Per Capita Gaming Machines Turnover
	Gaming Machines 4	Real Per Capita Gaming Machines Turnover
	Gaming Machines 5	Gaming Machines Expenditure
	Gaming Machines 6	Real Gaming Machines Expenditure
	Gaming Machines 7	Per Capita Gaming Machines Expenditure
	Gaming Machines 8	Real Per Capita Gaming Machines Expenditure
	Gaming Machines 9	Gaming Machines Expenditure as a Percentage of Household Disposable Income
	Gaming Machines 10	Gaming Machines Expenditure as a Percentage of Total Gambling Expenditure
	Gaming Machines 11	Government Revenue from Gaming Machines
	Gaming Machines 12	Real Government Revenue from Gaming Machines
	Gaming Machines 13	Per Capita Government Revenue from Gaming Machines
	Gaming Machines 14	Real Per Capita Government Revenue from Gaming Machines
	Gaming Machines 15	Gaming Machines Revenue as a Percentage of Total State Gambling Revenue
Interactive Gaming	Interactive Gaming 1	Interactive Gaming Turnover
	Interactive Gaming 2	Real Interactive Gaming Turnover
	Interactive Gaming 3	Per Capita Interactive Gaming Turnover
	Interactive Gaming 4	Real Per Capita Interactive Gaming Turnover
	Interactive Gaming 5	Interactive Gaming Expenditure
	Interactive Gaming 6	Real Interactive Gaming Expenditure
	Interactive Gaming 7	Per Capita Interactive Gaming Expenditure
	Interactive Gaming 8	Real Per Capita Interactive Gaming Expenditure
	Interactive Gaming 9	Interactive Gaming Expenditure as a Percentage of Household Disposable Income
	Interactive Gaming 10	Interactive Gaming Expenditure as a Percentage of Total Gambling Expenditure

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	Interactive Gaming 11	Government Revenue from Interactive Gaming
	Interactive Gaming 12	Real Government Revenue from Interactive Gaming
	Interactive Gaming 13	Per Capita Government Revenue from Interactive Gaming
	Interactive Gaming 14	Real Per Capita Government Revenue from Interactive Gaming
	Interactive Gaming 15	Interactive Gaming Revenue as a Percentage of Total State Gambling Revenue
Keno	Keno 1	Keno Turnover
	Keno 2	Real Keno Turnover
	Keno 3	Per Capita Keno Turnover
	Keno 4	Real Per Capita Keno Turnover
	Keno 5	Keno Expenditure
	Keno 6	Real Keno Expenditure
	Keno 7	Per Capita Keno Expenditure
	Keno 8	Real Per Capita Keno Expenditure
	Keno 9	Keno Expenditure as a Percentage of Household Disposable Income
	Keno 10	Keno Expenditure as a Percentage of Total Gambling Expenditure
	Keno 11	Government Revenue from Keno
	Keno 12	Real Government Revenue from Keno
	Keno 13	Per Capita Government Revenue from Keno
	Keno 14	Real Per Capita Government Revenue from Keno
	Keno 15	Keno Revenue as a Percentage of Total State Gambling Revenue
Lotteries	Lotteries 1	Lotteries Turnover
	Lotteries 2	Real Lotteries Turnover
	Lotteries 3	Per Capita Lotteries Turnover
	Lotteries 4	Real Per Capita Lotteries Turnover
	Lotteries 5	Lotteries Expenditure
	Lotteries 6	Real Lotteries Expenditure
	Lotteries 7	Per Capita Lotteries Expenditure
	Lotteries 8	Real Per Capita Lotteries Expenditure
	Lotteries 9	Lotteries Expenditure as a Percentage of Household Disposable Income
	Lotteries 10	Lotteries Expenditure as a Percentage of Total Gambling Expenditure
	Lotteries 11	Government Revenue from Lotteries
	Lotteries 12	Real Government Revenue from Lotteries
	Lotteries 13	Per Capita Government Revenue from Lotteries
	Lotteries 14	Real Per Capita Government Revenue from Lotteries
	Lotteries 15	Lotteries Revenue as a Percentage of Total State Gambling Revenue
Minor gaming	Minor Gaming 1	Minor Gaming Turnover
	Minor Gaming 2	Real Minor Gaming Turnover
	Minor Gaming 3	Per Capita Minor Gaming Turnover
	Minor Gaming 4	Real Per Capita Minor Gaming Turnover
	Minor Gaming 5	Minor Gaming Expenditure
	Minor Gaming 6	Real Minor Gaming Expenditure
	Minor Gaming 7	Per Capita Minor Gaming Expenditure



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	Minor Gaming 8	Real Per Capita Minor Gaming Expenditure
	Minor Gaming 9	Minor Gaming Expenditure as a Percentage of Household Disposable Income
	Minor Gaming 10	Minor Gaming Expenditure as a Percentage of Total Gambling Expenditure
	Minor Gaming 11	Government Revenue from Minor Gaming
	Minor Gaming 12	Real Government Revenue from Minor Gaming
	Minor Gaming 13	Per Capita Government Revenue from Minor Gaming
	Minor Gaming 14	Real Per Capita Government Revenue from Minor Gaming
	Minor Gaming 15	Minor Gaming Revenue as a Percentage of Total State Gambling Revenue
Gaming	Gaming 1	Gaming Turnover
	Gaming 2	Real Gaming Turnover
	Gaming 3	Per Capita Gaming Turnover
	Gaming 4	Real Per Capita Gaming Turnover
	Gaming 5	Gaming Expenditure
	Gaming 6	Real Gaming Expenditure
	Gaming 7	Per Capita Gaming Expenditure
	Gaming 8	Real Per Capita Gaming Expenditure
	Gaming 9	Gaming Expenditure as a Percentage of Household Disposable Income
	Gaming 10	Gaming Expenditure as a Percentage of Total Gambling Expenditure
	Gaming 11	Government Revenue from Gaming
	Gaming 12	Real Government Revenue from Gaming
	Gaming 13	Per Capita Government Revenue from Gaming
	Gaming 14	Real Per Capita Government Revenue from Gaming
	Gaming 15	Gaming Revenue as a Percentage of Total State Gambling Revenue
Wagering	Wagering 1	Wagering Turnover
	Wagering 2	Real Wagering Turnover
	Wagering 3	Per Capita Wagering Turnover
	Wagering 4	Real Per Capita Wagering Turnover
	Wagering 5	Wagering Expenditure
	Wagering 6	Real Wagering Expenditure
	Wagering 7	Per Capita Wagering Expenditure
	Wagering 8	Real Per Capita Wagering Expenditure
	Wagering 9	Wagering Expenditure as a Percentage of Household Disposable Income
	Wagering 10	Wagering Expenditure as a Percentage of Total Gambling Expenditure
	Wagering 11	Government Revenue from Wagering
	Wagering 12	Real Government Revenue from Wagering
	Wagering 13	Per Capita Government Revenue from Wagering
	Wagering 14	Real Per Capita Government Revenue from Wagering
	Wagering 15	Wagering Revenue as a Percentage of Total State Gambling Revenue
Total	Total 1	Total Turnover
	Total 2	Real Total Turnover
	Total 3	Per Capita Total Turnover
	Total 4	Real Per Capita Total Turnover



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Total 5	Total Expenditure
Total 6	Real Total Expenditure
Total 7	Per Capita Total Expenditure
Total 8	Real Per Capita Total Expenditure
Total 9	Total Expenditure as a Percentage of Household Disposable Income
Total 11	Government Revenue from Total Gambling
Total 12	Real Government Revenue from Total Gambling
Total 13	Per Capita Government Revenue from Total Gambling
Total 14	Real Per Capita Government Revenue from Total Gambling
Total 16	Gaming Machines Operating as at 30 June

