

# Australian Gambling Statistics

1984–85 to 2009–10

28th edition



**Queensland**  
Government

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For more information about the Australian Gambling Statistics including requests for further uses of the material in this publication, please contact Queensland Treasury and Trade's Government Statistician:

Phone: 07 3035 6418  
Email: [oesr@treasury.qld.gov.au](mailto:oesr@treasury.qld.gov.au)  
Facsimile: 07 3227 7437  
Office: Level 8, 33 Charlotte Street, Brisbane QLD 4000  
Postal: PO Box 15037, City East QLD 4002  
Website: [www.oesr.qld.gov.au](http://www.oesr.qld.gov.au)

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## **PART 1: EXPLANATORY NOTES**

## 1.1 Introduction

Australian Gambling Statistics is the official collection of Australian data on legalised regulated gambling for which accurate figures are available. The *Australian Gambling Statistics* publication is produced by the Government Statistician (GS) in cooperation with all state and territory governments. GS is a part of Queensland Treasury and Trade and is the principal demographic and social statistics research agency for the Queensland Government.

## 1.2 Scope of the publication

The 28th edition of *Australian Gambling Statistics* updates data for the financial years 1984–85 to 2009–10. The publication comprises statistics on turnover, expenditure and government revenue from gambling activities conducted in the Australian states and territories. It is important to note that the statistics for each individual state or territory include turnover and expenditure generated by overseas and interstate visitors as well as that generated by residents of that state or territory.

All dollar figures are in nominal terms except where a table is denoted as being in real terms. See Glossary item 'CPI deflator' for an explanation of how real dollar figures are calculated for the purpose of this publication.

## 1.3 Background

The development of a database of statistics on gambling on a national basis was formally proposed at the June 1983 Conference of Government Racing Officials held in Darwin. The Conference 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, it was recommended that the racing and gaming administrations of other state and territory governments develop their own statistical base to assist in the development of a national gambling statistical record.

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

That the Conference approve 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. A report is to be presented detailing the data to each Minister. A review of the effectiveness of this service will be undertaken at the next Racing and Gaming Ministers' Conference.

In line with the conference resolution the Commission, with the assistance of a firm of economic consultants, extracted from published records a significant quantity of data relating to gambling turnover in each state and territory since 1972. This information was circulated to each state and territory for the purposes of correction and the addition of data that were not readily obtainable from available sources.

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, it was subsequently approved that the report be made publicly available. The Tasmanian Gaming Commission continued to produce annual statistics until 2004, when the Government Statistician (formerly Office of Economic and Statistical Research), within Queensland Treasury and Trade (formerly Queensland Treasury) was endorsed by jurisdictional CEOs to produce the publication on an ongoing basis.

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## 1.4 Glossary

**Bookmakers off-course:** These figures relate to the amount wagered via off-course bookmakers. In Tasmania it represents the figure for sports betting or amounts wagered on events other than horse racing or greyhound racing.

**Bookmakers on-course:** These figures relate to the amount wagered via bookmakers at the race track on both horse and greyhound racing. A player can wager any amount above a set minimum and will receive the bookmaker's odds at the time of making the wager. Those odds stand, irrespective of whether the bookmaker alters the odds at a later time. Bookmakers are licensed in each jurisdiction.

**Casino gaming:** The various figures reported under this heading represent wagers at casinos and include wagers on table games, gaming machines and keno systems.

**Casino turnover:** The casino turnover figure is actually a combination of handle and turnover. Turnover is the amount wagered on a gambling activity whereas handle is a term used to describe the amount of money exchanged for gaming chips at a gaming table. It is difficult, if not impossible, to record the amount of each wager made on a table game. Therefore it is difficult to report casino turnover accurately. Hence, the only amount that can be reported for table games is handle. Readers are therefore urged to use casino turnover figures with care.

**Consumer Price Index (CPI):** The price index used as the deflator for conversion of current year (nominal) values to real values is the Consumer Price Index (CPI) All Groups weighted average of eight capital cities. The consumer price index 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. This index for each year is set out in Table 1. CPI data for the period 1984–85 to 2009–10 were derived from data from Australian Bureau of Statistics (ABS).

**Table 1 Consumer prices, 1984–85 to 2009–10**

Year	Consumer price index	Inflation rate (%)	Deflator factor
1984–85	67.8	4.3	0.398
1985–86	73.5	8.4	0.432
1986–87	80.4	9.3	0.472
1987–88	86.3	7.3	0.506
1988–89	92.6	7.3	0.544
1989–90	100.0	8.0	0.587
1990–91	105.3	5.3	0.618
1991–92	107.3	1.9	0.630
1992–93	108.4	1.0	0.636
1993–94	110.4	1.8	0.648
1994–95	113.9	3.2	0.669
1995–96	118.7	4.2	0.697
1996–97	120.3	1.3	0.706
1997–98	120.3	0.0	0.706
1998–99	121.8	1.3	0.715
1999–00	124.7	2.4	0.732
2000–01	132.2	6.0	0.776
2001–02	136.0	2.9	0.798
2002–03	140.2	3.1	0.823
2003–04	143.5	2.4	0.842
2004–05	147.0	2.4	0.863
2005–06	151.7	3.2	0.890
2006–07	156.1	2.9	0.916
2007–08	161.4	3.4	0.948
2008–09	166.4	3.1	0.977
2009–10	170.3	2.3	1.000

Source: Derived from Australian Bureau of Statistics, *Consumer Price Index*, ABS 6401.0



**Expenditure (gross profit):** Expenditure is the net amount lost or, in other words, the amount wagered less the amount won, by people who gamble. Conversely, by definition, it is the gross profit (or gross winnings) due to the operators of each particular form of gambling.

**Football Pools (Pools):** The Pools is a numbers game of chance where the winning numbers are based on the results of the United Kingdom or Australian soccer matches.

Each week 38 soccer matches are selected to form a 'match list'. Each match is assigned a number from 1 to 38. The results of the matches are then collected and ranked, with scored draws ranked highest and home score wins ranked lowest. The six highest-ranked match numbers are then used as the official results numbers for the Pools draw. There is also a supplementary number selected which is the seventh-highest-ranked match result. To play the Pools, players select six numbers from the 38. If the selected numbers are the same as the official results numbers, the player wins one of the five prize divisions.

The Pools is administered by SA Lotteries on behalf of the Australian Soccer Pools Bloc. The bloc was formed in June 1989 by lottery jurisdictions in Australia. The purpose of the bloc is to promote the game of Soccer Pools and produce accurate and uniform prize pools and dividends for subscribers to the game.

**Gambling:** Gambling is the placement of a wager or bet on the outcome of a future uncertain event. In this document, it includes lawful gaming, racing and sports betting activities. The statistics presented in this publication are for legalised regulated gambling for which accurate figures are available, and hence do not represent turnover or expenditure on all forms of gambling.

**Gaming:** Gaming is all legal forms of gambling other than racing and sports betting, such as lotteries, poker and gaming machines, casino gaming, football pools, interactive gaming and minor gaming (which is the collective name given to raffles, bingo, lucky envelopes and the like).

**Gaming machines:** All jurisdictions, except Western Australia, have a statewide gaming machine (poker machine) network operating in clubs and/or hotels. The data reported under this heading do not include gaming machine data from casinos.

Gaming machines accurately record the amount of wagers played on the machines. So 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. Gaming machines may be linked together in order to offer major jackpots.

**Government revenue:** Government revenue is the revenue received by state government from gambling activities that are subject to state taxes and levies.

**Household disposable income (HDI):** Household gross disposable income is defined as gross household income less 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 and other current transfers payable by households.

Information on HDI by state and territory has been derived from data taken from the ABS. Data on HDI were taken from the revised ABS series on 'Household Gross Disposable Income', reported by state and territory in the *Australian National Accounts: State Accounts* for the 1989–90 to 2009–10 period only, with only the total Australian HDI published for the years prior to 1989–90. Annual HDI figures for each state and territory prior to 1989–90 have been estimated by GS by taking previously published estimates of household disposable income for the states and territories and raising these estimates to match the current Australian series in the period 1984–85 to 1988–89 (see Table 2).

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 do not adjust for interstate or international gamblers. No relevant data are collected on interstate gamblers.

**Table 2 Household disposable income, all states and territories, 1984–85 to 2009–10**

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
— \$m —									
1984-85	61,569	43,577	23,731	14,527	14,564	3,946	3,602	1,550	167,067
1985-86	67,709	48,176	25,739	15,804	15,886	4,268	4,141	1,754	183,477
1986-87	72,898	53,194	28,037	16,723	16,982	4,535	4,381	1,823	198,573
1987-88	80,923	58,091	30,274	17,714	19,326	4,852	4,853	1,813	217,846
1988-89	90,819	63,469	35,212	19,672	22,351	5,344	5,287	1,988	244,141
1989-90	99,896	71,815	40,270	21,955	24,375	6,037	5,863	2,243	272,455
1990-91	105,163	74,117	42,510	22,862	24,661	6,436	6,233	2,322	284,304
1991-92	108,023	74,641	45,730	23,502	26,135	6,556	6,522	2,465	293,574
1992-93	110,793	78,414	49,682	24,501	27,709	6,820	6,830	2,489	307,239
1993-94	116,540	81,593	51,846	26,020	29,828	6,916	7,334	2,771	322,849
1994-95	121,941	85,038	55,498	26,733	32,014	7,314	7,707	3,112	339,357
1995-96	131,720	90,427	59,493	28,622	34,369	7,729	8,086	3,421	363,867
1996-97	137,837	92,501	63,403	28,953	35,504	7,769	8,413	3,545	377,925
1997-98	143,330	97,259	65,913	30,145	37,638	7,943	8,660	3,663	394,551
1998-99	147,312	102,081	68,337	29,759	38,948	8,040	9,033	3,986	407,497
1999-00	155,121	109,008	71,571	31,627	42,753	8,514	9,699	4,248	432,541
2000-01	168,650	117,512	77,669	34,869	44,388	8,919	10,925	4,682	467,614
2001-02	177,554	122,629	82,852	37,073	48,286	9,666	11,452	4,937	494,449
2002-03	182,096	130,671	86,908	37,951	51,318	10,329	12,577	5,065	516,914
2003-04	191,336	139,261	93,602	39,579	54,336	11,031	13,277	5,290	547,713
2004-05	202,865	147,370	101,247	41,421	57,112	11,795	13,968	5,773	581,551
2005-06	214,196	157,848	110,682	44,323	60,826	12,873	15,216	6,332	622,296
2006-07	233,357	174,812	125,690	48,007	67,620	14,222	16,950	7,130	687,787
2007-08	245,580	186,468	133,587	51,317	75,945	15,431	18,757	7,883	734,968
2008-09	267,929	199,856	152,116	57,148	88,237	17,357	20,695	8,831	812,168
2009-10	275,759	205,262	155,798	57,939	91,632	17,988	22,150	9,338	835,866

Source: Derived from Australian Bureau of Statistics, *Australian National Accounts: State Accounts*, ABS 5220.0

**Instant lottery:** Instant lotteries are commonly known as ‘scratchies’, where a player scratches a coating off the ticket to identify whether the ticket is a winner. Prizes in the instant lottery are paid on a set return to player and are based on the number of tickets in a set, the cost to purchase the tickets, and a set percentage retained by the operator for costs. The operation of instant lotteries is the same as for lotteries.

**Interactive gaming:** Interactive gaming is defined as gambling on activities conducted via the internet. It specifically excludes wagering in the form of racing and sports betting 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.

**Keno (clubs and hotels):** A computerised keno system operates in clubs and hotels in New South Wales, Queensland, South Australia, Victoria, Tasmania and the Australian Capital Territory. In 1998–99, keno was introduced into Star City Casino (Sydney). 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. In most states, keno is linked to all venues within a particular jurisdiction, enabling the operator to offer large jackpot prizes. Keno has a fixed pay scale such that the payout for each wager is established by rules and is independent of the total wagers made on the game.

**Lotteries:** Lotteries are conducted Australia-wide by both government and commercial operators. There are three components to a lottery: the purchase of a ticket, a draw and a prize. A person whose ticket is selected in a lottery wins a prize based on the total amounts wagered after deduction of a set percentage by the operator to cover costs. Lotteries are sold at various outlets around Australia such as newsagents. The same operators may also conduct lotto, pools, and instant lottery.

**Lotto:** The figures reported in this section cover a variety of lottery games, commonly known as Tattsлото, Gold Lotto, Lotto, X-Lotto or Powerball depending on the jurisdiction. Lotto is a game where a player selects any six numbers from 1 to 45 in anticipation that those numbers will be among eight numbered balls, randomly drawn from a ball draw device containing 45 balls numbered from 1 to 45. The first six of the eight balls drawn are known as the 'winning numbers' and the last two balls are called 'supplementary numbers'.

There are five prize divisions, with Division 1 being the major prize. The prize payout for each division is dependent on the amount of wagers made, less the operator's costs. A player wins if their selected numbers match those randomly drawn in a set combination.

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

**On-course totalisator:** These figures relate to the amount wagered on a racetrack, during race meetings, or at an authorised auditoria.

**Population:** Population data from the ABS have been used to calculate the figures presented in the per capita tables. These population data exclude all persons under the age of 18 years. The per capita calculations are undertaken by dividing the relevant financial data for a given financial year by the mean resident population 18 years and over in the region during the relevant financial year. Mean estimates for the populations of the states and territories for the period 1984–85 to 2009–10 are presented in Table 3. Note that the same caveat relating to the influence of visitors to a state on the estimates reported in the HDI tables is also relevant to the interpretation of the estimates reported in the per capita tables.

**Table 3 Mean estimated resident population aged 18 and over, all states and territories, 1984–85 to 2009–10**

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia (a)
— million —									
1984-85	3.907	2.932	1.780	0.992	0.984	0.309	0.168	0.094	11.166
1985-86	3.967	2.978	1.826	1.006	1.014	0.313	0.174	0.099	11.376
1986-87	4.038	3.029	1.873	1.019	1.047	0.317	0.181	0.103	11.604
1987-88	4.118	3.084	1.925	1.032	1.078	0.320	0.186	0.105	11.849
1988-89	4.196	3.143	1.992	1.048	1.113	0.324	0.192	0.106	12.114
1989-90	4.267	3.205	2.061	1.063	1.146	0.330	0.197	0.109	12.378
1990-91	4.332	3.257	2.119	1.078	1.171	0.335	0.203	0.111	12.607
1991-92	4.394	3.297	2.176	1.090	1.191	0.339	0.209	0.113	12.810
1992-93	4.445	3.327	2.240	1.098	1.210	0.342	0.214	0.114	12.991
1993-94	4.490	3.348	2.305	1.104	1.231	0.344	0.218	0.117	13.157
1994-95	4.544	3.371	2.367	1.109	1.255	0.346	0.221	0.119	13.335
1995-96	4.605	3.406	2.428	1.114	1.282	0.347	0.225	0.123	13.531
1996-97	4.669	3.444	2.481	1.120	1.309	0.348	0.227	0.126	13.727
1997-98	4.728	3.481	2.527	1.128	1.334	0.348	0.229	0.130	13.907
1998-99	4.788	3.522	2.571	1.137	1.357	0.349	0.231	0.132	14.089
1999-00	4.853	3.569	2.619	1.145	1.380	0.350	0.234	0.135	14.286
2000-01	4.924	3.621	2.672	1.153	1.403	0.351	0.238	0.137	14.501
2001-02	4.990	3.676	2.736	1.163	1.427	0.353	0.242	0.139	14.727
2002-03	5.043	3.731	2.813	1.174	1.453	0.357	0.246	0.140	14.957
2003-04	5.087	3.786	2.892	1.185	1.480	0.362	0.249	0.141	15.185
2004-05	5.131	3.844	2.969	1.197	1.510	0.367	0.252	0.144	15.416
2005-06	5.180	3.910	3.046	1.211	1.544	0.371	0.255	0.148	15.666
2006-07	5.248	3.986	3.126	1.226	1.583	0.374	0.261	0.151	15.958
2007-08	5.343	4.074	3.214	1.243	1.632	0.378	0.266	0.156	16.307
2008-09	5.451	4.175	3.307	1.261	1.688	0.382	0.271	0.161	16.697
2009-10	5.554	4.273	3.392	1.279	1.737	0.387	0.277	0.165	17.065

(a) Includes Other Territories.

Source: Derived from Australian Bureau of Statistics, *Population by Age and Sex, Australian States and Territories, Jun 2009, ABS 3201.0*

**Racing betting:** Within the context of this report, racing betting comprises legal betting with bookmakers and totalisators, both on racecourses and off-course (TAB). It is related to betting on the outcome of horse and greyhound races.

**'Real' variables:** Real variables refer to data that have had the effects of inflation removed. This is achieved by specifying a base year (in this instance 2009–10) and 'deflating' each previous year by the CPI (see Table 1). This means that all data in a table showing real values may be compared directly, the effects of inflation having been removed.

**Revised figures:** Figures with a revised notation detail data that have been revised from the previous edition of the Australian Gambling Statistics publication.

**Sports betting:** Sports betting is the wagering on approved types of local, national or international sporting activities (other than the established forms of horse and greyhound racing), whether on or off-course, in person, by telephone, or via the internet.

**Totalisator Agency Board (TAB):** This form of wagering is Australia-wide and is the amount wagered at TAB outlets (other than those on a race track). Totalisator wagering is where a player makes a 'unit' wager (a unit being any multiple of 50 cents or one dollar depending on the jurisdiction). Totalisator betting is sometimes called parimutuel betting. The operator deducts a percentage of the total units wagered (for costs including tax), and the remainder is returned as dividends (winnings) to players in multiples of the unit wagered.

In several jurisdictions, the TAB has been privatised. There are three TAB pools, the Victorian TAB pool (known as the SuperTAB, to which Tasmania, Australian Capital Territory and Western Australia are parties), the New South Wales pool and the Queensland pool (to which South Australia and the Northern Territory are parties). Each jurisdiction retains the deductions from wagers made in that particular jurisdiction.

**Turnover:** Turnover is 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).

**Wagering:** Wagering is all legal forms of gambling on racing and sporting events.

## 1.5 Overview of gambling data

### Sources of data

State and territory government racing and gaming authorities were approached to provide actual data on turnover, expenditure and government revenue, for each form of gambling within their jurisdiction. Where actual data were not available, the relevant authorities were encouraged to make estimates of the unavailable statistics and provide both these estimates and explanations of the estimation methods. The methods that have been used to estimate missing values are elaborated upon in section 1.6.

Legislative restrictions preclude several jurisdictions from releasing data until the close of the calendar year relating to the statistics. Users should note that the statistics are not available until after this period.

### Goods and services tax

On 1 July 2000, the goods and services tax (GST) replaced wholesale sales tax, which was applied at varying rates to a range of products. The GST is a broad-based tax of ten per cent on most supplies of goods and services consumed in Australia. This includes gaming products. Therefore, the gaming tax revenue figures shown in this publication from 2000–01 onwards are not comparable with those of preceding years.

### Relevant legislation

Gambling policy and legislation in Australia has 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 1.6.

### Forms of gambling

The following table provides an overview of the types of gambling that are legally permitted and currently being undertaken by Australian residents and overseas visitors in each state and territory.

**Table 4 Forms of gambling currently undertaken by state and territory**

	NSW	Vic	Qld	SA	WA	Tas	ACT	NT
Racing and betting	✓	✓	✓	✓	✓	✓	✓	✓
Sports betting	✓	✓	✓	✓	✓	✓	✓	✓
Lotteries	✓	✓	✓	✓	✓	✓	✓	✓
Gaming machines	✓	✓	✓	✓	Casino only	✓	Hotels and clubs only	✓
Casino gaming	✓	✓	✓	✓	✓	✓	✓	✓
Keno	✓	✓	✓	✓	Casino only	✓	✓	✓
Football pools	✓	✓	✓	✓	✓	✓	✓	✓
Interactive gaming	Australian residents are not permitted to access interactive gaming sites under the <i>Commonwealth Interactive Gambling Act 2001</i> , which came into effect in August 2001. Interactive gaming exists in the Northern Territory but is available only to overseas visitors.							
Minor gaming	✓	✓	✓	✓	✓	✓	✓	✓
Betting exchange	Betting exchange wagering is currently undertaken in Tasmania by way of a Tasmanian Gaming Licence. The Tasmanian Gaming Commission reports only government revenue for this product, which is recorded under interactive gaming.							

## 1.6 Notes on data specific to each state and territory

### 1.6.1 New South Wales

#### Legislation

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

- *Casino Control Act 1992*
- *Casino, Liquor and Gaming Control Authority Act 2007*
- *Charitable Fundraising Act 1991*
- *Gambling (Two-Up) Act 1998*
- *Gaming Machines Act 2001*
- *Gaming Machines Tax Act 2001*
- *Lotteries and Art Unions Act 1901*
- *Public Lotteries Act 1996*
- *Racing Administration Act 1998*
- *Totalizator Act 1997*
- *Unlawful Gambling Act 1998.*

#### New developments

The ownership of NSW Lotteries was transferred to the Tatts Group on 1 April 2010.

#### General industry information

The figures presented for New South Wales in this publication were provided by the NSW Office of Liquor, Gaming and Racing, Department of Trade and Investment, Regional Infrastructure and Services. Gaming machine (poker machine) duty rates for clubs and hotels are in Tables 5 and 6.

**Table 5 Annual club gaming machine marginal tax rates**

From 1 September	Annual gaming revenue (a)						
	Up to \$200,000	\$200,001 to \$1,000,000	\$1,000,001 to \$5,000,000	\$5,000,001 to \$10,000,000	\$10,000,001 to \$20,000,000	\$20,000,001 and above	
		Clubs earning up to 1,000,000	Clubs earning 1,000,001 and over (b)				
				— % —			
2009	—	—	10.0	21.0	26.0	29.0	30.9
2010	—	—	10.0	21.0	26.0	29.0	30.9
2011	—	—	10.0	19.9	24.4	26.4	28.4
2012	—	—	10.0	19.9	24.4	26.4	28.4
2013	—	—	10.0	19.9	24.4	26.4	28.4
2014	—	—	10.0	19.9	24.4	26.4	28.4
2015	—	—	10.0	19.9	24.4	26.4	28.4

(a) For gaming revenue higher than \$1 million from 2011, rates shown are before the 1.85 percentage point ClubGRANTS Scheme (formerly CDSE scheme) duty rate reduction. Under the ClubGRANTS Scheme, marginal duty rates on gaming revenue above \$1 million are reduced by 1.85 percentage points if clubs contribute 1.85% of gaming revenue in excess of \$1 million to eligible community projects

(b) For gaming revenue higher than \$1 million, rates shown are before the 1.5 percentage point Community Development and Support Expenditure (CDSE) Scheme duty rate reduction. Under the CDSE Scheme, marginal duty rates on gaming revenue above \$1 million are reduced by 1.5 percentage points if clubs contribute 1.5% of gaming revenue in excess of \$1 million to eligible community projects.

(c) For clubs earning gaming revenue above \$1 million a year from 1 September 2007, the benefit of the tax-free threshold in the \$200,000 to \$1 million revenue range will be withdrawn dollar for dollar as gaming revenue exceeds \$1 million, with complete withdrawal when revenue reaches \$1.8 million.

**Table 6 Annual hotel gaming machine rates**

From 1 July	Annual 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	15.1	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

**Amendments to previous publication (27<sup>th</sup> edition)**

Nil.

**Notes to the tables for 2009–10**

The following table provides a summary of the data items for 2009–10 that were not provided, were estimated based on relevant data, or require further clarification for completeness.

**Table 7 Summary of data not provided, estimated or requiring clarification, New South Wales**

Casino	<ul style="list-style-type: none"> <li>Government revenue from gaming figure does not include the \$12.1 million levy to the Responsible Gambling Fund.</li> </ul>
Lotteries, Pools, Lotto	<ul style="list-style-type: none"> <li>Sales figures are gross (that is, including agent commission).</li> <li>Only 3 months of data is available for Lotteries products due to the sale of NSW Lotteries in April 2010. This data relates to the period 1 April 2010 – 30 June 2010.</li> <li>Yearly data will be available for the 2010-11 financial year onwards.</li> </ul>
Racing	<ul style="list-style-type: none"> <li>Revenue is for taxes received by the Office of State Revenue between 1 July 2009 and 30 June 2010.</li> <li>TAB turnover includes TabCorp fixed odds racing turnover.</li> <li>Bookmaker on-course turnover includes racing offices turnover.</li> <li>Bookmaker expenditure is calculated at 5.5% of turnover for all years.</li> <li>The equine influenza outbreak on 25 August 2007 impacted on the racing industry throughout September to December 2007 with approximately 690 less meetings being conducted in comparison with 2006–07. Consequently, racing turnover, expenditure and revenue data for 2007–08 are markedly lower than 2006–07, 2008–09 and 2009–10.</li> </ul>
Sports betting	<ul style="list-style-type: none"> <li>Revenue is for taxes received by the Office of State Revenue between 1 July 2009 and 30 June 2010.</li> <li>Bookmaker expenditure is calculated at 5.5% of turnover for all years.</li> </ul>

**Specific notes**

Nil.

## 1.6.2 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*.

A copy of current Victorian legislation can be accessed from the Victorian Legislation and Parliamentary Documents website at [www.legislation.vic.gov.au](http://www.legislation.vic.gov.au) under Victorian Law Today.

### New developments

#### **Review of electronic gaming machine, Club Keno and wagering licences and funding arrangements for the Victorian racing industry post-2012**

The Government has announced the new structure for Victoria's gaming industry beyond 2012. Post-2012, the maximum number of electronic gaming machines outside Crown Casino will remain capped at 27,500, split evenly between clubs and hotels and with at least 20% in country Victoria. The maximum number of gaming machines allowed at any one venue will be maintained at 105. Regional caps and Municipal Limits on the number of machines will also continue to apply.

Victoria has two gaming operator licences, held by Tatts Group Ltd and Tabcorp Holdings Ltd. Under the new industry arrangements, the gaming machine duopoly will be replaced in 2012 by a venue operator model, in which venue operators will own 10-year gaming machine entitlements. Licensed venue operators have bid directly for 10-year gaming machine entitlements in a two stage auction in April and May 2010.

The new industry structure imposes a cap on ownership to ensure that no one venue operator can own more than 35% of machines available to hotels. A cap of 420 club gaming machine entitlements also applies to any one club with more than one venue.

The Government has also released details of a new progressive tax structure. Under the new structure, tax rates will be based on each venue's average monthly gaming machine revenue (where gaming revenue is defined as the total amount wagered less the return to players).

The single Monitoring Licence was offered to Intralot Gaming Services on 14 September 2011. This will commence in 2012. The monitor will be responsible for operating and maintaining an electronic monitoring system of gaming machines, detect significant events and facilitate linked jackpot arrangements.

The Government has announced that it has awarded the single Keno licence on 11 March 2011 to Tabcorp Investments No. 5 Pty Ltd. This will commence in 2012 and will replace the current Club Keno arrangements.

The single Wagering and Betting licence was offered to Tabcorp Wagering (Vic) Pty Ltd on 19 July 2011. This will commence in 2012 and will replace the existing wagering licence held by Tabcorp.

Further information about post-2012 arrangements is available on the VCGLR website at [www.vcglr.vic.gov.au](http://www.vcglr.vic.gov.au) > Gambling Arrangements 2012.

#### **Implementation of Municipal Limits and review of Regional Caps**

All 79 municipal districts in Victoria are subject to a Municipal Limit of 10 gaming machines per thousand adults. In September 2009 the then Victorian Commission for Gambling Regulation (now Victorian Commission for Gambling and Liquor Regulation) announced the maximum permissible number of gaming machines for all areas subject to Municipal Limits. Excluded from this requirement are all areas subject to a Regional Cap and the Melbourne central business district, Docklands and Southbank within the City of Melbourne.



Four municipal districts were required to have machines removed for compliance with Municipal Limits. The machines were removed by December 2009.

Further information regarding Municipal Limits is available on the VCGLR website at [www.vcglr.vic.gov.au](http://www.vcglr.vic.gov.au) > Industry Participants > Municipal Limits.

In October 2006, the Minister for Gaming extended Regional Caps in Victoria from five to 19 regions. The criterion that the VCGLR was required to use to determine the maximum permissible number of gaming machines available for gaming in each region was the lower of:

- 10 gaming machine per 1,000 adults in the region, or
- the number of gaming machines per 1,000 adults in the region as at the date of the order.

On 20 October 2009, the Minister for Gaming issued an order requiring the VCGLR to determine Regional Caps based on a specified ratio of machines per thousand adults for each of the 19 regions. In addition a 20<sup>th</sup> region, the Shire of Yarra Ranges, was placed under a Regional Cap.

One region, the City of Hume, was required to have 14 machines removed after the October determination of Regional Caps. The machines were removed by December 2009.

Further information regarding Regional Caps is available on the VCGLR website at [www.vcglr.vic.gov.au](http://www.vcglr.vic.gov.au) > Industry Participants > Regional Caps.

### **Crown Casino table games expansion**

On 16 December 2009, the Ninth Variation to the Casino Management Agreement with Crown Casino was ratified by the Victorian Parliament. Under the Ninth Variation, the tax rate on electronic gaming machines was increased by 1.72% each year for the next six years. At the same time, the Casino licence was amended so that the maximum number of gaming tables available for gaming at any one time at the casino was increased from 350 to 400. In addition, up to 100 poker tables are also allowed at any one time, enabling the casino to operate a maximum of 500 gaming and poker tables.

The Ninth Variation also defined fully automated gaming tables as table games and limited the number of fully automated tables to 200 multi-terminal stations (excluding poker). As fully automated table games are considered as gaming tables, they are counted under the gaming table cap of 400 gaming tables.

## **General industry information**

### **Crown Limited**

Crown Limited holds the sole casino licence in Victoria. The licence authorises the casino operator to provide the following forms of gambling at the Melbourne Casino:

- gaming on electronic gaming machines
- approved casino table games.

### **TABCORP**

TABCORP holds both a gaming operator's licence and the wagering licence, authorising it to provide the following forms of gambling in Victoria:

- Wagering on the three racing codes (gallops, harness and greyhounds) via totalisator and fixed odds at authorised outlets, via telephone and internet. No fixed odds available at race meetings, totalisator only
- Gaming on electronic gaming machines at gaming venues (licensed hotels and clubs)
- Club Keno at participating gaming venues throughout Victoria
- Sports betting via national Sportsbet outlets and via telephone and online.

## **Tattersall's**

Tattersall's holds both a gaming operator's licence and a public lotteries licence, authorising it to provide the following forms of gambling in Victoria:

- Gaming on electronic gaming machines at gaming venues (licensed hotels and clubs).
- Lotteries (Tattslotto, Monday and Wednesday Lotto, Ozlotto, Powerball, Super 66 and Soccer Pools) via accredited representatives (newsagencies and other outlets) throughout Victoria. Four other lottery products offered by Tattersall's (Instant Tatts, Tatts Keno, Wednesday Lotto and Tatts2) have not been available after 30 June 2008.
- Club Keno at participating gaming venues throughout Victoria.

## **Intralot**

Intralot holds a public lotteries licence to conduct the following lotteries from 1 July 2008:

- Keno 10/20/70
- Pick 5 Heads or Tails
- Cross and Match
- TV Bingo
- Pick 3
- Instant Lottery Games (Scratchies).

## Ministerial directions

The current Ministerial directions, made under section 3.2.3 of the *Gambling Regulation Act 2003*, provide that the maximum number of gaming machines permitted in Victoria to be available for gaming in all approved venues, other than the Melbourne Casino, is 27,500.

Under section 62A(2) of the *Casino Control Act 1991*, the maximum number of electronic gaming machines available for gaming at Melbourne's Crown Casino is 2,500. The minimum and maximum number of gaming tables permitted to operate at Crown Casino is specified in the terms of the casino licence.

Further information about the structure and regulation of Victoria's gambling industry is available from the Victorian Commission for Gambling and Liquor Regulation's website at [www.vcglr.vic.gov.au](http://www.vcglr.vic.gov.au).

## **Amendments to previous publication (27<sup>th</sup> edition)**

Nil.

## **Notes to the tables for 2009–10**

Table 8 provides a summary of the data items for 2009–10 that were not provided, were estimated based on relevant data, or require further clarification for completeness.

**Table 8 Summary of data not provided, estimated or requiring clarification, Victoria**

Interactive gaming	<ul style="list-style-type: none"><li>• No data on this form of gambling in Victoria.</li></ul>
Racing	<ul style="list-style-type: none"><li>• Bookmakers on-course expenditure is estimated at 5.18% of turnover.</li></ul>
Tattersall's lottery	<ul style="list-style-type: none"><li>• Expenditure is estimated at 40% of turnover and is exclusive of agents' commissions.</li></ul>
Lotto	<ul style="list-style-type: none"><li>• Expenditure is estimated at 40% of turnover.</li></ul>
Instant lottery	<ul style="list-style-type: none"><li>• Expenditure is estimated at 40% of turnover.</li></ul>
Pools	<ul style="list-style-type: none"><li>• Expenditure is estimated at 50% of turnover.</li></ul>
Sports betting	<ul style="list-style-type: none"><li>• Expenditure for TAB fixed odds sports betting (TAB Sportsbet) is estimated by subtracting payouts from current sales on decided events.</li><li>• Expenditure for TAB tote odds is estimated using actual data.</li><li>• Expenditure for bookmaker (and other) pool betting is estimated by applying retention rates of 10% or 40%, as applicable. In Victoria, this definition applies solely to the pool betting competition, Tipstar, and does not in any way relate to bookmakers. The licence for Tipstar expired on 14 December 2007.</li></ul>

**Specific notes**

Nil.

## 1.6.3 Queensland

### Legislation

Primary legislation governing the regulation, supervision and control of gambling activities in Queensland includes:

- *Brisbane Casino Agreement Act 1992*
- *Breakwater Island Casino Agreement Act 1984*
- *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*
- *Wagering Act 1998*.

### New developments

Throughout 2009–10 the Office of Liquor and Gaming Regulation (sections of which now comprise the Office of Regulatory Policy) made a number of amendments to various Acts and Regulations regarding gaming.

The Gambling and Other Legislation Amendment Act was passed during 2009-10 amending all gaming Acts. The main amendments were:

- Created a state-wide cap for club gaming machines.
- Introduced a club gaming machine reallocation scheme to provide for the transfer of club gaming machine entitlements.
- Prescribed mandatory Responsible Service of Gambling training for hotel and club staff who perform gambling roles (commenced 1 October 2010).
- Created new offence provisions for gambling operators who direct promotional materials to excluded persons.
- Created new offence provisions for minors who participate in lottery or wagering activities.
- Increased penalties for minors who participate in keno and casino gaming.
- Made provision for cashless gaming technologies in casinos.
- Made provision for maximum denomination for gaming machine note acceptors in casinos, hotels and clubs to be prescribed in a regulation.
- Made provision for Queensland lottery products to be sold in other jurisdictions.

### General industry information

Nil.

**Amendments to previous publication (27<sup>th</sup> edition)**

Nil.

**Notes to the tables for 2009–10**

Nil.

**Specific notes**

Nil.

## 1.6.4 South Australia

### Legislation

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

- *Authorised Betting Operations Act 2000*
- *Casino Act 1997*
- *Gaming Machines Act 1992*
- *Lottery and Gaming Act 1936*
- *State Lotteries Act 1966*.

### New developments

It is the statutory objective of the South Australian Government to reduce the number of gaming machines that may be lawfully operated in South Australia to 12,086 (that is, 3,000 less than the number which were approved for operation immediately before 1 February 2005).

Under the Gaming Machines Act 1992 (the Act), South Australia currently has a maximum operational capacity of 12,900 gaming machines. Accordingly, to meet the statutory objective, a further 814 gaming machine entitlements remain to be cancelled through the approved trading system.

Note: under the Casino Act 1997 Adelaide Casino may operate an additional 995 gaming machines but is ineligible to participate in the approved trading system.

Following an amendment to the Act on 1 July 2011 the previously fixed trading price of \$50,000 per entitlement (seen as an obstacle to achieving the Government's objective) was removed and Regulations establishing a new approved trading system were subsequently proclaimed on 14 July 2011.

The new approved trading system:

- allows eligible purchasers to specify the maximum price that they are willing to pay for each gaming machine entitlement offered for sale;
- allows eligible sellers to specify the minimum price that they are willing to accept for each gaming machine entitlement they offer for sale;
- requires every fourth gaming machine entitlement sold in a trading round by non-profit organisations (i.e. Clubs and Community Hotels) to be transferred to the holder of the special club licence (Club One); and
- to meet the statutory objective, requires every fourth gaming machine entitlement sold in a trading round by profit organisations (i.e. Hotels) to be cancelled.

### General industry information

- The *Lottery and Gaming Regulations 2008* came into force on 1 September 2008.
- The amended Responsible Gambling and Advertising Codes of Practice, which apply across all forms of gambling, came into effect on 1 December 2008.

**Amendments to previous publication (27<sup>th</sup> edition)**

Nil.

**Notes to the tables for 2009–10**

Nil.

**Specific notes**

Nil.

## 1.6.5 Western Australia

### Legislation

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

- *Betting Control Act 1954*
- *Bookmakers Betting Levy Act 1954*
- *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 and Wagering Western Australia Tax Act 2003*
- *Racing Restriction Act 2003.*
- *Racing Bets Levy Act 2009.*

### New developments

On 11th January 2010, the Racing and Wagering Amendment Act 2009, Racing Bets Levy Act 2009, Bookmakers Betting Levy Amendment Act 2009 and associated regulations came into operation.

Collectively, this legislation establishes the legislative framework authorising the collection and disbursement of the racing bets levy to be paid by domestic and offshore betting operators publishing or otherwise making available Western Australian race fields.

### General industry information

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

- Electronic Gaming Machines Tax 20%
- Table Games Tax 18%
- International Commission Business Tax 11%.

### Amendments to previous publication (27<sup>th</sup> edition)

Nil.

### Notes to the tables for 2009–10

Nil.

### Specific notes

Nil.



## 1.6.6 Tasmania

### Legislation

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

- *Gaming Control Act 1993*
- *TT-Line Gaming Act 1993*

### New developments

TOTE Tasmania commenced to be regulated under the *Gaming Control Act 1993* from 1 July 2009. Although now regulated under the Gaming Control Act, TOTE Tasmania is not required to pay any tax to the Tasmanian Government, however it pays a wagering levy on 1 July each year.

### General industry information

- Totalisator and fixed odds wagering is offered in Tasmania by TOTE Tasmania Pty Ltd (TOTE Tasmania), which is a state-owned company. TOTE Tasmania operates a number of shopfront agencies as well as internet and telephone betting services, while a number of hotels and clubs also provide TOTE outlets. Interactive (internet and telephone) wagering services are also offered by TOTE Tasmania.
- TOTE Tasmania is a member of the Victorian Supertab betting pool. Other members of the pool are Victoria, Western Australia and the Australian Capital Territory.
- 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.
- A number of hotels and clubs in Tasmania offer 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.
- Gaming machines are also operated on the Spirit of Tasmania I and II ferries by Admirals Casino Pty Ltd.
- Interactive (internet and telephone) wagering services are currently offered in Tasmania by Betfair Pty Ltd, which operates a betting exchange.
- There are no providers of major lotteries currently operating in Tasmania. However, three companies hold a foreign games permit that allows their products to be offered from accredited outlets in Tasmania. Tattersalls Sweeps Pty Ltd and Intralot Australia Pty Ltd, which are both licensed in Victoria, and Golden Casket Lottery Corporation Limited which is licensed in Queensland, are the three companies that hold foreign games permits in Tasmania.
- Minor gaming in Tasmania generally 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.

## Amendments to previous publication (27<sup>th</sup> edition)

Gaming machine numbers for casinos were incorrectly reported in the past in that gaming machines operated on the two Spirit of Tasmania ferries were not included. The gaming machine operator for the two ferries holds a gaming licence, not a casino licence.

## Notes to the tables for 2009–10

The following table provides a summary of the data items for 2009–10 that were not provided, were estimated based on relevant data, or require further clarification for completeness.

**Table 9 Summary of data not provided, estimated or requiring clarification, Tasmania**

Racing	<ul style="list-style-type: none"> <li>• Bookmakers' on-course racing expenditure was estimated at 5.5% of turnover.</li> <li>• Government revenue from racing (bookmakers) includes both tax and product levies received.</li> <li>• Government revenue from betting exchanges is no longer recorded in interactive gaming and has been apportioned between government revenue from sports betting and government revenue from racing.</li> <li>• TOTE Tasmania no longer pays tax to the Tasmanian Government.</li> </ul>
Gaming	<ul style="list-style-type: none"> <li>• Casino, keno and gaming machine turnover information is no longer reported.</li> <li>• Information on minor gaming turnover is no longer collected. This also means that an estimate of minor gaming expenditure can no longer be made. No revenue is received for minor gaming activities.</li> <li>• Lottery turnover figures are net and do not include Lotteries agent commission.</li> <li>• Lotteries, Lotto and instant lottery expenditure was estimated at 40% of turnover (subscriptions).</li> <li>• Pools expenditure was estimated at 50% of turnover (subscriptions).</li> </ul>
Sports betting	<ul style="list-style-type: none"> <li>• Government revenue from sports betting includes tax paid on Australian and overseas non-racing events.</li> <li>• Government revenue from betting exchanges is no longer recorded in interactive gaming and has been apportioned between government revenue from sports betting and government revenue from racing.</li> <li>• Tipstar ceased trading in September 2007 and no figures are reported this year for bookmaker (and other) pool betting.</li> <li>• The increase in TAB fixed odds sports betting turnover from 2008–09 to 2009–10 has been attributed to TOTE Tasmania not being part of the Tabcorp fixed odds betting business TAB Sportsbet.</li> </ul>

## Specific notes

Nil.

## 1.6.7 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. This 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:

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

### New developments

A problem gambling assistance fund levy on all gaming machine licensees of 0.6% of gross gaming machine revenue commenced on 1 July 2011. The levy will be used to assist in alleviating problem gambling or alleviating the disadvantages that arise from problem gambling.

### General industry information

The ACT currently has four sports bookmaking licensees. Expenditure figures for sports betting are not available, as licensees are not required to provide this information.

### Amendments to previous publication (27<sup>th</sup> edition)

Nil.

### Notes to the tables for 2009–10

The following provides a summary of the data items for 2009–10 that were not provided, were estimated based on relevant data, or require further clarification for completeness.

**Table 10 Summary of data not provided, estimated or requiring clarification, Australian Capital Territory**

Racing	<ul style="list-style-type: none"><li>• Bookmaker on-course expenditure was calculated by assuming that bookmaker expenditure was equivalent to 5.5% of turnover.</li><li>• Government revenue from TAB includes on-course totalisators. The ACT levies an annual licence fee on the TAB which is equivalent to 10% of the total licence value. The ACT Treasury has valued ACTTAB's licence at approximately \$35m.</li></ul>
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### Specific notes

Nil.

## 1.6.8 Northern Territory

### Legislation

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

- *Gaming Control Act 2005*;
- *Gaming Machine Act 2005*;
- *Northern Territory Licensing Commission Act 2001*;
- *Racing and Betting Act 2004*;
- *Soccer Football Pools Act 2004*;
- *Totalisator Licensing and Regulation Act 2004*; and
- *Unlawful Betting Act 2004*.

### New Developments

From 1 January 2010, the Government replaced the Northern Territory's current bookmaker turnover tax with a tax based on gross wagering profits. The Government has capped the tax each Corporate Bookmaker has to pay to a maximum of \$250,000 (\$125,000 from January 2010 to June 2010), which is subject to annual indexation based on the Darwin consumer price index.

### General industry information

A significantly greater proportion of the Territory's gambling business comes from overseas and interstate compared with other jurisdictions. For example, a significant volume of wagering activity conducted by licensed sports bookmakers is sourced from international punters.

### Amendments to previous publication (27<sup>th</sup> edition)

Nil.

### Notes to the tables for 2009–10

The following provides a summary of the data items for 2009–10 that were not provided, were estimated based on relevant data, or require further clarification for completeness.

**Table 11 Summary of data not provided, estimated or requiring clarification, Northern Territory**

Racing Revenue (Bookmakers)	■ Changes in Taxes Payable by Bookmakers were introduced in January 2010. \$4.973m was collected as Turnover Tax.
Sports betting Revenue (Bookmakers)	■ Changes in Taxes Payable by Bookmakers were introduced in January 2010. \$0.193m was collected as Turnover Tax.
Racing and Sports Betting Revenue (Bookmakers)	■ Due to tax changes in January 2010, \$1.102m was collected as gross profit tax. Gross profit tax is capped and therefore cannot be reported in line with racing and sports betting categories.

### Specific notes

Nil.

## 1.7 Cautionary note

While all care has been taken in the preparation of this publication, and the relevant authorities of each state and territory have verified their own data in detail, it is nevertheless necessary to caution users with regard to its complete accuracy.

All tables should be read in conjunction with the explanatory notes in Part 1 of this report.

In some instances, data contained in previous editions have been corrected or amended. These corrections or amendments are noted within each table.

Caution should be used when comparing data between states and territories as each jurisdiction has different systems, processes and reporting methods. Also, the availability of certain data can vary between jurisdictions.

Data on government revenue from gambling for years prior to 2000–01 are not comparable with data from 2000–01 onwards due to the introduction of the goods and services tax on 1 July 2000.

In particular, readers are urged to use casino handle figures with extreme care. Please read Part 1.4, Glossary, which has information on casino handle (under Casino turnover) and a warning on its usage, before using any data on casino handle.

## **PART 2: LIST OF TABLES**

## 2.1 Summary Tables

Table Number	State	Table Name
Summary Table A	All States	Total Gambling Turnover, 2009–10
Summary Table B	All States	Per Capita Gambling Turnover, 2009–10
Summary Table C	All States	Percentage Change In Gambling Turnover, 2008–09 to 2009–10
Summary Table D	All States	Total Gambling Expenditure, 2009–10
Summary Table E	All States	Per Capita Gambling Expenditure, 2009–10
Summary Table F	All States	Percentage Change In Gambling Expenditure, 2008–09 to 2009–10

## 2.2 Tables by State

### New South Wales

Table Number	Table Name
NSW 1	Total Racing Turnover
NSW 2	Real Racing Turnover
NSW 3	Per Capita Racing Turnover
NSW 4	Real Per Capita Racing Turnover
NSW 5	Total Racing Expenditure
NSW 6	Real Racing Expenditure
NSW 7	Per Capita Racing Expenditure
NSW 8	Real Per Capita Racing Expenditure
NSW 9	Racing Expenditure as a Percentage of Household Disposable Income
NSW 10	Racing Expenditure Share of Market
NSW 11	Government Revenue from Racing
NSW 12	Real Government Revenue from Racing
NSW 13	Per Capita Revenue from Racing
NSW 14	Real Per Capita Revenue from Racing
NSW 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue
NSW 16	Total Gaming Turnover
NSW 17	Real Gaming Turnover
NSW 18	Per Capita Gaming Turnover
NSW 19	Real Per Capita Gaming Turnover
NSW 20	Total Gaming Expenditure
NSW 21	Real Gaming Expenditure
NSW 22	Per Capita Gaming Expenditure
NSW 23	Real Per Capita Gaming Expenditure
NSW 24	Gaming Expenditure as a Percentage of Household Disposable Income
NSW 25	Gaming Expenditure Share of Market
NSW 26	Government Revenue from Gaming
NSW 27	Real Government Revenue from Gaming

NSW 28	Per Capita Revenue from Gaming
NSW 29	Real Per Capita Revenue from Gaming
NSW 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
NSW 31	Total Sports Betting Turnover
NSW 32	Real Sports Betting Turnover
NSW 33	Per Capita Sports Betting Turnover
NSW 34	Real Per Capita Sports Betting Turnover
NSW 35	Total Sports Betting Expenditure
NSW 36	Real Sports Betting Expenditure
NSW 37	Per Capita Sports Betting Expenditure
NSW 38	Real Per Capita Sports Betting Expenditure
NSW 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
NSW 40	Sports Betting Expenditure Share of Market
NSW 41	Government Revenue from Sports Betting
NSW 42	Real Government Revenue from Sports Betting
NSW 43	Per Capita Revenue from Sports Betting
NSW 44	Real Per Capita Revenue from Sports Betting
NSW 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
NSW 46	Total Gambling Turnover
NSW 47	Real Gambling Turnover
NSW 48	Per Capita Gambling Turnover
NSW 49	Real Per Capita Gambling Turnover
NSW 50	Total Gambling Expenditure
NSW 51	Real Gambling Expenditure
NSW 52	Per Capita Gambling Expenditure
NSW 53	Real Per Capita Gambling Expenditure
NSW 54	Gambling Expenditure Percentage of Household Disposable Income
NSW 55	Gambling Expenditure as a Percentage of Total Gambling Revenue
NSW 56	Government Revenue from Gambling
NSW 57	Real Government Revenue from Gambling
NSW 58	Per Capita Revenue from Gambling
NSW 59	Real Per Capita Revenue from Gambling
NSW 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NSW 61	Gaming Machines Operating as at 30 June

## Victoria

VIC 1	Total Racing Turnover
VIC 2	Real Racing Turnover
VIC 3	Per Capita Racing Turnover
VIC 4	Real Per Capita Racing Turnover
VIC 5	Total Racing Expenditure
VIC 6	Real Racing Expenditure



VIC 7	Per Capita Racing Expenditure
VIC 8	Real Per Capita Racing Expenditure
VIC 9	Racing Expenditure as a Percentage of Household Disposable Income
VIC 10	Racing Expenditure Share of Market
VIC 11	Government Revenue from Racing
VIC 12	Real Government Revenue from Racing
VIC 13	Per Capita Revenue from Racing
VIC 14	Real Per Capita Revenue from Racing
VIC 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue
VIC 16	Total Gaming Turnover
VIC 17	Real Gaming Turnover
VIC 18	Per Capita Gaming Turnover
VIC 19	Real Per Capita Gaming Turnover
VIC 20	Total Gaming Expenditure
VIC 21	Real Gaming Expenditure
VIC 22	Per Capita Gaming Expenditure
VIC 23	Real Per Capita Gaming Expenditure
VIC 24	Gaming Expenditure as a Percentage of Household Disposable Income
VIC 25	Gaming Expenditure Share of Market
VIC 26	Government Revenue from Gaming
VIC 27	Real Government Revenue from Gaming
VIC 28	Per Capita Revenue from Gaming
VIC 29	Real Per Capita Revenue from Gaming
VIC 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
VIC 31	Total Sports Betting Turnover
VIC 32	Real Sports Betting Turnover
VIC 33	Per Capita Sports Betting Turnover
VIC 34	Real Per Capita Sports Betting Turnover
VIC 35	Total Sports Betting Expenditure
VIC 36	Real Sports Betting Expenditure
VIC 37	Per Capita Sports Betting Expenditure
VIC 38	Real Per Capita Sports Betting Expenditure
VIC 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
VIC 40	Sports Betting Expenditure Share of Market
VIC 41	Government Revenue from Sports Betting
VIC 42	Real Government Revenue from Sports Betting
VIC 43	Per Capita Revenue from Sports Betting
VIC 44	Real Per Capita Revenue from Sports Betting
VIC 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
VIC 46	Total Gambling Turnover
VIC 47	Real Gambling Turnover
VIC 48	Per Capita Gambling Turnover
VIC 49	Real Per Capita Gambling Turnover

VIC 50	Total Gambling Expenditure
VIC 51	Real Gambling Expenditure
VIC 52	Per Capita Gambling Expenditure
VIC 53	Real Per Capita Gambling Expenditure
VIC 54	Gambling Expenditure Percentage of Household Disposable Income
VIC 55	Gambling Expenditure as a Percentage of Total Gambling Revenue
VIC 56	Government Revenue from Gambling
VIC 57	Real Government Revenue from Gambling
VIC 58	Per Capita Revenue from Gambling
VIC 59	Real Per Capita Revenue from Gambling
VIC 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
VIC 61	Gaming Machines Operating as at 30 June

## Queensland

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

QLD 29	Real Per Capita Revenue from Gaming
QLD 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
QLD 31	Total Sports Betting Turnover
QLD 32	Real Sports Betting Turnover
QLD 33	Per Capita Sports Betting Turnover
QLD 34	Real Per Capita Sports Betting Turnover
QLD 35	Total Sports Betting Expenditure
QLD 36	Real Sports Betting Expenditure
QLD 37	Per Capita Sports Betting Expenditure
QLD 38	Real Per Capita Sports Betting Expenditure
QLD 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
QLD 40	Sports Betting Expenditure Share of Market
QLD 41	Government Revenue from Sports Betting
QLD 42	Real Government Revenue from Sports Betting
QLD 43	Per Capita Revenue from Sports Betting
QLD 44	Real Per Capita Revenue from Sports Betting
QLD 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
QLD 46	Total Gambling Turnover
QLD 47	Real Gambling Turnover
QLD 48	Per Capita Gambling Turnover
QLD 49	Real Per Capita Gambling Turnover
QLD 50	Total Gambling Expenditure
QLD 51	Real Gambling Expenditure
QLD 52	Per Capita Gambling Expenditure
QLD 53	Real Per Capita Gambling Expenditure
QLD 54	Gambling Expenditure Percentage of Household Disposable Income
QLD 55	Gambling Expenditure as a Percentage of Total Gambling Revenue
QLD 56	Government Revenue from Gambling
QLD 57	Real Government Revenue from Gambling
QLD 58	Per Capita Revenue from Gambling
QLD 59	Real Per Capita Revenue from Gambling
QLD 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
QLD 61	Gaming Machines Operating as at 30 June

## South Australia

SA 1	Total Racing Turnover
SA 2	Real Racing Turnover
SA 3	Per Capita Racing Turnover
SA 4	Real Per Capita Racing Turnover
SA 5	Total Racing Expenditure
SA 6	Real Racing Expenditure
SA 7	Per Capita Racing Expenditure

SA 8	Real Per Capita Racing Expenditure
SA 9	Racing Expenditure as a Percentage of Household Disposable Income
SA 10	Racing Expenditure Share of Market
SA 11	Government Revenue from Racing
SA 12	Real Government Revenue from Racing
SA 13	Per Capita Revenue from Racing
SA 14	Real Per Capita Revenue from Racing
SA 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue
SA 16	Total Gaming Turnover
SA 17	Real Gaming Turnover
SA 18	Per Capita Gaming Turnover
SA 19	Real Per Capita Gaming Turnover
SA 20	Total Gaming Expenditure
SA 21	Real Gaming Expenditure
SA 22	Per Capita Gaming Expenditure
SA 23	Real Per Capita Gaming Expenditure
SA 24	Gaming Expenditure as a Percentage of Household Disposable Income
SA 25	Gaming Expenditure Share of Market
SA 26	Government Revenue from Gaming
SA 27	Real Government Revenue from Gaming
SA 28	Per Capita Revenue from Gaming
SA 29	Real Per Capita Revenue from Gaming
SA 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
SA 31	Total Sports Betting Turnover
SA 32	Real Sports Betting Turnover
SA 33	Per Capita Sports Betting Turnover
SA 34	Real Per Capita Sports Betting Turnover
SA 35	Total Sports Betting Expenditure
SA 36	Real Sports Betting Expenditure
SA 37	Per Capita Sports Betting Expenditure
SA 38	Real Per Capita Sports Betting Expenditure
SA 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
SA 40	Sports Betting Expenditure Share of Market
SA 41	Government Revenue from Sports Betting
SA 42	Real Government Revenue from Sports Betting
SA 43	Per Capita Revenue from Sports Betting
SA 44	Real Per Capita Revenue from Sports Betting
SA 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
SA 46	Total Gambling Turnover
SA 47	Real Gambling Turnover
SA 48	Per Capita Gambling Turnover
SA 49	Real Per Capita Gambling Turnover
SA 50	Total Gambling Expenditure

SA 51	Real Gambling Expenditure
SA 52	Per Capita Gambling Expenditure
SA 53	Real Per Capita Gambling Expenditure
SA 54	Gambling Expenditure Percentage of Household Disposable Income
SA 55	Gambling Expenditure as a Percentage of Total Gambling Revenue
SA 56	Government Revenue from Gambling
SA 57	Real Government Revenue from Gambling
SA 58	Per Capita Revenue from Gambling
SA 59	Real Per Capita Revenue from Gambling
SA 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
SA 61	Gaming Machines Operating as at 30 June

## Western Australia

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

WA 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
WA 31	Total Sports Betting Turnover
WA 32	Real Sports Betting Turnover
WA 33	Per Capita Sports Betting Turnover
WA 34	Real Per Capita Sports Betting Turnover
WA 35	Total Sports Betting Expenditure
WA 36	Real Sports Betting Expenditure
WA 37	Per Capita Sports Betting Expenditure
WA 38	Real Per Capita Sports Betting Expenditure
WA 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
WA 40	Sports Betting Expenditure Share of Market
WA 41	Government Revenue from Sports Betting
WA 42	Real Government Revenue from Sports Betting
WA 43	Per Capita Revenue from Sports Betting
WA 44	Real Per Capita Revenue from Sports Betting
WA 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
WA 46	Total Gambling Turnover
WA 47	Real Gambling Turnover
WA 48	Per Capita Gambling Turnover
WA 49	Real Per Capita Gambling Turnover
WA 50	Total Gambling Expenditure
WA 51	Real Gambling Expenditure
WA 52	Per Capita Gambling Expenditure
WA 53	Real Per Capita Gambling Expenditure
WA 54	Gambling Expenditure Percentage of Household Disposable Income
WA 55	Gambling Expenditure as a Percentage of Total Gambling Revenue
WA 56	Government Revenue from Gambling
WA 57	Real Government Revenue from Gambling
WA 58	Per Capita Revenue from Gambling
WA 59	Real Per Capita Revenue from Gambling
WA 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
WA 61	Gaming Machines Operating as at 30 June

## Tasmania

TAS 1	Total Racing Turnover
TAS 2	Real Racing Turnover
TAS 3	Per Capita Racing Turnover
TAS 4	Real Per Capita Racing Turnover
TAS 5	Total Racing Expenditure
TAS 6	Real Racing Expenditure
TAS 7	Per Capita Racing Expenditure
TAS 8	Real Per Capita Racing Expenditure

TAS 9	Racing Expenditure as a Percentage of Household Disposable Income
TAS 10	Racing Expenditure Share of Market
TAS 11	Government Revenue from Racing
TAS 12	Real Government Revenue from Racing
TAS 13	Per Capita Revenue from Racing
TAS 14	Real Per Capita Revenue from Racing
TAS 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue
TAS 16	Total Gaming Turnover
TAS 17	Real Gaming Turnover
TAS 18	Per Capita Gaming Turnover
TAS 19	Real Per Capita Gaming Turnover
TAS 20	Total Gaming Expenditure
TAS 21	Real Gaming Expenditure
TAS 22	Per Capita Gaming Expenditure
TAS 23	Real Per Capita Gaming Expenditure
TAS 24	Gaming Expenditure as a Percentage of Household Disposable Income
TAS 25	Gaming Expenditure Share of Market
TAS 26	Government Revenue from Gaming
TAS 27	Real Government Revenue from Gaming
TAS 28	Per Capita Revenue from Gaming
TAS 29	Real Per Capita Revenue from Gaming
TAS 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
TAS 31	Total Sports Betting Turnover
TAS 32	Real Sports Betting Turnover
TAS 33	Per Capita Sports Betting Turnover
TAS 34	Real Per Capita Sports Betting Turnover
TAS 35	Total Sports Betting Expenditure
TAS 36	Real Sports Betting Expenditure
TAS 37	Per Capita Sports Betting Expenditure
TAS 38	Real Per Capita Sports Betting Expenditure
TAS 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
TAS 40	Sports Betting Expenditure Share of Market
TAS 41	Government Revenue from Sports Betting
TAS 42	Real Government Revenue from Sports Betting
TAS 43	Per Capita Revenue from Sports Betting
TAS 44	Real Per Capita Revenue from Sports Betting
TAS 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
TAS 46	Total Gambling Turnover
TAS 47	Real Gambling Turnover
TAS 48	Per Capita Gambling Turnover
TAS 49	Real Per Capita Gambling Turnover
TAS 50	Total Gambling Expenditure
TAS 51	Real Gambling Expenditure

TAS 52	Per Capita Gambling Expenditure
TAS 53	Real Per Capita Gambling Expenditure
TAS 54	Gambling Expenditure Percentage of Household Disposable Income
TAS 55	Gambling Expenditure as a Percentage of Total Gambling Revenue
TAS 56	Government Revenue from Gambling
TAS 57	Real Government Revenue from Gambling
TAS 58	Per Capita Revenue from Gambling
TAS 59	Real Per Capita Revenue from Gambling
TAS 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
TAS 61	Gaming Machines Operating as at 30 June

## Australian Capital Territory

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



ACT 31	Total Sports Betting Turnover
ACT 32	Real Sports Betting Turnover
ACT 33	Per Capita Sports Betting Turnover
ACT 34	Real Per Capita Sports Betting Turnover
ACT 35	Total Sports Betting Expenditure
ACT 36	Real Sports Betting Expenditure
ACT 37	Per Capita Sports Betting Expenditure
ACT 38	Real Per Capita Sports Betting Expenditure
ACT 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
ACT 40	Sports Betting Expenditure Share of Market
ACT 41	Government Revenue from Sports Betting
ACT 42	Real Government Revenue from Sports Betting
ACT 43	Per Capita Revenue from Sports Betting
ACT 44	Real Per Capita Revenue from Sports Betting
ACT 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
ACT 46	Total Gambling Turnover
ACT 47	Real Gambling Turnover
ACT 48	Per Capita Gambling Turnover
ACT 49	Real Per Capita Gambling Turnover
ACT 50	Total Gambling Expenditure
ACT 51	Real Gambling Expenditure
ACT 52	Per Capita Gambling Expenditure
ACT 53	Real Per Capita Gambling Expenditure
ACT 54	Gambling Expenditure Percentage of Household Disposable Income
ACT 55	Gambling Expenditure as a Percentage of Total Gambling Revenue
ACT 56	Government Revenue from Gambling
ACT 57	Real Government Revenue from Gambling
ACT 58	Per Capita Revenue from Gambling
ACT 59	Real Per Capita Revenue from Gambling
ACT 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
ACT 61	Gaming Machines Operating as at 30 June

## Northern Territory

NT 1	Total Racing Turnover
NT 2	Real Racing Turnover
NT 3	Per Capita Racing Turnover
NT 4	Real Per Capita Racing Turnover
NT 5	Total Racing Expenditure
NT 6	Real Racing Expenditure
NT 7	Per Capita Racing Expenditure
NT 8	Real Per Capita Racing Expenditure
NT 9	Racing Expenditure as a Percentage of Household Disposable Income

NT 10	Racing Expenditure Share of Market
NT 11	Government Revenue from Racing
NT 12	Real Government Revenue from Racing
NT 13	Per Capita Revenue from Racing
NT 14	Real Per Capita Revenue from Racing
NT 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue
NT 16	Total Gaming Turnover
NT 17	Real Gaming Turnover
NT 18	Per Capita Gaming Turnover
NT 19	Real Per Capita Gaming Turnover
NT 20	Total Gaming Expenditure
NT 21	Real Gaming Expenditure
NT 22	Per Capita Gaming Expenditure
NT 23	Real Per Capita Gaming Expenditure
NT 24	Gaming Expenditure as a Percentage of Household Disposable Income
NT 25	Gaming Expenditure Share of Market
NT 26	Government Revenue from Gaming
NT 27	Real Government Revenue from Gaming
NT 28	Per Capita Revenue from Gaming
NT 29	Real Per Capita Revenue from Gaming
NT 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
NT 31	Total Sports Betting Turnover
NT 32	Real Sports Betting Turnover
NT 33	Per Capita Sports Betting Turnover
NT 34	Real Per Capita Sports Betting Turnover
NT 35	Total Sports Betting Expenditure
NT 36	Real Sports Betting Expenditure
NT 37	Per Capita Sports Betting Expenditure
NT 38	Real Per Capita Sports Betting Expenditure
NT 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
NT 40	Sports Betting Expenditure Share of Market
NT 41	Government Revenue from Sports Betting
NT 42	Real Government Revenue from Sports Betting
NT 43	Per Capita Revenue from Sports Betting
NT 44	Real Per Capita Revenue from Sports Betting
NT 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
NT 46	Total Gambling Turnover
NT 47	Real Gambling Turnover
NT 48	Per Capita Gambling Turnover
NT 49	Real Per Capita Gambling Turnover
NT 50	Total Gambling Expenditure
NT 51	Real Gambling Expenditure
NT 52	Per Capita Gambling Expenditure

NT 53	Real Per Capita Gambling Expenditure
NT 54	Gambling Expenditure Percentage of Household Disposable Income
NT 55	Gambling Expenditure as a Percentage of Total Gambling Revenue
NT 56	Government Revenue from Gambling
NT 57	Real Government Revenue from Gambling
NT 58	Per Capita Revenue from Gambling
NT 59	Real Per Capita Revenue from Gambling
NT 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NT 61	Gaming Machines Operating as at 30 June

## 2.3 Tables by Gambling Products

Product	Table Number	Table Name
<b>On-Course Totalisator</b>	On Tot 1	On-Course Totalisator Turnover
	On Tot 2	Real On-Course Totalisator Turnover
	On Tot 3	Per Capita On-Course Totalisator Turnover
	On Tot 4	Real Per Capita On-Course Totalisator Turnover
	On Tot 5	On-Course Totalisator Expenditure
	On Tot 6	Real On-Course Totalisator Expenditure
	On Tot 7	Per Capita On-Course Totalisator Expenditure
	On Tot 8	Real Per Capita On-Course Totalisator Expenditure
	On Tot 9	On-Course Totalisator Expenditure as a Percentage of Household Disposable Income
	On Tot 10	Government Revenue from On-Course Totalisator
	On Tot 11	Real Government Revenue from On-Course Totalisator
	On Tot 12	Per Capita Government Revenue from On-Course Totalisator
	On Tot 13	Real Per Capita Government Revenue from On-Course Totalisator
	On Tot 14	On-Course Totalisator Revenue as a Percentage of Total State Gambling Revenue
<b>TAB</b>	TAB 1	TAB Turnover
	TAB 2	Real TAB Turnover
	TAB 3	Per Capita TAB Turnover
	TAB 4	Real Per Capita TAB Turnover
	TAB 5	TAB Expenditure
	TAB 6	Real TAB Expenditure
	TAB 7	Per Capita TAB Expenditure
	TAB 8	Real Per Capita TAB Expenditure
	TAB 9	TAB Expenditure as a Percentage of Household Disposable Income
	TAB 10	Government Revenue from TAB
	TAB 11	Real Government Revenue from TAB
	TAB 12	Per Capita Government Revenue from TAB
	TAB 13	Real Per Capita Government Revenue from TAB
	TAB 14	TAB Revenue as a Percentage of Total State Gambling Revenue
<b>On-Course Bookmaker</b>	On Book 1	On-Course Bookmaker Turnover

	On Book 2	Real On-Course Bookmaker Turnover
	On Book 3	Per Capita On-Course Bookmaker Turnover
	On Book 4	Real Per Capita On-Course Bookmaker Turnover
	On Book 5	On-Course Bookmaker Expenditure
	On Book 6	Real On-Course Bookmaker Expenditure
	On Book 7	Per Capita On-Course Bookmaker Expenditure
	On Book 8	Real Per Capita On-Course Bookmaker Expenditure
	On Book 9	On-Course Bookmaker Expenditure as a Percentage of Household Disposable Income
<b>Off-Course Bookmaker</b>	Off Book 1	Off-Course Bookmaker Turnover
	Off Book 2	Real Off-Course Bookmaker Turnover
	Off Book 3	Per Capita Off-Course Bookmaker Turnover
	Off Book 4	Real Per Capita Off-Course Bookmaker Turnover
	Off Book 5	Off-Course Bookmaker Expenditure
	Off Book 6	Real Off-Course Bookmaker Expenditure
	Off Book 7	Per Capita Off-Course Bookmaker Expenditure
	Off Book 8	Real Per Capita Off-Course Bookmaker Expenditure
	Off Book 9	Off-Course Bookmaker Expenditure as a Percentage of Household Disposable Income
<b>Bookmakers</b>	Book 10	Government Revenue from Bookmakers
	Book 11	Real Government Revenue from Bookmakers
	Book 12	Per Capita Government Revenue from Bookmakers
	Book 13	Real Per Capita Government Revenue from Bookmakers
	Book 14	Bookmakers Revenue as a Percentage of Total State Gambling Revenue
<b>Racing</b>	Racing 1	Total Racing Turnover
	Racing 2	Real Total Racing Turnover
	Racing 3	Per Capita Total Racing Turnover
	Racing 4	Real Per Capita Total Racing Turnover
	Racing 5	Total Racing Expenditure
	Racing 6	Real Total Racing Expenditure
	Racing 7	Per Capita Total Racing Expenditure
	Racing 8	Real Per Capita Total Racing Expenditure
	Racing 9	Total Racing Expenditure as a Percentage of Household Disposable Income
	Racing 10	Government Revenue from Total Racing
	Racing 11	Real Government Revenue from Total Racing
	Racing 12	Per Capita Government Revenue from Total Racing
	Racing 13	Real Per Capita Government Revenue from Total Racing
	Racing 14	Total Racing Revenue as a Percentage of Total State Gambling Revenue
<b>Casino</b>	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	Government Revenue from Casino Gaming	
Casino 11	Real Government Revenue from Casino Gaming	
Casino 12	Per Capita Government Revenue from Casino Gaming	
Casino 13	Real Per Capita Government Revenue from Casino Gaming	
Casino 14	Casino Revenue as a Percentage of Total State Gambling Revenue	
<b>Minor Gaming</b>	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
	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	Government Revenue from Minor Gaming
	Minor Gaming 11	Real Government Revenue from Minor Gaming
	Minor Gaming 12	Per Capita Government Revenue from Minor Gaming
	Minor Gaming 13	Real Per Capita Government Revenue from Minor Gaming
	Minor Gaming 14	Minor Gaming Revenue as a Percentage of Total State Gambling Revenue
<b>Lottery</b>	Lottery 1	Lottery Turnover
	Lottery 2	Real Lottery Turnover
	Lottery 3	Per Capita Lottery Turnover
	Lottery 4	Real Per Capita Lottery Turnover
	Lottery 5	Lottery Expenditure
	Lottery 6	Real Lottery Expenditure
	Lottery 7	Per Capita Lottery Expenditure
	Lottery 8	Real Per Capita Lottery Expenditure
	Lottery 9	Lottery Expenditure as a Percentage of Household Disposable Income
<b>Lotto</b>	Lotto 1	Lotto-Tattslotto Turnover
	Lotto 2	Real Lotto-Tattslotto Turnover
	Lotto 3	Per Capita Lotto-Tattslotto Turnover
	Lotto 4	Real Per Capita Lotto-Tattslotto Turnover
	Lotto 5	Lotto-Tattslotto Expenditure
	Lotto 6	Real Lotto-Tattslotto Expenditure
	Lotto 7	Per Capita Lotto-Tattslotto Expenditure
	Lotto 8	Real Per Capita Lotto-Tattslotto Expenditure
	Lotto 9	Lotto-Tattslotto Expenditure as a Percentage of Household Disposable Income
<b>Instant Lotto</b>	Instant Lotto 1	Instant Lottery Turnover
	Instant Lotto 2	Real Instant Lottery Turnover

	Instant Lotto 3	Per Capita Instant Lottery Turnover
	Instant Lotto 4	Real Per Capita Instant Lottery Turnover
	Instant Lotto 5	Instant Lottery Expenditure
	Instant Lotto 6	Real Instant Lottery Expenditure
	Instant Lotto 7	Per Capita Instant Lottery Expenditure
	Instant Lotto 8	Real Per Capita Instant Lottery Expenditure
	Instant Lotto 9	Instant Lottery Expenditure as a Percentage of Household Disposable Income
<b>Pools</b>	Pools 1	Pools Turnover
	Pools 2	Real Pools Turnover
	Pools 3	Per Capita Pools Turnover
	Pools 4	Real Per Capita Pools Turnover
	Pools 5	Pools Expenditure
	Pools 6	Real Pools Expenditure
	Pools 7	Per Capita Pools Expenditure
	Pools 8	Real Per Capita Pools Expenditure
	Pools 9	Pools Expenditure as a Percentage of Household Disposable Income
<b>Keno</b>	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
<b>Gaming Machines</b>	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
<b>Gaming</b>	Gaming 1	Total Gaming Turnover
	Gaming 2	Real Total Gaming Turnover
	Gaming 3	Per Capita Total Gaming Turnover
	Gaming 4	Real Per Capita Total Gaming Turnover
	Gaming 5	Total Gaming Expenditure
	Gaming 6	Real Total Gaming Expenditure
	Gaming 7	Per Capita Total Gaming Expenditure
	Gaming 8	Real Per Capita Total Gaming Expenditure

	Gaming 9	Total Gaming Expenditure as a Percentage of Household Disposable Income
	Gaming 10	Government Revenue from Total Gaming
	Gaming 11	Real Government Revenue from Total Gaming
	Gaming 12	Per Capita Government Revenue from Total Gaming
	Gaming 13	Real Per Capita Government Revenue from Total Gaming
	Gaming 14	Total Gaming Revenue as a Percentage of Total State Gambling Revenue
<b>TAB Fixed Odds</b>	TAB FO 1	TAB Fixed Odds Turnover
	TAB FO 2	Real TAB Fixed Odds Turnover
	TAB FO 3	Per Capita TAB Fixed Odds Turnover
	TAB FO 4	Real Per Capita TAB Fixed Odds Turnover
	TAB FO 5	TAB Fixed Odds Expenditure
	TAB FO 6	Real TAB Fixed Odds Expenditure
	TAB FO 7	Per Capita TAB Fixed Odds Expenditure
	TAB FO 8	Real Per Capita TAB Fixed Odds Expenditure
	TAB FO 9	TAB Fixed Odds Expenditure as a Percentage of Household Disposable Income
	TAB FO 10	Government Revenue from TAB Fixed Odds
	TAB FO 11	Real Government Revenue from TAB Fixed Odds
	TAB FO 12	Per Capita Government Revenue from TAB Fixed Odds
	TAB FO 13	Real Per Capita Government Revenue from TAB Fixed Odds
	TAB FO 14	TAB Fixed Odds Revenue as a Percentage of Total State Gambling Revenue
<b>TAB Tote Odds</b>	TAB TO 1	TAB Tote Odds Turnover
	TAB TO 2	Real TAB Tote Odds Turnover
	TAB TO 3	Per Capita TAB Tote Odds Turnover
	TAB TO 4	Real Per Capita TAB Tote Odds Turnover
	TAB TO 5	TAB Tote Odds Expenditure
	TAB TO 6	Real TAB Tote Odds Expenditure
	TAB TO 7	Per Capita TAB Tote Odds Expenditure
	TAB TO 8	Real Per Capita TAB Tote Odds Expenditure
	TAB TO 9	TAB Tote Odds Expenditure as a Percentage of Household Disposable Income
	TAB TO 10	Government Revenue from TAB Tote Odds
	TAB TO 11	Real Government Revenue from TAB Tote Odds
	TAB TO 12	Per Capita Government Revenue from TAB Tote Odds
	TAB TO 13	Real Per Capita Government Revenue from TAB Tote Odds
	TAB TO 14	TAB Tote Odds Revenue as a Percentage of Total State Gambling Revenue
<b>Bookmaker and Other Fixed Odds</b>	Bookmaker FO 1	Bookmaker and Other Fixed Odds Turnover
	Bookmaker FO 2	Real Bookmaker and Other Fixed Odds Turnover
	Bookmaker FO 3	Per Capita Bookmaker and Other Fixed Odds Turnover
	Bookmaker FO 4	Real Per Capita Bookmaker and Other Fixed Odds Turnover
	Bookmaker FO 5	Bookmaker and Other Fixed Odds Expenditure
	Bookmaker FO 6	Real Bookmaker and Other Fixed Odds Expenditure
	Bookmaker FO 7	Per Capita Bookmaker and Other Fixed Odds Expenditure

	Bookmaker FO 8	Real Per Capita Bookmaker and Other Fixed Odds Expenditure
	Bookmaker FO 9	Bookmaker and Other Fixed Odds Expenditure as a Percentage of Household Disposable Income
	Bookmaker FO 10	Government Revenue from Bookmaker and Other Fixed Odds
	Bookmaker FO 11	Real Government Revenue from Bookmaker and Other Fixed Odds
	Bookmaker FO 12	Per Capita Government Revenue from Bookmaker and Other Fixed Odds
	Bookmaker FO 13	Real Per Capita Government Revenue from Bookmaker and Other Fixed Odds
	Bookmaker FO 14	Bookmaker and Other Fixed Odds Revenue as a Percentage of Total State Gambling Revenue
<b>Bookmaker and Other Pool Betting</b>	Bookmaker PB 1	Bookmaker and Other Pool Betting Turnover
	Bookmaker PB 2	Real Bookmaker and Other Pool Betting Turnover
	Bookmaker PB 3	Per Capita Bookmaker and Other Pool Betting Turnover
	Bookmaker PB 4	Real Per Capita Bookmaker and Other Pool Betting Turnover
	Bookmaker PB 5	Bookmaker and Other Pool Betting Expenditure
	Bookmaker PB 6	Real Bookmaker and Other Pool Betting Expenditure
	Bookmaker PB 7	Per Capita Bookmaker and Other Pool Betting Expenditure
	Bookmaker PB 8	Real Per Capita Bookmaker and Other Pool Betting Expenditure
	Bookmaker PB 9	Bookmaker and Other Pool Betting Expenditure as a Percentage of Household Disposable Income
	Bookmaker PB 10	Government Revenue from Bookmaker and Other Pool Betting
	Bookmaker PB 11	Real Government Revenue from Bookmaker and Other Pool Betting
	Bookmaker PB 12	Per Capita Government Revenue from Bookmaker and Other Pool Betting
	Bookmaker PB 13	Real Per Capita Government Revenue from Bookmaker and Other Pool Betting
	Bookmaker PB 14	Bookmaker and Other Pool Betting Revenue as a Percentage of Total State Gambling Revenue
<b>Sports Betting</b>	Sports Betting 1	Total Sports Betting Turnover
	Sports Betting 2	Real Total Sports Betting Turnover
	Sports Betting 3	Per Capita Total Sports Betting Turnover
	Sports Betting 4	Real Per Capita Total Sports Betting Turnover
	Sports Betting 5	Total Sports Betting Expenditure
	Sports Betting 6	Real Total Sports Betting Expenditure
	Sports Betting 7	Per Capita Total Sports Betting Expenditure
	Sports Betting 8	Real Per Capita Total Sports Betting Expenditure
	Sports Betting 9	Total Sports Betting Expenditure as a Percentage of Household Disposable Income
	Sports Betting 10	Government Revenue from Total Sports Betting
	Sports Betting 11	Real Government Revenue from Total Sports Betting
	Sports Betting 12	Per Capita Government Revenue from Total Sports Betting
	Sports Betting 13	Real Per Capita Government Revenue from Total Sports Betting
	Sports Betting 14	Total Sports Betting Revenue as a Percentage of Total State Gambling Revenue
<b>All Gambling</b>	All Gambling 1	Total Gambling Turnover
	All Gambling 2	Real Total Gambling Turnover
	All Gambling 3	Per Capita Total Gambling Turnover
	All Gambling 4	Real Per Capita Total Gambling Turnover
	All Gambling 5	Total Gambling Expenditure



All Gambling 6	Real Total Gambling Expenditure
All Gambling 7	Per Capita Total Gambling Expenditure
All Gambling 8	Real Per Capita Total Gambling Expenditure
All Gambling 9	Total Gambling Expenditure as a Percentage of Household Disposable Income
All Gambling 10	Government Revenue from Total Gambling
All Gambling 11	Real Government Revenue from Total Gambling
All Gambling 12	Per Capita Government Revenue from Total Gambling
All Gambling 13	Real Per Capita Government Revenue from Total Gambling
All Gambling 14	Total Australian Gambling Expenditure
All Gambling 15	Total Real Australian Gambling Expenditure
All Gambling 16	Total Australian Per Capita Gambling Expenditure
All Gambling 17	Total Real Australian Per Capita Gambling Expenditure
All Gambling 18	Total Australian Gambling Expenditure as a Percentage of Household Disposable Income
All Gambling 19	Total Government Revenue from Gambling
All Gambling 20	Real Total Government Revenue from Gambling
All Gambling 21	Per Capita Total Government Revenue from Gambling
All Gambling 22	Real Per Capita Total Government Revenue from Gambling
All Gambling 23	Racing Revenue Components
All Gambling 24	Real Racing Revenue Components
All Gambling 25	Per Capita Racing Revenue Components
All Gambling 26	Real Per Capita Racing Revenue Components
All Gambling 27	Sports Betting Revenue Components
All Gambling 28	Real Sports Betting Revenue Components
All Gambling 29	Per Capita Sports Betting Revenue Components
All Gambling 30	Real Per Capita Sports Betting Revenue Components
All Gambling 31	Total Gaming Machines Operating as at 30 June