

Australian Gambling Statistics

1986–87 to 2011–12

29th edition



Queensland
Government

Australian Gambling Statistics

29th edition

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

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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 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 29th edition of *Australian Gambling Statistics* updates data for the financial years 1986–87 to 2011–12. This edition contains data for the 2010–11 and 2011–12 financial years. 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 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.

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 CPI is a measure of change over time in the retail price of a constant basket of goods and services which is representative of consumption patterns of employee households in metropolitan areas. This index for each year is set out in Table 1. CPI data for the period 1986–87 to 2011–12 were derived from data from Australian Bureau of Statistics (ABS).

Table 1 Consumer prices, 1986–87 to 2011–12

Year	Consumer price index	Inflation rate (%)	Deflator factor
1986–87	44.7	9.3	0.4
1987–88	48.0	7.4	0.5
1988–89	51.5	7.3	0.5
1989–90	55.7	8.2	0.6
1990–91	58.6	5.2	0.6
1991–92	59.7	1.9	0.6
1992–93	60.3	1.0	0.6
1993–94	61.4	1.8	0.6
1994–95	63.4	3.3	0.6
1995–96	66.1	4.3	0.7
1996–97	67.0	1.4	0.7
1997–98	67.0	0.0	0.7
1998–99	67.8	1.2	0.7
1999–00	69.4	2.4	0.7
2000–01	73.6	6.1	0.7
2001–02	75.7	2.9	0.8
2002–03	78.0	3.0	0.8
2003–04	79.9	2.4	0.8
2004–05	81.8	2.4	0.8
2005–06	84.4	3.2	0.8
2006–07	86.9	3.0	0.9
2007–08	89.8	3.3	0.9
2008–09	92.6	3.1	0.9
2009–10	94.8	2.4	0.9
2010–11	97.7	3.1	1.0
2011–12	100.0	2.4	1.0

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

Expenditure (gross profit): These figures relate to 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. Its purpose is to promote the game of Soccer Pools and produce accurate and uniform prize pools and dividends for subscribers to the game.

Gambling: The placement of a wager or bet on the outcome of a future uncertain event. In this document, gambling 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: 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: The revenue received by state governments from gambling activities that are subject to state taxes and levies.

Household disposable income (HDI): This 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 2011–12 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 HDI for the states and territories and raising these estimates to match the current Australian series in the period 1986–87 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, 1986–87 to 2011–12

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
— \$m —									
1986–87	73,698	51,127	28,763	16,326	16,558	4,593	4,512	1,768	197,344
1987–88	81,783	55,644	31,181	17,255	18,820	4,893	4,994	1,784	216,352
1988–89	91,084	60,466	35,707	18,983	21,511	5,338	5,338	1,899	240,325
1989–90	99,764	68,344	40,719	21,143	23,371	6,059	5,895	2,147	267,441
1990–91	105,743	71,003	42,907	22,211	23,897	6,440	6,351	2,297	280,849
1991–92	108,570	71,382	46,476	22,922	25,336	6,624	6,644	2,401	290,354
1992–93	110,886	74,414	50,095	23,809	26,769	6,894	6,972	2,460	302,300
1993–94	115,851	76,533	52,050	25,047	28,573	6,955	7,377	2,703	315,090
1994–95	121,834	80,374	55,689	25,828	30,712	7,321	7,745	3,079	332,583
1995–96	130,842	85,953	59,631	27,528	32,676	7,734	8,019	3,374	355,758
1996–97	138,321	89,200	63,972	28,219	34,043	7,833	8,306	3,556	373,449
1997–98	143,108	93,270	65,843	29,216	35,231	7,909	8,354	3,595	386,526
1998–99	148,272	97,898	68,335	29,023	36,819	7,894	8,851	3,926	401,018
1999–00	158,641	103,196	71,522	30,747	39,458	8,426	9,742	4,281	426,013
2000–01	173,557	112,682	79,066	33,721	41,867	8,740	11,251	4,810	465,695
2001–02	175,157	120,023	86,254	36,724	46,837	9,649	11,423	5,227	491,293
2002–03	180,268	126,088	88,418	37,775	49,108	10,094	12,846	5,255	509,852
2003–04	194,058	133,610	98,778	40,992	53,661	11,256	13,696	5,605	551,656
2004–05	205,351	140,129	108,104	42,133	56,025	12,103	14,453	6,313	584,612
2005–06	212,888	148,130	118,408	43,608	59,075	13,230	15,327	7,098	617,764
2006–07	232,559	163,010	136,378	47,946	69,370	14,756	17,054	7,747	688,820
2007–08	249,387	178,367	147,267	53,544	79,169	16,191	18,887	8,376	751,189
2008–09	265,234	191,296	164,430	58,744	89,104	17,648	21,170	9,269	816,895
2009–10	275,891	199,717	171,384	60,548	94,009	18,165	23,232	10,309	853,256
2010–11	297,559	213,905	182,594	64,846	103,563	18,838	25,036	10,859	917,199
2011–12	312,293	222,124	191,863	67,612	113,655	19,351	26,510	11,490	964,897

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

Instant lottery: 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: 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 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 aged 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 1986–87 to 2011–12 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, 1986–87 to 2011–12

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia ^(a)
	— \$m —								
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	5.241	3.981	3.119	1.225	1.584	0.375	0.261	0.151	15.939
2007–08	5.321	4.057	3.193	1.239	1.635	0.379	0.266	0.156	16.248
2008–09	5.409	4.144	3.270	1.254	1.691	0.384	0.272	0.162	16.588
2009–10	5.487	4.224	3.335	1.270	1.741	0.389	0.278	0.166	16.892
2010–11	5.549	4.287	3.383	1.282	1.786	0.393	0.285	0.168	17.135
2011–12	5.612	4.354	3.441	1.294	1.841	0.396	0.290	0.171	17.401

(a) Includes Other Territories.

Source: Derived from Australian Bureau of Statistics, *Population by Age and Sex, Australian States and Territories, Jun 2012*, ABS 3101.0

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: Refers to data that have had the effects of inflation removed. This is achieved by specifying a base year (in this instance 2011–12) 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: 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 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: 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: 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:

- *Betting Tax Act 2001*
- *Casino Control Act 1992*
- *Charitable Fundraising Act 1991*
- *Gambling (Two-Up) Act 1998*
- *Gaming and Liquor Administration Act 2007*
- *Gaming Machines Act 2001*
- *Gaming Machines Tax Act 2001*
- *Liquor Act 2007*
- *Lotteries and Art Unions Act 1901*
- *Public Lotteries Act 1996*
- *Racing Administration Act 1998*
- *Registered Clubs Act 1976*
- *Totalizator Act 1997*
- *Unlawful Gambling Act 1998.*

New developments

- The Casino, Liquor and Gaming Control Authority's name was changed to the Independent Liquor and Gaming Authority on 1 March 2012.
- On 1 September 2011, amendments to the *Gaming Machine Tax Act 2001* introduced new club gaming machine taxation rates and ClubGRANTS scheme reforms.
- On 31 December 2010, the *Racing Administration Act 1998* was amended allowing bookmakers to take bets from approved premises away from a racecourse by telephone and internet only. No face to face transactions permitted. No public access to these approved premises permitted.
- The Minister for Gaming and Racing also significantly expanded the ability of TAB and bookmakers to offer declared events betting markets on sporting events plus other categories such as entertainment, interest rates, horse sales, reality TV shows, beauty pageants.

General industry information

The figures presented for New South Wales in this publication were provided by the Independent Liquor and Gaming Authority, the NSW Office of Liquor, Gaming and Racing, and the Department of Trade and Investment, Regional Infrastructure and Services. Gaming machine (poker machine) duty rates for clubs and hotels are in Tables 1 and 2.

Table 5 Annual club gaming machine marginal tax rates

From 1 September	Annual gaming revenue ^{(a) (b)}						
	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 ^(c)				
				— % —			
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	5.1	15.1	23.7	29.4	34.4	47.3
2010	—	—	33.0	33.0	36.0	50.0
2011	—	—	33.0	33.0	36.0	50.0
2012	—	—	33.0	33.0	36.0	50.0
2013	—	—	33.0	33.0	36.0	50.0
2014	—	—	33.0	33.0	36.0	50.0
2015	—	—	33.0	33.0	36.0	50.0

Amendments to previous publication (28th edition)

Nil.

Notes to the tables for 2010–11 and 2011–12

The following provides a summary of the data items for 2010–11 and 2011–12 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">• The 2010–11 Government Revenue from Gaming figure does not include the \$13.13 million levy to the Responsible Gambling Fund.• The 2011–12 Government Revenue from Gaming figure does not include the \$13.95 million levy to the Responsible Gambling Fund.
Racing and sports betting	<ul style="list-style-type: none">• Figures supplied for 2010–11 and 2011–12 include bookmakers racing and declared events bets accepted from approved premises away from a racecourse. Commencement date of data recording 31/12/2010.
Lotteries, Pools, Lotto	<ul style="list-style-type: none">• Turnover figures are net sales (that is, not including agent commission).

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.dms.dpc.vic.gov.au under Victorian Law Today.

New developments

- *Transition to the new gambling arrangements* - following the implementation, on 16 August 2012, of the venue-based model and the single monitoring licence (operated by Intralot Gaming Services Pty Ltd), all gaming venues were migrated across to Intralot's monitoring system between 16 August 2012 and 8 February 2013.
- *Casino Review* - the Victorian Commission for Gambling and Liquor Regulation completed the Fifth Review of the Casino Operator and Licence on 30 June 2013. The *Casino Control Act 1991* (Vic) requires the VCGLR, at least once every five years, to investigate and form an opinion about whether:
 1. the casino operator, Crown Melbourne Ltd is:
 - a suitable person/organisation to continue to hold the casino licence
 - complying with the *Casino Control Act*, the *Casino (Management Agreement) Act 1993*, the *Gambling Regulation Act 2003* and the regulations made under those Acts
 - complying with the transaction documents or other agreements between Crown Melbourne Ltd and the State that impose obligations on Crown Melbourne Ltd in relation to gaming.
 2. it is in the public interest, having regard to the creation and maintenance of public confidence and trust in the credibility, integrity and stability of casino operations, for Crown Melbourne Ltd's casino licence to continue.
- *Keno* - The new Keno licence commenced 14 April 2012, replacing previous Club Keno arrangements. This date marks the roll out of the new Keno game into a much larger number of venues and increased marketing by Tabcorp.

General industry information

Nil.

Amendments to 2009–10 data

Nil

Notes to the tables for 2010–11 and 2011–12

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

Interactive gaming	<ul style="list-style-type: none"> • Not regulated by Victorian regulators.
Racing	<ul style="list-style-type: none"> • Bookmakers on-course expenditure is estimated at 5.18% of turnover.
Tattersall's lottery	<ul style="list-style-type: none"> • Expenditure is estimated at 40% of turnover and is exclusive of agents' commissions.
Lotto	<ul style="list-style-type: none"> • Expenditure is estimated at 40% of turnover.
Instant lottery	<ul style="list-style-type: none"> • Expenditure is estimated at 40% of turnover.
Pools	<ul style="list-style-type: none"> • Expenditure is estimated at 50% of turnover.
Sports betting	<ul style="list-style-type: none"> • Expenditure for TAB fixed odds sports betting (TAB Sportsbet) is estimated by subtracting payouts from current sales on decided events. • Expenditure for TAB tote odds is estimated using actual data. • 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.

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

- The *Liquor and Other Legislation Amendments Act 2010*, passed in late 2010, amended the *Liquor Act 1992* and *Gaming Machine Act 1991* to create a Queensland Liquor and Gaming Commission (QLGC) to make decisions under the *Liquor Act* by renaming and expanding the role of the existing independent Queensland Gaming Commission (QGC).
- Amendments to the *Gaming Machine Regulation 2002* in late 2011 to increase maximum number of gaming machines in hotels to 45. Total cap on hotel gaming machines reduced by 500.
- Amendments to the *Charitable and Non-Profit Gaming Act 1999*, passed in early 2012, to authorise the playing of two-up in RSL clubs on Anzac Day.

General industry information

Nil.

Amendments to previous publication (28th edition)

- In previous editions of *Australian Gambling Statistics*, Queensland Casino gaming machine numbers have only been able to be reported in terms of approved electronic gaming machines (EGMs). This is now being changed to reporting in terms of operational casino gaming machines.

Notes to the tables for 2010–11 and 2011–12

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

Gaming machine entitlements

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 — 3,000 less than the number which were approved for operation immediately before 1 February 2005.

Under the *Gaming Machines Act 1992* (Gaming Machines 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.

Following an amendment to the Gaming Machines 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 *Gaming Machines Regulations 2005* (Gaming Machines Regulations) establishing a new approved trading system were subsequently proclaimed on 14 July 2011.

The 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)
- 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.

On 14 June 2012, Trading Round 1/2012 was conducted in accordance with the Gaming Machines Regulations. The purchaser price (the amount to be paid by purchasers), vendor price (the amount to be paid to sellers), and which offers were to be regarded as accepted, were determined. Eighty one gaming machine entitlements were eligible to be traded with a purchaser price of \$72,630.30 and a vendor price of \$54,472.73.

This resulted in:

- 61 gaming machine entitlements transferred to successful purchasers
- 13 gaming machine entitlements cancelled
- 7 gaming machine entitlements transferred to Club One.

As a result, the number of gaming machine entitlements was reduced to 12,887.

The next trading round is proposed to be conducted in early 2013.

General industry information

The following amendments to legislation have come into effect:

August 2010 — amended Responsible Gambling and Advertising Codes of Practice for authorised interstate betting operators, bookmakers, SATAB and licensed racing clubs under the *Authorised Betting Operations Act 2000* (ABO Act).

January 2011 — the Gaming Machines Act was amended to allow the State Government to regulate gaming venues on Commonwealth land which, by Commonwealth law, are not required to hold a gaming machine licence.

May 2011 — amended Responsible Gambling and Advertising Codes of Practice under the Gaming Machines Act.

June 2011 — the following amendments to the Gaming Machines Act:

- a strengthened social effect test, social effect certificate process and proposed premises certificate process for new gaming venues;
- discretionary powers to require a licensee seeking a variation to their gaming machine licence to undertake a Social Effect Inquiry, if in the opinion of the Liquor and Gambling Commissioner that the variation may significantly alter the likely social effect on the local community and in particular, the likely effect on problem gambling within the local community;
- the abolition of stamp duty for the transfer of gaming machine entitlements to Club One or another non-profit organisation;
- the requirement for a register of gaming machine entitlements to be kept by the Liquor and Gambling Commissioner and published on a publicly accessible website;
- the introduction of expiation fees for infringements of the mandatory codes of practice provisions; and
- prohibit the location of gaming machines in an enclosed place as defined by the *Tobacco Products Regulation Act 1997*.
- to formally recognise industry responsible gambling agencies.

July 2011 — the Gaming Machines Act was amended to vary existing exemptions to allow gaming machine licensees to enter into arrangements with credit providers (including leasing arrangements) to allow for the financing of the acquisition of gaming machines or gaming machine entitlements or the financing of the business conducted on the licensed premises. Further, this exemption permits a credit provider to exercise rights of possession and sale over gaming machines and gaming machine entitlements, subject to any credit arrangement.

July 2011 — amended Responsible Gambling and Advertising Codes of Practice under the *Casino Act 1997* (Casino Act).

August 2011 — the Casino licensee was granted approval to install a fully integrated gaming management system for both table games and gaming machines. It will provide detailed gaming analysis, financial reporting, promotion advertising functionality and will allow patrons to interact with the in-house loyalty system directly from any gaming machine or from information kiosks to be located around the premises.

November 2011 — the Gaming Machines Act was amended to allow:-

- gaming machines owned by the holder of the Casino licence under the Casino Act to be stored at a secure off-site location by a person who does not hold a licence under the Gaming Machines Act
- licensed gaming machine dealers to sell or supply gaming machines, prescribed gaming machine components and gaming equipment to the holder of the Casino licence under the Casino Act as if the holder of the Casino licence held a gaming machine licence.

January 2012 — amendments were made to the Gaming Machines Act and the ABO Act to remove any legislative provisions that unnecessarily impose criminal liability upon directors for actions of their

companies. However, directors can still be liable for criminal prosecution for acts they have personally committed in their roles with their companies.

January 2012 — under the *Lottery and Gaming Act 1936*, medical treatment within the meaning of the *Health Care Act 2008* was prohibited from being offered as a prize or inducement to enter or participate in a major lottery, major bingo session, instant lottery, trade promotion lottery, sweepstakes or Calcutta.

Amendments to previous publication (28th edition)

Nil.

Notes to the tables for 2010–11 and 2011–12

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

Nil

General industry information

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

- electronic gaming machines – 20.125%
- fully automated table games – 22%
- table games – 18%
- international commission business tax – 11%

There has been a significant decline in bookmaking turnover (including sports betting) throughout the period.

Amendments to previous publication (28th edition)

- Sports betting revenue – TAB Fixed Odds
- Sports betting turnover – TAB Tote Odds

Notes to the tables for 2010–11 and 2011–12

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 ceased to be a state-owned company in March 2012. TattsBet, a subsidiary of the Tatts Group, completed its purchase of TOTE Tasmania at this time. The regulatory requirements remain the same as prior to the change of owner.

General industry information

- Totalisator and fixed odds wagering is offered in Tasmania by TOTE Tasmania Pty Ltd (TOTE Tasmania), a subsidiary of TattsBet. 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 and/or self-service wagering terminals. Interactive (internet and telephone) wagering services are also offered by TOTE Tasmania.
- TOTE Tasmania was a member of the Victorian Supertab betting pool until March 2012 when it was sold to TattsBet.
- 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, 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, hold foreign games permits that allow their products to be offered from accredited outlets in Tasmania.
- Minor gaming in Tasmania generally consists of activities such as lucky envelopes (eg 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 (28th edition)

Nil.

Notes to the tables for 2010–11 and 2011–12

The following table provides a summary of the data items for 2010–11 and 2011–12 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">• Bookmakers' on-course racing expenditure was estimated at 5.5% of turnover.• Government revenue from racing (bookmakers) includes both tax and product levies received.• 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.• An indexed Wagering Levy applies to TOTE Tasmania. The levy was \$6.39 million in 2010–11 and \$6.58 million in 2011–12 and has not been included in the Government revenue from Racing figures. The levy has applied since 1 July 2009.
Gaming	<ul style="list-style-type: none">• No revenue is received for minor gaming activities.• Lottery turnover figures are net and do not include Lotteries agent commission.• Lotteries, Lotto and instant lottery expenditure was estimated at 40% of turnover (subscriptions).• Pools expenditure was estimated at 50% of turnover (subscriptions).
Sports betting	<ul style="list-style-type: none">• Government revenue from sports betting includes tax paid on Australian and overseas non-racing events.• 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.• Tipstar ceased trading in September 2007 and no figures are reported for bookmaker (and other) pool betting.

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.

Amendments to the *Racing Act 1999* which commenced on 1 March 2013 make provision for the Canberra Racing Club, the Canberra Greyhound Racing Club and the Canberra Harness Racing Club as the controlling authorities for their respective codes of racing within the Territory, to directly control all functions associated with the administration of the ACT race field information scheme.

General industry information

The ACT currently has two sports bookmaking licensees.

Amendments to previous publication (28th edition)

Nil.

Notes to the tables for 2010–11 and 2011–12

The following table provides a summary of the data items for 2010–11 and 2011–12 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

Gaming machines	<ul style="list-style-type: none">• The Government revenue from gaming machine figure does not include the levy on all gaming machine licensees of 0.6% of gross gaming machine revenue that commenced on 1 July 2011.
Racing	<ul style="list-style-type: none">• Bookmaker on-course expenditure was calculated by assuming that bookmaker expenditure was equivalent to 5.5% of turnover.• TAB operations include both on-course and off-course activity. The ACT levies an annual licence fee on the TAB.
Sports betting	<ul style="list-style-type: none">• Expenditure figures for sports betting are not available, as licensees are not required to provide this information.

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 Australian 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 (28th edition)

Nil.

Notes to the tables for 2010–11 and 2011–12

The following table provides a summary of the data items for 2010–11 and 2011–12 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)	<ul style="list-style-type: none">• Changes in taxes payable by bookmakers were introduced in January 2010. \$4.973m was collected as turnover tax.
Sports betting revenue (bookmakers)	<ul style="list-style-type: none">• Changes in taxes payable by bookmakers were introduced in January 2010. \$0.193m was collected as turnover tax.
Racing and sports betting revenue (bookmakers)	<ul style="list-style-type: none">• Due to 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

Summary table 2010–11

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2010–11
Summary table B	All states	Per Capita Gambling Turnover, 2010–11
Summary table C	All states	Percentage Change In Gambling Turnover, 2009–10 to 2010–11
Summary table D	All states	Total Gambling Expenditure, 2010–11
Summary table E	All states	Per Capita Gambling Expenditure, 2010–11
Summary table F	All states	Percentage Change In Gambling Expenditure, 2009–10 to 2010–11

Summary table 2011–12

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2011–12
Summary table B	All states	Per Capita Gambling Turnover, 2011–12
Summary table C	All states	Percentage Change In Gambling Turnover, 2010–11 to 2011–12
Summary table D	All states	Total Gambling Expenditure, 2011–12
Summary table E	All states	Per Capita Gambling Expenditure, 2011–12
Summary table F	All states	Percentage Change In Gambling Expenditure, 2010–11 to 2011–12

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

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
On-course totalisator	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
TAB	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
On-course bookmaker	
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
Off-course bookmaker	
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
Bookmakers	
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
Racing	
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
Casino	Casino 1	Casino Turnover
	Casino 2	Real Casino Turnover
	Casino 3	Per Capita Casino Turnover
	Casino 4	Real Per Capita Casino Turnover
	Casino 5	Casino Expenditure
	Casino 6	Real Casino Expenditure
	Casino 7	Per Capita Casino Expenditure
	Casino 8	Real Per Capita Casino Expenditure
	Casino 9	Casino Expenditure as a Percentage of Household Disposable Income
	Casino 10	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
Minor gaming	Minor Gaming 1	Minor Gaming Turnover
	Minor Gaming 2	Real Minor Gaming Turnover
	Minor Gaming 3	Per Capita Minor Gaming Turnover
	Minor Gaming 4	Real Per Capita Minor Gaming Turnover
	Minor Gaming 5	Minor Gaming Expenditure
	Minor Gaming 6	Real Minor Gaming Expenditure
	Minor Gaming 7	Per Capita Minor Gaming Expenditure
	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
Lottery	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

Lotto	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
Instant Lotto	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
Pools	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
Keno	Keno 1	Keno Turnover
	Keno 2	Real Keno Turnover
	Keno 3	Per Capita Keno Turnover
	Keno 4	Real Per Capita Keno Turnover
	Keno 5	Keno Expenditure
	Keno 6	Real Keno Expenditure
	Keno 7	Per Capita Keno Expenditure
	Keno 8	Real Per Capita Keno Expenditure
	Keno 9	Keno Expenditure as a Percentage of Household Disposable Income
Gaming machines	Gaming Machines 1	Gaming Machines Turnover
	Gaming Machines 2	Real Gaming Machines Turnover
	Gaming Machines 3	Per Capita Gaming Machines Turnover
	Gaming Machines 4	Real Per Capita Gaming Machines Turnover
	Gaming Machines 5	Gaming Machines Expenditure
	Gaming Machines 6	Real Gaming Machines Expenditure

	Gaming Machines 7	Per Capita Gaming Machines Expenditure
	Gaming Machines 8	Real Per Capita Gaming Machines Expenditure
	Gaming Machines 9	Gaming Machines Expenditure as a Percentage of Household Disposable Income
Gaming	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
TAB fixed odds	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
TAB tote odds	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
Bookmaker and other fixed odds	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
Bookmaker and other pool betting	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
Sports betting	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
All gambling	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