

Australian Gambling Statistics

1987–88 to 2012–13

30th edition

Explanatory Notes



Queensland
Government

Australian Gambling Statistics

30th 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 the Queensland Government Statistician's Office (QGSO) in cooperation with all state and territory governments. QGSO 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 30th edition of *Australian Gambling Statistics* updates data for the financial years 1987–88 to 2012–13. The publication comprises statistics on turnover, expenditure and government revenue from gambling activities conducted in 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 those generated by residents of that state or territory.

All dollar figures are given 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 Queensland Government Statistician's Office (formerly the 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 1987–88 to 2012–13 were derived from data from Australian Bureau of Statistics (ABS).

Table 1 Consumer price Index ^(a), 1987–88 to 2012–13

Year	Consumer price index	Inflation rate (%)	Deflator factor
1987–88	48.0	7.4	0.469
1988–89	51.5	7.3	0.503
1989–90	55.7	8.2	0.544
1990–91	58.6	5.2	0.573
1991–92	59.7	1.9	0.584
1992–93	60.3	1.0	0.589
1993–94	61.4	1.8	0.600
1994–95	63.4	3.3	0.620
1995–96	66.1	4.3	0.646
1996–97	67.0	1.4	0.655
1997–98	67.0	0.0	0.655
1998–99	67.8	1.2	0.663
1999–00	69.4	2.4	0.678
2000–01	73.6	6.1	0.719
2001–02	75.7	2.9	0.740
2002–03	78.0	3.0	0.762
2003–04	79.9	2.4	0.781
2004–05	81.8	2.4	0.800
2005–06	84.4	3.2	0.825
2006–07	86.9	3.0	0.849
2007–08	89.8	3.3	0.878
2008–09	92.6	3.1	0.905
2009–10	94.8	2.4	0.927
2010–11	97.7	3.1	0.955
2011–12	100.0	2.4	0.978
2012–13	102.3	2.3	1.000

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

(a) Average of four quarters

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 QGSO 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, 1987–88 to 2012–13

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
									— \$m —
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	100,340	68,879	40,991	21,153	23,540	6,038	6,192	2,172	269,306
1990-91	106,452	71,832	43,091	22,247	24,034	6,446	6,635	2,312	283,049
1991-92	108,939	71,874	46,512	22,835	25,302	6,576	6,849	2,407	291,294
1992-93	111,253	74,921	50,023	23,683	26,691	6,853	7,164	2,477	303,064
1993-94	116,060	76,930	51,909	24,863	28,423	6,910	7,482	2,713	315,290
1994-95	122,187	80,612	55,616	25,705	30,646	7,275	7,863	3,110	333,014
1995-96	130,548	85,439	59,335	27,260	32,388	7,640	8,168	3,387	354,165
1996-97	138,513	88,919	63,822	28,072	33,943	7,775	8,540	3,577	373,161
1997-98	143,470	93,227	65,908	29,121	35,301	7,875	8,627	3,630	387,158
1998-99	148,879	98,058	68,582	28,981	36,997	7,868	9,053	3,972	402,402
1999-00	158,646	102,680	71,977	30,746	39,429	8,372	9,925	4,373	426,147
2000-01	173,464	112,077	79,013	33,536	41,965	8,691	11,456	4,853	465,054
2001-02	177,143	120,925	87,597	36,967	47,670	9,690	11,726	5,316	497,034
2002-03	182,794	126,905	89,658	38,033	49,851	10,157	13,284	5,330	516,013
2003-04	196,180	133,901	99,809	41,034	54,223	11,287	14,187	5,666	556,286
2004-05	210,265	142,158	111,117	42,801	57,833	12,278	15,188	6,429	598,068
2005-06	218,589	150,296	122,086	44,627	61,236	13,491	16,181	7,226	633,732
2006-07	234,101	161,769	137,749	48,458	70,071	14,675	17,895	7,775	692,493
2007-08	254,206	178,778	150,348	54,133	81,253	16,306	19,924	8,432	763,381
2008-09	271,915	192,470	168,186	59,626	92,107	17,825	22,665	9,353	834,147
2009-10	282,411	200,029	173,575	61,431	96,678	18,338	24,907	10,301	867,669
2010-11	306,472	215,037	180,631	64,095	105,866	18,898	27,535	11,006	929,540
2011-12	321,570	225,836	189,262	65,876	119,479	19,240	29,835	11,737	982,836
2012-13	329,226	232,124	195,838	68,465	127,403	19,744	30,876	12,518	1,016,195

Source: 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. Lottery tickets 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 1987–88 to 2012–13 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 years and over, all states and territories, 1987–88 to 2012–13

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia ^(a)
									— m —
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	4.393	3.296	2.174	1.090	1.191	0.339	0.209	0.113	12.804
1992-93	4.439	3.322	2.232	1.097	1.211	0.342	0.215	0.115	12.973
1993-94	4.481	3.339	2.292	1.102	1.232	0.345	0.218	0.117	13.127
1994-95	4.530	3.358	2.350	1.106	1.257	0.346	0.222	0.121	13.291
1995-96	4.586	3.389	2.405	1.110	1.284	0.348	0.225	0.124	13.474
1996-97	4.647	3.424	2.454	1.116	1.311	0.349	0.228	0.128	13.659
1997-98	4.704	3.459	2.496	1.124	1.336	0.350	0.230	0.132	13.832
1998-99	4.761	3.498	2.537	1.132	1.360	0.350	0.232	0.134	14.007
1999-00	4.824	3.542	2.581	1.140	1.383	0.351	0.235	0.137	14.195
2000-01	4.892	3.591	2.631	1.147	1.407	0.353	0.239	0.139	14.401
2001-02	4.955	3.643	2.691	1.156	1.430	0.354	0.243	0.141	14.616
2002-03	5.003	3.695	2.765	1.166	1.454	0.358	0.247	0.141	14.831
2003-04	5.044	3.747	2.840	1.176	1.479	0.363	0.250	0.142	15.043
2004-05	5.083	3.801	2.913	1.187	1.507	0.367	0.253	0.144	15.257
2005-06	5.128	3.862	2.986	1.200	1.538	0.371	0.256	0.147	15.490
2006-07	5.191	3.936	3.063	1.214	1.578	0.374	0.262	0.150	15.770
2007-08	5.282	4.021	3.146	1.231	1.628	0.379	0.267	0.155	16.111
2008-09	5.381	4.118	3.234	1.248	1.684	0.384	0.273	0.161	16.485
2009-10	5.470	4.209	3.311	1.266	1.734	0.389	0.279	0.165	16.825
2010-11	5.543	4.281	3.373	1.281	1.782	0.393	0.285	0.168	17.109
2011-12	5.614	4.354	3.441	1.294	1.842	0.396	0.290	0.171	17.403
2012-13	5.693	4.436	3.514	1.307	1.908	0.397	0.296	0.174	17.729

(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.

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

- On 3 June 2013, the *Gaming Machines Act 2001* was amended to allow small clubs with 33 or less gaming machine entitlements to operate up to five multi-terminal gaming machine (MTGM) player terminals.
- On 7 May 2013, the *Thoroughbred Racing Act 1996* was amended to provide, among other things, for licensed NSW bookmakers to offer totalizator odds on bets taken at a licensed racecourse (whether or not the other party to the bet is also at the racecourse).
- On 9 May 2013, the NSW Bookmaker Telephone and Electronic Betting Conditions made under the *Racing Administration Act 1998* were amended to remove the prohibition on NSW licensed bookmakers offering “tote odds betting” and provide for associated matters.

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	Clubs earning 1,000,001 and over ^(c)	\$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
				— % —			
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 (29th edition)

Nil.

Notes to the tables for 2012–13

The following provides a summary of the data items for 2012–13 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">Government Revenue from Gaming figure does not include \$14.20 million to the Responsible Gambling Fund
Racing and sports betting	<ul style="list-style-type: none">Figures supplied for 2012–13 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).The drop in turnover for draw lotteries in 2012–13 when compared to 2011–12 is due to a normalisation in the number of draws for the \$5 lottery. In 2011–12, due to a larger than normal jackpot run, 108 \$5 lottery draws were conducted. Whereas, in 2012–13, 48 draws were conducted.

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 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.
- *Wagering and betting* — a single 12-year wagering and betting licence has been awarded to Tabcorp Wagering as part of the Gambling Arrangements 2012. This new arrangement came into effect in August 2012. The licensee will offer on-course and off-course wagering and betting on racing, sports and other approved events. The licensee will also offer approved simulated racing games and be able to operate a betting exchange.

General industry information

- *Gaming employee's licence* — the prescribed duties and functions which require a person to hold a gaming industry employee (GIE) licence were amended on 16 August 2012. A number of the previous duties identified were considered to be operational or administrative in nature and a reduction in the number of prescribed duties was deemed appropriate.
- *Responsible Service of Gaming training* - a person employed by a venue operator and working in the gaming machine area of a gaming venue must complete an approved Responsible Service of Gaming (RSG) training course within six months after starting employment at the venue. This includes licensed gaming industry employees as well as any other person working in the gaming machine area. A non-licensed person is not required to complete RSG training if they have no contact or interaction, or only incidental contact or interaction, with players of gaming machines in that area. Examples of people working in a gaming machine area who have no contact with players may include cleaners, technicians and tradespeople. The RSG qualification must be renewed every three years by completing an approved refresher course.
- *Casino review* - the Victorian Commission for Gambling and Liquor Regulation (VCGLR) 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 1991*, 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.

Amendments to previous publication (29th edition)

Nil.

Notes to the tables for 2012–13

The following provides a summary of the data items for 2012–13 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"> None approved.
Racing	<ul style="list-style-type: none"> Bookmakers on-course expenditure is estimated at 5.18% of turnover.
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 *Fiscal Repair Amendment Act 2012* was assented to on 21 September 2012 and removed the requirement for gaming employees under the *Gaming Machine Act 1991* to be licensed. The Amendment Act also ended the Queensland Liquor and Gaming Commission and replaced it with a single Commissioner for Liquor and Gaming from 1 January 2013.
- The Gaming Machine Amendment Regulation (No. 1) 2012 was made in September 2012 and reduced the threshold for the application of the health services levy on monthly taxable metered win for the hotel industry from \$140,000 to \$100,000 at a rate of 3.5%; and introduced an additional gaming machine tax bracket for clubs with a taxable metered win more than \$850,000 but not more than \$1,400,000 per month with a tax rate of 30.91%.
- The Liquor and Other Legislation Amendment Regulation (No. 1) 2013 was made in April 2013 and amended the Wagering Regulation 1998 to remove the requirement for wagering agents to obtain chief executive approval of the location of permanent stand-alone retail wagering agencies.
- The Charitable and Non-Profit Gaming Amendment Regulation (No. 1) 2013 was made in April 2013 and increased the maximum allowable cash prize to \$100,000 for category 3 games, which are games conducted for charitable purposes, where the gross proceeds are more than \$20,000.
- The *Liquor and Gaming (Red Tape Reduction) and Other Legislation Amendment Act 2013* was assented to on 3 June 2013 and made a number of changes to the gaming legislation to reduce red tape for operators, including:
 - removing newspaper advertising requirements for gaming machine licence applications
 - increasing timeframe for installation of gaming machines in clubs and hotels
 - removing licence renewal requirements for clubs and hotels with gaming machine licences

- streamlining reporting requirements for clubs and hotels in regards to changes in executives (from within seven days of the change to once a year)
 - authorising clubs and hotels to acquire and dispose of gaming machines without Commissioner approval
 - granting clubs additional time to dispose of entitlements following a surrender / decrease in the approved number of gaming machines
 - removing the prescriptive requirements for a gaming licence application under the Gaming Machine Act
 - removing the obligation for casino operator to forward gaming chip purchase orders for approval
 - removing the need for chief executive approval of content, format and duration of casino training courses
 - allowing for ticket-in ticket-out systems in casinos
 - removing state-based approvals of responsible service of gambling trainers
 - removing approval processes of internal control for operators other than casinos
 - repealing the Community Investment Fund to provide for funds to be allocated directly into the Consolidated Fund.
- The Gaming Machine and Other Legislation Amendment Regulation (No. 1) 2013 was made in June 2013 and made changes to ensure the regulations aligned with amendments to primary legislation made by the *Liquor and Gaming (Red Tape Reduction) and Other Legislation Amendment Act 2013*. The regulation amendments included prescribing the national unit of competency for the responsible service of gambling; prescribing procedures for conducting money clearances in relation to ticket-in ticket-out systems.
 - The Gaming Legislation Amendment Regulation (No. 1) 2013 was made in June 2013 and amended relevant gaming regulations, repealing provisions relating to the operation of the Community Investment Fund, in line with amendments made in the *Liquor and Gaming (Red Tape Reduction) and Other Legislation Amendment Act 2013*. The Amendment Regulation also removed agents selling fees from the calculation of lottery tax for declared lotteries and pools and increased the rate of lottery tax to 73.48% for declared lotteries and 67.6% for pools and applied the table game tax rate to fully automated table games.

General industry information

Nil.

Amendments to previous publication (29th edition)

Nil.

Notes to the tables for 2012–13

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*
- *Independent Gambling Authority Act 1995*
- *Lottery and Gaming Act 1936*
- *State Lotteries Act 1966.*

New developments

Adelaide Casino expansion

A \$350m casino expansion and hotel development was announced in December 2012, which will result in:

- 1,500 gaming machines (up from 995)
- 200 gaming tables (up from 90)
- a 6–star boutique hotel
- an extension of the casino licence exclusivity agreement until 2035
- account–based cashless gaming
- ticket-in ticket-out in premium gaming areas
- premium gaming exemption from certain regulatory obligations
- voluntary pre-commitment and automated risk monitoring.

To obtain the extra gaming machines, the casino will be required to participate in future trading rounds under the Approved Trading System to secure the entitlements to operate the additional 505 gaming machines. If, however, the Adelaide Casino is unable to reach specific targets through the Approved Trading System, the South Australian Government will sell some gaming machine entitlements directly to the casino to enable it to proceed with the expansion of its facility. These gaming machine entitlements will only be able to be used in premium gaming areas and are unable to be sold in the Approved Trading System.

Proposed legislative amendments will allow this to occur in trading rounds from January 2014.

Gambling reform

On 1 May 2013, the Minister for Business Services and Consumers introduced a Bill to the South Australian Parliament to amend various Acts, including the *Gaming Machines Act 1992* (Gaming Machines Act), the *Authorised Betting Operations Act 2000* and the *Casino Act 1997*.

This Bill introduced major reforms to gambling legislation in South Australia aimed at improving regulatory and responsible gambling measures for gaming venues and reducing red tape, including:

- eliminating the need for gaming machine sale and disposal approvals

- introducing consistent code of practice conditions across all sectors of the gambling industry, including wagering and lotteries
- extending expiation fees to all gaming machine licence conditions
- extending the rights and responsibilities of licensees to landlords carrying on business under a gaming machine licence
- transferring responsibility for the collection and auditing of casino taxation to the Commissioner of State Taxation.

These measures will commence from 1 January 2014.

Furthermore, the Bill will:

- streamline and simplify recognised training requirements with a greater focus on responsible gambling
- simplify and standardise welfare related barring arrangements across all sectors of the gambling industry, including wagering and lotteries
- simplify signage requirements to provide for more effective responsible and problem gambling messaging
- introduce online employee and welfare barring notifications.

These measures will commence from 1 July 2014.

General industry information

Legislative amendments

On 9 December 2012, consequential amendments to the *Gaming Machines Act 1992* came into effect, as a result of the introduction of the *Gaming Machines (Miscellaneous) Amendment Act 2010*.

The amendments vary the mandatory licence conditions to include:

- between the hours of 2am and 8am, measures are in place to prevent the operation of machines designed to change a monetary note into coins
- if the licensee has entered into a Responsible Gambling Agreement (RGA) with an industry body, there must be at least 6 hours in each 24 hour period during which gaming operations cannot be conducted
- if the licensee has not entered into a RGA with an industry body, gaming operations cannot be conducted before 10am Monday to Friday and between 2am and 10am Saturday and Sunday.

The South Australian Independent Gambling Authority has recognised Club Safe Limited and Hotels Responsible Gambling Early Intervention Agency Limited (also known as Gaming Care) as industry bodies with which a licensee may enter into an RGA.

Approved gaming machine entitlement trading system

As previously reported, the *Gaming Machines Act 1992* was amended in 2010 to remove the previous fixed price of \$50,000 per gaming machine entitlement and establish a market price model. At that time, the maximum number of gaming machines able to be operated in the state was 12,900.

The first trading round was conducted on 14 June 2012. As a result of this trading round the maximum number of gaming machines reduced to 12,887.

During 2012–13 a further two rounds were conducted. As a result of these trading rounds, the maximum number of gaming machines has reduced to 12,856.

A further 770 gaming machine entitlements must be removed from the South Australian market to achieve the government's reduction target.

Memorandum of understanding

The *Gaming Machines (Miscellaneous) Amendment Act 2010* amended section 4 of the *Gaming Machines Act 1992* to allow the state government to regulate gaming venues on Commonwealth land without the need for a licence.

Parafield Airport is owned by the Commonwealth Government. It is subject to the Commonwealth *Airports Act 1996* and associated regulations, which are administered by the Commonwealth Department of Infrastructure and Transport (DIT). Roulettes Tavern is a premises located at Parafield Airport, which was authorised by the former Federal Airports Corporation to sell and supply liquor and certain gaming facilities and services.

On 16 May 2013, a memorandum of understanding (MOU) was entered into with DIT in relation to the regulation of liquor and gaming activities at Roulettes Tavern.

Wagering

As a part of the government's red tape reduction:

- bookmakers are no longer required to provide annual financial statements. Relevant financial information can be obtained through a random or scheduled financial audit assessment
- bookmaker and bookmaker's agent licences and renewals are now issued for a three year period
- bookmaker permits are now issued on an annual basis.

Bookmakers can now apply for a permit for a six month period to accept bets by telephone at a place other than a racecourse on any day other than Good Friday and Christmas Day, subject to defined on-course attendance criteria.

To facilitate the offer of fixed odds betting by the SATAB, the Independent Gambling Authority (IGA) has granted approval for SATAB to establish an office, branch or agency at 34 racecourses.

Amendments to South Australian Betting Operations Rules

The South Australian Betting Operations Rules (rules) were amended on 3 December 2012 regarding refunds of investments on races that have been postponed.

The amendments simplify the rules regarding refunds of fixed odds bets and fixed odds multi-bets when a race is postponed for another day (ie because of bad weather). Customers will now be able to obtain an immediate refund instead of having to wait until the relevant club determines whether it will hold the race on another day or not at all.

On 26 February 2013 the rules were amended to incorporate a new bet type called 'Total Trio'.

Total Trio is a new fixed price race betting option. A wager is placed where an investor selects a number range. The investor is a winner if the total of the runner's numbers that place 1st, 2nd and 3rd fall within the selected number range.

These changes resulted from similar amendments to the Queensland Wagering Rule 2010, which are adopted by reference in South Australia.

Amendments to previous publication (29th edition)

Nil.

Notes to the tables for 2012–13

Nil.

Specific notes

Nil.

1.6.5 Western Australia

Legislation

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

- *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

In November 2012, the Gaming and Wagering Commission approved an increase to the number of table games and electronic gaming machines (EGMs) that could be operated at Crown Casino.

- The total number of table games has been increased from 220 to:
 - 245 from 2013
 - 270 from 2014
 - 295 from 2015
 - 320 from 2016
 - 350 from 2017.
- The total number of EGMs has been increased from 2000 to:
 - 2100 from 2013
 - 2200 from 2014
 - 2300 from 2015
 - 2400 from 2016
 - 2500 from 2017.

General industry information

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

- Electronic gaming machines — 20.614% (from 24 December 2012)
- Fully automated table games — 22%

- Table games — 18%
- International commission business tax — 11%
- On 1 April 2013, a \$2.5 million threshold was introduced for the racing bets levy ('product fee'). All wagering operators now pay a 1% levy on turnover up to \$2.5 million and 1.5% above \$2.5million. A 2% levy is payable for premium thoroughbred racing between 1 November and 1 January each year provided a wagering operator's turnover has reached \$2.5 million.

Amendments to previous publication (29th edition)

The '*not available*' footnote against gaming machine numbers operating in clubs and hotels should be replaced with '*not permitted*'.

Notes to the tables for 2012–13

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

Nil.

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 both a betting exchange and a bookmaker service.
- 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 (29th edition)

Nil.

Notes to the tables for 2012–13

The following table provides a summary of the data items for 2012–13 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 \$6.58 million in 2011–12 and \$6.77 million in 2012–13 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

- Turnover figures have decreased by almost two-thirds on race wagering since TattsBet acquired TOTE Tasmania in March 2012, as TattsBet supports a lower risk profile than the former TOTE. TattsBet no longer takes bets from the high stakes professional punters that the former TOTE previously accepted. This may explain the significant reduction in race wagering expenditure figures.
- Player expenditure for sports betting totalisator was a negative amount due to a totalisator pool jackpotting, resulting in more dividends paid than turnover received.

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

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 (29th edition)

Nil.

Notes to the tables for 2012–13

The following table provides a summary of the data items for 2012–13 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*
- *Unlawful Betting Act 2004.*

New developments

Nil.

General industry information

A significantly greater proportion of the Northern 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 (29th edition)

Nil.

Notes to the tables for 2012–13

The following table provides a summary of the data items for 2012–13 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 and Sports Betting Revenue (Bookmakers)	<ul style="list-style-type: none">• Gross profit tax is not based on turnover and is also capped and therefore cannot be determined as relative to racing or sports. As a consequence, all revenue is reported as racing revenue.
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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 its own 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 2012–13

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2012–13
Summary table B	All states	Per Capita Gambling Turnover, 2011–12 to 2012–13
Summary table C	All states	Percentage Change In Gambling Turnover, 2012–13
Summary table D	All states	Total Gambling Expenditure, 2012–13
Summary table E	All states	Per Capita Gambling Expenditure, 2012–13
Summary table F	All states	Percentage Change In Gambling Expenditure, 2011–12 to 2012–13

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 product

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