

# Australian Gambling Statistics

1988–89 to 2013–14

31st edition

*Explanatory Notes*



# Australian Gambling Statistics

## 31st edition

### Explanatory Notes 2013–14

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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 is the principal demographic and social statistics research agency for the Queensland Government.

## 1.2 Scope of the publication

The 31st edition of *Australian Gambling Statistics* updates data for the financial years 1988–89 to 2013–14. 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, 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 1988–89 to 2013–14 were derived from data from the Australian Bureau of Statistics (ABS).

**Table 1 Consumer price Index <sup>(a)</sup>, 1988–89 to 2013–14**

Year	Consumer price index	Inflation rate (%)	Deflator factor
1988–89	51.5	7.3	0.490
1989–90	55.7	8.2	0.530
1990–91	58.6	5.2	0.558
1991–92	59.7	1.9	0.569
1992–93	60.3	1.0	0.574
1993–94	61.4	1.8	0.585
1994–95	63.4	3.3	0.604
1995–96	66.1	4.3	0.630
1996–97	67.0	1.4	0.638
1997–98	67.0	0.0	0.638
1998–99	67.8	1.2	0.646
1999–00	69.4	2.4	0.661
2000–01	73.6	6.1	0.701
2001–02	75.7	2.9	0.721
2002–03	78.0	3.0	0.743
2003–04	79.9	2.4	0.761
2004–05	81.8	2.4	0.779
2005–06	84.4	3.2	0.804
2006–07	86.9	3.0	0.828
2007–08	89.8	3.3	0.855
2008–09	92.6	3.1	0.882
2009–10	94.8	2.4	0.903
2010–11	97.7	3.1	0.930
2011–12	100.0	2.4	0.952
2012–13	102.3	2.3	0.974
2013–14	105.0	2.6	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 state-wide 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 2013–14 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, 1988–89 to 2013–14**

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
					— \$m —				
1988-89	91,084	60,466	35,707	18,983	21,511	5,338	5,338	1,899	240,325
1989-90	99,904	68,386	40,523	20,982	23,361	5,970	6,262	2,141	267,528
1990-91	105,844	71,362	42,560	22,049	23,800	6,389	6,681	2,274	280,959
1991-92	108,238	71,440	46,040	22,630	25,054	6,509	6,861	2,370	289,142
1992-93	110,401	74,386	49,475	23,440	26,387	6,776	7,164	2,438	300,466
1993-94	115,099	76,338	51,332	24,611	28,091	6,834	7,465	2,668	312,438
1994-95	121,003	79,898	54,903	25,420	30,212	7,181	7,816	3,057	329,488
1995-96	129,093	84,465	58,501	26,913	31,853	7,530	8,125	3,315	349,796
1996-97	137,073	87,940	63,003	27,723	33,420	7,675	8,509	3,512	368,856
1997-98	142,060	92,095	65,129	28,775	34,800	7,781	8,614	3,569	382,824
1998-99	147,993	97,368	68,112	28,770	36,732	7,804	9,059	3,952	399,790
1999-00	157,683	101,938	71,475	30,508	39,127	8,298	10,093	4,377	423,499
2000-01	172,765	111,448	78,610	33,325	41,724	8,617	11,741	4,870	463,100
2001-02	176,468	120,367	87,248	36,795	47,447	9,637	11,992	5,346	495,299
2002-03	182,237	126,452	89,412	37,900	49,691	10,110	13,598	5,368	514,767
2003-04	195,174	133,054	99,349	40,783	53,868	11,214	14,496	5,694	553,633
2004-05	209,061	141,148	110,496	42,548	57,470	12,192	15,571	6,455	594,942
2005-06	217,458	149,293	121,527	44,355	60,870	13,408	16,647	7,275	630,833
2006-07	232,512	160,220	136,962	48,098	69,553	14,546	18,446	7,822	688,161
2007-08	252,425	176,813	149,618	53,726	80,544	16,164	20,693	8,510	758,493
2008-09	269,735	190,185	167,138	59,191	91,414	17,687	23,701	9,420	828,471
2009-10	280,271	197,681	172,547	61,035	95,966	18,186	25,985	10,374	862,045
2010-11	300,216	212,576	180,508	63,810	105,804	18,975	28,834	10,933	921,657
2011-12	318,996	224,820	188,428	65,439	118,313	18,924	31,534	11,292	977,746
2012-13	325,476	231,464	195,472	68,023	127,182	19,055	33,180	12,020	1,011,872
2013-14	345,394	236,224	204,030	71,395	134,612	19,750	32,286	13,435	1,057,126

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 2013–14 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, 1988–89 to 2013–14**

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia <sup>(a)</sup>
					— m —				
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	1.843	0.396	0.290	0.171	17.405
2012-13	5.695	4.435	3.511	1.307	1.910	0.397	0.295	0.176	17.729
2013-14	5.787	4.521	3.575	1.320	1.965	0.399	0.299	0.180	18.049

(a) Includes Other Territories.

Source: Derived from Australian Bureau of Statistics, *Population by Age and Sex, Australian States and Territories*, 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 2013–14) and 'deflating' each previous year by the CPI (see Table 1). This means that all data in a table showing real values may be compared directly, the effects of inflation having been removed.

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

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

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

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

**Turnover:** An expression used to describe the amount wagered. This does not include any additional charges that may also be paid at the point of purchase, such as selling agents' commission in the case of lotteries (except where noted in tables).

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

#### Abbreviations

-	nil or rounded to zero
E	Estimated data
NA	Not applicable
R	Revised data
U	Unavailable data

## 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*
- *Racing Administration Amendment (Sports Betting National Operational Model) Act 2014*
- *Registered Clubs Act 1976*
- *Totalizator Act 1997*
- *Unlawful Gambling Act 1998.*

#### New developments

- On 3 September 2013, the *Totalizator Act 1997* was amended to extend TAB's exclusive licence for totalizator activities (including through club and pub outlets) and its existing fixed odds activities across the State for a further 20 years for payment of \$75 million.
- On 1 October 2013, the Casino Control Amendment (Supervisory Levy) Regulation 2013 commenced. The Regulation sets the annual supervisory levy amount which a casino operator is required to pay. The supervisory levy will help cover the regular, ongoing costs of monitoring and regulating casino operations in NSW.
- On 28 November 2013, amendments to the *Casino Control Act 1992* were made to allow for the development of a restricted gaming facility at Barangaroo South.
- On 28 May 2014, the *Racing Administration Amendment (Sports Betting National Operational Model) Act 2014* passed through the NSW Parliament. The Act amended the *Racing Administration Act 1998* to regulate betting on sporting events based on a National Operational Model for sports betting and the National Policy on Match Fixing in Sport.

## 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 <sup>(a) (b)</sup>						
	Up to \$200,000	\$200,001 to \$1,000,000	\$1,000,001 to \$5,000,000	\$5,000,001 to \$10,000,000	\$10,000,001 to \$20,000,000	\$20,000,001 and above	
	Clubs earning up to 1,000,000	Clubs earning 1,000,001 and over <sup>(c)</sup>	— % —				
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 (30th edition)

- During the 2013–14 financial year accounting errors in relation to investments received from participating jurisdictions relating to the 2011–12, 2012–13 and 2013–14 financial years were discovered. Amendments have been necessary to previous figures published for on-course totalizator components.
- A previous loss of corporate knowledge regarding the preparation of some figures has necessitated an amendment to TAB expenditure figures for 2012–13. Amendments have also been made to fixed odds data for 2012–13 due to a previous misinterpretation of relating data.

## Notes to the tables for 2013–14

The following provides a summary of the data items for 2013–14 that were not provided, were estimated based on relevant data, or require further clarification for completeness.

Casino	<ul style="list-style-type: none"><li>• Government Revenue from Gaming figure does not include \$14.68 million to the Responsible Gambling Fund</li></ul>
Racing and sports betting	<ul style="list-style-type: none"><li>• 2013–14 Bookmaker and other turnover data now include declared events bets accepted at Racing Offices which were previously not advised to OLGR.</li></ul>
Lotteries, Pools, Lotto	<ul style="list-style-type: none"><li>• Turnover figures are net sales (that is, not including agent commission).</li></ul>

## Specific notes

Nil.

## 1.6.2 Victoria

### Legislation

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

- *Casino Control Act 1991*
- *Casino (Management Agreement) Act 1993*
- *Gambling Regulation Act 2003*.

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

### New developments

#### *Casino review*

On 1 July 2013, the Victorian Commission for Gambling and Liquor Regulation (VCGLR) completed the Fifth Review of the Casino Operator and Licence as required under the *Casino Control Act 1991* (Vic) and delivered its findings to the Minister for Liquor and Gambling Regulation. The VCGLR is required, at least once every five years, to investigate and form an opinion about the casino operator's suitability to hold a casino licence, its compliance with relevant statutory obligations, its compliance with relevant contractual obligations and the public interest in the continuation of the Melbourne Casino licence. Findings of the review conclude that the licensee remains a suitable operator of the casino licence. The review and a summary of the recommendations are available via the VCGLR website at [www.vcglr.vic.gov.au](http://www.vcglr.vic.gov.au).

#### *Electronic gaming machine (EGM) tax increase*

In December 2013, the Victorian Government announced an increase in taxation rates for EGMs. These changes include an increase of 4.2 percentage points for the top two tax brackets for hotel and club venue operators. The bottom tax bracket remains unchanged with clubs paying no tax and hotels paying 8.33 per cent of gaming revenue (player loss). Following the required legislative amendments being made, the tax increase commenced 1 May 2014. Legislative amendments were also made to decrease the minimum return to player ratio each year at a gaming venue from 87 per cent to 85 per cent.

#### *Amendments to Crown Casino licence*

On 3 September 2014 the tenth Deed of Variation to the Casino Management Agreement (the Deed) was executed by Crown Melbourne Limited and the Minister administering the Casino Control Act. The Deed provides for changes to Crown Melbourne Limited's casino operations, including an extension of the casino licence to 2050, and operation of additional gaming products in return for additional payments to the state of up to \$910 million. Implementation of the Agreement was subject to the Parliament of Victoria passing legislative amendments to the Casino Control Act, and the Commission approving amendments to the casino licence.

An application to amend the casino licence was considered on 20 October 2014 by the Commission. Amendments to clauses 8(a) and 8(c) of the casino licence were approved in accordance with section 16 of the Casino Control Act to increase the number of gaming tables from 400 to 440 (excluding poker); increase the number of player stations connected to any fully automated table games from 200 to 250; and increase the number of gaming machines from 2,500 to 2,628. The Commission also approved amendment of clause 2 of the casino licence to provide for an extension of the casino licence by 17 years to 2050.

The Commission further determined that 3 November 2014 would be the effective commencement date of the amendments to the casino licence.

## General industry information

Nil.

## Amendments to previous publication (30th edition)

Nil.

## Notes to the tables for 2013–14

The following provides a summary of the data items for 2013–14 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, Victoria**

Interactive gaming	<ul style="list-style-type: none"><li>• None approved.</li></ul>
Racing	<ul style="list-style-type: none"><li>• Bookmakers on-course expenditure is estimated at 5.18% of turnover.</li></ul>
Lottery	<ul style="list-style-type: none"><li>• Expenditure is estimated at 40% of turnover and is exclusive of agents' commissions.</li></ul>
Lotto	<ul style="list-style-type: none"><li>• Expenditure is estimated at 40% of turnover.</li></ul>
Instant lottery	<ul style="list-style-type: none"><li>• Expenditure is estimated at 40% of turnover.</li></ul>
Pools	<ul style="list-style-type: none"><li>• Expenditure is estimated at 50% of turnover.</li></ul>
Sports betting	<ul style="list-style-type: none"><li>• Expenditure for TAB fixed odds sports betting (TAB Sportsbet) is estimated by subtracting payouts from current sales on decided events.</li><li>• Expenditure for TAB tote odds is estimated using actual data.</li><li>• Expenditure for bookmaker (and other) pool betting is estimated by applying retention rates of 10% or 40%, as applicable. In Victoria, this definition applies solely to the pool betting competition, Tipstar, and does not in any way relate to bookmakers. The licence for Tipstar expired on 14 December 2007.</li></ul>

## Specific notes

Nil.



## 1.6.3 Queensland

### Legislation

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

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

### New developments

- The Gaming Legislation Amendment Regulation (No. 2) 2013 was made in November 2013. This amendment regulation introduced a new fee system for investigations into the suitability of persons or entities that are, or are to be, associated or connected with the ownership, administration or management of the operation of the business of a gaming licensee. The investigation fee also applies to persons or entities seeking to enter into a casino licence agreement or a casino management agreement.
- The *Liquor (Red Tape Reduction) and Other Legislation Amendment Act 2013* was assented to on 27 November 2013. This Act made a number of changes to the gaming legislation to reduce red tape and make clarifying amendments, including:
  - amending the *Gaming Machine Act 1991* (Gaming Machine Act) to allow for information relating to an application for a gaming machine licence to be specified in an approved form, rather than in the legislation
  - removing the requirement under the Gaming Machine Act for licensees to seek approval from the Commissioner for Liquor and Gaming to destroy a gaming machine
  - removing the requirement under the Gaming Machine Act for gaming machines to be labelled with a Government-issued identification number
  - clarifying that the Minister has direct legislative authority under the *Wagering Act 1998* (Wagering Act) to extend the term of a wagering licence.
- The Wagering Amendment Regulation (No. 1) 2013 was made in November 2013. This amendment regulation provided for an investor to unconditionally cancel a race totalisator investment up until five minutes before the advertised starting time for a race.
- The Wagering Amendment Regulation (No. 2) 2013 was made in December 2013. This amendment regulation introduced a flat maximum commission of 25% for all totalisator bet types.

- An amendment to Queensland's gaming machine technical requirements became effective on 6 December 2013. This amendment removed the restrictions that prevented gaming machines from accepting \$50 and \$100 notes.
- The Gaming Machine Amendment Regulation (No. 1) 2014 was made in March 2014. This amendment regulation increased the default cash payment limit for gaming machine winnings, above which a licensee must issue a cheque, from \$250 to \$5,000. It also removed Club Gaming Financial Services Limited from the list of approved financiers in the Gaming Machine Act.
- The Gaming Machine Amendment Regulation (No. 2) 2014 was made in March 2014. This amendment regulation increased the maximum number of gaming machines that a club may have on its premises from 280 to 300.
- The *Construction and Tourism (Red Tape Reduction) and Other Legislation Amendment Act 2014* was assented to on 28 May 2014. This Act made a number of changes to gaming legislation to reduce red tape and make clarifying amendments, including:
  - removing the requirement under the Gaming Machine Act for an additional club premises to be approved only if it is near the club's existing premises (i.e. the 'near rule')
  - amending the Gaming Machine Act to remove club entitlement regional boundaries to allow clubs wishing to sell their gaming machine entitlements to be able to supply entitlements to any licensed club in Queensland
  - removing obsolete and unnecessary business reporting requirements from the *Casino Control Act 1982* (Casino Control Act), the *Charitable and Non-Profit Gaming Act 1999* (Charitable and Non-Profit Gaming Act), the *Keno Act 1996*, the *Lotteries Act 1997* (Lotteries Act), and the Wagering Act
  - amending the Casino Control Act to amalgamate the Jupiters Casino Community Benefit Fund, the Breakwater Island Casino Community Benefit Fund and the Reef Hotel Casino Community Benefit Fund into the Gambling Community Benefit Fund
  - inserting a regulation-making power into the Charitable and Non-Profit Gaming Act to allow a regulation to specify the amount of gross proceeds that would define 'other games', such as art unions or Calcutta sweeps, as being category 1, 2 or 3
  - inserting a regulation-making power into the Gaming Machine Act to allow a regulation to specify the maximum number of gaming machines that may operate at each individual venue under a category 2 (club) gaming machine licence
  - inserting a fee-making power into the *Interactive Gambling (Player Protection) Act 1998*
  - amending the Wagering Act to clarify that a wagering licensee may contribute additional funds to the totalisator pool to provide a minimum pool guarantee for investors.

- The Gaming Legislation Amendment Regulation (No. 1) 2014 was made in June 2014. This amendment regulation made a number of consequential amendments to gaming legislation, including:
  - amending the Casino Control Regulation 1999 to remove the list of prescribed information regarding casino staff required to be provided to the chief executive on a six-monthly basis
  - amending the Charitable and Non-Profit Gaming Regulation 1999 to prescribe the amount of gross proceeds that define the categories of 'other games'
  - amending the Gaming Machine Regulation 2002 to prescribe different maximum numbers of gaming machines allowable under a category 2 (club) licence, being:
    - 300 gaming machines if the licensee has no additional premises
    - 450 gaming machines if the licensee has one additional premises
    - 500 gaming machines if the licensee has two or more additional premises;
  - amending the Interactive Gambling (Player Protection) Regulation 1998 to provide for the recoupment of costs for investigations into the suitability of associates or intended associations of gaming participants
  - amending the Lotteries Regulation 2007 and the Wagering Regulation 1999 to remove references to 'approved' control systems.

### **General industry information**

Nil.

### **Amendments to previous publication (30th edition)**

Nil.

### **Notes to the tables for 2013–14**

Nil.

### **Specific notes**

Nil.

## 1.6.4 South Australia

### Legislation

- *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

#### ***Gambling reforms***

As reported in last year's edition of this publication, the Minister for Business Services and Consumers introduced a Bill to the South Australian Parliament on 1 May 2013 to amend all of South Australia's gambling-related Acts.

The Bill was passed, with amendments, by both Houses of Parliament on 25 July 2013. It received Royal Assent on 8 August 2013.

The *Statutes Amendment (Gambling Reform) Act 2013* contains amendments to the following Acts:

- *Gaming Machines Act 1992*
- *Casino Act 1997*
- *Independent Gambling Authority Act 1995*
- *Authorised Betting Operations Act 2000*
- *State Lotteries Act 1966*
- *Problem Gambling Family Protection Orders Act 2004*.

These reforms are aimed at reducing the harm from problem gambling in the South Australian community and make improvements to existing regulatory measures, including red tape reduction as well as some technical improvements.

There are 141 amendments across the six affected Acts.

There are various commencement dates between 2013 and 2018. A summary of the 'key' amendments which commenced on 1 January 2014 were:

- **Expedited game approvals**
  - A simplified approval process for games and platforms was introduced in order to reduce red tape and costs associated with the application process.
  - The South Australian Government's new policy position moved away from the previous level of scrutiny of the approval process to now focus more on the lawful operation of games.
  - There is limited evidence to suggest that the marginal differences in gaming machines in South Australia and other Australian jurisdictions have lowered the prevalence in problem gambling in South Australia.
  - The South Australian Government considers that South Australia will have a strong responsible gambling environment with the other responsible gambling measures to be introduced as part of these reforms.
  - Therefore, the exacerbation test principles previously prescribed by the Independent Gambling Authority (IGA) were removed.

- As a result, the approval of new games no longer needs to be refused if an exacerbation of problem gambling is likely.
  - The amendments allow for games and platforms that have already been approved by a prescribed jurisdiction to be automatically approved in South Australia so long as they comply with certain specific South Australian requirements (i.e. maximum bet, return to player provisions, etc).
  - Regulations provide Queensland, New South Wales, Victoria and New Zealand as prescribed jurisdictions.
- **Better gaming machines installed more regularly**
    - South Australia currently has some of the oldest gaming machine stock in Australia which restricts the availability to patrons of developments in improved responsible gambling features.
    - New games and gaming machines are now approved for a limited period of five and 10 years respectively, after which time those games and gaming machines will no longer be able to be operated. However, those approvals can be extended for a further five and 10 years respectively.
- **Elimination of the sale or disposal of gaming machines approval process**
    - Prior to the amendments, it was a condition of a gaming machine licence that the licensee must apply for approval before selling or disposing of their gaming machines.
    - The South Australian Government considers that there is sufficient information available with the current licensing arrangements and the central gaming machine monitoring system to facilitate effective control over the operation of hotel and club gaming machines.
    - Therefore, hotel and club gaming venues are no longer required to seek approval for the sale or disposal of gaming machines.
    - Licensed gaming machine dealers are still able to sell gaming machines to gaming venues, provided that Consumer and Business Services has approved the form of contract.
- **State-wide cap on gaming machine entitlements**
    - The concept of a gaming machine entitlement was created for hotels and clubs through the *Gaming Machines Act 1992* in 2005. The concept did not extend to the Adelaide Casino at that time.
    - One gaming machine entitlement allows a licensee to operate one gaming machine.
    - A state-wide cap on gaming machine entitlements has now been created which covers 'all' gaming sector venues.
    - To achieve this:
      - the Adelaide Casino was granted 995 gaming machine entitlements which is equal to the maximum number of gaming machines it could operate immediately before the amendments
      - the Adelaide Casino can access the Approved Trading System where it has the right to buy and sell certain entitlements
      - the forfeiture system to entitlements sold by the Adelaide Casino has been extended so that they are treated in the same manner as hotels (i.e. out of every four entitlements sold by the Adelaide Casino, one entitlement will be cancelled).
    - The South Australian Government has also allowed the Adelaide Casino to increase the maximum number of gaming machines it can operate from 995 to 1,500.

- The Adelaide Casino is initially required to purchase gaming machine entitlements for the additional 505 gaming machines through the Approved Trading System.

Alternatively, the Adelaide Casino has been included as another venue at which Club One entitlements can be placed. These entitlements would count towards the additional 505 gaming machines.

However, if 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 it to enable it to proceed with an expansion of its facility (as reported last year). These gaming machine entitlements are only to be used in premium gaming areas and are unable to be sold in the Approved Trading System.

- **Account based cashless gaming system**

- Prior to the amendments, account based cashless gaming was not permitted in South Australia and is not possible with the current central monitoring system and communications protocol for hotels and clubs.
- The holder of the gaming machine monitoring system, the Independent Gaming Corporation, is currently planning a major upgrade to the gaming machine monitoring system which will allow cashless gaming to be available.
- Account based cashless gaming can offer significant benefits to venues in terms of the cost, risk management and time associated with cash handling. It also offers benefits to customers in terms of a more convenient method to store value for use in gaming machines.
- The only account based cashless gaming systems that gaming venues will be able to install are those that are formally recognised by the Independent Gambling Authority.
- Transitional regulations require the following requirements if a cashless gaming system is used:
  - Gaming machines must be operated in conjunction with an automated risk monitoring system which has been recognised by the IGA.
  - Gaming machines must be operated in conjunction with a voluntary pre-commitment system which complies with a Voluntary Pre-commitment Code as prescribed by the regulations.

- **Casino premium gaming**

- The amendments formally introduce the concept of gaming areas. The Adelaide Casino can now offer 'general' and 'premium' gaming areas.
- The premium gaming area will be able to receive exemptions from the regulatory framework. These exemptions are documented in the Approved Licensing Agreement (ALA) which is between the South Australian Government and the licensee.
- Access to the premium gaming areas is available to interstate and international customers at the Adelaide Casino's discretion, and limited access for South Australian residents.
- For South Australian residents to be permitted access to the premium gaming areas, the Adelaide Casino needs to demonstrate that the customer has the financial capacity to participate in high stakes.
- Following that, the Adelaide Casino must be able to demonstrate that the customer does not have a record of problematic gambling behaviour.

From 1 February 2014:

- **Cash withdrawal limits**

- As from 1 February 2014, the Commonwealth Government, under the *National Gambling Reform Act 2012* (Cwth), imposed a \$250 per card per 24 hour withdrawal limit from Automatic Teller Machines (ATMs) operating at gaming machine venues.
- On 25 March 2014, the Commonwealth Parliament repealed various sections of this Act which, among other things, means that there is no longer a Commonwealth Government imposed withdrawal limit from ATMs in gaming machine venues. This change came into effect on 31 March 2014.
- Noting that these changes reduce regulatory duplication between state and Commonwealth Governments, and restore state-based control over cash withdrawal limits from ATMs operating in gaming venues, the South Australian Government approved the continuation of the \$250 per card per 24 hour period withdrawal limit.
- The Gaming Machines (Cash Facilities) Variation Regulations 2014 (SA), which commenced on 1 February 2014, imposed a \$250 per card per 24 hour withdrawal limit from ATMs operating at South Australian gaming machine venues.
- At the same time, a regulation came into force which makes explicit the existing \$200 per transaction EFTPOS withdrawal limit within venues.

### ***Review of codes of practice***

Following a statutory review of the various advertising and responsible gambling codes of practice for all forms of gambling on 18 December 2013, the IGA published a new set of codes of practice (the codes), which consolidated the 14 previous codes of practice into one document, effective from 1 March 2014.

The key decisions in the review included—

- continuation of the approved intervention agency initiative (Gaming Care and Club Safe)
- significantly greater prescription in respect of the mandatory warning message, with specific provision being made for advertising in particular media and the treatment of plugs and celebrity commentary
- harmonisation of general advertising standards to a national minimum standard
- establishment of a uniform model for inducements to gamble across all forms of gambling—a tiered approach based on rewards being offered in proportion to activity—with a “high value player” concept based around annualised gambling losses of \$16,000
- restricting advertising of betting on an event in play (“live odds”) to websites, print media, dedicated sports channels and telephone quotation of prices—thereby excluding radio and television advertising of betting in play, as well as scoreboard and around-the-ground signage
- gambling providers being able to file management plans to tailor their compliance with the codes to their particular circumstances
- a comprehensive re-write of the codes.

At the request of the South Australian Government, the IGA expedited the decision concerning live odds, implementing it in the previous structure from 1 August 2013.

After this date was announced, as a result of engagement with Free TV Australia—the author of the Commercial Television Code of Practice—to allow the South Australian codes to harmonise with the national rules regulating television. The revisions to the Commercial Television Code were registered by the Australian Communications and Media Authority on 31 July 2013 in time to be formally recognised by the IGA on 1 August 2013.

The remaining 48 decisions in principle were implemented by the Gambling Codes of Practice Notice 2013, published on 18 December 2013. The key provisions, including the 5 second 25% of the screen rule for the mandatory warning message on television, commenced on 1 March 2014.

A further series of code changes was published on 20 February 2014 to implement, from 1 July 2014, new rules for signage in the Adelaide Casino and hotel and club gaming areas. Under these rules, licensees will be required to display Office for Problem Gambling approved “campaign” material with coverage variable by reference to the number of gaming machines—a venue with 31–40 gaming machines will be required to display 4 A1–sized posters or their equivalent (for example, 4 A2–sized posters and 8 A3–sized posters).

## **General industry information**

### ***Legislative amendments***

Refer to Gambling Reforms above.

### ***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.

As referred to earlier, as part of the gambling reforms, the gaming machine entitlement concept was extended to the Adelaide Casino to create a state-wide cap on gaming machine entitlements.

To achieve this, the Adelaide Casino:

- was granted 995 gaming machine entitlements, which is equal to the maximum number of gaming machines it could operate immediately before the amendments
- was given access to the Approved Trading System. It has the right to buy and sell certain entitlements.

The number of gaming machines that the State Government has targeted to operate in South Australia was increased by 995 from 12,086 to 13,081.

Also as part of the gambling reforms, the South Australian Government has allowed the Adelaide Casino to increase the maximum number of gaming machines it can operate from 995 to 1,500.

The Adelaide Casino is initially required to purchase gaming machine entitlements for the additional 505 gaming machines through the Approved Trading System.

However, if 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 it to enable it to proceed with an expansion of its facility. These gaming machine entitlements are only to be used in premium gaming areas and are unable to be sold in the Approved Trading System.

During 2013–14 a further two rounds were conducted. As a result of these trading rounds, the maximum number of gaming machines was 13,846 (inclusive of the 995 entitlements issued to the Adelaide Casino).

A further 765 gaming machine entitlements must be removed from the South Australian market to achieve the government’s reduction target.



## **Wagering**

### **Amendments to South Australian Betting Operations Rules**

An amendment to the South Australian Betting Operations Rules and On-course Betting Operations Rules was approved in relation to the availability of the Any 2 bet type.

An amendment to the South Australian Betting Operations Rules and On-course Betting Operations Rules was approved to reduce the timeframe for the cancellation of investments from 40 minutes to 5 minutes before the advertised starting time of a race.

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

### **Amendments to previous publication (30th edition)**

Nil.

### **Notes to the tables for 2013–14**

The following table provides a summary of the data items for 2013–14 that were not provided, were estimated based on relevant data, or require further clarification for completeness.

On-course Totalisator	<ul style="list-style-type: none"><li>• Data are not available for the 2013–14 year as a result of the agreement made pursuant to section 14 of the <i>Authorised Betting Operations Act 2000</i>.</li></ul>
TAB	<ul style="list-style-type: none"><li>• Data are not available for the 2013–14 year as a result of the agreement made pursuant to section 14 of the <i>Authorised Betting Operations Act 2000</i>.</li></ul>
Casino	<ul style="list-style-type: none"><li>• Casino Turnover data are not available for the 2nd half of 2013–14.</li></ul>

### **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

The *Rules of Wagering 2005* and the *Betting Control Regulations 1978* were amended to provide for the introduction of three new betting products – Top Fluctuation, Starting Price Guarantee and Tote Based Betting. The amendments were introduced following a request from the Western Australian Bookmaker's Association to allow its members to better compete with the large interstate corporate bookmakers. The new bet types can only be placed through a bookmaker's approved telephone and/or internet system.

### General industry information

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

- Electronic gaming machines – 20.956% (from 24 December 2013)
- Fully automated table games – 22%
- Table games – 18%
- International commission business tax – 11%.

For the retrospective period, the total number of table games approved to operate at Crown Casino has been increased from 245 to 270, while the total number of EGMs has been increased from 2,100 to 2,200.

### Amendments to previous publication (30th edition)

The values for 2012–13 TAB Expenditure; TAB Fixed Odds Expenditure, Revenue and Turnover; TAB Tote Odds Expenditure and Revenue; and 2011–12 Revenue for TAB Fixed Odds and Tote Odds have been revised and updated.

### Notes to the tables for 2013–14

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*
- *Racing Regulation Act 2004.*

### New developments

Gaming machine tax is calculated on combined gross profit for both casinos, and all hotels and clubs. On and from 1 July 2013, the previous tiered approach has been replaced by a flat tax of 25.88 per cent.

### 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 interactive (internet and telephone) betting services, while a number of hotels and clubs also provide TOTE outlets and/or self-service wagering terminals.
- 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 Belfair 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 (30th edition)

Nil.

### Notes to the tables for 2013–14

The following table provides a summary of the data items for 2013–14 that were not provided, were estimated based on relevant data, or require further clarification for completeness.

Racing	<ul style="list-style-type: none"> <li>• Bookmakers' on-course racing expenditure was estimated at 5.5% of turnover.</li> <li>• Government revenue from racing (bookmakers) includes both tax and product levies received. The Betfair product levy ceased from October 2010.</li> <li>• Government revenue from betting exchanges is no longer recorded in interactive gaming and has been apportioned between government revenue from sports betting and government revenue from racing.</li> <li>• An indexed Wagering Levy applies to TOTE Tasmania. The levy was \$6.77 million in 2012–13 and \$6.86 million in 2013–14 and has not been included in the government revenue from racing figures. The levy has applied since 1 July 2009.</li> </ul>
Gaming	<ul style="list-style-type: none"> <li>• No revenue is received for minor gaming activities.</li> <li>• Lottery turnover figures are net and do not include lottery agents' commissions.</li> <li>• Lottery, Lotto and instant lottery expenditure was estimated at 40% of turnover (subscriptions).</li> <li>• Pools expenditure was estimated at 50% of turnover (subscriptions).</li> </ul>
Sports betting	<ul style="list-style-type: none"> <li>• Government revenue from sports betting includes tax paid on Australian and overseas non-racing events.</li> <li>• Government revenue from betting exchanges is no longer recorded in interactive gaming and has been apportioned between government revenue from sports betting and government revenue from racing.</li> <li>• Tipstar ceased trading in September 2007 and no figures are reported for bookmaker (and other) pool betting.</li> </ul>

### 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.
- In 2012–13, 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:

- *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*
- *Totalisator Act 2014*
- *Unlawful Gambling Act 2009*.

### New developments

The *Totalisator Act 2014* was introduced in March 2014 replacing the *Betting (ACTTAB Limited) Act 1964*. The Act creates the framework for the conduct of totalisators and the regulation of totalisator betting.

### General industry information

Nil.

### Amendments to previous publication (30th edition)

- Gaming Expenditure – Keno (2012–13)
- Sports Betting Turnover – Bookmaker (and other) Fixed Odds (2012–13)

## Notes to the tables for 2013–14

The following table provides a summary of the data items for 2013–14 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, Australian Capital Territory**

Gaming machines	<ul style="list-style-type: none"><li>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.</li></ul>
Racing	<ul style="list-style-type: none"><li>Bookmaker on-course expenditure was calculated by assuming that bookmaker expenditure was equivalent to 5.5% of turnover.</li><li>TAB operations include both on-course and off-course activity. The ACT levies an annual licence fee on the TAB.</li></ul>
Sports betting	<ul style="list-style-type: none"><li>Expenditure figures for sports betting are not available, as licensees are not required to provide this information.</li></ul>

### 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*
- *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 (30th edition)

Nil.

### Notes to the tables for 2013–14

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, Northern Territory**

Racing and Sports Betting Revenue (Bookmakers)	<ul style="list-style-type: none"><li>• 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.</li></ul>
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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 2013–14

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2013–14
Summary table B	All states	Per Capita Gambling Turnover, 2013–14
Summary table C	All states	Percentage Change In Gambling Turnover, 2012–13 to 2013–14
Summary table D	All states	Total Gambling Expenditure, 2013–14
Summary table E	All states	Per Capita Gambling Expenditure, 2013–14
Summary table F	All states	Percentage Change In Gambling Expenditure, 2012–13 to 2013–14

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

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



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

	Instant Lotto 5	Instant Lottery Expenditure
	Instant Lotto 6	Real Instant Lottery Expenditure
	Instant Lotto 7	Per Capita Instant Lottery Expenditure
	Instant Lotto 8	Real Per Capita Instant Lottery Expenditure
	Instant Lotto 9	Instant Lottery Expenditure as a Percentage of Household Disposable Income
<b>Pools</b>	Pools 1	Pools Turnover
	Pools 2	Real Pools Turnover
	Pools 3	Per Capita Pools Turnover
	Pools 4	Real Per Capita Pools Turnover
	Pools 5	Pools Expenditure
	Pools 6	Real Pools Expenditure
	Pools 7	Per Capita Pools Expenditure
	Pools 8	Real Per Capita Pools Expenditure
	Pools 9	Pools Expenditure as a Percentage of Household Disposable Income
<b>Keno</b>	Keno 1	Keno Turnover
	Keno 2	Real Keno Turnover
	Keno 3	Per Capita Keno Turnover
	Keno 4	Real Per Capita Keno Turnover
	Keno 5	Keno Expenditure
	Keno 6	Real Keno Expenditure
	Keno 7	Per Capita Keno Expenditure
	Keno 8	Real Per Capita Keno Expenditure
	Keno 9	Keno Expenditure as a Percentage of Household Disposable Income
<b>Gaming machines</b>	Gaming Machines 1	Gaming Machines Turnover
	Gaming Machines 2	Real Gaming Machines Turnover
	Gaming Machines 3	Per Capita Gaming Machines Turnover
	Gaming Machines 4	Real Per Capita Gaming Machines Turnover
	Gaming Machines 5	Gaming Machines Expenditure
	Gaming Machines 6	Real Gaming Machines Expenditure
	Gaming Machines 7	Per Capita Gaming Machines Expenditure
	Gaming Machines 8	Real Per Capita Gaming Machines Expenditure
	Gaming Machines 9	Gaming Machines Expenditure as a Percentage of Household Disposable Income
<b>Gaming</b>	Gaming 1	Total Gaming Turnover
	Gaming 2	Real Total Gaming Turnover
	Gaming 3	Per Capita Total Gaming Turnover
	Gaming 4	Real Per Capita Total Gaming Turnover
	Gaming 5	Total Gaming Expenditure
	Gaming 6	Real Total Gaming Expenditure
	Gaming 7	Per Capita Total Gaming Expenditure
	Gaming 8	Real Per Capita Total Gaming Expenditure
	Gaming 9	Total Gaming Expenditure as a Percentage of Household Disposable Income
	Gaming 10	Government Revenue from Total Gaming

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

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

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