

# Australian Gambling Statistics

1989–90 to 2014–15

32nd edition

*Explanatory Notes*



# Australian Gambling Statistics

## 32nd edition

### Explanatory Notes

Released August 2016

Prepared by Queensland Government Statistician's Office, Queensland Treasury  
ISSN: 1833-6337

The cooperation of all Australian state and territory governments is gratefully acknowledged.

Queensland Government Statistician's Office  
[www.qgso.qld.gov.au](http://www.qgso.qld.gov.au)

#### Disclaimer

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

No warranty is given as to the correctness or completeness of the information in this publication.

The State of Queensland and each Australian state and territory expressly disclaim all and any liability (including all liability from or attributable to any negligent or wrongful act or omission) to any persons whatsoever in respect of anything done or omitted to be done by any such person in reliance, whether in whole or in part, upon any of the material in this publication.

#### Licence

This document is licensed under a Creative Commons Attribution 4.0 International licence. You are free to copy, communicate and adapt the work, as long as you attribute the authors.



© The State of Queensland (Queensland Treasury) 2016

To view a copy of this licence, visit <http://creativecommons.org/licenses/by/4.0/>

To attribute this work, cite *Australian Gambling Statistics*, 32nd edition, Queensland Government Statistician's Office, Queensland Treasury.

## Contents

PART 1: EXPLANATORY NOTES.....	ii
1.1 Introduction.....	1
1.2 Scope of the publication.....	1
1.3 Background.....	1
1.4 Glossary.....	2
1.5 Overview of gambling data.....	7
1.6 Notes on data specific to each state and territory.....	8
1.6.1 New South Wales.....	8
1.6.2 Victoria.....	11
1.6.3 Queensland.....	14
1.6.4 South Australia.....	17
1.6.5 Western Australia.....	24
1.6.6 Tasmania.....	26
1.6.7 Australian Capital Territory.....	28
1.6.8 Northern Territory.....	30
1.7 Cautionary note.....	31
PART 2: LIST OF TABLES.....	32
2.1 Summary tables.....	33
2.2 Tables by state.....	33
2.3 Tables by gambling product.....	45

## **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 32nd edition of *Australian Gambling Statistics* updates data for the financial years 1989–90 to 2014–15. 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 1989–90 to 2014–15 were derived from data from the Australian Bureau of Statistics (ABS).

**Table 1 Consumer Price Index <sup>(a)</sup>, 1989–90 to 2014–15**

Year	Consumer Price Index	Inflation rate (%)	Deflator factor
1989–90	55.7	8.2	0.522
1990–91	58.6	5.2	0.549
1991–92	59.7	1.9	0.559
1992–93	60.3	1.0	0.565
1993–94	61.4	1.8	0.575
1994–95	63.4	3.3	0.594
1995–96	66.1	4.3	0.619
1996–97	67.0	1.4	0.627
1997–98	67.0	0.0	0.627
1998–99	67.8	1.2	0.635
1999–00	69.4	2.4	0.650
2000–01	73.6	6.1	0.689
2001–02	75.7	2.9	0.709
2002–03	78.0	3.0	0.730
2003–04	79.9	2.4	0.748
2004–05	81.8	2.4	0.766
2005–06	84.4	3.2	0.790
2006–07	86.9	3.0	0.814
2007–08	89.8	3.3	0.841
2008–09	92.6	3.1	0.867
2009–10	94.8	2.4	0.888
2010–11	97.7	3.1	0.915
2011–12	100.0	2.4	0.936
2012–13	102.3	2.3	0.958
2013–14	105.0	2.6	0.983
2014–15	106.8	1.7	1.000

(a) Average of four quarters

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

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

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

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

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

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

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

**Gaming machines:** All jurisdictions, except Western Australia, have a 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 2014–15 period only, with only the total Australian HDI published for the years prior to 1989–90.

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(a), all states and territories, 1989–90 to 2014–15**

Year	NSW	Vic	Qld	SA	WA	Tas	NT	ACT	Australia
					— \$m —				
1989-90	99,880	68,410	40,509	20,941	23,354	6,027	2,124	6,261	267,507
1990-91	105,823	71,383	42,546	22,009	23,793	6,446	2,256	6,683	280,940
1991-92	108,220	71,461	46,030	22,590	25,049	6,564	2,353	6,861	289,129
1992-93	110,382	74,412	49,462	23,404	26,365	6,846	2,419	7,162	300,453
1993-94	115,076	76,363	51,316	24,572	28,067	6,915	2,647	7,461	312,416
1994-95	120,983	79,918	54,887	25,379	30,186	7,259	3,035	7,814	329,461
1995-96	129,068	84,491	58,485	26,857	31,823	7,621	3,289	8,128	349,764
1996-97	137,046	87,971	62,984	27,650	33,391	7,777	3,484	8,512	368,814
1997-98	142,046	92,137	65,120	28,697	34,780	7,881	3,542	8,619	382,822
1998-99	148,424	97,263	67,296	28,806	36,972	8,013	3,885	9,091	399,750
1999-00	157,639	101,948	71,449	30,425	39,080	8,411	4,353	10,091	423,396
2000-01	172,740	111,474	78,583	33,198	41,711	8,745	4,842	11,741	463,034
2001-02	176,453	120,416	87,241	36,669	47,432	9,778	5,320	11,995	495,303
2002-03	182,230	126,452	89,386	37,810	49,651	10,260	5,346	13,605	514,742
2003-04	195,295	133,155	99,354	40,647	53,887	11,358	5,664	14,455	553,817
2004-05	209,403	141,415	110,529	42,390	57,574	12,341	6,426	15,479	595,557
2005-06	217,435	149,269	121,242	44,076	60,913	13,474	7,226	16,470	630,105
2006-07	232,623	160,257	136,654	47,836	69,647	14,569	7,765	18,171	687,523
2007-08	252,914	177,103	149,412	53,500	80,771	16,200	8,450	20,319	758,669
2008-09	270,509	190,901	166,763	59,075	91,621	17,700	9,335	22,960	828,863
2009-10	281,260	198,238	172,388	60,843	96,337	18,122	10,305	25,399	862,891
2010-11	303,234	210,758	181,951	64,007	105,468	18,713	10,845	28,112	923,087
2011-12	323,728	220,114	190,857	66,006	117,053	18,827	11,249	30,625	978,459
2012-13	333,969	229,576	192,834	67,467	123,698	18,691	11,522	32,660	1,010,417
2013-14	356,438	239,135	197,869	69,937	129,494	19,565	12,631	31,707	1,056,777
2014-15	370,947	246,837	207,464	73,971	132,604	20,866	13,099	31,001	1,096,789

(a) Original data

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 1989–90 to 2014–15 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, 1989–90 to 2014–15**

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia <sup>(a)</sup>
					— m —				
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	5.694	4.434	3.511	1.307	1.908	0.397	0.295	0.176	17.725
2013-14	5.782	4.518	3.573	1.320	1.956	0.399	0.299	0.179	18.029
2014-15	5.872	4.602	3.627	1.333	1.986	0.401	0.302	0.181	18.306

(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 2014–15) 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' (R) 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 pari-mutuel 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

- In February 2015, NSW approved a bloc agreement to allow the introduction of multi-jurisdictional draw lotteries. Amendments to draw lottery games included an increased amount of tickets in each draw for the \$2 and \$5 game, selling the existing NSW Lotteries games into multiple jurisdictions (NSW, ACT, Victoria, Queensland, Tasmania and NT) as part of a bloc arrangement, increasing the number of divisions and increasing the jackpot contribution amount for each game.
- In 2015, NSW approved a new multi-jurisdictional game, 'Set for Life'. It is a daily lottery which pays out a top prize of \$20,000 per month for 20 years (amounting to a total payout of \$4.8 million).
- Amendments were made to the Gaming Machines Regulation 2010 to increase the gaming machine prize cheque threshold to \$5,000 and increase the default limit for card-based gaming machine player accounts to be consistent with the cheque prize limit and the 'Ticket In, Ticket Out (TITO)' limit.

#### 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 (31st edition)

- There has been a recalculation of expenditure for the on course totalizator for each of the previous 3 years as the TAB pays all fractions and commissions and therefore any assessment of on course totalizator can only be an estimate.

## Notes to the tables for 2014–15

The following provides a summary of the data items for 2014–15 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 \$17.50 million to the Responsible Gambling Fund</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*
- *Racing Act 1958*.

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

### New developments

#### *Variation to the Casino Management Agreement*

On 22 August 2014, the Victorian Government reached an agreement with Crown Melbourne Limited on a broad number of changes to be implemented which included amendments to the *Casino Control Act 1991* and casino licence conditions.

The key changes of the agreement included:

- removal of super tax on commission-based players' gaming revenue
- an increase of the maximum number of gaming tables from 400 to 440 (excluding 100 poker tables), including an increase of automated terminal stations connected to fully automated table games from 200 to 250
- an increase of the maximum number of gaming machines from 2,500 to 2,628
- an extension of the duration of the casino licence by 17 years to 2050
- payment of two lump sums to the state for extension of the duration of the casino licence (the first lump sum of \$250 million was paid on 7 November 2014, the second lump sum of \$250 million is due on 1 July 2033)
- contingent payments payable on 1 September 2022 if the compound annual growth rate of normalised gaming revenue at the casino exceeds predetermined percentages over the period from FY14 to FY22
- an annual tax guarantee that a minimum of \$35 million per annum is paid to the state on the revenue generated from the new gaming tables and gaming machines over the six financial years commencing on and from 1 July 2015.

The changes were subject to the ratification of a *Tenth Deed of Variation to the Casino Management Agreement (Deed)* by legislative amendment and amendments to the casino licence.

The Deed was ratified by Parliament on 21 October 2014 in accordance with the ratifying provisions of the *Casino and Gambling Legislation Amendment Act 2014*.

To give effect to the above arrangements, Crown made an application on 9 September 2014 to the Victorian Commission for Gambling and Liquor Regulation (VCGLR) to amend the conditions

contained in the casino licence to allow for the additional gaming products and to extend the term of the licence. On 20 October 2014, the VCGLR determined to approve the application effective from 3 November 2014.

#### *Surrender and variation of public lottery licences*

The Victorian Government accepted the surrender by Intralot Australia Pty Ltd of its Category 2 public lottery licence and, effective from 31 January 2015, it ceased selling and conducting the instant lotteries that were authorised by its licence, and exited the Victorian lottery market.

The Victorian Government subsequently amended the Tattersall's Sweeps Pty Ltd public lottery licence to enable it to sell its range of instant lottery products in Victoria effective from 1 February 2015.

#### *Review of gaming machine arrangements*

In July 2015, the Victorian Government commenced a review of gaming machine arrangements, to look at whether the current entitlement model has met its objectives and to consider how venues own and operate gaming machines, the distribution of machines between hotels and clubs, and the length of entitlements.

The Department of Justice and Regulation will consult with industry and the community, and report to the Government by July 2016 (click [here](#) for more information and terms of reference).

### **General industry information**

#### *Fingerprinting requirements removed for gaming industry employee and casino special employee licence applicants*

Previously, all applicants for a gaming industry employee and casino special employee licence were required to obtain a National Police Check with fingerprints. From December 2014, applicants for these licence types are only required to submit a National Police Check (name). This means that applicants are no longer required to have finger and palm prints recorded.

The VCGLR still maintains the discretion to request an applicant undergo a fingerprint check if necessary.

The change is consistent with the VCGLR's risk-based regulatory approach. It will affect around 2,700 gaming industry and casino special employee applicants each year, reducing regulatory burden and administrative costs, while also streamlining the application process.

### **Amendments to previous publication (31st edition)**

Nil



## Notes to the Tables for 2014–15

Keno	*=New Keno licence commenced 14 April 2012, replacing previous Club Keno arrangements. New Keno game rolled out into a much larger number of venues. (Product Tbls Keno 1-9; State Tbls Vic 16, 20)
Lotteries	*=Expenditure was estimated at 40.0 percent of turnover.
Lotto	*=Expenditure was estimated at 40.0 percent of turnover.
Pools	*=Expenditure was estimated at 50.0 percent of turnover.
Instant Lottery	**=Instant Lotto expenditure was estimated at 40.0 percent of turnover while Intralot operated, ceasing on 31 January 2015.  Thereafter, individual games had an estimated expenditure rate of 34.070% and 34.783% respectively.

## 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 *Construction and Tourism (Red Tape Reduction) and Other Legislation Amendment Act 2014* commenced on 28 May 2014, except for several provisions relating to the community benefit funds which commenced 24 August 2014. The provisions amended the *Casino Control Act 1982* 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.
- The *Gaming Legislation Amendment Regulation (No. 1) 2014* commenced 27 June 2014, except for several gaming and community benefit fund amendments which commenced 1 July 2014 and 24 August 2014. Amendments commencing 24 August 2014 made minor consequential amendments in relation to the amalgamation of the various casino community benefit funds into the Gambling Community Benefit Fund. Amendments commencing 1 July 2014 made a number of consequential amendments to gaming legislation including:
  - amending the *Charitable and Non-Profit Gaming Regulation 1999* to prescribe the amount of gross proceeds that define categories of 'other games', including changes to the upper limit for category 2 games and lower limit for category 3 games, together with consequential changes to the fee schedule
  - amending the *Gaming Machine Regulation 2002* to remove club entitlement regional boundaries and to prescribe different maximum numbers of gaming machines allowable under a Category 2 (club) licence based on the number of additional premises, being:
    - 300 approved gaming machines if the licensee has no additional premises
    - 450 approved gaming machines if the licensee has one additional premises (but not more than 300 gaming machines at either venue)
    - or
    - 500 approved gaming machines if the licensee has two or more additional premises (but not more than 300 gaming machines at any one venue)

and

- amending the *Interactive Gambling (Player Protection) Regulation 1998* to provide for the recoupment of costs for investigations into the suitability of associates or intended associates of gaming participants.
- The *Justice Legislation (Fees) Amendment and Repeal Regulation (No. 1) 2014* provided for indexation of fees and charges administered by the Department of Justice and Attorney-General commencing 1 July 2014. The Amendment Regulation also amended the *Gaming Machine Regulation 2001* to clarify the application fee to relocate a gaming machine area applies as a set fee for the area, and not as a fee per machine. This is consistent with other application fees which relate to the operation of the licensed premises, rather than the number of gaming machines on the premises.
- The *Liquor and Gaming Amendment Regulation (No. 1) 2014* commenced 18 July 2014 to amend:
  - the *Casino Control Regulation 1999; Charitable and Non-Profit Gaming Regulation 1999; Gaming Machine Regulation 2002; Interactive Gambling (Player Protection) Regulation 1998; Keno Regulation 2007; Lotteries Regulation 2007* (Lotteries Regulation); *Racing Regulation 2013 and the Wagering Regulation 1999* (Wagering Regulation), to expand the current cost recoupment scheme relating to the suitability of participants in Queensland's casino and other gaming industries to include applicants for casino and other gaming licences and their associates
  - the *Liquor Regulation 2002*, to introduce a new fee for online searches of the register of licences, permits and applications (gaming licence information included)
  - the Lotteries Regulation, to provide for the introduction of the new 'lucky lotteries' game in Queensland and repeal the provision of Golden Casket games
  - the Lotteries Regulation and Wagering Regulation, to provide for the reinstatement of a registration within 12 months if the person's identity is subsequently verified after 90 days, and increases the period for which an operator must remit the account balances of restricted investors from 90 days to 12 months.
- The *Lotteries Amendment Regulation (No. 1) 2014* commenced 26 September 2014 to amend the *Lotteries Regulation 2007* to provide for the introduction of the 'Set for Life' lotto game in Queensland.
- The *Land Sales and Other Legislation Amendment Act 2014* commenced on 26 September 2014 to amend the *Breakwater Island Casino Agreement Act 1984*, to provide for the transfer of ownership of the Jupiters Townsville Hotel and Casino from Jupiters Limited to CLG Properties Pty Ltd as trustee for CLG Property Trust.
- On 3 February 2013, the Attorney-General and Minister for Justice approved the use of approved third parties to evaluate 'regulated' wagering and lotteries equipment. On 3 October 2014 the *Gaming Legislation Amendment Regulation (No. 2) 2014* amended the *Casino Control Regulation 1999, Charitable and Non-Profit Gaming Regulation 1999, Keno Regulation 2007, Lotteries Regulation 2007 and Wagering Regulation 1999* to declare four entities as approved evaluators.
- The *Appropriation Act (No. 2) 2014* commenced 12 December 2014 to amend the *Wagering Act 1998*, to facilitate an extension to the term of the retail exclusivity arrangement associated with TattsBet Limited's (TattsBet) sports and race wagering licences for a further 30 years from 1 July 2014. The extension to the term of the exclusivities relates to an in-principle agreement between Tatts Group Limited (Tatts), Racing Queensland and the State of Queensland regarding the future of racing and wagering in Queensland and, in particular, the future funding for the racing industry (Wagering Agreement).
- *Wagering Amendment Regulation (No. 1) 2014* commenced 1 July 2014, amending the *Wagering Regulation 1999* to give effect to the key terms of the Wagering Agreement between Tatts Group Limited (Tatts), Racing Queensland and the State of Queensland, of

reducing wagering tax rates to 14% for totalisator (pari-mutuel) wagering and 10% for fixed odds wagering. The amendments provided that:

- where the wagering is conducted by means of a totalisator, the gross wagering tax for a month will be the sum of:
  - 14% of the commissions received on wagers; and
  - 14% of winning bets that have not been claimed within 1 year; and
- where the wagering is conducted on a fixed odds basis, the gross wagering tax for a month will be 10% of the gross revenue made on wagers.

### **General industry information**

Nil

### **Amendments to previous publication (31st edition)**

Nil

### **Notes to the tables for 2014–15**

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 previous editions 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 July 2014 were:

- **Online notification of gaming managers and gaming employees**
  - Gaming managers and gaming employees no longer require approval from the Commissioner for Consumer Affairs, Liquor and Gambling (the Commissioner) to work at a gaming machine venue.
  - Instead, licensees (or a person nominated by the licensee as a venue administrator) use a new Barring & Online Employee Notification System known as 'BOEN' to 'notify' the Commissioner of new gaming managers and gaming employees prior to them commencing in those roles. No application fees apply to the new arrangements.
  - The Commissioner has the power to prohibit a person from carrying out the duties of a gaming manager or gaming employee, either permanently or for a specified period.
  - If a person is employed as a gaming manager or gaming employee at more than one venue, the licensee of each of those venues must notify the Commissioner (via the BOEN system) separately.

- Gaming managers and gaming employees must still wear an identification badge in a form approved by the Commissioner. Venue administrators are able to print badges directly from the BOEN system to satisfy this requirement.
- If a person ceases to hold the position of gaming manager or gaming employee, or is no longer employed at the venue, the licensee must, within 14 days, notify the Commissioner by updating the person's record in the BOEN system.
- **New responsible gambling training**
  - Consistent minimum training requirements now apply across all gambling sectors, including hotels, clubs and the Adelaide Casino.
  - Gambling training courses also need to be 'recognised' by the Independent Gambling Authority (IGA), with training providers and the courses they intend to deliver needing to meet the Authority's criteria before such courses can be conducted.
  - All new and existing gaming managers and gaming employees are required to complete the new training courses and maintain their level of knowledge through repeat training every two years.
  - The previous accredited courses 'Provide Responsible Gambling Services' and 'Attend Gaming Machines', and the recognised course 'Advanced Problem Gambling Intervention Training' (APGIT), have been replaced by two new consolidated levels of training known as Basic Training to be completed by gaming employees and gaming managers, and Advanced Training to be completed by gaming managers.
  - Details of the content and outcomes of each of the new training courses have been prescribed by the IGA in the '*Gambling Regulation - Employee Training Prescription Notice 2013*' which is available from the IGA website at [www.iga.sa.gov.au](http://www.iga.sa.gov.au).
- **One Government agency responsibility for all gambling-related welfare barrings**
  - Consistent 'welfare' barring arrangements now apply across all gambling sectors, including hotels, clubs and the Adelaide Casino. Barring arrangements are now administered under the *Independent Gambling Authority Act 1995*, with the IGA as the central gambling-barring agency (this excludes barrings initiated under the *Liquor Licensing Act 1997*).
  - From 1 July 2014, the details of a barring, or request for barring, from a gaming area must be notified through the new BOEN system.
  - Barring orders may be made by a licensee (or an employee if the licensee has delegated the power in writing to the employee) or the IGA in relation to a person:
    1. at the request of that person (voluntary) or
    2. being satisfied that a barring order is appropriate due to a reasonable apprehension that the person may suffer harm, or may cause serious harm to family members, because of problem gambling (involuntary).
  - Barring orders made by the IGA are for a period of no more than three years.
  - Barring orders made by a licensee:
    1. may only relate to the premises of that licensee
    2. can only be for a period of three months, during which time (usually two weeks) the IGA reviews the barring order and, if necessary, offers the relevant parties the opportunity to discuss whether a barring order covering a longer period, more venues, or more types of gambling would be appropriate, or if the decision should be reversed
    3. must be recorded by the licensee and notified to the IGA using the BOEN system within seven days of the barring order being issued
    4. must be served on the person personally or posted to the person's last known address or transmitted to the person's last known fax number or email address
    5. can only be varied or revoked by the IGA.

- If a request to be barred is refused by a licensee, the IGA is to be notified of the decision using the BOEN system within seven days of the decision being made. If a person has requested to be barred and no decision on that request is made within 14 days, it will be taken that the request has been refused and the barring did not take effect.
- **Conduct of gaming operations (between 2am and 8am)**
  - Prior to 1 July 2014, a gaming manager or gaming employee who had completed advanced problem gambling intervention training had to be present in the gaming area at all times between 2am and 8am.
  - From 1 July 2014, licensees must now ensure that a gaming manager is present on the licensed premises at all times that gaming operations are being conducted on the licensed premises (rather than specifically in the gaming area between 2am and 8am, as was previously the case).
- **Simplified in-venue signage**
  - Since gaming machines were introduced into hotels and clubs nearly 20 years ago at the time of writing, various changes were made to signage requirements which has resulted in replication, clutter, and reduced message impact.
  - Changes were made to the signage requirements aimed at achieving an optimal level of signage that increases the impact of regulatory, responsible gambling and gambling help service messages, while reducing the overall number of signs in venues.
  - Rather than the previous situation, where the signage requirements were spread across various Acts, regulations, codes of practice, and licence conditions, the new signage requirements are now consolidated under the Gambling Codes of Practice.
  - All existing signage (including gaming machine licences) were no longer required to be displayed.
  - Pre-1 July 2014 signage which was replaced:
    1. **Gambling Helpline Card**  
The old gambling helpline card was replaced and features the new national gambling helpline number 1800 858 858.
    2. **Gamble Responsibly Sign**  
From 1 July 2014, licensees must display at least one A3 'multi-lingual' sign in English, Arabic, Chinese, Greek, Italian, Vietnamese and any other locally relevant language in a prominent position in each gaming area.
  - **New Signage:**
    1. **Coin Dispensing Machines and Cashier Areas**  
Licensees must ensure the prominent display of the condensed warning message and the national gambling helpline number 1800 858 858 on or near each coin dispensing machine and each cashier area. The form and size of this sign is not prescribed but it must be prominent.
    2. **Perimeter Sign**  
The Codes of Practice requires that a new 'perimeter' sign must be displayed at the entry to each gaming area and must include the following regulatory information:
      - the gaming area is restricted to people over the age of 18
      - the gaming area is subject to state laws and codes of practice
      - the gaming area is inspected by Consumer and Business Services
      - a telephone number to make complaints (through CBS).
    3. **In-Venue Messaging**

Licencees must display approved Office for Problem Gambling (OPG) responsible gambling campaign material in gaming areas (a primary sign) and, depending on the number of gaming machines operated, additional signs either in gaming areas or other parts of the venue which are accessible to the public.

Licencees are required to display at least one primary A1-size (or equivalent) sign, ensuring that at least one sign is in each gaming area. Licencees with more than 10 gaming machines are also required to display at least one additional A1 sign (either inside or outside the gaming area) for each 10 (or part thereof) gaming machines in excess of 10.

For example, if a venue has 25 gaming machines, the licensee must display three A1 signs – one must be displayed in the gaming area, while the other two can be displayed inside or outside the gaming area.

Licencees are able to display two A2, four A3 or eight A4 signs, or any logical combination thereof, in lieu of one A1 sign.

Where licencees choose to display the current responsible gambling campaign material electronically, in lieu of the A1 sign, it must be displayed as follows:

- in full screen with 16:9 format, on a screen that has at least a diagonal measurement of 1270mm (50") and be displayed for at least three minutes per hour
  - or
  - on multiple screens with 16:9 formats which have a diagonal measurement of 1270mm (50") and the total dimensions of all the screens are at least 1270mm (50").
4. Automatic Teller Machines (ATM) / EFTPOS (Fitted With Touch-Screen Enabled Devices)
- Responsible gambling message images must be displayed on ATM screens and EFTPOS-enabled touch screens connected to cash dispensers. Licencees must ensure that a full-screen responsible gambling message is displayed on the ATM screen or EFTPOS-enabled touch screen at least 20% of the time that the screen is idle.

### **Statutes Amendment (Gambling Measures) Bill 2015**

As a result of the gambling reforms which came into effect on 1 July 2014, as reported above, the South Australian Government conducted a further review into gambling-related legislation to identify whether there was a need to further fine tune the statutory framework applying to the gambling sector.

Consequently, the Government introduced the Statutes Amendment (Gambling Measures) Bill 2015 (the Bill) into Parliament in March 2015 to fine tune some provisions in the *Gaming Machines Act 1992*, the *Independent Gambling Authority Act 1995*, the *Lottery and Gaming Act 1936* and the *Problem Gambling Family Protection Orders Act 2004*.



A summary of the 'key' amendments included in the Bill follows:

- **Unlawful gaming machines**
  - Recently, Consumer and Business Services (CBS) in association with South Australia Police, raided properties and seized gaming machines held by unlicensed persons. CBS had received information indicating that unlawful gaming machines were being brought into the state by unlicensed persons. However, action could not be taken until the gaming machine was in the unlicensed person's possession.
  - The Bill proposes to make it an offence under the *Gaming Machines Act 1992* for a person to purchase, or enter into a contract or agreement to purchase, a gaming machine, unless licensed.
  
- **Lottery and Gaming Act - Tournament Poker**
  - The *Lottery and Gaming Act 1936* prohibits a range of activities associated with lotteries, gaming and betting. There has been a lack of clarity as to whether gambling on poker, specifically tournament poker, is prohibited under this Act.
  - Tournament poker that does not involve gambling is popular in many hotels, clubs and other not-for-profit associations. Concerns exist that some poker games being played under the guise of tournament poker, may in fact involve gambling and are being conducted without any integrity or responsible gambling regulation.
  - The Bill proposes to make it unlawful to play at, or engage in, a game of poker in a public place. It is the Government's intention to make a regulation to clarify the definition of tournament poker, and to ensure that tournament poker that does not involve gambling is not an unlawful game.
  
- **EFTPOS facilities in gaming areas**
  - The removal of the prohibition of EFTPOS facilities in gaming areas in hotels and clubs is another proposed amendment to the *Gaming Machines Act 1992*.
  - Persons attending gaming areas to gamble are currently required to leave the gaming room to withdraw cash using EFTPOS facilities located outside the gaming area. This means that a person gambling is not able to be observed or assisted by trained staff in the gaming area.
  - It is considered that there may be a better opportunity of appropriate intervention when a person is exhibiting problem gambling characteristics if the EFTPOS facility were to be located in the gaming area. EFTPOS facilities involve human interaction, unlike Automatic Teller Machines (ATMs). This is considered to provide an opportunity for interaction between the person gambling and trained gaming staff, to observe cash withdrawal behaviour.

### ***Amendment to the codes of practice***

As reported in previous editions of this publication, the IGA conducted a comprehensive review of the various advertising and responsible gambling codes of practice for all forms of gambling, which resulted in all 14 of the previous codes of practice being consolidated into one document.

The Gambling Codes of Practice Notice 2013 was amended in March 2015 in order to:

1. allow the space and time requirements for the mandatory warning message to be variable by a management plan
2. allow dispensations to be granted from the prohibition of inducements to gamble where the inducement would not increase the risk of problem gambling
3. ensure that permitted inducements to gamble may be advertised
4. regulate the use of self-service terminals in terrestrial gambling environments
5. make transitional arrangements for the timeframe for when gaming managers and gaming employees are required to complete training.

## **General industry information**

### ***Legislative amendments***

Refer to Gambling Reforms, above.

### ***Junket operator approvals***

In February 2015, the IGA reversed the sensitive position designation of group commission operators, group commission representatives and commission agents for the purposes of section 28(1) of the *Casino Act 1997*. The original designation for the approval of these positions relating to the regulation of junket (group commission) operators was advised to the casino licensee on 17 April 2003.

Furthermore, the IGA issued the "Casino (Commission Operations) Directions Notice 2015" imposing specific reporting requirements with respect to junkets. Clause 3(2) of this notice required 'key particulars' to be provided by email to an email address, to manage the integrity risks arising from junket operations in a different way following the removal of the previous method of probity controls.

The key particulars are, in respect of each participant in a junket or group commission program:

- the participant's full name
- the participant's date and place of birth
- the residential address of the participant in the country where the participant is domiciled
- the usual occupation of the participant in the country where the participant is domiciled
- if the participant is not domiciled in Australia, the following details from the participant's passport:
  - country of issue
  - passport number (noting that provision of an image of the bio-data page of the passport will be good compliance with this requirement).

This change to the process effectively removes any requirement for group commission operators, group commission representatives, and commission agents to seek approval by the Liquor and Gambling Commissioner to undertake these roles. Key particulars are also required to be provided to the Officer in Charge of the Police Licensing Enforcement Branch.

### ***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 part of the 2013 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 2014–15, a further three rounds were conducted. As a result of these trading rounds, the maximum number of gaming machines was 13,827 (inclusive of the 995 entitlements issued to the Adelaide Casino).

A further 746 gaming machine entitlements must be removed from the South Australian market to achieve the government's reduction target.

### **Amendments to previous publication (31st edition)**

Nil

### **Notes to the tables for 2014–15**

Nil

### **Specific notes**

Nil

## 1.6.5 Western Australia

### Legislation

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

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

### New developments

- On 9 September 2014, amendments were made to the *Racing Bets Levy Regulations 2009* to introduce a new racing bets levy regime. This resulted in a new set of racing bets levy rates being applicable to Western Australian race fields. The new rates applicable to betting operators who field on Western Australian race fields are as follows:

Type of Wagering	Below \$3 million threshold	Above \$3 million threshold Standard Race Meeting	Above \$3 million threshold Premium Race Meeting*
Pari-mutuel	1% of turnover	1.5% of turnover	2.5% of turnover
Betting Exchange	1% of turnover	1.5% of turnover	2.5% of turnover
Non Betting Exchange (fixed odds bets)	1% of turnover	2% of turnover	3% of turnover

- On 17 December 2014, the *Rules of Wagering 2005* were amended by the *Rules of Wagering Amendment Rules 2014* for the purpose of reducing the minimum wager obligation for a bookmaker fielding at racecourses located at Albany, Bunbury, Geraldton, Kalgoorlie, Mt Barker, Northam, Pinjarra and York thoroughbred meetings to \$1000, whether the horses have entered the track or not. The amendment effectively reduced an on-course bookmaker's risk on any single bet from a potential loss of \$1500 to \$1000.

- In March 2015, the 13<sup>th</sup> Supplementary Agreement was executed amending the Agreement scheduled to the *Casino (Burswood Island) Agreement Act 1985*. The Agreement replaced the GST reimbursement scheme with a net of GST tax rate scheme and reduced tax on international commission business from 11 to 8 percent.

### **General industry information**

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

Electronic gaming machines	From 20.956% to 12.27% as at 24 December 2014
Fully automated table games	From 22% to 12.92% as at 24 December 2014
Table games	From 18% to 9.37% as at 24 December 2014
International commission business tax	From 11% to 8% as at March 2015
- As at 30 June 2015, Crown Perth had approval to operate a maximum of 295 table games, and 2,300 electronic gaming machines.

### **Amendments to previous publication (31st edition)**

The values for the following figures reported during the 2012–13 and 2013–14 periods have been amended:-

2012–13 and 2013–14 Instant Lottery, Expenditure and Turnover  
 2012–13 and 2013–14 Lotteries & Pools Lotto, Revenue  
 2012–13 and 2013–14 TAB Fixed Odds, Revenue  
 2012–13 and 2013–14 TAB, Expenditure

2012–13 Lotto, Expenditure  
 2012–13 Pools, Expenditure

2013–14 TAB Tote Odds, Turnover  
 2013–14 TAB, Turnover

### **Notes to the tables for 2014–15**

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

- Crown Resorts Pty Ltd acquired 100 per cent of Betfair Pty Ltd on 13 August 2015.
- Betfair surrendered its sports betting and race wagering endorsements effective from 3 February 2015, and no longer conducts a sportsbook bookmaker operation in Tasmania.
- Intralot surrender of Foreign Games Permit effective from 31 January 2015.
- TOTE Tasmania Pty Ltd changed its name to UBET TAS Pty Ltd on 02 April 15.

### 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 Betfair Pty Ltd, which operates both a betting exchange and a bookmaker service (no longer operating).
- There are no providers of major lotteries currently operating in Tasmania. However, three companies, Tattersalls Sweeps Pty Ltd and Intralot Australia Pty Ltd (no longer operating), 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 (31st edition)

Nil

### Notes to the tables for 2014–15

The following table provides a summary of the data items for 2014–15 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 \$6.86 million in 2013–14 and \$6.96 million in 2014–15 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 agent's 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

- Nil

## **1.6.7 Australian Capital Territory**

### **Legislation**

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

- *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**

- Nil

### **General industry information**

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

### **Amendments to previous publication (31st edition)**

Nil



## Notes to the tables for 2014–15

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*
- *Northern Territory Licensing Commission Act 2001*
- *Racing and Betting Act 2004*
- *Soccer Football Pools Act 2004*
- *Totalisator Licensing and Regulation Act 2004*
- *Unlawful Betting Act 2004.*

### New developments

Nil

### General industry information

A significantly greater proportion of the 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 (31st edition)

Nil

### Notes to the tables for 2014–15

Racing and Sports Betting Revenue (Bookmakers)	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.
--	---

### 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 the relevant table(s).

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 2014–15

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2014–15
Summary table B	All states	Per Capita Gambling Turnover, 2014–15
Summary table C	All states	Percentage Change In Gambling Turnover, 2013-14 to 2014–15
Summary table D	All states	Total Gambling Expenditure, 2014–15
Summary table E	All states	Per Capita Gambling Expenditure, 2014–15
Summary table F	All states	Percentage Change In Gambling Expenditure, 2013-14 to 2014–15

## 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