

Australian Gambling Statistics

1991–92 to 2016–17

34th edition

Explanatory Notes

Australian Gambling Statistics

34th edition

Explanatory Notes

Released October 2018

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

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) 2018

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

To attribute this work, cite Queensland Government Statistician's Office, Queensland Treasury, *Australian Gambling Statistics*, 34th edition.

Contents

PART 1: EXPLANATORY NOTES	iv
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	13
1.6.4 South Australia	15
1.6.5 Western Australia	17
1.6.6 Tasmania.....	18
1.6.7 Australian Capital Territory.....	20
1.6.8 Northern Territory.....	21
1.7 Cautionary note	22
PART 2: LIST OF TABLES	23
2.1 Summary tables.....	24
2.2 Tables by state	24
2.3 Tables by gambling product.....	36

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 34th edition of *Australian Gambling Statistics* updates data for the financial years 1991–92 to 2016–17. 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 'Consumer Price Index (CPI)' for an explanation of how real dollar figures are calculated for 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 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 1991–92 to 2016–17 were derived from data from the Australian Bureau of Statistics (ABS).

Table 1 Consumer Price Index^(a), 1991–92 to 2016–17

Year	Consumer price index	Inflation rate (%)	Deflator factor
1991–92	59.7	1.9	0.542
1992–93	60.3	1.0	0.547
1993–94	61.4	1.8	0.557
1994–95	63.4	3.3	0.575
1995–96	66.1	4.3	0.600
1996–97	67.0	1.4	0.608
1997–98	67.0	0.0	0.608
1998–99	67.8	1.2	0.615
1999–00	69.4	2.4	0.630
2000–01	73.6	6.1	0.668
2001–02	75.7	2.9	0.687
2002–03	78.0	3.0	0.708
2003–04	79.9	2.4	0.725
2004–05	81.8	2.4	0.742
2005–06	84.4	3.2	0.766
2006–07	86.9	3.0	0.789
2007–08	89.8	3.3	0.815
2008–09	92.6	3.1	0.840
2009–10	94.8	2.4	0.860
2010–11	97.7	3.1	0.887
2011–12	100.0	2.4	0.907
2012–13	102.3	2.3	0.928
2013–14	105.0	2.6	0.953
2014–15	106.8	1.7	0.969
2015–16	108.3	1.4	0.983
2016–17	110.2	1.8	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 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 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 1991–92 to 2016–17 period.

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, 1991–92 to 2016–17

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
	— \$m —								
1991-92	108,238	71,452	46,009	22,566	25,028	6,560	6,868	2,365	289,086
1992-93	110,342	74,333	49,389	23,364	26,310	6,834	7,160	2,431	300,163
1993-94	115,010	76,291	51,253	24,532	28,006	6,905	7,463	2,659	312,118
1994-95	120,919	79,840	54,829	25,345	30,122	7,249	7,812	3,042	329,161
1995-96	128,930	84,381	58,404	26,807	31,752	7,611	8,127	3,300	349,311
1996-97	137,075	87,956	62,981	27,636	33,368	7,775	8,518	3,500	368,809
1997-98	142,417	92,375	65,294	28,760	34,853	7,906	8,637	3,564	383,808
1998-99	147,908	97,263	67,678	28,789	36,891	8,010	9,102	3,887	399,528
1999-00	157,455	101,836	71,334	30,388	39,016	8,409	10,089	4,332	422,859
2000-01	172,734	111,453	78,510	33,201	41,659	8,763	11,754	4,825	462,899
2001-02	176,641	120,572	87,299	36,740	47,473	9,805	12,014	5,310	495,854
2002-03	180,769	125,497	88,758	37,568	49,231	10,193	13,506	5,286	510,808
2003-04	194,214	132,387	98,825	40,468	53,629	11,273	14,362	5,600	550,758
2004-05	208,182	140,834	110,112	42,358	57,352	12,331	15,388	6,370	592,927
2005-06	216,156	148,444	120,660	44,049	60,596	13,457	16,316	7,144	626,821
2006-07	232,101	159,882	136,163	48,016	69,491	14,597	18,005	7,700	685,955
2007-08	250,598	175,674	149,724	52,659	81,130	16,050	20,201	8,465	754,501
2008-09	271,338	190,846	167,533	58,885	91,101	17,788	22,354	9,519	829,365
2009-10	281,888	196,749	172,340	60,657	95,299	18,308	24,088	10,436	859,765
2010-11	304,227	209,564	182,862	64,471	104,648	18,803	26,977	11,055	922,608
2011-12	323,127	218,317	191,763	66,250	116,201	19,217	29,452	11,850	976,177
2012-13	331,503	228,145	192,079	67,186	123,715	18,737	32,098	12,685	1,006,146
2013-14	353,447	243,532	197,632	68,808	130,353	19,300	32,779	13,813	1,059,663
2014-15	373,465	251,842	204,875	72,142	135,558	20,459	33,317	14,713	1,106,370
2015-16	387,058	259,447	208,460	73,047	134,889	20,960	35,050	15,084	1,133,996
2016-17	396,236	268,442	212,521	74,420	132,015	21,305	37,237	15,412	1,157,590

(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 (now known as The Star). 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 Tattslotto, 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 1991–92 to 2016–17 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, 1991–92 to 2016–17

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia ^(a)
					— m —				
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	5.615	4.361	3.441	1.294	1.838	0.396	0.291	0.171	17.410
2012-13	5.696	4.456	3.514	1.307	1.895	0.397	0.296	0.177	17.740
2013-14	5.785	4.556	3.578	1.320	1.933	0.399	0.301	0.180	18.055
2014-15	5.877	4.660	3.632	1.333	1.952	0.401	0.306	0.182	18.344
2015-16	5.967	4.769	3.684	1.343	1.965	0.404	0.311	0.183	18.629
2016-17	6.067	4.884	3.743	1.353	1.978	0.406	0.316	0.183	18.934

(a) Includes Other Territories.

Source: Derived from Australian Bureau of Statistics, Australian Demographic Statistics, 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 2016–17) 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 Australian Capital Territory and Western Australia are parties), the New South Wales pool, and the Queensland pool (to which Tasmania, 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 only undertaken in the Northern Territory. Betfair surrendered its Tasmanian Gaming Licence in November 2016.							

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*
- *Betting and Racing Act 1998*
- *Registered Clubs Act 1976*
- *Totalizator Act 1997*
- *Unlawful Gambling Act 1998.*

New developments

- On 15 July 2016, an amendment was made to the Betting and Racing Regulation 2012 to increase the fee that a racing controlling body may require a person who holds a race field information use approval to pay for the use of race field information. Previously, a racing controlling body could require a fee of 2.5 per cent of an approval holder's turnover in relation to non-totalizator odds betting. The amendment increased this percentage to 3 percent of turnover for race meetings at which at least one race carries prize money of \$1,000,000 or more.
- On 1 September 2016, the Public Lotteries Regulation 2016 was remade with minor amendments to revise various prescribed monetary amounts that trigger certain requirements of the *Public Lotteries Act 1996*.
- On 14 December 2016, pursuant to section 37A of the *Public Lotteries Act 1996*, the NSW Minister for Racing approved the expansion of the Keno Jackpot Pooling Agreement to include Queensland.

General industry information

The figures presented for New South Wales in this publication were provided by the Independent Liquor and Gaming Authority, Liquor and & Gaming NSW and the Department of Industry.

Number of gaming machines (as at 30 June 2017)

- Clubs – 69,885
- Hotels – 22,920
- Casinos – 1,500

Number of venues with gaming machines (as at 30 June 2017)

- Clubs – 1,109

- Hotels – 1,484
- Casinos – 1

Gaming machine duty rates

Gaming machine (poker machine) duty rates for clubs and hotels are in Tables 5 and 6.

Table 5 Annual club gaming machine marginal tax rates

From 1 September	Annual gaming revenue ^{(a) (b)}						
	Up to \$200,000	\$200,001 to \$1,000,000	\$1,000,001 to \$5,000,000	\$5,000,001 to \$10,000,000	\$10,000,001 to \$20,000,000	\$20,000,001 and above	
	Clubs earning up to 1,000,000	Clubs earning 1,000,001 and over ^(c)	— % —				
2009	–	–	10.0	21.0	26.0	29.0	30.9
2010	–	–	10.0	21.0	26.0	29.0	30.9
2011	–	–	10.0	19.9	24.4	26.4	28.4
2012	–	–	10.0	19.9	24.4	26.4	28.4
2013	–	–	10.0	19.9	24.4	26.4	28.4
2014	–	–	10.0	19.9	24.4	26.4	28.4
2015	–	–	10.0	19.9	24.4	26.4	28.4
2016	–	–	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
2016	–	–	33.0	33.0	36.0	50.0

Number of gaming, racing and wagering licences issued (as at 30 June 2017)

- Bookmakers – 171
- Sports betting – 38
- Race clubs
 - Thoroughbred – 142
 - Harness – 33
 - Greyhound – 34
- Public Lotteries – 1
- Keno – 1
- Casino – 1
- Restricted Gaming Facility – 1
- Inter-Venue Linked Gaming System (Jackpot links) – 2 (1 for hotels; 1 for clubs)

Amendments to previous publication (33rd edition)

Nil

Notes to the tables for 2016–17

Casino	Government Revenue from Gaming figure does not include contributions to the Responsible Gambling Fund required by the <i>Casino Control Act 1992</i> .
Lotteries, Pools, Lotto	Turnover figures are net sales (that is, not including agent commission).

Specific notes

Nil

1.6.2 Victoria

Legislation

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

- *Casino Control Act 1991*
- *Casino (Management Agreement) Act 1993*
- *Gambling Regulation Act 2003*
- *Victorian Commission for Gambling and Liquor Regulation Act 2011*
- *Racing Act 1958.*

The Victorian legislation can be accessed from the Victorian Legislation and Parliamentary Documents website at www.legislation.vic.gov.au under Victorian Law Today.

New developments

New Responsible Service of Gaming training requirements

On 1 January 2017, a new model for Responsible Service of Gaming (RSG) training for Victorian gaming venue staff commenced.

The purpose of RSG training is to equip gaming venue staff with the knowledge and skills required to ensure that gaming is provided responsibly.

Under the new RSG training requirements, gaming venue staff need to complete a standardised course of two modules. Module 1 is an online course hosted by the state and module 2 is delivered face-to-face to staff in gaming venues by venue support workers. Module 1 must be completed within 1 month of commencing work in a gaming venue and module 2 must be completed within 6 months of commencing work in a gaming venue.

The new RSG training requirements replace the previous requirement that gaming venue staff complete a RSG training course or refresher course approved by the Victorian Commission for Gambling and Liquor Regulation (VCGLR).

YourPlay (voluntary pre-commitment system)

Office of Liquor and Gaming Regulation (OLGR) launched the YourPlay Ambassador Program and commenced the YourPlay Day promotional events in venues across the state in 2016/17. One of the Department's strategies to assist venue staff to promote YourPlay, and facilitate use of the scheme, is the YourPlay Ambassador program. The Department sought to identify a 'champion' for YourPlay in each venue in April 2016, with the first forums held with Ambassadors in July 2016. The Ambassador program is a key channel of communication between the department and venues.

The first YourPlay Day event was held on 20 October 2016, following the Ambassador forums where the objectives and expectations of YourPlay Day were outlined and the event achieved the objective of increasing awareness about YourPlay amongst staff and players in gaming venues. Subsequent YourPlay Day events were held on 20 April 2017 and 26 October 2017, each improving on the results achieved by the preceding YourPlay Day promotional events, with higher numbers of players registering for the YourPlay scheme or using a casual YourPlay card for the first time on those days.

General industry information

Nil

Amendments to previous publication (33rd edition)

Nil

Notes to the tables for 2016–17

Keno	Keno Racing commenced in May 2017 with Return to Player Rate of 80%.
Lotteries	Expenditure was estimated at 40.0 percent of turnover. Intralot Australia Pty Ltd relinquished the category 2 lottery licence and ceased trading on 31 January 2015.
Lotto	Expenditure was estimated at 40.0 percent of turnover, except for the 'Set for Life' lottery product estimated at 36.75 percent of turnover (introduced in 2015/16).
Pools	Expenditure was estimated at 50.0 percent of turnover.
Instant Lottery	Individual games had an estimated expenditure rate of 34.070% and 34.783% of turnover respectively.

Specific notes

Nil

1.6.3 Queensland

Legislation

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

- *Breakwater Island Casino Agreement Act 1984*
- *Brisbane Casino Agreement Act 1992*
- *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*
- *Queen's Wharf Brisbane Act 2016*
- *Wagering Act 1998.*

New developments

- The *Queen's Wharf Brisbane Act 2016* and Queen's Wharf Brisbane Regulation 2016 commenced on 27 May 2016. The legislation supports the Queen's Wharf Brisbane Integrated Resort Development in the Brisbane CBD, which will include a casino. The legislation ratifies the Queen's Wharf Casino agreement for the new Queen's Wharf Casino, which is expected to be operational by 2022, with the existing Treasury Casino to cease operating shortly after. The new casino licence will be subject to an initial geographical exclusivity for 25 years. The legislation also provides for a number of regulatory concessions for all casinos, including the ability for casino operators to extend credit to non-Queensland resident junket participants for gaming and allowing such participants to make deposits into their player accounts by credit card.
- Various legislative amendments have been made to keno and gaming hours in Queensland. Prior to 1 July 2016, gaming and keno operations could only be conducted during the hours liquor sales were permitted under a liquor licence, and for an additional half hour period after liquor sales ceased. On 1 July 2016, the *Tackling Alcohol-Fuelled Violence Amendment Act 2016* (TAFV Act) reduced liquor service hours state-wide to 3am in safe night precincts, and 2am throughout the rest of the state. The TAFV Act also amended the *Gaming Machine Act 1991* to enable gaming hours to be granted for up to 2 hours after the liquor service ceases, from 1 July 2016. Any gaming hours held immediately prior to 1 July 2016 have been grandfathered and will continue for the duration of the approvals.
- The Keno Amendment Regulation (No. 1) 2016 amended the Keno Regulation 2007 to provide that, from 30 September 2016, appointed keno agents that hold a relevant liquor licence are able to conduct keno operations for two hours after permanently approved liquor sales cease, or for a later period, being the same period as the hours of gaming that were retained after 1 July 2016 under the grandfathering provisions of the TAFV Act.
- Amendments to the *Keno Act 1996* commenced in December 2016 and allow Tabcorp Holdings Limited, as the beneficial owner of Queensland's keno licensee, to join an existing jackpot pooling arrangement already entered into by Tabcorp subsidiaries that hold the exclusive keno licences for New South Wales and Victoria. Tabcorp may also contribute a portion of Queensland keno revenue to any future jackpot pooling arrangements with other jurisdictions.
- Amendments to the *Gaming Machine Act 1991* adjusted gaming machine taxation methodology to the benefit of clubs that conduct gaming at more than one premises. The prior methodology required that where clubs conduct gaming at more than one premises, monthly gaming machine revenue from all the club's premises is

aggregated before a progressive (sliding scale) tax rate is applied. The amendments remove the aggregation requirement and apply the sliding scale tax rate separately to the non-aggregated gaming machine revenue of each individual premises. This reduces taxation for clubs (if they conduct gaming at more than one premises). The change was intended to preserve club facilities for the community by encouraging larger, well-run clubs to take over, as “additional premises” under the Gaming Machine Act, smaller, struggling clubs that might otherwise close their doors. It was also intended to encourage larger clubs to expand into greenfield areas that might otherwise go without club facilities (by creating new “additional premises” under the Gaming Machine Act.) The new methodology has applied since 1 January 2017.

General industry information

Nil

Amendments to previous publication (33rd edition)

Nil

Notes to the tables for 2016–17

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

Statutes Amendment (Gambling Reform) Act 2013

As reported in previous editions of this publication, the Minister for Consumers and Business Services 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 and received Royal Assent on 8 August 2013.

The *Statutes Amendment (Gambling Reform) Act 2013* contained 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 were aimed at reducing the harm from problem gambling in the South Australian community and made improvements to existing regulatory measures, including red tape reduction and a number of technical amendments. In total, there were 141 amendments across the six affected Acts with various provisions commencing in stages between 2013 and 2018.

One of the final measures contained within the *Statutes Amendment (Gambling Reform) Act 2013* came into effect on 1 January 2017 and is summarised below:

Maximum bet on gaming machines reduced to \$5

The *Gaming Machines Act 1992* was amended to prescribe all gaming machines in South Australia to be limited to a \$5 maximum bet (reduced from the previous maximum of \$10). The \$5 maximum bet does not, however, apply to gaming machines which are operated by the Adelaide Casino in designated premium gaming areas of the casino premises.

The South Australian Appendix to the Australian/New Zealand Gaming Machine National Standard was also updated to reflect the move to a maximum bet of \$5 (except in premium gaming areas at the Adelaide Casino).

Statutes Amendment and Repeal (Simplify) Act 2017

On 15 March 2017, the *Statutes Amendment and Repeal (Simplify) Act 2017* amended sections 54 to 59 of the *Authorised Betting Operations Act 2000*.

The amendments now mandate that it is a condition of a bookmaker's licence that the licensee may only accept bets (not being bets made by telephone, internet or other electronic means)—

- a) at a racecourse on a day on which a licensed racing club is authorised to conduct on-course totalisator betting within that racecourse; or
- b) at a licensed betting shop; or

- c) at a place of a class declared by the Commissioner by notice in the Gazette (and in accordance with any other conditions specified in the declaration).

Prior to this amendment, licensed bookmakers in South Australia were required to obtain a permit from the Liquor and Gambling Commissioner to conduct betting operations for particular events or places that they operated from.

In practice, it was identified that the Commissioner approved permits on the basis of recommendations from the proprietors of racing venues. Irrespective of whether a permit was issued, racing venue proprietors could independently decide whether or not to allow a bookmaker to operate at any of their events. Consequently, the issuing of a permit was considered a redundant regulatory measure.

Accordingly, effective from 15 March 2017, licensed bookmakers can now take bets face to face at a racecourse or licensed betting shop without applying to the Commissioner for a separate permit.

General industry information

Administrative review of gambling regulation in South Australia

As part of its response to an independent review of the *Liquor Licensing Act 1997*, the South Australian Government announced that it would conduct an administrative review of the arrangements for regulating commercial gambling in South Australia.

The Honourable Tim Anderson QC was appointed to conduct this review and has provided his findings to the Government to assist with the development of future commercial gambling arrangements.

The South Australian Government is considering the findings of the review.

Gaming Machine Reduction

As part of the measures contained within the *Statutes Amendment (Gambling Reform) Act 2013*, a statewide gaming machine cap objective of 13,081 gaming machine entitlements covering all gaming sector venues in South Australia was established. (*Note: while each gaming machine entitlement held provides a licensee with the right to operate a single gaming machine, the option to install and operate a gaming machine in respect to such an entitlement is at the discretion of the licensee*).

Through regular trading rounds, which are managed by the Liquor and Gambling Commissioner, licensees are able to purchase and sell gaming machine entitlements provided that every fourth gaming machine entitlement sold in a trading round by a profit organisation (e.g. hotels and casino) is taken out of circulation and cancelled.

As a result of trading rounds conducted in 2016–17, 13,793 gaming machine entitlements were held by licensees in South Australia, meaning that a further 712 entitlements need to be cancelled to meet the statutory objective.

Amendments to previous publication (33rd edition)

At the time of the 33rd edition, data in relation to TAB Expenditure and Turnover was not available. These statistics have subsequently been made available by the licensee and have been provided for the 34th edition.

Notes to the tables for 2016–17

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

Crown Perth was granted approval to increase the area of the casino's licensed gaming footprint. The project involved approval to extend the area to which the casino gaming licence applies by including gaming facilities in the new Crown Towers Hotel. The new area accommodates additional gaming products that have previously been approved for use.

General industry information

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

Electronic gaming machines	12.42% on and from 24 December 2015
Fully automated table games	12.92% on and from 24 December 2014
Table games	9.37% on and from 24 December 2014
International commission business tax	1.75% on and from 24 December 2014 (a guaranteed minimum of \$27.15 million was required to be paid between 1 July 2014 to 30 June 2017).

As at 30 June 2017, Crown Perth had approval to operate a maximum of 350 table games, and 2,500 electronic gaming machines.

Amendments to previous publication (33rd edition)

2015-16 Casino Gaming, Revenue has been amended from 59.984 to 64.863 to include additional tax of 4.879 paid as part of the Minimum Guaranty on International Commission Business (ICB) Tax.

Notes to the tables for 2016–17

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

- The Tatts Group combined with Tabcorp Limited on 22 December 2017.
- Betfair surrendered its Tasmanian licence in November 2016 and moved its operations to the Northern Territory.

General industry information

- Betting exchange operation was \$0.7 million in 2016–17, compared with \$2.9 million in 2015–16. This was due to Betfair surrendering its Tasmanian gaming licence in November 2016.
- Totalisator and fixed odds wagering is offered in Tasmania by UBET TAS (previously known as TOTE Tasmania), a subsidiary of Tabcorp Limited. UBET TAS offers wagering products on thoroughbred, harness and greyhound racing, including fixed odds wagering products for sports betting and race wagering. Further subsidiaries licensed in Tasmania are Tattersall's Sweeps (for draw lotteries) and Golden Casket (for scratch lotteries).
- 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.
- Ninety-six 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.
- Thirty-six gaming machines are also operated on the Spirit of Tasmania I and II ferries by Admirals Casino Pty Ltd.
- There are no providers of major lotteries currently operating in Tasmania. However, two companies: Tattersalls Sweeps Pty Ltd (licensed in Victoria); and Golden Casket Lottery Corporation Limited, (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 (33rd edition)

Keno expenditure in 2014–15 was \$30.207 million instead of \$33.377 million.

Notes to the tables for 2016–17

Racing	<ul style="list-style-type: none"> • Bookmakers' on-course racing expenditure was estimated at 5.5% of turnover. • Government revenue from racing (bookmakers) includes both tax and product levies received. • Government revenue from betting exchanges is no longer recorded in interactive gaming and has been apportioned between government revenue from sports betting and government revenue from racing. • An indexed Wagering Levy applies to UBET Tasmania. The levy was \$7.19 million in 2015–16 and \$6.80 million in 2016–17 and has not been included in the government revenue from racing figures. The levy is equal to 4.7 million fee units each year, adjusted where the growth in net wagering revenue falls below CPI in the calendar year.
Gaming	<ul style="list-style-type: none"> • No revenue is received for minor gaming activities. • Lottery turnover figures are net and do not include lottery agent's commissions. • Lottery, Lotto and instant lottery expenditure was estimated at 40% of turnover (subscriptions). • Pools expenditure was estimated at 50% of turnover (subscriptions).
Sports betting	<ul style="list-style-type: none"> • Government revenue from sports betting includes tax paid on Australian and overseas non-racing events. • Government revenue from betting exchanges is no longer recorded in interactive gaming and has been apportioned between government revenue from sports betting and government revenue from racing. • Tipstar ceased trading in September 2007 and no figures are reported for bookmaker (and other) pool betting.

Specific notes

Nil

1.6.7 Australian Capital Territory

Legislation

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

- *Casino Control Act 2006*
- *Gaming Machine Act 2004*
- *Interactive Gambling Act 1998*
- *Lotteries Act 1964*
- *Pool Betting Act 1964*
- *Race and Sports Bookmaking Act 2001*
- *Racing Act 1999*
- *Totalisator Act 2014*
- *Unlawful Gambling Act 2009*.

New developments

- The Problem Gambling Assistance Fund levy on gaming machine licensees was increased from 0.6% to 0.75% of gross gaming machine revenue as of 1 July 2017.
- The ACT Government legislated to provide the legal framework for a 50 per cent gaming machine tax rebate, commencing in 2017–18, for small and medium clubs/club groups (defined as gaming machine licensee/s with an aggregate Gross Gaming Machine Revenue (GGMR) of less than \$4 million per annum).

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 (33rd edition)

Nil

Notes to the tables for 2016–17

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

Specific notes

Nil

1.6.8 Northern Territory

Legislation

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

- *Gaming Control Act 2015*
- *Gaming Machine Act 2017*
- *Racing and Betting Act 2017*
- *Soccer Football Pools Act 2011*
- *Totalisator Licensing and Regulation Act 2017*
- *Unlawful Betting Act 2016*

New developments

First betting exchange operator (Betfair) commenced operating in September 2016.

General industry information

Nil.

Amendments to previous publication (33rd edition)

Nil.

Notes to the tables for 2016–17

On-Course and Off-Course Totalisator Revenue	<ul style="list-style-type: none">• Is determined based on a ratio of gross profit to total revenue.
Racing Revenue Bookmakers	<ul style="list-style-type: none">• This amount includes revenue (tax) from betting exchange operators for both racing and sports categories.
Bet Exchange Volume (turnover) / Commission (expenditure)	<ul style="list-style-type: none">• These amounts have not been included as requested.
Racing and Sports Betting Revenue (Bookmakers)	<ul style="list-style-type: none">• Gross profit tax is not based on turnover and is also capped and therefore cannot be determined as relative to racing or sports. Therefore, all revenue is reported as racing revenue.• This amount includes revenue from betting exchange operators for both racing and sports categories.

Specific notes

Nil.

1.7 Cautionary note

While all care has been taken in the preparation of this publication, and the relevant authorities of each state and territory have verified their own data in detail, it is nevertheless necessary to caution users about 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 (GST) 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 2016–17

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2016–17
Summary table B	All states	Per Capita Gambling Turnover, 2016–17
Summary table C	All states	Percentage Change In Gambling Turnover, 2015-16 to 2016–17
Summary table D	All states	Total Gambling Expenditure, 2016–17
Summary table E	All states	Per Capita Gambling Expenditure, 2016–17
Summary table F	All states	Percentage Change In Gambling Expenditure, 2015-16 to 2016–17

2.2 Tables by state

New South Wales

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

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

Victoria

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

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

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

Queensland

QLD 1	Total Racing Turnover
QLD 2	Real Racing Turnover
QLD 3	Per Capita Racing Turnover
QLD 4	Real Per Capita Racing Turnover
QLD 5	Total Racing Expenditure
QLD 6	Real Racing Expenditure
QLD 7	Per Capita Racing Expenditure
QLD 8	Real Per Capita Racing Expenditure
QLD 9	Racing Expenditure as a Percentage of Household Disposable Income
QLD 10	Racing Expenditure Share of Market
QLD 11	Government Revenue from Racing
QLD 12	Real Government Revenue from Racing
QLD 13	Per Capita Revenue from Racing
QLD 14	Real Per Capita Revenue from Racing
QLD 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue
QLD 16	Total Gaming Turnover
QLD 17	Real Gaming Turnover
QLD 18	Per Capita Gaming Turnover
QLD 19	Real Per Capita Gaming Turnover
QLD 20	Total Gaming Expenditure
QLD 21	Real Gaming Expenditure
QLD 22	Per Capita Gaming Expenditure
QLD 23	Real Per Capita Gaming Expenditure
QLD 24	Gaming Expenditure as a Percentage of Household Disposable Income
QLD 25	Gaming Expenditure Share of Market
QLD 26	Government Revenue from Gaming
QLD 27	Real Government Revenue from Gaming
QLD 28	Per Capita Revenue from Gaming
QLD 29	Real Per Capita Revenue from Gaming
QLD 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
QLD 31	Total Sports Betting Turnover
QLD 32	Real Sports Betting Turnover

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

South Australia

SA 1	Total Racing Turnover
SA 2	Real Racing Turnover
SA 3	Per Capita Racing Turnover
SA 4	Real Per Capita Racing Turnover
SA 5	Total Racing Expenditure
SA 6	Real Racing Expenditure
SA 7	Per Capita Racing Expenditure
SA 8	Real Per Capita Racing Expenditure
SA 9	Racing Expenditure as a Percentage of Household Disposable Income
SA 10	Racing Expenditure Share of Market
SA 11	Government Revenue from Racing
SA 12	Real Government Revenue from Racing

SA 13	Per Capita Revenue from Racing
SA 14	Real Per Capita Revenue from Racing
SA 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue
SA 16	Total Gaming Turnover
SA 17	Real Gaming Turnover
SA 18	Per Capita Gaming Turnover
SA 19	Real Per Capita Gaming Turnover
SA 20	Total Gaming Expenditure
SA 21	Real Gaming Expenditure
SA 22	Per Capita Gaming Expenditure
SA 23	Real Per Capita Gaming Expenditure
SA 24	Gaming Expenditure as a Percentage of Household Disposable Income
SA 25	Gaming Expenditure Share of Market
SA 26	Government Revenue from Gaming
SA 27	Real Government Revenue from Gaming
SA 28	Per Capita Revenue from Gaming
SA 29	Real Per Capita Revenue from Gaming
SA 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
SA 31	Total Sports Betting Turnover
SA 32	Real Sports Betting Turnover
SA 33	Per Capita Sports Betting Turnover
SA 34	Real Per Capita Sports Betting Turnover
SA 35	Total Sports Betting Expenditure
SA 36	Real Sports Betting Expenditure
SA 37	Per Capita Sports Betting Expenditure
SA 38	Real Per Capita Sports Betting Expenditure
SA 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
SA 40	Sports Betting Expenditure Share of Market
SA 41	Government Revenue from Sports Betting
SA 42	Real Government Revenue from Sports Betting
SA 43	Per Capita Revenue from Sports Betting
SA 44	Real Per Capita Revenue from Sports Betting
SA 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
SA 46	Total Gambling Turnover
SA 47	Real Gambling Turnover
SA 48	Per Capita Gambling Turnover
SA 49	Real Per Capita Gambling Turnover
SA 50	Total Gambling Expenditure
SA 51	Real Gambling Expenditure
SA 52	Per Capita Gambling Expenditure
SA 53	Real Per Capita Gambling Expenditure
SA 54	Gambling Expenditure Percentage of Household Disposable Income
SA 55	Gambling Expenditure as a Percentage of Total Gambling Revenue

SA 56	Government Revenue from Gambling
SA 57	Real Government Revenue from Gambling
SA 58	Per Capita Revenue from Gambling
SA 59	Real Per Capita Revenue from Gambling
SA 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
SA 61	Gaming Machines Operating as at 30 June

Western Australia

WA 1	Total Racing Turnover
WA 2	Real Racing Turnover
WA 3	Per Capita Racing Turnover
WA 4	Real Per Capita Racing Turnover
WA 5	Total Racing Expenditure
WA 6	Real Racing Expenditure
WA 7	Per Capita Racing Expenditure
WA 8	Real Per Capita Racing Expenditure
WA 9	Racing Expenditure as a Percentage of Household Disposable Income
WA 10	Racing Expenditure Share of Market
WA 11	Government Revenue from Racing
WA 12	Real Government Revenue from Racing
WA 13	Per Capita Revenue from Racing
WA 14	Real Per Capita Revenue from Racing
WA 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue
WA 16	Total Gaming Turnover
WA 17	Real Gaming Turnover
WA 18	Per Capita Gaming Turnover
WA 19	Real Per Capita Gaming Turnover
WA 20	Total Gaming Expenditure
WA 21	Real Gaming Expenditure
WA 22	Per Capita Gaming Expenditure
WA 23	Real Per Capita Gaming Expenditure
WA 24	Gaming Expenditure as a Percentage of Household Disposable Income
WA 25	Gaming Expenditure Share of Market
WA 26	Government Revenue from Gaming
WA 27	Real Government Revenue from Gaming
WA 28	Per Capita Revenue from Gaming
WA 29	Real Per Capita Revenue from Gaming
WA 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
WA 31	Total Sports Betting Turnover
WA 32	Real Sports Betting Turnover
WA 33	Per Capita Sports Betting Turnover
WA 34	Real Per Capita Sports Betting Turnover
WA 35	Total Sports Betting Expenditure

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

Tasmania

TAS 1	Total Racing Turnover
TAS 2	Real Racing Turnover
TAS 3	Per Capita Racing Turnover
TAS 4	Real Per Capita Racing Turnover
TAS 5	Total Racing Expenditure
TAS 6	Real Racing Expenditure
TAS 7	Per Capita Racing Expenditure
TAS 8	Real Per Capita Racing Expenditure
TAS 9	Racing Expenditure as a Percentage of Household Disposable Income
TAS 10	Racing Expenditure Share of Market
TAS 11	Government Revenue from Racing
TAS 12	Real Government Revenue from Racing
TAS 13	Per Capita Revenue from Racing
TAS 14	Real Per Capita Revenue from Racing
TAS 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue

TAS 16	Total Gaming Turnover
TAS 17	Real Gaming Turnover
TAS 18	Per Capita Gaming Turnover
TAS 19	Real Per Capita Gaming Turnover
TAS 20	Total Gaming Expenditure
TAS 21	Real Gaming Expenditure
TAS 22	Per Capita Gaming Expenditure
TAS 23	Real Per Capita Gaming Expenditure
TAS 24	Gaming Expenditure as a Percentage of Household Disposable Income
TAS 25	Gaming Expenditure Share of Market
TAS 26	Government Revenue from Gaming
TAS 27	Real Government Revenue from Gaming
TAS 28	Per Capita Revenue from Gaming
TAS 29	Real Per Capita Revenue from Gaming
TAS 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
TAS 31	Total Sports Betting Turnover
TAS 32	Real Sports Betting Turnover
TAS 33	Per Capita Sports Betting Turnover
TAS 34	Real Per Capita Sports Betting Turnover
TAS 35	Total Sports Betting Expenditure
TAS 36	Real Sports Betting Expenditure
TAS 37	Per Capita Sports Betting Expenditure
TAS 38	Real Per Capita Sports Betting Expenditure
TAS 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
TAS 40	Sports Betting Expenditure Share of Market
TAS 41	Government Revenue from Sports Betting
TAS 42	Real Government Revenue from Sports Betting
TAS 43	Per Capita Revenue from Sports Betting
TAS 44	Real Per Capita Revenue from Sports Betting
TAS 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
TAS 46	Total Gambling Turnover
TAS 47	Real Gambling Turnover
TAS 48	Per Capita Gambling Turnover
TAS 49	Real Per Capita Gambling Turnover
TAS 50	Total Gambling Expenditure
TAS 51	Real Gambling Expenditure
TAS 52	Per Capita Gambling Expenditure
TAS 53	Real Per Capita Gambling Expenditure
TAS 54	Gambling Expenditure Percentage of Household Disposable Income
TAS 55	Gambling Expenditure as a Percentage of Total Gambling Revenue
TAS 56	Government Revenue from Gambling
TAS 57	Real Government Revenue from Gambling
TAS 58	Per Capita Revenue from Gambling

TAS 59	Real Per Capita Revenue from Gambling
TAS 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
TAS 61	Gaming Machines Operating as at 30 June

Australian Capital Territory

ACT 1	Total Racing Turnover
ACT 2	Real Racing Turnover
ACT 3	Per Capita Racing Turnover
ACT 4	Real Per Capita Racing Turnover
ACT 5	Total Racing Expenditure
ACT 6	Real Racing Expenditure
ACT 7	Per Capita Racing Expenditure
ACT 8	Real Per Capita Racing Expenditure
ACT 9	Racing Expenditure as a Percentage of Household Disposable Income
ACT 10	Racing Expenditure Share of Market
ACT 11	Government Revenue from Racing
ACT 12	Real Government Revenue from Racing
ACT 13	Per Capita Revenue from Racing
ACT 14	Real Per Capita Revenue from Racing
ACT 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue
ACT 16	Total Gaming Turnover
ACT 17	Real Gaming Turnover
ACT 18	Per Capita Gaming Turnover
ACT 19	Real Per Capita Gaming Turnover
ACT 20	Total Gaming Expenditure
ACT 21	Real Gaming Expenditure
ACT 22	Per Capita Gaming Expenditure
ACT 23	Real Per Capita Gaming Expenditure
ACT 24	Gaming Expenditure as a Percentage of Household Disposable Income
ACT 25	Gaming Expenditure Share of Market
ACT 26	Government Revenue from Gaming
ACT 27	Real Government Revenue from Gaming
ACT 28	Per Capita Revenue from Gaming
ACT 29	Real Per Capita Revenue from Gaming
ACT 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
ACT 31	Total Sports Betting Turnover
ACT 32	Real Sports Betting Turnover
ACT 33	Per Capita Sports Betting Turnover
ACT 34	Real Per Capita Sports Betting Turnover
ACT 35	Total Sports Betting Expenditure
ACT 36	Real Sports Betting Expenditure
ACT 37	Per Capita Sports Betting Expenditure
ACT 38	Real Per Capita Sports Betting Expenditure

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

Northern Territory

NT 1	Total Racing Turnover
NT 2	Real Racing Turnover
NT 3	Per Capita Racing Turnover
NT 4	Real Per Capita Racing Turnover
NT 5	Total Racing Expenditure
NT 6	Real Racing Expenditure
NT 7	Per Capita Racing Expenditure
NT 8	Real Per Capita Racing Expenditure
NT 9	Racing Expenditure as a Percentage of Household Disposable Income
NT 10	Racing Expenditure Share of Market
NT 11	Government Revenue from Racing
NT 12	Real Government Revenue from Racing
NT 13	Per Capita Revenue from Racing
NT 14	Real Per Capita Revenue from Racing
NT 15	Government Revenue from Racing as a Percentage of Total Gambling Revenue
NT 16	Total Gaming Turnover
NT 17	Real Gaming Turnover
NT 18	Per Capita Gaming Turnover

NT 19	Real Per Capita Gaming Turnover
NT 20	Total Gaming Expenditure
NT 21	Real Gaming Expenditure
NT 22	Per Capita Gaming Expenditure
NT 23	Real Per Capita Gaming Expenditure
NT 24	Gaming Expenditure as a Percentage of Household Disposable Income
NT 25	Gaming Expenditure Share of Market
NT 26	Government Revenue from Gaming
NT 27	Real Government Revenue from Gaming
NT 28	Per Capita Revenue from Gaming
NT 29	Real Per Capita Revenue from Gaming
NT 30	Government Revenue from Gaming as a Percentage of Total Gambling Revenue
NT 31	Total Sports Betting Turnover
NT 32	Real Sports Betting Turnover
NT 33	Per Capita Sports Betting Turnover
NT 34	Real Per Capita Sports Betting Turnover
NT 35	Total Sports Betting Expenditure
NT 36	Real Sports Betting Expenditure
NT 37	Per Capita Sports Betting Expenditure
NT 38	Real Per Capita Sports Betting Expenditure
NT 39	Sports Betting Expenditure as a Percentage of Household Disposable Income
NT 40	Sports Betting Expenditure Share of Market
NT 41	Government Revenue from Sports Betting
NT 42	Real Government Revenue from Sports Betting
NT 43	Per Capita Revenue from Sports Betting
NT 44	Real Per Capita Revenue from Sports Betting
NT 45	Government Revenue from Sports Betting as a Percentage of Total Gambling Revenue
NT 46	Total Gambling Turnover
NT 47	Real Gambling Turnover
NT 48	Per Capita Gambling Turnover
NT 49	Real Per Capita Gambling Turnover
NT 50	Total Gambling Expenditure
NT 51	Real Gambling Expenditure
NT 52	Per Capita Gambling Expenditure
NT 53	Real Per Capita Gambling Expenditure
NT 54	Gambling Expenditure Percentage of Household Disposable Income
NT 55	Gambling Expenditure as a Percentage of Total Gambling Revenue
NT 56	Government Revenue from Gambling
NT 57	Real Government Revenue from Gambling
NT 58	Per Capita Revenue from Gambling
NT 59	Real Per Capita Revenue from Gambling
NT 60	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NT 61	Gaming Machines Operating as at 30 June

2.3 Tables by gambling product

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

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

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

	Pools 6	Real Pools Expenditure
	Pools 7	Per Capita Pools Expenditure
	Pools 8	Real Per Capita Pools Expenditure
	Pools 9	Pools Expenditure as a Percentage of Household Disposable Income
Keno	Keno 1	Keno Turnover
	Keno 2	Real Keno Turnover
	Keno 3	Per Capita Keno Turnover
	Keno 4	Real Per Capita Keno Turnover
	Keno 5	Keno Expenditure
	Keno 6	Real Keno Expenditure
	Keno 7	Per Capita Keno Expenditure
	Keno 8	Real Per Capita Keno Expenditure
	Keno 9	Keno Expenditure as a Percentage of Household Disposable Income
Gaming machines	Gaming Machines 1	Gaming Machines Turnover
	Gaming Machines 2	Real Gaming Machines Turnover
	Gaming Machines 3	Per Capita Gaming Machines Turnover
	Gaming Machines 4	Real Per Capita Gaming Machines Turnover
	Gaming Machines 5	Gaming Machines Expenditure
	Gaming Machines 6	Real Gaming Machines Expenditure
	Gaming Machines 7	Per Capita Gaming Machines Expenditure
	Gaming Machines 8	Real Per Capita Gaming Machines Expenditure
	Gaming Machines 9	Gaming Machines Expenditure as a Percentage of Household Disposable Income
Gaming	Gaming 1	Total Gaming Turnover
	Gaming 2	Real Total Gaming Turnover
	Gaming 3	Per Capita Total Gaming Turnover
	Gaming 4	Real Per Capita Total Gaming Turnover
	Gaming 5	Total Gaming Expenditure
	Gaming 6	Real Total Gaming Expenditure
	Gaming 7	Per Capita Total Gaming Expenditure
	Gaming 8	Real Per Capita Total Gaming Expenditure
	Gaming 9	Total Gaming Expenditure as a Percentage of Household Disposable Income
	Gaming 10	Government Revenue from Total Gaming
	Gaming 11	Real Government Revenue from Total Gaming
	Gaming 12	Per Capita Government Revenue from Total Gaming
	Gaming 13	Real Per Capita Government Revenue from Total Gaming
	Gaming 14	Total Gaming Revenue as a Percentage of Total State Gambling Revenue
TAB fixed odds	TAB FO 1	TAB Fixed Odds Turnover
	TAB FO 2	Real TAB Fixed Odds Turnover
	TAB FO 3	Per Capita TAB Fixed Odds Turnover
	TAB FO 4	Real Per Capita TAB Fixed Odds Turnover
	TAB FO 5	TAB Fixed Odds Expenditure
	TAB FO 6	Real TAB Fixed Odds Expenditure
	TAB FO 7	Per Capita TAB Fixed Odds Expenditure

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

	Bookmaker PB 6	Real Bookmaker and Other Pool Betting Expenditure
	Bookmaker PB 7	Per Capita Bookmaker and Other Pool Betting Expenditure
	Bookmaker PB 8	Real Per Capita Bookmaker and Other Pool Betting Expenditure
	Bookmaker PB 9	Bookmaker and Other Pool Betting Expenditure as a Percentage of Household Disposable Income
	Bookmaker PB 10	Government Revenue from Bookmaker and Other Pool Betting
	Bookmaker PB 11	Real Government Revenue from Bookmaker and Other Pool Betting
	Bookmaker PB 12	Per Capita Government Revenue from Bookmaker and Other Pool Betting
	Bookmaker PB 13	Real Per Capita Government Revenue from Bookmaker and Other Pool Betting
	Bookmaker PB 14	Bookmaker and Other Pool Betting Revenue as a Percentage of Total State Gambling Revenue
Sports betting	Sports Betting 1	Total Sports Betting Turnover
	Sports Betting 2	Real Total Sports Betting Turnover
	Sports Betting 3	Per Capita Total Sports Betting Turnover
	Sports Betting 4	Real Per Capita Total Sports Betting Turnover
	Sports Betting 5	Total Sports Betting Expenditure
	Sports Betting 6	Real Total Sports Betting Expenditure
	Sports Betting 7	Per Capita Total Sports Betting Expenditure
	Sports Betting 8	Real Per Capita Total Sports Betting Expenditure
	Sports Betting 9	Total Sports Betting Expenditure as a Percentage of Household Disposable Income
	Sports Betting 10	Government Revenue from Total Sports Betting
	Sports Betting 11	Real Government Revenue from Total Sports Betting
	Sports Betting 12	Per Capita Government Revenue from Total Sports Betting
	Sports Betting 13	Real Per Capita Government Revenue from Total Sports Betting
	Sports Betting 14	Total Sports Betting Revenue as a Percentage of Total State Gambling Revenue
All gambling	All Gambling 1	Total Gambling Turnover
	All Gambling 2	Real Total Gambling Turnover
	All Gambling 3	Per Capita Total Gambling Turnover
	All Gambling 4	Real Per Capita Total Gambling Turnover
	All Gambling 5	Total Gambling Expenditure
	All Gambling 6	Real Total Gambling Expenditure
	All Gambling 7	Per Capita Total Gambling Expenditure
	All Gambling 8	Real Per Capita Total Gambling Expenditure
	All Gambling 9	Total Gambling Expenditure as a Percentage of Household Disposable Income
	All Gambling 10	Government Revenue from Total Gambling
	All Gambling 11	Real Government Revenue from Total Gambling
	All Gambling 12	Per Capita Government Revenue from Total Gambling
	All Gambling 13	Real Per Capita Government Revenue from Total Gambling
	All Gambling 14	Total Australian Gambling Expenditure
	All Gambling 15	Total Real Australian Gambling Expenditure
	All Gambling 16	Total Australian Per Capita Gambling Expenditure
	All Gambling 17	Total Real Australian Per Capita Gambling Expenditure
	All Gambling 18	Total Australian Gambling Expenditure as a Percentage of Household Disposable Income

All Gambling 19	Total Government Revenue from Gambling
All Gambling 20	Real Total Government Revenue from Gambling
All Gambling 21	Per Capita Total Government Revenue from Gambling
All Gambling 22	Real Per Capita Total Government Revenue from Gambling
All Gambling 23	Racing Revenue Components
All Gambling 24	Real Racing Revenue Components
All Gambling 25	Per Capita Racing Revenue Components
All Gambling 26	Real Per Capita Racing Revenue Components
All Gambling 27	Sports Betting Revenue Components
All Gambling 28	Real Sports Betting Revenue Components
All Gambling 29	Per Capita Sports Betting Revenue Components
All Gambling 30	Real Per Capita Sports Betting Revenue Components
All Gambling 31	Total Gaming Machines Operating as at 30 June