

Australian Gambling Statistics

1992–93 to 2017–18

35th edition

Explanatory Notes



Queensland
Government

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

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PART 1: EXPLANATORY NOTES

1.1 Introduction

Australian Gambling Statistics is the official collection of Australian data on legalised regulated gambling for which accurate figures are available. The *Australian Gambling Statistics* publication is produced by the Queensland Government Statistician's Office (QGSO) in cooperation with all state and territory governments. QGSO is a part of Queensland Treasury and is the principal demographic and social statistics research agency for the Queensland Government.

1.2 Scope of the publication

The 35th edition of *Australian Gambling Statistics* updates data for the financial years 1992–93 to 2017–18. 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. In the Northern Territory, off-course bookmaker racing is included in this category.

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 1992–93 to 2017–18 were derived from data from the Australian Bureau of Statistics (ABS).

Table 1 Consumer Price Index^(a), 1992–93 to 2017–18

Year	Consumer price index	Inflation rate (%)	Deflator factor
1992–93	60.3	1.0	0.537
1993–94	61.4	1.8	0.547
1994–95	63.4	3.3	0.565
1995–96	66.1	4.3	0.589
1996–97	67.0	1.4	0.597
1997–98	67.0	0.0	0.597
1998–99	67.8	1.2	0.604
1999–00	69.4	2.4	0.618
2000–01	73.6	6.1	0.655
2001–02	75.7	2.9	0.674
2002–03	78.0	3.0	0.695
2003–04	79.9	2.4	0.711
2004–05	81.8	2.4	0.728
2005–06	84.4	3.2	0.752
2006–07	86.9	3.0	0.774
2007–08	89.8	3.3	0.800
2008–09	92.6	3.1	0.825
2009–10	94.8	2.4	0.844
2010–11	97.7	3.1	0.870
2011–12	100.0	2.4	0.890
2012–13	102.3	2.3	0.911
2013–14	105.0	2.6	0.935
2014–15	106.8	1.7	0.951
2015–16	108.3	1.4	0.964
2016–17	110.2	1.8	0.981
2017–18	112.3	1.9	1.000

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

(a) Average of four quarters.

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

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, 1992–93 to 2017–18

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
	— \$m —								
1992-93	110,312	74,313	49,377	23,365	26,308	6,833	7,159	2,430	300,097
1993-94	114,974	76,263	51,237	24,532	28,002	6,904	7,461	2,658	312,032
1994-95	120,929	79,847	54,835	25,348	30,125	7,251	7,813	3,042	329,192
1995-96	128,963	84,406	58,423	26,815	31,761	7,615	8,129	3,301	349,413
1996-97	137,143	88,005	63,018	27,652	33,388	7,782	8,522	3,502	369,013
1997-98	142,524	92,453	65,353	28,786	34,884	7,915	8,643	3,567	384,125
1998-99	148,040	97,361	67,752	28,821	36,931	8,020	9,109	3,893	399,927
1999-00	157,620	101,956	71,423	30,428	39,065	8,420	10,098	4,340	423,351
2000-01	172,805	111,505	78,551	33,218	41,681	8,768	11,757	4,833	463,119
2001-02	176,782	120,678	87,379	36,773	47,515	9,815	12,021	5,322	496,285
2002-03	180,980	125,697	88,906	37,610	49,309	10,207	13,519	5,297	511,525
2003-04	194,778	132,827	99,163	40,583	53,801	11,306	14,395	5,617	552,471
2004-05	209,127	141,514	110,537	42,456	57,628	12,351	15,432	6,388	595,433
2005-06	217,439	149,341	121,181	44,164	61,064	13,468	16,372	7,169	630,198
2006-07	233,740	161,046	136,859	48,154	70,167	14,599	18,072	7,732	690,368
2007-08	252,106	176,847	150,499	52,703	81,948	16,012	20,289	8,503	758,906
2008-09	273,199	192,273	168,369	58,969	91,973	17,742	22,425	9,573	834,523
2009-10	284,001	198,360	173,335	60,859	96,204	18,300	24,170	10,499	865,727
2010-11	307,118	211,903	184,409	64,912	105,901	18,855	27,141	11,142	931,383
2011-12	325,708	220,500	193,278	66,712	117,386	19,108	29,591	11,965	984,248
2012-13	333,570	230,019	193,263	67,633	124,804	18,806	32,230	12,807	1,013,132
2013-14	355,257	245,722	198,777	69,255	131,315	19,383	33,012	13,919	1,066,640
2014-15	371,777	249,599	207,925	75,910	138,083	21,069	33,360	14,990	1,112,712
2015-16	381,575	251,957	214,043	79,798	138,942	21,988	34,266	15,482	1,138,050
2016-17	391,702	262,325	218,036	82,026	136,679	22,456	36,182	15,695	1,165,100
2017-18	400,925	272,197	226,156	83,921	138,753	23,444	37,988	15,928	1,199,313

(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, Australian Capital Territory and the Northern 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 1992–93 to 2017–18 are presented in Table 3. Note that the same caveat relating to the influence of visitors on the estimates reported in the HDI tables is also relevant to the interpretation of those reported in the per capita tables.

Table 3 Mean estimated resident population aged 18 years and over, all states and territories, 1992–93 to 2017–18

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia ^(a)
					— m —				
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	5.613	4.360	3.441	1.294	1.838	0.396	0.291	0.171	17.406
2012-13	5.691	4.455	3.512	1.307	1.892	0.397	0.296	0.176	17.729
2013-14	5.778	4.552	3.575	1.320	1.928	0.399	0.301	0.180	18.035
2014-15	5.866	4.652	3.628	1.332	1.948	0.401	0.306	0.181	18.316
2015-16	5.958	4.761	3.680	1.342	1.962	0.404	0.311	0.183	18.604
2016-17	6.063	4.880	3.741	1.352	1.974	0.408	0.317	0.184	18.923
2017-18	6.171	5.000	3.810	1.364	1.989	0.413	0.324	0.185	19.259

(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 2017–18) 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 indicate that data 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

- In January 2018, New South Wales approved changes to Powerball rules. Amendments included the introduction of a ninth prize division, an increase in the standard entry fee from \$0.85 to \$1.10, a reduction in the number of balls from 40 to 35 in the main draw, and an increase in the number of balls from 6 to 7 in the main draw.
- In March 2018, New South Wales consented to New South Wales Lotteries' surrender of the Soccer Football Pools Product Licence. A rule change was made to enable New South Wales Lotteries to award additional prizes in the final draw to ensure all prize money is awarded.
- On 2 April 2018, amendments to the *Gaming Machines Act 2001* and the Gaming Machine Regulation 2010 commenced which:
 - imposed a cap on the number of gaming machine entitlements in all Band 3 statistical areas level 2 (SA2s) across New South Wales and in the Fairfield Local Government Area
 - introduced a leasing scheme for gaming machine entitlements for small hotels and clubs to improve their ongoing financial viability
 - require that any money paid into the Responsible Gambling Fund as a community benefit as part of a local impact assessment or a levy payable by a lessee of a gaming machine entitlement, to be applied for the benefit of the local communities in which gaming machine thresholds for venues have been increased.

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 NSW Department of Industry.

Number of gaming machines (as at 30 June 2018)

- Clubs – 69,466
- Hotels – 22,652
- Casinos – 1,500

Number of venues with gaming machines (as at 30 June 2018)

- Clubs – 1,094
- Hotels – 1,419
- 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	Clubs earning up 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 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
2017	–	–	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 Community Development and Support Expenditure (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
2017	—	—	33.0	33.0	36.0	50.0

Number of gaming, racing and wagering licences issued (as at 30 June 2018)

- Bookmakers – 174
- Sports betting – 41
- Race clubs
 - Thoroughbred – 130
 - Harness – 32
 - Greyhound – 35
- 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 (34th edition)

Nil.

Notes to the tables for 2017–18

Casino	Government revenue from gaming figure does not include contributions to the Responsible Gambling Fund required by the <i>Casino Control Act 1992</i> or the <i>Gaming Machines Act 2001</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 public lottery licence

- On 1 July 2018, a new public lottery licence issued to Tattersall's Sweeps Pty Ltd commenced for a period of 10 years. In consideration for the licence, the licensee paid a \$120 million premium payment to the State.

Static betting advertising prohibition

- On 9 May 2018, a prohibition on static betting advertising within 150 metres of schools, on public transport infrastructure and on public roads commenced. This prohibition applies to any static betting advertising by a wagering service provider in Victoria, including interstate bookmakers.

General industry information

Nil

Amendments to previous publication (34th edition)

- Gaming Machines and Keno revenue was reported as \$977.057 million for 2016–17 in the previous edition, which has been amended to \$982.718 million due to the omission of Keno revenue.
- Lotteries and Pools Lotto revenue was reported as \$398.355 million for 2016–17 in the previous edition, which has been amended to \$396.439 million due to the inclusion of international tax receipts inconsistent with previous years.

Notes to the tables for 2017–18

Keno	Keno Racing commenced in May 2017 with a return to player rate of 80%.
Lotteries	Expenditure was estimated at 40.0% 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% 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% 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*
- *Betting Tax Act 2018.*

New developments

- The *Betting Tax Act 2018* introduced a new point of consumption betting tax in Queensland from 1 October 2018. The betting tax applies to betting operators licensed in Australia in respect of wagering revenue generated from bets placed by persons in Queensland, irrespective of the mode by which those bets are placed (i.e. in person or online). The tax is applied at a rate of 15% of the betting operator's taxable wagering revenue above the annual tax free threshold of \$300,000.
- The new betting tax was a government election commitment that aligns Queensland more closely with other jurisdictions that have moved or are intending on moving towards a point of consumption wagering tax framework. On its commencement, the betting tax replaced an existing wagering tax under the *Wagering Act 1998*.

General industry information

Nil.

Amendments to previous publication (34th edition)

Nil.

Notes to the tables for 2017–18

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

Betting operations tax

- As part of the 2016–17 Budget, South Australia announced that a place of consumption wagering tax would be introduced from 1 July 2017. Subsequently, the *Authorised Betting Operations Act 2000* was amended to introduce this tax.
- The betting operations tax is payable in respect of a financial year if a gambling provider's (which accepts bets from people located in South Australia) Net Wagering Revenue (NWR) for that year exceeds \$150,000. The tax is payable at the rate of 15% on NWR in excess of \$150 000 for a financial year.
- The tax applies to, but is not limited to, bets on horse, harness and greyhound racing, bets on sport, such as AFL, cricket and soccer, as well as other contingencies, such as bets on the outcome of the Academy Awards.
- To ensure the wagering industry contributes its fair share to help fund services to support and rehabilitate people affected by problem gambling, the wagering package in South Australia includes a contribution from the tax of \$500,000 to the Gambler Rehabilitation Fund.

For more information on this tax refer to <https://www.revenuesa.sa.gov.au/taxes-and-duties/wagering-tax>

Trade promotion lottery participants – Adelaide Casino

- The Lottery and Gaming (Trade Promotion Lotteries) Variation Regulations 2017 were made to allow the Adelaide Casino to require participants in a trade promotion lottery to be present at a draw to claim a prize.

Game and machine approvals

- The Gaming Machine (Approvals) Variation Regulations 2017 and the Casino (Approvals) Variation Regulations 2017 were made to allow a previously approved game or machine to be re-approved where it can be demonstrated that it is uneconomical for the machine or game to be upgraded to meet the current Australian and New Zealand Gaming Machine National Standard.

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 still considering the findings of the review.

Automated risk monitoring system in hotels and clubs

- On 1 May 2018, the Independent Gambling Authority (the Authority) approved the first automated risk monitoring system for hotels and clubs in South Australia, eight months ahead of legislated commencement of automated risk monitoring in South Australia.
- The system commenced operating on 1 May 2018 and has improved the capacity for hotel and club staff to monitor problem gamblers, encouraging earlier intervention by staff wherever possible. An automated risk monitoring system has been in place at the Adelaide Casino since 2014.

Commencement of predictive monitoring (with loyalty systems)

- From 1 October 2016, the responsible gambling code of practice requires that almost all loyalty programs facilitate predictive monitoring of gambling activity.
- In September 2016, the Authority agreed to grant a dispensation from the requirement for predictive monitoring to 1 July 2017. The dispensation was extended further a number of times, finally, to 30 April 2018. The predictive monitoring requirement for gambling providers which have a loyalty program commenced on 1 May 2018.
- Predictive monitoring is an important tool for providers to identify changes in player behaviour that may indicate that a person is at risk of harm.

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. 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 2017–18, 13,780 gaming machine entitlements were held by licensees in South Australia, meaning that a further 699 entitlements need to be cancelled to meet the statutory objective.

Premium gaming arrangements – Adelaide Casino

- Under variations to the approved licensing agreement in 2013–14, Skycity's regulatory regime has been changed to facilitate it pursuing premium gaming business from within and outside South Australia.
- In 2017–18 approval was granted to extend the Adelaide Casino premium gaming scheme to include 1,000 temporary guest passes to assist Adelaide Casino to grow the business, with appropriate harm minimisation measures.

Application for changes to the account-based cashless gaming system at Adelaide Casino

- During 2017–18, Skycity raised concerns that the usage of account-based cashless gaming has not reached the levels expected when gambling reforms were being developed in 2013 and are significantly lower than systems used elsewhere.
- As a result, Skycity sought changes to its account-based cashless gaming system operating in the casino to encourage take-up of the system.
- The application proposed increases in the amount that may be transferred from a cashless gaming account to a gaming machine and the amount that may be redeemed in cash, and changes to the delivery of activity statements.
- The current policy is to support measures which are designed to increase the take-up of account-based cashless gaming which gives the customer the benefit of making an informed decision relating to their gambling behaviour. In addition, customers who use account based cashless gaming are currently exposed to automated risk monitoring and voluntary pre-commitment systems.
- The Authority had given in-principle support for the proposed changes subject to settling the detail of the of the system changes.

UBET SA – exclusivity agreement with South Australian Government

- Over the past several years, the South Australian Government had been in negotiation with the Tatts Group (Tatts), the then parent company of UBET SA, for future terrestrial off-course wagering exclusivity in South Australia.

As a result of those negotiations, in February 2018, the Authority agreed to the following changes:

- increasing the cap on retention from a totalisator pool from 25% to up to 35% when co-mingling with a totalisator pool operated from outside Australia
- changing the requirements regarding days of opening to allow both telephone and internet betting on Good Friday and Christmas Day
- remove a redundant provision relating to barring.

Review of dispensations from the blackout period

- In September 2017, the Authority reviewed the management of applications for dispensation from the television and radio blackout period under the *Gambling Codes of Practice Notice 2013* (the Codes) that prohibits gambling advertising on television between 4.00pm and 7.30pm Monday to Friday (inclusive).
- The Authority had concerns about the proliferation of gambling advertising during the blackout period and the normalisation of gambling and sport, especially in young people. In December 2017, all authorised interstate betting operators (AIBOs) were advised that current dispensations approved by the Authority would expire by 30 April 2018 and that new applications would need to explain how they meet the dispensation provisions in the Codes.
- The Authority only granted dispensations in relation to advertising on subscription television subject to certain conditions.

Amendments to previous publication (34th edition)

- Casino gaming expenditure and revenue for 2015–16 and casino gaming revenue for 2016–17 have been revised to provide a consistent comparison metric for 2017–18.
- Skycity Adelaide Casino have reported that the actual gaming machine numbers operating for 2015–16 was 936 and for 2016–17 was 898.
- Bookmaker racing/sportsbetting data for 2015–16 and 2016–7 have been revised to provide a consistent comparison metric for 2017–18.

Notes to the tables for 2017–18

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 12 July 2017, the Gaming and Wagering Commission Amendment Regulations (No. 3) 2017 came into effect. The amendment increases the minimum threshold at which point the total of all prizes paid for each session of bingo, shall equal no more than 60 per cent of gross receipts to sessions where gross receipts equal \$5,001 and above.
- The Rules of Wagering Amendment Rules 2017 came into effect on 12 August 2017 and amend the Rules of Wagering 2005 to remove reference to the Australian Prices Network and replace this with a generic term referencing a body endorsed by Racing and Wagering Western Australia (RWVA), to determine on-course bookmaker pricing information.
- The Gaming and Wagering Commission Amendment Regulations 2018 came into effect on 3 March 2018 to increase the amounts prescribed in relation to amusements with prizes at regulations 39(a) and 39(b) respectively to a \$10 maximum fee for a chance to win and \$100 maximum prize distributed or offered.
- The Casino (Burswood Island) Agreement Amendment Order 2017 came into effect 12 July 2017. The amendment permits cruise ships within Western Australian Territorial Waters, travelling between Western Australian ports, to operate their onboard casinos. The previous restriction prohibiting gaming while a ship was within 12 nautical miles of the Western Australian coastline has been amended so that gaming is only prohibited when the vessel is within 12 nautical miles of the port where it intends to berth or anchor. This concession does not extend to so-called cruises 'to nowhere'.

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 \$36.2 million was required to be paid between 1 July 2014 to 30 June 2018)
- As at 30 June 2018, Crown Perth had approval to operate a maximum of 350 table games, and 2,500 electronic gaming machines.

Amendments to previous publication (34th edition)

Nil.

Notes to the tables for 2017–18

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.
- The Community Interest Test was introduced in September 2017 and applies to any application (since implementation of the test) seeking to possess electronic gaming machines in a venue for the first time, or after a six-month break in possession. The test ensures the community has an opportunity to express its views regarding the introduction of electronic gaming machines in a new venue and allows the Tasmanian Liquor and Gaming Commission to consider the community interest as a part of the authorisation and granting process.
- In 2017, the Tasmanian Liquor and Gaming Commission completed its first review of the *Responsible Gambling Mandatory Code of Practice for Tasmania*, which resulted in a number of amendments. While most measures commenced on 1 May 2018, further transitional measures commenced from 1 November 2018. A number of enhancements were identified to strengthen existing measures, as well as the implementation of new initiatives to further ensure that gambling is offered in a responsible way while providing informed consumer choice.
- Announcement by both major parties of opposing policies on the operation of electronic gaming machines in hotels and clubs in the lead up to the March 2018 State election made electronic gaming machines an election issue. This heightened attention on electronic gaming machines may have contributed to the decline in player expenditure for 2017–18.

General industry information

- 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 offered 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 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 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 (34th edition)

Nil.

Notes to the tables for 2017–18

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 2016–17 and \$7.42 million in 2017–18 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*
- *Casino (Electronic Gaming) Act 2017*.

New developments

- In August 2017, the ACT Government outlined plans to develop a legislative pathway to reducing electronic gaming machines authorisations in the ACT to 4000 by 2020, with a Bill to be introduced in late 2018.
- On 22 August 2017 ACT Legislative Assembly passed legislative amendments to provide the legal framework for a 50 per cent gaming machine tax rebate 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). The legislative amendments commenced 1 September 2017.
- In November 2017, the ACT Legislative Assembly passed the *Casino (Electronic Gaming) Act 2017*, providing the legislative framework for the introduction of electronic gaming products into the Canberra Casino – subject to a redevelopment of the casino occurring. Prior to this, legislation prevented the casino obtaining and operating electronic gaming machines. However, redevelopment of the casino did not progress in the 2017–2018 financial year, and no electronic gaming products were therefore able to be obtained by the licensee.
- In November 2017, the ACT Legislative Assembly passed legislation to end greyhound racing in the ACT by 30 June 2018.

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 per cent. Tabcorp ACT Ltd now pays an annual licence fee as determined by the Minister.

Amendments to previous publication (34th edition)

- Adjustment to on-course totalisator expenditure for the 2015–16 and 2016–17 due to an incorrect formula used to calculate this amount in the previous two years.
- Adjustment to instant lottery, lotteries, lotto and pools expenditure and revenue for 2016–17 due to an incorrect formula used to calculate these amounts.

Notes to the Tables for 2017–18

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 0.75% 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 1993*
- *Gaming Machine Act 1995*
- *Racing and Betting Act 1983*
- *Soccer Football Pools Act 1978*
- *Totalisator Licensing and Regulation Act 2000*
- *Unlawful Betting Act 1989.*

New developments

Nil.

General industry information

Nil.

Amendments to previous publication (34th edition)

Amendments were made to the previous publication figures due to incorrect data supplied by licensee(s), transcription error(s) and annual audit(s):

- Gaming machine expenditure for 2015–16 has been revised from \$87.032 to \$87.075 million
- Interactive gaming expenditure for 2015–16 has been revised from \$0.000 to \$0.008 million
- Casino gaming revenue for 2015–16 has been revised from \$14.415 to \$22.245 million
- Gaming machine revenue for 2015–16 has been revised from \$28.649 to \$28.650 million
- Lotteries & pools revenue for 2015–16 has been revised from \$24.820 to \$25.942 million
- Interactive gaming turnover for 2015–16 has been revised from \$0.000 to \$0.009 million
- Bookmakers on-course turnover for 2016–17 has been revised from \$10,576.867 to \$10,576.576 million
- Club gaming machine numbers for 2015–16 have been revised from 761 to 772
- Hotel gaming machine numbers for 2015–16 have been revised from 415 to 494.

Notes to the tables for 2017–18

On 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 2017–18

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2017–18
Summary table B	All states	Per Capita Gambling Turnover, 2017–18
Summary table C	All states	Percentage Change in Gambling Turnover, 2016–17 to 2017–18
Summary table D	All states	Total Gambling Expenditure, 2017–18
Summary table E	All states	Per Capita Gambling Expenditure, 2017–18
Summary table F	All states	Percentage Change in Gambling Expenditure, 2016–17 to 2017–18

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