

Australian Gambling Statistics

1993–94 to 2018–19

36th edition

Explanatory Notes



Queensland
Government

Australian Gambling Statistics, 1993–94 to 2018–19

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Explanatory Notes

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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 (AGS) is the official collection of Australian data on legalised regulated gambling for which accurate figures are available. This 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 36th edition of AGS updates data for the financial years 1993–94 to 2018–19. 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 QGSO (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 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.

Table 1 Consumer Price Index^(a), 1993–94 to 2018–19

Year	Consumer price index	Inflation rate (%)	Deflator factor
1993–94	61.4	1.8	0.538
1994–95	63.4	3.3	0.556
1995–96	66.1	4.3	0.579
1996–97	67.0	1.4	0.587
1997–98	67.0	0.0	0.587
1998–99	67.8	1.2	0.594
1999–00	69.4	2.4	0.608
2000–01	73.6	6.1	0.645
2001–02	75.7	2.9	0.663
2002–03	78.0	3.0	0.684
2003–04	79.9	2.4	0.700
2004–05	81.8	2.4	0.717
2005–06	84.4	3.2	0.740
2006–07	86.9	3.0	0.762
2007–08	89.8	3.3	0.787
2008–09	92.6	3.1	0.812
2009–10	94.8	2.4	0.831
2010–11	97.7	3.1	0.856
2011–12	100.0	2.4	0.876
2012–13	102.3	2.3	0.897
2013–14	105.0	2.6	0.920
2014–15	106.8	1.7	0.936
2015–16	108.3	1.4	0.949
2016–17	110.2	1.8	0.966
2017–18	112.3	1.9	0.984
2018–19	114.1	1.6	1.000

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

(a) Average of four quarters.

Expenditure (gross profit): These figures relate to the net amount lost or, in other words, the amount wagered less the amount won, by people who gamble. Conversely, by definition, it is the gross profit (or gross winnings) due to the operators of each form of gambling. Expenditure data reported by Tasmania is monthly in arrears, aligning with taxation collected.

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 one 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 Australian 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 Gross household disposable income^(a), all states and territories, 1993–94 to 2018–19

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
					— \$m —				
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	54,836	25,347	30,125	7,251	7,814	3,042	329,192
1995–96	128,963	84,406	58,423	26,815	31,761	7,615	8,129	3,301	349,414
1996–97	137,143	88,005	63,019	27,652	33,388	7,782	8,522	3,502	369,013
1997–98	142,524	92,453	65,353	28,786	34,884	7,916	8,643	3,567	384,126
1998–99	148,039	97,361	67,752	28,821	36,931	8,021	9,109	3,893	399,927
1999–00	157,621	101,956	71,423	30,428	39,065	8,420	10,099	4,340	423,351
2000–01	172,805	111,505	78,552	33,218	41,681	8,768	11,757	4,834	463,119
2001–02	176,782	120,678	87,379	36,773	47,515	9,814	12,021	5,322	496,285
2002–03	180,980	125,697	88,906	37,610	49,309	10,207	13,519	5,297	511,526
2003–04	194,778	132,826	99,163	40,583	53,801	11,305	14,395	5,617	552,469
2004–05	209,127	141,514	110,537	42,455	57,628	12,350	15,432	6,388	595,432
2005–06	217,438	149,341	121,180	44,163	61,064	13,469	16,372	7,169	630,197
2006–07	233,740	161,046	136,859	48,154	70,166	14,600	18,071	7,732	690,369
2007–08	252,107	176,846	150,500	52,703	81,948	16,012	20,289	8,502	758,907
2008–09	273,200	192,272	168,369	58,968	91,973	17,743	22,425	9,573	834,523
2009–10	284,002	198,359	173,335	60,859	96,204	18,302	24,171	10,499	865,730
2010–11	307,118	211,902	184,408	64,912	105,900	18,855	27,140	11,142	931,377
2011–12	325,702	220,506	193,276	66,714	117,386	19,107	29,591	11,966	984,248
2012–13	333,558	230,028	193,257	67,637	124,804	18,807	32,229	12,807	1,013,127
2013–14	355,234	245,734	198,768	69,260	131,316	19,384	33,013	13,918	1,066,628
2014–15	371,769	249,653	207,922	75,924	138,093	21,071	33,354	14,987	1,112,775
2015–16	382,262	252,887	214,175	78,688	139,156	22,060	34,269	15,511	1,139,009
2016–17	392,950	263,719	219,044	81,055	136,176	22,619	35,788	15,866	1,167,215
2017–18	404,328	273,656	226,594	83,323	138,669	23,330	36,441	16,065	1,202,407
2018–19	416,296	282,483	234,986	84,880	139,808	24,322	37,654	15,645	1,236,073

(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 Tattsлото, Gold Lotto, Lotto, X-Lotto or Powerball, depending on the jurisdiction. Lotto is a game where a player selects any six numbers from one 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 one 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.

Point of consumption tax: Australian state or territory government tax on wagering revenue of betting operators from betting transactions with customers in the state or territory where the bet was placed. Also refer to section 1.5 Overview of gambling data - Point of consumption tax.

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 are presented below. 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, 1993–94 to 2018–19

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia ^(a)
					— m —				
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	5.001	3.810	1.364	1.988	0.413	0.324	0.184	19.259
2018–19	6.269	5.118	3.881	1.376	2.008	0.419	0.329	0.184	19.588

(a) Includes Other Territories comprising Jervis Bay Territory, Christmas Island, the Cocos (Keeling) Islands and Norfolk Island.

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 2018–19) 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 AGS 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.

1.5 Overview of gambling data

Sources of data

State and territory government racing and gaming authorities provide data on turnover, expenditure and government revenue for each form of gambling within their jurisdiction. Where actual data are not available, the relevant authorities are encouraged to estimate the data and provide explanations of 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.

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.

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.

Point of consumption tax

Point of consumption tax (POCT) commenced in six states and territories from 1 July 2017 to 30 June 2019 including New South Wales, Victoria, Queensland, South Australia, Western Australia and the Australian Capital Territory. Prior to the introduction of POCT, wagering tax on racing and sports betting was payable in the state or territory where the licensee operated, not at the point of consumption in the state or territory where the bet occurred.

South Australia was the only state or territory that reported point of consumption tax in the 35th and 36th editions of AGS. Care should be taken when interpreting data impacted by POCT. These data should be treated as a break in

series and not compared with data from earlier editions. For further information refer to jurisdictional explanatory notes and table footnotes.

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	Legal interactive gaming is currently only undertaken in the Northern Territory.							
Minor gaming	✓	✓	✓	✓	✓	✓	✓	✓
Betting exchange	Betting exchange wagering is currently only undertaken in the Northern Territory. Betfair surrendered its Tasmanian Gaming Licence in November 2016.							

Abbreviations

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

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*
- *Community Gaming Act 2018*
- *Gambling (Two-Up) Act 1998*
- *Gaming and Liquor Administration Act 2007*
- *Gaming Machines Act 2001*
- *Gaming Machines Regulation 2010*
- *Gaming Machines Tax Act 2001*
- *Liquor Act 2007*
- *Public Lotteries Act 1996*
- *Betting and Racing Act 1998*
- *Registered Clubs Act 1976*
- *Totalizator Act 1997*
- *Unlawful Gambling Act 1998.*

New developments

On 2 July 2018 reforms to the gambling advertising restrictions under the *Betting and Racing Act 1998* and the *Totalizator Act 1997* came into effect. It is unlawful to offer to a person in NSW any inducement to participate in any gambling activity, including an inducement to open a betting account or to bet more frequently. Under the changes this now includes a prohibition on any inducement offered with a disclaimer (e.g. 'not available to NSW residents').

In 2018 a review was conducted of the *Lotteries and Art Unions Act 1901* which provided for gaming activities for charitable, social, not-for-profit or trade promotion purposes. This resulted in the Act being repealed and replaced with the new *Community Gaming Act 2018* (CGA) in October 2018. The CGA commenced in 2020.

On 1 January 2020, the NSW Government implemented the POCT through the Betting Tax Amendment (Point of Consumption) Bill 2018. The bill stipulates that POCT is set at 10% of net wagering revenue derived from NSW customers. The POCT does not replace existing wagering taxes paid by Tabcorp, but there is a protocol in place to ensure that this income is not subject to double taxation.

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 Customer Service.

Number of gaming machines (as at 30 June 2019)

- Clubs – 68,676
- Hotels – 22,612
- Casinos – 1,500

Number of venues with gaming machines (as at 30 June 2019)

- Clubs – 1,102
- Hotels – 1,390
- Casinos – 1

Gaming machine duty rates

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

Table 5 Annual club gaming machine – marginal tax rates

From 1 September	Annual gaming revenue ^{(a) (b)}						
	Up to \$200,000	\$200,001 to \$1,000,000	\$1,000,001 to \$5,000,000	\$5,000,001 to \$10,000,000	\$10,000,001 to \$20,000,000	\$20,000,001 and above	
	Clubs earning up to 1,000,000	Clubs earning 1,000,001 and over ^(c)	— % —				
2009	–	–	10.0	21.0	26.0	29.0	30.9
2010	–	–	10.0	21.0	26.0	29.0	30.9
2011	–	–	10.0	19.9	24.4	26.4	28.4
2012	–	–	10.0	19.9	24.4	26.4	28.4
2013	–	–	10.0	19.9	24.4	26.4	28.4
2014	–	–	10.0	19.9	24.4	26.4	28.4
2015	–	–	10.0	19.9	24.4	26.4	28.4
2016	–	–	10.0	19.9	24.4	26.4	28.4
2017	–	–	10.0	19.9	24.4	26.4	28.4
2018	–	–	29.9	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.

Clubs annual tax rates

Annual tax rates over \$250,000 include a 0.4% contribution to the Infrastructure Grants (Category 3) of the ClubGRANTS Scheme.

Clubs that make more than \$1 million in gaming machine profits annually can either:

- Pay an additional 1.85% on the amount over \$1m
- Contribute the same amount to community projects under the ClubGRANTS Scheme.

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
2018	–	–	33.0	33.0	36.0	50.0

Number of gaming, racing and wagering licences issued (as at 30 June 2019)

- Bookmakers – 145
- Sports betting – 30
- Totalisator – 1
- Race clubs
 - Thoroughbred – 130
 - Harness – 31
 - Greyhound – 31
- Public lotteries – 1
- Keno – 1
- Casino – 1
- Restricted gaming facility – 1
- Inter-venue linked gaming system (Jackpot links) were retired and de-licensed in 2020.

Amendments to previous publication (35th edition)

Nil.

Notes to the Tables for 2018–19

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

National Consumer Protection Framework for Online Wagering

On 26 May 2019, restrictions under the National Consumer Protection Framework for Online Wagering were introduced in Victoria. These restrictions:

- prohibit wagering service providers from offering credit, vouchers or other rewards to an account holder as an incentive to refer their family or friends to open a betting account
- stop operators from providing complementary or free bets on the condition that account holders can only use the winnings to continue to bet, rather than giving customers an option to withdraw the funds
- require consumers to opt-in to receive direct marketing from a wagering service provider
- provide consumers with simple and easy-to-use tools to set limits on the amount of money that can be deposited into their betting accounts
- ensure consumers can easily close their betting account if they choose to do so, while also restricting gambling providers from offering credit or other rewards to encourage consumers to keep their betting account open.

Lottery licence

A new Public Lottery Licence issued to Tattersall's Sweeps Pty Ltd commenced on 1 July 2018.

Point of consumption wagering and betting tax

POCT commenced in Victoria on 1 January 2019. The POCT applies at a rate of eight per cent of the net wagering revenue derived from all wagering and betting activity by customers located in Victoria.

Prior to 1 January 2019, wagering and betting in Victoria was taxed on a place of supply basis, and only applied to the Victorian wagering and betting licensee.

The 36th edition of the AGS only contains pre-POCT Victorian data. The Victorian data in this report reflects the period from 1 July 2018 to 31 December 2018.

General industry information

Nil.

Amendments to previous publication (35th edition)

Nil.

Notes to the Tables for 2018-19

Nil.

Specific notes

Nil.

1.6.3 Queensland

Legislation

- *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

- Tabcorp Gaming Solutions (Qld) Pty Ltd (TGS) was prescribed as an approved financier in the *Gaming Machine Regulation 2002*. This will enable TGS to undertake certain business activities in Queensland including leasing electronic gaming machines and associated systems to licensed premises, under terms contained within a Venue Service Agreement.
- The Transport and Other Legislation (Road Safety, Technology and Other Matters) Amendment Bill 2020 was introduced into Parliament on 17 March 2020. The Bill will establish a digital licensing App that will enable access to digital licensing and identity products, including driver licences and photo identification cards. The Bill will amend relevant liquor and gambling legislation to ensure digital identification will be accepted in venues such as pubs, clubs and casinos as evidence of a person's age. In addition, the Bill will clarify that inspector seizure powers do not apply to digital devices used to display identification.

General industry Information

Nil.

Amendments to previous publication (35th edition)

Nil.

Notes to the Tables for 2018–19

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 (renamed Gambling Administration Act 1995)*
- *Lottery and Gaming Act 1936*
- *State Lotteries Act 1966.*

New developments

Gambling Review—Reform to SA gambling laws

On 1 December 2018, the Independent Gambling Authority (IGA) ceased operations and all gambling regulation, operational and enforcement responsibilities were transferred to Consumer and Business Services (CBS).

This decision was part of a reform package announced in the 2018-19 State Budget aimed at developing a more effective approach to gambling regulation in South Australia.

These reforms were informed by the conclusion of retired Supreme Court Judge Tim Anderson QC in his Administrative Review of Gambling Regulation in South Australia, which was tabled in Parliament on 4 September 2018.

As part of these reforms, the Attorney-General has committed to a broad view of all gambling regulation in SA and other aspects raised in Mr Anderson's report, including online gambling.

Delivery of these reforms will occur in stages to allow for operational changes and further consultation on different aspects of the reforms.

The State Government has begun seeking views from industry and the non-government sector on the future of gambling regulation in SA.

Preliminary consultation has commenced with key gambling industry, representatives of charitable, gambling support and social welfare organisations about the issues they would like to see covered in the review ahead of a period of broader public consultation. Some of the issues being considered include the:

- National Consumer Protection Framework (NCPF) for Interactive Wagering
- recommendations from the Administrative Review of Gambling conducted by the Hon Tim Anderson QC
- self-exclusion barring process
- Advertising and Responsible Gambling Codes of Practice
- Social Effect Inquiry Process – a pre-requisite for an application for a gaming machine licence
- simplification of trade promotion lottery and associated legislation
- legislative scheme for the movement and trading of gaming machine entitlements
- other legislative opportunities to streamline and modernise the State's gambling laws.

National Consumer Protection Framework (NCPF) for Interactive Wagering

On 26 May 2019, the *Gambling Codes of Practice Notice 2013* (the Codes) was amended to implement the first set of measures (for which individual states and territory governments are responsible) as part of the National Consumer Protection Framework for interactive wagering.

One of the proposals in relation to a voluntary opt-out pre-commitment scheme was for pre-commitment limits (net betting losses by the account holder, deposits made to the account or a combination of both). Those limits are set by the account holder who can opt which limits apply to them. That is, they can choose to limit their net betting losses or deposits they make to their account or a combination of these.

Several interactive wagering service providers made representations regarding that proposal.

As a result of those representations, the Liquor and Gambling Commissioner decided to change the proposed amendment to the Codes in relation to voluntary opt-out pre-commitment schemes so that pre-commitment limits are applied in the same manner as is currently the case in the South Australian Codes, i.e. they may apply at the election of the gambling provider.

A review of the current SA Codes of Practice is scheduled to commence in the near future. As part of that review, the Commissioner intends to revisit the matter of consumers being able to choose which pre-commitment limits apply to them.

Other measures were implemented by individual states and territory governments as follows:

Restrictions on inducements*

- The offer of any credit, voucher, rewards or other benefit as an incentive to open an account or refer another person to open an account is prohibited.
- Any credit, voucher, rewards or other benefit (that is directed at encouraging customers to gamble) that is not part of an approved loyalty program must not be offered in a jurisdiction that only permits such inducements as part of an approved loyalty program.
- Winnings from a complimentary betting credit or token must be able to be withdrawn without being subject to any turnover requirements.
- All direct marketing to customers may only be sent to customers who provide their express consent to receive this material.
- A customer must be able to unsubscribe from receiving direct marketing materials.

*South Australia already has had a ban on inducements (except under certain circumstances) for many years through the *Responsible Gambling Code of Practice* (refer to clause 54)

Account closure

- The process for account closure must be prominent and clearly articulated on the interactive wagering service provider's website and within each customer's 'My Account' window.
- The account closure process must commence immediately upon receipt of the account closure request and result in the account being closed after all bets have been settled.
- A customer must not be encouraged or induced to keep their account open following their request to close their account. However, an interactive wagering service provider may explain the effects of an account closure and ask the customer if the customer wishes to proceed.

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 provided his findings to the Government to assist with the development of future commercial gambling arrangements.

Mr Anderson recommended there be a single regulator to eliminate duplication and confusion, therefore, the Independent Gambling Authority (IGA) was dissolved in December 2018 and the Liquor and Gambling Commissioner assumed all responsibility for all gambling functions in South Australia, including those previously undertaken by the former IGA.

On 4 June 2018, a new team, the Gambling Reform and Operations Team, was created within Consumer and Business Services (CBS) to assist with knowledge retention, succession planning, process improvement and centralising expertise in relation to gambling and wagering matters within CBS.

Amendments to previous publication (35th edition)

- Bookmaker racing expenditure data for 2016–17 and 2017–18 have been revised to provide a consistent comparison metric for 2018–19.

Notes to the Tables for 2018–19

Nil.

Specific notes

Nil.

1.6.5 Western Australia

Legislation

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

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

New developments

- On 9 October 2018, the Western Australian Government announced the decision to sell the Western Australian TAB (WATAB). The WATAB is currently operated by Racing and Wagering Western Australia. The transaction will see the grant of a licence to operate wagering in Western Australia and the transfer of WATAB assets to a private sector Licensee.
- A POCT was introduced on 1 January 2019, overseen by the Office of the State Revenue, to replace the tax regime that previously applied to wagering in Western Australia. As well as simplifying wagering taxes, the new tax regime ensures online wagering operators pay tax on wagering conducted in Western Australia. 30% of point of consumption tax revenue is returned to the Western Australian wagering industry.
- The *Gaming and Wagering Legislation Amendment Act 2018* was proclaimed to come into operation on 1 February 2019 and contained amendments to the *Betting Control Act 1954* and the *Gaming and Wagering Commission Act 1987* to implement the government's policy of supporting a strong and sustainable racing industry and responsible gambling practices in Western Australia.
- The *Racing Bets Levy Amendment Regulations 2018* came into effect on 7 July 2018 to decrease the threshold for defining a premium harness race meeting from \$50,000 to \$30,000 and to amend the calculation method for fixed odds wagers to a 'greater of'.
- On 1 June 2019 regulation 43 of the *Gaming and Wagering Commission Regulations 1988* was amended to make various changes to the requirements surrounding gambling advertising and inducements. Some of the amendments were required to implement measures of the National Consumer Protection Framework for Online Wagering.

General industry information

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 2019, Crown Perth had approval to operate a maximum of 350 table games, and 2,500 electronic gaming machines.

Amendments to previous publication (35th edition)

Some of the TAB figures for previous years have been revised, as some fixed odds racing data had inadvertently been combined with sports betting.

Notes to the Tables for 2018–19

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

- Following the Tasmanian Liquor and Gaming Commission's first review of the *Responsible Gambling Mandatory Code of Practice for Tasmania* in 2017, the remaining harm minimisation measures introduced under the Code took effect from 1 November 2018. These reforms aim to further ensure gambling is offered in a responsible way while providing informed consumer choice.
- The National Consumer Protection Framework for online wagering in Australia commenced on 26 November 2018. Through 2018-19, the first six harm minimisation measures were implemented in Tasmania providing a minimum level of player protection across Australia and complementing Tasmania's existing harm minimisation framework.
- UBET TAS Pty Ltd rebranded its trading name from UBET to TAB, with the change process commencing in November 2018 and concluding in January 2019.

General industry information

- Totalizator and fixed odds wagering is offered in Tasmania by UBET TAS (previously known as TOTE Tasmania), a subsidiary of Tabcorp Holdings 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 Pty Limited (for draw lotteries) and Golden Casket Lottery Corporation Limited (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-five 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, as mentioned above, two companies: Tattersalls Sweeps (licensed in Victoria) and Golden Casket (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 (e.g. 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 (35th edition)

- In the Notes to the Tables for 2017–18, under 'Racing', the indexed wagering levy applying to UBET TAS in 2017–18 was \$7.28 million instead of \$7.42 million.

Notes to the Tables for 2018–19

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. • An annual wagering levy equal to 4.7 million fee units applies to UBET Tasmania. The levy was \$7.28 million in 2017–18 and \$7.42 million in 2018–19 and has not been included in the government revenue from racing figures. The levy is 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. The 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

- On 27 November 2018, the ACT Legislative Assembly passed the *Gaming Legislation Amendment Bill 2018* which among other reforms provided the legislative mechanism to achieve the ACT Government's commitment to reduce the number of gaming machine authorisations in the Territory to 4,000 by May 2020. It should be noted that this is a sinking target as it operates in conjunction with the existing trading scheme that provides that one in every four machine authorisations traded is forfeited.
- On 18 September 2018, the ACT Legislative Assembly passed the *Betting Operations Tax Act 2018*. This provides the legislative framework for an ACT POCT of 15% on betting operator's net annual ACT betting revenue. Liability is for operators earning over \$150,000 betting revenue in the ACT, with those earning under exempt.

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 (35th edition)

Nil.

Notes to the Tables for 2018–19

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

- Pool lottery products have ceased.

Amendments to previous publication (35th edition)

- Bookmaker racing revenue for 2017-18 has been revised from 6.956 million to 7.531 million.

Notes to the Tables for 2018–19

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.
Interactive Gaming turnover/ expenditure	<ul style="list-style-type: none">• Licensee(s) relaunched.

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 GST on 1 July 2000.

In particular, readers are urged to use casino handle figures with extreme care. Please read section 1.4 Glossary, which has information on casino handle (under casino turnover) and a warning on its usage, before using any of this data.

PART 2: LIST OF TABLES

2.1 Summary tables

Summary table 2018–19

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2018–19
Summary table B	All states	Per Capita Gambling Turnover, 2018–19
Summary table C	All states	Percentage Change in Gambling Turnover, 2017–18 to 2018–19
Summary table D	All states	Total Gambling Expenditure, 2018–19
Summary table E	All states	Per Capita Gambling Expenditure, 2018–19
Summary table F	All states	Percentage Change in Gambling Expenditure, 2017–18 to 2018–19

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