

Australian Gambling Statistics, 38th edition, 1995–96 to 2020–21

Explanatory notes

Prepared by Queensland Government Statistician's Office

Queensland Treasury

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Queensland Government Statistician's Office, Queensland Treasury, *Australian Gambling Statistics, 38th edition, 1995–96 to 2020–21*.

Disclaimer

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

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1.0 Introduction

Australian Gambling Statistics (AGS) is the official collection of Australian data on legalised regulated gambling. The AGS is produced by the Queensland Government Statistician's Office (QGSO) in cooperation with all state and territory racing and gaming authorities. These 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 reference period for the 38th edition of AGS is the 2020–21 financial year. Timeseries are available back to 1995–96, however, may be affected by certain events such as the introduction of point of consumption (POC) tax.

The State, Product and Summary output tables should be read in conjunction with these Explanatory notes as they contain key information relating to background, definitions, jurisdiction specific legislation and other developments.

1.1. Background

The development of statistics on gambling on a national basis was formally proposed at the June 1983 Conference of Government Racing Officials held in Darwin. At this conference, members 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 (the Commission), other state and territory governments developed their own statistical databases to assist in the compilation of a national gambling statistical record.

At the September 1983 Racing and Gaming Ministers' Conference held in Melbourne, it was resolved:

That the conference approves 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.

In line with the conference resolution, the Commission, with the assistance of a firm of economic consultants, extracted from published records significant quantities of data relating to gambling turnover in each state and territory since 1972. 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, the report was made publicly available.

The Tasmanian Gaming Commission (the renamed 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 department heads to produce the publication on an ongoing basis.

1.2. Events affecting data

Gambling policy and legislation

Gambling policy and legislation in Australia have 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 3.

COVID-19 pandemic

From 11 March 2020, when the World Health Organization declared a global pandemic in response to the spread of COVID-19, Australian and state and territory governments implemented border closures, travel restrictions, mandatory quarantine, business closures and social distancing measures in efforts to contain the spread of the virus. This resulted in changes in the availability of gambling activities in Australia, with land-based gambling venues temporarily closed and major national and international sporting codes suspended.

Point of consumption tax

Changes in the way the wagering industry is structured, including the growth of online wagering, have led some jurisdictions to change the way they tax wagering. In July 2017, South Australia introduced a point of consumption (POC) tax on all wagers placed by South Australian residents, regardless of the location of the wagering operator. Soon after, the other states and the Australian Capital Territory introduced a POC tax. Only the Northern Territory remains without this tax on wagering services.

Table 1 Point of consumption tax and reporting in AGS

State/Territory	Date POC tax introduced	AGS edition first reported		
		35th edition AGS	36th edition AGS	37th edition AGS onwards
NSW	1 January 2019	x	x	✓
Vic	1 January 2019	x	x	✓
Qld	1 October 2018	x	x	✓
SA	1 July 2017	✓	✓	✓
WA	1 January 2019	x	x	✓
Tas	1 January 2020	x	x	✓
ACT	1 January 2020	x	x	✓
NT	No plans to introduce	x	x	x

As a result of the introduction of POC tax and subsequent changes to the way wagering data are collected, detailed breakdowns for 'Wagering' are no longer reported in AGS and represent a break in series.

The Northern Territory is the only jurisdiction not to introduce POC tax. To avoid double counting, an estimate of wagering turnover and expenditure figures for Northern Territory residents only has been reported in the 37th and subsequent editions of AGS. In this regard, the Northern Territory figures also represent a break in series and comparisons with previous figures are not appropriate.

1.3. Cautionary note

While all care has been taken in the preparation of AGS, each jurisdiction has its own systems, processes and reporting methods, and the availability of data can vary. Thus, care should be taken when comparing data between jurisdictions.

All tables should be read in conjunction with the Explanatory notes. In some instances, data contained in previous editions have been corrected or amended. These corrections or amendments are noted within the relevant table(s).

2.0 Abbreviations and glossary

2.1. Abbreviations

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

2.2. Glossary

The following terms are used in AGS:

Casino	Figures represent wagers at casinos and include wagers on table games, gaming machines and keno systems.
Casino turnover	For the purposes of this report, casino turnover is represented by handle, which is the amount of money exchanged for gaming chips at a gaming table. Unfortunately, it is not possible to measure the total amount wagered (including re-investment of winning bets) at table games. Therefore, care should be taken if analysing casino turnover figures.
Expenditure	These figures relate to the net amount lost or the amount wagered less the amount won. Alternatively, it is the gross profit due to the operators of each form of gambling.
Gambling	The placement of a wager or bet on the outcome of a future uncertain event. Gambling includes gaming and wagering activities. The statistics presented in this publication are for legalised regulated gambling. In addition, 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.
Gaming	All legal forms of gambling other than wagering, such as lotteries, gaming machines, casino, interactive gaming and minor gaming.
Gaming machines	<p>All jurisdictions, except Western Australia, have a state-wide gaming (poker) machine network operating in clubs and hotels. The data reported under this heading <u>exclude</u> gaming machine data from casinos.</p> <p>Gaming machines accurately record the total value of bets on gaming machines, including bets made using credits won during play. Turnover is the amount of money bet, regardless of whether that money is won or lost. Turnover does not represent player losses. Thus, 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 over the lifetime of the gaming machine. In some jurisdictions, gaming machines may be linked together to offer major jackpots.</p>
Government revenue	The revenue received by state governments from gambling activities that are subject to state taxes and levies.
Gross household disposable income	<p>Household disposable income (HDI) is the gross household income less:</p> <ul style="list-style-type: none"> • 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 • other current transfers payable by households. <p>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 therefore should not be adjusted for interstate or international gamblers. No relevant data are collected on interstate gamblers.</p>

Table 2 Gross household disposable income^a, all states and territories

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
	— \$m —								
1995–96	127,829	84,191	57,750	26,722	33,060	7,559	7,347	3,414	347,870
1996–97	135,469	88,717	62,264	27,848	34,635	7,825	7,841	3,603	368,203
1997–98	141,017	92,472	64,397	28,994	35,900	7,937	7,894	3,686	382,296
1998–99	146,683	97,653	66,648	29,263	37,119	8,082	8,262	4,147	397,856
1999–00	156,808	102,185	70,654	30,704	39,347	8,407	9,186	4,347	421,639
2000–01	171,033	112,770	76,866	33,641	42,926	9,202	10,767	4,780	461,984
2001–02	174,341	122,491	84,831	37,008	48,496	10,240	11,060	5,339	493,805
2002–03	178,030	127,064	87,701	37,735	51,724	10,540	12,126	5,476	510,398
2003–04	192,129	134,545	97,240	39,735	56,381	11,491	12,931	5,733	550,185
2004–05	204,347	144,437	108,329	41,702	60,354	12,364	13,850	6,524	591,907
2005–06	210,540	151,262	119,286	43,632	65,185	13,325	14,958	7,144	625,332
2006–07	228,031	165,040	132,406	47,258	73,300	14,225	16,285	7,689	684,233
2007–08	244,596	179,811	144,455	50,927	86,186	15,264	18,463	8,533	748,235
2008–09	265,905	195,135	161,170	57,196	95,963	17,145	20,255	9,846	822,614
2009–10	278,919	201,261	166,870	58,765	99,153	17,481	22,170	10,572	855,190
2010–11	300,330	216,724	177,745	63,128	108,523	18,716	24,260	11,386	920,812
2011–12	313,274	224,803	188,893	64,613	121,942	19,622	26,176	12,144	971,467
2012–13	319,400	229,270	193,169	65,861	130,686	19,630	28,281	13,351	999,649
2013–14	336,666	242,666	201,491	68,184	140,441	20,930	28,582	14,801	1,053,761
2014–15	355,634	254,917	208,065	71,253	143,822	21,446	30,695	15,561	1,101,392
2015–16	369,706	262,282	211,426	71,654	142,068	22,065	32,476	16,188	1,127,864
2016–17	384,995	274,642	217,796	73,540	136,185	22,419	34,017	16,813	1,160,409
2017–18	398,145	285,467	227,796	76,215	138,060	23,373	35,695	17,298	1,202,049
2018–19	416,075	301,994	234,840	77,950	138,703	24,685	37,439	16,330	1,248,014
2019–20	436,817	323,707	248,893	82,920	145,202	26,261	40,408	16,087	1,320,296
2020–21	453,109	336,808	267,220	87,610	155,434	28,269	41,574	17,362	1,387,387

^a Original data.Source: Australian Bureau of Statistics, *Australian National Accounts: State Accounts*, 2020–21.**Interactive gaming**

Gambling on activities conducted via the internet. It specifically excludes wagering in the form of racing and sports betting, keno 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

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. Keno payouts are established by rules and consist of a fixed pay scale (independent of the total wager made on the game) and, in some cases, a jackpot component.

Lotteries

Includes lotteries, lotto, pools and instant scratchies. In June 2018, pools was withdrawn from the Australian lottery market.

Minor gaming

The collective name given to raffles, bingo, lucky envelopes and the like.

Point of consumption tax (on Wagering)

A tax collected from betting operators in all states and territories, except the Northern Territory, to generate revenue from wagering. "Point of consumption" means the tax is payable where the bet was placed, although in some jurisdictions, operators are permitted to rely on the address

information of account-based customers. Gambling products including gaming machines, casino games and lotteries are not subject to the tax. Also refer to Section 1.2.

Population Mean estimates of the population aged over 18 years are presented below. The same caveat relating to the influence of visitors on the estimates reported in the Household disposable income (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

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia ^a
	— m —								
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	6.056	4.871	3.742	1.355	1.979	0.410	0.319	0.184	18.922
2017–18	6.150	4.974	3.813	1.372	2.005	0.422	0.330	0.185	19.253
2018–19	6.233	5.072	3.885	1.391	2.036	0.433	0.340	0.186	19.578
2019–20	6.298	5.153	3.958	1.411	2.076	0.444	0.348	0.186	19.879
2020–21	6.322	5.160	4.014	1.426	2.110	0.451	0.354	0.187	20.029

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

Source: Derived from Australian Bureau of Statistics, *National state and territory population*.

'Real' variables All dollar figures are given in nominal terms except where a table is denoted as being in real terms. Real dollar figures have had the effects of inflation removed. These values are calculated by specifying a base year (in this instance 2020–21) and 'deflating' each previous year by the Consumer Price Index (CPI). This means that all data in a table showing real values may be compared directly, the effects of inflation having been removed.

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 households in metropolitan areas.

Table 4 Consumer Price Index^a

Year	Consumer price index	Inflation rate (%)	Deflator Factor
1995–96	66.1	4.3	0.563
1996–97	67.0	1.4	0.570
1997–98	67.0	0.0	0.570
1998–99	67.8	1.2	0.577
1999–00	69.4	2.4	0.591
2000–01	73.6	6.1	0.626
2001–02	75.7	2.9	0.644
2002–03	78.0	3.0	0.664
2003–04	79.9	2.4	0.680
2004–05	81.8	2.4	0.696
2005–06	84.4	3.2	0.718
2006–07	86.9	3.0	0.740
2007–08	89.8	3.3	0.764
2008–09	92.6	3.1	0.788
2009–10	94.8	2.4	0.807
2010–11	97.7	3.1	0.831
2011–12	100.0	2.4	0.851
2012–13	102.3	2.3	0.871
2013–14	105.0	2.6	0.894
2014–15	106.8	1.7	0.909
2015–16	108.3	1.4	0.922
2016–17	110.2	1.8	0.938
2017–18	112.3	1.9	0.956
2018–19	114.1	1.6	0.971
2019–20	115.7	1.4	0.985
2020–21	117.5	1.6	1.000

^a Average of four quarters.

Source: Derived from Australian Bureau of Statistics, *Consumer Price Index, Australia*.

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). Electronic gaming machine (EGM) turnover, relates to credits played in an EGM, rather than the amount of money inserted into the EGM.

Wagering All legal forms of gambling on racing, sporting events and other approved events (e.g., elections).

3.0 State and territory specific notes

3.1. New South Wales

Legislation

Legislation governing the regulation, supervision, and control of gambling activities in New South Wales includes:

- *Betting and Racing Act 1998*
- Betting and Racing Regulation 2022
- *Betting Tax Act 2001*
- *Casino Control Act 1992*
- Casino Control Regulation 2019
- *Gambling (Two-Up) Act 1998*
- Gambling (Two-up) Regulation 2022
- *Gaming and Liquor Administration Act 2007*
- Gaming and Liquor Administration Regulation 2016
- *Gaming Machines Act 2001*
- Gaming Machines Regulation 2019
- *Gaming Machines Tax Act 2001*
- *Liquor Act 2007*
- Liquor Regulation 2018
- *Public Lotteries Act 1996*
- Public Lotteries Regulation 2016
- *Registered Clubs Act 1976*
- Registered Clubs Regulation 2015
- *Totalizator Act 1997*
- Totalizator Regulation 2022
- *Unlawful Gambling Act 1998*
- Unlawful Gambling Regulation 2021.

New developments

There were no changes to legislation in 2020-21.

General industry information

COVID-19 affected the industry beginning March 2020 and throughout 2020-21.

During the year, various COVID-19 closures and restrictions were applied to hotels, clubs and casinos. These restrictions impacted all forms of gambling activity at these venues, including gaming machines, table games, keno and wagering. Even when open, gaming venues were typically operating at reduced capacity due to social distancing rules and capacity constraints. Consequently, the gambling data reported in the 38th edition of AGS should be considered in the context of these restrictions.

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 Enterprise, Investment and Trade.

Number of operating gaming machines (at 30 June 2021)

- Clubs – 64,805
- Hotels – 22,304
- Casinos – 1,500

Number of venues with operating gaming machines (at 30 June 2021)

- Clubs – 1,018
- Hotels – 1,233
- Casinos – 1

Gaming machine duty rates

Gaming machine duty rates for clubs and hotels are in Tables 6 and 7.

Table 5 Annual club gaming machine 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
2019	—	—	29.9	19.9	24.4	26.4	28.4
2020	—	—	29.9	19.9	24.4	26.4	28.4
2021	—	—	29.9	19.9	24.4	26.4	28.4

Notes:

- (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 prior to 2011, 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 \$1,000,000 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 \$1 million.
- Contribute the same amount to community projects under the ClubGRANTS Scheme.

Table 6 Annual hotel gaming machine tax 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
2019	—	—	33.0	33.0	36.0	50.0
2020	—	—	33.0	33.0	36.0	50.0
2021	—	—	33.0	33.0	36.0	50.0

Number of gaming, racing and wagering licences issued (at 30 June 2021)

- Bookmakers – 136
- Sports betting – 12
- 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 (37th edition)

Nil.

Notes to the Tables for 2020–21

Casino	Government revenue from gaming figures 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> . Restricted gaming facility not operational in 2020-21.
Lotteries	Turnover figures are net sales (that is, not including agent commission).

Specific notes

Nil.

3.2. Victoria

Legislation

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

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

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

New developments

Point of consumption (POC) tax

POC tax commenced in Victoria on 1 January 2019. The POC tax applied at a rate of eight per cent of the net wagering revenue derived from all wagering and betting activities by customers located in Victoria for the period 1 January 2019 to 30 June 2021. From 1 July 2021, the POC tax applies at a rate of ten per cent of the net wagering revenue derived from all wagering and betting activities by customers located in Victoria.

In Victoria, the face value of any free bets placed by a customer are considered part of net wagering revenue and net winnings paid in relation to free bets are considered part of winnings paid. As a result, the reported wagering expenditure will be higher than the actual net amount lost or the gross operator profit.

General industry information

Impacts of COVID-19 restrictions:

- all licensed hotels/clubs and Melbourne Casino ceased gaming between July – October 2020 and reopened on 9 November 2020.
- all licensed hotels/clubs and Melbourne Casino continue to cease gaming on various dates in February and June 2021.
- all Keno retail outlets ceased in August and reopened on 17 September 2020.

Consequently, the gambling data reported in the 38th edition of AGS was impacted by these restrictions/closures.

Amendments to previous publication (37th edition)

Nil.

Notes to the Tables for 2020–21

For 2020-21, the figures only include Sports betting and Pari-mutual figures. Trackside figures are specified in the footnotes.

Specific notes

Nil.

3.3. Queensland

Legislation

- *Betting Tax Act 2018*
- *Breakwater Island Casino Agreement Act 1984*
- *Brisbane Casino Agreement Act 1992*
- *Cairns Casino Agreement Act 1993*
- *Casino Control Act 1982*
- *Charitable and Non-Profit Gaming Act 1999*
- *Gaming Machine Act 1991*
- *Interactive Gambling (Player Protection) Act 1998*
- *Jupiters Casino Agreement Act 1983*
- *Keno Act 1996*
- *Lotteries Act 1997*
- *Queen's Wharf Brisbane Act 2016*
- *Wagering Act 1998*.

New developments

As part of the Queensland Government's response to the Tackling Alcohol Fuelled Violence Policy independent evaluation, the *Gaming Machine Act 1991* was amended to provide greater transparency around gaming machine licensing decisions on 7 April 2021. Significant gaming decisions are now published online, and objectors are notified of certain gaming decisions.

On 7 April 2021, the *Wagering Act 1998 (Wagering Act)* was amended to remove the mandatory requirement to round down the dividend payable where wagers are placed on short-priced favourites. This provides additional flexibility for Queensland's sport and race wagering licensee.

The *Interactive Gambling (Player Protection) Act 1998*, *Racing Integrity Act 2016* and *Wagering Act* were also amended on 7 April 2021 to codify the existing National Consumer Protection Framework for Online Wagering ban on certain types of wagering inducements. These amendments allow the nationally agreed ban to be administrated and enforced in Queensland more effectively.

General industry information

Nil.

Amendments to previous publication (37th edition)

Nil.

Notes to the Tables for 2020–21

Nil.

Specific notes

Nil.

3.4. South Australia

Legislation

- *Authorised Betting Operations Act 2000*
- *Casino Act 1997*
- *Gaming Machines Act 1992*
- *Gambling Administration Act 2019*
- *Lottery Act 2019*
- *State Lotteries Act 1966*.

New developments

Gambling Reform to SA gambling laws

On 12 December 2019, State Parliament passed legislation to significantly reform the regulation of gambling in South Australia.

In support of these reforms, amendments have been made to the regulations under each of the gambling acts, changes made to advertising and responsible gambling codes of practice, and new gambling administration guidelines and community impact guidelines developed.

New requirements have been introduced relating to the use of facial recognition technology, to assist licensees to identify barred persons entering a gaming area. Other modern technology has also been permitted, including banknote acceptors and ticket-in ticket-out functionality on gaming machines.

Key reforms – general

New Regulatory Framework

On 3 December 2020, the *Gambling Administration Act 1995* was repealed and a new administrative and regulatory framework introduced under a new Act, the *Gambling Administration Act 2019* (Act)

The new Act:

- sets out the powers and functions of the Liquor and Gambling Commissioner including the power to:
 - conduct an inquiry, proceedings or give directions
 - prescribe advertising and responsible gambling codes of practice
 - issue guidelines (the gambling administration guidelines)
 - appoint persons as Inspectors for the purposes of a gambling act
 - take disciplinary action against gambling providers.
- introduces new welfare barring arrangements which allows gambling providers to respond to requests or to initiate a barring order in relation to multiple venues and to impose a barring period of more than three months or for an unlimited period.
- requires the Commissioner to establish a new Gambling Advisory Council.
- sets out various administrative requirements.

New regulations to support the new Act, the *Gambling Administration Regulations 2020*, also commenced on 3 December 2020.

Key reforms specific to gaming machine licensees (hotels and clubs)

New Gambling Administration Guidelines

On 3 December 2020, new Gambling Administration Guidelines (Guidelines) replaced prescription notices previously issued by the former Independent Gambling Authority (IGA) in relation to:

- account based cashless gaming systems
- automated risk monitoring systems
- courses of training for employees
- the approval of facial recognition systems
- the approval of ticket-in ticket-out (TITO) systems.

New gaming machine licence conditions

On 3 December 2020, the Attachment A and Attachment B licence conditions, to which a gaming machine licence is subject, were amended.

Attachment A licence conditions were amended to insert the following:

- licensees being required to enter into a responsible gambling agreement
- licensees to provide for the purpose of gambling research, information recorded by certain systems approved to be operated in connection with gaming machines (e.g., automated risk monitoring systems etc.) when requested by the Commissioner
- certain licensees with gaming machines that are able to be operated by the insertion of a banknote, must operate a facial recognition system
- licensees must ensure that gaming managers and gaming employees undertake a course of responsible gambling training.

Attachment B licence conditions which are imposed on all gaming machine licensees were amended to include:

- that licensees are not to conduct gaming operations between 2am and 8am unless Cash Redemption Terminals are disabled
- licensees are to display an up-to-date copy of their gaming machine licence at the principal entrance to the gaming area
- a licensee that does not have a mandatory requirement (under Attachment A) to operate a facial recognition system must not voluntarily operate such a system for the purposes of identifying a barred person entering a gaming area unless that system has been approved by the Commissioner and be operated in accordance with the operational requirements prescribed under the Gaming Machine Regulations 2020.

Facial recognition technology

Facial recognition technology supports and assists licensed venues meet their responsibilities of identifying barred patrons by alerting gaming venue staff when a barred patron is detected entering the gaming room.

From 3 December 2020, the holder of a gaming machine licence must for the purposes of identifying barred persons entering a gaming area, operate a facial recognition system if the gaming machine licence for the premises authorises the operation of thirty (30) or more gaming machines (being a reference to the number of gaming machine entitlements affixed to a licence), where any one (1) of which may be operated by the insertion of a banknote.

Licensees not subject to this mandatory requirement may also voluntarily choose to implement this technology to support their responsible gambling operations.

Only facial recognition systems that have been evaluated against the Guidelines and approved by the Commissioner will be allowed to operate in gaming venues for this purpose.

Licensees must, by notice displayed at each entrance to a gaming area, notify each person who is about to enter that a record of the person's facial image will be made by means of the approved facial recognition system.



A facial recognition system must not be used for, or in connection with, any of the following:

- encouraging or providing incentives to a person to gamble
- customer loyalty programs
- a lottery within the meaning of the *Lotteries Act 2019*
- identifying a barred person in respect of premises other than the licensed premises in relation to which the system is operating
- any other purpose notified by the Commissioner to the system provider or licence holder.

Employee training

From 3 December 2020, courses of training for “gaming managers” and “gaming employees” must be approved by the Commissioner and comply with the course requirements prescribed in the gambling administration guidelines.

A course of training previously recognised under the *Gaming Machines Act 1992* was, on 3 December 2020, taken to be an approved course of training under amended sections in that Act.

Gaming managers and employees must continue to undertake “basic training” and “advanced training” in accordance with the codes of practice.

Cash facilities limitations

From 3 December 2020, access to cash using any one cash facility on the licensed premises during a 24 hour period was limited to \$250. This means that cash withdrawals using EFTPOS is now limited to \$250 per card per 24 hour period.

Amounts accessed through EFTPOS are in addition to the use of ATMs that also have a limit of \$250 per card per 24 hour period which was previously implemented.

Minors and gaming areas

From 3 December 2020, offences in relation to minors in gaming areas are now able to be expiated:

From the same date, a minor who operates a gaming machine is not entitled to any winnings he or she may have made on the machine and those winnings are to be forfeited to the Commissioner and must be paid into the Gamblers Rehabilitation Fund (GRF).

Banknote Acceptors/Ticket Enabled Devices

On 3 December 2020 the *Gaming Machines Act 1992* was amended to allow gaming machines in South Australia to be operated using banknotes as well as coin. Only banknote denominations of up to \$50 are allowed to be inserted into a gaming machine, subject to a credit balance limit of \$100.

This means that no additional banknotes are able to be inserted into the gaming machine until the cash value of the credit balance on the gaming machine drops below \$100.

The operation of gaming machines by the insertion of a ticket (ticket-in ticket-out' or TITO) is now also allowed, subject to the following limits (prescribed by regulation) on how much can be inserted and redeemed from a gaming machine:

- the insertion of a ticket must not cause the credit machine of a gaming machine to exceed \$149.99
- the maximum value of a ticket from a gaming machine cannot exceed \$5,000
- unredeemed tickets expire after 12 months from issue.

Systems operated in connection with gaming machines, as well as training courses to be undertaken by gaming managers and gaming employees, must be approved by the Commissioner.



Approval of games and gaming machines

On 30 July 2020, the fixed time limits on the approval of games and gaming machines (5 year and 10 year approval limits respectively) were repealed.

New measures now allow the Commissioner to vary or revoke the approval of a game or gaming machine.

Approval of certain systems to be operated in connection with gaming machines

Certain systems to be operated in connection with gaming machines (e.g., account based cashless gaming systems and automated risk monitoring systems etc.) must be approved by the Commissioner and must comply with the requirements of the Act and any applicable gambling administration guidelines.

From 3 December 2020, the existing automated risk monitoring system (ARMS) continued to be taken to be an approved system for the purposes of the Act.

On-screen messaging

On 3 December 2020, the mandatory requirement for all gaming machines to be capable of displaying on-screen messages on or after 31 December 2020 was repealed. This means that from 3 December 2020, only gaming machines connected to an account based cashless gaming system (which therefore must provide pre-commitment) are required to be capable of displaying on-screen messages.

Prohibition of links between dealers and other licensees

From 30 July 2020, the prohibition on links between the holders of gaming machine dealers' licences and gaming machine service licences was repealed.

This change means that a gaming machine dealer is now able to apply to also hold a gaming machine service licence and to seek approval of persons to be gaming machine technicians to support the rollout of new gaming machines and technology.

Designated applications and community impact assessment guidelines

On 3 December 2020, the Social Effect Inquiry Process and Principles which were prescribed by the former IGA to govern applications for new gaming machine licences were replaced with a new assessment based on the concept of Community Impact, consistent with the test implemented through recent amendments to the *Liquor Licensing Act 1997*.

From this date, the Commissioner will only be able to grant a 'designated application' (being an application for a new gaming machine licence, or an application which has been determined by the Commissioner to be a designated application), if satisfied that to do so is in the community interest.

To make this assessment, the Commissioner is required to take into consideration:

- harm that might be caused by gambling – whether to a community as a whole, or a specific group within that community
- cultural, recreational, employment or tourism impacts
- social impact in the community.

If an application is determined by the Commissioner to be a designated application, applicants must provide evidence that demonstrates that the application would be in the community interest.

Members of the community are also able to make submissions to the Commissioner, explaining why they believe a designated application should, or should not, be granted.

If in determining whether an application is deemed to be a 'designated application', the Commissioner may have regard to (but is not limited to only having regard to):

- Net Gambling Revenue (NGR) data
- Social profile information, such as the Socio-Economic Indexes for Areas (SEIFA) scores at the Statistical Area Level 2 (SA2) and the Local Government Area (LGA)
- NGR SEIFA data published by the Australian Bureau of Statistics at the SA2 and LGA for the statistical area where the proposed premises are to be located
- the extent of the increase in the number of gaming machines
- the scale of the proposed gaming operations relative to the other business to be conducted at, or in connection with, the premises
- the length of time the premises has been licensed to operate gaming machines
- overall capacity of the licensed premises.

Removal of a gaming machine licence (relocation)

From 3 December 2020, a gaming machine licence is able to be removed and gaming machine entitlements reallocated from one set of premises to another with the associated liquor licence if both premises are in the same 'locality'.

If an application is determined by the Commissioner to be a designated application (as outlined above), for example due to a significant increase in the number of gaming machines on the premises, the applicant will also be required to satisfy the new community impact assessment.

Typically, the definition of 'locality' has been determined as being:

Adelaide Metropolitan Area - the area within a 2km radius of the site of the relevant premises.

Outside the Metropolitan Area - applicable to country cities, town or communities, unless remotely located, the area within a 5km radius of the site of the relevant premises.

Regional - the applicant should, choose an appropriate locality keeping in mind that the locality of a premises is the area most likely to be affected by the grant of the application.

Special provisions relating to gaming machine licences held by clubs

From 3 December 2020, new administrative measures governing the amalgamation and transfer of certain gaming machine licences and gaming machine entitlements held by clubs were introduced.

Amalgamation of clubs

If:

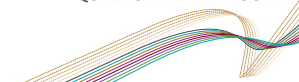
- two or more associations incorporated under the *Associations Incorporation Act 1985* amalgamate under that Act, and
- the amalgamated club is to carry on business at the premises of one of the amalgamating clubs, and
- an application is made to the Commissioner to amalgamate the liquor licences of the clubs under the *Liquor Licensing Act 1997*, and
- one or more of the amalgamating clubs holds a gaming machine licence,

the Commissioner can, on application, issue a replacement copy of the gaming machine licence for the amalgamated club and reallocate the gaming machine entitlements to the amalgamated club provided the premises of the amalgamated club are the premises to which the gaming machine licence relates.

The Commissioner may, on receiving an application for amalgamation, determine that the application is a 'designated application' which would also require the applicant to satisfy the new community impact assessment requirements.

Transfer of gaming machine entitlements

The holder of a club licence that also holds a gaming machine licence will now, be able to transfer gaming machine



entitlements, absolutely or for a limited period, to another holder of a club licence that holds a gaming machine licence, under an arrangement approved by the Commissioner.

The Commissioner may, on receiving an application to transfer gaming machine entitlements, determine that the application is a 'designated application' which would also require the applicant to satisfy the new community impact assessment requirements.

Approved trading system - intention to reduce gaming machine numbers

The South Australian Parliament has signalled its intention in these reforms to maintain the reduction in the number of gaming machines operating in South Australia, by including within the *Gaming Machines Act 1992* a "statutory objective" prescribed by regulation (i.e., to reduce the number of gaming machines to a number not exceeding 13,081).

As part of the implementation of these reforms, a review of the current trading system will be undertaken next year, with the review required to be completed and a report provided to the Government by 12 December 2022.

In the meantime, the current trading system remains available to licensees to buy and sell gaming machine entitlements.

Approval of responsible gambling agreements

Amongst the changes to the gaming machine licence conditions prescribed in the *Gaming Machines Act 1992*, it is now a requirement that gaming operations must not be conducted unless the licensee has entered into a responsible gambling agreement (the form of which must be approved by the Commissioner) with an approved industry body.

Club Safe and Gaming Care, which are industry bodies which were previously recognised under the *Gaming Machines Act 1992*, continued to be taken to be approved industry bodies for the purposes of that Act.

Loyalty programs

Under the Codes of Practice, from 3 December 2020, a loyalty program is an acceptable loyalty program if it is a structured program which:

- (a) is conducted in accordance with published terms and conditions; and
- (b) is advertised in a manner consistent with the advertising requirements for the licensees gambling products; and
- (c) offers rewards proportionate to gambling activity (including non-monetary privileges attached to tiers in a stepped rewards system), and
- (d) offers regular activity statements; and
- (e) it has been approved by the Commissioner in terms of its rules and conditions, risk monitoring processes and the manner in which it is to be advertised and promoted.

The Commissioner determined that an acceptable loyalty program which may have been approved under the codes of practice in force immediately before 3 December 2020 continued to be taken to be an acceptable loyalty program from that date.

Recovery of administration costs

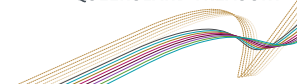
The reform package includes a requirement that the Commissioner must, on an annual basis, recover from licensees the costs associated with administering and regulating the *Gaming Machines Act 1992*.

Implementation of a cost recovery model is expected to be deferred until after 12 December 2021.

Key reforms specific to authorised betting operators

Approved contingencies

From 3 December 2020, prior to approving or varying contingencies, the Commissioner needs to be satisfied that betting operations in relation to such contingencies do not allow betting in relation to amateur sporting events or sporting events where the only participants are children.



Employee training

It is proposed that courses of training to be undertaken by staff involved in betting operations, as required under the Code of Practice, will need to be approved by the Commissioner in the future.

Betting shop licence

On 3 December 2020, the betting shop class of licence was repealed.

Requirements to be fit and proper

From 3 December 2020, the Commissioner must, on the grant or renewal of an 'on-course totalisator betting licence', 'bookmakers licence' or 'agents licence', be satisfied that the applicant is a fit and proper person to hold the licence.

The Commissioner must also be satisfied that a person seeking to be approved as a designated person under the "major betting operations licence" is also a fit and proper person to become a designated person in relation to the licensee.

General industry information

Nil.

Amendments to previous publication (37th edition)

Nil.

Notes to the Tables for 2019–20

Nil.

Specific notes

Nil.

3.5. Western Australia

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

- *Betting Control Act 1954*
- *Betting Tax Assessment Act 2018*
- *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 Bets Levy Act 2009*
- *Racing Restriction Act 2003.*

New developments

Privatisation of the TAB

During the reporting year, the Western Australian Government continued to progress work on the development of a legislative framework to regulate the operation of the Western Australian TAB (the WA TAB) should it be divested from Racing and Wagering Western Australia.

NOTE: At the time of publication of this report, the market process for the sale of the WA TAB had been terminated. The sale of the WA TAB required the balancing of the interests of the racing industry and WA taxpayers, with the commercial realities of the market. Through the market process it became clear that the long-term interests of both the State and racing industry could not be met through the offers presented.

On this basis, the McGowan Government decided to retain ownership of the WA TAB and Racing and Wagering Western Australia will continue to operate the WA TAB to the benefit of the local racing industry.

Perth Casino Royal Commission

On 5 March 2021, the Perth Casino Royal Commission (Royal Commission) was established to inquire into and report on the affairs of Crown Casino Perth and to report on the suitability of the licensee of Perth Casino to hold the casino licence, and on the regulatory framework and matters that might enhance the Gaming and Wagering Commission's future capability and effectiveness.

In the following reporting year (2021-22), the Royal Commission delivered its final report to the Governor of Western Australia, the Hon Kim Beazley AC, and to the office of the Premier, the Hon Mark McGowan MLA on 4 March 2022. The Final Report was tabled in State Parliament on 24 March 2022.

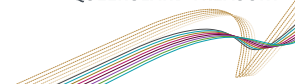
Amendments to Regulations

The Racing Bets Levy Amendment Regulations 2021 came into effect from 1 May 2021 to amend the rate and method for calculating the Racing Bets Levy for operators of a betting exchange (i) below \$3 million in turnover – 1 per cent of turnover (no change); and (ii) above \$3 million in turnover - 31.8 per cent of gross revenue (for all race meetings, standard or premium). The change of rate and methodology takes into consideration the unique business model of a betting exchange and the manner in which it generates income (from commission it charges winning clients).

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



Queensland Government Statistician's Office

- 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 of 30 June 2021, Crown Perth had approval to operate a maximum of 350 table games, and 2,500 electronic gaming machines.

Amendments to previous publication (37th edition)

Nil.

Notes to the Tables for 2020-21

Nil.

Specific notes

Nil.

3.6. Tasmania

Legislation

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

- *Gaming Control Act 1993*
- *Racing Regulation Act 2004*
- *TT-Line Gaming Act 1993.*

New developments

- The Tasmanian Liquor and Gaming Commission introduced mandatory pre-commitment for electronic gaming machines in the premium player loyalty program operating in casinos on 1 November 2020 and it was fully operational from 1 September 2021.
- Gaming machines that operated on the Spirit of Tasmania ferries by Admirals Casino Pty Ltd ceased operation on 21 June 2021. Admirals surrendered its licence to operate gaming machines on 15 September 2021.

General industry information

- Totalisator and fixed odds wagering are offered in Tasmania by UBET TAS Pty Ltd (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.
- Bookmakers offer traditional fixed price wagering on course at certain racing events in Tasmania.
- There are two 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-three hotels and clubs in Tasmania offered gaming in the form of gaming machines and keno. There were also hotels and clubs that offered keno only. The gaming services were operated by Network Gaming, which is part of the Federal Group.
- 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 (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 (37th edition)

Nil.

Notes to the Tables for 2020-21

Racing and sports betting	<p>Government revenue is primarily derived from a Point of Consumption tax (POC tax).</p> <p>In addition, UBET TAS pay an annual wagering levy, equivalent to \$1,498,500 for 2020-21. The levied amount has not been included in the government revenue from wagering figures.</p> <p>Revenue from betting exchanges is no longer recorded in interactive gaming and has been allocated under government revenue from wagering. No betting exchanges have been licensed in Tasmania since September 2016.</p>
All	<p>Expenditure data reported by Tasmania in years prior to 2019-20 has been monthly in arrears, aligning with timing of taxation collected. Expenditure data for 2019-20 onwards is shown in the month the activity occurred.</p>

Specific notes

Nil.

3.8. 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*
- *Casino (Electronic Gaming) Act 2017*
- *Gaming Machine Act 2004*
- *Interactive Gambling Act 1998*
- *Lotteries Act 1964*
- *Pool Betting Act 1964*
- *Race and Sports Bookmaking Act 2001*
- *Racing Act 1999*
- *Totalisator Act 2014*
- *Unlawful Gambling Act 2009*.

New developments

There are no new developments during the reporting period.

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 (37th edition)

There are no amendments to previous publication.

Notes to the Tables for 2020–21

Gaming machines	<p>The Government revenue from gaming machine figure does not include:</p> <ul style="list-style-type: none"> • the levy on all gaming machine licensees of 0.75% of gross gaming machine revenue • the two separate levies on all gaming machine licensees of 0.4% of net gaming machine revenue.
Sports betting	Expenditure figures for sports betting and racing are derived from ACT's betting operations tax from 2019-20.

Specific notes

Nil.

3.9. 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. COVID affected industry beginning March 2020.

Amendments to previous publication (37th edition)

Nil.

Notes to the Tables for 2020–21

Nil.

Specific notes

Nil.

4.0 List of tables

4.1. Summary tables

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2020–21
Summary table B	All states	Per Capita Gambling Turnover, 2020–21
Summary table C	All states	Percentage Change in Gambling Turnover, 2019–20 to 2020–21
Summary table D	All states	Total Gambling Expenditure, 2020–21
Summary table E	All states	Per Capita Gambling Expenditure, 2020–21
Summary table F	All states	Percentage Change in Gambling Expenditure, 2019–20 to 2020–21

4.2. State tables

New South Wales

Table number	Table name
NSW 1	Total Gambling Turnover
NSW 2	Real Gambling Turnover
NSW 3	Per Capita Gambling Turnover
NSW 4	Real Per Capita Gambling Turnover
NSW 5	Total Gambling Expenditure
NSW 6	Real Gambling Expenditure
NSW 7	Per Capita Gambling Expenditure
NSW 8	Real Per Capita Gambling Expenditure
NSW 9	Gambling Expenditure as a Percentage of Household Disposable Income
NSW 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
NSW 11	Government Revenue from Gambling
NSW 12	Real Government Revenue from Gambling
NSW 13	Per Capita Revenue from Gambling
NSW 14	Real Per Capita Revenue from Gambling
NSW 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NSW 16	Summary Total Gambling Turnover
NSW 17	Summary Real Gambling Turnover
NSW 18	Summary Per Capita Gambling Turnover
NSW 19	Summary Real Per Capita Gambling Turnover
NSW 20	Summary Total Gambling Expenditure
NSW 21	Summary Real Gambling Expenditure
NSW 22	Summary Per Capita Gambling Expenditure
NSW 23	Summary Real Per Capita Gambling Expenditure
NSW 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
NSW 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
NSW 26	Summary Government Revenue from Gambling
NSW 27	Summary Real Government Revenue from Gambling
NSW 28	Summary Per Capita Revenue from Gambling
NSW 29	Summary Real Per Capita Revenue from Gambling
NSW 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NSW 31	Gaming Machines Operating as at 30 June

**Victoria**

VIC 1	Total Gambling Turnover
VIC 2	Real Gambling Turnover
VIC 3	Per Capita Gambling Turnover
VIC 4	Real Per Capita Gambling Turnover
VIC 5	Total Gambling Expenditure
VIC 6	Real Gambling Expenditure
VIC 7	Per Capita Gambling Expenditure
VIC 8	Real Per Capita Gambling Expenditure
VIC 9	Gambling Expenditure as a Percentage of Household Disposable Income
VIC 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
VIC 11	Government Revenue from Gambling
VIC 12	Real Government Revenue from Gambling
VIC 13	Per Capita Revenue from Gambling
VIC 14	Real Per Capita Revenue from Gambling
VIC 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
VIC 16	Summary Total Gambling Turnover
VIC 17	Summary Real Gambling Turnover
VIC 18	Summary Per Capita Gambling Turnover
VIC 19	Summary Real Per Capita Gambling Turnover
VIC 20	Summary Total Gambling Expenditure
VIC 21	Summary Real Gambling Expenditure
VIC 22	Summary Per Capita Gambling Expenditure
VIC 23	Summary Real Per Capita Gambling Expenditure
VIC 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
VIC 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
VIC 26	Summary Government Revenue from Gambling
VIC 27	Summary Real Government Revenue from Gambling
VIC 28	Summary Per Capita Revenue from Gambling
VIC 29	Summary Real Per Capita Revenue from Gambling
VIC 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
VIC 31	Gaming Machines Operating as at 30 June



Queensland

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



South Australia

SA 1	Total Gambling Turnover
SA 2	Real Gambling Turnover
SA 3	Per Capita Gambling Turnover
SA 4	Real Per Capita Gambling Turnover
SA 5	Total Gambling Expenditure
SA 6	Real Gambling Expenditure
SA 7	Per Capita Gambling Expenditure
SA 8	Real Per Capita Gambling Expenditure
SA 9	Gambling Expenditure as a Percentage of Household Disposable Income
SA 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
SA 11	Government Revenue from Gambling
SA 12	Real Government Revenue from Gambling
SA 13	Per Capita Revenue from Gambling
SA 14	Real Per Capita Revenue from Gambling
SA 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
SA 16	Summary Total Gambling Turnover
SA 17	Summary Real Gambling Turnover
SA 18	Summary Per Capita Gambling Turnover
SA 19	Summary Real Per Capita Gambling Turnover
SA 20	Summary Total Gambling Expenditure
SA 21	Summary Real Gambling Expenditure
SA 22	Summary Per Capita Gambling Expenditure
SA 23	Summary Real Per Capita Gambling Expenditure
SA 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
SA 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
SA 26	Summary Government Revenue from Gambling
SA 27	Summary Real Government Revenue from Gambling
SA 28	Summary Per Capita Revenue from Gambling
SA 29	Summary Real Per Capita Revenue from Gambling
SA 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
SA 31	Gaming Machines Operating as at 30 June

Western Australia

WA 1	Total Gambling Turnover
WA 2	Real Gambling Turnover
WA 3	Per Capita Gambling Turnover
WA 4	Real Per Capita Gambling Turnover
WA 5	Total Gambling Expenditure
WA 6	Real Gambling Expenditure
WA 7	Per Capita Gambling Expenditure
WA 8	Real Per Capita Gambling Expenditure
WA 9	Gambling Expenditure as a Percentage of Household Disposable Income
WA 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
WA 11	Government Revenue from Gambling
WA 12	Real Government Revenue from Gambling
WA 13	Per Capita Revenue from Gambling
WA 14	Real Per Capita Revenue from Gambling
WA 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
WA 16	Summary Total Gambling Turnover
WA 17	Summary Real Gambling Turnover
WA 18	Summary Per Capita Gambling Turnover
WA 19	Summary Real Per Capita Gambling Turnover
WA 20	Summary Total Gambling Expenditure
WA 21	Summary Real Gambling Expenditure
WA 22	Summary Per Capita Gambling Expenditure
WA 23	Summary Real Per Capita Gambling Expenditure
WA 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
WA 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
WA 26	Summary Government Revenue from Gambling
WA 27	Summary Real Government Revenue from Gambling
WA 28	Summary Per Capita Revenue from Gambling
WA 29	Summary Real Per Capita Revenue from Gambling
WA 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
WA 31	Gaming Machines Operating as at 30 June

**Tasmania**

TAS 1	Total Gambling Turnover
TAS 2	Real Gambling Turnover
TAS 3	Per Capita Gambling Turnover
TAS 4	Real Per Capita Gambling Turnover
TAS 5	Total Gambling Expenditure
TAS 6	Real Gambling Expenditure
TAS 7	Per Capita Gambling Expenditure
TAS 8	Real Per Capita Gambling Expenditure
TAS 9	Gambling Expenditure as a Percentage of Household Disposable Income
TAS 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
TAS 11	Government Revenue from Gambling
TAS 12	Real Government Revenue from Gambling
TAS 13	Per Capita Revenue from Gambling
TAS 14	Real Per Capita Revenue from Gambling
TAS 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
TAS 16	Summary Total Gambling Turnover
TAS 17	Summary Real Gambling Turnover
TAS 18	Summary Per Capita Gambling Turnover
TAS 19	Summary Real Per Capita Gambling Turnover
TAS 20	Summary Total Gambling Expenditure
TAS 21	Summary Real Gambling Expenditure
TAS 22	Summary Per Capita Gambling Expenditure
TAS 23	Summary Real Per Capita Gambling Expenditure
TAS 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
TAS 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
TAS 26	Summary Government Revenue from Gambling
TAS 27	Summary Real Government Revenue from Gambling
TAS 28	Summary Per Capita Revenue from Gambling
TAS 29	Summary Real Per Capita Revenue from Gambling
TAS 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
TAS 31	Gaming Machines Operating as at 30 June

Australian Capital Territory

ACT 1	Total Gambling Turnover
ACT 2	Real Gambling Turnover
ACT 3	Per Capita Gambling Turnover
ACT 4	Real Per Capita Gambling Turnover
ACT 5	Total Gambling Expenditure
ACT 6	Real Gambling Expenditure
ACT 7	Per Capita Gambling Expenditure
ACT 8	Real Per Capita Gambling Expenditure
ACT 9	Gambling Expenditure as a Percentage of Household Disposable Income
ACT 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
ACT 11	Government Revenue from Gambling
ACT 12	Real Government Revenue from Gambling
ACT 13	Per Capita Revenue from Gambling
ACT 14	Real Per Capita Revenue from Gambling
ACT 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
ACT 16	Summary Total Gambling Turnover
ACT 17	Summary Real Gambling Turnover
ACT 18	Summary Per Capita Gambling Turnover
ACT 19	Summary Real Per Capita Gambling Turnover
ACT 20	Summary Total Gambling Expenditure
ACT 21	Summary Real Gambling Expenditure
ACT 22	Summary Per Capita Gambling Expenditure
ACT 23	Summary Real Per Capita Gambling Expenditure
ACT 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
ACT 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
ACT 26	Summary Government Revenue from Gambling
ACT 27	Summary Real Government Revenue from Gambling
ACT 28	Summary Per Capita Revenue from Gambling
ACT 29	Summary Real Per Capita Revenue from Gambling
ACT 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
ACT 31	Gaming Machines Operating as at 30 June

**Northern Territory**

NT 1	Total Gambling Turnover
NT 2	Real Gambling Turnover
NT 3	Per Capita Gambling Turnover
NT 4	Real Per Capita Gambling Turnover
NT 5	Total Gambling Expenditure
NT 6	Real Gambling Expenditure
NT 7	Per Capita Gambling Expenditure
NT 8	Real Per Capita Gambling Expenditure
NT 9	Gambling Expenditure as a Percentage of Household Disposable Income
NT 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
NT 11	Government Revenue from Gambling
NT 12	Real Government Revenue from Gambling
NT 13	Per Capita Revenue from Gambling
NT 14	Real Per Capita Revenue from Gambling
NT 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NT 16	Summary Total Gambling Turnover
NT 17	Summary Real Gambling Turnover
NT 18	Summary Per Capita Gambling Turnover
NT 19	Summary Real Per Capita Gambling Turnover
NT 20	Summary Total Gambling Expenditure
NT 21	Summary Real Gambling Expenditure
NT 22	Summary Per Capita Gambling Expenditure
NT 23	Summary Real Per Capita Gambling Expenditure
NT 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
NT 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
NT 26	Summary Government Revenue from Gambling
NT 27	Summary Real Government Revenue from Gambling
NT 28	Summary Per Capita Revenue from Gambling
NT 29	Summary Real Per Capita Revenue from Gambling
NT 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
NT 31	Gaming Machines Operating as at 30 June



Australia

AUS 1	Total Gambling Turnover
AUS 2	Real Gambling Turnover
AUS 3	Per Capita Gambling Turnover
AUS 4	Real Per Capita Gambling Turnover
AUS 5	Total Gambling Expenditure
AUS 6	Real Gambling Expenditure
AUS 7	Per Capita Gambling Expenditure
AUS 8	Real Per Capita Gambling Expenditure
AUS 9	Gambling Expenditure as a Percentage of Household Disposable Income
AUS 10	Gambling Expenditure as a Percentage of Total Gambling Expenditure
AUS 11	Government Revenue from Gambling
AUS 12	Real Government Revenue from Gambling
AUS 13	Per Capita Revenue from Gambling
AUS 14	Real Per Capita Revenue from Gambling
AUS 15	Government Revenue from Gambling as a Percentage of Total Gambling Revenue
AUS 16	Summary Total Gambling Turnover
AUS 17	Summary Real Gambling Turnover
AUS 18	Summary Per Capita Gambling Turnover
AUS 19	Summary Real Per Capita Gambling Turnover
AUS 20	Summary Total Gambling Expenditure
AUS 21	Summary Real Gambling Expenditure
AUS 22	Summary Per Capita Gambling Expenditure
AUS 23	Summary Real Per Capita Gambling Expenditure
AUS 24	Summary Gambling Expenditure as a Percentage of Household Disposable Income
AUS 25	Summary Gambling Expenditure as a Percentage of Total Gambling Expenditure
AUS 26	Summary Government Revenue from Gambling
AUS 27	Summary Real Government Revenue from Gambling
AUS 28	Summary Per Capita Revenue from Gambling
AUS 29	Summary Real Per Capita Revenue from Gambling
AUS 30	Summary Government Revenue from Gambling as a Percentage of Total Gambling Revenue
AUS 31	Gaming Machines Operating as at 30 June

4.3. Product tables

Product	Table number	Table name
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	Casino Expenditure as a Percentage of Total Gambling Expenditure
	Casino 11	Government Revenue from Casino Gaming
	Casino 12	Real Government Revenue from Casino Gaming
	Casino 13	Per Capita Government Revenue from Casino Gaming
	Casino 14	Real Per Capita Government Revenue from Casino Gaming
	Casino 15	Casino Revenue as a Percentage of Total State Gambling Revenue
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 Machines 10	Gaming Machines Expenditure as a Percentage of Total Gambling Expenditure
	Gaming Machines 11	Government Revenue from Gaming Machines
	Gaming Machines 12	Real Government Revenue from Gaming Machines
	Gaming Machines 13	Per Capita Government Revenue from Gaming Machines
	Gaming Machines 14	Real Per Capita Government Revenue from Gaming Machines
	Gaming Machines 15	Gaming Machines Revenue as a Percentage of Total State Gambling Revenue
Interactive Gaming	Interactive Gaming 1	Interactive Gaming Turnover
	Interactive Gaming 2	Real Interactive Gaming Turnover
	Interactive Gaming 3	Per Capita Interactive Gaming Turnover
	Interactive Gaming 4	Real Per Capita Interactive Gaming Turnover
	Interactive Gaming 5	Interactive Gaming Expenditure
	Interactive Gaming 6	Real Interactive Gaming Expenditure
	Interactive Gaming 7	Per Capita Interactive Gaming Expenditure
	Interactive Gaming 8	Real Per Capita Interactive Gaming Expenditure
	Interactive Gaming 9	Interactive Gaming Expenditure as a Percentage of Household Disposable Income
	Interactive Gaming 10	Interactive Gaming Expenditure as a Percentage of Total Gambling Expenditure



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	Interactive Gaming 11	Government Revenue from Interactive Gaming
	Interactive Gaming 12	Real Government Revenue from Interactive Gaming
	Interactive Gaming 13	Per Capita Government Revenue from Interactive Gaming
	Interactive Gaming 14	Real Per Capita Government Revenue from Interactive Gaming
	Interactive Gaming 15	Interactive Gaming Revenue as a Percentage of Total State Gambling Revenue
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
	Keno 10	Keno Expenditure as a Percentage of Total Gambling Expenditure
	Keno 11	Government Revenue from Keno
	Keno 12	Real Government Revenue from Keno
	Keno 13	Per Capita Government Revenue from Keno
	Keno 14	Real Per Capita Government Revenue from Keno
	Keno 15	Keno Revenue as a Percentage of Total State Gambling Revenue
Lotteries	Lotteries 1	Lotteries Turnover
	Lotteries 2	Real Lotteries Turnover
	Lotteries 3	Per Capita Lotteries Turnover
	Lotteries 4	Real Per Capita Lotteries Turnover
	Lotteries 5	Lotteries Expenditure
	Lotteries 6	Real Lotteries Expenditure
	Lotteries 7	Per Capita Lotteries Expenditure
	Lotteries 8	Real Per Capita Lotteries Expenditure
	Lotteries 9	Lotteries Expenditure as a Percentage of Household Disposable Income
	Lotteries 10	Lotteries Expenditure as a Percentage of Total Gambling Expenditure
	Lotteries 11	Government Revenue from Lotteries
	Lotteries 12	Real Government Revenue from Lotteries
	Lotteries 13	Per Capita Government Revenue from Lotteries
	Lotteries 14	Real Per Capita Government Revenue from Lotteries
	Lotteries 15	Lotteries 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



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



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Total 5	Total Expenditure
Total 6	Real Total Expenditure
Total 7	Per Capita Total Expenditure
Total 8	Real Per Capita Total Expenditure
Total 9	Total Expenditure as a Percentage of Household Disposable Income
Total 11	Government Revenue from Total Gambling
Total 12	Real Government Revenue from Total Gambling
Total 13	Per Capita Government Revenue from Total Gambling
Total 14	Real Per Capita Government Revenue from Total Gambling
Total 16	Gaming Machines Operating as at 30 June

