

Australian Gambling Statistics, 40th edition, 1998–99 to 2023–24

Explanatory notes

Acknowledgement of Country

Queensland Government Statistician's Office acknowledges Aboriginal and Torres Strait Islander peoples as the traditional owners and custodians of this country and recognises their connection to land, sea and community. We pay our respects to them, their cultures and to their Elders, past, present and emerging.

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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.

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

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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 40th edition of AGS is the 2023–24 financial year. Timeseries are available back to 1998–99, 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

The COVID-19 pandemic impacted on the availability of gambling activities in Australia from 2020 until 2022, with land-based gambling venues temporarily closed and major national and international sporting codes suspended. Gambling data should be considered in the context of COVID-19 related restrictions.

Point of consumption tax

Changes in the way the wagering industry is structured, including the growth of online wagering, have led all jurisdictions, except the Northern Territory, to introduce a point of consumption tax.

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 statewide gaming (poker) machine network operating in clubs and hotels. Please note: 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 bet 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

Household disposable income (HDI), presented in Table 1, below, is the 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
- other current transfers payable by households.

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.

Table 1 Gross household disposable income^a, all states and territories 1998-99 to 2023-24

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
	— \$m —								
1998–99	144,745	96,932	66,584	28,951	36,838	7,798	8,377	4,229	394,454
1999–00	153,972	101,656	71,021	30,392	39,082	8,131	9,281	4,374	417,909
2000–01	167,918	112,195	77,298	33,227	42,583	8,848	10,922	4,857	457,847
2001–02	172,223	121,633	84,760	36,346	47,863	9,773	11,231	5,397	489,227
2002–03	175,805	125,997	87,788	37,058	51,042	10,089	12,133	5,503	505,415
2003–04	189,695	133,535	97,204	38,987	55,536	11,056	12,943	5,758	544,714
2004–05	201,647	143,319	108,165	41,027	59,576	11,834	13,821	6,540	585,929
2005–06	207,787	149,869	118,636	43,003	64,724	12,750	14,953	7,159	618,880
2006–07	225,069	163,628	131,565	46,505	72,822	13,644	16,303	7,706	677,242
2007–08	241,932	178,796	142,540	50,316	85,422	14,644	18,575	8,539	740,765
2008–09	263,551	194,337	159,004	56,442	94,735	16,442	20,473	9,837	814,820
2009–10	276,371	200,374	164,637	57,952	97,945	16,796	22,225	10,580	846,880
2010–11	298,026	216,036	175,333	62,375	106,883	18,052	23,857	11,379	911,941
2011–12	311,199	223,974	186,336	63,794	119,760	19,126	25,953	12,143	962,284
2012–13	318,146	228,290	190,528	64,988	128,265	18,904	27,443	13,327	989,890
2013–14	335,059	241,478	198,955	67,273	137,930	20,122	27,890	14,748	1,043,454
2014–15	354,119	253,696	205,766	70,359	140,786	20,666	29,667	15,528	1,090,586
2015–16	367,683	260,371	209,378	70,799	139,713	21,153	31,244	16,139	1,116,480
2016–17	382,626	271,659	215,272	72,496	134,526	21,437	32,481	16,734	1,147,232
2017–18	396,918	282,517	225,038	74,991	136,246	22,276	34,100	17,242	1,189,327
2018–19	416,526	299,510	231,735	76,931	137,496	23,546	35,771	16,543	1,238,058
2019–20	437,261	317,889	244,684	80,839	143,917	25,105	38,236	16,371	1,304,302
2020–21	458,665	334,952	262,096	87,387	154,912	27,389	39,747	17,278	1,382,425
2021–22	482,223	352,337	284,733	93,057	170,405	29,543	41,272	18,714	1,472,284
2022–23	497,440	353,251	294,020	92,352	178,484	29,133	45,062	19,137	1,508,880
2023–24	521,577	363,979	312,203	96,289	186,841	30,746	47,412	19,804	1,578,851

^a Original data.

Source: Australian Bureau of Statistics, *Australian National Accounts: State Accounts*.

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 in Table 2, 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 2 Mean estimated resident population aged 18 years and over, all states and territories, 1998–99 to 2023–24

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia ^a
	— m —								
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	6.058	4.873	3.741	1.355	1.978	0.410	0.318	0.184	18.921
2017–18	6.156	4.978	3.810	1.370	2.003	0.419	0.327	0.184	19.251
2018–19	6.242	5.078	3.881	1.388	2.032	0.429	0.336	0.184	19.575
2019–20	6.311	5.162	3.951	1.409	2.072	0.439	0.344	0.185	19.875
2020–21	6.331	5.165	4.009	1.425	2.108	0.448	0.351	0.186	20.026
2021–22	6.352	5.170	4.075	1.439	2.140	0.454	0.357	0.187	20.178
2022–23	6.464	5.289	4.182	1.461	2.198	0.458	0.363	0.190	20.610
2023–24	6.617	5.445	4.303	1.487	2.275	0.460	0.371	0.193	21.156

^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 2023–24) 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, presented in Table 3, 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 3 Consumer Price Index^a, 1998–99 to 2023–24

Year	Consumer price index	Inflation rate (%)	Deflator Factor
1998–99	67.8	1.2	0.495
1999–00	69.4	2.4	0.507
2000–01	73.6	6.1	0.538
2001–02	75.7	2.9	0.553
2002–03	78.0	3.0	0.570
2003–04	79.9	2.4	0.584
2004–05	81.8	2.4	0.598
2005–06	84.4	3.2	0.617
2006–07	86.9	3.0	0.635
2007–08	89.8	3.3	0.656
2008–09	92.6	3.1	0.676
2009–10	94.8	2.4	0.692
2010–11	97.7	3.1	0.714
2011–12	100.0	2.4	0.730
2012–13	102.3	2.3	0.747
2013–14	105.0	2.6	0.767
2014–15	106.8	1.7	0.780
2015–16	108.3	1.4	0.791
2016–17	110.2	1.8	0.805
2017–18	112.3	1.9	0.820
2018–19	114.1	1.6	0.833
2019–20	115.7	1.4	0.845
2020–21	117.5	1.6	0.858
2021–22	122.8	4.5	0.897
2022–23	131.4	7.0	0.960
2023–24	136.9	4.2	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). Wagering includes all the racing and sports betting activities.

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 2024
- *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
- *Totalisator Act 1997*
- Totalisator Regulation 2022
- *Unlawful Gambling Act 1998*
- Unlawful Gambling Regulation 2021.

New developments

Gaming harm minimisation reforms

The NSW Government introduced a number of gaming reforms from 2023 including:

- Reduced the input limit from \$5,000 to \$500 for all new gaming machines from 1 July 2023
- Banned political donations from clubs with gaming machines from 1 July 2023
- Banned all external gambling signage in venues from 1 September 2023
- Introduced Responsible Gambling Officers in venues with more than 20 gaming machine entitlements from 1 July 2024
- Banned the placement of any signage or advertising relating to gaming machines either on, or visible from an ATM or EFTPOS terminal with cash withdrawal facilities from 1 July 2024.
- Introduced the Advanced Responsible Conduct of Gambling (ARCG) training from 1 July 2024 (for all RGOs).
- Mandated that all venues with gaming machines must maintain a Gambling Incident Register from 1 July 2024 and keep a Gaming Plan of Management from 1 September 2024.

Number of operating gaming machines (at 30 June 2024)

- Clubs 65,227
- Hotels 22,542
- Casinos 1,500

Number of venues with operating gaming machines (at 30 June 2024)

- Clubs 1,003
- Hotels 1,163
- Casinos 1

Gaming machine duty rates

Gaming machine duty rates for clubs and hotels are shown in Tables 4 and 5.

Table 4 NSW annual club gaming machine tax rates

From 1 September	Annual gaming revenue					
	Up to \$1,000,000	\$1,000,001 to \$1,800,000 ^(a)	\$1,800,001 to \$5,000,000	\$5,000,001 to \$10,000,000	\$10,000,001 to \$20,000,000	\$20,000,001 and above
	- % -					
2009	-	31.0	21.0	26.0	29.0	30.9
2010	-	31.0	21.0	26.0	29.0	30.9
2011	-	29.9	19.9	24.4	26.4	28.4
2012	-	29.9	19.9	24.4	26.4	28.4
2013	-	29.9	19.9	24.4	26.4	28.4
2014	-	29.9	19.9	24.4	26.4	28.4
2015	-	29.9	19.9	24.4	26.4	28.4
2016	-	29.9	19.9	24.4	26.4	28.4
2017	-	29.9	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
2022	-	29.9	19.9	24.4	26.4	28.4
2023	-	29.9	19.9	24.4	26.4	28.4
2024	-	29.9	19.9	24.4	26.4	28.4

Note (a) tax rates shown for annual gaming revenue between \$1m and \$1.8m represent a combination of *tax rate 1* and *tax rate 2* in [Division 2, Clause 15A](#) of the *Gaming Machine Tax Act 2001* to simplify the table presentation.

ClubGRANTS

Annual tax rates for over \$1 million 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 the additional 1.85% on the amount over \$1m
- Contribute the same amount to community projects under the ClubGRANTS Scheme.

Annual rates shown in Table 4 do not include the 1.85% ClubGRANTS reduction.

Table 5 NSW 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
	- tax rate (%) -					
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
2022	-	-	33.0	33.0	36.0	50.0
2023	-	-	33.0	33.0	36.0	50.0
2024	-	-	33.0	33.0	36.0	50.0

Number of gaming, racing and wagering licences issued (at 30 June 2024)

- Bookmakers 146
- Sports betting 25
- Totalisator 1
- Registered Race clubs
 - Thoroughbred 129
 - Harness 27
 - Greyhound 29
- Licensed Racecourses
 - Thoroughbred 126
 - Harness 29
 - Greyhound 31
- Public lotteries 1
- Keno 1
- Casino 1
- Restricted gaming facility 1

Amendments to previous publication (39th edition)

Nil.

Notes to the Tables from 2021–22 to 2023–24

Casino	Government revenue from gaming figures does not include contributions to the Responsible Gambling Fund required by the Casino Control Act 1992 or the Gaming Machines Act 2001. Restricted gaming facility commenced operations on 8 August 2022.
Lotteries	Turnover figures are net sales (that is, not including agent commission).



Specific notes

The 39th (previous) edition of AGS represents expenditure and revenue taken from the duty reports provided by the casinos. In years prior to 2023, this data was taken from Annual (accrual) reports provided by the casino. Comparisons with previous casino figures should be interpreted with caution.

The 39th (previous) edition of the AGS represents expenditure and revenue taken from 2 casinos due to the restricted gaming facility commencing operations on 8 August 2022. The restricted gaming facility does not operate gaming machines. Comparisons with previous casino figures should be interpreted with caution.

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

Introduction of Gambling Taxation Act 2023

The Gambling Taxation Act 2023 was introduced in July 2023. Gambling taxes related to Casino, Wagering and betting, and Keno products are administrated by the State Revenue Office instead of the Victorian Gambling and Casino Control Commission from July 2023 onwards.

General industry information

Mandatory carded play and mandatory pre-commitment (MCP/MPC) also referred to as YourPlay (YP) came into effect at Crown Casino in December 2023. This required the use of a registered YourPlay card for all Electronic Gaming Machine (EGM) play at Crown.

The 5 Metre Obligations for Electronic Betting Terminal (EBT) were put into force in January 2024. This required Tabcorp taking steps to ensure that all EBTs not within 5 metres or not within line of sight of a counter service area are in voucher mode through remote disablement.

Amendments to previous publication (39th edition)

Nil.

Notes to the tables for 2023–24

For FY2023–24

- The figures for sports betting and racing include all Pari-mutuel, Fixed Odds and Trackside activities of customers located in Victoria, provided by the Victorian Wagering licensee, Wagering Service Providers (WSPs) licensed in Victoria, and interstate WSPs.
- The figures for Keno include Keno activities of customers located in Victoria, provided by Victorian Keno licensees, Keno Service Providers (KSP) and interstate KSPs.

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

2023–24

In March 2024, the Queensland Parliament enacted further changes to the *Casino Control Act 1982* to address recommendations of the External Review of the Queensland Operations of the Star Entertainment Group Limited, and to deliver additional casino integrity reforms. *The Casino Control and Other Legislation Amendment Act 2024* (2024 Amendment Act) amended the Casino Control Act to provide a framework for mandatory carded play and pre-commitment at all Queensland casinos, with the detail of these reforms to be defined by a future amendment regulation in 2024/25. Among the other reforms delivered by the 2024 Amendment Act is a requirement for casino licensees to pay a supervision levy covering the costs of casino regulation and gambling harm minimisation programs undertaken in Queensland, and enhanced requirements regarding the exclusion of criminal elements from Queensland casinos.

General industry information

Nil.

Amendments to previous publication (39th edition)

Nil.

Notes to the tables for 2023–24

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

Nil

General industry information

CRT Operations between 2am and 8am

Previously, it was a condition of a gaming machine licence that any Cashable Ticket Redemption Terminal (commonly known as a CRT) located on the licensed premises, must be disabled between the hours of 2am and 8am.

On 18 March 2024, Licence Conditions were amended to now allow CRTs to be operated between the hours of 2am and 8am provided that the CRT is configured to require ticketed winnings of \$500 or more to be authorised at the CRT by a gaming manager or gaming employee.

The technical guidelines for Ticket-in Ticket-Out and CRT operations were amended requiring a CRT which supports this feature to enable payment authorisation at the CRT through a key-off procedure or similar like authorisation for ticket redemption to be completed.

Changes to gambling industry staff training requirements

On 31 March 2024, changes were made to the Gambling Codes of Practice and Liquor and Gambling Commissioner issued Staff Training Guidelines to ensure that people who work in the gambling industry in South Australia are better equipped to provide appropriate assistance to a person who is experiencing harm caused by gambling. This includes providing them with the tools and knowledge they need to respond to a variety of complex gambling related situations.

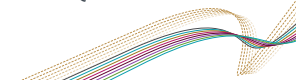
These changes, apply to staff working in hotels and clubs, at the Adelaide Casino, in retail wagering and lotteries include:

- a requirement that all gambling industry staff, regardless of role, complete prescribed training with ongoing training required every two years
- a requirement that staff must be trained in how co-morbidities may affect a person's gambling behaviour
- making staff aware of the cultural impacts on gambling behaviour and responses by patrons
- providing staff with information on how they can be supported when speaking to customers who are experiencing harm
- a requirement that course content must include a mandatory lived experience component
- introducing greater consistency in the content and delivery of training that is provided across all gambling industries which operate in South Australia

These changes also mean that only one version of course content, developed by industry bodies with oversight from Consumer and Business Services, will be approved for delivery to hotel and club staff by registered training providers.

This also means that the current Basic, Advanced and Further Advanced courses of training were replaced with new course content known as RSG1, RSG2 and RSG3.

From 31 March 2024, gaming machine licence holders must ensure that:



For staff in senior positions of the gambling provider

- within 3 months before or after the Commissioner is first notified of the appointment of the person as a gaming employee, completes RSG1 training, and
- within 12 months after first completing RSG1 training, completes RSG2 training, and
- within 24 months after first completing RSG2 training and every 24 months thereafter, completes RSG3 training.

Other staff involved in the gambling operations of the gambling provider

- within 3 months before or after the Commissioner is first notified of the appointment of the person as a gaming manager, completes RSG1 training (if the gaming manager has not already completed RSG1 training), and
- within 3 months after first completing RSG1 training, completes RSG2 training (if the gaming manager has not already completed RSG2 training), and
- within 24 months after first completing RSG2 training and every 24 months thereafter, completes RSG3 training.

These changes also mean that RSG1 training completed under the Casino Act 1997 for former casino staff transitioning to work in gaming venues will now be recognised.

Community impact assessment guidelines

The Commissioner may only grant certain gaming related applications (known as designated applications) if satisfied that to grant the application is in the community interest.

Under the Commissioner's Community Impact Assessment Guidelines (the guidelines) applicants are required to consider and address the impacts that their application could have on the community in respect of several criteria, including harm, social impact and locality.

From 29 January 2024, changes made to the guidelines now require the following types of applications to demonstrate that the grant of the application is in the community interest:

- an application to move a gaming machine licence
- an application to vary gaming trading hours beyond midnight
- an application to increase the number of gaming machines approved to be held under the licence.

In addition, the 'harm' consideration has been expanded to provide greater emphasis and guidance to applicants about how to address this consideration.

This includes providing examples of potential gambling related harm that may be caused by gambling and requiring the applicant to rely on census data in their submission and identifying any community facilities which may be of interest or concern for the Commissioner.

Amendments to previous publication (39th edition)

Revisions to the number of gaming machines in hotels and clubs for the years 2021-22 and 2022-23.

Notes to the tables for 2023–24

Nil

Specific notes

Nil

3.5. Western Australia

Legislation

State 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

The Final Report of the Perth Casino Royal Commission (Royal Commission) was tabled in the Parliament of Western Australia (WA) on 24 March 2022. The WA Government tabled its response to the Royal Commission recommendations on 16 March 2023. A total of 49 of the 59 recommendations were supported; eight were supported in principle; and one supported in part. One recommendation does not require a WA Government position as it is only relevant if the prohibition on poker machines is lifted.

The WA Government has delivered some reforms in response to the Royal Commission findings, and further reforms are planned for the future.

Further to the passage of the Casino Legislation Amendment (Burswood Casino) Bill 2022 in September 2022, the Gambling Legislation Amendment Bill 2024 (GLA Bill) was introduced into Parliament in August 2024.

The GLA Bill represents the second tranche of legislative reforms resulting from the Royal Commission and follows the commencement of the *Casino Legislation Amendment (Burswood Casino) Act 2022* (CLA Act). Although the Royal Commission was specifically concerned with regulation under the *Casino Control Act 1984* (CC Act), the *Casino (Burswood Island) Agreement Act 1985* and the *Gaming and Wagering Commission Act 1987* (GWC Act), these proposed reforms reflect the broader remit of the Gaming and Wagering Commission (GWC) and include amendments to the *Betting Control Act 1954* (BC Act) and the *Racing and Wagering Western Australia Act 2003* (RWWA Act).

Key reforms include:

1. improving the compliance and enforcement powers of the GWC by:
 - increasing financial penalties
 - prescribing an 'authorised officer' under gambling legislation to be a 'public officer' under the *Criminal Investigation Act 2006* for prescribed parts of that Act
 - providing an expanded and uniform framework across the suite of WA gambling legislation to deal with matters of non-compliance with legislative requirements by way of an infringement notice with a modified penalty
 - elevating the requirements concerning the casino's operational and games procedure manuals from a direction made under the CC Act to a legislative requirement subject to penalties for non-compliance
2. adjusting administrative arrangements for special purpose accounts to streamline operations and align legislation with the existing functional and operational management practices
3. providing a head of power for a new category of licence under the BC Act to provide a framework to resolve an inconsistency between the State and Commonwealth legislation regarding interactive gambling services
4. allowing the WA Governor to make regulations under the GWC Act, the CC Act, the BC Act and the RWWA Act to give effect to compliance with national policies and frameworks that the WA Government has entered into as it relates to gambling legislation
5. clarifying the amendment to the GWC's directions power made under the CLA Act to provide, beyond doubt, that it clearly reflects recommendation 15(v)(i)–(iii) in the Royal Commission's Final Report that the GWC has the power to issue directions regarding all operations of the Perth casino licensee and making the directions provisions for



RWWA consistent with this

6. similar to the amendments to the CC Act made by the CLA Act which increased the maximum penalty for the Perth casino to \$100 million, increasing the maximum penalty that the Minister for Racing and Gaming can impose on RWWA from \$100,000 to \$1 million, and
7. amending the GWC Act to provide that the GWC may require a security in the form of a bank guarantee for the purposes of ensuring that an applicant for a standard lottery permit has sufficient funds to pay for the prizes.

These amendments will strengthen the regulator's enforcement powers and make necessary amendments for the interim period while a comprehensive review and reform of the legislation is undertaken in the longer term, as recommended by the Royal Commission, with a view for completion in late 2027.

In addition to the reforms outlined above, further progress has been made to reduce gambling-related harm at the Perth casino, as recommended by the Royal Commission.

By 1 December 2025, the casino licensee will be required to implement carded play on all electronic gaming machines (EGMs) at the Perth casino; and require patrons to set pre-set weekly loss and time limits. This follows a cap of \$10 per bet being introduced for EGMs across the main gaming floor at the Perth casino, in July 2023.

It is anticipated that the use of carded play on EGMs at the Perth casino will enable meaningful data to be collected for the purposes of conducting research into patron activity and gambling-related harms. This aims to further enhance the regulatory framework at the Perth casino as the enforced time and loss limits will be supported by research.

General industry information

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

- Electronic gaming machines 12.42% on and from 24 December 2015
- Fully automated table games 12.92% on and from 24 December 2014
- Table games 9.37% on and from 24 December 2014
- International commission business tax 1.75% on and from 24 December 2014
(a guaranteed minimum of \$36.2 million was required to be paid between 1 July 2014 to 30 June 2018).

As of 30 June 2024, the Perth casino had approval to operate a maximum of 350 table games, and 2,500 electronic gaming machines.

Amendments to previous publication (39th edition)

Nil.

Notes to the tables for 2023–24

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

- On 1 July 2023, a set of significant reforms to the *Gaming Control Act 1993* took effect as part of the Future Gaming Markets reforms included within the *Gaming Control Amendment (Future Gaming Market) Act 2021*. These reforms allowed venues to own and operate EGMs, created several new licence categories, expanded the community support levy, and had significant changes to licence fees and tax rates.
- The most significant changes to tax rates on 1 July 2023 were observed for gaming machines and keno.
- A new licence category of Monitoring Operator was established, and was granted to MAXGaming to monitor the EGM network in Tasmania
- Alongside these changes, the Tasmanian Liquor and Gaming Commission reviewed and updated its various regulatory instruments to better accommodate these changes.

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 one 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 are monitored by MAXGaming.
- 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, with new regulatory arrangements coming into effect in September 2024.

Amendments to previous publication (39th edition)

Nil.

Notes to the tables for 2023–24

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 925 000 fee units. 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.

3.7. 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*
- *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 were 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 (39th edition)

Sports Betting Revenue has been amended for 2021–22 and 2022–23.

Notes to the tables for 2023–24

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.

3.8. Northern Territory

Legislation

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

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

New developments

Nil.

General industry information

Nil.

Amendments to previous publication (39th edition)

Wagering turnover and expenditure from 2019–20 to 2022–23 has been revised. This was due to a change in the methodology used for estimating the proportion of wagering turnover and expenditure attributable to NT residents.

Notes to the tables for 2023–24

Nil.

Specific notes

Nil.

4.0 List of tables

4.1. Summary tables

2023–24

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2023–24
Summary table B	All states	Per Capita Gambling Turnover, 2023–24
Summary table C	All states	Percentage Change in Gambling Turnover, 2022–23 to 2023–24
Summary table D	All states	Total Gambling Expenditure, 2023–24
Summary table E	All states	Per Capita Gambling Expenditure, 2023–24
Summary table F	All states	Percentage Change in Gambling Expenditure, 2022–23 to 2023–24

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
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QLD 23	Summary Real Per Capita Gambling Expenditure
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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
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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
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SA 23	Summary Real Per Capita Gambling Expenditure
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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
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SA 29	Summary Real Per Capita Revenue from Gambling
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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
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WA 31	Gaming Machines Operating as at 30 June

**Tasmania**

TAS 1	Total Gambling Turnover
TAS 2	Real Gambling Turnover
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TAS 4	Real Per Capita Gambling Turnover
TAS 5	Total Gambling Expenditure
TAS 6	Real Gambling Expenditure
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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
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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
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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

