

QUEENSLAND TREASURY

Australian Gambling Statistics, 41st edition, 1999–00 to 2024–25

[Explanatory notes](#)

August 2026

Acknowledgment 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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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 41st edition of AGS is the 2024–25 financial year. Timeseries are available back to 1999–00, 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	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. 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.

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 1999-00 to 2024-25

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
— \$m —									
1999-00	154,145	101,716	71,175	30,399	39,095	8,117	9,296	4,374	418,317
2000-01	168,102	112,269	77,484	33,239	42,601	8,833	10,940	4,858	458,325
2001-02	172,405	121,714	84,962	36,353	47,874	9,753	11,248	5,398	489,707
2002-03	175,992	126,079	87,956	37,059	51,048	10,070	12,151	5,505	505,860
2003-04	189,891	133,620	97,389	38,989	55,550	11,036	12,961	5,759	545,194
2004-05	201,872	143,400	108,376	41,038	59,595	11,815	13,839	6,544	586,480
2005-06	208,020	149,969	118,860	43,022	64,747	12,732	14,969	7,167	619,485
2006-07	225,294	163,751	131,792	46,526	72,854	13,626	16,319	7,710	677,873
2007-08	242,226	178,980	142,810	50,364	85,492	14,631	18,595	8,546	741,645
2008-09	264,033	194,663	159,405	56,535	94,868	16,438	20,503	9,848	816,292
2009-10	276,838	200,680	165,058	58,047	98,076	16,792	22,269	10,594	848,355
2010-11	298,604	216,354	175,792	62,480	107,042	18,050	23,900	11,392	913,614
2011-12	311,845	224,311	186,847	63,908	119,971	19,120	25,991	12,157	964,151
2012-13	318,971	228,737	191,247	65,155	128,603	18,911	27,491	13,370	992,486
2013-14	335,983	241,976	199,707	67,458	138,300	20,128	27,940	14,782	1,046,274
2014-15	355,160	254,259	206,614	70,558	141,151	20,673	29,714	15,557	1,093,687
2015-16	368,750	260,988	210,265	71,007	140,067	21,159	31,291	16,170	1,119,696
2016-17	383,672	272,252	216,294	72,731	134,917	21,445	32,534	16,770	1,150,616
2017-18	397,776	283,046	226,063	75,257	136,562	22,275	34,141	17,279	1,192,400
2018-19	417,265	299,932	232,644	77,246	137,715	23,539	35,800	16,578	1,240,718
2019-20	437,167	317,733	245,114	81,022	143,835	25,054	38,215	16,381	1,304,520
2020-21	458,616	334,647	262,784	87,570	154,815	27,317	39,696	17,293	1,382,738
2021-22	482,195	352,066	285,549	93,267	170,615	29,624	41,432	18,722	1,473,470
2022-23	501,538	359,227	296,560	93,781	179,625	30,016	44,058	19,178	1,523,983
2023-24	529,131	369,118	314,269	97,290	187,874	30,904	46,405	20,122	1,595,113
2024-25	556,859	394,468	346,034	103,582	209,151	33,621	50,157	21,833	1,715,705

^a Original data.

Source: Australian Bureau of Statistics, *Australian National Accounts: State Accounts*, ABS 5220.0.

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 <i>Interactive Gambling Act 2001</i> (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, 1999-00 to 2024-25

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia ^a
— m —									
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	6.358	5.163	4.072	1.441	2.141	0.455	0.359	0.188	20.180
2022-23	6.475	5.273	4.176	1.465	2.204	0.458	0.368	0.193	20.615
2023-24	6.623	5.422	4.295	1.492	2.286	0.460	0.376	0.196	21.154
2024-25	6.738	5.544	4.398	1.514	2.356	0.462	0.382	0.199	21.598

^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*, ABS 3412.0.55.004.

'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 2024-25) 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, 1999-00 to 2024-25

Year	Consumer price index	Inflation rate (%)	Deflator Factor
1999-00	48.2	2.3	0.495
2000-01	51.1	6.0	0.525
2001-02	52.6	2.9	0.540
2002-03	54.2	3.0	0.556
2003-04	55.5	2.4	0.570
2004-05	56.8	2.3	0.583
2005-06	58.6	3.2	0.602
2006-07	60.3	2.9	0.619
2007-08	62.4	3.5	0.641
2008-09	64.3	3.0	0.660
2009-10	65.8	2.3	0.676
2010-11	67.9	3.2	0.697
2011-12	69.5	2.4	0.714
2012-13	71.0	2.2	0.729
2013-14	72.9	2.7	0.748
2014-15	74.2	1.8	0.762
2015-16	75.2	1.3	0.772
2016-17	76.5	1.7	0.785
2017-18	78.0	2.0	0.801
2018-19	79.3	1.7	0.814
2019-20	80.3	1.3	0.824
2020-21	81.6	1.6	0.838
2021-22	85.3	4.5	0.876
2022-23	91.3	7.0	0.937
2023-24	95.1	4.2	0.976
2024-25	97.4	2.4	1.000

^a Average of four quarters.Source: Derived from Australian Bureau of Statistics, *Consumer Price Index, Australia*, ABS 6401.0.

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 following initiatives took effect from 1 July 2024:

- mandatory Responsible Gambling Officers (RGOs) in venues with more than 20 gaming machine entitlements
- banned the placement of any signage or advertising relating to gaming machines either on, or visible from a cash withdrawal facility (automatic teller machine (ATM) or EFTPOS terminal)
- mandatory Advanced Responsible Conduct of Gambling (ARCG) training for all RGOs
- mandatory for all venues with gaming machines to maintain a Gambling Incident Register.

From 1 September 2024 it became mandatory for all venues with gaming machines to keep a Gaming Plan of Management.

Lottery and Keno rule changes

On 18 July 2024, the Keno Rules were amended to reduce the maximum ticket purchase limit from \$9,999 to \$1,000, reduce the cash payout limit from \$9,999 to \$5,000, and reduce the threshold for which a 24-hour

transfer delay is implemented on winning tickets purchased in venue via the Internet Platform from \$9,999 to \$2,000. These changes were intended to reduce the gambling harm and financial crime risk profile of Keno products.

On 10 March 2025, the Instant Lotteries (Scratch-it) Rules were amended to introduce a new \$30 instant scratch-it product to replace one of the existing \$20 instant scratch-its. The top prize of \$1.5 million is the highest for instant lotteries.

Extension of the date for implementation of reduced daily cash limit for casino patrons

From 19 August 2024, Section 73A of the *Casino Control Act 1992* (NSW) (CCA) came into effect, requiring that casino operators must not accept more than \$1,000 in cash from a customer in a day for wagering purposes.

In recognition of the significant technological and operational challenges to transition to carded play, the NSW Government provided casino operators until 19 August 2025 under a transitional arrangement to comply with the reforms, with a \$5,000 limit in effect during this transitional period.

In August 2025, the NSW Government determined to extend the transitional arrangement so that the \$5,000 limit remains in effect for another two years, until 19 August 2027.

Number of operating electronic gaming machines (at 30 June 2025)

- Clubs 65,401
- Hotels 22,529
- Casinos 1,500

Number of venues with operating electronic gaming machines (at 30 June 2025)

- Clubs 992
- Hotels 1,139
- Casinos 1

Gaming machine duty rates

Gaming machine duty rates for clubs and hotels are 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
2025	-	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
	— % —					
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
2025	-	-	33.0	33.0	36.0	50.0

Number of gaming, racing and wagering licences issued (at 30 June 2025)

- Bookmakers 153
- Sports betting 29
- Totalisator 1
- Registered Race clubs
 - Thoroughbred 129
 - Harness 26
 - Greyhound 28
- Licensed Racecourses
 - Thoroughbred 120
 - Harness 26
 - Greyhound 28
- Public lotteries 1
- Keno 1
- Casino 1
- Restricted gaming facility 1

Amendments to previous publication (40th edition)

Amendments have been made to the following gambling category values for 2023-24 due to ongoing assurance work:

- Keno – Expenditure, Revenue & Turnover
- Racing and sports betting - Expenditure, Revenue & Turnover

Notes to the Tables from 2021–22 to 2024–25

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 commenced operations on 8 August 2022.
Lotteries	Turnover figures are net sales (that is, not including agent commission).

Specific notes

The 38th, 39th and 40th editions (previous editions) of the AGS represented only turnover derived from TAB Limited and some NSW Licensed Bookmaker's authorised under Section 16(1) and 19(2) of the *Betting and Racing Act 1998* with regard to the racing and sports betting category.

For the previous editions and the current 41st edition of the AGS, the turnover figure for racing and sports betting now includes turnover derived from TAB Limited and Betting Service Providers (BSPs) who have been liable to pay Point of Consumption Tax and have lodged an annual reconciliation return.

In NSW, BSPs with net wagering revenue from NSW residents of \$1 million per year or greater are required to lodge an annual reconciliation return. Turnover derived from smaller bookmakers may not be captured in this table. Although not exhaustive, this now captures turnover by NSW residents of NSW based BSP's, and also those BSPs located in other states and territories but servicing NSW residents.

When introduced in 2019, the point of consumption tax rate was set at 10 per cent of net wagering revenue. It was increased to 15% on 1 July 2022.

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*
- *Gambling Taxation Act 2023*.

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 the Mandatory Shutdown Period

A mandatory shutdown period for gaming machines in Victorian hotels and clubs was introduced under Section 3.5.22 of the Gambling Regulation Act 2003. It requires all gaming machines in Victorian hotel and club venues to cease operation daily between 4:00 AM and 10:00 AM. This provision came into effect on 30 August 2024.

Increase in Wagering tax

On 1 July 2024, the point of consumption tax (POCT) for wagering products increased from 10% to 15%.

General industry information

Tabcorp VIC Pty Ltd (Tabcorp) was granted a new Wagering and Betting Licence in Victoria on 18 December 2023, which commenced on 16 August 2024 following the expiry of the previous licence. The licence provides Tabcorp with exclusive rights for 20 years to operate the state's off-course retail wagering network, including TAB outlets and betting terminals. However, this exclusivity does not extend to all wagering services. Approved bookmakers can still operate on-course, and licensed wagering service providers from other jurisdictions may offer online betting to Victorian customers.

Amendments to previous publication (40th edition)

Nil.

Notes to the tables for 2024–25

For FY2024-25

- The figures for sportsbetting 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

2024-25

During 2024-25, Queensland increased investment in its Gambling Help Service System to approximately \$17 million¹ per year to expand the Gambling Helpline, strengthen regional and remote service delivery, enhance community education and digital information, and increase supports for at-risk and vulnerable Queenslanders.

The Queensland Government progressed implementation of the Queensland Audit Office's 2024 *Minimising gambling harm* audit recommendations, completing six of the ten recommendations during the reporting period. Initiatives improved the accessibility and cultural appropriateness of Gambling Help services for First Nations peoples, culturally and linguistically diverse communities, and young Queenslanders.

Work commenced to establish dedicated gambling financial counselling positions across Queensland's 11 Gambling Help regions, alongside implementation of a First Nations gambling harm screening tool and research into online gambling among young First Nations males to inform future prevention efforts.

Queensland continued its *Forget the bet. Enjoy the game.* campaign with Queensland Cricket and Queensland Rugby League to raise awareness of gambling harm and available support.

The government also improved regulatory efficiency across the liquor and gaming sectors by streamlining licensing processes, with more than 92 per cent of licence applications lodged online and expanded digital payment options introduced.

Industry engagement remained a priority through liquor accords and Safe Night Precinct boards and partnerships with licenced venues, Queensland Police Service and community organisations. Compliance activities continued to focus on higher-risk operators using a risk-based approach.

The statewide gaming machine cap for hotels and clubs remained unchanged. During the year, legislation was announced to increase the maximum number of gaming machines permitted for eligible community clubs operating across multiple premises, while maintaining the statewide cap and the limit of 300 machines at any individual club.

¹ The \$17M includes employee expenses to support the programs that would not necessarily be considered direct investment

Casinos

In 2024–25, reformed laws to further strengthen casino integrity, prevent money laundering and minimise gambling harm were commenced. Under these enhanced laws, Queensland casinos are required to:

- pay an annual casino supervision levy to fund casino oversight and regulation and gambling harm minimisation programs
- take steps to exclude people who are known to be banned from entering interstate casinos by an interstate police commissioner
- share the details of particular types of exclusions with other Queensland casino operators
- seek the express and informed consent of a person before sending promotional or advertising materials directly to the person.

In 2024–25, Queensland also monitored the first permanent closure of a Queensland casino, the Treasury Casino in Brisbane, and the opening of The Star Brisbane at the Queen's Wharf precinct. Casino integrity, including gambling harm minimisation, was closely monitored through the uplift of approved controls for casino operations and compliance activities targeted towards the potential risks associated with casino operations from a new premises.

General industry information

Nil.

Amendments to previous publication (40th edition)

Nil.

Notes to the tables for 2024–25

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

Casino (Penalties) Amendment Bill 2024

The Casino Penalties (Amendment) Bill 2024 (Bill) was introduced to Parliament on 1 May 2024 and passed by the Parliament of South Australia on 26 September 2024.

The Bill proposed to amend the *Casino Act 1997* (Act) and make related amendments to the *Gambling Administration Act 2019*.

The Bill proposed to significantly raise a number of penalties, the most significant of which is an increase of the maximum penalty that may be imposed as a result of disciplinary action from \$100,000 to \$75 million.

The Bill also proposed to establish new causes for the Liquor and Gambling Commissioner (Commissioner) to take disciplinary action against the holder of the casino licence if:

- circumstances come to light that show that the casino licensee, a close associate of the licensee or a designated person is found to have engaged in conduct that constitutes serious misconduct, or
- if a court or tribunal in this State, the Commonwealth or a State or Territory of the Commonwealth has imposed a penalty (whether civil or criminal) on the casino licensee, a close associate or a designated person.

Furthermore, transitional provisions contained within the Bill clarified that the changes being made to the maximum fine that can be imposed by taking disciplinary action, as well as the new causes for taking disciplinary action, will apply retrospectively. This addresses conduct which has occurred prior to commencement of the provisions (should such circumstances come to light), as well as to disciplinary action which has commenced but has not yet reached the stage of determining the penalty.

Parliament passed the Bill without amendment and the Casino Penalties (Amendment) Act 2024 commenced on 21 November 2024.

Independent review into SkyCity

As reported in the 2022-23 publication, the Honourable Brian Martin AO KC was appointed by the Commissioner to conduct an investigation under section 22(2) of the *Casino Act 1997* (Casino Act) in regard to the suitability of SkyCity Adelaide Pty Ltd (SkyCity Adelaide) and SkyCity Entertainment Group Limited (SCEGL).

The investigation is into the suitability of SkyCity Adelaide to continue to hold the casino licence under the Casino Act and the suitability of SCEGL to continue to be a close associate of SkyCity Adelaide.

Details of the matters that Mr Martin was to investigate under delegation from the Commissioner are provided in the 2022-23 publication.

Mr Martin was to provide the Commissioner with a written report of his findings of the investigation by 1 February 2023 unless an extension is negotiated between the Commissioner and Mr Martin.

While Mr Martin's investigation was separate from the proceedings initiated by AUSTRAC in the Federal Court (Court) against SkyCity for alleged serious and systemic non-compliance with Australia's anti-money laundering and counter terrorism financing (AML/CTF) laws, there was clearly some overlap that need to be considered.

Therefore, Mr Martin advised the Commissioner that until the resolution of the AUSTRAC proceedings, it was not possible to determine reliably the question of suitability.

On that basis, the Commissioner put on hold the investigation with regard to an overall determination of suitability.

Update on the review

Following resolution of the AUSTRAC matter in which SkyCity made a number of admissions to the Court, the investigation by Mr Martin resumed, and a preliminary report was submitted to the Commissioner on 20 May 2025.

The Commissioner provided SkyCity with the opportunity to consider the preliminary report and respond to any factual inaccuracies it considered existed.

Revised approved trading system for gaming machine entitlements

Over the past several years, the Government conducted a review of the way the approved trading system for Gaming Machine Entitlements (GMEs) operates. Various options were presented to stakeholders with feedback informing the drafting of regulations; to amend the rules of the approved trading system to change the way it operates from a round-by-round trading-based system conducted only at times as determined by the Commissioner to a transparent open-market based model where trades can be made at any time.

The revised system allows parties interested in potentially trading (selling or purchasing) their GMEs to make offers to do so via an online portal (GMEX - established and managed by CBS) and set the price that they are seeking for each GME at any time. Other parties can accept those offers if they wish.

The Gaming Machines Regulations 2020 were amended on 10 February 2020 to implement the open market-based trading system.

The GMEX public register is published live on the CBS website. Anyone can view offers to sell and expressions of interest to buy GMEs as well as any completed trades. This allows for full transparency on the prices being offered per GME and the number of GMEs that remain to be cancelled to reach the statutory objective.

Details of the revised approved trading system:

GMEX enables GMEs to be listed for sale and traded on commercially negotiated terms and notified to the Commissioner, subject to a requirement that:

- the listing of GMEs for sale, expression of interest to purchase and notification of a successful trade of GMEs between eligible persons be made in the form and manner determined by the Commissioner (the online GMEX marketplace)
- access to the GMEX is restricted to eligible persons, being the holder of a GME, or someone they have given consent to, including provision for a sale listing or expression of interest to purchase to be self-managed by the eligible person (add, update, amend, delete etc.) and notification of an agreed sale to be notified to CBS
- an application to trade GMEs must be supported by such information required by the Commissioner (i.e. landlord, financier, club committee or District Court consent, if applicable) to ensure the lawful right to trade GMEs
- the trading of GMEs between two hotels is prohibited if the GMEs being vested are sourced from a licence transferred to the licensee or a new licence has been granted within the preceding 24 months
- the transfer of the GMEs do not become binding until monies are disbursed by the purchaser to the seller, approval is granted by order of the Commissioner and updated licences issued
- fees for use of the GMEX at various stages of the process have been prescribed by the Minister. The Commissioner may, in the Commissioner's absolute discretion, waive, reduce or refund (in whole or in part) a fee payable by a person under the regulations.

The Commissioner is required to disclose information about the results of each successful GMEX trade and other market information in a public register. The register includes the following information:

- the date of execution of the transfer
- the number of GMEs transferred
- the number of GMEs forfeited to the Commissioner
- the sale price
- local government area where the GME will be located
- gaming machine licence type
- any other particulars relating to the transfer as determined by the Commissioner.

The Commissioner has an oversight role under the revised system, which includes establishing and maintaining GMEX and considering applications for approval of:

- a registered person to be able to use GMEX
- a trade agreement
- to exempt an eligible person from the rule that a for-profit venue is not permitted to sell GMEs from a venue that has been transferred to them within the previous 2 years.

SkyCity Adelaide – Underpayment of Casino Duty - SkyCity Adelaide Pty Ltd v Treasurer of South Australia [2024] HCA 37

- On 11 August 2013, the Treasurer and SkyCity Adelaide Pty Ltd (SkyCity Adelaide) entered into an agreement (the Casino Duty Agreement [CDA]) under which the rates of taxation to be applied to net gambling revenue attributable to casino gaming were agreed to.
- As announced to the ASX and NZX on 22 February 2024, there had been a longstanding contractual dispute between SkyCity Adelaide Pty Ltd and the Commissioner of Taxation (Revenue SA) in relation to the calculation of casino duty (taxation).
- Revenue SA contended that under the terms of the CDA that SkyCity Adelaide is required to pay casino duty on bets placed on gaming machines which are placed using gaming credits converted from loyalty points received through SkyCity's Player Rewards Programme (referred to as converted points). Conversely, SkyCity Adelaide contended that as it receives no payment when converted points are used, that these bets are not taxable and as a result is of the view that it has paid all casino duty required under the CDA.
- Following an application by SkyCity Adelaide to the Supreme Court, the Court of Appeal ruled against SkyCity Adelaide, finding that credits on gaming machines arising from the conversion of loyalty points, when played by customers, are taxable and are not an amount permitted to be deducted when assessing the amount of casino duty that is payable.
- On 6 June 2024, SkyCity Entertainment Group Limited announced to the ASX and NSX that the High Court of Australia has granted SkyCity Adelaide special leave to appeal the South Australian Court of Appeal's judgement on the interpretation of the relevant provisions in the CDA and the treatment of loyalty points.
- As a consequence, the High Court conducted a full hearing of the appeal from the decision of the Court of Appeal on 12 September 2024.
- On 16 October 2024, the High Court delivered its judgement on the matter of the treatment of loyalty points converted to gaming machine play for the purpose of calculating casino duty at the Adelaide casino.
- The High Court confirmed the Court of Appeal's interpretation of the Agreement finding that credits on gaming machines arising from the conversion of loyalty points, when played by customers, are to be included in gaming revenue for the purpose of calculating casino duty.

- SkyCity was required to pay \$13.1m in duty plus \$24.8m in penalties and interest in relation to the return periods from January 2014 to January 2024, and \$0.2m relating to the Treasurer's costs. None of these amounts have been reported as revenue in this edition of the publication.

General industry information

Nil.

Amendments to previous publication (40th edition)

Nil.

Notes to the tables for 2024–25

Nil.

Specific notes

Nil.

3.5 Western Australia

Legislation

State legislation governing the regulation, supervision, and control of gambling activities in the 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

- A full review and reform of WA’s gambling laws is being undertaken to establish a modernised, harmonised, best-practice regulatory framework, covering all gambling activities in WA (except the State Lottery), with a view to introducing a Bill to Parliament in 2028.
- This will finalise the third and final phase of the three-stage legislative reforms arising from the Perth Casino Royal Commission (PCRC) and related matters. The first two phases were implemented through the enactment of the *Casino Legislation Amendment (Burswood Casino) Act 2022*, the ratification of the increase to the casino gaming licence fee and other minor changes to the State Agreement by the *Casino (Burswood Island) Agreement Amendment Act 2023*, and the enactment of the *Gambling Legislation Amendment Act 2024*.
- A Consultation Paper for the *Review and Reform of WA’s Gambling Laws* has been published, which closed for submissions on 12 December 2025.
- Western Australia’s gambling legislation has not been comprehensively reviewed since the enactment of a range of statutes for regulating the industry up to 71 years ago (between 1954 and 2003).
- The PCRC found the legislative model was “obsolete”, and that the legislation was “anachronistic” and “not fit-for-purpose”.
- The PCRC only considered casino regulation and not the other functions of the regulator, such as community gaming, wagering on races and events, WA TAB, gambling advertising, licensing and regulating bookmakers and on course totalisators.
- The wholesale review and reform of the gambling legislation will aim to reduce the harms of gambling without imposing an undue regulatory burden on operators and those members of the public who do not require protection.
- The State’s reformed gambling legislation will support lawful operators with a view to maximise vitality, tourism, employment and community benefit; have controls to mitigate potential harms; and appropriate sanctions to punish offenders.

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

As of 30 June 2025, the Perth casino had approval to operate a maximum of 350 table games, and 2,500 electronic gaming machines.

Amendments to previous publication (40th edition)

Nil.

Notes to the tables for 2024–25

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* (repealed 1 February 2025)
- *Racing Regulation and Integrity Act 2024* (commenced 1 February 2025)
- *TT-Line Gaming Act 1993* (there is currently no gaming conducted on TT-Line vessels).

New developments

- A new minor gaming regime was successfully implemented in September 2024. The restructured regime offers a modern and streamlined regulatory model, making minor gaming easier to understand while maintaining a high standard of regulatory oversight.
- On 19 November 2024, the Tasmanian Government announced its decision to defer the progress of the mandatory pre-commitment card for gaming machines. The Government announced that it will instead develop a package of measures to reduce harm from gaming machines.

General industry information

- Totalisator and fixed odds wagering are offered in Tasmania by UBET TAS Pty Ltd, 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 Hotel Casino in Sandy Bay (Hobart) and Country Club Casino at Prospect (Launceston). Both casinos are owned and operated by the Federal Group.
- Ninety 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, Tattersall's 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. New minor gaming regulatory arrangements came into effect in September 2024, which included updates to rules, conditions and additional exemptions.

Amendments to previous publication (40th edition)

Nil.

Notes to the tables for 2024–25

Racing and sports betting	Government revenue is primarily derived from a point of consumption tax. In addition, UBET TAS pays an annual wagering levy, equivalent to 925 000 fee units. The levied amount has not been included in the government revenue from wagering figures.
All	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.

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 (40th edition)

Nil.

Notes to the tables for 2024–25

Gaming machines	The Government revenue from gaming machine figure does not include: • the levy on all gaming machine licensees of 0.75% of gross gaming machine revenue • 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 Wagering Act 2024*
- *Soccer Football Pools Act 1978*
- *Totalisator Licensing and Regulation Act 2000*.

New developments

In July 2024, the *Racing and Wagering Act 2024* took effect, replacing the *Racing and Betting Act 1983* and the *Unlawful Betting Act 1989*. The new Act introduces a Wagering Levy for betting exchange and sports bookmaker licensees, payable monthly and based on activity from the previous month. For betting exchanges, the levy is calculated on total commission retained, while for sports bookmakers it applies to net wagering turnover. The Regulations set the rate at 0.05% and allow annual deductions of up to \$250,000 for approved community donations or sponsorships.

All levy payments are directed to the Racing and Wagering Fund, which supports regulatory operations, integrity functions, training, research, and harm-minimisation initiatives across the Northern Territory.

General industry information

Nil.

Amendments to previous publication (40th edition)

Nil.

Notes to the tables for 2024–25

Nil.

Specific notes

Nil.

4.0 List of tables

4.1 Summary tables

2024-2025

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2024–25
Summary table B	All states	Per Capita Gambling Turnover, 2024–25
Summary table C	All states	Percentage Change in Gambling Turnover, 2023–24 to 2024–25
Summary table D	All states	Total Gambling Expenditure, 2024–25
Summary table E	All states	Per Capita Gambling Expenditure, 2024–25
Summary table F	All states	Percentage Change in Gambling Expenditure, 2023–24 to 2024–25

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

Table number	Table name
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

Table number	Table name
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

Table number	Table name
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

Table number	Table name
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

Table number	Table name
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

Table number	Table name
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

Table number	Table name
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

Table number	Table name
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
	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
	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
	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

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