

Australian Gambling Statistics 1981–82 to 2006–07

25th edition 2008



Queensland
Government

Treasury

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Australian Gambling Statistics
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The cooperation of all Australian State and Territory Governments is gratefully acknowledged.

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PART 1: EXPLANATORY NOTES

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1.1 Introduction

The *Australian Gambling Statistics* is the collection of Australian data for legalised regulated gambling for which accurate figures are available. The *Australian Gambling Statistics* is produced by OESR in co-operation with all State and Territory governments.

OESR is a portfolio office of Queensland Treasury, and is the principal economic, demographic and social statistics research agency for the Queensland Government.

Copies of this publication on CD ROM may be obtained by contacting the Office of Economic and Statistical Research, PO Box 15037, City East, QLD 4002. Enquiries may be made by telephoning (07) 3224 5326, by facsimile transmission on (07) 3227 7437, or by email to oesr@treasury.qld.gov.au. Purchase request forms are also available at www.oesr.qld.gov.au.

In order to offset the cost of publication of the report, it was agreed between contributing States and Territory Governments to release copies of the statistics for sale. This year the price of the report in CD ROM form is \$175.00 (including GST and postage and handling costs within Australia).

1.2 Scope of the publication

The 25th edition of the *Australian Gambling Statistics* updates data for the financial years 1981-82 to 2006-07.

The publication comprises statistics on turnover, expenditure and government revenue from gambling activities conducted in the Australian states and territories. It is important to note that the statistics for each individual state or territory include turnover and expenditure generated by overseas and interstate visitors as well as that generated by residents of that state or territory.

All dollar figures are in nominal terms except where a table is denoted as being in real terms. See Glossary item 'CPI deflator' for an explanation of how real dollar figures are calculated for the purpose of this publication.

1.3 Background

The development of a database of statistics on gambling on a national basis was formally proposed at the June 1983 Conference of Government Racing Officials held in Darwin. The 1983 Conference agreed to draw attention to the relative absence of reliable economic and social data on gambling, and resolved that this information be collected, collated and shared on a national basis.

Led by the existing statistical collections of the (then) Tasmanian Racing and Gaming Commission, it was recommended that the racing and gaming administrations of other state and territory governments develop their own statistical base to assist in the development of a national gambling statistical record.

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

“That the Conference approve the establishment of a National Statistical Data Bank and each state and territory agree to submit all available racing and gaming statistics in a consistent format to the Tasmanian Racing and Gaming Commission for collation and analysis. A report is to be presented detailing the data to each Minister. A review of the effectiveness of this service will be undertaken at the next Racing and Gaming Ministers' Conference.”

In line with the conference resolution the Commission, with the assistance of a firm of economic consultants, extracted from published records a significant quantity of data relating to gambling turnover in each state and territory since 1972. This information was circulated to each state and territory for the purposes of correction and the addition of data that were not readily obtainable from available sources.

The first consolidation and assessment of this data was produced for the Racing and Gaming Ministers' Conference in late 1984. At the Commission's request, it was subsequently approved that the report be made publicly available.

The Tasmanian Gaming Commission continued to produce annual statistics until 2004, when the Office of Economic and Statistical Research, Queensland Treasury, was endorsed by jurisdictional CEOs to produce the publication on an ongoing basis.

1.4 Glossary

Bookmakers off-course: These figures relate to the amount wagered via off-course bookmakers. In Tasmania it represents the figure for sports betting or amounts wagered on events other than horse racing or greyhound racing.

Bookmakers on-course: These figures relate to the amount wagered via bookmakers at the race track on both horse and greyhound racing. A player can wager any amount above a set minimum and will receive the bookmaker's odds at the time of making the wager. Those odds stand, irrespective of whether the bookmaker alters the odds at a later time. Bookmakers are licensed in each jurisdiction.

Casino gaming: The various figures reported under this heading represent wagers at casinos and include wagers on table games, gaming machines and keno systems.

Casino turnover: The casino turnover figure is actually a combination of handle and turnover. Turnover is the amount wagered on a gambling activity whereas handle is a term used to describe the amount of money exchanged for gaming chips at a gaming table. It is difficult, if not impossible, to record the amount of each wager made on a table game, therefore it is difficult to report casino turnover accurately. Hence, the only amount that can be reported for table games is handle. Readers are therefore urged to use casino turnover figures with care.

CPI: The price index used as the deflator for conversion of current year (nominal) values to real values is the Consumer Price Index (CPI) All Groups weighted average of eight capital cities. The consumer price index is a measure of change over time in the retail price of a constant basket of goods and services which is representative of consumption patterns of employee households in metropolitan areas.

This index for each year is set out on the following table. CPI data for the period 1981-82 to 2006-07 were derived from data from Australian Bureau of Statistics (ABS).

Consumer Prices			
Year	Consumer Price Index	Inflation Rate (%)	Deflator Factor
1981-82	54.575	10.4%	0.350
1982-83	60.85	11.5%	0.390
1983-84	65.025	6.9%	0.417
1984-85	67.8	4.3%	0.434
1985-86	73.5	8.4%	0.471
1986-87	80.35	9.3%	0.515
1987-88	86.25	7.3%	0.553
1988-89	92.575	7.3%	0.593
1989-90	100	8.0%	0.641
1990-91	105.275	5.3%	0.674
1991-92	107.275	1.9%	0.687
1992-93	108.375	1.0%	0.694
1993-94	110.35	1.8%	0.707
1994-95	113.9	3.2%	0.730
1995-96	118.725	4.2%	0.761
1996-97	120.275	1.3%	0.771
1997-98	120.25	0.0%	0.770
1998-99	121.825	1.3%	0.781
1999-00	124.725	2.4%	0.799
2000-01	132.175	6.0%	0.847
2001-02	135.95	2.9%	0.871
2002-03	140.15	3.1%	0.898
2003-04	143.45	2.4%	0.919
2004-05	146.95	2.4%	0.942
2005-06	151.65	3.2%	0.972
2006-07	156.08	2.9%	1.000

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

Expenditure (gross profit): Expenditure is the net amount lost or, in other words, the amount wagered less the amount won, by people who gamble. Conversely, by definition, it is the gross profit (or gross winnings) due to the operators of each particular form of gambling.

Football Pools (Pools): The Pools is a numbers game of chance where the winning numbers are based on the results of the United Kingdom or Australian soccer matches.

Each week 38 soccer matches are selected to form a 'match list'. Each match is assigned a number from 1 to 38. The results of the matches are then collected and ranked, with scored draws ranked highest and home score wins ranked lowest. The six highest ranked match numbers are then used as the official results numbers for the Pools draw. There is also a supplementary number selected which is the seventh highest ranked match result.

To play the Pools, players select six numbers from the 38. If the selected numbers are the same as the official results numbers, the player wins one of the five prize divisions.

The Pools is administered by SA Lotteries on behalf of the Australian Soccer Pools Bloc. The Bloc was formed in June 1989 by lottery jurisdictions in Australia. The purpose of the Bloc is to promote the game of Soccer Pools and produce accurate and uniform prize pools and dividends for subscribers to the game.

Gambling: Gambling is the (lawful) placement of a wager or bet on the outcome of a future uncertain event. In this document it includes gaming, racing and sports betting activities.

The statistics presented in this publication are for legalised regulated gambling for which accurate figures are available and, hence, do not represent turnover or expenditure on all forms of gambling.

Gaming: Gaming is all legal forms of gambling other than racing and sports betting, such as lotteries, poker and gaming machines, casino gaming, football pools, interactive gaming and minor gaming (which is the collective name given to raffles, bingo, lucky envelopes and the like).

Gaming machines: All jurisdictions, except Western Australia, have a statewide gaming machine (poker machine) network operating in clubs and/or hotels. The data reported under this heading do not include gaming machine data from casinos.

Gaming machines accurately record the amount of wagers played on the machines so turnover is an actual figure for each jurisdiction. In most jurisdictions operators must return at least 85 per cent of wagers to players as winnings, either by cash or a mixture of cash and product. Gaming machines may be linked together in order to offer major jackpots.

Household disposable income (HDI): Household gross disposable income is defined as gross household income less income tax payable, other current taxes on income, wealth etc., consumer debt interest, interest payable by unincorporated enterprises and dwellings owned by persons, net non-life insurance premiums and other current transfers payable by households.

Information on HDI by state and territory has been derived from data taken from the ABS. Data on HDI were taken from the revised ABS series on 'Household Gross Disposable Income', reported by state and territory in the *Australian National Accounts: State Accounts* for the 1989-90 to 2006-07 period only, with only the total Australian HDI published for the years prior to 1989-90. Annual HDI figures for each state and territory prior to 1989-90 have been estimated by OESR by taking previously published estimates of household disposable income for the states and territories and raising these estimates to match the current Australian series in the period 1981-82 to 1988-89.

Household Disposable Income									
Value (\$ Million)									
Year	NSW	VIC	QLD	SA	WA	TAS	ACT	NT	Australia
1981-82	45,007	32,315	18,233	9,892	10,805	2,676	2,754	987	122,668
1982-83	49,579	35,598	20,085	10,897	11,903	2,948	3,034	1,087	135,129
1983-84	55,099	39,562	22,321	12,110	13,228	3,276	3,372	1,208	150,174
1984-85	59,434	42,674	24,077	13,063	14,269	3,534	3,637	1,303	161,988
1985-86	65,547	47,063	26,554	14,406	15,736	3,897	4,011	1,437	178,651
1986-87	71,069	51,028	28,791	15,620	17,062	4,225	4,349	1,558	193,701
1987-88	78,425	56,310	31,771	17,237	18,828	4,663	4,799	1,720	213,751
1988-89	88,487	63,534	35,846	19,448	21,244	5,261	5,415	1,940	241,173
1989-90	98,521	70,740	39,912	21,654	23,652	5,858	6,030	2,160	268,525
1990-91	104,372	73,040	41,763	22,317	23,665	6,223	6,483	2,229	280,094
1991-92	106,666	73,702	44,926	23,113	25,239	6,351	6,769	2,387	289,152
1992-93	109,761	77,381	48,405	23,948	26,835	6,631	7,077	2,407	302,446
1993-94	114,898	80,260	50,312	25,467	28,759	6,723	7,632	2,681	316,731
1994-95	120,707	84,147	54,109	26,339	31,184	7,181	8,132	3,049	334,848
1995-96	128,925	89,208	56,931	28,258	33,268	7,452	8,498	3,306	355,846
1996-97	134,287	91,380	61,285	28,763	34,321	7,545	8,573	3,496	369,651
1997-98	138,956	94,652	62,951	29,588	35,686	7,584	8,667	3,531	381,613
1998-99	144,895	100,071	66,329	29,497	37,219	7,717	9,189	3,804	398,720
1999-00	152,529	106,960	69,182	30,747	40,058	8,090	9,631	4,089	421,286
2000-01	167,055	116,300	74,451	34,266	41,760	8,535	10,759	4,317	457,444
2001-02	173,166	120,210	79,417	36,289	45,062	9,088	11,186	4,594	479,014
2002-03	175,104	124,737	83,521	36,856	48,155	9,683	12,136	4,773	494,963
2003-04	185,136	133,474	90,176	38,333	52,548	10,353	12,886	5,043	527,950
2004-05	195,693	142,527	98,165	40,028	55,078	11,263	13,753	5,610	562,116
2005-06	205,799	152,871	107,509	42,863	59,588	12,165	14,876	6,267	601,937
2006-07	215,926	164,655	118,386	45,487	65,584	13,143	16,684	6,746	646,612

Source: derived from Australian Bureau of Statistics, Australian National Accounts: State Accounts, ABS 5220.0

When interpreting gambling figures as a proportion of HDI by state and territory, users of the data should note that such data represents *expenditure* within the jurisdiction concerned, and does not adjust for interstate or international gamblers. No relevant data are collected on interstate gamblers.

Instant lottery: Instant lotteries are commonly known as ‘scratchies’, where a player scratches a coating off the ticket to identify whether the ticket is a winner. Prizes in the instant lottery are paid on a set return to player and are based on the number of tickets in a set, the cost to purchase the tickets, and a set percentage retained by the operator for costs.

The operation of instant lotteries is the same as for lotteries.

Interactive gaming: Interactive gaming is defined as gambling on activities conducted via the Internet. It specifically excludes wagering in the form of racing and sports betting and lotteries via the Internet, however does include Betting Exchange operations which are conducted in Tasmania via the Internet. Interactive gambling services provided to Australian residents by an Internet Casino are banned under the *Commonwealth Interactive Gambling Act 2001 (IGA)* which came into effect in August 2001.

Keno (clubs and/or hotels): A computerised keno system operates in clubs and/or hotels in New South Wales, Queensland, South Australia, Victoria, Tasmania and the Australian Capital Territory. In 1998-99, keno was introduced into Star City Casino (Sydney).

Keno is a game where a player wagers that their chosen numbers match any of the 20 numbers randomly selected from a group of 80 numbers via a computer system or a ball draw device. In most states, keno is linked to all venues within a particular jurisdiction, enabling the operator to offer large jackpot prizes. Keno has a fixed pay scale such that the pay out for each wager is established by rules and is independent of the total wagers made on the game.

Lotteries: Lotteries are conducted Australia-wide by both government and commercial operators. There are three components to a lottery: the purchase of a ticket, a draw and a prize. A person whose ticket is selected in a lottery wins a prize based on the total amounts wagered after deduction of a set percentage by the operator to cover costs. Lotteries are sold at various outlets around Australia such as newsagents. The same operators may also conduct lotto, pools, and instant lottery.

Lotto: The figures reported in this section cover a variety of lottery games, commonly known as Tattslotto, Gold Lotto, Lotto, X-Lotto or Powerball depending on the jurisdiction. The figures reported in this section also include the data for Powerball.

Lotto is a game where a player selects any six numbers from 1 to 45 in anticipation that those numbers will be among eight numbered balls, randomly drawn from a ball draw device containing 45 balls numbered from 1 to 45. The first six of the eight balls drawn are known as the 'winning numbers' and the last two balls are called 'supplementary numbers'.

There are five prize divisions, with Division 1 being the major prize. The prize pay out for each division is dependent on the amount of wagers made, less the operator's costs. A player wins if their selected numbers match those randomly drawn in a set combination.

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

On-course totalisator: These figures relate to the amount wagered on the TAB, on a racetrack, during race meetings.

Population: Population data from the ABS have been used to calculate the figures presented in the per capita tables. These population data exclude all persons under the age of 18 years. The per capita calculations are undertaken by dividing the relevant financial data for a given financial year by the mean resident population 18 years and over in the region during the relevant financial year. Mean estimates for the populations of the states and territories for the period 1981-82 to 2006-07 are presented in the following table. Data were derived from ABS' most current estimates.

Mean Resident Population Aged 18 and Over, By State									
Number of Persons (Millions)									
Year	ACT	NSW	NT	QLD	SA	TAS	VIC	WA	Australia
1981-82	0.152	3.741	0.080	1.644	0.946	0.296	2.791	0.910	10.559
1982-83	0.157	3.802	0.084	1.699	0.962	0.300	2.840	0.939	10.783
1983-84	0.162	3.853	0.089	1.741	0.978	0.304	2.886	0.962	10.975
1984-85	0.168	3.907	0.094	1.780	0.992	0.309	2.932	0.984	11.166
1985-86	0.174	3.967	0.099	1.826	1.006	0.313	2.978	1.014	11.376
1986-87	0.181	4.038	0.103	1.873	1.019	0.317	3.029	1.047	11.604
1987-88	0.186	4.118	0.105	1.925	1.032	0.320	3.084	1.078	11.849
1988-89	0.192	4.196	0.106	1.992	1.048	0.324	3.143	1.113	12.114
1989-90	0.197	4.267	0.109	2.061	1.063	0.330	3.205	1.146	12.378
1990-91	0.203	4.332	0.111	2.119	1.078	0.335	3.257	1.171	12.607
1991-92	0.209	4.394	0.113	2.176	1.090	0.339	3.297	1.191	12.810
1992-93	0.214	4.445	0.114	2.240	1.098	0.342	3.327	1.210	12.991
1993-94	0.218	4.490	0.117	2.305	1.104	0.344	3.348	1.231	13.157
1994-95	0.221	4.544	0.119	2.367	1.109	0.346	3.371	1.255	13.335
1995-96	0.225	4.605	0.123	2.428	1.114	0.347	3.406	1.282	13.531
1996-97	0.227	4.669	0.126	2.481	1.120	0.348	3.444	1.309	13.727
1997-98	0.229	4.728	0.130	2.527	1.128	0.348	3.481	1.334	13.907
1998-99	0.231	4.788	0.132	2.571	1.137	0.349	3.522	1.357	14.089
1999-00	0.234	4.853	0.135	2.619	1.145	0.350	3.569	1.380	14.286
2000-01	0.238	4.924	0.137	2.672	1.153	0.351	3.621	1.403	14.501
2001-02	0.241	4.994	0.138	2.735	1.162	0.353	3.676	1.427	14.729
2002-03	0.244	5.053	0.139	2.810	1.172	0.357	3.729	1.453	14.960
2003-04	0.247	5.104	0.140	2.888	1.182	0.362	3.782	1.480	15.187
2004-05	0.249	5.154	0.142	2.963	1.192	0.367	3.836	1.509	15.414
2005-06	0.258	5.206	0.149	3.084	1.218	0.373	3.945	1.561	15.796
2006-07	0.263	5.274	0.153	3.158	1.233	0.376	4.014	1.600	16.074

Source: Derived from Australian Bureau of Statistics, *Population by Age and Sex, Australian States and Territories*, ABS 3201.0

Note that the same caveat relating to the influence of visitors to a state on the estimates reported in the HDI tables is also relevant to the interpretation of the estimates reported in the per capita tables.

Racing betting: Within the context of this report, racing betting comprises legal betting with bookmakers and totalisators, both on racecourses and off-course (TAB). It is related to betting on the outcome of horse and greyhound races.

'Real' variables: Real variables refer to data that have had the effects of inflation removed. This is achieved by specifying a base year (in this instance 2006-07) and 'deflating' each previous year by the CPI. This means that all data in a table showing real values may be compared directly, the effects of inflation having been removed.

Sports betting: Sports betting is the wagering on approved types of local, national or international sporting activities (other than the established forms of horse and greyhound racing), whether on or off-course, in person, by telephone, or via the Internet.

Totalisator Agency Board (TAB): This form of wagering is Australia-wide and is the amount wagered at TAB outlets (other than those on a race track). Totalisator wagering is where a player makes a 'unit' wager (a unit being any multiple of 50 cents or one dollar depending on the jurisdiction). Totalisator betting is sometimes called parimutuel betting. The operator deducts a percentage of the total units wagered (for costs including tax), and the remainder is returned as dividends (winnings) to players in multiples of the unit wagered.

In several jurisdictions, the TAB has been privatised. There are three TAB pools, the Victorian TAB pool (known as the SuperTAB, of which Tasmania, Australian Capital Territory and Western Australia are a party), the New South Wales pool and the Queensland pool (of which South Australia and the Northern Territory are a party). Each jurisdiction retains the deductions from wagers made in that particular jurisdiction.

Turnover: Turnover is an expression used to describe the amount wagered. This does not include any additional charges that may also be paid at the point of purchase, such as selling agents' commission in the case of lotteries (except where noted in tables).

Wagering: Wagering is all legal forms of gambling on racing and sporting events.

1.5 Overview of gambling data

Sources of data

State and Territory government racing and gaming authorities were approached to provide actual data on turnover, expenditure and government revenue, for each form of gambling within their jurisdiction. Where actual data were not available, the relevant authorities were encouraged to make estimates of the unavailable statistics and provide both these estimates and explanations of the estimation methods. The methods that have been used to estimate missing values are elaborated upon below.

Legislative restrictions preclude several jurisdictions from releasing data until the close of the calendar year relating to the statistics. Users should note that the statistics are not available until after this period.

Goods and services tax

On 1 July 2000, the goods and services tax (GST) replaced wholesale sales tax which was applied at varying rates to a range of products. The GST is a broad-based tax of ten per cent on most supplies of goods and services consumed in Australia. This includes gaming products. Therefore, the gaming tax revenue figures shown in this publication from 2000-01 onwards are not comparable with those of preceding years.

Relevant legislation

Gambling policy and legislation in Australia has traditionally been the role of the States and Territories rather than the Commonwealth. Relevant state-based legislation is detailed in the following State and Territory summaries.

Forms of gambling

The following table provides an overview of the types of gambling that are legally permitted and currently being undertaken by Australian residents and overseas visitors in each State and Territory.

FORMS OF GAMBLING CURRENTLY UNDERTAKEN BY STATE/TERRITORY								
	NSW	Victoria	Queensland	SA	WA	Tasmania	ACT	NT
Racing and betting	✓	✓	✓	✓	✓	✓	✓	✓
Sports betting	✓	✓	✓	✓	✓	✓	✓	✓
Lotteries	✓	✓	✓	✓	✓	✓	✓	✓
Gaming machines	✓	✓	✓	✓	Casino only	✓	Hotels and clubs only	✓
Casino gaming	✓	✓	✓	✓	✓	✓	✓	✓
Keno	✓	✓	✓	✓	Casino only	✓	✓	✓
Football pools	✓	✓	✓	✓	✓	✓	✓	✓
Interactive gaming	<i>Australian residents are not permitted to access interactive gaming sites under the Commonwealth Interactive Gambling Act 2001 that came into effect in August 2001. Interactive gaming exists in the Northern Territory, but is only available to overseas visitors.</i>							
Minor gaming	✓	✓	✓	✓	✓	✓	✓	✓
Betting Exchange	<i>Betting Exchange wagering is currently undertaken in Tasmania by way of a Tasmanian Gaming Licence. The Tasmanian Gaming Commission only reports Government Revenue for this product which is recorded under Interactive Gaming.</i>							

1.6 Notes on data specific to each state and territory

1.6.1 New South Wales

Legislation

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

- Casino Control Act 1992;
- Charitable Fundraising Act 1991;
- Gambling (Two-Up) Act 1998;
- Gaming Machines Act 2001;
- Gaming Machines Tax Act 2001;
- Lotteries and Art Unions Act 1901;
- Public Lotteries Act 1996;
- Racing Administration Act 1998;
- Totalizator Act 1997; and
- Unlawful Gambling Act 1998.

New Developments

The *State Revenue and Other Legislation Amendment (Budget Measures) Act 2006* amended the *Gaming Machine Tax Act 2001* to change the gaming machine taxes payable by registered clubs.

General Industry Information

The figures presented for New South Wales in this publication were provided by the New South Wales Office of Liquor, Gaming and Racing, Department of The Arts, Sport and Recreation.

The casino pays 2.0 per cent of its gross gaming revenue to the Responsible Gambling Fund Levy.

Gaming machine (poker machine) duty rates for clubs and hotels are as follows:

TABLE 1: ANNUAL CLUB GAMING MACHINE RATES

Marginal Tax Rates from 1 September (%)	Annual Gaming Revenue ^(a) (\$)						
	Up to 200,000	200,001 to 1,000,000	1,000,001 to 5,000,000	5,000,001 to 10,000,000	10,000,001 to 20,000,000	20,000,001 to 50,000,000	50,000,001 and above
		Clubs earning up to 1,000,000	Clubs earning 1,000,001 and over ^(b)				
2006	0.0	10.0	10.0	21.0	25.5	27.7	27.7
2007	0.0	0.0	10.0	21.0	26.0	29.0	30.9
2008	0.0	0.0	10.0	21.0	26.0	29.0	30.9
2009	0.0	0.0	10.0	21.0	26.0	29.0	30.9
2010	0.0	0.0	10.0	21.0	26.0	29.0	30.9
2011	0.0	0.0	10.0	21.0	26.0	29.0	30.9

^(a) For gaming revenue higher than \$1,000,000, rates shown are before the 1.5 percentage point Community Development and Support Expenditure (CDSE) Scheme duty rate reduction. Under the CDSE Scheme, marginal duty rates on gaming revenue above \$1,000,000 are reduced by 1.5 percentage points if clubs contribute 1.5 per cent of gaming revenue in excess of \$1 million to eligible community projects.

^(b) For clubs earning gaming revenue above \$1,000,000 a year from 1 September 2007 the benefit of the tax-free threshold in the \$200,000 to \$1,000,000 revenue range will be withdrawn dollar for dollar as gaming revenue exceeds \$1,000,000, with complete withdrawal when revenue reaches \$1,800,000

TABLE 2: ANNUAL HOTEL GAMING MACHINE RATES

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
2006	5.5	15.5	19.8	27.7	32.7	39.1
2007	5.4	15.4	21.1	28.2	33.2	41.8
2008	5.3	15.3	22.4	28.8	33.8	44.5
2009	5.1	15.1	23.7	29.4	34.4	47.3
2010	5.0	15.0	25.0	30.0	25.0	50.0

Amendments to 2004-05 and 2005-06 data

Racing Turnover – TAB - for 2005-06 increase results from the omission of Fixed Odds turnover;

Bookmaker Turnover for 2004-05 & 2005-06 increased following the receipt of data after the respective reports were finalised;

Racing Expenditure – TAB - for 2004-05 & 2005-06 increase results from the above mentioned omission of Fixed Odds turnover;

Racing Expenditure – Bookmakers On Course – 2004-05 & 2005-06 – expenditure increased as a consequence of the above increases in Bookmakers Turnover.

Notes to the Tables for 2006-07

The following table provides a summary of the data items for 2006-07 that were either not provided, estimated based on relevant data, or require further clarification for completeness.

New South Wales	
Racing	<ul style="list-style-type: none">▪ Revenue is for taxes received by the Office of State Revenue between 1 July 2006 and 30 June 2007▪ TAB turnover includes Fixed Odds Racing turnover.▪ Bookmaker turnover includes Racing Offices turnover.▪ Bookmaker expenditure is calculated at 5.5% of turnover for all years.
Gaming	<ul style="list-style-type: none">▪ Keno expenditure is estimated at 25% of keno turnover.
Casino	<ul style="list-style-type: none">▪ Government Revenue from Gaming figure doesn't include \$11.7m of Responsible Gambling Levy.
Sports betting	<ul style="list-style-type: none">▪ Revenue is for taxes received by the Office of State Revenue between 1 July 2006 and 30 June 2007.▪ Bookmaker expenditure is calculated at 5.5% of turnover for all years.
Lotteries, Pools, Lotto	<ul style="list-style-type: none">▪ Sales figures are Gross (that is, include agent commission).

Specific Notes

Nil noted.

1.6.2 Victoria

Legislation

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

- Casino Control Act 1991 (except sections 128H to 128L which are administered by the Minister for Planning and section 128K(2) which is administered by the Minister for Finance);
- Casino (Management Agreement) Act 1993; and
- Gambling Regulation Act 2003.

A copy of current Victorian legislation can be accessed from the Victorian Legislation and Parliamentary Documents website at www.dms.dpc.vic.gov.au under Victorian Law Today.

New Developments

Public Lotteries Licences

The sole public lotteries licence held by Tattersall's expires on 30 June 2008. The Government has granted the licences listed below effective from 1 July 2008 until 30 June 2018.

Authorised Lotteries - Tattersall's

The licence issued to Tattersall's provides for Tattersall's to continue to conduct the following lotteries:

- Tattslotto (Saturday Night Lotto)
- Super 66
- Super 7's Oz Lotto (Oz Lotto)
- Powerball
- The Pools (Soccer Pools)

Authorised Lotteries – Intralot

The licence issued to Intralot provides for Intralot to conduct the following lotteries:

- Keno 10/20/70 – 2 draws per day
- Pick 5 Heads or Tails – 1 draw per day*
- Cross and Match – 1 draw per day
- TV Bingo – 1 draw per week
- Pick 3 – 2 draws per day*
- Instant Lottery Games (Scratchies)

*Note that Pick 5 Heads or Tails and Pick 3 are not required to commence until 1 July 2009.

Review of Electronic gaming machine, club keno and wagering licences and funding arrangements for the Victorian racing industry post 2012

The Premier has announced the new structure for Victoria's gaming industry beyond 2012. Under the post-2012 structure, approved hotels and clubs will bid directly for 10 year gaming machine entitlements, with the Government enforcing a cap on ownership to ensure that no one venue operator can own more than 35% of machines available to hotels. The Government also announced that it would introduce a progressive tax system covering electronic gaming machines to help create a level playing field between small and large venues.

The Government announced that, post 2012, the numbers of machines outside Crown Casino will remain fixed at 27,500, split evenly between clubs and hotels and with at least 20% in country

Victoria. The venue limit will be maintained at 105 gaming machines and regional caps will also remain.

Other gaming and wagering reforms to apply post 2012 include the offering of a single, specific licence for Keno operations, as well as a single, stand-alone licence for wagering, currently run by TABCORP.

Further information about the review and post-2012 arrangements is available from the Department of Justice website at www.justice.vic.gov.au.

Expansion of Regional Caps

In October 2006, the Minister for Gaming extended the regional caps in Victoria from five to 19 regions, specifying that the criterion that the VCGR was required to use to determine the maximum permissible number of gaming machines available for gaming in each region was the lower of 10 gaming machine per 1,000 adults in the region or the number of gaming machines per 1,000 adults in the region as at the date of the order.

Of the 19 capped regions in Victoria, six were required to reduce the number of gaming machines in the region in order to meet the maximum permissible number of machines for each region set by the VCGR. All excess gaming machines were removed from specified venues in capped regions by 18 December 2007 so that all regions are compliant with regional caps.

Further information, including the capped numbers for each region, the names of affected venues and how many machines have been removed from each is available at www.vcgr.vic.gov.au.

General industry information

Crown Limited holds the sole casino licence in Victoria. The licence authorises the casino operator to provide the following forms of gambling at the Melbourne Casino:

- Gaming on electronic gaming machines; and
- Approved casino table games.

TABCORP holds both a gaming operator's licence and a wagering licence, authorising it to provide the following forms of gambling in Victoria:

- Wagering on the three racing codes (gallops, harness and greyhounds) via totalisator at race meetings and authorised outlets (agencies, hotels, gaming venues), via telephone and online;
- Gaming on electronic gaming machines at gaming venues (licensed hotels and clubs);
- Club Keno at participating gaming venues throughout Victoria; and
- Sports betting via national Sportsbet outlets and via telephone.

Tattersall's holds both a gaming operator's licence and a public lotteries licence, authorising it to provide the following forms of gambling in Victoria:

- Gaming on electronic gaming machines at gaming venues (licensed hotels and clubs);
- Lotteries (Tattslotto, Ozlotto, Powerball, Super 66 and Soccer Pools) via accredited representatives (newsagencies and other outlets) throughout Victoria. Four other lottery products currently offered by Tattersall's (Instant Tatts, Tatts Keno, Wednesday Lotto and Tatts2) will not be available after 30 June 2008.
- Club Keno at participating gaming venues throughout Victoria.

Tattersall's also provided the infrastructure for the conduct of the Tipstar footy tipping competition run by Footy Consortium Pty Ltd, the licence for which expired on 14 December 2007.

Intralot holds a public lotteries licence to conduct the following lotteries from 1 July 2008:

- Keno 10/20/70 – 2 draws per day
- Pick 5 Heads or Tails – 1 draw per day
- Cross and Match – 1 draw per day
- TV Bingo – 1 draw per week
- Pick 3 – 2 draws per day
- Instant Lottery Games (Scratchies)

The current Ministerial directions, made under section 3.2.3 of the Gambling Regulation Act 2003, provide that the maximum number of gaming machines permitted in Victoria to be available for gaming in all approved venues, other than the Melbourne Casino, is 27,500.

Under section 62A(2) of the Casino Control Act 1991, the maximum number of electronic gaming machines available for gaming at Melbourne's Crown Casino is 2,500. The minimum and maximum number of gaming tables permitted to operate at Crown Casino is specified in the terms of the casino licence. The casino licence, as amended by the Victorian Casino and Gaming Authority, currently permits a maximum 350 gaming tables at the casino.

Further information about the structure and regulation of Victoria's gambling industry is available from the Victorian Commission for Gambling Regulation's website at www.vcgr.vic.gov.au.

Amendments to 2004-05 data and 2005-06 data

Sportsbetting Turnover for 2004-05 and 2005-06

- Bookmaker (and other) Fixed Odds – amended to reflect actual industry data
- Bookmaker (and other) Pool Betting – amended to reflect revised VCGR data

Sportsbetting Expenditure for 2004-05 and 2005-06

- Bookmaker (and other) Fixed Odds – amended to reflect actual industry data
- Bookmaker (and other) Pool Betting – amended to reflect revised VCGR data

Government Revenue from Sportsbetting for 2004-05 and 2005-06

- TAB Tote Odds – amended to reflect revised VCGR data

Notes to the Tables for 2006-07

The following table provides a summary of the data items for 2006-07 that either were not provided, were estimated based on relevant data, or require further clarification for completeness.

Victoria	
Interactive Gaming	<ul style="list-style-type: none">No data on this form of gambling in Victoria.
Racing	<ul style="list-style-type: none">Bookmakers on-course expenditure is estimated at 5.18% of turnover.
Tattersall's lottery	<ul style="list-style-type: none">Expenditure was estimated at 40% of turnover and is exclusive of agent's commissions.
Lotto	<ul style="list-style-type: none">Expenditure was estimated at 40% of turnover.
Instant lottery	<ul style="list-style-type: none">Expenditure was estimated at 40% of turnover.
Pools	<ul style="list-style-type: none">Expenditure was estimated at 50% of turnover.
Sports betting	<ul style="list-style-type: none">Expenditure for TAB fixed odds sports betting (Sportsbook) was estimated by subtracting payouts from current sales on decided events.Expenditure for TAB tote odds was estimated using actual data.Expenditure for bookmaker (and other) pool betting was estimated by applying retention rates of 10% or 40%, as applicable. Note, in Victoria, this definition applies solely to the pool betting competition, Tipstar, and does not in any way relate to bookmakers.

Specific Notes

Nil noted.

1.6.3 Queensland

Legislation

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

- *Casino Control Act 1982*;
- *Charitable and Non-Profit Gaming Act 1999*;
- *Gaming Machine Act 1991*;
- *Interactive Gambling (Player Protection) Act 1998*;
- *Keno Act 1996*;
- *Lotteries Act 1997*; and
- *Wagering Act 1998*.

New Developments

Throughout 2006-07 the Queensland Office of Gaming Regulation enacted a number of amendments to various Acts and Regulations regarding gaming.

In the Act category:

- *Lotteries Amendment Act 2007* to facilitate the privatisation of Golden Casket and the implementation of a new lottery licensing model.

In the Regulation category:

- Fee changes to the Casino Control Regulation 1999, Charitable and Non-Profit Gaming Regulation 1999, Gaming Machine Regulation 2002, Interactive Gambling (Player Protection) Regulation 1998, Keno Regulation 1997 and Wagering Regulation 1999.
- An increase in the prescribed amount of gaming machine tax paid under section 10D of the Gaming Machine Regulation 2002.
- An increase in the number of operating authorities under section 10A of the Gaming Machine Regulation 2002.
- Amendments to the 'approved financiers' and 'prescribed liquor licences' provisions of the Gaming Machine Regulation 2002.
- An amendment to the amount paid into the community investment fund under section 10B of the Gaming Machine Regulation 2002.
- Commencement of a new Lotteries Regulation 2007.

In the Rules category:

- Amendment of the Casino Gaming Rule 1999 to provide for the games of 'Texas hold'em bonus poker', 'Three card poker', 'Four card poker' and amendments to the rules of 'Blackjack', 'Spanish blackjack' and the 'Wheel of fortune'.
- Amendment of the Lotteries Rule 1998, including to player registration, syndicate rules, the net prize pool for Saturday gold lotto and the bonus prize reserve.
- Amendment of the Wagering Rule 1999 affecting the bonus prize reserve.

General Industry Information

The *Tobacco and Other Smoking Products Amendment Act 2004* was introduced by the Queensland Government and came into effect on 1 January 2005. The new laws were phased in over 18 months to allow the general public and industry to understand and adjust to them. On 1 July 2006, 100 per cent of the indoor area including gaming machines became no-smoking areas.

Amendments to 2005-06 data

The number of gaming machines operating in hotels as at 30 June in 2005-06 was incorrectly stated. The correct figure is 18,556.

The figure stated for TAB Fixed Odds (Government Revenue from Sportsbetting) also changed slightly due to accounting adjustments.

The number of gaming machines operating in clubs as at 30 June in 2002-03 was incorrectly stated. The correct figure is 19,911.

Notes to the Tables for 2006-07

The following table provides a summary of the data items for 2006-07 that either were not provided, were estimated based on relevant data, or require further clarification for completeness.

Queensland	
Casino	▪ The actual turnover figures for Casinos include the turnover of keno and gaming machines, played in Casinos as well as the handle figure for table games.
Gaming machines	▪ From July 2001, gaming machine revenue includes gaming machine tax and health services levy.
Lotteries, Lotto	▪ The turnover figure includes handling fees. There is no handling fee for Instant Lottery; however, the turnover figure is total sales less returns and defective tickets.
Racing	▪ The expenditure figure does not include unpaid fractions and unclaimed dividends.

Specific Notes

The following should be noted:

- A Major Facility Fund was introduced on 1 July 2001. The levy is charged on gaming machine profits in excess of \$100,000 a month for Category 1 licensed premises (primarily hotels). The levy is calculated on a sliding marginal scale with increases in the levy percentage as the monthly profit increases. Revenue from the levy is included in

Government revenue from gaming machines. From 1 July 2006 this Fund was renamed the Health Services Levy.

- Bookmaker turnover tax was abolished on 30 June 2000.
- The *Art Unions Act 1992* was replaced by the *Charitable and Non-Profit Gaming Act 1999*. Among other things, the Act ceased taxation of charitable and non-profit gaming. Reliable figures for minor gaming are no longer available since the introduction of this Act.
- For totaliser betting tax is paid at a rate of 20 per cent of commission (revenue). For fixed odds betting tax is based on 20 per cent of gross revenue.
- Lottery turnover includes agents handling fees; however, Government tax is calculated on the gross revenue turnover less the handling fees.
- From July 2002, the Keno licence fee calculation was changed from a profit based half yearly licence fee to a fixed quarterly licence fee (and adjusted by CPI annually). The Keno tax rate was also increased from 20 per cent of gross revenue to 26.25 per cent to offset the reduction in the licence fee payments.

1.6.4 South Australia

Legislation

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

- Authorised Betting Operations Act 2000;
- Casino Act 1997;
- Gaming Machines Act 1992;
- Lottery and Gaming Act 1936; and
- State Lotteries Act 1966.

New Developments

Nil noted.

General Industry Information

Nil noted.

Amendments to 2005-06 and previously published data

During the production of this data, it was discovered that figures for both 'expenditure' and 'government revenue' for minor gaming for past financial years are incorrect.

In previous years, the figure provided for 'expenditure' was the gross proceeds less net proceeds, which actually gives a figure for expenses as opposed to the amount the public has spent on minor gaming. As this Office does not record statistics for winnings on minor gaming, a figure for expenditure cannot be provided. All previous financial years will need to be amended to 'not available'.

In addition, the 'government revenue' figure was interpreted to mean *any* revenue received in relation to minor gaming. As no tax is collected for minor gaming, the figure provided referred to application fees paid during that financial year. Application fees are not included in any of the other requested figures.

Notes to the Tables for 2006-07

The following table provides a summary of the data items for 2006-07 that were either not provided, estimated based on relevant data, or require further clarification for completeness.

South Australia	
	<ul style="list-style-type: none">▪ The Office of the Liquor & Gambling Commissioner is seeking confirmation from an external source on the figure provided for Minor Gaming Turnover (major lotteries) due to the large difference from last year's figures.

Specific Notes

Nil noted.

1.6.5 Western Australia

Legislation

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

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

New developments

Racing and Wagering Western Australia Tax Amendment Act 2007

Through the implementation of the *Racing and Wagering Legislation Amendment Act 2007* and the *Racing and Wagering Western Australia Tax Amendment Act 2007*, Western Australia's racing industry received significant taxation benefit.

The Amendment Acts change the method of taxation for Racing and Wagering

Western Australia's off-course racing totalisator wagering from turnover to gross profit and sets the rate of taxation at 11.91 per cent (net of GST), effective from

1 July 2007. Both Acts completed their passage through Parliament in March 2007.

General industry information

For the period, the Casino Gaming Operations tax rates were as follows:

Electronic Gaming Machines Tax

1 July 2006 – 30 June 2007	20%
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Table Games Tax

1 July 2006 – 23 December 2006	17%
--------------------------------	-----

24 December 2006 – 30 June 2007	18%
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International Commission Business Tax

1 July 2006 – 23 December 2006	12%
24 December 2006 – 30 June 2007	11%

Amendments to 2005-06 data

In 2005-06 the tax rates relied on for the Casino Statistics were incorrect.

Consequently, the figures for Government Revenue, Gaming Turnover and Gaming Expenditure for Casino Gaming require amendment. The correct figures are as follows:

Government Revenue from Gaming

Casino Gaming	59.157
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Gaming Expenditure

Casino	345.517
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Gaming Turnover

Casino	1,645.321
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Notes to the tables for 2006-07

Nil noted.

Specific notes

Nil noted.

1.6.6 Tasmania

Legislation

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

- Gaming Control Act 1993;
- TT-Line Gaming Act 1993;
- Racing Regulation Act 2004; and
- Racing Totaliser Betting Act 1952.

New Developments

Reporting of Player Expenditure

Previously the Tasmanian Gaming Commission has published figures for gaming turnover in its Annual Report and website. While the turnover figure is useful for calculating tax payable, it holds limited informational value for the general public and it is vastly misunderstood.

The gaming turnover figure is made up of the amount of actual cash that is put into gaming machines by gamblers as well as the resulting free spins and recycled winnings, which may not have actually cost the player any additional money.

The Commission now publishes player expenditure figures instead of gaming turnover figures. The player expenditure figure is the total amount of actual cash that players have lost through gaming machines. This is a real figure and the Commission feels that it better informs the public about the gambling habits of Tasmanians.

General Industry Information

Totalisator and fixed odds wagering is offered in Tasmania by the TOTE, which is a state owned company. TOTE operates a number of shopfront agencies, while a number of hotels and clubs also provide TOTE outlets. TOTE Tasmania is a member of the Supertab betting pool. Other members of the pool are Victoria, Western Australia and the Australian Capital Territory.

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 Hotels and Resorts group of companies.

A number of hotels and clubs in Tasmania offer gaming in the form of gaming machines and keno. These gaming services are owned and operated by Network Gaming, which is part of the Federal Hotels and Resorts group of companies. Individual hotels and clubs rent gaming equipment from Network Gaming.

Gaming machines are also operated on the *Spirit of Tasmania I* and *II* ferries by Admirals Casino.

Interactive gaming (Internet) services are currently offered in Tasmania by Betfair, which operates a betting exchange.

There are no providers of major lotteries currently operating in Tasmania. However, Tattersalls Sweeps Pty Ltd, which is licensed in Victoria, holds a foreign games permit that allows its products to be offered from accredited outlets in Tasmania.

The Footy Consortium Pty Ltd, which is also licensed in Victoria, also holds a foreign games permit that allows its Tipstar football tipping competition products to be offered in Tasmania.

Minor gaming in Tasmania generally consists of activities such as lucky envelopes (e.g. beer/cash tickets) bingo and raffles conducted for the benefit of not-for-profit organisations. Various minor games are currently approved.

Amendments to 2004-05 and 2005-06 data

It was noted that sports betting expenditure figures for years 2004-05 and 2005-06 were lower than govt revenue figures for the corresponding years. Sports betting expenditure figures have previously been estimated at 10% of corresponding sports betting turnover figures. A check of sport betting arrangements revealed that expenditure figures should have been estimated at between 10% and 40% of turnover figures.

Notes to the Tables for 2006-07

The following table provides a summary of the data items for 2006-07 that were either not provided, estimated based on relevant data, or require further clarification for completeness.

Tasmania	
Racing	<ul style="list-style-type: none"> ▪ Bookmakers' on-course racing expenditure was estimated at 5.5% of turnover.
Gaming	<ul style="list-style-type: none"> ▪ Casino, keno and gaming machine turnover information is no longer reported. ▪ Information on minor gaming turnover is no longer collected. This also means that an estimate of minor gaming expenditure can no longer be made. ▪ Tattersall's lottery turnover figures are net and do not include Lotteries Agent Commission. ▪ Lotteries expenditure (Super 66 and Tatts 2) was estimated at 40% of turnover (subscriptions). ▪ Lotto expenditure was estimated at 40% of turnover (subscriptions). ▪ Instant lottery expenditure was estimated at 40% of turnover (subscriptions). ▪ Pools expenditure was estimated at 50% of turnover (subscriptions).
Sports betting	<ul style="list-style-type: none"> ▪ Bookmaker (and other) pool betting expenditure (Tipstar expenditure) was estimated at between 10% and 40% of turnover (subscriptions).

Specific Notes

Nil noted.

1.6.7 Australian Capital Territory

Legislation

The *Gambling and Racing Control Act 1999* is the establishing legislation for the Australian Capital Territory (ACT) Gambling and Racing Commission. This Act outlines the functions and powers of the Commission and other administrative matters. In respect of specific gaming and racing activities, the following legislation is administered by the Commission and includes all subordinate legislation:

- Betting (ACTTAB Limited) Act 1964;
- Casino Control Act 2006;
- Games, Wagers and Betting Houses Act 1901;
- Gaming and Betting Act 1906;
- Gaming Machine Act 2004;
- Interactive Gambling Act 1998;
- Lotteries Act 1964;
- Pool Betting Act 1964;
- Race and Sports Bookmaking Act 2001;
- Racing Act 1999; and
- Unlawful Games Act 1984.

New Developments

The Commission has underway reviews of the Lotteries Act 1964, the Pool Betting Act 1964 and the Unlawful Games Act 1984.

General Industry Information

The ACT currently has 5 Sports bookmaking licensees. Expenditure figures for Sports betting are not available, as licensees are not required to provide this information.

Amendments to 2005-06 data

Nil

Notes to the Tables for 2006-07

The following table provides a summary of the data items for 2006-07 that were either not provided, estimated based on relevant data, or require further clarification for completeness.

Australian Capital Territory	
Racing	<ul style="list-style-type: none">▪ Bookmaker on-course expenditure was calculated by assuming that bookmaker expenditure was equivalent to 5.5% of turnover.▪ Government revenue from TAB includes on course totalisators. The ACT levies an annual licence fee on the TAB which is equivalent to 10% of the total licence value. The ACT Treasury has valued ACT TAB's licence at approximately \$35m.

Specific Notes

Nil noted.

1.6.8 Northern Territory

Legislation

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

- Gaming Control Act 2005;
- Gaming Machine Act 2005;
- Northern Territory Licensing Commission Act 2001;
- Racing and Betting Act 2004;
- Soccer Football Pools Act 2004;
- Totalisator Licensing and Regulation Act 2004; and
- Unlawful Betting Act 2004.

New Developments

Nil noted.

General Industry Information

A significantly greater proportion of the Territory's gambling business comes from overseas and interstate compared with other jurisdictions. For example, the Northern Territory has the only on-line gaming facility in Australia and associated expenditure is derived from international punters since federal law prohibits Australians from accessing this facility.

Gaming machine licensed hotels pay 1.0 per cent of their gross gaming profits to the Community Benefit Fund Levy.

The venue cap for a hotel is 10 gaming machines, while a licensed club is limited to 45 machines.

Amendments to 2005-06 data

There have been no amendments to the published 2005-06 gambling data for the Northern Territory.

Notes to the Tables for 2006-07

The following table provides a summary of the data items for 2006-07 that were either not provided, estimated based on relevant data, or require further clarification for completeness.

Northern Territory	
	<ul style="list-style-type: none">▪ Racing turnover and expenditure figures in 'Bookmakers On Course' columns include figures from all bookmakers including corporate bookmakers and on-course bookmakers.▪ Lotto, instant lottery and pools turnover figures provided in gaming turnover tables are net sales.

Specific Notes

Nil noted.

1.7 Cautionary note

While all care has been taken in the preparation of this publication, and the relevant authorities of each State and Territory have verified their own data in detail, it is nevertheless necessary to caution users with regard to its complete accuracy.

All tables should be read in conjunction with the explanatory notes in Part 1 of this report.

In some instances, data contained in previous editions have been corrected or amended. These corrections or amendments are noted within each table.

Caution should be used when comparing data between states and territories as each jurisdiction has different systems, processes and reporting methods. Also, the availability of certain data can vary between jurisdictions.

Data on government revenue from gambling for years prior to 2000-01 are not comparable with data since 2000-01 due to the introduction of the goods and services tax on 1 July 2000.

In particular, readers are urged to use casino handle figures with extreme care. **Please read Part 1.4 which contains the data on 'casino handle' and a warning on its usage before using any data on casino handle.**

PART 2: LIST OF TABLES FOR 2006-07

Summary Tables

Table Number	State	Table Name
Summary Table A	All States	Total Gambling Turnover 2006-07
Summary Table B	All States	Per Capita Gambling Turnover 2006-07
Summary Table C	All States	Percentage Change In Gambling Turnover 2005-06 - 2006-07
Summary Table D	All States	Total Gambling Expenditure 2006-07
Summary Table E	All States	Per Capita Gambling Expenditure 2006-07
Summary Table F	All States	Percentage Change In Gambling Expenditure 2005-06 - 2006-07

Tables By State

	Table Number	Table Name
New South Wales	NSW 1	Total Racing Turnover
	NSW 2	Real Racing Turnover
	NSW 3	Per Capita Racing Turnover
	NSW 4	Real Per Capita Racing Turnover
	NSW 5	Total Racing Expenditure
	NSW 6	Real Racing Expenditure
	NSW 7	Per Capita Racing Expenditure
	NSW 8	Real Per Capita Racing Expenditure
	NSW 9	Racing Expenditure
	NSW 10	Racing Expenditure
	NSW 11	Government Revenue From Racing
	NSW 12	Real Government Revenue From Racing
	NSW 13	Per Capita Revenue From Racing
	NSW 14	Real Per Capita Revenue From Racing
	NSW 15	Government Revenue From Racing
	NSW 16	Total Gaming Turnover
	NSW 17	Real Gaming Turnover
	NSW 18	Per Capita Gaming Turnover
	NSW 19	Real Per Capita Gaming Turnover
	NSW 20	Total Gaming Expenditure
	NSW 21	Real Gaming Expenditure
	NSW 22	Per Capita Gaming Expenditure
	NSW 23	Real Per Capita Gaming Expenditure
	NSW 24	Gaming Expenditure
	NSW 25	Gaming Expenditure
	NSW 26	Government Revenue From Gaming
	NSW 27	Real Government Revenue From Gaming
	NSW 28	Per Capita Revenue From Gaming
	NSW 29	Real Per Capita Revenue From Gaming
	NSW 30	Government Revenue From Gaming
	NSW 31	Total Sportsbetting Turnover
	NSW 32	Real Sportsbetting Turnover
	NSW 33	Per Capita Sportsbetting Turnover

NSW 34	Real Per Capita Sportsbetting Turnover
NSW 35	Total Sportsbetting Expenditure
NSW 36	Real Sportsbetting Expenditure
NSW 37	Per Capita Sportsbetting Expenditure
NSW 38	Real Per Capita Sportsbetting Expenditure
NSW 39	Sportsbetting Expenditure
NSW 40	Sportsbetting Expenditure
NSW 41	Government Revenue From Sportsbetting
NSW 42	Real Government Revenue From Sportsbetting
NSW 43	Per Capita Revenue From Sportsbetting
NSW 44	Real Per Capita Revenue From Sportsbetting
NSW 45	Government Revenue From Sportsbetting
NSW 46	Total Gambling Turnover
NSW 47	Real Gambling Turnover
NSW 48	Per Capita Gambling Turnover
NSW 49	Real Per Capita Gambling Turnover
NSW 50	Total Gambling Expenditure
NSW 51	Real Gambling Expenditure
NSW 52	Per Capita Gambling Expenditure
NSW 53	Real Per Capita Gambling Expenditure
NSW 54	Gambling Expenditure
NSW 55	Gambling Expenditure
NSW 56	Government Revenue From Gambling
NSW 57	Real Government Revenue From Gambling
NSW 58	Per Capita Revenue From Gambling
NSW 59	Real Per Capita Revenue From Gambling
NSW 60	Government Revenue From Gambling
NSW 61	Gaming Machines Operating As At 30 June

Victoria	VIC 1	Total Racing Turnover
	VIC 2	Real Racing Turnover
	VIC 3	Per Capita Racing Turnover
	VIC 4	Real Per Capita Racing Turnover
	VIC 5	Total Racing Expenditure
	VIC 6	Real Racing Expenditure
	VIC 7	Per Capita Racing Expenditure
	VIC 8	Real Per Capita Racing Expenditure
	VIC 9	Racing Expenditure
	VIC 10	Racing Expenditure
	VIC 11	Government Revenue From Racing
	VIC 12	Real Government Revenue From Racing
	VIC 13	Per Capita Revenue From Racing
	VIC 14	Real Per Capita Revenue From Racing
	VIC 15	Government Revenue From Racing
	VIC 16	Total Gaming Turnover
	VIC 17	Real Gaming Turnover
	VIC 18	Per Capita Gaming Turnover
	VIC 19	Real Per Capita Gaming Turnover
	VIC 20	Total Gaming Expenditure
	VIC 21	Real Gaming Expenditure
	VIC 22	Per Capita Gaming Expenditure
	VIC 23	Real Per Capita Gaming Expenditure
	VIC 24	Gaming Expenditure
	VIC 25	Gaming Expenditure
	VIC 26	Government Revenue From Gaming
	VIC 27	Real Government Revenue From Gaming
	VIC 28	Per Capita Revenue From Gaming
	VIC 29	Real Per Capita Revenue From Gaming
	VIC 30	Government Revenue From Gaming
	VIC 31	Total Sportsbetting Turnover
	VIC 32	Real Sportsbetting Turnover
	VIC 33	Per Capita Sportsbetting Turnover
	VIC 34	Real Per Capita Sportsbetting Turnover
	VIC 35	Total Sportsbetting Expenditure
	VIC 36	Real Sportsbetting Expenditure
	VIC 37	Per Capita Sportsbetting Expenditure

VIC 38	Real Per Capita Sportsbetting Expenditure
VIC 39	Sportsbetting Expenditure
VIC 40	Sportsbetting Expenditure
VIC 41	Government Revenue From Sportsbetting
VIC 42	Real Government Revenue From Sportsbetting
VIC 43	Per Capita Revenue From Sportsbetting
VIC 44	Real Per Capita Revenue From Sportsbetting
VIC 45	Government Revenue From Sportsbetting
VIC 46	Total Gambling Turnover
VIC 47	Real Gambling Turnover
VIC 48	Per Capita Gambling Turnover
VIC 49	Real Per Capita Gambling Turnover
VIC 50	Total Gambling Expenditure
VIC 51	Real Gambling Expenditure
VIC 52	Per Capita Gambling Expenditure
VIC 53	Real Per Capita Gambling Expenditure
VIC 54	Gambling Expenditure
VIC 55	Gambling Expenditure
VIC 56	Government Revenue From Gambling
VIC 57	Real Government Revenue From Gambling
VIC 58	Per Capita Revenue From Gambling
VIC 59	Real Per Capita Revenue From Gambling
VIC 60	Government Revenue From Gambling
VIC 61	Gaming Machines Operating As At 30 June

Queensland

QLD 1	Total Racing Turnover
QLD 2	Real Racing Turnover
QLD 3	Per Capita Racing Turnover
QLD 4	Real Per Capita Racing Turnover
QLD 5	Total Racing Expenditure
QLD 6	Real Racing Expenditure
QLD 7	Per Capita Racing Expenditure
QLD 8	Real Per Capita Racing Expenditure
QLD 9	Racing Expenditure
QLD 10	Racing Expenditure
QLD 11	Government Revenue From Racing
QLD 12	Real Government Revenue From Racing
QLD 13	Per Capita Revenue From Racing
QLD 14	Real Per Capita Revenue From Racing
QLD 15	Government Revenue From Racing
QLD 16	Total Gaming Turnover
QLD 17	Real Gaming Turnover
QLD 18	Per Capita Gaming Turnover
QLD 19	Real Per Capita Gaming Turnover
QLD 20	Total Gaming Expenditure
QLD 21	Real Gaming Expenditure
QLD 22	Per Capita Gaming Expenditure
QLD 23	Real Per Capita Gaming Expenditure
QLD 24	Gaming Expenditure
QLD 25	Gaming Expenditure
QLD 26	Government Revenue From Gaming
QLD 27	Real Government Revenue From Gaming
QLD 28	Per Capita Revenue From Gaming
QLD 29	Real Per Capita Revenue From Gaming
QLD 30	Government Revenue From Gaming
QLD 31	Total Sportsbetting Turnover
QLD 32	Real Sportsbetting Turnover
QLD 33	Per Capita Sportsbetting Turnover
QLD 34	Real Per Capita Sportsbetting Turnover
QLD 35	Total Sportsbetting Expenditure
QLD 36	Real Sportsbetting Expenditure
QLD 37	Per Capita Sportsbetting Expenditure

QLD 38	Real Per Capita Sportsbetting Expenditure
QLD 39	Sportsbetting Expenditure
QLD 40	Sportsbetting Expenditure
QLD 41	Government Revenue From Sportsbetting
QLD 42	Real Government Revenue From Sportsbetting
QLD 43	Per Capita Revenue From Sportsbetting
QLD 44	Real Per Capita Revenue From Sportsbetting
QLD 45	Government Revenue From Sportsbetting
QLD 46	Total Gambling Turnover
QLD 47	Real Gambling Turnover
QLD 48	Per Capita Gambling Turnover
QLD 49	Real Per Capita Gambling Turnover
QLD 50	Total Gambling Expenditure
QLD 51	Real Gambling Expenditure
QLD 52	Per Capita Gambling Expenditure
QLD 53	Real Per Capita Gambling Expenditure
QLD 54	Gambling Expenditure
QLD 55	Gambling Expenditure
QLD 56	Government Revenue From Gambling
QLD 57	Real Government Revenue From Gambling
QLD 58	Per Capita Revenue From Gambling
QLD 59	Real Per Capita Revenue From Gambling
QLD 60	Government Revenue From Gambling
QLD 61	Gaming Machines Operating As At 30 June

South Australia	SA 1	Total Racing Turnover
	SA 2	Real Racing Turnover
	SA 3	Per Capita Racing Turnover
	SA 4	Real Per Capita Racing Turnover
	SA 5	Total Racing Expenditure
	SA 6	Real Racing Expenditure
	SA 7	Per Capita Racing Expenditure
	SA 8	Real Per Capita Racing Expenditure
	SA 9	Racing Expenditure
	SA 10	Racing Expenditure
	SA 11	Government Revenue From Racing
	SA 12	Real Government Revenue From Racing
	SA 13	Per Capita Revenue From Racing
	SA 14	Real Per Capita Revenue From Racing
	SA 15	Government Revenue From Racing
	SA 16	Total Gaming Turnover
	SA 17	Real Gaming Turnover
	SA 18	Per Capita Gaming Turnover
	SA 19	Real Per Capita Gaming Turnover
	SA 20	Total Gaming Expenditure
	SA 21	Real Gaming Expenditure
	SA 22	Per Capita Gaming Expenditure
	SA 23	Real Per Capita Gaming Expenditure
	SA 24	Gaming Expenditure
	SA 25	Gaming Expenditure
	SA 26	Government Revenue From Gaming
	SA 27	Real Government Revenue From Gaming
	SA 28	Per Capita Revenue From Gaming
	SA 29	Real Per Capita Revenue From Gaming
	SA 30	Government Revenue From Gaming
	SA 31	Total Sportsbetting Turnover
	SA 32	Real Sportsbetting Turnover
	SA 33	Per Capita Sportsbetting Turnover
	SA 34	Real Per Capita Sportsbetting Turnover
	SA 35	Total Sportsbetting Expenditure
	SA 36	Real Sportsbetting Expenditure
	SA 37	Per Capita Sportsbetting Expenditure

SA 38	Real Per Capita Sportsbetting Expenditure
SA 39	Sportsbetting Expenditure
SA 40	Sportsbetting Expenditure
SA 41	Government Revenue From Sportsbetting
SA 42	Real Government Revenue From Sportsbetting
SA 43	Per Capita Revenue From Sportsbetting
SA 44	Real Per Capita Revenue From Sportsbetting
SA 45	Government Revenue From Sportsbetting
SA 46	Total Gambling Turnover
SA 47	Real Gambling Turnover
SA 48	Per Capita Gambling Turnover
SA 49	Real Per Capita Gambling Turnover
SA 50	Total Gambling Expenditure
SA 51	Real Gambling Expenditure
SA 52	Per Capita Gambling Expenditure
SA 53	Real Per Capita Gambling Expenditure
SA 54	Gambling Expenditure
SA 55	Gambling Expenditure
SA 56	Government Revenue From Gambling
SA 57	Real Government Revenue From Gambling
SA 58	Per Capita Revenue From Gambling
SA 59	Real Per Capita Revenue From Gambling
SA 60	Government Revenue From Gambling
SA 61	Gaming Machines Operating As At 30 June

Western Australia	WA 1	Total Racing Turnover
	WA 2	Real Racing Turnover
	WA 3	Per Capita Racing Turnover
	WA 4	Real Per Capita Racing Turnover
	WA 5	Total Racing Expenditure
	WA 6	Real Racing Expenditure
	WA 7	Per Capita Racing Expenditure
	WA 8	Real Per Capita Racing Expenditure
	WA 9	Racing Expenditure
	WA 10	Racing Expenditure
	WA 11	Government Revenue From Racing
	WA 12	Real Government Revenue From Racing
	WA 13	Per Capita Revenue From Racing
	WA 14	Real Per Capita Revenue From Racing
	WA 15	Government Revenue From Racing
	WA 16	Total Gaming Turnover
	WA 17	Real Gaming Turnover
	WA 18	Per Capita Gaming Turnover
	WA 19	Real Per Capita Gaming Turnover
	WA 20	Total Gaming Expenditure
	WA 21	Real Gaming Expenditure
	WA 22	Per Capita Gaming Expenditure
	WA 23	Real Per Capita Gaming Expenditure
	WA 24	Gaming Expenditure
	WA 25	Gaming Expenditure
	WA 26	Government Revenue From Gaming
	WA 27	Real Government Revenue From Gaming
	WA 28	Per Capita Revenue From Gaming
	WA 29	Real Per Capita Revenue From Gaming
	WA 30	Government Revenue From Gaming
	WA 31	Total Sportsbetting Turnover
	WA 32	Real Sportsbetting Turnover
	WA 33	Per Capita Sportsbetting Turnover
	WA 34	Real Per Capita Sportsbetting Turnover
	WA 35	Total Sportsbetting Expenditure
	WA 36	Real Sportsbetting Expenditure
	WA 37	Per Capita Sportsbetting Expenditure

WA 38	Real Per Capita Sportsbetting Expenditure
WA 39	Sportsbetting Expenditure
WA 40	Sportsbetting Expenditure
WA 41	Government Revenue From Sportsbetting
WA 42	Real Government Revenue From Sportsbetting
WA 43	Per Capita Revenue From Sportsbetting
WA 44	Real Per Capita Revenue From Sportsbetting
WA 45	Government Revenue From Sportsbetting
WA 46	Total Gambling Turnover
WA 47	Real Gambling Turnover
WA 48	Per Capita Gambling Turnover
WA 49	Real Per Capita Gambling Turnover
WA 50	Total Gambling Expenditure
WA 51	Real Gambling Expenditure
WA 52	Per Capita Gambling Expenditure
WA 53	Real Per Capita Gambling Expenditure
WA 54	Gambling Expenditure
WA 55	Gambling Expenditure
WA 56	Government Revenue From Gambling
WA 57	Real Government Revenue From Gambling
WA 58	Per Capita Revenue From Gambling
WA 59	Real Per Capita Revenue From Gambling
WA 60	Government Revenue From Gambling
WA 61	Gaming Machines Operating As At 30 June

Tasmania	TAS 1	Total Racing Turnover
	TAS 2	Real Racing Turnover
	TAS 3	Per Capita Racing Turnover
	TAS 4	Real Per Capita Racing Turnover
	TAS 5	Total Racing Expenditure
	TAS 6	Real Racing Expenditure
	TAS 7	Per Capita Racing Expenditure
	TAS 8	Real Per Capita Racing Expenditure
	TAS 9	Racing Expenditure
	TAS 10	Racing Expenditure
	TAS 11	Government Revenue From Racing
	TAS 12	Real Government Revenue From Racing
	TAS 13	Per Capita Revenue From Racing
	TAS 14	Real Per Capita Revenue From Racing
	TAS 15	Government Revenue From Racing
	TAS 16	Total Gaming Turnover
	TAS 17	Real Gaming Turnover
	TAS 18	Per Capita Gaming Turnover
	TAS 19	Real Per Capita Gaming Turnover
	TAS 20	Total Gaming Expenditure
	TAS 21	Real Gaming Expenditure
	TAS 22	Per Capita Gaming Expenditure
	TAS 23	Real Per Capita Gaming Expenditure
	TAS 24	Gaming Expenditure
	TAS 25	Gaming Expenditure
	TAS 26	Government Revenue From Gaming
	TAS 27	Real Government Revenue From Gaming
	TAS 28	Per Capita Revenue From Gaming
	TAS 29	Real Per Capita Revenue From Gaming
	TAS 30	Government Revenue From Gaming
	TAS 31	Total Sportsbetting Turnover
	TAS 32	Real Sportsbetting Turnover
	TAS 33	Per Capita Sportsbetting Turnover
	TAS 34	Real Per Capita Sportsbetting Turnover
	TAS 35	Total Sportsbetting Expenditure
	TAS 36	Real Sportsbetting Expenditure
	TAS 37	Per Capita Sportsbetting Expenditure

TAS 38	Real Per Capita Sportsbetting Expenditure
TAS 39	Sportsbetting Expenditure
TAS 40	Sportsbetting Expenditure
TAS 41	Government Revenue From Sportsbetting
TAS 42	Real Government Revenue From Sportsbetting
TAS 43	Per Capita Revenue From Sportsbetting
TAS 44	Real Per Capita Revenue From Sportsbetting
TAS 45	Government Revenue From Sportsbetting
TAS 46	Total Gambling Turnover
TAS 47	Real Gambling Turnover
TAS 48	Per Capita Gambling Turnover
TAS 49	Real Per Capita Gambling Turnover
TAS 50	Total Gambling Expenditure
TAS 51	Real Gambling Expenditure
TAS 52	Per Capita Gambling Expenditure
TAS 53	Real Per Capita Gambling Expenditure
TAS 54	Gambling Expenditure
TAS 55	Gambling Expenditure
TAS 56	Government Revenue From Gambling
TAS 57	Real Government Revenue From Gambling
TAS 58	Per Capita Revenue From Gambling
TAS 59	Real Per Capita Revenue From Gambling
TAS 60	Government Revenue From Gambling
TAS 61	Gaming Machines Operating As At 30 June

Australian Capital Territory	ACT 1	Total Racing Turnover
	ACT 2	Real Racing Turnover
	ACT 3	Per Capita Racing Turnover
	ACT 4	Real Per Capita Racing Turnover
	ACT 5	Total Racing Expenditure
	ACT 6	Real Racing Expenditure
	ACT 7	Per Capita Racing Expenditure
	ACT 8	Real Per Capita Racing Expenditure
	ACT 9	Racing Expenditure
	ACT 10	Racing Expenditure
	ACT 11	Government Revenue From Racing
	ACT 12	Real Government Revenue From Racing
	ACT 13	Per Capita Revenue From Racing
	ACT 14	Real Per Capita Revenue From Racing
	ACT 15	Government Revenue From Racing
	ACT 16	Total Gaming Turnover
	ACT 17	Real Gaming Turnover
	ACT 18	Per Capita Gaming Turnover
	ACT 19	Real Per Capita Gaming Turnover
	ACT 20	Total Gaming Expenditure
	ACT 21	Real Gaming Expenditure
	ACT 22	Per Capita Gaming Expenditure
	ACT 23	Real Per Capita Gaming Expenditure
	ACT 24	Gaming Expenditure
	ACT 25	Gaming Expenditure
	ACT 26	Government Revenue From Gaming
	ACT 27	Real Government Revenue From Gaming
	ACT 28	Per Capita Revenue From Gaming
	ACT 29	Real Per Capita Revenue From Gaming
	ACT 30	Government Revenue From Gaming
	ACT 31	Total Sportsbetting Turnover
	ACT 32	Real Sportsbetting Turnover
	ACT 33	Per Capita Sportsbetting Turnover
	ACT 34	Real Per Capita Sportsbetting Turnover
	ACT 35	Total Sportsbetting Expenditure
	ACT 36	Real Sportsbetting Expenditure
	ACT 37	Per Capita Sportsbetting Expenditure

ACT 38	Real Per Capita Sportsbetting Expenditure
ACT 39	Sportsbetting Expenditure
ACT 40	Sportsbetting Expenditure
ACT 41	Government Revenue From Sportsbetting
ACT 42	Real Government Revenue From Sportsbetting
ACT 43	Per Capita Revenue From Sportsbetting
ACT 44	Real Per Capita Revenue From Sportsbetting
ACT 45	Government Revenue From Sportsbetting
ACT 46	Total Gambling Turnover
ACT 47	Real Gambling Turnover
ACT 48	Per Capita Gambling Turnover
ACT 49	Real Per Capita Gambling Turnover
ACT 50	Total Gambling Expenditure
ACT 51	Real Gambling Expenditure
ACT 52	Per Capita Gambling Expenditure
ACT 53	Real Per Capita Gambling Expenditure
ACT 54	Gambling Expenditure
ACT 55	Gambling Expenditure
ACT 56	Government Revenue From Gambling
ACT 57	Real Government Revenue From Gambling
ACT 58	Per Capita Revenue From Gambling
ACT 59	Real Per Capita Revenue From Gambling
ACT 60	Government Revenue From Gambling
ACT 61	Gaming Machines Operating As At 30 June

Northern Territory	NT 1	Total Racing Turnover
	NT 2	Real Racing Turnover
	NT 3	Per Capita Racing Turnover
	NT 4	Real Per Capita Racing Turnover
	NT 5	Total Racing Expenditure
	NT 6	Real Racing Expenditure
	NT 7	Per Capita Racing Expenditure
	NT 8	Real Per Capita Racing Expenditure
	NT 9	Racing Expenditure
	NT 10	Racing Expenditure
	NT 11	Government Revenue From Racing
	NT 12	Real Government Revenue From Racing
	NT 13	Per Capita Revenue From Racing
	NT 14	Real Per Capita Revenue From Racing
	NT 15	Government Revenue From Racing
	NT 16	Total Gaming Turnover
	NT 17	Real Gaming Turnover
	NT 18	Per Capita Gaming Turnover
	NT 19	Real Per Capita Gaming Turnover
	NT 20	Total Gaming Expenditure
	NT 21	Real Gaming Expenditure
	NT 22	Per Capita Gaming Expenditure
	NT 23	Real Per Capita Gaming Expenditure
	NT 24	Gaming Expenditure
	NT 25	Gaming Expenditure
	NT 26	Government Revenue From Gaming
	NT 27	Real Government Revenue From Gaming
	NT 28	Per Capita Revenue From Gaming
	NT 29	Real Per Capita Revenue From Gaming
	NT 30	Government Revenue From Gaming
	NT 31	Total Sportsbetting Turnover
	NT 32	Real Sportsbetting Turnover
	NT 33	Per Capita Sportsbetting Turnover
	NT 34	Real Per Capita Sportsbetting Turnover
	NT 35	Total Sportsbetting Expenditure
	NT 36	Real Sportsbetting Expenditure
	NT 37	Per Capita Sportsbetting Expenditure

NT 38	Real Per Capita Sportsbetting Expenditure
NT 39	Sportsbetting Expenditure
NT 40	Sportsbetting Expenditure
NT 41	Government Revenue From Sportsbetting
NT 42	Real Government Revenue From Sportsbetting
NT 43	Per Capita Revenue From Sportsbetting
NT 44	Real Per Capita Revenue From Sportsbetting
NT 45	Government Revenue From Sportsbetting
NT 46	Total Gambling Turnover
NT 47	Real Gambling Turnover
NT 48	Per Capita Gambling Turnover
NT 49	Real Per Capita Gambling Turnover
NT 50	Total Gambling Expenditure
NT 51	Real Gambling Expenditure
NT 52	Per Capita Gambling Expenditure
NT 53	Real Per Capita Gambling Expenditure
NT 54	Gambling Expenditure
NT 55	Gambling Expenditure
NT 56	Government Revenue From Gambling
NT 57	Real Government Revenue From Gambling
NT 58	Per Capita Revenue From Gambling
NT 59	Real Per Capita Revenue From Gambling
NT 60	Government Revenue From Gambling
NT 61	Gaming Machines Operating As At 30 June

Tables By Gambling Products

Product	Table Number	Table Name
On-Course Totalisator	On Tot 1	On-Course Totalisator Turnover
	On Tot 2	Real On-Course Totalisator Turnover
	On Tot 3	Per Capita On-Course Totalisator Turnover
	On Tot 4	Real Per Capita On-Course Totalisator Turnover
	On Tot 5	On-Course Totalisator Expenditure
	On Tot 6	Real On-Course Totalisator Expenditure
	On Tot 7	Per Capita On-Course Totalisator Expenditure
	On Tot 8	Real Per Capita On-Course Totalisator Expenditure
	On Tot 9	On-Course Totalisator Expenditure As A % Of Household Disposable Income (All States And Territories)
	On Tot 10	Government Revenue From On-Course Totalisator
	On Tot 11	Real Government Revenue From On-Course Totalisator
	On Tot 12	Per Capita Government Revenue From On-Course Totalisator
	On Tot 13	Real Per Capita Government Revenue From On-Course Totalisator
	On Tot 14	On-Course Totalisator Revenue As % Of Total State Gambling Revenue
TAB	TAB 1	TAB Turnover
	TAB 2	Real TAB Turnover
	TAB 3	Per Capita TAB Turnover
	TAB 4	Real Per Capita TAB Turnover
	TAB 5	TAB Expenditure
	TAB 6	Real TAB Expenditure
	TAB 7	Per Capita TAB Expenditure
	TAB 8	Real Per Capita TAB Expenditure
	TAB 9	TAB Expenditure As A % Of Household Disposable Income (All States And Territories)
	TAB 10	Government Revenue From TAB
	TAB 11	Real Government Revenue From TAB
	TAB 12	Per Capita Government Revenue From TAB
	TAB 13	Real Per Capita Government Revenue From TAB
	TAB 14	TAB Revenue As % Of Total State Gambling Revenue

On-Course Bookmaker	On Book 1	On-Course Bookmaker Turnover
	On Book 2	Real On-Course Bookmaker Turnover
	On Book 3	Per Capita On-Course Bookmaker Turnover
	On Book 4	Real Per Capita On-Course Bookmaker Turnover
	On Book 5	On-Course Bookmaker Expenditure
	On Book 6	Real On-Course Bookmaker Expenditure
	On Book 7	Per Capita On-Course Bookmaker Expenditure
	On Book 8	Real Per Capita On-Course Bookmaker Expenditure
	On Book 9	On-Course Bookmaker Expenditure As A % Of Household Disposable Income (All States And Territories)
Off-Course Bookmaker	Off Book 1	Off-Course Bookmaker Turnover
	Off Book 2	Real Off-Course Bookmaker Turnover
	Off Book 3	Per Capita Off-Course Bookmaker Turnover
	Off Book 4	Real Per Capita Off-Course Bookmaker Turnover
	Off Book 5	Off-Course Bookmaker Expenditure
	Off Book 6	Real Off-Course Bookmaker Expenditure
	Off Book 7	Per Capita Off-Course Bookmaker Expenditure
	Off Book 8	Real Per Capita Off-Course Bookmaker Expenditure
	Off Book 9	Off-Course Bookmaker Expenditure As A % Of Household Disposable Income (All States And Territories)
Bookmakers	Book 10	Government Revenue From Bookmakers
	Book 11	Real Government Revenue From Bookmakers
	Book 12	Per Capita Government Revenue From Bookmakers
	Book 13	Real Per Capita Government Revenue From Bookmakers
	Book 14	Bookmakers Revenue As % Of Total State Gambling Revenue
Racing	Racing 1	Total Racing Turnover
	Racing 2	Real Total Racing Turnover
	Racing 3	Per Capita Total Racing Turnover
	Racing 4	Real Per Capita Total Racing Turnover
	Racing 5	Total Racing Expenditure
	Racing 6	Real Total Racing Expenditure
	Racing 7	Per Capita Total Racing Expenditure
	Racing 8	Real Per Capita Total Racing Expenditure
	Racing 9	Total Racing Expenditure As A % Of Household Disposable Income (All States And Territories)
	Racing 10	Government Revenue From Total Racing

	Racing 11	Real Government Revenue From Total Racing
	Racing 12	Per Capita Government Revenue From Total Racing
	Racing 13	Real Per Capita Government Revenue From Total Racing
	Racing 14	Total Racing Revenue As % Of Total State Gambling Revenue
Casino	Casino 1	Casino Turnover
	Casino 2	Real Casino Turnover
	Casino 3	Per Capita Casino Turnover
	Casino 4	Real Per Capita Casino Turnover
	Casino 5	Casino Expenditure
	Casino 6	Real Casino Expenditure
	Casino 7	Per Capita Casino Expenditure
	Casino 8	Real Per Capita Casino Expenditure
	Casino 9	Casino Expenditure As A % Of Household Disposable Income (All States And Territories)
	Casino 10	Government Revenue From Casino Gaming
	Casino 11	Real Government Revenue From Casino Gaming
	Casino 12	Per Capita Government Revenue From Casino Gaming
	Casino 13	Real Per Capita Government Revenue From Casino Gaming
	Casino 14	Casino Revenue As % 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 % Of Household Disposable Income (All States And Territories)
	Minor Gaming 10	Government Revenue From Minor Gaming
	Minor Gaming 11	Real Government Revenue From Minor Gaming
	Minor Gaming 12	Per Capita Government Revenue From Minor Gaming
	Minor Gaming 13	Real Per Capita Government Revenue From Minor Gaming
	Minor Gaming 14	Minor Gaming Revenue As % Of Total State Gambling Revenue
Lottery	Lottery 1	Lottery Turnover

	Lottery 2	Real Lottery Turnover
	Lottery 3	Per Capita Lottery Turnover
	Lottery 4	Real Per Capita Lottery Turnover
	Lottery 5	Lottery Expenditure
	Lottery 6	Real Lottery Expenditure
	Lottery 7	Per Capita Lottery Expenditure
	Lottery 8	Real Per Capita Lottery Expenditure
	Lottery 9	Lottery Expenditure As A % Of Household Disposable Income (All States And Territories)
Lotto	Lotto 1	Lotto-Tattslotto Turnover
	Lotto 2	Real Lotto-Tattslotto Turnover
	Lotto 3	Per Capita Lotto-Tattslotto Turnover
	Lotto 4	Real Per Capita Lotto-Tattslotto Turnover
	Lotto 5	Lotto-Tattslotto Expenditure
	Lotto 6	Real Lotto-Tattslotto Expenditure
	Lotto 7	Per Capita Lotto-Tattslotto Expenditure
	Lotto 8	Real Per Capita Lotto-Tattslotto Expenditure
	Lotto 9	Lotto-Tattslotto Expenditure As A % Of Household Disposable Income (All States And Territories)
Instant Lotto	Instant Lotto 1	Instant Lottery Turnover
	Instant Lotto 2	Real Instant Lottery Turnover
	Instant Lotto 3	Per Capita Instant Lottery Turnover
	Instant Lotto 4	Real Per Capita Instant Lottery Turnover
	Instant Lotto 5	Instant Lottery Expenditure
	Instant Lotto 6	Real Instant Lottery Expenditure
	Instant Lotto 7	Per Capita Instant Lottery Expenditure
	Instant Lotto 8	Real Per Capita Instant Lottery Expenditure
	Instant Lotto 9	Instant Lottery Expenditure As A % Of Household Disposable Income (All States And Territories)
Pools	Pools 1	Pools Turnover
	Pools 2	Real Pools Turnover
	Pools 3	Per Capita Pools Turnover
	Pools 4	Real Per Capita Pools Turnover
	Pools 5	Pools Expenditure
	Pools 6	Real Pools Expenditure
	Pools 7	Per Capita Pools Expenditure
	Pools 8	Real Per Capita Pools Expenditure
	Pools 9	Pools Expenditure As A % Of Household Disposable Income (All States And Territories)
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 % Of Household Disposable Income (All States And Territories)
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 % Of Household Disposable Income (All States And Territories)
Gaming	Gaming 1	Total Gaming Turnover
	Gaming 2	Real Total Gaming Turnover
	Gaming 3	Per Capita Total Gaming Turnover
	Gaming 4	Real Per Capita Total Gaming Turnover
	Gaming 5	Total Gaming Expenditure
	Gaming 6	Real Total Gaming Expenditure
	Gaming 7	Per Capita Total Gaming Expenditure
	Gaming 8	Real Per Capita Total Gaming Expenditure
	Gaming 9	Total Gaming Expenditure As A % Of Household Disposable Income (All States And Territories)
	Gaming 10	Government Revenue From Total Gaming
	Gaming 11	Real Government Revenue From Total Gaming
	Gaming 12	Per Capita Government Revenue From Total Gaming
	Gaming 13	Real Per Capita Government Revenue From Total Gaming
	Gaming 14	Total Gaming Revenue As % Of Total State Gambling Revenue

TAB Fixed Odds	TAB FO 1	TAB Fixed Odds Turnover
	TAB FO 2	Real TAB Fixed Odds Turnover
	TAB FO 3	Per Capita TAB Fixed Odds Turnover
	TAB FO 4	Real Per Capita TAB Fixed Odds Turnover
	TAB FO 5	TAB Fixed Odds Expenditure
	TAB FO 6	Real TAB Fixed Odds Expenditure
	TAB FO 7	Per Capita TAB Fixed Odds Expenditure
	TAB FO 8	Real Per Capita TAB Fixed Odds Expenditure
	TAB FO 9	TAB Fixed Odds Expenditure As A % Of Household Disposable Income (All States And Territories)
	TAB FO 10	Government Revenue From TAB Fixed Odds
	TAB FO 11	Real Government Revenue From TAB Fixed Odds
	TAB FO 12	Per Capita Government Revenue From TAB Fixed Odds
	TAB FO 13	Real Per Capita Government Revenue From TAB Fixed Odds
	TAB FO 14	TAB Fixed Odds Revenue As % Of Total State Gambling Revenue
TAB Tote Odds	TAB TO 1	TAB Tote Odds Turnover
	TAB TO 2	Real TAB Tote Odds Turnover
	TAB TO 3	Per Capita TAB Tote Odds Turnover
	TAB TO 4	Real Per Capita TAB Tote Odds Turnover
	TAB TO 5	TAB Tote Odds Expenditure
	TAB TO 6	Real TAB Tote Odds Expenditure
	TAB TO 7	Per Capita TAB Tote Odds Expenditure
	TAB TO 8	Real Per Capita TAB Tote Odds Expenditure
	TAB TO 9	TAB Tote Odds Expenditure As A % Of Household Disposable Income (All States And Territories)
	TAB TO 10	Government Revenue From TAB Tote Odds
	TAB TO 11	Real Government Revenue From TAB Tote Odds
	TAB TO 12	Per Capita Government Revenue From TAB Tote Odds
	TAB TO 13	Real Per Capita Government Revenue From TAB Tote Odds
	TAB TO 14	TAB Tote Odds Revenue As % Of Total State Gambling Revenue
Bookmaker And Other Fixed Odds	Bookmaker FO 1	Bookmaker And Other Fixed Odds Turnover
	Bookmaker FO 2	Real Bookmaker And Other Fixed Odds Turnover
	Bookmaker FO 3	Per Capita Bookmaker And Other Fixed Odds Turnover
	Bookmaker FO 4	Real Per Capita Bookmaker And Other Fixed Odds Turnover
	Bookmaker FO 5	Bookmaker And Other Fixed Odds Expenditure
	Bookmaker FO 6	Real Bookmaker And Other Fixed Odds Expenditure
	Bookmaker FO 7	Per Capita Bookmaker And Other Fixed Odds Expenditure
	Bookmaker FO 8	Real Per Capita Bookmaker And Other Fixed Odds Expenditure

	Bookmaker FO 9	Bookmaker And Other Fixed Odds Expenditure As A % Of Household Disposable Income (All States And Territories)
	Bookmaker FO 10	Government Revenue From Bookmaker And Other Fixed Odds
	Bookmaker FO 11	Real Government Revenue From Bookmaker And Other Fixed Odds
	Bookmaker FO 12	Per Capita Government Revenue From Bookmaker And Other Fixed Odds
	Bookmaker FO 13	Real Per Capita Government Revenue From Bookmaker And Other Fixed Odds
	Bookmaker FO 14	Bookmaker And Other Fixed Odds Revenue As % Of Total State Gambling Revenue
Bookmaker And Other Pool Betting	Bookmaker PB 1	Bookmaker And Other Pool Betting Turnover
	Bookmaker PB 2	Real Bookmaker And Other Pool Betting Turnover
	Bookmaker PB 3	Per Capita Bookmaker And Other Pool Betting Turnover
	Bookmaker PB 4	Real Per Capita Bookmaker And Other Pool Betting Turnover
	Bookmaker PB 5	Bookmaker And Other Pool Betting Expenditure
	Bookmaker PB 6	Real Bookmaker And Other Pool Betting Expenditure
	Bookmaker PB 7	Per Capita Bookmaker And Other Pool Betting Expenditure
	Bookmaker PB 8	Real Per Capita Bookmaker And Other Pool Betting Expenditure
	Bookmaker PB 9	Bookmaker And Other Pool Betting Expenditure As A % Of Household Disposable Income (All States And Territories)
	Bookmaker PB 10	Government Revenue From Bookmaker And Other Pool Betting
	Bookmaker PB 11	Real Government Revenue From Bookmaker And Other Pool Betting
	Bookmaker PB 12	Per Capita Government Revenue From Bookmaker And Other Pool Betting
	Bookmaker PB 13	Real Per Capita Government Revenue From Bookmaker And Other Pool Betting
	Bookmaker PB 14	Bookmaker And Other Pool Betting Revenue As % Of Total State Gambling Revenue

Sportsbetting	Sportsbetting 1	Total Sportsbetting Turnover
	Sportsbetting 2	Real Total Sportsbetting Turnover
	Sportsbetting 3	Per Capita Total Sportsbetting Turnover
	Sportsbetting 4	Real Per Capita Total Sportsbetting Turnover
	Sportsbetting 5	Total Sportsbetting Expenditure
	Sportsbetting 6	Real Total Sportsbetting Expenditure
	Sportsbetting 7	Per Capita Total Sportsbetting Expenditure
	Sportsbetting 8	Real Per Capita Total Sportsbetting Expenditure
	Sportsbetting 9	Total Sportsbetting Expenditure As A % Of Household Disposable Income (All States And Territories)
	Sportsbetting 10	Government Revenue From Total Sportsbetting
	Sportsbetting 11	Real Government Revenue From Total Sportsbetting
	Sportsbetting 12	Per Capita Government Revenue From Total Sportsbetting
	Sportsbetting 13	Real Per Capita Government Revenue From Total Sportsbetting
	Sportsbetting 14	Total Sportsbetting Revenue As % Of Total State Gambling Revenue
All Gambling	All Gambling 1	Total Gambling Turnover
	All Gambling 2	Real Total Gambling Turnover
	All Gambling 3	Per Capita Total Gambling Turnover
	All Gambling 4	Real Per Capita Total Gambling Turnover
	All Gambling 5	Total Gambling Expenditure
	All Gambling 6	Real Total Gambling Expenditure
	All Gambling 7	Per Capita Total Gambling Expenditure
	All Gambling 8	Real Per Capita Total Gambling Expenditure
	All Gambling 9	Total Gambling Expenditure As A % Of Household Disposable Income (All States And Territories)
	All Gambling 10	Government Revenue From Total Gambling
	All Gambling 11	Real Government Revenue From Total Gambling
	All Gambling 12	Per Capita Government Revenue From Total Gambling
	All Gambling 13	Real Per Capita Government Revenue From Total Gambling
	All Gambling 14	Total Australian Gambling Expenditure
	All Gambling 15	Total Real Australian Gambling Expenditure
	All Gambling 16	Total Australian Per Capita Gambling Expenditure
	All Gambling 17	Total Real Australian Per Capita Gambling Expenditure
	All Gambling 18	Total Australian Gambling Expenditure As A % Of Household Disposable Income
	All Gambling 19	Total Government Revenue From Gambling
	All Gambling 20	Real Total Government Revenue From Gambling
	All Gambling 21	Per Capita Total Government Revenue From Gambling

All Gambling 22	Real Per Capita Total Government
All Gambling 23	Racing Revenue Components
All Gambling 24	Real Racing Revenue Components
All Gambling 25	Per Capita Racing Revenue Components
All Gambling 26	Real Per Capita Racing Revenue Components
All Gambling 27	Sportsbetting Revenue Components
All Gambling 28	Real Sportsbetting Revenue Components
All Gambling 29	Per Capita Sportsbetting Revenue Components
All Gambling 30	Real Per Capita Sportsbetting Revenue Components
All Gambling 31	Total Gaming Machines Operating As At 30 June

