

Australian Gambling Statistics, 39th edition, 1997–98 to 2022–23

Explanatory notes

Prepared by Queensland Government Statistician's Office

Queensland Treasury

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

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1.0 Introduction

Australian Gambling Statistics (AGS) is the official collection of Australian data on legalised regulated gambling. The AGS is produced by the Queensland Government Statistician's Office (QGSO) in cooperation with all state and territory racing and gaming authorities. These authorities provide data on turnover, expenditure, and government revenue for each form of gambling within their jurisdiction. Where actual data are not available, the relevant authorities are encouraged to estimate the data and provide explanations of estimation methods.

The reference period for the 39th edition of AGS is the 2022–23 financial year. Timeseries are available back to 1997–98, 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 state-wide gaming (poker) machine network operating in clubs and hotels. The data reported under this heading <u>exclude</u> gaming machine data from casinos. Gaming machines accurately record the total value of bets on gaming machines, including bets made using credits won during play. Turnover is the amount of money bet, regardless of whether that money is won or lost. Turnover does not represent player losses. Thus, turnover is an actual figure for each jurisdiction. In most jurisdictions, operators must return



at least 85 per cent of wagers to players as winnings, either by cash or a mixture of cash and product over the lifetime of the gaming machine. In some jurisdictions, gaming machines may be linked together to offer major jackpots.

Government revenue	The revenue received by state governments from gambling activities that are subject to state taxes and levies.
Gross household disposable income	<p>Household disposable income (HDI) is the gross household income less:</p> <ul style="list-style-type: none"> • income tax payable • other current taxes on income, wealth etc. • consumer debt interest • interest payable by unincorporated enterprises and dwellings owned by persons • net non-life insurance premiums • other current transfers payable by households. <p>When interpreting gambling figures as a proportion of HDI, by state and territory, users of the data should note that such data represent expenditure within the jurisdiction concerned, and therefore should not be adjusted for interstate or international gamblers. No relevant data are collected on interstate gamblers.</p>
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.

**Table 1 Gross household disposable income^a, all states and territories 1997-98 to 2022-23**

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia
— \$m —									
1997–98	139,268	91,671	64,270	28,709	35,651	7,920	8,042	3,607	379,139
1998–99	144,665	96,754	66,588	29,018	36,847	8,044	8,404	4,132	394,454
1999–00	153,889	101,463	71,028	30,462	39,096	8,390	9,309	4,271	417,909
2000–01	167,822	111,955	77,311	33,325	42,599	9,151	10,952	4,732	457,847
2001–02	172,101	121,342	84,772	36,464	47,881	10,125	11,263	5,280	489,227
2002–03	175,698	125,763	87,784	37,142	51,049	10,401	12,160	5,417	505,415
2003–04	189,587	133,268	97,206	39,085	55,551	11,370	12,974	5,674	544,714
2004–05	201,538	143,044	108,171	41,113	59,592	12,170	13,851	6,450	585,929
2005–06	207,675	149,576	118,633	43,091	64,737	13,106	14,984	7,079	618,880
2006–07	224,969	163,356	131,553	46,574	72,827	14,005	16,332	7,626	677,241
2007–08	241,834	178,446	142,538	50,410	85,435	15,041	18,604	8,457	740,765
2008–09	263,436	194,008	158,996	56,527	94,744	16,856	20,503	9,750	814,820
2009–10	276,281	200,046	164,649	58,045	97,964	17,187	22,253	10,482	846,908
2010–11	297,908	215,681	175,350	62,507	106,901	18,461	23,885	11,284	911,977
2011–12	311,090	223,618	186,354	63,908	119,787	19,536	25,980	12,051	962,323
2012–13	318,028	227,932	190,555	65,111	128,297	19,313	27,470	13,242	989,947
2013–14	334,977	241,093	198,984	67,398	137,971	20,589	27,919	14,641	1,043,572
2014–15	354,065	253,326	205,822	70,499	140,842	21,174	29,697	15,388	1,090,811
2015–16	367,685	260,107	209,473	70,938	139,789	21,721	31,282	15,992	1,116,987
2016–17	382,673	271,424	215,419	72,689	134,633	22,030	32,525	16,574	1,147,966
2017–18	397,036	282,316	225,212	75,178	136,360	22,922	34,148	17,087	1,190,260
2018–19	416,666	299,353	231,888	77,102	137,598	24,202	35,820	16,383	1,239,011
2019–20	437,126	318,221	244,842	81,026	143,978	25,769	38,302	16,203	1,305,468
2020–21	456,491	332,978	260,959	87,079	154,173	28,025	39,627	17,000	1,376,333
2021–22	474,476	345,908	279,479	91,941	168,865	29,704	40,807	18,017	1,449,199
2022–23	490,720	350,485	291,515	93,027	176,959	29,783	42,968	18,257	1,493,715

^a Original data.Source: Australian Bureau of Statistics, *Australian National Accounts: State Accounts*, ABS 5220.0.

Population Mean estimates of the population aged over 18 years are presented below. The same caveat relating to the influence of visitors on the estimates reported in the Household disposable income (HDI) tables is also relevant to the interpretation of those reported in the per capita tables.

'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 2022–23) and 'deflating' each previous year by the Consumer Price Index (CPI). This means that all data in a table showing real values may be compared directly, the effects of inflation having been removed.

The CPI is a measure of change over time in the retail price of a constant basket of goods and services which is representative of consumption patterns of households in metropolitan areas.



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.

Table 2 Mean estimated resident population aged 18 years and over, all states and territories, 1997-98 to 2022-23

Year	NSW	Vic	Qld	SA	WA	Tas	ACT	NT	Australia ^a
	— m —								
1997-98	4.704	3.459	2.496	1.124	1.336	0.350	0.230	0.132	13.832
1998-99	4.761	3.498	2.537	1.132	1.360	0.350	0.232	0.134	14.007
1999-00	4.824	3.542	2.581	1.140	1.383	0.351	0.235	0.137	14.195
2000-01	4.892	3.591	2.631	1.147	1.407	0.353	0.239	0.139	14.401
2001-02	4.955	3.643	2.691	1.156	1.430	0.354	0.243	0.141	14.616
2002-03	5.003	3.695	2.765	1.166	1.454	0.358	0.247	0.141	14.831
2003-04	5.044	3.747	2.840	1.176	1.479	0.363	0.250	0.142	15.043
2004-05	5.083	3.801	2.913	1.187	1.507	0.367	0.253	0.144	15.257
2005-06	5.128	3.862	2.986	1.200	1.538	0.371	0.256	0.147	15.490
2006-07	5.191	3.936	3.063	1.214	1.578	0.374	0.262	0.150	15.770
2007-08	5.282	4.021	3.146	1.231	1.628	0.379	0.267	0.155	16.111
2008-09	5.381	4.118	3.234	1.248	1.684	0.384	0.273	0.161	16.485
2009-10	5.470	4.209	3.311	1.266	1.734	0.389	0.279	0.165	16.825
2010-11	5.543	4.281	3.373	1.281	1.782	0.393	0.285	0.168	17.109
2011-12	5.613	4.360	3.441	1.294	1.838	0.396	0.291	0.171	17.406
2012-13	5.691	4.455	3.512	1.307	1.892	0.397	0.296	0.176	17.729
2013-14	5.778	4.552	3.575	1.320	1.928	0.399	0.301	0.180	18.035
2014-15	5.866	4.652	3.628	1.332	1.948	0.401	0.306	0.181	18.316
2015-16	5.958	4.761	3.680	1.342	1.962	0.404	0.311	0.183	18.604
2016-17	6.058	4.873	3.741	1.355	1.978	0.410	0.318	0.184	18.921
2017-18	6.156	4.978	3.810	1.370	2.003	0.419	0.327	0.184	19.251
2018-19	6.242	5.078	3.881	1.388	2.032	0.429	0.336	0.184	19.575
2019-20	6.311	5.162	3.951	1.409	2.072	0.439	0.344	0.185	19.875
2020-21	6.331	5.165	4.009	1.425	2.108	0.448	0.351	0.186	20.026
2021-22	6.352	5.170	4.075	1.439	2.140	0.454	0.357	0.187	20.178
2022-23	6.462	5.287	4.181	1.460	2.196	0.457	0.363	0.190	20.601

^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.

Table 3 Consumer Price Index^a, 1997-98 to 2022-23

Year	Consumer price index	Inflation rate (%)	Deflator Factor
1997-98	67.0	0.0	0.510
1998-99	67.8	1.2	0.516
1999-00	69.4	2.4	0.528
2000-01	73.6	6.1	0.560
2001-02	75.7	2.9	0.576
2002-03	78.0	3.0	0.594
2003-04	79.9	2.4	0.608
2004-05	81.8	2.4	0.623
2005-06	84.4	3.2	0.642
2006-07	86.9	3.0	0.661
2007-08	89.8	3.3	0.683
2008-09	92.6	3.1	0.705
2009-10	94.8	2.4	0.721
2010-11	97.7	3.1	0.744
2011-12	100.0	2.4	0.761
2012-13	102.3	2.3	0.779
2013-14	105.0	2.6	0.799
2014-15	106.8	1.7	0.813
2015-16	108.3	1.4	0.824
2016-17	110.2	1.8	0.839
2017-18	112.3	1.9	0.855
2018-19	114.1	1.6	0.868
2019-20	115.7	1.4	0.881
2020-21	117.5	1.6	0.894
2021-22	122.8	4.5	0.935
2022-23	131.4	7.0	1.000

^a Average of four quarters.

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



3.0 State and territory specific notes

3.1. New South Wales

Legislation

- Legislation governing the regulation, supervision, and control of gambling activities in New South Wales includes:
 - *Betting and Racing Act 1998*
 - Betting and Racing Regulation 2022
 - *Betting Tax Act 2001*
 - *Casino Control Act 1992*
 - Casino Control Regulation 2019
 - *Gambling (Two-Up) Act 1998*
 - Gambling (Two-up) Regulation 2022
 - *Gaming and Liquor Administration Act 2007*
 - Gaming and Liquor Administration Regulation 2016
 - *Gaming Machines Act 2001*
 - Gaming Machines Regulation 2019
 - *Gaming Machines Tax Act 2001*
 - *Liquor Act 2007*
 - Liquor Regulation 2018
 - *Public Lotteries Act 1996*
 - Public Lotteries Regulation 2016
 - *Registered Clubs Act 1976*
 - Registered Clubs Regulation 2015
 - *Totalisator Act 1997*
 - Totalisator Regulation 2022
 - *Unlawful Gambling Act 1998*
 - *Unlawful Gambling Regulation 2021*.

New developments

Wagering taxation and racing industry funding arrangements

To give effect to the changes to wagering taxation and racing industry funding arrangements outlined in the 2022-23 NSW State Budget, the State Revenue Legislation Amendment Act 2022 No 32 amended the *Betting Tax Act 2001* and *Totalisator Act 1997* to align the rates of the Betting tax and the Point of Consumption tax (POCT) at 15 per cent (the previous taxation rates for totalisator-derived odds, fixed-odds and POCT were 19.11%, 10.91% and 10% respectively) The funding mechanism for the racing industry also changed from 2% of taxable net wagering revenue to 33% of POCT revenue. These changes took effect on 1 July 2022.

National Consumer Protection Framework implementation in NSW

The Racing and Gambling Legislation Amendment Act 2022 No 22 amended the *Betting and Racing Act 1998* to implement the third tranche of measures contained in the National Consumer Protection Framework for Online Wagering (NCPF). This was the second set of measures implemented by the States and Territories. These reforms introduced mandatory staff training requirements for Betting Service Providers (BSPs); prescribed that gambling advertisements contain an advisory statement; and imposed new requirements on BSPs to provide activity statements to account holders. To give effect to the new advisory statement requirements in the regulations, the Betting and Racing Amendment (Advisory Statements) Regulation 2022 was passed to amend the recently remade Betting and Racing Regulation 2022.



Wagering regulation remakes

Regulations in NSW are subject to automatic repeal over time to ensure that they remain relevant. The Totalisator Regulation 2022 and Betting and Racing Regulation 2022 were introduced to replace repealed Regulations. The new regulations largely carried over the provisions of their predecessors. One key change was the introduction of penalty notices for breaches of the Totalisator Act 1997 and Betting and Racing Act 1998 respectively.

Casino regulation reforms

The Casino Legislation Amendment Act 2022 and Casino Control Amendment (Miscellaneous) Regulation 2022 amended the Casino Control Act 1992, Casino Control Regulation 2019 and Gaming and Liquor Administration Act 2007 to implement various recommendations from the Casino Inquiry Report completed by the Hon Patricia Bergin AO SC (Bergin Report). Among other things, these reforms established a new independent regulator, the New South Wales Independent Casino Commission (NICC), and extinguished compensation triggers in the existing legislation in relation to regulatory action taken by the NSW Government.

Cap on gaming machine entitlements

The Gaming Machines Amendment Regulation 2023 (SI 297) amended the Gaming Machines Regulation 2019 to reduce the state cap on the maximum number of Gaming Machine Entitlements from 99,000 to 95,994.

Responsible Conduct of Gambling Training

The Gaming Machines Amendment (Responsible Conduct of Gambling Training) Regulation 2022 (SI 798) amended the Gaming Machines Regulation 2019 to introduce a new, tiered training framework for Responsible Conduct of Gambling (RGC) courses. The new courses aim to support frontline staff, supervisors, and managers in gaming related roles by ensuring staff are trained at the appropriate level.

General industry information

COVID-19 continued to have a major impact on the NSW gambling industry in 2021-22, with COVID-19 restrictions in place until 11 October 2022 significantly reducing the availability of land-based gaming.

During 2021-22, various COVID-19 closures and restrictions continued to apply to hotels, clubs and casinos. These restrictions impacted all forms of gambling activity at these venues, including gaming machines, table games, keno and wagering. Even when open, gaming venues were typically operating at reduced capacity due to social distancing rules and capacity constraints.

The restrictions that applied in 2021-22 were fully removed by 2022-23. Consequently, the gambling data reported in the 39th edition of AGS should be considered in the context of COVID-19 related restrictions.

In response to the Bergin Inquiry into Crown Casino, the NSW Government committed to implementing the recommendations, including the creation of a standalone independent casino regulator, the NSW Independent Casino Commission (NICC). The NICC was created as part of reforms to the Casino Control Act 1992, and commenced operations from 5 September 2022.

Number of operating gaming machines (at 30 June 2022)

- Clubs – 64,321
- Hotels – 22,426
- Casinos – 1,500

Number of operating gaming machines (at 30 June 2023)

- Clubs – 64,862
- Hotels – 22,466
- Casinos – 1,500

Number of venues with operating gaming machines (at 30 June 2022)

- Clubs – 1,016
- Hotels – 1,204
- Casinos – 1

Number of venues with operating gaming machines (at 30 June 2023)

- Clubs – 1,008
- Hotels – 1,168
- 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 ^{(a)(b)}						
	Up to \$200,000	\$200,001 to \$1,000,000 Clubs earning up to \$1,000,000	\$1,000,001 to \$1,000,001 and over ^(c)	\$1,000,001 to \$5,000,000	\$5,000,001 to \$10,000,000	\$10,000,001 to \$20,000,000	\$20,000,001 and above
	- % -						
2009	-	-	10.0	21.0	26.0	29.0	30.9
2010	-	-	10.0	21.0	26.0	29.0	30.9
2011	-	-	10.0	19.9	24.4	26.4	28.4
2012	-	-	10.0	19.9	24.4	26.4	28.4
2013	-	-	10.0	19.9	24.4	26.4	28.4
2014	-	-	10.0	19.9	24.4	26.4	28.4
2015	-	-	10.0	19.9	24.4	26.4	28.4
2016	-	-	10.0	19.9	24.4	26.4	28.4
2017	-	-	10.0	19.9	24.4	26.4	28.4
2018	-	-	29.0	19.9	24.4	26.4	28.4
2019	-	-	29.0	19.9	24.4	26.4	28.4
2020	-	-	29.0	19.9	24.4	26.4	28.4
2021	-	-	29.0	19.9	24.4	26.4	28.4
2022	-	-	29.0	19.9	24.4	26.4	28.4
2023	-	-	29.0	19.9	24.4	26.4	28.4

Notes

- (a) For gaming revenue higher than \$1 million from 2011, rates shown are before the 1.85 percentage point ClubGRANTS Scheme (formerly Community Development and Support Expenditure (CDSE) scheme) duty rate reduction. Under the ClubGRANTS Scheme, marginal duty rates on gaming revenue above \$1 million are reduced by 1.85 percentage points if clubs contribute 1.85% of gaming revenue in excess of \$1 million to eligible community projects.
- (b) For clubs earning gaming revenue above \$1 million a year from 1 September 2007, the benefit of the tax-free threshold in the \$200,000 to \$1 million revenue range will be withdrawn dollar for dollar as gaming revenue exceeds \$1 million, with complete withdrawal when revenue reaches \$1.8 million.

Clubs annual tax rates

Annual tax rates 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.

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 - \$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

Number of gaming, racing and wagering licences issued (at 30 June 2023)

- Bookmakers – 119
- Sports betting – 23
- Totalisator – 1
- Registered Race clubs
 - Thoroughbred – 130
 - Harness – 26
 - Greyhound – 22
- Licensed Racecourses
 - Thoroughbred – 126
 - Harness – 29
 - Greyhound – 31
- Public lotteries – 1
- Keno – 1
- Casino – 1
- Restricted gaming facility – 1

Amendments to previous publication (38th edition)

Nil.

Notes to the Tables for 2021–22 and 2022–23

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

Specific notes

The casino data presented in the 39th edition of AGS represents expenditure and revenue taken from the duty reports provided by the casinos. Previously this data was taken from Annual (accrual) reports provided by the casino. This will be the first edition containing the data in this format. Comparisons with previous casino figures should be interpreted with caution.



The casino data for the 2023 year within the 39th edition of the AGS represents expenditure and revenue taken from 2 casinos due to the restricted gaming facility commencing operations on 8 August 2022. The restricted gaming facility does not operate gaming machines. Comparisons with previous casino figures should be interpreted with caution.

3.2. Victoria

Legislation

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

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

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

New developments

Point of consumption (POC) tax for Wagering

Wagering POC tax commenced in Victoria on 1 January 2019. From 1 July 2021, the POC tax applies at a rate of ten per cent of the net wagering revenue derived from all wagering and betting activities by customers located in Victoria.

Point of consumption (POC) tax for Keno

Keno POC tax commenced in Victoria on 15 April 2022. The POC tax is applied at a rate of 24.24% of net keno revenue derived from all keno activities by customers located in Victoria.

General industry information

Introduction of new Keno Licensee:

Keno licences were awarded to two new licensees in April 2022, namely Lottoland Australia Pty Ltd (Lottoland) and The Lotteries Corporation (TLC). Lottoland's keno offering was made available to Victorians in November 2022 and TLC introduced its online keno offering to Victorians in February 2023.

Impacts of COVID-19 restrictions:

- There was a partial lockdown between July to October 2021.
- The COVID-19 restrictions ceased in November 2021.

Consequently, the gambling data for 2021-22 reported in the 39th edition of AGS was impacted by these restrictions/closures. There was no COVID-19 impact on 2022-23 data.

Junket Operation and Royal Commission into the Casino Operator and Licence:

In November 2020, the Casino operator announced a decision to permanently cease dealing with international junket operators, until any such operator had been licensed or authorised by the regulator in the jurisdictions in which it intended to operate. In April 2021, the Casino operator was directed not to recommence junket operations until it applies to and receives permission from the regulator to do so.

Later in 2021, Parliament passed the Casino and Gambling Legislation Amendment Act 2021 (No. 54 of 2021) which, inter alia, permanently banned junket operation at the Casino. The permanent banning and cessation of junkets had a significant impact on the gambling profits at the Melbourne Casino.

Amendments to previous publication (38th edition)

Nil.



Notes to the Tables for 2021-22 and 2022-23

For FY2021-22

- The figures for Sportsbetting and Racing include all Pari-mutuel, Sportsbet and Trackside activities of customers located in Victoria, provided by the Victorian Wagering licensee, Wagering Service Providers (WSP) licensed in Victoria, and interstate registered WSPs.
- The figures for Keno consist of:
 - Keno activities provided by Victorian Keno licensee before 15 April 2022.
 - Keno activities of customers located in Victoria, provided by Victorian Keno licensee, Keno Service Providers (KSP) and interstate KSPs from 15 April 2022.

For FY2022-23

- The figures for Sportsbetting and Racing include all Pari-mutuel, Sportsbet and Trackside activities of customers located in Victoria, provided by Victorian Wagering licensee, Wagering Service Providers (WSP) 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

2021–22

In July 2021, the Queensland Government released the Gambling Harm Minimisation Plan for Queensland 2021-25. The Plan outlines a joint effort by government, industry and community to reduce harm and support individuals who may be struggling with gambling-related issues. This includes an emphasis on industry social responsibility and the adoption of technological, collaborative and systemic approaches to the minimisation of gambling related harm.

In December 2021, the Gaming Machine Regulation 1998 was amended to allow for electronic payment of gaming machine winnings. Amounts in excess of the venue's cash payment limit must be paid in a way that ensures the payment is not available to the player until after the authorised gaming hours of the licensee for the day on which the payment was incurred have ceased.

2022–23

In October 2022, the Queensland Parliament enacted changes to the *Casino Control Act 1982* to address casino integrity issues and restore public confidence in Queensland. *The Casino Control and Other Legislation Amendment Act 2022* (Amendment Act) enhanced regulator oversight of casinos by providing significantly stronger information gathering powers, and by requiring casinos to pro-actively co-operate with the regulator and self-report breaches. The Amendment Act also significantly expanded the range of disciplinary actions that could be applied in response to serious misbehaviour by casino entities, including the availability of pecuniary penalties up to \$100M fine and the appointment of a special manager. These disciplinary options were employed against The Star Entertainment Group Limited (Star) in December 2022, when Star was found unsuitable to be associated with a casino licence in Queensland.

The Amendment Act also provides the exclusive sports wagering licensee under the *Wagering Act 1998* with the ability to conduct wagering on virtual events, such as simulated horse races and sports, though the amendments had not commenced as of 30 June 2023.

General industry information

Nil.

Amendments to previous publication (38th edition)

Nil.

Notes to the Tables for 2021–22 and 2022–23

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*.

For this edition South Australia provided notes split between years, 2021-22 and 2022-23, as follows:

2021-22

New developments

Nil

General industry information

Changes affecting gaming machine operations

New gaming machine licence conditions.

Following the roll-out of facial recognition technology across gaming venues, the Liquor and Gambling Commissioner (Commissioner) became aware that the installation of equipment used in connection with these systems in some gaming venues may cause facial recognition system alerts to be displayed on devices (such as surveillance monitor, screens, tablets, smartphones etc.).

Due to the installation of this equipment which is often behind service areas etc., the alerts or images of barred persons could inadvertently be displayed and viewed by the public. The Commissioner considers that this is not appropriate and has as a result, imposed a new (Attachment B) licence condition to prevent this from occurring.

At the same time, the Commissioner imposed new (Attachment B) licence conditions in relation to:

- withholding and dealing with winnings from minors
- lawful redemption of credits
- correct operation of facial recognition systems
- use of devices to receive alerts from facial recognition systems
- retaining copies of barring orders
- identity of barred persons
- notice of breach of barring order
- withholding and dealing with winnings from barred persons
- requirement to have documented procedures.

The Commissioner declared that any contravention of, or failure to comply with such a condition may constitute an expiable offence.

Updated Gambling Administration Guidelines – Installation and operation of Facial Recognition Technology

As reported previously, from 3 December 2020, the holder of a gaming machine licence must for the purposes of identifying barred persons entering a gaming area, operate a facial recognition system if the gaming machine licence for the premises authorises the operation of thirty (30) or more gaming machines where anyone (1) of which may be operated by the insertion of a banknote. Licensees which are not subject to this requirement may choose to voluntarily operate a facial recognition system for the same purpose.

The Commissioner has issued updated gambling administration guidelines for gaming machine licence holders and facial recognition system providers, setting out the requirements and expectations for installing and operating facial recognition systems. If a facial recognition system is in operation, any device which is installed or utilised by the system



to capture the facial image of a person entering or who has entered the gaming area must be located on the licensed premises:

- in such manner which affords the best opportunity for the facial image of each person entering or who has entered the gaming area to be captured, and
- be positioned to allow for changes in external and internal lighting conditions or where poor lighting conditions are generally present.

Licensees were encouraged to consider the installation and use of such devices to provide secondary coverage of the gaming area to enable the system to identify a barred person who has not been identified when entering the gaming area, for example due to the design of the entry to the gaming area or where a barred person takes steps to avoid detection.

Forfeiture of certain gaming machine winnings and jackpots

On 9 December 2021, the final stage of the previously reported Government's gambling reform program commenced with the introduction of new requirements for dealing with unredeemed gaming machine Ticket-in-Ticket-out (TITO) tickets and certain residual jackpot amounts.

The latest changes require certain gaming machine winnings and jackpot amounts to now be forfeited to the Commissioner and paid to the Gambler Rehabilitation Fund (GRF). This includes:

- expired gaming machine TITO tickets with a value greater than \$1 when the total value of expired tickets for the venue is \$750 or more
- any gaming machine winnings of \$50.01 or more that remain unclaimed on a gaming machine after 24 hours
- the amount of any residual jackpot (excluding any start-up value) of \$10,000.01 or more when a game or gaming machine is decommissioned (i.e. as a result of a game change or gaming machine changeover).

Changes for expired TITO tickets

Following consultation with industry bodies representative of gaming machine operators, changes were made to the Gaming Machines Regulations 2020 to make it easier for licensees to better manage dealing with expired TITO tickets.

As a result of these changes, only expired TITO tickets with a value of \$1 or more are now required to be forfeited to the Commissioner and paid to the GRF.

Licensees will also only be required to make this payment when the total value of expired tickets in a relevant month is \$750 or more (previously \$50).

Example— if is assumed that the total value of expired TITO tickets for a gaming venue for the five months between February and June was:

- \$112.50 (Feb)
- \$370.32 (Mar)
- \$280.15 (Apr)
- \$75.05 (May) and
- \$1275.00 (June).

The licensee would only be required to forfeit the cash value of these tickets when the total value has accumulated to \$750 or more. In the example above, a payment would need to be made by 31 May and 31 July.

If the total value of expired tickets is less than \$750, the licensee is not required to pay the Commissioner, however those tickets will be carried over and included in the calculation in the following month.

It is now a gaming machine licence condition that these payments must be made online using an online payment portal. The Commissioner has determined that any contravention of, or failure to comply with such a condition may constitute an expiable offence of \$1,200.

The Commissioner pays these forfeited amounts to the Gamblers Rehabilitation Fund (GRF). The GRF funds programs and initiatives which aim to minimise problem gambling and offer services to those affected by gambling harm including prevention, early intervention, and counselling and treatment programs for problem gambling.



Changes for Cash Redemption Terminals

The latest update to the Independent Gaming Corporation's (IGC) central monitoring system means that the monitoring system can now support the operation of up to two (2) cashable ticket redemption terminals (CRT) at the same gaming machine venue.

A CRT allows a customer to redeem a ticket issued by a gaming machine and in some cases may provide a banknote breaking facility instead of using the venue cashier.

While CRTs are able to supplement cashier operations, it is still an offence to allow a CRT to be able to be operated between the hours of 2am and 8am.

Review of the Approved Trading System

A review of the Approved Trading System for gaming machine entitlements was completed, with the Commissioner submitting his report of findings to the Government for consideration.

The review, which was informed by valuable contributions from industry peak bodies representing gaming machine operators, explored various options for modifying the current trading system. In particular, options that may have a greater likelihood of achieving a reduction in the number of gaming machines in South Australia to 13 081.

It is expected that a copy of the report will be presented to State Parliament in the first half of 2022.

Gambling Harm Investment Plan 2021-2026

Following changes to the way that gambling is regulated in South Australia, the Government committed to providing additional funding of \$1M per annum to the GRF.

The fund is administered by the Office for Problem Gambling (OPG) within the Department of Human Services and funds programs and initiatives which aim to minimise problem gambling.

In a first, the new laws also commit to requiring investment of the GRF in prevention, early intervention, public education and gambling research.

The OPG has developed the Minimising Gambling Harm - Investment Plan 2021-26, setting out the steps that OPG will take over the next 5 years to prevent and minimise gambling harm in South Australia.

2022-23

New developments

Independent review into SkyCity

Commencement of review

SkyCity Adelaide Pty Ltd (ACN 082 362 061) ('SkyCity Adelaide') holds the licence to operate the casino located on North Terrace, Adelaide (SkyCity Adelaide).

SkyCity Entertainment Group Limited is a New Zealand based company and is the ultimate holding company for SkyCity Adelaide (SEGL).

Pursuant to section 22(2) of the *Casino Act 1997* (Casino Act), the Liquor and Gambling Commissioner (Commissioner) must keep under review the continued suitability of the licensee and the licensee's close associates, and carry out the investigations he or she considers necessary for that purpose.

Commissions of Inquiry have been undertaken in New South Wales, Victoria and Western Australia into the Casinos operating or proposing to operate in those states and a further inquiry was about to commence in Queensland.

The Inquiries to date highlighted significant failings on the part of Crown Resorts as operators of Crown Casinos.

In addition, Star Entertainment Group was, at the time, the subject of an inquiry in NSW where significant failings have been identified.

A number of the matters raised to date extend beyond any one organisation and point instead to broader systemic issues within the casino industry.



Queensland Government Statistician's Office

Therefore, the Commissioner considers it necessary to carry out an investigation for the purpose of keeping under review the continued suitability of SkyCity Adelaide and its close associate, SEGL.

The Honourable Brian Martin AO KC has been appointed to conduct an investigation under section 22(2) of the Casino Act in regard to the suitability of SkyCity Adelaide and SkyCity Entertainment Group Limited.

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

The Commissioner delegated his powers and function under sections 22 and 23 of the Casino Act to Mr Martin.

In accordance with that delegation, Mr Martin is to investigate the matters set out below:

- Whether SkyCity Adelaide is a suitable person to continue to hold the casino licence under the Casino Act
- If SkyCity Adelaide is not a suitable person to continue to hold the casino licence under the Casino Act, what changes, if any, are required for it to become a suitable person to continue to hold the casino licence under the Casino Act
- Whether SEGL is a suitable person to continue to be a close associate of SkyCity Adelaide
- If SEGL is not a suitable person to continue to be a close associate of SkyCity Adelaide, what changes, if any, are required for SEGL to become a suitable person to continue to be a close associate of SkyCity Adelaide
- Any matter reasonably incidental to the matters set out above.

Mr Martin may decide not to investigate or not to continue to investigate a particular matter to the extent that he is satisfied that the matter has been, is being, or will be, sufficiently and appropriately dealt with by another investigation, inquiry or proceeding,

Mr Martin is 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.

Update on the review

On 7 February 2023, the Commissioner confirmed he has received preliminary materials from Mr Martin in the independent investigation.

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

Therefore, Mr Martin advised the Commissioner that until the resolution of the AUSTRAC proceedings, it is 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.

In the meantime, the Commissioner wrote to SkyCity relating to the allegations raised in the AUSTRAC proceedings and the preliminary matters raised in Mr Martin's investigation.

Direction issued to SkyCity Adelaide

On 29 May 2023, the Commissioner directed SkyCity Adelaide to appoint a suitably qualified independent expert as the Independent Monitor to review the operator's anti-money laundering and counter-terrorism financing and host responsibility enhancement programs.

The independent expert will also monitor SkyCity Adelaide's implementation of those enhancement programs and SkyCity Adelaide's compliance with its anti-money laundering and counter-terrorism financing and gambling harm minimisation obligations.

The Commissioner issued the direction following careful consideration of issues identified in the proceedings brought against SkyCity Adelaide by AUSTRAC in the Federal Court and preliminary materials from Mr Martin's investigation.

The Independent Monitor will be able to seek amendments to the enhancement programs if it is not satisfied with their contents, before it is considered and approved by the Commissioner.



The Independent Monitor will report back to the Commissioner on implementation of the enhancement programs and SkyCity Adelaide's compliance with its regulatory obligations.

The Independent Monitor will not displace the role of the SkyCity Adelaide Board, but will monitor its enhancement program implementation and operations to ensure that these objectives are met.

The Commissioner is currently working with SkyCity Adelaide in relation to the selection and appointment of the Independent Monitor.

General industry information

Variations to Code of Practice – Hotels and clubs

Following a review, the Gaming Machines Gambling Code of Practice (the Code) for hotels and clubs which operate gaming machines, has been varied and in addition to a number of minor grammatical and administrative corrections, the following key changes were made on 31 July 2022:

- References to 'problem gamblers' amended to refer to 'people displaying indicators of gambling harm', consistent with language used by gambling help services, the Office for Problem Gambling and training providers
- Clause 8(1)(j) amended to refer to images or sounds suggestive of coins, banknotes or tickets being inserted or dispensed from gaming machines
- Prohibition on television advertising extended to 6am to 8:30am and 4pm to 7:30pm on any day so as to be consistent with the Authorised Betting Operations and State Lotteries Gambling Codes of Practice
- Expansion of clause 12(4) in relation to spoken warning messages to be at a speed that is clear and easily understood
- Insertion of a new provision prohibiting gambling advertising at Cinemas when films rated G, PG, M or MA(15+) are showing
- Clause 14(3) expanded to include examples of how patrons displaying indicators of gambling harm may be identified and how staff and licensees may respond to these indicators, as well as a requirement for licensees to ensure staff are trained in policies and procedures on how this is to occur.
- Clause 14(4) updated to require that any data recorded for the purpose of clause 14(3) is only to be used for the purpose of harm minimisation and no other purpose
- Clause 14(11) amended to require that any printed consolidated barring list must be printed in colour so as to ensure staff and licensees are able to accurately identify barred persons
- Clause 14(13) amended to require that barred persons are not sent any direct marketing communications
- Clause 14(14) amended to clarify that licensees must take reasonable steps to assist staff experiencing difficulty with any form of gambling not just from gaming machines
- Clause 17(1)(a) amended to require that licensees must ensure that at least half the available screen space displays a responsible gambling message is displayed on automatic teller machines (ATMs) and cashable ticket redemption terminals (CRTs) while idle
- Clause 17(2)(a) amended to require that licensees must display the condensed warning message, national helpline number and website address at or near each coin machine or cashier area
- Clause 20 amended to allow licensees to offer to pay patrons winnings of \$500 or more by either cheque or EFT
- Reintroduction of the requirement at clause 22 that that licensees must reinforce their commitment to providing gambling products in a responsible and safe environment in appropriate customer newsletters and other communications
- Various administrative and consequential amendments.



Queensland Government Statistician's Office

In October 2022, the Liquor and Gambling Commissioner commenced a review of all loyalty programs operating in hotels and clubs in South Australia.

Many of the loyalty programs had been approved by the former Independent Gambling Authority, and some of these approvals dated as far back as 2012.

The Code under which these loyalty programs had been approved have evolved significantly over time, and it was appropriate to consider whether these programs continued to meet the requirements of the current Codes.

The review highlighted a number of concerns in relation to the operation of loyalty programs in South Australia, including a lack of clear information being provided to loyalty members around their gambling activity.

As a result and following consultation with industry bodies and loyalty program providers, the Code was varied on 30 March 2023 to include additional requirements for providers of an acceptable loyalty program as follows:

- Activity statements must be provided at least quarterly to an active member by email or ordinary post within 7 days of the end of the activity period.
- Activity statements must include information that is clear and easily understood, including total amount bet and won, overall net win or loss, total number of days gambled and total amount of time the loyalty card was active.
- Information about support services and customer protection tools must be included on activity statements.
- Activity statements are not to be provided to a person who is barred, or whose account has been cancelled, locked, disabled or deactivated.
- Activity statements must be provided to a member at any time on request.
- Activity statements must be provided to the Commissioner within 7 days on request to assist in determining a request for barring.
- The variation to the Code also amends the requirements regarding the display of responsible gambling messages on automatic teller machine (ATM) and cashable ticket redemption terminal (CRT) screens so that:
 - Each ATM must operate so that when idle, a full screen responsible gambling message approved by the Office for Problem Gambling is displayed at least 20 percent of the time.
 - Each CRT must operate so that at least half the available screen space displays a responsible gambling message approved by the Office for Problem Gambling at all times.

Amendments to previous publication (38th edition)

Nil.

Notes to the Tables for 2021–22 and 2022–23

Nil.

Specific notes

Nil.

3.5. Western Australia

Legislation

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

- *Betting Control Act 1954*
- *Betting Tax Assessment Act 2018*
- *Casino (Burswood Island) Agreement Act 1985*
- *Casino Control Act 1984*
- *Gaming and Betting (Contracts and Securities) Act 1985*
- *Gaming and Wagering Commission Act 1987*
- *Gaming and Wagering Commission (Continuing Lotteries Levy) Act 2000*
- *Racing and Wagering Western Australia Act 2003*
- *Racing Bets Levy Act 2009*
- *Racing Restriction Act 2003.*

New developments

Perth Casino Royal Commission

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

The Government has delivered some reforms in response to the Royal Commission findings, and further reforms are planned for the future. The Casino Legislation Amendment (Burswood Casino) Act 2022 passed by Parliament in September 2022. It amended the Gaming and Wagering Commission Act 1987 and the Casino Control Act 1984. Key elements of the legislative amendments included the establishment of an Independent Monitor to remediate the operations of the casino; imposing greater penalties for non-compliance including lifting the maximum fine from \$100,000 to \$100 million; enabling an independent Chairperson to be appointed to the Gaming and Wagering Commission (GWC) and a deputy Chairperson to be selected from its membership; enhancing powers for the Minister to direct the GWC in relation to the Perth casino and the Royal Commission; and enhancing the powers of the GWC to direct the Perth casino licensee about the management and operation of the casino.

General industry information

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

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

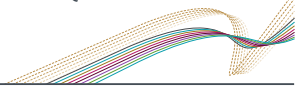
As of 30 June 2023, Crown Perth had approval to operate a maximum of 350 table games, and 2,500 electronic gaming machines.

Amendments to previous publication (38th edition)

Nil.

Notes to the Tables for 2021–22 and 2022–23

Nil.



Specific notes

Nil.



3.6. Tasmania

Legislation

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

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

New developments

2021-22

The *Gaming Control Amendment (Future Gaming Market) Act 2021* received royal assent on 16 December 2021. The legislation provided for the implementation of the Tasmanian Government's *Future of Gaming in Tasmania* policy, with the new licensing arrangements brought about by the policy commencing 1 July 2023.

2022-23

In September 2022, the Government directed the Tasmanian Liquor and Gaming Commission to implement a state-wide player card gaming system with pre-commitment and cashless gaming for all electronic gaming machines in Tasmania. Work to implement the system is underway.

In February and March 2023, a new keno system was implemented in gaming venues by the Keno Operator.

General industry information

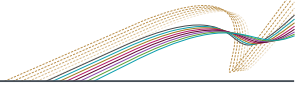
- Totalisator and fixed odds wagering are offered in Tasmania by UBET TAS Pty Ltd (previously known as TOTE Tasmania), a subsidiary of Tabcorp Holdings Limited.
- Bookmakers offer traditional fixed price wagering on course at certain racing events in Tasmania.
- There are two casinos operating in Tasmania: Wrest Point in Sandy Bay (Hobart) and the Country Club at Prospect (Launceston). Both casinos are owned and operated by the Federal Group.
- Hotels and clubs in Tasmania offer gaming in the form of gaming machines and keno. The gaming services were operated by Network Gaming, which is part of the Federal Group. From 1 July 2023, electronic gaming machines will be operated in hotels and clubs under individual venue licences.
- There are no providers of major lotteries currently operating in Tasmania. However, two companies: Tattersalls Sweeps (licensed in Victoria) and Golden Casket (licensed in Queensland) hold foreign games permits that allow their products to be offered from accredited outlets in Tasmania.

Amendments to previous publication (38th edition)

Nil.

Notes to the Tables for 2021–22 and 2022–23

Racing and sports betting	<p>Government revenue is primarily derived from a Point of Consumption tax (POC tax).</p> <p>In addition, UBET TAS pay an annual wagering levy, equivalent to 925 000 fee units. The levied amount has not been included in the government revenue from wagering figures.</p> <p>Revenue from betting exchanges is no longer recorded in interactive gaming and has been allocated under government revenue from wagering. No betting exchanges have been licensed in Tasmania since September 2016.</p>
All	<p>Expenditure data reported by Tasmania in years prior to 2019-20 has been monthly in arrears, aligning with timing of taxation collected. Expenditure data for 2019-20 onwards is shown in the month the activity occurred.</p>



Specific notes

Nil.

3.7. Australian Capital Territory

Legislation

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

- Casino Control Act 2006
- Casino (Electronic Gaming) Act 2017
- Gaming Machine Act 2004
- Interactive Gambling Act 1998
- Lotteries Act 1964
- Pool Betting Act 1964
- Race and Sports Bookmaking Act 2001
- Racing Act 1999
- Totalisator Act 2014
- Unlawful Gambling Act 2009.

New developments

There are no new developments during the reporting period.

General industry information

ACTTAB was purchased by Tabcorp ACT Ltd in October 2014 and, as part of the sale negotiations, it was agreed that the tax rate for Tabcorp ACT Ltd be set at zero per cent. Tabcorp ACT Ltd now pays an annual licence fee as determined by the Minister.

Amendments to previous publication (38th edition)

There are no amendments to previous publication.

Notes to the Tables for 2021–22 and 2022-23

Gaming machines	<p>The Government revenue from gaming machine figure does not include:</p> <ul style="list-style-type: none"> • the levy on all gaming machine licensees of 0.75% of gross gaming machine revenue • the two separate levies on all gaming machine licensees of 0.4% of net gaming machine revenue.
Sports betting	<p>Expenditure figures for sports betting and racing are derived from ACT's betting operations tax from 2020-21 and 2022-23.</p>

Specific notes

Nil.

3.8. Northern Territory

Legislation

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

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

New developments

Nil.

General industry information

Pool lottery products have ceased. COVID affected industry beginning March 2020.

Amendments to previous publication (38th edition)

Nil.

Notes to the Tables for 2021–22 and 2022–23

Nil.

Specific notes

Nil.



4.0 List of tables

4.1. Summary tables

2021-2022

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2021–22
Summary table B	All states	Per Capita Gambling Turnover, 2021–22
Summary table C	All states	Percentage Change in Gambling Turnover, 2020–21 to 2021–22
Summary table D	All states	Total Gambling Expenditure, 2021–22
Summary table E	All states	Per Capita Gambling Expenditure, 2021–22
Summary table F	All states	Percentage Change in Gambling Expenditure, 2020–21 to 2021–22

2022-2023

Table number	State	Table name
Summary table A	All states	Total Gambling Turnover, 2022–23
Summary table B	All states	Per Capita Gambling Turnover, 2022–23
Summary table C	All states	Percentage Change in Gambling Turnover, 2021–22 to 2022–23
Summary table D	All states	Total Gambling Expenditure, 2022–23
Summary table E	All states	Per Capita Gambling Expenditure, 2022–23
Summary table F	All states	Percentage Change in Gambling Expenditure, 2021–22 to 2022–23



4.2. State tables

New South Wales

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

**Victoria**

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



Queensland

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



South Australia

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



Western Australia

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

**Tasmania**

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



Australian Capital Territory

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



Northern Territory

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



Australia

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



4.3. Product tables

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



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



Queensland Government Statistician's Office

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



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

