

# Canadian Gambling Digest 2005-2006



**CANADIAN PARTNERSHIP**  
for RESPONSIBLE GAMBLING



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### ***The Partnership***

In 2004, a group of non-profit organizations, gaming providers, research centres, and regulators came together to form the Canadian Partnership for Responsible Gambling (CPRG). The Partnership was formed in order to find and promote effective ways to reduce the risk of problem gambling by engaging in joint research, issue analysis, and information sharing. The first priority of the Partnership was the assembly of reliable and accurate gambling-related information across the country. The result was the *Canadian Gambling Digest*, an annual report of statistics related to gambling in the ten Canadian provinces. This edition of the *Digest* is the fourth report released to date.

### ***The Report***

The *Digest* is arranged by subject matter, starting with general industry data (venues, games, charitable gaming licenses), followed by revenue, revenue distributions, gambling participation, problem gambling prevalence, and problem gambling assistance (helpline calls, clients, counsellors). Data in each section is presented in tables and charts. Accompanying text describes the data and highlights some of its more salient features. Unless stated otherwise, all data pertain to fiscal 2005-06 (April 1, 2005 to March 31, 2006).

Information in the *Digest* was obtained from annual reports, other publicly available documents, web sites, prevalence studies, and extensive direct contact with representatives from various organizations and agencies. Data that were inaccessible at the time of publication, could not be determined, or were not recorded by the data source at all are denoted throughout the report as "Unavailable." While considerable effort was made to ensure that the information presented in a given table or chart is comparable across provinces, this was not always possible due to differences in record keeping and other factors. For further detail about any of the data presented, please see the original data source (Appendix 1).

The number of venues and games available across the country in 2005-06, along with the number of charitable gaming licenses that were issued, are presented in Tables 1 through 3. As the tables show, there was quite a degree of variability in these data across the country.

Table 1, for instance, shows that only five provinces had full-time designated bingo facilities. Québec had the most at 291, while Saskatchewan had the least at 21. British Columbia and Alberta had the greatest number of casinos (20 and 17, respectively), while New Brunswick and Prince Edward Island, as well as Newfoundland and Labrador, did not have any casinos at all. The greatest number of EGM venues was in Québec and Alberta (3,125 and 1,099); the lowest was in British Columbia and Ontario (21 and 27). There were 107 horse racing venues in Ontario, yet in Newfoundland and Labrador there was only one. Six provinces had designated rooms or areas in their gaming facilities for player-banked poker. The most were in Alberta and Ontario (16 and 8); the least were in Manitoba and Nova Scotia (1 and 2). Ticket lottery outlets were most numerous in Ontario and Québec (10,798 and 9,843), while they were least so in Prince Edward Island and Saskatchewan (208 and 785). Across the country overall, there were approximately 40,567 gaming venues in total. This is 530 fewer than the 41,097 reported in 2004-05 (CPRG, 2007b). Québec and Ontario had the most (13,283 and 11,016), while Prince Edward Island and Manitoba had the least (282 and 1,412).

**Table 1. Venues**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,393,623	2,493,376	753,176	894,956	9,763,757	6,060,065	601,222	748,399	107,584	414,503
Bingo Facilities										
Total Bingo Facilities	32	47	21	0	101	291	0	0	0	0
Casinos										
First Nation (On Reserve)	1	0	4	2	2	0	0	0	0	0
Total Casinos	20	17	7	4	10	3	0	2	0	0
EGM Venues										
Bars and Lounges with VLTs	0	1,079	678	547	0	3,118	628	454	72	569
Bingo Facilities with Slots or VLTs	5	0	0	0	0	0	0	0	0	0
Casinos with Slots	16 <sup>2</sup>	17	6 <sup>1</sup>	4	10	3	0	2	0	0
Racetracks with Slots or VLTs	0	3	0	1	17	4	0	0	1	0
Total EGM Venues	21	1,099	684	552	27	3,125	628	456	73	569
Horse Racing Venues										
Major Racetracks	3	4	1	1	18	4	2	3	2	1
Minor Racetracks	3	1	1	8	10	5	1	0	0	0
Total Racetracks	6	5	2	9	28	9	3	3	2	1
Teletheatres	20 <sup>3</sup>	42	6	10	79	19	1	11	0	0
Total Horse Racing Venues	26	47	8	19	107	28	4	14	2	1
Player-banked Poker Rooms or Areas										
Days Used per Month	30	30	Unavailable	30	30	0	0	17	0	0
Total Poker Rooms or Areas	5	16	Unavailable	1	8	0	0	2	0	0
Ticket Lottery Outlets										
Total Lottery Ticket Outlets	4,390	2,280	785	842	10,798	9,843	1,005	1,167	208	1,293
<b>Total Venues</b>	<b>4,468</b>	<b>3,470</b>	<b>1,499</b>	<b>1,412</b>	<b>11,016</b>	<b>13,283</b>	<b>1,637</b>	<b>1,637</b>	<b>282</b>	<b>1,863</b>

**Total venues:** 40,567. **Note:** *Bingo Facilities* are venues designated for bingo full-time (e.g., bingo association halls). Casinos are permanent, and include those termed 'Aboriginal,' 'charity,' 'commercial,' 'community,' 'destination,' 'exhibition,' 'First Nation,' and 'government-run.' *EGM* refers to electronic gaming machine; namely, slot machine and video lottery terminal (VLT). *Horse Racing Venues* are facilities issued at least one permit by the Canadian Pari-Mutuel Agency (CPMA) to conduct pari-mutuel betting. Figures do not include facilities issued permits that did not ultimately conduct any pari-mutuel activity. *Major Racetracks* are those that held 15 or more live days of racing during the fiscal year; *Minor Racetracks* are those that held fewer than 15. *Player-banked Poker* is poker played against other patrons rather than the house. *Rooms or Areas* are those in the province's gaming venues where player-banked poker took place at least once per month. The rooms or areas could have been used for poker only, or for poker and other purposes at different times (e.g., meetings, other gaming activities). *Days Used per Month* may be estimates only. If the poker rooms or areas were used for poker 365 days per year, they were considered to be used for this purpose on average 30 days per month. Neither *Days Used per Month*, nor *Total Poker Rooms or Areas*, are included in *Total Venues*.

<sup>1</sup> Emerald Casino, a permanent exhibition casino in Saskatoon, has VLTs rather than slot machines. As such, it is included with other VLT venues in *Bars and Lounges with VLTs*.

<sup>2</sup> Includes Fraser Downs Racetrack and Casino, which is a casino co-located with a racetrack.

<sup>3</sup> Includes one teletheatre that closed during the fiscal year.

Table 2 shows that British Columbia, Alberta, Manitoba, and Ontario were the only provinces in 2005-06 to offer electronic bingo. British Columbia had the greatest number of electronic bingo units (4,465), while Ontario had the lowest (466). Only British Columbia had EGMs at bingo facilities (355), while all provinces except British Columbia and Ontario had VLTs in bars and lounges.<sup>4</sup> Ontario and Québec had the highest number of EGMs in total (23,434 and 19,427), while Prince Edward Island and New Brunswick had the lowest (563 and 2,631). Ontario and British Columbia had the greatest number of gaming tables (552 and 454), while New Brunswick and Prince Edward Island, as well as Newfoundland and Labrador, did not have any at all. Overall, there were approximately 96,962 games available across the country in 2005-06. This is 1,862 more than the 95,100 reported in 2004-05 (CPRG, 2007a). Ontario and Québec had the most (24,452 and 19,639), while Prince Edward Island and New Brunswick had the least (563 and 2,631).

**Table 2. Games**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,393,623	2,493,376	753,176	894,956	9,763,757	6,060,065	601,222	748,399	107,584	414,503
Bingo (Electronic)										
Handheld Devices	1,225	1,575	0	0	66	0	0	0	0	0
Terminals	3,240	45	0	0 <sup>5</sup>	400	0	0	0	0	0
Total Bingo Units	4,465	1,620	0	0	466	0	0	0	0	0
EGMs										
Slots at Casinos	6,744	7,909 <sup>6</sup>	1,990 <sup>7</sup>	2,877	13,345	5,911	0	1,066	0	0
Slots or VLTs at Bingo Facilities	355	0	0	0	0	0	0	0	0	0
Slots or VLTs at Racetracks	405	749	0	140	10,089	430	0	0	225	0
VLTs at Bars and Lounges	0	5,981	3,978	5,361	0	13,086	2,631	2,361	338	2,644
Total EGMs	7,504	14,639	5,968	8,378	23,434	19,427	2,631	3,427	563	2,644
Gaming Tables										
Total Gaming Tables	454	356	92	80	552	212	0	50	0	0
<b>Total Games</b>	<b>12,423</b>	<b>16,615</b>	<b>6,060</b>	<b>8,458</b>	<b>24,452</b>	<b>19,639</b>	<b>2,631</b>	<b>3,477</b>	<b>563</b>	<b>2,644</b>

**Total games:** 96,962. **Note:** Figures may be estimates only. *Gaming Tables* are generally those at permanent facilities.

<sup>4</sup> British Columbia and Ontario, in fact, had no VLTs at all.

<sup>5</sup> Manitoba casinos had 752 Video King machines, which are both slot machines and bingo terminals. As such, they are included in *Slots at Casinos* under *EGMs*.

<sup>6</sup> Does not include the 1,225 slots at summer fair casinos and other temporary exhibitions.

<sup>7</sup> Does not include the 100 VLTs at Emerald Casino, a permanent exhibition casino in Saskatoon that has VLTs rather than slot machines. Its VLTs are included in *VLTs at Bars and Lounges*.

Table 3 shows that all provinces issued charitable gaming licenses for bingo and raffles in 2005-06. Only Newfoundland and Labrador, however, issued charitable licenses for poker.<sup>8</sup> Overall, at least 29,262 licenses were issued in total across the country. This is 1,093 fewer than the 30,355 reported in 2004-05 (CPRG, 2007a). British Columbia and Alberta issued the most (6,521 and 5,721), while New Brunswick and Prince Edward Island issued the least (768 and 995).

**Table 3. Charitable Gaming Licences**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,393,623	2,493,376	753,176	894,956	9,763,757	6,060,065	601,222	748,399	107,584	414,503
Bingo	385	2,262	1,210	461	1,780	2,145 <sup>9</sup>	278	300	47	525 <sup>10</sup>
Break Open / Pull-ticket	0	228	801	361	512	671 <sup>11</sup>	24	21	Unavailable	324 <sup>12</sup>
Casino	28	2,904	0	11 <sup>13</sup>	0	1	10 <sup>14</sup>	0	6	17
Poker	0	0	0	0	0	0	0	0	0	53
Raffle	6,086	327	1,512	215	161	1,277	456	1,034	707	2,242
Other	22	0	0	0	63	0	0	0	235	473
<b>Total Licences</b>	<b>6,521</b>	<b>5,721</b>	<b>3,523</b>	<b>1,048</b>	<b>2,516</b>	<b>3,423</b>	<b>768</b>	<b>1,355</b>	<b>995</b>	<b>3,392</b>

**Total licences:** 29,262. **Note:** *Charitable Gaming Licences* are licenses issued to charitable or religious organizations to conduct gaming events. One license is typically valid for many individual events, and may, in some cases, be valid for up to three years and/or for more than one type of gaming activity. Figures may be estimates only and may exclude licenses issued by First Nations or local municipalities. They may also exclude licenses issued to organizations that were not required to submit financial reports for their gaming operations (due to the small value of prizes involved and/or the revenue raised). *Total Licences* may not equal its sub-totals due to overlap between categories. *Bingo* licenses in Québec, as well as Newfoundland and Labrador, for example, include licenses issued for combined bingo/break open events, which are also included in *Break Open / Pull-ticket licences*.

<sup>8</sup> Note that while some provinces other than Newfoundland and Labrador may permit poker to be played at certain charitable gaming events, they do not issue licenses for charitable poker specifically.

<sup>9</sup> Includes 671 licenses for combined bingo/break open events.

<sup>10</sup> Includes 242 licenses for combined bingo/break open events.

<sup>11</sup> Licenses for combined bingo/break open events only.

<sup>12</sup> See footnote 10.

<sup>13</sup> Licenses for Monte Carlo nights only. Not for ongoing charity casinos.

<sup>14</sup> Licenses for Monte Carlo nights only (casinos are illegal in New Brunswick). Games were played for prizes only, however, not for genuine cash.

Table 4 presents the number of casinos, EGMs, EGM venues, horse racing venues, and ticket lottery outlets per 100,000 people 18 years and over in 2005-06. As can be seen, the data provide quite a different picture than the one presented in Tables 1 through 3 above. For example, although British Columbia had the highest *absolute* number of casinos, Saskatchewan actually had the highest per capita (0.9). Similarly, while Ontario and Québec had the greatest number of EGMs, Manitoba and Saskatchewan had the greatest number on a per capita basis (936.1 and 792.4). Québec and Alberta had the highest number of EGM venues, but Newfoundland and Labrador, as well as New Brunswick, had the highest per capita (137.3 and 104.5). Ontario had the greatest number of both horse racing venues and ticket lottery outlets. On a per capita basis, however, Manitoba had the greatest number of the former (2.1), while Newfoundland and Labrador had the greatest number of the latter (311.9).

**Table 4. Select Venues and Games per 100,000 People 18+**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Casinos	0.6	0.7	0.9	0.4	0.1	0.0	0.0	0.3	0.0	0.0
EGMs	221.1	587.1	792.4	936.1	240.0	320.6	437.6	457.9	523.3	637.9
EGM Venues	0.6	44.1	90.8	61.7	0.3	51.6	104.5	60.9	67.9	137.3
Horse Racing Venues	0.8	1.9	1.1	2.1	1.1	0.5	0.7	1.9	1.9	0.2
Ticket Lottery Outlets	129.4	91.4	104.2	94.1	110.6	162.4	167.2	155.9	193.3	311.9

**Average casinos:** 0.3. **Average EGMs:** 515.4. **Average EGM venues:** 62.0. **Average horse racing venues:** 1.2. **Average ticket lottery outlets:** 152.0. **Note:** The age at which it is legal to gamble often varies across provinces and gaming activities. For example, to gamble at casinos in Alberta, Manitoba, and Québec, one must be 18. In all other provinces, one must be 19.

The following tables present the revenue from government-operated, horse race, and charity-operated gaming in 2005-06. *Government-operated* gaming is conducted and managed by the provincial government, typically by Crown corporations. Most revenue goes directly to the province. *Horse race* and *charity-operated gaming* are conducted and managed by private, charitable, or religious organizations under provincial and federal regulations. Revenue generally goes to the horse racing industry and charitable or religious organizations, respectively.

The total amount of revenue generated from government-operated gaming in 2005-06 is shown in Table 5 (revenue measured as wagers less prize payouts, before operating expenses deducted). As can be seen, of those provinces that offered government-run bingo, British Columbia generated the most revenue from this activity (\$96,788,300), while Manitoba generated the least (\$5,033,147). Among provinces that had casinos, Ontario and British Columbia generated the highest revenue from this source (\$2,159,989,000 and \$1,085,345,800), while Nova Scotia and Manitoba generated the lowest (\$85,388,000 and \$177,413,453). Both EGM and ticket lottery revenues were highest in Ontario (\$3,153,734,000 and \$1,161,455,000), while they were lowest in Prince Edward Island (\$22,752,275 and \$14,370,061). Across the country overall, total government-operated gaming revenue was approximately 13,278,574,340. This is \$563,140,626 more than the \$12,715,433,714 reported in 2004-05 (CPRG, 2007a).

**Table 5. Total Government-operated Gaming Revenue**  
(Revenue after prizes paid, before expenses deducted)

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,393,623	2,493,376	753,176	894,956	9,763,757	6,060,065	601,222	748,399	107,584	414,503
Bingo										
Total Bingo Revenue	96,788,300 <sup>15</sup>	9,572,081 <sup>16</sup>	0	5,033,147	11,567,000	21,562,876	0	0	0	0
Casinos										
Total Casino Revenue	1,085,345,800	810,204,776 <sup>17</sup>	202,608,560 <sup>18</sup>	177,413,453	2,159,989,000 <sup>19</sup>	758,464,000	0	85,388,000	0	0
EGMs (All Venues)										
Slots	762,298,000	863,986,826	189,091,591	141,316,282	3,153,734,000	562,053,000	0	72,024,655	3,359,140	0
VLTs	0	828,253,000	232,581,000 <sup>20</sup>	321,953,890	0	1,298,805,000	135,114,565	182,204,839	19,393,135	122,885,342
Total EGM Revenue	762,298,000	1,692,239,826	421,672,591	463,270,172	3,153,734,000	1,860,858,000	135,114,565	254,229,494	22,752,275	122,885,342
Ticket Lotteries										
Internet	2,400	0	0	0	0	0	372,418	588,945	97,158	194,543
Non-Internet	437,097,600	249,781,000	67,954,988	87,391,160	1,161,455,000	894,280,000	74,832,121	92,485,674	14,272,903	78,204,476
Total Ticket Lottery Revenue	437,100,000	249,781,000	67,954,988	87,391,160	1,161,455,000	894,280,000	75,204,539	93,074,619	14,370,061	78,399,019
<b>Total Revenue</b>	<b>1,619,234,100</b>	<b>1,951,592,907</b>	<b>503,144,548</b>	<b>591,791,650</b>	<b>4,830,306,000</b>	<b>2,973,111,876</b>	<b>210,319,104</b>	<b>360,667,458</b>	<b>37,122,336</b>	<b>201,284,361</b>

**Total revenue:** \$13,278,574,340. **Note:** *Total Revenue* may not equal its sub-totals due to overlap between categories. For example, *Total Casino Revenue* includes revenue from casino slot machines, which is also included in *Slots* under *EGMs (All Venues)*.

<sup>15</sup> Includes revenue from paper bingo, electronic bingo, and slots at bingo facilities.

<sup>16</sup> Alberta has adopted a charitable gaming model for its bingo and casino operations. Its *electronic* bingo and casino *slot machines* are conducted and managed by the Alberta Gaming and Liquor Commission (AGLC), while its *paper* bingo and casino *table games* are conducted and managed by charitable or religious organizations through a license granted by the AGLC. As such, only revenue from electronic bingo and casino slot machines is included in this table (including revenue from slots at summer fair casinos and other temporary exhibitions). Revenue from paper bingo and casino table games is included in Table 7.

<sup>17</sup> See footnote 16.

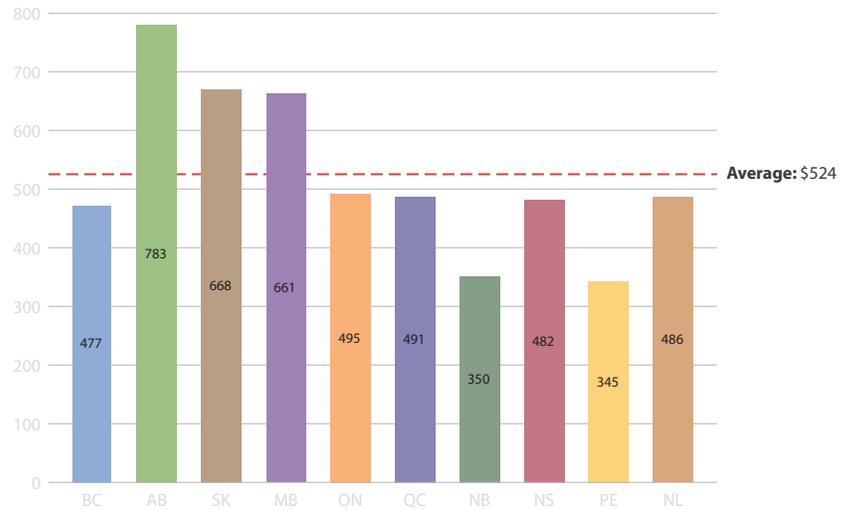
<sup>18</sup> Does not include revenue from Emerald Casino, a permanent exhibition casino in Saskatoon that has VLTs rather than slot machines. Its VLT revenue is included with other VLT revenue under *EGMs (All Venues)*. Its table game revenue is not included in Table 5 at all because table games at exhibition casinos in Saskatchewan are operated by agricultural exhibition associations, not the provincial government.

<sup>19</sup> Does not include table game revenue from Great Blue Heron Charity Casino, an Aboriginal casino owned by the Mississaugas of Scugog Island First Nation. Its table games are conducted and managed by a non-profit charitable association, not the Crown corporation that conducts and manages its slot facility.

<sup>20</sup> Includes VLT revenue from Emerald Casino, a permanent exhibition casino in Saskatoon that has VLTs rather than slot machines.

Chart 1 presents the amount of total government-operated gaming revenue that was generated per person 18 years and over in 2005-06. As the chart shows, the amount ranged from a low of \$345 in Prince Edward Island to a high of \$783 in Alberta. Across the country overall, the average was \$524. This is slightly higher than the \$514 reported in 2004-05 (CPRG, 2007a).

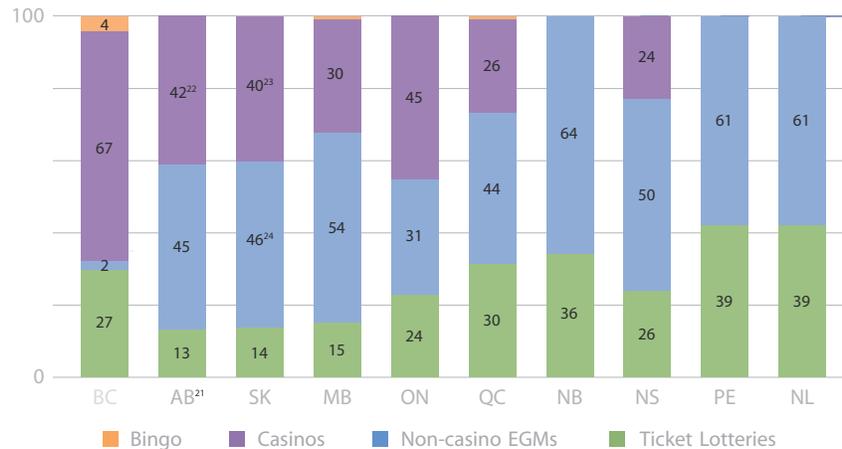
**Chart 1. Total Government-operated Gaming Revenue per Person 18+**



**Note:** The age at which it is legal to gamble often varies across provinces and gaming activities. For example, to gamble at casinos in Alberta, Manitoba, and Québec, one must be 18. In all other provinces, one must be 19.

Chart 2 shows the percentage of total government-operated gaming revenue that was derived from bingo, casinos, non-casino EGMs, and ticket lotteries in 2005-06. As can be seen, non-casino EGMs generally accounted for the greatest proportion of revenue, while bingo generally accounted for the lowest. In those provinces that offered *both* non-casino EGMs and casinos, the former generally accounted for more revenue than did the latter. The two exceptions were in British Columbia and Ontario, the only two provinces that did not have any VLTs.

**Chart 2. Percentage of Total Government-operated Gaming Revenue Derived from Bingo, Casinos, Non-casino EGMs, and Ticket Lotteries**



**Average bingo: 1%. Average casinos: 27%. Average non-casino EGMs: 46%. Average ticket lotteries: 26%. Note:** *Non-casino EGMs* include VLTs in bars and lounges, slots or VLTs at racetracks, and/or slots or VLTs at bingo facilities. Percentages may not add up to 100 due to rounding.

Table 6 shows the total amount of horse racing revenue that was generated from racetracks and teletheatres in 2005-06 (revenue measured as wagers less prize payouts, before operating expenses deducted). As can be seen, revenue was highest in Ontario (\$256,489,494), while it was lowest in Newfoundland and Labrador (\$314,031). Across the country overall, total horse racing revenue was \$405,041,151. This is \$7,159,479 less than the \$412,200,630 reported in 2004-05 (CPRG, 2007a).

**Table 6. Total Horse Racing Revenue**  
(Revenue after prizes paid, before expenses deducted)

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,393,623	2,493,376	753,176	894,956	9,763,757	6,060,065	601,222	748,399	107,584	414,503
<b>Total Revenue</b>	<b>49,278,442</b>	<b>38,219,766</b>	<b>1,158,106</b>	<b>8,977,838</b>	<b>256,489,494</b>	<b>43,935,814</b>	<b>1,452,188</b>	<b>3,235,147</b>	<b>1,980,325</b>	<b>314,031</b>

**Total revenue:** \$405,041,151.

<sup>21</sup> Bingo percentage (0%) calculated from electronic bingo revenue only. Paper bingo is conducted and managed by charitable or religious organizations, not the provincial government.

<sup>22</sup> Calculated from casino slot revenue only (including revenue from slots at summer fair casinos and other temporary exhibitions). Casino table games are conducted and managed by charitable or religious organizations, not the provincial government.

<sup>23</sup> Calculation excludes revenue from Emerald Casino, a permanent exhibition casino in Saskatoon that has VLTs rather than slot machines. Its VLT revenue is included with other VLT revenue in *Non-casino EGMs*. Its table game revenue is not included in Chart 2 at all because table games at exhibition casinos in Saskatchewan are conducted and managed by agricultural exhibition associations, not the provincial government.

<sup>24</sup> Calculation includes VLT revenue from Emerald Casino, a permanent exhibition casino in Saskatoon that has VLTs rather than slot machines.

Table 7 shows the total amount of revenue generated from charity-operated gaming in 2005-06 (revenue measured as wagers less prize payouts, before operating expenses deducted). As can be seen, bingo and raffles typically generated the most revenue of all activities. The one exception was in Alberta, where charitable casinos generated the most revenue (\$144,574,000). Although difficult to determine exactly because of the unavailability of data in some provinces, total revenue generated from charity-operated gaming across the country was at least \$1,106,500,758. This is \$18,743,614 more than the approximate \$1,087,757,144 reported in 2004-05 (CPRG, 2007a).

**Table 7. Total Charity-operated Gaming Revenue**  
(Revenue after prizes paid, before expenses deducted)

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,393,623	2,493,376	753,176	894,956	9,763,757	6,060,065	601,222	748,399	107,584	414,503
Bingo	4,670,000	85,826,000 <sup>25</sup>	22,843,638	13,600,000	227,000,000	58,433,937	11,956,420	17,972,000	3,316,188	7,175,353
Break Open / Pull-ticket	0	9,386,000	5,249,731	1,700,000	96,000,000	Unavailable	103,449	33,694	178,800	3,280,588
Casino	680,000	144,574,000 <sup>26</sup>	0	-100,000	0	Unavailable	106,140	0	Unavailable	36,107
Poker	0	18,646,549	0	0	0	0	0	0	0	23,953
Raffle	71,960,000	56,900,000	15,594,029	6,900,000	163,000,000	28,664,662	6,583,388	15,654,306	Unavailable	7,215,892
Other	560,000	0	0	0	Unavailable	Unavailable	0	0	Unavailable	775,934
<b>Total Revenue</b>	<b>77,870,000</b>	<b>315,332,549</b>	<b>43,687,398</b>	<b>22,100,000</b>	<b>486,000,000</b>	<b>Unavailable</b>	<b>18,749,397</b>	<b>33,660,000</b>	<b>Unavailable</b>	<b>18,507,827</b>

**Total revenue:** \$1,106,500,758.<sup>27</sup> **Note:** Data should be interpreted with caution, as charitable organizations are not always required to submit financial reports for their gaming operations. It often depends on the amount of revenue raised and/or the value of prizes awarded. Figures may also be estimates only and may exclude licenses issued by First Nations or local municipalities.

<sup>25</sup> Alberta has adopted a charitable gaming model for its bingo and casino operations. Its *electronic* bingo and casino *slot machines* are conducted and managed by the Alberta Gaming and Liquor Commission (AGLC), while its *paper* bingo and casino *table games* are conducted and managed by charitable or religious organizations through a license granted by the AGLC. As such, *Bingo* and *Casino* revenue in this table includes revenue from all paper bingo and casino table games in the province, respectively. Total revenue from electronic bingo and casino slot machines is included in Table 5.

<sup>26</sup> See footnote 25.

<sup>27</sup> Does not include all revenue from Ontario, Québec, or Prince Edward Island.

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Chart 3 shows the percentage of overall revenue that was generated from government-operated, horse race, and charity-operated gaming across Canada in 2005-06 when all three sources of total revenue are combined. As can be seen, government-operated gaming contributed by far the most to overall revenue (90%), while horse racing contributed the least (3%).

**Chart 3. Percentage of Overall Gaming Revenue Derived from Government-operated, Horse Race, and Charity-operated Gaming**

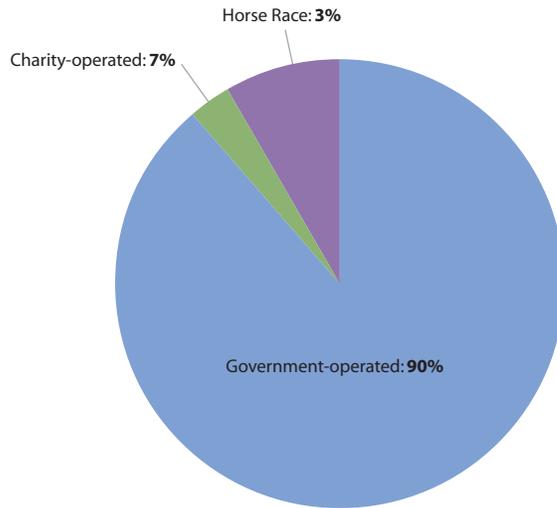


Table 8 presents the amount of net gaming revenue that went to provincial governments in 2005-06 (revenue measured as wagers less prize payouts and operating expenses<sup>28</sup>). As can be seen, revenue from bingo and casinos was highest in British Columbia (\$27,898,000 and \$621,642,000). The former, however, was lowest in Manitoba (\$4,128,885), while the latter was lowest in Nova Scotia (\$27,845,000). Horse racing and ticket lottery revenues were highest in Ontario (\$35,220,163 and \$743,800,000); the former, however, was lowest in Newfoundland and Labrador (\$190,016), while the latter was lowest in Prince Edward Island (\$5,419,841). Total net revenue to government exceeded \$1 billion in Ontario (\$1,922,965,163), Alberta (\$1,520,470,234), and Québec (\$1,501,121,431). Across the country overall, total net gaming revenue to government was at least \$6,826,027,421. This is \$359,830,339 more than the \$6,466,197,082 reported in 2004-05 (CPRG, 2007a).

**Table 8. Net Gaming Revenue to Government**  
(Revenue after prizes and expenses paid)

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
<b>Bingo</b>										
Total Bingo Revenue	27,898,000 <sup>29</sup>	6,456,121 <sup>30</sup>	0	4,128,885	0	0 <sup>31</sup>	0	0	0	0
<b>Casinos</b>										
Total Casino Revenue	621,642,000	560,292,733 <sup>32</sup>	63,107,118 <sup>33</sup>	30,182,000 <sup>34</sup>	438,737,000 <sup>35</sup>	120,653,000	0	27,845,000	0	0
<b>EGMs (All Venues)</b>										
Slots	555,659,680	605,598,853	Unavailable	108,796,380 <sup>36</sup>	Unavailable	Unavailable	0	67,791,643	Unavailable	0
VLTs	0	694,765,000	173,468,000 <sup>37</sup>	192,664,000	0	860,376,000	81,873,829	117,392,000	11,555,775	73,065,885
Total EGM Revenue	555,659,680	1,300,363,853	Unavailable	301,460,380	Unavailable	Unavailable	81,873,829	185,183,643	Unavailable	73,065,885
<b>Horse Racing</b>										
Total Horse Racing (Tax) Revenue	1,878,000 <sup>38</sup>	8,867,260	422,083	3,870,720	35,220,163	12,977,431	625,954	1,480,823	892,887	190,016
<b>Ticket Lotteries</b>										
Internet	Unavailable	0	0	0	0	0	Unavailable	Unavailable	Unavailable	Unavailable
Non-Internet	Unavailable	204,783,000	6,952,940 <sup>39</sup>	54,214,000	743,800,000	507,115,000	Unavailable	Unavailable	Unavailable	Unavailable
Total Ticket Lottery Revenue	273,200,000	204,783,000	6,952,940	54,214,000	743,800,000	507,115,000	35,680,841	39,601,000	5,419,841	32,218,996
<b>Total Revenue</b>	<b>924,618,000</b>	<b>1,520,470,234</b>	<b>243,950,141</b>	<b>285,059,605</b>	<b>1,922,965,163</b>	<b>1,501,121,431</b>	<b>118,180,624</b>	<b>186,318,823</b>	<b>17,868,503<sup>40</sup></b>	<b>105,474,897</b>

**Total revenue:** \$6,826,027,421. **Note:** Figures may be estimates only and may include win tax and/or revenue from beverage, food, and other items. *Slots* revenue may be higher than *Total Casino Revenue* in those provinces that only had slots in casinos (i.e., Manitoba and Nova Scotia) because *Total Casino Revenue* had more expenses to deduct from it (e.g., amortization, interest, second-level GST, wages, expenses). *Total Revenue* may not equal its sub-totals due to overlap between categories. For example, *Total Casino Revenue* includes revenue from casino slot machines, which is also included in *Slots* under *EGMs (All Venues)*.

<sup>28</sup> The one exception is *Total Horse Racing Revenue*, which is measured as the amount of revenue generated from taxes/levies on amount wagered. Note that the amount of revenue actually retained by government from this source may be considerably lower than that reported in the table due to provincial legislation governing commissions, etc. For example, in Newfoundland and Labrador, the amount of revenue that went to government was approximately \$25,000, due to commissions provided for by legislation (9.5/11 of the tax collected).

<sup>29</sup> Includes revenue from paper bingo, electronic bingo, and slots at bingo facilities.

<sup>30</sup> Alberta has adopted a charitable gaming model for its bingo and casino operations. Its *electronic* bingo and casino *slot machines* are conducted and managed by the Alberta Gaming and Liquor Commission (AGLC), while its *paper* bingo and casino *table games* are conducted and managed by charitable or religious organizations through a license granted by the AGLC. As such, only revenue from electronic bingo and casino slot machines is included in this table (including revenue from slots at summer fair casinos and other temporary exhibitions). Net revenue from paper bingo and casino table games is included in Table 10.

<sup>31</sup> All net bingo revenue (\$2,701,700) went to charity, not to government.

<sup>32</sup> See footnote 30.

<sup>33</sup> Does not include revenue from Emerald Casino, a permanent exhibition casino in Saskatoon that has VLTs rather than slot machines. Its VLT revenue is included with other VLT revenue under *EGMs (All Venues)*. Its table game revenue is not included in Table 8 at all because it went to the exhibition associations that operated the table games, not the provincial government.

<sup>34</sup> Does not include revenue from the First Nation Aseneskak or South Beach casinos. All revenue from First Nation casinos in Manitoba go to First Nation operators, not the provincial government.

<sup>35</sup> Does not include table game revenue from Great Blue Heron Charity Casino, an Aboriginal casino owned by the Mississaugas of Scugog Island First Nation. Its table games are conducted and managed by a non-profit charitable organization, not the Crown corporation that conducts and manages its slot facility.

<sup>36</sup> See footnote 34.

<sup>37</sup> Includes VLT revenue from Emerald Casino, a permanent exhibition casino in Saskatoon that has VLTs rather than slot machines.

<sup>38</sup> Although \$6,797,519 was collected by the province in the form of a tax/levy on amount wagered, only \$1,878,000 of this amount was actually directed to government (to offset the cost of administering horse racing). The remainder was directed to the horse race industry.

<sup>39</sup> Licensing fee, the only lottery revenue that goes to the provincial government in Saskatchewan.

<sup>40</sup> Does not include slot machine revenue from Charlottetown Driving Park Entertainment Centre, which was unavailable.

Table 9 shows the amount of net gaming revenue that went to provincial governments in 2005-06 compared to 2004-05. As can be seen, revenue increased in half of the provinces and decreased in the remainder. The largest increases were in Alberta and British Columbia (19.9% and 12.9%). The largest decreases were in Saskatchewan and Newfoundland and Labrador (-10.8% and -10.4%). Across the country overall, net gaming revenue to government increased approximately 5.6%.

**Table 9. Net Gaming Revenue to Government: 2005-06 versus 2004-05**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
2005-06	924,618,000	1,520,470,234	243,950,141	285,059,605	1,922,965,163	1,501,121,431	118,180,624	186,318,823	17,868,503	105,474,897
2004-05	818,876,000	1,268,081,888	273,369,464	280,987,338	1,892,685,074	1,476,898,708	123,600,121	195,667,868	18,358,896	117,671,727
% Change	+12.9	+19.9	-10.8	+1.4	+1.6	+1.6	-4.4	-4.8	-2.7	-10.4

**Total net revenue 2005-06:** \$6,826,027,421. **Total net revenue 2004-05:** \$6,466,197,082. **Overall change:** +5.6%. **Note:** 2005-06 data taken from Table 8. 2004-05 data taken from *Canadian Gambling Digest 2004-2005* (CPRG, 2007a).

Chart 4 shows the percentage of provincial revenue derived from gaming in 2005-06. (For comparison purposes, the figures for 2004-05 are also presented). As the chart shows, the figures ranged from a low of 1.5% in Prince Edward Island to a high of 4.3% in Alberta. Across the country overall, the average was 2.6%. This is slightly lower than the 2.9% reported in 2004-05 (CPRG, 2007a).

**Chart 4. Percentage of Provincial Revenue Derived from Gaming**



**Average percentage 2005-06:** 2.6%. **Average percentage 2004-05:** 2.9%. **Overall change:** -0.3% **Note:** 2005-06 data calculated from Table 8 and provincial public accounts (see Appendix 1). 2004-05 data taken from *Canadian Gambling Digest 2004-2005* (CPRG, 2007a).

Table 10 shows the amount of net revenue that went to charitable organizations from their gaming operations in 2005-06 (revenue measured as wagers less prize payouts and operating expenses). As was the case with *total* charity-operated gaming revenue, net charity-operated gaming revenue was usually highest from bingo and raffles. Again, the one exception was in Alberta, where revenue from charitable casinos was actually the highest (\$172,021,000). Based on the available data, charitable organizations seemed to earn the most from their gaming operations in Alberta and Ontario (\$256,811,637 and \$227,000,000). In contrast, they seemed to earn the least from their gaming operations in Newfoundland and Labrador (\$10,903,042). Across the country overall, charitable organizations earned at least \$678,838,262 from gaming in 2005-06. This is \$14,188,391 more than the \$664,649,871 reported in 2004-05 (CPRG, 2007a).

**Table 10. Net Gaming Revenue to Charitable Organizations**  
(Revenue after prizes and expenses paid)

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Bingo	3,145,000	38,397,000 <sup>41</sup>	12,434,877	6,600,000	110,000,000	20,321,651	7,827,647	10,950,000	1,754,803	2,470,083
Break Open / Pull-ticket	0	7,214,000	3,895,932	1,200,000	35,000,000	15,406,038	55,705	14,041	38,080	2,707,290
Casino	260,000	172,021,000 <sup>42</sup>	0	-100,000	0	Unavailable	60,140	0	Unavailable	25,876
Poker	0	4,661,637	0	0	0	0	0	0	0	19,691
Raffle	42,730,000	34,518,000	10,282,952	4,900,000	82,000,000	24,673,505	5,423,253	11,839,959	Unavailable	5,068,482
Other	410,000	0	0	0	Unavailable	Unavailable	0	0	Unavailable	611,620
<b>Total Revenue</b>	<b>46,545,000</b>	<b>256,811,637</b>	<b>26,613,761</b>	<b>12,600,000</b>	<b>227,000,000</b>	<b>Unavailable</b>	<b>13,366,745</b>	<b>22,804,000</b>	<b>Unavailable</b>	<b>10,903,042</b>

**Total revenue:** \$678,838,262. <sup>43</sup> **Note:** Data should be interpreted with caution, as charitable organizations are not always required to submit financial reports for their gaming operations. It often depends on the amount of revenue raised and/or the value of prizes awarded. Figures may also be estimates only and may exclude licenses issued by First Nations and local municipalities.

Table 11 shows the amount of net revenue that went to charitable organizations from their gaming operations in 2005-06 compared to 2004-05. As can be seen, of the eight provinces where net revenue was available, the amount increased in four of them and decreased in the remainder. The largest increase was in Nova Scotia (11.3%), while the largest decrease was in Newfoundland and Labrador (-30%). Across the country overall, net gaming revenue to charitable organizations increased approximately 2.1%.

**Table 11. Net Gaming Revenue to Charitable Organizations: 2005-06 versus 2004-05**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
2005-06	46,545,000	256,811,637	26,613,761	12,600,000	227,000,000	Unavailable	13,366,745	22,804,000	Unavailable	10,903,042
2004-05	48,459,265	241,049,000	30,261,271	13,200,000	223,000,000	Unavailable	12,907,309	20,495,388	Unavailable	15,584,855
<b>% Change</b>	<b>-4.0</b>	<b>+6.5</b>	<b>-12.1</b>	<b>-4.5</b>	<b>+1.8</b>	<b>Unavailable</b>	<b>+3.6</b>	<b>+11.3</b>	<b>Unavailable</b>	<b>-30.0</b>

**Total net revenue 2005-06:** \$678,838,262. **Total net revenue 2004-05:** \$664,649,871. **Overall change:** +2.1%. **Note:** Figures include partial revenues in some provinces. 2005-06 data taken from Table 10. 2004-05 data taken from *Canadian Gambling Digest 2004-2005* (CPRG, 2007a).

<sup>41</sup> Alberta has adopted a charitable gaming model for its bingo and casino operations. Its *electronic* bingo and casino *slot machines* are conducted and managed by the Alberta Gaming and Liquor Commission (AGLC), while its *paper* bingo and casino *table games* are conducted and managed by charitable or religious organizations through a license granted by the AGLC. As such, *Bingo* and *Casino* revenue in this table includes revenue from all paper bingo and casino table games in the province, respectively. Net revenue from electronic bingo and casino slot machines is included in Table 8.

<sup>42</sup> See footnote 41.

<sup>43</sup> Does not include all revenue from Ontario, Québec, or Prince Edward Island.

Table 12 shows the amount of government gaming revenue that was distributed to charity, problem gambling, and responsible gaming in 2005-06. As can be seen, Alberta and British Columbia distributed the most to charity (\$215,270,000 and \$137,120,000), while Ontario and Québec distributed the most to both problem gambling (\$36,650,000 and \$21,936,880), and responsible gaming (\$9,700,000 and \$10,000,000). Across the country overall, distributions to charity, problem gambling, and responsible gaming were at least \$540,338,982, \$83,020,692, and \$24,014,345, respectively. These amounts are noticeably higher than those reported in 2004-05 (\$511,481,590, \$71,503,591, and \$15,837,701; CPRG, 2007a; 2007b).

**Table 12. Distributions to Charity, Problem Gambling, and Responsible Gaming**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Charity										
Total Charity Distributions	137,120,000	215,270,000	38,617,982	5,675,000 <sup>44</sup>	104,903,000	37,500,000	1,200,000	53,000	0	Unavailable <sup>45</sup>
Problem Gambling (Health)										
Awareness Prevention	1,690,000	Unavailable	1,676,666	1,300,000	9,040,000	3,446,550	200,000	1,686,288	14,000	Unavailable
Research	130,000	1,533,000	100,000	250,000	4,040,000	2,437,314	20,000	140,367	Unavailable	Unavailable
Treatment	1,870,000	5,200,000	1,738,333	950,000	23,570,000	14,536,999	516,395	3,726,412	Unavailable	Unavailable
Other	830,000	Unavailable	485,000	0	0	1,516,017	20,605	204,622	Unavailable	Unavailable
Total Problem Gambling Distributions	4,520,000	6,759,123	4,000,000 <sup>46</sup>	2,500,000	36,650,000	21,936,880	757,000	5,757,689	140,000	Unavailable <sup>47</sup>
Responsible Gaming (Industry)										
Total Responsible Gaming Distributions	350,000	720,000	Unavailable	300,000	9,700,000	10,000,000 <sup>48</sup>	58,478	2,793,611	24,359	67,897

**Total charity distributions:** \$540,338,982. **Total problem gambling distributions:** \$83,020,692.<sup>49</sup> **Total responsible gaming distributions:** \$24,014,345.<sup>50</sup> **Note:** The above distributions reflect areas related to gambling provision in some way. There may be distributions to other areas not reflected here. *Charity* distributions refer to the money given to charity and other non-profit organizations through a distinct grants-based system. They should not be confused with *charity-operated gaming*, where charitable organizations receive money directly from their gaming activities. *Problem Gambling (Health)* distributions refer to the money that government health ministries or departments distribute to problem gambling initiatives. There may be overlap between categories and figures may be estimates and/or budgeted amounts only. *Responsible Gaming (Industry)* distributions refer to the money that the government gaming industry (e.g., Crown corporations) distributes to their *own* responsible gaming initiatives. Figures may be budgeted amounts and/or estimates only.

<sup>44</sup> Revenue from Manitoba Lotteries Corporation (MLC) is directed to a general revenue fund for distribution to charity. It does not go to charity directly.

<sup>45</sup> All revenue received by the province is deposited in the Consolidated Revenue Fund and is appropriated through the budget process. Consequently, it is not possible to state that gaming revenue is or is not distributed to charity. Government does provide grants as part of its budget process, but it is not possible to identify the source.

<sup>46</sup> The provincial government allocates \$2.5 million to problem gambling initiatives. Through the 2002 Gaming Framework Agreement with the Federation of Saskatchewan Indian Nations, an additional \$1.5 million is allocated to the First Nations Addiction Rehabilitation Foundation (FNARF). The specific breakdown of the *provincial* distribution is: awareness, \$800,000; research, \$100,000; treatment, \$1,300,000; other, \$300,000. The specific breakdown of the *FNARF* distribution is: awareness, \$876,666; research, \$0; treatment, \$438,333; other, \$185,000. Total distribution to problem gambling for the province (\$4,000,000) does not equal its sub-totals (\$3,999,999) because some of the FNARF sub-totals are an approximate breakdown only.

<sup>47</sup> Approximately \$5,500,000 was distributed in total to Addictions and Mental Health. It was not possible, however, to separate distributions to problem gambling from distributions to other sectors.

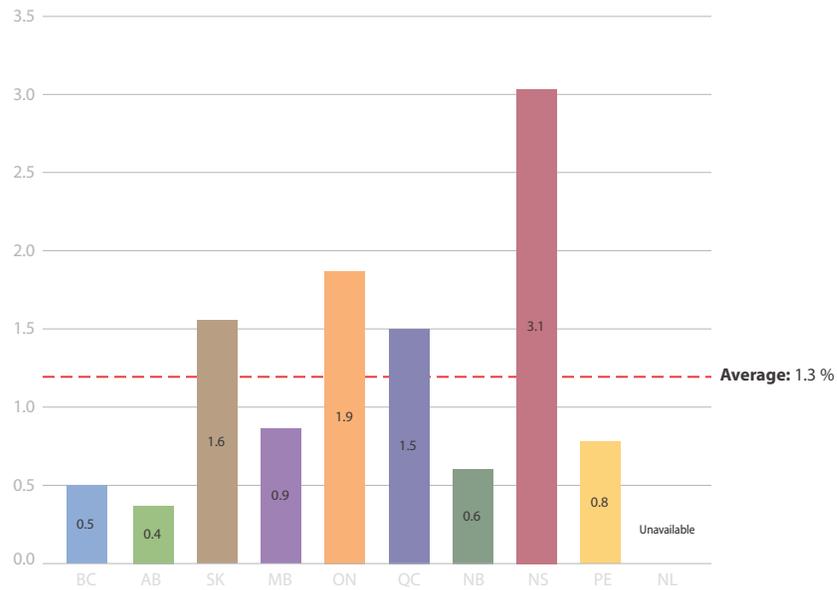
<sup>48</sup> Loto-Québec also distributed \$3,000,000 to the Régie des alcools, des courses et des jeux (RACJ) to finance the management of measures involved in controlling access to VLTs.

<sup>49</sup> Does not include problem gambling distributions in Newfoundland and Labrador.

<sup>50</sup> Does not include responsible gaming distributions in Saskatchewan. Responsible gaming distributions in New Brunswick, Prince Edward Island, and Newfoundland and Labrador are significantly lower than those reported in previous editions of the *Digest* because some previous sub-totals were duplicated in error.

Chart 5 shows the percentage of government gaming revenue that was distributed to problem gambling in 2005-06. As can be seen, the figure was highest in Nova Scotia (3.1%), followed by Ontario (1.9%) and Saskatchewan (1.6%). Across the country overall, the average was 1.3%. This is slightly higher than the 0.9% reported in 2004-05 (CPRG, 2007b).

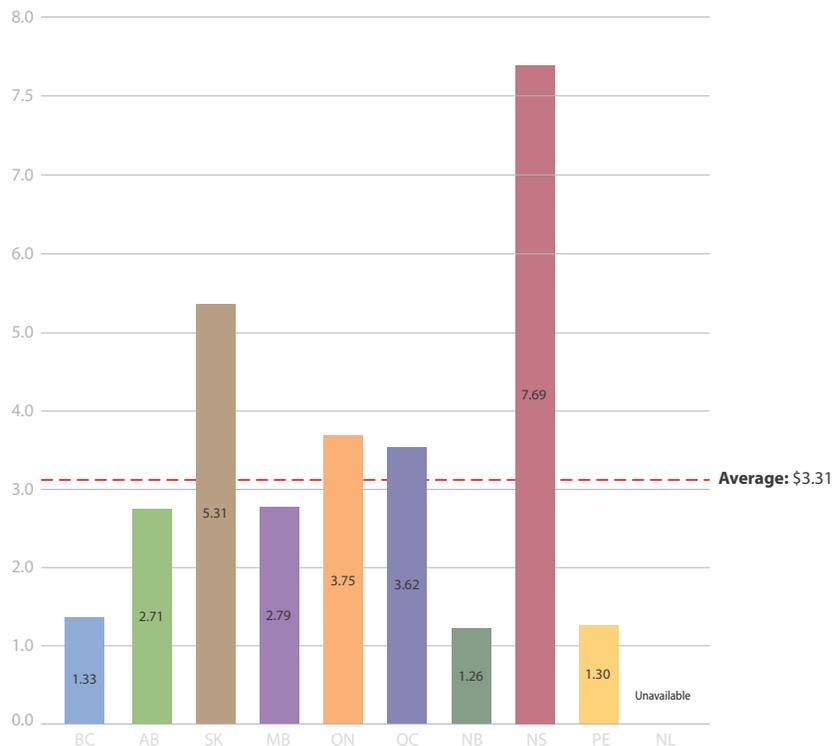
**Chart 5. Percentage of Government Gaming Revenue Distributed to Problem Gambling**



**Note:** Figures represent *Total Problem Gambling Distributions* in Table 12 divided by *Total Revenue* in Table 8.

Chart 6 shows the amount of government gaming revenue that was distributed to problem gambling per person 18 and over in 2005-06. As can be seen, the figure was highest in Nova Scotia (\$7.69), followed by Saskatchewan (\$5.31), and Ontario (\$3.75). Across the country overall, the average was \$3.31.<sup>51</sup>

**Chart 6. Amount of Government Gaming Revenue Distributed to Problem Gambling per Person 18+**



**Note:** Figures represent *Total Problem Gambling Distributions* in Table 12 divided by the population 18+ in Tables 1, 2, 3, 5, 6, and 7.

Table 13 shows the amount of government gaming revenue that was distributed to federal and municipal governments in 2005-06. As can be seen, Ontario and Québec distributed the most to the former (\$24,436,000 and \$14,819,000), while Ontario and British Columbia distributed the most to the latter (\$72,598,000 and \$65,013,695). Across the country overall, distributions to federal and municipal governments were \$62,120,824 and \$179,877,029, respectively. In 2004-05, these amounts were \$60,410,675 and \$169,418,892 (CPRG, 2007a).

**Table 13. Distributions to Federal and Municipal Governments**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Federal	8,287,000	6,503,000	1,777,824	2,278,000	24,436,000	14,819,000	1,281,000	1,665,000	229,000	845,000
Municipal	65,013,695	24,000,000	0	18,000,000	72,598,000	0	0	0	265,334	0

**Total federal distributions:** \$62,120,824. **Total municipal distributions:** \$179,877,029. **Note:** *Federal distributions* refer to the annual payments that each provincial lottery corporation makes to the Government of Canada under a 1979 agreement that the latter would withdraw from the lottery field. The provinces pay, on a combined basis annually, \$24 million in 1979 dollars (adjusted for inflation). *Municipal distributions* refer to the money given to municipalities for allowing certain gaming activities to take place in their communities. In some provinces (e.g., Alberta and Ontario), Crown corporations distribute this money directly. In other provinces (e.g., British Columbia and Manitoba), the provincial government distributes it.

<sup>51</sup> This calculation was not performed in previous editions of the *Digest* and thus cannot be compared to 2004-05.

The percentage of adult Canadians who have participated in different types of gambling activities in the past year has generally been tracked in two ways. One is through individual provincial surveys; the other is through Statistics Canada's national survey (Marshall & Wynne, 2003). The data from each of these sources are presented in Tables 14 and 15 below. As can be seen, the most common activities engaged in are *Ticket Lotteries*, *Charities*, and *Scratch/Instant Win*. According to the provincial surveys, overall gambling participation is highest in Nova Scotia (89.3%) and lowest in Ontario (63.3%). According to the national survey, it is highest in Québec (79%) and lowest in Alberta (72%).<sup>52</sup> Taken together, data from the two survey types suggest that approximately 76 to 82 percent of adult Canadians have participated in some form of gambling in the past year.

**Table 14. Gambling Participation: Provincial Surveys**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Survey Details										
Age of Sample	18+	18+	19+	18+	18+	18+	19+	19+	18+	19+
Size of Sample	2,500	1,804	1,848	3,119	3,604	8,842	800	2,800	1,000	2,596
Year of Survey	2002	2001	2001	2001	2005	2002	2001	2003	2005	2005
Activity (%)										
Bingo	8.0	8.5	8.4	10.1	4.8	9.0	11.0	15.3	6.9	11.0
Bookies	In Sports Events	0.3	0.2	–	0.4	0.2	–	–	0.4	In Sports Events
Cards	20.0	9.2	10.8	–	8.5	10.5	9.0	16.9	12.2	5.9
Casino Slots	27.0 <sup>53</sup>	15.9 <sup>54</sup>	20.3	18.0	16.5	16.3	9.0	22.2	6.1	5.0 <sup>55</sup>
Casino Table Games	In Casino Slots	5.7	7.3	4.1	6.5	7.5	3.0	4.4	3.7	In Casino Slots
Charities	49.0	49.5	63.7	59.1	28.7	39.6	38.0	64.5	50.4	45.2
EGMs (Non-casino)	3.0	13.4 <sup>56</sup>	17.7	28.2	8.9	7.8	15.0	19.0	8.4	11.4
Games of Skill	In Cards	6.5	6.8	–	3.7	6.0	–	4.6	2.3	3.8
Horse Racing	8.0	4.7	2.7	4.6	4.1	1.9	2.0	1.3	7.4	< 1
Internet	2.0	0.3	0.2	0.3	1.7	0.3	<1.0	0.2	0.7	< 1
Scratch/Instant Win	In Lotteries	29.2	27.5	22.8	24.9	37.0	40.0	48.4	50.4	35.5
Speculative Investments	13.0	12.3	8.4	–	1.9	2.2	–	–	–	1.6
Sports Events	18.0	6.4	9.3	5.8	4.2	1.4	6.0	7.5	5.5	3.4
Sports Lotteries	5.0	3.1	5.3	4.3	4.3	2.4	4.0	4.5	2.8	3.3
Ticket Lotteries	74.0	61.8	62.6	61.0	52.4	68.1	67.0	71.4	66.6	72.1
<b>Any Activity</b>	<b>85.0</b>	<b>82.0</b>	<b>86.6</b>	<b>85.0</b>	<b>63.3</b>	<b>81.0</b>	<b>81.0</b>	<b>89.3</b>	<b>82.0</b>	<b>84.0</b>

**Average any activity:** 81.9%. **Note:** *Cards* generally refer to card and/or board games played with family and friends outside of casinos. The two exceptions are in British Columbia and Newfoundland and Labrador: In the former, *Cards* also include private games (e.g., dice, dominoes) and games of skill; in the latter, it excludes poker and board games played in one's home, a friend's home, or at work. *Games of Skill* generally refer to pool, bowling, darts, golf, and other similar activities. *Scratch/Instant Win* generally includes break open tickets (Nevada strips, Pull-tabs). The two exceptions are in Nova Scotia and Newfoundland and Labrador: In these provinces, break open ticket participation was asked about separately (rates were 14.2% and 25.4%, respectively). *Speculative Investments* generally refer to stocks, options, and commodities. *Sports Events* generally include sports pools. *Ticket Lotteries* may or may not include daily lotteries. "–" signifies data that was either not collected or could not be determined.

<sup>52</sup> Provincial and national survey data may differ due to differences in research methodology.

<sup>53</sup> Includes participation in casino table games.

<sup>54</sup> Includes participation in racetrack slots.

<sup>55</sup> Includes participation in casino table games.

<sup>56</sup> Participation in VLTs only. Participation in racetrack slots is included in *Casino Slots*.

### Table 15. Gambling Participation: National Survey

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Survey Details										
Age of Sample	15+									
Size of Sample	Approximately 30,000									
Year of Survey	2002									
Activity (%)										
Bingo	6	8	9	11	8	9	13	11	11	13
Casinos	21	18	25	29	26	18	11	19	9	6
Horse Racing	3	4	2 <sup>E</sup>	5	6	2	2 <sup>E</sup>	1 <sup>E</sup>	11	1 <sup>E</sup>
Instant Win	44	31	36	30	38	32	40	41	43	36
Ticket Lotteries	63	61	64	63	64	71	65	67	61	64
VLTs	3	12	15	21	2	7	10	12	7	12
<b>Any Activity</b>	<b>75</b>	<b>72</b>	<b>76</b>	<b>74</b>	<b>75</b>	<b>79</b>	<b>76</b>	<b>78</b>	<b>75</b>	<b>75</b>

**Average any activity:** 76%. **Note:** *Instant Win* includes daily lottery and scratch tickets. *Ticket Lotteries* include raffle and other fund-raising tickets. *E* signifies interpret with caution.

The next two tables present the problem gambling prevalence data from the provincial and national surveys discussed in Tables 14 and 15 above. As the tables show, according to the provincial surveys, the prevalence of *Moderate Risk* and *Problem* gamblers combined ranges from 1.6% in Prince Edward Island to 5.9% in Saskatchewan. According to the national survey, it ranges from 1.6% in both Québec and New Brunswick to 3.1% in Manitoba.<sup>57</sup> Across the country overall, data from the two survey types together suggest that approximately 2.5 to 3.5 percent of adult Canadians are moderate risk or problem gamblers.

**Table 16. Problem Gambling Prevalence: Provincial Surveys**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Survey Details										
Age of Sample	18+	18+	19+	18+	18+	18+	19+	19+	18+	19+
Size of Sample	2,500	1,804	1,848	3,119	3,604	8,842	800	2,800	1,000	2,596
Year of Survey	2002	2001	2001	2001	2005	2002	2001	2003	2005	2005
CPGI Levels (%)										
Non-gamblers	15.0	18.0	13.4	15.0	36.6	19.6	19.0	10.7	18.1	15.6
Non-problem Gamblers	69.3	67.0	71.4	75.6	54.1	78.6	72.9	82.4	79.1	74.9
Low-risk Gamblers	11.1	9.8	9.3	6.0	5.8	In Non-Problem	4.9	4.8	1.2	6.1
Moderate Risk Gamblers	4.2	3.9	4.7	2.3	2.6	1.0	1.8	1.3	0.7	2.2
Problem Gamblers	0.4	1.3	1.2	1.1	0.8	0.7	1.4	0.8	0.9	1.2
<b>Total Moderate Risk and Problem</b>	<b>4.6</b>	<b>5.2</b>	<b>5.9</b>	<b>3.4</b>	<b>3.4</b>	<b>1.7</b>	<b>3.2</b>	<b>2.1</b>	<b>1.6</b>	<b>3.4</b>

**Average moderate risk and problem:** 3.5%. **Note:** The CPGI (Canadian Problem Gambling Index) is a standardized instrument used to measure problem gambling in the general population (Ferris & Wynne, 2001).

**Table 17. Problem Gambling Prevalence: National Survey**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Survey Details										
Age of Sample	15+									
Size of Sample	Approximately 30,000									
Year of Survey	2002									
CPGI Levels (%)										
Non-gamblers	25.5	28.4	24.0	25.7	25.1	20.5	23.6	22.1	25.3	24.6
Non-problem Gamblers	69.3	66	68.9	67.3	70.0	75.9	72.3	73.4	71.1	70.6
Low-risk Gamblers	3.2	3.4	4.1	3.9	2.8	2.0	2.5 <sup>E</sup>	2.5	1.8 <sup>E</sup>	2.8 <sup>E</sup>
Moderate Risk Gamblers	1.4	1.6	1.9 <sup>E</sup>	2.5	1.6	1.3 <sup>E</sup>	1.1 <sup>E</sup>	1.1 <sup>E</sup>	1.3 <sup>E</sup>	1.4 <sup>E</sup>
Problem Gamblers	0.5 <sup>E</sup>	0.5 <sup>E</sup>	1.1 <sup>E</sup>	0.6 <sup>E</sup>	0.4 <sup>E</sup>	0.3 <sup>E</sup>	F	0.8 <sup>E</sup>	F	F
<b>Total Moderate Risk and Problem</b>	<b>2.0</b>	<b>2.2</b>	<b>3.0</b>	<b>3.1</b>	<b>2.0</b>	<b>1.6<sup>E</sup></b>	<b>1.6<sup>E</sup></b>	<b>1.9<sup>E</sup></b>	<b>1.7<sup>E</sup></b>	<b>2.0<sup>E</sup></b>

**Average moderate risk and problem:** 2.5%. **Note:** The CPGI (Canadian Problem Gambling Index) is a standardized instrument used to measure problem gambling in the general population (Ferris & Wynne, 2001). *E* signifies interpret with caution. *F* signifies too unreliable to report. *Total Moderate Risk and Problem* may not equal its sub-totals due to rounding and/or weighting.

<sup>57</sup> Provincial and national survey data may differ due to differences in research methodology.

Table 18 presents the number of phone calls made to provincial problem gambling helplines in 2005-06. It also shows the number of people who sought help from problem gambling counselling services, and the number of designated, full-time equivalent (FTE) problem gambling counsellors there were. As can be seen, at least 49,574 helpline calls were made in total across the country—the majority being for one’s own gambling problems and for miscellaneous reasons. At least 18,421 individuals sought treatment from problem gambling counselling services—mainly for their own, as opposed to someone else’s, problems. There were approximately 378 FTE problem gambling counsellors available to meet this demand. In 2004-05, the number of helpline calls, clients, and counsellors were at least 46,341, 17,148, and 308, respectively (CPRG, 2007a).

**Table 18. Helpline Calls, Clients, Counsellors**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,393,623	2,493,376	753,176	894,956	9,763,757	6,060,065	601,222	748,399	107,584	414,503
Helpline Calls										
Own Problem	4,941	1,155	863	879	2,546	10,159	606	Unavailable <sup>58</sup>	Unavailable	Unavailable
Other’s Problem	902	457	246	423	1,558	2,059	30	Unavailable <sup>59</sup>	Unavailable	Unavailable
Total Problem	5,843	1,612	1,109	1,302	4,104	12,218	636	Unavailable	Unavailable	Unavailable
Miscellaneous	1,602	1,783	922	1,932	10,899	1,510	471	Unavailable <sup>60</sup>	Unavailable	Unavailable
Total Helpline Calls	7,445	3,395	2,031	3,234	15,003	13,728	1,107	5,141	Unavailable <sup>61</sup>	Unavailable
Counselling Clients										
Own Problem	865	2,312	434	479	3,306	6,199	340	Unavailable	142	Unavailable
Other’s Problem	250	438	43	118	1,135	1,018	Unavailable	Unavailable	Unavailable	Unavailable
Total Clients	1,115	2,750	477	597	5,783 <sup>62</sup>	7,217	Unavailable	Unavailable <sup>63</sup>	Unavailable	Unavailable
FTE Counsellors										
Total FTE Counsellors	39	24 <sup>64</sup>	16	9.5	99	150	7	31 <sup>65</sup>	2	Unavailable

**Total helpline calls:** 49,574.<sup>66</sup> **Total counselling clients:** 18,421.<sup>67</sup> **Total FTE counsellors:** 378.<sup>68</sup> **Note:** Figures may be estimates only. *Miscellaneous* helpline calls refer to calls made for information (e.g., statistics, resources, winning numbers, EGM repairs), in addition to prank calls, hang-ups, and/or misdialed phone numbers. *Counselling Clients* may have other additions besides gambling and may be new clients only. *FTE Counsellors* are generally full-time equivalent, designated for problem gambling specifically. Clients and counsellors may not include those in private treatment.

<sup>58</sup> Whether someone called the helpline for their own versus someone else’s gambling problem was only tracked when a new counselling file was opened. Of all new files opened, 56% were for one’s own gambling problem; 44% were for someone else’s gambling problem. These percentages cannot be applied to the 5,141 total, though, as the total includes *all* calls made to the helpline, whether they were from first-time or repeat callers.

<sup>59</sup> See footnote 58.

<sup>60</sup> The reason why someone called the helpline was only tracked of first-time calls. Of those, 72% fell into the miscellaneous category. This percentage cannot be applied to the 5,141 total, though, as the total includes *all* calls made to the helpline, whether they were from first-time or repeat callers.

<sup>61</sup> Crisis gambling calls were referred to the Provincial Addictions Treatment Centre. Statistical information regarding calls is not available.

<sup>62</sup> Figure does not equal its sub-totals because it includes 1,342 clients whose reason for seeking treatment was unknown.

<sup>63</sup> Due to the ongoing transition to a new data information system, figures on counselling clients were not available at the time of publication.

<sup>64</sup> Calculated as a percentage of all addiction counsellors, based on the percentage of treatment clients who presented with gambling issues.

<sup>65</sup> Averaged from an approximate range of 29 to 33. Counsellors at Addiction Services often have clients in addition to those presenting with gambling issues, so it is difficult to calculate exactly what percentage of their time is spent on gambling specifically.

<sup>66</sup> Does not include miscellaneous helpline calls in Québec. Nor does it include any helpline calls in Prince Edward Island or Newfoundland and Labrador.

<sup>67</sup> Does not include all clients in New Brunswick or Prince Edward Island. Nor does it include any clients in Newfoundland and Labrador.

<sup>68</sup> Does not include counsellors in Newfoundland and Labrador.

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