

# Canadian Gambling Digest 2006-2007



**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 fifth 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. 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. Unless stated otherwise, all data pertain to fiscal 2006-07 (April 1, 2006 to March 31, 2007).

### **Data Sources**

Information in the *Digest* is 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."

The number of venues and games available across the country in 2006-07, 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 268, while Saskatchewan had the least at 17. Alberta and British Columbia had the greatest number of casinos (19 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 (2,912 and 1,082); the lowest was in British Columbia and Ontario (22 and 27). There were 101 horse racing venues in Ontario, yet in Newfoundland and Labrador there was only one. Seven provinces had designated rooms or areas in their gaming facilities for player-banked poker. The most were in Alberta, British Columbia and Ontario (18, 9 and 9); the least were in Manitoba and Prince Edward Island (1 each). Ticket lottery outlets were most numerous in Ontario and Québec (10,757 and 9,648), while they were least so in Prince Edward Island and Saskatchewan (202 and 785). Across the country overall, there were approximately 39,915 gaming venues in total. This is 652 fewer than the 40,567 reported in 2005-06 (CPRG, 2007a). Québec and Ontario had the most (12,850 and 10,961), while Prince Edward Island and Manitoba had the least (277 and 1,401).

**Table 1. Venues**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,267,340	2,515,170	734,255	871,475	9,439,990	5,996,915	582,645	729,535	105,790	406,460
Bingo Facilities										
Total Bingo Facilities	30	44	17	0	93	268	0	0	0	0
Casinos										
First Nation <sup>1</sup>	1	1	4	2	2	0	0	0	0	0
Non-First Nation	16	18	3	2	8	3	0	2	0	0
Total Casinos	17	19	7	4	10	3	0	2	0	0
EGM Venues										
Bars and Lounges with VLTs	0	1,060	669	540	0	2,905	624	430	72	541
Bingo Facilities with Slots or VLTs	6	0	0	0	0	0	0	0	0	0
Casinos with Slots	16 <sup>2</sup>	19	6 <sup>3</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	22	1,082	675	545	27	2,912	624	432	73	541
Horse Racing Venues										
Major Racetracks	2	4	1	1	18	3	1	2	2	1
Minor Racetracks	4	1	2	8	7	5	2	0	0	0
Total Racetracks	6	5	3	9	25	8	3	2	2	1
Teletheatres	19	48	6	8	76	18	1	12	0	0
Total Horse Racing Venues	25	53	9	17	101	26	4	14	2	1
Player-banked Poker Rooms or Areas										
Rooms or Areas	9	18	Unavailable	1	9	0	0	2	1	0
Days Used per Month	30	30	Unavailable	30	30	0	0	26	26	0
Ticket Lottery Outlets										
Total Lottery Ticket Outlets	4,321	2,310	785	840	10,757	9,648	995	1,236	202	1,213
<b>Total Venues</b>	<b>4,393</b>	<b>3,486</b>	<b>1,487</b>	<b>1,401</b>	<b>10,961</b>	<b>12,850</b>	<b>1,623</b>	<b>1,682</b>	<b>277</b>	<b>1,755</b>

**Total venues:** 39,915. **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 or 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 an average of 30 days per month. Neither *Days Used per Month*, nor *Total Poker Rooms or Areas*, are included in *Total Venues*.

<sup>1</sup> On Reserve.

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

<sup>3</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*.

Table 2 shows that British Columbia, Alberta, Manitoba, and Ontario were the only provinces in 2006-07 to offer electronic bingo. British Columbia had the greatest number of electronic bingo units (4,434), while Ontario had the lowest (547). Only British Columbia had EGMs at bingo facilities (497), 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 (22,381 and 18,757), while Prince Edward Island and Newfoundland and Labrador had the lowest (550 and 2,478). Ontario and British Columbia had the greatest number of gaming tables (538 and 464), while New Brunswick, as well as Newfoundland and Labrador, did not have any at all. Overall, there were approximately 96,045 games available across the country in 2006-07. This is 917 less than the 96,962 reported in 2005-06 (CPRG, 2007a). Ontario and Québec had the greatest number of games (23,466 and 18,965), while Prince Edward Island and Newfoundland and Labrador had the lowest (554 and 2,478).

**Table 2. Games**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,267,340	2,515,170	734,255	871,475	9,439,990	5,996,915	582,645	729,535	105,790	406,460
Bingo (Electronic)										
Handheld Devices	1,110	1,640	0	0	76	0	0	0	0	0
Terminals	3,324	45	0	0 <sup>5</sup>	471	0	0	0	0	0
Total Bingo Units	4,434	1,685	0	0	547	0	0	0	0	0
EGMs										
Slots at Casinos	6,951 <sup>6</sup>	9,397 <sup>7</sup>	2,115 <sup>8</sup>	2,125	12,341	5,978	0	1,051	0	0
Slots or VLTs at Bingo Facilities	497	0	0	0	0	0	0	0	0	0
Slots or VLTs at Racetracks	0	835	0	140	10,040	430	0	0	210	0
VLTs at Bars and Lounges	0	5,981	3,929	5,446	0	12,349	2,628	2,276	340	2,478
Total EGMs	7,448	16,213	6,044	7,711	22,381	18,757	2,628	3,327	550	2,478
Gaming Tables										
Total Gaming Tables	464	409	94	74	538	208	0	51	4	0
<b>Total Games</b>	<b>12,346</b>	<b>18,307</b>	<b>6,138</b>	<b>7,785</b>	<b>23,466</b>	<b>18,965</b>	<b>2,628</b>	<b>3,378</b>	<b>554</b>	<b>2,478</b>

**Total games:** 96,045. **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 electronic bingo terminals. As such they are included in *Slots at Casinos* under *EGMs*.

<sup>6</sup> Includes the 403 slots at Fraser Downs Racetrack and Casino.

<sup>7</sup> Does not include the 1,225 slots at summer fair casinos and other temporary exhibitions.

<sup>8</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 the number of charitable gaming licenses issued in 2006-07. Overall, at least 28,723 licenses were issued in total across the country. This is 461 more than the estimated 28,262 reported in 2005-06 (CPRG, 2007b). British Columbia and Alberta issued the most (6,676 and 5,115), while New Brunswick and Manitoba issued the least (821 and 896).

**Table 3. Charitable Gaming Licences**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,267,340	2,515,170	734,255	871,475	9,439,990	5,996,915	582,645	729,535	105,790	406,460
Bingo	317	1,265	1,019	361	1,531	2,087 <sup>9</sup>	282	274	28	508 <sup>10</sup>
Break Open / Pull-ticket	0	295	663	288	548	676 <sup>11</sup>	18	20	Unavailable	285 <sup>12</sup>
Casino	30	3,259	5	0	0	0	14 <sup>13</sup>	0	3	18
Poker <sup>14</sup>	7 <sup>15</sup>	0	251	31 <sup>16</sup>	0	0	0	0	0	58
Raffle	6,281	296	1,662	210	176	1,296	507	1,108	766	2,375
Other	41 <sup>17</sup>	0	0	6 <sup>18</sup>	65	0	0	0	240	451
<b>Total Licences</b>	<b>6,676</b>	<b>5,115</b>	<b>3,600</b>	<b>896</b>	<b>2,320</b>	<b>3,383</b>	<b>821</b>	<b>1,402</b>	<b>1,037</b>	<b>3,473</b>

**Total licences:** 28,723. **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, for example, include licenses issued for combined bingo/break open events, which are also included in *Break Open / Pull-ticket* licenses.

<sup>9</sup> Includes 676 licenses for combined bingo/break open events.

<sup>10</sup> Includes 222 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. Games were played for prizes only.

<sup>14</sup> Note that while some provinces other than those indicated in Table 3 may permit poker to be played at certain charitable gaming events, they do not issue licenses for charitable poker specifically.

<sup>15</sup> Seven licenses were issued by the province as part of a poker pilot project.

<sup>16</sup> Sixteen licenses were issued to organizations as part of a Texas Hold'em pilot study in April and May of 2006.

<sup>17</sup> Wheels of Fortune.

<sup>18</sup> Sports draft lotteries and Calcutta auctions.

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 2006-07. As can be seen, the data provide quite a different picture than the one presented in Tables 1 through 3 above. For example, although Alberta had the highest *absolute* number of casinos, Saskatchewan actually had the highest per capita (1.0). Similarly, while Ontario and Québec had the greatest number of EGMs, Manitoba and Saskatchewan had the greatest number on a per capita basis (884.8 and 823.1). Québec and Alberta had the highest number of EGM venues, but Newfoundland and Labrador, as well as New Brunswick, had the highest per capita (133.1 and 107.1). Ontario had the greatest number of both horse racing venues and ticket lottery outlets; on a per capita basis, however, Alberta and Manitoba had the greatest number of the former (2.1 and 2.0), while Newfoundland and Labrador had the greatest number of the latter (298.4).

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

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Casinos	0.5	0.8	1.0	0.5	0.1	0.1	0.0	0.3	0.0	0.0
EGMs	228.0	644.6	823.1	884.8	237.1	312.8	451.0	456.0	519.9	609.7
EGM Venues	0.7	43.0	91.9	62.5	0.3	48.6	107.1	59.2	69.0	133.1
Horse Racing Venues	0.8	2.1	1.2	2.0	1.1	0.4	0.7	1.9	1.9	0.2
Ticket Lottery Outlets	132.2	91.8	106.9	96.4	114.0	160.9	170.8	169.4	190.9	298.4

**Average casinos:** 0.3. **Average EGMs:** 516.7. **Average EGM venues:** 61.5. **Average horse racing venues:** 1.2. **Average ticket lottery outlets:** 153.2. **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 next set of tables presents the revenue from government-operated, horse race, and charity-operated gaming in 2006-07. *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 2006-07 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 (\$111,557,894), while Manitoba generated the least (\$4,480,840). Among provinces that had casinos, Ontario and British Columbia generated the highest revenue from this source (\$1,913,436,000 and \$1,208,891,368), while Nova Scotia and Manitoba generated the lowest (\$89,404,000 and \$194,425,703). Both EGM and ticket lottery revenues were highest in Ontario (\$3,019,782,000 and \$1,191,995,000), while they were lowest in Prince Edward Island (\$25,389,706 and \$14,572,244). Across the country overall, total government-operated gaming revenue was approximately \$13,342,889,855. This is \$61,917,915 more than the \$13,280,971,940 reported in 2005-06 (CPRG, 2007b).

**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+	3,267,340	2,515,170	734,255	871,475	9,439,990	5,996,915	582,645	729,535	105,790	406,460
Bingo										
Total Bingo Revenue	111,557,894 <sup>19</sup>	12,071,143 <sup>20</sup>	0	4,480,840	19,467,000	21,359,897	0	0	0	0
Casinos										
Total Casino Revenue	1,208,891,368	941,549,913 <sup>21</sup>	226,363,592 <sup>22</sup>	194,425,703	1,913,436,000 <sup>23</sup>	758,224,000	0	89,404,000	0	0
EGMs (All Venues)										
Slots	911,538,635	997,825,213	212,085,361	160,840,271	3,019,782,000	562,124,000	0	76,254,052	7,041,697	0
VLTs	0	876,300,000	233,615,000 <sup>24</sup>	322,046,521	0	1,097,917,000	137,872,321	151,304,000	18,348,009	117,475,596
Total EGM Revenue	911,538,635	1,874,125,213	445,700,361	482,886,792	3,019,782,000	1,660,041,000	137,872,321	227,558,052	25,389,706	117,475,596
Ticket Lotteries										
Internet	6,416,000	0	0	0	0	0	579,083	1,015,915	128,657	347,183
Non-Internet	447,497,000	277,700,000	74,603,737	93,763,187	1,191,995,000	877,491,000	75,487,025	94,344,533	14,443,587	79,774,154
Total Lottery Revenue	453,913,000	277,700,000	74,603,737	93,763,187	1,191,995,000	877,491,000	76,066,108	95,360,448	14,572,244	80,121,337
<b>Total Revenue</b>	<b>1,774,362,262</b>	<b>2,163,896,356</b>	<b>534,582,329</b>	<b>614,716,251</b>	<b>4,712,775,000</b>	<b>2,754,991,897</b>	<b>213,938,429</b>	<b>336,068,448</b>	<b>39,961,950</b>	<b>197,596,933</b>

**Total revenue:** \$13,342,889,855. **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>19</sup> Includes revenue from paper bingo, electronic bingo, and slots at bingo facilities.

<sup>20</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>21</sup> See footnote 20.

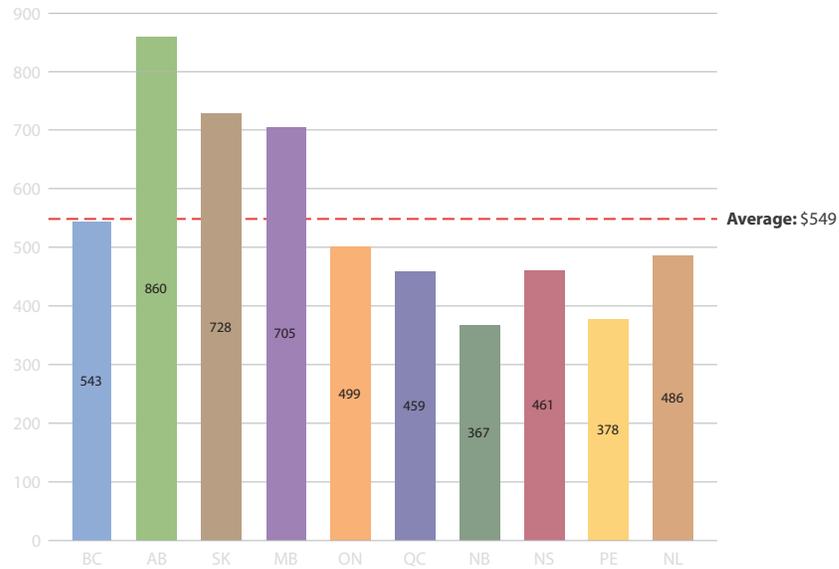
<sup>22</sup> Does not include revenue from Emerald Casino, a permanent exhibition casino in Saskatoon that has VLTs rather than slot machines. Its VLT revenue is included with other VLT revenue under *EGMs (All Venues)*. Its table game revenue is not included in Table 5 at all because table games at exhibition casinos in Saskatchewan are operated by agricultural exhibition associations, not the provincial government.

<sup>23</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>24</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 2006-07. As the chart shows, the amount ranged from a low of \$367 in New Brunswick to a high of \$860 in Alberta. Across the country overall, the average was \$549. This is slightly higher than the \$524 reported in 2005-06 (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 2006-07. As can be seen, non-casino EGMs generally accounted for the greatest proportion of revenue, while bingo generally accounted for the lowest.

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



**Average bingo: 1%. Average casinos: 28%. Average non-casino EGMs: 45%. Average ticket lotteries: 27%. 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 2006-07 (revenue measured as wagers less prize payouts, before operating expenses deducted). As can be seen, revenue was highest in Ontario (\$255,182,328), while it was lowest in Newfoundland and Labrador (\$348,988). Across the country overall, total horse racing revenue was \$402,036,790. This is \$3,004,361 less than the \$405,041,151 reported in 2005-06 (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+	3,267,340	2,515,170	734,255	871,475	9,439,990	5,996,915	582,645	729,535	105,790	406,460
<b>Total Revenue</b>	<b>48,068,317</b>	<b>40,857,889</b>	<b>3,054,050</b>	<b>7,795,227</b>	<b>255,182,328</b>	<b>40,667,392</b>	<b>1,393,032</b>	<b>2,751,954</b>	<b>1,917,613</b>	<b>348,988</b>

**Total revenue:** \$402,036,790.

<sup>25</sup> Bingo percentage is calculated from *electronic* bingo revenue only. *Paper* bingo is conducted and managed by charitable or religious organizations, not the provincial government.

<sup>26</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>27</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>28</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 2006-07 (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 (\$162,889,000). Based on the available data, charitable organizations seemed to generate the most revenue from their gaming activities in Ontario and Alberta (\$489,000,000 and \$319,985,621), while they seemed to generate the least revenue in Newfoundland and Labrador, as well as New Brunswick (\$16,143,765 and \$19,272,567). 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 \$1,084,889,489. This is \$21,611,269 less than the approximate \$1,106,500,758 reported in 2005-06 (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+	3,267,340	2,515,170	734,255	871,475	9,439,990	5,996,915	582,645	729,535	105,790	406,460
Bingo	4,698,776	69,646,000 <sup>29</sup>	20,711,631	11,069,200	213,000,000	40,798,568	11,448,596	16,930,000	3,237,608.83	6,618,682
Break Open / Pull-ticket	0	9,977,000	3,695,222	1,413,400	91,000,000	Unavailable	101,090	68,698	82,633 <sup>30</sup>	1,901,876
Casino	928,923	162,889,000 <sup>31</sup>	6,290	0	0	0	85,828	0	Unavailable	64,011
Poker	Unavailable	22,169,621 <sup>32</sup>	123,929	32,700	0	0	0	0	0	88,162
Raffle	64,713,671	55,304,000	19,996,125	7,833,500	185,000,000	26,275,273	7,637,053	17,289,302	Unavailable	6,929,599
Other	582,086	0	0	0	Unavailable	0	0	0	Unavailable	541,435
<b>Total Revenue</b>	<b>70,923,456</b>	<b>319,985,621</b>	<b>44,533,197</b>	<b>20,348,800</b>	<b>489,000,000</b>	<b>67,073,841</b>	<b>19,272,567</b>	<b>34,288,000</b>	<b>Unavailable</b>	<b>16,143,765</b>

**Total revenue:** \$1,084,889,489. **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>29</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>30</sup> Figure seems considerably lower than that reported in 2005-06 (\$178,800) because the 2005-06 figure did not have prize payouts deducted from it.

<sup>31</sup> See footnote 29.

<sup>32</sup> Alberta does not issue licenses for charitable poker events; however, charities get 25% of the rake from all poker games.

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Chart 3 shows the percentage of overall revenue generated from government-operated, horse race, and charity-operated gaming across Canada in 2006-07 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**

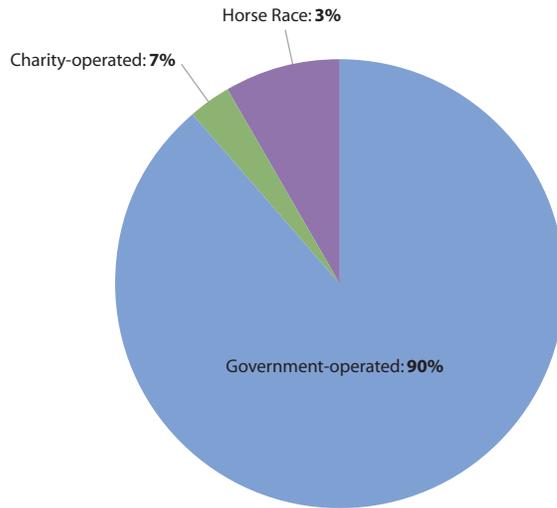


Table 8 presents the amount of net gaming revenue that went to provincial governments in 2006-07 (revenue measured as wagers less prize payouts and operating expenses<sup>33</sup>). As can be seen, revenue from bingo and casinos was highest in British Columbia (\$36,705,000 and \$698,562,000). The former, however, was lowest in Manitoba (\$3,846,736), while the latter was lowest in Nova Scotia (\$31,528,000). EGM revenue was highest in Alberta (\$1,434,298,692) and lowest in Prince Edward Island (\$9,873,671). Horse racing and ticket lottery revenues were highest in Ontario (\$34,495,951 and \$753,099,000); the former, however, was lowest in Newfoundland and Labrador (\$179,590), while the latter was lowest in Saskatchewan (\$5,733,701). Total net revenue to government exceeded \$1 billion in Ontario (\$1,832,809,951), Alberta (\$1,678,898,099), Québec (\$1,334,252,347), and British Columbia (\$1,018,798,000). Across the country overall, total net gaming revenue to government was at least \$6,835,093,045. This is \$10,986,625 more than the \$6,824,106,421 reported in 2005-06 (CPRG, 2007b).

**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	36,705,000 <sup>34</sup>	7,985,254 <sup>35</sup>	0	3,846,736	0	0 <sup>36</sup>	0	0	0	0
<b>Casinos</b>										
Total Casino Revenue	698,562,000	651,783,391 <sup>37</sup>	78,413,365 <sup>38</sup>	31,967,000 <sup>39</sup>	288,127,000 <sup>40</sup>	122,993,000	0	31,528,000	0	0
<b>EGMs (All Venues)</b>										
Slots	643,818,900	699,198,692	Unavailable	117,614,646 <sup>41</sup>	Unavailable	Unavailable	0	32,236,400	Unavailable	0
VLTs	0	735,100,000	175,019,000 <sup>42</sup>	191,263,000	0	710,843,000	81,625,598	95,703,000	9,873,671	68,287,656
Total EGM Revenue	643,818,900	1,434,298,692	Unavailable	308,877,646	Unavailable	710,843,000	81,625,598	127,939,400	9,873,671	68,287,656
<b>Horse Racing</b>										
Total (Tax) Revenue	1,878,000 <sup>43</sup>	9,314,153	1,081,916	2,995,801	34,495,951	11,623,347	610,779	1,251,282	894,240	179,590
<b>Ticket Lotteries</b>										
Internet	948,600	0	0	0	0	0	Unavailable	Unavailable	Unavailable	Unavailable
Non-Internet	280,704,400	227,300,000	5,733,701 <sup>44</sup>	59,490,000	753,099,000	488,793,000	Unavailable	Unavailable	Unavailable	Unavailable
Total Ticket Lottery Revenue	281,653,000	227,300,000	5,733,701	59,490,000	753,099,000	488,793,000	39,359,349	47,643,000	6,163,850	37,404,114
<b>Total Revenue</b>	<b>1,018,798,000</b>	<b>1,678,898,099</b>	<b>260,247,982</b>	<b>289,562,538</b>	<b>1,832,809,951<sup>45</sup></b>	<b>1,334,252,347</b>	<b>121,595,726</b>	<b>176,125,282</b>	<b>16,931,761<sup>46</sup></b>	<b>105,871,360</b>

**Total revenue:** \$6,835,093,045. **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>33</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.

<sup>34</sup> Includes revenue from paper bingo, electronic bingo, and slots at bingo facilities.

<sup>35</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>36</sup> All net bingo revenue (\$2,434,000) went to charity, not to government.

<sup>37</sup> See footnote 35.

<sup>38</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>39</sup> Does not include revenue from the First Nation Asenskak or South Beach casinos. All revenue from First Nation casinos in Manitoba go to First Nation operators, not the provincial government.

<sup>40</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>41</sup> See footnote 39.

<sup>42</sup> Includes VLT revenue from Emerald Casino, a permanent exhibition casino in Saskatoon that has VLTs rather than slot machines.

<sup>43</sup> Although \$6,588,000 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>44</sup> Licensing fee, the only lottery revenue that goes to the provincial government in Saskatchewan.

<sup>45</sup> Does not include revenue from slots at casinos, which was unavailable.

<sup>46</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 2006-07 compared to 2005-06. As can be seen, revenue increased in six of the provinces and decreased in the remainder. The largest increases were in Alberta and British Columbia (10.4%). The largest decreases were in Quebec and Nova Scotia (-11.1% and -5.5%). Across the country overall, net gaming revenue to government increased approximately 0.2%.

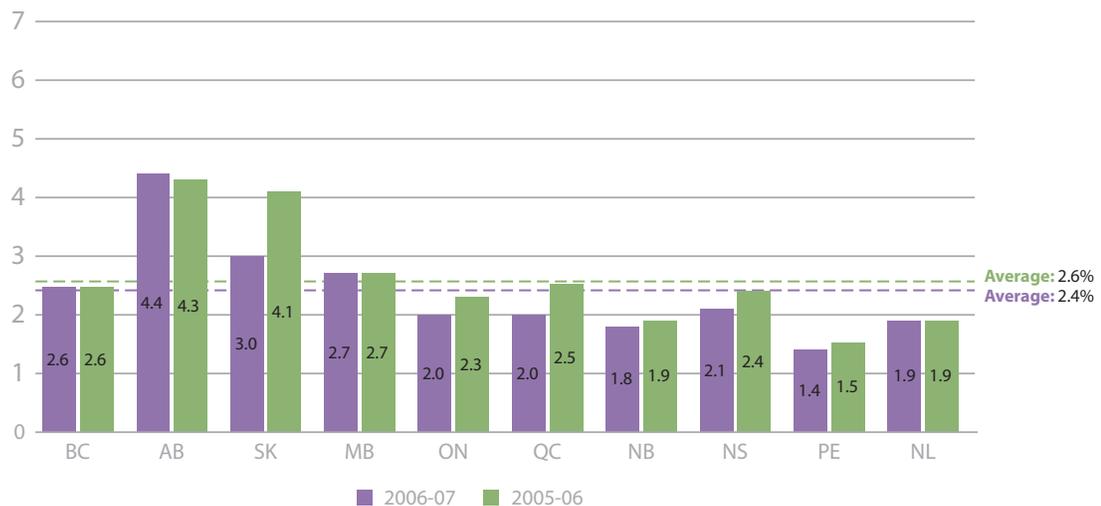
**Table 9. Net Gaming Revenue to Government: 2006-07 versus 2005-06**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
2006-07	1,018,798,000	1,678,898,099	260,247,982	289,562,538	1,832,809,951	1,334,252,347	121,595,726	176,125,282	16,931,761	105,871,360
2005-06	922,697,000	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
% Change	10.4	10.4	6.7	1.6	-4.7	-11.1	2.9	-5.5	-5.2	0.4

**Total net revenue 2006-07:** \$6,835,093,045. **Total net revenue 2005-06:** \$6,824,106,421. **Overall change:** +0.2%. **Note:** 2006-07 data taken from Table 8. 2005-06 data taken from *Canadian Gambling Digest 2005-2006* (CPRG, 2007a, b).

Chart 4 shows the percentage of provincial revenue derived from gaming in 2006-07. (For comparison purposes, the figures for 2005-06 are also presented). As the chart shows, the figures ranged from a low of 1.4% in Prince Edward Island to a high of 4.4% in Alberta. Across the country overall, the average was 2.4%. This is slightly lower than the 2.6% reported in 2005-06 (CPRG, 2007a).

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



**Average percentage 2006-07:** 2.4%. **Average percentage 2005-06:** 2.6%. **Overall change:** -0.2% **Note:** 2006-07 data calculated from Table 8 and provincial public accounts (see Appendix 1). 2005-06 data taken from *Canadian Gambling Digest 2005-2006* (CPRG, 2007a).

Table 10 shows the amount of net revenue earned by charitable organizations from their licensed gaming operations in 2006-07 (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. Based on the available data, charitable organizations seemed to earn the most from their gaming operations in Ontario and Alberta (\$213,000,000 and \$128,238,405), while they seemed to earn the least from their operations in Newfoundland and Labrador, as well as Manitoba (\$8,654,139 and \$11,180,200). Across the country overall, charitable organizations earned at least \$512,560,468 from their gaming operations in 2006-07. This is \$45,655,794 less than the estimated \$558,216,262 reported in 2005-06 (CPRG, 2007b).

**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	3,003,682	22,447,000 <sup>47</sup>	10,726,051	5,168,600	88,000,000	7,425,826	7,178,516	10,356,000	1,233,734	2,832,143
Break Open / Pull-ticket	0	7,573,000	2,672,562	991,400	34,000,000	15,707,587	40,425	22,000	37,630	1,326,872
Casino	466,706	58,117,000 <sup>48</sup>	3,832	0	0	0	50,606	0	Unavailable	4,200
Poker	Unavailable	5,542,405	90,064	9,800	0	0	0	0	0	67,751
Raffle	39,186,452	34,559,000	10,978,404	5,010,400	91,000,000	22,863,491	6,444,692	12,616,000	Unavailable	3,999,422
Other	383,464	0	0	0	Unavailable	0	0	0	Unavailable	423,751
<b>Total Revenue</b>	<b>43,040,304</b>	<b>128,238,405</b>	<b>24,470,913</b>	<b>11,180,200</b>	<b>213,000,000</b>	<b>45,996,904</b>	<b>13,714,239</b>	<b>22,994,000</b>	<b>Unavailable</b>	<b>8,654,139</b>

**Total revenue:** \$512,560,468. **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 2006-07 compared to 2005-06. As can be seen, of the eight provinces where year-to-year comparisons can be made, the amount decreased in all of them except for two. The largest increase was in New Brunswick (2.6%), while the largest decrease was in Newfoundland and Labrador (-20.6%). Across the country overall, net gaming revenue to charitable organizations decreased approximately 8.2%.

**Table 11. Net Gaming Revenue to Charitable Organizations: 2006-07 versus 2005-06**

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
2006-07	43,040,304	128,238,405	24,470,913	11,180,200	213,000,000	45,996,904	13,714,239	22,994,000	Unavailable	8,654,139
2005-06	46,545,000	136,189,637 <sup>49</sup>	26,613,761	12,600,000	227,000,000	Unavailable	13,366,745	22,804,000	Unavailable	10,903,042
<b>% Change</b>	<b>-7.5</b>	<b>-5.8</b>	<b>-8.1</b>	<b>-11.3</b>	<b>-6.2</b>	<b>Unavailable</b>	<b>2.6</b>	<b>0.8</b>	<b>Unavailable</b>	<b>-20.6</b>

**Total net revenue 2006-07:** \$512,560,468. **Total net revenue 2005-06:** \$558,216,262. **Overall change:** -8.2%. **Note:** Figures include partial revenues in some provinces. 2006-07 data taken from Table 10. 2005-06 data taken from *Canadian Gambling Digest 2005-2006* (CPRG, 2007a, b).

<sup>47</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>48</sup> Charities also receive a commission on revenue from government-operated slots at casinos. For 2006-07, this amounted to \$140,071,000.

<sup>49</sup> Figure is significantly lower than that reported in the *2005-06 Digest* because the commission on revenues from government-operated casino slots paid to charities was included in charity-casino revenues in the 2005-06 report. The 2005-06 figure reported in Table 11 above represents charity-casino revenues without the \$120,622,000 paid in commissions.

Table 12 shows the amount of government gaming revenue distributed to charity, problem gambling, and responsible gaming in 2006-07. As can be seen, British Columbia and Ontario seemed to distribute the most to charity (\$144,480,270 and \$108,495,000); Ontario and Québec seemed to distribute the most to problem gambling (\$36,650,000 and \$21,780,344); and Ontario, as well as Québec, seemed to distribute the most to responsible gaming (\$7,800,000 and \$7,500,000). Across the country overall, distributions to charity, problem gambling, and responsible gaming were at least \$346,483,343, \$81,077,232, and \$20,812,294, respectively. In 2005-06, these amounts were \$540,338,982, \$83,939,614, and \$24,014,345, respectively (CPRG, 2007a, b).

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

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Charity										
Total Charity Distributions	144,480,270	Unavailable <sup>50</sup>	47,954,073	6,700,000 <sup>51</sup>	108,495,000	36,500,000	1,200,000	1,154,000	0	Unavailable <sup>52</sup>
Problem Gambling (Health)										
Awareness Prevention	1,592,000	1,135,729	1,676,667	1,367,600	9,040,000	3,933,159	158,656	1,396,339	Unavailable	Unavailable
Research	184,000	1,500,000	100,000	263,000	4,000,000	170,400	15,000	815,973	Unavailable	Unavailable
Treatment	2,036,000	2,984,395	1,738,333	999,400	23,610,000	14,719,999	567,491	2,514,723	Unavailable	Unavailable
Other	462,000	417,935	485,000	0	0	2,956,786	15,853	220,794	Unavailable	Unavailable
Total Problem Gambling Distributions	4,274,000	6,038,059	4,000,000 <sup>53</sup>	2,630,000	36,650,000	21,780,344	757,000	4,947,829	Unavailable	Unavailable <sup>54</sup>
Responsible Gaming (Industry)										
Total Responsible Gaming Distributions	858,000	922,072	Unavailable	300,000	7,800,000	7,500,000 <sup>55</sup>	134,522	3,143,000	31,476	123,224

**Total charity distributions:** \$346,483,343. **Total problem gambling distributions:** \$81,077,232. **Total responsible gaming distributions:** \$20,812,294. **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>50</sup> In 2006-07, \$1.4 billion from slots, VLTs and lottery tickets went into the Alberta Lottery Fund. The funds were allocated to 8 granting foundations and 13 ministries which in turn distributed the funds to various volunteer, public, and community-based organizations. The specific amounts distributed to charity are unavailable.

<sup>51</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>52</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.

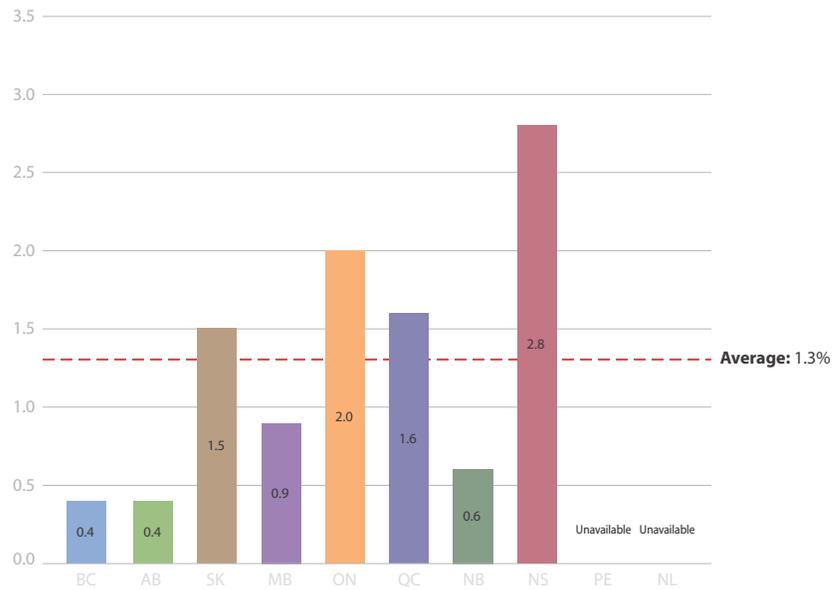
<sup>53</sup> The provincial government allocates \$2.5 million to problem gambling initiatives. Through the 2002 Gaming Framework Agreement with the Federation of Saskatchewan Indian Nations, an additional \$1.5 million is allocated to the First Nations Addiction Rehabilitation Foundation (FNARF). The 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>54</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>55</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. In addition, Loto-Québec distributed \$22,000,000 to the Ministry of Health for problem gambling. However, only \$21,780,344 of this money was actually spent.

Chart 5 shows the percentage of government gaming revenue that was distributed to problem gambling in 2006-07. As can be seen, the figure was highest in Nova Scotia (2.8%), followed by Ontario (2.0%) and Quebec (1.6%). Across the country overall, the average was 1.3%. This is the same percentage that was reported in 2005-06 (CPRG, 2007a).

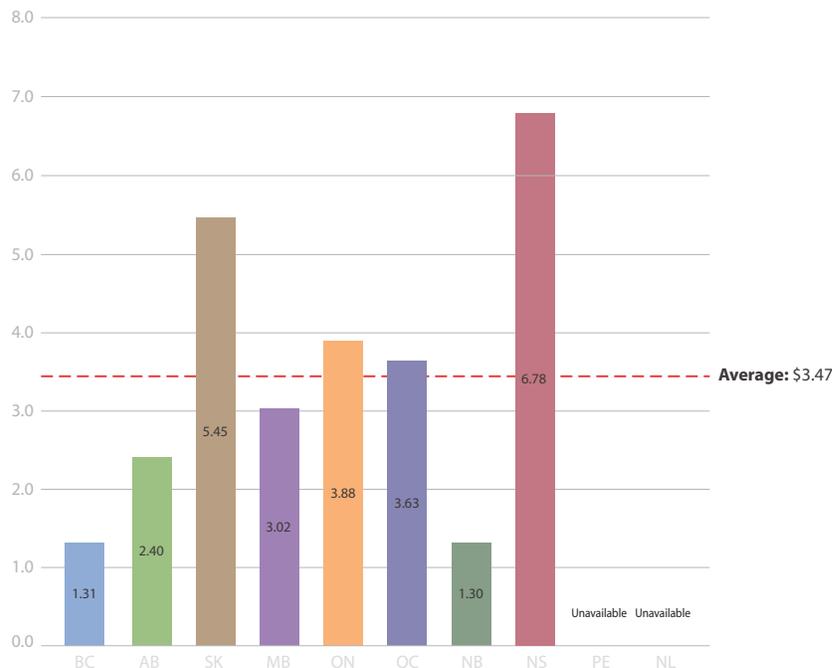
**Chart 5. Percentage of Government Gaming Revenue Distributed to Problem Gambling**



**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 2006-07. As can be seen, the figure was highest in Nova Scotia (\$6.78), followed by Saskatchewan (\$5.45), and Ontario (\$3.88). Across the country overall, the average was \$3.47. In 2005-06, the average was \$3.44 (CPRG, 2007b).

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



**Note:** 2006-07 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 2006-07. As can be seen, Ontario and Québec distributed the most to the former (\$24,748,000 and \$14,946,000), while Ontario and British Columbia distributed the most to the latter (\$76,314,000 and \$76,112,473). Across the country overall, distributions to federal and municipal governments were \$62,902,764 and \$170,523,906, respectively. In 2005-06, these amounts were \$62,120,824 and \$179,877,029 (CPRG, 2007a).

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

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Federal	8,411,000	6,683,061	1,802,703	2,292,000	24,748,000	14,946,000	1,289,000	1,662,000	229,000	840,000
Municipal	76,112,473	0	0	17,700,100	76,314,000	0	0	0	397,333	0

**Total federal distributions:** \$62,902,764. **Total municipal distributions:** \$170,523,906. **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.

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>56</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>57</sup>	15.9 <sup>58</sup>	20.3	18.0	16.5	16.3	9.0	22.2	6.1	5.0 <sup>59</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>60</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>56</sup> Provincial and national survey data may differ due to differences in research methodology.

<sup>57</sup> Includes participation in casino table games.

<sup>58</sup> Includes participation in racetrack slots.

<sup>59</sup> Includes participation in casino table games.

<sup>60</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>61</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>61</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 2006-07. 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 49,198 helpline calls were made in total across the country—the majority being for one’s own gambling problems and for miscellaneous reasons. At least 17,144 individuals sought treatment from problem gambling counselling services—mainly for their own, as opposed to someone else’s, problems. There were approximately 382 FTE problem gambling counsellors available to meet this demand. In 2005-06, the number of helpline calls, clients, and counsellors were at least 51,084, 18,421, and 378, respectively (CPRG, 2007a, b).

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

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,267,340	2,515,170	734,255	871,475	9,439,990	5,996,915	582,645	729,535	105,790	406,460
Helpline Calls										
Own Problem	3,826	979	806	851	1,971	8,328	627	Unavailable <sup>62</sup>	Unavailable	Unavailable
Other’s Problem	872	403	205	360	1,210	2,012	51	Unavailable <sup>63</sup>	Unavailable	Unavailable
Total Problem	4,698	1,382	1,011	1,211	3,181	10,340	678	Unavailable	Unavailable	Unavailable
Miscellaneous	998	851	961	2,049	16,767	1,127	600	Unavailable <sup>64</sup>	Unavailable	Unavailable
Total Helpline Calls	5,696	2,233	1,972	3,260	19,948	11,467	1,278	3,344	Unavailable	Unavailable
Counselling Clients										
Own Problem	800	1,977	297	408	3,920	5,674	340	Unavailable	Unavailable	Unavailable
Other’s Problem	217	382	34	114	1,427	1,013	Unavailable	Unavailable	Unavailable	Unavailable
Total Clients	1,017	2,359	335	522	5,884 <sup>65</sup>	6,687	Unavailable	Unavailable <sup>66</sup>	Unavailable	Unavailable
FTE Counsellors										
Total FTE Counsellors	45 <sup>67</sup>	24	16	9.5	99	150	7	31 <sup>68</sup>	Unavailable	Unavailable

**Total helpline calls:** 49,198. **Total counselling clients:** 17,144. **Total FTE counsellors:** 382. **Note:** Figures may be estimates only. *Miscellaneous* helpline calls refer to calls made for information (e.g., statistics, resources, winning numbers), in addition to prank calls, hang-ups, and/or misdialed phone numbers. *Counselling Clients* may have other addictions 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>62</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, 60% were for one’s own gambling problem; 40% were for someone else’s gambling problem. These percentages cannot be applied to the 3,344 total, though, as the total includes all calls made to the helpline, whether they were from first-time or repeat callers.

<sup>63</sup> See footnote 62.

<sup>64</sup> The reason why someone called the helpline was only tracked of first-time calls. Of those, 69% fell into the miscellaneous category. This percentage cannot be applied to the 3,344 total, though, as the total includes all calls made to the helpline, whether they were from first-time or repeat callers.

<sup>65</sup> Figure does not equal its sub-totals because it includes 537 clients whose reason for seeking treatment was unknown.

<sup>66</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>67</sup> Represents the total number of service providers contracted by the province to counsel clients and provide information on problem gambling and responsible gambling issues.

<sup>68</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. It is therefore difficult to calculate exactly what percentage of their time is spent on gambling specifically.

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