

Canadian Gambling Digest 2003-2004





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The Partnership and the Database

In 2004, several organizations committed to reducing problem gambling came together to form the *Canadian Partnership for Responsible Gambling*. The partnership is a collaboration of non-profit organizations, gaming providers, research centres and regulators working together to identify and promote effective ways to reduce the risk of problem gambling. The first priority of the partnership was the assembly of reliable and accurate gambling-related information. This edition of the *Canadian Gambling Digest* is the second annual summary of the information collected by partnership members.

Reading the Report

Canadian Gambling Digest is arranged by subject matter, beginning with general industry data, followed by revenue, revenue distributions, gambling and problem gambling prevalence data, and helpline and treatment statistics across the provinces.

Each section begins with a brief introduction describing the information presented in tables and graphs and then highlights some of its salient features.

Data Sources and Definitions

Ms. Nadine Kauffman and Dr. Phil Mun, researchers from the Responsible Gambling Council, assembled the information for this report. The information was obtained from annual reports and other government documents, gambling and problem gambling prevalence studies, web page and extensive direct one-to-one requests from various organizations and agencies. Unless stated otherwise, all data pertain to fiscal year 2003-04 (April 1, 2003 to March 31, 2004). Some comparisons with the previous fiscal year 2002-03 have been highlighted. The reader can refer to *Canadian Gambling Digest 2002-03* for additional detail. Note that data that were inaccessible at the time of printing or were simply not recorded by the various agencies are denoted in the tables throughout the report as "unavailable."

Considerable effort has been made to ensure that information is comparable from province to province. Nonetheless, not all data are directly comparable across provinces (due to differences in reporting, etc.). The original sources have been provided in the footnotes and Key Documents section in the Appendices.

Industry Information

The following three tables outline basic industry data – number of venues, games and charitable licenses. This information, highlighted in Tables 1-3, allows us to compare the variations in the evolution of gambling across the provinces. For example, while British Columbia had the most casinos at 19, New Brunswick, Prince Edward Island and Newfoundland had no casinos at all. And while Quebec had the greatest number of EGM venues at 3,365, British Columbia had only 14.

Saskatchewan, Manitoba and Ontario were the only provinces to have casinos located on First Nations reserves. British Columbia and Ontario were the only provinces that did not have VLTs in bars and lounges (or restaurants, hotels, etc.). The total number of EGM venues in Canada decreased from 8,036 venues in 02-03 to 7,736 in 03-04. However, there was an increase of 4,599 in the total number of EGMs during this period; 61% of which was accounted for by slots at casinos and 22.5% by VLTs. British Columbia and Alberta were the only provinces to offer electronic bingo.

In total, Ontario and Quebec had the greatest number of gaming venues and games although Ontario, along with British Columbia, had the fewest venues offering EGMs. Alberta and British Columbia issued the highest number of charitable gaming licenses and overall, it appears that fewer licenses were issued in 03-04 than in 02-03.

Table 1 – Venues

	BC	AB	SK ¹	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,281,858	2,396,175	746,377	877,103	9,464,250	5,938,940	594,949	739,159	105,576	412,314
Casinos ²										
First Nation ³	0	0	4	1	3	0	0	0	0	0
Total Casinos	19	16	7	3	10	3	0	2	0	0
EGM Venues										
Casinos with Slots	14	16	6	3	9	3	0	2	0	0
Racetracks with Slots or VLTs	0	3	0 ⁴	1	16	4	0	0	0	0
Bingo Facilities with EGMs	0	0	0	0	0	0	0	0	0	0
Bars and Lounges with VLTs	0	1,139	691	568	0	3,358	667	573	85	578
Total EGM Venues	14	1,158	697	572	25	3,365	667	575	85	578
Horse Racing Venues ⁵										
Major Racetracks	2	4	1	1	19	4	2	2	2	1
Minor Racetracks	3	1	3	10	12	12	1	1	0	0
Total Racetracks ⁶	5	5	4	11	31 ⁷	16	3	3	2	1
Teletheatres ⁸	18	45	7	12	87	19	1	5	0	0
Total Horse Racing Venues	23	50	11	23	118	35	4	8	2	1
Lottery Ticket Outlets										
Total Lottery Ticket Outlets	4,500	2,100	776	840	10,439	10,542	1,015	1,324	180	1,289
Bingo Facilities ⁹										
Total Bingo Facilities	32	53	27	0	125	460	0	Unavailable	0	0
Total Venues	4,574	3,361	1,512	1,435	10,708	14,402	1,686	1,907	267	1,868

Table 2 – Games

	BC	AB ¹⁰	SK ¹¹	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,281,858	2,396,175	746,377	877,103	9,464,250	5,938,940	594,949	739,159	105,576	412,314
EGMs										
Slots at Casinos	3,832	5,889	1,990	2,577	11,060	5,774	0	1,130	0	0
Slots or VLTs at Racetracks	0	624	0	140	9,342	430	0	0	0	0
EGMs at Bingo Facilities	0	0	0	0	0	0	0	0	0	0
VLTs at Bars and Lounges	0	5,992	3,995	5,172	0	13,863	2,647	3,845	386	2,639
Total EGMs	3,832	12,505	5,985	7,889	20,402	20,067	2,647	4,975	386	2,639
Gaming Tables										
Total Gaming Tables	377	424	106	69	555	206	0	49	0	0
Electronic Bingo										
Terminals	2,818	0	0	0 ¹²	0	0	0	0	0	0
Handheld Devices	1,315	1,420	0	0	0	0	0	0	0	0
Total Units	4,133	1,420	0	0	0	0	0	0	0	0
Total Games	8,342	14,349	6,091	7,958	20,957	20,273	2,647	5,024	386	2,639

¹ Note that Emerald casino, a permanent exhibition casino, has VLTs rather than slot machines. Thus, in all tables, its VLT information is included under VLTs rather than casinos.

² All permanent casinos, including those termed 'Charity,' 'Commercial,' 'Community,' 'Destination,' 'Exhibition,' 'First Nation,' and 'Government-run.'

³ Casinos located on First Nations reserve.

⁴ While there are VLTs at one racetrack in Saskatchewan, they are merely in a lounge at the same facility as the racetrack. As such, the racetrack is not considered to be a true facility with EGMs.

⁵ Numbers based on racing facilities that had at least one permit issued by the Canadian Pari-mutuel Agency to conduct pari-mutuel betting in calendar year 2003 but do not include CPMA issued-permits for which there was no pari-mutuel activity. The CPMA is the federal government body that regulates betting on horse racing.

⁶ Racetracks are categorized according to the number of CPMA-approved live days of racing. Major racetracks held more than 15 approved live days of racing and minor racetracks held fewer than 15, with most holding a one or two-day event a year.

⁷ Out of the 31 racetracks, there are 16 that participate in the Slots-at-Racetracks program.

⁸ Total number of teletheatre licenses issued for 2003, including licenses for facilities that were not necessarily open for the full year.

⁹ Full-time designated facilities for bingo (e.g., bingo association halls).

¹⁰ For casino slots and table games, figures are reported for only games in permanent casinos and not temporary events (e.g., summer fairs, exhibitions).

¹¹ Note that Emerald casino, a permanent exhibition casino, has VLTs rather than slot machines. Thus, in all tables, its VLT information is included under VLTs rather than casinos.

¹² Manitoba casinos have 752 Video King terminals, which are both electronic gaming machines and bingo terminals. This figure is included under "Slots at Casinos."

Table 3 – Charitable Gaming Licenses

	BC	AB	SK	MB ¹³	ON	QC	NB	NS	PE	NL
Charitable Gaming Licenses ¹⁴										
Bingo	594	2,301	1,588	530	1,894	1,552	315	569	36	565 ¹⁵
Break Open / Pull-Ticket	0	820	1,038	387	463	833	24	23	41	91
Casinos	27	2,924	0	0	0	0	12	0	4	22
Raffles	5,505	324	1,280	267	156	1,795	420	1,081	998	2,384
Other	0	0	0	30	94	0	0	0	54	543
Total Licenses	6,126	6,369	3,906	1,214	2,607	4,180	771	1,673	1,133	3,605

The following table shows how casinos, EGMs, horse racing venues and lottery ticket outlets break out provincially per 100,000 people 18+ years old, providing a somewhat different picture from the information presented in the first set of tables. In reading the per capita tables, it is important to remember that the legal gambling age may vary by province and by game. For instance, the legal age for casino gambling is 19 years in all provinces with the exception of Alberta, Manitoba and Quebec, where it is 18 years.

While Quebec and Ontario had the highest total number of EGMs (Table 2), Manitoba and Saskatchewan had the most on a per capita basis. The number of lottery ticket outlets per capita was greater across the eastern provinces, with Newfoundland having the most at 313 for every 100,000 people.

Table 4 – Casinos, EGMs, Horse Racing Venues and Lottery Ticket Outlets per 100,000 18+¹⁶

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Casinos										
per 100,000 People 18+	0.58	0.67	0.94	0.34	0.11	0.05	0.00	0.27	0.00	0.00
EGMs										
per 100,000 People 18+	116.76	521.87	801.87	899.44	215.57	337.89	444.91	673.06	365.61	640.05
Horse Racing Venues										
per 100,000 People 18+	0.70	2.09	1.47	2.62	1.25	0.59	0.67	1.08	1.89	0.24
Lottery Ticket Outlets										
per 100,000 People 18+	137.12	87.64	103.97	95.77	110.30	177.51	170.60	179.12	170.49	312.63

¹³ Does not include licenses to organizations that were not required to submit financial reports for bingo and break open events.

¹⁴ Includes provincial and municipal issued licenses although Saskatchewan and Ontario reported provincially issued licenses only. Note that one license is typically valid for many individual events, and may be valid, in some cases, for up to three years and/or for more than one type of gaming event.

¹⁵ Note that the number of licenses reported for bingo includes 263 licenses issued for combined bingo and break open events.

¹⁶ Statistics Canada. (2003). Estimates of population, by age group and sex, Canada, provinces and territories, annual. Cansim Table 051-0001. Retrieved July 21st 2005, from the Statistics Canada web site <http://www.statcan.ca/>

Gaming Revenue

This section presents government-operated, horse racing, and charity gaming revenues, with revenue measured as wagers minus prize payouts. Horse racing and charitable gaming are operated by private and charitable organizations or associations, under provincial and federal regulations. Profits go to the racing industry or charities directly. In contrast, most of the government-operated gaming goes directly to the province.

Table 5 presents the total amount of revenue generated by government-operated gaming. Although in most provinces bingo tended to be a licensed charitable gaming enterprise, in 03-04 Alberta became the fifth province along with Quebec, Ontario, Manitoba, and British Columbia to provide commercial government-operated bingo.

Compared to 02-03, ticket lottery revenues decreased in every province in 03-04. Total 03-04 revenues from government-operated gaming (Bingo, EGMs, table games, and lottery tickets) equaled \$11,957,851,028.

Table 5 – Total Government-Operated Gaming Revenues (Revenue after prizes paid, before expenses deducted)

	BC	AB ¹⁷	SK ¹⁸	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,281,858	2,396,175	746,377	877,103	9,464,250	5,938,940	594,949	739,159	105,576	412,314
Bingo										
Total Bingo Revenues	77,150,000	2,685,000	0	5,045,000 ¹⁹	8,287,000	20,195,000	0	0	0	0
Casinos										
Total Casino Revenues	733,485,672	639,772,252	187,778,698	211,555,435	1,995,314,000 ²⁰	728,906,000	0	86,282,000	0	0
EGMs ²¹										
Slots	463,547,480	682,955,349 ²²	168,805,876	165,202,146	3,067,418,000	541,403,000	0	72,598,135	0	0
VLTs	0	693,630,000	266,107,000	201,908,000	0	1,128,847,000	135,713,000	182,909,000	18,828,000	127,063,000
Total EGM Revenues	463,547,480	1,376,585,349	434,912,876	367,110,146	3,067,418,000	1,670,250,000	135,713,000	255,507,135	18,828,000	127,063,000
Ticket Lotteries										
Total Ticket Lottery Revenues ²³	435,904,000	211,689,000	63,781,874	58,411,000	1,047,362,000	850,093,000	73,395,000	91,499,000	14,859,000	76,737,000
Total Revenues²⁴	1,246,539,672	1,590,959,349	517,667,572	476,919,435	4,590,439,000	2,728,041,000	209,108,000	360,690,000	33,687,000	203,800,000

Governments typically conduct four major types of gaming activities – lotteries, casino gambling, video lotteries and, in some provinces, bingos. The following table presents the proportion of gaming revenues derived from each of these sources. As shown, non-casino electronic gaming machines and casinos tended to account for the majority of revenues. In provinces that have both casinos and VLTs in bars, lounges, restaurants and hotels, VLTs tended to account for a higher proportion of revenue. The exception is Manitoba where casinos and VLTs generated roughly the same amount of revenue.

Table 6 – Percent of Gaming Revenues Derived from Major Gaming Activities (Government-Operated)

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Bingo	6.19	0.17	0.00	1.06	0.18	0.74	0.00	0.00	0.00	0.00
Casinos	58.84	40.21	36.27	44.36	43.47	26.72	0.00	23.92	0.00	0.00
EGMs (Non-casino)	–	46.53	51.40	42.34	33.54	41.38	64.90	50.71	55.89	62.35
Ticket Lotteries	34.97	13.31	12.32	12.25	22.82	31.16	35.10	25.37	44.11	37.65

¹⁷ Alberta has adopted a charitable gaming model for its casinos, such that slot machines are conducted and managed by the Alberta Gaming and Liquor Commission, while casino table games are conducted and managed by charitable or religious organizations granted a license by the Commission. As such, only casino slot revenue (including slot revenue from summer fair casinos and other temporary exhibitions) is included here under casino revenue. Casino table game revenue is included with 'Other' revenue under 'Licensed Charitable Gaming.'

¹⁸ Note that Emerald casino, a permanent exhibition casino, has VLTs rather than slot machines. Thus, in all tables, its VLT information is included under VLTs rather than casinos.

¹⁹ Manitoba's two government-operated casinos offer bingo in their establishments.

²⁰ Does not include table game revenue from either the Great Blue Heron Charity Casino or the Golden Eagle Charitable Casino and Gaming Centre (a gaming facility operated independently from the provincial gaming corporation), which were unavailable.

²¹ All venues.

²² Includes revenue from slot machines at summer fair casinos and other temporary exhibitions.

²³ Figures for ticket lottery revenues in Tables 5 and 9 for Alberta, Saskatchewan, and Manitoba were provided by the Western Canada Lottery Corporation, who, in partnership with these provinces, administered their provincial lotteries.

²⁴ Note that gaming revenue sub-totals may not equal total revenue as there is overlap between gaming activities (i.e. total casino revenues include slots at casinos, which are also included under EGMs).

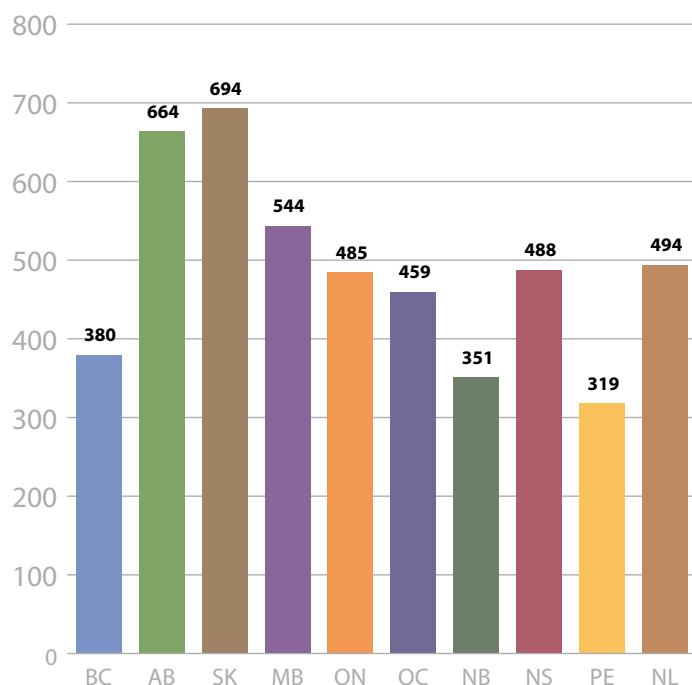


Chart 1: Gaming Revenue per Person
(Government-Operated)

On average, Canadians 18 years and older contributed \$488 to government-operated gaming revenues. Across Canada, average contributions ranged from a low of \$319 in Prince Edward Island to a high of \$694 in Saskatchewan.

In 2003, gaming revenue from horse racing totaled \$426,803,411.

Table 7 – Horse Racing Revenues (calendar 2003)

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Horse Racing										
Total Revenues²⁵	46,598,401	35,572,973	539,113	10,669,935	281,504,514	44,589,277	2,283,437	2,831,730	1,924,904	289,127

A number of provinces were unable to provide revenues for charitable gaming. Of the figures available, charitable gaming revenues across Canada totaled \$1,111,144,280²⁶ up from \$1,057,205,610 in 02-03²⁷.

Table 8 – Total Charity-Operated Gaming Revenues (Revenue after prizes paid, before expenses deducted)

	BC	AB	SK	MB	ON ²⁸	QC	NB	NS	PE	NL
Bingo	7,066,750	96,246,000 ²⁹	36,482,242	15,100,000	241,000,000	63,293,873 ³⁰	12,290,674	18,125,000	3,035,152	8,120,000 ³¹
Break Open / Pull-Ticket	0	12,760,000	6,407,786	2,500,000	119,000,000	Unavailable	80,826	47,244	102,330	90,700
Casinos	833,000	122,763,000	0	0	0	0	111,404	0	Unavailable	39,300
Raffles	74,975,250	64,244,000 ³²	9,664,825	5,500,000	143,000,000	27,291,915	5,079,509	9,217,000	Unavailable	5,998,000
Other	0	0	0	0	Unavailable	Unavailable	0	0	Unavailable	678,500
Total Revenues	82,875,000	296,013,000	52,554,853	23,100,000	503,000,000	Unavailable	17,562,413	27,389,244	3,137,482	14,926,500

²⁵ Total wagered less prize payouts. Includes both racetrack and teletheatre revenue.

²⁶ The reader should interpret the revenues from Licensed Charitable Gaming with caution, as licensees are not always required to submit financial reports for their gaming events. It often depends on the revenues raised and/or the value of the prizes awarded, the exact figures of which are not always consistent across provinces. In addition, the total amount includes partial revenues in some provinces. These figures therefore are likely to underestimate the gaming revenue generated by charity.

²⁷ Canadian Gambling Digest 2002-03

²⁸ Revenues reported are only estimates, as local municipalities issue the majority of licenses and there is no single source from which to obtain the revenues.

²⁹ Includes \$1.6 million of electronic bingo and keno proceeds returned to charities through the Alberta Lottery Fund.

³⁰ Traditional bingo only. Not linked.

³¹ Note that the revenue reported for bingo includes \$5,791,100 in revenue from combined bingo and break open events.

³² Includes raffles worth over \$10,000 only.

Of the total revenue from all forms of legal gaming, government-operated gaming accounted for 88.6%.

The following table shows the distribution of gaming revenue to provincial governments. For government-operated gaming, revenues to government reflect wagers minus prize payouts and operating expenses. For horse racing, however, gaming revenues to government are in the form of taxes. Net gaming revenues topped the \$1 billion mark in Quebec and Alberta, with Ontario just under \$2 billion.

Table 9 – Gaming Revenues to Government

	BC	AB ³³	SK ³⁴	MB ³⁵	ON	QC	NB	NS	PE	NL
Bingo										
Total Bingo Revenues	20,391,000	1,260,451	0	Unavailable	0	2,088,000	0	0	0	0
Casinos										
Total Casino Revenues	418,328,000	442,037,000	65,485,106	58,527,000	545,499,000 ³⁶	206,110,000	0	24,638,000	0	0
EGMs ³⁷										
Slots	Unavailable	479,000,000	Unavailable	Unavailable	742,217,000	271,753,000	0	5,942,877	0	0
VLTs	0	577,000,000	201,667,000	126,237,000	0	746,579,000	83,490,000	118,088,000	11,517,000	75,716,000
Total EGM Revenues	Unavailable	1,056,000,000	Unavailable	Unavailable	Unavailable	1,018,332,000	83,490,000	124,030,877	11,517,000	75,716,000
Horse Racing										
Total (Tax) Revenues ³⁸	8,555,113 ³⁹	8,177,185	171,344	4,370,297	38,153,345	13,347,448	945,651	1,234,050	958,868	139,754
Ticket Lotteries										
Total Ticket Lottery Revenues	288,924,000	149,241,692	41,513,791	50,655,000	651,702,000	504,126,000	35,829,000	37,836,000	6,605,000	31,870,000
Total Revenues	736,198,113	1,133,371,185⁴⁰	308,837,241	239,789,297	1,977,571,345	1,472,250,448	120,264,651	181,796,050	19,080,868	107,725,754

Saskatchewan, New Brunswick and British Columbia had the largest increases compared to 02-03 at 10.9%, 8.4%, and 7.4%, respectively, while Manitoba, Nova Scotia, and Ontario had the largest decreases of 10.8%, 7.6%, and 6.2%, respectively. Provincial governments across Canada received a total of \$6,296,884,952 in 03-04.

Table 10 – Gaming Revenues to Government 02-03 vs. 03-04

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Total Gaming Revenues to Government										
02/03 ⁴¹	685,424,370	1,097,901,418	278,415,398	268,968,073	2,108,063,898	1,454,521,396	110,967,056	196,795,083	18,239,989	106,558,651
03/04	736,198,113	1,133,371,185	308,837,241	239,789,297	1,977,571,345	1,472,250,448	120,264,651	181,796,050	19,080,868	107,725,754
% +/-	+7.4	+3.2	+10.9	-10.8	-6.2	-1.2	+8.4	-7.6	+4.6	+1.1

³³ Alberta has adopted a charitable gaming model for its casinos, such that slot machines are conducted and managed by the Alberta Gaming and Liquor Commission, while casino table games are conducted and managed by charitable or religious organizations granted a license by the Commission. As such, only casino slot revenue (including slot revenue from summer fair casinos and other temporary exhibitions) is included here under casino revenue. Casino table game revenue is included with 'Other' revenue under 'Licensed Charitable Gaming.'

³⁴ Note that Emerald casino, a permanent exhibition casino, has VLTs rather than slot machines. Thus, in all tables, its VLT information is included under VLTs rather than casinos.

³⁵ Casino and slot revenues do not include revenue from Aseneskak casino.

³⁶ Does not include table game revenue from either the Great Blue Heron Charity Casino or the Golden Eagle Charitable Casino and Gaming Centre (a gaming facility operated independently from the provincial gaming corporation), which were unavailable.

³⁷ All venues.

³⁸ Amount received by province in the form of a tax/levy on amount wagered.

³⁹ Note that while \$8,555,113 in taxes was collected by the province, 100% of these revenues were returned to the industry.

⁴⁰ Note that this figure is not the sum of those above because it is the figure for total net revenue reported in the Alberta Gaming and Liquor Commission (AGLC) annual report (\$1,125,194,000), combined with net horse racing revenue. This was done because operating expenses that were deducted from the Commission's total net figure could not be deducted from one or more of its individual gaming sectors.

⁴¹ Canadian Gambling Digest 2002-03

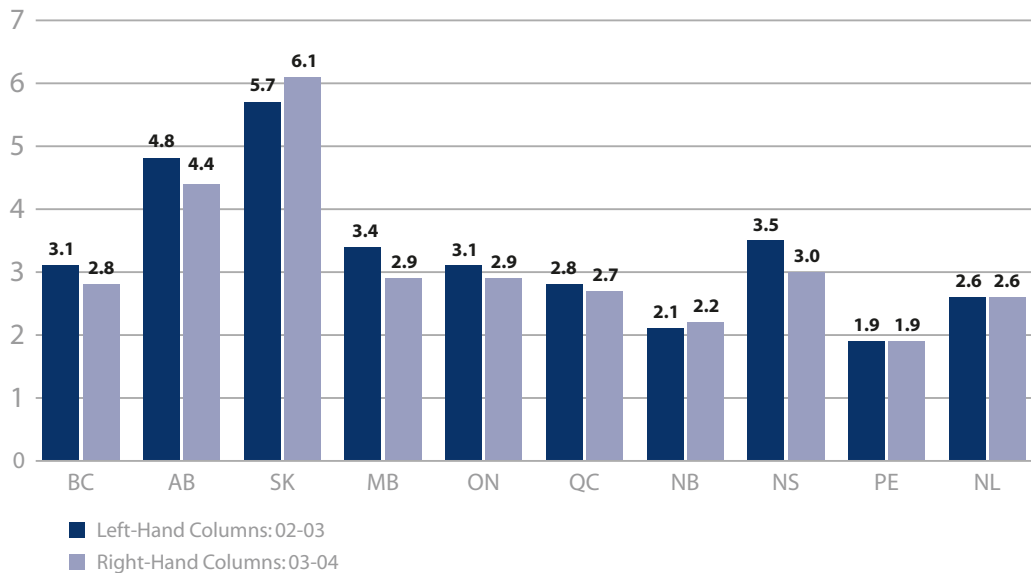


Chart 2: Percentage of Government Revenue Derived from Gaming (02-03⁴² vs 03-04)

On average, the provinces received 3.1% of their total provincial revenue from gaming, ranging from a low of 1.9% in Prince Edward Island to a high of 6.1% in Saskatchewan. This overall average is slightly lower than the 3.3% reported for 02-03. The proportion of government revenue derived from gaming appears to have decreased the most in Manitoba and Nova Scotia.

The following table shows revenues to charitable organizations. Across Canada, charitable gaming netted at least \$667,633,798⁴³ representing 9.6% of total gaming revenue received by charity and government. While licensed charitable gaming revenue is difficult to track precisely, compared to 02-03, gaming revenues to licensed charitable organizations in British Columbia and Alberta appears to have increased approximately \$18 and \$20 million, respectively. This type of gaming revenue appears to have declined in all other provinces.

Table 11 – Gaming Revenues to Licensed Charitable Gaming Organizations⁴⁴

	BC	AB	SK	MB	ON ⁴⁵	QC	NB	NS	PE	NL
Bingo	5,164,500 ⁴⁶	44,330,000	21,229,092	6,300,000	119,000,000	24,884,719	7,633,338	10,325,000	1,445,939	3,504,300 ⁴⁷
Break Open / Pull-Ticket	0	9,767,000	4,834,905	1,700,000	46,000,000	7,600,000	40,888	33,144	36,471	57,100
Casinos	353,500	132,533,000	0	0	0	0	71,809	0	Unavailable	23,900
Raffles	48,131,500	39,352,000 ⁴⁸	8,369,335	4,000,000	81,000,000	23,384,185	3,789,173	6,046,000	Unavailable	4,384,600
Other	1,786,000 ⁴⁹	0	0	0	Unavailable	Unavailable	0	0	Unavailable	522,400
03-04 Total Revenues	55,435,500	225,982,000	34,433,332	12,000,000	246,000,000	Unavailable	11,535,208	16,404,144	Unavailable	8,492,300
02-03 Total Revenues⁵⁰	37,358,631	205,752,000	37,746,068	15,900,000	275,200,000	Unavailable	14,962,700	17,304,315	Unavailable	10,336,108

⁴² Canadian Gambling Digest 2002-03

⁴³ Based on available figures.

⁴⁴ The reader should interpret the revenues from Licensed Charitable Gaming with caution, as licensees are not always required to submit financial reports for their gaming events. It often depends on the revenues raised and/or the value of the prizes awarded, the exact figures of which are not always consistent across provinces. In addition, the total amount includes partial revenues in some provinces. These figures, therefore, are likely to underestimate the gaming revenue generated by charity.

⁴⁵ Revenues reported are only estimates, as local municipalities issue the majority of licenses and there is no single source from which to obtain the revenues from.

⁴⁶ Includes both actual revenues from Class A events (gross sales over \$20,000) and estimated revenues from Class B events (gross sales less than or equal to \$20,000).

⁴⁷ Includes \$2,316,500 from combined bingo and break open events.

⁴⁸ Includes raffles worth over \$10,000 only.

⁴⁹ Government top up grants to community organizations who held independent bingo events.

⁵⁰ Canadian Gambling Digest 2002-03

Revenue Distributions⁵¹

The following table tracks how much of the revenue from gaming was distributed to charity, problem gambling and responsible gaming initiatives. "Distributions to charity" refers to money distributed to charity and other non-profit community groups through a separate grants-based system. This should not be confused with licensed charitable gaming where charitable groups receive money directly from their gaming operations. In terms of a charitable grants-based system, Alberta and British Columbia allocated the largest amount of money to charities.

Distributions to problem gambling refer to money given to the areas of problem gambling treatment, research and awareness prevention by government health ministries or departments. Compared to 02-03, Alberta and Nova Scotia increased their annual problem gambling allocations by approximately \$1 million and \$2.8 million respectively in 03-04. While Ontario still distributed the most money to this area, it reduced its spending by about \$3.6 million in 03-04.

Distributions to responsible gaming initiatives refer to amount the government gaming industry (i.e., crown corporations) spent on responsible gaming and/or problem gambling initiatives and programs.

Table 12 – Distributions to Charity and Problem Gambling

	BC	AB ⁵²	SK	MB	ON	QC	NB	NS	PE	NL
Distributions										
Charity	131,525,000	177,413,000	17,020,000	5,300,000 ⁵³	103,356,000	36,500,000	1,200,000	35,000	0	0
Problem Gambling (Health) ⁵⁴										
Treatment	1,250,500	Unavailable	2,800,000	737,200	13,200,000	9,719,999	553,469	3,305,000	Unavailable	Unavailable
Research	180,000	1,800,000	100,000	194,000	3,800,000	2,369,799	50,616	578,000	Unavailable	0
Awareness Prevention	1,285,921	Unavailable	800,000	1,008,800	4,700,000	2,276,781	214,061	1,126,000	12,000	Unavailable
Other	1,283,579	Unavailable	300,000	0	0	0	5,398	252,000	Unavailable	Unavailable
Total	4,000,000	6,750,000	4,000,000 ⁵⁵	1,940,000	21,700,000 ⁵⁶	17,366,579 ⁵⁷	823,544	5,261,000	115,000	400,000
Responsible Gaming Initiatives (Industry)										
Total	250,000	775,000 ⁵⁸	Unavailable	500,000	6,800,000 ⁵⁹	4,000,000	117,149	1,006,541	63,895	108,737

⁵¹ These distributions reflect areas related to gambling provision in some way. Overall, gaming revenue is distributed to a number of different areas that may not be reflected here.

⁵² Dollar amounts spent on problem gambling by Health could not be separated from expenditures on alcohol and other drugs.

⁵³ Estimate only.

⁵⁴ There may be overlap in these categories.

⁵⁵ Budgeted amount only. Actual expenditures not available.

⁵⁶ Note that the amount allocated, \$36 million – 2 per cent of gross slot machine revenue from charity casinos and slots at racetracks – was higher than the amount actually spent, approximately \$21.7 million.

⁵⁷ Note that while \$17 million was distributed from Loto-Québec to the Ministère de la Santé et des Services sociaux, only \$14,366,579 was actually spent. The unspent revenue will be used for a national campaign targeting adults in fiscal 2004-05.

⁵⁸ Estimate only.

⁵⁹ Estimate only.

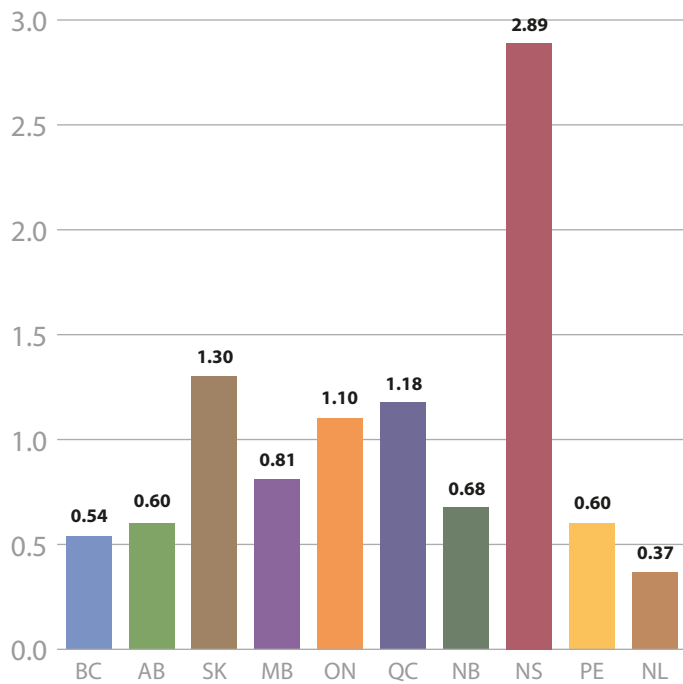


Chart 3: Percentage of Government Gaming Revenue⁶⁰ Spent on Problem Gambling

Across Canada, the average percent of government gaming revenue spent on problem gambling is .99%. Nova Scotia spent the greatest portion of its gaming revenue on problem gambling (2.9%), followed by Saskatchewan (1.3%).

A portion of gaming revenues also goes to federal and municipal governments through a variety of agreements. Table 13 shows the amount of gambling money each province gave to the Federal government and municipalities. In 03-04, the Federal government received \$59,368,728 and municipalities received \$173,460,000.

Table 13 – Distributions to Federal and Municipal Governments

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Distributions										
Federal ⁶¹	7,912,000	6,001,000	1,800,452	2,296,000	23,212,000	14,247,000	1,255,079	1,604,741	226,134	814,322
Municipal ⁶²	44,850,000	40,000,000	0	13,400,000	75,210,000	0	0	0	0	0

⁶⁰Does not include revenues from licensed charitable gaming, as those revenues are retained by the participating charitable organizations.

⁶¹ Provincial lottery corporations make annual payments to the Government of Canada under a 1979 agreement between the Provincial Governments and the Federal Government.

⁶² Money distributed to municipalities in exchange for permitting certain gaming activities to take place in their communities. Note that in Alberta and Ontario, Crown gaming corporations distribute money to municipal governments directly, while in British Columbia and Manitoba, the province makes payments.

Participation Rates

Information concerning the percentage of Canadians who gambled, by type, in the past year has been tracked in two different ways – through individual provincial surveys and through a Statistics Canada National Survey (Marshall and Wynne, 2003).

Overall, the most common form of gambling is lottery tickets, followed by scratch/instant win tickets. In general, participation rates for casino slots and neighbourhood EGMs is consistent with information presented earlier regarding gaming availability.

It is important, however, to remember that these rates do not account for cross-jurisdictional gaming participation.

Table 14 – Percentage of Past Year Gamblers

	BC ⁶³	AB	SK	MB	ON	QC	NB	NS	PE	NL
Survey Details										
Age of Sample	18+	18+	19+	18+	18+	18+	19+	19+	18+	19+
Sample Size	2,500	1,804	1,848	3,119	5,000	8,842	800	2,800	809	2,596
Year of Survey	2002	2001	2001	2001	2001	2002	2001	2003	1999	2005
Activity										
Bingo	8.0	8.5	8.4	10.1	8.5	9.0	11.0	15.3	9.0	11.0
Bookies	In Sports Events	0.3	0.2	–	0.4	0.2	–	–	–	In Sports Events
Cards ⁶⁴	20.0	9.2	10.8	–	10.0	10.5	9.0	16.9	14.0	5.9
Casino Slots	–	15.9	20.3	18.0	28.3	16.3	9.0	22.2	14.0	–
Casino Table Games	–	5.7	7.3	4.1	7.2	7.5	3.0	4.4	6.5	–
Charities	49.0	49.5	63.7	59.1	51.0	39.6	38.0	64.5	57.0	45.2
EGMs (Non-casino)	3.0	13.4 ⁶⁵	17.7	28.2	2.2	7.8	15	19.0	13.0	11.4
Games of Skill ⁶⁶	In Cards	6.5	6.8	–	10.2	6.0	–	4.6	7.0	3.8
Horse Racing	8.0	4.7	2.7	4.6	5.4	1.9	2.0	1.3	15.0	< 1
Internet	2.0 ⁶⁷	0.3	0.2	0.3	0.6	0.3	<1.0	0.2	–	< 1
Scratch/Instant Win ⁶⁸	In Lotteries	29.2	27.5	22.8	31.6	37.0	40.0	48.4	49.0	35.5
Speculative Investments ⁶⁹	13.0	12.3	8.4	–	6.4	2.2	–	–	8.0	1.6
Sports Events ⁷⁰	18.0	6.4	9.3	5.8	13.2	1.4	6.0	7.5	8.0 ⁷¹	3.4
Sports Lotteries	5.0	3.1	5.3	4.3	6.0	2.4	4.0	4.5	See Sports Events	3.3
Ticket Lotteries ⁷²	74.0	61.8	62.6	61.0	64.6	68.1	67.0	71.4	55.0	72.1
Any Activity	85.0	82.0	86.6	85.0	83.2	81.0	81.0	89.3	83.0	84.0

“–” denotes that data was either not collected or could not be determined through the prevalence study report

⁶³ The British Columbia survey did not ask about participation in individual casino activities but rather overall casino participation. The rate for past year participation was 27%.

⁶⁴ Generally refers to cards and/or board games played with family or friends outside of casinos. In British Columbia, this category also includes other private games (e.g., dice, dominoes) and games of skill (e.g., golf, pool, bowling).

⁶⁵ Participation in slots at racetracks was included in ‘Casino Slots’ rather than in ‘EGMs (Non-casino).’

⁶⁶ Generally, refers to pool, bowling, darts, golf, and other similar activities.

⁶⁷ Includes online purchase of lottery tickets.

⁶⁸ Includes break open (Nevada strips, Pull Tabs) with the exception of Nova Scotia, where break open was asked in a separate question (participation rate was 14.2%).

⁶⁹ Generally, refers to stocks, options, and/or commodities.

⁷⁰ Generally, includes sports pools, with the exception of Alberta where non-pool betting participation was asked separately. Its participation rate was 4.4%.

⁷¹ Note that in the Prince Edward Island study, the activity associated with this figure is described throughout the report as “Proline-type lottery where players bet on the outcome of various professional sporting events.” In the questionnaire itself, however, the question associated with this figure actually asks whether the respondent “bet on sports.” As such, we have included the figure in ‘Sports Events’ rather than in ‘Sports Lotteries.’

⁷² May or may not include daily lotteries.

Table 15 – Percentage of Past Year Gamblers: Statistics Canada's National Gambling Prevalence Survey

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Survey Details										
Age of Sample	15+									
Sample Size	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 ^E	5	6	2	2 ^E	1 ^E	11	1 ^E
Scratch/Instant Win ⁷³	44	31	36	30	38	32	40	41	43	36
Ticket Lotteries ⁷⁴	63	61	64	63	64	71	65	67	61	64
VLTs (Non-Casino)	3	12	15	21	2	7	10	12	7	12
Any Activity	75	72	76	74	75	79	76	78	75	75

^e - interpret with caution

Problem Gambling Prevalence and Assistance

The following problem gambling prevalence data were taken from the individual provincial surveys and Statistics Canada National Survey described earlier (see Table 13 and 14). Please note that the percentage of individuals at each of the CPGL gambling levels provided by the national study are of the population of *gamblers only*, while for the individual studies, they are of the total population.

Across Canada, the percentage of moderate risk and problem gamblers from the provincial studies ranges from 1.7% to 5.9% of the total population, with an average of 3.7%. According to the national study, the percentages range from 1.5% to 4.1% of all gamblers, with an average of 2.6%. Differences in prevalence rates obtained through individual studies and the national study may reflect differences in methodology.⁷⁵

Table 16 – Problem Gambling Prevalence

	BC	AB	SK	MB	ON	QC	NB	NS	PE ⁷⁶	NL
Survey Details										
Age of Sample	18+	18+	19+	18+	18+	18+	19+	19+	18+	19+
Sample Size	2,500	1,804	1,848	3,119	5,000	8,842	800	2,800	809	2,596
Year of Survey	2002	2001	2001	2001	2001	2002	2001	2003	1999	2005
CPGL Levels										
Non-Gamblers	15.0	18.0	13.4	15.0	16.8	19.6	19.0	10.7	17.0	15.6
Non-Problem Gamblers	69.3	67.0	71.4	75.6	69.8	78.6	72.9	82.4	79.9	74.9
Low Risk Gamblers	11.1	9.8	9.3	6.0	9.6	In Non-Problem	4.9	4.8	NA	6.1
Moderate Risk Gamblers	4.2	3.9	4.7	2.3	3.1	1.0	1.8	1.3	1.1	2.2
Problem Gamblers	0.4	1.3	1.2	1.1	0.7	0.7	1.4	0.8	2.0	1.2
Total Moderate Risk and Problem	4.6	5.2	5.9	3.4	3.8	1.7	3.2	2.1	3.1	3.4

⁷⁶NA – not applicable

⁷³ Includes daily lottery and scratch tickets.

⁷⁴ Includes raffle and other fund-raising tickets.

⁷⁵ For example prevalence rates obtained in the individual provincial prevalence surveys are not directly comparable to those found in the National prevalence survey. In the National Statistics Canada survey, similar types of gambling activity questions were combined. As well, the nine questions used to assess problem gambling level were not asked if a respondent gambled less than 1-5 times/month, indicated that they did not gamble, or refused to answer the first gambling activity question.

⁷⁶ Rates for Moderate Risk and Problem gamblers refer to SOGS Problem and Probable Pathological gamblers, respectively, as the Prince Edward Island gambling prevalence survey used the SOGS to measure problem gambling rather than the CPGL.

Table 17 – Problem Gambling Prevalence: Statistics Canada's National Prevalence Survey

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Survey Details										
Age of Sample	15+									
Sample Size	Approximately 30,000									
Year of Survey	2002									
CPGI Levels										
Non-Gamblers	25.0	28.0	24.0	26.0	25.0	21.0	24.0	22.0	25.0	25.0
Non-Problem Gamblers	93.1	92.2	90.7	90.6	93.5	95.4	94.7	94.3	95.2	93.7
Low Risk Gamblers	4.3	4.7	5.4	5.3	3.8	2.6	3.2 ^e	3.3	2.5 ^e	3.7 ^e
Moderate Risk Gamblers	1.9	2.3	2.5 ^e	3.3	2.1	1.6 ^e	1.5 ^e	1.4 ^e	1.8 ^e	1.9 ^e
Problem Gamblers	0.7 ^e	0.7 ^e	1.5 ^e	0.8 ^e	0.6 ^e	0.4 ^e	F	1.1 ^e	F	F
Total Moderate Risk and Problem	2.6	3.0	4.0	4.1	2.7	2.0	1.5	2.5	1.8	1.9

^F – too unreliable to report

^E – interpret with caution

The following table shows the number of people who sought help or information related to problem gambling (including calls to a dedicated helpline and clients seeking counselling) and the total number of full time, designated gambling counsellors who provided this service.

There were 46,931 helpline calls across Canada in 03-04, down from 47,369 in 02-03. Approximately 4 out of 10 callers (41.9%) contacted the helpline for their own problem and 10.6% for someone else's problem. The miscellaneous category refers to calls made for information related to gambling (e.g., statistics, resources, services) or the gaming industry (e.g. winning numbers), prank calls, hang-ups, and/or wrong numbers.

At least 14,905 clients across Canada received counselling, of which 82.4% had counselling for their own problem and 14.9% for someone else's problem.

Table 18 – Problem Gambling Helpline Calls, Clients, and Counsellors

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Helpline Calls										
Own Problem	2,620	Unavailable	1,079	827	2,492	10,508	710	Unavailable	No PG Helpline	Unavailable
Other's Problem	483	Unavailable	399	413	1,338	1,890	73	Unavailable	No PG Helpline	Unavailable
Miscellaneous	2,065	Unavailable	383	1,896	12,046	1,044	45	Unavailable	No PG Helpline	Unavailable
Total Helpline Calls	5,168	2,773⁷⁷	1,861	3,136	15,876	13,442	828	3,597	No PG Helpline	250⁷⁸
Clients ⁷⁹										
Own Problem	499	1,858	712	445	2,830	4,793	Unavailable	779	91	267
Other's Problem ⁸⁰	156	304	93	90	682	841	Unavailable	Unavailable	36	12
Total Clients	655	2,162	805	535	3,512	5,634	417	Unavailable	127	279
Problem Gambling Counsellors ⁸¹										
Total Counsellors	31	Unavailable⁸²	16.5	9.5	74.5	94	7	24⁸³	2	6

⁷⁷ 24% of calls to AADAC's helpline are for gambling, alcohol, and drugs.

⁷⁸ Since there is no designated Problem Gambling Helpline, this is based on the numbers of calls made to the general Mental Health Crisis Helpline, which is advertised on VLTs across the province.

⁷⁹ May have other additions in addition to problem gambling, and may, in some cases, be new clients only.

⁸⁰ Does not include clients from all health regions in Newfoundland and Prince Edward Island. Where possible, estimates were provided.

⁸¹ Current number of full-time, equivalent counsellors, designated for problem gambling specifically.

⁸² While counsellors at AADAC provide services to individuals seeking help for problem gambling, they also see individuals for problems due to alcohol and other drugs. As such, there are no counsellors designated specifically for problem gambling.

⁸³ Estimate only.

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