

Canadian Gambling Digest



CANADIAN PARTNERSHIP
for RESPONSIBLE GAMBLING



Ontario Lottery and
Gaming Corporation



Société des loteries et
des jeux de l'Ontario



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Introduction

The Partnership and the Database

Reliable information is critical to make progress in addressing any social issue. Recently, 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. *Canadian Gambling Digest* is a summary of the information collected to date. In the longer term, the Partnership envisions building on the database, undertaking research and analysis, and creating a central repository of information on tested programs to reduce the risk of problem gambling.

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 pages, and extensive direct one to one requests from various organizations and agencies. Unless stated otherwise, all data pertain to fiscal year 2002/03 (April 1, 2002 to March 31, 2003). 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, because not all data are directly comparable across provinces (due to differences in reporting, etc), the original sources have been provided in the Key Documents and Endnotes provided in the Appendices.

Industry Information

The following three tables highlight the number of venues (casinos, electronic gaming machine (EGMs) venues, horse racing venues and lottery retailers), games (EGMs and table games) and charitable licences (e.g. bingo, tickets, raffles).

As tables 1-3 show, gambling varies considerably – or has evolved differently – across the provinces. For instance, while British Columbia has the most casinos at 19, New Brunswick, Prince Edward Island and Newfoundland have no casinos at all. While Quebec has the greatest number of EGM venues at 3,666, British Columbia has only 14. British Columbia and Ontario are the only provinces that do not have EGMs in bars and lounges (or restaurants, hotels, etc).

Overall, Quebec and Ontario have the greatest number of gaming venues and games, while Alberta and Saskatchewan issue the highest number of charitable gaming licences.

Table 1: Venues

| | BC | AB | SK ¹ | MB | ON | QC | NB | NS | PE | NL |
|------------------------------|--------------|--------------|-----------------|--------------|---------------|---------------|--------------|--------------|------------|--------------|
| Casinos ² | | | | | | | | | | |
| Total Casinos | 19 | 16 | 7 | 3 | 10 | 3 | 0 | 2 | 0 | 0 |
| EGM Venues | | | | | | | | | | |
| Slots at Casinos | 14 | 16 | 6 | 3 | 9 | 3 | 0 | 2 | 0 | 0 |
| Slots or VLTs at Racetracks | 0 | 2 | 0 ³ | 1 | 15 | 4 | 0 | 0 | 0 | 0 |
| VLTs at Bars and Lounges | 0 | 1,179 | 691 | 580 | 0 | 3,659 | 657 | 536 | 91 | 568 |
| Total EGM Venues | 14 | 1,197 | 697 | 584 | 24 | 3,666 | 657 | 538 | 91 | 568 |
| Horse Racing Venues | | | | | | | | | | |
| Racetracks | 5 | 5 | 3 | 10 | 30 | 18 | 3 | 3 | 2 | 1 |
| Teletheatres | 16 | 48 | 6 | 10 | 73 | 17 | 1 | 7 | 0 | 0 |
| Total Horse Racing Venues | 21 | 53 | 9 | 20 | 103 | 35 | 4 | 10 | 2 | 1 |
| Lottery Ticket Outlets | | | | | | | | | | |
| Total Lottery Ticket Outlets | 4,150 | 2,111 | 775 | 840 | 10,473 | 10,564 | 1,032 | 1,329 | 185 | 1,326 |
| Total Venues | 4,190 | 3,361 | 1,482 | 1,444 | 10,601 | 14,265 | 1,693 | 1,877 | 278 | 1,895 |

Table 2: Games

| | BC | AB | SK | MB | ON | QC | NB | NS | PE | NL |
|-----------------------------|--------------|---------------|--------------------|--------------|---------------|---------------|--------------|--------------|------------|--------------|
| EGMs | | | | | | | | | | |
| Slots at Casinos | 3,304 | 4,467 | 1,865 | 1,815 | 11,130 | 5,730 | 0 | 1,099 | 0 | 0 |
| Slots or VLTs at Racetracks | 0 | 599 | 0 ^a | 140 | 8,668 | 405 | 0 | 0 | 0 | 0 |
| VLTs at Bars and Lounges | 0 | 5,995 | 3,760 ¹ | 5,058 | 0 | 13,896 | 2,560 | 3,234 | 406 | 2,597 |
| Total EGMs | 3,304 | 11,061 | 5,625 | 7,013 | 19,798 | 20,031 | 2,560 | 4,333 | 406 | 2,597 |
| Gaming Tables | | | | | | | | | | |
| Total Gaming Tables | 392 | 410 | 101 | 68 | 544 | 213 | 0 | 56 | 0 | 0 |
| Total Games | 3,696 | 11,471 | 5,726 | 7,081 | 20,342 | 20,244 | 2,560 | 4,389 | 406 | 2,597 |

Table 3: Charitable Gaming Licences

| | BC | AB | SK | MB | ON | QC | NB | NS | PE | NL ⁴ |
|---|--------------------|--------------------|--------------|--------------|--------------|-------------------|------------|--------------|------------|-----------------|
| Charitable Gaming Licences ⁵ | | | | | | | | | | |
| Bingo | Unavailable | 2,456 | 1,709 | 484 | 2,044 | 2,374 | 336 | 544 | 39 | 565 |
| Breakopen | Unavailable | 620 | 1,200 | 404 | 540 | Included in Bingo | 33 | 65 | 0 | 94 |
| Other | Unavailable | 3,181 ⁶ | 1,206 | 275 | 273 | 961 | 378 | 1,146 | 724 | 2,617 |
| Total Licences | Unavailable | 6,257 | 4,115 | 1,163 | 2,857 | 3,335 | 747 | 1,755 | 763 | 3,276 |

The following table shows how casinos, EGMs, horse racing venues and lottery ticket outlets break out provincially per 100,000 people, 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 have the highest total number of EGMs (Table 2), Manitoba and Saskatchewan have the highest number on a per capita basis. The number of lottery ticket outlets per capita is greatest across the Eastern provinces, with Newfoundland having the highest number at 323 for every 100,000 people.

Table 4: Casinos, EGMs, Horse Racing, and Lottery Ticket Outlets per 100,000 People 18+

| | BC | AB | SK | MB | ON | QC | NB | NS | PE | NL |
|-----------------------------|-----------|-----------|---------|---------|-----------|-----------|---------|---------|---------|---------|
| Population 18+ ⁷ | 3,233,292 | 2,349,762 | 742,394 | 869,118 | 9,291,555 | 5,876,872 | 590,973 | 733,642 | 104,596 | 410,082 |
| Casinos | 0.59 | 0.68 | 0.94 | 0.35 | 0.11 | 0.05 | 0 | 0.27 | 0 | 0 |
| EGMs | 102.19 | 470.73 | 757.68 | 806.91 | 213.08 | 340.84 | 433.18 | 590.62 | 388.16 | 633.29 |
| Horse racing | 0.65 | 2.26 | 1.21 | 2.30 | 1.11 | 0.60 | 0.68 | 1.36 | 1.91 | 0.24 |
| Lottery Ticket outlets | 128.35 | 89.84 | 104.39 | 96.65 | 112.72 | 179.76 | 174.63 | 181.15 | 176.87 | 323.35 |

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, government-operated gaming is operated by the government, with most of the profit going directly to the province.

Table 5 presents the total amount of revenue generated by government-operated gaming. Three provinces – British Columbia, Ontario and Quebec – have government-operated Bingos. In most provinces, Bingo is treated as a licenced charitable game, with profits going directly to charities.

Across Canada in 2002/03, revenues from government-operated gaming (Bingo, EGMs, table games, and lottery tickets) totalled \$12,046,889,308.

Table 5: Total Government-Operated Gaming Revenues

| | BC | AL ⁸ | SK | MB | ON | QC | NB | NS | PE | NL |
|-------------------------------|----------------------|---------------------------|--------------------------|---------------------------|-----------------------------|----------------------|--------------------|--------------------|-------------------|--------------------|
| Population 18+ ⁷ | 3,233,292 | 2,349,762 | 742,394 | 869,118 | 9,291,555 | 5,876,872 | 590,973 | 733,642 | 104,596 | 410,082 |
| Bingo | | | | | | | | | | |
| Total Bingo Revenues | 77,510,838 | 0 | 0 | 0 | 14,078,251 | 20,569,000 | 0 | 0 | 0 | 0 |
| Casinos | | | | | | | | | | |
| Total Casino Revenues | 628,123,546 | 545,926,000 ⁹ | 164,811,707 ¹ | 224,135,000 ¹⁰ | 2,138,911,000 ¹¹ | 747,463,000 | 0 | 90,384,000 | 0 | 0 |
| EGMs ¹² | | | | | | | | | | |
| Slots | 373,626,913 | 580,590,000 ¹³ | 150,061,000 | 143,715,917 | 3,135,660,000 | 552,938,000 | 0 | 76,703,000 | 0 | 0 |
| VLTs | 0 | 711,603,000 | 224,446,000 | 211,706,000 | 0 | 1,076,943,000 | 118,965,000 | 182,104,000 | 15,718,000 | 119,113,000 |
| Total EGM Revenues | 373,626,913 | 1,292,193,000 | 374,507,000 | 355,421,917 | 3,135,660,000 | 1,629,881,000 | 118,965,000 | 258,807,000 | 15,718,000 | 119,113,000 |
| Ticket Lotteries | | | | | | | | | | |
| Total Ticket Lottery Revenues | 436,593,000 | 214,872,000 | 65,126,139 | 63,500,000 | 1,277,018,827 | 881,198,000 | 75,355,000 | 97,967,000 | 17,587,000 | 79,530,000 |
| Total Revenues | 1,142,227,384 | 1,507,065,000 | 454,383,846 | 499,341,000 | 4,920,976,078 | 2,726,173,000 | 194,320,000 | 370,455,000 | 33,305,000 | 198,643,000 |

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

Table 6: Percentage of Gaming Revenues Derived from Major Gaming Activities (Government-Operated)

| | BC | AB | SK | MB | ON | QC | NB | NS | PE | NL |
|-------------------|------|------|------|------|------|------|------|------|------|------|
| Bingo | 6.8 | 0 | 0 | 0 | 0.3 | 0.8 | 0 | 0 | 0 | 0 |
| Casinos | 55.0 | 36.2 | 36.3 | 44.9 | 43.5 | 27.4 | 0 | 24.4 | 0 | 0 |
| EGMs (Non-casino) | 0 | 49.7 | 49.4 | 42.4 | 30.3 | 39.5 | 61.2 | 49.2 | 47.2 | 60.0 |
| Ticket Lotteries | 38.2 | 14.3 | 14.3 | 12.7 | 26.0 | 32.3 | 38.8 | 26.5 | 52.8 | 40.0 |

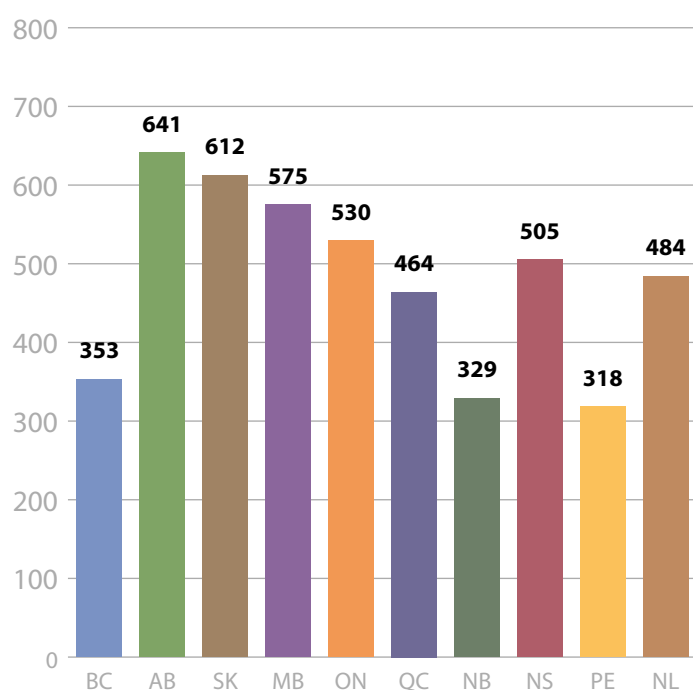


Chart 1: Gaming Revenue per Person (Government-Operated)

On average, Canadians 18 years and older contributed \$481 in 2002/03 to government-operated revenues. Across Canada, average contributions per adult 18 years and older range from a low of \$318 in Prince Edward Island to a high of \$641 in Alberta.

In 2002/03, horse racing revenue totalled \$437,375,701. Ontario accounts for 65.9% of the total horse racing revenues.

Table 7: Horse Racing Revenues

| | BC | AL ⁸ | SK | MB | ON | QC | NB | NS | PE | NL |
|-----------------------------|-------------------|-------------------|------------------|------------------|--------------------|-------------------|------------------|------------------|------------------|----------------|
| Population 18+ ⁷ | 3,233,292 | 2,349,762 | 742,394 | 869,118 | 9,291,555 | 5,876,872 | 590,973 | 733,642 | 104,596 | 410,082 |
| Horse Racing ¹⁴ | | | | | | | | | | |
| Total Revenues | 46,238,395 | 36,196,064 | 2,934,394 | 8,576,087 | 288,105,570 | 47,501,307 | 2,203,214 | 3,361,422 | 1,998,410 | 260,838 |

A number of provinces were unable to provide revenues for charitable gaming. Of the numbers available, charitable gaming revenues across Canada totalled \$1,057,205,610¹⁵.

Table 8: Total Charity-Operated Gaming Revenues

| | BC | AB | SK | MB | ON ¹⁶ | QC | NB | NS | PE | NL |
|----------------------------|--------------------|---------------------------|--------------------|-------------------|--------------------|--------------------|-------------------|--------------------|--------------------|--------------------------|
| Licensed Charitable Gaming | | | | | | | | | | |
| Bingo | Unavailable | 96,567,000 | 38,558,924 | 19,200,000 | 297,000,000 | 69,164,882 | 15,550,448 | 20,720,848 | 3,775,905 | 11,157,641 ¹⁷ |
| Breakopen | Unavailable | 10,998,000 | 9,050,729 | 2,900,000 | 134,000,000 | Unavailable | 116,332 | Unavailable | 0 | 131,270 |
| Other | Unavailable | 177,327,000 ¹⁸ | Unavailable | 5,600,000 | 132,000,000 | Unavailable | 7,083,790 | Unavailable | Unavailable | 6,302,841 |
| Total Revenues | Unavailable | 284,892,000 | Unavailable | 27,700,000 | 563,000,000 | Unavailable | 22,750,570 | Unavailable | Unavailable | 17,591,752 |

Of the total revenue from all forms of legal gaming, government-operated gaming accounts for 89%.

The following table shows how much revenue from gaming went to governments. For government-operating 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. In all, provincial governments across Canada received \$6,325,855,332 in 2002/2003. Net gaming revenues topped the \$1 billion mark in Ontario, Quebec and Alberta.

Table 9: Gaming Revenues to Government

| | BC | AB | SK | MB | ON | QC | NB | NS | PE | NL |
|-----------------------------------|--------------------|-----------------------------------|-------------------------|--------------------------|---------------------------|----------------------|--------------------|--------------------|-------------------|--------------------|
| Bingo | | | | | | | | | | |
| Total Bingo Revenues | 22,767,000 | 0 | 0 | 0 | -3,700,000 | 2,548,000 | 0 | 0 | 0 | 0 |
| Casinos | | | | | | | | | | |
| Total Casino Revenues | 354,624,000 | 405,000,000 ⁸ | 55,941,768 ⁹ | 72,704,000 ¹⁰ | 647,400,000 ¹¹ | 214,697,000 | 0 | 32,380,000 | 0 | 0 |
| EGMs ¹² | | | | | | | | | | |
| Slots | Unavailable | 405,000,000 | Unavailable | Unavailable | 728,622,000 ¹⁹ | Unavailable | 0 | Unavailable | 0 | 0 |
| VLTs | 0 | 594,000,000 | 177,981,000 | 137,267,000 | 0 | 705,802,000 | 70,995,000 | 117,926,000 | 8,688,000 | 70,916,000 |
| Total EGM Revenues | Unavailable | 999,000,000 ²⁰ | Unavailable | Unavailable | Unavailable | Unavailable | 70,995,000 | Unavailable | 8,688,000 | 70,916,000 |
| Horse Racing | | | | | | | | | | |
| Total Horse Racing (Tax) Revenues | 14,487,370 | 8,235,418 | 1,092,630 | 3,597,073 | 39,341,898 | 14,309,396 | 916,056 | 1,488,083 | 893,989 | 113,651 |
| Ticket Lotteries | | | | | | | | | | |
| Total Ticket Lottery Revenues | 293,546,000 | 151,700,000 | 43,400,000 | 55,400,000 | 696,400,000 | 517,165,000 | 39,056,000 | 45,001,000 | 8,658,000 | 35,529,000 |
| Total Revenues | 685,424,370 | 1,097,901,418²¹ | 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 |

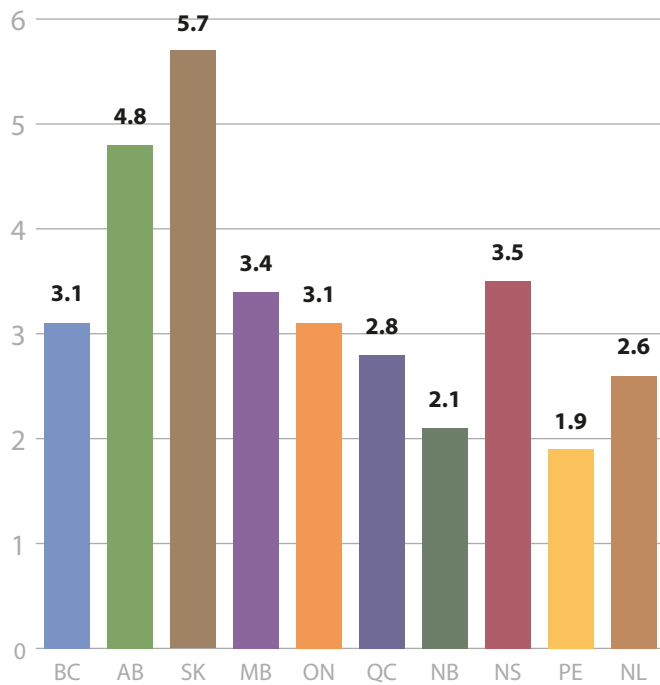


Chart 2: Percentage of Government Revenue Derived from Gaming

On average, Canadian provinces receive 3.0% of their total provincial revenue from gaming, ranging from a low of 1.9% in Prince Edward Island to a high of 5.7% in Saskatchewan.

The following shows revenues to charitable organizations. Across Canada, charitable gaming netted \$666,108,805²², representing 9.5% of total gaming revenue received by charity and government.

Table 10: Gaming Revenues to Licenced Charitable Gaming Organizations

| | BC | AB | SK | MB | ON ¹⁶ | QC | NB | NS | PE | NL ²³ |
|----------------------------|-------------------------|---------------------------|-------------------|-------------------|--------------------|--------------------|-------------------|-------------------|--------------------|-------------------|
| Licenced Charitable Gaming | | | | | | | | | | |
| Bingo | 7,510,624 ²⁴ | 46,246,000 | 21,642,099 | 9,900,000 | 152,000,000 | 42,014,378 | 10,128,755 | 12,302,987 | 2,047,635 | 5,534,837 |
| Breakopen | 0 | 8,398,000 | 6,766,022 | 2,000,000 | 55,200,000 | 7,486,970 | 64,982 | Included in Other | 0 | 85,427 |
| Other | 29,848,007 | 151,108,000 ²⁵ | 9,337,947 | 4,000,000 | 68,000,000 | Unavailable | 4,768,963 | 5,001,328 | Unavailable | 4,715,844 |
| Total Revenues | 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 |

Revenue Distributions

The following table tracks how much of the revenue from gaming is spent on charity and problem gambling. “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 licenced charitable gaming where charitable groups receive money directly from their gaming operations. In terms of a charitable grants-based system, Alberta and British Columbia allocate the largest amount of money to charities.

Table 11: Distributions to Charity and Problem Gambling

| | BC | AB | SK | MB | ON | QC | NB | NS | PE | NL |
|-----------------------------------|-------------|-------------|------------|-----------|-------------|------------|---------|-----------|---------|---------|
| Distributions | | | | | | | | | | |
| To Charity ²⁶ | 125,097,017 | 145,092,000 | 15,300,000 | 3,946,000 | 104,000,000 | 38,866,000 | 0 | 39,000 | 0 | 0 |
| To Problem Gambling ²⁷ | 3,308,000 | 5,757,000 | 4,250,000 | 1,898,000 | 25,250,000 | 18,146,909 | 652,966 | 2,410,000 | 115,000 | 400,000 |

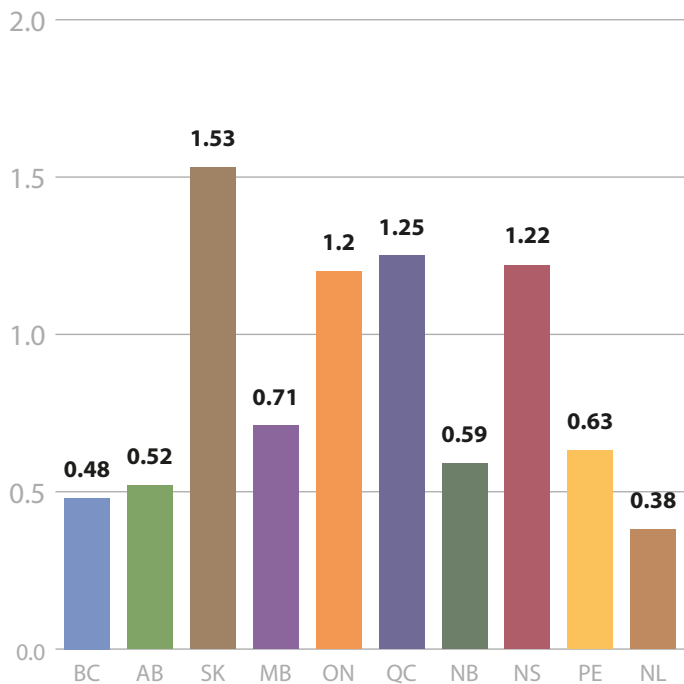


Chart 3: Percentage of Government Gaming Revenue²⁸ Spent on Problem Gambling

Distributions to problem gambling include money for treatment, prevention and research. Across Canada, the average percent of government gaming revenue spent on problem gambling is .85%. Saskatchewan spends the greatest portion of its gaming revenue on problem gambling (1.53%).

A portion of gaming revenues also goes to federal and municipal governments through a variety of agreements. Table 12 shows the amount of gambling money each province gave to the Federal government and municipalities. In 2002/03, the Federal government received \$58,193,644 (representing .93% of gaming revenue), and municipalities received \$165,051,180 (representing 2.56% of gaming revenue). British Columbia, Alberta, Manitoba and Ontario are the only provinces that have revenue sharing agreements with municipalities that are directly related to provincial gaming operations.

Table 12: Distributions to Federal and Municipal Governments

| | BC | AB | SK | MB | ON | QC | NB | NS | PE | NL |
|----------------------------|------------|------------|-----------|------------|------------|------------|-----------|-----------|---------|---------|
| Distributions | | | | | | | | | | |
| To Federal ²⁹ | 7,767,000 | 5,827,000 | 1,769,000 | 2,313,000 | 22,612,000 | 14,000,000 | 1,268,000 | 1,606,899 | 219,249 | 811,496 |
| To Municipal ³⁰ | 38,221,000 | 40,000,000 | 0 | 13,842,600 | 72,987,580 | 0 | 0 | 0 | 0 | 0 |

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 13: Percentage of Past Year Gamblers: Provincial Gambling Prevalence Surveys

| | BC ³¹ | AB | SK | MB | ON | QC | NB | NS | PE |
|---------------------------------------|---------------------------|--------------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------------|
| Survey Details | | | | | | | | | |
| Age of Sample | 18+ | 18+ | 19+ | 18+ | 18+ | 18+ | 19+ | 19+ | 18+ |
| Sample Size | 2,500 | 1,804 | 1,848 | 3,119 | 5,000 | 8,842 | 800 | 2,800 | 809 |
| Year of Survey | 2002 | 2001 | 2001 | 2001 | 2001 | 2002 | 2001 | 2003 | 1999 |
| Activity | | | | | | | | | |
| Bingo | 8.0 | 8.5 | 8.4 | 10.1 | 8.5 | 9.0 | 11.0 | 15.3 | 9.0 |
| Bookies | Included in Sports Events | 0.3 | 0.2 | - | 0.4 | 0.2 | - | - | - |
| Cards ³² | 20.0 | 9.2 | 10.8 | - | 10.0 | 10.5 | 9.0 | 16.9 | 14.0 |
| 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 |
| EGMs (Non-casino) | 3.0 | 13.4 ³³ | 17.7 | 28.2 | 2.2 | 7.8 | 15.0 | 19.0 | 13.0 |
| Games of Skill ³⁴ | Included in Cards | 6.5 | 6.8 | - | 10.2 | 6.0 | - | 4.6 | 7.0 |
| Horse Racing | 8.0 | 4.7 | 2.7 | 4.6 | 5.4 | 1.9 | 2.0 | 1.3 | 15.0 |
| Internet | 2.0 ³⁵ | 0.3 | 0.2 | 0.3 | 0.6 | 0.3 | <1.0 | 0.2 | - |
| Scratch/Instant Win ³⁶ | Included in Lotteries | 29.2 | 27.5 | 22.8 | 31.6 | 37.0 | 40.0 | 48.4 | 49.0 |
| Speculative Investments ³⁷ | 13.0 | 12.3 | 8.4 | - | 6.4 | 2.2 | - | - | 8.0 |
| Sports Events ³⁸ | 18.0 | 6.4 | 9.3 | 5.8 | 13.2 | 1.4 | 6.0 | 7.5 | 8.0 ³⁹ |
| Sports Lotteries | 5.0 | 3.1 | 5.3 | 4.3 | 6.0 | 2.4 | 4.0 | 4.5 | See Sports Events |
| Ticket Lotteries ⁴⁰ | 74.0 | 61.8 | 62.6 | 61.0 | 64.6 | 68.1 | 67.0 | 71.4 | 55.0 |
| Any Activity | 85.0 | 82.0 | 86.6 | 85.0 | 83.2 | 81.0 | 81.0 | 89.3 | 83.0 |

"-" denotes that data was either not collected or could not be determined through the prevalence study report

Table 14: 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 ⁴¹ | 44 | 31 | 36 | 30 | 38 | 32 | 40 | 41 | 43 | 36 |
| Ticket Lotteries ⁴² | 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 |

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 CPGI 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.

Table 15: Problem Gambling Prevalence: Individual Provincial Prevalence Surveys

| | BC | AB | SK | MB | ON | QC | NB | NS | PE ⁴³ |
|---------------------------------|-------|-------|-------|-------|-------|-------------------------|------|-------|------------------|
| Survey Details | | | | | | | | | |
| Age of Sample | 18+ | 18+ | 19+ | 18+ | 18+ | 18+ | 19+ | 19+ | 18+ |
| Sample Size | 2,500 | 1,804 | 1,848 | 3,119 | 5,000 | 8,842 ⁴⁴ | 800 | 2,800 | 809 |
| Year of Survey | 2002 | 2001 | 2001 | 2001 | 2001 | 2002 | 2001 | 2003 | 1999 |
| CPGI Levels | | | | | | | | | |
| Non-Gamblers | 15.0 | 18.0 | 13.4 | 15.0 | 16.8 | 19.6 | 19.0 | 10.7 | 17.0 |
| Non-Problem Gamblers | 69.3 | 67.0 | 71.4 | 75.6 | 69.8 | 78.6 | 72.9 | 82.4 | 79.9 |
| Low-Risk Gamblers | 11.1 | 9.8 | 9.3 | 6.0 | 9.6 | Included in Non-Problem | 4.9 | 4.8 | NA |
| Moderate Risk Gamblers | 4.2 | 3.9 | 4.7 | 2.3 | 3.1 | 1.0 | 1.8 | 1.3 | 1.1 |
| Problem Gamblers | 0.4 | 1.3 | 1.2 | 1.1 | 0.7 | 0.7 | 1.4 | 0.8 | 2.0 |
| Total Moderate Risk and Problem | 4.6 | 5.2 | 5.9 | 3.4 | 3.8 | 1.7 | 3.2 | 2.1 | 3.1 |

"NA" – Not applicable

Table 16: 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

The following table shows the number of Helpline calls to a dedicated gambling Helpline, clients seeking counselling (either for their own or someone else's gambling problem), and full time designated gambling counsellors. In 2002/03, there were 47,369 calls across Canada to a Helpline – 44.5% for their own problem and 11.8% for someone else's problem. Miscellaneous includes 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. A total of 14,341 clients received counselling – 84.8% for their own problem and 13.4% for someone else's problem.

Table 17: Problem Gambling Helpline Calls, Counselling Clients, and Counsellors

| | BC ⁴⁵ | AB | SK | MB | ON ⁴⁶ | QC | NB | NS | PE | NL |
|---------------------------|------------------|---------------------------|-------------------|-------|------------------|----------------------|-------------|---------------------|------------------|-------------------|
| Helpline Calls | | | | | | | | | | |
| Own Problem | 1,454 | Unavailable | 1,081 | 1,130 | 2,427 | 12,797 ⁴⁷ | Unavailable | 645 | Unavailable | Unavailable |
| Other's Problem | 369 | Unavailable | 379 | 524 | 1,214 | 2,327 | Unavailable | 362 | Unavailable | Unavailable |
| Miscellaneous | 1,560 | Unavailable | 629 | 1,988 | 11,310 | 1,496 | Unavailable | 2,243 | Unavailable | Unavailable |
| Total Helpline Calls | 3,383 | 2,660 ⁴⁸ | 2,089 | 3,642 | 14,951 | 16,620 | 497 | 3,250 ⁴⁹ | 48 ⁵⁰ | 229 ⁵¹ |
| Clients ⁵² | | | | | | | | | | |
| Own Problem ⁵³ | 499 | 2,199 | 617 | 501 | 2,830 | 4,217 | 313 | 751 | 63 | 170 |
| Other's Problem | 156 | 309 | 70 | 168 | 682 | 504 ⁵⁴ | Unavailable | Unavailable | 31 | Unavailable |
| Total Clients | 655 | 2,769 | 687 ⁵⁵ | 669 | 3,512 | 4,721 | Unavailable | Unavailable | 94 | Unavailable |
| Counsellors ⁵⁶ | | | | | | | | | | |
| Total Counsellors | 32 | Unavailable ⁵⁷ | 42 | 23 | 98 | 94 | Unavailable | 5 | 2 | 0 |

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Appendix B: Endnotes

- ¹ Note that Emerald casino, a permanent exhibition casino, has VLTs rather than slots. Therefore, 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 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.
- ⁴ Note that the number of licences reported for bingo includes 264 licences issued for combined bingo and breakopen events.
- ⁵ Note that one licence 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.
- ⁶ Includes 2,893 licences issued for table gaming at the province's casinos.
- ⁷ Statistics Canada (2002). Estimates of population by age, group and sex, Canada, provinces and territories, annual. Cansim Table 051-0001. Retrieved April 30th, 2004 from the Statistics Canada web site <http://www.statcan.ca/>
- ⁸ In Alberta slot machines are conducted and managed by the Alberta Gaming and Liquor Commission (AGLC), while casino table games are conducted and managed by charitable or religious organizations granted a licence by the Commission. As such, only casino slot revenue (including slot revenue from summer fair casinos and other temporary exhibitions) is included here. Casino table game revenue is included with 'Other' revenue under 'Licenced Charitable Gaming.'
- ⁹ Does not include table game revenue from Emerald casino, which was unavailable.
- ¹⁰ Does not include revenue from Aseneskak casino, which was unavailable.
- ¹¹ Does not include table game revenue from either the Great Blue Heron Charity Casino or the Golden Eagle Charitable Casino and Entertainment Centre, which was unavailable.
- ¹² All venues.
- ¹³ Includes revenue from slot machines at summer fair casinos and other temporary exhibitions.
- ¹⁴ Includes both racetrack and teletheatre revenue. Calendar year 2002.
- ¹⁵ The reader should interpret the revenues from Licenced Charitable Gaming with caution, as licencees 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 as not all revenues were available in some provinces. These figures, therefore are likely to underestimate the gaming revenue generated by charity.
- ¹⁶ Revenues reported for Ontario Licenced Charitable Gaming are only estimates, as local municipalities issue the majority of licences and there is no single source from which to obtain the revenues.
- ¹⁷ Note that the revenue reported for bingo includes \$8,794,473 in revenue from combined bingo and breakopen events.
- ¹⁸ Includes \$127,329,000 in gross revenue from the province's casino table games, which are conducted and managed by licenced charitable or religious organizations.
- ¹⁹ Only includes slots at racetracks. Casino slots are included in casino revenue.
- ²⁰ Some VLT/slot operating expenses not deducted.
- ²¹ 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, combined with net horse racing revenue. This was done because operating expenses were deducted from the Commission's total net figure that could not be deducted from one or more of its individual gaming sectors.
- ²² Based on available figures.
- ²³ Note that the revenue reported for bingo includes \$4,047,449 in revenue from combined bingo and breakopen events.
- ²⁴ Includes government top-up grants of \$2,289,851.
- ²⁵ Includes \$121,423,000 in net revenue from the province's casino table games, which are conducted and managed by licenced charitable or religious organizations.
- ²⁶ Note that in Manitoba, Quebec, and Nova Scotia, gaming corporations distribute money to charity directly, while in all other provinces, payments are made by the province.
- ²⁷ Where possible, the amount of money actually spent on the research, prevention, and/or treatment of problem gambling by those Provincial Ministries and Departments that receive gaming revenue funding is provided. Only in Alberta, Saskatchewan, Nova Scotia and Newfoundland are province allocations reported. Amounts do not include money spent by gaming operators on their own responsible gambling initiatives.
- ²⁸ Does not include revenues from licenced charitable gaming, as those revenues are retained by the participating charitable organizations.
- ²⁹ Provincial lottery corporations make annual payments to the Government of Canada under a 1979 agreement between the Provincial Governments and the Federal Government.
- ³⁰ 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.
- ³¹ The British Columbia prevalence survey did not ask about participation in individual casino activities, only about overall casino participation. The rate for past year participation was 27 percent.
- ³² 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).
- ³³ Participation in slots at racetracks was included in 'Casino Slots' rather than in 'EGMs (Non-casino).'
- ³⁴ Generally, refers to pool, bowling, darts, golf, and other similar activities.
- ³⁵ Includes online purchase of lottery tickets.
- ³⁶ Includes Breakopen (Nevada strips, Pull Tabs) with the exception of Nova Scotia, where breakopen was asked about in a separate question (its participation rate was 14.2 percent).
- ³⁷ Generally, refers to stocks, options, and/or commodities.
- ³⁸ Generally, includes sports pools, with the exception of Alberta where non-pool betting participation was asked separately. Its participation rate was 4.4 percent. Moreover, in British Columbia this category also includes wagering through bookies.
- ³⁹ 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.'
- ⁴⁰ May or may not include daily lotteries.
- ⁴¹ Includes daily lottery and scratch tickets.
- ⁴² Includes raffle and other fund-raising tickets.
- ⁴³ 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.
- ⁴⁴ Note that only 4,225 of the 8,842 individuals who participated in the Quebec gambling prevalence survey completed the CPGL. The remainder completed the SOGS.
- ⁴⁵ As British Columbia's system for tracking problem gambling clients was not fully implemented in fiscal 2002/03, client numbers for fiscal 2003/04 are reported here.
- ⁴⁶ As Ontario's information reporting system for tracking problem gambling clients was in the process of change in fiscal 2002/03, numbers for fiscal 2003/04 are reported here. Results are still preliminary.
- ⁴⁷ May include calls other jurisdictions have coded as 'miscellaneous'.
- ⁴⁸ From April to June 2002, 724 calls were made to the Alberta Alcohol and Drug Abuse Commission (AADAC) Problem Gambling Helpline. In August of that year, AADAC's Helplines were integrated into one Helpline number. For the remainder of 2002/03, gambling related calls to the integrated Helpline were reported as i) a percentage of all calls received (monthly average 18% for gambling), and ii) a percentage of calls received pertaining to alcohol, drug and gambling (monthly average 33% for gambling).
- ⁴⁹ Helpline calls are estimates for calendar year 2002.
- ⁵⁰ Since there is no designated Problem Gambling Helpline, this figure is based on the number of calls made to the province's general Mental Health Crisis Helpline for gambling-related problems.
- ⁵¹ Since there is no designated Problem Gambling Helpline, there is based on the numbers of calls made to the general Mental Health Crisis Helpline, which is advertised on VLTs across the province.
- ⁵² May have other additions in addition to problem gambling, and may, in some cases, be new clients only.
- ⁵³ Does not include clients from all health regions in Newfoundland and Prince Edward Island. Where possible, estimates were provided.
- ⁵⁴ Does not include clients from all health regions.
- ⁵⁵ Does not include clients from all health regions.
- ⁵⁶ Full-time, equivalent, designated for problem gambling specifically. Current numbers.
- ⁵⁷ 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.

